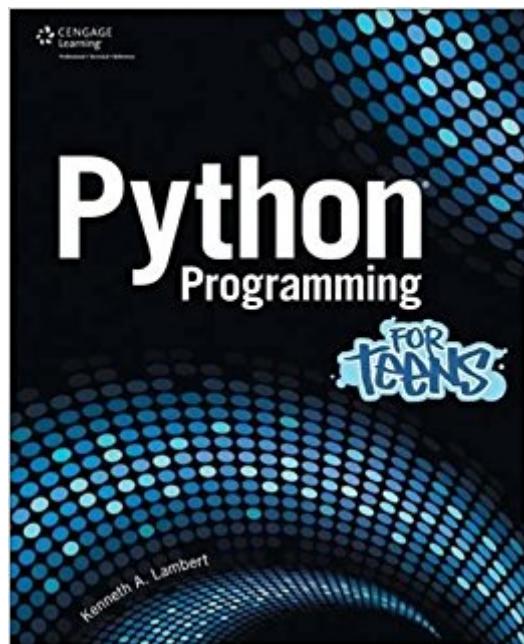


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# Python Programming For Teens



## Synopsis

If you want to learn how to program in Python, one of today's most popular computer programming languages, PYTHON PROGRAMMING FOR TEENS is the perfect first step. Written by teacher, author, and Python expert Kenneth Lambert, this book will help you build a solid understanding of programming and prepare you to make the jump to other languages and more advanced instruction. In PYTHON PROGRAMMING FOR TEENS, you will learn problem solving, program development, the basics of using classes and objects, and more. Special topics include 2-D geometry, fractals, animations, and recursion. The book's topics are illustrated using turtle graphics, a system that provides graphical output from programs and makes learning more fun. Get started programming today with PYTHON PROGRAMMING FOR TEENS.

## Book Information

Paperback: 272 pages

Publisher: Cengage Learning PTR; 1 edition (June 25, 2014)

Language: English

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Product Dimensions: 7.3 x 0.7 x 9 inches

Shipping Weight: 1.2 pounds (View shipping rates and policies)

Average Customer Review: 2.0 out of 5 stars 1 customer review

Best Sellers Rank: #490,430 in Books (See Top 100 in Books) #20 in Books > Teens > Education & Reference > Science & Technology > Computers > Programming #253 in Books > Teens > Hobbies & Games #478 in Books > Computers & Technology > Programming > Languages & Tools > Python

Age Range: 12 - 17 years

Grade Level: 7 - 12

## Customer Reviews

Kenneth A. Lambert is a Professor of Computer Science at Washington and Lee University. He has taught courses in almost every subject area of computer science and has published several textbooks in introductory programming and data structures in C++, Java, and Python. He is the co-creator of the BreezySwing framework and is the creator of the breezypythongui framework.

The book has some great content. However, I think the sequence is strange for a new programmer.

Functions are introduced, possibly drop-shipped, on page 9, indexing, slicing and concatenation on page 16, tuples on page 24, and dictionaries on page 25. I think the concepts are introduced too early and without the necessary background learning. The driving force behind the idea, I'm thinking, is to have the teen be interested in a project, and that project is graphical - turtle graphics. I don't think the book is a good one for a beginning programmer, teen or otherwise. But turtle graphics is deeply imbedded in the concepts, so if you or your teen are interested in that aspect of Python, then this is a decent book to buy. If you are looking for a teen's first book on Python programming, then this one does not seem to me to be the best choice.

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