

# Kaynaklar

Ana Github Hesabı

<https://github.com/RunestoneInteractive>

Kurulum

<https://github.com/RunestoneInteractive/RunestoneServer>

<https://pypi.org/project/runestone/>

Yazar Kılavuzu

<https://runestone.academy/runestone/static/authorguide/index.html>

Hoca Kılavuzu

<https://runestone.academy/runestone/static/authorguide/index.html>

Web Sitesi

<https://runestone.academy/runestone/default/user/login>

Runestone components for publishing educational materials

<https://github.com/RunestoneInteractive/RunestoneComponents>

Güncellemelerin Paylaşıldığı ve Bilgilendirmelerin Olduğu Google Grubu (Üye Olunmalı)

<https://groups.google.com/forum/?hl=tr#!forum/runestoneinteractive>

Sorunlar ve Buglar İçin

<https://github.com/RunestoneInteractive/RunestoneServer/issues>

writing a runestone lab the easy way

<http://reputablejournal.com/how-to-make-a-lab-in-three-easy-steps.html#.XTsfopMza8g>

Runestone Blog

<http://reputablejournal.com/category/runestone.html>

Runestone Youtube Channel

<https://www.youtube.com/channel/UCAfQvSLv5senKZHfayclz8w>

Dr. Bradley Miller is Founder of Runestone Interactive

<https://github.com/bnmnetp>

# Kitaplar

Türkçe Kitap ve Sitenin Dosyaları (Kitap dosyaları \_sources.zip içinde)

<https://github.com/elifsudegokay/CSPBackup>

How to Think Like a Computer Scientist, Interactive Edition

<https://github.com/RunestoneInteractive/thinkcspy>

Foundations of Python Programming

<https://github.com/RunestoneInteractive/fopp>

Problem Solving with Algorithms and Data Structures using Python

<https://github.com/RunestoneInteractive/pythonds>

CS Principles: Big Ideas in Programming

Hoca Kitabı: <https://github.com/RunestoneInteractive/TeacherCSP>

Öğrenci Kitabı: <https://github.com/RunestoneInteractive/StudentCSP>

How to Think Like a Data Scientist

<https://github.com/elifsudegokay/httlads>