

# CONTENTS IN DETAIL

## ACKNOWLEDGMENTS

XVII

## INTRODUCTION

XIX

|                                    |      |
|------------------------------------|------|
| Why Learn to Program? . . . . .    | xx   |
| Why Python? . . . . .              | xx   |
| Why Minecraft? . . . . .           | xx   |
| What's in This Book? . . . . .     | xx   |
| Online Resources . . . . .         | xxii |
| Let the Adventure Begin! . . . . . | xxii |

## 1

## SETTING UP FOR YOUR ADVENTURE

1

|  |    |
|--|----|
| Setting Up Your Windows PC . . . . .                                   | 2  |
| Installing Minecraft . . . . .   | 2  |
| Installing Python . . . . .  | 3  |
| Installing Java . . . . .  | 4  |
| Installing the Minecraft Python API and Spigot . . . . .               | 6  |
| Running Spigot and Creating a Game . . . . .                           | 7  |
| Starting Over with a New World . . . . .                               | 8  |
| Playing Offline . . . . .  | 9  |
| Switching to Survival Mode . . . . .                                   | 10 |
| Setting Up Your Mac . . . . .  | 11 |
| Installing Minecraft . . . . .   | 12 |
| Installing Python . . . . .  | 13 |
| Installing Java . . . . .  | 14 |
| Installing the Minecraft Python API and Spigot . . . . .               | 15 |
| Running Spigot and Creating a Game . . . . .                           | 16 |
| Starting Over with a New World . . . . .                               | 17 |
| Playing Offline . . . . .  | 18 |
| Switching to Survival Mode . . . . .                                   | 18 |
| Setting Up Your Raspberry Pi . . . . .                                 | 18 |
| Getting to Know IDLE . . . . .   | 20 |
| Getting to Know the Python Shell . . . . .                             | 20 |
| Say Hello to IDLE's Text Editor . . . . .                              | 21 |
| When to Use the Python Shell and When to Use the Text Editor . . . . . | 23 |
| The Prompts Used in This Book . . . . .                                | 23 |
| Testing Your Minecraft Python Setup . . . . .                          | 24 |

|  |   |               |
|--|---|---------------|
| <b>2</b>   | <b>TELEPORTING WITH VARIABLES</b>                       | <b>27</b>     |
| What Is a Program?                               |   | 27            |
| Storing Data with Variables                      |   | 28            |
| The Structure of Programming Languages           |   | 29            |
| Syntax Rules for Variables                       |   | 30            |
| Changing the Values of Variables                 |   | 30            |
| Integers   |   | 31            |
| <b>Mission #1: Teleport the Player</b>           |   | <b>31</b>     |
| Floats   |   | 37            |
| <b>Mission #2: Go Exactly Where You Want</b>     |   | <b>38</b>     |
| Slowing Down Teleportation Using the time Module |   | 39            |
| <b>Mission #3: Teleportation Tour</b>            |   | <b>40</b>     |
| Debugging  |   | 42            |
| <b>Mission #4: Fix the Buggy Teleportation</b>   |   | <b>43</b>     |
| What You Learned                                 |   | 45            |
| <br><b>3</b>                                     | <br><b>BUILDING QUICKLY AND TRAVELING FAR WITH MATH</b> | <br><b>47</b> |
| Expressions and Statements                       |   | 47            |
| Operators  |   | 48            |
| Addition   |   | 48            |
| <b>Mission #5: Stack Blocks</b>                  |   | <b>49</b>     |
| <b>Mission #6: Super Jump</b>                    |   | <b>51</b>     |
| Subtraction                                      |   | 52            |
| <b>Mission #7: Change the Blocks Under You</b>   |   | <b>52</b>     |
| Using Math Operators in Arguments                |   | 54            |
| <b>Mission #8: Speed Building</b>                |   | <b>55</b>     |
| Multiplication                                   |   | 58            |
| Division   |   | 58            |
| <b>Mission #9: Spectacular Spires</b>            |   | <b>58</b>     |
| Exponents  |   | 60            |
| Parentheses and Order of Operations              |   | 61            |
| Handy Math Tricks                                |   | 62            |
| Shorthand Operators                              |   | 62            |
| Playing with Random Numbers                      |   | 62            |
| <b>Mission #10: Super Jump Somewhere New!</b>    |   | <b>63</b>     |
| What You Learned                                 |   | 64            |
| <br><b>4</b>                                     | <br><b>CHATTING WITH STRINGS</b>                        | <br><b>65</b> |
| What Are Strings?                                |   | 66            |
| The print() Function                             |   | 66            |
| <b>Mission #11: Hello, Minecraft World</b>       |   | <b>67</b>     |
| The input() Function                             |   | 68            |
| <b>Mission #12: Write Your Own Chat Message</b>  |   | <b>69</b>     |
| Joining Strings                                  |   | 71            |
| Converting Numbers to Strings                    |   | 71            |
| Concatenating Integers and Floats                |   | 72            |
| <b>Mission #13: Add Usernames to Chat</b>        |   | <b>72</b>     |



