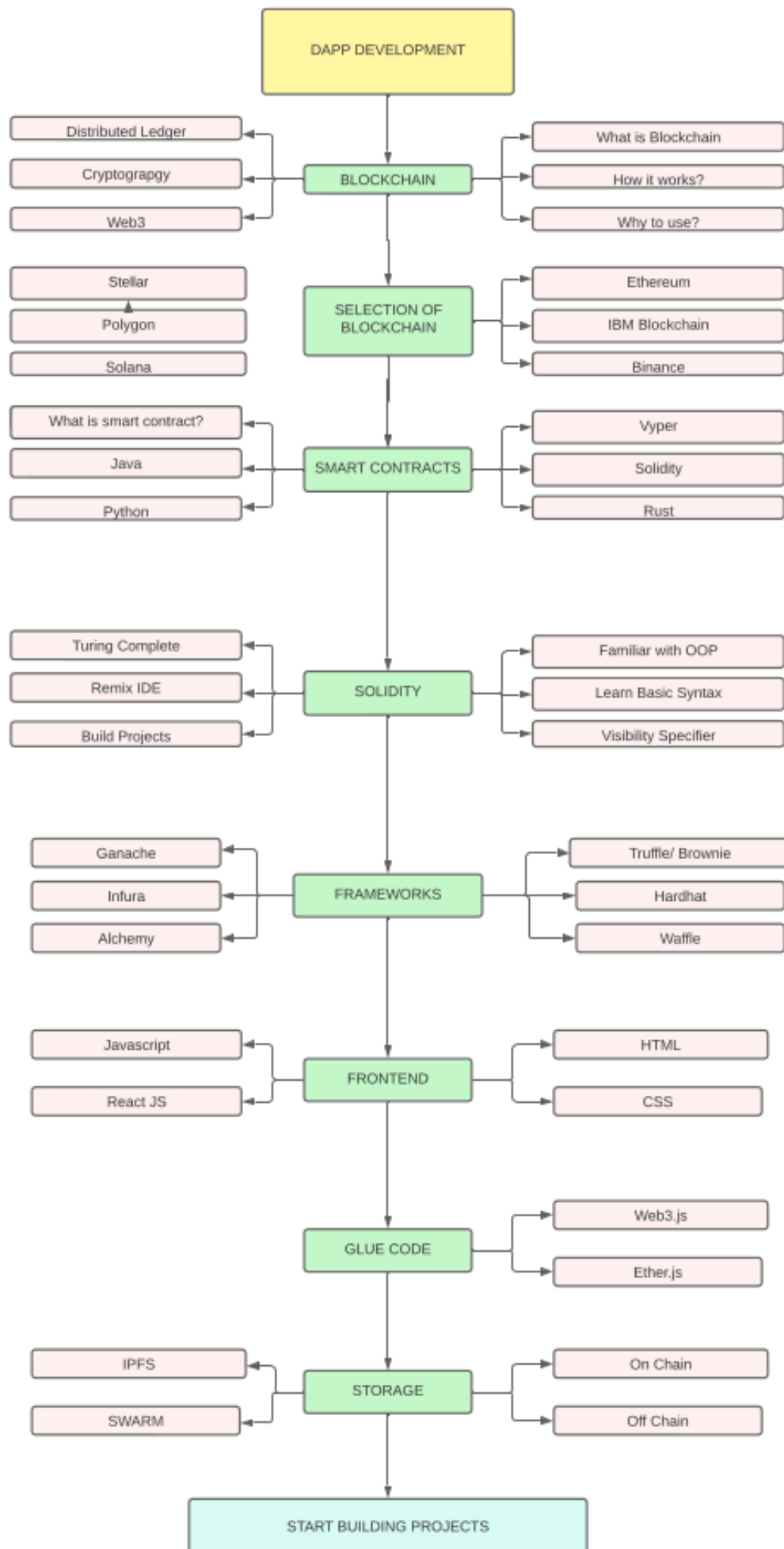


# Getting Started With Blockchain



## Basic things you need to know

### 1. General Development Skills

- Learn [GIT](#), create a few repositories on [GitHub](#) / [GitLab](#), share your code with other people.
- Remember! Google won't judge you. So start with googling "How to google?"
- Read a few books about algorithms and data structures, blockchain, Ethereum, Solidity
- Web Development Concepts
- Basic Mathematics

### 2. Cryptography and Encryption knowledge

- [Basic concepts](#) - Asymmetric encryption, Digital signature, Certificate
- [Public Key Cryptography](#)
- [What is Hashing on the Blockchain?](#)
- [Digital signature extension](#) - Multi-signature, Blind signature, Group signature, Ring signature
- [Merkle tree](#)

### 3. Basic Concept of Blockchain

- [Exploring the Basic Concept of Blockchain](#)
- [Bitcoin Whitepaper](#)
- [Bitcoin protocol Explained](#)
- [Proof of Work](#)
- [Proof of Stake](#)
- [Delegated Proof of Stake](#)

#### 4. Learn Solidity

- [Start with Documentation](#)
- [Remix IDE](#) - Learn about Remix IDE
- [Master Solidity Playlist](#)
- Solidity Tutorial : [CryptoZombies](#)
- [awesome-solidity](#) - A curated list of awesome Solidity Resources

#### 5. Web3 and Dapp

- [DAPP Development](#)
- [Web3.js](#)
- [Web3.py](#)

#### 6. Frameworks

- [Truffle](#) - A world class development environment, testing framework and asset pipeline for blockchains using the Ethereum Virtual Machine (EVM), aiming to make life as a developer easier.
- [HardHat](#) - Ethereum development environment for professionals.
- [Brownie](#) - Brownie is a Python-based development and testing framework for smart contracts targeting the Ethereum Virtual Machine.

#### 7. Storage

- [Introduction to Distributed Storage](#)
- [IPFS](#) - A peer-to-peer hypermedia protocol designed to preserve and grow humanity's knowledge by making the web upgradeable, resilient, and more open.
- [SWARM](#) - Swarm is a decentralized storage and communication system for a sovereign digital society.