Template Front End Track

This is the Front End Track template with completed project descriptions!

Getting Started:

- [ ] Required: Set up Slack account & watch video

  Slack is how Code Louisville students can communicate with one another, share resources, get feedback on project portfolios, etc.

  Watch this video for details on how to use Slack during your time in Code Louisville:

  Your group mentors will monitor your night's Slack channel (up to 2 hours/week). If you engage your mentor on Slack, be sure to ask very pointed questions and only if you are unable to get answers through Treehouse forums, Stack Overflow or Google, as they are volunteering their time.

  The Code Louisville leadership team will also use Slack to make sure you see important program announcements. We have a few channels set up specific to job hunt savvy, git and github, and random (non-coding) conversations/ideas.

  Direct messaging is an option for reaching Code Louisville leadership, mentors or your counterparts.

  Please always use Slack in a respectful and professional manner! Any inappropriate activity or behavior on Slack will be addressed by the Code Louisville leadership team on a case-by-case basis, but may subject you to dismissal from the program. Play nicely in the sandbox!

- [ ] Required: Set up Asana account & watch video

  Asana will drive your weekly progress in Code Louisville, and is a powerful tool that we invite you to use for task management throughout the program!

  Watch this video for details on how to use Asana during your time in Code Louisville:

  **Note: please do not use Asana for conversations or collaborations. Drive all conversation/collaboration on Slack, so that your mentors can chime in.

- [ ] Required: Attend one software meetup/event over 12 weeks!

  Required: attend at least one software-focused event over the next 12 weeks Keep this task open until you attend. When you do, leave a comment in the comments section below with details on the date and name of your event**

  Networking with other software developers is not only encouraged throughout the next 12 weeks, but we believe so strongly in this concept that we require it!

  The sooner you jump off the deep end, the quicker you will get through what we call "imposter syndrome." Build your confidence, and remember: every developer started somewhere!

  How to Network:
  Visit http://louisville.io/ for all the latest software & tech events throughout Lousiville!

  Signup at http://www.meetup.com, and search for "software" within a 20 mile radius of Louisville. There are many monthly or bi-weekly software events from local groups with various focuses!

  The Code Louisville team will also host at least one (1) Dev Download, where you can meet people who have done what you're doing, and can share their experience with you. This event will count as well, and we'll announce the details after Week 6.

- [ ] Optional, strongly encouraged: Contribute to an open source project

  Once you get your software development legs, contributing to an open source project is a great way to strut your stuff, and build your portfolio!

  We highly recommend the following open source collaboration sources:

  Open Hatch: http://www.openhatch.org/

  Github: https://help.github.com/articles/where-can-i-find-open-source-projects-to-work-on/

  http://learnprogramming.github.io/

  Our friends at the Civic Data Alliance also conduct great, local open source projects with open data from Louisville Metro Government. Check them out here: http://www.civicdataalliance.org/

  If you contribute to an Open Source project, please tell us about it in the comments section below!

- [ ] Optional: Download Sublime Text

  http://www.sublimetext.com/

Sublime Text is a free text editor. Although you are welcome to choose a text editor, we recommend Sublime.

Alternatives to Sublime are: Atom, Brackets, Notepad++, Cloud9, etc.

- [ ] Optional: Sign up for Gravatar
https://en.gravatar.com/

Gravatar profiles are used throughout the internet as a recognizable face for YOU. By signing up with Gravatar, many developer environments and resources will recognize you.

- [ ] Optional: Sign up for Codepen
http://codepen.io/

Codepen is an HTML, CSS, and JavaScript code editor in your browser with instant previews of the code you see and write. It is a searchable trove of your own creations, and a world of other people's creations. A place to troubleshoot, to teach, to learn, to test, and to grow.

- [ ] Optional: Need supportive services?
Do you identify as someone going through demonstrated personal hardship (unemployment, homelessness) or have other social or economic barriers? Need guidance?

