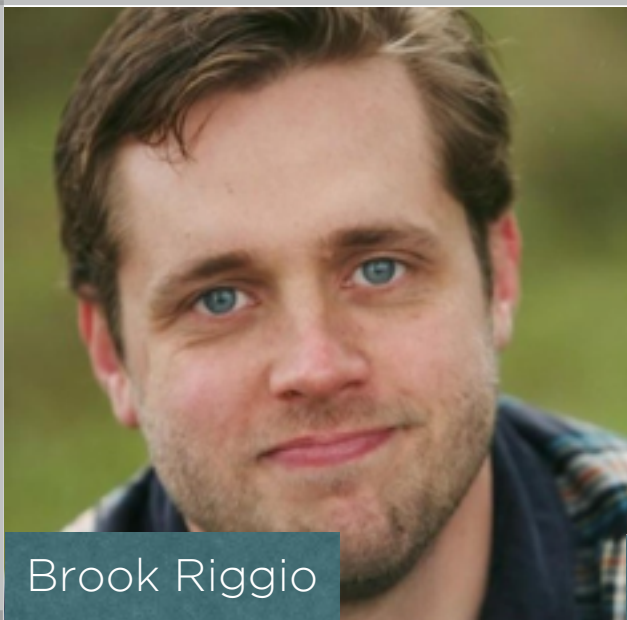# Code 301: Intermediate Software Development

Cesar Jimenez

Instructor / Developer

Brook Riggio

Ivan Storck

Jonathan Stallings

Brian Ray

Emily Aviva Kapor-Mater

Joel Stanner
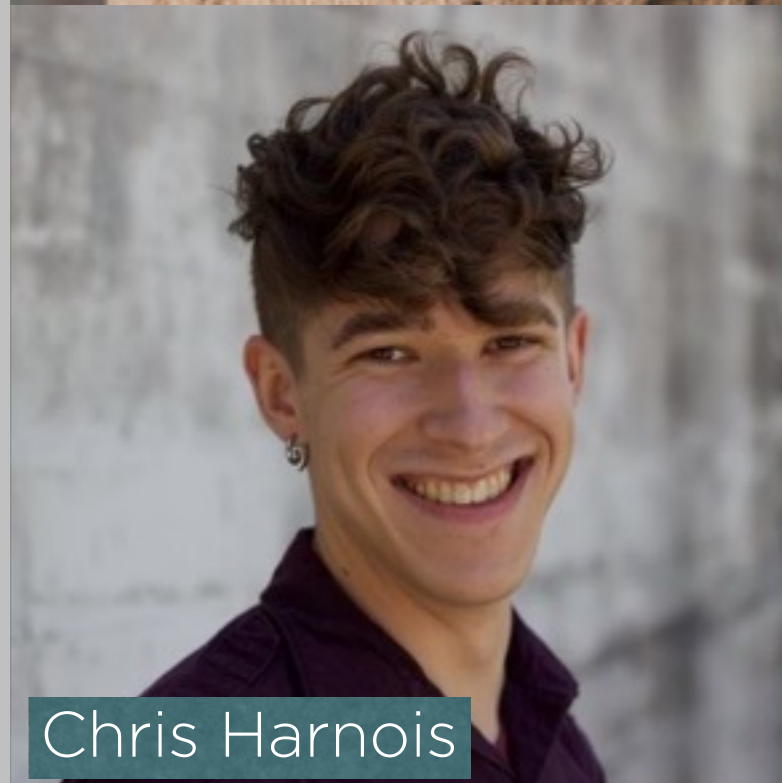
Mary Dickson

Code Fellows Organization Staff

Code Fellows Organization Staff

PLEASED
TO MEET YOU!

Why are we here?
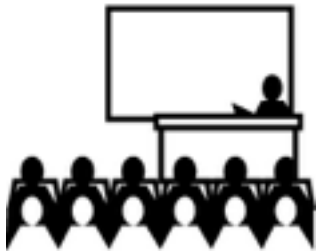
WEB DEVELOPERS

TWO WAYS TO LEARN
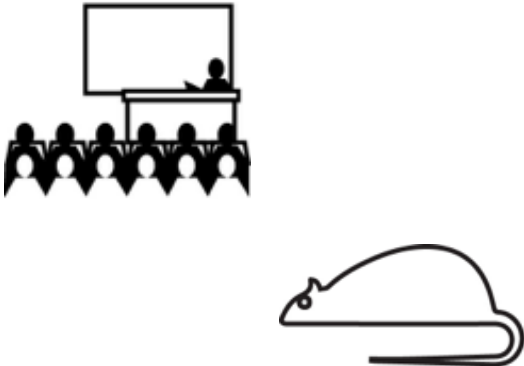
Paths:
➤ Shape behavior

