

Racket and Program by Design Resources

Start here!

The Program by Design project's home page is:

<http://www.programbydesign.org/>

This is a good place to start to find out more about this approach to computing education.

Racket software

The free DrRacket software, which is cross-platform, can be downloaded from:

<http://racket-lang.org/download/>

Today's handouts and resulting code

Today's handouts are available, and soon today's resulting examples, from:

<http://users.humboldt.edu/smtuttle/remt13/redwood-empire-math-tourney-13-talk.html>

Textbooks and other materials

- The latest draft of the 2nd Edition of the "How to Design Programs" textbook -- abbreviated HtDP/2e in Racket -- has the universe animations incorporated:
<http://www.ccs.neu.edu/home/matthias/HtDP2e/>
- Stephen Bloch's text is a graphics-first approach, geared for non-majors as well as majors;
<http://picturingprograms.com/>
- The latest draft of "How to Design Classes" -- going from Racket to Java -- is available here:
www.ccs.neu.edu/home/matthias/HtDC/htdc.pdf
- Interested in how this is being used in after-school programs for middle-schoolers? See the **Bootstrap** project:
<http://www.bootstrapworld.org/>
- There's a mailing list for educators interested in these approaches; I think you can as to be subscribed at:
<http://list.cs.brown.edu/mailman/listinfo/plt-edu>
- Finally, there's the original 1st edition of "How to Design Programs", available on-line also:
<http://www.htdp.org>