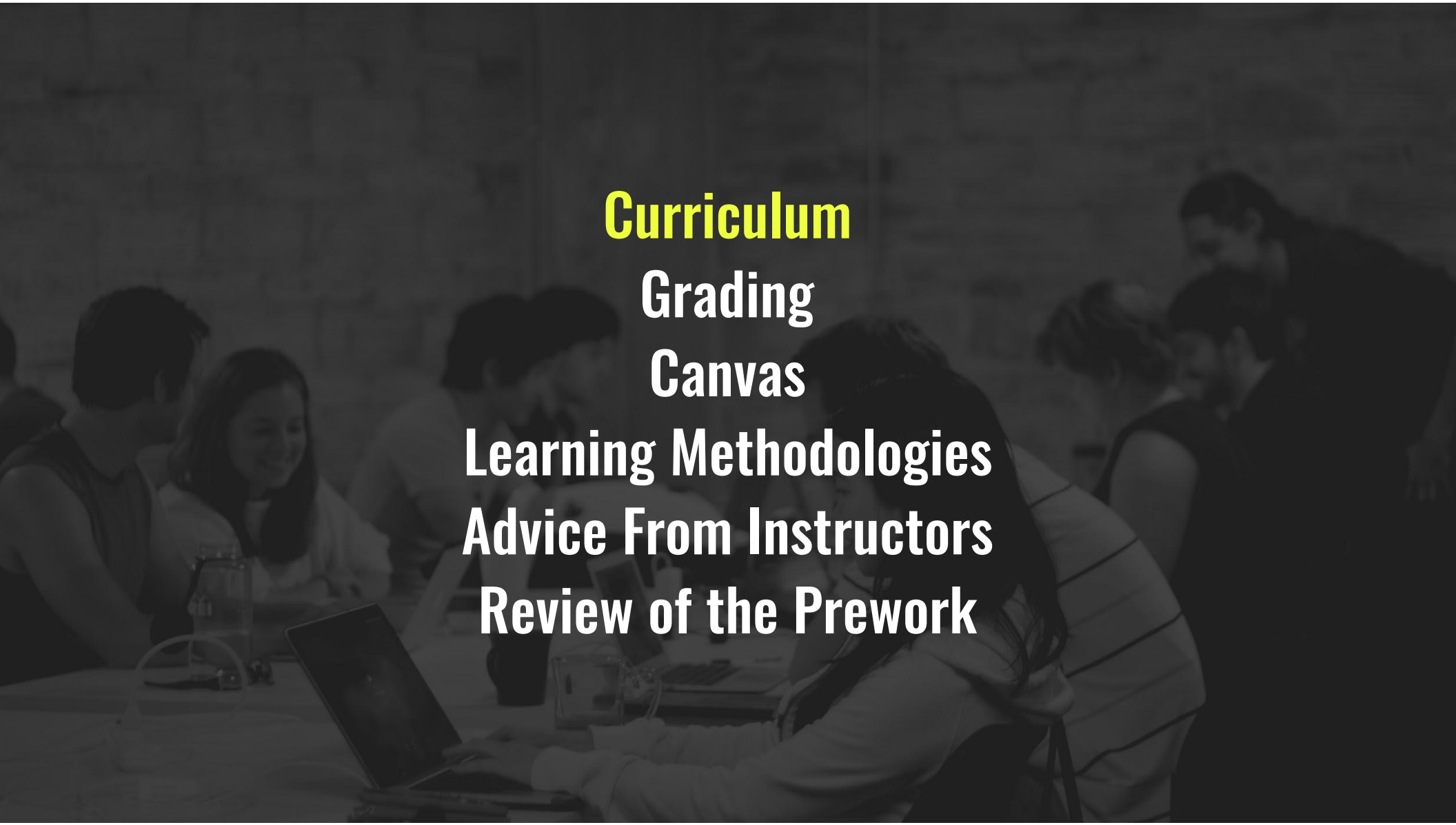
CODE 201
Foundations of Software Development

Day 1: Academic Overview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Grading
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Review of the Prework

Curriculum

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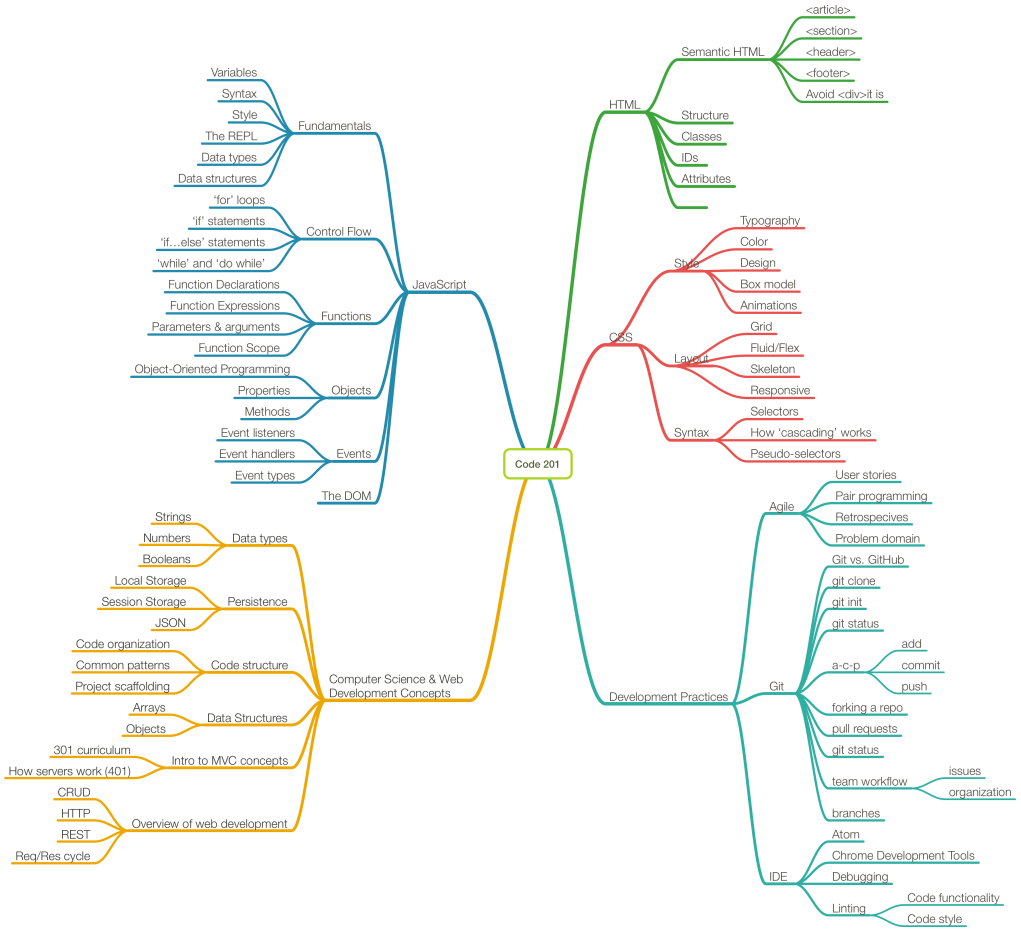
201 MINDMAP

