CODER FOUNDRY

Student Catalog

VOLUME 2.0

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Contents

Location and Facilities

Coder Foundry currently operates two campuses at the following locations:

Triad Campus and Corporate Headquarters
1231 Shields Rd. Suite 5
Kernersville, NC 27284
336.231.8632

Charlotte Campus
8430 University Executive Park Dr. Suite 650
Charlotte, NC 28262
704.910.3077

Each location contains the following amenities:

- Classroom with chairs and tables to accommodate up to 20 students
- Multiple white boards for instruction and student participation/brainstorming
- High definition projectors and large, stationary projection screens
- Separate conference room for conducting student progress interviews
- Break room with refrigerator, microwave, coffee maker, and sink
- On-site vending machines

Leadership

	Name	Position	Campus
	LAWRENCE REAVES	CO-FOUNDER AND PRESIDENT	TRIAD
	BOBBY DAVIS	CO-FOUNDER AND CTO	TRIAD

Coder Foundry, LLC is a subsidiary of the following parent organizations:

Core Techs, Inc.
1231 Shields Rd. Suite 5
Kernersville, NC 27284

Advanced Fraud Solutions, LLC
1231 Shields Rd. Suite 5
Kernersville, NC 27284

Academic Calendar

No classes will be held on the following observed holidays at Coder Foundry:

- New Year's Day
- Good Friday
- Memorial Day
- Independence Day
- Labor Day
- Thanksgiving Day and the day after Thanksgiving Day
- Christmas Day

Admissions Requirements

Pre-requisites

1) High school graduation or equivalency, as certified by any of the following:
   a. Proof of graduation from a public or private high school that operates in compliance with State or local law;
   b. Proof of graduation from a state registered home high school;
   c. Certificate of high school equivalency (GED);
   d. If the student is unable to obtain a copy of the student's high school transcript or certificate of high school equivalency, the student must provide Coder Foundry with written evidence of said inability and furnish a signed, notarized attestation of either graduation from a public or private high school that operates in compliance with State or local law, graduation from a state registered home school, or receipt of a certificate of high school equivalency;
   e. For persons at least 18 years of age who did not graduate from a public, private, or state registered home high school or obtain a certificate of high school equivalency, demonstration of an ability to benefit as determined by the General Assessment of Instructional Needs (GAIN) for the state of North Carolina (http://everythingtogain.com/gain-test).

Pre-Course Preparation

All potential students must be evaluated and adequately prepared prior to full admittance into Coder Foundry. This process consists of a personal interview with Coder Foundry staff, and completion of a four-week introduction to programming course.

Personal Interview

The first step toward admission into Coder Foundry will always be the personal interview with Coder Foundry personnel. This interview will include an evaluation of the person's technical history and ability, as well as a cultural evaluation, to ensure that Coder Foundry is a suitable program for the student, and that the student would not be better served by another educational institution.

Introduction to Programming Course

All potential students must complete a four-week self-paced online introduction to programming course, designed to prepare students for success in the course, prior to beginning their studies at Coder Foundry. The course covers front-end technologies including HTML, CSS & JavaScript. History has shown us that the better the preparation before class, the better the outcome during the session.

Enrollment Deadlines

Enrollment periods end no later than four (4) weeks prior to the start date of each session to allow for completion of the online introduction to programming course. Coder Foundry does not permit late enrollment.

Student Requirements

All accepted Coder Foundry students are expected to provide, at their own expense, the following items prior to the start of the class session for which they are registered:

