



# Ruby on Rails

**Our flexible, 8-week online course is a dive into backend code, designed for beginners who'd like to learn how to create web apps from scratch. You'll learn how to integrate Stripe for one-off and subscription payments, make your own CMS, and more.**

**Have a question? Get in touch!**

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## Weeks 1–4

### We start with a client proposal from Bien.

Most Ruby on Rails projects don't start with a completed vision. We want to show you how to think about site features and how you make them with code.



***bien***

### **Bien is a brand new restaurant review startup that focuses on the highest quality food and drink available.**

We recently raised seed capital with Big Name VC Inc and we are currently looking for coders to help us build our web platform.

We already have company branding, created by Moffatt Design Co, but we would be looking for both web design and development. The features we need for our new site are as follows:

- Our users should be able to sign up and add a review of a restaurant they visited with a score out of 10
- Users can edit their reviews within an hour of posting, or delete their review whenever they like
- Other users should be able to add comments to reviews
- Users should be able to come to the site to search for restaurants by a location, filter by price and/or cuisine
- Users should be able to bookmark restaurants that they like
- The homepage should include the most recent reviews that are 8/10 or over, and additionally featured reviews selected by our admin team

**Each week's project gets released on Monday morning.**

There's no set time to do each project – you can do the project in your own time over each week.

Each week takes around 3-4 hours to complete.

## Week 1

### Setting up + first features

#### Setting up your computer

Instaling Ruby, Rails and Git

#### What is the command line?

How to make Rails projects and use the command line

#### How to think about code as “features”

Taking cues from our site requirements

#### Adding our first features

What are models, views and controllers?

## Week 3

### User sign-up and login

#### Custom user systems

Adding both a sign-up and login flow to our site

#### Assigning a users info to their data

We want to know which user posted what review and what comment

#### Bookmarking + favoriting

Adding a new feature that lets our newly logged-in users have their own favorite reviews

## Week 2

### Searching, filtering + design

#### How to add “gems” to our code

How to make our lives easier with other people’s code

#### Adding geo-location and filtering

How to add location data to our restaurant reviews

#### Relationships + comments

Adding comments using a one-to-many relationship

#### Adding in design, CSS + Javascript

Background images, positioning & parallax effects

## Week 4

### Homepage, admins and going live

#### Creating a custom homepage

How to add a homepage that stands out

#### Admin panels

Our client wants to be able to log-in to edit and delete other people’s content – we want an admin panel to fit

#### Getting the site online

We’ve been making our site ‘locally’ but how do we get the site online, with a domain and a security certificate

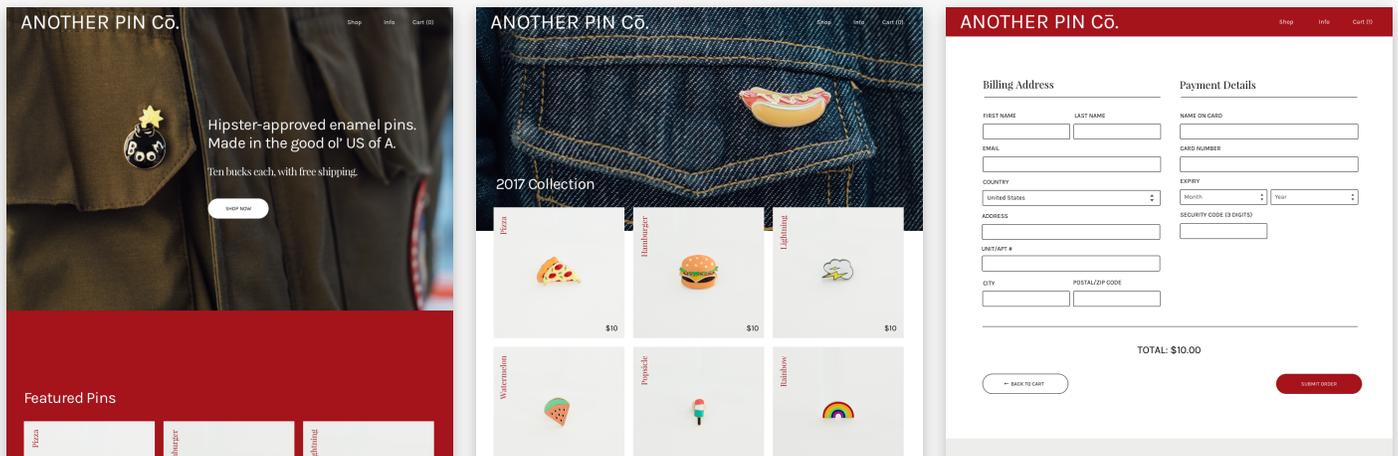
### Each week has an optional homework assignment.

