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SCRATCH - S'INITIER & A GRAVE; LA PROGRAMMATION - COMPL&EACUTE;MENT VID&EACUTE;O : APPRENEZ & A GRAVE; PROGRAMMER DES JEUX ET DES ANIMATIONS



ENI, 2017. Paperback. Condition: NEUF. Ce livre de la collection vBook se compose d'un livre de référence sur Scratch pour s'initier à la programmation et d'un approfondissement sous forme de vidéo pour apprendre à programmer des jeux et des animations. Livre Scratch - S'initier à la programmation. Ce livre sur Scratch est un outil pédagogique pour les parents et les enseignants qui souhaitent faire découvrir la démarche de la programmation informatique aux plus jeunes et plus généralement pour tous ceux qui souhaitent...

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- Authored by Lacaze, Sarah
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