

Ground Zero

Welcome

- Jack "Wolf" Jeffress
- Chris "Badger" Barnaby

The facts of life without any nonsense and with illustrations.

“WHERE DID I COME FROM?”

Peter Mayle



FIRST-AID FOR
PARENTS

It's me

Whatever the hell that means

- J.C.R. Licklider - "The Galactic Network"
- jack.jeffress@ga.co

Things I have done for \$\$\$

- Pre-web work
- Tiny boutique sites (portfolios etc.)
- Online stores and auction sites
- Giant sites that will never be finished
- Junior grunt work
- Regular grunt work
- Independent projects
- Lead developer
- Managed projects
- Teaching - this is my 9th WDI

Why do I teach?

- I want to create developers that I would want to hire
- I am a web proponent
- It's insanely rewarding

"Software literacy is the new literacy"

Joel "The Blade" Turnbull

How I teach?

- I make lots of incredibly bad jokes
- I'm very open about my methods
 - For example, I always wait ten seconds
- Respectful interruptions are always welcome
- I try to keep it interesting
- I always want to keep learning
- I have done this a fair few times now...

You know me now

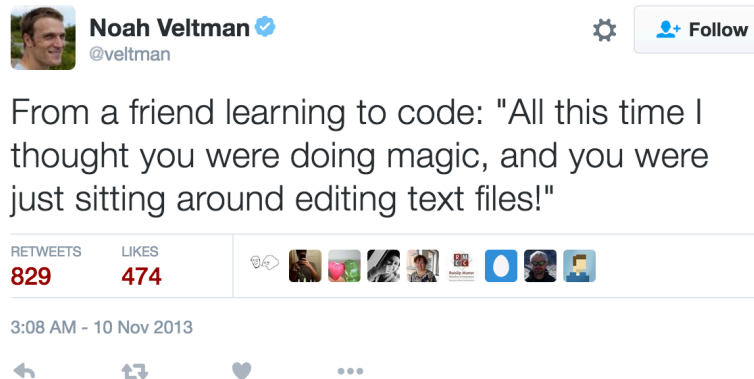
- Guilty pleasures time

"I love the smell of body odour"

"I like popping the pimples of strangers"

What is web development?

The management of both websites, and web-based applications



But really...

Jenn'eral Assembly Web Development Immersive

What have you gotten yourself into?

To be a good developer, you ought to:

- Have a high capacity for frustration
- Not mind reading documentation
- Be comfortable with imposter syndrome
- Enjoy solving problems and the little wins
- Be comfortable editing text
- Be comfortable knowing there is always more

A typical day

09:00 - 09:30 Emails, news

09:30 - 09:45 Standup meeting

09:45 on... Coding

40% writing code

60% figuring out why it doesn't work

Basket weaving

Geeking out

A typical day here

09:00 - 10:00	Warmup
10:00 - 01:00	Lecture / Break / Codealong
01:00 - 02:00	Lunch
02:00 - 02:30	Review
02:30 & beyond	Labs / Codealong / Homework

The structure of the course

Week

One and two

Three

Four and five

Six

Seven and eight

Nine

Ten and eleven

Twelve

Content

Front End

Project 00

Back End

Project 01

Advanced front end

Project 02

Advanced back end

Project 03

The structure of the course

We follow the development of the web itself

- We start by learning development
- Then we create pages by hand
- Then we get the back end to create our HTML for us
- Then we get into Single Page Apps
- Then we get into lots of other fancy stuff

What is this course really about...

- Learning to learn and code
- Web browsers
- Text editors
- Writing
- Design (system, not visual)
- Stickers
- Normally animals
- Normally the Marx Brothers

Traditions

- Dreaming in code
- Hating M.T.A
- Margaritas
- The Spit to Manly
- Burning Airlines
- Bowling
- Terrible tragedy
- Trying to be the best WDi ever
- Getting your producers in as many photos as possible

Maximising Value

"Immersive" is right, immerse yourself!

- Ask thousands of questions and get help
- Go to meetups
- Embrace the culture and the jargon
- Treat everyday like a job opportunity
- Get some good headphones

Maximising Value

$$\Delta U = q + w$$

Maximising Value

- Communicate!
- Slack
- Keep a blog (Wordpress, Tumblr etc.)
 - Or vlog (for the trendy ones - <http://giveit100.com/>)
 - <http://tiddlywiki.com/>
 - WDI.txt
- Love the alumni community as much as we do
- Avoid Facebook and (cancel your social life)
- Fail early and often
- Don't always think in code

You are WDi 18

You'll always be known as that.

That's when I reach for my revolver...

Our class is like yoghurt

As WDi18, what do you want to bring to the table?

- "No rejecting high fives"
- "Everyone has to hug in the morning"

Producer Interlude

Geek and Hacker Culture

- Sharing and enjoying
 - Books
 - Movies
 - TV Shows
 - Memes
 - Gifs
 - Articles
 - Anything...

The Tao of Programming

The Jargon File

Larval Stage: N.

"Describes a period of monomaniacal concentration on coding apparently passed through by all fledgling hackers. Common symptoms include the perpetration of more than one 36-hour hacking run in a given week; neglect of all other activities including usual basics like food, sleep, and personal hygiene; and a chronic case of advanced bleary-eye. Can last from 6 months to 2 years, the apparent median being around 18 months. A few so afflicted never resume a more 'normal' life, but the ordeal seems to be necessary to produce really wizardly (as opposed to merely competent) programmers."

- ***The Jargon File.***

Book 2.1

"After three days without programming, life becomes meaningless"

Sign up / Bookmark / Attend

- [Twitter](#)
- [Stack Overflow](#)
- [SydJS](#)
- [RORO Sydney](#)
- [The Javascript Weekly](#)
- [The Ruby Weekly](#)
- [Versioning](#)

How to get help

- Have the relevant files / links open
- Be ready to explain:
 - What you expect to happen
 - What seems to actually be happening
- Raise your hand

How to ask questions

- Be specific
- Don't paste lots of code into Slack, use a [Gist](#)
- Don't use private messages for things that aren't private
 - Collaborate so everyone can benefit!
- Here is a rather [patronising article](#)

How to ask questions

"What we [developers] are, unapologetically, is hostile to people who seem to be unwilling to think or to do their own homework before asking questions."

- Eric S. Raymond and Rick Moen

The Wolf Pack

Help each other out!

- Move faster
- Mastery
- It's common practice

What is going to go wrong?

Everything.

"If debugging is the practice of adding of removing bugs from software... Then programming must be the practice of adding them"

- Edsger W. Dijkstra

As a programmer, the best skill you can learn is how to debug.

Brutally frank advice

- Pause your social life
- Stay off Facebook, whatever it is now
- Ask every question possible
- Write and fix as many bugs as possible
- Do way more than is asked
- Make this the most intense 3 months of work you've ever done
- But also the most fun

Let's get into it!