SELF-LEARNING

Step 1: Define an End Goal

Your end goal must be measurable/observable.

- ✔ Land a job as a junior software engineer
- ✔ Build a Twitter clone
- ✘ Be a good junior software engineer
- ✘ Become proficient at web development

Step 2: Learn a Language's Basics

Learn the super basic concepts like variables and functions. Once you can create a simple BMI calculator, move to the next step.
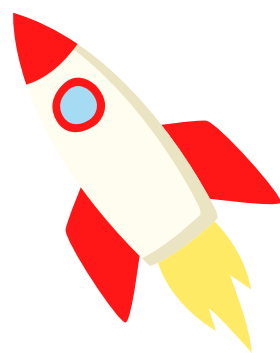
5-10 HOURS

Step 3: Start Your First Project

Choose a project you are genuinely interested in. It should force you to pick up 1 - 2 new skills. Overly complex projects makes you overwhelmed, simple projects makes you stagnate.

1 MONTH

Step 4 and Beyond: More Projects

Choose a project you are genuinely interested in. It should force you to pick up 1 - 2 new skills. Overly complex projects makes you overwhelmed, simple projects makes you stagnate.

Bonus: Find a Mentor/Buddy

Mentors/buddies keep you accountable to your end goal. It reduces procrastination.

Sharing of knowledge and resources can rapidly speed up learning.

NOW GO HAVE FUN CODING!