Please reach out to our Career Counselor, Robin Smith, at robin@codelouisville.org! We want you to succeed, and we look forward to serving you!

Week 1 (Time Estimate: 8 - 10 Hours):

- [ ] Treehouse - CSS Basics (Allow 7 - 9 Hours)

- [ ] Project: Create a list of potential website design projects (Allow 1 hour)
During Weeks 1 and 2, think about and capture a list of ideas you have for websites you could design for your individual project. Bring that list to your in-person meetup during Week 2.

Get feedback from your counterparts and mentors at the meetup, and choose one reasonably sized web design project or two smaller web design projects to proceed with.

Week 2 (Time Estimate: 10 Hours):

- [ ] Treehouse - (standalone course) Console Foundations (Allow 3 Hours)
This course is in your Treehouse track, but it's towards the bottom.

You can jump ahead to this course by selecting it at the bottom of your track, and it may have you unlock it.

If that doesn't work, you can find this course in the Treehouse library by typing "Console Foundations" in the search bar.

- [ ] Treehouse - (standalone course) Git Basics (Allow 4 Hours)
This course is in your Treehouse track, but it's towards the bottom.

You can jump ahead to this course by selecting it at the bottom of your track, and it may have you unlock it.

If that doesn't work, you can find this course in the Treehouse library by typing "Git Basics" in the search bar.

- [ ] Supplementary Training: Github (link inside task) (Allow 1.5 hours)
We know that Git and Github can be confusing at first, so we've found a VERY useful tutorial to help you specifically with Git on the command line.

Go here: https://try.github.io

Please do this tutorial. It will walk you through some common repeat steps you'll use when pulling, pulling and committing your files to your Github Repository.

Think you'd rather learn how to use Github for Windows or Github for Mac, a GUI-based Git option? That's also okay! You can download those platforms below.

https://windows.github.com/
https://mac.github.com/

- [ ] Sign up for Github (Allow 0.5 hours)
https://github.com/

Make every effort to get comfortable with version control! You will use Github throughout the Code Louisville program, and employers regularly ask for your Github link.

When you complete this task, leave your Github ID in the comments section!

  - [ ] Github ID Posted in Comments

- [ ] Project: Create a list of potential website design projects (Allow 1 hour)
  During Weeks 1 and 2, think about and capture a list of ideas you have for websites you could design for your individual project. Bring that list to your in-person meetup during Week 2.

  Get feedback from your counterparts and mentors at the meetup, and choose one reasonably sized web design project or two smaller web design projects to proceed with.

  IMPORTANTTo check off this task, please give us a brief description of the project you decide to move forward with in the comment section.

Week 3 (Time Estimate: 7 - 9 Hours):

- [ ] Treehouse - JavaScript Basics (Allow 6 - 8 Hours)
  - [ ] Do Control Structures Extra Credit
  - [ ] Do Objects and Arrays Extra Credit
  - [ ] Do Functions Extra Credit
- [ ] Project - Website Planning: Requirements Analysis and Site Map (Allow 1 hour)
  Between Weeks 2 and 3, spent some time planning your selected project(s).

  IMPORTANTLeave an artifact (evidence you worked on this) in the comment section for this task or by attaching any documents you feel are useful.

  Requirements Analysis:

  Who is your target audience? Do you have a client? If so, what are your client's goals? Do they have detailed feature requests (i.e. scheduling appointments, linking to social media platforms, form submission to mail API, etc)?

  Site map:
  What is the basic layout you need (written form only, for now)? (Main page, about page, contacts, header, footer, etc)

Week 4 (Time Estimate: 8 - 11 Hours):

- [ ] Treehouse - HTML Forms (Allow 2 - 3 Hours)
  - [ ] Do all extra credit
- [ ] Treehouse - JavaScript Loops, Arrays and Objects (Allow 4 - 6 Hours)
- [x] Project - Website Design: Wireframe + HTML files (Allow 2 Hours)
  Using information gathered in Week 3, begin designing the layout using a wireframe. You can create a wireframe by using free software or simple pencil and paper. Here is an example for a front page wireframe: https://wireframe.cc/example

  IMPORTANTLeave an artifact (evidence you worked on this) in the comment section for this task or by attaching any documents you feel demonstrate completion.

