



Python Crash Course: A Hands-On, Project-Based Introduction to Programming

By Eric Matthes

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- Make 2D games that respond to keypresses and mouse clicks, and that grow more difficult as the game progresses
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- Sales Rank: #10075 in eBooks
- Published on: 2015-11-20
- Released on: 2015-12-03
- Format: Kindle eBook

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About the Author

Eric Matthes is a high school math and science teacher living in Alaska who teaches an Introduction to Programming class in Python. He has been writing programs since he was five years old.

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