Welcome to INFO6250

Web Development Tools and Methods



Quick Questions

- Is this an online class?
 - No (except for me)
- Is in-person attendance required
 - Yes (except for excused absences)
 - Not my decision
 - Let me know if sick or other excuse
 - I'm nice, we're all adults

Who is this guy?

Brett Ritter <b.ritter@northeastern.edu>

- He/Him
- Currently in Seattle
- WebDev since 1995
- Multiple languages, frameworks, platforms
- Both frontend and backend
- Part time instructor since 2017
 - Tell me where to improve my teaching

Not Perfect

I have a truly terrible memory.

Terrible

You have my permission to remind me, and keep reminding me, until something is done or I explicitly say "stop".

Funny

I tell jokes

Fortunately, they are all hilarious and you will laugh

Out loud

Try it now

Get Better

We will keep practicing on that

Livecast Attendance

- The school has legal obligations about physical attendance
- You are required to physically attend almost every class you aren't excused from
 - Otherwise you fail the course
 - Not my rules
- If requesting an excuse
 - *I* trust you
 - but you should document because I'm not the only concern

COVID Overview

- COVID sucks
- My rules are the same even without COVID
- Thank you for keeping yourselves and others safe
- I will assist with this whenever possible

What does "Tools and Methods" mean?

Goal: Give a foundation in practical Web Development

- How to break down a problem
- How to code
 - with communication
- How to debug

We will USE languages/frameworks

• But we LEARN more general concepts

Web Development Tools and Methods

- The Hows and Whys of the Web
- Building a Multiple Page Web Application
 - NodeJS backend
 - HTML
 - CSS
 - JS frontend
- Building REST-based services (NodeJS backend)
- Building a Single Page Application
 - Plain JS and with React
- Basic Best Practices for the Web

But I'm not a JS Dev!

This course also for Java/C#/Python/JS/etc devs

- Languages/Frameworks have same result
- Languages/Frameworks regularly change
- Front end remains essentially JS-only
 - Defeated all comers so far
 - Plan to avoid JS is risky

What about the Lab class?

- Reflects the additional time for the assignments
 - Seriously, set aside a lot of time!
 - I hate homework too
 - But you learn by doing
- I am not teaching during the lab time

Class is hard, worthwhile

- We cover a lot of material
- You must learn to apply new concepts
- A lot of time and work
- Goal is maximum preparation

Cannot teach it all

Too much to cover

• You end empowered to continue your education

Teaching Fundamentals

Pros:

- What you build from
- Fewer "surprise" gaps

Cons:

- Longer path to "wow!"
- Very rushed class

Ask Questions

Everyone learns differently

I have terrible memory

Ask Questions

Trying things

Best answers can be found by trying things

I set you up to experiment

It Depends

Most common answer: 'It Depends'

IS NOT: Does not matter

IS: Depends on what?

MIGHT BE: We are still figuring that out

Assignments

Assignments will NOT be "copy what I did"

Instead, will be "apply the skills in a new way"

Leave time to do work!

Slack

We communicate via Slack (not Teams)

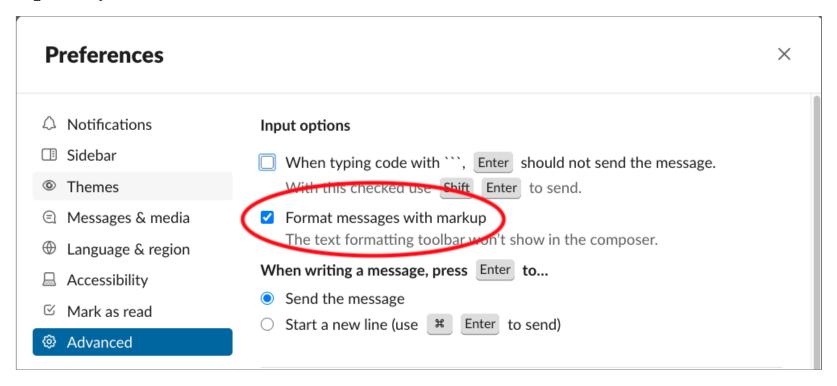
- http://rebrand.ly/seainfo6250-slack
- You can email me
 - but it will be slower
 - and it is terrible to talk about code
- Use it web, desktop, or phone
 - desktop/phone recommended for notifications
- This is a useful job skill

