



Hi Jabulile 🙌

Welcome to the start of your journey on improving people's lives through meaningful development.
We're excited to have you onboard.

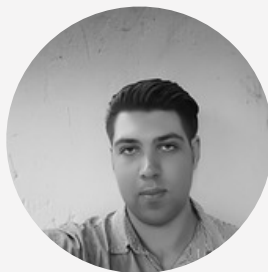
Meet the Learnership Team



Kelly
Head of People



Eben
Test Engineering Lead



John
Mentor



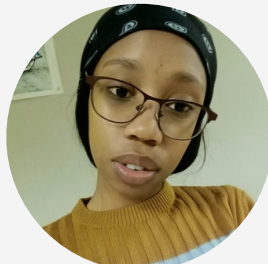
Mpho
Learner



Matso
Learner



Keo
Learner



Jabulile
Learner



Kulani
Learner

Meet the Testing Chapter



Wilmar
Head of Engineering



Eben
Test Engineering Lead



Jandré
Health



Itani
Health



Zolani
Vitality



Pearl
HealthID



Thato
HealthID



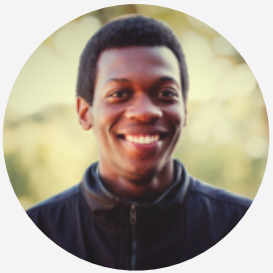
John
Vitality UK



Zinhle
Vitality UK



Sherman
Vitality UK



Nkosilathi
Core



Siviwe
Vitality UK

Principles



Quality

We put care and consideration into our products, and strive for the highest development and industry standards.



Maintainability

We focus on working smarter, not harder, and take future developers into consideration by writing code everyone loves to work with.



Clarity

Clear communication is key to success. From client interactions straight through to code reviews.



Stability

We are all excited to use the latest technologies, but as experts we know that using the predictable implementation is the most reliable.



Responsibility

As developers we take responsibility for our work and hold each other accountable when the team has committed to something.



Feedback

Giving and receiving feedback is critical to growing as an individual and as a team.

The Essentials



Xcode

Xcode is our preferred IDE for iOS development and most of our apps support the previous 2 OS versions.



Git

Tower is the preferred source control tool, although you are more than welcome to run with Source tree or straight from the terminal.



Zeplin

Zeplin makes the relationship between developer and designer something out of a fairytale. Zeplin is the one stop shop for all your design needs.



Slack

Slack is our communication tool. We use it to discuss anything and everything. There's an iOS, MacOS and Android app so be sure to grab it.



Lattice

Lattice is where you will track and manage performance goals. You'll also get feedback from your Engineering Lead and peers too.



Harvest

Harvest is the time tracking tool we use to bill clients. Be sure to track your time as accurately as you can, make sure there are no spelling mistakes and submit your timesheets on time.

Glucode Learning

Culture and approach

By now you should have familiarised yourself with MacOS. You will be using only MacOS so play around in it and get comfortable, it is a great OS. We will be using a variety of tools but we will work through them ensuring that you know their purpose and fit. At times it might be a lot, but hang in there you can do it. We have a specific way of doing things and the culture is very important to us. Some of these ways might be new to you and we want to give you the best possible start.

A day in the life of a learner

We have sessions every day. They usually are 1 hour sessions and you will receive some self study reading and practice assignments during this time. Please ensure that you log the time appropriately as this will greatly assist you when you need to compile your proof of evidence. Please ensure that any assignments are stored on Bitbucket. This is not only great for us to track progress, but also a great reference for you should you need to go back.

As you learn more you will get the opportunity to shadow some of the test engineers and perhaps even get the opportunity to work on a project.

What you can expect

Week 1

Introduction to your squad buddy. What is a squad buddy? A squad buddy is your go-to guy for questions. If you get stuck on a specific task or you have questions, your squad buddy will be there to assist or direct you to the correct individual. Try to figure things out on your own, but identify when you are stuck and need help. Get up and running with your communication channels. We use a bunch of channels to stay engaged and informed.

Your next steps:

- Starting in a new operating system can be daunting. Getting proficient takes time but here are some resources to give you a start: <https://books.apple.com/za/book/employee-starter-guide-for-mac/id1333888349>
- Say “Hi” in slack – start in #palm-beach and join the #coffee-buddies channel. Here is a guide on slack to get you started > <https://slack.com/intl/en-za/help/articles/218080037-Getting-started-for-new-members>
- Add avatars where possible, we believe in putting a name to the face. This includes Slack, Harvest, BambooHR, Lattice etc. Please also add the necessary detail to these channels about yourself.
- Please setup 2FA for all accounts. If you are unfamiliar with 2FA, read this > <https://searchsecurity.techtarget.com/definition/two-factor-authentication>
- We take security very seriously and would prefer that you set up a new Glucose specific iCloud account. Please don't use any document syncing as we have OneDrive for this. This is very important. Client specific content should live in OneDrive.
- We use Xcode a lot. Please download it from the Mac app store and use the Help feature to work through the interface. It will be useful in the coming weeks. In Xcode go to Help > Xcode Help > Welcome to Xcode.
- You will be using Bitbucket for source control. Please setup a new account. The username structure should be {firstname}-glucose. Also set up SSH keys to access this accounts. If SSH keys are new to you, read this > <https://confluence.atlassian.com/bitbucket/set-up-an-ssh-key-728138079.html>

What you can expect

Week 2 and beyond

You should be comfortable working on MacOS. We will begin with the content this week, please participate and ask questions. You might also get the odd questionnaire to highlight some of the content that we have covered. You will have fun, you will laugh, you will stress, but most important is to enjoy the journey and get as much as possible out of your time here with us.

Your next steps:

- We will be covering topics from how agile works in our company, source control, writing test scenarios, using tools like postman and so much more.
- We will cover some theory first (not too much), but make notes and ensure that you understand the topics.
- We will start slowly using Xcode playgrounds and then build up to writing more complex flows.
- Please download <https://books.apple.com/us/book/intro-to-app-development-with-swift/id1118575552> and <https://books.apple.com/us/book/app-development-with-swift/id1219117996>

Need anything else? Here's who to speak to.



Eben

Head of Test Engineering

You can talk to Eben if you have any engineering related questions.



Amelia

Head of Operations

You can chat to Amelia for any operational or HR related needs.



Kelly

Head of People

You can chat to Kelly for all your training and development skill needs.

Design. Develop. Enjoy.