A HANDS-ON, PRACTICAL **INTRODUCTION TO CODING!**

Do you want to learn to code? Perhaps you want to learn how to build the next social media sensation or blockbuster game? Or perhaps you just want to get some valuable coding experience under your belt? This easy-to-follow, practical, and fun guide is the perfect place to start on your coding journey. You'll be learning to program with JavaScript—the most popular programming language on Earth—but the principles and techniques that you'll master will provide you with a foundation to go on and use in many other languages, too.

You'll learn:

- Programming basics, including data types, variables and more
- How to use logic to control the flow of a program
- How to use loops to repeat code over and over again
- How to write functions that can be used to store code in reusable blocks
- How to store data in collections such as arrays, sets and maps
- How to create objects that store properties and actions

Along the way, you'll build a collection of fun applications, including games and interactive web pages. Start your coding journey here!

YOUR AUTHOR



DARREN JONES

Darren has enjoyed coding since learning how to program in BASIC on his first Acorn Electron computer. Since then, he's taught himself Ruby and JavaScript and is the author of JavaScript: Novice to Ninja and Jump Start Sinatra. He also produced the Getting Started With Ruby video tutorials for SitePoint Premium and has written a number of articles on the SitePoint website. He was born in the city of Manchester in the UK,

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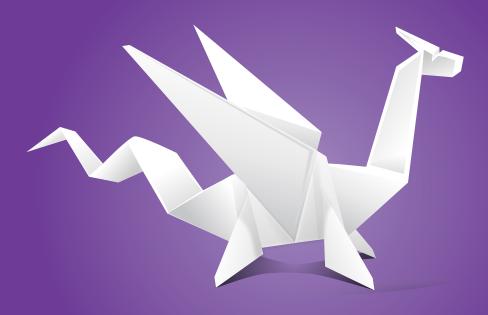


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