

Grace Hopper Queen Of Computer Code People Who Shaped Our World

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How to Code a Sandcastle - Josh Funk
2018-05-15

From the computer science nonprofit Girls Who Code comes this lively and funny story

introducing kids to computer coding concepts. All summer, Pearl has been trying to build the perfect sandcastle, but out-of-control Frisbees and mischievous puppies keep getting in the way! Pearl and her robot friend Pascal have one last chance, and this time, they're going to use code to get the job done. Using fundamental computer coding concepts like sequences and loops, Pearl and Pascal are able to break down their sandcastle problem into small, manageable steps. If they can create working code, this could turn out to be the best beach day ever! With renowned computer science nonprofit Girls Who Code, Josh Funk and Sara Palacios use humor, relatable situations, and bright artwork to introduce kids to the fun of coding.

Grace Hopper and the Invention of the

Information Age - Kurt W. Beyer 2012-02-10

The career of computer visionary Grace Murray Hopper, whose innovative work in programming laid the foundations for the user-friendliness of today's personal computers that sparked the

information age. A Hollywood biopic about the life of computer pioneer Grace Murray Hopper (1906-1992) would go like this: a young professor abandons the ivy-covered walls of academia to serve her country in the Navy after Pearl Harbor and finds herself on the front lines of the computer revolution. She works hard to succeed in the all-male computer industry, is almost brought down by personal problems but survives them, and ends her career as a celebrated elder stateswoman of computing, a heroine to thousands, hailed as the inventor of computer programming. Throughout Hopper's later years, the popular media told this simplified version of her life story. In *Grace Hopper and the Invention of the Information Age*, Kurt Beyer reveals a more authentic Hopper, a vibrant and complex woman whose career paralleled the meteoric trajectory of the postwar computer industry. Both rebellious and collaborative, Hopper was influential in male-dominated military and business organizations at

a time when women were encouraged to devote themselves to housework and childbearing. Hopper's greatest technical achievement was to create the tools that would allow humans to communicate with computers in terms other than ones and zeroes. This advance influenced all future programming and software design and laid the foundation for the development of user-friendly personal computers.

Code Breaker, Spy Hunter - Laurie Wallmark
2021-03-02

Decode the story of Elizebeth Friedman, the cryptologist who took down gangsters and Nazi spies In this picture book biography, young readers will learn all about Elizebeth Friedman (1892-1980), a brilliant American code breaker who smashed Nazi spy rings, took down gangsters, and created the CIA's first cryptology unit. Her story came to light when her secret papers were finally declassified in 2015. From thwarting notorious rumrunners with only paper and pencil to “counter-spying into the minds and

activities of” Nazis, Elizebeth held a pivotal role in the early days of US cryptology. No code was too challenging for her to crack, and Elizebeth’s work undoubtedly saved thousands of lives. Extensive back matter includes explanations of codes and ciphers, further information on cryptology, a bibliography, a timeline of Elizebeth’s life, plus secret messages for young readers to decode.

Queen of Physics - Teresa Robeson 2019

"When Wu Chien Shiung was born in China 100 years ago, girls did not attend school. But her parents named their daughter "Courageous Hero" and encouraged her love of science. This biography follows Wu as she battles sexism at home and racism in the United States of America to become what Newsweek magazine called the "Queen of Physics" for her work on how atoms split"--

Grace Hopper - Laurie Wallmark 2017-05-16

This is a children's book biography of Grace Hopper, who played a prominent role in the

early days of computers.--

Nothing Stopped Sophie - Cheryl Bardoe

2018-06-12

The true story of eighteenth-century mathematician Sophie Germain, who solved the unsolvable to achieve her dream. When her parents took away her candles to keep their young daughter from studying math...nothing stopped Sophie. When a professor discovered that the homework sent to him under a male pen name came from a woman...nothing stopped Sophie. And when she tackled a math problem that male scholars said would be impossible to solve...still, nothing stopped Sophie. For six years Sophie Germain used her love of math and her undeniable determination to test equations that would predict patterns of vibrations. She eventually became the first woman to win a grand prize from France's prestigious Academy of Sciences for her formula, which laid the groundwork for much of modern architecture (and can be seen in the book's illustrations).