|   |           |
|---|-----------|
| Converting Strings to Integers with int()     | 74        |
| <b>Mission #14: Create a Block with input</b> | <b>74</b> |
| Bounce Back from Errors                       | 76        |
| <b>Mission #15: Only Numbers Allowed</b>      | <b>77</b> |
| <b>Mission #16: Sprint Record</b>             | <b>78</b> |
| What You Learned                              | 80        |

## 5 FIGURING OUT WHAT'S TRUE AND FALSE WITH BOOLEANS

**81**

|  |            |
|--|------------|
| Boolean Basics   | 82         |
| <b>Mission #17: Stop Smashing Blocks!</b>                      | <b>82</b>  |
| Concatenating Booleans   | 83         |
| Comparators  | 83         |
| Equal To   | 84         |
| <b>Mission #18: Am I Swimming?</b>                             | <b>85</b>  |
| Not Equal To   | 86         |
| <b>Mission #19: Am I Standing in Something Other Than Air?</b> | <b>87</b>  |
| Greater Than and Less Than                                     | 88         |
| Greater Than or Equal To and Less Than or Equal To             | 89         |
| <b>Mission #20: Am I Above the Ground?</b>                     | <b>90</b>  |
| <b>Mission #21: Am I Close to Home?</b>                        | <b>91</b>  |
| Logical Operators  | 92         |
| and  | 93         |
| <b>Mission #22: Am I Entirely Underwater?</b>                  | <b>93</b>  |
| or   | 95         |
| <b>Mission #23: Am I in a Tree?</b>                            | <b>95</b>  |
| not  | 96         |
| <b>Mission #24: Is This Block Not a Melon?</b>                 | <b>97</b>  |
| Logical Operator Order   | 98         |
| Is My Number Between Two Others?                               | 99         |
| <b>Mission #25: Am I in the House?</b>                         | <b>100</b> |
| What You Learned   | 101        |

## 6 MAKING MINI-GAMES WITH IF STATEMENTS

**103**

|   |            |
|---|------------|
| Using if Statements                             | 104        |
| <b>Mission #26: Blast a Crater</b>              | <b>105</b> |
| else Statements                                 | 107        |
| <b>Mission #27: Prevent Smashing, or Not</b>    | <b>108</b> |
| elif Statements                                 | 109        |
| <b>Mission #28: Offer a Gift</b>                | <b>110</b> |
| Chaining Together elif Statements               | 112        |
| <b>Mission #29: Teleport to the Right Place</b> | <b>113</b> |
| Nested if Statements                            | 115        |
| <b>Mission #30: Open a Secret Passage</b>       | <b>115</b> |
| Using if Statements to Test a Range of Values   | 117        |
| <b>Mission #31: Restrict Teleport Locations</b> | <b>118</b> |
| Boolean Operators and if Statements             | 119        |
| <b>Mission #32: Take a Shower</b>               | <b>120</b> |
| What You Learned                                | 122        |



## **7**

### **DANCE PARTIES AND FLOWER PARADES WITH WHILE LOOPS**

#### **123**

|  |            |
|--|------------|
| A Simple while Loop . . . . .                                      | 123        |
| <b>Mission #33: A Random Teleportation Tour</b> . . . . .          | <b>125</b> |
| Controlling Loops with a Count Variable . . . . .                  | 127        |
| <b>Mission #34: The Watery Curse</b> . . . . .                     | <b>128</b> |
| Infinite while Loops . . . . .                                     | 130        |
| <b>Mission #35: Flower Trail</b> . . . . .                         | <b>130</b> |
| Fancy Conditions . . . . .   | 131        |
| <b>Mission #36: Diving Contest</b> . . . . .                       | <b>132</b> |
| Boolean Operators and while Loops . . . . .                        | 134        |
| Checking a Range of Values in while Loops . . . . .                | 135        |
| <b>Mission #37: Make a Dance Floor</b> . . . . .                   | <b>135</b> |
| Nested if Statements and while Loops . . . . .                     | 137        |
| <b>Mission #38: The Midas Touch</b> . . . . .                      | <b>138</b> |
| Ending a while Loop with break . . . . .                           | 139        |
| <b>Mission #39: Create a Persistent Chat with a Loop</b> . . . . . | <b>139</b> |
| while-else Statements . . . . .                                    | 141        |
| <b>Mission #40: Hot and Cold</b> . . . . .                         | <b>141</b> |
| What You Learned . . . . .   | 144        |

