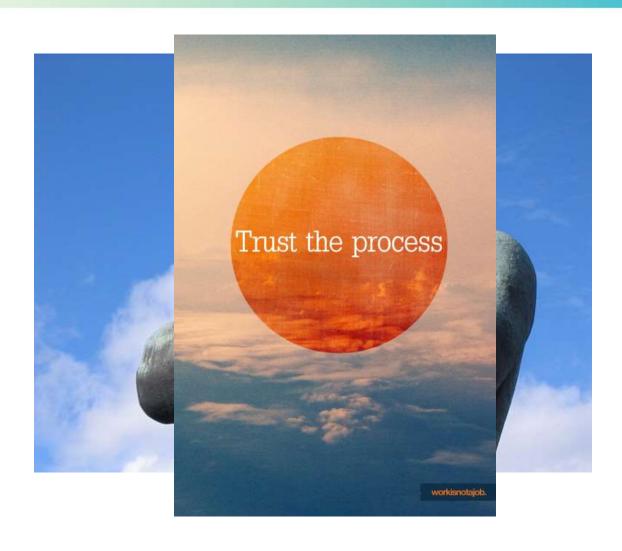
MODULE 1: INTRODUCTION TO PROGRAMMING **Introduction to Tools**

Welcome to Tech Elevator!!



How's it going to feel?



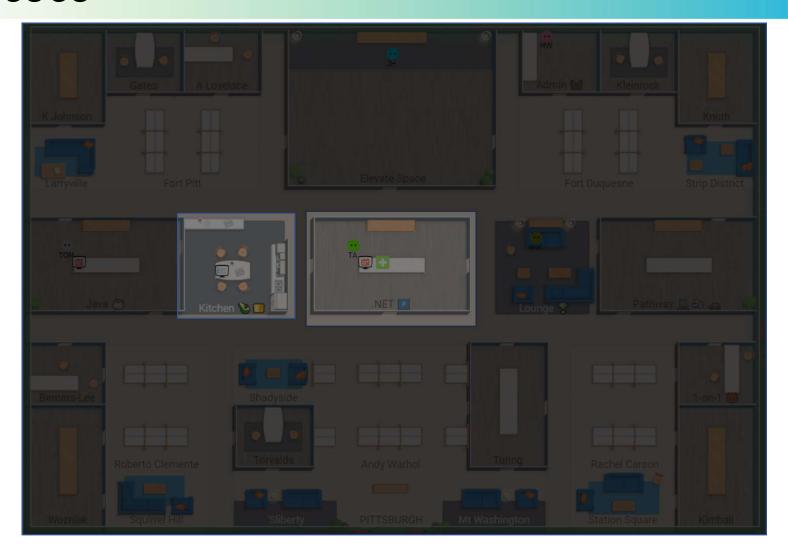
Public Service Announcement



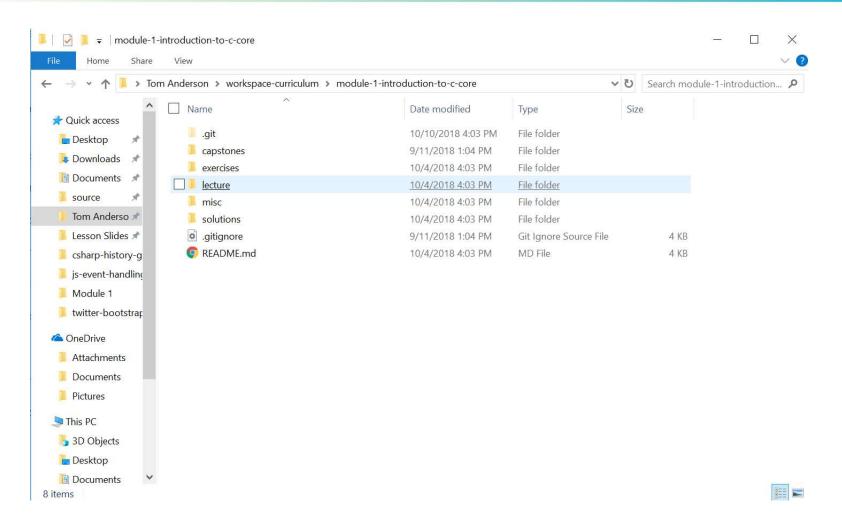
Start with the Basics

- Wifi:
 - SSID: Tech Elevator Guest
 - PWD: TechElevatorPGH901
- Ryver: Chat communication
- Bitbucket: Code Repository
- Mouse has an off switch
- https://sites.google.com/techelevator.com/pgh-cohort6
 - Pathway and Curriculum Calendar
 - Links to textbook, Socrative, Zoom, Dashboard, BitBucket
 - A ton of goodies!
- Sococo is your virtual House of Metal

