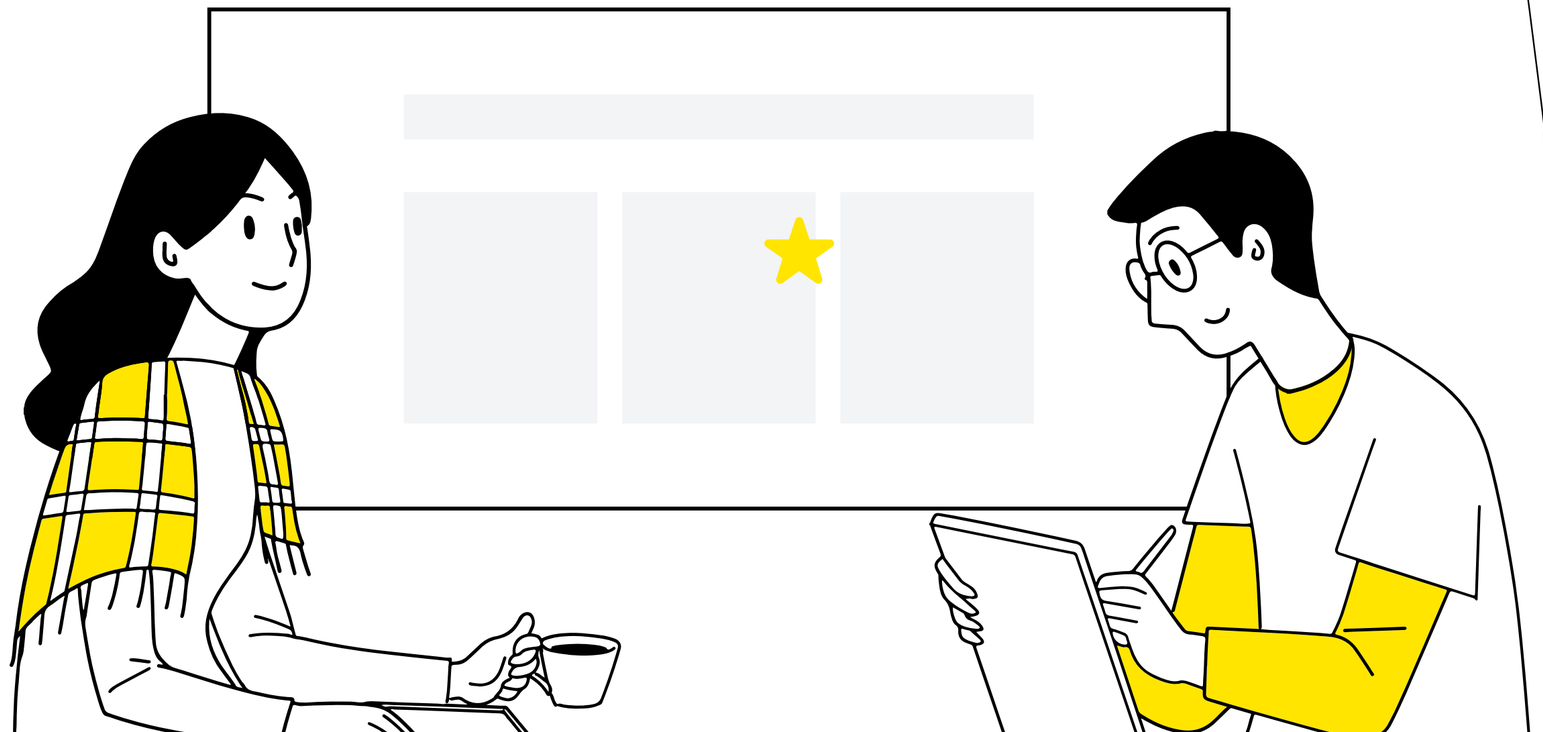
Jasleen Kaur Sondhi

8th May,2021

Roadmap to Become a Successful Programmer



Specific, Measurable, Achievable, Relevant, Time-bound ways to become a good programmer.

