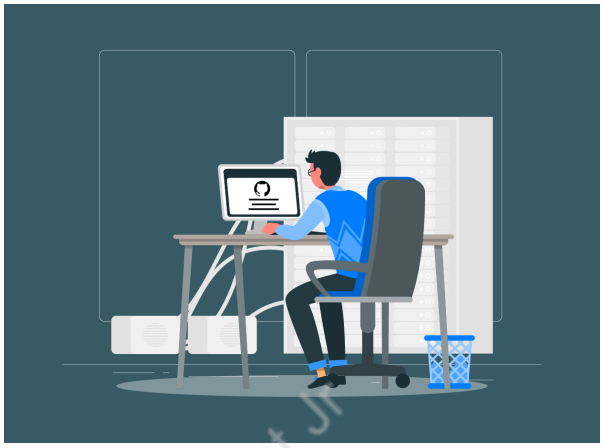
SETTING UP LOCAL ENVIRONMENT AND UPLOADING CODE TO GITHUB



What is our GOAL for this module?

Learn to install the Visual Studio Code Editor and upload the code on GitHub.

What did we ACHIEVE in the class today?

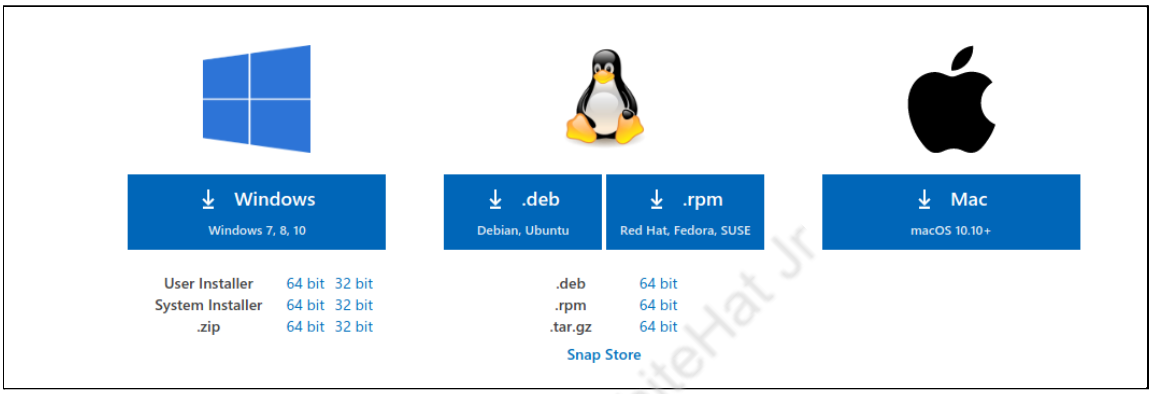
- Learned the role of HTML and JavaScript to design a web page that can host the game page.
- Learned how to set up a local environment to write and test code using JavaScript
- Uploaded, set up, and downloaded the code on GitHub

Which CONCEPTS/ CODING BLOCKS did we cover today?

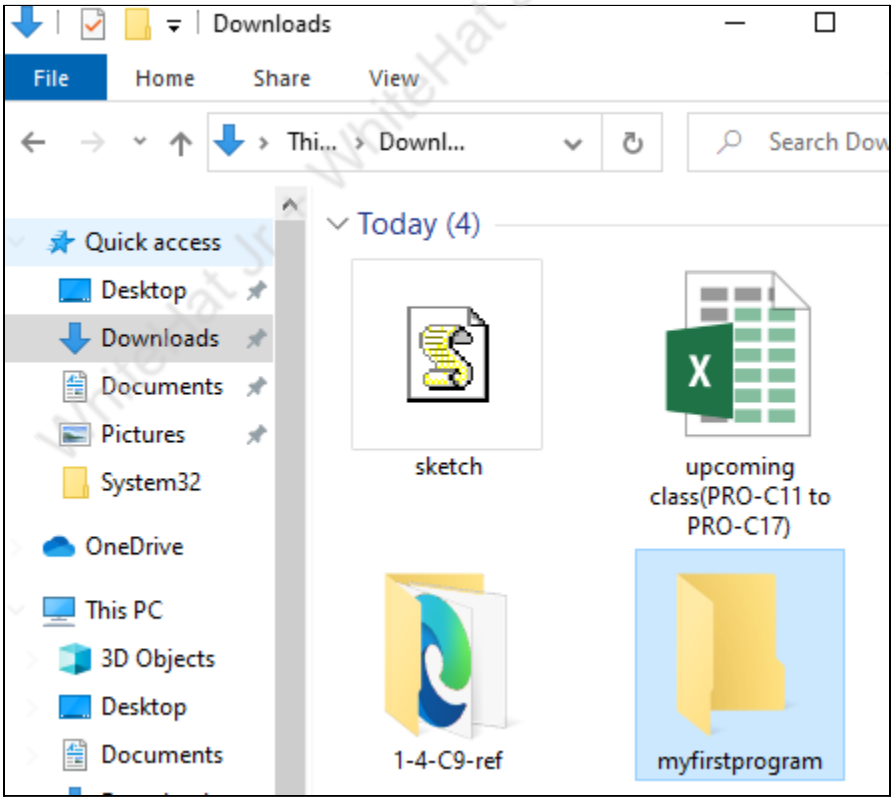
- Download and install VS Code Editor
- Explore Live Server in VS Code
- Upload and download the code on GitHub

How did we DO the activities?

