W1D2 - The Dev Workflow

LIGHTHOUSE LABS

AGENDA

- Intro
- Curriculum Overview
- Approach to lectures
- Tools
- Version Control
- Incremental development

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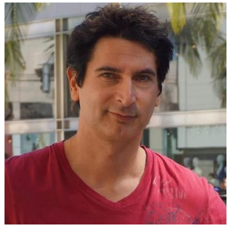
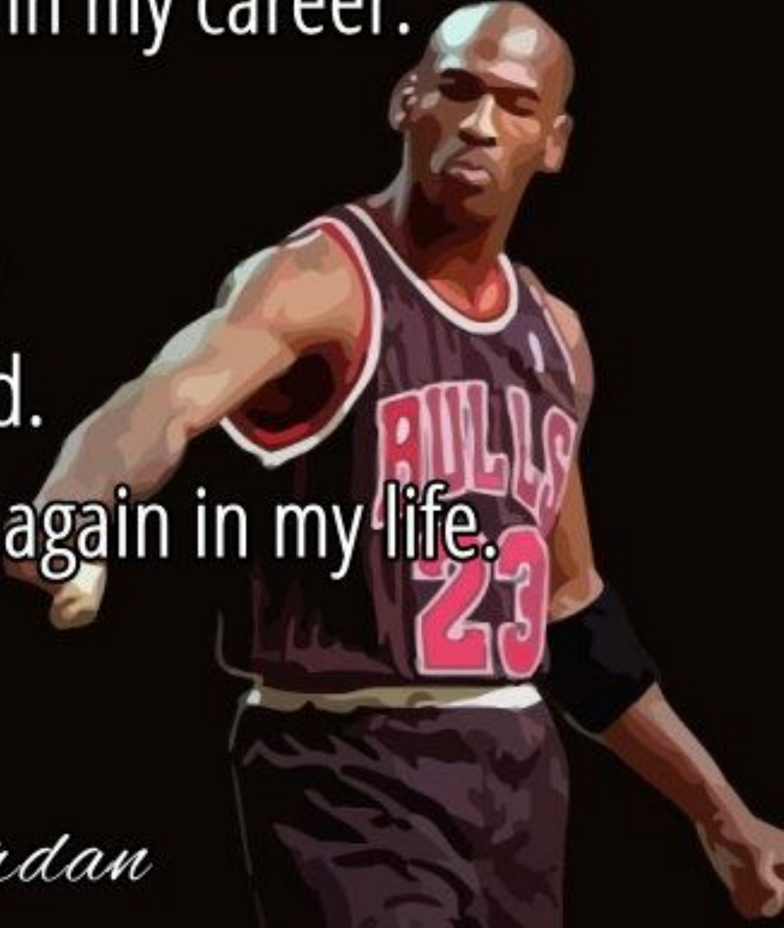
WELCOME ABOARD!
imgflip.com

Intro



I've missed more than 9000 shots in my career.
I've lost almost 300 games.
26 times, I've been trusted to take
the game winning shot and missed.
I've failed over and over and over again in my life.
And that is why I succeed.

~ *Michael Jordan*



Curriculum Overview

- Web Bootcam Curriculum

Approach to Lectures

Lecture over Zoom:

- Instructor will provide a Zoom link in your slack channels 15-20 minutes before lecture. You’re welcome to join to just chill and have a chat.
- Lecture start at 10 am sharp. Be on time!
- There is a 10 minutes break around 11 am.
- Have your camera turned on. We would like the lecture to be engaging!
- Questions are welcomed! You can raise your hand (ALT-Y) or use the chat.
- Lecture notes, code, and video recording are going to be sent out after lecture.

Approach to Lectures

- Participate and be engaged. Good time to ask questions.

- Mix a theory and practice, more practice.

- Provide context and explain why.

- More code demonstration (like pair coding).

- Focused on the approach
  - Problem Solving
  - Step by step incremental development
  - Error driven development

- In some lectures, we might do an exercise where you will be splitted in breakout rooms of groups of 2 or 3.

Approach to Lectures

What lectures are NOT:

- Coding along session
- Do your daily activities at the same time

** disclaimer: the first few weeks are going to feel very intense!*

Tools

- Shortcuts (Learn your shortcuts!! Don’t use the mouse!)

  VS Code Cheat Sheet:
  - https://code.visualstudio.com/shortcuts/keyboard-shortcuts-macos.pdf
  - https://code.visualstudio.com/shortcuts/keyboard-shortcuts-windows.pdf
  - https://code.visualstudio.com/shortcuts/keyboard-shortcuts-linux.pdf

- Useful Add-Ons
  - Eslint
  - Bracket Matching
  - Prettier (but not for first few weeks)

- Google
  - Good habit to search for a solution (Stack Overflow)

Version Control - GIT

What, Why git?

- Repositories (one repo per projects)
- Save milestones
- Keeps an history of your code (commits)
- Backup copy on github
- Work better as teams, branches
- Do use git
- You **will have to use** git in team projects

Version Control - GIT

- GIT Workflow (add files to staging area, commit changes, update github)

- GIT Commands:
  - git status
  - git add .
  - git commit -m "message"
  - git remote -v (or add origin, rm origin)
  - git push
  - git pull
  - git log

Incremental development

How to approach problem solving

- List the steps in order to solve a problem. Not thinking about the syntax.

- Step-by-step process:

  01. State the hypothesis
  02. Verify the hypothesis
  03. Make changes

Types Of Headaches
Migraine
Sinus
Stress
Reading other Developer's Code
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- As developers, we express ourselves through code much like an author writing a book.
- Much like an author, we are writing code for others to understand.

DEMO

Write a node program that takes in an unlimited number of command line arguments, goes through each and prints out the sum of them. If any argument is not a whole number, skip it. Do support negative numbers though. If any argument is not a number, output an error message. We need at least 2 arguments.

Questions?

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