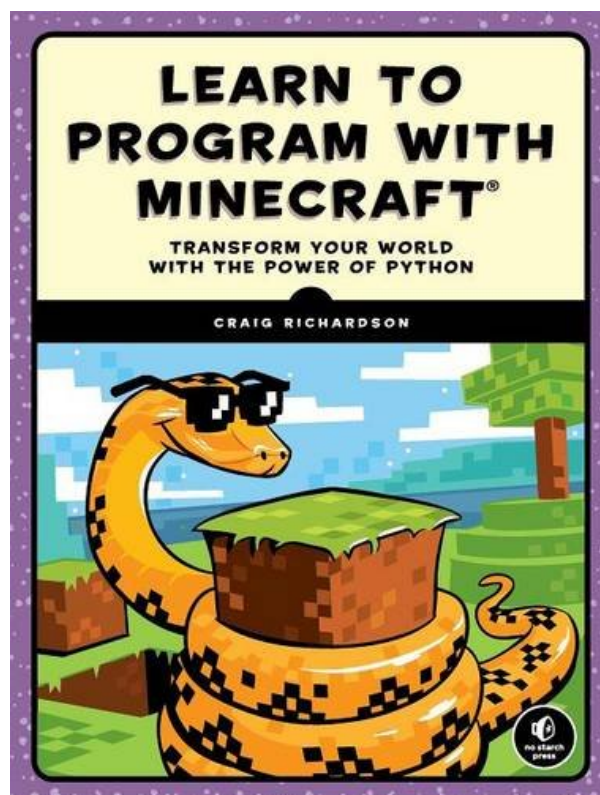
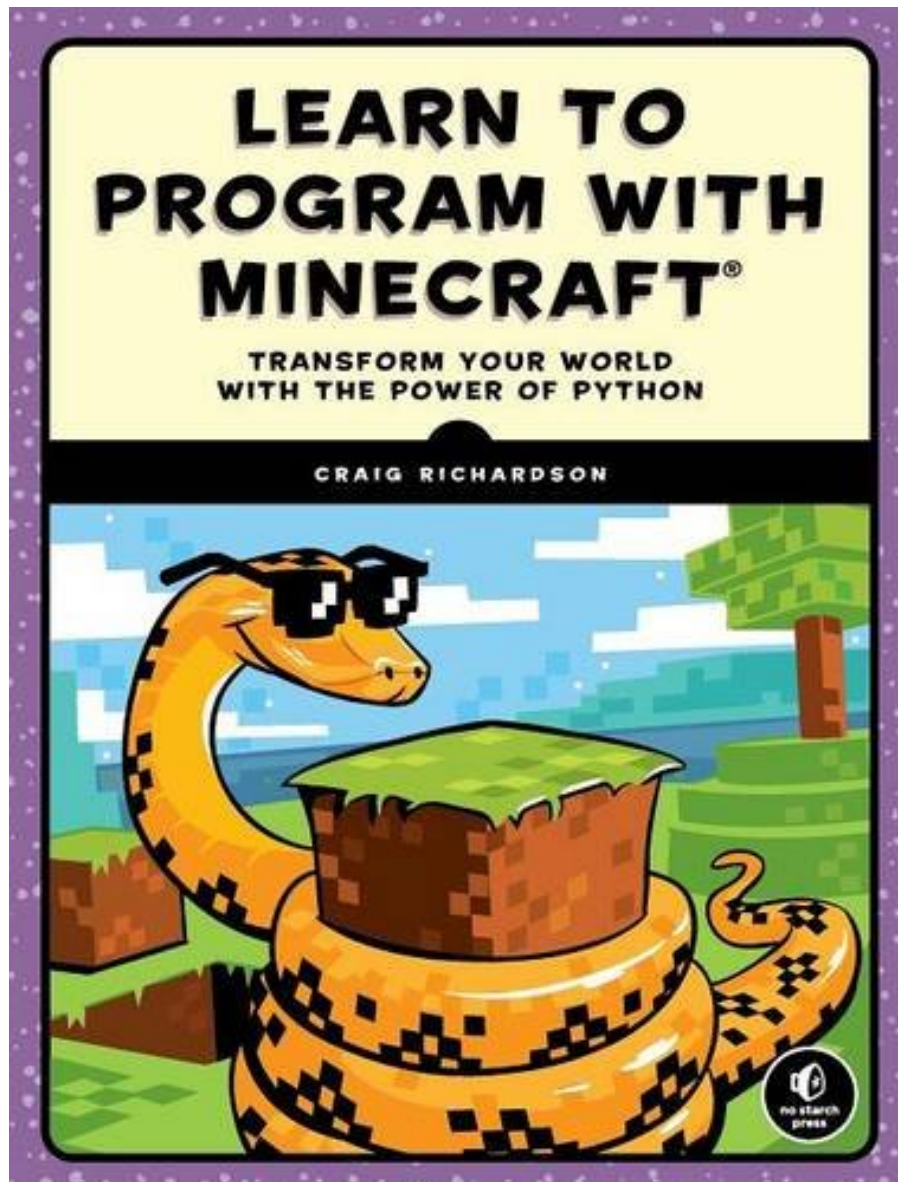


