Realm Of Racket (Paperback)

By Matthias Felleisen

No Starch Press,US, United States, 2013. Paperback. Condition: New. Language: English . Brand New Book. Racket is a descendant of Lisp, a programming language renowned for its elegance, power, and challenging learning curve. But while Racket retains the functional goodness of Lisp, it was designed with beginning programmers in mind. Realm of Racket is your introduction to the Racket language. In Realm of Racket, you ll learn to program by creating increasingly complex games. Your journey begins with the Guess My Number game and coverage of some basic Racket etiquette. Next you ll dig into syntax and semantics, lists, structures, and conditionals, and learn to work with recursion and the GUI as you build the Robot Snake game. After that it s on to lambda and mutant structs (and an Orc Battle), and fancy loops and the Dice of Doom. Finally, you ll explore laziness, AI, distributed games, and the Hungry Henry game. As you progress through the games, chapter checkpoints and challenges help reinforce what you ve learned. Offbeat comics keep things fun along the way. As you travel through the Racket realm, you ll: -Master the quirks of Racket s syntax and semantics -Learn to write concise and...

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