

# CODER

## FOUNDRY

### SYLLABUS

### Prerequisites for Course Admittance:

- Experience coding in an object-oriented language ( C#, Java, C++, Objective-C, or Python )
- Basic understanding of HTML
- While not required, a 2- or 4-year degree in Computer Science, Information Systems, Mathematics, or a similar field is preferred
- Applicants must pass our online programming skills assessment and personal interview with the Skills Assessment Team prior to being admitted

### Prior to the start of class, you will need to have:

- A personal laptop meeting the following requirements:
  - 2.0 GHz or faster processor
  - 4 GB RAM or better
  - HDMI input
  - Windows 7 or newer operating system
    - *MacBooks running Windows in a virtual environment like BootCamp are acceptable*
- \* Machines meeting these requirements may be purchased at Wal-Mart, Best Buy, Amazon.com and other retailers for as little as \$340.
- The following software installations ( all free versions ) :
  - Visual Studio 2013 Community with Update 4
    - <http://www.visualstudio.com/downloads/download-visual-studio-vs>
  - SQL Server Express 2014 with Tools
    - <http://www.microsoft.com/en-us/download/details.aspx?id=42299>
  - Google Chrome
  - Git desktop client (prefer either GitHub for Windows or Atlassian SourceTree)
    - <https://github.com/>
    - <http://www.sourcetreeapp.com/>
- A professional e-mail account
  - *ThorWishesHeWasMe@gmail.com, TeddyBearsRule@yahoo.com, and OneHotNerd@hotmail.com are **NOT** professional e-mail accounts!*
- A Github account
  - <https://github.com/>
- A Microsoft online account
  - <https://signup.live.com/>

# Instructor

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## Course Description

This is a fast-paced, interactive learning experience that employs a learn-by-doing theory of education. Lectures are typically short in duration - 45 to 60 minutes - during which essential skills related to the next development project are taught. Lecture sessions are followed by extensive and intense coding sessions focused on solving real-world problems. Upon completion, you will have in excess of 600 hours of coding experience during which you will have built multiple real-world projects, several of which will be made available for viewing by prospective employers on your personal website.

You will be treated as an “employee” of Coder Foundry during your time in the course, with project specifications, deadlines and accountability interviews.

## Grading

We follow a grading pattern similar to that of an employer as opposed to those used in a school setting. You will be assigned a Pass/Fail grade based upon your performance on the course projects according to the project specifications and deadlines. Simply put, students who complete the projects as required and on time receive a passing grade and job placement.

## Class Policies

Attendance is mandatory, just as it is on the job. Students who accrue more than four (4) absences for any reason may be dropped from the course without warning. Absences, regardless of the reason, have no effect on project specifications or deadlines. A project that is incomplete or late is a failed project, regardless of the reason.

Homework will be assigned throughout the course. Unless otherwise specified, you will be expected to arrive the following class day with the assignment completed. Failure to do so will result in you being considered absent for that day. Such an occurrence will be counted toward your four (4) allowable absences.

Disruptive behavior is unacceptable in any classroom. Students will not engage in non-class-related behavior (such as other employment activities, telephone conversations, video conferencing, online shopping, social networking, online videos or movies, video gaming or gambling, grooming, napping, or other behavior that is inappropriate to a work environment) while in class. You may be asked to leave for the day and considered absent should such behavior occur. Persistent behavior of this type will result in you being dropped from the course. Respectful heckling of the instructor is permitted in moderation.

Academic and professional integrity are of the utmost importance. Your work must be your own. While we encourage our students to assist and learn from one another just as they would in a work environment, ultimately you are responsible for your own work. Submitting a project that is not your own work is absolutely unacceptable and will result in immediate dismissal from the course.

If you have specific needs as the result of any disability, please inform the Coder Foundry team prior to beginning the course so that necessary accommodations may be made.

## Textbook(s)

We pride ourselves on our ability to sit at the leading edge of development technologies, and do not teach from an official text book. We do provide students with a brief C# reference guide (*C# 5.0 Pocket Reference: Instant Help for C# 5.0 Programmers* by Joseph Albahari and Ben Albahari) at the beginning of the course, in addition to a variety of online references.

# COURSE SCHEDULE

Week	Topics	Project(s)
1	Git Visual Studio HTML CSS Bootstrap Javascript/JQuery Microsoft Azure	Personal Website Bootstrap Exercises Javascript Exercises
2	C# MVC ( <i>Authentication and Authorization, View Models vs. Data Models, Code First Database Development</i> )	C# Exercises CRUD Project
3	MVC ( <i>Partial Views, Paging, Search and Filtering, LINQ</i> ) SQL ( <i>Commands and Syntax, Database Design, Stored Procedures</i> )	CRUD Project
4	MVC ( <i>Scaffolding, More LINQ</i> ) More SQL	Midterm Project (Bug Tracker)
5	Project Development	
6	Project Development	
7	AngularJS ( <i>Controllers, Directives, Services</i> ) MicroORMs ( <i>InsightDB</i> )	REST Project
8	AngularJS ( <i>Views, Routing</i> ) Web API ( <i>Controllers, Routing, Messaging, Client Model &amp; Handler, Hosting, Security</i> )	
9	More Insight Database More Web API	Final Project (Financial Portal)
10	Project Development	
11	Project Development	
12	Project Development	