

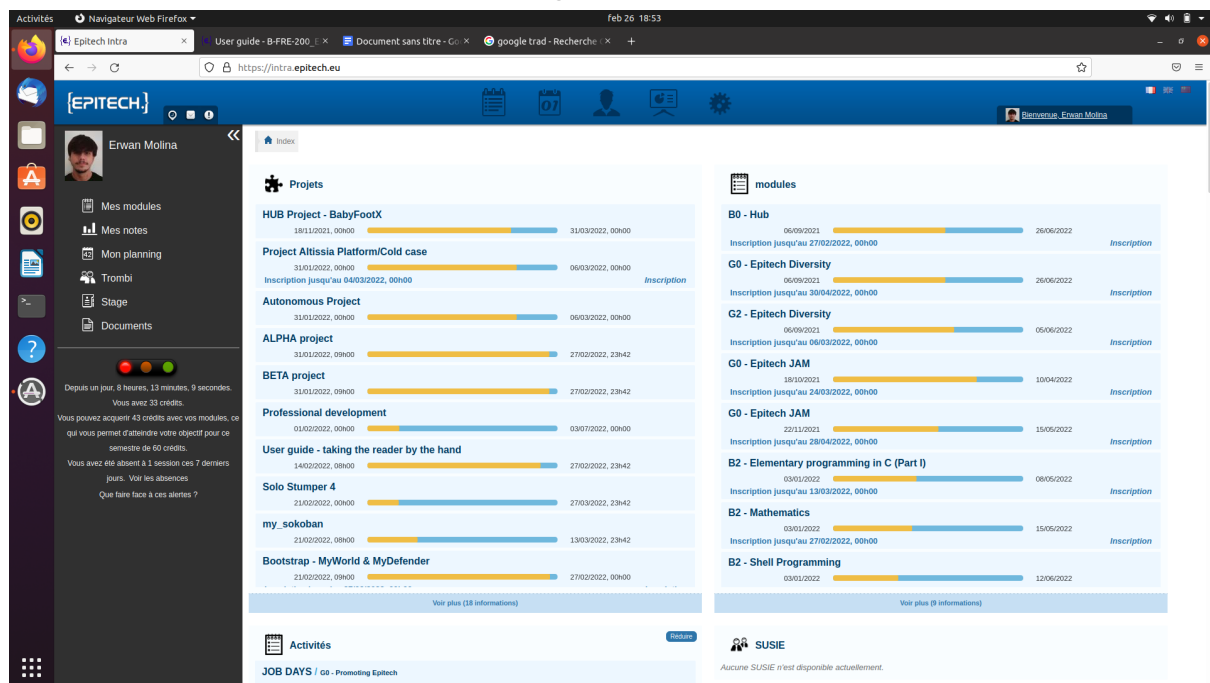
ALL THE WAYS TO REGISTER TO A PROJECT

HOW TO START

First of all, it might seem obvious but go to the epitech intra

-> <https://intra.epitech.eu/>

You should arrive on the main page of the intranet.



Main Page

As you can see, there are **two** main categories.



Projects and modules

If you are new at epitech do not worry if you have no projects or modules below each category

The element that will interest us now is the modules category.

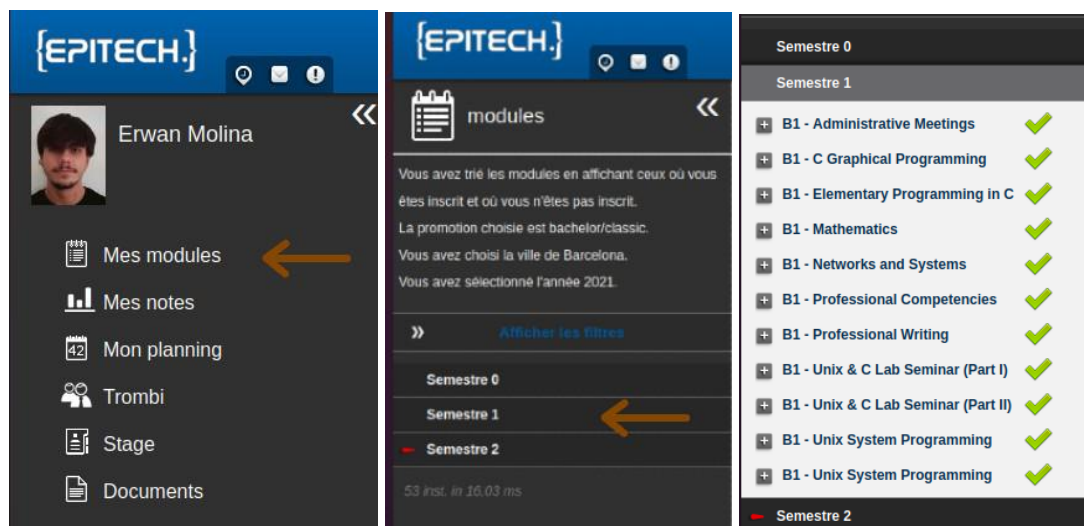
To register for a project, you must first register for the module in question.

