

Coderdojo Nano Build Your Own Website Create With Code

In the modern age of authenticity and transparency, consumers are no longer content with brands that are dismissive of, or even apathetic to, sustainability. Brands are now expected to convey understanding and concern when it comes to matters such as climate change, carbon footprints and employee welfare. Most importantly of all, they must be genuinely committed to these standpoints – remaining consistent and proactive in their principles. With the rise of more conscious consumers and the belief-driven buyer, organizations ignore sustainability and the spirit of 'doing good' at their own peril. From three marketing experts with decades of experience between them, Sustainable Marketing delivers the new benchmark for modern marketing. This book clarifies the importance of the sustainable approach before providing a comprehensive guide to implementing, driving and maintaining these practices in any organization. A must-read for any business leader or marketing executive, this is a unique and fascinating blend of academic research and practical case studies that will kick-start and inspire sustainable initiatives.

Introduces basic electronics, discussing analog and digital electronic circuits, Ohm's Law, and resonant circuits.

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 Ohm's 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. Uses Scratch 2

Have you ever thought that computer science should include more dragons and wizards? Computational Fairy Tales introduces principles of computational thinking, illustrating high-level computer science concepts, the motivation behind them, and their application in a non-computer—fairy tale—domain. It's a quest that will take you from learning the basics of programming in a blacksmith's forge to fighting curses with recursion. Fifteen seers delivered the same prophecy, without so much as a single minstrel to lighten the mood: an unknown darkness threatens the kingdom. Suddenly, Princess Ann finds herself sent forth alone to save the kingdom. Leaving behind her home, family, and pet turtle Fido, Princess Ann must face goblin attacks, magical curses, arrogant scholars, an unpleasant oracle, and rude Boolean waiters. Along the way she must build a war chest of computational knowledge to survive the coming challenge.

Carbon Politics and the Failure of Kyoto charts the framework and political evolution of the Kyoto Protocol negotiations and examines the ensuing failure of the international community to adequately address climate change. The focus is not on the science or consequences of climate change but on the political gamesmanship of the major players throughout the UNFCCC negotiation process. More than an updated history of the subject matter, this book provides a detailed study of the carbon targets which became the biggest influencing factor on the reaction of nations to Kyoto's binding agreements. The book provides an in-depth analysis of the leading nations' motives, including the US, China and Germany, in entering the negotiations, in particular, their economic interests. Despite the effort to combat climate change in politics that the negotiations represent, the book concludes that an agreement which requires almost 200 very different nations to agree on a single protocol is doomed to failure. The book offers a novel contribution to our understanding of this failure and suggests alternative frameworks and policies to tackle what is arguably the most complex political issue of our time.

Real examples written in PHP showcasing DDD Architectural Styles, Tactical Design, and Bounded Context Integration About This Book Focuses on practical code rather than theory Full of real-world examples that you can apply to your own projects Shows how to build PHP apps using DDD principles Who This Book Is For This book is for PHP developers who want to apply a DDD mindset to their code. You should have a good understanding of PHP and some knowledge of DDD. This book doesn't dwell on the theory, but instead gives you the code that you need. What You Will Learn Correctly design all design elements of Domain-Driven Design with PHP Learn all tactical patterns to achieve a fully worked-out Domain-Driven Design Apply hexagonal architecture within your application Integrate bounded contexts in your applications Use REST and Messaging approaches In Detail Domain-Driven Design (DDD) has arrived in the PHP community, but for all the talk, there is very little real code. Without being in a training session and with no PHP real examples, learning DDD can be challenging. This book changes all that. It details how to implement tactical DDD patterns and gives full examples of topics such as integrating Bounded Contexts with REST, and DDD messaging strategies. In this book, the authors show you, with tons of details and examples, how to properly design Entities, Value Objects, Services, Domain Events, Aggregates, Factories, Repositories, Services, and Application Services with PHP. They show how to apply Hexagonal Architecture within your application whether you use an open source framework or your own. Style and approach This highly practical book shows developers how to apply domain-driven design principles to PHP. It is full of solid code examples to work through.

