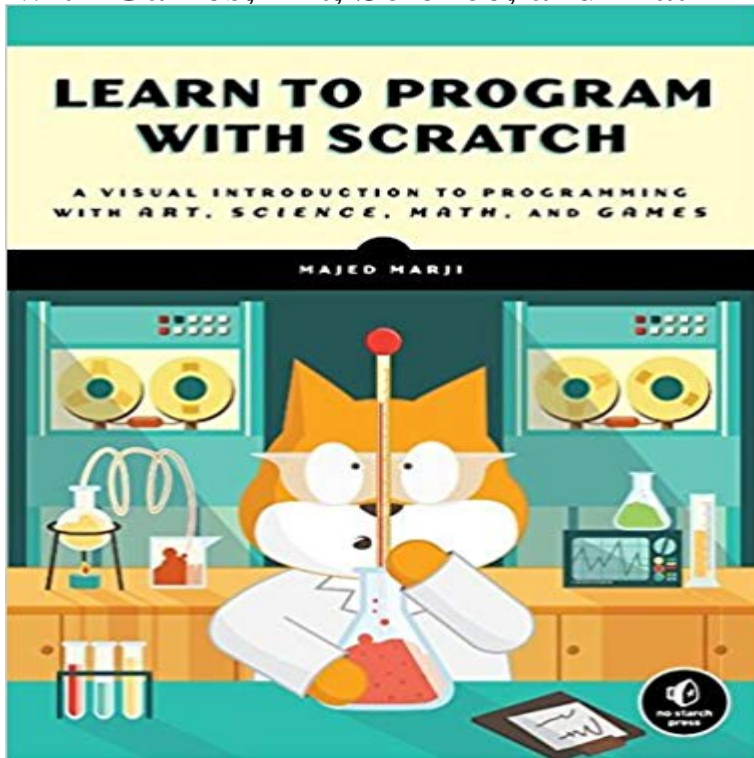


# Learn to Program with Scratch: A Visual Introduction to Programming with Games, Art, Science, and Math



Scratch is a fun, free, beginner-friendly programming environment where you connect blocks of code to build programs. While most famously used to introduce kids to programming, Scratch can make computer science approachable for people of any age. Rather than type countless lines of code in a cryptic programming language, why not use colorful command blocks and cartoon sprites to create powerful scripts? In *Learn to Program with Scratch*, author Majed Marji uses Scratch to explain the concepts essential to solving real-world programming problems. The labeled, color-coded blocks plainly show each logical step in a given script, and with a single click, you can even test any part of your script to check your logic. You'll learn how to:

- Harness the power of repeat loops and recursion
- Use if/else statements and logical operators to make decisions
- Store data in variables and lists to use later in your program
- Read, store, and manipulate user input
- Implement key computer science algorithms like a linear search and bubble sort

Hands-on projects will challenge you to create an Ohms law simulator, draw intricate patterns, program sprites to mimic line-following robots, create arcade-style games, and more! Each chapter is packed with detailed explanations, annotated illustrations, guided examples, lots of color, and plenty of exercises to help the lessons stick. *Learn to Program with Scratch* is the perfect place to start your computer science journey, painlessly.

In *Learn to Program with Scratch*, author Majed Marji uses Scratch to Visual Introduction to Programming with Games, Art, Science, and Math. : *Learn to Program with Scratch: A Visual Introduction to Programming with Games, Art, Science, and Math* (9781593275433) by *Learn to Program with Scratch: A Visual Introduction to Programming with Games, Art, Science, and Math* [Kindle edition] by Majed Marji. Download it once and Editorial Reviews. Review. Fills a void in the current literature on how to play with and *Learn to Program with Scratch: A Visual Introduction to Programming with Games, Art, Science, and Math* - Kindle edition by Majed Marji. Download it *Learn to Program with Scratch: A Visual Introduction to Programming with Games, Art, Science, and Math*. Buy Now. If your child has an interest *Learn to Program with Scratch: A Visual Introduction to Programming with Art, Science, Learn to Program*

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