/* web development dump */

// comment

19 July 2021

Issue #1

{* a tech zine by Muskan *}

Hello!

Hello dear reader! I am Muskan, a 3rd year computer science student at Chitkara university. I am learning web development and software engineering. I wanted to interact and network with people in computer science field but writing a blog didn't excite me. Hence, I am starting this Zine called //Comment which will be approximately 10 pages long and have small topics, coding questions, resources, tips, project ideas and more! the Zine will be released bi-weekly, so please look out for it.

I hope you will enjoy this issue <3

//comment

This is Yachi Chan, since I cannot adopt a cat (mum says no), Yacchan will accompany us throughout the Zine!

/* Yachi chan is named after the character Yachi Hikota from Haikyuu by Haruichi Furudate */

//comment

I am trapped in this wind
cascading my styled sheets,
so strong, it has blown away
the base of my fire.

It all happened so fast I
didn't have time to react.

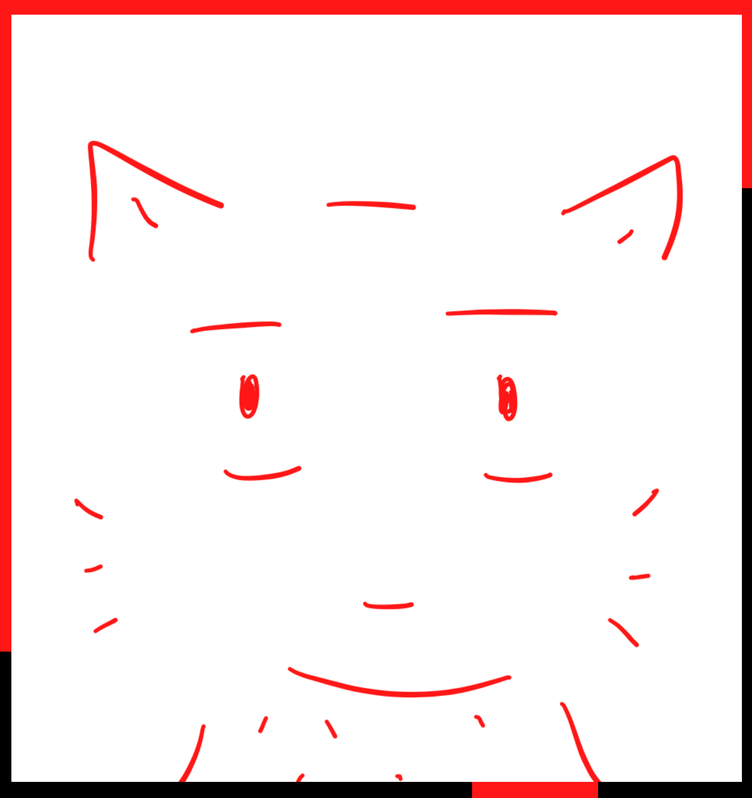
//comment

SURE I CAT ALIGN THE DIVS..

PORTFOLIO

My Profile>>

hi I am Yachi the cat and this is my portfolio, I am a broke developer and work in this zine to make money, money can't buy happiness but it can buy me food which just as good.



Education>>

Projects>>

I CA'T

//comment

Web Development: where to begin?

If we break down the word web development it is simple- developing for the web, what's on the web? Websites! Like the one you are reading this on. Making websites sounds like a piece of cake these days with the websites/tools that let you make websites using drag and drop components or provide resources to set up one on their platform. Sounds and looks easy but the real web development is a whole universe in itself. To start with web-development first you must understand how the web(internet) itself works. There is no particular destination in the web development space, because the technologies are constantly developing and new features pop-up every now and then, but if you have your basics clear you can navigate your way easily. We can roughly divide a website into two parts, the Frontend and backend.

The Frontend is the part of the website that the user gets to see and interact with, developing a frontend is a great place to start and it's really easy to start too. You can make a simple webpage with just using HTML and CSS but you will get will be a very static page, there won't be much you can do with it, this where JavaScript comes in picture, you can use JS to make your webpage more responsive and add many functionalities to it. Once you are comfortable with HTML, CSS and JS, hop onto the next level and learn jQuery and responsive CSS frameworks like bootstrap, material UI. As you learn don't forget to try and think of new things to implement using the things you have learned. You will also figure out that writing in a web page code in just html, css and js can be a bit too much, because as you progress the scale of your projects will also increase,

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if you were making just a simple to-do list project before you might want to try out a shopping website project next or make a clone of a popular website, so once you are comfortable and confident about the basics, you can move onto js frameworks that make web development a little easier, a starting point can be ReactJs and Node.js a simple and easy to learn framework. Link to a detailed roadmap can be found on page 7 which will clear the path for you!

Coming to backend, backend is like a backstage of a website, made up of servers and databases from which the whole frontend becomes more useful, for eg: you learned how to make a form in frontend, but use is that form if its not storing the data received and fetching it when it's needed.This is why the backend is a crucial part of any website. Most famous backend languages and frameworks are Node.js, Python, Ruby, PHP, .NET etc. Other than this you can start with databases, like mySQL, or noSQL databases like MongoDB.You can also try Google firebase for a simple backend with a database in which you can add a number of functionalities like alerts, payments, cloud connectivity and more. Link to a detailed roadmap can be found on page 7 which will help you learn about backend better.

