



FULLSTACK WEB DEVELOPER IMMERSIVE

Course Syllabus

Learn .NET Web Development
in 12 weeks

CODER FOUNDRY FULLSTACK WEB DEVELOPER

Our Mission is Your Career Success

In 2014, tech CEO Bobby Davis launched Coder Foundry as a way to teach new developers the exact skills needed by employers like himself.

Since then, new developers from a variety of backgrounds have learned to code and started new careers as software developers.

Coder Foundry is the highest rated “coding bootcamp” in North Carolina, and the only technology school that is run by a seasoned tech company founder. Our success is solely measured by how effective we are at making you into a professional developer.

We thank you for your interest in Coder Foundry, and we would be honored to be your guide during this career journey you are embarking on.

THE HIGHEST RATED CODING BOOTCAMP IN NORTH CAROLINA



THE MOST EXPERIENCED STAFF OF ANY TECHNOLOGY SCHOOL



Bobby Davis
FOUNDER

Bobby is the founder of multiple successful tech companies, including Core Techs and Advanced Fraud Solutions. Code written by his teams are running in thousands of financial institutions, municipalities, and businesses across the country.

Bobby's firms are known for innovation and growth, being recognized by Inc Magazine as one of the "Fastest Growing Private Companies" four years in a row.



Antonio Raynor
DIRECTOR OF EDUCATION

Antonio has over 20 years experience as a professional Software Developer, and a Bachelor of Science degree in Computer Science. Antonio designed the Coder Foundry curriculum to reflect current needs in the marketplace. He has structured the immersive program to imitate a true working environment for Software Developers.

THE LAUNCHPAD PROGRAM

ENROLL FREE. TUITION DEFERRED UNTIL YOU LAND A JOB.

We've completely removed the risk to attend Coder Foundry, so everyone who has the aptitude to be a Software Developer can have access to this opportunity.

Students who want an alternative to paying out-of-pocket or with a traditional education loan should apply to the Launchpad Program.

If you are interested, here are 5 things you should know about the Launchpad Program:

1. If you are accepted into the Launchpad Program and attend Coder Foundry, and do not have income of **\$40,000 or more annually**, then you pay nothing. This aligns our mutual goals - both you and our school are focused on placing you into a job as quickly as possible.
2. There is **no fee for enrolling** in the school. Your tuition is deferred until you gain employment that pays you over \$40,000. This enables you to get started with your training immediately, without worrying about an upfront payment.
3. Your tuition is based on your salary level. However, it is **capped at \$25,000**, total. No matter how high the salary you collect, you never pay more than the cap.
4. Your tuition is **capped to 36 payments**. Your agreement with us automatically ends after that period, regardless of the amount of tuition you have paid.
5. If for some reason you lose employment for a few months, your payment responsibility is **paused until you can secure income of \$40,000 or more annually**.

FLEXIBLE TUITION PAYMENT

WHAT YOU GET

Your tuition covers 12-weeks of expert instruction, job interview prep, and lifetime access to learn.coderfoundry.com

\$14,900

REFUND GUARANTEE

If you are at all not satisfied with your training, you have up to two weeks from the start of the program to cancel your loan or receive a full cash refund.



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FULLSTACK WEB DEVELOPMENT PROGRAM

COURSE SYLLABUS

LOCATION

TRIAD CAMPUS
1011 South Main St, Suite 103
Kernersville, NC 27284
877.217.0480

PREREQUISITES FOR ADMISSION

1. High school graduation or equivalency, as certified by any of the following:
 - Proof of graduation from a public or private high school that operates in compliance with State or local law;
 - Proof of graduation from a state registered home high school;
 - Certificate of high school equivalency (GED);

Note: *If the student is unable to obtain a copy of the student's high school transcript or certificate of high school equivalency, the student must provide Coder Foundry with written evidence of said inability and furnish a signed, notarized attestation of either graduation from a public or private high school that operates in compliance with State or local law, graduation from a state registered home school, or receipt of a certificate of high school equivalency;*

Note: *For persons at least 18 years of age who did not graduate from a public, private, or state registered home high school or obtain a certificate of high school equivalency, demonstration of an ability to benefit as determined by any test instrument approved by the North Carolina State Department of Education.*

2. Personal interview with Coder Foundry staff.
3. Complete our developer quiz - coderfoundry.com/quiz
4. Complete and submit a series of Javascript exercises.

