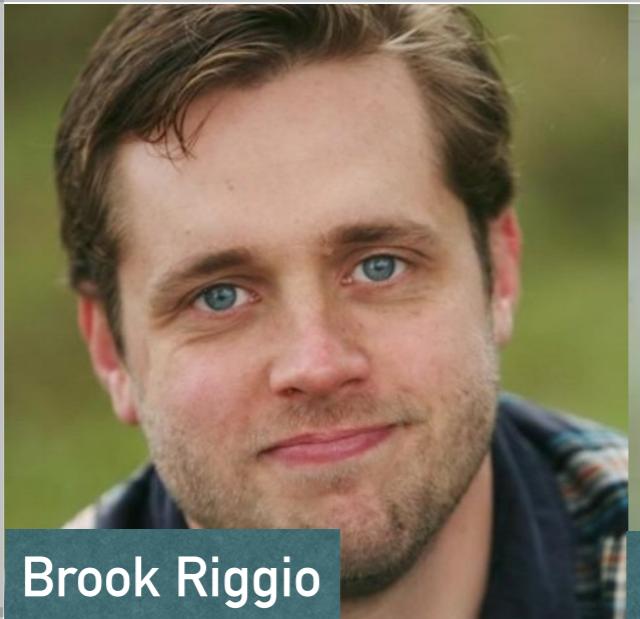




# CODE FELLOWS

*Code 301: Intermediate Software Development*



Brook Riggio



Ivan Storck



Jonathan Stallings



Brian Ray



Emily Aviva Kapor-Mater



Joel Stanner



Mary Dickson

# CODE 301 TEAM

---



Lindy Levinson



Karinne Breidenbach



Brandy Rhodes



Chris Harnois



Jeff Malek



Dave Parker

# CODE FELLOWS STAFF — SEATTLE

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**PLEASE MEET: YOU**

# **WEB DEVELOPER**

# TWO WAYS TO LEARN

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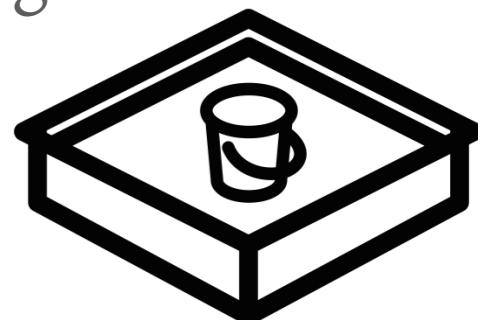
## *Paths:*

- Shape behavior
- Are games to be played
- Lead people along
- Have predictable outcomes
- Are measurable
- Design every detail
- Are consumptive
- Create dependency
- Have a clearly defined purpose
- Lead to completion
- End in an EXCHANGE



## *Sandboxes:*

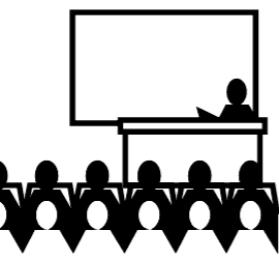
- Create engagement
- Are spaces in which to play
- Let people explore
- Have unknown outcomes
- Are observable
- Underspecify the design
- Are generative
- Encourage autonomy
- Purpose is self-determined
- Lead to understanding
- End in LEARNING & DISCOVERY



