**Can you make money as a front-end developer?**

**Yes...**  
First of all you should understand what the scope of WEB DEVELOPMENT is because once you know where front-end development lies you will automatically understand its position in the market. Here is what it includes:

1. Front-End Developers
2. Back-End Developers

**1. Front-End Developers**: The basic front-end includes:

* JavaScript
* HTML
* CSS

Going deeper in, what you should know is:

MV JavaScript Framework : The frameworks widely used these days are Angular js, Backbone js and Knockout js

1. CSS Tools: Precompilers (SaaS, LESS, Stylus), CSS Frameworks (Bootstrap, Foundation), Responsive Design with CSS
2. Front-End Build Tools: Grunt, Gulp, Browserify, Bower (Package Management)

**2.** **Back-End Developers**:

The languages used to communicate the server to the front-end or between server to server are:

1. Node.js
2. Python/Djano
3. PHP
4. Ruby on Rails (Ruby)
5. .NET

The Databases used to access information are:

1. MySQL
2. MongoDB
3. Redis

I hope the above distinction will help you understand how front-end is part of web development and see where it stands.

I have been a Web Developer (mostly working as a Front-End developer) for a long time. I started as a full stack developer but as time passed I became more involved in front-end technologies. Front-end technologies are evolving much faster with lots of frameworks which offers infinite abilities for the front-end developers to customize there Website Design.

Normally, when a company starts a web project, they have lot of developers who knows how to work with the backend or make controllers (Business Logic) for the website . However they lack the expertise of the front-end developer. That is the reason why they hire the front-end developers for their website.

Learning front-end technology is easy but mastering them is hard.

You will need to start with HTML5 and learn about new attributes of html 5.

You will need to put significant efforts in learning CSS3 and then Javascript.

Learn and understand how CSS works and how the Javascript gives you the ability to make responsive website (I suggest you should spend more time in this ).

Then after learning this couple of languages , learn front-end framework such as foundation and bootstrap. Most of the websites heavily rely on this frameworks because it makes front-end more easier (However you shouldn’t start with it if you don’t know CSS or Javascript).

After this learn the CSS pre processor language. I would suggest you to go with SASS. It makes your work more easier and productive. Also learn jquery and Angular JS which are the frameworks of Javascript.

After this , you can learn different JS frameworks such as React and Polymer which will increase your skills and productivity.

First you need to start building your empire. Show others that you have something. How can you do this ? Build a portfolio. It must look awesome such that whenever some other developer looks for portfolio he must feel jealous and think of making one for himself . When you are done with a portfolio you have ample options to chose from  
1. You can work as a freelancer. You can register in online freelancing websites and start applying for projects . It will be hard for the people to trust you since you are a newbie, but you can start with small websites or you can demand less price ,thus finally you will be into the freelancing market.  
2. You can start looking offline too. For example I am from Andhra Pradesh,India. I have seen lot of web design companies in Hyderabad doing web designs for most of the medium industries we have not heard of. Also lot of schools , universities, etc have websites. But these websites are so pathetic that you feel like designing a free website for them instead of looking at them. You can approach these bodies and ask them for a web design contract.  
3. Job search: You can search for Jobs online or offline and join a web design company.  
4. But the best option is if you have friends who have similar knowledge and investment too(investment isn't much for a webdesign startup unless you dont have a laptop and your lap) you can go for startup. Lot of web design companies in India didnot implement responsive web design yet. You can start the trend.

But for all this I would suggest you to learn some more.  
1.From Web Design perspective : I would suggest you to learn Responsive Web Design  
2.From SEO Perspective: You have to learn Search Engine Optimization  
3.From Backend Perspective: Learn MySQL + (PHP or ASP or JSP or Python)  
4.From Front-end perspective: You have (must and should ) learn Ajax  
and also Photoshop if necessary.

All the Best for your future endeavors . Loop me in(share your happiness) if something new comes up and you have started earning.  
Thanks for the A2A.

FYI: I have never worked in Web Designing.

HTML and CSS are critical for a foundation in web development. Probably, you should get familiar with a bit of JavaScript and/or jQuery, to perform some basic DOM manipulations.

Learning doesn't always mean being proficient in something. It requires a lot of practice and depends on how committed are you towards the same.

For learning HTML ,CSS and JavaScript, there are a ton of sites to help you out. I'd recommend [Codecademy](http://www.codecademy.com/" \o "www.codecademy.com" \t "_blank). Go through their [HTML & CSS](http://www.codecademy.com/en/tracks/web) course followed by the [JavaScript](http://www.codecademy.com/tracks/javascript) course.

