## An Open Letter to New Programmers: MVP Draft Final

Dearest newest software engineering apprentice!

Thank you for placing your vocational needs with us.

Here are some recent resources I've come across. Some are very code, hands on keyboard focus. Some are more are academic. Go with what interests you!

- Here's a channel of someone making games from scratch in python. I'm not sure if games are a hook for you, but games are visual and responsive and

https://www.youtube.com/@ClearCode

- require a lot of 'math' programming (versus, say the object/data work we played with the history project)

Processing.js is a javascript based language/library situation that is built for visual and reactive coding. It's what a lot of artists who want to do something digital use. It's a playground, different than TDD. Just play, change stuff around, press run, get into flow

- https://editor.p5js.org/p5/sketches a bunch of examples you can click into, run, and play with the code and rerun
- https://bleuje.com/animationsite/ some examples of what you can do with it
- https://www.youtube.com/watch?v=yPWkPOfnGsw video series on processing.js
- Nature of Code is an excellent book about processing type programming replicating natural patterns in Processing, free to read and play with hundreds of code examples https://natureofcode.com/book/chapter-1-vectors/

LLMs and ChatGPT from scratch tutorial in code videos https://www.youtube.com/watch?v=kCc8FmEb1nY&t=298s

it's above my head too, so will require some work, but if you want to understand

that magic isn't magic, its just unknown; this sort of thing is very helpful. happy to go through this with you?

MIT open courses for SICP book I keep bringing up

Lecture 1A: Overview and Introduction to Lisp



## Lecture 1A: Overview and Introduction to Lisp



Ask HN: What's the best lecture series you've seen? [3:29 PM] https://news.ycombinator.com/item?id=34591291

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