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Today's Agenda

1. The Don't's
2. The Do's
3. Roadmap and Career Paths
4. Internships

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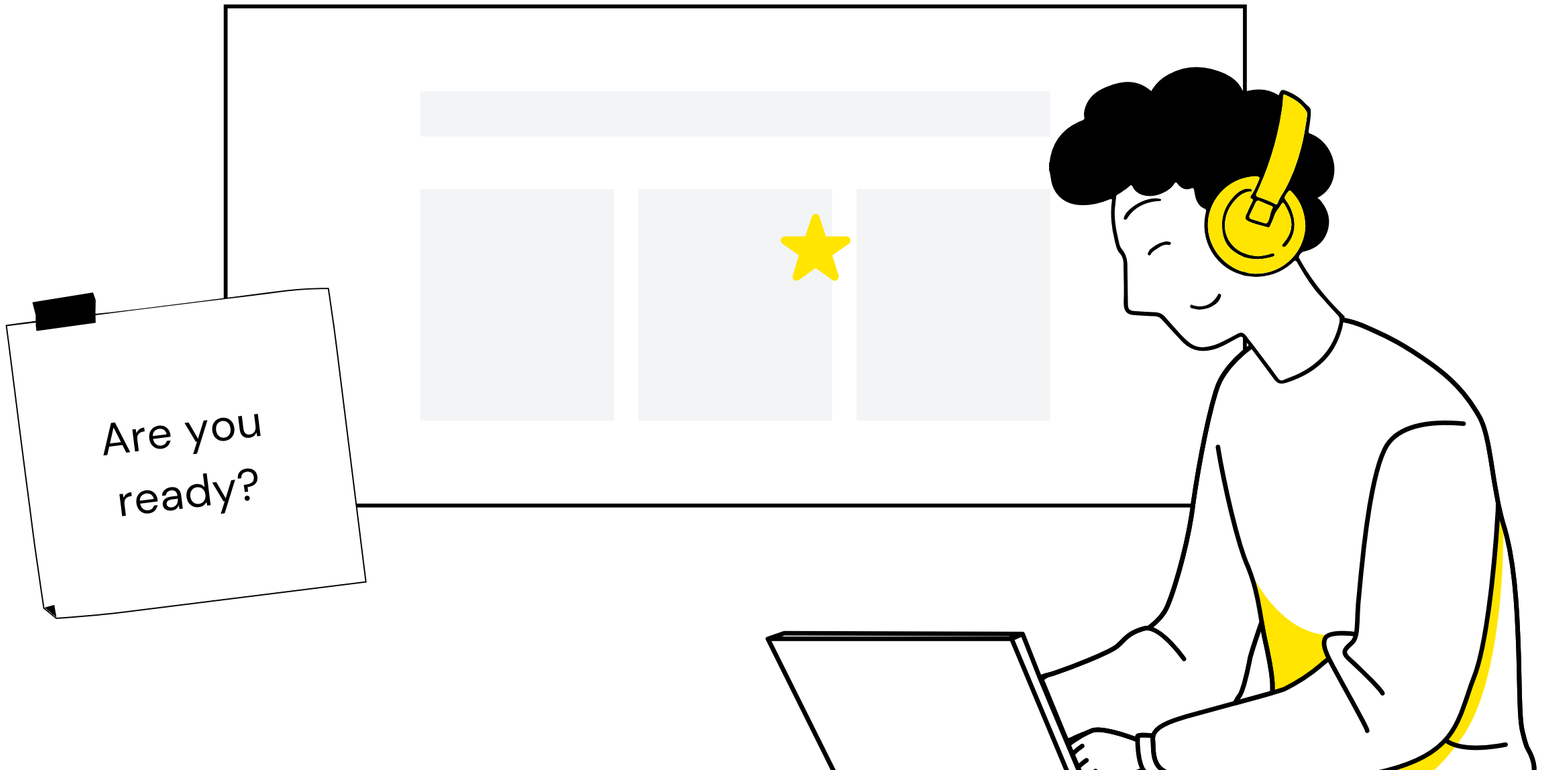
Let's begin!

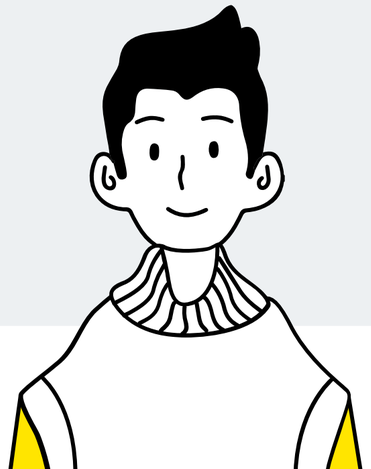


The Don't's

10 10 10

- Don't be afraid to ask questions-Being good at asking questions is a skill. The earlier you develop it, the faster you'll gain confidence as a programmer.

Example of a "bad" question: "I have no idea what's going on here, but something isn't working..."
Example of a "good" question: "I've checked the logs, and was able to reproduce it locally. It looks like the problem is somewhere between X and Y.



The Don't's

- Don’t be discouraged by errors and blockers. If you are seeing it, the chances are someone before you would have seen it. Google and Stack Overflow can be massively helpful if you search for the issue you are facing.

- Don’t blindly start following the first tutorial you come across on the internet, only to realize after a good few hours that it was written more than ten years ago and is full of deprecated commands.

- Don’t compare yourself to others and especially don’t be discouraged if it took you a week to follow a ‘simple tutorial’. That’s how you learn.

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“10 000-hour rule,”-The key to achieving true expertise in any skill is simply a matter of practicing, albeit in the correct way, for at least 10 000 hours.

Malcolm Gladwell

The Do's

- Practice. ALOT. Dedicate an hour every day trying to learn something new.
- Explore all career paths before deciding one thing. Tech has something to offer to everyone.
- Do break things down. You cannot learn everything all at once.
- Do find a mentor.
- Do set some goals and push yourself.
- Do explore several career paths before settling on one.

Skills to Know as a Computer Science Student

Knowing these will not only give you more confidence as a programmer but also help you land internships!

- Basic Web Dev- HTML, CSS, JavaScript
- Core Programming- C, Java, Python
- Designing- Adobe XD, Adobe Photoshop, Canva
- Database Management- MySQL, MongoDB
- Cloud Services- AWS or Azure or Google Cloud Platform
- Basic Data Structures- Arrays,Linked Lists, Stacks, Queues, Trees, Graphs, Hash Tables
- Basic App Dev(Android)- Understanding XML, Android Studio, APIs
- Unix/Linux and Operating Systems

Software Development Life Cycle and Version Control System

Time Period- 1-2 Years

Software Developer	Data Scientist	Front End Engineer
Data Structures and Algorithms Programming Languages Version Control	Fundamentals of Data Science Statistics	HTML/CSS JavaScript/jQuery
Databases Operating System Basics of Testing	Machine Learning Deep Learning	Version Control Adobe XD or Figma
SDLC (Software development life cycle) Encryption and Cryptography	Data Visualization Programming knowledge	Bootstrap React, Vue, Angular

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Internships

An Internship is the best way to implement what you are learning or have learned. Start as early as possible and do as many as you can!

1. **DO INTERNSHIPS!**
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Thank you!