<https://eloquentjavascript.net/>

*“We think we are creating the system for our own purposes. We believe we are making it in our own image... But the computer is not really like us. It is a projection of a very slim part of ourselves: that portion devoted to logic, order, rule, and clarity.”*

* Ellen Ullman, close to the machine

Programming is hard. The fundamental rules are simple and clear, but programs built on top of these rules tend to become complex enough to introduce their own rules and complexity.

A program is many things. It is a piece of text typed by a programmer, it is the directing force that makes the computer do what it does, it is data in the computer’s memory, yet it controls the actions performed on this same memory. Analogies that try to compare programs to objects we are familiar with tend to fall short. A superficially fitting one is that of a machine—lots of separate parts tend to be involved, and to make the whole thing tick, we have to consider the ways in which these parts interconnect and contribute to the operation of the whole.

# hmm, maybe that’s why OOP isn’t such a good idea

But without care, a program’s size and complexity will grow out of control, confusing even the person who created it. Keeping programs under control is the main problem of programming. When a program works, it is beautiful. The art of programming is the skill of controlling complexity. The great program is subdued—made simple in its complexity.

# be subdued…

Some programmers believe that this complexity is best managed by using only a small set of well-understood techniques in their programs. They have composed strict rules (“best practices”) prescribing the form programs should have and carefully stay within their safe little zone.

This is not only boring, it is ineffective. New problems often require new solutions. The field of programming is young and still developing rapidly, and it is varied enough to have room for wildly different approaches. There are many terrible mistakes to make in program design, and you should go ahead and make them so that you understand them. A sense of what a good program looks like is developed in practice, not learned from a list of rules.

# but don’t be afraid to explore

ECMAScript (JavaScript) standard, ensures that softwares that support JavaScript such as browsers, compile it properly.

Browsers aren’t the only platform where Javascript is used. MongoDB, CouchDB. “Node.js”