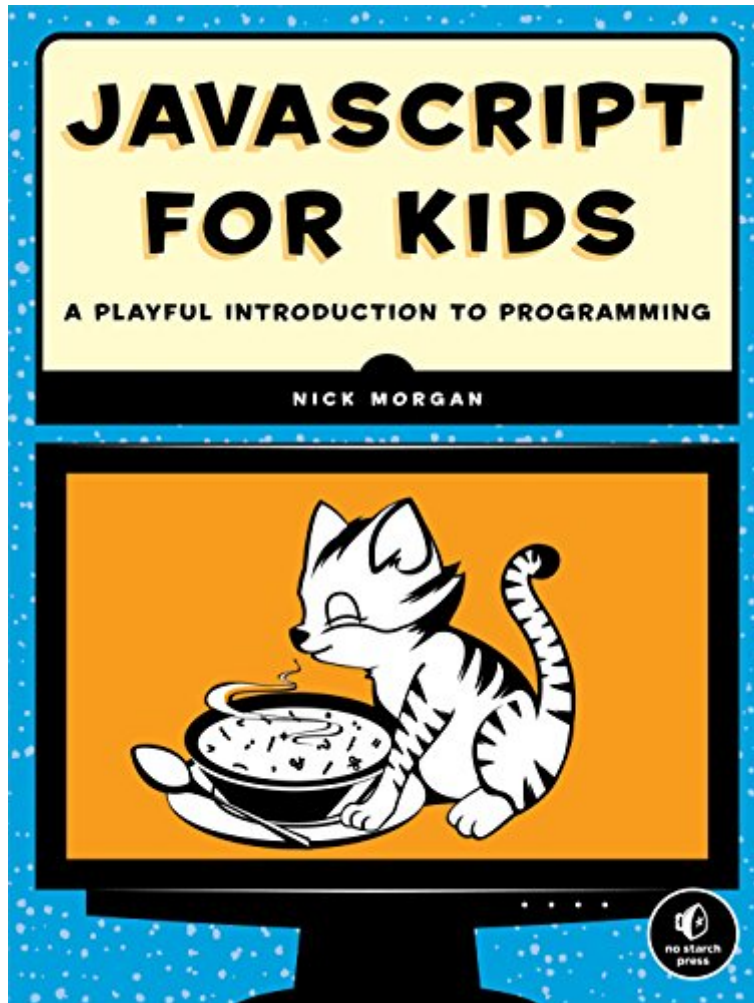


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JavaScript For Kids: A Playful Introduction To Programming



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. You'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, you'll write games such as Find the Buried Treasure, Hangman, and Snake. You'll also learn how to:

- Create functions to organize and reuse your code
- Write and modify HTML to create dynamic web pages
- Use the DOM and jQuery to make your web pages react to user input
- Use the Canvas element to draw and animate graphics
- Program real user-controlled games with collision detection and score keeping

With visual examples like bouncing balls, animated bees, and racing cars, you can really see what you'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

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Customer Reviews

Thank you No Starch Press for sending us this book to review! My oldest daughter is 10 and has a knack for math and an interest in game development. When I heard about the release of JavaScript for Kids, I knew it would be right up her alley. I was right. After completing the seventeen chapters, she's still cracking open the book and tweaking her code. I like how the book has challenges at the end of the chapters to encourage the kids to take their coding skills to the next level. If you're not an IT major, you can download the code solutions from their website. This 309 page book is broken down into three parts: Fundamentals, Advanced JavaScript, and Canvas. In parts one and two your kids will learn about syntax, comments, variables, strings, booleans, arrays, objects, HTML, loops, conditionals, prompts, functions, DOM elements, jQuery, animations, and time outs. The last section focuses on the canvas element and drawing objects like squares, arcs, circles, and later controlling them with keyboard input. There's definitely a lot to learn in this book and I like how they made it fun to put these concepts into practice. Throughout my daughter's learning adventure she has created a text based Hang Man game, a random insult generator (what kid can resist that?), a treasure hunt game with a map, and the final program was a Snake game. The Notepad++ editor that this book recommends is free and will catch some, but not all syntax errors. Debugging broken programs takes just as much (if not more) time to fix than they do to write. Sometimes the show stopping errors are typos, other times it's a misplaced space or semicolon.

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.

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