

## Course Syllabus Part II

### WEB 450 Mastering the MEAN Stack Bootcamp

---

#### Course Resources

**Course Text:**

Getting MEAN with Mongo, Express, Angular, and Node; Simon Holmes and Clive Harber; Manning Publications Co. 2019

**Required/Supplemental Resources:**

Computer with internet access and file storage. Links to supplemental materials provided within weekly course descriptions.

**Required software:**

- Git
  - Node.js
  - VS Code
  - SoapUI
  - UMLet
  - cURL
  - MongoDB and MongoDB Compass
- 

#### Course Schedule

Week	Topics Covered	Readings	Assignments
1	Welcome to the MEAN Stack and nodebucket	Chapter 1, 2, and 3; YouTube video(s)	<ul style="list-style-type: none"><li>• nodebucket: User Personas</li><li>• nodebucket: User Stories and Time Estimations</li><li>• nodebucket: TDD Submission</li></ul>
2	nodebucket: Sprint 1	Chapter 4 and 5; Web articles; YouTube video(s)	<ul style="list-style-type: none"><li>• nodebucket: Build and Submit (Sprint 1)</li></ul>
3	nodebucket: Sprint 2	Chapter 6 and 7; YouTube video(s)	<ul style="list-style-type: none"><li>• nodebucket: Build and Submit (Sprint 2)</li></ul>
4	nodebucket: Sprint 3	Chapter 8 and 9	<ul style="list-style-type: none"><li>• nodebucket: Build and Submit (Sprint 3)</li></ul>
5	Nodebucket Delivery and Bob's Computer Repair Shop Overview	Chapter 10; YouTube video(s)	<ul style="list-style-type: none"><li>• nodebucket: QA Testing</li><li>• nodebucket: Revisions, Deployment, and Submission</li></ul>
6	Bob's Computer Repair Shop: Sprint 1	Chapter 11	<ul style="list-style-type: none"><li>• Bob's Computer Repair Shop: TDD Submission</li></ul>

7	Bob's Computer Repair Shop: Sprint 2	Chapter 12	<ul style="list-style-type: none"> <li>Bob's Computer Repair Shop: Build and Submit (Sprint 1)</li> </ul>
8	Bob's Computer Repair Shop: Sprint 3	N/A	<ul style="list-style-type: none"> <li>Bob's Computer Repair Shop: Build and Submit (Sprint 2)</li> </ul>
9	Bob's Computer Repair Shop: Delivery and Group Presentations	N/A	<ul style="list-style-type: none"> <li>Bob's Computer Repair Shop: Build and Submit (Sprint 3)</li> <li>Bob's Computer Repair Shop: QA Testing</li> <li>Bob's Computer Repair Shop: Revisions, Deployment, and Submission</li> <li>Bob's Computer Repair Shop: Group Presentation</li> </ul>

### Grade Breakdown/Criteria

#### Grade component

2 User Persona Assignments  
 2 User Stories and Time Estimation Assignments  
 2 Prototype Assignments  
 6 Development Sprints  
 nodebucket Project Submission  
 Bob's Computer Repair Shop Project Submission  
 2 QA Testing Assignments  
 1 Group Presentation Assignment

#### Available points

25 pts. each, total of 50 pts.  
 25 pts. each, total of 50 pts.  
 50 pts. each, total of 100 pts.  
 125 pts. each, total of 750 pts.  
 200 pts. each, total of 200 pts.  
 250 pts. each, total of 250 pts.  
 25 pts. each, total of 50 pts.  
 200 pts. each, total of 200 pts.  
 Total points possible 1650 pts.

### Late Work

Late work is not accepted unless arrangements are made with the instructor for special circumstances.

### Participation

Students are expected to log in five nights a week, three hours a night and contribute to the class on a regular basis, daily stand-up meetings, submitting assignments, and participating in group activities as required. If you have specific participation requirements related to your educational funding or student status, you are expected to monitor your own participation to ensure you are in compliance with those requirements.

**Expectations for Students**

- Students should expect to spend approximately 30 hours per week completing the activities and assignments in this course (Remember, this is a six credit-hour course).
  - Students will log in five nights a week, three hours a night to work to complete their assignments and progress through the course.
  - Students will treat their classmates and the instructor with respect and courtesy.
  - Students are responsible for keeping current with their assigned tasks, milestones, deliverables, and coming to class prepared to discuss the work assigned.
  - Students are responsible for knowing what assignments are due and when.
  - Students will submit only their own work and will not commit plagiarism or other acts of academic dishonesty.
  - Students will contact the instructor as soon as personal problems arise that may affect the student's ability to complete assignments on time.
- 

**Expectations for Faculty**

- The instructor should expect to spend 15 hours a week hosting daily stand-up meetings and assisting students with their individual and group projects.
  - The instructor will log in five nights a week, three hours a night to proctor student tasks and assignments.
  - The instructor will treat all students with respect and courtesy.
  - The instructor will make grading criteria clear and follow the criteria scrupulously in evaluating student work.
  - The instructor will provide feedback about student work within 6 days of due dates (or 24 hours prior to the next due date)—feedback that helps the student learn and improve.
  - The instructor will respond to all student phone and email messages within 48 hours.
-