Starting a project

VS Code Cheat Sheet

1. Starting a project

1. Create a dedicated workspace
    a. Use your file manager (File Explorer on Windows or Finder on Mac) to locate your **vscode-projects** folder.
    b. Inside vscode-projects, create a new folder for your project with your project name (e.g., **my-project-name**).

2. Open the folder in VS Code
    a. Launch VS Code and go to **File > Open Folder**
    b. Select your project folder and click "Trust Authors" if prompted

2. Project folder structure

1. Your html files should be in the **root** directory of your project.
2. Your assets should be organised into an assets folder, with sub folders for your CSS file and images.
3. To add images to your project, click and drag them into the images folder.

3. Preview your project in the browser

1. Open the terminal in VS Code: **Terminal > New Terminal**

2. Commands to run the server to display your preview differ depending on your operating system.
    - python3 -m http.server
    - python -m http.server
    - python3 -m http.server --bind 127.0.0.1
    - python -m http.server --bind 127.0.0.1

    Important: note which of these work for your machine so you can reuse it when following our learning material.

3. To open the preview, Hold Ctrl (Windows) or Cmd (Mac) and click the displayed URL in the terminal.

4. To stop the server, **Click in the terminal** then:
    - Click Ctrl + C on windows
    - Click Cmd + C on Mac

5. When updating the preview, **save your files** first, then refresh the browser.

4. Handy shortcuts

1. Generate HTML Boilerplate with Emmet: **!+TAB**
2. Save:
    a. Ctrl + S on windows
    b. Cmd + S on Mac
3. Copy:
    a. Ctrl + C on windows
    b. Cmd + C on Mac
4. Paste:
    a. Ctrl + V on windows
    b. Cmd + V on Mac

5. Best practices

1. Use lowercase letters and hyphens for file and folder names.
2. Keep HTML files in the root directory.
3. Organise assets in the assets folder.
4. Use keyboard shortcuts to improve efficiency.