Setup

This lesson will teach you how to setup your own environment if you want to try the examples of this course on your machine

We'll cover the following ⌃
• Set up your environment

Set up your environment

If you already have a code editor installed on your computer and you know how to use the `chrome developer tools` or similar tools, then you can skip this chapter and move on.

In order for you to play around with the code we're going to use in this course, I suggest you download a code editor that you can use to write and run the `JavaScript` code that we'll go over.

My personal choice is Visual Studio Code, made by Microsoft and available for free here: https://code.visualstudio.com/

Other alternatives are:
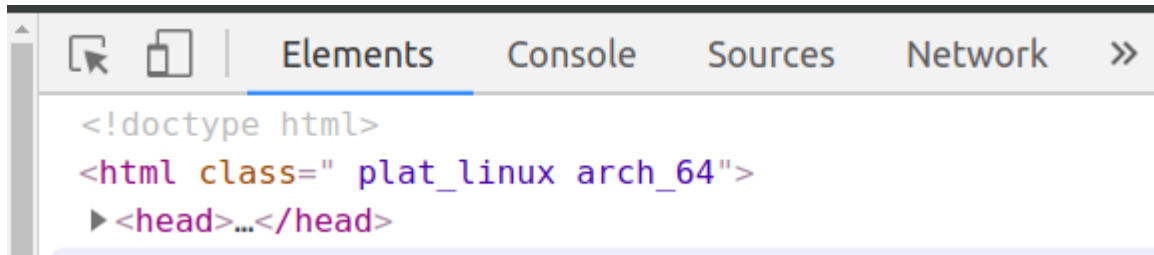
- Atom: https://atom.io/
- Sublime Text: https://www.sublimetext.com/

Whatever is your choice, they should all meet your coding needs.

After installing it, you just have to open the software, create a new file and save it as `.js`. Then you'll have your first JavaScript file.

The second thing we'll look at are the developer tools.

Open your browser to any page and right click somewhere. You'll see a set of options, one of which is `inspect` or `inspect element`. Click on it and it will open the developer tools that you can use to look at web pages code, play around with JavaScript or debug your application.

This is how the Chrome Developer Tools will look like.

The first tab `Elements` will let you look at the code of the page you are inspecting, the second tab `Console` is where you can write your JavaScript and experiment.


```
> var greetings = "hello";
<· undefined
> greetings
<· "hello"
> |
```