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A River Runs Through It and Other Stories Norman Maclean 2017-05-16 Collection of three Western stories, featuring the title piece about the relationship between a father and his two sons, bound together by love and fly fishing.

501 Writing Prompts LearningExpress (Organization) 2018 "This eBook features 501 sample writing prompts that are designed to help you improve your writing and gain the necessary writing skills needed to ace essay exams. Build your essay-writing confidence fast with 501 Writing Prompts!" --

The Product Book: How to Become a Great Product Manager Product School 2017-05 "Nobody asked you to show up." Every experienced product manager has heard some version of those words at some point in their career. Think about a company. Engineers build the product. Designers make sure it has a great user experience and looks good. Marketing makes sure customers know about the product. Sales get potential customers to open their wallets to buy the product. What more does a company need? What does a product manager do? Based upon Product School's curriculum, which has helped thousands of students become great product managers, *The Product Book* answers that question. Filled with practical advice, best practices, and expert tips, this book is here to help you succeed!

The Art of Disney John Carter Josh Kushins 2012-03-06 Renowned Oscar-winning director Andrew Stanton (Pixar's Wall-E, Finding Nemo) takes his audience on a visual voyage through the world of John Carter. Now, in *The Art of John Carter: A Visual Journey*, take part of that adventure and discover the magic from behind the scenes and what it took to bring this century old tale to life!

Finding Nemo Disney/pixar 2003-11-11 When a young clown fish, Nemo, is captured and put into a fish tank, his father and his new friend, Dory, set out to rescue him and bring him home. While his father is looking for him, Nemo is planning a scheme to escape and return to the sea.

Make It Stick Peter C. Brown 2014-04-14 Discusses the best methods of learning, describing how rereading and rote repetition are counterproductive and how such techniques as self-testing, spaced retrieval, and finding additional layers of information in new material can enhance learning.

Invisible Ink Brian McDonald 2017-01-12 *Invisible Ink* is a helpful, accessible guide to the essential elements of the best storytelling by award-winning writer/director/producer Brian McDonald. Readers learn techniques for building a compelling story around a theme, engaging audiences with writing, creating appealing characters, and much more.

The Idea of Nature in Disney Animation David Whitley 2016-03-03 In the second edition of *The Idea of Nature in Disney Animation*, David Whitley updates his 2008 book to reflect recent developments in Disney and Disney-Pixar animation such as the apocalyptic tale of earth's failed ecosystem, WALL-E. As Whitley has shown, and Disney's newest films continue to demonstrate, the messages animated films convey about the natural world are of crucial importance to their child viewers. Beginning with *Snow White*, Whitley examines a wide range of Disney's feature animations, in which images of wild nature are central to the narrative. He challenges the notion that the sentimentality of the Disney aesthetic, an oft-criticized aspect of such films as *Bambi*, *The Jungle Book*, *Pocahontas*, *Beauty and the Beast*, and *Finding Nemo*, necessarily prevents audiences from developing a critical awareness of contested environmental issues. On the contrary, even as the films communicate the central ideologies of the times in which they were produced, they also express the ambiguities and tensions that underlie these dominant values. In distinguishing among the effects produced by each film and revealing the diverse ways in which images of nature are mediated, Whitley urges us towards a more complex interpretation of the classic Disney canon and makes an important contribution to our understanding of the role popular art plays in shaping the emotions and ideas that are central to contemporary experience.

Finding Me Viola Davis 2023-04-04 THE INSTANT SUNDAY TIMES BESTSELLER 'A mind-blowing and emotionally honest tale of survival against all odds.' BERNARDINE EVARISTO 'A breathtaking memoir...I was so moved by this book.' Oprah 'It is startlingly honest and, at times, a jaw-dropping read, charting her rise from poverty and abuse to becoming the first African-American to win the triple crown of an Oscar, Emmy and Tony for acting.' BBC News THE DEEPLY PERSONAL, BRUTALLY HONEST ACCOUNT OF VIOLA'S INSPIRING LIFE In my book, you will meet a little girl named Viola who ran from her past until she made a life changing decision to stop running forever. This is my story, from a crumbling apartment in Central Falls, Rhode Island, to the stage in New York City, and beyond. This is the path I took to finding my purpose and my strength, but also to finding my voice in a world that didn't always see me. As I wrote *Finding Me*, my eyes were open to the truth of how our stories are often not given close examination. They are bogarted, reinvented to fit into a

crazy, competitive, judgmental world. So I wrote this for anyone who is searching for a way to understand and overcome a complicated past, let go of shame, and find acceptance. For anyone who needs reminding that a life worth living can only be born from radical honesty and the courage to shed facades and be...you. *Finding Me* is a deep reflection on my past and a promise for my future. My hope is that my story will inspire you to light up your own life with creative expression and rediscover who you were before the world put a label on you.

