

Codeup Syllabus

Contact

For any questions, comments, or concerns related to the classroom, please email instructors@codeup.com.

Topics Covered

We will cover other topics as well, but this table outlines the major areas we will focus on, and corresponds to the top-level modules in the curriculum.

Topic	Description
HTML and CSS	The structure, content, and styling of web pages
JavaScript I	Introduction to programming and client-side interactivity
jQuery	A library for client-side interactivity and an introduction to AJAX requests
JavaScript II	Advanced JavaScript concepts, and modern frontend tooling
Java I	Basics of the Java language
Java II	Object-Oriented Programming in Java
MySQL	Relational databases, a data persistence solution
Java III	Web backends with Java
Spring	A Java framework to enable rapid web application development

Curriculum

All students will be given access to Codeup's curriculum, located at <http://java.codeup.com>.

Students are encouraged to do their own research and utilize external resources as well.

Grades

Your grade is made of the following components:

Item	Percentage	Description
Quizzes	20%	Cumulative average of every individual multiple choice quiz
Exercise Completion	20%	Cumulative percentage of curriculum exercises completed
Assessments	35%	Average performance on all assessments, timed coding challenges
Attendance	25%	Attendance percentage

- Progress reports will be delivered every 4 weeks
- Multiple-choice quizzes will be taken at the end of every module
- Assessments will be taken approximately once per grading period (4 weeks)
- Exercise completion will be determined based on the work on your GitHub account
 - No credit will be given for misnamed files or repositories
 - No credit will be given files that are not in the correct location
 - Only files on the master branch will be looked at (unless otherwise noted)

Classroom Conduct

In general, you are expected to be respectful of the instructors, your peers, and yourself.

Do

- Ask questions
- Collaborate with and help your peers
- Be curious and seek out new challenges
- Silence your cellphone
- Take breaks when you need them

Don't

- Engage in off-task activities during class time (YouTube, Netflix, news sites, gameing, social media, etc.)
- Call and text on your cellphone

- Discourage others
- Sleep in class

We ask that you leave the classroom to perform non-classroom related activities.

Attendance

Class starts at 9:00 every morning. This doesn't mean you should show up at 9, rather, you should be ready to begin at 9, meaning you should be present at least 10 to 15 minutes prior in order to review the past day's material and prepare for the current day.

- Arriving later than 9:00 counts as a tardy
- Arriving later than 9:15 counts as a half day absence
- Leaving before 4:45 counts as a half day absence
- Leaving before 5 counts as an early departure

If you are not going to be present for any reason, email instructors@codeup.com to let us know.

Classroom Hours:

- Generally 9 to 5
- End early on Tuesdays
- Long lunch and lunchtime speakers on Thursdays

	Start	Lunch	Stop
Mon	9:00	12:30 - 1:30	5:00
Tue	9:00	12:30 - 1:30	4:00
Wed	9:00	12:30 - 1:30	5:00
Thu	9:00	12:00 - 1:30	5:00
Fri	9:00	12:30 - 1:30	5:00

How to Get Help

The primary way to get your questions answered is by asking them in the classroom during classroom hours both during lessons and during exercise time. Instructors and student fellows will be available to help you.

Outside of classroom hours, email instructors@codeup.com for help with your questions. When emailing for support, please be sure to include all instructors in the email through the instructors@codeup.com list, as opposed to emailing an individual instructor.

In addition, you may email instructors@codeup.com to schedule time with an instructor during study hall hours (before or after class).

Miscellaneous

Seating Arrangement

Seating is assigned and will be changed at the instructors' discretion, approximately every 3 weeks. If you have preferences for where you sit in the classroom, email instructors@codeup.com to let us know.

Teamwork / Collaboration

Development is not a solo activity. You will be expected to work collaboratively with your classmates, both informally throughout the course, and formally, in the form of pair and group projects.

You should prepare to communicate in a professional manner with your teammates, for example, if you have to miss class during time designated for a group project, you should let not just the instructors know, but also your teammates.

Presentations / Code Demos

Throughout the course you might be called upon to demo, or present, your work to the rest of the class.

Calendar / Schedule

Please keep in mind that the schedule below is tentative and subject to change, but should provide a rough outline of the class pacing.

Week Of	Topic Start Date
(01) 09/17	(09/18) HTML / CSS
(02) 09/24	
(03) 10/01	(10/02) JavaScript I
(04) 10/08	
(05) 10/15	(10/19) jQuery
(06) 10/22	
(07) 10/29	(10/30) JavaScript II
(08) 11/05	(11/07) Java I
(09) 11/12	(11/13) Java II
(10) 11/19	
(11) 11/26	(11/28) MySQL
(12) 12/03	(12/05) Java III
(13) 12/10	
(14) 12/17	(12/17) AdLister
(15) 01/07	(01/07) Spring
(16) 01/14	(1/18) Begin Capstones
(17) 01/21	
(18) 01/28	
(19) 02/04	(02/07) Developer Day
(19)	(02/08) Last Class Day

The dates in the left column of the calendar above reflect the date of Mondays beginning each week of class.

Important Dates

Date	Event
Sep 17	Welcome Day
Nov 21 - Nov 23	Fall Break - No Class
Dec 24 - Jan 04	Winter Break - No Class
Jan 21	MLK Day - No Class
Feb 07	Developer Day