Let's take a look at how to do that !

MODULES

Each module contains a number of projects, which will define the number of credits to be won according to the difficulty of this one.

First of all you need to click on the my modules button in the left part
Follow the tutorial below:



main page

modules page

As you can see the modules are organized by semester.

I strongly recommend that you register for each module and project of semester 1.

Let's see Elementary Programming in c

B2 Elementary programming in c part 1 module

B2 - Elementary programming in C (Part I) (B-CPE-200) (BAR-2-1) (5 crédits)



S'inscrire

5

Voir les inscrits

1



Cacher les informations du module

Description du module

TOPICS COVERED:

In a variety of ways, this unit will train you in (and allow you to practice the basics of) programming and problem analysis and the division and meticulous implementation that they demand.

Compétences à acquérir

The goal of this unit is to acquire the skills to be able to create any project in C.

TECHNICAL SKILLS:

- data structures (linked lists, arrays)
- loops and conditioning systems
- pathfinding
- maze generator/resolver

PERSONAL SKILLS:

- Accuracy and the ability to structure a program
- The ability to read and understand a project topic.

GROUP SKILLS:

- The ability to work in a group and complete a project from start to finish.

Crédits disponibles 5

Semestre par défaut 2

3

4

Responsable(s) de module



garance...

2

Prof(s)



orion2.fa...

Toutes les activités

Cours

Tutoriaux

Projets

Rendez-vous

All the modules are organized the same way.

1. The Timeline

represents the time remaining before the end of the registration and before the end of the modules

2. The Module Responsables

Are the representants of the module

3. Description and Skills

short description of the modules and skills to be acquired

4. Credits

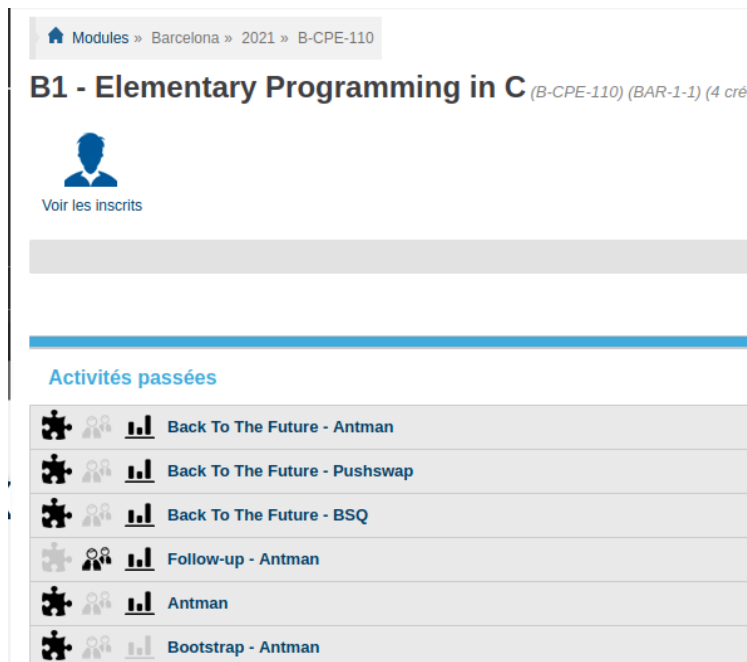
This shows the number of credits that can be gain

5. Registration

button to register to a module

PROJECTS

now that you know how to go to a module like a real epitech student, let's move on to the main course



You can see in the elementary module, some projects at the bottom of the image.

- Bootstrap
some exercise to start the projects
- Follow Up
a check up of your advance
- Back to the future
do again the projets to have the credits
- Projects
the differents projects of the modules

Let's take a look together at a project.

B2 Graphical MyWorld

Modules » Barcelona » 2021 » B-MUL-200 » MyWorld

MyWorld (B2 - C Graphical Programming) (BAR-2-1)

[S'inscrire](#) 4

1

Ce projet se terminera dans 22 jour(s)
Fin des inscriptions le 06/03/2022, 23h42
Projet à réaliser par groupe de 2 à 2 étudiants
Ce projet est à rendre le 20/03/2022, 23h42

Vous pouvez vous inscrire à ce projet jusqu'au 06/03/2022, 23h42

Description du projet :

projets/B-MUL-200/B2/Programmation-Graphique-en-C-MyWorld
B-MUL-200_my_world.pdf

2

1 groupe(s) inscrit(s) pour un total de 2 étudiant(es), il reste 17 étudiant(es) sans groupe.

[Accéder aux notes \(pas de notes encore disponibles\)](#)

Groupe(s) 3

« Minecraft2.0 »

david-alejandro.cedillo-guzman confirmed

dylan.silva-salazar confirmed

1. The Timeline

represents the time remaining before the end of the registration and before the end of the modules.

2. The PDF

the project pdf, read it !

3. Groupes

Some projects are done in groups; you can see it below the projects sections.

4. Registration

button to register to the projects

That's it ! Now you know how to register for a module and his projects.