This was quite an interesting read and really gets you thinking about attempting to teach yourself how to do things. And that was this article was all about, how to teach yourself skills that you may want. The article used the idea of a thirty-day challenge, something you would set up for yourself to teach yourself a skill in thirty days. You would first decide what you wanted to do, then set up a plan and make it either random or not. You would then actually do it in a routinely fashion. Setting up a plan might be a start, but not actually following through would not allow you to do it. The article highlights that fact that you should be doing it at the same time every day, in the same place. This routine would eventually cause you to forget the laziness always surrounding new prospects and would eventually allow you to learn the new skill that you set out. Another big part of the article is that you do not need to learn everything in one day, but instead learn it over several days. You don't eat an elephant all at once, but rather one bite at a time. The point of learning something is not to saturate yourself with knowledge and eventually give up upon the skill because you learn everything then do not want to learn it anymore, but rather to slowly build upon it until you get good at the skill. Also, the article want the reader to make sure that they are accountable for the time spent learning a skill. Miss a day of the thirty day challenge and you would completely throw off the rest of the challenge, making your time spent less valuable then if you just do everything that you need to do every day. How does this relate to comp sci? Simple. Practicing coding everyday would make you a better programmer and practice makes perfect. To learn a new programming language needs practice every day and without everyday practice, you will not be able to master it as well as someone else. Just remember, you eat an elephant one bit at a time.