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INTEGRATED DEVELOPMENT ENVIRONMENT SOFTWARE

iPad

IDLE
Python Software Foundation License

Xcode
Freeware

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Freeware

Feedback

www.reddit.com › ipad › comments

Best IDE's for the iPad? : ipad - Reddit

24 June 2019 — I'm going to try and replace my laptop with an iPad, and a large part of my working is Python and web development, so I was wondering if there are any good IDE applications. 10 comments. share. save. hide.

Can I do programming on iPad? ⌃

For first-time coders, there's Swift Playgrounds, an **iPad** app that makes getting started fun and interactive. With the built-in Learn to **Code** lessons, you'll use real **code** to solve puzzles and meet characters you **can** control with just a tap.

 www.apple.com › everyone-can-code

Everyone Can Code - Apple (IN)

More results

Can you get Xcode on an iPad? ⌃

You can't **install Xcode**. The nearest **you can get** is to **install** Swift Playgrounds, which will allow **you** to write fairly sophisticated code, though **you**'re limited to running from the environment **you** develop in. (In effect, **you**'re always running a debug version.)

 developer.apple.com › thread

how to install xcode on ipad pro | Apple Developer Forums

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Can you run Visual Studio on iPad? ⌄

Can I learn to code on an iPad? ⌄

Can we do Python in iPad? ⌃

Pythonista is a complete scripting environment for **Python**, running directly on your **iPad** or iPhone. It includes support for both **Python** 3.6 and 2.7, so **you can** use all the language improvements in **Python** 3, while still having 2.7 available for backwards compatibility. Feb 26, 2020

pythonista

App Store

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★★★★½ 78

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Done

Pythonista 3

omz:software

$14.99

4.5 ★★★★⯪
78 Ratings

4+
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Pythonista is a complete scripting environment for Python, running directly on your iPad or iPhone. It includes support for both Python 3.6 and 2.7, so you can use all the lang   more

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Install

www.apple.com › swift › playgrounds

Swift Playgrounds - Apple (AU)

Swift Playgrounds is a revolutionary app for iPad and Mac that makes learning Swift interactive and fun. It requires no coding knowledge, so it's perfect for students just starting out.

People also ask

What age is swift playgrounds for?   ⌄

Swift Playgrounds

Learn real coding the fun way

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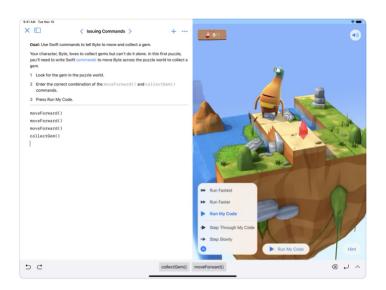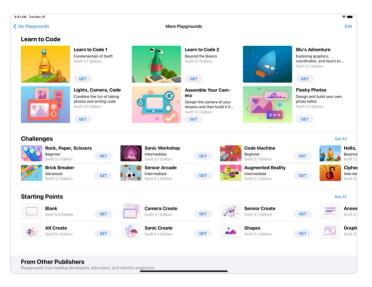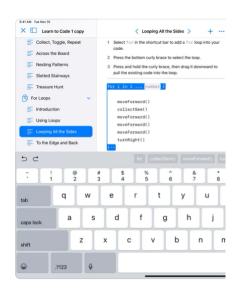
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Swift Playgrounds

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iPad

Swift Playgrounds is a revolutionary app that makes it fun to learn and experiment with code. You solve interactive puzzles in the guided "Learn to Code" lessons to master the basics of coding, or experiment with a wide range of challenges that let you explore many unique coding experiences.   more

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Swift Playgrounds

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3.4 ★★★☆☆
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Swift Playgrounds

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iPad

Swift Playgrounds is a revolutionary app that makes it fun to learn and experiment with code. You solve interactive puzzles in the guided "Learn to Code" lessons to master the basics of coding, or experiment with a wide range of challenges that let you explore many unique coding experiences. *more*

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Playgrounds from leading developers, educators, and robotics engineers

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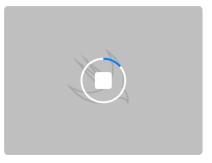
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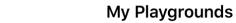
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Learn to Code 1

Commands
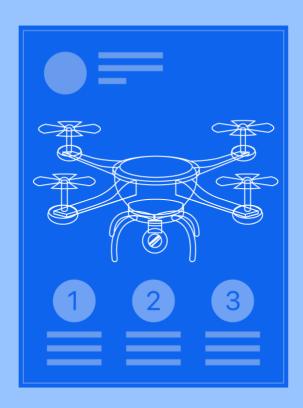
Have you ever followed a recipe to bake something delicious?