Your biggest asset in leadership is you. How can you expect people to trust and believe in you, if you aren't truthful and don't embrace your whole self at work? There is a need for a new kind of leadership; one that bleeds personality and rings true to employees and customers alike who crave authenticity. You Lead argues that business leaders deliver

superior results, communities of engagement both inside and outside of the company and true values-driven success when they are themselves and come across as genuine. Bestselling author, Minter Dial, shows readers how embracing your whole self at work encourages people to also be themselves, seek true fulfilment at work and merge the personal and professional to become true examples of what you stand for. *You Lead* is a call to arms to leaders to stop pretending to be who they are not, and play on their uniqueness and strengths, to allow people to do the same and develop a culture of authenticity and purpose. With practical advice, real-life stories and a simple framework, this book shows you how you can: - Be yourself, lead by example and merge the professional and personal - Stand for something and allow people to develop true purpose at work - Allow a community to flourish through the right kind of governance model - Radiate your purpose through employees and customers alike for long-term performance

Learn to build software and hardware projects featuring the Raspberry Pi! Congratulations on becoming a proud owner of a Raspberry Pi! Following primers on getting your Pi up and running and programming with Python, the authors walk you through 16 fun projects of increasing sophistication that let you develop your Raspberry Pi skills. Among other things you will: Write simple programs, including a tic-tac-toe game Re-create vintage games similar to Pong and Pac-Man Construct a networked alarm system with door sensors and webcams Build Pi-controlled gadgets including a slot car racetrack and a door lock Create a reaction timer and an electronic harmonograph Construct a Facebook-enabled Etch A Sketch-type gadget and a Twittering toy Raspberry Pi Projects is an excellent way to dig deeper into the capabilities of the Pi and to have great fun while doing it.

With insight, clarity, warmth and enthusiasm, Hazel Henderson announces the mature presence of the green economy. Mainstream media and big business interests have sidelined its emergence and evolution, but it is now a significant and rapidly growing sector. Throughout *Ethical Markets* Henderson weaves statistics and analysis with profiles of entrepreneurs, environmentalists, scientists, and professionals. Based on interviews conducted on her longstanding US public television series, these profiles celebrate those who have led the highly successful growth of green businesses around the world. *Ethical Markets* is the ultimate sourcebook on today's thriving green economy.

Teach kids as young as 5 years old the basic programming skills necessary to code, including sequencing and loops, without a computer. It's never too early to learn computer coding. *My First Coding Book* is a playful introduction to offline coding and programming that will give young children a head start. Filled with puzzles, mazes, and games to teach the basic concepts of sequences, algorithms, and debugging, this book will help children develop critical thinking, logic, and other skills to cement lifelong computer literacy, which is extremely valuable and sought-after in today's world. With its unique approach and colorful and creative imagery, *My First Coding Book* makes learning and fun one and the same and will have children playing their way to programming proficiency. Supporting STEM education initiatives, computer coding teaches kids how to think creatively, work collaboratively, and reason systematically, and is quickly becoming a necessary and sought-after skill. DK's computer coding books are full of fun exercises with step-by-step guidance, making them the perfect introductory tools for building vital skills in computer programming.

Building with Hemp has been an inspiration for architects, builders, community activists, students and teachers around the world and as this construction system is gaining in popularity this edition will be even more important in assisting the uptake of this technology internationally. The bestselling guide to building a knockout Web site, newly updated *An effective Web site is the key to success for every venture from class reunions to major corporations.* And since Web technology changes rapidly, *Building a Web Site For Dummies, 4th Edition* is fully updated for the cutting-edge tools and trends. If you need to build and maintain a Web site, even if your experience is severely limited, this book makes it easy and fun. You'll learn to plan, design, create, launch, and maintain your site using the most up-to-date tools. A quality Web presence is essential in today's marketplace, and many individuals charged with creating one are unaware of the challenges This guide gives novice Web designers the tools and know-how to plan, design, and build effective Web sites Provides a nuts-and-bolts guide to site-building, including coverage of HTML, WYSIWYG construction software, CSS, and navigation plans Shows how to spruce up your site with topnotch graphics, video, and great content Guides you through getting your site online, promoting it, and even making money from it *Building a Web Site For Dummies, 4th Edition* is the tool every first-time Web designer needs to build a professional-looking site.

