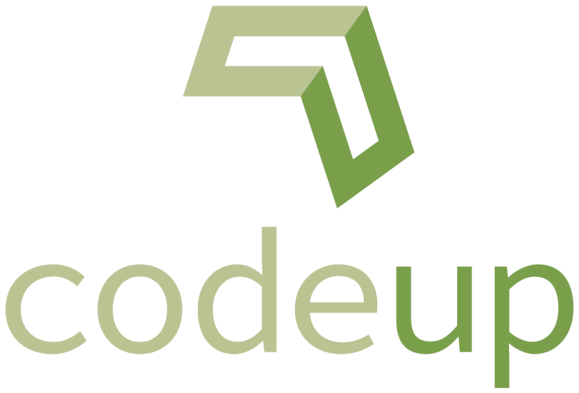

COURSE CATALOG

Vol. 6.1

Codeup, LLC

600 Navarro St.

Ste. 300

San Antonio, TX 78205

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ORGANIZATIONAL INFORMATION

HISTORICAL ACCOUNT OF THE INSTITUTION

Codeup, LLC (Codeup) was founded in November of 2013 by Michael Girdley, Chris Turner, and Jason Straughan. The idea of creating a space where people could learn programming in a supportive, creative environment, came to fruition when the three founders realized the shortage of developers for hire today was a problem that everyone came to accept, but no one did anything about.

The companies Michael, Jason, and Chris associated with thought the lack of available programmers was the norm and a riddle that simply couldn't be solved. Feeling that the time had come to do something about it, the trio gathered the best and brightest, and created Codeup in downtown San Antonio. Codeup hopes to make its corner of the world a little better by solving a big, meaningful problem for its community and the country—one person at a time.

There is currently no accreditation for coding courses.

SPACE, FACILITIES, & EQUIPMENT

Codeup is located in the Vogue Building at 600 Navarro St., Ste. 300 in downtown San Antonio, Texas. The Vogue building is a CBD Class "B" space with high visibility located on San Antonio's Historic Houston street address and within a block and a half from the San Antonio Riverwalk.

Codeup's space spans approximately 5,775 feet and has two instructional classrooms, a student lounge, instructor office, administrative office, and two break rooms each equipped with a sink, refrigerator, microwave, and a common area. Desks and chairs are provided for all students. Projectors are used to help guide students through lessons on a daily basis.

OWNERSHIP

Codeup is owned by Michael Girdley (ED), Jason Straughan (CEO), and Chris Turner.

KEY STAFF AND FACULTY

BOARD MEMBERS

Michael Girdley, Chairman of the Board. Michael has a BS in computer science from Lafayette College. He's a successful businessman and entrepreneur and has authored several books on Java and web programming.

Chris Turner, Board Member. Chris Turner came to Codeup with specialized training as a Software Engineer at Lockheed Martin. He holds a BS in computer engineering from the University of Central Florida and is the Founder and CEO of Turner Logic, a software development firm.

Jason Straughan, Board Member. Jason is a lifelong programmer and is a published author in web development. He's served as an Interactive Developer at Creative Link, Sr. Software Engineer at Live Oak 360, and founded his own software company, Grok Interactive. He has returned to Codeup as acting CEO.

EXECUTIVE STAFF

Jason Straughan, CEO/Director. Jason is a self-taught programmer who has authored numerous books on web programming. He's served as an Interactive Developer at Creative Link, Sr. Software Engineer at Live Oak 360, and founded his own software company, Grok Interactive. He has returned to Codeup as acting CEO.

Phillip Hernandez, Chief Evangelist. Phillip has a BA in Technical Communications from the University of Texas at San Antonio. He comes to Codeup with 7 years of experience in tech and operations, including 4 years at Rackspace.

ADMINISTRATIVE STAFF

Stephen Salas, Director of Product Development. Stephen is a San Antonio native and Texas A&M alum, with an IT background in sales, partner management, and operational experience. Stephen previously worked at Rackspace for 9 years, bringing his wide net of networking skills and connections to Codeup's employer relations and student career development.

Yumi Jeon, Marketing Director. Yumi holds a BA in Marketing from Trinity University. She has a background in customer service.

Dimitri Antoniou, Director of Delivery. Dimitri is a Venture for America Fellow with a BA in Urban Studies from the University of Pennsylvania. He has a background in nonprofit, small business/entrepreneurship, and social impact.

Mario Cardona, Admissions Manager. Mario is an alum of Texas A&M University - Kingsville where he earned a BS in Animal Science and attended the MBA program at Our Lady of the Lake. He has several years of experience as a commercial lender with Liftfund and as an SBA lender with Wells Fargo.

Sarah Mellor, Senior Admissions Manager. Sarah graduated from Wake Forest University where she earned a BS in Health & Exercise Science. Before joining Codeup, Sarah worked in non-profit fundraising for education-focused organizations in Boulder, Colorado and Washington, DC.

Haley Mercer, Admissions Manager. Haley graduated from Texas A&M with a BA in Communications. Prior to joining the Admissions team, she entered the IT industry as a Technical Recruiter in the San Antonio Area. This prior experience gives her a unique perspective on the local and national market for IT Talent.

Julysa Sosa, Digital Marketing Specialist. Julysa is a visual artist whose work focuses on experimental storytelling. Julysa received a BA in Photojournalism from the University of North Carolina at Chapel Hill and prior to Codeup worked in the media industry and higher education. At Codeup, Julysa manages the digital marketing and social media presence.

Christian Torres, Employer Partnerships Manager. Christian is a product of the San Antonio Tech District with experience in Technical Support, Marketing, Sales and Project Management. Working with fast growing companies, he brings knowledge on what is important to our Employer Partners.

INSTRUCTIONAL STAFF

Ryan Orsinger, Instructor. Ryan has a BA from Trinity University and 10+ years of experience working in IT at numerous organizations. He's also a Codeup alumni.

Fernando Mendoza Rodriguez, Instructor. Fernando has a BS in Computer Science from Instituto Tecnológico Superior de Uruapan in Mexico. He has worked as a Senior Developer at multiple organizations across the world.

Justin Reich, Instructor. Justin holds a Bachelor of Music and a Master of Music from UTSA, having studied curriculum development, pedagogy, and instruction. Justin is both an experienced educator and Codeup alumni. With a strong passion for technology and learning, Justin strives to help students continually explore code and the 'music' of process.

Zach Gulde, Instructor & Curriculum Developer. Zach is a Codeup graduate with a passion for teamwork and code. He has a background in the service industry and coursework in Computer Science.

Daniel Fryar, Instructor. Daniel has a BS in Computer Science and has been a professional software engineer and instructor for over 15 years.

Maggie Giust, Senior Data Scientist. Maggie holds her B.S. in Mathematics from UTSA, a certificate in General Management from UT Austin, and is currently working on her MS in Computer Science from Georgia Institute of Technology. She has worked in data science at Rackspace, Capital Group, HEB, and taught as an instructor at Trinity University.

Sophie Kurihara, Instructor. Sophie studied Computer Science and Music before diving into the world of web development. After graduating with the Olympic cohort, she worked as a web developer and designer, then came back as an instructor. Sophie believes in constant learning and a design-centric approach to problem solving (and life in general).

David Stephens, Junior Instructor. David graduated from Codeup as a part of the Xanadu cohort. With years of experience in retail management prior to Codeup, his experience in teaching in the moment helps to drive students to experiment and move forward.

Terrell Stewart, Teaching Assistant. Terrell is a San Antonio local, Codeup alumni, and now is a technical teaching assistant here. If you have a problem he will do his best to help you work through it, making sure you succeed is his goal.

