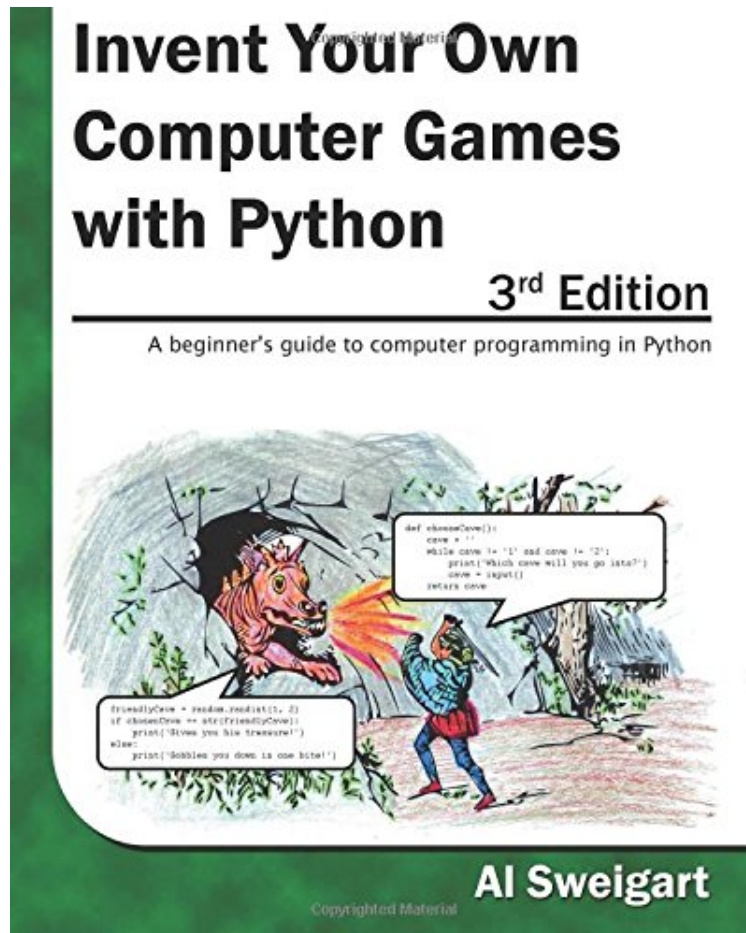


Invent Your Own Computer Games with Python, 3rd Edition

Al Sweigart

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Al Sweigart : Invent Your Own Computer Games with Python, 3rd Edition before purchasing it in order to gage whether or not it would be worth my time, and all praised Invent Your Own Computer Games with Python, 3rd Edition:

2 of 2 people found the following review helpful. Great instruction for total programming beginnersBy TJVery well written book for the total beginner at programming. Lessons are organically taught and from the get go let's the user execute code to see it appear on the screen, albeit code that was copied straight from the book. Narration is SIMPLE and CONCISE. I have a huge Java 1000+ page text that I used to learn Java from scratch and it was like listening to Shakespeare -- not a knock on Shakespeare but most people don't talk that way in everyday life, therefore my brain isn't accustomed and therefore it has to "translate" Shakespeare's sentences into everyday speech - so the Java text was like that! But you shouldn't be double taxing your brain learning how to program AND deciphering what the author is writing, that is probably what frustrates most beginners. For motivational reasons, I think it is very important to hit the ground running when it comes to learning new skills and not get bogged down by all the details and memorization. It

is possible to write about programming in simple sentences, I know because this book exists. So A+ there. The book starts off with installation of python and setting up an IDE (integrated development environment, software that tries to be a one-stop-shop for all your needs: editing code, running code, file manager, etc) Each chapter presents a game to be created. The author describes the mechanics of the game and then provides the source code from the get go for the student to copy over into his own file. The source code is also available on a website for quick copy-pasting. So immediately if the student copy and pastes the code into his IDE or runs the script manually through a terminal, bam, program is up and running within the first half an hour. Then the author goes step by step with each line of code and explains what is happening. Core lessons are spread throughout the book instead of all at the beginning like traditional books. In other words, in the first chapter you might learn about the import statement and variables, then a few chapters later learn about lists and dictionaries, etc. I like this format a whole lot better than texts that feature a lot of depth in the beginning that amounts to reading and memorizing -- but without anything to type and execute, you quickly forget anyway and have to spend time flipping backwards in the text to jog your memory when you realize you need something you've already learned about. Unfortunately I was a little disappointed as to how simple the lessons are. The user doesn't get to design games with a graphical interface (via the Pygame library), until the last third of the book. Prior to that, all games are executed through the command line interface (terminal, shell, console, whatever you happen to call it). This is probably my own fault for not taking a look into the book more thoroughly. I'm a novice programmer with some familiarity with Java and C++, not a total beginner so most of what the book goes over I was already familiar with and have used before, albeit the syntax is different and Python is definitely more concise in code. For some reason I was thinking the book was going to start with creating a graphical interface from the get go and progress a little quicker. I know now that the author has another book that is more what I thought this book was, entitled "Making Games with Python and Pygame" All in all, I still have to give the book 5 stars for doing well what I believe it set out to do: introducing programming to complete beginners as fast as possible, as pleasantly as possible, since I know how dense beginner texts can be. In summary, great book for TOTAL beginners. If you have some background in programming other languages, and can write simple input and output, read and write programs, this book is probably not for you. I also now know that you can read this book for free online at the author's website, which is incredible. So check out the text to see if it fits your speed. Personally, I prefer reading from real books since I stare at the screen long enough as it is and it's a good way to support the content if you like it. 0 of 0 people found the following review helpful. Its a good book but with a warning By root_pound Its a good book but with a warning. You learn a lot about logic and how to design your code/app. He explains each section of the code to you in detail about what it is doing. Right away he teaches you about debugging and how to use that to figure out how the code works. I'd recommend the book for any adult, I would not recommend giving it to your 10 year old kid as they may lose interest pretty quick. Some of the logic is definitely for someone with a bit of previous in school programming or past history of it. I've done simple coding and took Java in college and I even had to really think and investigate on some of the logic. I'd advise you to go over the book yourself before giving to your child to be able to help explain. Another warning is some of the code is really long, lots of typing. And I'd suggest downloading the source files as the code in the book isn't always correct to begin with so your app may not run. 5 of 5 people found the following review helpful. The lessons build nicely on each other so that the students are gradually ... By F. Cantelmi I have used this book to teach 8-12 year old students in my town. The lessons build nicely on each other so that the students are gradually ramped up onto harder lessons. Recommended.

* * * * IMPORTANT NOTE: This is the 3rd edition. The 4th edition is now available for sale or download. * * * * Invent Your Own Computer Games with Python teaches you how to program in the Python. Each chapter gives you the complete source code for a new game, and then teaches the programming concepts from the example. The programs covered include Hangman, Tic Tac Toe, Reversi, Caesar Cipher, Guess the Number, and Dragon Realm. Later chapters cover how to make 2D graphical games using the popular Pygame library. You'll learn how to: * Put together loops, variables, input/output, and flow control statements into working programs * Use data structures such as lists, dictionaries, and tuples * Debug programs and find errors * Program simple game-playing AI opponents * Draw graphics and animation into your games The book is available under a Creative Commons license and can be downloaded in full for free from <http://inventwithpython.com> "Invent with Python" was written to be understandable by kids as young as 10 to 12 years old, although it is great for anyone of any age who has never programmed before.