DEPOT/U

Birmingham's First Developer Bootcamp

DEPOT/U STUDENT ENROLLMENT AGREEMENT

TUITION:

Fees: I agree to pay $4,750 on the following schedule (see Payment Policy)

Deposit: In order to secure my position as a student of Depot/U, I agree to pay a $750 non-refundable deposit in connection with signing this agreement. I agree that non-refundable means Depot/U will not refund this deposit under any circumstances.

PAYMENT POLICY:

Payment Schedule: Payment will be determined as follows and must be paid by listed due dates or risk termination from program:

Payment 1:	$2,375 due by September 8, 2015
Payment 2:	$1,187.50 due by September 25, 2015
Payment 3:	$1,187.50 due by October 16, 2015

** Students can chose to make payments 2 & 3 as one payment of $2,375 by October 2, 2015
**All payments are non-refundable and can be paid with check, credit/debit, or cash.

STUDENT ACKNOWLEDGEMENTS:

1. I hereby acknowledge that I have received the Depot/U catalog dated
    _____, which contains information describing the 10-week course and
    supplies needed. The school catalog is included as part of this enrollment agreement
    and I acknowledge that I have received a copy of this catalog.

    _____ Student initials

2. I have carefully read and received an exact copy of this enrollment agreement.

    _____ Student initials

3. I understand that Depot/U may terminate my enrollment if I fail to comply with attendance, academic, and financial requirements.

    _____ Student initials

4. While enrolled in Depot/U, I understand that I must maintain satisfactory progress on all assignments and projects and that my financial obligation to the school must be paid in full before a certificate may be awarded.

    _____ Student initials

5. I understand that Depot/U does not guarantee job placements to graduates upon program completion.

    _____ Student initials

CONTRACT ACCEPTANCE:

I, the undersigned, have read and understand this agreement and acknowledge receipt of a copy.

_____   _____
Signature of Student   Date

_____   _____
Signature of Depot/U Coordinator   Date

Depot/U Guidelines and Policies - Catalog

Instructor: Matt Landers, CEO Platypi
Email: Matt@platypi.io

Format: 10 Weeks of immersive code education to transform beginners into Front-End Developers.

Purpose and Objectives:
The purpose of Depot/U is to teach aspiring web developers how to code. The program is a combination of lecture and project-based learning. At the conclusion of the program, students will be qualified for an entry-level Front End Engineering role with the ability to make custom mobile and web applications.

Required Materials:
Each student is required to have a Macbook. This is necessary in order to fulfill all requirements of the course.

Program Information:
- Depot/U is a 10-week program. Classes are held M – F from 9 am – 1 pm.
- Students are evaluated weekly, based on performance and project completion.
- Students must maintain a 90% attendance rate in order to receive certification at the conclusion of the program.
- Classroom environment that is student-based and interactive.
- Student accommodations will be made based on cognitive strengths and needs.

Policies:
- Attendance and class participation are extremely important. Students should attend class from 9 AM – 1 PM, Monday through Friday.
- Students should spend at least 40 hours per week working – although most will invest more than that.
- Students will be evaluated weekly based on their performance.

- Depot/U has a zero tolerance for drug and alcohol use.
- All Depot/U students should be respectful of the classroom space and other students in the class.

Goals:
- To provide a learning environment where students develop an enthusiasm toward learning.
- To provide students both the acquisition of knowledge and the development of learning.
- To create an enjoyable environment that fosters success, embraces diversity, challenges students and helps them discover their individual strengths.

DEPOT/U

Birmingham's First Developer Bootcamp
An Innovation Depot Program

Depot/U Curriculum		
Week 0 Prework	• Codecademy: HTML/CSS • Codecademy: JavaScript • Codecademy: Interactive Website	• Codecademy: Make a Website • Git Tutorial
Week 1 Web Basics	• Programming Concepets Overview • Interacting with the DOM • Using Custom Fonts	• Responsive Design/Bootstrap • LESS • External Libraries - jQuery, etc.
Week 2 Object Oriented JavaScript	• Static vs. Dynamic Languages • Creating Reusable Libraries • Functions and Objects	• Constructors • Inheritance • Recreate underscore.js
Week 3 JavaScript Libraries and APIs	• Calling Services • Promises • Intro to Node.js	• npm (Package Manager) • Require and Browserify • Web Server Basics
Week 4 JavaScript Frameworks	• MV* Frameworks • Intro to Angular • Data binding	• Routing • Directives • Dependency Injection
Week 5 TypeScript	• tsc - TypeScript Compiler • PlatypusTS and PlatypusUI • Modules, Interfaces, and Classes	• Static Types and Generics • Lambda Expressions • tsd and DefinitelyTyped
Week 6 Backend Basics	• Express.js • REST Services • Intro to Databases	• CRUD operations • Authentication and Authorization • Lambda Expressions
Week 7 Mobile Basics	• Mobile User Experience • Cordova and Crosswalk • Local Deployment	• Interacting with the Hardware • Cordova Plugins • App Store Deployment

DEPOT/U

Birmingham's First Developer Bootcamp
An Innovation Depot Program

Depot U Curriculum	
Week 8 Class Project	• Utilize developed skills to complete an end to end project • Collaborate with students in a multi-developer environment • Breakout into groups and present ideas for group project
Week 9/10 Group Project	• Develop end-to-end custom application based on their ideas • Create resume, LinkedIn profile, and practice interviewing • Project presentations to Hiring Partners and Sponsors