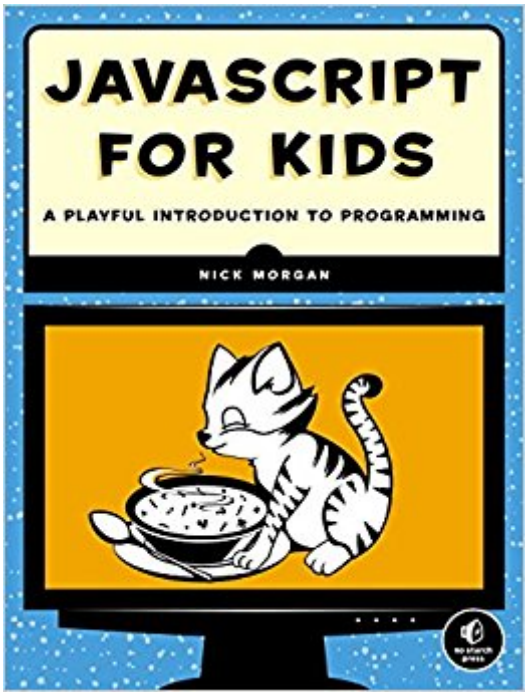
JavaScript For Kids: A Playful Introduction To Programming



Synopsis

JavaScript is the programming language of the Internet, the secret sauce that makes the Web awesome, your favorite sites interactive, and online games fun!JavaScript for Kids is a lighthearted introduction that teaches programming essentials through patient, step-by-step examples paired with funny illustrations. YouÃ¢â ¬â„¢ll begin with the basics, like working with strings, arrays, and loops, and then move on to more advanced topics, like building interactivity with jQuery and drawing graphics with Canvas.Along the way, youÃ¢â ¬â„¢ll write games such as Find the Buried Treasure, Hangman, and Snake. YouÃ¢â ¬â„¢ll also learn how to:Ã¢â ¬â œCreate functions to organize and reuse your codeÃ¢â ¬â œWrite and modify HTML to create dynamic web pagesÃ¢â ¬â œUse the DOM and jQuery to make your web pages react to user inputÃ¢â ¬â œUse the Canvas element to draw and animate graphicsÃ¢â ¬â œProgram real user-controlled games with collision detection and score keepingWith visual examples like bouncing balls, animated bees, and racing cars, you can really see what youÃ¢â ¬â„¢re programming. Each chapter builds on the last, and programming challenges at the end of each chapter will stretch your brain and inspire your own amazing programs. Make something cool with JavaScript today!Ages 10+ (and their parents!)

Book Information

Paperback: 336 pages

Publisher: No Starch Press; 1 edition (December 14, 2014)

Language: English

ISBN-10: 1593274084

ISBN-13: 978-1593274085

Product Dimensions: 7.1 x 0.9 x 9.2 inches

Shipping Weight: 1.9 pounds (View shipping rates and policies)

Average Customer Review: 4.3 out of 5 stars 44 customer reviews

Best Sellers Rank: #57,743 in Books (See Top 100 in Books) #31 inÃ Â Books > Children's Books > Computers & Technology > Programming #34 inÃ Â Books > Computers & Technology > Programming > Web Programming > JavaScript #137 inÃ Â Books > Computers & Technology > Programming > Introductory & Beginning

Age Range: 10 and up

Grade Level: 5 - 8

Customer Reviews

Why JavaScript? This book is as much an introduction to programming in general as it is to

JavaScript. YouÃƒÂ¢Ã â ¬Ã â„¢ll learn how to write JavaScript from the ground up. Each chapter will introduce one concept at a time, building on what you learned in previous chapters. You'll also find challenges that encourage you to expand on the examples in the book and write your own code. By the end youÃƒÂ¢Ã â ¬Ã â„¢ll be programming your own games and animations! If you're picking a first programming language to learn, why choose JavaScript? Well, first off, itÃƒÂ¢Ã â ¬Ã â„¢s easy to start writing JavaScript. All modern web browsers can run JavaScript code, so as long as you have a browser on your computer, you can write and run JavaScript without having to install anything else. This is very different from most programming languages, where you need to download tools like an interpreter or compiler just to run your code. JavaScript is also a really fun language to write. It gives you a lot of freedom to write code in your own style, and it can be forgiving of your mistakes. Plus, programming in JavaScript opens up a whole world of opportunities. JavaScript is most commonly used to make web pages interactive, but it can also run on web servers to create whole websites, and you can even use JavaScript to control robots!

This book is divided into three parts Part I: Fundamentals covers all the basic elements of JavaScript, including the different data types, conditional statements, loops, and functions. You'll also learn how to create simple HTML web pages, and create a text-Ãƒâ Ã Â-based version of the game Hangman. Part II: Advanced JavaScript introduces more advanced techniques that build on the basics from Part I. These include jQuery, objectÃƒâ Ã Â--oriented programming, running code at intervals with timers, and responding to browser events like clicks. YouÃƒÂ¢Ã â ¬Ã â„¢ll use your knowledge of click events to build a game called Find the Buried Treasure! Part III: Canvas introduces the HTML5 canvas element, which is a blank area that you can use JavaScript to draw on. You'll learn how to draw to the canvas, how to animate your drawings, and then how to control those animations using the keyboard. Finally you'll put all this together to recreate the classic game Snake. The book ends with a glossary and some resources to help you continue your journey as a programmer.

