

So, You Want to Be a Coder?: The Ultimate Guide to a Career in Programming, Video Game Creation, Robotics, and More! (Be What You Want)

By Jane (J. M.) Bedell

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Love coding? Make your passion your profession with this comprehensive guide that reveals a whole host of careers working with code.

Behind the screen of your phone, tablet, computer, or game console lies a secret language that allows it all to work. Computer code has become as integral to our daily lives as reading and writing, even if you didn't know it! Now it's time to plug in and start creating the same technology you're using every day.

Covering everything from navigating the maze of computer languages to writing code for games to cyber security and artificial intelligence, *So, You Want to Be a Coder?* debugs the secrets behind a career in the diverse and state-of-the-art industry.

In addition to tips and interviews from industry professionals, *So, You Want to Be a Coder?* includes inspiring stories from kids who are working with code right now, plus activities, a glossary, and helpful resources to put you on the path to a fun and rewarding career with computer code today!

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Editorial Review

From School Library Journal

Gr 5–7—Bedell has packed this title with information perfect for aspiring coders. Sections cover writing code, website coders, artificial intelligence and robots, coding languages, and more. Early on, readers are asked to take an "Is Writing Code Right for Me?" quiz. Each chapter is prefaced with a cheesy but fun joke (for example, "What do you call a programmer in Scandinavia? A Nerdic."). The writing is chatty and engaging. The text is peppered with biographical spotlights of famous and influential people in the coding world—from Charles Babbage (1791–1871), the father of computing, to Henry Edward Roberts (1941–2010), the father of the personal computer. Profiles of more current people are also included, for instance, Kelly Clarke, a software engineer for NASA, and Louise Stinnett, a retired senior systems programmer, who in her profile explains what it was like to be a woman coder in the 1960s. Cartoon illustrations dot each page. Although the pictures aren't colorful, they don't hamper the overall upbeat tone. A glossary and an extensive list of resources finish off the text. **VERDICT** A timely and lighthearted addition to the careers section for tweens.—Anne Chapman Callaghan, Racine Public Library, WI

Review

Bedell drafts an encouraging how-to guide for budding computer coders, the eighth title in the **Be What You Want** series, introducing the basics of what coding means, the necessary knowledge and skills, programming languages, and career opportunities. Bedell brings in additional real-life perspective through interviews with individuals working in the tech industry, young coders, and profiles of innovators like Sister Mary Kenneth Keller, the first American woman to receive a Ph.D. in computer science. Quizzes, tech timelines, resource lists, and sidebars on related topics further round out the career advice. While it's a solid resource for any reader, the focus on female coders and innovators make it an especially apt choice for girls interested in STEM fields. Ages 8–12. (Publishers Weekly *June 6, 2016*)

About the Author

Jane (J.M.) Bedell spent her childhood daydreaming in hayfields, talking to cows, and finding her heroes between the pages of books. She is a full-time writer of historical fiction and nonfiction for children. She received her MFA in creative writing from Hamline University in Minnesota. She lives with her husband and two Siberian huskies in Portland, Oregon. Visit her at JMBedell.com.

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Ultimate Guide to a Career in Programming, Video Game Creation, Robotics, and More! (Be What You Want) forcing you to have an enormous of experience including rich vocabulary, giving you tryout of critical thinking that we realize it useful in your day pastime. So , let's have it appreciate reading.

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Donald Purcell:

Precisely why? Because this So, You Want to Be a Coder?: The Ultimate Guide to a Career in Programming, Video Game Creation, Robotics, and More! (Be What You Want) is an unordinary book that the inside of the book waiting for you to snap the idea but latter it will jolt you with the secret this inside. Reading this book close to it was fantastic author who all write the book in such wonderful way makes the content on the inside easier to understand, entertaining way but still convey the meaning fully. So , it is good for you because of not hesitating having this any longer or you going to regret it. This excellent book will give you a lot of rewards than the other book have got such as help improving your skill and your critical thinking method. So , still want to hold up having that book? If I ended up you I will go to the reserve store hurriedly.

Betty Jordan:

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