➤ Are games to be played

➤ Lead people along

➤ Have predictable outcomes

➤ Are measurable

➤ Design every detail

➤ Are consumptive

➤ Create dependency

➤ Have a clearly defined purpose

➤ Lead to completion

➤ **End in an EXCHANGE**

Sandboxes:
➤ Create engagement

➤ Are spaces in which to play

➤ Let people explore

➤ Have unknown outcomes

➤ Are observable

➤ Under-specify the design

➤ Are generative

➤ Encourage autonomy

➤ Purpose is self-determined

➤ Lead to understanding

➤ **End in LEARNING & DISCOVERY**

DAILY SCHEDULE

6:30pm-9:30pm	6:30pm-9:30pm	9am-6pm
Class	Lab	Class + Lab

THE ADULT LEARNING CYCLE

➤ From the top going clockwise:

   ➤ The first exposure to a new concept.
     (lecture)

   ➤ Trying out the concept in the specific scenarios.
     (examples/demos)

   ➤ Working through a complete use case.
     (assignments/projects)

   ➤ Reviewing progress.
     (code review/discussion)
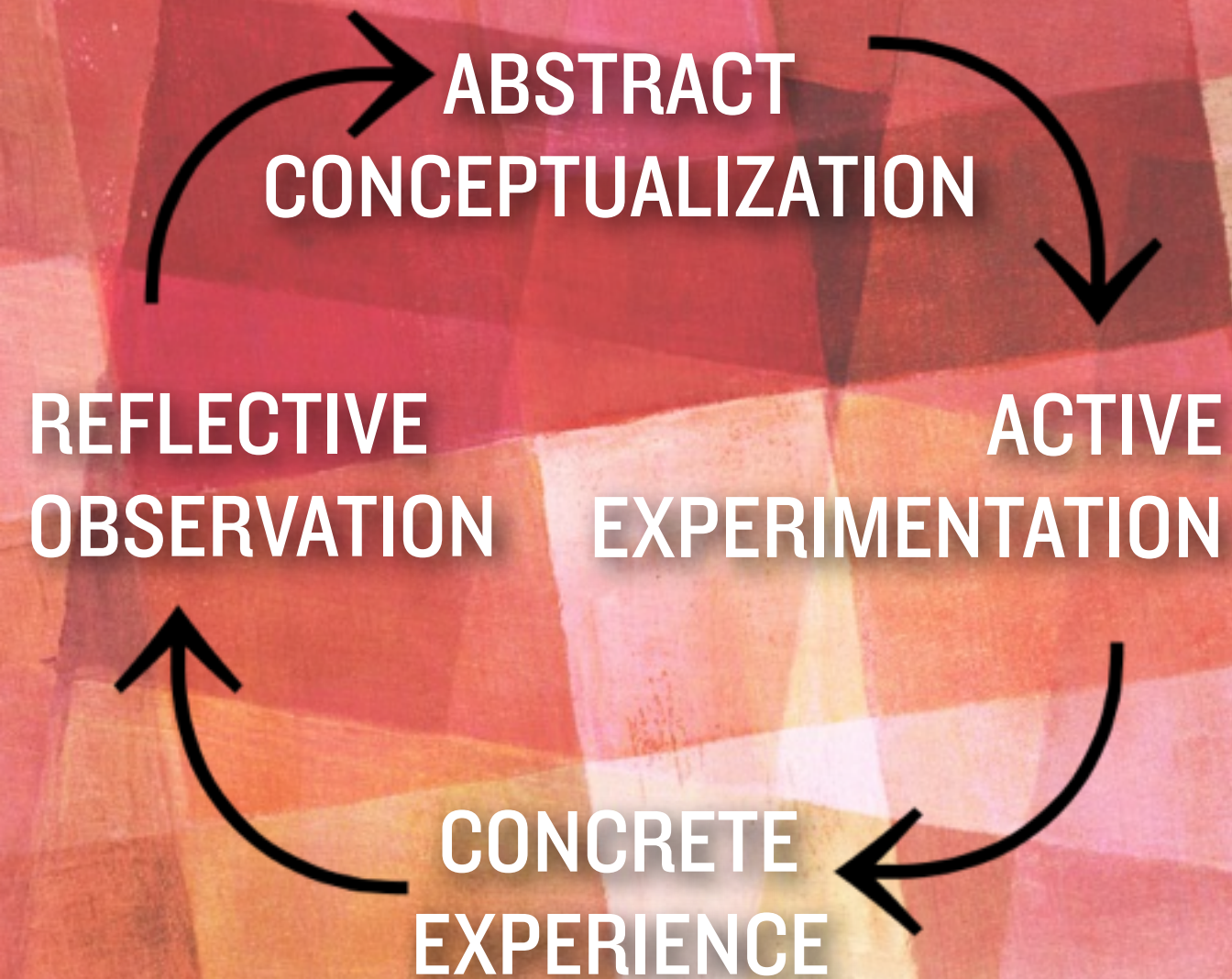
DON'T FORGET

