BTI325 Assignment 1

# Submission Deadline:

Section A& C: Sunday, Sep 23th, 2018 @ 11:59 PM

Section B: Tuesday, Sep 25th, 2018 @ 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](https://www.heroku.com/home).

### **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 using the Mac Lab (DB3078) – this software is 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)

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### **Step 2:** Following the Guide

The next step involves following along with the "**Getting Started With Heroku**" Guide available on the [course website](http://zenit.senecac.on.ca/~patrick.crawford/index.php/web322/course-notes/getting-started-with-heroku/). 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:

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\* 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

\* like <https://boiling-caverns-11024.herokuapp.com> )

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1. 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)
2. Submit the zip file (a1.zip) on Blackboard ->A1
3. 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.