

from the series **ShutUp & Code!**

A Reference for the Rest of Us!

<tam />

FOR

DUMMIES[®]

tam4dummies.com

PART ONE:

How to catch up
the Master's pace
with^{almost}
no typing

by Yukihiro Matsumoto
&
David Copperfield



from the series **ShutUp & Code!**

A Reference for the Rest of Us!

<tam />

FOR

DUMMIES[®]

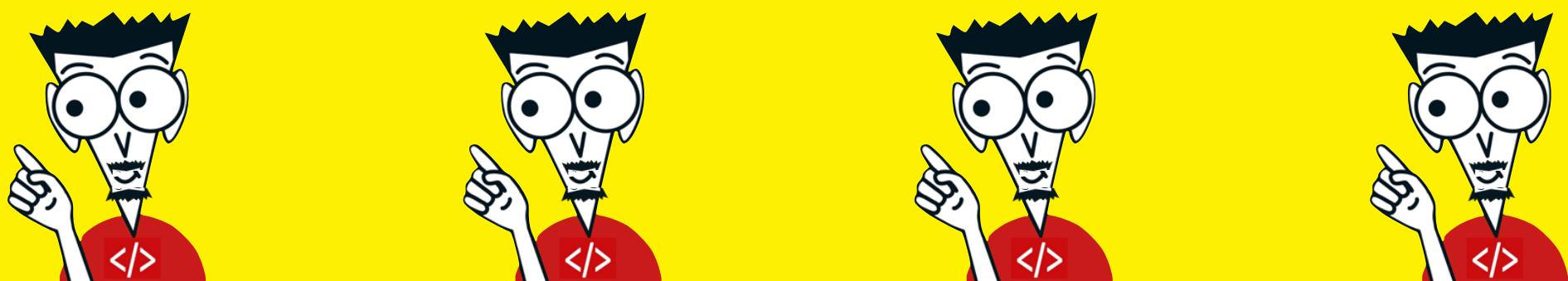
tam4dummies.com

PART ONE:

How to catch up
the Master's pace
almost
with no typing

by Yukihiro Matsumoto
&
David Copperfield





^tem
/\\/
\\^

FOR

DUMMIES

Yukihiro Matsumoto
&
David Copperfield

<tam/> FOR DUMMIES®



<tam/> FOR DUMMIES®

PART ONE:
How to catch up
the Master's pace
with ~~almost~~ no typing



<tam/> FOR DUMMIES®



<tam/> FOR DUMMIES®

PART ONE:
How to catch up
the Master's pace
with ~~almost~~ no typing

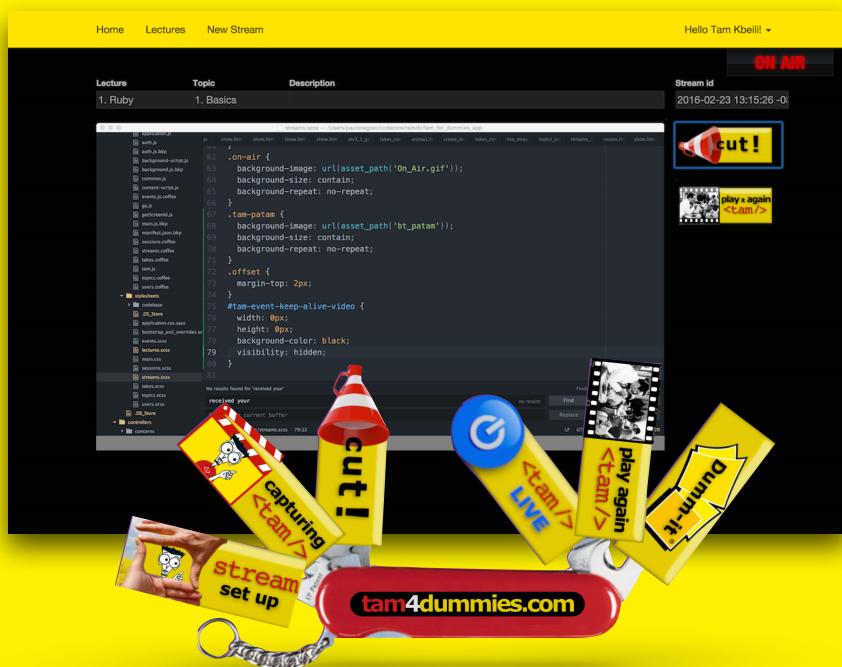


<tam/> FOR DUMMIES®



from the series **ShutUp & Code!**

PART ONE:
*How to catch up
the Master's pace
with ^{almost} no typing*



A complete set of functions to support your learning process at your own time.

