# DEVELOPER SKILLS & EDITOR SETUP

## THE COMPLETE JAVASCRIPT COURSE

FROM ZERO TO EXPERT!

SECTION

DEVELOPER SKILLS & EDITOR

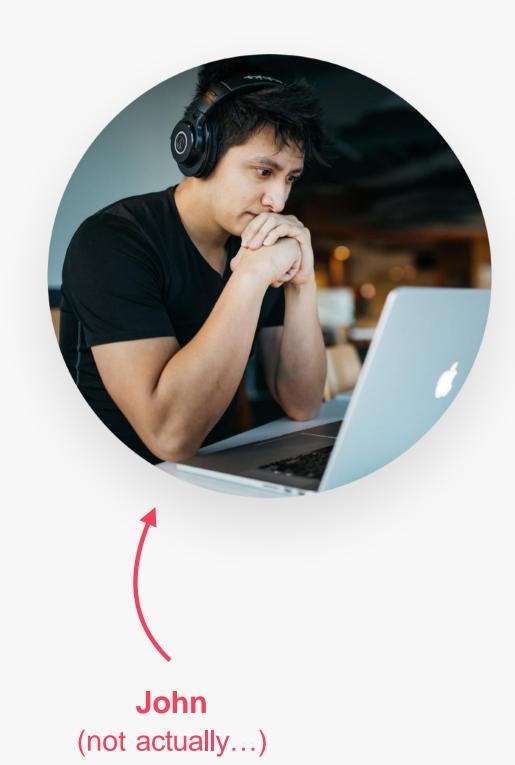
SETUP

LECTURE
LEARNING HOW TO CODE

## HOW TO FAIL



## AT LEARNING HOW TO CODE



- He didn't have a clear goal at the beginning of his journey
- He started by watching courses and reading tutorials, but he would just **copy the code without caring how it works**. Sometimes he would just copy and paste code!
- He didn't reinforce what he was learning by doing small challenges or taking notes
- He didn't practice coding, and didn't come up with his own project ideas
- He quickly became frustrated when his code was not perfectly clean or efficient
- He **lost motivation** because he thought he could never know everything
- He was **learning in isolation**
- After finishing a couple of courses, he thought he now was a web developer and could start applying to jobs. But he couldn't even build an app on his own!

## HOW TO SUCCEED AT LEARNING HOW TO CODE

He didn't have a clear goal at the beginning of his journey



- Set a specific, measurable, realistic and time-based goal
- Know exactly why you are learning to code: Switching careers? Finding a better job?
- Imagine a big project you want to be able to build!
- Research technologies you need and then learn them

He would just copy the code without caring how it works. Sometimes he would just copy and paste code!



- Understand the code that you're studying and typing
- Always type the code, don't copy-paste!

He didn't reinforce what he was learning by doing small challenges or taking notes



- After you learn a new feature or concept, use it immediately
- Take notes
- Challenge yourself and practice with small coding exercises and challenges
- Don't be in a hurry to complete the course fast!





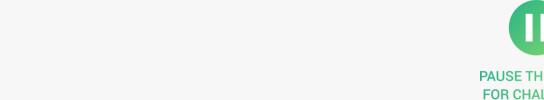
















## HOW TO SUCCEED AT LEARNING HOW TO CODE

He didn't practice coding, and didn't come up with his own project ideas



- Practicing on your own is the most important thing to do
- This is NOT optional! Without practice outside of courses, you won't go anywhere!
- Come up with your own project ideas or copy popular sites or applications, or just parts of them in the beginning
- Don't be stuck in "tutorial hell"

He quickly became frustrated when his code was not perfectly clean or efficient

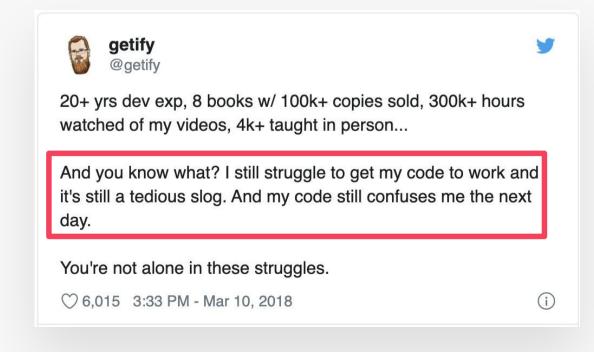


- Don't get stuck trying to write the perfect code!
- Just write tons of code, no matter the quality!
- Clean and efficient code will come with time
- You can always refactor code later

He **lost motivation** because he thought he could never know everything



- Embrace the fact that you will never you know everything
- Just focus on what you need to achieve your goal!