You know what's even better than playing games? Programming your own! Make your own online games, even if you're an absolute beginner. Let your imagination come to 3D life as you learn real-world programming skills with the JavaScript programming language - the language used everywhere on the web. This new edition is completely revised, and takes advantage of new programming features to make game programming even easier to learn. Plus, new effects make your games even cooler. When you're done, you're going to be amazed at what you can create. Jump right in! Start programming cool stuff on page 1. Keep building new and different things until the very last page. This book wants you to play. Not just play games, but play with code. Play with programming. Because the best way to learn something is to have fun with it! This second edition is updated from start to finish to make it even easier to get started programming in JavaScript. Every example has been updated to make it easier, with new example games to explore and new 3D effects that make your games even more fun! Want a red donut? You can make hundreds of them, spinning around like mad. Want to create a star field? Make a hundred or a thousand stars. Make them red, green, or blue. Explosions? Fireworks? Planets? It's up to you. And, using a code editor created especially for this book, you'll program right in your web browser. You'll see the results of your work and imagination right away - right next to the code that you just typed! Along the way, you'll pick up a ton of programming knowledge, and dive in even deeper with some more advanced chapters. Whatever you want to do, this book has your back. Best of all, you get to create awesome games and say, "I made this!" What You Need: You need the latest version of the Google Chrome Web browser, available for free from <https://chrome.google.com>. You also need an Internet connection to access the ICE Code Editor the first time. ICE Code Editor will be loaded onto your computer, so you won't need Internet access for later projects.

An introduction to coding for complete beginners, this friendly and accessible book will teach children the basics of Python (a widely used programming language), allowing them to get inside the code of their computer and create simple games and animations on screen. In a time of uncertainty about our environmental future—an eye-opening global tour of some of the most wounded places on earth, and stories of how a passionate group of eco-restorers is leading the way to their revitalization. Award-winning science journalist Judith D. Schwartz takes us first to China's Loess Plateau, where a landmark project has successfully restored a blighted region the size of Belgium, lifting millions of people out of poverty. She journeys on to Norway, where a young indigenous reindeer herder challenges the most powerful orthodoxies of conservation—and his own government. And in the Middle East, she follows the visionary work of an ambitious young American as he attempts to re-engineer the desert ecosystem, using plants as his most sophisticated technology. Schwartz explores regenerative solutions across a range of landscapes: deserts, grasslands, tropics, tundra, Mediterranean. She also highlights various human landscapes, the legacy of colonialism and industrial agriculture, and the endurance of indigenous knowledge. *The Reindeer Chronicles* demonstrates how

solutions to seemingly intractable problems can come from the unlikeliest of places, and how the restoration of local water, carbon, nutrient, and energy cycles can play a dramatic role in stabilizing the global climate. Ultimately, it reveals how much is in our hands if we can find a way to work together and follow nature's lead.

"Kind, realistic, and genuinely helpful...Install a copy on whatever surface is functioning as your desk, and you may even feel a little bit less alone." —The Observer (London) A practical, accessible, and charming guide for finding joy while navigating your professional life working remotely from home—without losing your mind. Like it or not, working alone is now the new normal. The COVID-19 pandemic may have accelerated the process, but the trend is clear—making a living outside the confines of a public workplace is here to stay. For anyone who needs guidance on how to navigate working from a home office—or a home sofa—here is a charming, expert, and genuinely helpful guide to managing a productive career without impromptu hallway conversations or on-call IT support, but with more joy—and, for most of us, better coffee. Written by a dedicated work-from-home expert, Solo culls wisdom from the latest research in psychology, economics, and social science and explores what we gain, or lose, in the shift to solo work. In chapters like "Loneliness and Solitude," "The Power of Planning," and "The Curse of Comparison (and Why Social Media Sucks)," it picks up where the bibles for freelancers stop, offering practical, inspiring, and uniquely reassuring advice culled from a range of influences, from Aesop's fables to medical journals, and explaining what helps us stay resilient, productive, and focused in a company of one.