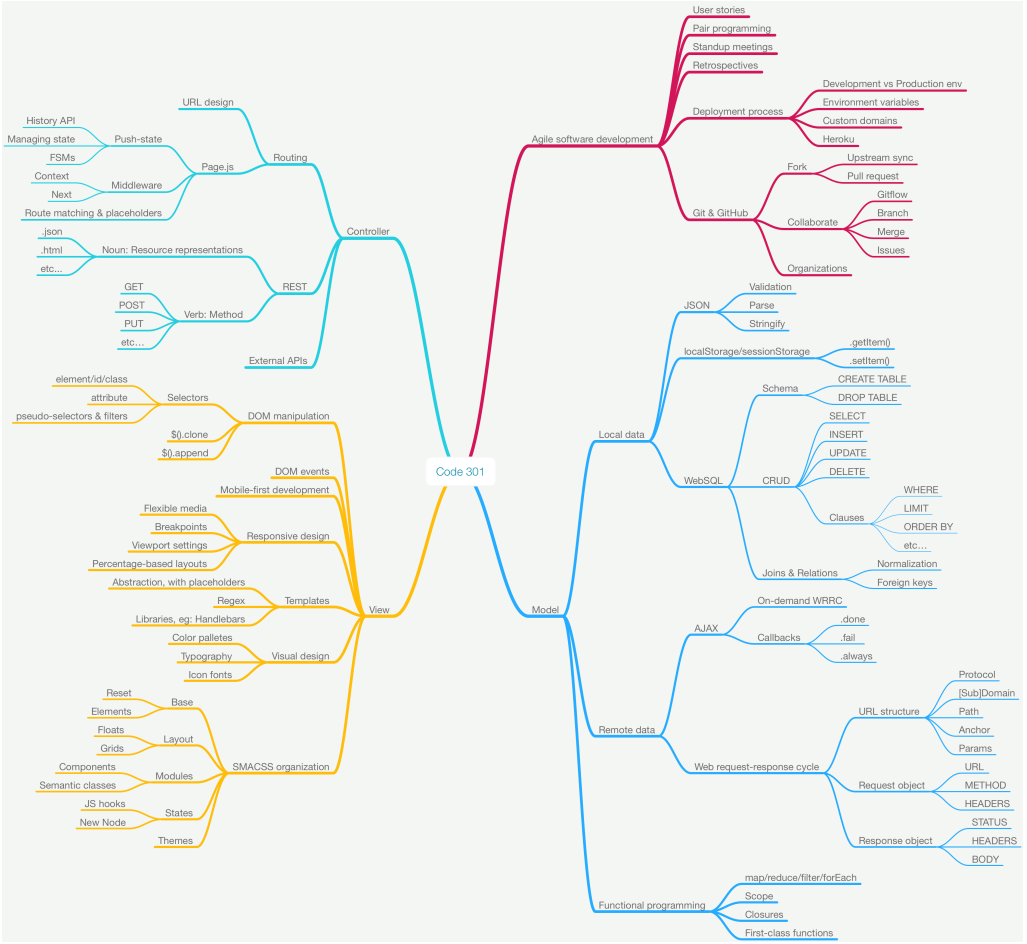
You'll be spending a lot of time with this content!



CODE FELLOWS

301 MINDMAP

Here's what's ahead in the next course!



CODE FELLOWS

Weekly Class Structure

Here's what to expect!

- A project that extends over the week
- One or two days of pair/group work in lab
- Two or three quizzes per week
- A trajectory where Mon-Wed see the introduction of a lot of new material
- Thur-Fri tend to be focused on refinement

Weekly and Daily Class Structures

Here's what to expect!

