CODE FELLOWS

Code 301: Intermediate Software Development

CF STAFF YOU MAY ALREADY KNOW
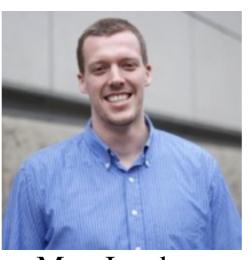
Jordana Gustafson
Director
PDX Campus

Marty Nelson
Principal Instructor
PDX Campus

Lindy Levinson
Director of Admissions

Al She
Lead Instructor
PDX Campus

Max Jacobsen
Lead Teaching Assistant
PDX Campus

Karinne Breidenbach
Admissions

CF STAFF YOU MAY KNOW OR MEET

Ivan Storck
Co-founder /
code guru

Brook Riggio
Lead Instructor /
Co-founder

Will Little
CTO / Co-founder

Brandy Rhodes
Director, SEA Campus

Sarah Fischer
Digital Marketing Mgr.

Dave Parker
CEO

Jeff Malek
COO

Mitchell Robertson
VP Business
Development

WEB DEVELOPER

WEB DEVELOPERS ARE CONSTANTLY LEARNING

Paths:

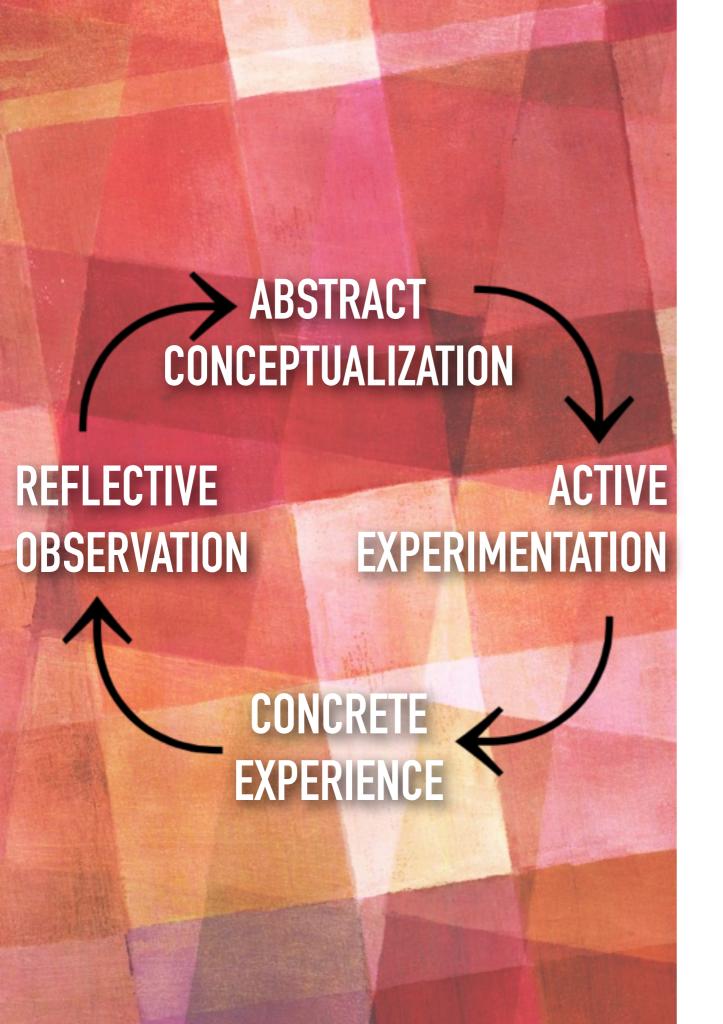➤ Shape behavior

➤ 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

➤ Underspecify the design

➤ Are generative

➤ Encourage autonomy

➤ Purpose is self-determined

➤ Lead to understanding
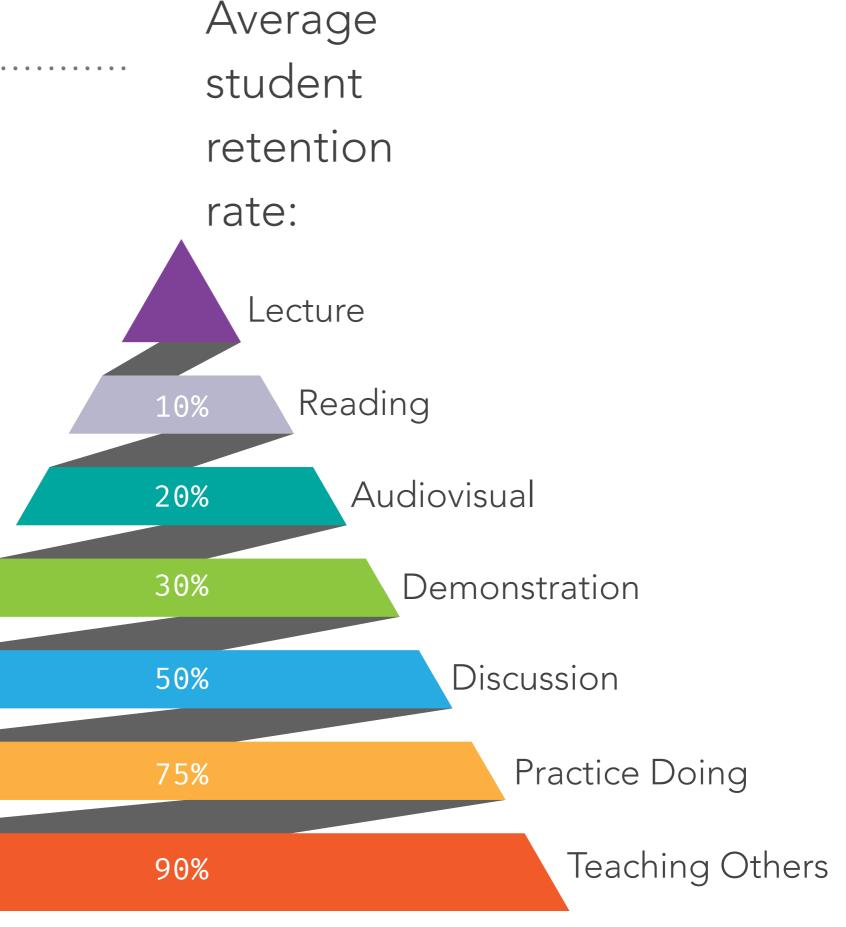
➤ End in LEARNING & DISCOVERY

DAILY SCHEDULE

8-11:30am	11:30-12:30pm	12:30-5pm
Class	Lunch	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)

ABSTRACT CONCEPTUALIZATION

REFLECTIVE OBSERVATION

ACTIVE EXPERIMENTATION

CONCRETE EXPERIENCE

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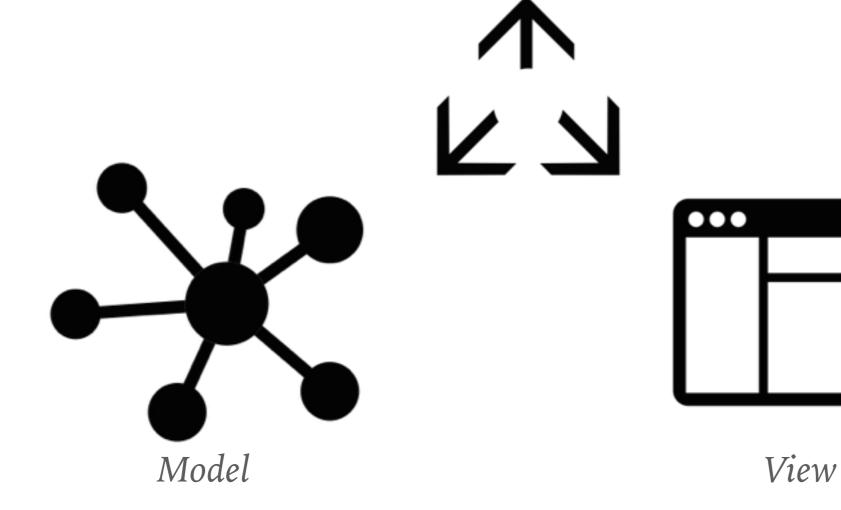
    ➤ https://github.com/codefellows/code-of-conduct