Sococo



Navigating your computer



File System

- Files are the parts of the file system that contain the stuff we want. Documents, songs, spreadsheets, etc.
- Folders hold other folders and files. All files exist in some folder in the file system.
- All of these objects have metadata that describe them. Things like modified dates, names, and permissions are pieces of data that are attached to files and folders as part of the file system.

Navigating your computer like a developer



```
MINGW64:/c/Users/Tom Anderson/workspace/c-exercises
$ cd
Tom Anderson@LAPTOP-HGJ23NVD MINGW64 ~
$ cd workspace
Fom Anderson@LAPTOP-HGJ23NVD MINGW64 ~/workspace
-exercises/ c-lectures/ c-solutions/
Tom Anderson@LAPTOP-HGJ23NVD MINGW64 ~/workspace
$ cd c-exercises/
Fom Anderson@LAPTOP-HGJ23NVD MINGW64 ~/workspace/c-exercises (master)
                                       22-aggregate-functions-exercises/
O1-introduction-to-tools-exercises/
22-variables-and-datatypes-exercises/ 23-joins-exercises/
03-expressions-exercises/
                                       24-constraints-and-transactions-exercises/
04-loops-arrays-exercises/
                                       25-database-design-exercises/
O5-command-line-input-exercises/
                                       32-css-selectors-and-layouts-exercises/
06-strings-exercises/
                                       33-views-part1-exercises/
                                       34-views-part2-exercises/
7-collections-part-1-exercises/
                                       36-controllers-part1-exercises/
08-collections-part-2-exercises/
09-introduction-to-classes-exercises/
                                       37-controllers-part2-exercises/
10-oop-with-encapsulation-exercises/
                                       42-validation-exercises/
12-polymorphism-exercises/
                                       46-is-intro-to-is-exercises/
14-unit-testing-exercises/
                                       47-jquery-library-introduction/
16-tdd-exercises/
                                       48-twitter-bootstrap-exercises/
                                       51-csharp-history-geek-exercises/
17-file-io-part1-exercises/
21-intro-to-databases-exercises/
Fom Anderson@LAPTOP-HGJ23NVD MINGW64 ~/workspace/c-exercises (master)
Tom Anderson@LAPTOP-HGJ23NVD MINGW64 ~/workspace/c-exercises (master)
```

What is a Shell

- In a shell, you write lines of code that the computer understands to get the computer to do what you want.
- Many tasks in programming are done on the command line because it is more flexible than most GUI interfaces and can be scripted.
- We will be using a very popular shell called Git Bash.

LET'S CODE!





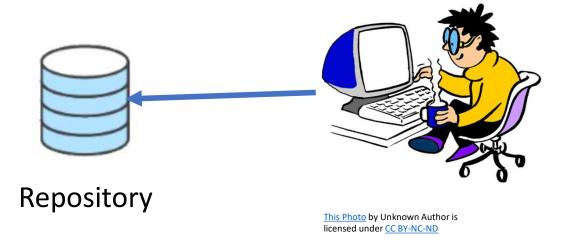
Where's my document?