Using Slack

Respond to the question

Configuring Slack for code

Update your Slack Preferences:



Mentioning code in Slack

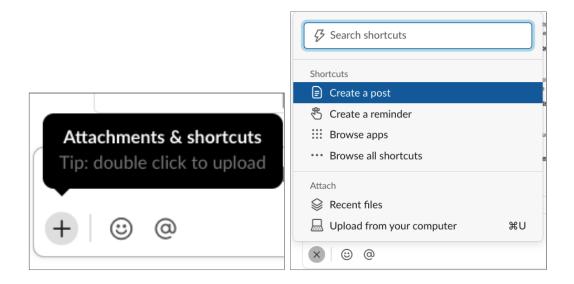
Send a message to **#questions** that says:

(notice the *backtick* characters)

```
this has *bold* but `this does *not*`
```

Code blocks in Slack

triple backticks ``` before and after your message
Or use "Create a post"



Text often better than screenshots

• Either better than nothing

Class Github

We use git and github.com

Each of you get a personal repository

• https://rebrand.ly/seainfo6250-github

You must have/get a github.com account

Git vs Github

git is the source control/version control system.

- tracks files
- changes to files
- many devs can have repos
- can pass files/changes between many repos

github.com provides a central place for repos. It has competitors (example: gitlab.com)

github uses git, git does not require github or a github competitor, though we will use github.

Github flow

git is decentralized. github provides centralization(ish)

See readings/basic-git.md in your repo

- You make changes in a "feature branch" locally.
- You send that branch to github
- You create a Pull Request (PR) to merge your branch into main on github
- I/TA review and approve your request
 - We might request changes first
- I/TA merge your branch into main
 - On the job you will probably do this
- You update your local main

Other git-based flows

Other flows of changes and branches exist

• this one is the one we will use

Not all version control systems (VCS) are decentralized the way git is.

Github acts as a central point for communications

Local and remotes

"Local" means your computer (or anyone's)

When I give notes or assignments:

- I pull latest from github to my local copy
- I update my local copy
- I push the changes the github

You submit the same way:

- You pull changes from github to your local copy
- You make changes to your local copy
- You push the changes to github and create PR

Key Git Notes

- Always do work in the correct branch
- Always check git status before git commit
- Always check git status before git push
- When creating a PR, always check the file list
- Before creating a new feature branch
 - Always switch to main and pull latest

If you follow these instructions

• each assignment is distinct and will not conflict.

How the Class works

- Assignment each class
- Quiz each class

3 Projects

Server-side Project Vanilla JS Project Final Project

How a Class works

- Lectures, sometimes labs (ungraded)
 - Will check progress via Slack
 - Ask questions via Slack
- Bio break 1/class
- Recorded online (if it works!)
- Slides as PDF added to repos
 - Possibly before, definitely after
- Sometimes samples to repos
- Assignment after each class

How Quizzes work

In Canvas

- Multiple choice or short answer
- Covers materials from the class
- You are welcome to consult notes, recordings, etc
 - Do NOT copy from other people though (incl online)

How Assignments work

- Build from skills
 - Leave time!
- Roughly 1 week to submit (night before next class)
- Added to repos under /work (see README)
- Each assignment is a different subdirectory
- Submitted via github Pull Request
- TA/I will review and merge
 - May request changes
- No changes unless requested
- Lowest score dropped

How Projects work

- Like assignments
 - Pull request, Due date
 - Done at home, not in class
- In repos under /project1, /project2, /final
- Big chunk of grade each!