  If you find that you're spending too much time learning the wireframe tool, find something that's easier to use, or hand draw your concept. It doesn't have to be pretty or perfect!

  Then, create the basic HTML structure for your site by applying what you've learned so far. If you get ahead or are ahead, go ahead work on your CSS for the site.

  IMPORTANTMake commits to and pull from your Github repository! Get in the habit of doing this as you build!

Week 5 (Time Estimate: 9 - 13 Hours):

- [ ] Treehouse - Object-Oriented JavaScript (Allow 2 - 3 Hours)
- [x] Treehouse - jQuery Basics (Allow 5 - 7 Hours)
- [ ] Project - Website Design: CSS Implementation (Allow 2 - 3 Hours)
  Using what you've learned so far, add styling to your HTML structure with CSS.

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Week 6 (Time Estimate: 9 - 15 Hours):

- [x] Treehouse - HTML Tables (Allow 1 - 2 Hours)
- [x] Treehouse - Interactive Webpages with JavaScript (Allow 2 - 4 Hours)
- [x] Treehouse - HTML Video and Audio (Allow 2 - 4 Hours)

- [ ] Project - Website Design: Interactive Elements (Allow 4 - 5 Hours)
  Using what you've learned so far, begin implementing interactive elements in your design. Revisit your requirements analysis or existing elements, and think of ways to capture or reimagine your goals with interactive design elements.

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  - [ ] Make commits to Github

Week 7 (Time Estimate: 8 - 13 Hours):

- [x] Treehouse - Responsive Layouts (Allow 1 - 2 Hours)
- [x] Treehouse - Ajax Basics (Allow 5 - 7 Hours)
- [ ] Project - Website Design: Responsiveness (Allow 2 - 4 Hours)
  Using what you've learned so far, apply responsive design best practices to your website. In addition to what you'll learn in Treehouse, here is a page full of supplementary content on responsive design. Really focus on buttoning up multi-device functionality for your website.

  https://bradfrost.github.io/this-is-responsive/resources.html

  IMPORTANTMake commits to and pull from your Github repository! Get in the habit of doing this as you build!

  - [ ] Make Commits to Github

Week 8 (Time Estimate: 9 - 14 Hours):

- [x] Treehouse - Accessibility (Allow 2 - 3 Hours)
- [x] Treehouse - Website Optimization (Allow 2 - 3 Hours)
- [ ] Treehouse - Front End Performance Optimization (Allow 2 - 3 Hours)
- [ ] Project - Website Design: Accessibility, Optimization and Performance (Allow 3 - 5 Hours)
  Apply the elements you learned through Treehouse to verify that your project adheres to best practices in accessibility and optimization. Supplementary content on each subject is below:

  Accessibility:
  Lighthouse International: http://www.lighthouse.org/accessibility/design/web/
  W3C: http://www.w3.org/standards/webdesign/accessibility
  University of Washington: http://www.washington.edu/doit/world-wide-access-accessible-web-design

  Website Optimization:
  Google Developers: https://developers.google.com/web/fundamentals/performance/index?hl=en

  IMPORTANTMake commits to and pull from your Github repository! Get in the habit of doing this as you build!

  - [ ] Make commits to Github

Week 9 (Time Estimate: 10 - 15 Hours):

- [ ] Treehouse (standalone course) - Framework Basics (Allow 7 - 9 hours)
- [ ] Project - Website Design: Frameworks (Allow 3 - 6 Hours)
  Consider how to apply your new training in Frameworks to your website design. This will be a work in progress. You'll learn Bootstrap in Week 9 and a JavaScript framework of your choice (Angular.js or Ember.js) in Week 10.

