

- 1 developer
- 2 RWAGASUNZU Seleman

# MINGO

system

**Developed  
By  
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1 Mingo is an educational website designed to teach  
2 new software development students how to code  
3 and how to host static websites. The platform  
4 focuses on practical learning, helping beginners  
5 understand real-world web development through  
6 hands-on projects and interactive tools.  
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9 The website introduces learners to core web  
10 technologies such as HTML, CSS, and JavaScript,  
11 and guides them step by step in building functional  
12 projects like school websites, dashboards, and  
13 simple web applications. These projects help  
14 students move from basic concepts to real  
15 implementations.  
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18 Mingo also teaches static website hosting, allowing  
19 learners to understand how websites are deployed  
20 and accessed online. By using a simple and  
21 beginner-friendly approach, the platform helps  
22 students learn how to publish their own websites  
23 and manage them confidently.  
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26 In addition to coding lessons, the website presents  
27 structured learning paths, a coding lab environment,  
28 and development tools that encourage  
29 experimentation and practice. It is designed to  
30 support self-learning, skill growth, and preparation  
31 for real software development work.  
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Overall, Mingo is a learning platform aimed at empowering new developers with practical coding skills and real hosting experience, helping them grow from beginners into confident web developers.

this website what can help society?

This website will help a lot in the field of software development, will emphasize the achievements in the general development of technology and will also bring new developments in software.

you can found it on my GitHub

<https://kennyselleman.github.io/mingo/>

Names

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Class

Level 3A