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About the Author

Craig Richardson is a software developer and Python educator. He has worked for the Raspberry Pi Foundation, taught high school computing classes, and led many workshops on Python programming with Minecraft.

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You've bested creepers, traveled deep into caves, and maybe even gone to The End and back-but have you ever transformed a sword into a magic wand? Built a palace in the blink of an eye? Designed your own color-changing disco dance floor?

In Learn to Program with Minecraft, you'll do all this and more with the power of Python, a free language used by millions of professional and first-time programmers!

Begin with some short, simple Python lessons and then use your new skills to modify Minecraft to produce instant and totally awesome results. Learn how to customize Minecraft to make mini-games, duplicate entire buildings, and turn boring blocks into gold.

You'll also write programs that:

- Take you on an automated teleportation tour around your Minecraft world
- Build massive monuments, pyramids, forests, and more in a snap!
- Make secret passageways that open when you activate a hidden switch
- Create a spooky ghost town that vanishes and reappears elsewhere
- Show exactly where to dig for rare blocks
- Cast a spell so that a cascade of flowers (or dynamite if you're daring!) follows your every move
- Make mischief with dastardly lava traps and watery curses that cause huge floods

Whether you're a Minecraft megafan or a newbie, you'll see Minecraft in a whole new light while learning the basics of programming. Sure, you could spend all day mining for precious resources or building your mansion by hand, but with the power of Python, those days are over!

Requires: Windows 7 or later; OS X 10.10 or later; or a Raspberry Pi.

Uses Python 3

- Sales Rank: #9375 in Books
- Published on: 2015-12-10
- Original language: English
- Number of items: 1
- Dimensions: 9.20" h x .90" w x 7.10" l, .0 pounds
- Binding: Paperback
- 320 pages

About the Author

Craig Richardson is a software developer and Python educator. He has worked for the Raspberry Pi Foundation, taught high school computing classes, and led many workshops on Python programming with Minecraft.

Most helpful customer reviews

16 of 16 people found the following review helpful.

Great book that combines Python and Minecraft

By Romin K. Irani

Minecraft is a hit with the kids and when you combine it with the elegance and simplicity of Python, it presents an excellent way for introducing programming to kids.

One of the first things that typically hits you when you want to prepare a package to teach the kids is to ensure that all the software is in place and organized into appropriate folders, so that the setup is not just minimal but also is intuitive enough for you to explain to the kids and for the kids to follow. This book takes extra steps on that front by making sure that in the first chapter itself : Setting Up for your Adventure, you have all the detailed steps to setting up the environment either for your PC, Mac or even Raspberry Pi. The instructions along with the ZIP files provided by the author worked well. Just ensure that you do not assume that just because you have some version of say Java, it should be fine. Take my advice and install the specific versions that the author has instructed and it works well.

The book then progresses well by explaining first about Python constructs and then applying them to do a little task in Minecraft. This approach ends up as being a refresher or learning material not just for Python but then also for the different objects and tasks that you can do inside of Minecraft.

Most aspects of Python are covered and some of these include:

- Variables
- Expressions and Operators
- String Manipulation
- Conditional Statements
- Loops
- Functions
- Lists
- File Operations
- Object Oriented Concepts

The above Python concepts are mapped beautifully to fun things that you can do inside Minecraft. These include teleporting the players, sending chat messages, Determining where you are standing in the game, Building structures via functions, Managing a list of items and so on.