Weekly

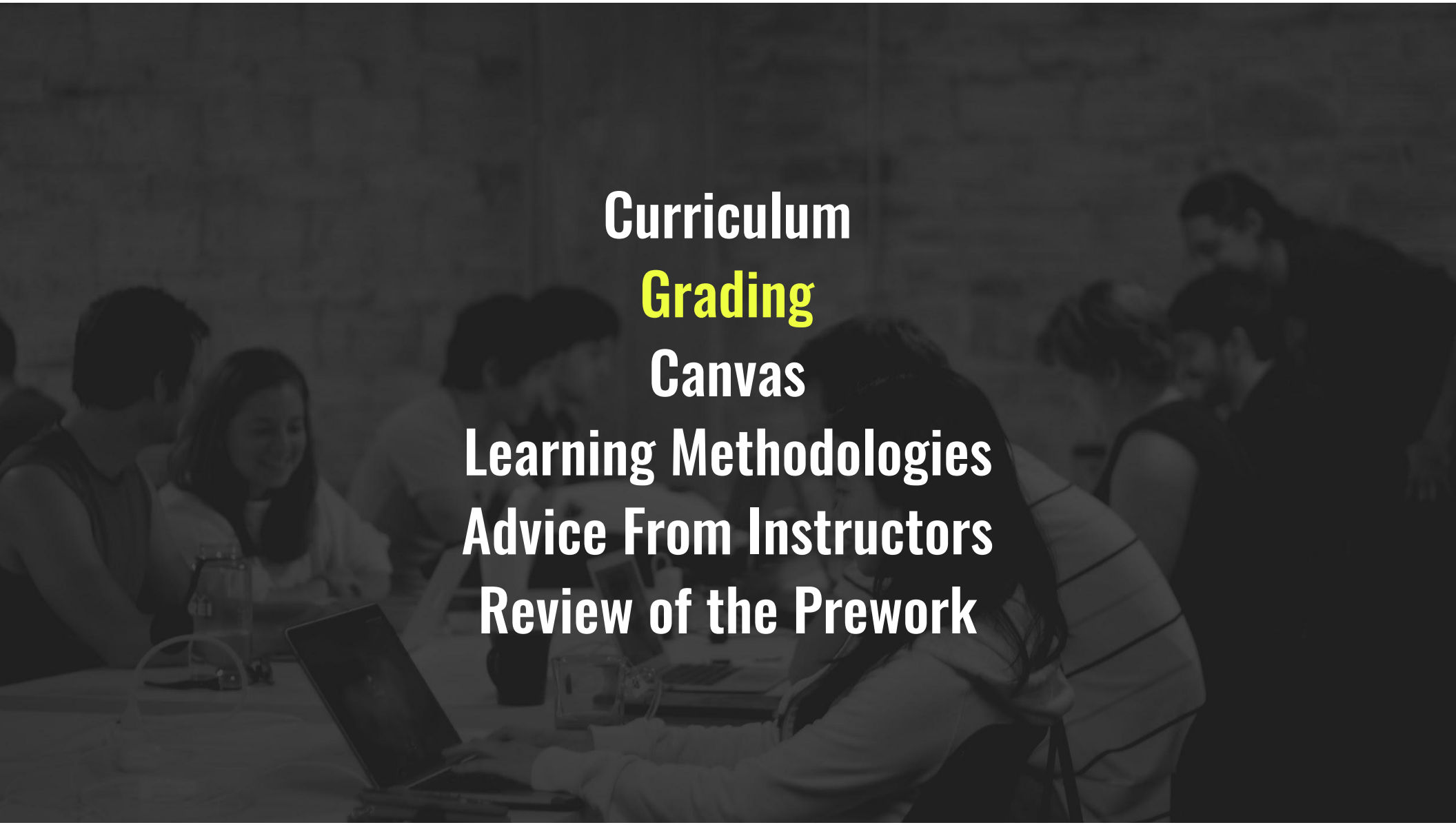
- A project that extends over the week
- One or two days of pair/group work in lab
- Two or three quizzes per week
- A trajectory where Mon-Wed see the introduction of a lot of new material
- Thur-Fri tend to be focused on refinement

Daily

- Code review in class on most days
- Reading assignments to submit
- Code assignment to submit
- New concepts from readings
- Code demos in class: do your best to keep up, but sometimes just watch

15.

Fifteen. We mean it. Fifteen.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GRADING WEIGHTS

How much each part of the class counts

10%	Attendance
5%	Prework
10%	Readings/Discussions
10%	Quizzes
30%	Daily Code Assignments
30%	Final Projects
5%	Participation in Weekly Course Surveys