The Art of Finding Nemo Mark Cotta Vaz 2015-11-10 Pixar Animation Studios, the Academy Award-winning creators of *Toy Story*, *Toy Story 2*, *A Bug's Life*, and *Monsters, Inc.*, are bringing a new animated movie, *Finding Nemo*, to the screen this summer. This visually stunning underwater adventure follows eventful and comic journeys of two fish—a father and his son Nemo—who become separated in the Great Barrier Reef. The underwater world for the film was conceptualized and developed by the creative team of artists, illustrators, and designers at Pixar, resulting in a lush landscape rich with detail. *The Art of Finding Nemo* celebrates their talent, featuring concept and character sketches, storyboards, and lighting studies in a huge spectrum of media, from five-second sketches to intricate color pastels. This behind-the-scenes odyssey invites the reader into the elaborate creative process of animation films through interviews with all the key players at Pixar. There will be children's books related to *Finding Nemo*, but no adult titles other than this definitive volume. Revealing, insightful, and awesomely creative, *The Art of Finding Nemo* will delight film-goers, artists, and animation fans alike.

Creativity, Inc. (The Expanded Edition) Ed Catmull 2014-04-08 The co-founder and longtime president of Pixar updates and expands his 2014 New York Times bestseller on creative leadership, reflecting on the management principles that built Pixar's singularly successful culture, and on all he learned during the past nine years that allowed Pixar to retain its creative culture while continuing to evolve. "Might be the most thoughtful management book ever."—Fast Company For nearly thirty years, Pixar has dominated the world of animation, producing such beloved films as the *Toy Story* trilogy, *Finding Nemo*, *The Incredibles*, *Up*, and *WALL-E*, which have gone on to set box-office records and garner eighteen Academy Awards. The joyous storytelling, the inventive plots, the emotional authenticity: In some ways, Pixar movies are an object lesson in what creativity really is. Here, Catmull reveals the ideals and techniques that have made Pixar so widely admired—and so profitable. As a young man, Ed Catmull had a dream: to make the first computer-animated movie. He nurtured that dream as a Ph.D. student, and then forged a partnership with George Lucas that led, indirectly, to his founding Pixar with Steve Jobs and John Lasseter in 1986. Nine years later, *Toy Story* was released, changing animation forever. The essential ingredient in that movie's success—and in the twenty-five movies that followed—was the unique environment that Catmull and his colleagues built at Pixar, based on philosophies that protect the creative process and defy convention, such as: • Give a good idea to a mediocre team and they will screw it up. But give a mediocre idea to a great team and they will either fix it or come up with something better. • It's not the manager's job to prevent risks. It's the manager's job to make it safe for others to take them. • The cost of preventing errors is often far greater than the cost of fixing them. • A company's communication structure should not mirror its organizational structure. Everybody should be able to talk to anybody. Creativity, Inc. has been significantly expanded to illuminate the continuing development of the unique culture at Pixar. It features a new introduction, two entirely new chapters, four new chapter postscripts, and changes and updates throughout. Pursuing excellence isn't a one-off assignment but an ongoing, day-in, day-out, full-time job. And Creativity, Inc. explores how it is done.

Between Past and Future Hannah Arendt 2006-09-26 From the author of *Eichmann in Jerusalem* and *The Origins of Totalitarianism*, "a book to think with through the political impasses and cultural confusions of our day" (*Harper's Magazine*) Hannah Arendt's insightful observations of the modern world, based on a profound knowledge of the past, constitute an impassioned contribution to political philosophy. In *Between Past and Future* Arendt describes the perplexing crises modern society faces as a result of the loss of meaning of the traditional key words of politics: justice, reason, responsibility, virtue, and glory. Through a series of eight exercises, she shows how we can redistill the vital essence of these concepts and use them to regain a frame of reference for the future. To participate in these exercises is to associate, in action, with one of the most original and fruitful minds of the twentieth century.

Finding Nemo Melanie Williams 2012-02-01 Penguin & Disney combine forces to provide a new series of graded story books, 'Penguin Kids', designed to stimulate young readers and develop their English language reading skills.