➤ The more you **apply** your knowledge, the more you'll retain your knowledge.

➤ To help and teach others is how you **master** your skills.

Average student retention rate:

Lecture

10% Reading

20% Audiovisual

30% Demonstration

50% Discussion

75% Practice Doing

90% Teaching Others
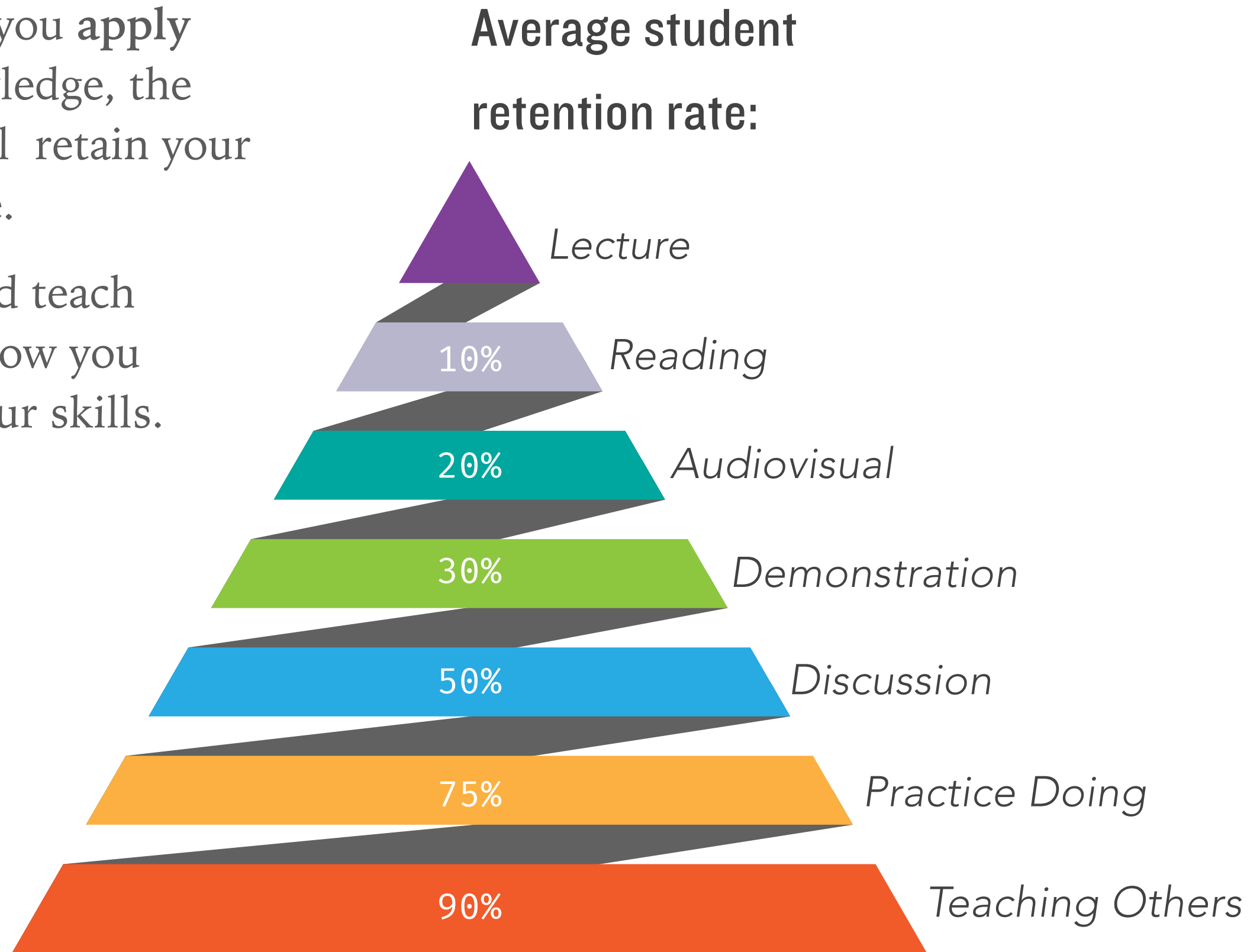
COLLABORATIVE LEARNING IS AWESOME!

