

Monty und Python become hackers

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♡ WIP project for kids ♡

joint work with Ingo Blechschmidt

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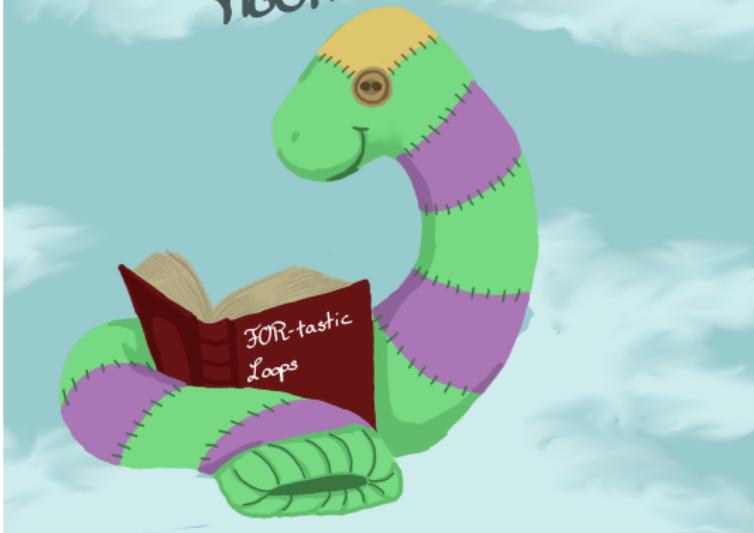
Idea behind the book

- Learn you a Python – for kids
- begin programming early
- not just a nonfictional book
- instead a fantasy story
- each chapter includes excercises
- aim: kids build first little project at the end





```
if False:  
    print('Perfect hideout')  
noone sees = True
```



Fun with swapping

Create also two variables `frog` and `duck` and assign some values to them which you can choose on your own. Now swap the contents of the two variables. Can you do that?

Sketches on GitHub:

<https://github.com/carinawi/monty-and-py>