

Learn by Doing Step by Step Basics Projects

Welcome to our Learn by ng Step by Step Basics Projects course! This course is designed to teach you the basics of coding through a series of hands-on projects. These projects will introduce you to the fundamental concepts of programming and help you develop the skills you need to build your own projects.



First Time Knitting: The Absolute Beginner's Guide: Learn By Doing - Step-by-Step Basics + 9 Projects

by Carri Hammett

★★★★☆ 4.5 out of 5

Language : English
File size : 59574 KB
Text-to-Speech : Enabled
Screen Reader : Supported
Enhanced typesetting : Enabled
X-Ray : Enabled
Word Wise : Enabled
Print length : 327 pages



What You'll Learn

- The basics of coding
- How to read and write code
- How to use variables, operators, and control flow
- How to create and use functions

- How to debug code

Prerequisites

This course assumes that you have no prior experience with coding. However, it is helpful if you have some basic computer literacy skills.

Getting Started

To get started, you will need to install a code editor. A code editor is a software program that allows you to write and edit code. There are many different code editors available, so you can choose one that is right for you.

Once you have installed a code editor, you can create a new project. A project is a collection of files that make up a complete program. For your first project, you can create a simple program that prints "Hello, world!" to the console.

To write the program, you will need to use a programming language. There are many different programming languages available, but for this course, we will be using Python. Python is a beginner-friendly language that is easy to learn and use.

Here is the code for the "Hello, world!" program in Python:

```
python print("Hello, world!")
```

To run the program, you can use the following command:

```
python hello.py
```

This command will run the program and print "Hello, world!" to the console.

Next Steps

Now that you have created your first program, you can start working on the projects in this course. The projects are designed to help you learn the basics of coding and develop the skills you need to build your own projects.

Here are the projects that you will complete in this course:

- Hello, world!
- Variables and operators
- Control flow
- Functions
- Debugging
- Object-oriented programming
- Data structures
- Algorithms
- Web development
- Mobile development
- Game development

By completing these projects, you will learn the basics of coding and develop the skills you need to build your own projects.

Thank you for joining us for this course! We hope that you enjoy learning the basics of coding and building your own projects.

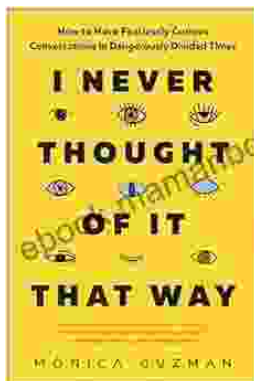


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