

<codeशाला/>



“A PLACE WHERE YOU LEARN TO CODE.”

HELLO

This Document, Discusses The
Relevance Along With The Execution
Pattern Of Codeshaala.

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INTRODUCTION



Think. Craft. Code

CodeShaala is an initiative to teach students about programming and elevating them from the present situation of copying to the creators of algorithms.

We are from an amazing country which is having an average age of 28, which indicates that half of our population is under 25. However, the recent news about the technical students in India aren't favourable at all.

The recent news says most of the engineering graduates in India aren't fit for employment due to the issues in the curriculum methodology.

"YOUR WILL BE NO LONGER WORKING, IF YOU ARE DOING SOMETHING THAT YOU LOVE, RATHER YOU WILL BE PLAYING."

Now that's not something we can be proud of, rather it indicates that we have to start from the very first of redefining the curriculums for technical education.

Codeshaala tries to reinvent the art of teaching and learning, it tries to teach the students without losing the momentum and the entertainment factor so that the students won't ever feel like they have to learn, instead they want to.

WHY IT IS NEEDED?

Before we analyse the necessity of codeshaala, let's analyse the present situation of our students. We recently had an opportunity to ask a handful of engineering students that why they chose engineering, and the answer's wasn't satisfactory.

Most of the students replied in many ways, some chuckled, some gave a smirk, some mumbled, and some gave an essay about the current engineering trends and opportunities. But we never got an answer as "It's my passion."

As a matter of fact, those students who doesn't have a passion towards engineering, coupled with many of the outside factors including the university syllabus is responsible for the present scarcity of talented engineers in our country.

Computer Engineering, The disciple of the mighty engineering is now firmly laying its feet on the soil now, its no more a toddler disciple as it was before 30 years. It is now captivating almost every field with its ability to perform almost any tasks, we can even have robots for our house cleaning services in the future days.

Let's think about the situation before 20 years, Most of the people considered computers as the "thing" which is used for complicated purposes. But, within 20 years from then, computers are established in our minds, we are relying on them from paying bills to creating nuclear war-heads and what-so-ever.



"In fifteen years we'll be programming just like reading and writing... and wondering why we didn't do it sooner"

The fact that Computer Engineering is expanding its areas wider, reinforces the need of being a power user in the computer industry. Sadly, most of our pupils still consider it as an exclusive element for those who chose computer science discipline as their area of study.

However, we aren't forgetting the fact that there are many in the Information Technology industry who descended from India. What we are saying is we want more talented engineers from our beloved country.

HOW TO OVERCOME IT?

The finest answers are often hidden in the question itself, all we have to do is finding them. In this case, Most of the students in the engineering field are forced to pursue the degree due to many circumstances, While many blindly follow the current trend, some are indeed a scape-goat for someone's dreams.

In either case, the student fails to develop a passion towards the field in which he is pursuing and tries to escape the field in which he is on.

Let me quote Mr.Robin Sharma, he said, *"The fatigue, that we feel are the creation of our mind, if we are indulging in things that we love, we tend to do it more. But if we are doing the things that we dont like, we get tired soon."*

UNDERSTANDING CONCEPTS.

The disciples need to understand the things as it really is. By the word "understand", am not referring to the big behemoth sized books to read on. The things can be understood, once the disciples could have their hands on to the subject.

Its difficult for those, draw an elephant, if they havent seen one.

- Let the disciples know what it is
- Let them know how to make things working
- Let them see how it is working