GRADING OF CODE ASSIGNMENTS

How your code is evaluated

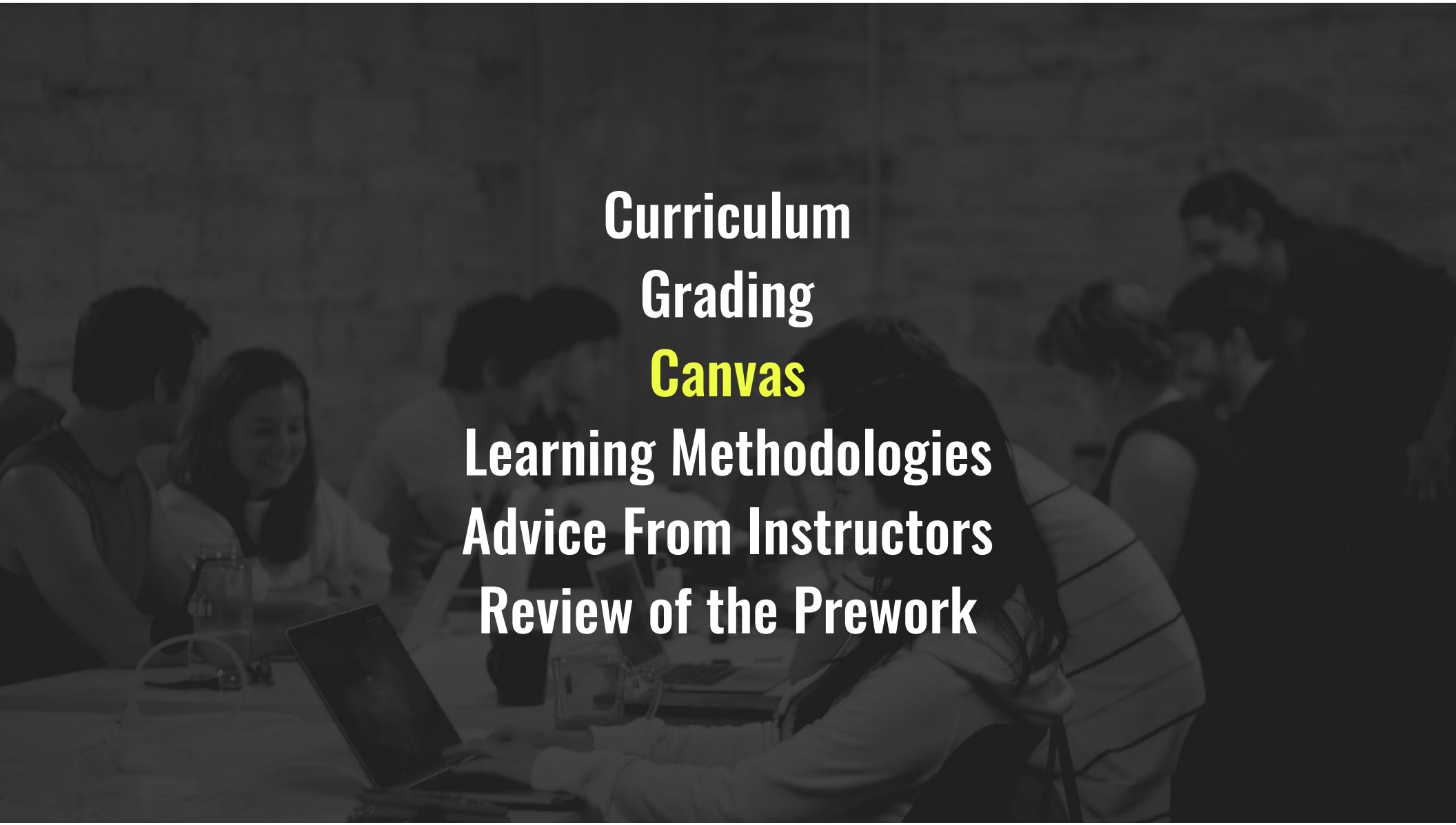
Assignment Rubric

Points are granted to each assignment based on how the submission meets the following criteria:

	Met all assignment requirements 6 points	Idiomatic style used 3 points	Proper Git workflow utilized 1 point	Other adjustments	**Total possible**
Submission					10 points
Late submission				-2 points	8 points

Policy on late work

- Assignments that are missing or substantially incomplete at the submission deadline will be graded as 0 points.
- After the submission deadline, assignments can be resubmitted:
  - Any assignment earning at least 2 points can be resubmitted for a regrading with no penalty.
  - Any assignment with 0 or 1 points can be resubmitted for regrading, incurring a 2-point penalty.
- Submissions for re-grading are allowed at any time, up until 1 week after the last day of class.
- After that, any incomplete work should still be submitted (although it won't be graded) before starting the next Code Fellows class in the sequence.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Canvas

(tour in browser)

