

Forum:[Hack Forums](#)

Thread: [JavaScript or Python? Which is Easier?](#)

Eden - February 1, 2022, 2:51 pm

Hello HF...

I have been practicing with Code since I was about 20 and I'm 31 now... I made a couple of Games in BYOND (Build Your Own Net Dream), I studied HTML and CSS in W3School.com (to be honest, I studied all of HTML and some CSS because I figured I could use a Cheat Sheet for CSS...

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JavaScript or Python?

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NOTE: My main question is which would be easier to learn and my alternative question is could someone help keep me motivated : /

Luffy_- - February 1, 2022, 4:32 pm

(Feb 1, 2022 03:57 PM)forfeit Wrote: [\[CITE\]](#) python by a thousand miles lmao

well when i learned javascript at uni(now i can't remember any of it), i don't think it was hard at least the basics, i think both are easy to start with

r3byte - February 3, 2022, 10:10 am

I'd suggest Python. Although both are very extensive, Python has a more readable code compared

to JavaScript.

So for any beginner it would be easier to learn as a first-time experience.

Although, if you chose the js route, over time your ability to read other web languages would be increase as the synax and function formats used in js are use similarly in other web languages. PHP for example.

Sajuuk - February 3, 2022, 10:53 pm

Python. Technically I'd argue for JavaScript, but only because you say you have experience with HTML and CSS. All three would go hand in hand for web development. But in terms of creating any game that doesn't need to be web-based, Python is the way to go. It's much less verbose than JavaScript.

They both have extensive third party support, but for me as a hobbyist developer Python serves as both a tinkering and application language. You could do (mostly) the same with JavaScript, but Python as always worked for me in those regards so I argue for Python over JavaScript any day based solely on my experience with either of them.

elusive - February 4, 2022, 5:53 pm

(Feb 1, 2022 03:51 PM)Eden Wrote: [\[CITE\]](#) Hello HF...

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I picked up learning Python alot faster than I did JavaScript, but everyones different.

From what I heard, most people do pickup Python faster than other languages, so I would advise learning python.

SIM-2502833 - February 4, 2022, 6:12 pm

In terms of what I was able to create , I prefer Javascript. But for whatever reason, I learned both over time but wasn't seriously taught use application of python, and as result, I just ended up taking to Javascript because it was so easy and I could achieve my goals. Somehow the event loop is less confusing to me as well.

tripleseven - February 6, 2022, 5:57 pm

Bro at first I wouldn't start building a game but something more simple. Second python and js have totally different use cases. I mean in a way python is way easier, but has a totally different usecase, they can both be used for almost everything, but i feel python shines in automatization and machine learning, and javascript shines in web, but yeah of course python has django and can be used for web too. If you do ick pick javascript, read the book "do you really know javascript"

Eden - February 6, 2022, 6:14 pm

Thanks for the Input guys...

I am currently studying Python Tutorials...

I'm thinking I'll make a Discord Bot first to "Jump right in".

QProxies - February 14, 2022, 11:42 am

To me Python seems to be the easiest.

Bartender - February 15, 2022, 6:54 pm

Python is the simplest language, some would even consider it to be easier than HTML. The only hard thing to realize at first is that indentation matters with Python; where it doesn't anywhere else.

(Feb 6, 2022 07:14 PM)Eden Wrote: [\[CITE\]](#) Thanks for the Input guys...

I am currently studying Python Tutorials...

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Do NOT jump in with Discord's API, honestly, it stinks. Do something you want to first, Discord's API tutorials and other peoples suck and have a poor grasp on Python. Remember that Python is best used for Machine learning and other repeated use tasks, it is VERY slow compared to C# and C++.

EmacsSucksButILikelt - February 15, 2022, 9:52 pm

JavaScript and Node.js are programming environments that are specialized for a certain type of program. Python is a dynamic programming language that was designed to be general.

If I had to choose. I'd use JavaScript and Node.js if I was considering a career in web development and Python for everything else.

Polymath - February 16, 2022, 9:20 am

(Feb 1, 2022 03:51 PM)Eden Wrote: [\[CITE\]](#) Hello HF...

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NOTE: My main question is which would be easier to learn and my alternative question is could someone help keep me motivated : /Since you have experience in HTML and CSS, JavaScript would naturally be the next choice since they are all part of a typical web devs skillset. You can learn Python too if you want, you don't have to limit yourself to just one of the two languages, you can learn both at same time. Python has frameworks like Flask and Django which you can learn easily to develop web apps. JavaScript and Python are both used in web application development, so learning them both will be good for you.

stopusingdiscord - February 16, 2022, 1:53 pm

if you want to make a game and get serious about it learn godot. it has bindings for many programming languages and also has its own

Maxie - February 16, 2022, 2:18 pm

Python and JavaScript builds on the same standard. However:

- Python is synchronous if you don't opt-in multi-threading, while JavaScript will ambush you with asynchronous libraries. Which basically means, that Python will not do anything weird.
- JavaScript uses different declarations for different scopes, in Python I think everything is the same as only using var in JavaScript.
- Python uses indents and JavaScript uses brackets

Other than those three, they are mainly the same. The types works identical since they build on the same standard. However because of the first listed item, I'd suggest staying away from JavaScript for now. However, if you think that you can get a grasp on asynchronous code, with either promises,

callbacks or async/await, you should go for it. It makes writing efficient code relatively easy, as long as you don't have multiple callbacks manipulating the same data.

QProxies - February 17, 2022, 11:09 am

(Feb 1, 2022 03:57 PM)forfeit Wrote: [CITE](#) python by a thousand miles lmao
No doubt.

MeW11 - February 19, 2022, 7:36 pm

I enjoy python I suggest that \$\$