DOJO SESSIONS

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The Dojo is a place where you can go to practice your craft, hone your skills, and learn from others. Each session will have a featured kata or other hands-on activity.

THURSDAY AM KATAS , JANUARY 9TH

TEA PARTY
OTHER: BEGINNER
TIME: 9:00 - 10:00 AM
LOCATION: BANYAN
You are dead, but that doesn't mean you can't throw a social event. In heaven you are famous for your extraordinary tea parties. This time the guest list is quite astonishing – 8 famous British people announced their visit. So don't mess up! Your task is to welcome your guests properly: males, females and some knighted by the queen. So greet them correctly – or this will be your last hosting. Write some fun code for this warm up kata.

WORD WRAP
OTHER: BEGINNER
TIME: 10:10 - 11:10 AM
LOCATION: BANYAN
You write a class called Wrapper, which has a single static function named wrap that takes two arguments, a string, and a column number. The function returns the string, but with line breaks inserted at just the right places to make sure that no line is longer than the column number. You try to break lines at word boundaries. Like a word processor, break the line by replacing the last space in a line with a newline. Do you accept the challenge for this kata?

AGILE BALL FLOW GAME
AGILE: BEGINNER
TIME: 11:15-12:15 AM
LOCATION: BANYAN
Get up and get agile! The Ball Flow Challenge is an interactive puzzle that gets participants out of their seats to learn/reinforce agile concepts. Great for people of all agile skill levels.

THURSDAY PM CODING DOJOS , JANUARY 9TH

SIGNALR FOR WEB
OTHER: BEGINNER
TIME: 1:30-2:30 PM
LOCATION: BANYAN
SignalR in the One ASP.NET stack, provides asynchronous signaling libraries for building real-time, multi-user interactive applications connecting disparate systems. Think the web can afford real-time cross-browser applications? Sure thing – and we'll do it together in under an hour.

IGNALR POWERED REAL-TIME CROSS PLATFORM MOBILE APPS
OTHER: INTERMEDIATE
TIME: 3:00 - 5:00 PM
LOCATION: BANYAN
Should SignalR's coolness be only reserved for real-time applications on the web? Off course not – we'll build the same interactivity across native mobile client apps across various platforms. Think real-time mapping, chat, live game scores, object sync & other fun stuff!

FRIDAY AM KATAS, JANUARY 10TH

UNCLE BOB'S BOWLING GAME
OTHER: BEGINNER
TIME: 9:30-10:30 AM
LOCATION: BANYAN
Love to bowl? Plain & simple – implement the scoring of a bowling game for this kata. Trickier than you thought, isn't it?

BEST SELLERS
OTHER: BEGINNER
TIME: 9:45-10:45 AM
LOCATION: BANYAN
You run a highly popular web store & sell millions of items each day. Marketing folks drop by & mention that they would like to highlight top 10 best sellers from the last 24 hours & repeat the exercise each day. How would you architect & implement this? Can you modify this list in real-time? Brainstorm & write prototypes in this tricky kata.

SIMPLE LISTS
OTHER: BEGINNER
TIME: 11:00 AM - 12:00 PM
LOCATION: BANYAN
Lists are one of the first data structures we learn as developers & perhaps, there are more to humble lists than what meets the eye. Come stretch your grasp of your favorite programming language with this simple, but involved kata – build & manipulate, search & maintain lists.

FRIDAY PM KATAS , JANUARY 10TH

MARSHMALLOW CHALLENGE
AGILE: BEGINNER
TIME: 1:45 - 3:00 PM
LOCATION: BANYAN
The Marshmallow Challenge is a remarkably fun and instructive design exercise that encourages teams to experience simple but profound lessons in collaboration, innovation and creativity.

RANDORI WORKSHOP
OTHER: BEGINNER
TIME: 3:15-4:30 PM
LOCATION: BANYAN
Randori refers to a software training exercise in which a group of people perform a kata, each performing one small step in front of the group. The value in this lies in seeing how others approach a problem, and of course if the individual isn't sure of the next step to take, the group can offer suggestions. Attendees can choose whether they want to actively participate in the coding or just be part of the audience.