"

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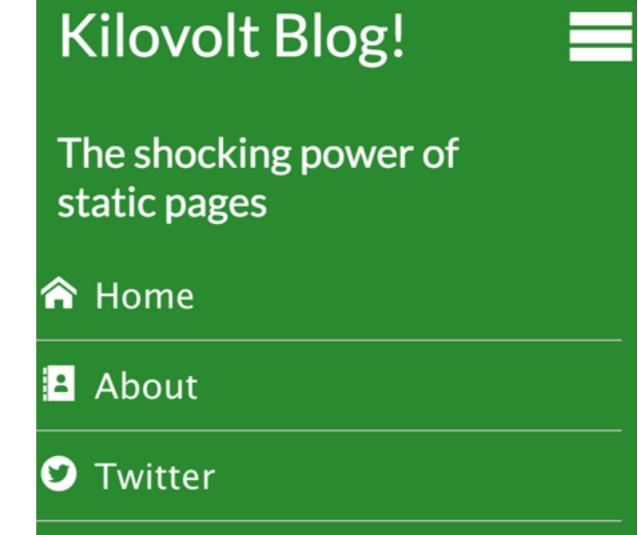
Beth Morrow

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!

CODE 301 STRUCTURE: MVC

Week 1: View	Week 2: Model	Week 3: Controller	Week 4: Projects
RWD	AJAX & JSON	Routing/WRRC	Team Project
jQuery — DOM	Functional Programming	Managing State	Team Project
jQuery — Events	SQL	REST & APIs	Team Project
Templates	Joins & Relations	Beyond MVC	Team Project
Pair Project	Pair Project/TP	Team Project	**Project presentations**

STACKED LEARNING

	day 1	day 2	day 3	day 4	day 5	day 6	day 7	day 8
	C1	C1	C1	C1	C1	C1	C1	C1
		C2	C2	C2	C2	C2	C2	C2
			C3	C3	C3	C3	C3	C3
				C4	C4	C4	C4	C4
					C5	C5	C5	C5
						C6	C6	C6
							C7	C7
								C8

C	Concept
	I kinda get it
	I'm getting it more
	realizing I didn't get it
	...ed it on my own
	realized I used it wrong
	...used it right
	...hen to and not to use it

