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Coding For Dummies (For Dummies (Computer/Tech))



Synopsis

Coding For Dummies, (9781119293323) was previously published as Coding For Dummies, (9781118951309). While this version features a new Dummies cover and design, the content is the same as the prior release and should not be considered a new or updated product. Hands-on exercises help you learn to code like a pro No coding experience is required for Coding For Dummies, your one-stop guide to building a foundation of knowledge in writing computer code for web, application, and software development. It doesn't matter if you've dabbled in coding or never written a line of code, this book guides you through the basics. Using foundational web development languages like HTML, CSS, and JavaScript, it explains in plain English how coding works and why it's needed. Online exercises developed by Codecademy, a leading online code training site, help hone coding skills and demonstrate results as you practice. The site provides an environment where you can try out tutorials built into the text and see the actual output from your coding. You'll also gain access to end-of-chapter challenges to apply newly acquired skills to a less-defined assignment. So what are you waiting for? The current demand for workers with coding and computer science skills far exceeds the supply Teaches the foundations of web development languages in an easy-to-understand format Offers unprecedented opportunities to practice basic coding languages Readers can access online hands-on exercises and end-of-chapter assessments that develop and test their new-found skills If you're a student looking for an introduction to the basic concepts of coding or a professional looking to add new skills, Coding For Dummies has you covered.

Book Information

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Customer Reviews

I'm going to nitpick: this book has a lot of charm and affability (as does Code Academy website -which this book plugs as THE place to go to apply what you learned in the book). The only problem with book "learnin'" as presented by Nikhil Abraham, is the paucity of substance. Chapters one through three function as the cheer-leading chapters, which are designed to whip up the readers enthusiasm for the subject matter of coding. A lot of primary colors went into the illustrations of those three chapters. Unfortunately, a large percentage of the illustrations, photographic AND print screened, are illegible. But they are exciting. It takes forty pages to reach chapter 4. Along the way we sort of learn what coding is, how it is supposed to work, how we can use it, what it can do (everything, apparently: I am waiting for the "Church of the Risen HTML5" to make its presence known), what programmers do, what front end and back end developers do (shame on you!). Yeah, I know... I made the same jokes, too. But chapter 4 is reached at last. HTML. I was really hoping for "more game" in this chapter. You get plenty of definitions and tiny boxes not even filled with anorexic examples of code, by way of explanation. And what "real-life"examples you do get is so shoddily printed, and in fonts so small they are unreadable. Chapter 4 is barely 14 pages. It really needs to be 2 to 3 times as long. Chapter 5 suffers the same problem. Again, the subject matter is HTML but...it is again, more definitions and MORE unreadable print screens (who the hell thought that was a brilliant idea? And where was the editor?) but again it is poverty time when it comes to showing how it all links together. Ya know....

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