



# Mini-Piscine Mobile: Quick presentation

*Summary:*

*Version: 1.00*

# Contents

<b>I</b>	<b>Piscine</b>	<b>2</b>
<b>II</b>	<b>Instruction</b>	<b>3</b>

# Chapter I

## Piscine

What is a Mini-Piscine?

Much like the Piscine, the process is split in many small projects (days), and with each day a new notion on the language/paradigm/technology you chose to work on. Validating a Mini-Piscine requires more than just a day or two of investment. To ensure that this Mini-Piscine is done correctly, it is recommended that you take note of everything listed below:

- You can't validate the Mini-Piscine if you work only on one or two projects.
- Trying to turn in every day: even if something isn't finished, it's better to try and turn it in.
- At least two week of work: going into the Mini-Piscine shouldn't be taken lightly.
- Each initialized depot will be automatically closed after one day.
- You have two days to complete the required peer-evaluations in each day.
- It is possible to retry your days without waiting.



It is important not to do these days alone. For this reason it is **highly** recommended to approach this Mini-Piscine with several students.

# Chapter II

## Instruction

To validate this piscine you must do the following projects:

- [Day 0: Basic-of-the-mobile-application](#)
- [Day 1: Structure and logic](#)
- [Day 2: API and data](#)
- [Day 3: Design](#)
- [Day 4: Auth and dataBase](#)
- [Day 5: Manage data and display](#)

You must validate each project in that order, but projects do not necessarily need to be validated with 100, 50 is enough for go to the next one. Indeed, it will not be possible to register for a project if the previous project is not valid.



It is important to refer to this document to access your projects. You can click on each module on this page to access it or use the list of projects available in Intra.