Training Expectations

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- You are an **employee** of Revature
- Be respectful, courteous, and professional at all times
- Training conducted Monday thru Friday 10am – 6pm Eastern
  - Includes 1-hour lunch and instructor-designated breaks
  - Late or unavailable? Inform your trainer immediately.
  - You are encouraged to do self-study after office hours and on weekends
- Work diligently on projects to reach 100% completion
- Plagiarism and cheating will NOT be tolerated
- Do your best on evaluations
  - Monday exams, mock interviews, and coding challenges
  - Projects, presentations, QC sessions, panel interview
- Reminder: put your Github username on RevaturePro profile (under Profile > "Git username")
  - This is important for projects & code review
- Bring passion, commitment, and energy in developing **your** career!

Quality Control

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Readiness Assessment	Tech screening; Technical and soft skills
Weekly Evaluation	Written Evaluation and Interview
Weekly Quality Check	Technical/Soft Skill Readiness; Content Coverage; Content Delivery
Panel Interviews	Expert external interview to ensure comprehensive Quality
Resume Preparation	Best Practices and expert feedback
Project Showcase	Demo full-stack application to experts and stakeholders
Certification	Achieve Industry Leading Certification
Final Check	Conducted by Staging Manager
Ongoing Project Support	Provide support; Feedback to improve training/Quality program

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Tips for Training

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- Be curious - ASK QUESTIONS, especially if you do not understand something
- Practice, practice, practice
- Learn good strategies for debugging
- Think through problems before writing the code
- Practice speaking with precision using the technical terms you learn - clear thought is the first step to writing clean code

QC Demo

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- Let's walk through what QC would look like by demoing this with your trainer
- We'll see some examples of what a poor, average, good, and excellent answers look like

QC Demo – Poor Answer

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- Q: "Explain what polymorphism means and how you can use it in Java code?"
- A: "Ummm.... well it's sort of like how you write something but you can like use it as something else... wait, I may be confusing this with abstraction... no I think I have it right..."
- Notes:
  - Filler words
  - Too short
  - Extremely vague
  - Trailing off
  - No technical terminology used
  - Unconfident language ("sort of","like")

QC Demo – Poor Answer #2

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- Q: "Explain what polymorphism means and how you can use it in Java code?"
- A: "Actually, I don't know this topic, we never covered this in class, and I haven't worked with polymorphism"
- Notes:
  - Always attempt to answer the question
  - If you don't know the answer, do your best to make an educated guess

QC Demo – Average Answer

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- Q: "Explain what polymorphism means and how you can use it in Java code?"
- A: "I think polymorphism means many forms. I believe in our code we can achieve polymorphism through method overloading or overriding"
- Notes:
  - Too short
  - Not very detailed
  - Unconfident language ("I think","I believe")

QC Demo – Average Answer #2

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- Q: "Explain what polymorphism means and how you can use it in Java code?"
- A: "I think polymorphism means many forms. I believe in our code we can achieve polymorphism through method overloading or overriding. Overriding is being able to take child class and provide a specific implementation for a method; inheritance means we receive the same fields and methods as the parent class. Private fields are not inherited."
- Notes:
  - Technically correct, but some information is irrelevant to question
  - Unconfident language ("I think","I believe")

QC Demo – Good Answer

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- Q: "Explain what polymorphism means and how you can use it in Java code?"
- A: "Polymorphism means many forms. We can use method overloading or overriding to implement it in the code. Overloading means changing the method signature in the same class; overriding means changing the implementation in a subclass"
- Notes:
  - No filler words, hesitations
  - Gave explanations for the terms used

QC Demo – Excellent Answer

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- Q: "Explain what polymorphism means and how you can use it in Java code?"
- A: "Polymorphism is an object oriented design principle that means many forms. Most commonly we will use method polymorphism which includes method overloading and overriding. Overloading consists of a method in the same class with the same name but changing the number or type of parameters; overriding refers to inheriting a method and then changing its implementation, so it must be declared with the same method signature. When we use overriding, we can declare a variable as the parent type but instantiate the child and the child's method will be invoked. Also, covariant return types allow us to return a subtype of the parent method's return type when we override a method. For example in my latest project, I overloaded a method to … <give concrete example>"
- Notes:
  - Comprehensive
  - Confident
  - Very detailed and gave explanations
  - Gave an example of how this is used in a project

FAQ

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- When is QC conducted?
  - Typically on Mondays or Tuesdays
- How will I get feedback on performance?
  - We can go over missed topics or questions at the end of QC and give overall feedback
  - Specific feedback will come from your trainer
  - Always feel free to reach out to your trainer for feedback
- What happens if I do really poorly in an evaluation?
  - We look at all evaluations (quiz, 1/1, QC, project) to gauge performance and we also look at trends over time
  - If you are not where you need to be, your trainer will discuss how to improve performance with you
- How can I prepare and do better for QC?
  - Review the How to Prepare for QC document
- What should I focus on each week?
  - Use RevaturePro topics on curriculum or get clarity from your trainer

Conclusion

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Questions and Answers