Hello Cruel World Kate Bornstein 2011-01-04 Celebrated transsexual trailblazer Kate Bornstein has, with

more humor and spunk than any other, ushered us into a world of limitless possibility through a daring re-envisionment of the gender system as we know it. Here, Bornstein bravely and wittily shares personal and unorthodox methods of survival in an often cruel world. A one-of-a-kind guide to staying alive outside the box, Hello, Cruel World is a much-needed unconventional approach to life for those who want to stay on the edge, but alive. Hello, Cruel World features a catalog of 101 alternatives to suicide that range from the playful (moisturize!), to the irreverent (shatter some family values), to the highly controversial. Designed to encourage readers to give themselves permission to unleash their hearts' harmless desires, the book has only one directive: "Don't be mean." It is this guiding principle that brings its reader on a self-validating journey, which forges wholly new paths toward a resounding decision to choose life. Tenderly intimate and unapologetically edgy, Kate Bornstein is the radical role model, the affectionate best friend, and the guiding mentor all in one.

It Starts with Us Colleen Hoover 2022-10-18 PREVIOUS BOOK IN SERIES: IT ENDS WITH US, ISBN 9781501110368. Before 'It Ends with Us', it started with Atlas. Colleen Hoover tells fan favourite Atlas side of the story and shares what comes next in this long-anticipated sequel to the glorious and touching (USA TODAY) 'It Ends With Us'.

The Crossover Kwame Alexander 2014 A middle-grade novel in verse follows the experiences of twin basketball stars Josh and Jordan, who struggle with challenges on and off the court while their father ignores his declining health. 20,000 first printing.

The Hundred-page Machine Learning Book Andriy Burkov 2019 Provides a practical guide to get started and execute on machine learning within a few days without necessarily knowing much about machine learning. The first five chapters are enough to get you started and the next few chapters provide you a good feel of more advanced topics to pursue.

Seriously...I'm Kidding Ellen DeGeneres 2011-10-04 Ellen DeGeneres's winning, upbeat candor has made her show one of the most popular, resilient, and honored daytime shows on the air, and her life makes for great (and very funny) reading. Relatable, her first stand-up special in 15 years, airs on Netflix beginning December 18, 2018. "I've experienced a whole lot the last few years and I have a lot to share. So I hope that you'll take a moment to sit back, relax and enjoy the words I've put together for you in this book. I think you'll find I've left no stone unturned, no door unopened, no window unbroken, no rug unvacuumed, no ivories untickled. What I'm saying is, let us begin, shall we?" Seriously... I'm Kidding is a lively, hilarious, and often sweetly poignant look at the life of the much-loved entertainer as she opens up about her personal life, her talk show, and more. PRAISE FOR SERIOUSLY...I'M KIDDING "DeGeneres's amiably oddball riffs on everything from kale to catwalks to Jesus will make fans smile." - People "Whatever the topic, DeGeneres's compulsively readable style will appeal to fans old and new." - Publishers Weekly "Fans will not be disappointed...[DeGeneres's] trademark wit and openness shine through and through." -- Kirkus

Creativity, Inc. Ed Catmull 2014-04-08 From a co-founder of Pixar Animation Studios—the Academy Award-winning studio behind *Coco*, *Inside Out*, and *Toy Story*—comes an incisive book about creativity in business and leadership for readers of Daniel Pink, Tom Peters, and Chip and Dan Heath. NEW YORK TIMES BESTSELLER | NAMED ONE OF THE BEST BOOKS OF THE YEAR BY The Huffington Post • Financial Times • Success • Inc. • Library Journal Creativity, Inc. is a manual for anyone who strives for originality and the first-ever, all-access trip into the nerve center of Pixar Animation—into the meetings, postmortems, and “Braintrust” sessions where some of the most successful films in history are made. It is, at heart, a book about creativity—but it is also, as Pixar co-founder and president Ed Catmull writes, “an expression of the ideas that I believe make the best in us possible.” For nearly twenty years, Pixar has dominated the world of animation, producing such beloved films as the *Toy Story* trilogy, *Monsters, Inc.*, *Finding Nemo*, *The Incredibles*, *Up*, *WALL-E*, and *Inside Out*, which have gone on to set box-office records and garner thirty Academy Awards. The joyousness of the storytelling, the inventive plots, the emotional authenticity: In some ways, Pixar movies are an object lesson in what creativity really is. Here, in this book, Catmull reveals the ideals and techniques that have made Pixar so widely admired—and so profitable. As a young man, Ed Catmull had a dream: to make the first computer-animated movie. He nurtured that dream as a Ph.D. student at the University of Utah, where many computer science pioneers got their start, and then forged a partnership with George Lucas that led, indirectly, to his co-founding Pixar in 1986. Nine years later, *Toy Story* was released, changing animation forever. The essential ingredient in that movie's success—and in the thirteen movies that followed—was the unique environment that Catmull and his colleagues built at Pixar, based on leadership and management philosophies that protect the creative process and defy convention, such as: • Give a good idea to a mediocre team, and they will screw it up. But give a mediocre idea to a great team, and they will either fix it or come up with something better. • If you don't strive to uncover what is unseen and understand its nature, you will be ill prepared to lead. • It's not the manager's job to prevent risks. It's the manager's job to make it safe for others to take them. • The cost of preventing errors is often far greater than the cost of fixing them. • A company's communication structure should not mirror its organizational structure. Everybody should be able to talk to anybody.