1) Personal laptop meeting the following requirements:
   a) 2.0 GHz or faster processor
   b) 8 GB RAM or better
   c) HDMI output
   d) Windows 7 or newer operating system (a MacBook running Windows 7 or above in a virtual environment such as BootCamp or Parallels is acceptable, provided the above requirements are met)
2) Software installations (all free versions):
   a) Microsoft Visual Studio 2015 Community edition
      i) http://www.visualstudio.com/downloads/download-visual-studio-vs
   b) Microsoft SQL Server Express 2014 with Tools
      i) https://msdn.microsoft.com/en-us/sqlserver2014express.aspx
   c) Web browser (we prefer Google Chrome)
      i) https://www.google.com/chrome/browser/desktop/index.html
   d) Git desktop client (we prefer either GitHub for Windows or GitExtensions)
      i) https://github.com/
      ii) http://sourceforge.net/projects/gitextensions
3) Personal requirements:
   a) Professional e-mail account – The following are NOT examples of professional email accounts
      i) thorwisheshewasme@gmail.com
      ii) teddybearsrule@yahoo.com
      iii) onehotnerd@hotmail.com
   b) Professional resume (draft)
   c) Github account
      i) https://github.com/
   d) Microsoft online account
      i) https://www.microsoft.com/en-us/account

If a student desires to bring an additional monitor from home to set up a dual-screen development environment, he or she may do so under the following conditions:

1) There is sufficient space in the classroom for ALL students who desire such an environment to do so;
2) The additional monitor is limited to 24" diagonal screen size or less;
3) The student understands that Coder Foundry is not liable for any equipment the student chooses to bring to or leave on the premises;
4) The additional equipment does not obstruct the student's view of any teaching media the instructor employs in the classroom.

Attendance Policy

Coder Foundry is not designed to operate as an academic institution, but rather as a workplace simulation. Attendance is mandatory, just as it is on a job. The average company provides employees with two (2) weeks (ten (10) business days) or personal paid time off. We permit students four (4) total absences during the 12-week Accelerated course, and six (6) total absences during the 18-week Immersive course. That's equivalent to more than 16 days of paid leave in the average job, far more than an employee would reasonably expect. Coder Foundry does not provide "make-up" opportunities for absences.

Students who accrue more than four (4) absences (Accelerated course) or six (6) absences (Immersive course) for any reason may be dropped from the course. Absences, regardless of reason, have no effect on project deadlines. A project that is incomplete or late receives a Did Not Pass grade.

Emergency situations such as serious illness or hospitalization, family deaths, and other extenuating circumstances are considered exceptions, and are dealt with on a case-by-case basis. Such occurrences require the presentation of documentation verifying the exceptional nature of the circumstance.

Tardiness

As on the job, tardiness is not acceptable. It disrupts the teacher as well as the other students and inhibits the learning environment. A student who is more than fifteen (15) minutes late for the day's session is considered tardy. Four (4) such occurrences will count as one (1) absence toward the student's allotted absences for the course. A student who arrives an hour or more late will be considered absent for the day.

Inclement Weather

On occasion, Coder Foundry locations may need to close due to inclement weather, such as severe flooding, snow, or ice accumulation. On such occasions, location instructors will notify their students of class cancellation or delay by email and/or text message by 7:30 AM.

Coder Foundry staff reserve the right to close a facility early due to expected weather-related complications.

If a student is traveling to Coder Foundry from a location that has been affected by inclement weather to a greater degree than the class location, such that traveling would put the student at unnecessary risk, the student must notify his or her instructors by email or phone prior to the start of class and request leave for inclement weather. Such a circumstance, if validated, will not count toward the student's allotted four (4) absences. In such conditions, students are expected to work on their projects from home as if they were in attendance.

Monday Progress Interviews (see Grading Policy)

Mondays are particularly important days for each student in the Coder Foundry curriculum. Attendance on Mondays is *mandatory*, except in the case of emergency (requires documentation verifying the exceptional nature of the circumstance) or inclement weather. Failing to attend Monday interviews because a student has failed to meet a deliverable or deadline (see Grading Policy) is unacceptable. Each single Monday absence will count as two (2) total absences toward the student's allotment of four (4) absences for the entire course.

Grading Policy

We follow a grading pattern equivalent to that of an employer, as opposed to grading systems used in academic settings. All student projects will be assigned a Pass/Fail grade based upon strict adherence to project specifications, deliverables, and deadlines. Simply put, students who complete each project *on time and as required by the project specification* receive a passing grade for that project.

We actively work to help students *who receive passing grades* obtain employment by seeking out suitable job opportunities on their behalf, setting up job interviews, and providing interview coaching.