Award-winning author Cheryl Bardoe's inspiring and poetic text is brought to life by acclaimed artist Barbara McClintock's intricate pen-and-ink, watercolor, and collage illustrations in this true story about a woman who let nothing stop her.

Maryam Mirzakhani - M. M. Eboch 2021-01-07

Book Features: • 24 pages, 7.5 inches x 10 inches • Ages 6-10, Grades 1-4 leveled readers • Simple, easy-to-read pages with vibrant illustrations • Features comprehension questions, vocabulary, and an extension activity • Glossary and timeline included

The Story Of Maryam Mirzakhani: Explore fascinating facts about mathematician Maryam Mirzakhani. She was the first woman to win the Fields Medal, the highest honor a mathematician can receive.

Women In Science And Technology: Maryam Mirzakhani started breaking barriers for girls in math when she was in high school. She showed the world that women could solve complex math problems. Her work inspires mathematicians to

this day. Reading Made Fun: More than just an engaging story about Maryam Mirzakhani and her impact in the world of math, this biography also includes vocabulary, comprehension questions, a timeline, glossary, and an extension activity for added engagement. Leveled Books: Vibrant illustrations and leveled text work together to engage children and promote reading comprehension skills. This book engages 1st—4th graders with fun facts and a love for math, with an inspiring message to follow your dreams. Why Rourke Educational Media: Since 1980, Rourke Publishing Company has specialized in publishing engaging and diverse non-fiction and fiction books for children in a wide range of subjects that support reading success on a level that has no limits.

Broad Band - Claire L. Evans 2020-07-07

If you loved Hidden Figures or The Rise of the Rocket Girls, you'll love Claire Evans' breakthrough book on the women who brought you the internet--written out of history, until

now. "This is a radically important, timely work," says Miranda July, filmmaker and author of The First Bad Man. The history of technology you probably know is one of men and machines, garages and riches, alpha nerds and programmers--but from Ada Lovelace, who wrote the first computer program in the Victorian Age, to the cyberpunk Web designers of the 1990s, female visionaries have always been at the vanguard of technology and innovation. In fact, women turn up at the very beginning of every important wave in technology. They may have been hidden in plain sight, their inventions and contributions touching our lives in ways we don't even realize, but they have always been part of the story. VICE reporter and YACHT lead singer Claire L. Evans finally gives these unsung female heroes their due with her insightful social history of the Broad Band, the women who made the internet what it is today. Seek inspiration from Grace Hopper, the tenacious mathematician who democratized computing by

leading the charge for machine-independent programming languages after World War II. Meet Elizabeth "Jake" Feinler, the one-woman Google who kept the earliest version of the Internet online, and Stacy Horn, who ran one of the first-ever social networks on a shoestring out of her New York City apartment in the 1980s. Join the ranks of the pioneers who defied social convention to become database poets, information-wranglers, hypertext dreamers, and glass ceiling-shattering dot com-era entrepreneurs. This inspiring call to action shines a light on the bright minds whom history forgot, and shows us how they will continue to shape our world in ways we can no longer ignore. Welcome to the Broad Band. You're next.

Solving the Puzzle Under the Sea - Robert Burleigh 2016-01-05

"This illustrated biography shares the story of female scientist, Marie Tharp, a pioneering woman scientist and the first person to ever successfully map the ocean floor"--

Amazing Grace - Mary Hoffman 2016-01-19
Grace loves stories, whether they're from books, movies, or the kind her grandmother tells. So when she gets a chance to play a part in Peter Pan, she knows exactly who she wants to be. Remarkable watercolor illustrations give full expression to Grace's high-flying imagination.

