Code 102: Intro to Software Development

Class 01

Agenda

1. Campus Orientation & Intros
2. Learning to Learn
    - Growth mindset
    - Demo & Lab
3. Web Publishing
    - Markdown
    - GitHub Pages

Agenda

1. **Campus Orientation & Intros**
2. Learning to Learn
    - Growth mindset
    - Demo & Lab
3. Web Publishing
    - Markdown
    - GitHub Pages

<welcome>

Code 102: Intro to Software Development

Campus Orientation

We designed this place to help you learn

“Thank you for a friendly environment, instead of feeling overwhelmed I felt welcome and able to learn. I can't wait to come back!”

—Code 101 student

Our Vision

<Software development skills for a better life, for a better community, and for a better world.>

Our Mission

<We guide people from all backgrounds to change their lives through fast-paced, career-focused education. We shape passionate learners with immersive training to meet industry needs and improve diversity in the tech scene.>

Code of Conduct

Safe Learning Environment

This is an environment where every individual is safe and respected.

Harassment and discrimination of any kind will not be tolerated.

If you have concerns, please notify your instructor, Campus Director, and/or email us at **conduct@codefellows.com**.

Full code of conduct at: codefellows.github.io/code-of-conduct

Campus Expectations

1. Clean up after yourself
2. Refill coffee if you are the last to use
3. Don’t eat food that is not meant for you (or you did not bring!)
4. Please leave the instructors desks, equipment, and personal belongings alone (This includes classroom monitors).
5. Avoid wearing strong scents (perfume, cologne, etc…)
6. Student conference rooms are available for limited use
    a. 30 minute max use
    b. Instructors may ask you to leave if they need it

Virtual Expectations

1. Be available during core hours
2. Use video conferencing. Make sure your camera is on when speaking
3. Use “mute” if you have background noise
4. Appropriate attire is required while on video calls
5. Collaborate with your classmates and participate in lecture
6. Respect your classmates and the instructional staff work hours

Self-Care

1. Take breaks
    a. Meal breaks
    b. 10 minutes away from your computer if frustrated
2. Ask for help
    a. 15 minute rule!
3. Time management
4. Make a schedule/routine
5. REST!

Student Resources

zoom

Remo

slack

TA Support

canvas
BY INSTRUCTURE

The Classroom

Expectations

- 90% attendance required.
- Engage in equal participation.
- 90% overall grade is required to pass this course:
  - Assignments are pass/fail.
  - There is homework.
  - Quizzes allow you to review key concepts.
  - Final exam is pass/fail: 80% correct is required to pass.

The Classroom: Canvas

Course Invitation Inbox ×

Instructure Canvas <notifications@instructure.com>
to me

You've been invited to participate in the course, seattle-102d4: Intro to Software Development. Course role: Teacher

Name: [redacted]
Email: [redacted].com
Username: [redacted]com

Get Started

CANVAS

Click here to view the course page | Update your notification settings

The Classroom: Slack

Join Code Fellows on Slack

Brook 🚀 (brook@codefellows.com) has invited you to join the Slack workspace **Code Fellows**. Join now to start collaborating!

Join Now

Introduce yourself! Tell us ...

- **Who are you (nickname/pronoun)?**
- **What industry did you come from?**
- **Share why you are in this class, now?**
- **A fun and/or geeky fact about you?**

Agenda

1. Campus Orientation & Intros
2. **Learning to Learn**
    - Growth mindset
    - Demo & Lab
3. Web Publishing
    - Markdown
    - GitHub Pages

<how to succeed>

Prepare to fail: it is part of the skill development process

Learn to Learn

“Muad'Dib learned rapidly because his first training was in how to learn. And the first lesson of all was the basic trust that he could learn. It is shocking to find how many people do not believe they can learn, and how many more believe learning to be difficult. Muad'Dib knew that every experience carries its lesson.”

