

CHAPTER 1

EXTRA RESOURCES

Additional Resources

1. “Computers Today” (<http://tiny.cc/computerstoday/>): Imagine some of the ways you might use computers and software in a day.
2. “Where Computers Came From” (<http://tiny.cc/wherecomputers/>): Dig into a concise history of computers.
3. “Computer Hardware” (<http://tiny.cc/computerhardware/>): Take a tour of the different parts of a computer.
4. “Demystifying CPU Speed: About 0s and 1s” (<http://tiny.cc/cpuspeed/>): Learn the basics of CPU speed and binary.
5. “Computer Programs” (<http://tiny.cc/computerprograms/>): Take a deeper dive into what computer programs are.
6. “Small Basic Compiler” (<http://tiny.cc/compiler/>): Learn more about what a compiler does and how the Small Basic compiler works.
7. “Why Are There So Many Programming Languages?” (<http://tiny.cc/programminglanguages/>): Explore a brief comparison of several programming languages.

8. “Where Did BASIC Come From?” (<http://tiny.cc/wherebasic/>): Find out where BASIC came from, what Microsoft’s involvement was, and how it led to Small Basic.
9. “Why Johnny Can’t Code” (<http://tiny.cc/cantcode/>): Read about Vijaye’s inspiration for Small Basic.
10. “Hello World” (<http://tiny.cc/hello-world/>): Read Vijaye’s first blog post, which explains Small Basic.
11. “Interviews with Vijaye” (<http://tiny.cc/vijaye/>): Watch video interviews of Vijaye explaining the details of Small Basic.
12. “The Unique Features of Small Basic” (<http://tiny.cc/uniquefeatures/>): This article digs deeper into the four tenets of Small Basic.
13. “History of Small Basic” (<http://tiny.cc/sbhistory/>): Learn about the most recent releases and the big news from the Small Basic Community Council.
14. “Small Basic Program Listing: Tetris” (<http://tiny.cc/gamesample/>): Here’s an example of a game that’s published to the Web.
15. “Small Basic: Objects” (<http://tiny.cc/sbobjects/>): Read more about objects in Small Basic.
16. “Small Basic Objects Example: The Microwave” (<http://tiny.cc/microwave/>): Learn more about how objects and methods work.
17. “Small Basic Keywords” (<http://tiny.cc/sbkeywords/>): Read an overview of the Small Basic keywords.
18. “Small Basic Files” (<http://tiny.cc/sbfiles/>): Watch what happens to the files when you run your code.
19. “All About PDB Files” (<http://tiny.cc/pdb/>): Learn more about what PDB files do.
20. “How Small Basic Is Social” (<http://tiny.cc/sbsocial/>): Find out all the different ways Small Basic is social, and join the conversation!
21. “IntelliSense Redesigned” (<http://tiny.cc/intellisense/>): Learn how Vijaye evolved IntelliSense to make it fun and simple.
22. “Small Basic: Community Channels” (<http://tiny.cc/sbcommunity/>): This article lists all the current community sites and apps for Small Basic.
23. Small Basic Forum (<http://aka.ms/SmallBasicForum/>): Ask your questions, show off your projects, and join the monthly challenges.
24. Small Basic Category on TechNet Gallery (<http://aka.ms/SmallBasicGallery/>): Upload larger games and extensions to share in the forum and Wiki.
25. “Wiki: Small Basic Portal” (<http://aka.ms/SmallBasicWiki/>): Learn from the Small Basic wiki articles provided by Microsoft and the community, and compete to become the next Small Basic Guru!
26. Small Basic Official Blog (<http://aka.ms/SmallBasicBlog/>): Find the latest news on the language and community competitions.

27. Small Basic Twitter account (http://twitter.com/Small_Basic/): Follow the Small Basic news and discussions.
28. Small Basic Facebook page (<http://facebook.com/groups/SmallBasic/>): Join the discussions about Small Basic projects.

Review Questions

1. What is the difference between hardware and software?
2. What is computer programming?
3. What is machine language?
4. What is Microsoft Small Basic?
5. What are the four tenets/goals of Small Basic?
6. What types of applications can you create with Small Basic?
7. What do you call the grammatical rules of a programming language?
8. What kind of error occurs when a programmer breaks Small Basic's grammatical rules?
9. `TextWindow` and `GraphicsWindow` are examples of what in the Small Basic library?
10. What is an integrated development environment (IDE)?
11. What does a compiler do?
12. What do the terms *syntax coloring* and *IntelliSense* mean?
13. What are keywords?
14. Explain two ways you can share your programs with your friends.

