

1) API Keys

Think of an API key like a hotel key card.

It lets your app prove who it is when talking to another service.

Do: store keys safely, use env vars, rotate leaked keys.

Don't: paste keys in code repos or public docs.

2) Terminal

The terminal is a text control panel for your computer.

You run commands directly instead of clicking around.

Start with: pwd, ls, cd, mkdir, cp, mv, cat.

3) Environment Variables

These are private settings your app reads at runtime.

Use them for credentials and config per environment.

Example: SMTP_HOST, SMTP_USER, SMTP_PASS.

4) Webhooks

A webhook is an automatic message sent when an event happens.

Example: new signup triggers a confirmation email flow.

5) APIs

An API is a structured way for apps to exchange data and actions.

Read docs, test with sample requests, handle errors clearly.

6) Databases

A database stores your system state: users, leads, logs, status.

Pick simple first. Structure clean tables and indexes.

7) Automation Logic

Automation = trigger -> decision -> action -> log.

Always include retries and failure alerts.

8) AI Prompts

Be explicit about role, context, format, and constraints.

Prompt quality directly affects output quality.

9) Human-in-the-loop

Automate execution, but keep approval gates for high-risk actions like publishing, payments, or customer messaging.

10) Monitoring

If you cannot see failures, you cannot trust automation.

Track health endpoints, error rates, and queue backlogs.

11) Security Basics

Learn about SSL/TLS, OAuth, JWT, and more.