## HOW TO SUCCEED AT LEARNING HOW TO CODE





- Explain new concepts to other people. If you can explain it, you truly understand it!
- Share your goals to make yourself accountable
- Share your learning progress with the web dev community (#100DaysOfCode, #CodeNewbie, #webdev, etc.)

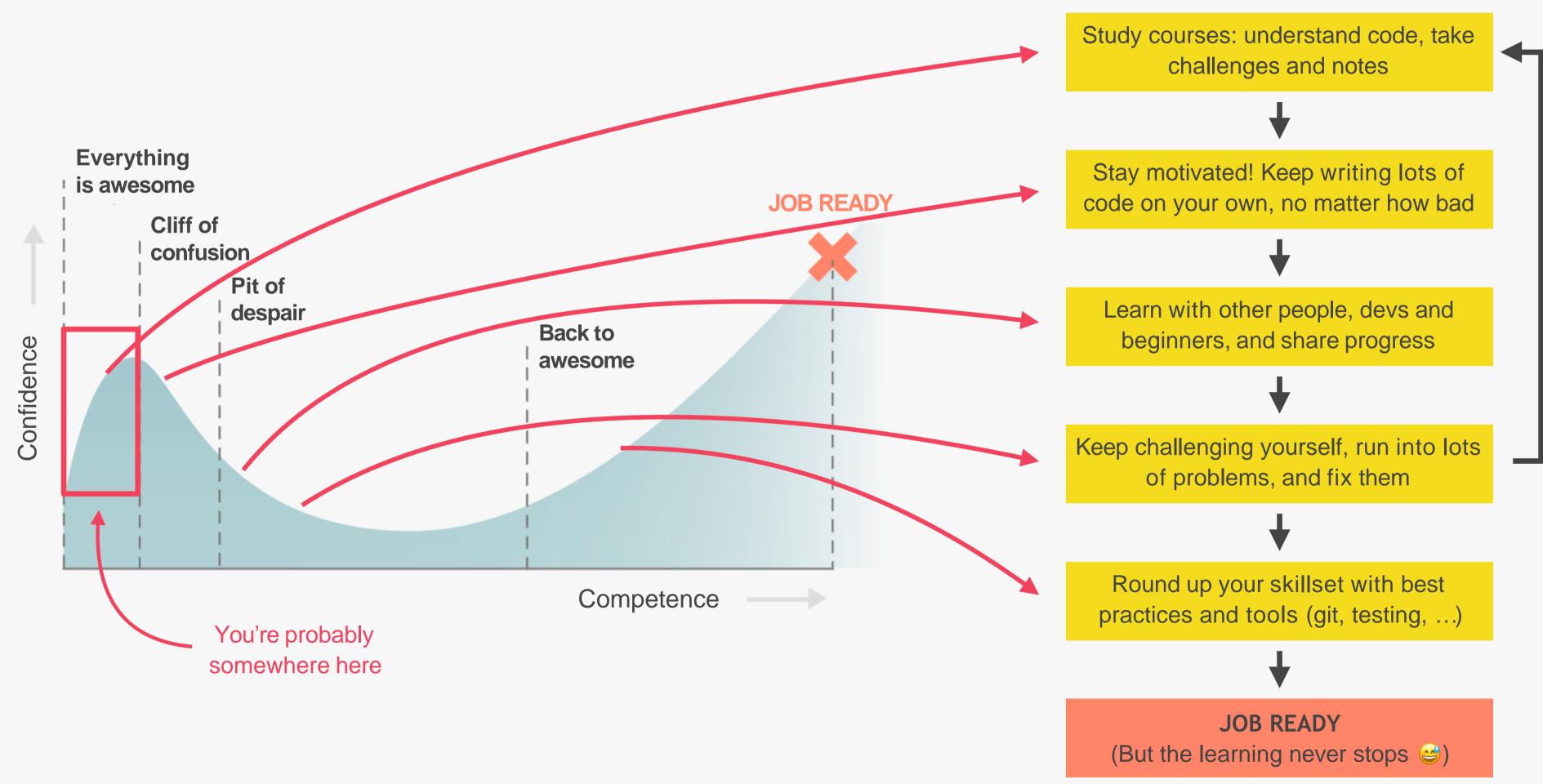
After finishing a couple of courses, he thought he now was a web developer and could start applying to jobs



- The biggest misconception that people have!
- Courses are an amazing starting point, but are only the beginning of your journey!