# DAILY SCHEDULE

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9am\*-12pm



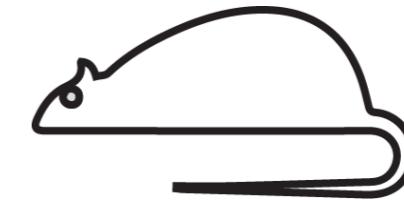
Class

12pm-1pm



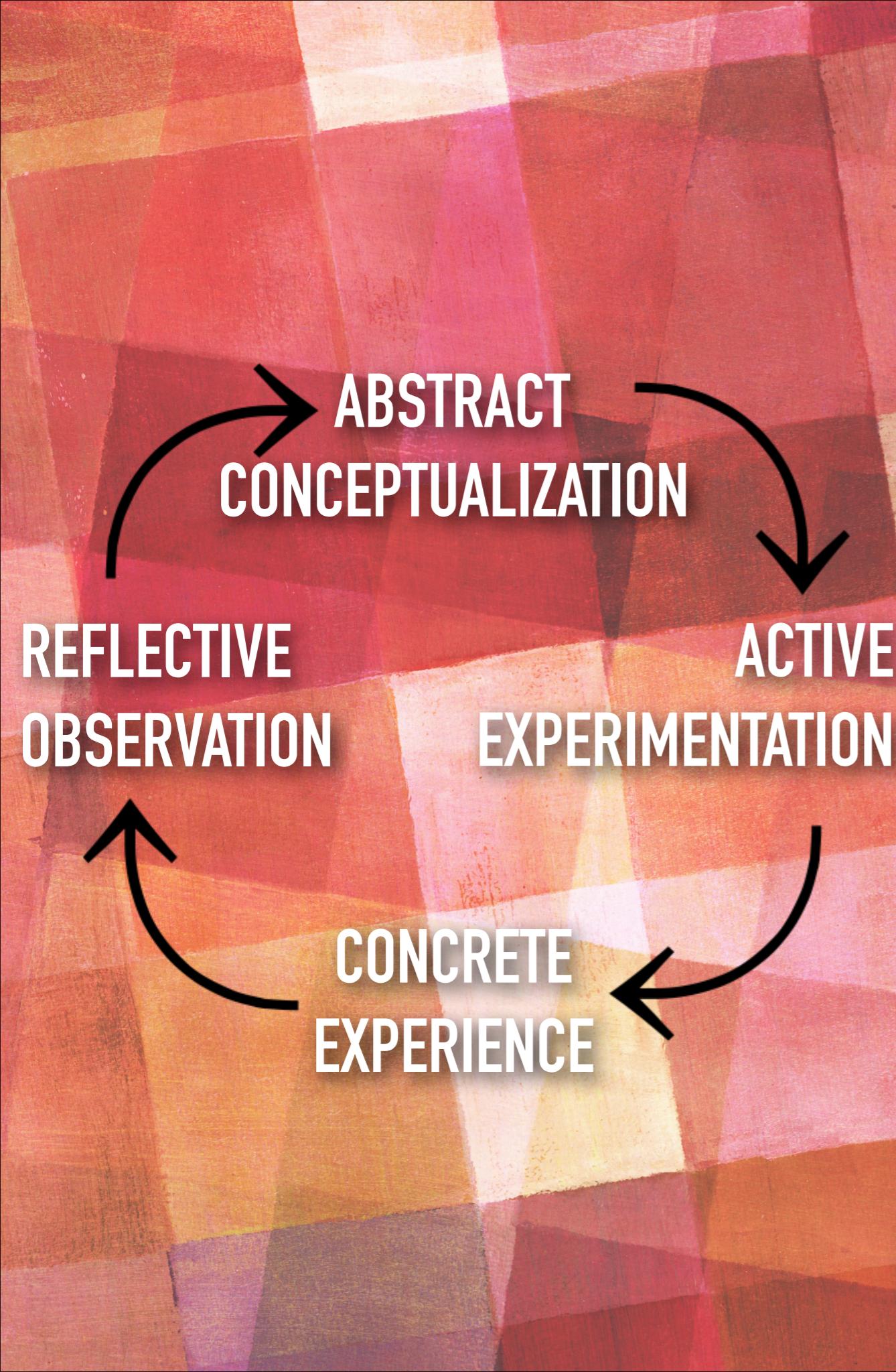
Lunch

1pm-5pm



Lab

*\*10am on Fridays*



# THE ADULT LEARNING CYCLE

---

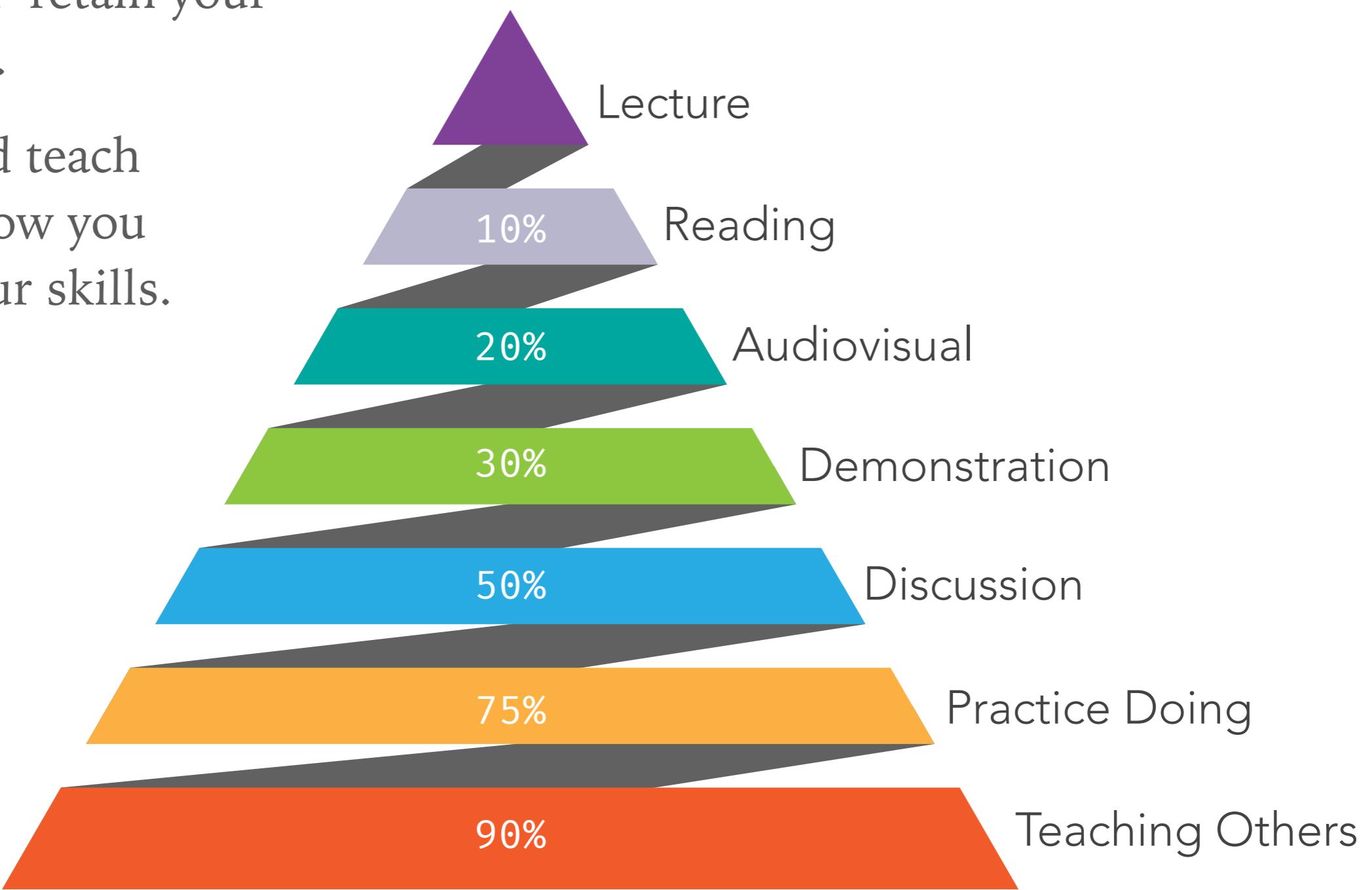
- From the top going clockwise:
- The first exposure to a new concept.  
(lecture)
- Trying out the concept in the specific scenarios.  
(examples/demos)
- Working through a complete use case.  
(assignments/projects)
- Reviewing progress.  
(code review/discussion)

# DON'T FORGET

.....

- The more you **apply** your knowledge, the more you'll retain your knowledge.
- To help and teach others is how you **master** your skills.

