Guide to the 49ers Sports Coding Camp

How-to-do this week!

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Summary: Our goal this week is to introduce new coding tools to you while having fun with local legacy of the 49ers football team. We coders like to train in a sport to keep the body as strong as the mind is sharp.

Contents

Chapter I

Data Science Path

The four-part data science tutorial is here. The mentors around you wrote and edited these projects.

Here's some information about them:

- For each project that you are going to work on, click the "Register" project when you begin it. You may have the option to "Create a Team"; when you are done people, click "Lock the group". (Work alone or with a friend, your choice.)

- For each tutorial except the API collection one, you should open the link in Colaboratory and follow along by reading the text and filling out code exercises when asked to do so.

- When it's time to write additional code, you can either create a new "code" cell in the Colaboratory notebook and run it there; or, write code in a text editor like Atom, Sublime, VSCode, or XCode and run it on your own computer. Ask your peers or your mentor if you need help writing and running programs. You can also use an online code editor like repl.it.

- For the API collection tutorial, you will need to write and run code on the computer rather than online, because our examples assume you have the rest of the files from the OhMySportsFeeds Github installed there.

- Turn in your code projects to Vogsphere using advice from the Vogsphere PDF.

> a .txt file with a link to your code online can be what you turn into Vogsphere, that's fine.

- At the end of each tutorial, you should sign up for a peer to check your work! To do this, go to your project page and click "set project as finished", then "sign up for correction". Pick a time on the calendar. If there are no times available, ask your friends around you to go to the "manage slots" page and *click and drag* to set their availability.

- When you check each others' work, you should meet up in person and show the code while discussing what it means, what was the hard part, and/or what you learned.

- After completing a peer correction, you can finalize your score by giving feedback to the person who corrected you. Go to your project page and you will see the option there. Once you have done that, then your profile will show the points that you earned.

Chapter II

Intro to Python Path

Go ahead and take a look at the Data Science tutorials no matter how much you know! But if you decide it's time to focus on learning more basic Python, then join our class at Runestone Interactive. Subscribe to the Project, and then create an account on Runestone and enter "42python49" as the course name.

Make it your goal to complete two chapters per day! Skipping Chapter 1 if it is not interesting to you.

Find out which other people in your group are doing Runestone Interactive, and help each other study the topics so that you can learn super fast. Don't be afraid to ask the mentors for help too.

Chapter III

General Information

III.0.1 Daily schedule

- 8am-10am: Free time with computers.

- 10am-11:30am: Coding or peer corrections

- 11:30am-12noon: Lunch

- 12noon-12:45: Activity Lab on Tuesday/Thursday, Sticky Note Art Wednesday

- 12:45-3:15: Coding and peer corrections

- 3:15-5:00: You may have some free time on the computers. Be respectful of other people around you who continue coding and want to focus!

III.0.2 Rules

1. Be here because you want to learn how to code: it will give you tools to rule your world.

2. Always ask the students around you for help before you ask the mentors, but don't hesitate the mentors for help after that. :)

3. Sign in and sign out with a mentor when you arrive and when you leave.

4. Be kind to each other.

5. No water or food on the desks, and pick up any trash.

6. Save your gaming time for before 10am or after 3:15pm.

III.0.3   Friday Field Trip

- Buses leave from 42 at 12 noon

- You MUST have your signed paper waiver!

- We will return around 4:30 to 42.

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