



Your Short Cut to Knowledge

Learn to Program with Phrogram™!

A Guide to Learning Through Game
Programming Using the Latest Version
of Kids Programming Language

Jon Schwartz
Walt Morrison
David Witus

 Addison-Wesley
Pearson Education

www.awprofessional.com

What This Short Cut Covers	3
Introduction	4
Section 1: Typing and Running Your First Program in Phrogram.....	9
Section 2: How Your First Program Works.....	19
Section 3: Moving Your UFO on the Screen.....	30
Section 4: Bouncing Your UFO Around the Screen.....	44
Section 5: Keyboard Control of Your UFO.....	60
Section 6: Organize Your Program as It Grows.....	67
Section 7: UFO Escape! Your First Complete Game!	73
Section 8: Bonus Game: Pong!	95
Appendix A: Phrogram Language Examples.....	99
Appendix B: Glossary of Programming Terms	105
About the Authors	108



<http://phrogram.com/>

Many of the designations used by manufacturers and sellers to distinguish their products are claimed as trademarks. Where those designations appear in this work, and the publisher was aware of a trademark claim, the designations have been printed with initial capital letters or in all capitals.

The authors and publisher have taken care in the preparation of this work, but make no expressed or implied warranty of any kind and assume no responsibility for errors or omissions. No liability is assumed for incidental or consequential damages in connection with or arising out of the use of the information or programs contained herein.

Visit us on the Web: www.awprofessional.com

Copyright © 2007 Pearson Education, Inc.

All rights reserved. Printed in the United States of America. This publication is protected by copyright, and permission must be obtained from the publisher prior to any prohibited reproduction, storage in a retrieval system, or transmission in any form or by any means, electronic, mechanical, photocopying, recording, or likewise. For information regarding permissions, write to:

Pearson Education, Inc.
Rights and Contracts Department
75 Arlington St., Suite 300
Boston, MA 02116
Fax: (617) 848-7047

ISBN 13: 978-0-321-49683-6

ISBN 10: 0-321-49683-3

First release, February 2007

Learn to Program with Phrogram™! (Digital Short Cut): A Guide to Learning Through Game Programming Using the Latest Version of Kids Programming Language

Table of Contents

What This Short Cut Covers

Introduction

Section 1: Typing and Running Your First Program in Phrogram

Section 2: How Your First Program Works

Section 3: Moving Your UFO on the Screen

Section 4: Bouncing Your UFO Around the Screen

Section 5: Keyboard Control of Your UFO

Section 6: Organize Your Program as It Grows

Section 7: UFO Escape! Your First Complete Game!

Section 8: Bonus Game: Pong!

Appendix A: Phrogram Language Examples

Appendix B: Glossary of Programming Terms

About the Authors