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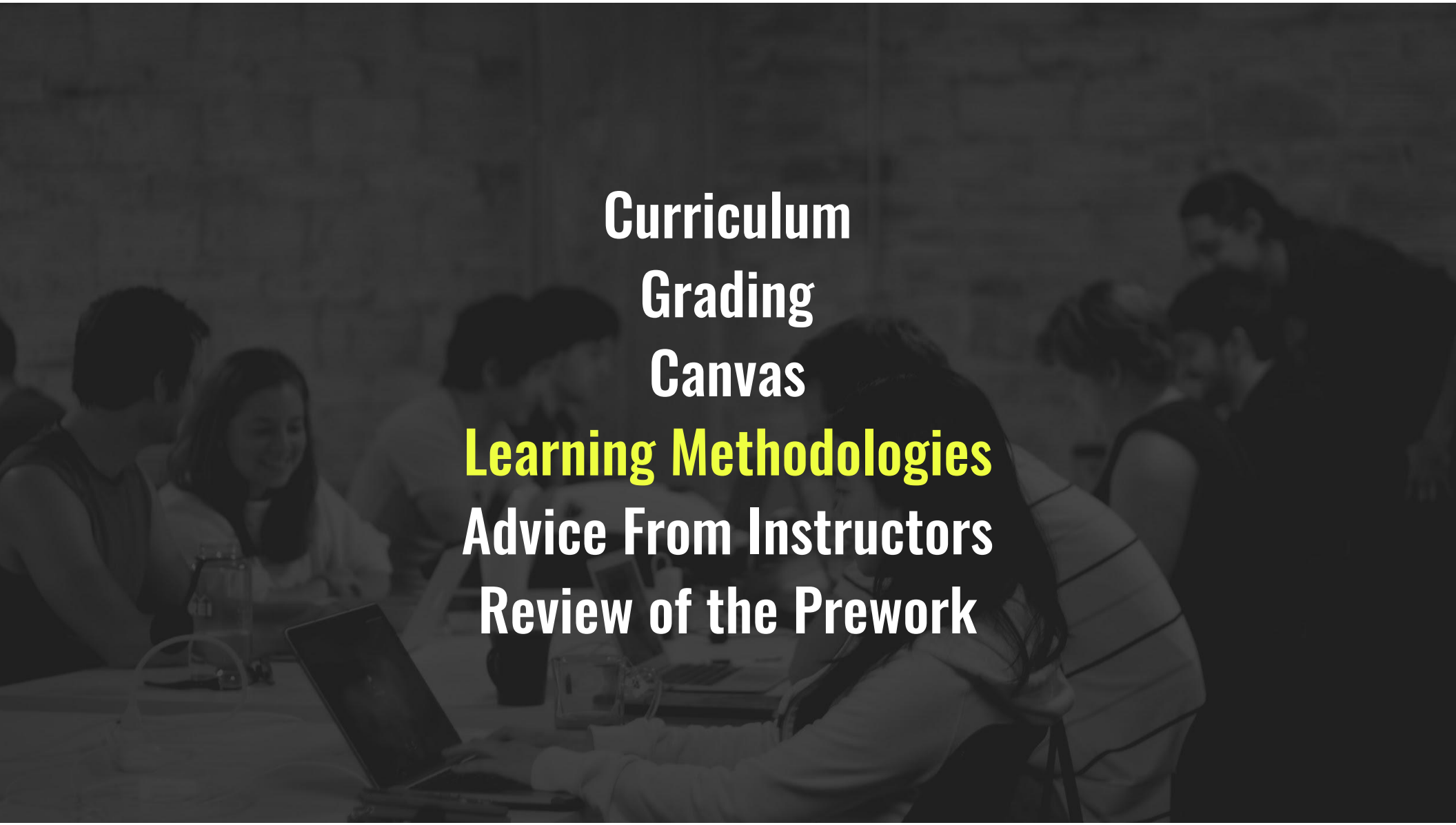
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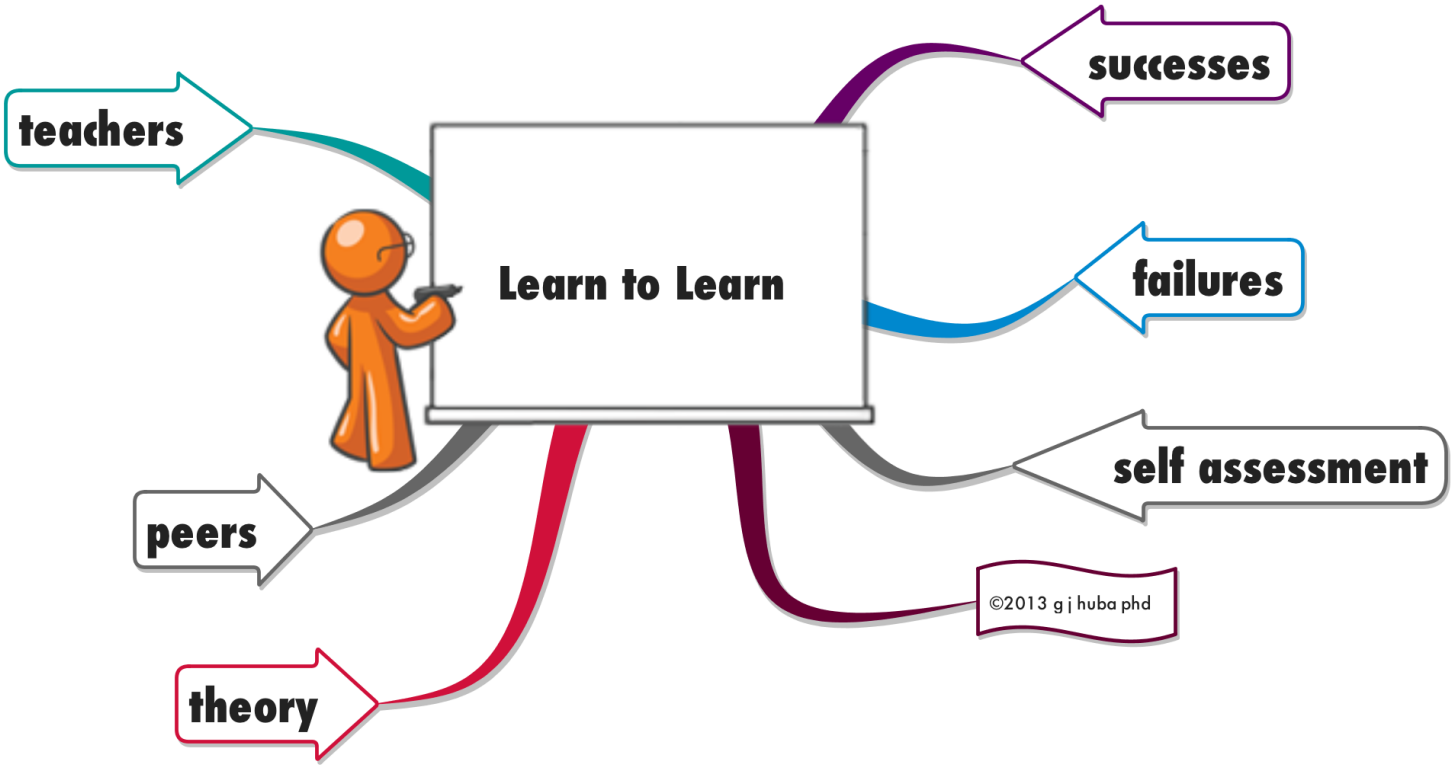
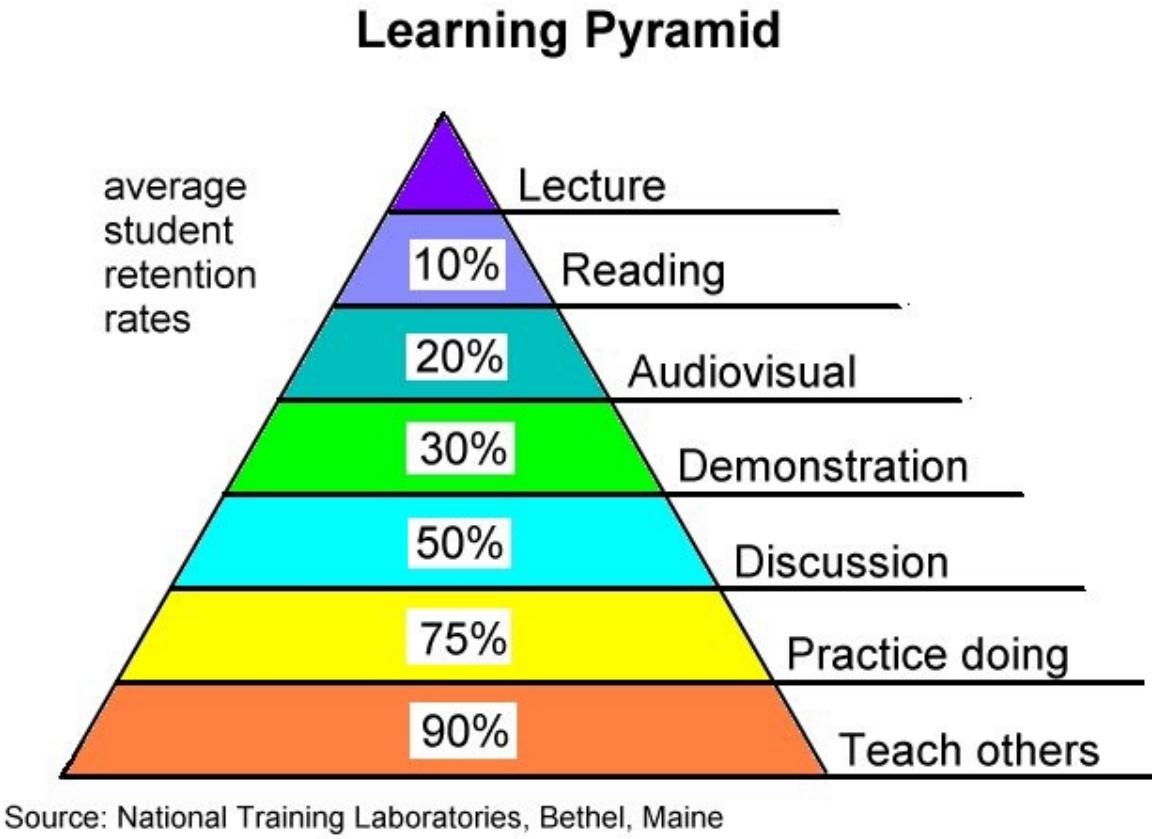
LEARN TO LEARN