Average  
student  
retention  
rate:



# COLLABORATIVE LEARNING IS AWESOME!

---



# HONOR CODE

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*As members of the Code Fellows community, each of us upholds and supports a high standard of personal, and community, honesty and integrity. We believe these values are critical to a community dedicated to learning, personal development, and a search for understanding. We consider them essential in promoting personal responsibility, moral and intellectual leadership, and pride in ourselves and our organization.* (excerpt)

- Please read, acknowledge, and sign the Code Fellows Honor Code.

# PLAGIARISM

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- Please collaborate!
- Make sure to give proper attribution to sources you draw from for your projects.
- “\_\_\_\_\_ helped with \_\_\_\_\_”
- Add it to your README, or a collab.md doc in your repo.
- Never copy and paste code.
- If you want to use someone else's snippet, RETYPE it, so you can learn it, and think about how it fits in with your existing code.



**NOT EVEN ONCE.**

# CODE OF CONDUCT

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- We want an environment where every individual is safe and respected.
- Harassment and discrimination will not be tolerated.
- If you have concerns, please notify a member of the Code Fellows team.
- Read the full Code of Conduct:
  - [https://github.com/  
codefellows/code-of-conduct](https://github.com/codefellows/code-of-conduct)



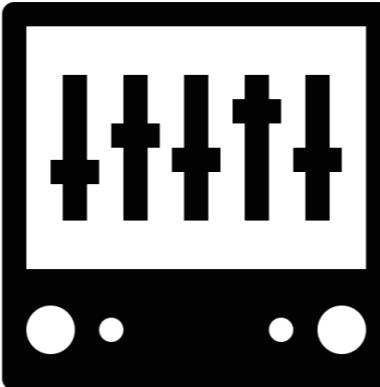
“

Success in a diverse classroom comes from a balance of student self-awareness and community acceptance of others.

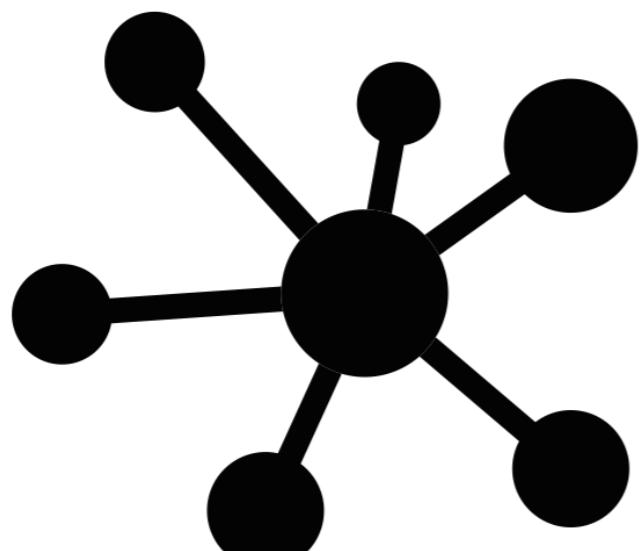
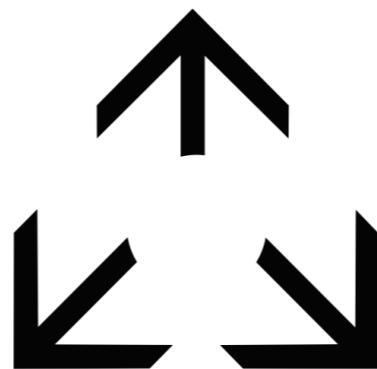
*Beth Morrow*

# CODE 301 STRUCTURE: MVC

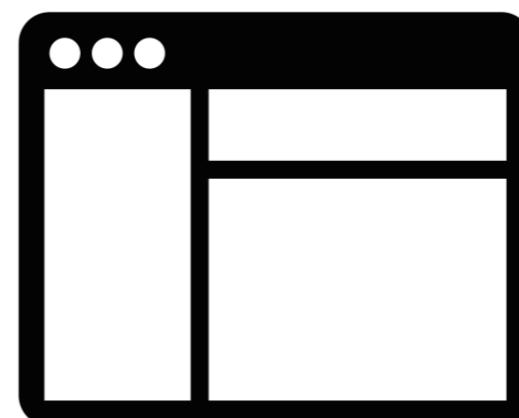
---



*Controller*



*Model*



*View*



## BUILD A BLOG

.....