—Frank Herbert
Author, Dune

How You Will Learn

Let’s take a look a the different learning styles used in this course

Path Learning

- Leads you along
- Students are consumers of information
- Predictable outcomes
- Creates dependency
- The goal: an exchange of information

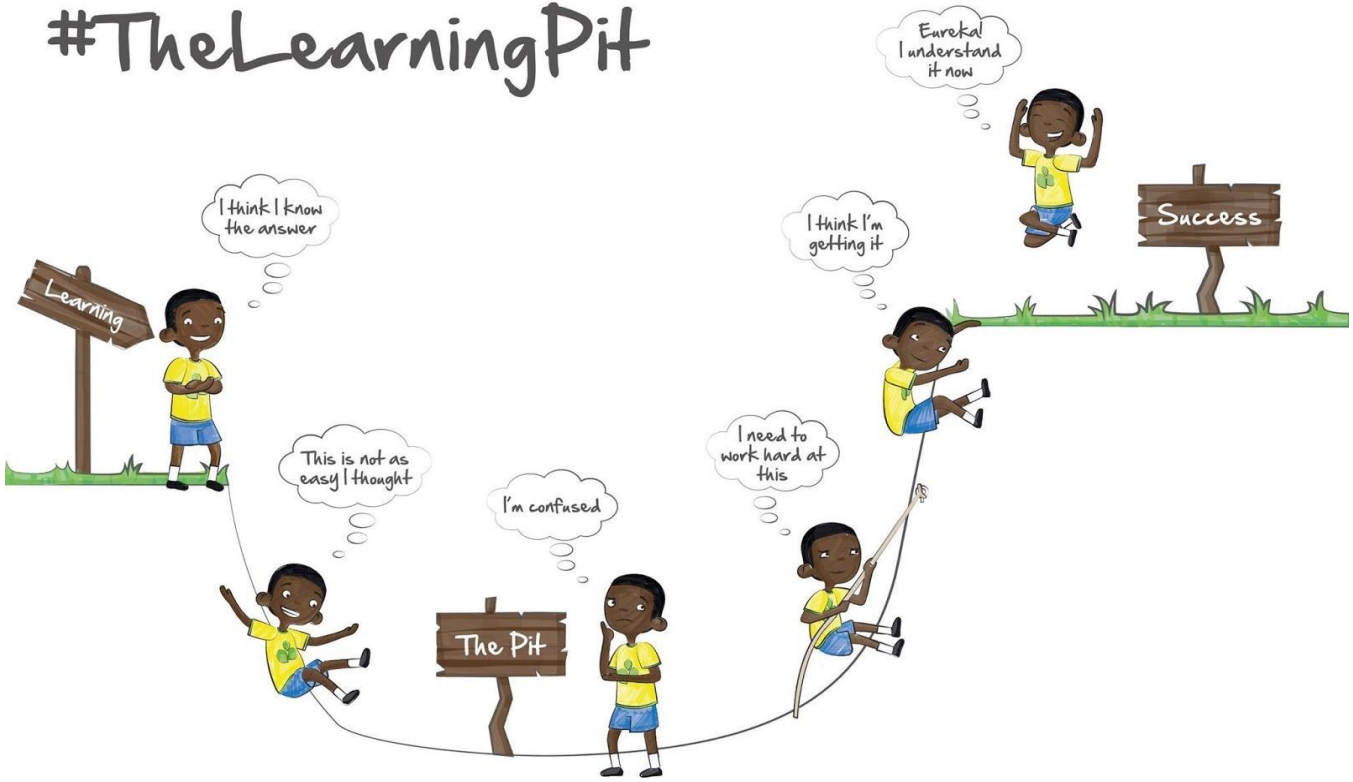
Sandbox Learning

- Fosters exploration
- Students are co-creators of their own learning experience
- Wide range of outcomes
- Creates autonomy
- The goal: learning and discovery

Skills for Sandbox Learning

- Generating and selecting ideas: what do you want to learn now?
- Planning your learning: managing scope, finding resources
- Experimentation: keeping track of what you've tried, what's worked, and what hasn't
- Reflection: pausing every so often to tally what you've learned, and what new questions you have
- Finding help!

#TheLearningPit



The Learning Challenge
by James Nottingham

What is Mindset?

- Mindset: self-perception or “self-theory” that people hold about themselves.
- Fixed mindset: believing basic qualities, like intelligence or talent, are simply fixed traits. Believing that talent alone creates success—without effort.
- Growth mindset: believing that people’s most basic abilities can be developed through dedication and hard work—brains and talent are just the starting point.

