Concepts and Terminology

Activity Types

As you work through each step in a lesson, you'll complete one of the following four activity types:

Build from Scratch

In a "build from scratch" activity, you'll complete your task in a linear fashion, either by creating new code or adding code to an existing codebase. You won't have to do this completely on your own; you'll have plenty of examples, hints, and resources to help you.

Reverse Engineering

In a "reverse engineering" activity, you'll receive code that's already been completed. Then you'll work backwards, deconstructing each part of the code in order to understand what it does. After you understand the code, you'll complete a similar task, but with a slightly modified version of the code you deconstructed.

Debug

In a "debug" activity, you'll start with code that is nearly functional but has an error that prevents it from working correctly. Your task is to find the broken part of the code, which is known as a “bug,” and fix it so that the code is functional.

Read the Docs

In a "read the docs" activity, you'll look through technical documentation to find the answer to a question or learn how to use a new tool, gaining new knowledge about a topic or task in the process.

User Stories and Acceptance Criteria

Each activity will also include a user story and acceptance criteria. User stories and acceptance criteria are two concepts that you will see over and over during the prework and boot camp, as well as in your professional life as a web developer. They function as starting points to define the goals and objectives of a coding project. Let's examine what these terms mean before you put them to use.

User Stories

When you create websites or web applications, you typically do not work on them in isolation for your own enjoyment. It's more likely that you're creating something that will be used by someone else. The first step then is to identify who that user is. If you start building something without a clear idea of the intended user, you might end up with something functional and pretty that doesn't meet the user's needs. And if it doesn't meet your user's needs, it won't be successful.

That's where user stories come in. A user story is simply a short description of the user you're creating an application for. It ensures that you keep your audience in mind when working on the different parts, or features, of your applications.

A user story consists of the following three sections:

* The type of person using your application.
* What the user wants from the application.
* Why the user wants what they want (i.e., what problem are they trying to solve?).

You'll learn a lot more about user stories as you complete the prework. For now, keep in mind that the user story describes the intended person who will use what you build.

Acceptance Criteria

When you're working on something, it's important to know who you're building it for. But you also need to know when it's finished! That's where acceptance criteria comes in. It can appear in different formats, but it is always a list of the things your application must achieve in order to be considered done.