Coding & Cocktails Session 15:
Cloud 9 Instructions for Coding Camp

Overview

Working in the cloud development environment, Cloud 9, is slightly different than working on your own laptop using a local development environment. You will be able to access the cloud development environment from any computer. Because of the differences we have created some special instructions for working with Cloud 9.
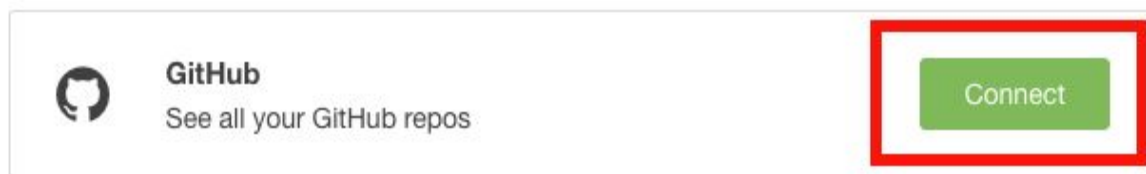
Setup

1. Create a GitHub Account if you don't have one
2. Create a Cloud 9 account at c9.io if you don't have one

Part 1: GitHub and Cloud 9 Connection

1. Go to https://c9.io/account/settings
2. Choose the gear icon in the upper right and then choose "Connected Services" on the left side
3. Click on the green Connect button next to GitHub

4. Again, choose the gear icon in the upper right and then choose "SSH Keys" on the left side
5. Copy the value in the gray box
6. Go to your GitHub SSH settings page at https://github.com/settings/ssh and click "New SSH Key"
7. Enter the title "C9" then paste the SSH Key into the "Key" box, and click "Add SSH Key".
8. Create a new, empty GitHub repository for your project.
9. From your repository's home page, copy the SSH link. *By default GitHub shows the HTTPS link, you will need to toggle it to SSH first.* It will look something like:
   `git@github.com:yourname/yourrepository.git`

10. In Cloud 9, Create a new workspace and paste GitHub repository link from the previous step in the "Clone from Git or Mercurial URL" box to create a GitHub connected workspace

Clone from Git or Mercurial URL (optional)

e.g. ajaxorg/ace or git@github.com:ajaxorg/ace.git

    a. For Option 1 projects select an HTML template

Choose a template

HTML5

    b. For Option 2 projects select a NodeJS template

Node.js

11. Ensure you've shared the GitHub repository with your teammate and your mentor and make sure they can create a Cloud 9 workspace with the repository
    a. See https://help.github.com/articles/inviting-collaborators-to-a-personal-repository/ for how to add collaborators to your GitHub repository.

Part 2: Setting up your team project

Option 1 Instructions

1. Choose a template from templated.co
2. Work with your mentor to download the template to their laptop
3. Have your mentor unzip the files
4. Share your Cloud 9 Workspace with your mentor
5. Have your mentor upload the files to the shared Cloud 9 workspace
    a. How to share a Cloud 9 Workspace: https://docs.c9.io/docs/share-a-workspace#section-share-your-development-environment
    b. Choose **File -> Upload Local Files…**
6. Make sure to push the starting point to GitHub and have your teammate pull them in so everyone is starting from the same point
7. Continue to modify your application as you wish see the main worksheet for some ideas to modify.

Option 2 Instructions

1. In the environment terminal at the bottom of the workspace, update the npm version by running `npm install -g npm`
2. Ensure the npm global root value is in your NODE_PATH by running `echo "export NODE_PATH=$NODE_PATH:/home/ubuntu/.nvm/versions/node/v4.6.1/lib/node_modules" >> ~/.bashrc && source ~/.bashrc`
3. Next, install the tools we'll be using for this project, yeoman, gulp command line interface and bower by running `npm install -g yo gulp-cli bower`
4. Finally install the yeoman generator that we'll be using by running `npm install -g generator-webapp`
5. Generate your app by running `yo webapp`

> ## NPM Warnings
>
> You may get the warning message
> `WARN generator-webapp@2.3.2 requires a peer of yo@>=1.7.1 but none was installed`
> Since this is just a warning, it can be ignored for now.

6. In the file *gulpfile.js* update all references to `port: 9000` to `port: 8080` and be sure to save!
7. Run `gulp serve`
8. Navigate to <workspace_name>-<username>.c9users.io to view your application
   a. For example my workspace called **cocktail-camp** for my username **skduits** would be viewable at https://cocktail-camp-skduits.c9users.io/
9. Make sure to push the starting point to GitHub and have your teammate pull them in so everyone is starting from the same point
10. Continue to modify your application as you wish see the main worksheet for some ideas to modify.