  We encourage you to duplicate or overhaul your design using a new framework! Although it is not required to build your project in a framework, you should consider it. Frameworks make your life easier as a developer, and display an intermediate to advanced understanding of JavaScript concepts.

  Supplementary Content:

  Bootstrap:

  http://startbootstrap.com/bootstrap-resources/

  http://expo.getbootstrap.com/resources/

  http://bootstrapbay.com/blog/bootstrap-resources/

  Angular.js:

  https://docs.angularjs.org/guide/introduction

  Ember.js:

http://guides.emberjs.com/v1.10.0/

IMPORTANTMake commits to and pull from your Github repository! Get in the habit of doing this as you build!

- [ ] Make Github Commits

Week 10: Choose ONLY ONE Treehouse Option! Time Estimate: 6 - 9 Hours):

- [ ] Treehouse Option 1: Angular.js (Allow 3 Hours)
- [ ] Treehouse Option 2: Ember.js (Allow 3 Hours)
- [ ] Project - Website Design: Frameworks (Allow 3 - 6 Hours)
  Consider how to apply your new training in Frameworks to your website design. This will be a work in progress. You'll learn Bootstrap in Week 9 and a JavaScript framework of your choice (Angular.js or Ember.js) in Week 10. We encourage you to duplicate or overhaul your design using a new framework!

  Supplementary Content:

  Bootstrap:

  http://startbootstrap.com/bootstrap-resources/

  http://expo.getbootstrap.com/resources/

  http://bootstrapbay.com/blog/bootstrap-resources/

  Angular.js:

  https://docs.angularjs.org/guide/introduction

  Ember.js:

  http://guides.emberjs.com/v1.10.0/

  IMPORTANTMake commits to and pull from your Github repository! Get in the habit of doing this as you build!

Week 11 (Time Estimate: As much as you need to polish your project!):

- [ ] Project - Website Debugging/Testing
  Use this week to iron out bugs in your design, and conduct tests to ensure functionality. Consider creating a checklist of all your interactive elements and content, and going through them one by one. Try to break it! If you can break it, there's a good chance the user can break it too. Or, let someone else try to break it!

  IMPORTANTMake commits to and pull from your Github repository! Get in the habit of doing this as you build!

Week 12 (Time Estimate: As much as you need to polish your project!):

- [ ] Project - Website Testing & Demo Day Registration
  Continue any testing from last week. Prep your website for the showcase and Demo Day!

  IMPORTANTMake commits to and pull from your Github repository! Get in the habit of doing this as you build!

  - [ ] Register for Demo Day presentation recording time

Weeks 13 & Beyond: Job Readiness & Guidance:

- [ ] Record Demo Day Presentation!
  UNDER CONSTRUCTION

  Details coming soon!

  You will register for Demo Day in Week 12, and record in Week 13. Code Louisville will build a marketing campaign targeted at the Louisville-wide community, and showcase your presentation in a series of media releases!

- [ ] Graduation Mixer!
  UNDER CONSTRUCTION

  Date and time to be announced later!

  We'll be organizing a graduation mixer, where we present you with your Certificate of Completion, as well as invite employers and recruiters to meet you. This event is informal in nature, and will take place after the media campaign for Demo Day video presentations.

- [ ] Begin the Treehouse Career Module!
  UNDER CONSTRUCTION

  We will be updating this task at least a month before your cohort wraps up!

The Treehouse Career Module is tentatively going to including everything shown in the sub-tasks below. These tasks will be updated when Code Louisville gets more details from Treehouse on this module.

- [ ] Assigned project w/Code Review (pre-determined scope, time commitment of a few weeks)
- [ ] Individual project Code Review -- this is the project you've built with Code Louisville over the past 12 weeks
- [ ] Collaborative project assignment -- this will be a project where you will contribute to a team based on your strengths, and will collaborate virtually (via Slack and Github)
- [ ] Self-Assessment
- [ ] Job Readiness Workshops: Resume Rewrite, Leveraging LinkedIn, Impressive Interviewing
- [ ] More as required!