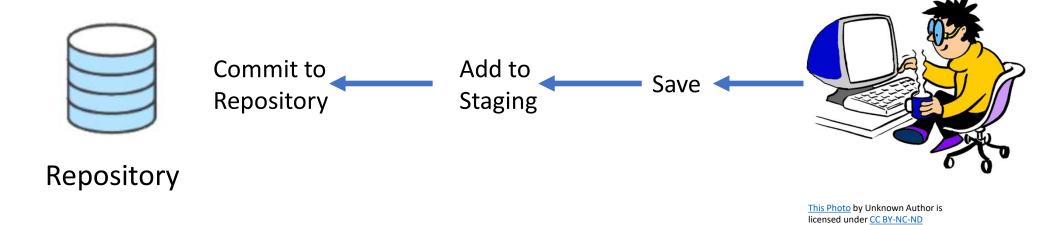
Version Control

- **Version Control** record changes to a file or sets of files so that previous versions can be recalled at a later point in time.
- **Git** is a distributed version control system that keeps a copy of its changes and file sets in a repository.

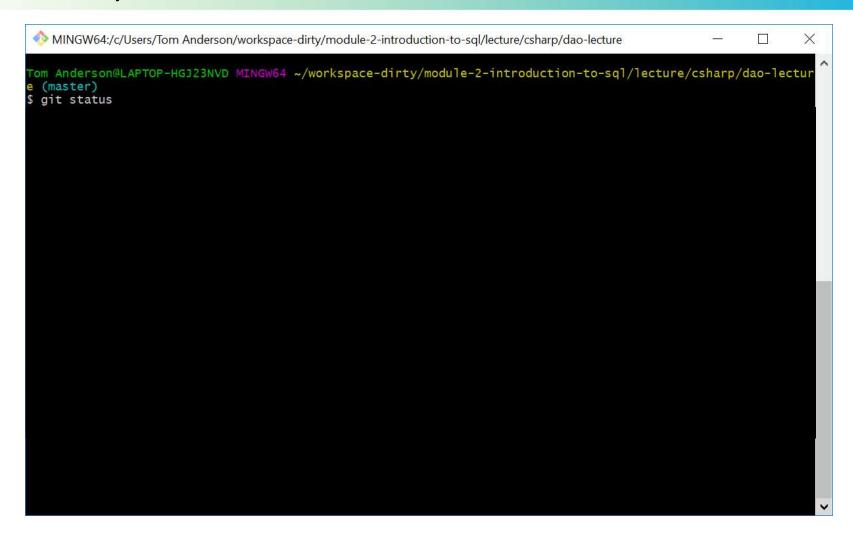
Version Control Process



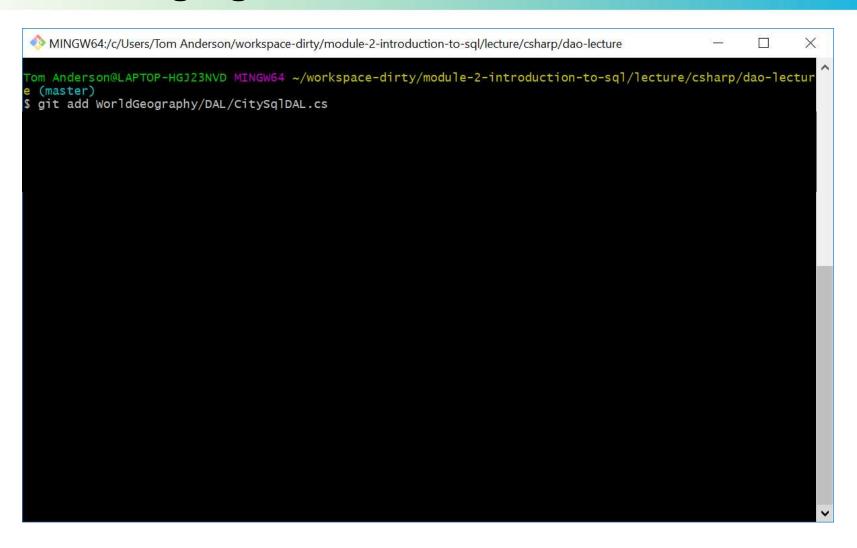
Version Control Process



