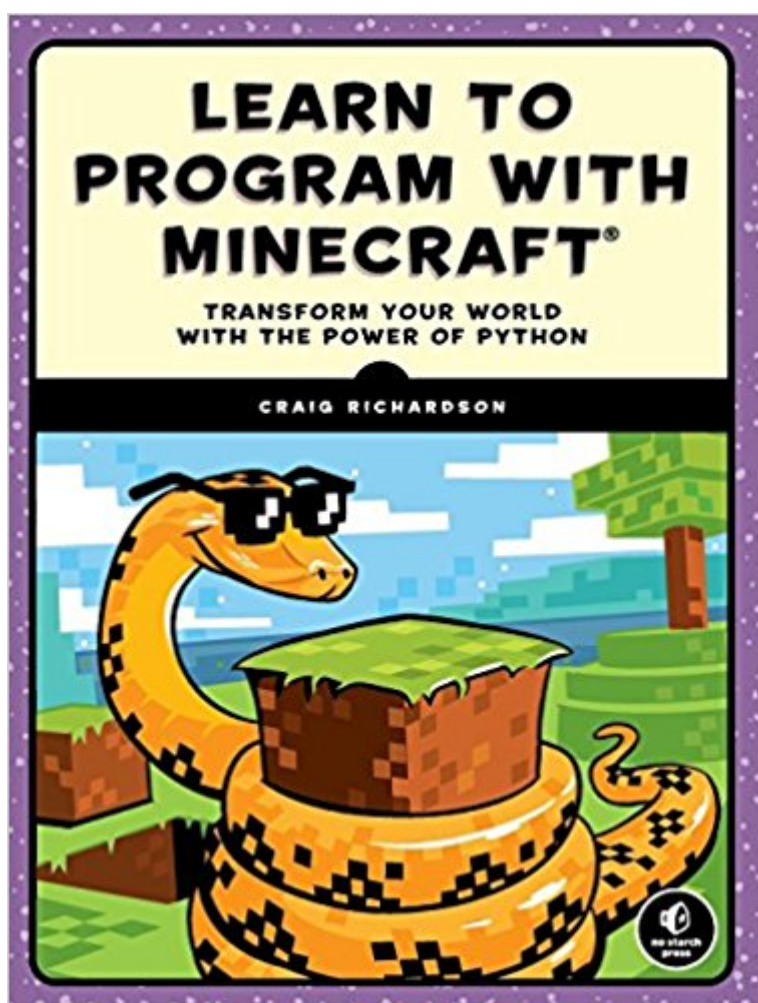


The book was found

Learn To Program With Minecraft: Transform Your World With The Power Of Python



Synopsis

You've bested creepers, traveled deep into caves, and maybe even gone to The End and back-but have you ever transformed a sword into a magic wand? Built a palace in the blink of an eye? Designed your own color-changing disco dance floor? In *Learn to Program with Minecraft*, you'll do all this and more with the power of Python, a free language used by millions of professional and first-time programmers! Begin with some short, simple Python lessons and then use your new skills to modify Minecraft to produce instant and totally awesome results. Learn how to customize Minecraft to make mini-games, duplicate entire buildings, and turn boring blocks into gold. You'll also write programs that:

- Take you on an automated teleportation tour around your Minecraft world
- Build massive monuments, pyramids, forests, and more in a snap!
- Make secret passageways that open when you activate a hidden switch
- Create a spooky ghost town that vanishes and reappears elsewhere
- Show exactly where to dig for rare blocks
- Cast a spell so that a cascade of flowers (or dynamite if you're daring!) follows your every move
- Make mischief with dastardly lava traps and watery curses that cause huge floods

Whether you're a Minecraft megafan or a newbie, you'll see Minecraft in a whole new light while learning the basics of programming. Sure, you could spend all day mining for precious resources or building your mansion by hand, but with the power of Python, those days are over!

Requires: Windows 7 or later; OS X 10.10 or later; or a Raspberry Pi. Uses Python 3

Book Information

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Games & Strategy Guides > Game Programming

Age Range: 10 and up

Grade Level: 6 - 12

Customer Reviews

Craig Richardson is a software developer and Python educator. He has worked for the Raspberry Pi Foundation, taught high school computing classes, and led many workshops on Python programming with Minecraft.

Extremely well written book for kids. My kids are following the steps on their own after help with first two chapters to setup. Recommend looking at comments in other reviews for answers to questions if you are stuck on an error. Lots of helpful q&a and reviews. They helped us get unstuck. Note: My 9 yr old is very advanced and is used to programming in Scratch as well as general troubleshooting of computers/software/mechanics. I would say this is appropriate for anyone 9 and older with a little parent help, and 12 and older without help. This requires you purchase Minecraft from the Mojang website for your child (Do not purchase the Windows 10 version of Minecraft since that cannot be used for modding at this time).

My 9 year old son is working his way through this book now on his Raspberry Pi 2, and having a good time. It is a very well put together text, full of visuals and clear instructions. A great way for kids to learn to program and enjoy Minecraft as well.

Minecraft is a hit with the kids and when you combine it with the elegance and simplicity of Python, it presents an excellent way for introducing programming to kids. One of the first things that typically hits you when you want to prepare a package to teach the kids is to ensure that all the software is in place and organized into appropriate folders, so that the setup is not just minimal but also is intuitive enough for you to explain to the kids and for the kids to follow. This book takes extra steps on that front by making sure that in the first chapter itself : Setting Up for your Adventure, you have all the detailed steps to setting up the environment either for your PC, Mac or even Raspberry Pi. The instructions along with the ZIP files provided by the author worked well. Just ensure that you do not assume that just because you have some version of say Java, it should be fine. Take my advice and install the specific versions that the author has instructed and it works well. The book then progresses well by explaining first about Python constructs and then applying them to do a little task in Minecraft. This approach ends up as being a refresher or learning material not just for Python but then also for the different objects and tasks that you can do inside of Minecraft. Most aspects of

Python are covered and some of these include:- Variables- Expressions and Operators- String Manipulation- Conditional Statements- Loops- Functions- Lists- File Operations- Object Oriented Concepts The above Python concepts are mapped beautifully to fun things that you can do inside Minecraft. These include teleporting the players, sending chat messages, Determining where you are standing in the game, Building structures via functions, Managing a list of items and so on. I actually tested out various parts of this book with my two sons, aged 12 and 9, and they enjoyed various aspects of it. Especially the part where you could create complex structures via loops and the teleporting stuff. If you are looking for a good and gentle introduction to Python and how you can program bits of Minecraft, this is a great reference to get going.

The material is somewhat outdated, but very easy to understand and well organized.

Amazing book, got my 7yo coding quickly, the motivation of building a whole large city via programming blocks got him going.

This was purchased as a gift for a child that is interested in learning code and who loves Minecraft. A parent is helping but it's easy enough for a 9 year old to follow.

If you kid loves Minecraft, this could turn their play time into a lifelong career.

My son and I are having so much fun with this book! It's clear, concise, and easy to follow. He is excited to finish each chapter. Love watching him discover the magic of coding!

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