

## Getting Started!

I setup my git repo with Github instead of Bitbucket. I am not a huge fan of Bitbucket (I use it at work) and I already had my previous Project and Portfolio repo in Github. Because the repo is on Github however, it is a public repo because I don't have an upgraded account with which to make a private repo. Here is the link to get to my repo:

<https://github.com/Goetz-Tristan-Portfolio/PAP2.git>

I am also storing my remote location on OneDrive under my personal account. I have added [jgarlic@fullsail.edu](mailto:jgarlic@fullsail.edu) as a can edit contributor. Here is the link to get to the folder in case that doesn't work:

<https://onedrive.live.com/redir?resid=F59BC5528E59A97F!33394&authkey=!AABAg5YtqaPfY2E&ithint=folder%2cpdf>

## Week in Review

Research assigned this week was Agile Principles & The KanBan Board, JavaScript vs C# programming, and Choosing your Editor.

Every company that I have been a part of since starting work in the industry has used Agile and Scrum principles. Agile is a continuous feedback process that has iterative deliveries. My current company has 2 week sprints in which we get all our work done that is assigned to us in 2 weeks and then we review and start anew again. This helps us to figure out problems with the software quickly before getting to in depth with changes that are super difficult to revert or undo. The KanBan board is simply a visual display of all the tasks that must be done for the sprint and where they are in their work process.

As far as development is concerned, C# is absolutely my favorite language. However, there are many differences that it has from Javascript which makes it almost like comparing granny smith apples to red delicious apples. Javascript is a front-end or client-side programming language versus C# which is much more back-end or server-side. C# has the ability to be both a loosely-typed language as well as a strong-typed language, whereas JavaScript (unless you also count TypeScript) is only a loosely-typed language. A loosely-typed language is one which does not require you to set the types of your variables. You simply label them as 'var' and they just work. It is up to the user to determine what the variable is and develop for it appropriately. Javascript also doesn't have classes or many of the other object oriented programming aspects like C# does (again, unless you count TypeScript).

There are so many editors to choose from to develop in. I have been spoiled with having what I believe to be the best editors however. Visual Studio is the leading IDE for C# development, and as of 2015 version, the leading IDE for almost all languages. The application that I am currently developing is written in Java however, and out of the two most promising IDE's for Java development, Eclipse and IntelliJ, I have to choose IntelliJ. It is much more responsive and seems to just work better. So much so that when Google decided to update their Android IDE, they built their Android Studio based off of IntelliJ.