

# First Iteration Learning HTML, CSS, JS

## Intro

Feast your eyes on the best toaster website on the internet. This shit beats out the cuisinart toaster website fr fr

I can't even begin to explain the joy and happiness I experienced seeing this little guy pop up on screen.

And the only way I was able to do it: through HTML, CSS, and Javascript.

I will distill it down to 3 words or less for the non-techy people out there reading this:

HTML: Structure the page

CSS: Make page pretty

Javascript: Make stuff happen (behind the scenes - cheated oops)

I had no fucking clue what any of these three things did this entire time and how they worked together. They were always mysteriously mentioned very quickly in the same sentence to me, as if I would understand what any of it meant.

But I'm starting with these because these are the basics needed for web development. If I was going to make a cool toaster website and totally shit on cuisinart, this is how I was going to do it.

## My experience learning all 3

HTML was quite easy. It's very very basic, and you can see what I made with that here:

Looking like a beautiful, webpage that accidentally broke while trying to load it.

CSS gave it a bit more spice (maybe too much, I went a bit crazy on the coloring. but again, i'm NOT a designer at all). I could add colors, fix spacing, etc.

The box model was driving me crazy though. That is one thing I'm going to need more practice in. It's hard to visualize so I need to conceptualize it through playing around more.

Javascript is where the magic is at. It makes things happen. You click a button, then a toast pops up. That is javascript's doing. Blame her.

I was most excited for this because then I can add complexity onto the page. I have plans to further advance my idea, this is only teh first iteration, so I really wanted to learn this one.

I think going forward I won't learn a framework just yet (which also makes me want to scream because why tf are there so many frameworks... i'm so not used to this bc in c++ we just use a standard library).

But apparently js is all “under the hood stuff”. So when you add the framework on top, it’s making it easier for you by using javascript underneath it to make things happen that you can’t see.

But dose that mean in a framework I can chalk it up to magic? I don’t really want to. I want to understand the how and why things work.

That is something my mentor taught me in my first week. If you understand that, then you can make yourself a very valuable person. You aren’t just relying on “magic” to make it happen, a black box surrounding what you’re doing, if you understand what is going on to the core, then you can apply that to other problems you want to solve.

Perks of being a c++ dev and being so low level I guess.

And at first coding wasn’t too bad for me. I have the advantage of 1. understanding basics so variables, functions, loops, etc. and 2. I understand how to problem solve / logically think through a problem then figure out what code I need to apply to it.

This is a huge advantage bc I can pick up a new language faster than someone starting from scratch.

But as I started to get further with javascript I started to notice some major differences.

## My worries

First of all, why tf are there so many library functions!!! I am not used to this.

In C++, I have granular control over the data, memory, pointers, etc. I’m really not used to how many functions and libraries exist in javascript, and knowing which one to call at the right time.

Like, if I wanted to call blah blah here then I can use x, y, z functions.

And ok which one would be most efficient for my situation?

So there are a lot of differences in syntax and functions that I need to remember.

As I was going along with the tutorial, something started to really dig at me. Deep inside.

This is kind of a lot lol. I know I have prior coding experience which will make this easier on me, but I feel overwhelmed.

The self-doubt was real. And I barely even started my journey! How could I learn quickly and fast enough to even make it to self-sustaining income when I am feeling super overwhelmed making a basic 2008 looking website.

The pressure of a looming, imaginary deadline was bothering me. The “shoulds” were stressing me out.

## My lesson

After working through the lesson a bit more I realized I needed to sit with myself and get ahold of myself.

I thought back to all my junior devs who have come to me for help when learning c++ for the first time, and the overwhelm they felt. and what did i always tell them?

Have patience with yourself.

I think I forgot what it's like to be a beginner at coding again. I forgot that I don't have to magically snap my fingers and download everything into my brain.

There are deadlines and stress I put on myself to make it work, and that's the thing - I do it to myself.

It's me getting in my own way again.

But learning something new takes PATIENCE. It really does.

You can't be so hard on yourself on day 2.

Patience and kindness will keep you cool and take you farther than being hard on you.

## **Killed Darlings**