For the practicing part, pick something you're passionate about and build a website for it. A video game, a friend, memes, whatever you like. Just build something. Start with simple layouts and make your way towards converting PSDs into websites.

Build stuff. That's how you can master HTML & CSS. Whenever you're stuck, remember, Google is your best friend and so is [Stack Overflow](http://stackoverflow.com/). Following is a list of resources that you should definitely subscribe to (there's a ton more on the web though):

<http://www.html5rocks.com/>  
<http://css-tricks.com/>  
<http://www.smashingmagazine.com/>  
<http://code.tutsplus.com/>  
<http://tympanus.net/codrops/>  
<http://www.sitepoint.com/>  
<http://alistapart.com/>  
  
For the earning part, once you're proficient in HTML, CSS & JavaScript, you can build templates and sell them on sites like [ThemeForest](http://themeforest.com/" \o "themeforest.com" \t "_blank). You can make a static website for some store in your vicinity or locality.  
You can also look for freelance projects on [Freelancer](http://www.freelancer.com/), [oDesk](https://www.odesk.com/" \o "www.odesk.com" \t "_blank), etc. There are a plethora of such sites.

But remember, it's not easy to land a client or a freelance project. Gather some patience. In the mean time, start a blog, keep posting what you're learning and show your stuff. Build something cool whether it be experimenting with the HTML5 [Canvas](http://diveintohtml5.info/canvas.html) or playing with [CSS3 Animations](http://www.w3schools.com/css/css3_animations.asp). This way, you'll learn more.

As others have mentioned, those are great building blocks in your foundation. Your journey isn’t over tho, You should add JavaScript and learn some of the modern frameworks like React/Vue/Angular.

Also, to bolster your CSS skills, learn Sass or Less, as they have more functionality when writing CSS and eventually get precompiled into proper CSS. Ultimately, it will save you time when developing.

Also focus on a backend language and framework. There’s python, php, rails, and many more.

Another top skill you can consider is adding AWS Cloud Computing or Google Cloud and Docker. Both are great skills to have on your CV.

**A bit of digression…**

Going back to your original question, if you added Javascript to your skillset and know wordpress, you could develop themes for theme stores and generate income that way, or build your own store and sell your themes there.

A short cut step to the store, you could use shopify or bigcommerce, but you will want to know that your themes are selling first before spending the cash to have your own store.

Hope that helps!

In the beginning, try to turn PSDs into html

With your HTML / CSS / JavaScript skill you can create a hybrid mobile app which you can sell in Google Play or in App Store. Or you can create a Web Template and sell it here: <http://themeforest.net/>

There are many possibilities on where you can use your development skills you just have to find a way on how you can sell it.

You can literally learn enough HTML in 2 hours, but that's not enough since you need CSS and Javascript to complement it. Here's how I did it back when I was extremely lazy but still wanted to learn web development:  
1. Learn HTML  
2. Learn CSS  
3. Learn the very basics of JS

Points 1. and 2. above took me a few days, at probably 1-2 hours max a day. HTML and CSS are just too easy when you learn them. I'll move on to the real stuff later.

For point 3., it took me longer. In fact, if I remember correctly, I struggled a bit at first with it. I was able to learn the basics of PHP faster than JS. I think it took me a good 15 hours to learn the basics of JS. Note that I never programmed before. I started learning programming with PHP after learning HTML and CSS.

So, if you want to get the very basics, it would take around 40 hours, which is 20 days at 2 hours/day. Let's put it at 30 days to get a really good base of all 3 of them. HTML takes 2 days. CSS will take another 2 days. JS will take the most time. Of course, you need to learn by writing code. So, fire up your favorite text-editor, write simple stuff and test that they work in your favorite browser. At the end of a month, you will have several .html, .css and .js files on your machine. You may have some simple stuff and you may have some .css files with hundreds of lines. It feels really good when you see you did all that, trust me. ;-)

Now, the real stuff is to apply them. Once you have the basics, you need to learn how to use them all together. That's the "hard" part. You have to build something, there is no way around this. Think of something, design a page and code it using HTML, CSS and JS. That's when you will realize how much you don't really know and it's totally fine. You will learn more by doing. If you spent your first month on the basics well, your brain should already be wired to mix them all together. Build something complex. Find a complicated website and try to rebuild it using your newly found skills. Once you make a complex web page, make it responsive. Learn it! You should spend about 40-60 hours on building more and more complex pages.

