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Level Up your coding skills with this games



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01

codingame.com



CodinGame offers games to learn up to 25 programming languages, including JavaScript, Ruby, and PHP

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02

flukeout.github.io

The screenshot shows a web-based game interface for learning CSS. At the top, it says "CSS Diner" and "Level 1 of 32". The main area has a title "Select the plates" and a button "Help, I'm stuck!". Below that is an illustration of two white plates on a yellow rectangular stand. The bottom half of the screen is divided into three sections: "CSS Editor" containing a placeholder for a CSS selector, "style.css" showing a simple rule for a class "table", and "HTML Viewer" showing the corresponding HTML structure. To the right, there's a sidebar titled "Type Selector" explaining what it does and providing examples like "div" and "p".

```
1 Type in a CSS selector
2 
3 /* Styles would go here. */
4 
5 
6 /*
7 Type a number to skip to a level.
8 Ex - "5" for level 5
9 */
10
11
12
13
14
```

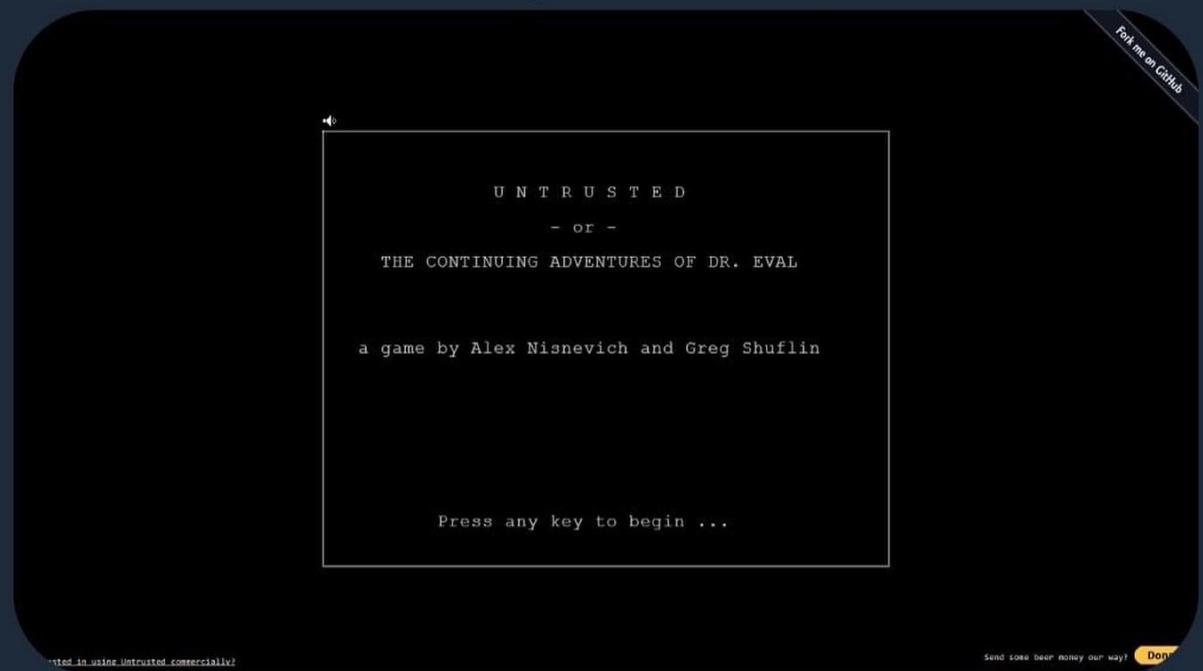
```
1 <div class="table">
2   <plate />
3   <plate />
4 </div>
```

CSS Diner is a simple but fun way to learn CSS. There are 32 levels that'll teach you the basics of how CSS selectors work.

next →

03

alexnisnevich.github.io/untrusted



Untrusted is a meta-JavaScript adventure game that tests your JavaScript skills to solve problems.

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play.elevatorsaga.com

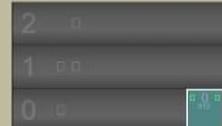
Elevator Saga *The elevator programming game*

Help Documentation Wiki & Solutions

Challenge #1: Transport 15 people in 60 seconds or less

2x

Start



Transported	0
Elapsed time	0s
Transported/s	0.00
Avg waiting time	0.0s
Max waiting time	0.0s
Moves	0

```
1 {
2   init: function(elevators, floors) {
3     var elevator = elevators[0]; // Let's use the first elevator
4
5     // Whenever the elevator is idle (has no more queued destinations) ...
6     elevator.on("idle", function() {
7       // Let's go to all the floors (or did we forget one?):
8       elevator.goToFloor(0);
9       elevator.goToFloor(1);
10    });
11  },
12  update: function(dt, elevators, floors) {
13   // We normally don't need to do anything here
14 }
15 }
```

Reset Undo reset

Save Apply

Confused? Open the [Help and API documentation page](#)

Made by Magnus Wolffelt and contributors

Version 1.0.0

[Source code on Github](#)

Elevator Saga is a JavaScript game where you will go through a series of challenges trying to transport people in elevators in the most efficient way possible within the time given.

next →

05

screeps.com



You write JavaScript to control your units
in a single, persistent world where other
players are continuously trying to attack you.

next →

mystery.knightlab.com

The screenshot shows the knight lab website interface. At the top, there's a navigation bar with links for "Projects", "Studio", "Local News", "Posts", and "Community". The main title "SQL Murder Mystery" is displayed prominently in a large, stylized font. Below the title, a subtitle reads "Can you find out whodunnit?". The central image is a stylized illustration of a detective's desk. On the desk, there's a newspaper clipping with a police badge, a map of the United States, a photograph, and a small notepad with the year "1992" written on it. A detective wearing a fedora hat is shown from behind, looking at the desk. The overall theme is a classic murder mystery investigation.

Strengthen your SQL and problem solving skills by trying to track down the killer in this murder mystery.

next →



tap here



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in comment

like



save
for later