- Your demonstration of expertise
- A classic dev endeavor!
- All client-side
- MVC abstractions
- Mobile responsive!

The shocking power of static pages

Home

About

Twitter

GitHub

-- Filter by Authors --

-- Filter by Categories --

Overriding Wireless  
Solid state Hard drive  
Drivers

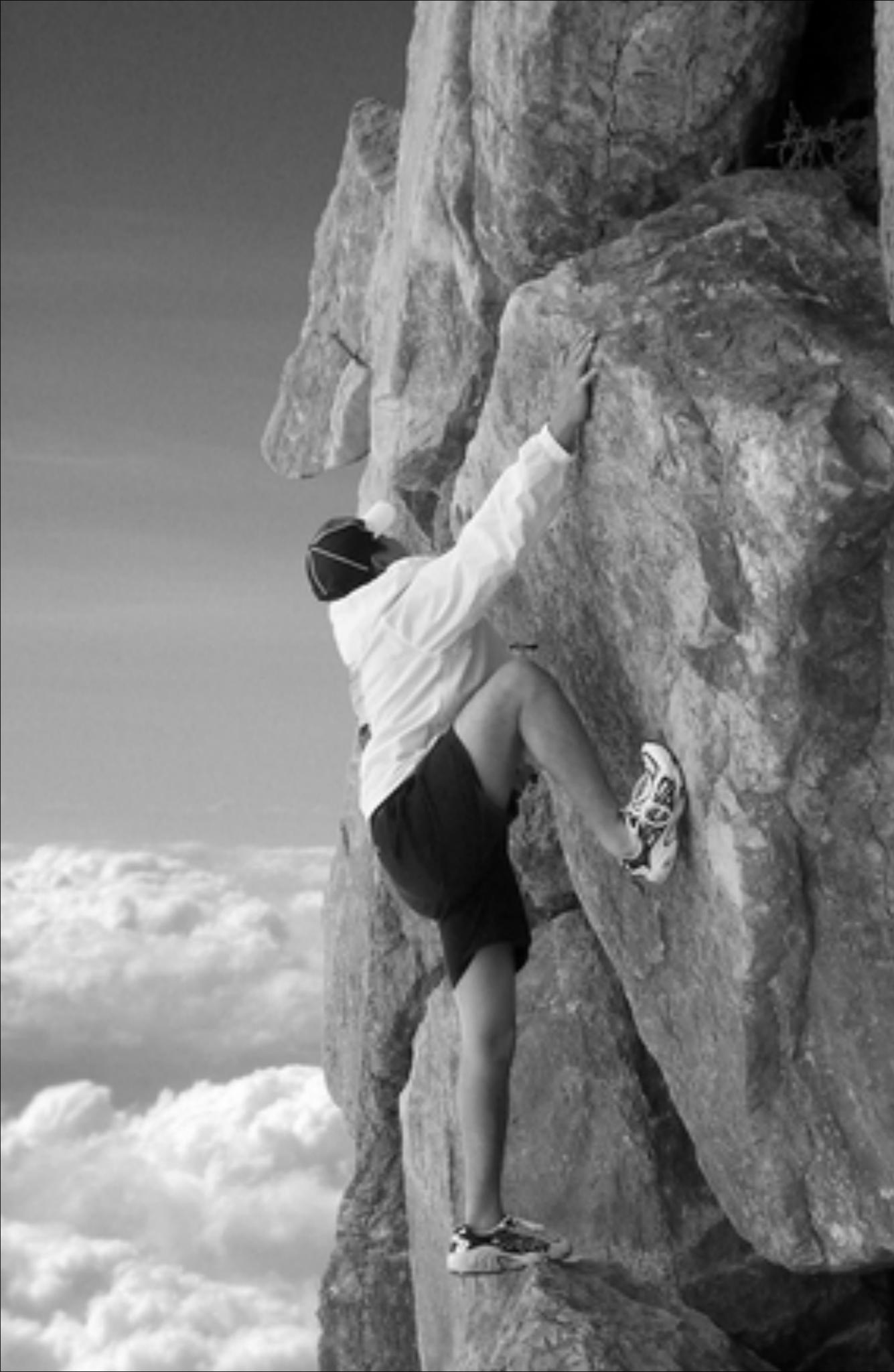
By *Roman Wiegand* published 1212 days ago

