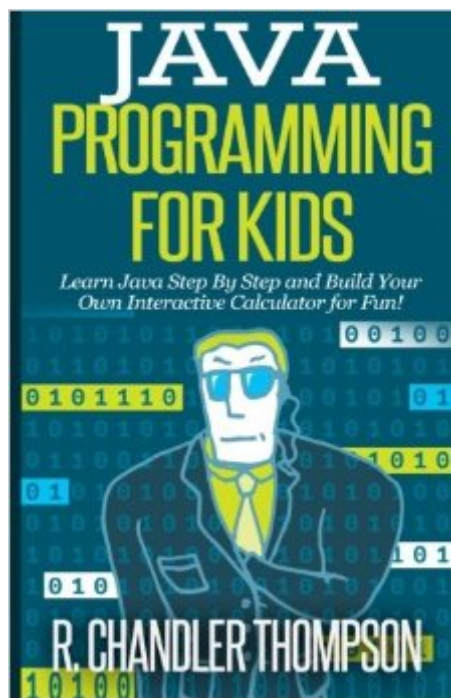


The book was found

# Java Programming For Kids: Learn Java Step By Step And Build Your Own Interactive Calculator For Fun! (Java For Beginners)



## Synopsis

\*\*\*\*\* #1 Best Seller in "Introductory & Beginning Programming and Children's Computer Programming" \*\*\*\*\*

Ever use that free calculator application on your computer? Probably, but chances are it was such an unmemorable experience that you couldn't say for sure whether you have or not. What if that calculator knew your name? What if it carried on a conversation with you, and asked you questions? You'd probably remember it a little better! Maybe even make a point of using it whenever you needed to crack an equation! But you know what? You could build your own one-of-a-kind calculator. All you need is Java. Java is a very powerful, yet easy to learn language. It's absolutely FREE and it's EVERYWHERE - on your phone, on your computer, and on many other devices all around you every day, and in "Java Programming for Kids: Learn Java Step By Step and Build Your Own Interactive Calculator for Fun!" bestselling author R. Chandler Thompson will start you on your path as a Java programmer! In this tutorial you will learn:

- \* How to set up the basic Java development environment and start developing any application you can imagine
- \* How to create programs that interact with the people using them
- \* Learn quick and easy ways to do math using Java
- \* Exactly how a Java program works
- \* How to make your programs reusable and structured with the help of methods
- \* How to create a number of specific Java programs
- \* How to develop a cool Talking Calculator

Learning is not complete until we can apply what we have learned to our own lives. In case of programming, your learning will only be a success when are able to use your own knowledge of Java programming to create something brand new. Java programming is a language, sure, but it's also an art - just like music composition. In "Java Programming for Kids: Learn Java Step By Step and Build Your Own Interactive Calculator for Fun!" You will quickly and effectively learn the language you need to create something fun, exciting, and awesome! Don't wait, scroll up and get your copy today!

## Book Information

Series: Java for Beginners

Paperback: 102 pages

Publisher: CreateSpace Independent Publishing Platform (October 31, 2014)

Language: English

ISBN-10: 1503032434

ISBN-13: 978-1503032439

Product Dimensions: 5.5 x 0.2 x 8.5 inches

Shipping Weight: 6.6 ounces (View shipping rates and policies)

Average Customer Review: 4.1 out of 5 stars [See all reviews](#) (40 customer reviews)

Best Sellers Rank: #363,286 in Books (See Top 100 in Books) #91 in [Books > Computers & Technology > Programming > Languages & Tools > Java > Beginner's Guides](#) #714 in [Books > Computers & Technology > Programming > Introductory & Beginning](#) #29481 in [Books > Teens](#)

## Customer Reviews

Great book! I bought this book so my 12 year old daughter and her buddy could try it out. They both want to be computer programmers when they "grow up" and I thought this would be a good start for them. They had so much fun on the weekend working their way through it. They were so proud when they got their computers to say "hello world" and their first program worked! Now, they are working on their calculators and starting with conditional statements. I can't believe how fast they are picking it up! Thanks so much!

My son finished this book about a week ago. He was really proud of himself and also understood how to manipulate the projects in his own silly way. I'm a programmer so I helped him out a little bit. I give the book 5 stars because it's such an inexpensive book that will give so much in return. I think anyone at any age should consider this book just to start off with.

Kids pick up programming quickly. The problem is, they learn how to do things, but they don't always understand how they did it. Recently, after reworking a javascript game in an open source course the question was asked, "how can I make my own program?" I was asked to "help" figure out how they could actually do their own game from scratch. Let's start out by saying, there are a lot of resources on JAVA, but I don't have the time or the patience to wade through a five inch thick manual when what I need is a more straight forward presentation. This book was definitely what we needed. First, like the open source course, it was focused on creating something specific "an interactive calculator" second it offered solid foundational information that could be used to work on other JAVA projects. My advice is as follows, 1) get this book 2) read it 3) give it to the kid and have them read it. 4) go do something else while they program. This way you have a clue what's going on and they have a good resource to use as they learn.

