



DEPARTMENT OF ADMINISTRATIVE AND FINANCIAL SERVICES
DIVISION OF PROCUREMENT SERVICES
 STATE OF MAINE

PROCUREMENT JUSTIFICATION FORM (PJF)

This form must accompany all contract requests and sole source requisitions (RQS) over \$5,000 submitted to the Division of Procurement Services.

INSTRUCTIONS: Please provide the requested information in the white spaces below. All responses (except signatures) must be typed; no hand-written forms will be accepted. See the guidance document posted with this form on the Division of Procurement Services intranet site (Forms page) for additional instructions.

PART I: OVERVIEW			
Department Office/Division/Program:		Secretary of State, Office of Information Services	
Department Contract Administrator or Grant Coordinator:		Chris Johnson, Deputy Secretary of State	
(If applicable) Department Reference #:		Proposal ID: 1003	
Amount: (Contract/Amendment/Grant)	\$8,827.88	Advantage CT / RQS #:	20230112000000000855
CONTRACT	Proposed Start Date:	3/27/2023	Proposed End Date: 6/30/2023
AMENDMENT	Original Start Date:		Effective Date:
	Previous End Date:		New End Date:
GRANT	Project Start Date:		Grant Start Date:
	Project End Date:		Grant End Date:
Vendor/Provider/Grantee Name, City, State:		Webucator, Inc. 201 West Genesee Street, Suite 113 Fayetteville, NY 13066	
Brief Description of Goods/Services/Grant:		Java and Spring Training	

PART II: JUSTIFICATION FOR VENDOR SELECTION			
Check the box below for the justification(s) that applies to this request. (Check all that apply.)			
<input type="checkbox"/>	A. Competitive Process	<input type="checkbox"/>	G. Grant
<input type="checkbox"/>	B. Amendment	<input type="checkbox"/>	H. State Statute/Agency Directed
<input checked="" type="checkbox"/>	C. Single Source/Unique Vendor	<input type="checkbox"/>	I. Federal Agency Directed
<input type="checkbox"/>	D. Proprietary/Copyright/Patents	<input type="checkbox"/>	J. Willing and Qualified
<input type="checkbox"/>	E. Emergency	<input type="checkbox"/>	K. Client Choice
<input type="checkbox"/>	F. University Cooperative Project	<input type="checkbox"/>	L. Other Authorization

Please respond to ALL of the questions in the following sections.

PART III: SUPPLEMENTAL INFORMATION

1. Provide a more detailed description and explain the need for the goods, services or grant to supplement the response in Part I.

Webucator, Inc. is providing customized training for the Office of Information Services [IS]. The training will be an introduction to Java, Spring 5, Spring Boot, Spring Rest, Apache CXF and Java overview for managers and analysts. These trainings will allow the Information Services team to have the necessary Java knowledge as we move forward with the bureau's modernization project.

2. Provide a brief justification for the selected vendor to supplement the response in Part II. Reference the RFP number, if applicable.

The training was specifically customized to meet the needs of the Office of Information Services.

3. Explain how the negotiated costs or rates are fair and reasonable; or how the funding was allocated to grantee.

The Office of Information Services has used Webucator's propriety and customized trainings on several occasions. The cost of the trainings has been consistent and judicious based on the complexity of the subject matter and the quality of the training professionals.

4. Describe the plan for future competition for the goods or services.

The Office of Information services is open to using other training sources as long as the training meets the specific and customized needs of the Office. The qualifications of the training personnel and their ability to competently present complex technology training in an easily understood manner are crucial.

PART IV: AMERICAN RESCUE PLAN ACT (ARPA) / MAINE JOBS & RECOVERY PLAN (MJRP)

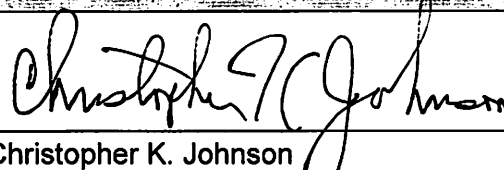
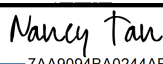
Does this request utilize ARPA/MJRP funds?

