# Welcome to Bootcamp Prep!

Fullstack Academy

# Course Overview: Topics

#	Topic
1	Introduction, Tidy Code
2	Loops, Debugging
3	Coercion and Truthiness
4	Algorithmic Problem Solving
5	Scope
6	Arrays I
7	Arrays II

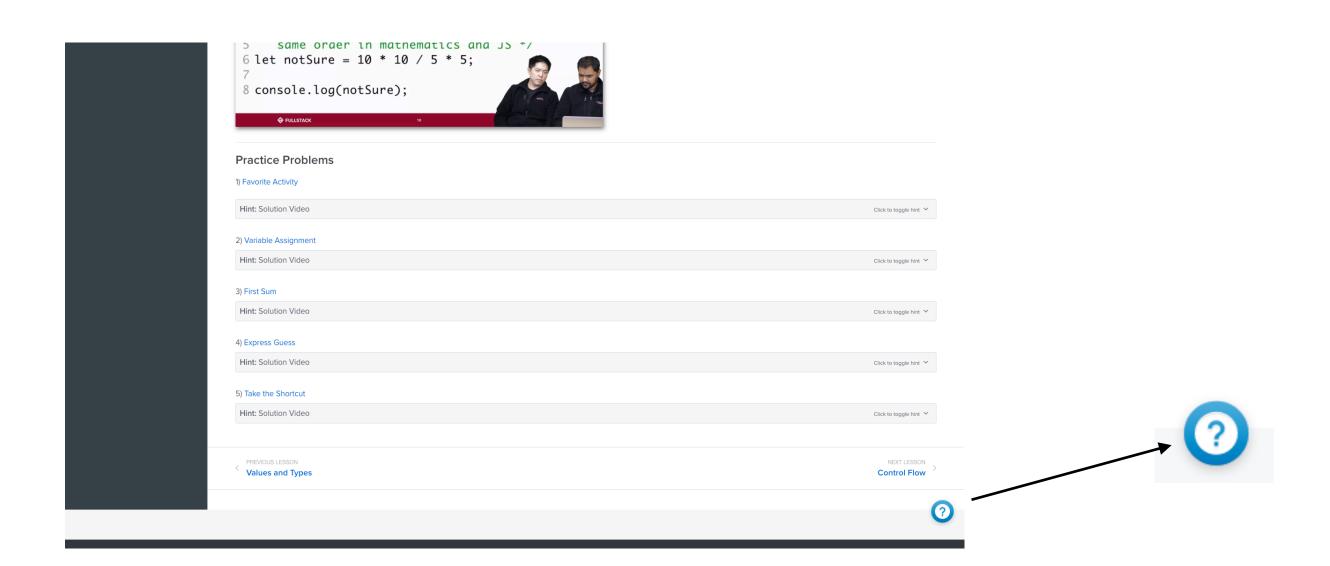
#	Topic
8	Algorithmic Problem Solving II
9	Objects
10	Recursion I
11	Recursion II
12	Next Steps, Practice Assessment

### Course Overview: Format

- 1. Watch the pre-recorded lecture (if time permits)
- 2. Attend the live lecture (required)
- 3. Work on the workshop (required)
- 4. Watch the workshop review videos and compare your answers with the provided solutions (strongly recommended)

### Workshops

- Workshops are not intended to be finished
- Instructors and fellows available via the Help Desk



### Course Overview: Projects

- Two projects will be introduced as we progress through the course
- Good opportunity to practice technical communication and pair programming, which you'll do on the Admissions Interview

### Course Overview: Practice Assessments

- We'll take a practice assessment on the last day of class
- It's meant to help you prepare for the real admissions assessment
- After BCP, you'll get an invite to take an admissions assessment

## Fullstack Community Values

- Be patient. With yourself and others.
- Ask questions (even "dumb" ones)
- Trust the process. Be on time.
- Help others. Teach others.
- We like to have fun, and...

### Fullstack Community Values

- Be mindful of:
- Subtle "isms"
- E.g. Sexism, Racism, Ageism
- Be Professional "No Asshole Policy"
- You are each other's most valuable resource
- No NSFW content. When in doubt, leave it out.