The gift that keeps on giving.



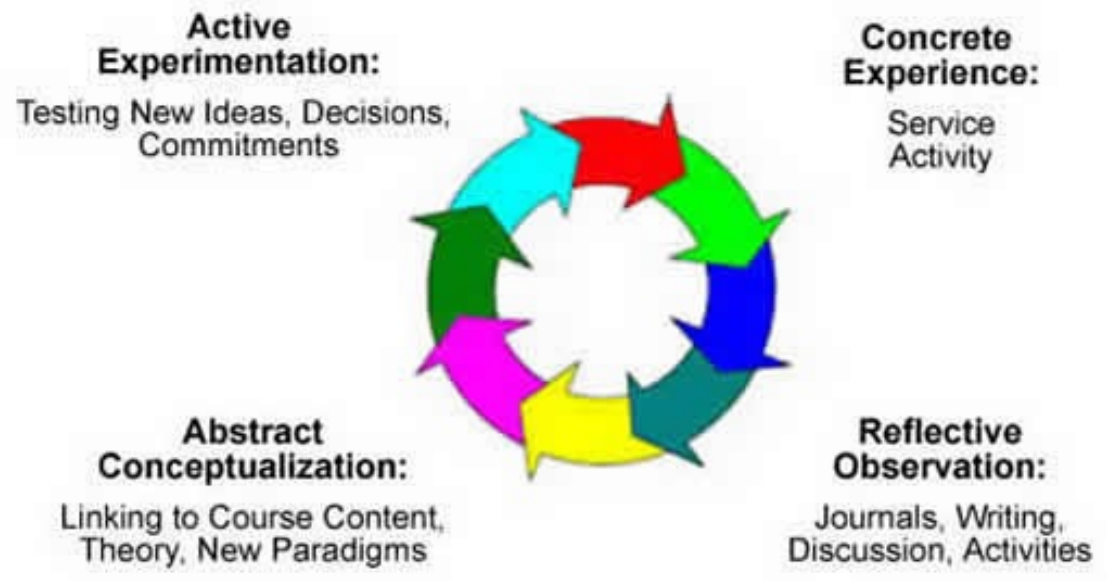
HOW YOU LEARN MATTERS

It matters A LOT, actually.



ANDRAGOGY

Adult learning is different. Very different.



...or What? So What? Now What?

PATHS VS. SANDBOXES

Paths get you to the sandboxes…

PATHS	SANDBOXES
SHAPE BEHAVIOR	CREATE ENGAGEMENT
ARE GAMES TO BE PLAYED	ARE SPACES IN WHICH TO PLAY
LEAD PEOPLE ALONG	LET PEOPLE EXPLORE
HAVE PREDICTABLE OUTCOMES	HAVE UNKNOWN OUTCOMES
ARE MEASURABLE	ARE OBSERVABLE
DESIGN EVERY DETAIL	UNDERSPECIFY THE DESIGN
ARE CONSUMPTIVE	ARE GENERATIVE
CREATE DEPENDENCY	ENCOURAGE AUTONOMY
HAVE A CLEARLY DEFINED PURPOSE	PURPOSE IS SELF-DETERMINED
LEAD TO COMPLETION	LEAD TO UNDERSTANDING
END IN AN EXCHANGE	END IN LEARNING & DISCOVERY

