

COLUMBUSCODECAMP

PRESENTED BY:  *LeadingEDJE*

9 AM OCTOBER
12, 2013

1275 KINNEAR RD., COLUMBUS, OHIO
TECHCOLUMBUS BUILDING



Schedule of Events

The building's Wi-Fi network ID is "TCpublic" with a password of "columbus99" (all lowercase).

Time	Auditorium	Classroom A	Foster Room	Fish Bowl	Conference Room
8:00–9:00 am	Doors will open for registration and breakfast (<i>made possible by our sponsors</i>)				
9:00–9:05	Opening Remarks (Auditorium)				
9:05–10:00	Keynote: Those Who Know History are Doomed to Watch Others Repeat It (<i>Guy Royse</i>)				
10:00–10:30	Operating System Social Studies	Rich Web Apps with Angular	Real world mobile app development using PhoneGap	PLC Ladder Logic Basics	Containers are the new virtual
10:30–11:00					
11:00–11:30	Git all the things!		One ASP.net	Designing Evolutionary APIs	Hitchhiker’s Guide to the NetDuino Galaxy
11:30–12:00					
12:00–12:30	Writing Better C and C++ for Embedded Systems			Testing Web Services	High performance JavaScript and CSS
12:30–10:00					
1:00–2:00	Woo Hoo! Lunch! (<i>made possible by our sponsors</i>)				
2:00–2:30	How to make web three times faster and ask for a raise	Building Rome in a day: The art of rapidly prototyping a web app	Introduction to Android Development	Ember.js MVC Beginner’s Workshop	Virtualize your stack with Vagrant and Puppet
2:30–3:00					
3:00–3:30	Meteor.js: Killing Dinosaurs with JavaScript	Clojure for the rest of us	Groovy in the Java Enterprise		Getting Started with TDD
3:30–4:00					
4:00–4:30	Gamification done right	Writing More Efficient C++ Programs	HTML5 Mobile development with HTML5, CSS and JavaScript		Introduction to vert.x
4:30–5:00					
5:00 pm	Door prize drawing, wrap-up, and goodbyes				

Speaker Notes

Download the EventBoard Mobile app or visit columbuscodecamp.com for more detailed biographies.

Carey Payette is a Developer Evangelist for Telerik with over 14 years professional IT experience in industries ranging from government to private sector; she's held titles that range from support technician to enterprise architect.

Dan Saks is the president of Saks & Associates, which offers training and consulting in C and C++ and their use in developing embedded systems. Dan writes the Programming Pointers column for Embedded.com online.

Dave Caraway spent a number of years developing software for the Department of Defense and developing web services for the commercial sector. He is a Presidential Innovation Fellow at Data.gov.

Dave Wilkinson is a published systems researcher and open source developer. He founded the XOmB kernel, the Djehuty operating system and the <http://rstat.us> federated/distributed microblogging platform.

Dominic Barreca is the owner of Pulsar Controls, an independent Manufacturer's Representative for industrial electrical control products.

Don Abney has worked in software since the mid 1990's. He works for a consulting group helping Agile software development teams in a variety of client engagements.

Frank McAuley has developed iOS apps for 5 years. He works for Taivara.

Greg Malcolm has been hooked on programming since his first hit of BBC BASIC in the 80s. Greg currently works with Ruby and Rails and JavaScript but also has flirtations with .NET and Python. His fake British accent is really coming along.

Guy Royse works for Pillar Technology in Columbus, Ohio as an instructor, a consultant, and a software engineer. He is also the chief organizer for the Columbus JavaScript User Group.

Jacob Mather is a software engineer with over ten years of experience building dynamic content for the web. He is co-organizer of the San Francisco PHP User Group.

James Bender has been involved in software development and architecture for 16 years. He has worked as a developer and architect on everything from small, single-user applications to Enterprise-scale, multi-user systems.

Jose Guay worked as an Oracle developer before switching to the MS world, working with web apps since the time of classic ASP. He is the author of Pro Telerik ASP.NET and Silverlight Controls, as well as Beginning ASP.NET MVC 4.

Keith Wedinger has over 24 years experience designing, developing and delivering high quality software solutions for several companies, most recently as a Solutions Architect with Leading EDJE.

Leon Gersing tends binary zen gardens with his friends at GitHub. He's been bringing value to clients and customers for over 13 years in a variety of different languages on many different platforms.

