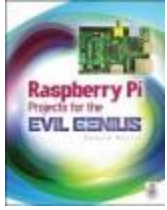


These titles are located in the **nonfiction** area.

004.1675 Norris -- *Raspberry Pi Projects for the Evil Genius* (2014)



An entertaining guide shows Raspberry Pi users how to create the following projects with their innovative computer: an LED blinker, an MP3 player, a Bluetooth robot, an earthquake detector, a home automation controller, a weather station, a radon detector, a home security controller and much more.

004.6 Lewis -- *iPhone and iPad Apps for Absolute Beginners* (2012)

Provides information on building applications for the iPhone and the iPad, covering such topics as code, multiple graphics, table views, arrays, and MapKit.



004.65 Cadenhead -- *Sams Teach Yourself Java in 24 Hours* (2012)



Intended for true beginners, this guide to programming with Java provides a self-paced course for learning basic coding skills in this popular and relatively easy to learn computer programming language.

005.1 Help -- *Help Your Kids with Computer Coding: A Unique Step-by-Step Visual Guide, From Binary Code to Building Games* (2014)

Provides parents with step-by-step instructions for helping children learn the basics of computer programming, with simple projects and exercises and information about coding in Scratch and Python.



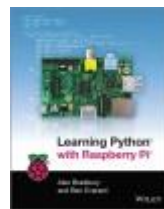
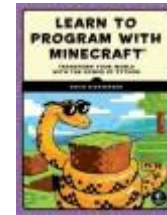
005.1 Shaw -- *Learn Ruby the Hard Way: A Simple and Idiomatic Introduction to the Imaginative World of Computational Thinking with Code* (2014)



Offers a Ruby tutorial featuring fifty-two exercises that cover such topics as installing the Ruby environment, organizing and writing code, strings and text, object-oriented programming, debugging and automated testing, and basic game development.

005.13 Richardson -- *Learn to Program with Minecraft: Transform Your World with the Power of Python* (2016)

An introduction to programming in Python teaches how to customize Minecraft and provides tips on building landscapes, locating rare blocks, and creating lava traps and watery spells.



005.133 Bradbury -- *Learning Python with Raspberry Pi* (2014)

Explains how to leverage the revolutionary Raspberry Pi computer in order to learn the versatile Python programming language.

005.133 Evans -- *Java in a Nutshell* (2015)

Aimed at experienced Java programmers, offers up-to-date information for programming with Java 7 and 8, covering topics such as Java syntax, memory and concurrency, conventions, Collections API, and Nashorn.



005.133 Lowe -- *JavaFX for Dummies* (2015)

Learn to install the JavaFX development tools, including the JavaFX SDK, the Java SE JDK, and NetBeans. Develop desktop, mobile, and browser apps. Use HTML5 and CSS3 with JavaFX.



005.133 Gookin -- *Beginning Programming with C++ for Dummies* (2014)

A guide to the C computer language describes programming basics, syntax, writing and debugging code, and building programs.

005.133 Patel -- *Java Programming: The Beginning Beginner's Guide* (2011)

This book is for you if you've never written a line of code before – or if you've tried to learn from other books unsuccessfully. You CAN learn to code well.



005.133 Suehring -- *PHP, MySQL, JavaScript & HTML5 All-in-One for Dummies* (2013)

In charge of a website? Here's what you need to know about key web technologies! Learn how the four essential web technologies work together to create web services, validate web forms, and set up a members-only site!



005.265 Van de Put -- *Professional iOS Programming* (2014)

Provides step-by-step instructions on building professional iOS applications and offers seventy sample programs and case studies.



005.27 Nixon -- *Learning PHP, MySQL, JavaScript, CSS & HTML5* (2014)

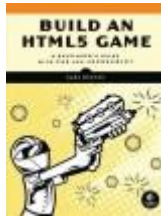
Provides information on creating interactive Web sites using a combination of PHP, MySQL, JavaScript, CSS, and HTML5.





006.7 Elder -- *Learn Ruby on Rails for Web Development* (2015)
 Veteran Codemy.com programmer John Elder walks you step by step through the ins and outs of Rails for Web Development. Written for the absolute beginner, you don't need any programming experience to dive in and get started with this book.

006.74 Bunyan -- *Build an HTML5 Game: A Developer's Guide with CSS and JavaScript* (2015)
 A guide to web game development for programmers interested in building games for desktop and mobile browsers using HTML5, CSS, and JavaScript covers such topics as game logic, CSS transitions and transformations, and animation.



006.76 Duckett -- *JavaScript & jQuery: Interactive Front-End Web Development* (2014)
 Provides information on how to make more interactive, engaging, and usable Web pages with JavaScript and jQuery, covering core programming concepts in both and such techniques as animation, form validation, and interactive galleries.



006.76 La Counte -- *Build Your Own App for Fun and Profit* (2012)
 This book shows how you can use basic HTML skills to build a useful app for your business on a minimal budget; what functionality is necessary and what is overkill; how to test the app and ensure that it works on various devices; and how to market it and make it available to customers.



YA 006 Super -- *Super Scratch Programming Adventure!: Learn to Program by Making Cool Games* (2014)



By dragging together colorful blocks of code, kids can learn computer programming concepts and make cool games and animations. The latest version, Scratch 2, brings the language right into your web browser, with no need to download software.

E-Books

***Beginning Mobile Application Development in the Cloud* by Richard Rodger**

***Java Programming for Android Developers for Dummies* by Barry Burd**

***App Inventor: Create Your Own Android Apps* by David Wolber .. [and others]**

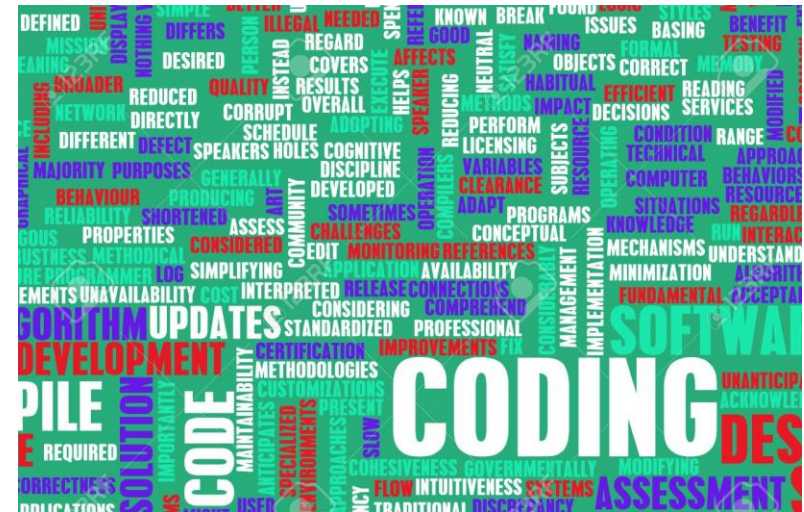
[Introduction to 3d Game Programming With DirectX 12](#) Luna, Frank (on order)

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Computer Programming: Apps, Games, Websites and more



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