When Martin Luther King Jr. Wore Roller Skates - Mark Weakland 2016-08

Martin Luther King Jr. led the American Civil Rights Movement. But do you know what he was like as a child? From roller skating to playing football and basketball, Martin was a fun-loving child. This playful story of his childhood will help young readers connect with a historic figure and will inspire them to want to achieve greatness.

How to Code a Rollercoaster - Josh Funk
2019-09-24

Pearl and Pascal take their coding adventures to the amusement park in this follow-up picture book from our Girls Who Code program! Pearl and her trusty rust-proof robot, Pascal, are

enjoying a day out at the amusement park. Spinning teacups, ice cream, and of course: rollercoasters! Through the use of code, Pearl and Pascal can keep track of their ride tokens and calculate when the line is short enough to get a spot on the biggest ride of them all—the Python Coaster. Variables, if-then-else sequences, and a hunt for a secret hidden code make this a humorous, code-tastic day at the amusement park!

Girls Who Code - Reshma Saujani 2017-08-22
NEW YORK TIMES BESTSELLER! Part how-to, part girl-empowerment, and all fun, from the leader of the movement championed by Sheryl Sandberg, Malala Yousafzai, and John Legend. Since 2012, the organization Girls Who Code has taught computing skills to and inspired over 40,000 girls across America. Now its founder, and author *Brave Not Perfect*, Reshma Saujani, wants to inspire you to be a girl who codes! Bursting with dynamic artwork, down-to-earth explanations of coding principles, and real-life

stories of girls and women working at places like Pixar and NASA, this graphically animated book shows what a huge role computer science plays in our lives and how much fun it can be. No matter your interest—sports, the arts, baking, student government, social justice—coding can help you do what you love and make your dreams come true. Whether you're a girl who's never coded before, a girl who codes, or a parent raising one, this entertaining book, printed in bold two-color and featuring art on every page, will have you itching to create your own apps, games, and robots to make the world a better place.

Getting Started with Coding - Camille McCue
2015-10-28

A cool coding book—just for kids! When your kid is ready to add coding to their creativity toolbox but you're not ready to ship them off to coding camp, *Getting Started with Coding* is here to help them get started with the basics of coding. It walks young readers through fun projects that

were tested in the classroom. Each project has an end-goal to instill confidence and a sense of achievement in young coders. Steering clear of jargon and confusing terminology, *Getting Started with Coding* is written in a language your child can understand. Plus, the full-color design is heavy on eye-catching graphics and the format is focused on the steps to completing a project, making it approachable for any youngster with an interest in exploring the wonderful world of coding. So why send your kid to a camp when they can become a coding champ—right in the comfort of your living room? Introduces the basics of coding to create a drawing tool Teaches how to create graphics and apply code to make them do things Shows how to make things that respond to motion and collision commands Introduces score-keeping and timing into coding If your child is a burgeoning techie with a desire to learn coding, *Getting Started with Coding* is the perfect place to start.

Code - 1999

Ada's Ideas - Fiona Robinson 2016-08-02

Ada Lovelace (1815–1852) was the daughter of Lord Byron, a poet, and Anna Isabella Milbanke, a mathematician. Her parents separated when she was young, and her mother insisted on a logic-focused education, rejecting Byron’s “mad” love of poetry. But Ada remained fascinated with her father and considered mathematics “poetical science.” Via her friendship with inventor Charles Babbage, she became involved in “programming” his Analytical Engine, a precursor to the computer, thus becoming the world’s first computer programmer. This picture book biography of Ada Lovelace is a compelling portrait of a woman who saw the potential for numbers to make art.

Baby Code! Play - Sandra Horning 2018-07-17

It's never too early to get little ones interested in computer coding with this unique series of board books! How do you explain coding in playtime to

a baby? By showing how it's all around them, and how they can take part in it, of course! By using items and experiences in a baby's world, like an electric swing or a ride at the amusement park, this charming board book full of bright, colorful illustrations is the perfect introduction to coding in active play for babies and their caregivers--and is sure to leave them wanting to learn more!