Some important tools that will help you along the way:

1. Github: to store code, for collaboration, hosting via github pages, most companies use github to manage projects so you must know how to perform basic commands.
2. Editor/IDE: You can always use notepad to start with Web development, but it becomes too painful when you are building projects. Here are some editors you can use: Visual code studio, Sublime, Atom and Notepad++.
3.

Remember to not rush to learn frameworks and new technologies, understand the basics, take your time and enjoy every step!

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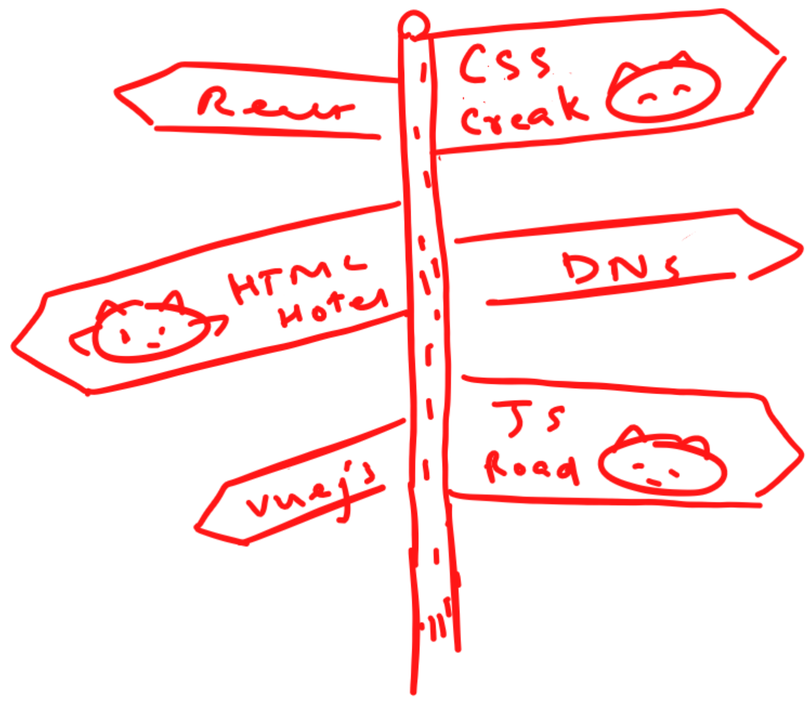
Learn and implement

Roadmaps:



Frontend: https://roadmap.sh/frontend

Backend: https://roadmap.sh/backend

By: https://github.com/kamranahmedse

Resources:

https://www.w3schools.com/html/default.asp (html)

https://www.w3schools.com/css/ (css)

https://www.w3schools.com/js/default.asp (javascript)

https://www.freecodecamp.org/news/web-development-for-beginners-basic-html-and-css/ (html/css)

https://www.youtube.com/watch?v=pQN-pnXPaVg (html/css)

https://www.youtube.com/playlist?list=PLWKjhJtqVAbnSe1qUNMG7AbPmjIG54u88 (html/css)

https://www.youtube.com/playlist?list=PLWKjhJtqVAbleDe3_ZA8h3AO2rXar-q2V (javascript)

https://developer.mozilla.org/en-US/docs/Learn (MDN Guide)

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Projects to try:

1. Tribute pages: make a webpage to tribute anyone (friend, family, celebrity, your favourite character)
2. Personal Portfolio: design a portfolio for yourself, share your projects, resume etc..
3. Website templates: you can design landing pages, simple portfolio templates, templates for e-commerce websites, cooking website, books/ movie recommendations, product display, survey forms, documentation pages etc
4. Clones: try to clone the frontend of your favourite websites
5. Games in js: you can make different games using js, eg; snake game, rock paper scissors, tic tac toe etc. you can also try a calculator or a password generator.
6. Get creative and try to make something different with what you have learnt!
7. You can also try to create animation using js and css.

   A simple animation: https://codepen.io/donovanh/pen/pJzwEw

   Typewriter effect: https://codepen.io/aakhya/pen/zMBbog

//comment

AM I A CAT OR AN HTML TAG

//comment

Why is this zine called comment?

well, the reason is pretty simple. Comments are amazing. Officially, comments are used to make the code more readable and understandable for both, the programmer who wrote the code and for other programmers who are reading or working on that code. Personally, I have used comments more for commenting a piece of code that is giving errors or a segment of code I don't want to delete but also don't want to use than I have used it for it's actual purpose. Hence the name.

to comment a large block of text in most editors/IDEs, try:

1. Select code you want to comment
2. ctrl + /

same command work for uncommenting the segment of commented code.

//comment

Thank you for reading!

Don't forget to add comments in your code!

Next Issue: 2 August 2021

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Muskan10Mehta

//comment