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## Programmed instruction is based on the principles of learning which is known as

Dear Lifehacker, with all the buzz on the learning of the code, I decided to try it. The problem is that I'm not sure where to start. What is the best programming language for a beginner like me? Signed, it could be the Coderdear could-be, this is probably one of the most popular questions of first students, and it's something that educators will also debate. The thing is, you can ask ten programmers what the best language to get your feet wet and you could get ten different answers - there are thousands of options. What language you start with it depends not only on how much it is for beginners, but also, but also the type of projects you want to work, because you are interested in encoding first, and maybe even if you're thinking of doing this to live. Here are some considerations and suggestions to help you decide. Why do you want to learn to encode? Depending on what you want to do or do, your choice could already be invented for you. To build a website or a WebApp, for example, you should learn HTML and CSS, along with JavaScript and perhaps PHP for interactivity. If your focus is mostly / only on the construction of a mobile app, you can immerse yourself directly to Learning Objective-C for iOS apps or how to program with Java for Android (and other things). If you ever wanted to create an app for iPhone or iPad but you didn't know where to start, this | | Continent, you're trying to go over a specific project or specialties, but, or you want to learn a lot of languages, it's better to start learning the basic concepts of programming and how to "think like a programmer". In this way, regardless of your first programming language, you can apply those ability to learn a new learning (perhaps in just 21 minutes). The children's coding apps can also be useful to start. For example, the first formal programming course that I took (good, other than basic basis in the fourth grade) was Harvard's CS50, which you can take for free. Professor Malan begins the course with scratch, a dragging and built programming environment for children teaching the basics and coding logic - while helping you to create something cooled ... and then proceed to teach you c. if or not your child grows up to be the next Zuckerberg, programming is a very useful ability ... Morewe contributions presented many other excellent resources for the learning of the code over the years, as the codecademy of the interactive course But even with those you still need to choose which language start with. Let's take a look at the most popular differences and are more recommended as a starter language. The programming languages more often recommended for beginners, the "mainstream" programming languages, such as C, Java, C #, Perl, Ruby and Python. "can do the same ... or almost the same tasks like Others. Java, for example, complete multi-platform works and is used for web applications and applets, but Ruby can also make extensive web apps and python apps similarly run Linux and Windows. Soa World stresses that because many languages are Modeled after another, syntax or work structure on them is often almost identical, so one's learning often helps learn others. For example, to print "Hello World", Java and C # are Syntactically similar just like Perl and Python are: they differ, however, as they are easy to set up and enter. Soa World continues: Hey, by the way, if you look closely at those examples, you will notice some are simple, others are complex, and some are some They require the semble Ni to the ends of the lines while others no. If you are starting to program, sometimes it is better to choose languages without many syntactic rules (or logical) because it allows the language of "going out in your own way". Self Tested a language and you did really fight with it, try one simpler! Here is a quick comparison between the most popular programming languages: C. trained to write the efficient codee is one of, if not the most widely used programming used There are some reasons for this. As a well-known programmer and writer Joel Spolsky, there is to program as the basic anatomy learning is to a doctor: C is a "machine level" language, then you will learn how a program interacts with the hardware and learn the programming fundamentals in the lowest level "hardware" level (C is the foundation for Linux / GNU). Learn to things like debugging programs, memory management and how computers work that you don't get from top-level languages like Java. "everything while you prejudice to the code efficiently for other languages. C. "the "grandfather" of many other higher level languages, including Java, C # and JavaScript. This is said, coding in C is more severe and has a more steep learning curve than other languages, and if you don't is planning to work on programs that interface with the hardware (touch device drivers, for example, operating system extensions). Learning C Add to education time, perhaps unnecessarily. Stack Overflow has a good discussion on C against Java As a first language, with most people pointing towards C. However, personally, even if I am happy to have been exposed BC, I do not think it is a very beginner language. Teach you discipline, but you will have to learn a lot of things P Rima to do anything useful. Moreover, since it is so severe that you could end so frustrated in this way: Java: one of the most practical languages for learningJava is the second most popular programming language, and is the language taught in the renowned (and free) Introduction in the Stanford CS programming course. Java applies the principles oriented to solid objects (OOP) that are used in modern languages including C ++, Perl, Python and PHP. Once you've learned Java, you can learn other cute oop languages. Java has the advantage of a long history of use. There are many examples of "boiler", it was taught for decades, and is widely used for many purposes (including the development of Android app), so it is a very practical language to learn. You will not receive the control at the machine level, how you would do with C, but you will be able to access / manipulate the most important parts such as the filesystem, graphics and sound for any pretty sophisticated and modern program - which can run on any Operating system.Python: Fun and easy to learn. people can recommend Python as the best language for beginners because of its simplicity but great capacity. The code is easy to read and strengthen a good programming style (as an indentation), without being excessively strictly on the syntax (things how to remember to add a point and comma at the end of each line). Patrick Jordan in Ariel Computing compared the time required to write a simple script in various languages (Basic, C, J, Java and Python) and determined that while other languages should not be ignored, Python: it takes less time, fewer lines Code and less concepts to teach a certain goal. [A. "Finally the programming in Python is fun! Fun and frequent Breed successful trust and interest in the student, which is therefore best to continue learning to program. SOA states that Python is an absolute must for beginners who want to wet your feet with Linux (or have already familiarity With Linux). Python's popularity is also rapidly increasing today thanks to a wide adoption on popular websites such as Pinterest and Instagram.Javascript: to jump directly into and build webscripjavascript