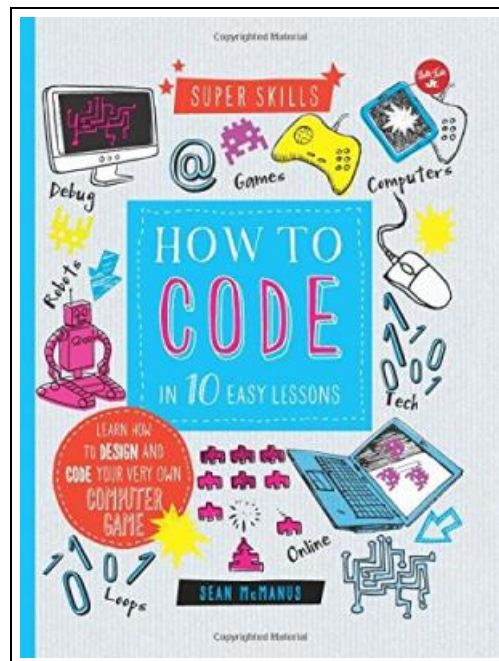# How to Code in 10 Easy Lessons: Learn How to Design and Code Your Very Own Computer Game

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HOW TO CODE IN 10 EASY LESSONS: LEARN HOW TO DESIGN AND CODE YOUR VERY OWN COMPUTER GAME

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Walter Foster Jr, United States, 2015. Spiral bound. Book Condition: New. 259 x 211 mm. Language: English . Brand New Book. Learn how to code in 10 easy lessons, and become a computer pro in no time!From writing simple coding instructions using Scratch software, to learning the coding skills to create your own computer game and even design your own website, this book leads the way. By breaking this daunting subject down into the 10 super skills needed, young readers can get familiar with computer coding and build on their skills as they progress through the book. Starting off with a short introduction that poses the question, What is coding?, the super skills of coding then explains how to use Scratch coding software to give coding instructions, write simple code, and use loops; debug and fix code; and use coding knowledge to create a simple computer game and a webpage using simple HTML. With easy-to-follow explanations accompanied by clear, step-by-step graphics throughout, this is a great first coding book for middle-school children, ages 8+ interested in learning about computer science and web design.

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