Sports and Entertainment Marketing Ken Kaser 2007-03-29 SPORTS AND ENTERTAINMENT MARKETING. 3E incorporates feedback from instructors across the country and has expanded by three chapters. The popular sports and entertainment topics continue to be the foundation for teaching marketing concepts. Each marketing function is incorporated throughout the text and is highlighted with an icon to indicate how it is used in the marketing process. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

The World as Will and Representation Arthur, Schopenhauer 2016-09-28 *The World as Will and Representation* is the central work of the German philosopher Arthur Schopenhauer. One of the most important philosophical works of the nineteenth century, the basic statement of one important stream of post-Kantian thought. It is without question Schopenhauer's greatest work. Conceived and published before the philosopher was 30 and expanded 25 years later, it is the summation of a lifetime of thought. "...This book will be of interest to general readers, undergraduates, graduates, and scholars in the field." --George Lăzăroi, PhD, Institute of Interdisciplinary Studies in Humanities and Social Sciences, New York, Analysis and Metaphysics

Disneywar James B. Stewart 2008-12-09 When you wish upon a star', 'Whistle While You Work', 'The Happiest Place on Earth' - these are lyrics indelibly linked to Disney, one of the most admired and best-known companies in the world. So when Roy Disney, chairman of Disney animation, abruptly resigned in November 2003 and declared war on chairman and chief executive Michael Eisner, he sent shock waves throughout the world. DISNEYWAR is the dramatic inside story of what drove this iconic entertainment company to civil war, told by one of America's most acclaimed journalists. Drawing on unprecedented access to both Eisner and Roy Disney, current and former Disney executives and board members, as well as hundreds of pages of never-before-seen letters and memos, James B. Stewart gets to the bottom of mysteries that have enveloped Disney for years. In riveting detail, Stewart also lays bare the creative process that lies at the heart of Disney. Even as the executive suite has been engulfed in turmoil, Disney has worked - and sometimes clashed - with a glittering array of Hollywood players, many of who tell their stories here for the first time.

All the Light We Cannot See Anthony Doerr 2017-04-04 Winner of the Pulitzer Prize, a New York Times Book Review Top Ten Book, National Book Award finalist, more than two and a half years on the New York Times bestseller list From the highly acclaimed, multiple award-winning Anthony Doerr, the stunningly beautiful instant New York Times bestseller about a blind French girl and a German boy whose paths collide in occupied France as both try to survive the devastation of World War II. Marie-Laure lives in Paris near the Museum of Natural History, where her father works. When she is twelve, the Nazis occupy Paris and father and daughter flee to the walled citadel of Saint-Malo, where Marie-Laure's reclusive great uncle lives in a tall house by the sea. With them they carry what might be the museum's most valuable and dangerous jewel. In a mining town in Germany, Werner Pfennig, an orphan, grows up with his younger sister, enchanted by a crude radio they find that brings them news and stories from places they have never seen or imagined. Werner becomes an expert at building and fixing these crucial new instruments and is enlisted to use his talent to track down the resistance. Deftly interweaving the lives of Marie-Laure and Werner, Doerr illuminates the ways, against all odds, people try to be good to one another. Doerr's "stunning sense of physical detail and gorgeous metaphors" (San Francisco Chronicle) are dazzling. Ten years in the writing, a National Book Award finalist, *All the Light We Cannot See* is a magnificent, deeply moving novel from a writer "whose sentences never fail to thrill" (Los Angeles Times).