PROGRAM INFORMATION AND POLICIES

TUITION, FEES, & PAYMENT OPTIONS

REGISTRATION

$1,000 (included in tuition).

TUITION

Full-Stack Web Development - Java. Total tuition for FSWD - Java is $27,500.

Data Science. Total tuition for DS is $27,500.

Full-Stack Web Development - LAMP+J. Total tuition for FSWD - LAMP+J is $22,500.

Front-End Web Development. Total tuition for Front-End Web Development is $10,000.

METHODS OF PAYMENT

Students may pay via the following methods: cash, credit card, check, or money order. Students may also finance up to 100% of their tuition through Codeup, LLC's external funding partners.

Additional funding is also available through Project QUEST, DARS, and Workforce Solutions Alamo, depending on the student's qualifications.

BOOKS, SUPPLIES, & EXTRA EXPENSES

Books. No books are required for Codeup courses. Students are given access to the online curriculum, which is included in the tuition price.

Supplies:

Full-Stack Web Development and Front-End Web Development: Students are responsible for providing their own 4GB Apple laptop running at least Mac OS X Mavericks (10.9.X). The cost of a MacBook varies. A used MacBook can be purchased for around $800.

Data Science: Students are responsible for providing their own Mac laptop running OS 10.14 and with at least 8GB of RAM.

Parking: Students must secure their own transportation. If driving, they are responsible for their own downtown parking. Costs vary by garage/lot.

SCHOLARSHIPS

Full-Stack Web Development Scholarships. Two $5,000 scholarships are available to female students in each Full-Stack Web Development course (both Java and LAMP+J) through our Women's Scholarship. One $5,000 and two $2,500 scholarships are available to individuals identifying as people of color through our Minorities in Tech scholarship. $1,000 scholarships are available to Veterans and Veteran's Dependents, First Responders, and Relocators. $1,000 scholarships are available to individuals identifying as LGBTQ.

Data Science Scholarships. Two $5,000 scholarships are available to female students in each Full-Stack Web Development course (both Java and LAMP+J) through our Women's Scholarship. One

$5,000 and two $2,500 scholarships are available to individuals identifying as people of color through our Minorities in Tech scholarship. $1,000 scholarships are available to Veterans and Veteran's Dependents, First Responders, and Relocators. $1,000 scholarships are available to individuals identifying as LGBTQ.

Front-End Web Development Scholarship. Two $2,000 scholarships are available to female students in each Front-End Web Development course.

PROGRAM CALENDAR

Cohort Name	Welcome Day/Start Date	End Date	Curriculum
Xanadu Cohort	09/17/2018	02/08/2019	Full-Stack Web Development-Java
Yosemite Cohort	11/05/2018	04/03/2019	Full-Stack Web Development-Java
Zion Cohort	01/22/2019	06/04/2019	Full-Stack Web Development-Java
Andromeda Cohort	03/18/3019	07/30/2019	Full-Stack Web Development-Java
Betelgeuse Cohort	05/28/2019	10/08/2019	Full-Stack Web Development - Java
Ceres Cohort	07/15/2019	12/11/2019	Full-Stack Web Development - Java
Ada Cohort	02/04/2019	06/17/2019	Data Science
Bayes Cohort	07/22/2019	12/19/2019	Data Science

HOLIDAYS

New Years. January 1-2, 2019

MLK Day. January 21, 2019

President's Day. February 18, 2019

Good Friday. April 19, 2019

Battle of Flowers Parade. April 26, 2019

Memorial Day. May 27, 2019

Independence Day. July 4-5, 2019

Labor Day. September 2, 2019

Columbus Day. October 14, 2019

Veterans Day. November 11, 2019

Thanksgiving. November 27-29, 2019

Winter Break. December 23-31, 2019

SCHOOL HOURS OF OPERATION

Monday-Thursday. 8am - 6:00 pm

Friday. 8am - 5:30 pm

ADMISSIONS REQUIREMENTS

Full-Stack Web Development and Front-End Web Development: Student must be a current U.S. citizen or have status to work in the U.S., must be at least 17 years of age, must complete application, interview with Director, complete admissions tests, and complete a tuition payment. Students under the age of 18 must provide parental consent to complete the course. No high school/GED is required.

- Individuals applying for this course are required to:
    1. Complete and submit an online application
    2. Interview with Representative and/or Director
    3. Complete admissions testing with: a score of 80 or above on the Problem Solving Challenge, 70 or above on the Command Line Review, or 70 or above on the Coding Challenge.
    4. Complete program's free pre-work program

Data Science: Students must be at least 18 years of age and either be a current U.S. Citizen or have status to work in the U.S. Individuals applying for this course must submit an application and interview with a Representative and/or Director. Students must demonstrate experience in programming, mathematics, and statistics, whether through previous education, on-the-job training, or self-teaching. Students will be evaluated on motivation, capacity for analytical reasoning, professionalism, and communication skills through application, interview, and technical challenges.

Credit for Previous Education, Training, or Experience. Staff will review all prior education and training experience. Codeup does not grant credit based on previous education.

CANCELLATION & REFUND POLICIES

Cancellation Policy. A full refund will be made to any student who cancels the enrollment contract within 72 hours (until midnight of the third day excluding Saturdays, Sundays and legal holidays) after the enrollment contract is signed. A full refund will also be made to any student who cancels enrollment within the student's first three scheduled class days, except that the school may retain not more than $100 in any administrative fees charged and items of extra expense that are necessary for the portion of the program attended and stated separately on the enrollment agreement.

Refund Policy.

1. Students are required to pay tuition in full no later than the second-week of classes. Tuition can be paid entirely by the student, or include grants and/or loans.
2. Refund computations will be based on scheduled course time of classes through the last documented day of an academically related activity. Leaves of absence, suspensions and school holidays will not be counted as part of the scheduled classes.
3. The effective date of termination for refund purposes will be the earliest of the following:(a) the date of termination, if the student is terminated by the school; (b) the date of receipt of written notice from the student; or(c) the first of the following dates when the student's participation in an academically related activity cannot be documented: at the end of the first week of each academic term, at the end of the first month of each academic term, at the midpoint of each academic term, and at the end of each academic term.
4. If tuition and fees are collected in advance of entrance, and if after expiration of the 72 hour cancellation privilege the student does not enter school, not more than $100 in any administrative fees charged shall be retained by the school for the entire residence program or synchronous distance education course.
5. If a student enters a residence or synchronous distance education program and withdraws or is otherwise terminated, the school or college may retain not more than $100 in administrative fees charged for the entire program. The minimum refund of the remaining tuition and fees will be the pro rata portion of tuition, fees, and other charges that the number of hours remaining in the portion of the course or program for which the student has been charged after the effective date of termination bears to the total number of hours in the portion of the course or program for which the student has been charged, except that a student may not collect a refund if the student has completed 75 percent or more of the total number of hours in the portion of the program for which the student has been charged on the effective date of termination.
6. Refunds for items of extra expense to the student, such as books, tools, or other supplies should be handled separately from refund of tuition and other academic fees. The student will not be required to purchase instructional supplies, books and tools until such time as these materials are required. Once these materials are purchased, no refund will be made. For full refunds, the school can withhold costs for these types of items from the refund as long as they were necessary for the portion of the program attended and separately stated in the enrollment agreement. Any such items not required for the portion of the program attended must be included in the refund.
7. A student who withdraws for a reason unrelated to the student's academic status after the 75 percent completion mark and requests a grade at the time of withdrawal shall be given a grade of "incomplete" and permitted to re-enroll in the course or program during the 12-month period following the date the student withdrew without payment of additional tuition for that portion of the course or program.
8. A full refund of all tuition and fees is due and refundable in each of the following cases: (a) an enrollee is not accepted by the school; (b) if the course of instruction is discontinued by the school and this prevents the student from completing the course; or (c) if the student's

enrollment was procured as a result of any misrepresentation in advertising, promotional materials of the school, or representations by the owner or representatives of the school. A full or partial refund may also be due in other circumstances of program deficiencies or violations of requirements for career schools and colleges.