## **8**

### **FUNCTIONS GIVE YOU SUPERPOWERS**

#### **145**

|  |            |
|--|------------|
| Defining Your Own Functions . . . . .                      | 146        |
| Calling a Function . . . . .                               | 146        |
| Functions Take Arguments . . . . .                         | 147        |
| <b>Mission #41: Build a Forest</b> . . . . .               | <b>148</b> |
| Refactoring a Program . . . . .                            | 150        |
| <b>Mission #42: Refactor Away</b> . . . . .                | <b>151</b> |
| Commenting with Docstrings . . . . .                       | 152        |
| Line Breaks in Arguments . . . . .                         | 153        |
| Function Return Values . . . . .                           | 153        |
| <b>Mission #43: Block ID Reminder</b> . . . . .            | <b>155</b> |
| Using if Statements and while Loops in Functions . . . . . | 157        |
| if Statements . . . . .                                    | 157        |
| <b>Mission #44: Wool Color Helper</b> . . . . .            | <b>158</b> |
| while Loops . . . . .                                      | 159        |
| <b>Mission #45: Blocks, Everywhere</b> . . . . .           | <b>160</b> |
| Global and Local Variables . . . . .                       | 162        |
| <b>Mission #46: A Moving Block</b> . . . . .               | <b>163</b> |
| What You Learned . . . . .                                 | 165        |

## **9**

### **HITTING THINGS WITH LISTS AND DICTIONARIES**

#### **167**

|  |            |
|--|------------|
| Using Lists . . . . .                      | 168        |
| Accessing a List Item . . . . .            | 168        |
| Changing a List Item . . . . .             | 169        |
| <b>Mission #47: High and Low</b> . . . . . | <b>169</b> |



|  |            |
|--|------------|
| Manipulating Lists . . . . .                         | 171        |
| Adding an Item . . . . .                             | 171        |
| Inserting an Item . . . . .                          | 172        |
| Deleting an Item . . . . .                           | 172        |
| <b>Mission #48: Progress Bar.</b> . . . . .          | <b>173</b> |
| Treating Strings like Lists . . . . .                | 175        |
| Tuples . . . . .                                     | 175        |
| Setting Variables with Tuples . . . . .              | 176        |
| <b>Mission #49: Sliding</b> . . . . .                | <b>177</b> |
| Returning a Tuple . . . . .                          | 179        |
| Other Useful Features of Lists . . . . .             | 179        |
| List Length . . . . .                                | 179        |
| <b>Mission #50: Block Hits.</b> . . . . .            | <b>180</b> |
| Randomly Choosing an Item . . . . .                  | 182        |
| <b>Mission #51: Random Block</b> . . . . .           | <b>183</b> |
| Copying a List . . . . .                             | 183        |
| Items and if Statements . . . . .                    | 185        |
| <b>Mission #52: Night Vision Sword</b> . . . . .     | <b>186</b> |
| Dictionaries . . . . .                               | 188        |
| Defining a Dictionary . . . . .                      | 188        |
| Accessing Items in Dictionaries . . . . .            | 189        |
| <b>Mission #53: Sightseeing Guide</b> . . . . .      | <b>190</b> |
| Changing or Adding an Item in a Dictionary . . . . . | 191        |
| Deleting Items in Dictionaries . . . . .             | 192        |
| <b>Mission #54: Block Hits Score</b> . . . . .       | <b>192</b> |
| What You Learned . . . . .                           | 194        |

