

# BTI325 Assignment 1

## Submission Deadline:

Section NAA: Tuesday, Sep 17<sup>th</sup>, 2019 @ 11:59 PM

Section NBB: Thursday, Sep 19<sup>th</sup>, 2019 @ 11:59 PM

Section NCC: Monday, Sep 16<sup>th</sup>, 2019 @ 11:59 PM

## Assessment Weight:

5% of your final course Grade

## Objective:

This first assignment will get you setup with your environment, tooling, and a Heroku account as well as introduce you to the development workflow used in this course (Visual Studio Code + Git + Heroku).

## Specification:

For this assignment, we will be publishing our first web app on [Heroku](#).

### Step 1: Installing Software

In order to create web applications and publish them online, you will need to download and install the following software. If you are working in the lab, they are already installed and you may proceed to Step 2, however do not skip this step if you are working from home.

- [Visual Studio Code \(https://code.visualstudio.com/download\)](https://code.visualstudio.com/download)
- [Node.js \(https://nodejs.org/en/download/\)](https://nodejs.org/en/download/)
- [Git \(https://git-scm.com/downloads\)](https://git-scm.com/downloads)
- [Heroku CLI \(Command Line Interface\) \(https://devcenter.heroku.com/articles/heroku-cli#download-and-install\)](https://devcenter.heroku.com/articles/heroku-cli#download-and-install)

### Step 2: Following the Guide

The next step involves following along with the "**Getting Started With Heroku**" Guide available on the [course website week 2 note](#). You may skip the "**Required Software**" section, however if you need help verifying that the required software is installed correctly this section provides some additional information.

### Step 3: Customizing the server code (server.js)

Once you have completed the guide (Step 2), and have a simple "Hello World" app running on Heroku, you must personalize the output:

- Instead of "Hello World" – change your app to output your full name and student number, ie "Shi, Yue (Sunny) - 0123456789"
- **HINT:** If you make any changes to your server.js file after publishing to Heroku, you will have to:
  - Commit your changes to your local git repo using the following procedure:
    - Click on the Source Control Icon in the sidebar that has a "1" on it in Visual Studio Code
    - Enter a message (in the "Message" box) describing your change, ie "updated server.js"
    - Click the checkmark above the message box to commit your changes.
  - Push your changes to Heroku by issuing the command: "git push heroku master" from the Integrated Terminal in Visual Studio Code

### Assignment Submission:

1. Add the following declaration at the top of your server.js file (do not forget to include the URL to your app on Heroku:

```
/*
*****
* BTI325 – Assignment 1
* I declare that this assignment is my own work in accordance with Seneca Academic Policy.
* No part of this assignment has been copied manually or electronically from any other source
* (including web sites) or distributed to other students.
*
* Name: _____ Student ID: _____ Date: _____
*
* Online (Heroku) URL: (make sure you include the link ending with .com, not .git
* _____
*
*****
*/
```

2. Compress (.zip) the files (name it a1.zip) in your Visual Studio Code working directory (this is the folder that you opened in Visual Studio Code – it should contain a **node\_modules** folder, a **server.js** file and a **package.json** file)
3. Submit the zip file (a1.zip) on Blackboard ->A1
4. Late submission will be penalized with 10% of this assignment marks for each school day up to 5 school days, after which it will receive 0 marks.