Refund Policy for VA Eligible Persons. In the event the VA eligible person fails to enter the course, or withdraws, or is discontinued therefrom at any time prior to completion of the approved program length for VA students, the amount charged to the student for tuition, fees, and other charges for the completed portion of the course shall not exceed $10.00 (only if a registration fee is charged) plus the approximate pro rata portion of the total charges for tuition, fees, and other charges that the length of the completed portion of the course bears to its total length. The completed portion is the total number of days the student was scheduled to attend (from first to last date of attendance) multiplied by the scheduled hours of attendance per day.

Refunds will be totally consummated within the forty (40) days after termination.

Refund Policy for Students Called to Active Military Service.

1. A student of the school or college who withdraws from the school or college as a result of the student being called to active duty in a military service of the United States or the Texas National Guard may elect one of the following options for each program in which the student is enrolled:
1. if tuition and fees are collected in advance of the withdrawal, a pro rata refund of any tuition, fees, or other charges paid by the student for the program and a cancellation of any unpaid tuition, fees, or other charges owed by the student for the portion of the program the student does not complete following withdrawal;
2. a grade of incomplete with the designation "withdrawn-military" for the courses in the program, other than courses for which the student has previously received a grade on the student's transcript, and the right to re-enroll in the program, or a substantially equivalent program if that program is no longer available, not later than the first anniversary of the date the student is discharged from active military duty without payment of additional tuition, fees, or other charges for the program other than any previously unpaid balance of the original tuition, fees, and charges for books for the program; or
3. the assignment of an appropriate final grade or credit for the courses in the program, but only if the instructor or instructors of the program determine that the student has:
    1. satisfactorily completed at least 90 percent of the required coursework for the program; and
    2. demonstrated sufficient mastery of the program material to receive credit for completing the program
2. The payment of refunds will be totally completed such that the refund instrument has been negotiated or credited into the proper account(s) within 60 days after the
3. effective date of termination.

Full Refund for Success-Based Placement. Codeup, LLC offers a full refund (100%) — for the amount paid by the individual to Codeup, LLC — to individuals who do not find employment within 6 months of

graduating from the course. In order to maintain eligibility for a full refund, a student must be over the age of 18 at the time of graduation, and must be qualified as a “job seeker” at the conclusion of the course. To obtain “job seeker” status, a student must:

- Pay for the entirety of the tuition or secure financing prior to class starting.
- Express desire to seek work in a field related to area of study after the course ends and be qualified as a “job seeker” (see below).
- Complete the course in its entirety, not accruing more than 3 unexcused absences or 10 tardies.
- Maintain satisfactory progress, defined as a grade of 70% or higher.
- Not enroll in any additional education program within 6 months following the course’s conclusion.
- Seek work within the United States of America.

If the student meets all of these conditions, he/she will be qualified as a “job seeker,” be listed on Codeup, LLC’s online alumni portal, and receive placement assistance from Codeup, LLC’s staff.

To maintain the status of “job seeker” during the six month period following the conclusion of the course, the student must:

- Be actively and continuously searching diligently and exclusively in good faith for employment in a field related to his/her course of study, demonstrated by documenting his/her job search through the submission of monthly reports via an online form containing the information listed in Table 1.0, “Requirements for Monthly Reporting.” This documentation is subject to a random audit.
- Respond to all correspondence sent by Codeup’s Student Success representative via email, text, or phone. After the student graduates, these reports will be submitted by the last week of each month until a) the student accepts an offer of employment or b) six months have passed since the student's graduation date, whichever is sooner.

If the student fails to submit these monthly reports or fails to demonstrate he/she spent the 6 month period “diligently and exclusively searching in good faith for employment in a field related to his/her course of study,” by meeting the standards outlined in Table 1.0, the student will lose “job seeker” status And the tuition refund may be jeopardized.

Table 1.0	**Requirements for Monthly Reporting**	
Item	Details	Standards
Applications submitted	Listing of job opportunities applied to, including position, company, date applied, and any contacts to which student may have spoken.	Minimum of 2 applications per week.
Interviews Completed	Listing of interviews completed, including position, company, date applied, interview type (Skype, phone, in-person etc) and any	N/A (dependent upon applications).

	contacts to which student may have spoken.	
Events Attended	Listing of meetups and/or networking events attended, including event title, date, and a brief description of the event.	Minimum of 2 events attended per month.
Projects Completed	Full-Stack Web Development-Java: Listing of coding projects completed and uploaded to GitHub, including technologies used, average time spent, and any relevant links (Github, project urls etc). Data Science: Listing of projects completed and uploaded to Github/data.world/Kaggle, including technologies used, average time spent, and any relevant links (i.e. project urls).	Full-stack Web Development-Java: Minimum of 2 Github commits weekly, containing evidence of newly written code. Data Science: 1 new project or model submitted weekly across 2 of the following platforms: Github, data.world, or Kaggle.

If a student maintains “job seeker” status and has not met any of the following conditions within 6 months of graduation, (100%) all of the tuition paid directly by the student will be refunded.

- Found employment related to his/her course of study or taken employment of any kind (including such not in the field of coding) within 6 months after graduation.
- Started a business (including consulting) as defined by making a product for sale, offering a service for sale, incorporating, filing an assumed name or trademark, or similar activity that indicates that he/she intends to offer goods or services to third parties for a profit within the six-month period following the conclusion of the program.

Please initial below, indicating whether or not you’d like to be classified as a “job seeker” after the culmination of this course.

_____ I intend to seek employment related to my course of study after this course ends and wish to be categorized as a “job seeker.” I fully understand that my status as a “job seeker” is contingent upon completion and maintenance of the terms listed above.

_____ I do not intend to seek employment related to my course of study after this course ends and do not wish to be categorized as a “job seeker.”

LEAVE OF ABSENCE POLICY

Students may request a leave of absence for a number of reasons, including:

-Medical concerns related to the physical or mental health of the student or a family member

-Family Obligations

-Military Service

-Financial Hardship

-Any other circumstance for which the administrative and instructional staff deem qualified as a valid reason to take a leave of absence

A leave of absence may commence during a program and can last no more than 60 calendar days in a 12-month period, during which the student will be allowed to re-enroll without payment of additional tuition for the program. After 60 calendar days, the student will be asked to withdraw and must re-enroll in the program. This policy does not apply to military calls to active duty.

In order to receive a leave of absence, the student must complete a Leave of Absence Application. In some cases, such as a medical leave of absence, the student may be required to provide proof in the form of doctor's consultation or letter. Upon returning from a leave of absence, a student must complete a Resumption of Study application.

ATTENDANCE POLICY

Attendance is crucial to student success, especially in an accelerated learning environment. Thus, students are expected to attend every class session. The school will make its best effort to work with students who suffer an unforeseen personal hardship during the program. Students who miss class will be required to stay during study halls to catch up on missed materials.