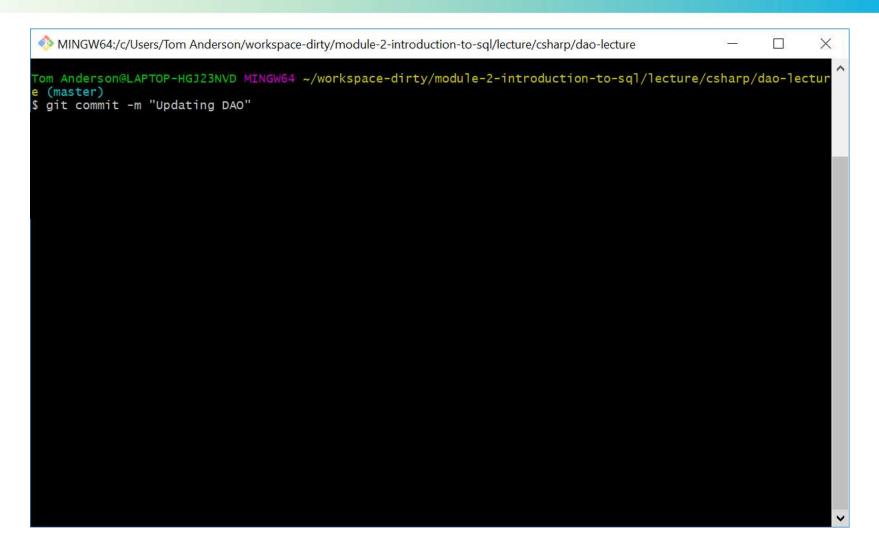
Check your status



Add to staging

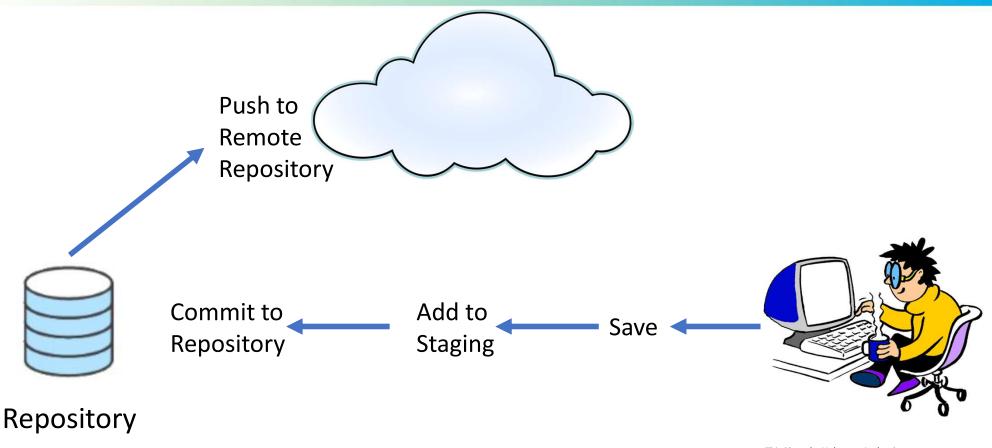


Get Committed





Version Control Process

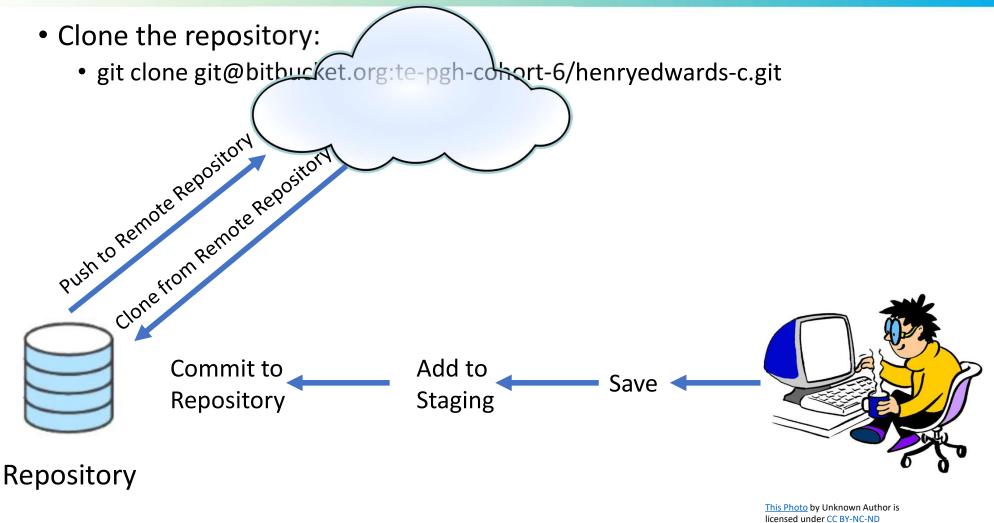


<u>This Photo</u> by Unknown Author is licensed under <u>CC BY-NC-ND</u>

Git Commands

- git status
- git add <filename>
- git commit -m "<message>"
- git pull origin master
- git push origin master

Using Existing Code



LET'S CODE!