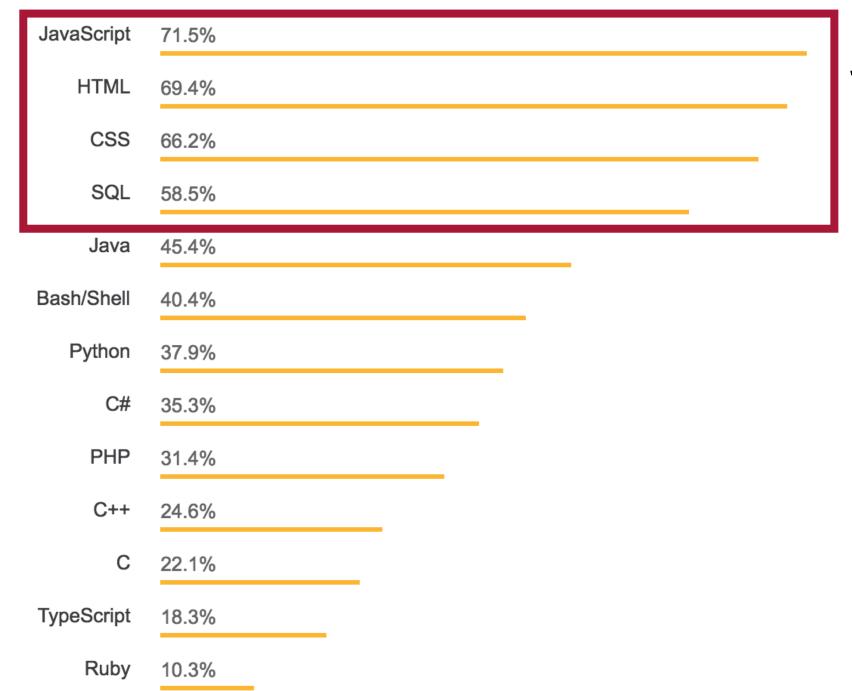
### Why Javascript?



#### **Most Popular Technologies**

#### **Programming, Scripting, and Markup Languages**

All Respondents Professional Developers



JS === most popular language in the world!

FSA/GHA curriculum

Ruby is great for beginners but much less widely used

Stack Overflow 2018 Developer Survey Results



## Why is JavaScript so Popular?

- Powers the majority of web applications
- Runs almost anywhere on the "full stack": web browsers and servers
- Is relatively learner friendly

### ES5? ES6?

- ES5 and ES6 are different versions of JavaScript
- JavaScript versions are backwards compatible
  - Older features work in newer environments
  - Newer features may not work in older environments
- Fullstack teaches "ESNext"
  - Immersive programs continuously updated to cover the latest JS features
  - BCP program covers some newer features too, but only those that are helpful for beginning developers — don't expect in-depth or comprehensive coverage of new JS features in this course

### Getting the most from this course

- Complete the BCP Pre-work curriculum first!
- Do the pre-readings and watch the pre-recorded lectures
- Enjoy the "productive struggle"
- Ask for help when you need it (otherwise, why are you here?)
- Don't look at solutions until you give problems an honest try
- Go back to unfinished workshop problems and finish them when time permits
- Watch the solution videos, even for problems you think you got right
- Review the solution code

# Tidy Code Tips

### Why write tidy code?

- Easier and faster to debug and read your code
  - Engineers spend a lot more time reading and debugging code than actually writing it!
- Demonstrates qualities attractive to bootcamps and employers:
  - Professionalism: no longer a "beginner"
  - Attention to detail
  - Pride in work



```
// indent one level inside every code block
  // code blocks start with a { and end with a }
   function amazingFunction() {
     // inside the function block!
     if (true) {
       // inside the if block!
       console.log('this function is amazing');
     // outside of the if block
13 // outside of the function block
14 amazingFunction();
```

### Variable Naming

```
// use camelCase when defining variable names
let myFavoritePlace = 'Fullstack';
// don't use ambiguous variable names!
let x = 68;
// use names that describe the value they contain
let currentTemp = 68;
// it's ok to use short variable names as counters, like i in a for loop
for (let i = 1; i <= 3; i++) {
  console.log(i);
```