| Sprint 8, Assignment 4.12 Please also update the doc name with correct numbers. | |
| --- | --- |
| Assignment type: JS Interactive | |
| Assignment name  Can remain the same as the assignment topic name, or…  can be created depending on the task in the active form, e.g. “Create your own X” | “Make a fork from our Repository” |
| BDG Description\*  What is the task and why is it important?  In this part, it’s encouraged to think about storytelling and future job-specific context e.g. “You’ve been asked to help out X with Y. They want Z on their website, yet aren’t too sure on how to achieve it”.  Drawing on practical examples and adding context can increase a student's motivation and increase long term learning according to Instructional Design principles, because this helps to relate some familiar or existing knowledge to new bits of information.  This will appear in the course as text before a button, leading to the interactive platform assignment. | Congratulations! You’ve just been hired-on to your first imaginary developer role - your manager has asked you to fork an introductory company repository so that you can begin to get acclimated. Let’s check out the company’s github! |
| The Assignment  A short specific description of the assignment and tasks using bullet points that the student will need to do. | Go to the introductory repo on Github, fork it, and then test it to see whether you can get it to work on your own |

| Steps  Step-by-step instructions on what the student should do. | | |  |
| --- | --- | --- | --- |
| Step # | Step  Write each small step of the task | At least 1x hint(s)  Write some text (not necessarily, but can also be a part of code if relevant) which would hint the student to figure out the correct step forward. | The correct output should be…  (if relevant to the task) |
| 1 | Go to BitDegree’s [repository](https://www.google.com/url?q=https://github.com/m4rikas/javascript-playground&sa=D&source=docs&ust=1639275350735000&usg=AOvVaw11bGx_LD4adNVW6tVN_O3l) | Go to the following link: https://github.com/m4rikas/javascript-playground |  |
| 2 | Fork the repository | Click the “Fork” link in the upper-right portion of the window, just below Github Profile menu, and next to the “watch” and “star” options |  |
| 3 | Go to your forked version (if you aren’t taken to it automatically) | If you’ve closed the new tab by accident etc, go to your profile by left-clicking your profile icon in the top-right, clicking your user name, and then scrolling down the page until you find the “Contribution Activity” section. You should see “Created 1 repository” and your forked version of the javascript-playground repo. Click this to go to your new, forked repo | You should see   * Your web browser’s address as “[https://github.com/[YOUR](https://github.com/%5BYOUR) USER NAME]/javascript-playground * “YOUR USER NAME / javascript-playground” at the upper-left of the page * Several tabs below that, including “<> Code” |
| 4 | Clone this online repository in order to make it a local one | * Click the green “code” button, select the “HTTPS” option under “Clone”, and copy the address / click the “copy” button * Create a folder on your computer where you’d like to store this “repo” locally (either through your computer’s file explorer, or using console commands) * Navigate to that folder using console commands * In console, enter “git clone” + the link you copied | Console instructions should read:  git clone [https://github.com/[ YOUR-USER-NAME] /javascript-playground.git](https://github.com/USER-NAME/javascript-playground.git) |
| 5 | Open your local folder (containing the javascript-playground’s contents) | Via Console (while in the folder you’ve stored javascript-playground’s contents):  open . (mac)  start . (windows)  Via File Explorer:  Navigate to the folder and open it | You should see four files in the folder you generate:   * .DS\_Store * app.js * index.html * README.md |
| 6 | Run the index.html file in your web browser | Via Console:  start index.html (windows)  open index.html (mac)  Via File Explorer:  Navigate to the folder, click-drag the index.html file to your web browser to open a new page | You should see the following text in your web browser’s window:  “Hello there! Press F12 on your keyboard to see if the console says anything to you. If not, let's search for a problem and debug the given code!” |
| 7 | Open the developer console of your web browser | * Hit F12 on your keyboard ; * make sure you’re in the console by confirming you’re in the “console” tab (there are other useful tabs we’ll use later, such as “Elements”, “Sources”, “Network” etc)   Note: if nothing happens, make sure that you currently have your web browser selected, and are on the tab entitled “Your first Javascript Project” (with the subscript “local or shared file”) | You should currently only see “>” in the console window - you need to change our code in order to see the currently-hidden text |
| 8 | Correct your app.js code file | Open your app.js file in any text editor (Visual Studio, and look for a line that *should* console.log something …  Uncomment this line, by deleting the forward slashes / using the “uncomment” keyboard shortcuts | window.onload = () => {  // console.log('This is your first program executing!');  }  Should become  window.onload = () => {  console.log('This is your first program executing!');  } |
| 9 | Refresh your web browser page to see if you’ve fixed the problem | Click the “refresh” button for your given web browser | You should now see the following text in your console:  “This is your first program executing!” |
| 10 | Add, Comment, and Push your changes to your online Github repository;  Check your repository on Github to see that your changes were pushed successfully! | In your console (still in the folder containing javascript-playground’s contents) type   * git add –all (to add all changes made) * git commit -” *something short describing the change you made* ” * Note: replace the above comment with something more clear, so that anyone who looks at it later will understand immediately what you’ve done * git push origin main (or just git push * Check your github repo to see whether your work, including the commit message, was uploaded succesfully | git add –all  git commit -m”Uncommented Line 3”  git push |