We cannot adequately market non-passing students to potential employers. Students must have a *suitable body of work* that we can show potential employers before we can schedule interviews. A suitable body of work is the result of a passing grade for the course.

Progress Interviews

Every Monday morning Coder Foundry staff will conduct a personal interview with each student. Students will be asked to show their work from the previous week and provide an accounting of the deliverable requirements met. If the student has failed to meet the deliverable requirements for the week, this is an opportunity for the student to address concerns, and to discuss areas or particular difficulty that negatively impacted his or her ability to complete the deliverable.

This also provides an opportunity for staff to personally assess each student on a weekly basis, and in a private setting, to determine learning areas that need additional attention or reinforcement, and to inform the student of his or her status in regard to course expectations.

If, during the first ten (10) days of the course, a student's progress is deemed unsatisfactory such that it is highly unlikely that said student will be able to pass the course, the student will be given the option to withdraw from the course, according to the course withdrawal and refund policy (see Tuition Refunds).

In addition, each interview is an opportunity for staff to conduct technical interview training with the student, in an effort to help the student prepare to pass a technical interview with a prospective employer. Staff will perform such training each week, with increased emphasis on this preparation during the last six (6) weeks of the course.

Options for Not Passing the Course

Students who do not pass the course may be granted one of two options, depending upon the proximity of their projects to satisfactory completion:

Option 1: The student may be granted an extension of up to three (3) weeks to complete the work in our student lab or classroom, where the student has access to the Coder Foundry instructors if assistance is required *and* such assistance does not negatively affect the new students.

Students who exercise this option and complete their projects within the time frame of the allotted extension will have their final grade changed from 'Did Not Pass' to 'Pass', and will be afforded the same job assistance benefits as the other passing students.

Option 2: The student may elect to audit the next class session in its entirety. Students who exercise this option will be able to sit in the next class, space permitting, and participate in class with questions and comments. However, in terms of instructor assistance, such students must understand that the currently enrolled students will be given priority over auditing students. If at any time the auditing student negatively affects the learning environment of the current students, he or she may be asked to discontinue the audit.

Auditing students may receive assistance from the instructors at the instructors' discretion, and only if the providing of such assistance does not take away from the needs of the currently enrolled students.

Auditing students do not participate in Monday morning interviews with Coder Foundry personnel.

Auditing students are expected to complete all class projects as if they were regularly admitted students. Projects will be assessed at the instructors' convenience and if, upon completion of the audit, the projects are deemed satisfactory, the student will be included in the job assistance pipeline with the other graduates.

Student Conduct

All Coder Foundry students are expected to conduct themselves in a professional and respectful manner at all times. As a professional technology organization, we strongly adhere to the ACM/IEEE Code of Ethics and Professional Practice, and we expect the same conduct of our students. Students who knowingly and consistently act in a manner that violates or opposes this code of conduct will be dismissed from the course. In addition, the following policies are specific to Coder Foundry classroom operations.

Classroom Behavior

Disruptive behavior is unacceptable in any classroom and in any workplace. Students will not engage in non-class-related behavior, such as other employment activities, telephone conversations, video conferencing, online shopping, social networking, online videos or movies, video gaming or gambling, grooming, napping, or other behavior that is inappropriate to a work environment while in class. Students may be asked to leave for the day and considered absent should such behavior occur. Persistent behavior of this type will result in dismissal from the course. Dismissed students are not entitled to a refund of any portion of their tuition fees, as a dismissed student is not classified as a *withdrawn* student, and is therefore not subject to the terms set forth for student refunds (see Financial Information, page 17).

Personal Integrity

Academic and professional integrity are of the utmost importance. Your work must be your own. While we encourage our students to assist and learn from one another, just as they would in a work environment, ultimately each student is responsible for his or her own work. Submitting a project that is someone else's work is absolutely unacceptable and will result in immediate dismissal from the course.

Students should understand that the coding profession is unlike that of a writer, in that it is common for coders to borrow from one another's solutions to specific coding problems. For example, if a student desires a solution for client-side pagination with AngularJS and is unsure how to derive such a solution independently, we encourage that student to research possible solutions. Doing so may lead the student to a coded solution on any one of a variety of resource websites. Borrowing others' coding solutions to specific problems is not plagiarism. Borrowing another person's project, or significant portion thereof, is. We encourage our students to use specific solutions that they discover through their own research, but also to endeavor to understand the solutions they choose to borrow. If a student cannot articulately explain his or her own code in a progress interview, that student will not pass the project.

