

TW-03 GROUP VERSION (Sprint-3 Week-1)



CLARUSWAY
WAY TO REINVENT YOURSELF

Meeting Agenda

- ▶ Icebreaking
- ▶ Questions
- ▶ Interview Questions
- ▶ Coffee Break
- ▶ Coding Challenge
- ▶ Video of the week
- ▶ Retro meeting
- ▶ Case study / project

Teamwork Schedule

Ice-breaking

10m

- Personal Questions (Stay at home & Corona, Study Environment, Kids etc.)
- Any challenges (Classes, Coding, studying, etc.)
- Ask how they're studying, give personal advice.
- Remind that practice makes perfect.

Ask Questions

15m

1. In Computational Thinking, what does the term "Abstraction" involve

- A. Representing complex systems through simplified models
- B. Breaking down a problem into smaller parts
- C. Combining multiple problems into one solution
- D. Identifying and solving recurring patterns in data

2. Which Computational Thinking skill involves systematically testing and refining solutions to a problem?

- A. Decomposition
- B. Pattern Recognition
- C. Evaluation
- D. Abstraction

3. In Decomposition, breaking down a cooking recipe into smaller steps involves steps like chopping vegetables, marinating meat, and ** __**.

- A. Setting the table
- B. Cleaning the kitchen
- C. Cooking the ingredients
- D. Grocery shopping

4. Abstraction in software development includes representing complex processes through simplified models, such as designing a user interface and ` __ **`.**

- A. Writing documentation
- B. Ignoring user feedback
- C. Debugging code
- D. Creating pseudocode

5. What does the term "Reductionism" involve in Computational Thinking?

- A. Reducing the efficiency of an algorithm
- B. Breaking down a complex problem into smaller parts
- C. Ignoring patterns in data
- D. Avoiding the use of algorithms

6. In Evaluation, what does "Confirmation Bias" refer to in the context of problem-solving?

- A. Seeking information that confirms existing beliefs
- B. Ignoring feedback from others
- C. Confirming the validity of algorithms
- D. Evaluating solutions objectively

7. In HTML, what is the purpose of the `< aside >` element?

- A. Defines a section that is tangentially related to the content around it
- B. Represents a sidebar or "aside" content
- C. Specifies a block of navigation links
- D. Indicates the main content of the page

8. What is the purpose of the CSS "display" property?

- A. To specify the position of an element
- B. To define the layout of an element
- C. To set the text alignment of an element
- D. To set the color of an element

9. What is the default display property value for a "li" element in CSS?

- A. display: inline
- B. display: block
- C. display: inline-block
- D. display: list-item

10. What is the purpose of the CSS "position" property?

- A. To specify the layout of an element
- B. To set the color of an element
- C. To define the position of an element
- D. To set the font size of an element

11. What is the purpose of the CSS "list-style" property?

- A. To set the text alignment of a list item
- B. To define the layout of a list
- C. To specify the bullet style of a list item
- D. To set the background color of a list item

12. What is the purpose of the CSS "position: absolute" property value?

- A. To position an element relative to its parent element
- B. To position an element relative to the viewport
- C. To position an element relative to the nearest positioned ancestor
- D. To position an element at the top-left corner of the screen

13. What is the purpose of the CSS "position: fixed" property value?

- A. To position an element relative to its parent element
- B. To position an element relative to the viewport
- C. To position an element relative to the nearest positioned ancestor
- D. To position an element at a fixed position on the screen regardless of scrolling

14. What is Decomposition in Computational Thinking?

- A. A process of breaking down a problem into smaller sub-problems
- B. A way of organizing data in a tabular format
- C. A technique for designing user interfaces
- D. A method for optimizing code for faster execution

15. What is Pattern Recognition in Computational Thinking?

- A. A technique for creating complex animations
- B. A process of identifying patterns in data or information
- C. A method of encrypting data for secure transmission
- D. A way of organizing code for efficient execution

16. What is the purpose of using Pattern Recognition in problem-solving?

- A. To make code more readable and maintainable
- B. To identify patterns in data and extract useful information
- C. To optimize algorithms for faster performance
- D. To create visually appealing user interfaces

17. What are the steps involved in Decomposition in Computational Thinking?

- A. Breaking down a problem, creating algorithms, and coding
- B. Identifying patterns, testing code, and debugging
- C. Defining the problem, analyzing data, and optimizing algorithms
- D. Identifying sub-problems, creating solutions, and integrating them

18. What is the role of Algorithms in Computational Thinking?

- A. To define the problem and analyze data
- B. To break down a problem into smaller sub-problems
- C. To create a sequence of instructions for solving a problem
- D. To identify patterns in data and extract useful information

Interview Questions**15m**

1. How can I merge cells in an HTML table?
 2. What are some benefits of using decomposition in problem-solving?
 3. What are some examples of algorithms in everyday life?
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Coding Challenge

15m

Place the instructions below in the flow chart. *Some of the instructions are not required - you should only include those which are relevant to the task.*

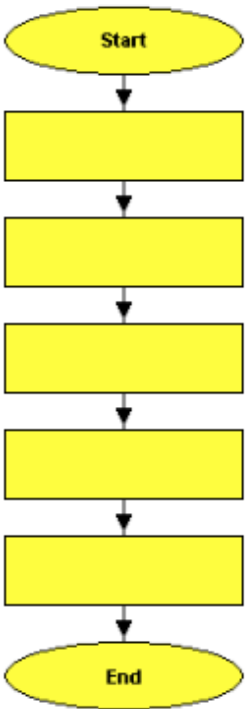
Q1. Steps for working out 4.72 divided by 1.18 on a calculator.

Question 1

The flow chart on the right is meant to show the steps for working out 4.72 divided by 1.18 on a calculator.

Place the instructions below in the flow chart.
Some of the instructions are not required - you should only include those which are relevant to the task.

Read the answer	Enter 4.72 on the calculator
Enter 1.18 on the calculator	Press the C (cancel) key
Press the ÷ (divide) key	Press the × (multiply) key
Enter 4.00 on the calculator	Press the = (equals) key



Q2. Steps for stopping working on a computer and shutting it down..

Question 2

The flow chart on the right is meant to show the steps for stopping working on a computer and shutting it down.

Place the instructions below in the flow chart.
Some of the instructions are not required - you should only include those which are relevant to the task.

Quit the program

Switch off the machine

Finish working on your document

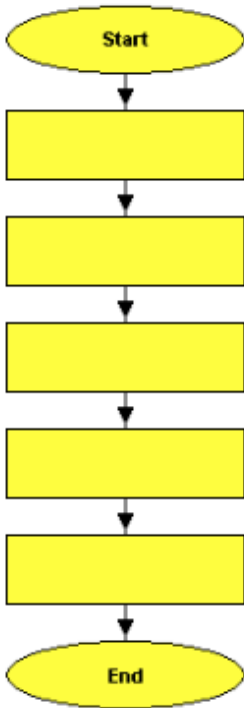
Start a new document

Check your electronic mail

Turn on the computer

Select 'shut down'

Save your work on a disk



Coffee Break

10m



Video of the Week

10m

- [The Myth of Clean Code](#)

Case study/Project

15m

- [HC-02 Portfolio Page](#)

Retro Meeting on a personal and team level

10m

Ask the questions below:

- What went well?
- What could be improved?
- What will we commit to do better in the next week?

Closing

5m

- Next week's plan
- QA Session