Scratch 3.0 has landed! Stay ahead of the curve with this fully updated guide for beginner coders. Coding is not only a highly sought-after skill in our digital world, but it also teaches kids valuable skills for life after school. This book teaches important strategies for solving problems, designing projects, and communicating ideas, all while creating games to play with their friends. Children will enjoy the step-by-step visual approach that makes even the most difficult coding concepts easy to master. They will discover the fundamentals of computer programming and learn to code through a blend of coding theory and the practical task of building computer games themselves. The reason coding theory is taught through practical tasks is so that young programmers don't just learn how computer code works - they learn why it's done that way. With Coding Games in Scratch, kids can build single and multiplayer platform games, create puzzles and memory games, race through mazes, add animation, and more. It also supports STEM education initiatives and the maker movement. Follow Simple Steps - Improve Your Skills - Share Your Games! If you like playing computer games, why not create your own? Essential coding concepts are explained using eight build-along game projects. Coding Games In Scratch guides young coders step-by-step, using visual samples, easy-to-follow instructions, and fun pixel art. This coding book for kids has everything you need to build amazing Scratch 3.0 games, including thrilling racing challenges, zany platform games, and fiendish puzzles. Follow the simple steps to become an expert coder using the latest version of the popular programming language Scratch 3.0 in this new edition. Improve your coding skills and create your own games before remixing and customizing them. Share your games online and challenge friends and family to beat each other's scores! In this book, you will: - Learn about setting the scene, what makes a good game and playability - Discover objects, rules, and goals - Explore hacks and tweaks, camera angles, fine-tuning and controls - And much more Computer coding teaches kids how to think creatively, work collaboratively, and reason systematically, and is quickly becoming a necessary and sought-after skill. DK's computer coding books for kids are full of fun exercises with step-by-step guidance, making them the perfect introductory tools for building vital skills in computer programming. Add Coding Projects in Scratch and Coding Projects in Python to your collection.

Build Your Own Website is a fun, illustrated introduction to the basics of creating a website. Join Kim and her little dog Tofu as she learns HTML, the language of web pages, and CSS, the language used to style web pages, from the Web Guru and Glinda, the Good Witch of CSS. Once she figures out the basics, Kim travels to WordPress City to build her first website, with Wendy, the WordPress Maven, at her side. They take control of WordPress® themes, install useful plugins, and more. As you follow along, you'll learn how to: –Use HTML tags –Make your site shine with CSS –Customize WordPress to fit your needs –Choose a company to host your site and get advice on picking a good domain name The patient, step-by-step advice you'll find in Build Your Own Website will help you get your website up and running in no time. Stop dreaming of your perfect website and start making it!

Introduces coding using HTML, CSS, and JavaScript, providing step-by-step instructions for creating a website and adding photos, embedding videos, and using file transfer programs--

PHP is experiencing a renaissance, though it may be difficult to tell with all of the outdated PHP tutorials online. With this practical guide, you'll learn how PHP has become a full-featured, mature language with object-orientation, namespaces, and a growing collection of reusable component libraries. Author Josh Lockhart—creator of PHP The Right Way, a popular initiative to encourage PHP best practices—reveals these new language features in action. You'll learn best practices for application architecture and planning, databases, security, testing, debugging, and deployment. If you have a basic understanding of PHP and want to bolster your skills, this is your book. Learn modern PHP features, such as namespaces, traits, generators, and closures Discover how to find, use, and create PHP components Follow best practices for application security, working with databases, errors and exceptions, and more Learn tools and techniques for deploying, tuning, testing, and profiling your PHP applications Explore Facebook's HVVM and Hack language implementations—and how they affect modern PHP Build a local development environment that closely matches your production server