Termination based on absence. Codeup will terminate a student if he/she is absent more than 10 consecutive school days (5 days for VA eligible students) or more than 20% of total course time. These totals include both excused and unexcused absences (see below). Students whose enrollments are terminated for violation of the attendance policy may not re-enter before the start of the next course. If a student is terminated due to excessive absences, the Director may elect to place the student in a future class and refund the unused portion of their tuition per the refund policy. If the student is VA-eligible, violations of the attendance policy will be reported to DVA on VA Form 22-1000b within 30 days at such time the student exceeds the allowed number of absences.

Qualification for Tuition Refund Based on Attendance. If a student misses three or more days (excused or unexcused) he or she will be placed on probation and his or her tuition refund may be jeopardized, based on the discretion of the staff (See Cancellation and Refund Policies).

Tardies/Leaving Early. Students who consistently arrive tardy or leave early from class may miss out on crucial material. This can also affect the pacing and well-being of the class, as it distracts teachers. Students who arrive up to 15 minutes late or leave up to 15 minutes early will be marked as tardy/left early. Late arrivals or early departures in excess of this time frame will be counted as a half day absence. Accumulation of 10 tardies/left earlies will equal one absence and compromise that individual's eligibility for the partial tuition refund. Accumulation of two half day absences will equal one full absence.

Procedure for Tracking Attendance. For internal purposes related to the Codeup's tuition refund policy, Codeup will track and categorize absences as excused or unexcused. Regardless of whether or not an

absence is categorized as excused or unexcused, it counts towards the overall absence total, which cannot exceed 20% of total course time or 10 consecutive days.

Excused Absence. Absence due to unforeseen or unavoidable circumstances. In some cases, a student may need to provide proof in the form of a Doctor's note, letter etc.

The following are excused absences:

1. Medical/illness or injury which requires the student's presence at home.
2. Death in the family which requires the student's presence at home.
3. Religious observances which require the student's presence at home.
4. Court appearances.
5. Such others that the principal judges as warranted.
6. Childcare or other immediate family emergencies.

Unexcused Absence. Absence that doesn't qualify as excused.

GRADING POLICY

Grading and Marking System. Student grades are comprised of several components, including module challenges, coding challenges, exercise completion, and attendance. Grades are a composite of these components.

Grade	**%**
Exceeding expectations	90-100
Meets Expectations	70-89
Does not meet expectations	69 and below

Satisfactory Progress Policy."Satisfactory progress" is considered maintaining a cumulative grade of 70 percent or higher.

Progress Evaluation Period. One progress evaluation period is equal to a period of 4 weeks. Every four weeks, students will receive progress reports. As the final progress evaluation period falls two weeks after the course ends, instructors will do their best to provide grading reports within this two-week period, and no later.

Probation. If a student is not making satisfactory progress by the end of a process evaluation (grading) period (4 weeks), he or she will be placed on academic probation and required to work with instructors during study hall hours to catch up.

If the student does not comply with these requirements, he or she may be terminated from the course. A student may only be placed on academic probation once; if a student is still under academic probation by the next evaluation period, he or she will be terminated based on unsatisfactory progress.

Under Title 40, Texas Administrative Code, Section 807.221-224, students terminated for unsatisfactory progress cannot be readmitted until a minimum of one grading period has passed.

Progress Reports System. Students will receive electronic grade reports at the end of each progress evaluation period. Students are able to meet with an instructor to discuss progress reports anytime during study hall hours.

Incomplete, Withdrawals, Repeat Modules, and Remedial Work. Under Texas Education Code, Section 132.061(f), a student who is obligated for the full tuition may request a grade of "incomplete" if the student withdraws for an appropriate reason unrelated to the student's academic status.

Students receiving a grade of “incomplete” may re-enroll in the next program program during the 12-month period following the date the student withdraws and complete those incomplete modules without payment of additional tuition.

Requirements for Graduation. Student has maintained satisfactory progress and attendance within 16 weeks, plus met all financial obligations.

CONDUCT POLICY

Students are required to conduct themselves appropriately. Any student who disrupts the educational or professional environment of Codeup or whose conduct reflects discredit upon him/ her or the Codeup will be subject to expulsion.

A proper safeguard for the welfare, safety, and educational opportunity is provided for all students. The students must conduct themselves in a way that will not interfere with the learning process of any other student, the classroom presentation by the instructor, or the progress of the class in general.

The administration reserves the right, in the exercise of their judgment, to dismiss a student on any of the following grounds:

1. Unsatisfactory academic progress, without initiative to improve
2. Excessive absences or tardiness
3. The use of drugs on Codeup’s premises
4. The use or threat of physical abuse
5. Carrying a concealed or potentially dangerous weapon
6. Impropriety of sexual behavior
7. Breach of the enrollment agreement
8. Harassment (verbal, physical, or otherwise)
9. Damage to the facility
10. Disruption of the professional and educational environment

If a student is terminated under this policy, a refund of the tuition is due. Termination is at the sole discretion of the Director. Re-admission in said cases shall be at the discretion of the Director.

Codeup also maintains a Code of Conduct for the Classroom, which are positive/supportive behaviors that we expect from our students:

1. Stay engaged in lecture

2. Maintain and encourage a positive attitude in the face of difficult topics
3. Keep electronic communication helpful and supportive
4. Pursue opportunities to assist and collaborate with your peers
5. No gaming during lecture
6. Be on time
7. Respect the space
8. Respect your peers

PLACEMENT ASSISTANCE

Placement assistance will be provided for all graduating students who are classified as “job seekers.”

To obtain “job seeker” status, a student must:

-Pay for the entirety of the tuition or secure financing prior to class starting.

-Express desire to seek work in a field related to area of study after the course ends and to be qualified as a “job seeker” in the enrollment agreement.

-Complete the course in its entirety, not accruing more than 3 unexcused absences or 10 tardies.

-Maintain satisfactory progress, defined as a grade of 70% or higher.

-Not enroll in any additional education program within 6 months following the course’s conclusion.

-Seek work within the United States of America.

“Job Seekers” will be listed on our online alumni portal and receive placement assistance from Student Success staff.

STUDENT GRIEVANCES

Student grievances should be directed to Codeup representative, Phillip Hernandez, with a formal letter of complaint. All issues will be reviewed and handled on a case-by-case basis.

Unresolved grievances may be submitted to:

TEXAS WORKFORCE COMMISSION

CAREER SCHOOLS AND COLLEGES

101 E. 15th STREET, AUSTIN, TX 78778-0001

COURSE LISTINGS

FULL-STACK WEB DEVELOPMENT - Java

JOB SKILLS LEARNED

This course of instruction prepares individuals for entry-level jobs as computer programmers, web developers, or software developers. Graduates may find suitable employment within information technology at various employers, such as tech startups, web development/design firms, marketing firms, or in the web/software development departments of large businesses. Students will learn to develop, design, deploy, and manage their own web applications. Upon completion of this program, students will be able to work in a collaborative team environment using modern web and programming technologies in the MySQL, Java, JavaScript, jQuery and HTML/CSS technology areas.

ENTRY-LEVEL JOB TITLES

Web Programmer, Web Developer, Web Applications Developer, Software Developer, Computer Programmer, Quality Assurance Engineer, Front-End Developer.

CONTACT HOURS

670

CLASS SCHEDULE

	Monday	**Tuesday**	**Wednesday**	**Thursday**	**Friday**
Study Hall	8-9am	8-9am	8-9am	8-9am	8-9am
Class Starts	9am	9am	9am	9am	9am
Lunch	12:30-1:30pm	12:30-1:30pm	12:30-1:30pm	12-1:30pm	12:30-1:30pm
Class Ends	5pm	4pm	5pm	5pm	5pm
Study Hall	5-6pm	No Study Hall	5-6pm	5-6pm	5-6pm

LENGTH OF PROGRAM

670 hours/20 weeks

CERTIFICATE, DIPLOMA, OR DEGREE AWARDED

Students receive a Certificate of Completion upon completing program.

