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) <u>each</u> 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
Day 2 5/13	Disappear from existence	

- 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 <u>each</u> day, so 2 minutes one day, 3 another day = 5% point deduction from the <u>total</u> 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:	We are going to learn how to imbed images and sound into code. We will spend the first week just learning how to do that, doing research and basic practice. Then the next two weeks we will attempt to make a board game, probably Sorry, unless we realize that we are in wayyyyy over our heads. If not, we will just showcase our knowledge and make a simpler program that still uses sound and images.
Potential sources of information:	Youtube, geeksforgeeks, java.com, stackoverflow.com
Signature	