NEXT SLIDE

## LEARNING HOW TO CODE IS HARD, BUT YOU CAN DO IT!



## THE COMPLETE JAVASCRIPT COURSE

FROM ZERO TO EXPERT!

SECTION

DEVELOPER SKILLS & EDITOR SETUP

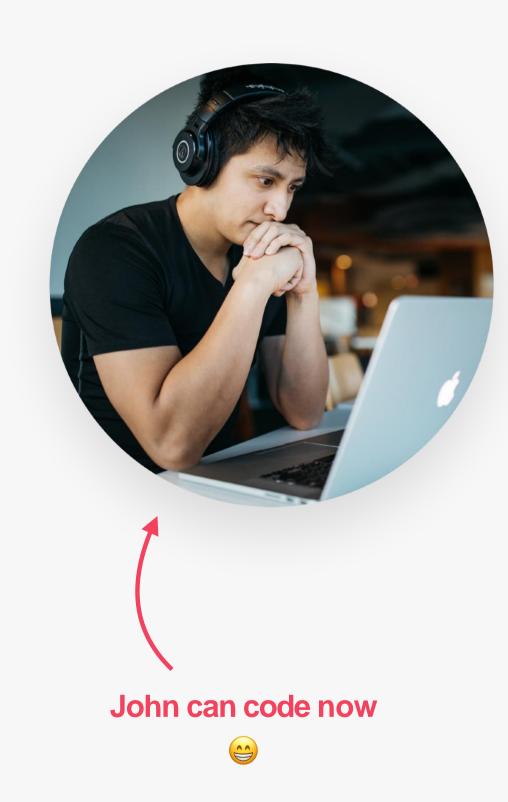
**LECTURE** 

HOW TO THINK LIKE A
DEVELOPER: BECOME A PROBLEM
SOLVER!



## HOW TO FAIL AT SOLVING PROBLEMS





#### WHENEVER JOHN ENCOUNTERS A PROBLEM:

- He jumps at the problem without much thinking
- He implements his solution in an unstructured way
- He gets stressed out when things don't work
- He is too proud to research solutions



- Stay calm and slow down, don't just jump at a problem without a plan
- Take a very logical and rational approach (programming is just logic, in the end...)
- Use my 4-step framework to solve any problem



**← Example:** In an array of GPS coordinates, find the two closest points

1

Make sure you 100% understand the problem. Ask the right questions to get a clear picture of the problem

#### **EXAMPLE**

- Project Manager: "We need a function that reverses whatever we pass into it"
- What does "whatever" even mean in this context?
  What should be reversed? **Answer:** Only strings,
  numbers, and arrays make sense to reverse...
  - What to do if something else is passed in?
  - What should be returned? Should it always be a string, or should the type be the same as passed in?
  - How to recognize whether the argument is a number, a string, or an array?
  - How to reverse a number, a string, and an array?

1

Make sure you 100% understand the problem. Ask the right questions to get a clear picture of the problem



2

**Divide and conquer:** Break a big problem into smaller sub-problems.

#### **EXAMPLE**

Project Manager: "We need a function that reverses whatever we pass into it"

#### 2 SUB-PROBLEMS:

- Check if argument is a number, a string, or an array
- Implement reversing a number
- Implement reversing a string
- Implement reversing an array
- Return reversed value



Looks like a task list that we need to implement

Make sure you 100% understand the problem. Ask the right questions to get a clear picture of the problem



**Divide and conquer:** Break a big problem into smaller sub-problems.



Don't be afraid to do as much research as you have to

#### **EXAMPLE**

- Project Manager: "We need a function that reverses whatever we pass into it"
- 3 How to check if a value is a number in JavaScript?
  - How to check if a value is a string in JavaScript?
  - How to check if a value is an array in JavaScript?
  - How to reverse a number in JavaScript?
  - How to reverse a string in JavaScript?
  - How to reverse an array in JavaScript?







Make sure you 100% understand the problem. Ask the right questions to get a clear picture of the problem



Divide and conquer: Break a big problem into smaller sub-problems.



Don't be afraid to do as much research as you have to



For bigger problems, write pseudo-code before writing the actual code

#### **EXAMPLE**

Project Manager: "We need a function that reverses whatever we pass into it"

function reverse(value)

if value type !string && !number && !array

return value

```
if value type == string
  reverse string

if value type == number
  reverse number

if value type == array
  reverse array
```

return reversed value