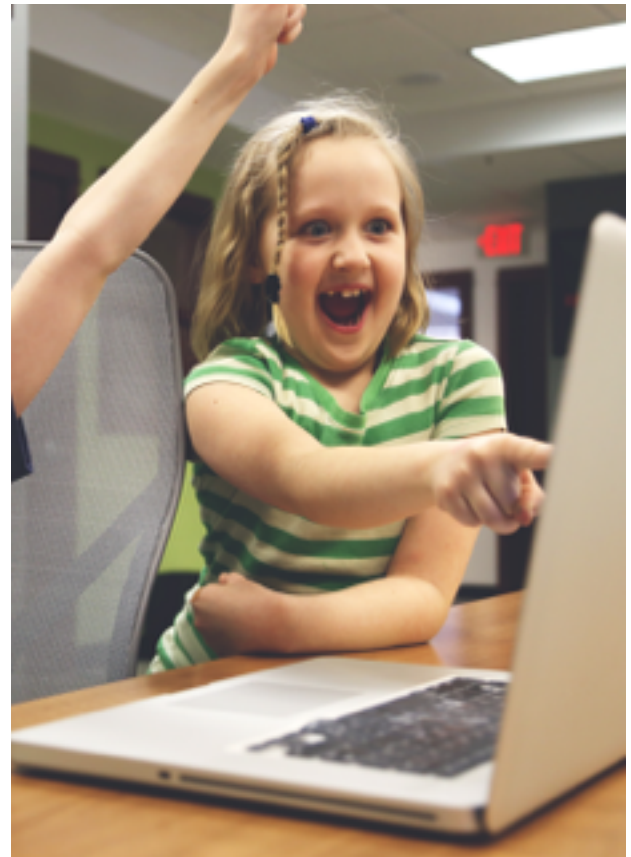
"The fatigue, that we feel are the creation of our mind, if we are indulging in things that we love, we tend to do it more. But if we are doing the things that we dont like, we get tired soon."

GETTING HANDS ON.

I've once read an article, and here i quote `"Swimming cant be learned from the books".` That is indeed, a fact. Actually, you can learn about how to drive a car in from the books, but when you try it in asphalts, its an another story.

Programming inherits the same characteristics, we can learn about lots of things from the books. But when it comes to real world application the things are some what different, you may get bugs from the least expected areas, or you maynot get output at all.

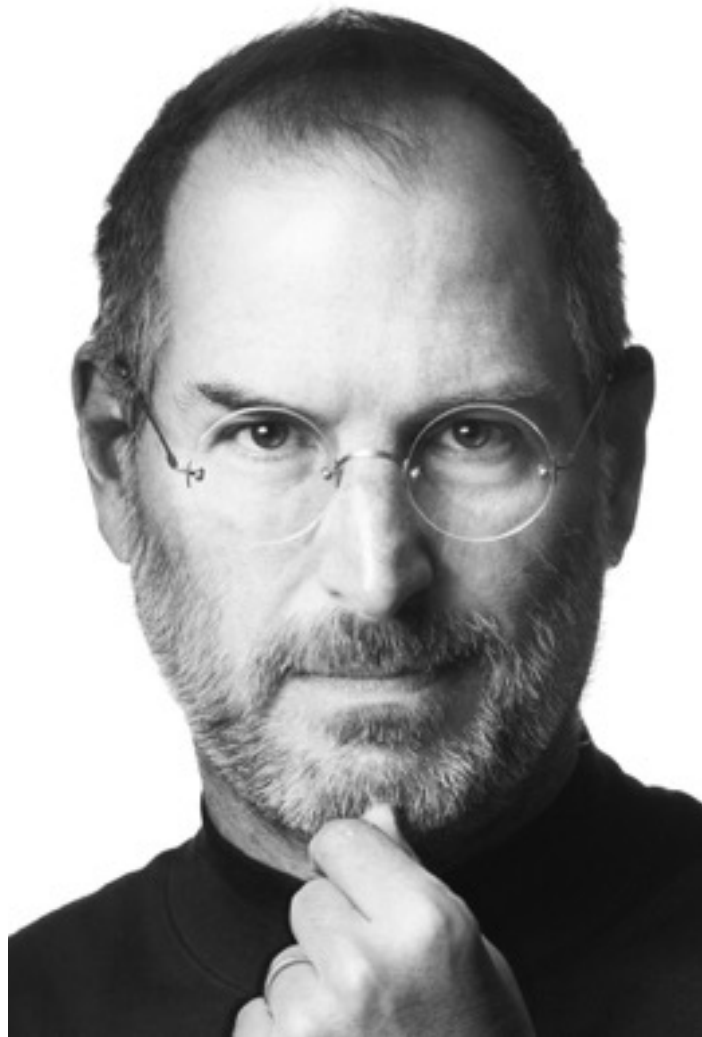
To overcome all these things, The disciples have to get their hands on their computers and to play with it. They might feel it tough once they start playing with it, but no one ever had learned to walk without falling.



