

Forum:[Hack Forums](#)

Thread: [Beginner learning?](#)

InstaKill - January 31, 2021, 9:01 pm

I've been wanting to get into coding/programming for some time now. What would I want to learn first and also where would be the best place for me to start? Thank you for your help guys!

Sajuuk - February 1, 2021, 12:35 am

If you're wanting to jump right into C++, give C a try before hand. In the case you can blow through it, no biggie. Learning the memory functions of C will help in the long run. Otherwise, you might give Python a try. Recently, I've been told the way I go about explaining my rationale behind moving "backwards" (to Python) has been taken as a dumbing down sort of thing. I don't mean it to be conveyed that way. I regularly use Python right beside C and C++, however the former is almost exclusively for automation of repetitive tasks. (Namely converting between graphic/audio formats, among other things.)

At this point, Python is so widely used and sought out that you may just want to stick with Python all together. When it comes to hobby programming whilst learning, as far as C and C++ are concerned, it honestly depends on how you best learn. I've never been a big reader of books, but have read my fair share of books on Python, C, C++ (not to mention HTML, CSS, and JavaScript for website/document programming). If you're a book worm, I can't make any recommendations right off the bat. However the major names commonly mentioned are relatively good from what I've been told over the years. Those being: Head First, Learn <insert language> In 21 Days, Learn <insert language> The Hard Way, etc. If anyone else here who's actually read said books is willing to fill in those gaps, feel free to do so.

Most, as in 90% of the reading I did years ago, was online. Notable sites:

<https://www.cprogramming.com/>
<https://cplusplus.com/>
<https://tuts4you.com/>

The latter is more focused on reverse engineering, but the wide variety of topics covered ended up interesting me more and more while reading. (In turn prompting me to read more, therefore exploring more, therefore learning more, etc.)

TutorialsPoint has some decent introductory documents/courses, but over the years I never really came to appreciate how the author went about writing them. Something about the way they are (or were, maybe they've been updated) just didn't click with me.

InstaKill - February 1, 2021, 5:20 pm

(Feb 1, 2021 01:35 AM)Sajuuk Wrote: [\[CITE\]](#) If you're wanting to jump right into C++, give C a try before hand. In the case you can blow through it, no biggie. Learning the memory functions of C will help in the long run. Otherwise, you might give Python a try. Recently, I've been told the way I go about explaining my rationale behind moving "backwards" (to Python) has been taken as a dumbing down sort of thing. I don't mean it to be conveyed that way. I regularly use Python right beside C and C++, however the former is almost exclusively for automation of repetitive tasks. (Namely converting between graphic/audio formats, among other things.)

At this point, Python is so widely used and sought out that you may just want to stick with Python all together. When it comes to hobby programming whilst learning, as far as C and C++ are concerned, it honestly depends on how you best learn. I've never been a big reader of books, but have read my fair share of books on Python, C, C++ (not to mention HTML, CSS, and JavaScript for website/document programming). If you're a book worm, I can't make any recommendations right off the bat. However the major names commonly mentioned are relatively good from what I've been told over the years. Those being: Head First, Learn <insert language> In 21 Days, Learn <insert language> The Hard Way, etc. If anyone else here who's actually read said books is willing to fill in those gaps, feel free to do so.

Most, as in 90% of the reading I did years ago, was online. Notable sites:

<https://www.cprogramming.com/>
<https://cplusplus.com/>
<https://tuts4you.com/>

The latter is more focused on reverse engineering, but the wide variety of topics covered ended up interesting me more and more while reading. (In turn prompting me to read more, therefore exploring more, therefore learning more, etc.)

TutorialsPoint has some decent introductory documents/courses, but over the years I never really came to appreciate how the author went about writing them. Something about the way they are (or were, maybe they've been updated) just didn't click with me.

Thanks for the input man! I'm completely new to the whole thing so maybe I'll try C and then work my way around to C++.

