

Week 42, Monday 18.10 – Friday 22.10 2010

CT30A9300, 4 cr



for  
N8,  
N900  
Meego  
Linux  
Windows  
Mac  
.. everywhere

code the  
GUI  
Mobile  
Multimedia  
3D Graphics  
Web  
.. anything

# Code Camp

[codecamp.fi](http://codecamp.fi)

Register - Info - Code



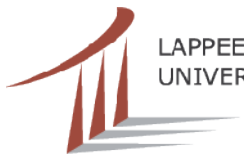
**digia**



Open your mind LUT.  
Lappeenranta University of Technology

# Contents

- Code camp in general ?
- This code camp
  - Program
  - Requirements
  - Evaluation
- Hints



# What is a Code Camp ?

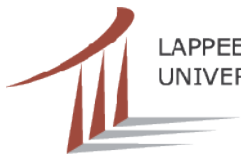
Code camp is a short term, intensive and cooperative approach for collaborative learning-by-doing of programming skills.

The intensive time together gives the opportunity to work on ideas without interruptions from other (school) tasks and promotes the possibility to interact with other people working on the same situation.

As the camps are usually very intensive, many participants refer to them as experiences.

# Code Camp Goals

- To make programming FUN and to experience THE JOY of programming and to learn new things
- Get an idea and implement that as QT application
  - Originality of the idea is important as well as implementation
  - Do not try to solve too difficult problems
- Have fun and work together



## Code Camp Spirit ?

- The teams will spend time together, whether it is a week-long code camp or one day (24h)
- Code Camp Spirit means also that you help others within the team AND especially people that are not in your group
  - Work together by asking and helping
  - In the beginning check also what other groups are doing
- Remember ! **No-one is left alone.**

# Qt Code Camp



- Part of a Code Camp series by LUT, TUT and TKK
- In cooperation with Digia Inc.



- Topic: Qt
  - **Qt is a cross-platform application and UI framework.** It includes a cross-platform class library, integrated development tools and a cross-platform IDE. Using Qt, you can write web-enabled applications once and deploy them across many desktop and embedded operating systems without rewriting the source code.

# Qt Code Camp



- Ideas for your applications could be taken from
  - <http://www.callingallinnovators.com/10m>
- Idea has ALWAYS high importance
  - Use some time to discuss of a suitable topic (look at the categories, think what would you need etc.)
  - If WE all like it your solution should be nice
- After good idea, put effort on user experience
  - How it looks and feels

# Program – in short

- Code camp Mon through Fri
- Mon: Basics
  - Mon evening: Sauna & Ideas
- Tue – Thu: Coding (sleepless nights)
- Fri: Presentation



# Course Tasks/Requirements

Each group should:

- Get an idea for the Qt application
- Document the idea into Wiki under your group name
  - All documentation to Wiki
- Implement the idea as completely as possible
- Present the implementation of the idea to the other groups
- Evaluate the work of others
- Produce implementation document



# Surveys

- Few surveys along the course
  - Learning styles – to find out what kind of students we have
  - Feedback – to get some feedback to improve the course (code camp, android)

# Course Grading

## Grading:

Description of the work plan (25%).

- Deadline Tue 12.00

Implementation (25%)

Presentation (10%)

- Deadline Fri 10.00

Code Camp spirit (20%)

Code Camp Report (20%)

- Everything is documented through Wiki
- Deadline x.x.2010

# Hints

- Document everything to Wiki
  - Idea, Questions, Answers, ...
- Follow Wiki for
  - Ideas, Questions, Answers, ...
- It is fully allowed to copy code from others
- Three persons/group is optimal
  - Two persons working all the time, one looking what the others are doing