Software Carpentry [1]

Submitted by erinmr on Sun, 2014-06-29 16:25 Thursday, July 10, 2014 - 09:00 to 10:30

Thursday, July 10, 2014 - 11:00 to 12:30 Thursday, July 10, 2014 - 14:00 to 15:30 Thursday, July 10, 2014 - 16:00 to 17:30 Friday, July 11, 2014 - 09:15 to 10:45 Friday, July 11, 2014 - 11:00 to 12:30 Friday, July 11, 2014 - 14:00 to 17:00 **Event:** Summer Meeting 2014 [2]

Session Type: <u>Breakout</u> [3] Expertise Level: <u>Beginner</u> [4]

Abstract/Agenda:

All details: http://jrherr.github.io/2014-07-10-esip/ [5]

Registration: Please register here for the bootcamp [6].

<u>Software Carpentry</u> [7]'s mission is to help scientists and engineers become more productive by teaching them basic lab skills for computing like program design, version control, data management, and task automation. This two-day hands-on bootcamp will cover basic concepts and tools; participants will be encouraged to help one another and to apply what they have learned to their own research problems.

Instructors: Joshua R. Herr, Fang Yang

Helpers:

What: Our goal is to help scientists and engineers become more productive by teaching them basic computing skills like program design, version control, testing, and task automation. In this two-day bootcamp, short tutorials will alternate with hands-on practical exercises. Participants will be encouraged both to help one another, and to apply what they have learned to their own research problems during and between sessions. Attendants are offered online office hours: regular events to get one-on-one help from Software Carpentry instructors, online.

Who: The course is aimed at postgraduate students and other scientists who are familiar with basic programming concepts (like loops, conditionals, arrays, and functions) but need help to translate this knowledge into practical tools to help them work more productively.

Content: The syllabus for this bootcamp will include:

- Using the shell to do more in less time.
- Using version control to manage and share information.
- Basic Python programming.
- How (and how much) to test programs.
- · Documentation and debugging.

Where: Frisco, CO, USA. Get directions with OpenStreetMap [8] or Google Maps [9].

Requirements: Participants must bring a laptop with a few specific software packages installed (listed below).

Contact: Please mail joshua.r.herr@gmail.com [10] for more information.

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Teaser: This two-day hands-on bootcamp will cover basic concepts and tools, like program design, version control, data management, task automatiion

Software Carpentry

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Accepted:

Source URL: https://commons.esipfed.org/node/2565

Links

- [1] https://commons.esipfed.org/node/2565
- [2] https://commons.esipfed.org/2014SummerMeeting
- [3] https://commons.esipfed.org/session-type/breakout
- [4] https://commons.esipfed.org/taxonomy/term/260
- [5] http://jrherr.github.io/2014-07-10-esip/
- [6] https://www.regonline.com/Register/Checkin.aspx?EventID=1548747
- [7] http://software-carpentry.org/
- [8] http://www.openstreetmap.org/?mlat=39.582399&mlon=%20-106.098913&zoom=16
- [9] http://maps.google.com/maps?q=39.582399,%20-106.098913
- [10] mailto:joshua.r.herr@gmail.com