How to classify the tech-articles (Junior/Senior)

It's just my thought.

Actually, I followed these criterias to classify developer's level.

If I explain my idea base on Bloom's Taxonomy. Junior is 3 low-levels, Senior is 3 high-levels.

(*) For classifying developer level, I appreciate the origin "Bloom's Taxonomy" (1956) than the optimization version (2000).



Consider, there is developer has a knowledge of several tools, techniques. Some of them are lesser-known tools. He can apply them in his project. However, when he is asked making a choice between tools (that has the similar functions) for specific requirement, he can't decide (because, he lack analysis, evaluation capacity) ==> to me, he is a smart, excellent Junior developer.

In my opinion, the Senior's standard is:

- Analysis, Evaluation, "Make a choice" capacity.
- Has flexible solution.
- Has vision of product's value (better than executable code)

I fully understand the difficult of applying my thought to recruiting and promotion in Vietnam.

But at least, Can I try it to classify Tech-articles?

--- FOR JUNIOR READER ---

For the newbie of any technique, we should write out below article kinds:

- * Introduce technique.
- * How to apply technique on your work.

Don't be afraid because there are similiar topic in Google, We are welcome refer and produce from other source, however "LET EXPLAIN CLEARER, EASIER TO UNDERSTAND."

--- FOR SENIOR READER ---

For the reader who knew and applied this technique in real project, we should share our experiences in real project:

- * When/Why you should/shouldn't apply this technique in your project.
- * The Difficulties in application this techique in real project.
- * Compare/Consider to the similar techniques.

Don't be afraid of there are someone's opinion (flip side opinion). This is your experience, did you try it on your real project? Did you get your teamate's encourage? In other hand, the flip side opinion may be a good advise to fullfill your knowledge.

It's just my thought. Please speak out your ideas.

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