

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