Yes – If Yes, please attach the approved Business Case(s).

No – If No, proceed to Part V.

PART V: APPROVALS

The signatures below indicate approval of this procurement request.

Signature of requesting Department's Commissioner (or designee):			
Typed Name:	Christopher K. Johnson Deputy Secretary of State	Date:	1-12-2023
Signature of DAFS Procurement Official:			
Typed Name:	Nancy Tan Deputy Director for IT Procurement	Date:	Feb-08-2023

React Training for State of Maine
Proposal ID: 1003. Created 01/11/2023



React Training for State of Maine

Prepared by Brian Hoke, CEO
bhoke@webucator.com | 877-932-8228 x304

Overview

Webucator proposes to provide a **3-day React Training** for State of Maine. This class will be delivered online via web conference by a live instructor.


Webucator, Inc

URL: www.webucator.com

Address: 201 West Genesee Street, Suite 113, Fayetteville, NY, 13066

Recognitions and Partnerships:

- Association for Talent Development (ATD) Partner
- CompTIA Authorized Partner
- IT Management and Leadership Institute Authorized Business Partner
- Microsoft Certified Partner for Learning Solutions (CPLS) Silver Learning
- NASBA Registry Sponsor
- Python Software Foundation Sponsor
- GSA Contract: GS35F0556S

GSA Information	
	GSA Contract: GS35F0556S
	Unique Entity ID: GXJDJVLDPYE7
	CAGE/NCAGE Code: 3QZK6
	NAICS Codes: 611420 / 611430

Class Length

3 days (7h / day)

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Class Description

In this React.js training class, JavaScript programmers will learn how to use React to create a dynamic web application, based on the math game at [Mathificent](#). Students will use the latest React techniques (functional components and hooks) to build this application.

Required Prerequisites

- HTML
- JavaScript

Useful Prerequisites

- CSS
- Bootstrap

Class Objectives

- Learn about the benefits of writing user interfaces with React.
- Learn how data flows in a React user interface.
- Learn how to write a React component.
- Learn what a virtual DOM is.
- Learn to use Create React App to make your first React user interface.
- Learn the role of JSX in React.
- Learn how JSX is different from HTML.
- Learn how to use expressions in JSX.
- Learn about best practices for writing React components.
- Learn how to pass data between components with props.
- Learn what "state" is in React.
- Learn how to create stateful variables.
- Learn how to update state.
- Learn how to implement routing in a React application.
- Learn how to style React components and applications.
- Learn to work with your new React skills.
- Learn what purpose hooks serve.
- Learn how to use the useEffect hook.

Class Outline

1. Introduction to React
 - A. What is React?
 - i. React is Fast
 - ii. React is Scalable
 - iii. React is Reliable
 - B. React Essentials
 - i. Rendering in React
 - C. Get Started with Create React App
 - D. Introducing Our Project: Mathificent
 - E. Learning the Structure of a React App
2. JSX and React Elements

React Training for State of Maine
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- A. Using JSX in React
- B. JSX Rules
 - i. JSX Syntax
 - ii. JSX is an Extension of JavaScript
 - iii. Using Custom Elements in JSX
 - iv. Using JavaScript in JSX
- C. Using JSX
- 3. React Components
 - A. Assembling User Interfaces
 - i. Understanding F.I.R.S.T
 - ii. Passing Data with Props
 - B. Breaking an App into Components
 - C. Passing Props Between Components
 - D. Organizing Your Components
 - E. Semantic HTML and the Fragment Element
 - F. Using Fragment
 - G. Destructuring props
- 4. React State
 - A. Understanding State
 - B. Getting React to React
 - C. Why is count a Constant?
 - D. Child Components and State
 - E. Adding State
- 5. React Routing
 - A. Routing
 - B. Implementing Routes
- 6. Styling React Apps
 - A. Plain-old CSS
 - B. Importing CSS Modules to Components
 - C. Cleaning Up App.css
 - D. Styling the Main Component
 - E. Inline Styles
 - F. Creating the Game Component
 - G. A Word of Caution
- 7. Implementing Game Logic
 - A. Setting the Equation
 - B. Getting the User's Answer
 - C. Checking the User's Answer
 - D. Creating the Timer
- 8. React Effects
 - A. React Hooks
 - B. The useEffect Hook
 - C. The Need for useEffect
 - D. useEffect to the Rescue
 - E. Mount and Unmount
 - F. Passing Functions to State Variable Setters
 - G. Fixing the Timer
 - H. Catching Keyboard Events
 - I. Building and Deploying Your React App