# CODE 301 STRUCTURE: MVC

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Week 1: View	Week 2: Model	Week 3: Controller	Week 4: Projects
jQuery — DOM	AJAX & JSON	Routing	Team Project
jQuery — Events	Functional Programming	Managing State	Team Project
RWD	SQL	REST & APIs	Team Project
Templates	Joins & Relations	Beyond MVC	Team Project
Pair Project	Pair Project	Team Project	Presentations!

# THE STRUGGLE FOR SUFFRAGE



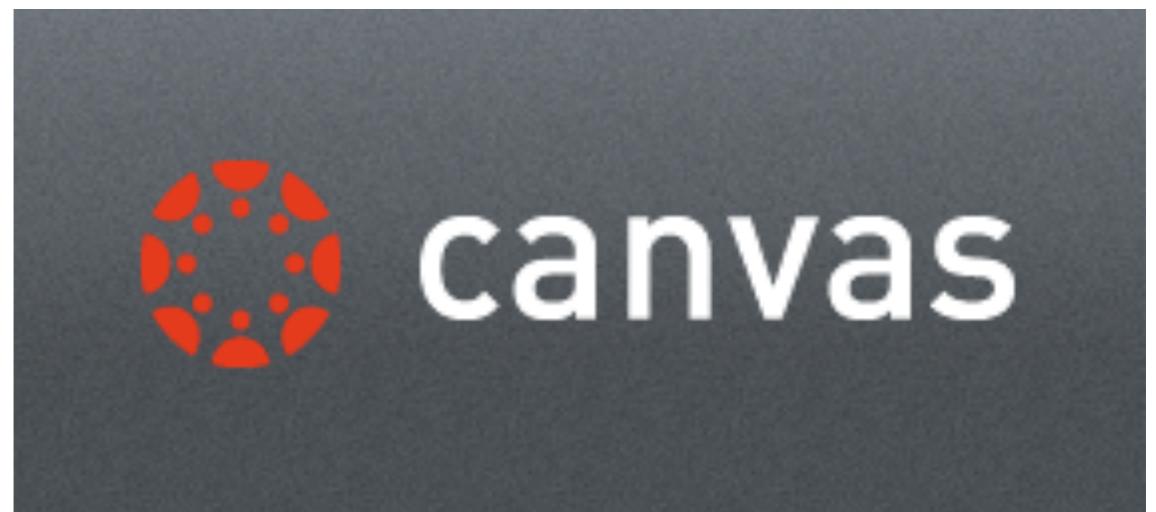
## RISE TO YOUR CHALLENGE

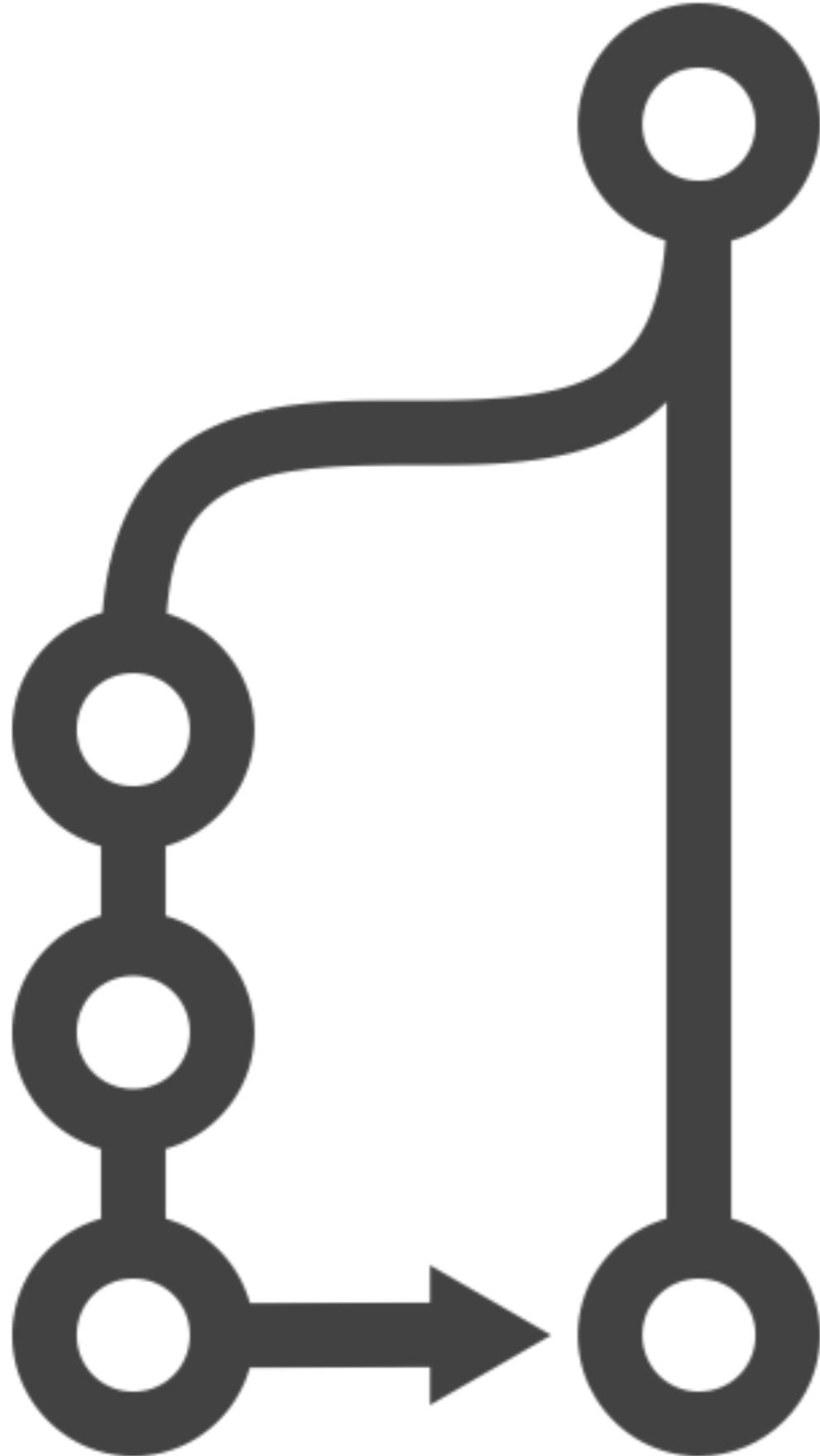
.....

- Everyone learns at different rates. Don't compare yourself to others.
- This program is designed to be **intense**.
- Adjust your expectations and understand that frustrations will come and go, as will small victories.

# GRADING

- A 90% overall grade is required to pass this course.
- Penalty for late work:
  - Stress
  - Dissonance
- No assignment submissions during project week
- 90% attendance required.





## TURNING IN WORK

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- You will create repositories on GitHub for assignments and projects.
- All work is done in a branch.
- When complete, make a Pull Request to master.
- On Canvas, you will turn in a link to the Pull Request that corresponds to the assignment.