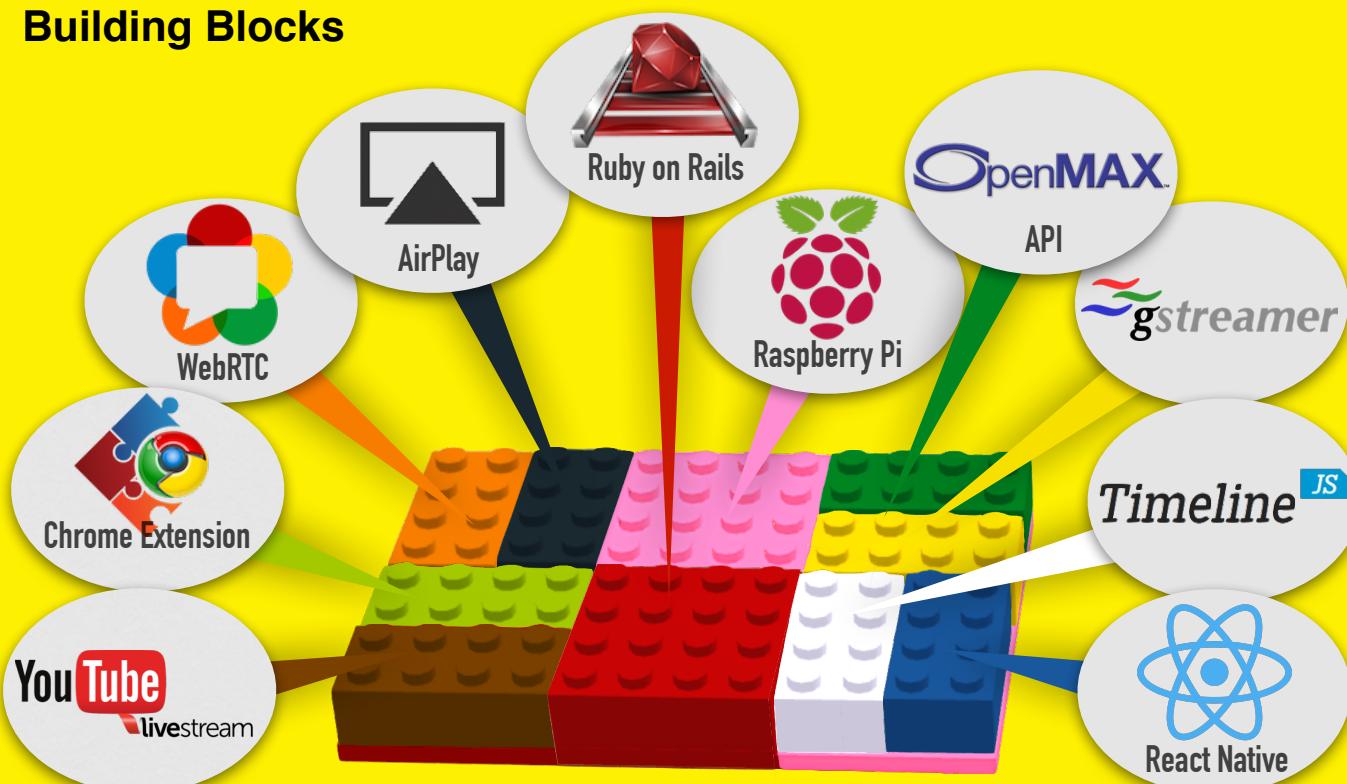
- Lectures are recorded live and kept available for on demand reviews.
- Add sticky notes - **dumm-its** - to the streams on the fly, and access them anytime as convenient.
- Stop copying like a crazy the Master's typing. Everything will be easily available at the **timeline**
- Just access the website and have tam, I mean, have fun!

tam4dummies.com

ShutUp & Code! Co.
www.shutupandcode.com

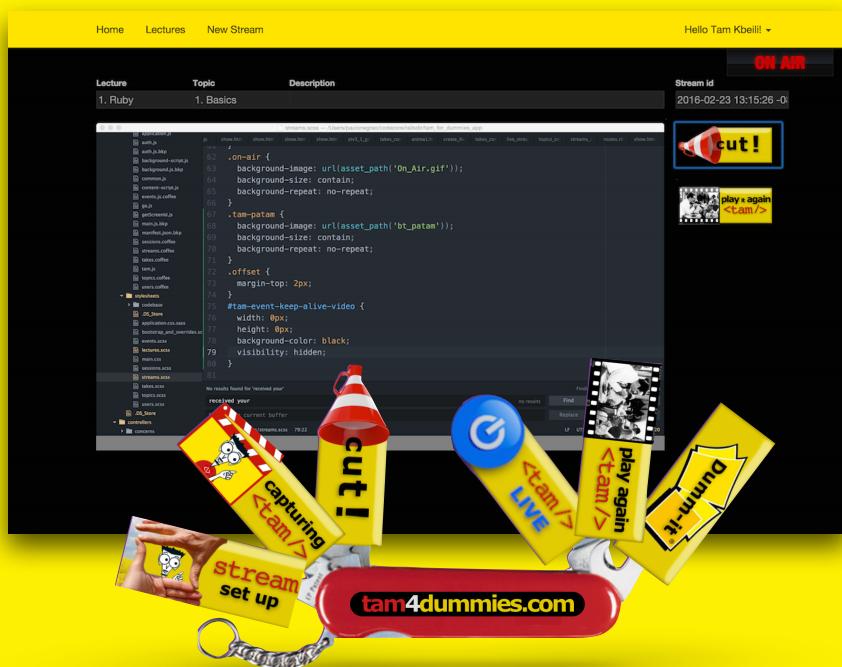


Building Blocks



from the series **ShutUp & Code!**

PART ONE:
*How to catch up
the Master's pace
with ^{almost} no typing*



A complete set of functions to support your learning process at your own time.

- Lectures are recorded live and kept available for on demand reviews.
- Add sticky notes - **dumm-its** - to the streams on the fly, and access them anytime as convenient.
- Stop copying like a crazy the Master's typing. Everything will be easily available at the **timeline**
- Just access the website and have tam, I mean, have fun!

tam4dummies.com

ShutUp & Code! Co.
www.shutupandcode.com



Building Blocks