You can choose to do it for extra practice on your own (with online support if needed) after each week’s project. They’re more like a brief in the real world; so an outline, wireframes and assets.

Each homework takes around 1-2 hours to complete.

## Weeks 5–6

### Another Pin Co. – A custom e-commerce platform



## Week 5

### E-commerce + code

#### How does e-commerce work?

Revisiting how we think about features with a new project

#### Creating custom product pages

How do we think about product pages with order quantities and product variants

#### Carts + checkouts

How to add a cart (or basket) to your site so your users can buy multiple products and then checkout

## Week 6

### Taking payments with Stripe

#### Setting up Stripe

What you need to do on our payment processor Stripe.com

#### Adding code to take payments

Once our users have filled out their own, how do we take their card details and charge them money

#### Sending emails

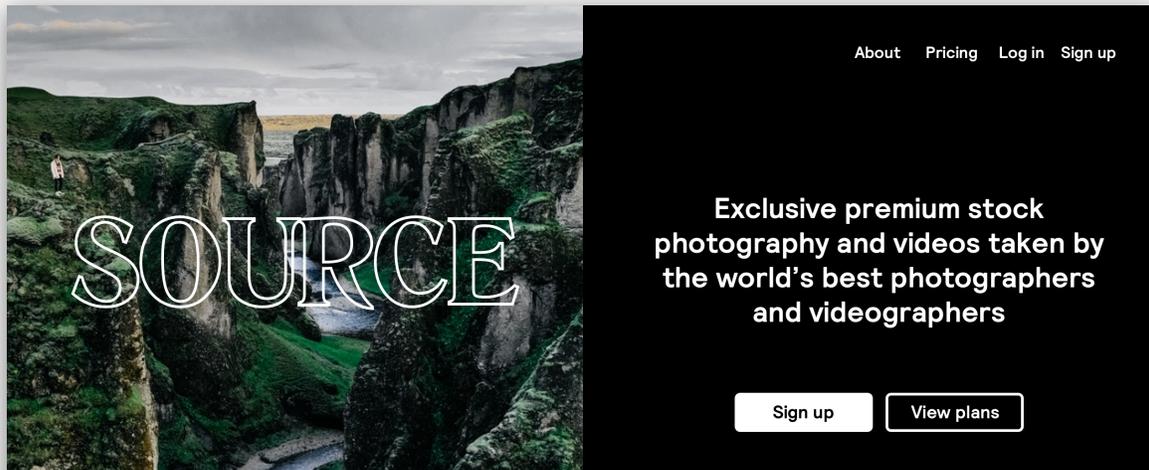
Once we've taken payment from our users, let's send them an email confirmation

### Have your own idea for a web application?

Get advice from the SuperHi experts for your own ideas on design, business, marketing and tech strategy. We'll give you honest and valuable feedback you may not get from your friends and family.

## Weeks 7-8

Source – an image + video stock site



### Week 7

**Taking subscriptions with Stripe**

#### How do subscriptions work?

Revisiting how we think about payments with a new project

#### Different subscription levels

How do we give access to different features depending on the user's subscription plan

#### Making it live

Once we've got our site set up, let make it live for real users

### Week 8

**Testing + updating live sites**

#### Discounts

How to add in discounts to help user growth

#### Testing our code

If we're taking real payments from users, we want to make sure our code never breaks for them. Testing is the way to do this.

#### Updating a live site

If we've already launched a site, how do we make our brand new features live?

**You get up to 4 sessions of 1:1 Skype mentorship.**

This can be booked before, during or after the course. You can talk about anything you like, not just the course! We're happy to help you with things outside coding — we're helping people get jobs, get freelance work, make their résumé better, get paid more, etc.