Or followed instructions to assemble something cool?

You need to follow the instructions in the correct order, or you'll end up with something ... unexpected.

Writing code allows you to create your own set of instructions for your device to carry out.

Your goal is to figure out which instructions, in which order, will result in something great.

You'll start by writing **commands** to move a character named Byte around a puzzle world, performing tasks.

For example, you'll tell Byte to move forward:

`moveForward()`

Or collect a gem:

`collectGem()`

Notice the mashed-together words? Code is punctuated and spaced like human languages, but commands have no spaces between words.

```
collectGem()
```

Commands always end in parentheses. You'll see why later!
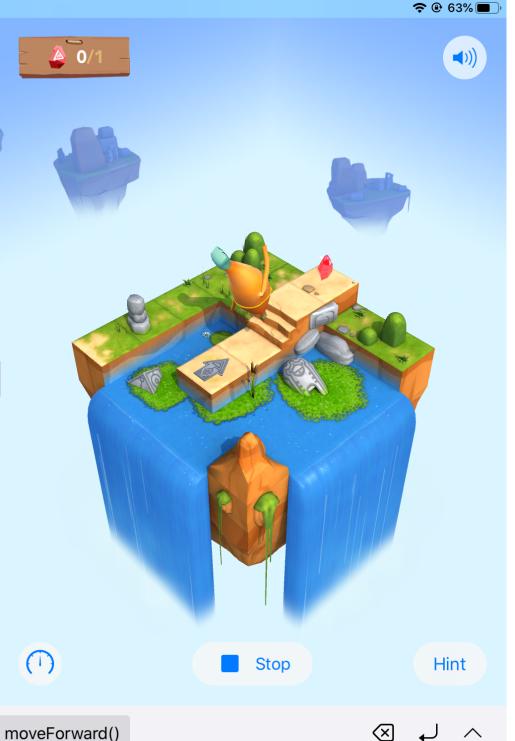
‹ **Start Coding** ›

Goal: Use Swift commands to tell Byte to move and collect a gem.

Your character, Byte, loves to collect gems but can't do it alone. In this first puzzle, you'll need to write Swift commands to move Byte across the puzzle world to collect a gem.

1   Look for the gem in the puzzle world.

2   Enter the correct combination of the `moveForward()` and `collectGem()` commands.

3   Press Run My Code.

Tap to enter code

Run My Code

Hint

Goal: Use Swift commands to tell Byte to move and collect a gem.

Your character, Byte, loves to collect gems but can't do it alone. In this first puzzle, you'll need to write Swift commands to move Byte across the puzzle world to collect a gem.

1   Look for the gem in the puzzle world.

2   Enter the correct combination of the `moveForward()` and `collectGem()` commands.

3   Press Run My Code.

```
moveForward()

collectGem()
```

Run My Code

Hint

collectGem()   moveForward()

Goal: Use Swift commands to tell Byte to move and collect a gem.

Your character, Byte, loves to collect gems but can't do it alone. In this first puzzle, you'll need to write Swift commands to move Byte across the puzzle world to collect a gem.

1   Look for the gem in the puzzle world.

2   Enter the correct combination of the `moveForward()` and `collectGem()` commands.

3   Press Run My Code.

```
moveForward()

collectGem()
```

0/1

Stop   Hint

collectGem()   moveForward()

Goal: Use Swift commands to tell Byte to move and collect a gem.

Your character, Byte, loves to collect gems but can't do it alone. In this first puzzle, you'll need to write Swift commands to move Byte across the puzzle world to collect a gem.

