ft_debut

It's just the beginning

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Summary: *The aim of this project is to get you familiar with how 42 works and how it can help you achieve your goals.*

Contents

Chapter I

Forward

Wikipedia has this to say about rubber ducks:

"A rubber duck (also known as a rubber ducky) is a toy shaped like a stylized duck, generally yellow with a flat base. It may be made of rubber or rubber-like material such as vinyl plastic. The yellow rubber duck has achieved an iconic status in Western pop culture and is often symbolically linked to bathing.

The earliest rubber ducks were made from harder rubber when manufacturers began using Charles Goodyear's invention, vulcanized rubber. Consequently, these solid rubber ducks were not capable of floating and were instead intended as chew toys. Sculptor Peter Ganine created a sculpture of a duck in the 1940s. He then patented it and reproduced it as a floating toy, of which over 50 million were sold. Besides the ubiquitous yellow rubber duck with which most people are familiar, there have been numerous novelty variations on the basic theme, including character ducks representing professions, politicians, or celebrities. There are also ducks that glow in the dark, quack, change color, have interior LED illumination, or include a wind-up engine that enables them to 'swim'.

In 2001, The Sun, a British tabloid reported that Queen Elizabeth II has a rubber duck in her bathroom that wears an inflatable crown. The duck was spotted by a workman who was repainting her bathroom. The story prompted sales of rubber ducks in the United Kingdom to increase by 80% for a short period.

Rubber ducks are collected by enthusiasts.The 2011 Guinness World Record for World's Largest Rubber Duck Collection stood at 5,631 different rubber ducks, and was awarded to Charlotte Lee. In 2013, the rubber duck was inducted into the Toy Hall of Fame, a museum in Rochester, New York, along with the game of chess. Toys are selected based on factors like icon-status, longevity, and innovation."

I.1   Ducky!

Figure I.1: Rubber Duck by Florentijn Hofman

Chapter II

Introduction

Congratulations on completing the Piscine and becoming a cadet! It was tough, huh? Now you're a part of the big 42 family and we're glad you've joined us.

In the piscine, you had to figure out how things worked alongside your peers who were just as confused as you were. Now that you're a cadet, you have more things to figure out, but you also have access to more knowledgeable peers.

In this project, you'll learn what it's like to be a cadet, reflect on your goals, and start thinking about how 42 can help you achieve them. In the process, you'll meet some senior cadets and get their perspective on how you can be successful here.

Chapter III

Goals

At 42 there are things you are going to need to know to be successful, opportunities to learn by failing, and lots of PDFs with totally pointless `Forward` sections.

The goals of this project are simple: get to know some of your new peers, learn more about how the school works, what it can do for you, and where to ask questions.

Chapter IV

General Instructions

In the first part of this project there are two paths for you to choose from depending on whether you know what your career goals are.

You'll need to submit a `README.md` file with all your answers in the following format:

- Number of the question

- The question prompt (copy and paste is fine)

- Your answer

Like so:

```
1. What do?
   The Computer do, thats what!
```

OR

```
2. List 3 cool TV shows:
   Brooklyn 99
   Xena: Warrior Princess
   The Chilling Adventures of Sabrina
```

> 💡 What does .md even mean???

Chapter V

Mandatory Part

V.1   Choose Your Own Adventure!

V.1.1   Path A: You know what kind of job you want

1. Look up 3 job postings that match your career goals and write a comprehensive list of skills/proficiencies required for those postings. Submit the list in your `README.md`.

2. Look through the cadet curriculum and write a list of 2-3 projects that would help you work on some of those skills.

V.1.2   Path B: You don't know what kind of job you want

1. Pick 3 subfields of software engineering that you might be interested in (front end, back end, full stack, sysadmin, DB admin, devops, security, graphics, video game dev, ...). For each one, write a sentence or two describing the subfield you chose.

2. For each subfield, find a project in the cadet curriculum that would let you explore that kind of work, and submit the list of projects.

V.2   General Knowledge Round: How 42 works

3. Why do we start learning programming in C instead of another language?

4. What are the next 3 non-exam events listed on the agenda on Intra?

5. When is the next cadet rush scheduled to take place?

6. When should you DM `@Iris` and when should you DM `@MOTHER` on Slack?

7. Speaking of Slack, DM `@kane` and ask about `!mail`. What's the bot's response?

8. And what is the difference between posting on 42 Stack Overflow, posting in `#42sv_staff_pedagogy`, and posting in `#_pedagogy` on Slack?

9. Find a post on 42 Stack Overflow that will help you with your `libft` or with your `get_next_line`. If you can't find an existing post, write your own! Submit the link in your `README.md`.

10. If your program is segfaulting and you can't figure out why, what steps would you take?

11. Finally, where is Bocal?

> Don't forget to check out this super cool page: meta.intra.42.fr

V.3   Flipping the Script

When you get this project corrected, you'll get to ask your evaluator some questions, too! These questions will be provided to you during the correction.

Chapter VI

Turn-in and peer-evaluation

Your project will be graded by the students who are at least level 5 in the 42 curriculum.

Turn your work in using your GiT repository, as usual. Only work present on your repository will be graded in defense.