WEB322 Assignment 1

# Assessment Weight:

5% of your final course Grade

# Objective:

This first assignment will get you set up with your environment, tooling, and deployment as well as introduce you to the development workflow used in this course (Visual Studio Code + Git + Cyclic).

# Specification:

For this assignment, we will be publishing our first web app on [Cyclic](https://www.cyclic.sh/).

### **Step 1:** Installing Software

In order to create web applications and publish them online, you will need to download and install the following software:

* [Visual Studio Code](https://code.visualstudio.com/download)
* [Node.js](https://nodejs.org/en/download/)
* [Git](https://git-scm.com/downloads)

### **Step 2:** Following the Guide

The next step involves following along with the "**Cyclic Guide**" available on the [course website](https://web322.ca/getting-started-with-cyclic). If you need help verifying that the required software is installed correctly, this section provides some additional information under “**Required Software**”.

### **Step 3:** Customizing the server code (server.js)

Once you have completed the guide (Step 2), and have a simple "Hello World" app running on Cyclic through your GitHub, you must personalize the output:

* Instead of "Hello World" – change your app to output your full name and student number, ie "Suluxan Mohanraj - 037465064"
* **HINT**: If you make any changes to your server.js file after publishing to GitHub, you will have to:
  + Commit your changes to your local git repo using the following procedure:
    - Click on the Source Control Icon in the sidebar that has a "1" on it in Visual Studio Code
    - Enter a message (in the "Message" box) describing your change, ie "updated server.js"
    - Click the checkmark above the message box to commit your changes.
  + Push your committed changes to Cyclic via GitHub by clicking the “Publish Changes” button or issuing the command: "git push” from the Integrated Terminal in Visual Studio Code

### **Step 4:** Inviting a collaborator to your **private** GitHub repository

Once you have pushed your code from your local git to GitHub, you must also send an invite since the repository is private:

* Share this private repository by going to your “helloworld” repository in GitHub -> Settings -> Collaborators -> Add People -> Enter “helloprof” and Invite Collaborator

## Assignment Submission:

1. Add the following declaration at the top of your server.js file (do not forget to include the cyclic.app URL):

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*  
\* WEB322 – Assignment 1  
\* I declare that this assignment is my own work in accordance with Seneca Academic Policy.   
\* No part of this assignment has been copied manually or electronically from any other source  
\* (including web sites) or distributed to other students.  
\*   
\* Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Student ID: \_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
\*  
\* Cyclic Web App URL: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
\*  
\* GitHub Repository URL: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
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1. Compress (.zip) the files in your Visual Studio working directory (this is the folder that you opened in Visual Studio – it should contain a **node\_modules** folder, a **server.js** file and **package.json / package-lock.json** files)

## Important Note:

* Submitted assignments **must**run locally, ie: start up errors causing the assignment/app to fail on startup will result in a **grade of zero (0)** for the assignment.