**What Do You Want to Do?**

-There are many reasons to learn how to code...

* Work as a developer at a company
* Start freelancing and/or create your own business or agency
* Become a consultant
* Create an app or a SaaS(Software as a service) to make money
* Code as a hobby

Front-End vs. Back-End vs. Full Stack

→It’s important to know your path and what it is you want to do .x

**Tools 1: The Necessities**

-Basic system tools for web development.

-Web development isn’t really demanding on your system it’s not like game engine development or something like that, so you can use a mid-range laptop or desktop or even in some cases a lower-end computer.

* Computer & OS : MacOS, Windows, Linux
* Text Editor / IDE : VSCode, Sublime Text, Visual Studio, Eclipse
* Web Browser : Chrome, Firefox
* Terminal : Bash, Zsh, Powershell, Git Bash, iTerm, Hyper
* Design (Optional) : Adobe XD, Photoshop, Sketch, Figma

**The Building Blocks**

-HTML/CSS are almost always the first thing you want to learn in web development.

-It doesn’t matter how advanced your web app is or what it uses on the back-end or what framework is on the front-end, it’s going to spit out HTML and CSS for the browser to render so this is definitely what you’re going to learn first.

* HTML5 : Semantic elements, attributes, doctype, etc.

→ HTML5 allows us to create really semantic layouts. Before HTML5, we’d have to just use “div”s and have “id” of header or “classes” of header and footer and all that, but with HTML5 we have we have semantic tags like the header tag and the footer tag and the article tag things like that. So you really want to learn how to semantically layout your elements correctly, that’s probably the most important part of HTML itself.

* CSS Fundamentals : Colors, fonts, positioning, box model
* CSS Grid & Flexbox
* CSS Custom Properties
* CSS Transitions

**Responsive Design**

-Every serious project that you create should look good an be completely usable on all devices.

-Responsive design is very very important it has been for the last 5+ years, most people actually use the internet on their mobile device than their computer so creating a layout that’s responsive is very important if it’s any kind of serious project.

* Viewport
* Media Queries
* Fluid Widths
* rem units over px
* Mobile First