Special Accommodations

If a student has specific needs as the result of any disability or condition, that student must inform a member of the Coder Foundry staff before beginning the course so that necessary accommodations can be made.

Suspension and Dismissal

Coder Foundry may dismiss or suspend students as a result of poor student progress. We inform students weekly of their individual progress in the course and, if a student is at significant risk of not passing during the

first ten (10) days of the course, may suggest that the student withdraw to better prepare for the course at a later date.

Students may also be dismissed from the course for reasons of poor attendance or personal conduct.

Student Records and Transcripts

Former students may request transcripts of their student grading records. Official transcripts show projects passed, technologies mastered, and the student's current status according to the Student Classifications listed below. This transcript is offered free of charge.

Students may submit transcript requests by email or in writing. Students must indicate transcript type, to whom the transcript should be issued, and payment preference (if required) to:

Coder Foundry
Attn: Transcripts
1231 Shields Rd, Suite 5
Kernersville, NC 27284

OR

transcripts@coderfoundry.com.

Student Classification

Student records are classified according to the following designations:

- **Applicant** – Any student who is currently in the application process but not yet registered for a class session.
- **Audit** – Any student currently exercising Option 2 under Options for Not Passing the Course as outlined in the Grading Policy (pages 13-14) in an effort to complete the program curriculum.
- **Audit Complete** - Any student who successfully completes the program curriculum under the terms specified in Option 2 under Options for Not Passing the Course as outlined in the Grading Policy (pages 13-14).
- **Currently Enrolled** – Any student who has successfully completed the application process and is registered for a class session.
- **Did Not Graduate** – Any student who did not pass the program curriculum and does not wish to exercise either of the options listed under Options for Not Passing the Course as outlined in the Grading Policy (pages 13-14) in an effort to complete the program curriculum.
- **Dismissed** – Any student that is dismissed from the program for disciplinary reasons.
- **Extended** – Any student currently exercising Option 1 under Options for Not Passing the Course as outlined in the Grading Policy (pages 13-14) in an effort to complete the program curriculum.
- **Graduated** – Any student who successfully completes the program curriculum during the allotted 12 weeks.
- **Graduated Extended** – Any student who successfully completes the program after exercising Option 1 under Options for Not Passing the Course as outlined in the Grading Policy (pages 13-14).
- **Withdrawn** – Any student that initially completes the application process, is accepted and registered, but then withdraws either before the start of class or during the first three (3) weeks of the session for which he or she was registered.

Financial Information

Coder Foundry charges no fees beyond the tuition charge of $9900 for the Accelerated course, and $13,900 for the Immersive course. Tuition payments are due as follows:

Students may pay tuition fees with their own funds, or apply for student financing through our financing partners.

Student Financing

Our financing partners, Even and Climb, provide simple, fast, and affordable loans to help our students meet their career and financial goals. Students can apply for personalized student loans through Even and Climb at the websites listed below:

- Skills Fund – http://coderfoundry.skills.fund/
- Even – http://www.coderfoundry.com/financing
- Climb – https://climbcredit.co/students?school=coderfoundry

Textbooks

We pride ourselves in our ability to sit at the leading edge of software development technologies, and do not make use of printed (i.e. quickly outdated) textbook materials. Rather, we make use of a variety of online reference sources, which are updated from one course to the next as required.

Tuition Refunds

Students are entitled to a full refund of all fees received by Coder Foundry if they withdraw in writing within the first ten (10) days of the class session for which they are registered.

In the unlikely event that Coder Foundry cancels a class session, all students registered for that session are entitled to a full refund of all funds submitted to Coder Foundry, OR to transfer their registration to a concurrent session at any of our other locations at a discount of 25%.

Dismissed students are not entitled to a refund of any portion of their tuition fees; a dismissed student is not classified as a *withdrawn* student, and is therefore not subject to the terms set forth herein for student refunds.

