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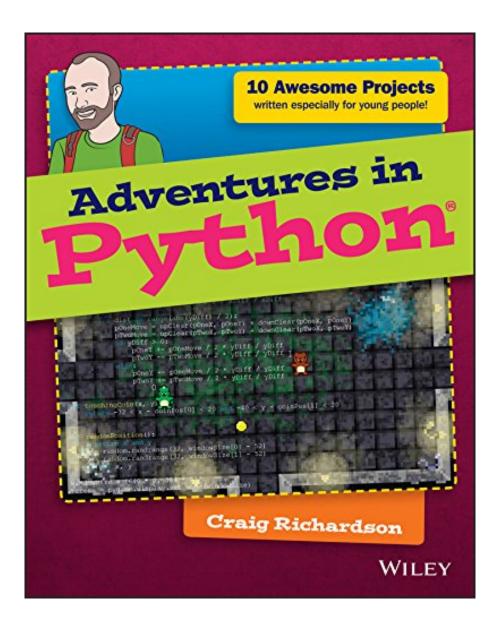

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From the Back Cover

Ready to learn Python programming? This is the place to start!

Python is one of the top programming languages worldwide, a favourite of Google, YouTube, the BBC, and Spotify, as well as the primary programming language for the Raspberry Pi. Learning Python is a great way to get into programming, and this book makes it easy and fun.

No programming experience? No problem! Adventures in Python walks you through ten projects that explain the fundamentals of programming in general, and Python in particular, with clear, simple instructions. As you master the basics, new skills are introduced. Video clips with each chapter provide more information about important concepts. Before you know it, you'll have the confidence to tackle your own projects. Some of the things you'll learn are:

- Navigate basic computer programming concepts
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- Understand the Python programming language so that you can make your own ideas come to life
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To make your Python adventure even easier, the companion website at www.wiley.com/go/adventuresinpython includes helpful videos for each chapter and other useful information. Once you know how to use Python, you'll also have a head start on learning other programming languages, such as C++, Objective-C, and Java. Let's get started!

About the Author

Craig Richardson is a software developer, freelance writer, and former teacher with plenty of classroom experience. In his spare time, he has introduced hundreds of beginners to programming through his fun and engaging Python workshops and resources.

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ADVENTURES IN PYTHON (ADVENTURES IN ...) BY CRAIG RICHARDSON PDF

The complete beginner's guide to Python, for young people who want to start today

Adventures in Python is designed for 11-to 15-year olds who want to teach themselves Python programming, but don't know where to start. Even if you have no programming experience at all, this easy to follow format and clear, simple instruction will get you up and running quickly. The book walks you through nine projects that teach you the fundamentals of programming in general, and Python in particular, gradually building your skills until you have the confidence and ability to tackle your own projects. Video clips accompany each chapter to provide even more detailed explanation of important concepts, so you feel supported every step of the way.

Python is one of the top programming languages worldwide, with an install base in the millions. It's a favourite language at Google, YouTube, the BBC, and Spotify, and is the primary programming language for the Raspberry Pi. As an open-source language, Python is freely downloadable, with extensive libraries readily available, making it an ideal entry into programming for the beginner. Adventures in Python helps you get started, giving you the foundation you need to follow your curiosity.

- Start learning Python at its most basic level
- Learn where to acquire Python and how to set it up
- Understand Python syntax and interpretation for module programming
- Develop the skills that apply to any programming language

Python programming skills are invaluable, and developing proficiency gives you a head start in learning other languages like C++, Objective-C, and Java. When learning feels like fun, you won't ever want to stop – so get started today with Adventures in Python.

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Most helpful customer reviews

3 of 3 people found the following review helpful.
Somethings are GREAT -- others, not so much...
By Dustin Williams
As an college educator in computer science, I am always on the lookout for new programming textbooks that might be helpful for beginning students. Often times, books that are "designed for kids" tend to be awesome for adults as well.

Here's what I like about this book:
- Designed for first-time beginners who know absolutely nothing about programming!
- Teaches the fundamental basics of Python that are needed to create various, fun projects.
- Beautifully illustrated with visual examples. The book just makes you "want" to learn how to program, especially the first chapters!
- Focuses more upon GUI programming, such as how to work with Turtle Graphics, Tkinter, PyGame, etc.

What needs improved:
- Teaches Python 2 (instead of 3 -- the current version).
- Requires users to install PyGame (a game development feature), which works well for Windows-based PCs, but not so much for Mac users.
- Some chapters focus so strongly on making the experience "fun" that the author tends to gloss over important programming concepts without giving them the attention that's needed to ensure the reader adequately grasps them.

Overall, it's a fun book that's helpful to beginners. Yet, there are aspects that should of been improved in order to make it awesome.

2 of 2 people found the following review helpful.
Excellent way to learn Python for youngsters – and adults.

By Jerry Saperstein

The publisher says this a book is intended to help 11 to 15 year olds who want to learn how to program in Python on their own. This is true. Author Craig Richardson does an exemplary job of making programming in Python – and I am not being loose with my words – easy to learn. Not only for kids, but for adults as well. I would instantly recommend this book as an introduction to programming for people with no prior experience in the art.

I like Richardson's approach. He has created 10 "adventures" to guide the learner through their mastery of basic programming concept and the Python language. (By the way, Richardson specifically prohibits the use of Python 3: for this book, only Python v2.7.8 or later will work.)

The "adventures" are oriented toward simple games which probably has the greatest chance of keeping younger minds involved and won't bore adults either. All the code is very clearly laid out and is also downloadable. Videos are also available for some topics. (I haven't worked every code example, so I can't comment on bugs, if any.) Lots of illustrations as well.

One thing Richardson does that most Python teachers don't is introduce Tkinter, the module used for creating Graphic User Interfaces (GUI) very early in the game. Many Python instructional don't mention Tkinter, assuming their readers will use only Command Line driven programs. I think Richardson's approach, especially for younger learners, is much better and will help keep reader interest.

This is a fun book. It makes learning Python easy and entertaining.

True, Adventures In Python covers mostly basic stuff, much of which will not be terribly useful in the real world. But this book will definitely help the motivated reader become comfortable with bossing the computer around through coding and does provide an understanding of Python.

And, as I said, adults new to programming would find this book useful as well.

In my opinion, an excellent adventure!

Jerry

2 of 2 people found the following review helpful.
FUN/Instructional Guide to Python Programming for Adolescents and Adults. Cross Platform Windows/MAC/Linux/Raspberry Python 2.6+
By Ira Laefsky
This instructional and FUN introduction to Python programming aimed at adolescents but appropriate to anyone with minimal programming background has much to recommend it. It has FUN graduated examples beginning with Installation, Hello World-type programs and Turtle Graphics, using graphics for games with the TKinter graphical extrensions, Pygame ending with highly interactive graphical games.
The book is divided into 10 increasingly advanced projects all of which are fun and cross-platform.

The author has taken special care that all of the examples are cross platform. Installation instructions are included for Windows 7 & 8, MAC OS X,
Linux and Raspberry Pi. The author has chosen to use the Python 2.6+ rather than a version of the 3.0+ stream. I believe the reason for this is the wider availability of programming environments and Libraries-- indeed most scientific applications of Python default to 2.6+ as certain scientific libraries are not available yet in a 3.0+ release.

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