HONOR CODE

As members of the Code Fellows community, each of us upholds and supports a high standard of personal, and community, honesty and integrity. We believe these values are critical to a community dedicated to learning, personal development, and a search for understanding. We consider them essential in promoting personal responsibility, moral and intellectual leadership, and pride in ourselves and our organization. (excerpt)

➤ Please read, acknowledge, and sign the Code Fellows Honor Code.

PLAGIARISM

➤ Please collaborate!

➤ Make sure to give proper attribution to sources you draw from for your projects.

➤ "_____ helped with _____"

➤ Add it to your README, or a collab.md doc in your repo.

➤ **Never** copy and paste code.

➤ If you want to use someone else's snippet, **RETYPE** it, so you can learn it, and think about how it fits in with your existing code.

NOT EVEN ONCE.

CODE OF CONDUCT

➤ We want an environment where every individual is safe and respected.

➤ Harassment and discrimination will not be tolerated.

➤ If you have concerns, please notify a member of the Code Fellows team.

➤ Read the full Code of Conduct:

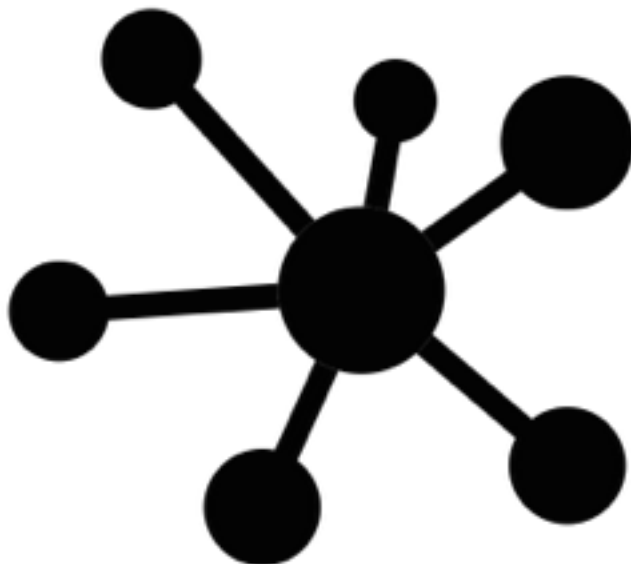 ➤ https://github.com/codefellows/code-of-conduct

"

Success in a diverse classroom comes from a balance of student **self-awareness** and **community acceptance** of others.

- Beth Morrow

CODE 301 STRUCTURE: MVC

Controller

Model

View

BUILD A BLOG

➤ Your demonstration of expertise

➤ A classic dev endeavor!

➤ All client-side

➤ MVC abstractions

➤ Mobile responsive!

Kilovolt Blog!

The shocking power of static pages

🏠 Home

📇 About

🐦 Twitter

⊙ GitHub

-- Filter by Authors --

-- Filter by Categories --

Overriding Wireless Solid state Hard drive Drivers

By *Roman Wiegand* published 1212 days ago

CODE 301 STRUCTURE: MVC

| Week 1 & 2: View	Week 3 & 4: Model	Week 5 & 6: Controller	Week 7 & 8: Projects
jQuery — DOM	AJAX & JSON	Routing	Team Project
jQuery — Events	Functional Programming	Managing State	Team Project
RWD	SQL	REST & APIs	Team Project
Templates	Joins & Relations	Beyond MVC	Team Project
Pair Project	Pair Project	Team Project	Presentations!

THE STRUGGLE IS REAL

RISE TO YOUR CHALLENGE

➤ Everyone learns at different rates. Don't compare yourself to others.

➤ This program is designed to be **intense**.

➤ Adjust your expectations and understand that frustrations will come and go, as will small victories.

GRADING

➤ A **90%** overall grade is required to pass this course.