Re-Admittance

Withdrawn Students

Students who voluntarily withdraw from the course for any reason with ten (10) days of the class start date, and who receive a refund in accordance with the Tuition Refund policy (page 18), are welcome to reapply for a later class session.

Students who withdraw after the ten (10) day grace period are welcome to reapply for a later class session. If accepted, such students are entitled to a tuition discount prorated according to their date of departure. For example, if a student attends 20% of the Coder Foundry class sessions prior to withdrawing, his or her tuition for the new session will be 80% of the total tuition cost. To qualify for this accommodation, such students must meet the following criteria:

1) Complete a prescribed course preparation curriculum during his or her hiatus from Coder Foundry, as specified by the student's previous instructor at the time of his or her withdrawal from the course.
2) Successfully complete all current course prerequisites.
3) Complete a personal interview with Coder Foundry's administrative branch for authorization to receive the discount.

Dismissed Students

Students dismissed from the program for reasons of poor conduct or poor attendance may be permitted re-admittance into a subsequent class session under the following conditions:

1) The student must formally re-apply and follow the same application procedure as other entering students.
2) The student must complete a personal interview with Coder Foundry's administrative branch, all of whom must consent to allow the student to re-enter the program.
3) The student's previous course attendance does not count toward completion of the course. He or she must begin the course as a new student and complete all coursework as such.
4) The student's previously applied tuition does not count in whole or in part toward his or her tuition costs for the new session. He or she is liable for the full tuition amount for the session for which he or she has been readmitted.
5) The student must agree to and sign a re-admittance contract, with the understanding that he or she will not receive verbal warnings for poor conduct, and that conduct which is in violation of the terms of student conduct outlined herein will result in immediate dismissal from the program and forfeiture of all funds paid to Coder Foundry. Such a dismissal is not considered a withdrawal and is therefore not subject to the terms set forth for student refunds (see Tuition Refunds).
6) Any student dismissed a second time will not be permitted to reapply to Coder Foundry.

Previous Course Credit

Coder Foundry does not accept credit from other educational institutions, nor does it wave curriculum requirements based upon previous coursework completed, whether during a previous Coder Foundry class session or at another institution. All attendees are expected to complete their assigned curriculum in its entirety.

Course Outline

The Full-Stack .NET Development course is designed to teach students cutting edge, high-demand technologies, while helping them develop skills necessary to adapt and respond to an ever-changing, rapidly evolving career.

The course curriculum is a fast-paced, interactive learning experience based upon principles of experiential and scaffolded learning. Daily class sessions are designed to take full advantage of the way human beings learn, focusing efforts on creating an experiential learning environment through 1) knowledge acquisition, 2) practical application of concepts, and 3) collaborative experiential learning.

Lecture sessions are typically short in duration – 30 to 45 minutes each – during which essential skills related to the next development activity are taught. Lecture sessions are delivered at intervals throughout the day and are followed by intense coding "bursts" focused on solving real-world problems. Upon completion of the course curriculum, students in the Accelerated program will have logged in excess of 600 hours of real-world coding experience, while students in the Immersive program will have logged approximately 900 hours, during which they will have built several demonstrable, real-world projects, all of which will be made available for viewing by prospective employers on their personal portfolio websites.

All students are treated as "employees-in-training" at Coder Foundry rather than typical students during their time in the course; that is, they receive and are expected to meet and adhere to: project specifications, weekly project deliverables, deadlines, and accountability interviews.

