DAY 2

BREAKING DOWN
IS A PROBLEM

OBJECTS
ARE SCARY

VERSION CONTROL
ISN'T SO BAD

RUBY KOANS
ALSO SCARY

QUESTIONS?

Now that you've had some time to digest it:

- Questions about yesterday's material?

DAILY FORMAT

REVIEW: Discuss the previous day's material, and go over the results of your individual exercises

TOPIC 1: Warm-up topic, generally introducing something new

TOPIC 2: The middle-child of topics

TOPIC 3: The "Why should I care?" and background

REPORT/REVIEW PT 1

BREAKING DOWN (is) A PROBLEM

So, where did we get with this?

REPORT/REVIEW PT 2

RUBY KOANS

How did that go?

DAY 2

BREAKING DOWN
IS A PROBLEM

OBJECTS
ARE SCARY

VERSION CONTROL
ISN'T SO BAD

RUBY KOANS
ALSO SCARY

OBJECTS

ONLY A LITTLE SCARY

It’s time for a game!

(We skipped this today)

DAY 2

BREAKING DOWN
IS A PROBLEM

OBJECTS
ARE SCARY

VERSION CONTROL
ISN'T SO BAD

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ALSO SCARY

REPORT/REVIEW PT 2

Let's:

- **fork** the Ruby Koans repo
- **check out** your fork of the repo
- make some **tests pass** (ruby path_to_enlightment.rb)
- **commit** your changes
- **push** your changes to github

github.com/elizabrock/NSS-Ruby-Koans