sites (of a small relationship with Java) requires the minimum amount of set up to start, since it's already integrated into web browser. O'Reilly Medily recommends starting with JavaScript because it has one Relatively fordonante (you can run the code freely in JavaScript), see instant results from your code and you don't need many tools. During our nightcode learns, we use JavaScript to show you the basics like variables and functions work. If you want to do cold interests for the web, JavaScript is a must melt. If you have tried to learn as a code, we can It started. Here are 4.5 lessons on ... Contracting your Pathone The latest consideration is if you might want to go from coding as a hobby to do it as a career. Dev / Code / Hack breaks out the different work roles and the skills you should collect for them: Back-end / server-side programmer: usually use one of the following: Python, ruby, PHP, Java or .NET. He has knowledge of the database. He probably has some Sysadmin knowledge. FOND-END / CLIENT-SIDE programmer: HTML, CSS, JavaScript. It probably has design design. Mobile Programmer: Objective-C or Java (for Android). HTML / CSS for mobile websites. Potentially has a knowledge of the server-side.3d programmer / gaming programmer: C / C ++, OpenGL, animation. Perhaps it has a good artistic skill. Performance height programmer: C / C ++, Java. You can have background in math or quantitative analysis. In the end, though, there's no way to start learning the code. The most important thing is to learn the foundations through "scratching your itch", so to say, with work on a problem you want to solve or something you want to build. Because the programming is terrible blogs says: the first programming language that learn will probably be the hardest to learn. Choosing something small and fun makes this less a challenge and more than an adventure. It really no matter where you start as long as you continue to go ... Continue to write code, Continue reading the code. Don't forget to try it either. Once you have a language with which you are happy, collecting a new language is less business, and you will collect new abilities on the road. It was decided, previously, bento suggests the resources you need and the courses to take after learning your first language.want to learn web development and web programming? Bento will leave you on the right foot for ... Contribute Morelove, Lifehacker Thanks to Apple's worship and other companies with elegant products or presentation, it has become elegant to talk about applying "design principles" to another disciplines. But according to Designer Rie N. The key design lesson that we should all learn is one that many designers are still learning: designing for more than a "default" user. N. regaard podcast Designing for humanity (transcripts available here) Explore the inclusiveness as a fundamental part of design. Human-centered design, you recently wrote, means asking, "as we can solve [a given] problem for a wide range of people Different, all at once? " This means considering people of different kinds, ethnicities, skills and people in different temporary circumstances. And since designers learn to ask and answer this question, many other professions can learn from them: developers, entrepreneurs, creative, anyone whose work will be used for more than a set of predetermined people, strictly defined than people. Academic and writer Sin. to Burke claimed for inclusive design for Many years, but as a guest on the show, you admit that you didn't think about this as a design problem until she has been approached for her speech Ted of her. At 3'5, he says, much of the world was not designed with her in mind. "As a company we said that to make something aesthetically accessible, because we look at accessibility like something bad, " he says. Live with the consequences of the daily one. The most functional stools, he says, are not designed with adult dignity in mind. So while at home use a pink and blue stool that snaps into place. "It's not something I would use in public spaces, because my dignity nor the emotion attached to the product has never been considered. Instead, she says, "actually goes well and fight or ask for assistance. This is the human consequence of the choices of And Aren design choices are made only by designers, N. regaard says to Lifehacker. Stresses the increasing responsibility of the programmers and the danger of "Imperation without awareness" is often presented in technological solutions such as recognition (which often fails to dark skin tones) or digital assistants (who usually use the female voices). The problem arises when a designer fails to question and confront their assumptions, their defaults. (as a longtime iPhone engineer Ken Kocienda Lifehacker recently said, this is why technology companies need to hire and promote a more diverse workforce: when the decision-makers are almost all white men with disabilities, who often fail to anticipate the needs of all others) there's a right way and a wrong way to use the Phone's automatic correction, he says the person who invented. | Read moreThese decisions come in all kinds of non-processing roles too. A design has a place at the table in shaping the things didn't even have a decade ago, a Nor. regaard Lifehacker says. Guest Laura McBain, co-director of Stanford d.school K12 Lab, comes from a background in educational design, and is using his role to find design solutions at every level, looking for a experiments' small grains to improve performance for each student, up to chosen as desks tidy. She admits that Shea's still sometimes embarrassed to call themselves a designer; hear colleagues defined a just a teacher and only a principal, and sees to the design language as a way for these educators to possess the influence of their decisions, and to realize the power they have, not only follow the rules handed down through a larger system. And this is important when the system is flawed, or just designed for the student without the awareness of the fact that teachers and principals live with.Inclusive design isn't something that designers gives us non-designers from 'tall. Its principles and lessons were taken from other fields. Guest Tucker Viemister, an industrial designer who helped design the OXO famously accessible utensils Grips' Good food, attributes him approach him not only to his father, an industrial designer, but also her mother a social worker. A design is the way we treat one another, he said on a podcast. The heart of the design isn't make something look good or feel innovative, but taking into account the experience of the end recipient. The world we live in right now is largely designed for medium, which means that doesn't really meet a lot of people very well, a Nor. regaard Lifehacker says. A nor does it take into account many of us in many times. that's what we need to change. Not only people with a DESIGNA in their job title, but all of us whose decisions affect others.This ISNA not limited to those with obvious power of large systems, but to anyone who's had to bend or break the system to meet their requirements, in particular when these needs have been marginalized. a people who live their lives to the edge affect their way of solutions all the time. We all do at times, to say Nor. regaard. EA's good news for Lifehacker readers: every time you record something to make it work best for your situation, you're commit an act of design. design.

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