Who is this guide for

This guide is meant for both programmers and non-programmers, theory and practice will be kept separate so that you can skip the theory you already know if you want to.

If you are an already experienced programmer:

I suggest you to skip all the teory in the first part (variables, flow control,...), but still if you never programmed in an object-oriented language you should read the more advanced theory, because it's language specific.

If you are new to programming:

Read the whole guide and don't skip theory, it may be boring, but without it you are not going anywhere; don't worry if you don't understand some concepts the first time, read it again and try doing some tests to understand how it works.

CONVENTIONS I USE IN THE BOOK