Sphynx - February 1, 2021, 9:06 pm

(Jan 31, 2021 10:01 PM)InstaKill Wrote: [\[CITE\]](#) I've been wanting to get into coding/programming for some time now. What would I want to learn first and also where would be the best place for me to start? Thank you for your help guys!

for 1\$ you can get C programming book on [humble bundle](#) <--- click it

Sajuuk - February 2, 2021, 5:56 am

(Feb 1, 2021 10:06 PM)Sphynx Wrote: [\[CITE\]](#) for 1\$ you can get C programming book

For zero dollars you can keep the pirate at bay. Regardless, I learned a lot more online in general than I ever did reading a serious, well-thought-out book. Might be well worth the one dollar if you have a decent attention span unlike my own. :)

tyguy5552 - February 2, 2021, 8:52 am

Don't even bother spending money for learning programming. There's many free online resources and guides that can help you :)

Sphynx - February 2, 2021, 8:56 am

(Feb 2, 2021 06:56 AM)Sajuuk Wrote: [\[CITE\]](#) For zero dollars you can keep the pirate at bay.

Regardless, I learned a lot more online in general than I ever did reading a serious, well-thought-out book. Might be well worth the one dollar if you have a decent attention span unlike my own. :)

I mean the pirate in the bay might be able to teach this but it's only 1\$ to learn and you own it forever why not, either way, a lot of online sites to learn any type of programming give bad information or really segmented information unless it's direct from the language creator.

I however 100% agree books are boring as fuck there was an interactive site but I forgot the name of it

Sajuuk - March 25, 2021, 2:42 pm

(Feb 2, 2021 09:56 AM)Sphynx Wrote: [\[CITE\]](#) I mean the pirate in the bay might be able to teach this but it's only 1\$ to learn and you own it forever why not, either way, a lot of online sites to learn any type of programming give bad information or really segmented information unless it's direct from the language creator.

I however 100% agree books are boring as fugg there was an interactive site but I forgot the name of it

That's still a dollar lost. The offer is already there, why go out of your way to pay for knowledge? Sounds like some religious cult bullsh*t. "I have the answers... but for them you must pay me one dollah."

Sphynx - March 25, 2021, 3:09 pm

(Mar 25, 2021 02:42 PM)Sajuuk Wrote: [\[CITE\]](#) That's still a dollar lost. The offer is already there, why go out of your way to pay for knowledge? Sounds like some religious cult bullsh*t. "I have the answers... but for them you must pay me one dollah."

When you go to work don't you expect some one to pay you for your time? It's the same case some one makes the content you pirate they need to be paid also if you don't want to pay that's your peroration but IMO 1\$ isn't going to break the bank

Sajuuk - March 26, 2021, 3:02 am

(Mar 25, 2021 03:09 PM)Sphynx Wrote: [\[CITE\]](#) When you go to work don't you expect some one to pay you for your time? It's the same case some one makes the content you pirate they need to be paid also if you don't want to pay that's your peroration but IMO 1\$ isn't going to break the bank

You got the extra dollar? Send it my way. It'll be put to just as pointless a use as giving it to the author of a book that "needs the money", or just throwing it out a car window. I make sure my money is well spent. You're supposed to test the sh*t you buy before buying it, right? You know, take a car for a test drive? It'd be sort of odd to shimmy right on into a book store and just... read all the books then leave at closing. However I wouldn't object to anyone doing that if they made purchases based on material they prefer. Same goes for every product.

Book's honestly probably worth the dollar, but I'll always side with "knowledge should be free". We need to advance as a species rather than select individuals hoarding all the knowledge and only dishing it out when exchanged for money. Teaching someone a programming language should be free. Programming any sort of application or website/server should come with pay according to what was done.

Or you do you, whatever. Take that gamble of ending up whatever amount in the hole for a trash product you'd no idea of before you got your hands on it by spending money with hopes that, on the off chance, it'd be decent. You give me a dollar I'll tell you I'll do whatever you want with it, but it'll still be in my hand and I may or may not spend it how I said I was. That being said, hand it over, money man. It's the same sort of gamble. That measly dollar isn't going to break the bank. :)

(Not trying to be facetious, just explaining my standpoint. In case you couldn't tell, I'm particularly interested in any topic concerning piracy.)

HaileyJOKER - April 11, 2021, 3:21 am

go for YouTube tutorials or w3schools