

Pro Dev Session



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You may want to write this down.


Personal Branding is important both for getting a job and for networking once you're in a position. Today we'll focus on creating your elevator pitch.

What will you say when someone says “tell me about yourself”?

Begin by identifying your goal in the conversation. What are you trying to convey in your answer to “tell me about yourself”?

Next identify 2 to 4 points that support whatever message you are aiming to communicate.

Let's see an example...



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You may want to write this down.

I'm a student aiming to secure a job at the end of the course, so my goal in my pitch is to convey that I will be a valuable asset on any development team.

My supporting points are:

- I love math (this seems to translate well to computer science)
- I have a degree from a good university (this shows I'm smart and driven)
- I study topics outside of class (this shows I'm passionate and an independent learner)

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Now it's time to take those points and make my pitch

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“Tell me about yourself...”

“Well, I graduated from Neptune University with a degree in psychology. In my senior year, I discovered a real passion for math which eventually lead me to take an online short-course in linear algebra. One section lightly covered applications of linear algebra in programming and I was hooked! I found this course a few months later and signed up immediately. I'm loving it so far. I had so much fun the other night after I finished my homework doing some independent research on applications of multi-dimensional arrays. I'm excited to see what we learn next.”

Personal Pitch Practice

INDEPENDENT PRACTICE

It's time to fly. Focus. Work hard. Ask for help when you need it.

Work in GROUPS OF 4 to complete all of the goals below.

Goals:

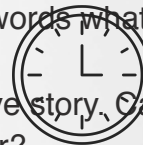
- Write your personal pitch independently (5 min)
- Share your pitch with your group. Give each other real actionable feedback. (10 min)

Note: Feedback should be given openly, honestly, and kindly. The only good feedback is actionable feedback.

Weak Feedback: That was really confusing.

Good Feedback: The second sentence was a bit unclear. Can you tell me in different words what you are trying to

say there? I'm also not sure that your 3 points work together to make a cohesive story. Can you explain how being a good baseball player translates to being a strong developer?



**15
minutes!**

Stand Up!



Project Day

Project Day

THIS IS GOING TO BE FUN

Towards the end of each module we will have dedicated time to apply all the concepts we've learned in a group environment.

Why?

- You've learned a ton this week! The best way to solidify those learnings is to spend some time applying the concepts in new ways.
- This allows us to mimic a workplace as closely as possible. We'll be working in teams with sprint planning meetings, scrums, and retros.



Project Day

THIS IS GOING TO BE FUN

You will work in teams of 3-4, practicing paired programming for the entire activity.

Switch driver and navigator every 30 minutes.

You will essentially be working as 2 independent teams of 2 whose code needs to interact.
This means coding to spec is very important.



Project Day

INDEPENDENT PRACTICE

It's time to fly. Focus. Work hard. Ask for help when you need it.

Work in teams of 4 split into 2 pairs.

Goals:

- Have a sprint planning meeting to assign features to pairs (guess at what you can complete in the
- Work for 30 minutes
- Have a scrum and adjust expectations if needed.
- Work for 30 minutes
- Rinse and Repeat



All Day

Project Day

THIS IS GOING TO BE FUN

We are building a hangman game

Specs:

- The game should randomly select a word from the array of words provided.
- Users should be able to enter a letter and receive a message indicating whether the letter is in the secret word.
- Users should also receive a message indicating the number of lives left.
- Lives should be decremented with each incorrect letter.
- Once all lives are depleted, the game should end.



Project Day

THIS IS GOING TO BE FUN

Implement as many of the features below as possible:

- Print the current number of lives to the console.
- Print “correct” or “incorrect” to the console depending on if the letter guessed is in the word
- Build a method that determines if a letter is in a word and returns a boolean.
- Build a method that randomly selects 1 word from the array (hint:look up random number generation)
- Decrement the lives when a guess is incorrect.
- Using the above instructions add the logic that allows a player to start a game, guess a letter, and see if it is correct, and decrement lives as needed (just one time).
- Using a loop alter your program to continuously ask the user for input.
- Add a method to count the unique characters in the guessed word (Google this if needed)
- Create a variable that tracks the correctCount.
- Increment the correctCount for each correct guess.
- End the game when lives equals 0 or correctCount equals the unique letter count.



Project Day

INDEPENDENT PRACTICE

It's time to fly. Focus. Work hard. Ask for help when you need it.

Work with your team.

Goals:

- Have a retrospective
- What went well?
- Did you complete everything you planned?
- How did you share code?
- Could it have gone better?
- What would you do differently next time?



10 min



IT'S TIME FOR OUR WEEKLY RETROSPECTIVE

This is your chance to drive your own education. Let's work together to make our team stronger.

Wrap Up

Module 1 Lesson 5

HOMEWORK

Due Friday July 5 at 11:59pm

- Summative Assessment: Java Tools and Language Concepts

Presentations

