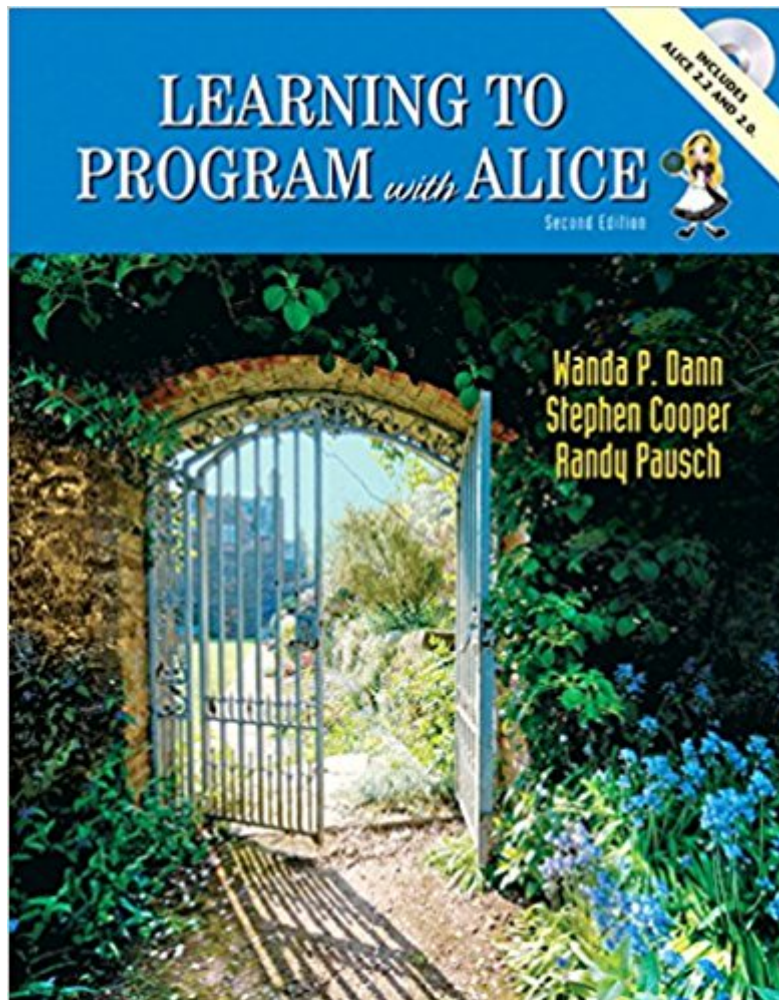**The book was found**

Learning To Program With Alice (2nd Edition)

Synopsis

Learning to Program with Alice, 2e, is appropriate for all one-semester pre-CS1 and computer literacy courses, and for integration into the first weeks of many introductory CS1 courses. Ã Â Alice was designed to make programming concepts easier to teach and learn. In the Second Edition of Learning to Program with Alice, AliceÃ¢â ¬â„¢s creators offer a complete full-color introduction to the interactive Alice 2.2 programming environment. The authors make extensive use of program visualization to establish an easy, intuitive relationship between program constructs and the 3D graphics animation action in Alice. Students discover how Alice blends traditional problem-solving techniques with Hollywood-style storyboarding. Fundamental object-oriented programming concepts and language syntax are taught independently. Programming concepts can be taught from either an objects-first or an objects-early approach, with an optional early introduction to events. The bookÃ¢â ¬â„¢s Java-like syntax allows students to view their program code, simplifying their transitions to Java, C++, C#, or other object-oriented languages. This new edition even allows students to upload their animated programs onto YouTube and share their work on the Web.

Book Information

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Customer Reviews

Wanda Dann is the Director of the Alice Project and Associate Teaching Professor of Computer Science at Carnegie Mellon University. Her research has encompassed program visualization and object-oriented and event-driven programming. She has published papers on the use of program visualization in computer science education for SIGCSE, the Computer Science Education Journal,

and related publications. She has been co-PI for three NSF-funded projects. She is an active member of the ITiCSE Visualization Working Group, studying the effectiveness of visualization in computer science education. She has taken on a major leadership role in the international computer science education community, serving as SIGCSE 2004 Program co-Chair and SIGCSE 2005 Symposium co-Chair. Stephen Cooper is an Associate Professor of Computer Science and the Director for the Center for Visualization at Saint Joseph's University.Ã Â He taught previously at Rivier College, serving as Computer Science program director. He has also worked at IBM as a systems programmer. Dr. Cooper's research interests lie in the semantics of programming languages as well as in program visualization. He is the author or co-author of a dozen articles, and has been the principal investigator for several National Science Foundation and private grants. Ã Â Randy Pausch is a Professor of Computer Science, Human-Computer Interaction, and Design at Carnegie Mellon, where he is the co-director of CMUÃ¢â ¬â„¢s Entertainment Technology Center (ETC).Ã Â He was a National Science Foundation Presidential Young Investigator and a Lilly Foundation Teaching Fellow. He has done Sabbaticals at Walt Disney ImagineeringÃ Â (WDI) and Electronic Arts (EA), and has consulted with Disney on user interfaces for interactive theme park attractions and with Google on user interface design. Dr. Pausch is the author or co-author of five books and over 70 articles, is the director of the Alice software project, and has been in zero gravity.

I needed this for an animation class in college and while the book is helpful on doing the assignments, I felt Alice was completely lacking and the instructions glossed over what was needed for a smooth animation. If you are a complete beginner than this along with Alice may help with coding but overall becomes useless once you understand the basics of a coding language like c++. I really wish there was a way to write custom code instead of just dragging and dropping snippets of text. Alice is the only editor that creates animation this way - the "alice" way - since 3DS Max, Maya, and even Blender use a completely different method of animation that can be used in any pipeline.

This teaches you very little about actual programming. In fact, the programming class I took in HS was more challenging and profitable for me than this junk I took in college.I don't NOT recommend for anyone wanting to learn to program.

This book, and any class you will take that requires it is a waste of your time and money. It will not teach you how to program. There are many other language options to take, and I recommend

starting with either python, Java, or (if you are more advanced) C++. Stay away from this text and this atrocious excuse for a "programming language ". You have been warned.

I needed the book for a class for school. The book does seem to do a fairly good job of explaining how to do things, but it seems like the pacing is pretty terrible. Some chapters gloss over really quickly on more difficult tasks while other chapters spending a lot of time on increadibly simple things. Unless you need it for a class Alice is easy enough for most people to figure out without this book. Either by just playing with it or looking for help online.

If you've never had *any* programming experience, and you're dying to make some cartoon-style movies/interactive games, then this is the book for you.Having actually *had* programming experience (java, C++, visual basic, etc.) I think the program is self-explanatory enough that you really don't need the book (especially when you realize that the program is free to download from the internet, and there are literally thousands of tutorials on the internet for free as well).

for the most part this book is easy to understand and the exercises are a good level of challenging. i bought this book for my intro to logic class. and i feel im learning alot from this book to prepare me for my actual programming classes i have to take later on.

I needed this book for a class in school. Don't ask me what's in the book, even thou i passed the class i cant remember anything that was in this book. The are all made for profit not for educational value.But i will say this book had some kinda fun activities. If your buying it for other than school purposes don't bother This version of Alice is out dated anyway get something with the 3d version :P

Just a warning, if you rent this book you run the risk of receiving it without the disc, rendering it useless.

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