Note: *Admission is at the discretion of Coder Foundry staff. Completion of the above listed prerequisites does not guarantee admission.*

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COURSE SYLLABUS

REQUIRED AT START OF CLASS:

- A. **Personal laptop (or desktop if attending virtually) meeting the following requirements:**
2.0 GHz or faster processor
8 GB RAM or better
Windows 10 operating system (a Mac running Windows in a virtual environment such as Parallels™ is acceptable, provided the above requirements are met).
- Software installations (all free versions):**
- B. **Visual Studio 2022 Community Edition**
<https://visualstudio.microsoft.com/thank-you-downloading-visual-studio/?sku=Community&rel=16>
Visual Studio Code
<https://code.visualstudio.com/>
Git desktop client (we prefer GitHub for Windows)
<https://github.com/>
- Personal requirements:**
- C. Professional e-mail account
Professional resume (draft)
Github account <https://github.com/>
Microsoft online account <https://www.microsoft.com/en-us/account> (Use your professional e-mail account)

COURSE DESCRIPTION

This is a fast-paced, interactive virtual learning experience that employs a learn-by-doing theory of education. Lectures are typically short in duration – 30 to 60 minutes – during which essential skills related to the next development project are taught. Lecture sessions are followed by coding sessions focused on solving real-world problems. Upon completion you will have completed in excess of 600 hours of coding during which you will have built multiple real-world projects, all of which will be made available for viewing by prospective employers on your personal website.

You will be treated more as an “employee” of Coder Foundry than a student during your time in the course with project specifications, weekly project deliverables, deadlines, and accountability interviews.

You will attend one-on-one accountability interviews, during which you will report on the work you have completed during the previous week, your status on the current deliverable and project, and any pitfalls or difficulties you may have encountered. You will also demo your software in its current deliverable state and may be asked to discuss various aspects of the code you have written to that point. In addition, these interviews serve as an opportunity for us to coach you on valuable interviewing skills in an effort to better prepare you for the job interviews in which you will participate in upon completion of the course.

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COURSE SYLLABUS

COURSE SCHEDULE

Week	Topics	Project(s)
1	Visual Studio Code HTML & CSS (Basic web page design) Bootstrap Components Bootstrap Grid System GitHub version management	Bootstrap & the Grids
2	HTML Custom CSS Bootstrap Netlify hosting of website	Personal Portfolio Website *Landing Page
3	HTML & CSS JavaScript Basic Algorithms	Hundo FizzBuzz Reverse-A-Word Palindrome Super Dog Event Organizer Mortgage Calculator
4	Object Oriented Programming (OOP) - Principles & Concepts C# Language - Components - Constructs - Syntax MVC Design Pattern LINQ (part 1) HTML PostgreSQL	MVC Car MVC FizzBuzz MVC Palindrome *MVC Task List
5	Relational Databases Data modeling w/ Entity Framework PGAdmin PostGreSQL Management SQL OOP with C# MVC - Code-First database development - Scaffolding - Data models - Authentication and Authorization Individual user accounts using "Identity" by Microsoft CI/CD Railway.app hosting of applications	MVC Address Book *MVC Recipe Book

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Week	Topics	Project(s)
6	Relational Databases (cont.) Data modeling w/ Entity Framework	MVC Personal Blog
7	OOP with C# Entity Framework LINQ (Language Integrated Queries) MVC <ul style="list-style-type: none"> - Code-First database development - Model Scaffolding - Data models - Authentication and Authorization 	MVC Personal Blog
8	Repository Pattern Services Dependency Injection (Inversion of Control) S.O.L.I.D. Design Principles Software Templating with Bootstrap CI/CD (cont.) Railway.app hosting of application	MVC Personal Blog
9	Relational Databases (cont.)	Beginning: MVC Issue Tracking System aka. "The Bug Tracker"
10	Data modeling w/ Entity Framework OOP with C# Entity Framework LINQ (Language Integrated Queries) MVC <ul style="list-style-type: none"> -Code-First database development - Model Scaffolding - Data models - Authentication and Authorization Individual user accounts using "Identity" by Microsoft MVVM Design Pattern with Razor Pages	MVC Issue Tracking System aka. "The Bug Tracker"

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COURSE SCHEDULE

Week	Topics	Project(s)
11	Repository Pattern Services Dependency Injection (Inversion of Control) S.O.L.I.D. Design Principles (cont.) Software Templating with Bootstrap Encryption, Security & Tokenization Multi Tennant Software C# Custom Attributes & Extensions CI/CD (cont.) Railway.app hosting of applications	MVC Issue Tracking System aka. "The Bug Tracker"
12	Full Portfolio overview Interview preparation Portfolio review by staff	All course projects

Note: We reserve the right to alter course schedules to best meet the needs of the class body, as determined by the instruction team.