Learn valuable programming skills while building your own Minecraft adventure! If you love playing Minecraft and want to learn how to code and create your own mods, this book was designed just for you. Working within the game itself, you'll learn to set up and run your own local Minecraft server, interact with the game on PC, Mac and Raspberry Pi, and develop Python programming skills that apply way beyond Minecraft. You'll learn how to use coordinates, how to change the player's position, how to create and delete blocks and how to check when a block has been hit. The adventures aren't limited to the virtual – you'll also learn how to connect Minecraft to a BBC micro:bit so your Minecraft world can sense and control objects in the real world! The companion website gives you access to tutorial videos to make sure you understand the book, starter kits to make setup simple, completed code files, and badges to collect for your accomplishments. Written specifically for young people by professional Minecraft geeks, this fun, easy-to-follow guide helps you expand Minecraft for more exciting adventures, and put your personal stamp on the world you create. Your own Minecraft world will be unlike anyone else's on the planet, and you'll pick up programming skills that will serve you for years to come on other devices and projects. Among other things, you will: Write Minecraft programs in Python® on your Mac®, PC or Raspberry Pi® Build houses, structures, and make a 3D duplicating machine Build intelligent objects and program an alien invasion Build huge 2D and 3D structures like spheres and pyramids Build a custom game controller using a BBC micro:bit™ Plan and write a complete interactive arena game Adventures in Minecraft teaches you how to make your favourite game even better, while you learn to program by customizing your Minecraft journey.

Speak to the world with your very own custom website! Creating a Web Site is the kids' guide to learning basic website design! From planning to perfecting, this book walks you through the entire process of building your own website, with easy-to-read instructions and plenty of pictures every step of the way. Good planning saves you a ton of work, so you'll begin by getting your ideas out of your head and onto paper. Next, you'll find a template that already has the basic features you want, so you can start

working on the fun stuff right away. You'll learn all the HTML and CSS you need to make your site look and act the way you want it to, and you'll learn how to add video, images, widgets, and more to make the design your very own! Before you know it, you'll have your own custom-built website showcasing your talents and interests for the world. If you want your own website, why settle for a basic template that makes your page look like everyone else's? You don't need to build it from scratch—with a few simple lines of code, you can transform a basic template into the site of your dreams. This book shows you how to have fun from page one as you: Figure out just what kind of site you want to build Create a mood board to bring your ideas into reality Choose your favorite template and customize it with CSS and HTML Add widgets, pictures, video, and more to make your site your very own Easy instruction with a dose of humor have made the For Dummies books a leading resource for adults around the globe. The Dummies Junior series brings that learning to kids, with projects designed specifically for your interests, skills, and abilities. Creating a Web Site helps you build your digital home base, with fun instruction every step of the way.

Unlike many other recent Blockchain books focused on describing and defining Blockchain technology from a technical or cryptocurrency perspective, this unique book takes a very different tack: its focus is on how mainstream and marginalized Americans can use blockchain technology and digital assets ethically to create an abundant life. This book explores what Blockchain technology is doing today and how it can be used to create a better tomorrow. The book daringly explores how blockchain technology can make a difference in improving America's education system, cracking the Glass Ceiling, altering employment outlooks, and improving every person's financial future. The author examines and explores the business and social impact that open sourced Blockchain technology promises us is possible. And, in turn, discusses how we Americans can take those possibilities to create our economy, country, and lives into bustling meccas of abundance for E-V-E-R-Y-O-N-E.

Ever wondered how to make a computer follow instructions? If so, then it is time to get coding! A Beginner's Guide to Coding is an easy-to-follow guide to the basics of coding, using the free programming languages of Scratch and Python. These step-by-step projects will have young coders talking to their own chatbots or making their own computer games in no time. Accessible, engaging, and fun, this book is bursting with eye-catching illustrations and fantastic projects to introduce aspiring young programmers to the world of coding.

Start programming quickly with this super-fun guide to Raspberry Pi Adventures in Raspberry Pi, 2nd Edition includes 9 cool projects that show you how to set up and start developing on your Raspberry Pi. Updated for the release of the Rev 3 board, this second edition covers all the latest features and tells you everything you need to know. Written specifically for 11-15 year-olds, this book uses the wildly successful, Raspberry Pi to explain the fundamentals of computing. You'll have a blast learning basic programming and system administration skills, beginning with the very basics of how to plug in the board and turn it on. Each project includes an instructional video so you can jump right in and start going through the lessons on your own. This hands-on book gets you up and running fast, with fun projects that let you explore. Learn how to "talk to" your Raspberry Pi Create games and stories with Scratch Program with Turtle Graphics and Python Code music and create a Raspberry Pi jukebox If you want to get started programming today, Adventures in Raspberry Pi is the ultimate hands-on guide.

