What should I study in college to get started with ColdFusion?

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The other day I got a comment on a Blog article from a reader. The reader asked "What should I study in college to get started with ColdFusion?".

On one hand this is a massively open question, on the other I'd quite like to expand it even further.

I never aimed for ColdFusion development whilst in education. I always wanted to be in I.T. developing applications but I had no inclination towards any particular development language.

I'd guess that computer sciences would be a good subject to study. Also Mathematics and Physics, but that's because I draw similarities between those logic based subjects and what skills I've had to employ in development.

How did other ColdFusion developers get to where they are?

A little while back the ColdFusion community had a day where a whole load of developers posted Blog articles about how they got started with ColdFusion. It made for an interesting read, and showed just how diversely peoples paths had wound to get them where they were in their careers.

[How I got started in ColdFusion](#)

Actually getting your hands dirty with ColdFusion is relatively easy task. Just download [ColdFusion server](#) or [Railo](#) and an IDE such as [Eclipse](#) or [ColdFusion Builder 2](#) and you are good to go.

Anyone else have any insight into how their education influenced their path to becoming a developer?