1   Look for the gem in the puzzle world.

2   Enter the correct combination of the `moveForward()` and `collectGem()` commands.

3   Press Run My Code.

```
moveForward()
collectGem()
```

0/1

▶ Run My Code   Hint

collectGem()   moveForward()

Goal: Combine move and turn commands to collect the gem.

This puzzle is just like the last one, but this time Byte needs to turn left to reach the gem. You can use the commands from the previous puzzle as well as a new command: `turnLeft()`.

1 Plan the commands you need to make Byte move to the gem and collect it.

2 Enter your commands in the code area.

3 Run your code.

Tap to enter code

▶ Run My Code
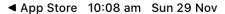
Hint

< Adding a New Command ∨ >

Goal: Combine move and turn commands to collect the gem.

This puzzle is just like the last one, but this time Byte needs to turn left to reach the gem. You can use the commands from the previous puzzle as well as a new command: `turnLeft()`.

1. Plan the commands you need to make Byte move to the gem and collect it.

2. Enter your commands in the code area.

3. Run your code.

```
moveForward()
collectGem()
turnLeft()
```

0/1

Run My Code

Hint

collectGem() moveForward() turnLeft()

Goal: Combine move and turn commands to collect the gem.

This puzzle is just like the last one, but this time Byte needs to turn left to reach the gem. You can use the commands from the previous puzzle as well as a new command: turnLeft().

1   Plan the commands you need to make Byte move to the gem and collect it.

2   Enter your commands in the code area.

3   Run your code.

```
moveForward()
collectGem()
turnLeft()
```

▶ Run My Code   Hint

collectGem()   moveForward()   turnLeft()

Goal: Collect the gem, then toggle the switch.

So far, you've learned how to make Byte move around and collect a gem. In this puzzle, you'll use another new command: `toggleSwitch()`.
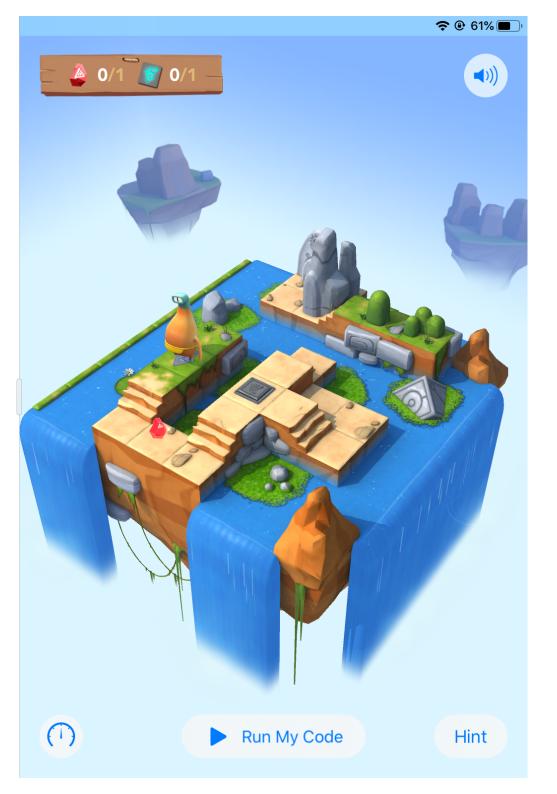
> Switches
>
> A switch might be toggled **open** or **closed**.
>
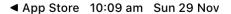> 🔲 **Closed** switches are **off** and awaiting activation.
>
> 🔲 **Open** switches are **on** and show a light inner core.

1 Enter the commands to move Byte to the gem, then collect it.

2 Continue entering commands to move Byte to the switch, then toggle it.

3 Run your code.

Tap to enter code

0/1   0/1

▶ Run My Code   Hint

< **Toggling a Switch** ˅ >

command: `toggleSwitch()`.

> Switches
>
> A switch might be toggled **open** or **closed**.
>
> 🐾 **Closed** switches are **off** and awaiting activation.
>
> 👣 **Open** switches are **on** and show a light inner core.

1   Enter the commands to move Byte to the gem, then collect it.

2   Continue entering commands to move Byte to the switch, then toggle it.

3   Run your code.

```
moveForward()
collectGem()
turnLeft()
toggleSwitch()
|
```