Nick Morgan is a British front-end engineer at Twitter. He loves all programming languages but has a particular soft spot for JavaScript. Nick lives in San Francisco (the foggy part) with his girlfriend and their fluffy dog, Pancake. He occasionally blogs at skilldrick.co.uk.

I saw some negative reviews from folks who bought this book for their kids who then struggled with the exercises. I can’t speak to that specifically since I bought this book for my own Javascript

education, but I will say this: as an adult who struggled to learn JavaScript, this book really opened things up for me. And as someone who has been trying to grasp JavaScript for awhile, I think I can offer some insight as to why it can be a difficult language to learn.First, in order to understand JavaScript well, you need to on some level be able to think like a programmer. I think it's possible that kids and adults without any previous programming experience can struggle to learn JavaScript for this reason. I picked up HTML and CSS fairly easily, but those languages don't require you to provide step-by-step instructions to a browser in the same level of detail. When you work in JavaScript, you are writing programs that need to be executed line-by-line, and since humans don't innately think like web browsers, it can be easy to get confused! (Actually, you're writing for a compiler that interprets the code for the computer, but that's a topic for another day.)Another reason why JavaScript can be a bit frustrating is the syntax can be a pain, especially if you're not used to it. The commands have to come in a specific order so the computer can understand them. In addition, there are a lot of parentheses, curly braces, and semi-colons, and if just one of them is out of place, the browser will return errors. Yes, this makes JavaScript a bit of a chore at first, but it gets more automatic with practice. Just like we all had to learn grammar, syntax, and punctuation in our native language in order to communicate clearly, we need to put in the time to learn the language of JavaScript.That said, I credit Nick Morgan and his book for helping me learn to think like a programmer. He explains each step of the code in plain English with numbered diagrams that are very easy to follow. Some of the challenges took me longer than I would have liked, but I don't consider that to be the fault of the book -- it's just because I am trying to learn something new. So for kids who want to learn JavaScript and continued to struggle with this book, I would encourage the parents to read this book along with their kids and guide them through the exercises until they've got the hang of it. They will learn to do fun things, like create random insult generators, a hangman game, and much more, but more importantly, they will be gaining skills that are in high demand. Nearly every web browser has JavaScript installed, and it is the most popular programming language in the world. Think about those implications for a second and the career options it will give them if they start early and learn to power through.Finally, I will offer one more suggestion for those who want to learn JavaScript but who continue to be frustrated. I am attending a web developer boot camp this fall with a concentration in JavaScript, and the course work starts out with PHP, which is a back-end programming language. My guess is that they will use PHP to help us get into the mindset of a programmer. For the C# track, the school I'm attending starts students out with Python. Both JavaScript and C# are C-based programming languages, and the school is starting us off with something else, and my guess is the reasons could include what I've described above -- the

C-languages may be more difficult to learn for these reasons. So, for parents who would like to encourage their kids to power through JavaScript, maybe let them try out Python first since there is a book on Python for kids as well. I wish them the best of luck on their journey to learn to code.

perfect for the adult who wants to read a book with or if they are 10 or older can do on their own with a little help. to leanr one of the top languages right now.

Helpful as an introduction for our autistic 9 year old in coding. Yesterday he was happy to make a simple animation, with Mom’s help. Good book, overall.

I have not finished it yet. Still studying, so far so good. I wish it was TYPE AND SEE method rather than waiting to write the entire program and opening to see the output (display) on a different screen. Thanks you.

Great book for kids

This is one of the best JavaScript books out there

This is a decent starter book for the beginning developer. You’ll want to follow up with a second JS book that is more in depth after.

As an adult and educator, I find this is a great way to wade into the world of JavaScript as it is more user friendly than most JS books.

JavaScript programs using functional techniques Python Programming: Python Programming for Beginners, Python Programming for Intermediates, Python Programming for Advanced C++: The Ultimate Crash Course to Learning the Basics of C++ (C programming, C++ in easy steps, C++ programming, Start coding today) (CSS,C Programming, ... Programming,PHP, Coding, Java Book 1) C++: C++ and Hacking for dummies. A smart way to learn C plus plus and beginners guide to computer hacking (C Programming, HTML, Javascript, Programming, Coding, CSS, Java, PHP) (Volume 10) C++: C++ and Hacking for dummies. A smart way to learn C plus plus and beginners guide to computer hacking (C Programming, HTML, Javascript, Programming, Coding, CSS, Java, PHP Book 10) C++: Effective Modern Ã•Â¡++(C++ 11, C++ 14) (guide,C Programming, HTML, Javascript, Programming,all,internet, Coding, CSS, Java, PHP) Learning PHP, MySQL & JavaScript: With jQuery, CSS & HTML5 (Learning Php, Mysql, Javascript, Css & Html5) Effective JavaScript: 68 Specific Ways to Harness the Power of JavaScript (Effective Software Development Series) Python for Kids: A Playful Introduction To Programming 3D Game Programming for Kids: Create Interactive Worlds with JavaScript (Pragmatic Programmers) Books For Kids: Natalia and the Pink Ballet Shoes (KIDS FANTASY BOOKS #3) (Kids Books, Children's Books, Kids Stories, Kids Fantasy Books, Kids Mystery ... Series Books For Kids Ages 4-6 6-8, 9-12) C++ and Python Programming: 2 Manuscript Bundle: Introductory Beginners Guide to Learn C++ Programming and Python Programming C++ and Python Programming 2 Bundle Manuscript. Introductory Beginners Guide to Learn C++ Programming and Python Programming Python Programming: The Complete Step By Step Guide to Master Python Programming and Start Coding Today! (Computer Programming Book 4)