I develop software and I've taught computers to kids. This book will be OK for the kid that's very driven to learn, but it's format has a number of issues that will make most kids uninterested. First - the paperback format doesn't fit the book. The typical conventions used to separate example code

aren't followed, and the narrow paperback pages don't let the lines fit together making it difficult to read. Font choices are bad, making some sections hard to separate from the text. Next - This isn't going to succeed for a kid to LEARN about java at a kids level. This will let the kids type in the program in the book and make things work, but the typical 10-12 year old isn't going to understand the discussion about the data types as it's set up. A longer format and diagrams would give kids some mental images to work with. Finally, as with any Java environment, this book must tackle the often oppressive installation and command line bias required. It's entirely correct, but for parents hoping to give their kids a way to experience programming, it presents a high barrier to entry. The short format of the book doesn't allow for a description or quick reference for when things go bad.

I can't imagine a worse book for kids to learn to program Java. It is overly verbose and complex. The examples are too few and far between. The font the code is printed in is almost completely illegible. L's look like l's and spaces are easy to miss. Definitely not worth the time or money.

I bought this book for my 16 y.o. daughter and myself. One may think that using a java compiler and learning object oriented programming is hard. Or that using variables, methods, operators and scanner class is complex. But, this step by step approach demystifies code writing. The author assumes you have little background and basically guides you along the way. This was perfect for us beginners. You will be requested to download a few apps. and learn how to develop a java calculator. In sum, the book offers an excellent introduction to java programming that saves you time and money.

I actually got this book for myself (an adult). I figured if it was written so that kids can understand it, I should be able to understand it too and I've been wanting to learn Java for a while now. It didn't disappoint. Very easy to understand and tons of info that's well-organized and well-written.

Great book for kids especially if they are interested in computers. My daughter likes to become like her dad who is an IT guy and she has always been interested in computers and technology. This book was a great way for her to learn during the summer while still having fun.

[Download to continue reading...](#)

Java Programming for Kids: Learn Java Step By Step and Build Your Own Interactive Calculator for Fun! (Java for Beginners) JAVA: JAVA in 8 Hours, For Beginners, Learn Java Fast! A Smart Way to Learn Java, Plain & Simple, Learn JAVA Programming Language in Easy Steps, A Beginner's

Guide, Start Coding Today! Java: The Ultimate Guide to Learn Java and Python Programming (Programming, Java, Database, Java for dummies, coding books, java programming) (HTML, ... Developers, Coding, CSS, PHP) (Volume 3) Java: The Simple Guide to Learn Java Programming In No Time (Programming, Database, Java for dummies, coding books, java programming) (HTML, Javascript, Programming, Developers, Coding, CSS, PHP) (Volume 2) Learn Spanish Step by Step: Spanish Language Practical Guide for Beginners (Learn Spanish, Learn German, Learn French, Learn Italian) Learn French Step by Step: French Language Practical Guide for Beginners (Learn French, Learn Spanish, Learn Italian, Learn German) C++: A Smart Way to Learn C++ Programming and Javascript (c plus plus, C++ for beginners, JAVA, programming computer, hacking, hacking exposed) (C ... Coding, CSS, Java, PHP) (Volume 1) Build Your Own Wi-Fi Network (Build Your Own...(McGraw)) Java Artificial Intelligence: Made Easy, w/ Java Programming; Learn to Create your \* Problem Solving \* Algorithms! TODAY! w/ Machine Learning & Data ... engineering, r programming, iOS development) Java Programming: A Beginners Guide to Learning Java, Step by Step Build-Your-Own Toolbox 1-2-3 (Home Depot Build-Your-Own 1-2-3) Rich Dad Advisor's Series: Own Your Own Corporation: Why the Rich Own Their Own Companies and Everyone Else Works for Them (Rich Dad's Advisors) JAVA Programming for Beginners: The Simple Guide to Learning JAVA Programming fast! C++: C++ and Hacking for dummies. A smart way to learn C plus plus and beginners guide to computer hacking (C Programming, HTML, Javascript, Programming, Coding, CSS, Java, PHP) (Volume 10) Programming: Computer Programming for Beginners - Learn the Basics of Java, SQL & C++ Python: Python Programming Course: Learn the Crash Course to Learning the Basics of Python (Python Programming, Python Programming Course, Python Beginners Course) Calculator Fun Book (Funfax) Kids Fun Songs - Learn To Play Recorder Pack Songs For Kids/Kids Songs/Movie Themes W/ (Learn & Play Recorder Pack) Books For Kids: The Misadventures of Mischievous Missy (KIDS ADVENTURE BOOKS #9) (Kids Books, Children Books, Kids Stories, Kids Adventure, Kids Fantasy, Mystery, Series Books Kids Ages 4-6 6-8 9-12) Build-A-Bear Workshop: Friendship Book (Build-A-Bear Workshop Books (Interactive Books))

[Dmca](#)