

## Half Knowledge is dangerous

Youth is stranding here and there to collect every possible information as he can, in doing so he forget to even think about the information he is collecting in his cortex. He collects so much false information and eventually built confidence that he can fight over his knowledge without even thinking if the knowledge he perceived is true or not.

The Friend's Footing Group is planning to create an online platform where all those false information and myths will be busted.

Myths creates a wall that resists other legit information as someone rightly said "Myths are waste of time. They prevent progression".

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