**WEB**

HTML

CSS

JavaScript

PHP

**MOBILE**

Objective-c

Swift

Python

Java

**Game**

C++

C#

Unity

OpenGL

**SOFTWARE**

C

GO

Ruby

.NET

FIRST STEP

How to give the first step, which knowledge to adquire and introducing to areas in DEV.

What Learn

Most Common by area” WSGM

|  |  |
| --- | --- |
| Language | Area |
|  |  |
|  |  |
|  |  |

HOME

Testimonials

The idea of this project came up when I was searching for information of where to start learning to become a game developer. With no programming background, I had no idea how to start and what languages to learn (I had no idea that there are so many languages for so many applications).

With an ocean of options, where do I start, what will be helpful, what is necessary and what is better for what? These questions came to me right away, and this website is built to help people with the same questions.

In this website, you’ll find the main Languages to learn by four great areas of programming: Web Development, Software for OS, Mobile and Games. Besides, you’ll be able to identify the best way to start in your long and endless path of learning and become an outstanding programmer in your area. Time is precious and you want to focus your time learning what will be more helpful for you.