PROGRAM OUTLINE

Program consists of 14 modules, which are listed below.

Module Number	**Course Title**	**Clock Hours**	**Lecture**	**Lab**
WD-1	HTML	21	8	13
WD-2	CSS	38	17	21

WD-3	Git	6	2	4
WD-4	JavaScript	88	36	52
WD-5	TDD	20	7	13
WD-6	Web Design and Project Planning	14	7	7
WD-7	jQuery	51	20	31
WD-8	Java I	20	6	14
WD-9	Java II	87	34	53
WD-10	MySQL	30	12	18
WD-11	Java III	75	30	45
WD-12	Spring	97	36	61
WD-13	Full-Stack Capstone Project	67	24	43
WD-14	Career Simulation & Preparation	56	28	28
Total Hours		670	267	403

MODULE DESCRIPTIONS

WD-1 HTML (Building Web Pages) (hrs: 8 lec/13 lab)- Students will learn HTML (HyperText Markup Language), which provides the structure of a web page. Students will learn the components of page structure, HTML elements, and HTML forms. **Prerequisite:** Admission to Program.

WD-2 CSS (Styling Web Pages)(hrs: 10 lec/14 lab)- Students will learn CSS (Cascading Style Sheets), which provides the visual and aural layout. Students will learn CSS elements and style sheets. **Prerequisite:** WD-1.

WD-3 Git- (Version Control) (hrs: 2 lec/4 lab)- Git is a distributed revision control and source code management (SCM) system with an emphasis on speed, data integrity, and support for distributed, non-linear workflows. Git was initially designed and developed by Linus Torvalds for Linux kernel development in 2005, and has since become the most widely adopted version control system for software development. Students learn out to use Git to store their code and revisions, including creating a repository, initializing a repository, and adding, committing, and pushing/pulling files. This module is spread out throughout the course. **Prerequisite:** Admission to program.

WD-4 JavaScript (Client side interactive code environment) (hrs: 36 lec/52 lab)- Students will learn to use JavaScript, an interpreted computer programming language. As part of web browsers, implementations allow client-side scripts to interact with the user, control the browser, communicate asynchronously, and alter the document content that is displayed. It has also become common in server side programming, game development and the creation of desktop applications. **Prerequisite:** WD-3.

WD-5 TDD (Test Driven Development) (hrs: 7 lec/13 lab) - Test driven development is a software development process that integrates coding, design, and testing together into one workflow. Students will learn the basics of TDD with variables and data types in JavaScript, writing tests for user defined functions, learn to test with objects and arrays, and the basics of JUnit for testing Java code. Students will also learn integration tests with Spring. This module is spread throughout the course. **Prerequisite:** WD-4

WD-6 Web Design and Project Planning (hrs: 7 lec/7 lab) - Students will learn the basic principles of design for the web. They will also gain a foundation in project planning by learning how to create user stories, feature lists, wireframes and using basic tools for building database diagrams. This Module is spread throughout the course. **Prerequisite:** WD-5

WD-7 jQuery (JavaScript Library) (hrs: 20 lec/31 lab)- jQuery is a fast, small, and feature-rich JavaScript library. It makes things like HTML document traversal and manipulation, event handling, animation, and Ajax much simpler with an easy-to-use API that works across a multitude of browsers. Students learn how to use jQuery selectors, events, essential methods, effects, and Ajax requests. **Prerequisite:** WD-6

WD-8 Java I (Web application development) (hrs: 6 lec/9 lab)- Students will learn to program using Java, a programming language designed as a general-purpose programming language and also used for web development. Java includes free libraries with the core build. Java is an Internet-aware system with modules built in for accessing File Transfer Protocol (FTP) servers, many database servers, embedded SQL libraries such as embedded PostgreSQL, MySQL, Microsoft SQL and SQLite, LDAP servers, and others. **Prerequisite:** WD-7.

WD-9 Java II (Web application development)(hrs: 34 lec/53 lab)- Java II builds on the Java I foundation. Students will learn about Object-Oriented Programming, Arrays, and File Manipulation. **Prerequisite:** WD-8.

WD-10 MySQL (Relational Database Systems) (hrs: 12 lec/18 lab)- Students will learn to use MySQL or its equivalent, a relational database management system and ships with no GUI tools to administer. MySQL databases or manage data contained within the databases and is a central component of most web development software stacks. **Prerequisite:** WD-9.

WD-11 Java III (Web application development) (hrs: 30 lec/45 lab)- Students build on Java I and II, and learn the basics of MVC, or Model-View-Controller, a software pattern that separates data, programming logic, and presentation into separate parts to allow for a more organized and more easily maintained codebase. Students will also learn how to use Servlets, and how Java and MySQL interact.

Prerequisite: WD-10.

WD-12 Spring (Web Application Framework) (hrs: 36 lec/54 lab)- Spring is an MVC web application framework that makes it easy to build dynamic web applications. The syntax is expressive and easy to

remember and it aims to make coding a fun and enjoyable experience. Students learn the fundamentals and features of Spring and how to deploy websites. **Prerequisite**: WD-11.

WD-13 Full-Stack Capstone (Web Application Development) (hrs: 24 lec/36 lab)- Students will work on small teams to construct a full-stack web application for their final project. This web application will have full functionality and a number of key features. **Prerequisite:** WD-12

WD-14 Career Simulation and Preparation (hrs: 28 lec/28 lab)- This module is spread out throughout the program and covers a variety of skills related to career preparation, including soft skills training such as team-building and communication, and career development training such as resume writing, online branding, and interviewing. **Prerequisite:** WD-1.

GRADING COMPOSITES

Item	%	Description
Module Challenges	20%	These short challenges are delivered in quiz form after each module to gauge student comprehension. As virtually all programmers code with the internet at their disposal, these quizzes will be open-note, open-book, and open-internet.
Coding Challenges	35%	Students will be given coding challenges at key points throughout the course to assess their understanding of basic concepts.
Exercise Completion	20%	Students' work will be reviewed using GitHub to ensure they are completing the exercises presented in class.
Attendance	25%	Attendance is crucial to student success, especially in an accelerated learning environment.

DATA SCIENCE

JOB SKILLS LEARNED

This course of instruction prepares individuals for entry-level and mid-level jobs as data scientists, data analysts, data engineers, or other data related positions. Graduates may find suitable employment at numerous employers, such as tech startups, corporations, and analytics agencies. Students will learn to collect, clean, analyze, model, and communicate data using mathematics, statistics, and programming. Upon completion of this program, students will be able to work in a collaborative team environment using modern data science technologies like Python, SQL, Excel, and more.

ENTRY-LEVEL JOB TITLES

Data scientist, data analyst, data engineer, business intelligence analyst, data architect, machine learning engineer, business analyst, etc.

CONTACT HOURS

670

LENGTH OF PROGRAM

20 weeks (5 months)

CLASS SCHEDULE

	Monday	Tuesday	Wednesday	Thursday	Friday
Study Hall	8-9am	8-9am	8-9am	8-9am	8-9am
Class Starts	9am	9am	9am	9am	9am
Lunch	12:30-1:30pm	12:30-1:30pm	12:30-1:30pm	12-1:30pm	12:30-1:30pm
Class Ends	5pm	5pm	4pm	5pm	5pm
Study Hall	5-6pm	No Study Hall	5-6pm	5-6pm	5-6pm

CERTIFICATE, DIPLOMA, OR DEGREE AWARDED

Students receive a Certificate of Completion upon completing program.

