




Week 1 - Session 1

Introduction

Welcome to the course! These workbooks will be provided once a session, each including some additional reading and useful resources, some small independent exercises and some tasks towards the project which will be running throughout the technical delivery weeks.

Getting Started

As this is the first session we need to get the initial development environment up and running. The steps required to update any assets and get running will be included in every workbook going forward. If at any point you have issues following these instructions reach out to us at deeper@agmadigital.co.uk and we will assist.

1. Ensure you have the Docker application running. If you see this icon  in the very top bar on your mac then skip to step 2. If not, press `command` and `space` to open search, type in `docker` and hit enter. You should then see this icon appear in the top bar in a loading state. As soon as it stops animating, Docker has finished booting and you're good to go.
2. Press `command` and `space` again, search for `iterm` and hit enter. A terminal window will then open.
3. Download and run the provided `setup.sh` script and follow the instructions. Be sure to read them carefully! In order to run it, in iTerm, do the following (assuming the file is in your Downloads directory!)

```
cd ~/Downloads
sh setup.sh
```

NOTE: If prompted to generate an SSH key, leave ALL inputs as default! Don't enter *anything*, just let the script work its magic.

4. In your terminal window, run the following command to make your project accessible locally (once you've followed the instructions in the readme!) `echo '127.0.0.1 deeper.local' | sudo tee -a /etc/hosts`
5. The readme in your project directory will explain how get the application running from there. Have fun!

Committing Exercises

Every time you complete an exercise, run the following command from within your project directory (`cd ~/projects/deeper`) - don't worry, we'll explain it later!

```
git add . && git commit -m "REPLACE THIS MESSAGE" && git push
```

Replace "REPLACE THIS MESSAGE" with the week and session number, as well as the exercise number. For example, when you complete the first exercise in this workbook:

```
git add . && git commit -m "W1S1 - Exercise 1" && git push
```

Or when you complete the first project task:

```
git add . && git commit -m "W1S1 - Project Task 1" && git push
```

If you make any additional changes as you go along, simply add your own message explaining what was changed. Try to keep it short!

Exercises

This section contains a list of small exercises which are usually entirely independent and allow you to explore the learning from this session. Don't worry if you don't get through them all, they are to assist with your learning not to be inspected by us, the project is the most important piece.

1. Create an HTML page with some headings and paragraphs.
2. Add a table to the HTML page, with at least 3 columns and 4 rows. What you put into the table is up to you!
3. Add some images to the page.
4. Feel free to explore and try some other elements such as inputs, divs, and spans.

Further Reading & Useful Resources

- [HTML5 Tag Cheat Sheet](#)
- [MDN Tutorials on HTML](#)