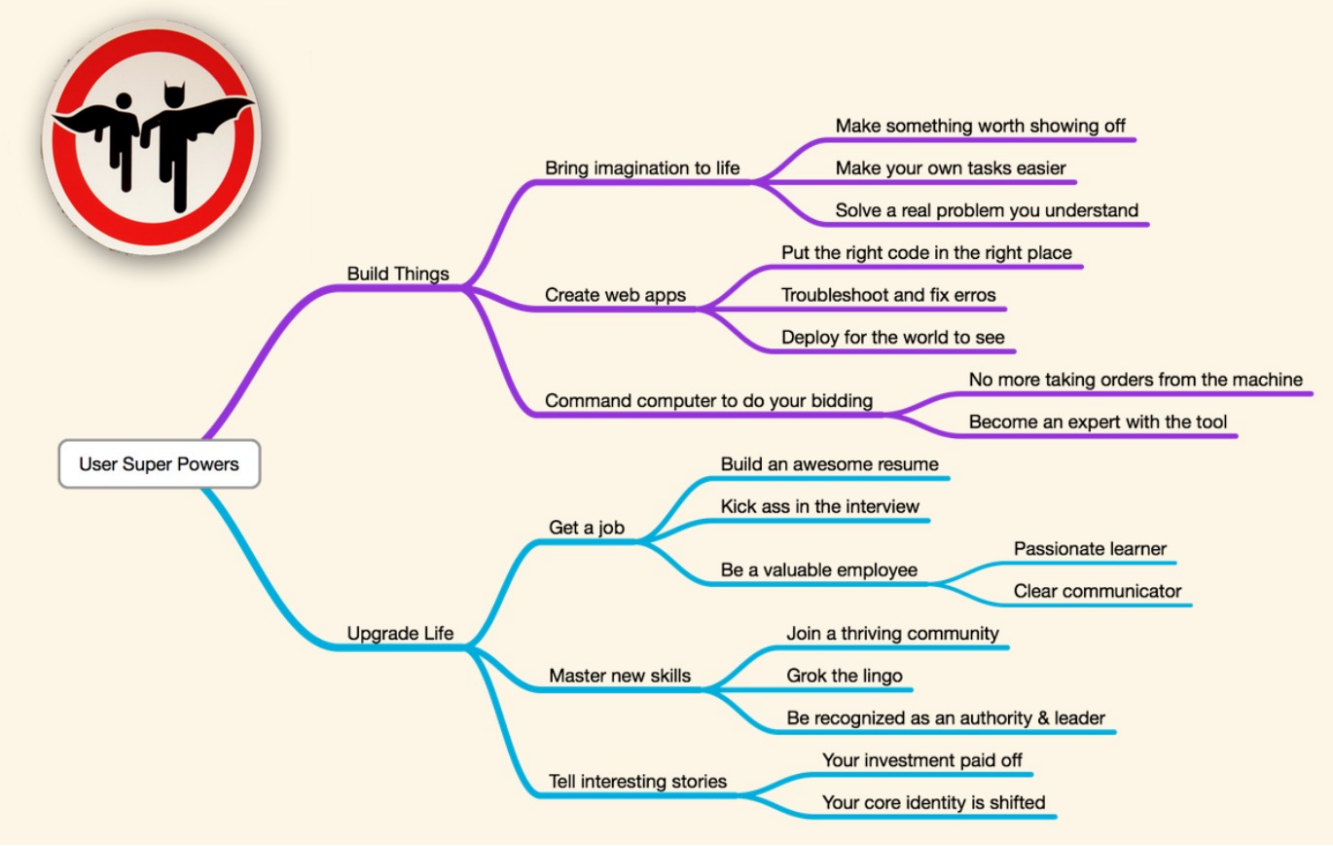
QUIZZES AND WHITEBOARDING

How we'll use them

- Nowhere to hide…
- They're as much about confidence as evaluation
- Whiteboarding is a common part of technical interviews
- Quizzes have unlimited retries
- Only quizzes are graded; whiteboard practice is not
- Whiteboarding practice lets us see exactly where you are so that we can dial in our instruction on your needs

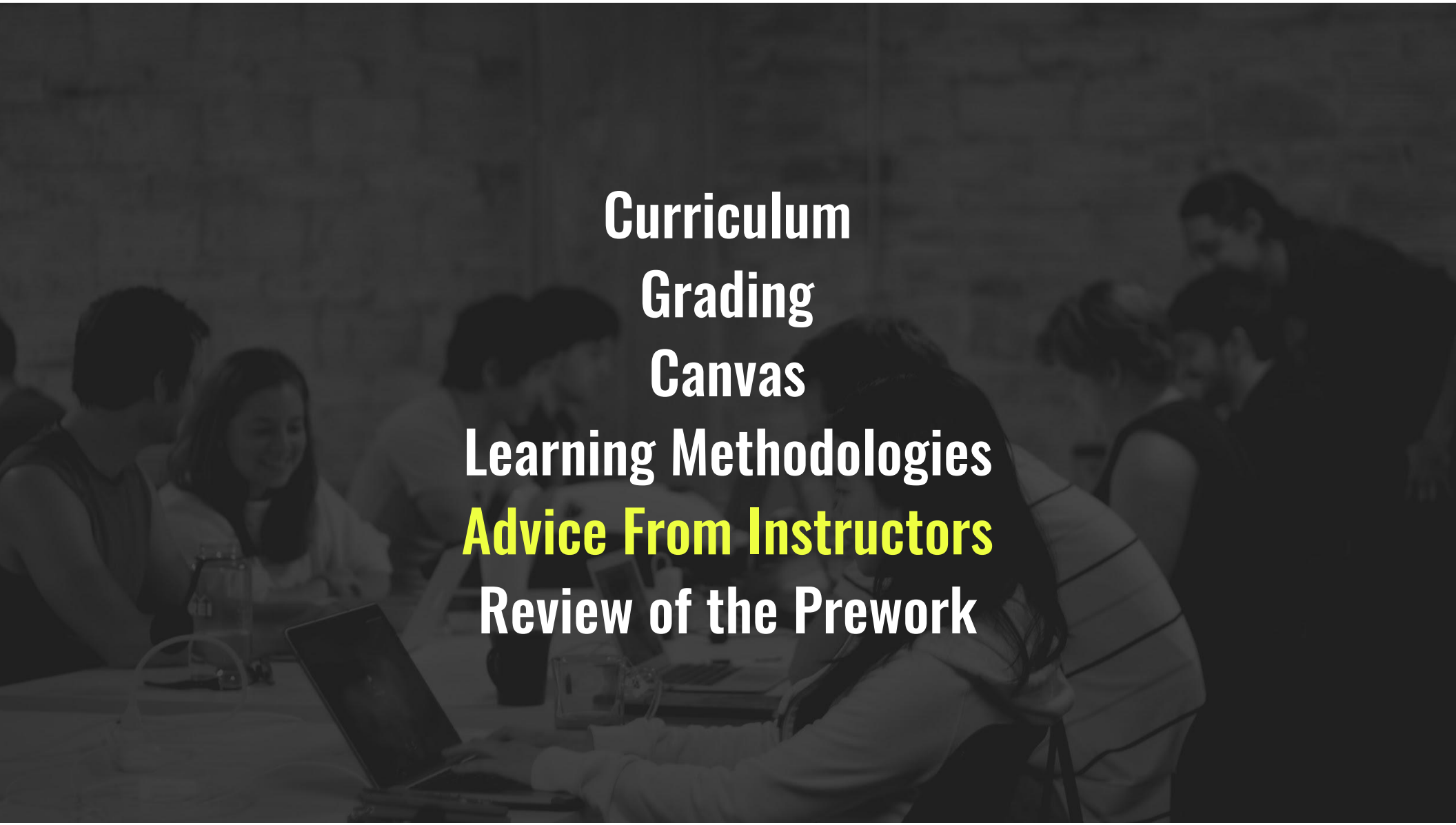
SUPER POWERS

Really.