Program consists of 16 modules, which are listed below.

PROGRAM OUTLINE

Module Number	Course Title	Clock Hours	Lecture	Lab
DS-1	Fundamentals	30	23	7
DS-2	Statistics	43	32	11
DS-3	SQL	47	23	24
DS-4	Python	73	36	37
DS-5	Regression	47	23	24
DS-6	Classification	47	23	24
DS-7	Clustering	47	23	24
DS-8	Time Series Analysis	40	20	20
DS-9	Anomaly Detection	36	18	18
DS-10	Natural Language Processing	47	23	24
DS-11	Distributed Machine Learning	66	33	33
DS-12	Advanced topics	40	20	20
DS-13	Storytelling with Data	27	13	14
DS-14	Domain Expertise Development	7	4	3
DS-15	Career Simulation & Preparation	7	3	4

DS-16	Capstone Project	66	33	33
Total Hours		**670**	**350**	**320**

MODULE DESCRIPTIONS

DS-1 FUNDAMENTALS (Overview of Data Science) (hrs: 23 lec/7 lab) - Students will learn the fundamentals of data science, including the data science pipeline, machine learning methodologies, and types of questions answered by data scientists. They will be introduced to the tools used by data scientists to achieve their diverse set of goals. These include statistical and mathematical concepts, Python, Jupyter Notebooks, Linux/MacOS Terminal, SQL, Microsoft Excel & Google Sheets, Tableau, git, and Hadoop technologies. **Prerequisite:** Admission to program.

DS-2 STATISTICS (Fundamentals of Applied Statistics) (hrs: 32 lec/11 lab) - Students will learn the fundamentals of applied statistics in Data Science using Excel, including measures of central tendency, tests of significance, common distributions, and variable independence. **Prerequisite:** DS-1

DS-3 SQL (Querying Structured Data Using SQL) (hrs: 23 lec/24 lab) - Students will learn to use a relational database management system, such as MySQL, to gather, parse, clean, aggregate, and store data. They will learn skills such as: reading data from SQL databases, how to perform basic joins, aggregates, and group-bys, write tables, export data, explore database structure/schema. **Prerequisite:** DS-2

DS-4 PYTHON (Python for Data Science) (hrs: 36 lec/37 lab) - Python is a programming language often used for statistical and scientific computing. Students will learn how to use Python to achieve data science goals, including data wrangling, data analysis, data visualization, and machine learning, using packages such as Pandas, NumPy, SciPy, Scikit Learn, and Matplotlib. **Prerequisite:** DS-3

DS-5 REGRESSION (Supervised Machine Learning - Regression) (hrs: 23 lec/24 lab) - Students will be introduced to various regression algorithms and learn why and when to use them. They will learn how to develop a regression model for predicting numerical events. They will build on their SQL knowledge to gather and prepare structured data that exists in a relational database. They will then use Python Pandas to parse and further prepare the data. They will use the StatsModels package to analyze the data, Matplotlib to visualize the data, and Scikit Learn to model the data. In doing this, they will learn skills like indexing, selecting, plotting, and linear regression. Students will also learn methods for evaluating the performance of regression models. They will deliver a final report and model predictions from a practical use case in this module. **Prerequisite:** DS-4

DS-6 CLASSIFICATION (Supervised Machine Learning - Classification) (hrs: 23 lec/24 lab) - Students will be introduced to various classification algorithms and learn why and when to use them. They will gather data from multiple source types, including csv and SQL. They will learn how to develop a classification model for predicting categorical events. They will build on their Pandas knowledge with topics of grouping and aggregations, computational tools, text data, missing data, DataFrame objects. Building on their Matplotlib knowledge, they will learn intermediate skills related plotting and data visualization. They will continue to use sklearn, focusing on the classification algorithms in this

module, to develop models. They will also learn methods for evaluating the performance of classification models. They will deliver a final report and model predictions from a practical use case in this module. **Prerequisite:** DS-5

DS-7 CLUSTERING (Unsupervised Machine Learning - Clustering) (hrs: 23 lec/24 lab) - Students will be introduced to various clustering algorithms and learn why and when to use them. They will learn how to use clustering methods to identify similar groups using Python (Scikit-Learn). They will learn how these clusters can then be used for further analysis and modeling. **Prerequisite:** DS-6

DS-8 TIME SERIES ANALYSIS (Supervised Machine Learning - Time Series) (hrs: 20 lec/20 lab) - Students will learn why, when and how to employ forecasting methods for predicting events over time. They will practice with a practical application and raw data to learn how to develop, evaluate and improve the performance of the model. They will understand the differences in other regression models to time series, such as the concept of time series dependency, accounting for seasonality, and how to effectively split the data into training and test sets. They will develop a time series model using Python and its supporting packages, and deliver a final report, a model, and predictions. **Prerequisite:** DS-7

DS-9 ANOMALY DETECTION (Detecting Anomalies using Stats & Machine Learning) (hrs: 18 lec/18 lab) - Students will learn methods for detecting rare or anomalous events. They will learn how to account for class imbalance as well as various statistical and machine learning based methods for detecting anomalies. They will practice building an anomaly detection model using Python. Also in this module, the students will be introduced to streaming and unstructured data (e.g. logs), regular expressions, and applicability of data science to cyber security. **Prerequisite:** DS-8

DS-10 NATURAL LANGUAGE PROCESSING (Foundations of NLP) (hrs: 23 lec/24 lab) - Students will gather text data in JSON format from the web using a public API. They will use Natural Language Processing techniques such as word2vec, tf-idf, and n-grams to perform common tasks such as sentiment analysis and topic modeling. They will use Python's NLTK package or an equivalent to analyze the sentiment of tweets related to a particular subject. Also in this module, the students will learn how to access data available through a public API, such as Twitter. **Prerequisite:** DS-9

DS-11 DISTRIBUTED MACHINE LEARNING (Working with Distributed Data) (hrs: 33 lec/33 lab) - Students will learn how to access distributed data from cloud platforms. They will work through the data science pipeline from gathering of data through the deployment of a machine learning model. They will apply some of previous machine learning methodologies to distributed data using technologies such as Spark and Hive. They will understand the Hadoop framework and how to access data within it to develop data products, such a machine learning model. **Prerequisite:** DS-10

DS-12 ADVANCED TOPICS (Introductions to Less Common or Advanced Topics) (hrs: 20 lec/20 lab) - Students will be given an introduction to advanced data science topics such as model pipelines, A/B testing in machine learning, graph analysis, recommendation engines, R, deep learning, deployment of production models to the cloud, and NoSQL databases. They will learn about use cases, key concepts and resources for diving deeper into these topics. **Prerequisite:** DS-11

DS-13 STORYTELLING WITH DATA (Presentation of Data Products) (hrs: 13 lec/14 lab) - The ability to present findings is fundamental to work as a Data Scientist. Students will learn best practices for storytelling, visualizations, presentations, calls to action, and more. They will learn how to adapt and appeal to various types of audiences and the important factors to consider in doing so, such as the design of the visuals and tools used in creating them. Students will use tools such as Matplotlib and Seaborn packages, Javascripts D3 library, R's ggplot2 library, and Tableau. They will deliver a presentation advocating a recommendation based on findings. **Prerequisite:** DS-12

DS-14 DOMAIN EXPERTISE DEVELOPMENT (Adaptable in a Fluid Field) (hrs: 4 lec/3 lab) - Data Science is often defined as the intersection of programming, mathematics & statistics, and business or domain expertise. However, most data scientists will switch industries during their career, and the ability to adapt quickly into a new domain is critical to maintaining the data science trifecta. This module will teach students frameworks for learning what domain knowledge is most relevant to their work and for quickly acquiring the knowledge needed to start adding value. **Prerequisite:** DS-13

DS-15 CAREER SIMULATION & PREPARATION (Preparing for a Successful Career) (hrs: 3 lec/4 lab) - This module is spread out throughout the program and covers a variety of skills related to career preparation, including soft skills training such as team-building and communication, and career development training such as resume writing, online branding, and interviewing. We will also teach best practices in project/time management, ethics, big data architecture, and portfolio development in Kaggle, Data.world and Github. **Prerequisite:** DS-1

DS-16 CAPSTONE PROJECT (hrs: 33 lec/33 lab) - Students will work in small teams to complete a real-world capstone project synthesizing the skills learned throughout the course.