Grace Hopper - Nancy Loewen 2021-05-27

Computers touch our lives everyday, in countless ways, but how do they know what to do? How do we communicate with them and they with each other? Computer language! Grace Hopper was a pioneer in computer programming, a woman whose scientific research led to computer-language tools and technology still in use today. Her story is filled with trial and error, and, in this book, readers can follow her journey step by step.

Secret Engineer: How Emily Roebling Built the Brooklyn Bridge - Rachel Dougherty 2019-02-19

On a warm spring day in 1883, a woman rode across the Brooklyn Bridge with a rooster on her lap. It was the first trip across an engineering marvel that had taken nearly fourteen years to construct. The woman's husband was the chief engineer, and he knew all about the dangerous new technique involved. The woman insisted she learn as well. When he fell ill mid-construction, her knowledge came in handy. She supervised every aspect of the project while he was bedridden, and she continued to learn about things only men were supposed to know: math, science, engineering. Women weren't supposed to be engineers. But this woman insisted she could do it all, and her hard work helped to create one of the most iconic landmarks in the world. This is the story of Emily Roebling, the secret engineer behind the Brooklyn Bridge. Think Like a Coder! - Deanna Pecaski McLennan 2019-11-14

Coding is everywhere! Follow along with a girl and her dog as they explore computational

thinking in their everyday activities. Colourful illustrations and easy to access text help readers recognize that many of their daily explorations - cooking, playing, and even being outdoors - provide opportunities to explore and problem solve. Readers will be entertained by the antics of the girl and her dog, and parallels can be drawn between their daily work and that of computational thinkers. A great text for anyone wanting to introduce, and learn more, about computational thinking in the world around us.

Computer Decoder - Andi Diehn 2019-09-10

In *Computer Decoder*: Dorothy Vaughan, Computer Scientist, readers ages 5 to 8 follow Dorothy Vaughan's journey from math teacher to human computer to the first black supervisor at her company! Age-appropriate vocabulary, detailed illustrations, simple STEM projects such as drawing a scene from another planet, and a glossary all support foundational learning. Perfect for beginner readers or as a read aloud nonfiction picture book!

Dumpling Dreams - Carrie Clickard 2017-09-05

"The story of how Joyce Chen, a girl born in Communist China, immigrated to the United States and popularized Chinese cooking."--

Instructions Not Included - Tami Lewis Brown 2019-10-04

Click. Whir. Buzz. Not so long ago, math problems had to be solved with pencil and paper, mail delivered by postman, and files were stored in paper folders and metal cabinets. But three women, Betty Snyder, Jean Jennings, and Kay McNulty knew there could be a better way. During World War II, people hoped ENIAC (Electronic Numerical Integrator and Computer), one of the earliest computers, could help with the war effort. With little guidance, no instructions, and barely any access to the machine itself, Betty, Jean, and Kay used mathematics, electrical engineering, logic, and common sense to command a computer as large as a room and create the modern world. The machine was like Betty, requiring outside-the-

box thinking, like Jean, persistent and consistent, and like Kay, no mistakes, every answer perfect. Today computers are all around us, performing every conceivable task, thanks, in large part, to Betty, Jean, and Kay's pioneering work. *Instructions Not Included* is their story. This fascinating chapter in history is brought to life with vivid prose by Tami Lewis Brown and Debbie Loren Dunn and with striking illustrations by Chelsea Beck. Detailed back matter including historical photos provides a closer look.

Dino Pajama Party - Laurie Wallmark
2021-10-19

Join the dinos for a bash before bedtime! Much like us, dinosaurs love to have fun. Dinosaurs from all around gather together to play instruments, dance, and sing before bedtime. But soon the dinosaurs grow tired and need their rest. This is a book that's sure to have kids following the dinos' lead as they get ready to go to sleep.