Tips and Tricks

- No news is good news. If a message is shown after running a command, read it because it is probably an error. Most commands say nothing on success.
- Press the up arrow to cycle through previous commands instead of retyping
- Use the tab key to automatically complete the path.

MASTERY AND UNDERSTANDING

- Our exercises focus on mastery of key concepts.
- Feedback is provided so you can know where you need to improve.
- We expect your average to remain at or above 2.0.
- Any work submitted must be your own. We may ask you to explain your code to us!
- Please seek out an instructor or another classmate if you need help!

3 COMPREHENSION (≥ 90% tests pass)

2 COMPETENCE (≥ 50% tests pass)

1 ATTEMPTED (≥ 25% tests pass)

0 NOT ATTEMPTED (or cannot compile)

DUE DATES

Exercises are distributed daily via Git. You submit them by *pushing your code* back to BitBucket.

EXERCISES GIVEN	ARE DUE
Monday	Wednesday 8 AM
Tuesday	Thursday 8 AM
Wednesday	Friday 8 AM
Thursday	Monday 8 AM
Friday	Tuesday 8 AM

Exercises not turned in by the deadline receive a "0". Once the exercise is late, the highest score you can receive is a "2".

Git Commands

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- git add <filename>
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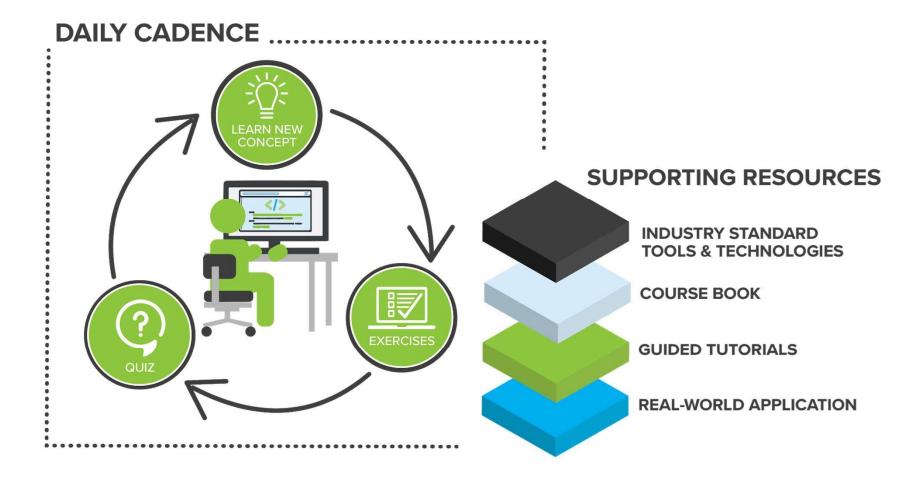
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HOW WE TEACH



Your Schedule

- 1. 8:55 Be in class
 You can come in earlier to hang with other students
- 2. 9:00 Class starts
- 3. Take Quiz
- 4. A little review
- 5. Learn new material
- 6. Attend Pathway
- 7. Complete homework
- 8. Read concept for tomorrow
- 9. Sleep

OTHER THINGS TO EXPECT WEEK 1

- While we will review many concepts learned during the prework, we cover a lot of ground.
- As stated before, **this program can be challenging.** Each day can bring with it a good amount of work. Please make sure that you remain caught up and put in the time with each day.
- Consider this your new job. Treat Tech Elevator like a job: be professional; finish work on time; be prompt; be polite.

WHAT QUESTIONS DO YOU HAVE?





Reading for tonight:

Introduction to Tools Variables and Datatypes