Prerequisite: DS-14, DS-15

GRADING COMPOSITES

Item	%	Description
Module Challenges	30%	These short challenges are delivered in quiz form after each module to gauge student comprehension. As virtually all data scientists work with the internet at their disposal, these quizzes will be open-note, open-book, and open-internet.
Assessments	40%	Students will be given technical assessments at key points throughout the course to assess their understanding of basic concepts.
Exercise Completion	20%	Students' work will be reviewed using GitHub to ensure they are completing the exercises presented in class.
Attendance	10%	Attendance is crucial to student success, especially in an accelerated learning environment.

FULL-STACK WEB DEVELOPMENT - LAMP+J

JOB SKILLS LEARNED

This course of instruction prepares individuals for entry-level jobs as computer programmers, web developers, or software developers. Graduates may find suitable employment within information technology at various employers, such as tech startups, web development/design firms, marketing firms, or in the web/software development departments of large businesses. Students will learn to develop, design, deploy, and manage their own web applications. Upon completion of this program, students will be able to work in a collaborative team environment using modern web and programming technologies in the Linux, Nginx, MySQL, PHP, JavaScript, jQuery and HTML/CSS technology areas.

ENTRY-LEVEL JOB TITLES

Web Programmer, Web Developer, Web Applications Developer, Software Developer, Computer Programmer, Quality Assurance Engineer, Front-End Developer.

CONTACT HOURS

603

CLASS SCHEDULE

	Monday	**Tuesday**	**Wednesday**	**Thursday**	**Friday**
Study Hall	8-9am	8-9am	8-9am	8-9am	8-9am
Class Starts	9am	9am	9am	9am	9am
Lunch	12:30-1:30pm	12:30-1:30pm	12:30-1:30pm	12-1:30pm	12:30-1:30pm
Class Ends	5pm	4pm	5pm	5pm	5pm
Study Hall	5-6pm	No Study Hall	5-6pm	5-6pm	5-6pm

LENGTH OF PROGRAM

603 hours/18 weeks

CERTIFICATE, DIPLOMA, OR DEGREE AWARDED

Students receive a Certificate of Completion upon completing program.

PROGRAM OUTLINE

Program consists of 13 modules, which are listed below.

Module Number	**Course Title**	**Clock Hours**	**Lecture**	**Lab**

WD-1	HTML	21	8	13
WD-2	CSS	24	10	14
WD-3	Git	6	2	4
WD-4	JavaScript	88	36	52
WD-5	jQuery	51	20	31
WD-6	PHP I	15	6	9
WD-7	PHP II	18	7	11
WD-8	PHP III	36	14	22
WD-9	MySQL	30	12	18
WD-10	PHP IV	108	44	64
WD-11	Laravel	90	36	54
WD-12	Full-Stack Capstone Project	60	24	36
WD-13	Career Simulation & Preparation	56	28	28
Total Hours		603	247	356

MODULE DESCRIPTIONS

WD-1 HTML (Building Web Pages) (hrs: 8 lec/13 lab)- Students will learn HTML (HyperText Markup Language), which provides the structure of a web page. Students will learn the components of page structure, HTML elements, and HTML forms. **Prerequisite:** Admission to Program.

WD-2 CSS (Styling Web Pages)(hrs: 10 lec/14 lab)- Students will learn CSS (Cascading Style Sheets), which provides the visual and aural layout. Students will learn CSS elements and style sheets. **Prerequisite:** WD-1.

WD-3 Git- (Version Control) (hrs: 2 lec/4 lab)- Git is a distributed revision control and source code management (SCM) system with an emphasis on speed, data integrity, and support for distributed, non-linear workflows. Git was initially designed and developed by Linus Torvalds for Linux kernel development in 2005, and has since become the most widely adopted version control system for software development. Students learn out to use Git to store their code and revisions, including creating a repository, initializing a repository, and adding, committing, and pushing/pulling files. This module is spread out throughout the course. **Prerequisite:** admission to program.

WD-4 JavaScript (Client side interactive code environment) (hrs: 36 lec/52 lab)- Students will learn to use JavaScript, an interpreted computer programming language. As part of web browsers, implementations allow client-side scripts to interact with the user, control the browser, communicate asynchronously, and alter the document content that is displayed. It has also become common in

server side programming, game development and the creation of desktop applications. **Prerequisite:** WD-3.

WD-5 jQuery (JavaScript Library) (hrs: 20 lec/31 lab)- jQuery is a fast, small, and feature-rich JavaScript library. It makes things like HTML document traversal and manipulation, event handling, animation, and Ajax much simpler with an easy-to-use API that works across a multitude of browsers. Students learn how to use jQuery selectors, events, essential methods, effects, and Ajax requests. **Prerequisite: WD-4.**

WD-6 PHP I (Web application development) (hrs: 6 lec/9 lab)- Students will learn to program using PHP, a server side scripting language designed for web development but also used as a general-purpose programming language. PHP includes free and open source libraries with the core build. PHP is a fundamentally Internetaware system with modules built in for accessing File Transfer Protocol (FTP) servers, many database servers, embedded SQL libraries such as embedded PostgreSQL, MySQL, Microsoft SQL and SQLite, LDAP servers, and others. **Prerequisite:** WD-5.

WD-7 PHP II (Web application development)(hrs: 7 lec/11 lab)- PHP II builds on the PHP I foundation. Students learn about control structures, IO streams, functions, and arrays**. Prerequisite:** WD-6.

WD-8 PHP III (Web application development) (hrs: 14 lec/22 lab)- PHP III builds on PHP I and PHP II. In this section, students learn how to integrate PHP with HTML to create dynamic websites. They also learn the basics of MVC, or Model-View-Controller, a software pattern that separates data, programming logic, and presentation into separate parts to allow for a more organized and more easily maintained codebase. **Prerequisite:** WD-7.

WD-9 MySQL (Relational Database Systems) (hrs: 12 lec/18 lab)- Students will learn to use MySQL or its equivalent, a relational database management system and ships with no GUI tools to administer. MySQL databases or manage data contained within the databases and is a central component of the widely used LAMP open source web application software stack. **Prerequisite:** WD-8.

WD-10 PHP IV (Web application development) (hrs: 44 lec/64 lab)- In PHP IV, students build on PHP I, II, and III, learning how to use PHP with MySQL and how to use methods and classes and objects. **Prerequisite:** WD-9.

WD-11 Laravel (Web Application Framework) (hrs: 36 lec/54 lab)- Laravel is an MVC web application framework that makes it easy to build dynamic web applications. The syntax is expressive and easy to remember and it aims to make coding a fun and enjoyable experience. Students learn the fundamentals and features of Laravel and how to deploy websites. **Prerequisite**: WD-10.