# CANVAS: MODULES

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## Week 1

### Class 1

 Read: JS & jQ 293-325

 A+ Code: Class 01 Assignment

 A+ Bonus: Class 01 Extra Credit Path Assignment

### Class 2

 Read: JS & jQ pp 326-366

 A+ Code: Class 02 Assignment

 Q Review: Quiz I

 A+ Bonus: Class 02 Extra Credit Design Path

### Class 3

 Read: Shay Howe's Intro and Dale Sande's Intro

 A+ Code: Class 03 Assignment

 A+ Bonus: Class 03 Extra Credit Responsive Layouts

# CANVAS: CALENDAR

MON	TUE	WED	THU	FRI
30	1	2	3	4
8:59a Read: JS & jQ 293-311 9a Class Time A+ Bonus: Class 01 Extra Credit A+ Code: Class 01 Assignment Discuss: TBD	9a Class Time 8:59p Read: JS & jQ pp 321 A+ Bonus: Class 02 Extra Credit A+ Code: Class 02 Assignment Q Review: Quiz I	9a Class Time 8:59p Read: Shay Howe's I A+ Bonus: Class 03 Extra Credit A+ Code: Class 03 Assignment	9a Class Time 8:59p Read: Handlebars and ES6 A+ Bonus: Class 04 Extra Credit A+ Code: Class 04 Assignment Q Review: Quiz II	10a Class Time A+ Bonus: Class 05 Extra Credit Class 05 Read: TBD A+ Code: Class 05 Pair Project A+ Feedback: Week 1
7	8	9	10	11
9a Class Time 8:59p Read: JS & jQ pp 36-44 A+ Bonus: Class 06: Intro to Assignment A+ Code: Class 06 Assignment	9a Class Time 8:59p Read: JS & jQ pp 53-61 A+ Code: Class 07 Assignment Q Review: Quiz III	9a Class Time A+ Code: Class 08 Assignment Read: Class 08 TBD	9a Class Time 8:59p Read: Class 09 TBD A+ Code: Class 09 Assignment Q Review: Quiz IV	10a Class Time 8:59p Read: Class 10 TBD A+ Code: Class 10 Pair Project A+ Feedback: Week 2
14	15	16	17	18
9a Class Time 8:59p Read: Class 11 TBD A+ Code: Class 11 Assignment	9a Class Time 8:59p Read: Class 12 TBD A+ Code: Class 12 Assignment Q Review: Quiz V	9a Class Time 8:59p Read: Class 13 TBD A+ Code: Class 13 Assignment	9a Class Time 8:59p Read: Class 14 TBD A+ Code: Class 14 Assignment Q Review: Final Quiz	10a Class Time 8:59p Read: Class 15 TBD A+ Feedback: Week 3

# CANVAS: SETTINGS

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## Brook Riggio's Settings

**Full Name:**\*

Brook Riggio

This name will be used for grading.

**Display Name:**

Brook Riggio

People will see this name in discussions, messages and

**Sortable Name:**

Riggio, Brook

This name appears in sorted lists.

**Default Email:**

brook@codefellows.com

**Language:**

System Default (English (US))

This will override any browser or account settings.

**Time Zone:**

Pacific Time (US & Canada) (-)

# SURVEYS

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# FACILITIES

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- Door codes
- Classroom/Lab location
- WiFi
- Kitchen
- Bathrooms



# OUR FAVORITE LUNCH SPOTS

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1. <http://j.mp/CF-peach>
2. Xplosive Food Truck
3. Tacos El Tajin Truck
4. Wurst Place
5. 314PIE Truck
6. GFF: Quinoa Bowls

# STAYING ALIVE

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- Maintain balance.
- Stay connected to support networks.
- If you neglect sleep, your focus and ability to retain knowledge will suffer. Take naps!



# ICEBREAKER

# RESOURCES AND ATTRIBUTIONS

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- <http://www.doctorpreneurs.com/wp-content/uploads/2015/08/Learning-Pyramid-synap.jpg> (with improvements by Dexter Lesaca)
- <https://row2row.files.wordpress.com/2015/06/struggle1920x12001.jpg>
- <https://en.wikipedia.org/wiki/Kaizen>
- Vectors from nounproject.com created by: Richard Slater, Pham Thi Dieu Linh, DesignNex, Hannah Strobel, Steve Morris, Dmitry Mirolyubov, Alex Fuller, Alexander, Renee Ramsey-Passmore, and Creative Stall.
- Stephen Anderson - From Paths to Sandboxes: <https://vimeo.com/110333993>