Título:

Autor:

Editorial:

Tema:

Sinopsis

Precio: $792.00

Año: 2011

Edición: 3ª

ISBN: 9780132122474

Appropriate for all one-semester pre-CS1 and computer literacy courses, and for integration into the first weeks of many introductory CS1 courses.

Alice was designed to make programming concepts easier to teach and learn. In the Third Edition of Learning to Program with Alice, Alice's creators offer a complete full-color introduction to the interactive Alice rogramming environment. The authors make extensive use of program visualization to establish an easy, intuitive relationship between program constructs and the 3D graphics animation action in Alice. Students discover how Alice blends traditional problem-solving techniques with Hollywood-style storyboarding. Fundamental object-oriented programming concepts and language syntax are taught independently. Programming concepts can be taught from either an objects-first or an objects-early approach, with an optional early introduction to events. The book's Java-like syntax allows students to view their program code, simplifying their transitions to Java, C++, C#, or other object-oriented languages. This new edition includes over 60% revised exercises and a "sneak peek" at Alice 3.0.