

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?**

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.*

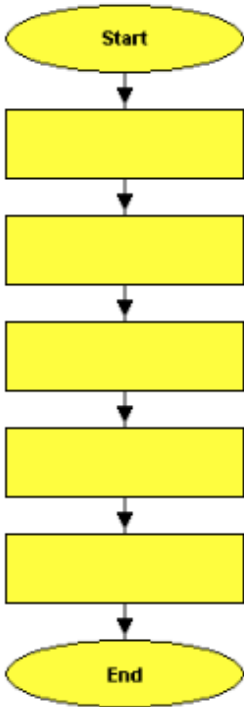
Q1. Steps for working out 4.72 divided by 1.18 on a calculator.

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



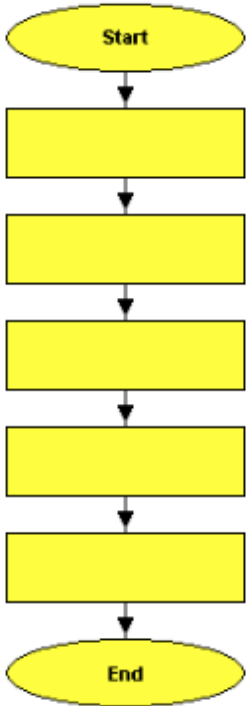
Q2. Steps for stopping working on a computer and shutting it down..

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	Check your electronic mail
Switch off the machine	Turn on the computer
Finish working on your document	Select 'shut down'
Start a new document	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
