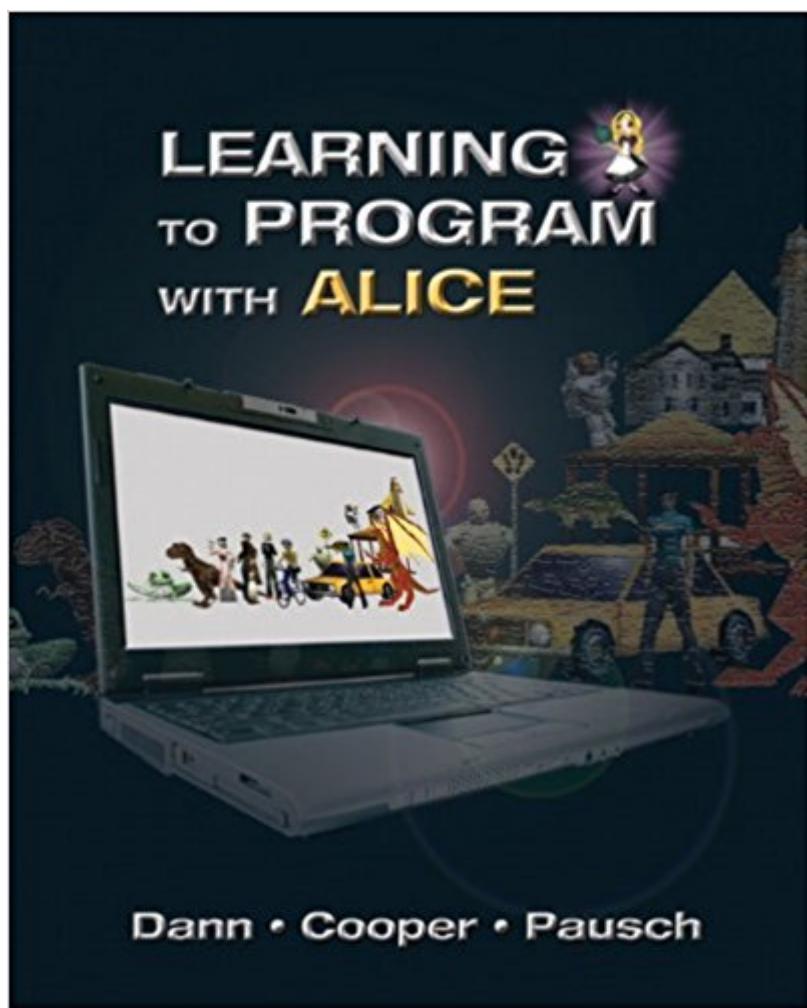


The book was found

# Learning To Program With Alice (w/ CD ROM) (3rd Edition)



## Synopsis

Learning to Program with Alice, 3e is appropriate for all one-semester pre-CS1 and computer literacy courses, and for integration into the first weeks of many introductory CS1 courses. Alice was designed to make programming concepts easier to teach and learn. In the Third Edition of Learning to Program with Alice, Alice's creators offer a complete full-color introduction to the interactive Alice 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 book'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 includes over 60% revised exercises and a "sneak peek" at Alice 3.0. Collection of Alice 3D example worlds on CD-ROM Students can load an example world and enter their own code to make it work.

## Book Information

Series: Learning to Program with Alice

Paperback: 371 pages

Publisher: Pearson; 3 edition (March 7, 2011)

Language: English

ISBN-10: 0132122472

ISBN-13: 978-0132122474

Product Dimensions: 8 x 0.8 x 9.9 inches

Shipping Weight: 1.5 pounds (View shipping rates and policies)

Average Customer Review: 3.5 out of 5 stars 45 customer reviews

Best Sellers Rank: #17,928 in Books (See Top 100 in Books) #10 in Books > Textbooks > Computer Science > Object-Oriented Software Design #23 in Books > Computers & Technology > Programming > Software Design, Testing & Engineering > Object-Oriented Design #91 in Books > Textbooks > Computer Science > Programming Languages

## 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. 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.

Randy Pausch was a Professor of Computer Science, Human-Computer Interaction and Design at Carnegie Mellon, and co-founder of the Entertainment Technology Center. He also served as the Director of Carnegie Mellon's Alice research group, where he oversaw the development of Alice. He was a National Science Foundation Presidential Young Investigator and a Lilly Foundation Teaching Fellow. In 1995, he spent a Sabbatical with the Walt Disney Imagineering Virtual Reality Studio and consulted with Imagineering on interactive theme park attractions, particularly for the "DisneyQuest" virtual-reality based theme park. Dr. Pausch authored or co-authored five books and over 60 reviewed journal and conference proceedings articles, and his primary interests were human-computer interaction, entertainment technology and undergraduate education.

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 incredibly 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.

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

Alice in Wonderland Collection — All Four Books: Alice in Wonderland, Alice Through the Looking Glass, Hunting of the Snark and Alice Underground (Illustrated) Learning to Program with Alice (w/ CD ROM) (3rd Edition) It's Not Like I Planned It This Way: Including Alice; Alice on Her Way; Alice in the Know Learning To Program with Alice (2nd Edition) Coloring Books for Grownups Alice In Wonderland: Vintage Coloring Books for Adults - Art & Quotes Reimagined from Lewis Carroll's Original Alice in Wonderland What To Do About Alice?: How Alice Roosevelt Broke the Rules, Charmed the World, and Drove Her Father Teddy Crazy! Alice in France: The World War I Letters of Alice M. O'Brien Kaplan GRE Exam 2009 Premier Program (w/ CD-ROM) (Kaplan GRE Premier Program (W/CD)) Kaplan GMAT 2008 Premier Program (w/ CD-ROM) (Kaplan GMAT Premier Program (w/CD)) Kaplan LSAT 2009 Premier Program (w/ CD-ROM) (Kaplan LSAT Premier Program (W/CD)) Kaplan MCAT 2007-2008 Premier Program (w/ CD-ROM) (Kaplan MCAT Premier Program (W/CD)) Barron's ACT with CD-ROM, 2nd Edition (Barron's Act (Book & CD-Rom)) Infant CPR Anytime: Personal Learning Program [With CPR Learning Manikin, Practice Phone, Etc. and DVD] Orchestra Musician's CD-ROM Library Volume 2 Horn Debussy Mahler & More (Orchestra Musician's CD-Rom Library, Volume II) How to Prepare for the GED® Test (with CD-ROM): All New Content for the Computerized 2014 Exam (Barron's Ged (Book & CD-Rom)) Dvorak, Rimsky-Korsakov and More: The Orchestra Musician's CD-ROM Library Vol. V (Orchestra Musician's CD-Rom Library, Volume V) Earth System History & Student CD-Rom: with Student CD-ROM Learning: How To Become a Genius & Expert In Any Subject With Accelerated Learning (Accelerated Learning - Learn Faster -How To Learn - Make It Stick - Brain Training) Learning Evidence: From the Federal Rules to the Courtroom, 2d (Learning Series) (American Casebook: Learning) Introduction to Deep Learning Using R: A Step-by-Step Guide to Learning and Implementing Deep Learning Models Using R

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)