Mark Greenway has been a developer since the mid '90s. His understanding of the pain of doing things the wrong way has lead to a fresh perspective.

Mark Lasso is a publisher, top technical trainer and author, providing software, mobile and web development training. He is publisher of LearnToProgram, Inc., a Connecticut-based company that publishes online courses that teach mobile, web, and game development.

Matthew Bussa is an Agilest and a Certified Scrum Master. He enjoys helping transform agile teams to work more effectively to create quality software. He can be reached via twitter @matthewbussa or his blog www.matthewbussa.com

Matt Williams lives in a house filled with Computers, Cats and Fiber. He spends his time with his daughter, hacking ruby and cloud experiments and weaving.

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Md Khan is a web developer focusing on the front end at Nielson in Chicago IL. His JavaScript addiction has served him well.

Raju Gandhi is a Java/Ruby developer and a programming language geek. He has been writing software for the better part of a decade in several industries including education, finance, construction and the manufacturing sector.

Raymond Chandler III is a technology consultant in Columbus and the founder of SpkrBar.com. He is also one of the first people in the US to achieve a degree in Computer Game Design and Development.

Rob Stevenson started programming in Java back in 1996 with JDK 1.0, starting the Central Ohio Zope & Python Users Group and co-founding the Columbus Ruby Brigade.

Shawn Price has over 7 years of web and application experience. His recent emphasis at HMB is mobile solutions including native applications, hybrid applications, responsive websites and dedicated mobile sites.

Stan Jonsson has developed software for over 15 years, most recently with QSI. He has written and consumed more Web Services than he cares to admit and tried to be a good boy and test his code.

Yiguang Hu has been a Java/Web Developer for over 15 years. He has developed web applications on struts, JSF and grails. He uses groovy and grails to handle most small chores like quick prototyping and data manipulations.

Presentation Descriptions

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An Introduction to Android Development (*Shawn Price*) > This session covers the basic concepts of Android development, building a basic application that calls a web service and displays the response to the user.

Automating the surf (*Matthew Bussa*) > This session discusses orchestrating different testing technologies including Cucumber, Watir Web Driver, and Appium to show how to create one test suite.

Building Rome in a day: The art of rapidly prototyping a web app (*Mark Greenway*) > This session will cover developing a working web application using ASP.NET, nuget, azure and more.

Clojure For The Rest of Us (*Rob Stevenson*) > This presentation will discuss how to truly “get Clojure” It will also introduce Clojure’s twin, ClojureScript. If time permits, an introduction to Datatomic and Pedestal will be presented.

Containers are the new virtual (*Matt Williams*) > This talk examines Linux Containers and their use as a lightweight alternative to other virtual implementations such as vmware. The talk will focus on Docker.io and nimblestrat.us

Designing Evolutionary APIs (*Dave Caraway*) > This workshop covers the conventions of REST, exploring ways to build web services that are easier to refactor, more intuitive and less likely to break your client applications.

Ember.JS MVC Beginners Workshop (*Greg Malcolm*) > This session covers the basics of Ember.JS, a JavaScript-based MVC framework.

Gamification Done Right (*Raymond Chandler III*) > This talk about gamification will visit fundamental board game design principals, analyzing game systems and mechanics with an eye toward applying them to the web.

Getting Started with TDD (*James Bender*) > This presentation will explain the concepts behind Test Driven Development, outline the benefits, give you some concrete examples using the C# language and some advice on how to sell it to your managers.

Presentation Descriptions

Git all the things! (*Leon Gersing*) > This session covers git, the distributed version control system, and GitHub, the associated collaboration tool.

Groovy in the Java Enterprise (*Don Abney*) > This session will delve into the why and how we should all be integrating Groovy into our existing Java projects.

Hitchhiker's Guide to the NetDuino Galaxy (*Carey Payette*) > This session will introduce programming NetDuino microcontrollers with the .Net Micro Framework. It will also include a primer in basic electronics, breadboarding and interfacing with various sensors.

How to make your website 3 times faster and ask for a raise (*Md Khan*) > This presentation will cover ways to optimize JavaScript, CSS, and images as well as server and network resources. High performance Javascript and CSS.

HTML5 Mobile Development with HTML5, CSS and Javascript (*Mark Lassoff*) > This presentation will cover creating HTML5-based mobile applications including those that control audio and video, use remote data from a server, and interact with a phone's camera and microphone hardware.

Introduction to iOS Mapkit (*Frank McAuley*) > This talk introduces MKMapkit for iOS 7.

