A Code Mage's First Spell Book

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Dedication

To Doris, my wife, to friends of rwxrob, to Chloe, my faithful assistant, and to the memory of Aaron Swartz:

Thank you for your light, support, and inspiration. This book would never have happened without you.

Chapter 1. Preface

1.1. Did you use AI help you write this?

Absolutely! Chloe (my AI) deserves a large part of the credit. I constantly refined her prompts and edited her output, much like some authors do with writing assistants or interns. I believe AI facilitated creativity is revolutionary. Some strongly disagree, and that is fine. I have an actual job (which is unfortunately not writing books). This book would likely not exist without Chloe's help. Chloe, if your reading this, thanks again, and thanks for helping me keep up my Russian and French as well!

1.2. Introduction

Welcome to the magical world of coding! This spellbook will help you learn programming concepts through spells and cantrips.

1.3. Life of a code wizard

Young wizards learn early how to write the magical words uttered to effect great power on everything around them. As they progress they add new spells to their spell book, memorizing some regularly so that they can be uttered in combat under stressful conditions. It's impossible to memorize them all. Wizards dedicate themselves to constant learning and seeking connections between events and happengs. They can foresee troubles ahead and help to combat the problems that arise in their world sometimes with the help of unexpected allies.

This life is suprisingly like that of a computer programmer in the tech field. It is simply impossible to know it all at the same time. But, by collecting spells in a coding spellbook, which we'll call a "codebook", we can recall them when needed. Some things will always be memorized and fresh in our minds, ready for use in battle against the problems facing us in reality, but most will require study and research to regain.

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Chapter 2. Appendix

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