Applied Corporate Finance, 4th Edition Aswath Damodaran 2014-10-27 Aswath Damodaran, distinguished author, Professor of Finance, and David Margolis, Teaching Fellow at the NYU Stern School of Business, have

delivered the newest edition of *Applied Corporate Finance*. This readable text provides the practical advice students and practitioners need rather than a sole concentration on debate theory, assumptions, or models. Like no other text of its kind, *Applied Corporate Finance, 4th Edition* applies corporate finance to real companies. It now contains six real-world core companies to study and follow. Business decisions are classified for students into three groups: investment, financing, and dividend decisions.

Representing Justice Judith Resnik 2011-01-01 A remnant of the Renaissance : the transnational iconography of justice -- Civic space, the public square, and good governance -- Obedience : the judge as the loyal servant of the state -- Of eyes and ostriches -- Why eyes? : color, blindness, and impartiality -- Representations and abstractions : identity, politics, and rights -- From seventeenth-century town halls to twentieth-century courts -- A building and litigation boom in Twentieth-Century federal courts -- Late Twentieth-Century United States courts : monumentality, security, and eclectic imagery -- Monuments to the present and museums of the past : national courts (and prisons) -- Constructing regional rights -- Multi-jurisdictional premises : from peace to crimes -- From "rites" to "rights" -- Courts : in and out of sight, site, and cite -- An iconography for democratic adjudication.

Against Method Paul Feyerabend 1993 Modern philosophy of science has paid great attention to the understanding of scientific 'practice', in contrast to concentration on scientific 'method'. Paul Feyerabend's acclaimed work, which has contributed greatly to this new emphasis, shows the deficiencies of some widespread ideas about the nature of knowledge. He argues that the only feasible explanations of scientific successes are historical explanations, and that anarchism must now replace rationalism in the theory of knowledge. The third edition of this classic text contains a new preface and additional reflections at various points in which the author takes account both of recent debates on science and on the impact of scientific products and practices on the human community. While disavowing populism or relativism, Feyerabend continues to insist that the voice of the inexpert must be heard. Thus many environmental perils were first identified by non-experts against prevailing assumptions in the scientific community. Feyerabend's challenging reassessment of scientific claims and understandings are as pungent and timely as ever.

Piers Plowman William Langland 2016-12-08 Written by a fourteenth-century cleric, this spiritual allegory explores man in relation to his ultimate destiny against the background of teeming, colorful medieval life. William Langland (ca. 1332 - ca. 1386) is the conjectured author of the 14th-century English dream-vision *Piers Plowman*.

The Incredibles (Disney/Pixar The Incredibles) John Sazaklis 2018-09-04 Available for the first time, this Disney/Pixar *The Incredibles* Little Golden Book retells the blockbuster 2004 movie! One of the most popular Disney/Pixar films is finally retold in the classic Little Golden Book format! *The Incredibles* stars a family of undercover Superheroes who are forced back into action to save the world. Featuring Mr. Incredible, Elastigirl, Violet, Dash, Jack-Jack, Frozone, and many other unforgettable characters, this book is a must-have for children ages 2 to 5, plus fans--and collectors--of any age!

The Art of WALL-E Tim Hauser 2016-02-02 Pixar Animation Studios, the innovators behind *Toy Story*, *Finding Nemo*, and *Ratatouille*, created this genre-defying film with an intriguing and unorthodox question in mind: What if mankind had to leave Earth, and somebody forgot to turn off the last robot? *WALL-E* (Waste Allocation Load Lifter-Earth Class) is this last, soulful robot. When his lonely work is interrupted by the arrival of the sleek probe-droid EVE, a rollicking adventure across the galaxy ensues. *The Art of WALL-E* features the myriad pieces of concept art on which this fantastic, futuristic film was built, including storyboards, full-color pastels, digital and pencil sketches, character studies, color scripts, and more. Astute text-featuring quotes from the director, artists, animators, and production team--nearths the filmmakers' historical inspirations and recounts the creative process in intimate detail. This richly illustrated portal into the artistic spirit of Pixar reveals a studio confidently pushing the limits of animation.

Looking for Marla Paloma Medina 2019-07-22 A book about sex and gender diversity in nature.

I Am A Pole (And So Can You!) Stephen Colbert 2012-05-08 "The sad thing is, I like it" - Maurice Sendak "The perfect gift to give a child or grandchild for their high school or college graduation. Also Father's Day. Also, other times." - Stephen Colbert

Just Keep Swimming (Disney/Pixar Finding Nemo) Melissa Lagonegro 2013-12-18 Nemo the clownfish is worried that he's not a strong enough swimmer to compete on his school's swim team. But when his friend Dory encourages him to just keep swimming, Nemo realizes that he can do anything he puts his mind to. Based on Disney/Pixar *Finding Nemo*, this Step 1 Step into Reading leveled reader is perfect for children ages 4 to 6 who are just learning to read on their own.

