# Vatebra
## Software Academy

# Full-Stack Development

Get Your Career Started in Full-Stack Software Development

# Accelerate Your Software Development Career;

## Learn the Best software Practices, Led by Experienced Programmers.

This intensive training takes a hands-on approach to advancing you from Enthusiast/Zero Level to a Software Developer ready to build world-class tech solutions.

Learn how to create your own entire websites from scratch! starting with software engineering's fundamentals. You would have mastered a specialty and learned the art of productive teamwork by the time this program is over.

This training is designed by top professionals to provide in-depth knowledge to beginners while also establishing a leading industry relationship that leads to job opportunities.

**Online Live Classes**
Saturday 10am-2pm
Sundays 2pm - 5pm

**12 Weeks (Weekends only)**

**Expert Instructor**

# Program Structure

## Basics of User Interface

### Introduction to UI/UX

- ○ Design Thinking
- ○ Product Design
- ○ User Experience Design
- ○ High Fidelity Mockup User Flows, Wireframes, Prototype
- ○ Interaction Design

Design thinking is a problem-solving method that prioritizes the needs of the consumer above all else. It is based on observing people's interactions with their environments with empathy and employs an iterative, hands-on approach to developing innovative solutions.

Once the problem has been defined and a market opportunity has been identified, it is critical to design a solution that is appealing to its intended audience. Create a spec to hand off to engineering for development after taking an idea through concept, design, and user validation. Diverge in order to explore ideas, then focus on and converge on a single idea using design thinking methodologies.

**Essential Skills: Product prototyping, wireframing, usability testing, and sequential product development.**

# Product Design

## Design Sprint Overview

Learn how to plan and include necessary stakeholders in a Design Sprint, as well as how to distinguish between the duties of the Product Manager and Designer. You should also learn how to articulate the goal and process of a Design Sprint and select excellent candidates for one.

## Understand

Explain the Understand phase of the Design Sprint, how lightning talks, interviews, and competitive analysis can be used as inputs, how to use the "How May We" method to find opportunities, how to use the "Rose Bud Thorn" method to categorise things as positive, negative, or opportunities, and how to use affinity mapping to find thematic insights.

## Define

Define success metrics using the HEART framework, distinguish between goals, signals, and metrics, and explain Craft Design Principles. Describe the Define phase of the Design Sprint. Write a press release for the future.

## Sketch

Describe the Design Sprint's sketching phase. Use sketching to generate ideas using the Crazy 8 approach, Create a more thorough, in-depth Solution Sketch with at least three frames and facilitate a way for the team to share and vote on sketches.

## Decide

Describe the Design Sprint's "Decide" step. Create a Decision Matrix to determine which ideas are worth pursuing, formulate questions regarding assumptions underlying ideas, and use Thinking Hats to represent viewpoints from a wider audience.

## Prototype

Learn how to use various prototyping techniques, produce a high fidelity, interactive prototype, and apply best practices for prototyping. You should also describe the Prototype phase of the Design Sprint.

## Validate

Create a plan and data collection procedures for a user study, conduct a user study and interview users, and have a feasibility discussion with an engineer. Then, describe the Validate phase of the Design Sprint.

## Future Steps

Create documentation for the engineering team, promote your proposal among cross-functional development teams, and explain the advantages of iteration and when it is suitable.

## Implement a Design Sprint

Develop a concept for a problem using a design sprint, make a prototype, put it through user testing, and get ready to hand it off to the engineering team.

# Formatting/Markup & Styling

*Introduction to the Developer Toolkit.*
*The HTML tool for Markup.*
*The CSS Syntax for Styling.*
*Introduction to the Flexbox Model and Bootstrap Framework.*
*Introduction to the Javascript: Syntax Conditionals and Arrays & Objects Loops.*

## Rudiments of JavaScript

Tools of the job
JavaScript Web: Functions & Events.

Tools of the job:
Interacting with the DOM.

Tools of the job:
Vs-Code, Working with Terminals.

Tools of the job:
Browser Dev Tools, Command line, IDE.

Tools of the job:
Git and Advance Git

Tools of the job:
GitHub, and GitHub Pages

Working with API & JSON
Building and publishing an NPM package

## REACT.JS

Introduction to React.

React Component.

Two way Datt binding.

Routing & Navigation.

Forms.

## Problem Solving for REACT.JS

○  Debugging: using the Chrome Developer Tools/ Peer to Peer Session.

○  Debugging: Searching Algorithms.

# Work on Capstone Projects

Other Benefits of the Academy Include:

## Immersive Job Support

This course is intended to serve as a job workshop. The main goal is to teach our students all the aspects of job prospecting necessary to find employment in three months.

**Key Competencies:** Cover letter, Industry-standard CV, Interview Demo-Class, LinkedIn Optimization

## Develop and Present Your Software Portfolio Plan

Showcase what you've learned in a project presentation where professionals assess your new software development skill set to obtain your software development certification.
You'll receive detailed instructions every week on how to construct your final product iteratively.

## Vatebra Academy Software Development Certification

You will acquire a professional, industry-recognized Software Development certification after completing the Vatebra Software development Course, allowing you to share your knowledge with your network and demonstrate your proficiency. Our certificates are also set up for LinkedIn sharing.

# Learning Flow

| Model For Learning | Formation Methods | Alumni Community |
|---|---|---|
| A 2 Month period of hands-on instruction and experiential learning and 1 month of Capstone Project | Learn by solving actual situations. | Connect with top employers by joining our talent network. |

# Contact Us

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