You now have about 100 hours of HTML,CSS and JS under your belt. It's time to go freelancing and put your skills to good use. The real learning starts here. Prepare yourself for a life-long learning process. It never ends. You will always find that you don't know something and you will learn it so you can do the job. What the client wants, the client gets. There are things I never thought could be possible and I managed to do them. If you dig deep enough, you should almost always find a way to solve a problem. While you're at it, pick up JQuery, Angular, Node, PHP or Ruby or Python or <any X> language and keep working at it.

Good Luck. :-)

Originally Answered: How many days it will take approximately to learn HTML, CSS, Javascript if I spend 2 hours per day for these?

There's no "good answer" to this question. There are javascript/front end developers who spend 40 hours a week every week working on javascript. You're never going to surpass or equal them at 2 hours a day. In any event if your goal is to freelance, there are two avenues you could take. The first would be to learn wordpress. There are endless tutorials online and thousands of plugins already available to handle most projects a new freelancer is likely to be able to secure.

Before I go on there's another piece of the equation you've left out of the question. Do you know how to use photoshop or something similar? If not the design elements of any project you build are going to be severely limited. You'll either be relying on existing art that the client already has (and you'll likely still need photoshop to cut that up into usable pieces) or else your design will have to come from either someone else's template or else rely completely on CSS.

Assuming you have at least a rudimentary knowledge of photoshop (and if you don't I would say you should start there before moving on, find a tutorial on photoshop layout design and begin there) then your best course of action is to progress in stages and try not to bite of more than you can chew.

To become a web developer you should probably skip javascript to begin particularly if you're not already a programmer. If you get a project that requires javascript functionality (pretty unlikely for a new person unless you lie to the prospective client about your abilities) you could always look for a script already built or subcontract the javascript to another developer.

The best path to becoming a real developer is to start with a focus on HTML. Everything on the web starts and ends with HTML. Play around with HTML and a little CSS to format your HTML (after you understand how to use a style sheet to position div's and other elements you can google css reset, and css boilerplate to get an idea of what you need to understand about CSS) when you feel like you can competently put together a website (I would recommend you google top website designs and try and recreate the look and feel of one you like for practice before taking on a paying client).

Once you can build something that looks decent, look for a small client who wants something static along the lines of a digital brochure (maybe even offer to do the first project for free if you haven't recreated some other site first). It's very easy to build a static website simply using div's and a small amount of CSS (for positioning and layout) every project you build will potentially give you the opportunity to expand your skill set and if you progress with this in mind you'll always be increasing your knowledge and abilities.

There are a lot of advance concepts in web development like MVC, mobile first, technology stack, server side vs client side (i.e. front end/back end), UI/UX design principles, optimization, frameworks, templates, and many more but everything always circles back to HTML so without a fundamental understanding of HTML you'll be building your skill set on a bad foundation.

Good question, but very difficult to answer with specific timescales that would fit every reader. However, as a guideline I will include how long it took me to learn these skills at university.

**80hrs + 60hrs + 144hrs = 284 hrs. At 2hrs a day that is 142 days. At 7 days a week, you should be able to become proficient in about 20 weeks**

1. We began with HTML, getting a brief understanding of document structure and how the web works. We then looked at exsiting examples and made minor changes to see the impact. Finally we spent some time on a single project where we had to create our own 5 page website, with links, pictures and formatted text. ***(2hrs a day, 4days a week, 10 weeks total)***
2. Next we learned CSS, this built upon the basic skills learned with HTML and began by understanding identifiers and basic positioning styles. We did cover a little bit of theory of design and web layout, but the emphasis was on the language.***(2hrs a day, 3days a week, 10 weeks total)***
3. Finally, we spent the majority of our time learning Javascript. Starting with basic OOP principles, learning about prototypes, function, variable and the like before moving on to interactivity and making things move and respond to user events. ***(3hrs a day, 4days a week, 12 weeks total)***

Now I should say that my degree is in software engineering and as such I was exposed to many other skills dealing with developing logical thinking, problem solving, software requirements, data mining and database stuff! So, because this was in parallel with these topics I feel they gave me an advantage and helped support the concepts.

So, you can realistically set yourself a goal of **80hrs + 60hrs + 144hrs = 284 hrs. At 2hrs a day that is 142 days. At 7 days a week, you should be able to become proficient in about 20 weeks**. How long until someone employs you freelance is a whole another question!

NOTE: We also had to do study on our own time and were expected to learn from pratical experience outside of the classroom.

I hope this helps? Kind regards, Robin.