The Necropsy Book John McKain King 2007

The King's Game John Nemo 2007-04-01 Veteran pitcher Cody King jogs to the mound for Game Seven of the World Series, unaware these nine innings will mark the end of his troubled existence--Cover.

The Everything Store Brad Stone 2013-10-15 The authoritative account of the rise of Amazon and its intensely driven founder, Jeff Bezos, praised by the Seattle Times as "the definitive account of how a tech icon came to life." Amazon.com started off delivering books through the mail. But its visionary founder, Jeff Bezos, wasn't content with being a bookseller. He wanted Amazon to become the everything store, offering limitless selection and seductive convenience at disruptively low prices. To do so, he developed a corporate culture of relentless ambition and secrecy that's never been cracked. Until now. Brad Stone enjoyed unprecedented access to current and former Amazon employees and Bezos family members, giving readers the first in-depth, fly-on-the-wall account of life at Amazon. Compared to tech's other elite innovators -- Jobs, Gates, Zuckerberg -- Bezos is a private man. But he stands out for his restless pursuit of new markets, leading Amazon into risky new ventures like the Kindle and cloud computing, and transforming retail in the same way Henry Ford revolutionized manufacturing. *The Everything Store* is the revealing, definitive biography of the company that placed one of the first and largest bets on the Internet and forever changed the way we shop and read.

In Search of Stupidity Merrill R. Chapman 2003-07-08 Describes influential business philosophies and marketing ideas from the past twenty years and examines why they did not work.

Know Who the F*ck You Are Brett Jones 2019-04-11 "It's time for you to wake up and become your own guide. Know Who The F*ck You Are written by Dr. Brett Jones shows you how to do just that." -- Daniel DiPiazza. These RAW & UNFILTERED TRANSMISSIONS channeled by Dr. Brett Jones will help you Remember Who You Really Are. A visionary, an entrepreneur, a shaman, a father, a husband, and humble servant of the divine principles of life, Dr. Brett Jones is undoubtedly a rare and unique expression of a human. His artistry takes many forms from working hands-on with people through chiropractic adjustments, speaking and teaching internationally, creating online programs that span the globe, educating through workshops and social media, to connecting with his local community. This book was channeled for a coaching group, *The Unshakeables*, for the purpose of helping people discover their inherent power and wisdom. The daily messages were transcribed, edited, and formatted into a book in order to offer this wisdom to anyone ready to step fully into their power. Dr. Brett's ability to ground expertise in several fields of study through access to greater spiritual wisdom shines through in this awe-inspiring and deeply grounded text. By the end of *Know Who The F*ck You Are*, you will have a deeper sense of what stands in your way of BEING the best YOU with a multitude of tools to help you never forget.

The Queer Art of Failure Jack Halberstam 2011-09-19 DIVProminent queer theorist offers a "low theory" of culture knowledge drawn from popular texts and films./div

Disney*Pixar My First Bedtime Storybook Disney Books 2019-04-09 Read along with Disney*Pixar! Featuring six favorite Disney*Pixar stories, this delightful collection of tales will make bedtime a fun time for little ones!

JavaScript for Kids Nick Morgan 2014-12-14 JavaScript is the programming language of the Internet, the secret sauce that makes the Web awesome, your favorite sites interactive, and online games fun! JavaScript for Kids is a lighthearted introduction that teaches programming essentials through patient, step-by-step examples paired with funny illustrations. You'll begin with the basics, like working with strings, arrays, and loops, and then move on to more advanced topics, like building interactivity with jQuery and drawing graphics with Canvas. Along the way, you'll write games such as Find the Buried Treasure, Hangman, and Snake. You'll also learn how to: -Create functions to organize and reuse your code -Write and modify HTML to create dynamic web pages -Use the DOM and jQuery to make your web pages react to user input -Use the Canvas element to draw and animate graphics -Program real user-controlled games with collision detection and score keeping With visual examples like bouncing balls, animated bees, and racing cars, you can really see what you're programming. Each chapter builds on the last, and programming challenges at the end of each chapter will stretch your brain and inspire your own amazing programs. Make something cool with JavaScript today! Ages 10+ (and their parents!)