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Von James Simmons

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Produktinformation -Verkaufsrank: #1818631 in eBooksVerffentlicht am: 2011-05-13Erscheinungsdatum: 2011-05-13File Name: B0050VAHKW | File size: 17.Mb

Von James Simmons : Make Your Own Sugar Activities! (English Edition) before purchasing it in order to gage whether or not it would be worth my time, and all praised Make Your Own Sugar Activities! (English Edition):

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. Great Resource for beginning Sugar application developersVon UliSpI have used this book to make myself familiar with the workflow to create educational applications for the Sugar learning environment, as it is used for the XO laptops, distributed by the One-Laptop-Per-Child organization.The book surpassed my expectations: It showed how to develop software programs, using a clear language, well understandable by people with only basic understanding of software development.This is a treasure of valuable information for the novice application developer. Highly recommended!

Kurzbeschreibung This book will tell you how to create Activities for Sugar, the revolutionary user interface developed by Sugar Labs for the One Laptop Per Child project. You'll learn everything from how to create a simple Activity using the Python language to advanced topics like making Activities that can be shared by more than one computer and adding Text to Speech to your Activity. You'll also learn about using Git to store and share your code, using Pootle to get your Activity translated into other languages, how to debug your Activities, and more. The book is suitable for those just starting out in programming but experienced developers will want to read it too. If you want to develop educational software for all the world's children, reading this book is a great place to start!

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