Flatiron NYC Students Interview Practice Group

This document will be our "manual" to help us keep track of how we run our meetings; code challenge sites and other resources we use to guide the meeting content; and any other helpful info. If we find our methods successful, this manual may provide helpful ideas that other students or tech coaches can use in future.

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Proposed Guidelines for Whiteboarding Sessions

This agenda is used for both the in-person or webinar sessions.

(1) Maintain a safe learning environment. Offer constructive feedback, but be kind and don't judge. We're here to learn and help each other build confidence and reach beyond our limits, not to make anyone uncomfortable.

(2) The topic and difficulty level for a given session will be decided and announced beforehand.

(3) Each participant is expected to bring a challenge of at least medium difficulty s/he has attempted and knows the solution so that the other group members can try it. The participant will present a link to the challenge to another participant (driver) during the meeting. Benefits for doing it this way include:
   a. The responsibility of coming up with coding challenges is distributed among all participants for any given session.
   b. This, in turn, increases the likelihood of each participant having a chance to attempt at least one challenge.
   c. At least one person in the group will have an idea of how to guide us (w/ hints) towards the correct solution in case we are completely stumped.
   d. Due to the randomness of this process, the remaining participants have less of a chance of knowing what to expect, which will be the case during interviews.

(4) Participation is strongly encouraged, if not mandatory.

(5) Try not to volunteer for a problem you find very easy or know how to solve. Pass the baton.

(6) There is a time limit to complete the challenge.
   a. The time limit can vary based on:
      i. The length of the session and number of participants (*e.g. 90 min session = 15 min per person*)
      ii. A challenge's difficulty level (harder problems may require more time)

   b. The time limit can be adjusted to increase difficulty as we improve (this may push us to become more efficient planners/thinkers and work better under stress.)

(7) No one says or types anything for at least the first 5 minutes to allow the "interviewee" to work through their process. After that time, ask the interviewee if they want help before chiming in.

(8) The weekly challenges and answers will get posted on the following GitHub repository: https://github.com/AAM77/Flatiron_Code_Challenger_Group

   Currently, @paula, @wendisha, @paulcherian, @alwinao, and @adeel are able to update and make changes to the repo.