

Coding For Product Q&A

About Me

- Self-taught coder for personal projects
- Went to bootcamp when I decided to switch to dev career
- Mid-stack developer at Philosophie for 2 years
- Attend a lot of tech Meetups
- Co-organizer of Women Who Code L.A.

Reason for this workshop

- What projects have you done?
- Not enough females in tech
- Main advantage of bootcamps: group projects with dedicated people
- There's more to making apps than just programming

How is this different from other coding programs?

- Free-unless-you-flee
- Covers development, design, and product
- Aimed at intermediate-beginners
- Group project with small teams

Curriculum

- Meet here for five Sundays, June 25 - July 23, 1 - 5 pm
- Lectures on Sunday. Teams spend the rest of the week coding.
- Week 2-4, teams show their work for the week. Week 5, teams show the final app.

Week 1: Intro to Being a Well-rounded Developer

Lectures

- Intro to web apps
- Basic to project management tools for group work
- Intro to lean/agile
- Intro to product design

Goals

- Pick a tech stack
- Create sketches/wireframes for the project
- User test the sketches/wireframes

Week 2: Collaborating on Code, Intro to Backend + Frontend

Lectures

- Basic git workflow for group projects
- Searching for answers, debugging
- Frontend
 - Intro to visual design for developers
 - Intro to html and css frameworks
- Backend
 - Frameworks and libraries
 - Intro to databases

Goals

- Start coding
- Pick a persistence strategy

Week 3: Deployment

Lectures

- Intro to responsive design
- Intro to authentication/ authorization
- Intro to APIs
- Overview of deployment and options

Goals

- Pick an external data source
- Pick a authentication strategy
- Deploy the app
- User test your feature from week 2

Week 4: Breadth of Possibilities in the Industry

Lectures

- Intro to programming paradigms
- It's not just web apps...
- Tips on presenting/pitching an app

Goals

- User test your feature from week 3 if needed
- Finish app
- Work on presentation

Week 5: Presentations & Professional Development

Lectures

- Advice for those interested in becoming a dev
- Diversity in tech
- Communicating with non-dev team members
- Professional development

Goals

- User test your feature from week 3
- Finish app
- Work on presentation

Requirements

- A computer
- Decent internet
- Basic knowledge of html and css
- Basic knowledge of a programming language
- Ability to spend 12 hours of week on the project
- Ability to work on small teams
- Must be at least 18 years old
- Must be female or identify with being female

Admission Process

- Fill out the application form
- Complete some basic coding exercises
- Pay the \$100 refundable fee

Pre-course work

- Know the basics of a language
- Know the basics of git
- Know the basics of the command line