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Titolo	Learn to program with Scratch : a visual introduction to programming with games, art, science, and math // by Majed Marji ; publisher William Pollock ; production editor Alison Law ; cover illustration Tina Salameh
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Descrizione fisica	1 online resource (291 p.)
Classificazione	COM051010COM012040COM051000JNF012040
Disciplina	794.8/1526
Soggetti	Scratch (Computer program language) Computer programming Video games - Programming
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Intro -- Learn to Program with Scratch: A Visual Introduction to Programming with Games, Art, Science, and Math -- About the Author -- About the Technical Reviewer -- Acknowledgments -- Introduction -- Whom This Book Is For -- A Note to the Reader -- Features -- Organization of This Text -- Conventions Used -- Online Resources -- Errata and Updates -- 1. Getting Started -- What Is Scratch? -- Scratch Programming Environment -- The Stage -- Sprite List -- Blocks Tab -- Scripts Area -- Costumes Tab -- Sounds Tab -- Backdrops Tab -- Sprite Info -- Toolbar -- Paint Editor -- Setting the Center of an Image -- Setting Transparent Color -- Your First Scratch Game -- Step 1: Prepare the Backdrop -- Step 2: Add the Paddle and Ball -- Step 3: Start the Game and Get Your Sprites Moving -- Step 4: Spice It Up with Sound -- Scratch Blocks: An Overview -- Arithmetic Operators and Functions -- Arithmetic Operators -- Random Numbers -- Mathematical Functions -- Summary -- Problems -- 2. Motion and Drawing -- Using Motion Commands -- Absolute Motion -- Relative Motion -- Other Motion Commands -- Pen Commands and Easy Draw

-- The Power of Repeat -- Rotated Squares -- Exploring with Stamp -- Scratch Projects -- Get the Money -- Catching Apples -- More on Cloned Sprites -- Summary -- Problems -- 3. Looks and Sound -- The Looks Palette -- Changing Costumes to Animate -- Sprites That Speak and Think -- Image Effects -- Size and Visibility -- Layers -- The Sound Palette -- Playing Audio Files -- Playing Drums and Other Sounds -- Composing Music -- Controlling Sound Volume -- Setting the Tempo -- Scratch Projects -- Dancing on Stage -- Fireworks -- Summary -- Problems -- 4. Procedures -- Message Broadcasting and Receiving -- Sending and Receiving Broadcasts -- Message Broadcasting to Coordinate Multiple Sprites -- Creating Large Programs in Small Steps.
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-- Copyright.

Sommario/riassunto

By offering a methodical guide to all of Scratch's surprisingly powerful features, Learn to Program with Scratch gives you a firm grasp on the fundamental principles of programming in any language.
