

Learn By Doing

Developer Checklist

Summary

❑ **Decide what to learn**

- ❑ Analyse the potential of the language/framework/anything else
- ❑ Try to find reasons to keep yourself motivated during learning

❑ **Come up with a project idea**

- ❑ Ensure the scope of the project is not too big, not also not too small
- ❑ (Framework/Library) Project should have ample features to utilize the key aspects of the lib
- ❑ List down the items and create a roadmap, to ensure you know what's next to knock out

❑ **Commit to building the project in the open**

- ❑ Announce the project to friends or on social networks, helps you stay committed
- ❑ Optionally, share your progress with same set of people

❑ **Do not try to be a perfectionist**

- ❑ Make the project open-source or host the project for others to try ASAP
- ❑ Have a way to collect feedback, but don't prioritize them until you have crossed off everything you committed