➤ Penalty for late work:

  ➤ Stress

  ➤ Dissonance

➤ No assignment submissions during project week

➤ 90% attendance required.
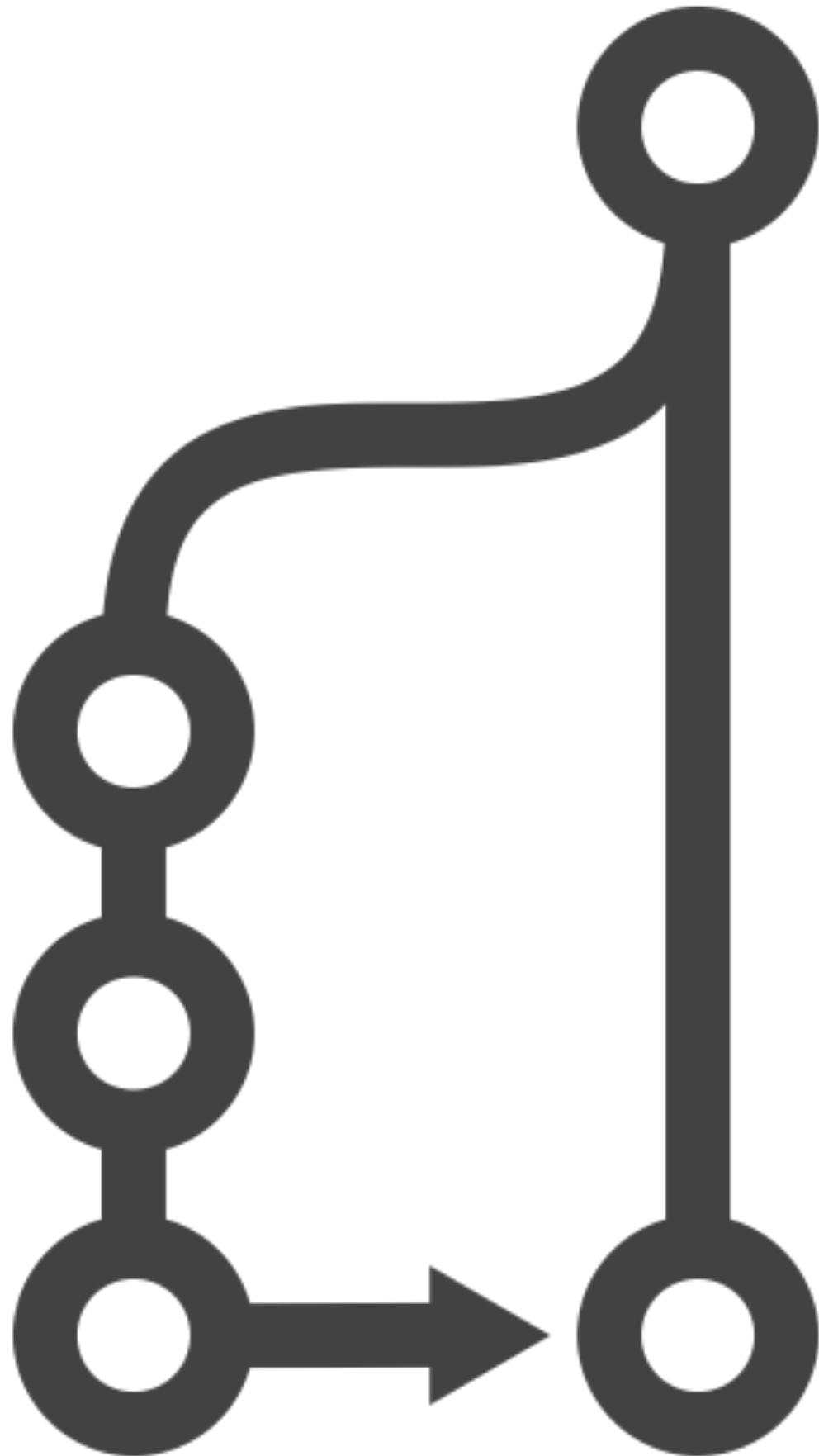
TURNING IN WORK

➤ You will create repositories on GitHub for assignments and projects.

➤ All work is done in a branch.

➤ When complete, make a Pull Request to master.

➤ On Canvas, you will turn in a link to the Pull Request that corresponds to the assignment.