WD-12 Full-Stack Capstone (Web Application Development) (hrs: 24 lec/36 lab)- Students will work on small teams to construct a full-stack web application for their final project. This web application will have full functionality and a number of key features. **Prerequisite:** WD-11.

WD-13 Career Simulation and Preparation (hrs: 28 lec/28 lab)- This module is spread out throughout the program and covers a variety of skills related to career preparation, including soft skills training such as team-building and communication, and career development training such as resume writing, online branding, and interviewing. **Prerequisite:** WD-1.

GRADING COMPOSITES

Item	%	Description
Module Challenges	20%	These short challenges are delivered in quiz form after each module to gauge student comprehension. As virtually all programmers code with the internet at their disposal, these quizzes will be open-note, open-book, and open-internet.
Coding Challenges	20%	Students will be given coding challenges at key points throughout the course to assess their understanding of basic concepts.
Exercise Completion	20%	Students' work will be reviewed using GitHub to ensure they are completing the exercises presented in class.
Attendance	40%	Attendance is crucial to student success, especially in an accelerated learning environment.

FRONT-END WEB DEVELOPMENT

JOB SKILLS LEARNED

This course of instruction prepares individuals for entry-level jobs as front-end computer programmers, front-end web developers, or front-end software developers. Graduates may find suitable employment within information technology at various employers, such as tech startups, web development/design firms, marketing firms, or in the web/software development departments of large businesses. Students will learn to develop, design, deploy, and manage the front-end side of web applications. Upon completion of this program, students will be able to work in a collaborative team environment using modern web and programming technologies such as JavaScript, jQuery HTML/CSS, AngularJS, and WordPress.

ENTRY-LEVEL JOB TITLES

Junior Front-End Web Programmer, Front-End Web Developer, Front-End Computer Programmer, WordPress Programmer, Quality Assurance Engineer.

CONTACT HOURS

256 hours

CLASS SCHEDULE

4:30pm - 8:30pm Monday-Thursday

Break: 6:30pm-6:40pm

LENGTH OF PROGRAM

16 weeks

CERTIFICATE, DIPLOMA, OR DEGREE AWARDED

Students receive a Certificate of Completion upon completing program.

PROGRAM OUTLINE

Module Number	Course Title	Clock Hours	Lec/Lab
FEWD-1	Front-End HTML and CSS	48	24/24
FEWD-2	Front-End Git	20	10/10
FEWD-3	Front-End Layouts	30	15/15
FEWD-4	Front-End JavaScript	48	24/24
FEWD-5	Front-End jQuery	44	22/22
FEWD-6	Front-End PHP	30	15/15
FEWD-7	WordPress	10	5/5
FEWD-8	Front-End AngularJS	8	4/4
FEWD-9	Front-End Capstone Project	18	9/9
Total Hours		256	128/128

MODULE DESCRIPTIONS

FEWD-1 Front-End HTML and CSS (Building Web Pages) (hrs: 24 lec/24 lab)- Students will learn HTML (HyperText Markup Language) and CSS (Cascading Style Sheets). HTML provides the structure of the page, and CSS provides the visual and aural layout. Students will learn the components of page structure, HTML elements, HTML forms, and CSS elements and style sheets. **Prerequisite:** Admission to Program.

FEWD-2 Front-End Git- (Version Control) (hrs: 10 lec/10 lab)- Git is a distributed revision control and source code management (SCM) system with an emphasis on speed, data integrity, and support for distributed, non-linear workflows. Git was initially designed and developed by Linus Torvalds for Linux kernel development in 2005, and has since become the most widely adopted version control system for software development. Students learn out to use Git to store their code and revisions, including creating a repository, initializing a repository, and adding, committing, and pushing/pulling files. **Prerequisite:** FEWD-1.

FEWD-3 Front-End Layouts- (Web Page Structure) (hrs: 15 lec/15 lab)- Throughout the history of the web, developers have often tried to accomplish meaningful, familiar, or stylistic layouts. As time went on and front-end development advanced, we have been able to achieve these layout choices. This section cover various layouts for websites, how to plan said layouts, and how to create them using HTML and CSS. **Prerequisite:** FEWD-2.

FEWD-4 Front-End JavaScript (Client side interactive code environment) (hrs: 24 lec/24 lab)- Students will learn to use JavaScript, an interpreted computer programming language. As part of web browsers,

implementations allow client side scripts to interact with the user, control the browser, communicate asynchronously, and alter the document content that is displayed. It has also become common in server side programming, game development and the creation of desktop applications. **Prerequisite**: FEWD-3.

FEWD-5 Front-End jQuery (JavaScript Library) (hrs: 22 lec/22 lab)- jQuery is a fast, small, and feature-rich JavaScript library. It makes things like HTML document traversal and manipulation, event handling, animation, and Ajax much simpler with an easy-to-use API that works across a multitude of browsers. Students learn how to use jQuery selectors, events, essential methods, effects, and Ajax requests. **Prerequisite:** FEWD-4.

FEWD-6 Front-End PHP I(Web application development) (hrs: 15 lec/15 lab)- Students will learn to program using PHP, a server side scripting language designed for web development but also used as a general-purpose programming language. PHP includes free and open source libraries with the core build. PHP is a fundamentally Internetaware system with modules built in for accessing File Transfer Protocol (FTP) servers, many database servers, embedded SQL libraries such as embedded PostgreSQL, MySQL, Microsoft SQL and SQLite, LDAP servers, and others. **Prerequisite**: FEWD-5.

FEWD-7 WordPress (Content Management System) (hrs: 10 lec/10 lab)- Wordpress is a free and open-source content management system (CMS) based on PHP and MySQL. Students will learn the WordPress codex and how to edit existing themes. They'll also learn how to build custom themes and deploy WordPress sites for clients. **Prerequisite:** FEWD-6.

FEWD-8 Front-End AngularJS (JavaScript Library) (hrs: 4 lec/4 lab)- Angular is an open-source web application framework maintained by Google and by a community of individual developers and corporations to address many of the challenges encountered in developing single-page applications. Students will learn about the model-view-controller framework (MVC) and how to implement it to create dynamic web pages. **Prerequisite:** FEWD-7.

FEWD-9 Front-End Capstone Project (hrs: 4 lec/4 lab)- At the end of the program, students will spend time completing a capstone project in small groups. This project will come with a set amount of parameters and encompass all of the technologies learned during the course. **Prerequisite:** FEWD-8.

Grading Composite.

Item	%	Description
Module Challenges	20%	These are short, 10-question challenges are delivered in quiz form after each module to gauge student comprehension. As virtually all programmers code with the internet at their disposal, these quizzes will be open-note, open-book, and open-internet. Students can retake each quiz 3 times to receive a satisfactory grade.

Instructor and Self Code Reviews	20%	Code reviews are integral to just about every software development team. It's important for students to acclimate to the concept of someone revising their code. Additionally, studies show that self evaluation is one of the most effective practices in education. Thus, by combining an instructor-led code review with a student self code review, Codeup students will receive valuable constructive feedback regarding their comprehension and progress in the course. These code reviews will be conducted using a standard rubric with a scale of 1-4 for a set of criteria. If grade is unsatisfactory, the student has one opportunity to make changes and re-evaluate code.
Capstone Project	10%	Projects are graded using a universal rubric.
Final Exit Challenge	10%	Students are required to complete a final exit challenge at the end of the course. This exam is open-note and open-book, as most programmers operate with resources at their disposal. Students can retake this challenge a total of 2 times.
Attendance	40%	Attendance is crucial to student success, especially in an accelerated learning environment.

"The information contained in this catalog is true and correct to the best of my knowledge."

_____*(sign here)*

Jason Straughan, Director, Codeup LLC

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