**Installing your new project**

You should already have the latest stable version of Node and NPM installed. If not, please install them here: <https://nodejs.org/en/>

You should also have a Github account and a link between that account and the git tool in your command line. Instructions are here: <https://git-scm.com/book/en/v2/Getting-Started-Installing-Git>

Install bower, gulp, gulp-cli, yeoman and the generator-webapp:

***npm install -g bower gulp gulp-cli yo generator-webapp***

If you want to know more, check out the Yeoman Generator-Webapp Getting Started docs: <https://github.com/yeoman/generator-webapp/blob/master/docs/README.md>

To create the folder to install the scaffolding:

* In your directory of choice, create a new folder called my-webapp (***mkdir my-webapp***)
* Navigate into that folder (***cd my-webapp***) on Mac or (***cd /D my-webapp***) on a PC

To generate the app scaffold:

* ***yo webapp***
* if they ask you to report usage statistics, hit ‘n’
* hit ‘a’ to deselect all three add-on options
* hit ‘Y’ to add jQuery
* select either testing option (BDD or TDD, doesn’t matter)

The scaffolding for the project should now be installed

To test that the project works:

* type ‘***ls****’* (on a Mac) or ‘***dir***’ (on a PC) to check that the directory has been populated
* ***gulp serve***
* You should be brought to <http://localhost:9000/> in your browser

To add additional packages so you can easily use functions in between files:

***npm install --save-dev browserify babelify vinyl-buffer vinyl-source-stream***

\*\* you may need to run *npm install* at this point

If you want to know more, check out how to install the recipe for Browserify: <https://github.com/yeoman/generator-webapp/blob/master/docs/recipes/browserify.md>

To finish installing Browserify, replace the contents of the following files in your local copy with the contents from these files from my GitHub repo:

gulpfile.js <https://github.com/CharlesRiverCoderDojo/movie-app-winter-2018/blob/master/gulpfile.js>

package.json <https://github.com/CharlesRiverCoderDojo/movie-app-winter-2018/blob/master/package.json>

Delete this line in your app/index.html file: <script src=”scripts/main.js”></script>

Add this line to your app/index.html file: <script src=”scripts/bundle.js”></script>

Create a file called “index.js” in your app/scripts folder

To integrate your changes into the rest of your project:

***gulp build***

***gulp serve***

Once that is finished, you should now commit your changes to Github

In the top right corner, click on the (+) and then new repository

Give your repository a name like, “my-movie-app”

Click “create repository”

In the command line, type the following in the main folder for your project:

***git init***

***git add \****

***git status*** *(check that no files appear red, they should only be green)*

***git commit –m “first commit after building scaffolding and adding dependencies”***

***git remote add origin git@github.com:{your\_username”}/{repository\_name}.git***

***git push –u origin master***

Refresh the Github page, and you should see all of your project files.

Now you’ve created your project and made your first commit!

The main repository for this project is found here – feel free to use it as a reference:

<https://github.com/CharlesRiverCoderDojo/movie-app-winter-2018>