Blog

Blog
Archive
Tags
Subscribe

Recent Posts

Getting Started with Static Site Generators

Static site generators have become increasingly popular in recent years. They offer a simple way to create fast, secure websites without the complexity of traditional content management systems.

In this post, we'll explore the basics of how they work and why you might want to use one for your next project.

Understanding Responsive Design

Responsive design is the practice of building websites that adapt to different screen sizes and devices. It's no longer optional — with more than half of web traffic coming from mobile devices, your site needs to look good everywhere.

The key principles are flexible grids, flexible images, and media queries.

Why I Switched to Dark Mode

I've been using dark mode in my editor and terminal for years, and I finally decided to bring it to my website too. Here's why I made the switch and what I learned along the way.

Typography Basics for Web Developers

Good typography can make or break a website. Even if you're not a designer, understanding a few basic principles will help you create more readable and visually appealing content.

Let's look at font pairing, line height, and measure.

Accessibility Checklist

Building accessible websites is not just a nice-to-have — it's a requirement. Here's a practical checklist you can use to make sure your site is usable by everyone.

Performance Tips for Faster Websites

Page speed matters. Users expect pages to load in under three seconds, and search engines reward fast sites with better rankings.

Here are some practical tips you can apply today.

Introduction to CSS Grid

CSS Grid is a powerful layout system that lets you create complex two-dimensional layouts with ease. It's been supported in all major browsers for several years now.

In this post, we'll cover the basics and build a simple page layout.

Working with Forms

Forms are how users interact with your site. Whether you're collecting a simple email address or a complex application, getting the form right is important.

We'll look at HTML form elements, validation, and styling.

Color Theory for Developers

Choosing colors can be overwhelming. Understanding a few basic concepts from color theory can help you make better decisions.

We'll cover color models, contrast, and how to build a palette.

Debugging Tips and Tricks

Every developer spends more time debugging than writing code. Here are some techniques that will help you find and fix problems faster.

Version Control with Git

Git is the most widely used version control system. It can be intimidating at first, but a few basic commands will get you most of the way.

We'll cover the workflow you'll use every day.

Deploying Your Site

Once your site is built, you need to get it online. There are many options, from free hosting to full control over your own server.

We'll look at a few of the most common approaches.

Testing Your Code

Tests give you confidence that your code works and that it keeps working as you change it. They're an investment that pays off quickly.

We'll look at different kinds of tests and when to use them.

Working with APIs

Most modern applications talk to other services through APIs. Learning how to consume them is a key skill.

We'll look at requests, responses, and authentication.

Keyboard Shortcuts

Learning keyboard shortcuts can dramatically speed up your workflow. Here are the ones I use most often.

Command Line Basics

The command line can be intimidating, but a few basic commands will get you most of the way. It's worth learning because it's fast and available everywhere.

Regular Expressions

Regular expressions are a powerful tool for matching patterns in text. They're worth learning even though the syntax can be cryptic.

We'll start with the basics and work up to more advanced patterns.

Working Remotely

Remote work has become the norm for many developers. Here are some things I've learned about staying productive and connected.

Open Source Contributions

Contributing to open source is a great way to learn, give back, and build your reputation. It can also be intimidating to get started.

We'll look at how to find projects and make your first contribution.

Database Basics

Most applications need to store data. Understanding databases is essential for building anything beyond a simple static site.

We'll look at relational databases and SQL.

Caching Strategies

Caching can make your site dramatically faster and reduce the load on your server. But it can also cause confusing bugs if you're not careful.

We'll look at different caching strategies and when to use them.

Security Basics

Security is important for every website, not just those that handle sensitive data. Here are some basic practices you should follow.

Working with Images

Images are often the largest part of a page's weight. Optimizing them can make a big difference in load time.

We'll look at formats, compression, and responsive images.

Animation and Motion

Animation can make an interface feel more alive and help users understand what's happening. But it can also be distracting and slow.

We'll look at when and how to use it well.

Internationalization

If your site might be used by people who speak different languages, you'll want to plan for internationalization from the start.

We'll look at what's involved and some common pitfalls.

Working with Dates and Times

Dates and times are surprisingly tricky. Time zones, daylight saving, and different formats can cause bugs that are hard to find.

We'll look at some best practices.

Building a Command Line Tool

Command line tools can automate repetitive tasks and make your workflow more efficient. They're also a great way to learn about how programs work.

We'll build a simple one together.

Working with Files

Reading and writing files is a common task in many programs. It's also a source of bugs if you're not careful.

We'll look at some best practices.

Error Handling

Errors are inevitable. How you handle them can make the difference between a frustrating experience and a helpful one.

We'll look at different approaches.

Logging

Logging is essential for understanding what your application is doing, especially when something goes wrong.

We'll look at what to log and how.

Working with Time

Time is surprisingly tricky. Time zones, daylight saving, and different formats can cause bugs that are hard to find.

We'll look at some best practices.

Building a Web Server

Understanding how web servers work can help you debug problems and make better decisions about your architecture.

We'll build a simple one from scratch.

Working with Databases

Most applications need to store data. Understanding databases is essential for building anything beyond a simple static site.

We'll look at relational databases and SQL.

Caching Strategies

Caching can make your site dramatically faster and reduce the load on your server. But it can also cause confusing bugs if you're not careful.

We'll look at different caching strategies and when to use them.

Security Basics

Security is important for every website, not just those that handle sensitive data. Here are some basic practices you should follow.

Working with Images

Images are often the largest part of a page's weight. Optimizing them can make a big difference in load time.

We'll look at formats, compression, and responsive images.

Animation and Motion

Animation can make an interface feel more alive and help users understand what's happening. But it can also be distracting and slow.

We'll look at when and how to use it well.

Internationalization

If your site might be used by people who speak different languages, you'll want to plan for internationalization from the start.

We'll look at what's involved and some common pitfalls.

Working with Dates and Times

Dates and times are surprisingly tricky. Time zones, daylight saving, and different formats can cause bugs that are hard to find.

We'll look at some best practices.

Building a Command Line Tool

Command line tools can automate repetitive tasks and make your workflow more efficient. They're also a great way to learn about how programs work.

We'll build a simple one together.

Working with Files

Reading and writing files is a common task in many programs. It's also a source of bugs if you're not careful.

We'll look at some best practices.

Error Handling

Errors are inevitable. How you handle them can make the difference between a frustrating experience and a helpful one.

We'll look at different approaches.

Logging

Logging is essential for understanding what your application is doing, especially when something goes wrong.

We'll look at what to log and how.

Working with Time

Time is surprisingly tricky. Time zones, daylight saving, and different formats can cause bugs that are hard to find.

We'll look at some best practices.

Building a Web Server

Understanding how web servers work can help you debug problems and make better decisions about your architecture.

We'll build a simple one from scratch.