## 10 MINECRAFT MAGIC WITH FOR LOOPS 195

|   |            |
|---|------------|
| A Simple for Loop . . . . .                           | 195        |
| <b>Mission #55: Magic Wand</b> . . . . .              | <b>196</b> |
| The range() Function . . . . .                        | 198        |
| <b>Mission #56: Magic Stairs.</b> . . . . .           | <b>199</b> |
| Playing Around with range(). . . . .                  | 200        |
| Other List Functions . . . . .                        | 201        |
| <b>Mission #57: Pillars</b> . . . . .                 | <b>202</b> |
| <b>Mission #58: Pyramid.</b> . . . . .                | <b>203</b> |
| Looping Over a Dictionary . . . . .                   | 205        |
| <b>Mission #59: Scoreboard</b> . . . . .              | <b>205</b> |
| for-else Loops . . . . .                              | 206        |
| Breaking a for-else Loop . . . . .                    | 207        |
| <b>Mission #60: The Diamond Prospector.</b> . . . . . | <b>207</b> |
| Nested for Loops and Multidimensional Lists . . . . . | 208        |
| Thinking in Two Dimensions . . . . .                  | 209        |
| Accessing Values in 2D Lists . . . . .                | 213        |
| <b>Mission #61: Pixel Art.</b> . . . . .              | <b>214</b> |
| Generating 2D Lists with Loops . . . . .              | 216        |
| <b>Mission #62: A Weather-Worn Wall</b> . . . . .     | <b>217</b> |
| Thinking in Three Dimensions . . . . .                | 218        |
| Outputting 3D Lists . . . . .                         | 219        |



|  |            |
|--|------------|
| Accessing Values in 3D Lists . . . . .             | 223        |
| <b>Mission #63: Duplicate a Building</b> . . . . . | <b>225</b> |
| What You Learned . . . . .                         | 230        |

## 11

### SAVING AND LOADING BUILDINGS WITH FILES AND MODULES

**231**

|   |            |
|---|------------|
| Using Files . . . . .   | 232        |
| Opening a File . . . . .                                      | 232        |
| Writing to and Saving a File . . . . .                        | 233        |
| Reading a File . . . . .                                      | 234        |
| Reading a Line of a File . . . . .                            | 234        |
| <b>Mission #64: To-Do List</b> . . . . .                      | <b>235</b> |
| Part 1: Writing the To-Do List . . . . .                      | 235        |
| Part 2: Displaying the To-Do List . . . . .                   | 237        |
| Using Modules . . . . .                                       | 238        |
| The pickle Module . . . . .                                   | 238        |
| Importing pickle . . . . .                                    | 238        |
| Importing One Function with the from Clause . . . . .         | 240        |
| Importing All Functions with * . . . . .                      | 241        |
| Giving a Module a Nickname . . . . .                          | 241        |
| <b>Mission #65: Save a Building</b> . . . . .                 | <b>242</b> |
| Part 1: Saving the Building . . . . .                         | 242        |
| Part 2: Loading the Building . . . . .                        | 245        |
| Storing Lots of Data with the shelve Module . . . . .         | 247        |
| Opening a File with shelve . . . . .                          | 247        |
| Adding, Modifying, and Accessing Items with shelve . . . . .  | 247        |
| <b>Mission #66: Save a Collection of Structures</b> . . . . . | <b>248</b> |
| Part 1: Saving a Structure to a Collection . . . . .          | 248        |
| Part 2: Loading a Structure from a Collection . . . . .       | 249        |
| Installing New Modules with pip . . . . .                     | 252        |
| Using pip on Windows . . . . .                                | 252        |
| Using pip on a Mac or Raspberry Pi . . . . .                  | 253        |
| Using a Module from pip: Flask . . . . .                      | 253        |
| <b>Mission #67: Position Website</b> . . . . .                | <b>255</b> |
| What You Learned . . . . .                                    | 256        |

## 12

### GETTING CLASSY WITH OBJECT-ORIENTED PROGRAMMING

**257**

|  |            |
|--|------------|
| Object-Oriented Basics . . . . .               | 258        |
| Creating a Class . . . . .                     | 258        |
| Creating an Object . . . . .                   | 259        |
| Accessing Attributes . . . . .                 | 259        |
| <b>Mission #68: Location Objects</b> . . . . . | <b>260</b> |
| Understanding Methods . . . . .                | 261        |
| <b>Mission #69: Ghost House</b> . . . . .      | <b>263</b> |
| Returning Values with Methods . . . . .        | 266        |
| <b>Mission #70: Ghost Castle</b> . . . . .     | <b>266</b> |

Creating Multiple Objects . . . . . 269

**Mission #71: Ghost Town** . . . . . **269**

Class Attributes . . . . . 271

Understanding Inheritance. . . . . 273

    Inheriting a Class . . . . . 274

    Adding New Methods to Subclasses . . . . . 275

**Mission #72: Ghost Hotel** . . . . . **275**

Overriding Methods and Attributes. . . . . 278

**Mission #73: Ghost Tree** . . . . . **280**

What You Learned . . . . . 282

**AFTERWORD** . . . . . **283**

**BLOCK ID CHEAT SHEET** . . . . . **285**

**INDEX** . . . . . **291**