React Training for State of Maine
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Delivery Format

This class is for a private group and will be delivered online via web conference by a live instructor. This class is fully interactive with hands-on learning opportunities for the participants.

Instructor Information

Chris Minnick

Chris Minnick, the co-founder of WatzThis?, has overseen the development of hundreds of web and mobile projects for customers from small businesses to some of the world's largest companies. A prolific writer, Chris has authored and co-authored books and articles on a wide range of Internet-related topics including HTML, CSS, mobile apps, e-commerce, e-business, Web design, XML, and application servers. His published books include Adventures in Coding, JavaScript For Kids For Dummies, Writing Computer Code, Coding with JavaScript For Dummies, Beginning HTML5 and CSS3 For Dummies, Webkit For Dummies, CIW E-Commerce Designer Certification Bible, and XHTML.

Reasons to Choose Webucator

Webucator provides additional learning resources for your team.

- We will arrange a conference call for you to discuss your goals with the instructor prior to class.
- The instructor will tailor the content to meet your needs.
- Each participant receives a comprehensive course manual and access to the class exercises.
- Webucator offers a 100% satisfaction guarantee for this training.
- Webucator instructors are rated 9.3 out of 10 based on approximately 30,000 student evaluations.

References and Customer Testimonials

1. David Milstead, United States Air Force (USAF), david.milstead@us.af.mil
Testimonial: "By far the best web training I have experienced to date."
2. Nadine Miner, Sandia National Laboratories, neminer@sandia.gov
Testimonial: "The Intro to Java course was fast-paced, informative, and thorough. You will get far more out of this course than you expect. I highly recommend it."
3. Jack Ruroede, Department of Defense, john.d.ruroede.civ@mail.mil
Testimonial: "Webucator and their instructor worked well with us and we were able to custom design a training class that exceeded our team's needs. "

Cancellation/Rescheduling Policy

All cancellation or rescheduling requests must be received in writing via email.

You agree that if you cancel a class, you are responsible for the applicable fee in the chart below:

Notice Given	Policy
More than 10 business days	Reimbursement of non-refundable travel expenses (if already incurred) and cost of any course material already received.
10 business days or less	Rescheduling fee of 50% of the base price of the training or cancellation fee of 100% of the base price of the training.

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Pricing & Payment

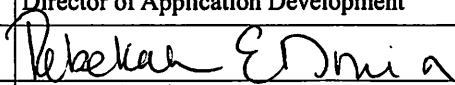
The following rates are all-inclusive of instructor, course material, and hands-on exercises. Pricing includes instructor travel and expenses for onsite classes. Pricing includes virtual classroom and conference line for online classes.

ITEM	DESCRIPTION	UNIT PRICE	QTY.	TOTAL PRICE
REA101	React Training 3-day private class for up to 5 students.	\$7,875.00	1	\$7,875.00
REA101-ADD	Additional Students Additional students may be added to the class.	\$472.50	3	\$1,417.50
GSA Discount:				5%
TOTAL PRICE:				\$8,827.88

- Payment is due in full 30 days after the first day of training.
- This pricing is in USD.
- Overdue moneys accumulate interest at the rate of 1% per month, with collections action taken on amounts more than 30 days overdue.
- Billing questions can be directed to invoices@webucator.com or 877-932-8228 x233.

Approval

To accept this proposal, please sign and return to your account representative. The proposal is valid for 30 days from the date it was prepared.

	For State of Maine:	For Webucator:
Name:	Rebekah Douin	Brian Hoke
Title:	Director of Application Development	CEO
Signature:		Brian Hoke
Date:	1/11/2023	January 11, 2023