Katherine Johnson - Thea Feldman 2017-07-18
Get to know the woman who made many of NASA's early missions possible in this fascinating, nonfiction Level 3 Ready-to-Read, part of a series of biographies about people "you should meet!" Meet Katherine Johnson, a brilliant mathematician who worked at NASA in the early 1950s until retiring in 1986.

Katherine's unparalleled calculations (done by hand) helped plan the trajectories for NASA's Mercury and Apollo missions (including the Apollo 11 moon landing). She is said to be one of the greatest American minds of all time. A special section at the back of the book includes extras on subjects like history and math, plus inspiring careers for math lovers. With the You Should Meet series, learning about historical figures has never been so much fun!

Margaret and the Moon - Dean Robbins
2017-05-16

A true story from one of the Women of NASA! Margaret Hamilton loved numbers as a young

girl. She knew how many miles it was to the moon (and how many back). She loved studying algebra and geometry and calculus and using math to solve problems in the outside world. Soon math led her to MIT and then to helping NASA put a man on the moon! She handwrote code that would allow the spacecraft's computer to solve any problems it might encounter. Apollo 8. Apollo 9. Apollo 10. Apollo 11. Without her code, none of those missions could have been completed. Dean Robbins and Lucy Knisley deliver a lovely portrayal of a pioneer in her field who never stopped reaching for the stars.

Ice Breaker - Rose Viña 2019

Mabel Fairbanks didn't let segregation stop her from skating.

Who Says Women Can't Be Computer

Programmers? - Tanya Lee Stone 2018-02-20

A picture book biography of Ada Lovelace, the woman recognized today as history's first computer programmer—she imagined them 100 years before they existed! In the early

nineteenth century lived Ada Byron: a young girl with a wild and wonderful imagination. The daughter of internationally acclaimed poet Lord Byron, Ada was tutored in science and mathematics from a very early age. But Ada's imagination was never meant to be tamed and, armed with the fundamentals of math and engineering, she came into her own as a woman of ideas—equal parts mathematician and philosopher. From her whimsical beginnings as a gifted child to her most sophisticated notes on Charles Babbage's Analytical Engine, this book celebrates the woman recognized today as the first computer programmer. This title has Common Core connections. Christy Ottaviano Books

Ada Byron Lovelace and the Thinking Machine - Laurie Wallmark 2015

Offers an illustrated telling of the story of Ada Byron Lovelace, from her early creative fascination with mathematics and science and her devastating bout with measles, to the

ground-breaking algorithm she wrote for Charles Babbage's analytical engine.

Vanilla - Billy Merrell 2017-10-10

A bold, groundbreaking novel about coming out, coming into your own, and coming apart.

Proving Ground - Kathy Kleiman 2022-07-26

For fans of Code Girls and Hidden Figures, PROVING GROUND is the untold, WWII-era story of the six American women who programmed the world's first modern computer. After the end of World War II, top-secret research continued across the United States, and scientists, mathematicians and programmers alike rushed to complete their confidential assignments before time ran out. Among them were six pioneering women, tasked with figuring out how to program the world's first digital computer — a machine built to calculate a single ballistic trajectory in ten seconds rather than 40 hours by human hand — even though there was no manuals or coding language in existence. They battled against not

only this difficult task, but also the men who sought to steal credit away from them. Because of these sexist efforts, they were soon lost to history. These women are brought back to life, and back into the historical record, through the meticulous research and vivid prose of author Kathy Kleiman. For more than two decades, she pored over hours of broadcast-quality film, documentation, and images that had been relegated and dismissed by even computer history “experts,” who had assumed the women pictured were nothing more than models. PROVING GROUND is a character-driven narrative that restores these women to their rightful place as technological revolutionaries. As the tech world continues to struggle with gender imbalance and its far-reaching consequences, the story of the ENIAC programmers' groundbreaking work is more urgently necessary than ever before. *Counting on Katherine: How Katherine Johnson Saved Apollo 13* - Helaine Becker 2018-06-19

