Scratch Programming in easy steps: Covers versions 1.4 and 2.0

By Sean McManus

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Scratch Programming in Easy Steps introduces readers to Scratch, a programming language that is widely used on the Raspberry Pi. Using Scratch's highly visual interface, you'll learn how to make games and animations. Along the way, you'll learn about some important ideas that underpin most programming languages. The book includes examples of games and techniques that readers are invited to customize and build on to make their own programs, and begins with a foreword by Mitchel Resnick, Professor of Learning Research at the MIT Media Lab, which created Scratch.

Scratch makes it easy to create your own games, animations, music, art or applications. It's the perfect way to learn programming because it takes away a lot of the complexity. That means you can focus on having great ideas and bringing them to life.

This book is an in-depth guide to both the new web-based Scratch 2.0, and Scratch 1.4, as used on the Raspberry Pi. With no prior knowledge needed, this book takes you from scratch to Scratcher!

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Editorial Review

About the Author

Sean McManus writes inspiring books about business and technology. His books include *Scratch Programming in easy steps* and *Web Design in easy steps,* and he has written for magazines including *The MagPi, Raspberry Pi Geek* and *Internet Magazine.* Sean is also a Code Club volunteer. He lives in the UK.

Users Review

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