I actually tested out various parts of this book with my two sons, aged 12 and 9, and they enjoyed various aspects of it. Especially the part where you could create complex structures via loops and the teleporting stuff.

If you are looking for a good and gentle introduction to Python and how you can program bits of Minecraft, this is a great reference to get going.

19 of 21 people found the following review helpful.

I'm Impressed so far...

By ddd

This is a partial review based on the first three chapters. I will flesh it out in the coming months, hopefully. Four stars for now but could well be a five star book if the rest is as good as the first part.

(tl;dr - give it go; it's definitely worth it.)

Bearing in mind I'm writing this is in Dec 2015 very soon after the book was published the setup process ran very smoothly on my Mac running El Capitan. You'll need OS X 10.10 or later and a paid version of the Minecraft desktop program (as far as I'm aware this book doesn't support mods to MC Pocket Edition or even playing MCPE on the supplied server software). Download Python 3 and the latest Java Development Kit (JDK) for free and a folder containing Spigot (an open source MC server) and other tools from the publisher's website. Follow the detailed instructions and you should be ok.

What I like about this book:

- + It's attractively laid out, with color pictures every three or so pages and colored syntax for code.
- + It dives straight in to making changes in your MC environment: making the player 'teleport' to various coordinates. Early, positive, fun feedback is great.
- + Code aspects are introduced gently and with very well crafted explanations; there are many additional numbered comments throughout that further explain the code.
- + I like that using Python's IDLE (Integrated Development Environment) makes it very easy to write code and make changes in your game straight away (a JavaScript book for MC I'm evaluating in parallel requires a bit more work from the reader and the JS API doesn't feel as tightly integrated as this Python API (Application Programming Interface)).
- + It's good to see that the book's companion website has tabs for "Reviews" and - critically - "Updates" as you can bet there will be errata and updates as and when the MC client - server - Python API - JDK dependencies break at some point in the future (any book on programming needs to be well supported for a good few years; that's just the way things are).
- + I'm pretty picky about technical books aimed at beginners and kids and so far I've found one, esoteric and unimportant, error.

Things I'd like to have seen (or see updates for on the website):

- An appendix for teachers/parents/advanced students explaining a little more about why things are done in a certain way, in addition to the how (eg. more info about the MC server used, what it does, how does it compare to other servers etc)
- Learning resources, online discussion board, lesson plan resources etc.
- Ability to support true multiplayer in the server. The book states that the supplied Spigot server will only allow one player to play on the server but I think most kids would be dying to show off their changes to friends on the same server.
- Support for MCPE (MC Pocket Edition). I may be wrong but I don't think this is supported as you need the MC desktop version and you can only connect with one player.
- An appendix showing the Python API or at least a list of all the calls used throughout the book (eg. setBlock, setTilePos, etc).

Really, these are unfair criticisms because they're not at all required in order to do what the book says: learn to program python with MC; they'd just make it a better experience.

Age group: ~11 upwards working on their own. Maybe a motivated ~9 or 10 yr old with some help. Your mileage may vary ;)

It looks very good based on my first foray - recommended for sure!

7 of 7 people found the following review helpful.

Great Way to Introduce Yourself or a Child to Programming

By Ambrose

I got this book to go through it with my 11-year-old son as a way for him to start getting into programming, and also as an opportunity for me to play with Python, which has been on my todo list for a while. I'm a long-time professional software developer.

Craig has a great voice in the book. He does a good job of making it feel like you're gonna have fun, and I have had fun going through this with my son. He also (who is a HUGE Minecraft fan) has been enjoying it. He even was motivated to go through a few challenges on his own cuz he couldn't wait for me.

I think the book moves at a good pace for new programmers, and Craig does a pretty good job of introducing programming concepts. I've been augmenting them with my own insights. And I actually got motivated myself to do stuff not covered in the challenges just for fun. Unfortunately the API isn't as robust as I'd like, but that's nothing to do with the book. :) It reminds me of learning using Logo when I was a kid, only you're automating something waay cooler!

If you have a younger person who is really into Minecraft, I think this is a great book to get them introduced to programming. These days--and even more so in the future--having those skills will be super valuable in many jobs, even if you're not a full-time software developer. Everyone should learn to code!

See all 40 customer reviews...

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About the Author

Craig Richardson is a software developer and Python educator. He has worked for the Raspberry Pi Foundation, taught high school computing classes, and led many workshops on Python programming with Minecraft.

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