Learn to Program with Small Basic: An Introduction to Programming with Games, Art, Science, and Math

By Majed Marji, Ed Price

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Small Basic is a free, beginner-friendly programming language created by Microsoft to inspire kids to learn to program. Based on BASIC, which introduced programming to millions of first-time PC owners in the 1970s and 1980s, Small Basic is a modern language that makes coding simple and fun.

Learn to Program with Small Basic brings code to life and introduces you to the empowering world of programming. You'll master the basics with simple activities like displaying messages and drawing colorful pictures, and work your way up to programming playable games! You'll learn how to:

• Store and manipulate data with variables
• Process user input to make interactive programs
• Use if/else statements to make decisions
• Create loops to automate repetitive code
• Break up long programs into bite-sized subroutines

Inside, you'll find hands-on projects that will challenge and inspire you. You'll command a turtle to draw shapes, program magical moving text, solve all kinds of math problems, help a knight slay a fearsome dragon, and more! Each chapter ends with extra practice examples so you can take your programming skills to the next level!

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Editorial Review

About the Author

Majed Marji is a senior development engineer at General Motors and an adjunct faculty member at Wayne State University in Michigan. He is the author of *Learn to Program with Scratch*.

Ed Price is a senior program manager in engineering at Microsoft. He holds an MBA in Technology Management and has been a professor at Bellevue College. He runs customer feedback programs for Azure Development, Visual Studio, and Small Basic.

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