Development Environment

What is a Development Environment?

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All the software you need
to start programming

Checklist - Do You Have the Following Installed?

❏   Code Editor: Visual Studio Code

❏   Web Browser: Google Chrome

By the end of this lesson, you should be able to…

1. Know how to navigate folders using VS Code

2. Be able to open the repository in your VS Code

3. Be able to edit a JavaScript file and then see the change in your browser

Vocabulary

Code Editor:

A text editor program designed specifically for editing source code of computer programs. (Think MS Word for code)

Step 1: Read *How to Code* and Download Zip File

1. Read *How to Code*

2. Work with the person next to you to download a copy of the **foundations.zip** folder

3. Extract the folder. You should be able to see the contents of the zip file

Step 2: Open **Foundations** folder in VS Code

1. Open the **Foundations** folder in Visual
    Studio Code and look through it.

2. Work with the person next to you!

3. You should be able to see the folders in the
    Explorer panel on the left.

Step 3: Create the First lesson folder in VS Code

1. Find the folder called **_lesson-template**.

2. Make a copy of the **_lesson-template** folder and rename it to **how-to-code**.

3. Work with the person next to you!

Step 4: Open index.html in Chrome

1. In the **how-to-code** folder we created, you should now have two files: **index.html** and **script.js**. We want to open the **html** file in Chrome, so we can run the code we write in the **js** file.

2. <u>Together with your pair</u>, open **index.html** in Chrome.

    When you have figured it out, help a pair that has not! There are many ways to do it!

Things Developers Say:

Don't Use Spaces in Your Folder and File Names!

Why would they say this?

CODE CHRYSALIS コード クリサリス

Things Developers Say:

Don't Use Spaces in Your Folder and File Names!

how to code/index.html
how%20to%20code/index.html

how-to-code/index.html

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CHRYSALIS コード
クリサリス

Vocabulary

Logging:

`console.log`

- is a *built-in* function in JavaScript that *outputs messages to the console.*
- converts whatever is inside the parentheses to a `string` and displays it in the console.
- *returns* `undefined` (keep this in mind for later).

Activity

- `console.log()` will output to the console
- Open **how-to-code/script.js** and add a line: `console.log("Welcome to Foundations!")`
- Open the **index.html** file in your browser and open the Developer Console to see the outputted message

5 minutes