How the Final Project works

- Solo work
- Guidelines given
- Full React SPA + REST services
 - Minimal outside libraries
- Potential Showcase for NEU
- Submitted as Pull Request in repo
 - in /final
- Limited time!
- Chance to raise grade

Instructor Virtual Office Hours

- Mon 8am-9am (ET) / 11am-noon (PT)
 - Preference to 6150 Questions
- Tue 8am-9am (ET) / 11am-noon (PT)
 - Preference to 6250 Questions
- Thu 8am-9am (ET) / 11am-noon (PT)
 - Preference to 6150 Questions
- Fri 8am-9am (ET) / 11am-noon (PT)
 - Preference to 6250 Questions
- Other times by appointment
- Available on Slack for quick questions

Other Details

- No video requirement
- No breakout rooms
- Don't really use Zoom Chat
- Still limited Canvas use
- Slack preferred over Email
- TA Virtual Office Hours TBD

Important Details

- These are not normal times, I understand
- Request Assignment extensions
 - No excuse required
 - But request IN ADVANCE!
 - Job skill!
- DO NOT COPY WORK YOU SUBMIT

Final Projects: NO extensions

• barring emergencies

Do and Do Not

- DO ask questions
- DO not worry about bothering me
 - I will tell you BEFORE that happens
- DO NOT worry about looking uninformed
 - You are literally students
- DO NOT expect to catch up by working harder
 - Good attitude, but...
 - Time, not you, is the problem
 - Easier to fix earlier rather than later
 - Your employer will follow the same rules

A Unique Warning about the Web

You WILL be expected to learn a lot of detail online

BUT a **lot** of info about web tech is outdated

• Don't use any sources older than 3 years ago

Really. 3 years max. Or extra work and wrong work.

Common Questions

- Do I need to know HTML/CSS?
- Do I need to know programming?
- Do I need to know JS?
- Can I use another language?
- Can I use this outside library?
- Can I use this other framework?
- Can I use this other IDE?
- Can the instructor send class materials out?

Class Prerequisites

- Do I need to know HTML/CSS?
 - You are expected to know the basics
 - The 6150 class is great and recommended
 - You CAN learn alongside class (but harder)
 - https://developer.mozilla.org/en-US/docs/Learn

Class Prerequisites (cont)

- Do I need to know programming?
 - Basics (variables, conditionals, looping, functions) are expected
 - Be ready to learn how things are different
- Do I need to know JS (Javascript)?
 - No expectation

Using other tools

- Can I use another language?
 - No, we use only JS for my sanity
 - Lessons are general!
- Can I use Typescript?
 - No, we rely on JS fundamentals
 - TS is fine, just not part of the class

Using other tools (cont)

- Can I use this outside library?
 - (example: Bootstrap)
 - No, we need to exercise the fundamentals
 - Exceptions are explicit per assignment
- Can I use this other framework?
 - (example: Angular/Vue)
 - No, we use React for core principles
 - and my sanity
- Can I use this other IDE?
 - Yes, but I don't know that IDE

Class Materials

Can the instructor send class materials out?

Slides and code samples will be added to your repositories after class.

```
git checkout maingit pull origin main
```

If you feel something is missing, ask for it via Slack.

BUT - anything that comes in the moment may not be saved to send out. Missing class is risky.

What to expect

Section 1:

- Lots of fundamental concepts
- Rushing HTML/CSS/JS
- Webserver concepts
- Client side JS

Section 2:

- Network and services
- Asynchronous code
- Modern React

Summary - You

- will **remind me** if you need something
- can and will **use and check** our Slack
- have your own github repo
- have a **local copy** of the repo
- have installed and done config changes
- know how to **get** and **submit** work
- have **submitted a PR** that provides your info
- will **not use old** online information
- will **read** material
- will ask questions