WELCOME TO JAVA BOOTCAMP!

INTRODUCTION

Antonella Solomon

antonella@grandcircus.co | @antonellamarie

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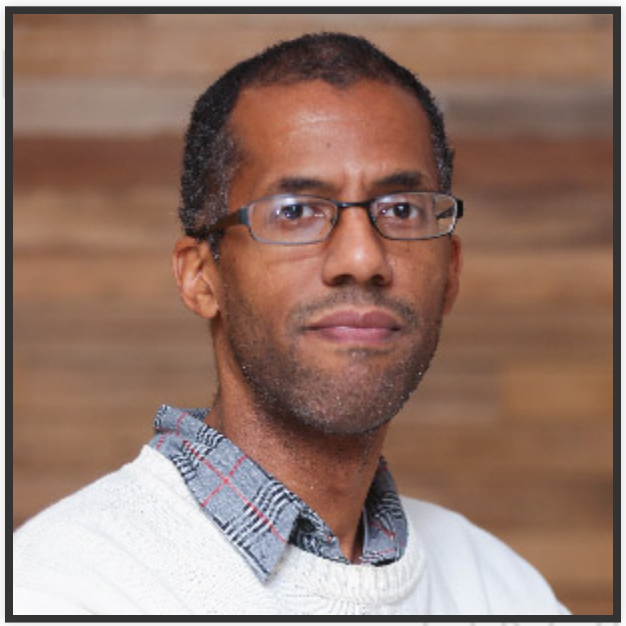
Maurice Tedder

maurice@grandcircus.co



COURSE EXPECTATIONS

What we expect from you...

BE PRESENT

Listen, soak up the information (there's a lot of it), process it.

ASK QUESTIONS

I'm not big on formality. Feel free to ask any question that comes to mind. I'll also stop frequently for questions.

SUPPORT EACH OTHER

I'm a big proponent of pair programming. Any in-class exercise or project work may be paired and certain labs *will* be paired or in groups. Larger final projects will be group projects.

DO THE WORK

There's really only one way to learn to code: Write code! We expect you to turn in every assignment complete and on time.

HAVE FUN

See previous comment on my stance on formality and ceremony. Bored people learn nothing. I'll do what I can to make this fun as well as instructive.

OUR GOALS FOR YOU

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Teach you vital tools such as version control, specifically git and github.

OUR GOALS FOR YOU

Initiate you into the world of Java.

COURSE OUTLINE

(What are we doing here anyway?)

'THE PLAN'

- Unit 1 - Getting Started - Prework
- Unit 2 - Intro to Java
- Unit 3 - Object Oriented Programming
- Unit 4 - Front-End Skills
- Unit 5 - Interaction w/Databases
- Unit 6 - Spring MVC
- Unit 7 - Advanced Java Topics
- Unit 8 - Final Projects

THE PLAN

- Each week will be split among a number of lectures focused around a weekly topic.
- There will be practical exercises every day.

PRACTICAL WORK

The practical work is divided into two categories

- *Exercises* are short & focused to practice a specific topic or technique
- *Labs* are broader in scope and incorporate more of the material.

SOFT SKILLS

Soft skills are an important part of being successful in the workforce. You can be the best developer in the room, but if you don't have good soft skills, it may be hard for you to find yourself a job, work with clients, or to work well with a team.

Because of this, soft skills are mandatory. These are just as important as learning to code...so take them just as seriously.

YOUR NEW JOB

YOUR NEW JOB

As of right now, this class is your new job and we are your bosses. The hours are 9am - 5pm Monday through Friday with work in the evenings and weekends required, and as much optional work as you can stomach.

YOUR NEW JOB

You are expected to be in your seat at 9am, ready to start. This means any coffee, restroom break, or various other settling-in activities should be done by 9am.

If you finish the day's work, you cannot leave early. We will give you plenty of work to keep you busy!

YOUR NEW JOB

Timeliness is heavily enforced. If you do not complete and turn in your labs, projects, and soft skills material by the deadline given to you, you will not receive any credit or feedback.

Labs are due at 9am the following day unless otherwise noted. 9am means 9am. Not 9:05am or 9:02am.

YOUR NEW JOB

Your primary job responsibility is to

FIGURE IT OUT

YOUR NEW JOB

Developers are problem solvers. We just solve problem with code. If you come across something you're not sure about, you need to make an effort to solve the issue yourself.

YOUR NEW JOB

1. *First*, ask Google.
2. *Second*, ask another fellow bootcamper.
3. *Third*, ask another fellow bootcamper.
4. If you are still stumped, ask an instructor or TA.

One way not to get help is by saying "I'm stuck." or "This isn't working."

Come to us with specific questions and be prepared to discuss what you have already tried.

YOUR NEW JOB

In the class GitHub repo, we have provided a debugging checklist that you can use to diagnose common problems you may run into with your code.

If you come to us with a problem, we'll ask you what you've tried on that list.

YOUR NEW JOB

The rule about the checklist:

Don't be a hero and spin your wheels for hours without any progress. If you're genuinely stuck, ask for help and keep asking until you get it.

YOUR NEW JOB

One final thing...

Because we want you to learn how to diagnose problems, we are going to eventually pull back from helping in certain ways as the course progresses.

YOUR NEW JOB

Starting at the end of week 2 if your programs won't compile, or if Eclipse is displaying syntax errors we will ask you to run through your code where errors are found and fix it.

YOUR NEW JOB

Most importantly

PRACTICE!!

Any extra time you spend working on this stuff will only deepen your understanding of the material. If you finish an assignment early, look for ways to go a step further. We have *loads* of resources for extra work.

YOU WILL GET OUT OF THIS WHAT YOU PUT INTO IT

YOUR NEW JOB

When we say practice, we mean practice. If you complete a lab, do it again. If you complete the it a second time, try to do it a third time -- pulling back from looking at previous labs.

The more code you write, the better you will be. This is the number one thing successful students say.

GETTING STARTED

Note that some of this should already be done. This is mostly a checklist of things we will need for smooth(ish) sailing in this course.

GET CONNECTED

wifi: Madison

pw: Bro@dw@y#

CHECKLIST

- Eclipse EE - Oxygen*
- Github / Git
- Slack

GITHUB CLASS REPO

We will supply the class with a repository that is full of demos, exercises, code challenges, documents, weekly schedules, and slides. This can be found here: Class Repo

Note Once you `git clone` that repository, you only should be using `git pull` to update the repository on your machine. Never work or alter any of the files in this repository.

SLACK

Slack is an extremely important tool for us to communicate with students. This means Slack should be open from 9am - 5pm, and messages from GC staff should be responded to promptly.

Files may also be shared in Slack, and we require students to use the "thumbs up" emoji to let us know each student individually has downloaded the files on their computer.

COMMUNICATION

When you need to communicate with us, the instructors, you can do it through Slack or email.

If you choose Slack, make sure the message recipients are both Antonella and Maurice, not just one of them.

If you choose email, please email java@grandcircus.co

COMMUNICATION

If you are going to contact a program manager, please make sure you are emailing both Josh and Charlene.

josh@grandcircus.co | charlene@grandcircus.co

ASSESSMENTS

Assessments are our way to check in with all of you. We will have assessments today, week 2, week 4, and week 6. These assessments will have both a written portion and a practical coding exercise.

PROJECTS

Throughout the class, you will have two major group projects.

The first is your midterm, which is a short term group project.

The second is your final, which is a two week group project that you will be presenting on demo day.

QUESTIONS?