Prepare Your Brain

“A few modern philosophers assert that an individual’s intelligence is a fixed quantity, a quantity which cannot be increased. We must protest and react against this brutal pessimism… With practice, training, and above all, method, we manage to increase our attention, our memory, our judgement and literally to become more intelligent than we were before.”

—ALFRED BINET
Inventor of the IQ test

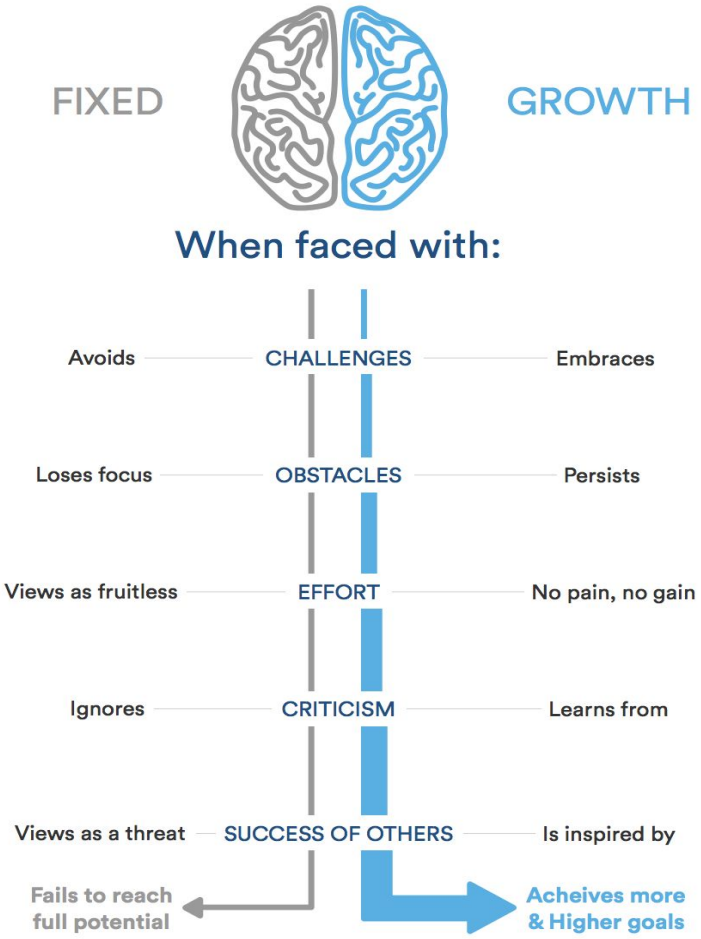


Image: https://www.atlassian.com/blog/inside-atlassian/growth-mindset

Get into a Growth Mindset

When you want to tell yourself...	Remember that…
~~I'm not good at this.~~	
~~I give up.~~	
~~This is too hard.~~	
~~I made a mistake.~~	
~~I'll never be that smart.~~	
~~My classmate can do it, but I can't.~~	
~~It's not easy. . I can't figure it out… I don't know…~~	

Adapted from: https://mindfulbydesign.com/change-mindset-change-words

<exercise>

Ready to learn a new thing?

- Group exercise
- Canvas lab assignment

Agenda

1. Campus Orientation & Intros
2. Learning to Learn
    - Growth mindset
    - Demo & Lab
3. **Web Publishing**
    - Markdown
    - GitHub Pages

<web publishing>

What did we learn about:

- GitHub Pages
- Markdown

Why Markdown?

- HTML gives you significant control, but slows down authoring
- Web sites often exist primarily as a way to publish **content**
- What if the **process of writing** the page was also focused on content?

What is Markdown?

- Markdown is a lightweight markup language for **generating** html files.
- It is **not** a WYSIWYG editor like MS Word or Google Docs
- Instead it uses textual symbols to indicate the structure of the page
- For example:

```
# This is a Heading
```

→

This is a Heading

How do we Markdown?

- GitHub uses Markdown pretty much everywhere:
  - Top level README.md files are auto-rendered
  - Any other .md files
  - Issues, comments, code reviews, etc…
- Exact syntax is covered by many great guides (links in the assignment).
- Go experiment with it, and see what you can learn!

<exercise>

Complete your Discussion assignment in Canvas