Learn to Program with Minecraft

## **BRIEF CONTENTS**

[Acknowledgments](pref03.xhtml#pref03)

[Introduction](ch00.xhtml#ch00)

[Chapter 1: Setting Up for Your Adventure](ch01.xhtml#ch01)

[Chapter 2: Teleporting with Variables](ch02.xhtml#ch02)

[Chapter 3: Building Quickly and Traveling Far with Math](ch03.xhtml#ch03)

[Chapter 4: Chatting with Strings](ch04.xhtml#ch04)

[Chapter 5: Figuring Out What’s True and False with Booleans](ch05.xhtml#ch05)

[Chapter 6: Making Mini-Games with if Statements](ch06.xhtml#ch06)

[Chapter 7: Dance Parties and Flower Parades with while Loops](ch07.xhtml#ch07)

[Chapter 8: Functions Give You Superpowers](ch08.xhtml#ch08)

[Chapter 9: Hitting Things with Lists and Dictionaries](ch09.xhtml#ch09)

[Chapter 10: Minecraft Magic with for Loops](ch10.xhtml#ch10)

[Chapter 11: Saving and Loading Buildings with Files and Modules](ch11.xhtml#ch11)

[Chapter 12: Getting Classy with Object-Oriented Programming](ch12.xhtml#ch12)

[Afterword](app01.xhtml#app01)

[Troubleshooting](app02.xhtml#app02)

[Block ID Cheat Sheet](app03.xhtml#app03)

[Index](index.xhtml#index)