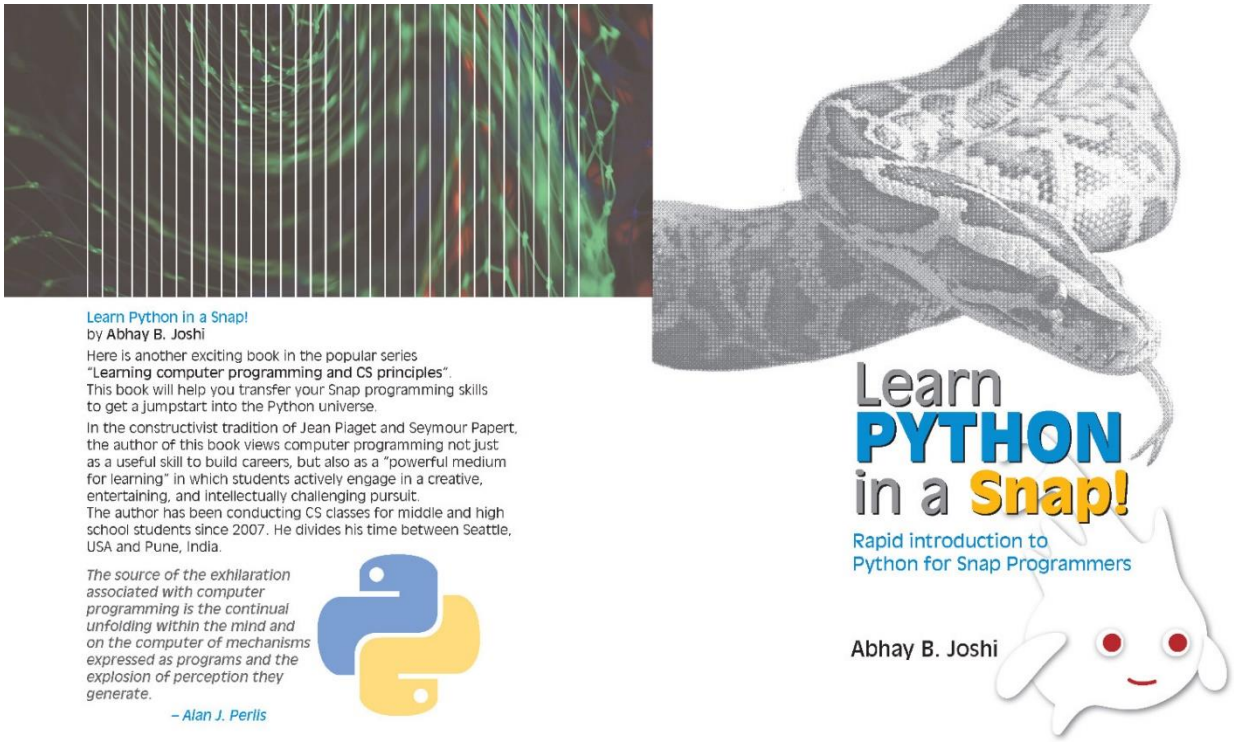
Learn Python in a Snap!



Introduction:

This book is meant for Snap (and Scratch) programmers. It gives them a jumpstart into the Python universe. Snap is essentially a major upgrade to Scratch and it's an excellent bridge to Python. Snap adds a number of CS concepts and programming features that are missing in Scratch. The continuation of the familiar block-based interface helps students work with these advanced ideas fairly comfortably.

This book assumes that the reader is familiar with the Snap programming language and the basics of computational thinking. It simply takes Snap concepts and features and shows their equivalent in Python.

How to get your copy:

This book is available worldwide on Amazon Kindle and in print in certain countries. To order your printed copy in India, write to abjoshi@yahoo.com.

Authors' background

As a freelance teacher (since 2008), Abhay's area of interest has been "teaching Computer Programming as a medium for learning" and he has been teaching Snap, Python, and Scratch regularly to middle and high school students – currently in the Pacific Northwest of USA and Pune, India.

Since 2011 Abhay has authored several books for a series aimed at *Learning computer programming and CS principles*. He now has a set of 4 books on Snap Programming which anyone can use to start from the basics and become an expert Snap programmer. He has also written books on Logo Programing – the granddaddy of and inspiration behind most modern languages meant for CS education. Abhay has written several articles to promote CS education and has conducted teacher-training workshops to encourage aspiring teachers to experiment with this idea.

Abhay has been associated with the Software Industry since 1988 as a programmer, developer, entrepreneur, coach, and adviser. After getting an MS in Computer Engineering from Syracuse University (USA), he worked as a programmer for product companies that developed operating systems, network protocols, and secure software. In 1997, Abhay co-founded Disha Technologies, a successful software services organization.

Programming remains one of Abhay's favorite hobbies, and he continues to explore the "entertaining, intellectual, and educational" aspects of programming.

Author's CS page: http://www.abhayjoshi.net/spark/home.htm