STACKED LEARNING

Code 201

➤ **Competency** (you can figure it out) in basic JS, HTML, CSS, & OOP

Code 301

➤ **Proficiency** (familiarity/comfort) in basic JS, HTML, CSS, & OOP

➤ **Competency** in basics of: Agile development, MVC, jQuery, functional prog., async prog., routing, SQL, HTML templates, WRRC, routing, REST
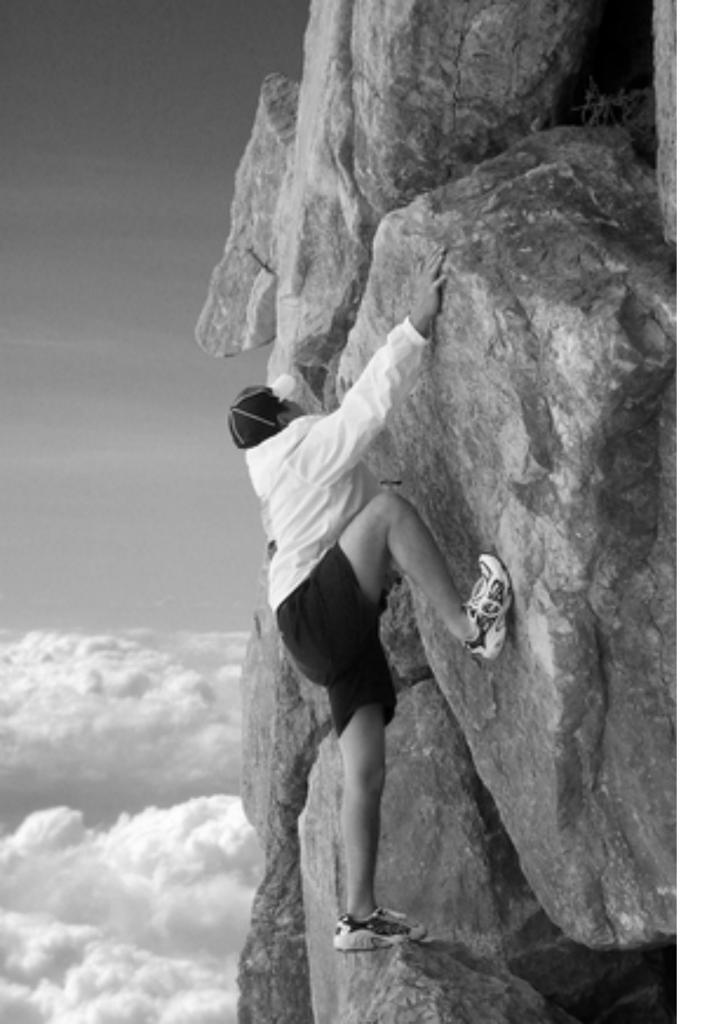
STACKED LEARNING

Code 401 - Initial

➤ **Fluency** in basic JS, HTML, CSS, & OOP

   ➤ **Proficiency** in basics of: Agile development, MVC, jQuery, functional prog., async prog., routing, SQL, HTML templates, WRRC, routing, REST.

      ➤ **Competency** in more advanced aspects of majority of previous items.

      ➤ **Competency** in the MEAN stack.

Code 401 - Final

➤ **Fluency** in majority of the above areas
   more fluent = more likely to find work sooner/better offer(s)

EXPECTATIONS

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.
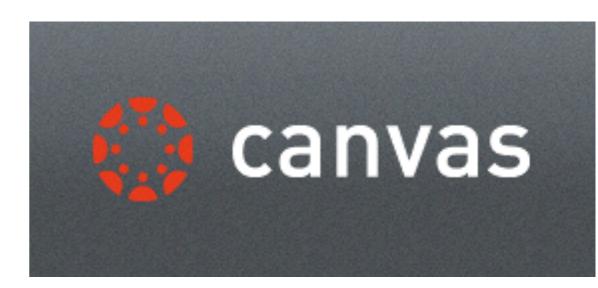
EXPECTATIONS

➤ We care about your career success.

➤ We define and help, but you do the work.

➤ 301 is **challenging**. 201 to 301 is a jump in difficulty and pace.

  ➤ You are **not** expected to find it easy, nor to understand each topic right away.

  ➤ Having no idea is **OK** and normal.

  ➤ You are here to learn **how** to figure out new things in software development. When you solve a tough problem in this class, be proud of your solution, but even more proud every time you **learn** a new way to find solutions.
  You're expected to keep *learning **how to learn***.

EXPECTATIONS

➤ 301 is **immersive**. To gain strong coding skills and perform well, you need a **ton** of coding practice. Read, talk, listen, but above all, **WRITE CODE**.

  ➤ Time management: target 2 hours pair lab + 2 hours solo lab, but you mange your time. Leave as much time as possible to "play in sandboxes" after lab.

  ➤ Lectures to target labs and provide details on exactly what to focus on in labs.

➤ Code reviews to focus on code analysis (logic) and "JS-speak".

➤ Final projects: minimum viable product ("MVP") required, but other technologies encouraged.

