Lecture **01**/16:
Boot camp

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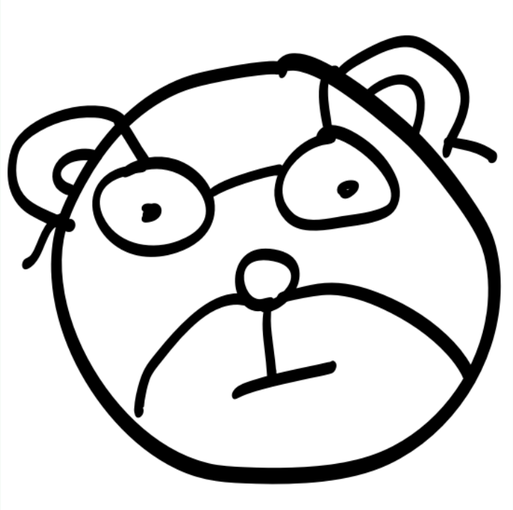
Hello!



Introduce myself / yourselves

Syllabus

For this semester run

Summary

- 16 weeks
- 1 hour lecture + 1.5 hours. Lab.
- One Exam (mid-term)
- One project (final)

	%
Attendance	35
Assignments	25
Project	25
Mid-term	15

Attendance check

- -5% for each absent
  - 7 times absent = 35% of total grade score
  - However, to take mid-term and final, you should attend at least 11 lectures
    - Univ. law (min. 66.7% of total lectures to take exams.)
- Exceptions
  - Military service / governmental duties *(certificate needed)*
  - Death of grandparents / spouse / children *(certificate needed)*
  - Absent by menstruation *(application needed)*

First

1	Topic	Introduction to Open-source development
	Activities	* Bootcamp * Set-up OSS development environment
2	Topic	Configuration management / Version control system
	Activities	* cvs / svn / mercurial / git * Learn by run: initialize the project using various VCSes
3	Topic	Basic OSS tech stack
	Activities	* Peeking OSS tech stack (database / backend / frontend / server / app) * Learn by run: combination of OSS libraries / frameworks
4	Topic	OSS Web frontends: ES6-based frameworks
	Activities	* Concept of WebComponents / Polymer / React / electron as container * Learn by run: Creating web frontend program
5	Topic	OSS Web backends
	Activities	* node.js / Django / Codeigniter * Learn by run: Prototyping web service with web backends
6	Topic	OSS Database management system
	Activities	* Redis / MongoDB as NoSQL, SQLite / MySQL/MariaDB / PostgreSQL as RDBMS * Learn by run: Setup and using DBMS
7	Topic	Special Lecture #1 : Open-source community development
	Activities	Invited talks (open-source language committer)
8	Topic	Mid-term exam.
	Activities	Not hard, not easy. You can also google for answers during exam.

Second

9	Topic	Open-source game engines
	Activities	* Cocos2D-x / pygame / libgdx / OGRE * Learn by run: Demonstrating basic physics with controls using OSS game engines
10	Topic	Open-source cross-platform frontends
	Activities	* GTK / QT basics * Learn by run: Creating simple cross-platform calculator
11	Topic	Open-source data analysis frameworks
	Activities	* R / pandas / spark / octave * Learn by run: Basic statistics with OSS tools
12	Topic	Student OSS projects (1)
	Activities	* Project presentation * Learn by run: project concept/structure presentation
13	Topic	Full-stack development
	Activities	* Choosing the OSS library / software puzzles * Checking OSS License issue * Learn by run: Choosing my own OSS tech stack
14	Topic	Student OSS projects (2)
	Activities	* Project presentation * Learn by run: Mid-progress project presentation
15	Topic	Special Lecture #2 : Field Open-source software development
	Activities	Invited talks (open-source software developer)
16	Topic	Final project demonstration / presentation
	Activities	* Problem-solving process

Class

- Lecture will focus on the entire structure of the genre
- Lab. will focus on the ‘getting started’ part.
- Project-based learning
  - 3 Problems (each 3 week)
  - Each problem consists of 3 assignments (in lab.)
- Use Slack: you will get enough feedback from me / T.A.

Assignments

- One for each lecture
- 3 Problems (each 3 week) / 10 times (or less)
- Strongly related to personal interests / tech stack
- Exceptions
  - Today, pre-mid-term, pre-final, final, two special invited talks

Mid-term

- Open-ended questions
- Github related task submission
- You can use everything including Google
  - But you will not have enough time…
- Maximum score : 100

Projects

- Consists of assignments + finals
- Projects will be individually / independently scored
- You will organize your own way to solve the problem

Learn by run: lecture 01

- Register the course slack
- Create and write github account
- Give information to T.A.
  - Your target class with interests (will be sitting down in front of the class)
  - Your coding environment (OS)
  - Your experiences

Next is...

2/16: Configuration management / Version control system

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Questions? inureyes@gmail.com