



Monsters & Modules

Gene Luen Yang , Mike Holmes (Illustrations)

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The final volume in a series that combines logic puzzles and basic coding instruction with a mystery plot!

The Coders always knew their programming skills would take them far, but they never guessed they would take them to another dimension! Or to be accurate, one dimension less—to save humanity, Hopper, Eni, and Josh must travel to Flatland, a dangerous two-dimensional world ruled by polygons. If they can return home safely with a turtle of light, they might just stand a chance in their final showdown with Dr. One-Zero!

Monsters & Modules Details

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From Reader Review Monsters & Modules for online ebook

Drew says

Oh, how the mighty have fallen. Here we had a series where the biggest consistent problem was Hopper internally monologuing for too long. Now we have so many plot holes, one can almost ignore the clichés. Flatland is very poorly realized (How do keys work in two dimensions?). The "sexist polygons" subplot is pointless and goes nowhere. The final battle is utter nonsense. Doctor One-Zero flying around on a little hovercraft with a bunch of balloons (any child could tell that there isn't nearly enough mist in there to do anything whatsoever) tied to it looks almost as silly as the giant 2D monster. Any enjoyment of the monster fight is dashed by the realization that they aren't actually punching each other, but the turtles are just drawing the monster's arms in different places. It makes no sense. The series ends in a whimper with some painfully bad preteen romance clichés. Children's literature can't be expected to hold up to adult scrutiny, but the other five volumes did just fine. It's sad how such a promising series devolved into this trash fire.

Rachel says

This was a sweet end to this series (!!) I can't believe it's over and I hope that Yang has more graphic novels that he's working on!!

Ellon says

This was a fitting conclusion to the series and might actually be my favorite of the series as well. Lots of action and coding.

Becky B says

Hopper, Eni, and Josh must venture to the Flatlands to recover a Turtle of Light, their only hope in defeating Dr. One Zero before he bathes the entire city in Green Mist.

The students are going to be so sad to find out that this is the last Secret Coders. They love this series. I think it is pretty great too. It teaches the elements of coding in a very engaging way. By the time they get this far in the series they should be able to code just about any two dimensional figure, and they've learned about how subprograms can be useful. They've also gotten to follow around three friends who have had some pretty wild adventures. It's a satisfactory conclusion to the series, even if readers will likely still beg for more. Who knows? With the way the series ended the coders don't have to do what they do in secret any more so maybe there'll be a continuing series called the Not-So-Secret Coders?

Notes on content: No language issues or sexual content. The only violence is really between two computer programs.

I received an ARC of this title from the publisher through NetGalley in exchange for an honest review.

Melissa says

In the epic finale, the Coders have to travel to another dimension, learn how to build a battle bot and take down the evil One-Zero! That all being said, after the boss battle (which was pretty awesome!), I found the ending a bit anticlimactic. I mean, it wrapped up all the loose ends, but just seemed rushed, especially with the three week time jump passing over some things. But that's just a tiny blip in an otherwise wonderful series! And I learned so much about coding! :-D

Tim Robinson says

The final program doesn't look right to me.

Eugene says

good

Martin says

This was a satisfying conclusion to the series.

Earl says

The coding series concludes first with a visit to a different dimension and ends with a battle of programs that has high stakes for our characters.

Danielle says

This was a sweet wrap-up to an educational series. It finishes the coding part with referencing programs in other programs and ends the main plot with a satisfying conclusion. The series as a whole is cute both for younger readers and as an introduction to coding, especially given that it has some exercises for readers to practice.

Kam Yung Soh says

The conclusion of the Secret Coders series. And a nice conclusion it is too.

The coders, Hopper, Eni, and Josh, have to travel to Professor Bee's place of origin, Flatland, to obtain an object which will help them to defeat One-Zero. That they do, learning a bit about Flatland while doing so. With the object in their possession, they return and, with some coding, come up with a scheme to defeat One-Zero's plans to take control of their city and make everybody 'happy'.

In the course of the book, the coders learn about multiple-loops and subroutines and how to incorporate them into multiple main programs, which are needed to defeat One-Zero. But it would also require some quick non-coding thinking on the coders' part to finally rid the world of One-Zero.

Suzanne says

Hopper, Eni, and Josh work with Professor Bee in their final showdown with the evil One-Zero. He has come up with another plan to release his dreadful Green Pop, only now he has an airborne variety! To defeat him they will have to travel to the professor's home dimension, Flatland, and retrieve another Turtle of Light to use in their battle with One-Zero. For those who have not heard of it before, the dimension that Professor Bee comes from is inspired by the satirical novel Flatland written by Edwin Abbott in 1884. In the country of Flatland the more sides a shape has, the higher its position in society, and women are only lines and not polygons at all. Professor Bee warns the kids that they will be converted into shapes and lines if they are successful in making the journey to Flatland. The problem with that is their lack of experience in being 2-dimensional beings, or in Hopper's case being a line!

And once they succeed, if they do, they will still have to return to the regular world and take on their nemesis. As if an arch villain isn't enough of a challenge, the kids have other problems. Hopper's father is still unresponsive in the hospital. Her mother is moving the whole family to another town. Eni's parents are sending him to a school that focuses on athletics, hoping to make him focus on basketball. Neither have told Josh about their parents' plans. And Hopper and Eni still haven't recovered from their awkwardness over Eni confessing his crush on Hopper. Things are never simple, are they?

This final book in the series brings all the forces to a head: parental expectations, friendship and crushes, an evil principal using the school to further his nefarious schemes, tyrants from another dimension... Along the way our heroes learn what real courage is all about, as well as coding skills like nesting commands and creating subprograms that can be used with more than one main program.

For those readers who have not tried coding before, Secret Coders is a fun introduction to the basic concepts used in creating computer programs. And for those who have, there are plenty of puzzles to solve as the Coders move from one challenge to the next. Everyone can visit the Secret Coders website to learn more.

Highly recommended for middle grade readers who enjoy graphic novels, school stories, and computers. I read an e-book provided by the publisher through NetGalley.

Dan says

Review to come. Great ending to a series that has grown in popularity throughout the past few years!

Pam says

The series concludes with the kids saving the school and their town.

More advanced coding is introduced as they create a hero to defeat the evil professor.
