Advanced Programming Individual Learning Requirements and Contract

Create an individual PIP worth 25% of my trimester grade* that is graded based on

- Percent of time (minutes out of 70) each class hour on task
  - ie: 65/70 = 92%
  - ie: 60/70 = 85%
- Percent of **new** knowledge and skills I attained in the 1050 minutes of remaining class time (3 weeks, dial as needed)
  - Must include links to tutorial videos you watched
  - Must include summaries of specifics you learned from the videos
  - Must demonstrate specific examples of new skills learned
- Quality and **advanced level** knowledge (well beyond my current skills) demonstrated in my finished product
  - Product that merely repeats what you already know = 0 % F
- Github wiki page must have daily details Day1, Day2 … listing specific accomplishments
  - Example: Day 1, I watched (provide link) 12 minutes of this 30 minute video. I learned how to (describe exactly what you learned that you did not previously know). I then used the next 25 minutes to create this sample (graphic or video)
  - Example table for your portfolio page

Day		
Day 1	Tutorial watched <-link (___ minutes) Summary of above	What I produced to demonstrate learning <-link
Dyh 2		

- Deductions for any time my phone is being used (unless I have permission relevant to my work for those few minutes). Daily minutes are cumulative.
  - 1% point deduction per minute each day, so 2 minutes one day, 3 another day = 5% point deduction from the total PIP score
  - ie: PIP score of 90% would become an 85%

*Note:can change the trimester grade substantially for better or worse

Reminder: You are responsible to make up any class time that you miss. Document when you made up the missed minutes in your portfolio. Example entry in your portfolio table: I missed 30 minutes of class on Thursday so I worked at home 9-9:30pm and then included what you accomplished.

Project Ideas:

a. Pursue Cybersecurity
b. Java Graphics (Swing)
c. Advanced Algorithm research
d. Different Languages (nodejs, swift, android, unity, assembly ;), etc)
e. Embedded Systems (your teacher is an expert at embedded systems!)
f. Other Project Ideas

Commit this Contract to your github:
https://classroom.github.com/a/UMV6gocs

3-week Summary:	-Something with graph theory, maybe a project from here: https://math.ou.edu/~kmartin/graphs/projects.html -Will have a more solid direction after I learn a little more
Potential sources of information:	MIT OpenCourseWare GeeksForGeeks
Signature