



Mentorship - 2016

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A year long adventure into programming.

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Overview

This is my way of giving back to programming community. There is no catch. You have questions that you think people will make fun of, ask me. You find learning to program hard, talk to me. You want to learn to be able to solve problems and do cool stuff, raise your hand.

Goals

1. Mentoring new students who want to learn programming but cannot because of any reason.
2. Learning in an environment where everyone wants to learn with same ferocity.
3. HTML | CSS | JavaScript | General Purpose Programming.

Specifications

Read about stuff that you learned today. Think how you solved a problem. Figure out how things connect to form solutions. Ask yourself how can you make your code better. Have a problem to solve at your fingertips, always.

Do not copy.

You can ask for general directions, but please do not ask me or others to solve your problems for you. You have to build your own solutions, your own concepts, your own understandings. You have to challenge yourself. Do not copy other's answers. That'll kick you out of the program.

Milestones

I. Being able to understand a problem.

Learning what the problem is a great first step towards solving it.

II. Being able to come up with multiple solutions.

Only after you have understood your problem, you will be able to come up with solution even many of them.



Reach me

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