



CODING DOJO
SILESLIA

Coding Dojo Rules

1. Team work

Pair programming. One driver while others are navigating. Please rotate your roles, so you can practice communication.

2. We start (almost) from scratch

The goal is to learn new technologies, patterns, tools, anything that may help you be a better programmer. Journey is more important, than the goal.

3. Best practices are recommended: KISS, TDD, baby steps, etc.

We'd like to encourage you to use your new skills at work. At the Dojo we practice quality over quantity.

Coding Dojo Session Plan

1. Short introduction to Coding Dojo
2. Teamwork - 17:15 till 19:15
3. Show off time - starting from 19:15, 5 minutes per team, every team presents
4. Closure and networking
5. Drinks and snacks are available.

Today's task - Braille Code (Grade 1)

The goal is to implement limited alphabet to Braille code with simple latin

\$ yarn start 'abcd abcd'

●○	●○	●●	●●	○○	●○	●○	●●	●●
○○	●○	○○	○●	○○	○○	●○	○○	○●
○○	○○	○○	○○	○○	○○	○○	○○	○○
a	b	c	d	SP	a	b	c	d

Today's task - Braille Code (Grade 1)

\$ yarn start 'Abcd'

○ ○ ● ○ ● ○ ● ● ● ●

○ ○ ○ ○ ● ○ ○ ○ ○ ●

○ ● ○ ○ ○ ○ ○ ○ ○ ○

CAPITAL a b c d

SIGN

Today's task - Braille Code (Grade 1)

\$ yarn start '123 abc'

○●	●○	●○	●●	○○	●○	●○	●●
○●	○○	●○	○○	○○	○○	●○	○○
●●	○○	○○	○○	○○	○○	○○	○○

NUMBER	a	b	c	SP	a	b	c
SIGN							

Your Problems

1. Displaying one braille character
2. Structure of map/dict/hash/object for your alphabet
3. States for Number / Uppercase / Lowercase characters

Protips

1. Testing is highly encouraged on any Dojo!
2. Think before talking and talk before coding. Teamwork :)
3. Start with proof of concept on paper and then transform it into code.
4. Be positive and have fun :)
5. There are no wrong answers.

Good luck

Do not hesitate to ask us anything

Sponsors

SOFT -
WARE
THINGS

Links

Boilerplate: <https://github.com/CodingDojoSilesia/braille>

<http://www.acb.org/tennessee/braille.html>

<https://en.wikipedia.org/wiki/Braille#Derivation>

WIFI

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