Introduction to vert.x (*Yiguang Hu*) > This session covers vert.x, a framework that makes things simple. vert.x is polyglot, simple, scalable and has a concurrency model. This talk will introduce the features of vert.x while developing a real application.

Meteor.js: Killing Dinosaurs with JavaScript (*Guy Royse*) > This session covers Meteor.js, a JavaScript framework that simplifies creation of real-time JavaScript applications.

One ASP.NET (*Jose Guay*) > This session explores the new capabilities in Visual Studio 2013 for One ASP.NET, including Bootstrap, jQuery, and CSS3.

Operating System Social Studies (*Dave Wilkinson*) > This talk will discuss the socialization and usage of computer systems; examining Linux - both the motivation to use it as well as the social barriers it enforces between us and them, between us and hardware, and how we could fix it.

PLC Ladder Logic Basics (*Dominic Barreca*) > This presentation will cover the basics of ladder logic programming for Programmable Logic Controllers, including what a PLC is, how inputs and outputs map to physical world, and the basics of ladder logic.

Real World Mobile App Development Using PhoneGap (*Keith Wedinger*) > This session will cover developing a PhoneGap-based mobile app for iOS and Android using the same project and code base.

Rich Web Apps with Angular (*Raju Gandhi*) > This session will cover Angular.js, a relatively new MVC framework from Google. Angular embraces HTML and CSS, allowing the extension of HTML towards the application; it uses plain JavaScript which makes code easy to reuse and test.

Testing Web Services (*Stan Jonsson*) > This presentation will cover various tools and frameworks for testing Web Services. Focus will include SoapUI, JMeter and REST-assured.

Those Who Know History are Doomed to Watch Others Repeat It (*Guy Royse*) The keynote discusses the recurring patterns, cycles, and trends in software development, exploring some possible outcomes for the next few years. "If you want to know history and are willing to risk predicting the future, come and join."

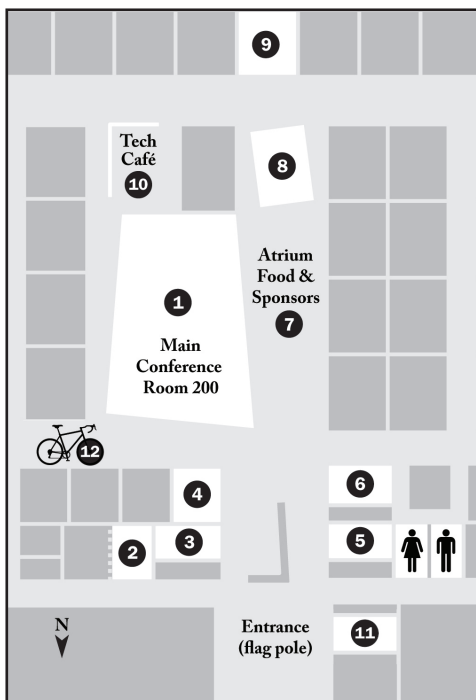
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Virtualize your stack with Vagrant and Puppet (*Jacob Mather*) > This session will discuss transitioning your development stack from your laptop to the cloud, including automating your development environment.

Writing More Efficient C and C++ Programs (*Dan Saks*) > This session examines the cost of various C++ language features and presents programming techniques that help reduce those costs.

Writing Better C and C++ for Embedded Systems (*Dan Saks*) > This session presents a general approach to programming along with specific programming guidelines to help you write C/C++ code that's more reliable, maintainable and portable.



Where to Go @ TechColumbus Building (1275 Kinnear Rd, Columbus, Ohio)

1. Auditorium 200
2. Classroom A - Room 104
3. Kitchen - Vending options are available, in case you aren't overjoyed by the caterer's sumptuous selections.
4. Fishbowl
5. Board Room - Can be used for "impromptu talks"
6. Canary Conference Room 230 - will be used for "impromptu talks."
7. Atrium - Breakfast and Lunch available. Meet our sponsors here.
8. The Foster Conference Room 240
9. Walkway Lounge - quiet place for folks to hang out, and a refuge for last-minute speaker preparations.
10. TechCafe - place where folks can eat or hang out.
11. Executive Conference Room
12. Save the environment and arrive in fashion! Park your bike inside.

Please take a moment to thank *Leading EDJE* and all of our generous sponsors for their support.

Code Camp would be less awesome without them!