In Learn Robotics with Raspberry Pi, you'll learn how to build and code your own robot projects with just the Raspberry Pi microcomputer and a few easy-to-get components - no prior experience necessary! Learn Robotics with Raspberry Pi will take you from inexperienced maker to robot builder. You'll start off building a two-wheeled robot powered by a Raspberry Pi minicomputer and then program it using Python, the world's most popular programming language. Gradually, you'll improve your robot by adding increasingly advanced functionality until it can follow lines, avoid obstacles, and even recognize objects of a certain size and color using computer vision. Learn how to: - Control your robot remotely using only a Wii remote - Teach your robot to use sensors to avoid obstacles - Program your robot to follow a line autonomously - Customize your robot with LEDs and speakers to make it light up and play sounds - See what your robot sees with a Pi Camera As you work through the book, you'll learn fundamental electronics skills like how to wire up parts, use resistors and regulators, and determine how much power your robot needs. By the end, you'll have learned the basics of coding in Python and know enough about working with hardware like LEDs, motors, and sensors to expand your creations beyond simple robots.

CoderDojo is the coding club that lets you hang out with other coders, learn new stuff and generally have fun with computers. This amazing CoderDojo book tells you everything you need to know to build your own website. Start by getting your very own Dojo Nano club up and running. All you need is one or more friends, a computer, and this book! Then join the Nanonauts who are learning how to make a website for their band. They'll be sharing their tips on HTML, CSS, and Javascript. With their help you'll soon be able to create a website on any subject you can think of. Starting with the basics, you will quickly progress to the fun parts that make everyone want to visit your website: from adding photos to embedding Youtube videos and Google maps, to making your menu page something to marvel at. It's all at your fingertips. The best book on coding for kids aged 9 and up. There is no better place to start your coding adventure.

Ready to learn how to code a game? Get an introduction to programming with this fun and accessible guide. Learn HTML and JavaScript. Design and build five interactive computer games. Create cool graphics. Code simple artificial intelligence. This appealing guide, covering essential coding concepts, offers an ideal introduction to all these activities and more. By following simple step-by-step instructions and completing five exciting missions, aspiring programmers are invited to code well-known games such as tic-tac-toe and table tennis, then customize their projects to test their skills.

One farm's decades-long journey into regenerative agriculture--and how these methods enhance biodiversity, pollinators, and soil health Northern Vermont's Nancy and John Hayden have spent the last 25 years transforming their draft horse-powered, organic vegetable and livestock operation into an agroecological, regenerative, biodiverse, organic fruit farm, fruit nursery, and pollinator sanctuary. In Farming on the Wild Side they explain the philosophical and scientific principles that influenced them as they phased out sheep and potatoes and embraced apples, pears, stone fruits, and a wide variety of uncommon berry crops; turned much of their property into a semi-wild state; and adapted their marketing and sales strategies to the new century. As the Haydens pursued their goals of enhancing biodiversity and regenerating their land, they incorporated agroforestry and permaculture principles into perennial fruit polycultures, a pollinator sanctuary, repurposed greenhouses for growing fruit, hügelkultur, and ecological "pest" management. Beyond the practical techniques and tips, this book also inspires readers to develop greater ecological literacy and respect for the mysteries of the global ecosystem. Farming on the Wild Side tells a story about new ways to manage small farms and homesteads, about nurturing land, about ecology, about economics, and about things that we can all do to heal both the land and ourselves.