START TO LOVE.

Once the disciples invest a generous amount in playing with the programming methadologies and the programming tools, they might find the inner beauty of their subject, and thats moment bondage begins.

Once we develop love towards the programming methadologies we strive to embrace the new changes and the releases in their areas of expertise. Many will advance themselves to a position in which they try to develop an interest into more areas.



"You've got to find what you love. And that is as true for your work as it is for your lovers. Your work is going to fill a large part of your life, and the only way to be truly satisfied is to do what you believe is great work. And the only way to do great work is to love what you do. If you haven't found it yet, keep looking. Don't settle. As with all matters of the heart, you'll know when you find it. And, like any great relationship, it just gets better and better as the years roll on. So keep looking until you find it. Don't settle..."

-Steve Jobs

IMPLEMENTATION

We do realise that its far easy to give an essay on the talent-crisis that we are facing, hence we are introducing the codeshaala.

Codeshaala consists of three stages, which helps to provide the basement to reach the above three checkpoints.

- Hands off or Inspiration session.
- Hands On Session.
- Hacking Session.

HANDS OFF SESSION

Inspiration session is focused on building the concepts and to terminate the misconceptions in the attendees mind.

It is important to clean the misconceptions as a clean mind would catch the things faster than those which are filled with ambiguity.

The inspiration session would focus on the success stories and illustration of the programming methadologies, so that the students can understand that every one can code, if they have interest in it.

This session would also provide an overview of Scratch,the renowned MIT creation which is widely accepted as a introductory facade to the programming.

HANDS ON SESSION

As we said before, Swimming can't be learned from reading books or from being a spectator, to learn swimming, one must have to get in to the water.

In hands on session, the students will get a chance to program on the computers using the Scratch,and they will be assisted to tackle the problems that they have to solve. Getting a Hands on session will allow the participants to experience run time issues and solving them.

This allows the participants to develop their reasoning and visaulizing skills which ables them not to react to similar situation but to respond.



HACKING SESSION

This session is the fun part, this session literally makes the students to build something out of nothing.

The hacking session is tend to last for couple of days, in this session, the participant would get a chance to learn a new language in which they had a very little knowledge.

At the end of this session, the participant could really create something and take it home.

The Hacking session could provide an enormous boost to the participant's morale as they could make something at the end of it. Studies show that, one tends to remember if they have practical experience in it.

Hacking session also allow participants to team up and work effectively and collaboratively, hence they will have experience in group discussions and team handling.

This often comes as handy as in the competitive programming, the candidates mostly have to work with the teams.



EXPECTED OUTCOMES

By the end of complete program, we expect the participants to be a group of highly motivated students who believes that anything can be learned if there is a will.

Ofcourse the candidates wont be having a complete knowledge in all areas of developing, but they will have enough commodities to begin their journey to the maker/hacker culture.

A wonderful team with this ability and enough exposure can motivate the rest in their institution. Thus, extending hands to the new ones, who wants to get into this field.

FUTURE PLANS

We believe that to an idea without future plans have no future. For Codeshaala, Once the candidates have acquired a certain level of knowledge, we can organize hackathons and bootcamps to set them to the world of competitive programming as well as to learn new technologies.

Hackathons and bootcamps would help candidate to embrace new knowledge and teaches them how to be productive within a short span of time, which in-turn helps them to sustain the competence in the corporate fields.

"Learning to write programs stretches your mind, and helps you think better, creates a way of thinking about things that I think is helpful in all domains."

*-Bill Gates
Chairman, Microsoft.*



THANK YOU.