BE CONFIDENT

This is going to be very challenging. Be ready. Be confident. You can.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INSTRUCTORS SAY...

(…and they know what they are talking about…)

Brook says: “Never copy/paste code. If you want to use someone else’s snippet, at the very least, RETYPE it, so you can learn it, and think about how it fits in with your existing code.”

INSTRUCTORS SAY...

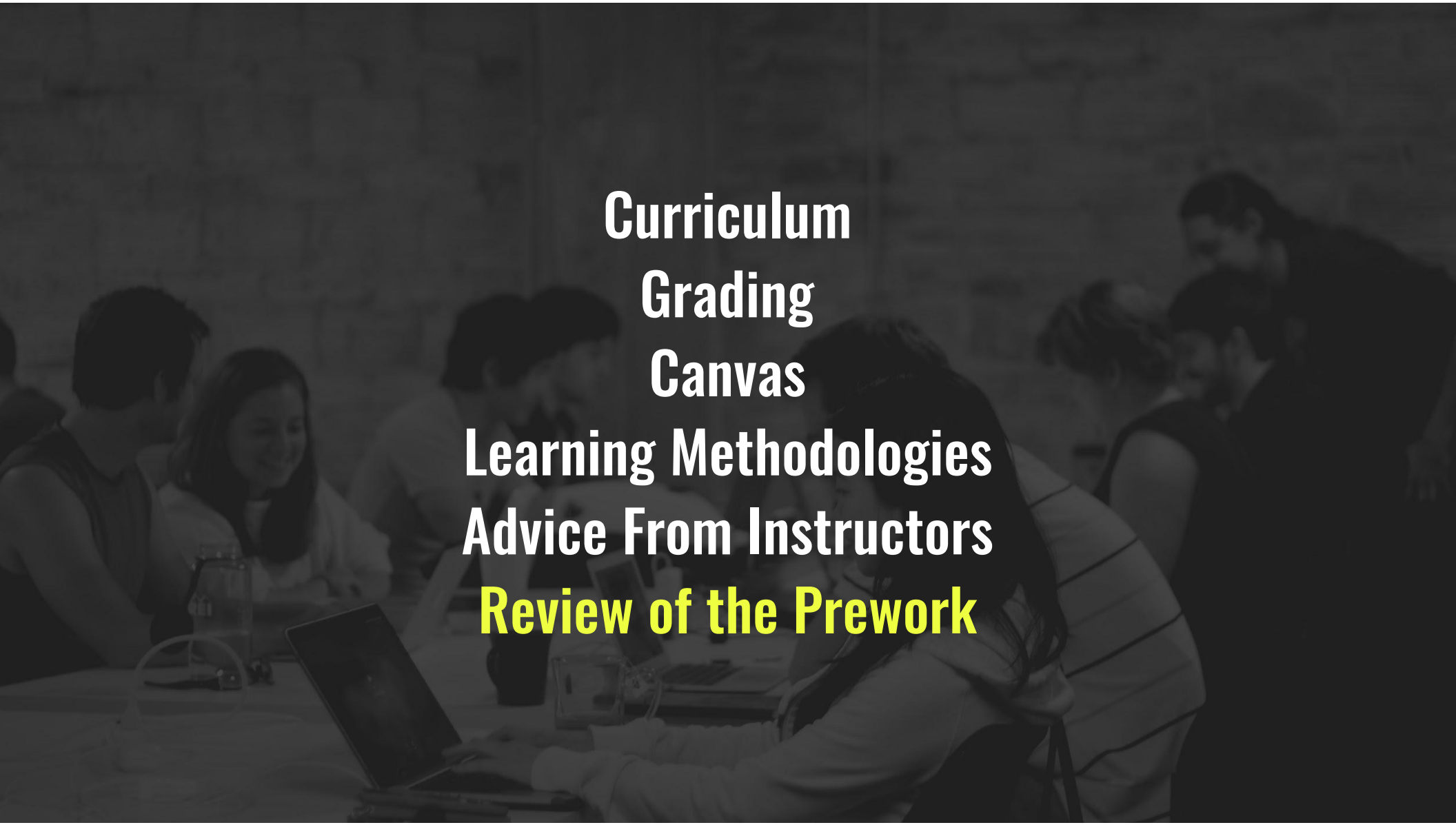
(…and they know what they are talking about…)

Paul says: “I tell all my students they are allowed to learn and look at source code from everywhere, they are just not allowed to copy and paste it directly. Even better is to read it first, explain it verbally, and then translate that explanation into their own source code, so they can even improve upon it or add their own style.”

INSTRUCTORS SAY...

(…and they know what they are talking about…)

Sam says: “Talk to the duck.”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REVIEW OF THE PREWORK

How did it go? What kind of questions do you have?

- Just curious: Who took Code 101?
- In general, how did your laptop setup go? In the next portion of class, after this review, we'll be extending your setups
- Everyone is on Slack? (Let's see some Slack tricks!)
- Everyone has textbooks?
- Brush-up on algebra… why, you wonder?
- Terminal: We're doing a lot more with it later today
- Git and version control… you're going to see a lot of it!
- Codecademy tutorials… how did they go? Questions?

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