Course Schedules

Full-Stack .NET Development (Accelerated)		
Week	**Topics**	**Project(s)**
1	Git Visual Studio Bootstrap JavaScript/jQuery review Microsoft Azure	Bootstrap Exercises JavaScript Exercises Project: Personal Website
2	Relational Databases Data modeling with SQL Server Management Studio SQL OOP with C# Entity Framework MVC - Code-First database development - Scaffolding - View models vs. data models - Authentication and authorization - User management, role assignment	Project: MVC #1
3	MVC - Server-side paging - Querying databases with LINQ	
4	Database and SQL Review Stored Procedures and advanced queries MVC - Partial views - Review previous topics	Project: MVC #2
5	Project Development	
6	Project Development	
7	MVC Review previous topics	Project: MVC #3
8	Project Development	
9	Project Development	
10	Web API	Project: AngularJS/ Web API
11	AngularJS	
12	AngularJS	

Full-Stack .NET Development (Immersive)		
Week	Topics	Project(s)
1	Visual Studio Git HTML/CSS Bootstrap	HTML/CSS Exercises
2		
3	JavaScript/jQuery Microsoft Azure	JavaScript Exercises
4		
5	Project Development	Project: JavaScript/jQuery #1
6	Project Development	Project: JavaScript/jQuery #2
7	Weeks 1-6 Review	Project: Personal Website
8	Git Visual Studio Bootstrap JavaScript/jQuery review Microsoft Azure	Project: MVC #1
9	Relational Databases Data modeling with SQL Server Management Studio SQL OOP with C# Entity Framework MVC - Code-First database development - Scaffolding - View models vs. data models - Authentication and authorization - User management, role assignment	
10	MVC - Server-side paging - Querying databases with LINQ	Project: MVC #2
11	Database and SQL Review Stored Procedures and advanced queries MVC - Partial views - Review previous topics	
12	Project Development	
13	Project Development	Project: MVC #3
14	MVC Review previous topics	
15	Project Development	
16	Project Development	Project: AngularJS/ Web API
17	Web API	
18	AngularJS	

Credit Hours

The Full-Stack .NET Development course is completed over a twelve (12) week period for the Accelerated program, and an eighteen (18) week period for the Immersive program, with class sessions running five (5) days per week, Monday – Friday, 9 hours per day, 8:30 am – 5:30 pm. Students are given detailed weekly deliverables that will require significant coding outside of the scheduled class time. This additional time is considered instructor-supervised, as all work is part of a specific project specification, and is therefore included in the computation of lab hours for the course.

The Full-Stack .NET Development program operates on a quarterly schedule, with the Accelerated course comprising one quarter and the Immersive course comprising 1.5 quarters; therefore credit hours are computed on a quarterly basis.

Explanation of Terms

Lecture Hours are defined as formal classroom instruction in the form of lecture or other instructor-led group interaction. Credit is computed at 1.5 credit hours for every 16 Lecture Hours received.

Lab Hours are defined as instructor-supervised software development activities, whether performed in the classroom or outside of the regularly scheduled class time. Lab Hours are software development activities that are directly related to the fulfilling of weekly objectives in regard to the assigned weekly deliverables and project specifications. Credit is computed at the rate of 1.5 credit hours for every 48 Lab Hours.

Credit Computation

Details of the estimated time spent per class session and total credit computations are shown below:

Full-Stack .NET Development (Accelerated)			
Subjects	Lecture Hours	Lab Hours	Quarter Credit Hours
Web Technologies (HTML, Bootstrap CSS, JavaScript, MS Azure)	20	74	4.1875
Source Control (Git)	2	8	0.4375
Software Design Patterns (MVC, LINQ)	36	132	7.5000
Object-Oriented Development (C#)	20	72	4.1250
Database Design and Development (Code-First Database Dev., LINQ)	20	72	4.1250
Database Design and Development (SQL, T-SQL)	30	110	6.2500
Advanced Web Technologies (AngularJS, Web API)	16	60	3.3750
Totals	**144**	**528**	**30.000**

Full-Stack .NET Development (Immersive)			
Subjects	Lecture Hours	Lab Hours	Quarter Credit Hours
Web Technologies (HTML, Bootstrap CSS, JavaScript, MS Azure)	48	134	8.6875
Source Control (Git)	2	12	0.5625
Software Design Patterns (MVC, LINQ)	36	160	8.3750
Object-Oriented Development (C#)	40	144	8.2500
Database Design and Development (Code-First Database Dev., LINQ)	20	72	4.1250
Database Design and Development (SQL, T-SQL)	30	110	6.2500
Advanced Web Technologies (AngularJS, Web API)	40	160	8.7500
Totals	**216**	**792**	**45.000**