The bold story of Katherine Johnson, an African-American mathematician who worked for NASA during the space race and was depicted in the film Hidden Figures. You've likely heard of the historic Apollo 13 moon landing. But do you know about the mathematical genius who made sure that Apollo 13 returned safely home? As a child, Katherine Johnson loved to count. She counted the steps on the road, the number of dishes and spoons she washed in the kitchen sink, everything! Boundless, curious, and excited by calculations, young Katherine longed to know as much as she could about math, about the universe. From Katherine's early beginnings as a gifted student to her heroic accomplishments as a prominent mathematician at NASA, Counting on Katherine is the story of a groundbreaking American woman who not only calculated the course of moon landings but, in turn, saved lives and made enormous contributions to history.

Christy Ottaviano Books

Hedy Lamarr's Double Life - Laurie Wallmark

2019-02-05

To her adoring public, Hedy Lamarr was a glamorous movie star. But in private, she was something more: a brilliant inventor. Now Laurie Wallmark and Katy Wu, who collaborated on Sterling's critically acclaimed picture-book biography Grace Hopper: Queen of Computer Code, tell the inspiring story of how, during World War Two, Lamarr developed a groundbreaking communications system that still remains essential to the security of today's technology.

Elle Gets a Mobile Phone - Nina Du Thaler

2015-01-26

Elle is getting a mobile phone for her tenth birthday. She tells her friends her exciting news but each of them talk about problems they had when they were given their mobile phones. Will having a mobile phone be a total disaster or will she be able to learn from their stories and have fun with her new gadget? This is the first in a series called Diary of Elle, that informs and

inspires children's awareness of cyber-safety through fun stories in diary-format.

Numbers in Motion - Laurie Wallmark

2020-03-03

Sophie Kowalevski was both a brilliant mathematician and a talented writer. Creative work nurtured her mathematical research, giving her a flexibility of thought she treasured. A wonderful STEAM figure, she not only did mathematical research, but she also created many literary works. This inspiring title tells the story of Sophie's journey as the first woman to receive a doctorate in mathematics, which required original research, holding a university chair in mathematics, and becoming the editor of a major scientific journal.

The Life and Times of Archimedes - Susan

Zannos 2004-01-01

Describes the life and times of Archimedes, the mathematician from Sicily whose weapons and inventions had a great influence on ancient warfare.

Grace Hopper - Jan Fields 2019-08-11

Women in Science and Technology: Grace Hopper gives readers in grades 1-3 a brief biography of one of the world's first computer programmers. Her work and ideas helped pave the way for modern computers. Grace believed there was always more than one way to solve any problem, and she used that belief in her lifelong work to bring computers to everyone. Grace asked the questions and helped solve the problems that transformed computers from giant machines that filled rooms to objects you can hold in your hand. The biographies in this collection introduce students to influential women in science and technology, from astronauts to medical doctors. Each book includes a glossary, comprehension questions, a time line, and an extension activity

Emmy Noether - Helaine Becker 2020-10-06

An engaging picture book biography of a groundbreaking female mathematician. Emmy Noether is not pretty, quiet or good at

housework — all the things a girl of her time is expected to be. What she is, though, is brilliant at math. And when she grows up, she skirts the rules to first study math at a university and then teach it. She also helps to solve of the most pressing mathematical and physics problems of the day. And though she doesn't get much credit during her lifetime, her discoveries continue to influence how we understand the world today. One of the most influential mathematicians of the twentieth century finally gets her due!
Ada Lovelace, Poet of Science - Diane Stanley

2016-10-04

"A fascinating look at Ada Lovelace, the pioneering computer programmer and the daughter of the poet Lord Byron." --

7 Ate 9 - Tara Lazar 2019-10-04

6 has a problem. Everyone knows that 7 is always after him. Word on the street is that 7 ate 9. If that's true, 6's days are numbered. Lucky for him, Private I is on the case. But the facts just don't add up. It's odd. Will Private I put two and two together and solve the problem . . . or is 6 next in line to be subtracted?