GRADING

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

➤ Penalty for late work:

  ➤ Stress, fall behind

  ➤ 20% penalty

➤ No assignment submissions during Project Week

➤ **90%** attendance required

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.
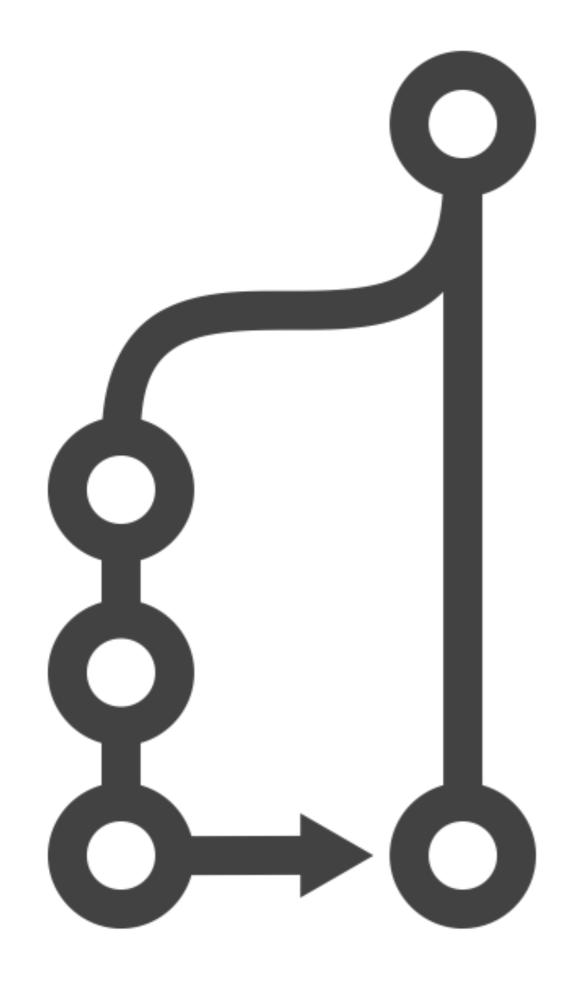
Time Zone:
> Pacific Time (US & Canada) (- ▾

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	

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.

SURVEYS

改善

FACILITIES

➤ Door codes

➤ WiFi

➤ Classroom, lab/conference rooms, extra monitors

➤ Kitchen

➤ Bathrooms

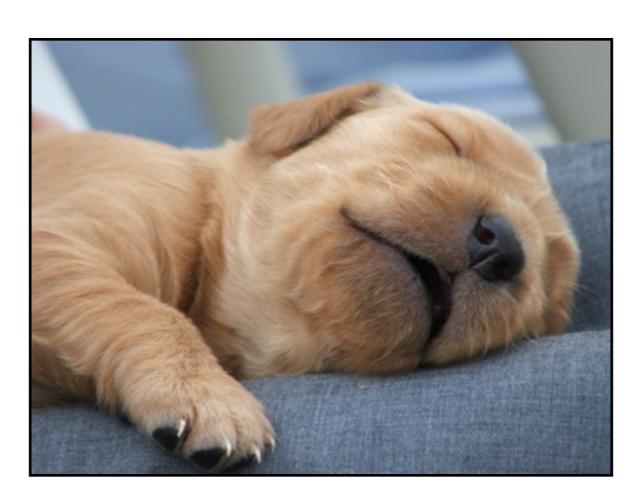# OUR FAVORITE LUNCH SPOTS

1. Food carts!
2. Chipotle
3. Cafe Yumm, Freshii
4. Floyd's ? Breakfast burrito!!
5. Many others within walking distance.

STAYING ALIVE

➤ Maintain **balance.**

➤ Stay connected to support networks.

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

POP QUIZ ON . . .
. . . YOU!

INTRODUCE YOUR CLASSMATE!

Pair up with a classmate you didn't know before Code 201. Spend 2 minutes to learn about your classmate, then spend 2 minutes telling your classmate about yourself. Learn these items(take notes if needed), then report on your classmate to the whole class.

    A. Full name. How is it spelled?

    B. Why he/she is here in 3 words. Find the why behind the why.

    C. Something you've done to improve a community, or to cheer up others.

INTRODUCE YOURSELF

➤ Your name

➤ Where you're from

➤ Why you're taking 301

➤ A little known fact about yourself

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