CANVAS: MODULES

▾ Week 1

Class 1

💬 Read: JS & jQ 293-325

🅰️ Code: Class 01 Assignment

🅰️ Bonus: Class 01 Extra Credit Path Assignment

Class 2

💬 Read: JS & jQ pp 326-366

🅰️ Code: Class 02 Assignment

🅾️ Review: Quiz I

🅰️ Bonus: Class 02 Extra Credit Design Path

Class 3

💬 Read: Shay Howe's Intro and Dale Sande's Intro

🅰️ Code: Class 03 Assignment

🅰️ Bonus: Class 03 Extra Credit Responsive Layouts

CANVAS: CALENDAR

MON	TUE	WED	THU	FRI
30	**1**	**2**	**3**	**4**
💬 **8:59a** Read: JS & jQ 293-3:	📅 **9a** Class Time	📅 **9a** Class Time	📅 **9a** Class Time	📅 **10a** Class Time
📅 **9a** Class Time	💬 **8:59p** Read: JS & jQ pp 32(	💬 **8:59p** Read: Shay Howe's I	💬 **8:59p** Read: Handlebars an	🅰 Bonus: Class 05 Extra Cre
🅰 Bonus: Class 01 Extra Cre	🅰 Bonus: Class 02 Extra Cre	🅰 Bonus: Class 03 Extra Cre	🅰 Bonus: Class 04 Extra Cre	💬 Class 05 Read: TBD
🅰 Code: Class 01 Assignmer	🅰 Code: Class 02 Assignmer	🅰 Code: Class 03 Assignmer	🅰 Code: Class 04 Assignmer	🅰 Code: Class 05 Pair Projec
💬 Discuss: TBD	❓ Review: Quiz I		❓ Review: Quiz II	🅰 Feedback: Week 1
7	**8**	**9**	**10**	**11**
📅 **9a** Class Time	📅 **9a** Class Time	📅 **9a** Class Time	📅 **9a** Class Time	📅 **10a** Class Time
💬 **8:59p** Read: JS & jQ pp 36	💬 **8:59p** Read: JS & jQ pp 53(	🅰 Code: Class 08 Assignmer	💬 **8:59p** Read: Class 09 TBD	💬 **8:59p** Read: Class 10 TBD
🅰 Bonus: Class 06: Intro to A	🅰 Code: Class 07 Assignmer	💬 Read: Class 08 TBD	🅰 Code: Class 09 Assignmer	🅰 Code: Class 10 Pair Projec
🅰 Code: Class 06 Assignmer	❓ Review: Quiz III		❓ Review: Quiz IV	🅰 Feedback: Week 2
14	**15**	**16**	**17**	**18**
📅 **9a** Class Time	📅 **9a** Class Time	📅 **9a** Class Time	📅 **9a** Class Time	📅 **10a** Class Time
💬 **8:59p** Read: Class 11 TBD	💬 **8:59p** Read: Class 12 TBD	💬 **8:59p** Read: Class 13 TBD	💬 **8:59p** Read: Class 14 TBD	💬 **8:59p** Read: Class 15 TBD
🅰 Code: Class 11 Assignmer	🅰 Code: Class 12 Assignmer	🅰 Code: Class 13 Assignmer	🅰 Code: Class 14 Assignmer	🅰 Feedback: Week 3
	❓ Review: Quiz V		❓ Review: Final Quiz	

CANVAS: SETTINGS

Brook Riggio's Settings

Full Name:*

Brook Riggio

This name will be used for grading.

Display Name:

Brook Riggio

People will see this name in discussions, messages and

Sortable Name:

Riggio, Brook

This name appears in sorted lists.

Default Email:

brook@codefellows.com

Language:

System Default (English (US))

This will override any browser or account settings.

Time Zone:

Pacific Time (US & Canada) (-

SURVEYS

FACILITIES

➤ Door codes

➤ Classroom/Lab location

➤ WiFi

➤ Kitchen

➤ Bathrooms

STAYING ALIVE

➤ Maintain **balance.**

➤ Stay connected to support networks.

➤ If you neglect sleep, your focus and ability to retain knowledge will suffer. Take naps!

RESOURCES AND ATTRIBUTIONS

➤ http://www.doctorpreneurs.com/wp-content/uploads/2015/08/Learning-Pyramid-synap.jpg (with improvements by Dexter Lesaca)

➤ https://row2row.files.wordpress.com/2015/06/struggle1920x12001.jpg

➤ https://en.wikipedia.org/wiki/Kaizen

➤ Vectors from nounproject.com created by: Richard Slater, Pham Thi Dieu Linh, DesignNex, Hannah Strobel, Steve Morris, Dmitry Mirolyubov, Alex Fuller, Alexander, Renee Ramsey-Passmore, and Creative Stall.

➤ Stephen Anderson - From Paths to Sandboxes: https://vimeo.com/110333993