Python is a powerful, expressive programming language that's easy to learn and fun to use! But books about learning to program in Python can be kind of dull, gray, and boring, and that's no fun for anyone. Python for Kids brings Python to life and brings you (and your parents)

into the world of programming. The ever-patient Jason R. Briggs will guide you through the basics as you experiment with unique (and often hilarious) example programs that feature ravenous monsters, secret agents, thieving ravens, and more. New terms are defined; code is colored, dissected, and explained; and quirky, full-color illustrations keep things on the lighter side. Chapters end with programming puzzles designed to stretch your brain and strengthen your understanding. By the end of the book you'll have programmed two complete games: a clone of the famous Pong and "Mr. Stick Man Races for the Exit"—a platform game with jumps, animation, and much more. As you strike out on your programming adventure, you'll learn how to: –Use fundamental data structures like lists, tuples, and maps –Organize and reuse your code with functions and modules –Use control structures like loops and conditional statements –Draw shapes and patterns with Python's turtle module –Create games, animations, and other graphical wonders with tkinter Why should serious adults have all the fun? Python for Kids is your ticket into the amazing world of computer programming. For kids ages 10+ (and their parents) The code in this book runs on almost anything: Windows, Mac, Linux, even an OLPC laptop or Raspberry Pi!

Since the earliest days of 'modern' marketing and sales, the departments that ran these key functions have been separate empires. They have different leaders, different budgets, and different organizational structures. However, with the overwhelming impact of continuous disruption, many organizations have been left floundering, unsure of how to get traction in the market. The old rule book has been torn up and thrown away. Smarketing is the first book that explores the shift that will become the future state operating model for companies seeking to remain competitive and relevant in this fast-changing digital world. It explains how and why companies should blend sales and marketing into one single, streamlined smarketing department. Sales people will become better marketers, and marketers better sales people, leading to bigger, better business growth all round. With clearly defined implementation strategies that can be applied by any company, regardless of size or sector, Smarketing is an invaluable resource for any marketing or sales professional looking to drive growth and success in the new era of marketing.

Protect your diary from snooping siblings. Share your secrets with a BFF. Guard your texts from unwanted eyes. Create the lingua franca for your own fantastical secret world! Expert language creator David J. Peterson (inventor of languages for Game of Thrones, the Marvel Universe, and more) guides you as you create own secret languages, codes, ciphers, and hidden messages. From simple cyphers to entirely new alphabets, Create Your Own Secret Language will help you master the skills of secret communication, whether it's written, drawn, or spoken. By the time your finished reading, you'll be able to share messages memora vosak laz vos otihoe vosecchi! ("that no one will be able to understand!") Illustrations by Ryan Goldsberry

Statistics, analysis and commentary from top thinkers on emerging behaviour explain why industries and economies are forced to reinvent themselves.

More unbelievably true facts and fun! Another year's worth of wild and wacky information from Ripley's Believe It or Not! This brand new, updated edition features all the craziest facts, newest discoveries, and weirdest wonders of the world!

"Do you like video games? How about social media? Streaming movies? Online shopping? Smart phones? All of the amazing technology you use every day was created by ordinary people who decided to learn an extraordinarily useful skill: coding. And here's the best part: you can learn it too! If you have ever been curious about how to program but don't know where to begin, you have picked up the right book! With over one hundred delightful illustrations, engaging text, and lighthearted humor on almost every page, Code for Teens is sure to keep you stimulated and entertained while you learn. Knowing how to code opens up a huge world of new, exciting possibilities. Code for Teens delivers the tools and tricks that will give any reader the foundational knowledge needed to understand JavaScript, the world's most commonly used coding language. From understanding basic operations and functions to creating your own loops and beyond, you'll begin developing the skills of superstar programming pros

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The Ars Electronica has been accompanying and analyzing the digital revolution and its manifold implications since 1979, consistently focusing on processes and trends at the interface between art, technology, and society. This artistic, scientific research is presented annually in Linz in the form of a festival whose five-day program includes conferences, panel discussions, workshops, exhibitions, performances, interventions, and concerts. It is planned, organized, and implemented in collaboration with international artists and scientists and always addresses a different volatile future issue.00Exhibition: Ars Electronica Festival, Linz, Austria (07.-11.09.2017).

