Proposal for Bootcamp 2022

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# CLIENT NAME

TREDENCE

# PROGRAM NAME

Bootcamp for Freshers

# Program Summary

To build capability, confidence and quality-mindset in freshers, before they start on production code

# Duration

Start date: \*\*\*\*\*\*\*\*\*\*\*\*

End date: \*\*\*\*\*\*\*\*\*\*\*\*\*

# Professional Charges

|  |  |  |
| --- | --- | --- |
|  | No of Days | Cost per batch |
| Classroom sessions, Js- track  Project Work  Assessments | 30 |  |
| 32000 / Day |
|  |

\*GST 18%

# Target Audience

Fresh engineers, completed Bachelor’s Degree and passed a programming interview

# Terminal Objectives – what will the learner be able to ‘do’ at the end of the program?

* Understanding of languages (JS, TypeScript as per track) and appreciate refactoring and software maintenance needs
* Understand and work in frameworks (Express, React as per track)
* Application of technology to solve a problem: Knowledge to span technologies, seek information to clarify the domain
* Deliver production-grade code with an attitude of improvement

Work in teams with focus on efficiency and effectiveness

# Day wise content outline

PENDING

# Assessment approach

## Case-study-driven

* 30 days of case study with day-to-day activities
* Interwoven with 5 sessions of training modules, reviews and direct-application workshops
* Code-quality assessment on the deliverable
* Version-controlled collaboration via GitHub with CI pipeline
* Exposure to working with legacy, code reviews and integration
* Agile workflows

## LMS

Driven by open source platform

* Assessments
  + Summative scores as a team player and individual
  + Formative reviews: Gaps and pointers to progress
* Blogs and forums for peer learning
  + Trigger curiosity with thought-provoking questions
  + Peer recognition and sense of community
* In-house mentoring
  + Initiate and coordinate in-house mentors
* Reports
  + Rubrik including comprehension, code-quality, level of testing & automation, similar to previous year.

## Classroom

Hands-on approach, conducted by proven faculty with industry-experience.

1. JS track

## Phases

The program builds over three phases

# LMS modules

This section gives the contents of the LMS

## Power-on

|  |  |  |
| --- | --- | --- |
| Topic | Knowledge-outcomes | Pedagogy |
| **Building blocks** of Functional Programming + Object Oriented Programming | Encapsulation to Abstraction | LMS entry point  Assessment  Free Tutorials & Videos  Live blog per sub-topic  Enrolment  Assessment P1 |
| Back2Basics – **Language review**  JS, TypeScript  HTML | Observation skill: clean vs dirty  Language familiarity  Review existing code  Motivation behind constructs |
| Back2Basics – **Data & Apps**  SQL, NoSQL  Web & Application architecture, Devops ,REST | Choices in structuring data  Query language  Technology appreciation |

## Boot & Run

|  |  |  |
| --- | --- | --- |
| Topic | Content / Method | Delivery |
| Track **progress** | Classroom schedule  Expected Case-study progress  Learning outcomes | Per-track schedules and completion records  Assessment reports |
| **Inquiry**-based learning,  **Attentiveness** | Daily shots | Questions on case-study days  Aggregate reports |
| **Networking** | mentoring,  Independent reviews | Initiate and guide mentors  Mid-way external reviewer |

# Classroom Modules

|  |  |  |
| --- | --- | --- |
|  | Java track | days |
| Object Orientation /function Orientation | 2 |
| Effective JS, TS | 3 |
| Test essentials | 0.5 |
| Unit-testing with Jest | 1 |
| GIT-intro | 0.5 |
| Working with data | 1 |
| Node & Express Js | 3 |
| React | 4 |
| SOLID, refactoring | 2 |
| CI/CD pipelines | 1 |
| Case Study | 12 |
| **Total days** | **30** |

# Assessment Approach

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Pre-join / Just joined** | **Paradigm / Clean code** | **Server-Side Programming** | **UI** | **Final Project** |
| Assessment  P | Assessment  A1 | Assessment  A2 | Assessment  A3 | Assessment  A4 |
| Summative for reading material | Formative:  Clean-code gaps | Formative:  Framework | UX Experience | Full Stack |

# Lab requirementS

* Laptops and software to be provided by Client.
* GitHub account to be created by participants

# Trainer Profile

Trainers who have proven track record with Development and Mentoring have been chosen to deliver the modules.