



# PRE-WORK: BACK-END WEB DEVELOPMENT

---

## GETTING STARTED WITH BACK-END WEB DEVELOPMENT

Congratulations on joining us at General Assembly for the Back-End Web Development course! We are excited to have you, and are looking forward to working with you all soon!

In order to best prepare and ensure success in the course, we've gathered a list of resources that we'd like you to complete. When you arrive on your first day, everyone will be up to speed and familiar with the necessary programming vocabulary needed to succeed in this course.

We can't tell you how excited we are to have you join the General Assembly community!

Happy Coding :)

---

## BEFORE CLASS CHECKLIST

(5-7 HOURS)

### COMPLETE ALL ITEMS BY: JUNE 16TH

- ☐ Attend Installfest on 6/11
- ☐ Complete Pre-course tutorials
- ☐ Sign-up for a GitHub account
- ☐ Install Sublime Text 2 and Google Chrome

---

## COURSE INSTALLFEST

- ▶ Beginning at 6:30 pm on Wednesday, June 11th we'll kick off the course with Installfest.
- ▶ On this night you'll meet the instructional team and set up your developer environment by installing Rails 4 (takes about 2 hours). We'll have some food too!
- ▶ Be sure to look over the entirety of the pre-work before Installfest. This will be a great opportunity to ask questions and troubleshoot with the instructional team.

---

## WORKING IN THE TERMINAL

### FOR WINDOWS USERS

If you are using a Windows machine you will have to install Gow before you can complete the tutorials on command line basics. The terminal is how developers navigate their computers.

Windows functions a little differently than what we will be using in class, however thanks to some brilliant devs we have tools such as Gow to make the transition easier. During Installfest, instructors will help you install Ruby and Rails.

1. Download and Install Gow
2. Start the Command Prompt
  - i. Click start
  - ii. Type `cmd` and hit enter
  - iii. Voila the Command Prompt is open.
3. You are ready to follow along in the terminal with the tutorials below.

### FOR MAC USERS

You are good to go. Open your terminal by typing terminal in spotlight (magnifying glass at the top right corner of the screen).

---

## COMMAND LINE BASICS

Before we dive into programming, make sure you are familiar with UNIX commands so you can use your computer like a developer. Complete one of the three tutorials below:



# PRE-WORK: BACK-END WEB DEVELOPMENT

---

## COMMAND LINE BASICS

### TUTORIALS

Unix / Linux Tutorial (tutorials 1 - 3). Knowing how to use the command line (Terminal) is a critical skill for a developer, and we'll be spending a lot of time here. This tutorial is all about practice. Work through the entire thing.

Learn Command Line the Hard Way. Another quick command line tutorial to solidify the basics and includes some good tips.

Command Line Tutorial. Another quick command line tutorial to solidify the basics and includes some good tips.

### TAKEAWAYS

1. Create a new directory
2. Remove/delete a file or directory
3. Easily navigate to your home directory
4. List all the contents of your home directory including hidden files
5. Navigate using relative paths
6. List all the files or directories that begin with "G"
7. Use tab completion to view recently typed commands using the up arrow

---

## VERSION CONTROL

We will be using git to make it easy for you to collaborate, share and submit your code for review. Please watch the video and read the article about version control. Complete the Git tutorial and we will review in class.

1. GA Front Row GitHub Video
2. What is Version Control?
3. TryGit tutorial

If you haven't already, sign up for a GitHub account.

---

## SOFTWARE INSTALLATIONS

Be sure to bring a laptop to every class. We strongly recommend Macs for this course, but a PC is also acceptable. Please download/install Sublime Text and Google Chrome. These two applications are essential in the course.

Text Editor: Sublime Text 2

Internet Browser: Google Chrome

---

## OPTIONAL

If you have time, we highly recommend reading about Ruby and programming before you begin.

- Code School - Try Ruby: A short, fun, interactive tutorial online.
- Chris Pine's Learn to Program: Helpful for beginners to better understand programming concepts.
- Codecademy Ruby Track
- Code School - Ruby Bits: Work through some of the core bits of the Ruby programming language.

---

## QUESTIONS?

Email your Course Producer, Sarah Hanley, with any questions.

We look forward to seeing you all soon, and good luck!