Having used her psychic abilities to turn her own life around, journalist and psychic Sherron Mayes explains in this highly practical guide exactly how we can do the same for ourselves. A far cry from new-age, esoteric psychic books, Sherron's approach is fresh, modern and, above all, accessible. She cuts through the mysticism surrounding psychic phenomena, firmly believing that we all have the ability to tap into our innate intuition and apply its extraordinary gifts for success in every aspect of our day-to-day life. Illustrating her points with fascinating stories of her own experiences, and those of others, Sherron shows us specific techniques for strengthening intuition and interpreting the messages that it brings. She gives us simple-to-follow exercises to: use visualisation to strengthen the mind, 'tune in' through psychometry, program our dreams, understand communication from guides and angels, locate our strongest sense (whether clairvoyance, clairaudience or clairsentience). Exhilarating and eye-opening, this book is for anyone who has ever wondered how to make life infinitely successful.

What makes you successful? Most people struggle to answer this question because the concept of "success" is exceptionally complex and individually defined. Still, society has for generations used the same three-pronged, one-size-fits-all approach to measuring the success of a human life: money, power, and honors. While this makes for a simple definition, it fails to accurately capture the unique and personal journey that each of us takes to find our success. Exacerbated by this age of technology and constant connectedness, the gap in societal and personal success measurement can lead many to worry that their lives aren't as successful as their peers'. Using case studies of individuals who have overcome enormous obstacles to achieve unique versions of success, The Success Disconnect illustrates the idea that it is never too late to change course, and that YOU are the sole architect and evaluator of your life's journey. Written by Bill Connolly, a branding expert, professional improvisational comedian, and author of the book Funny Business: Build Your Soft Skills Through Comedy (Named by Forbes as one of "Three Books That May Make You Rethink Your Career") The Success Disconnect offers a malleable blueprint that anyone can use to create a life that makes them feel happy, fulfilled, and ultimately successful. By the end, readers will have a refreshed perspective on their place in the world, and a clear path to pursue their purpose. What people are saying about "The Success Disconnect" "The Success Disconnect will show you why there is no linear career path anymore and that you need to focus on meaningful work instead of just money to achieve happiness in your own life." Dan Schawbel, New York Times bestselling author, Serial Entrepreneur and Forbes Columnist "In our pursuits of fulfillment at work we rarely stop to ask ourselves what success means and why we work in the first place. Bill brilliantly challenges that status quo while drawing from unconventional sources to answer the question that matters most: what is success?" Arthur Woods, Co-Founder of Imperative "Finding success today is complicated. It's always easy for individuals and businesses to come up with new ideas and approaches; the hard part is letting go of routines and processes that worked in the past, but are now stale. This book identifies a new blueprint for people to become comfortable with discomfort and challenge themselves to find personal success." Bryant Pfeiffer, Vice President, Club Services, Major League Soccer For anyone looking to create a life of meaning, purpose and impact, The Success Disconnect is the book filled with vivid stories that will show you how to get it done. Erica Dhawan, co-author of Get Big Things Done and CEO of Cotential

CoderDojo Nano: Make Your Own Game teaches the fundamentals of the Javascript coding language in a simple, logical way to help kids

reach their goal of creating their very own PC game. Children will learn everything from creating a game world, animating characters and determining the physics of movement within the game. Each concept is illustrated with a screenshot to make checking easy, and incredible pixel art from Army of Trolls makes this look like no other coding book. Coder Dojo Nano: Make Your Own Game is the perfect first step that kids can take towards game development. Look out for other titles in the CoderDojo Nano series: CoderDojo Nano: Build Your Own Website. Lights...camera...action! Bring your LEGO minifigures to life with this beginner-friendly guide to stop-motion animation. Ten "Mini Movies" walk you through using your phone, tablet, or computer to make short, funny clips with step-by-step instructions. Set the stage with any of the six included background settings and thirty-six LEGO elements, including a pizza, banana, baseball cap, six minifigure heads, and more! Plus, learn the tricks of the trade as you dive into more advanced skills, such as lighting, sound effects, and camera angles. With these tips and tricks, every movie you make is guaranteed to be a successful smash hit.

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