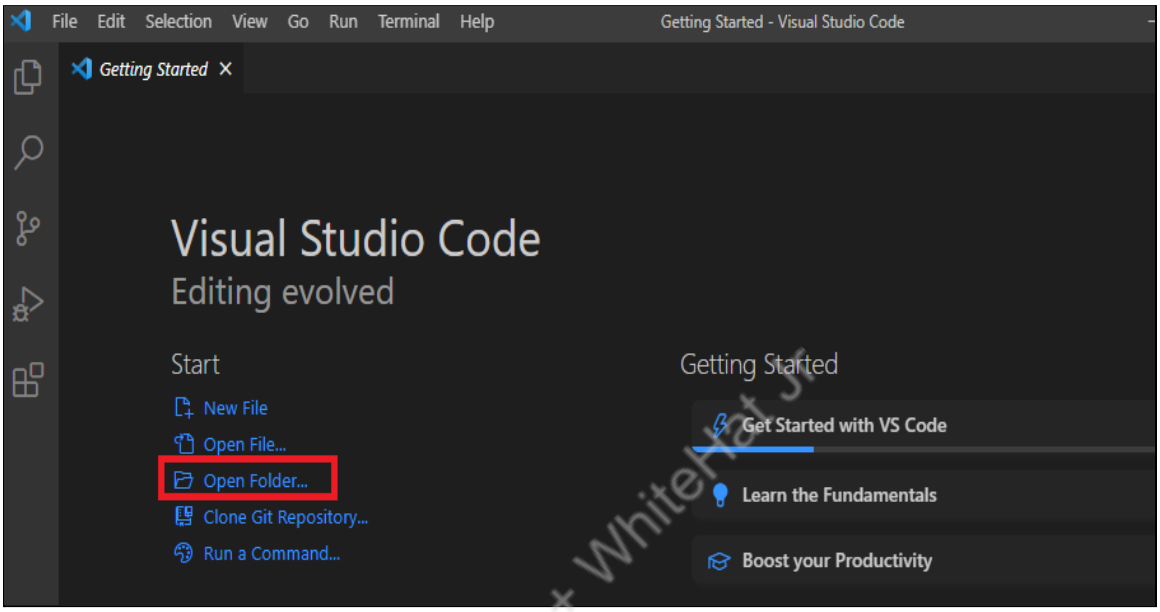
1. Download the Visual Studio Code:



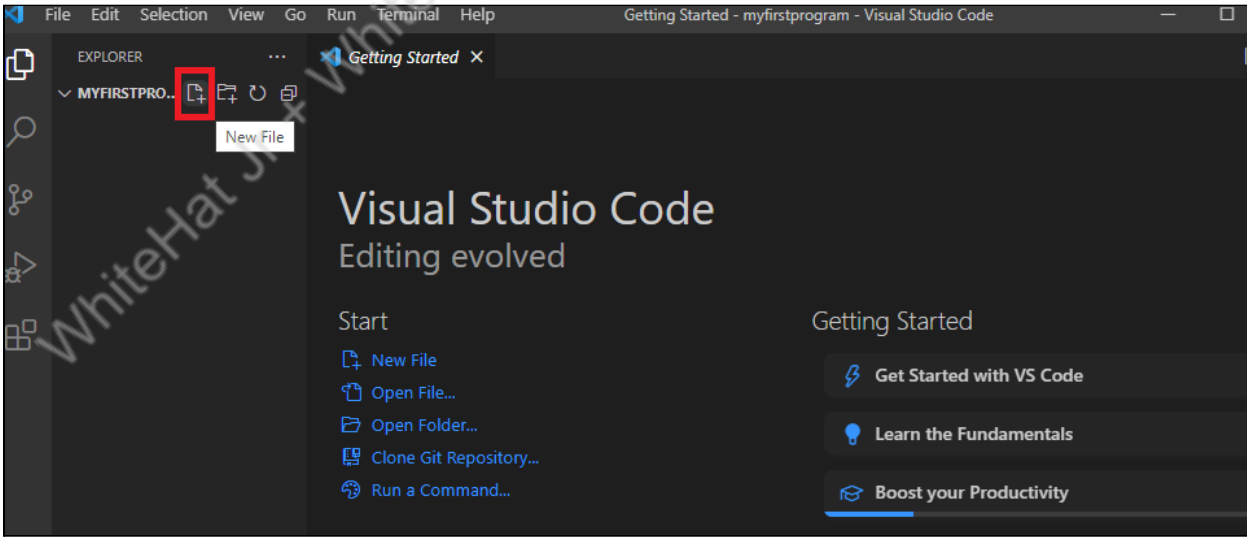
2. Create an empty folder and name it as **myfirstprogram**:



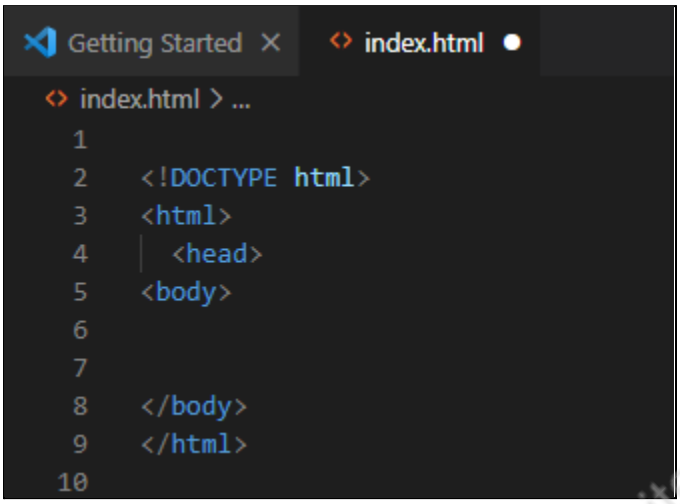
3. Open the VS code and Click on the **Open Folder...** from the **File** menu:



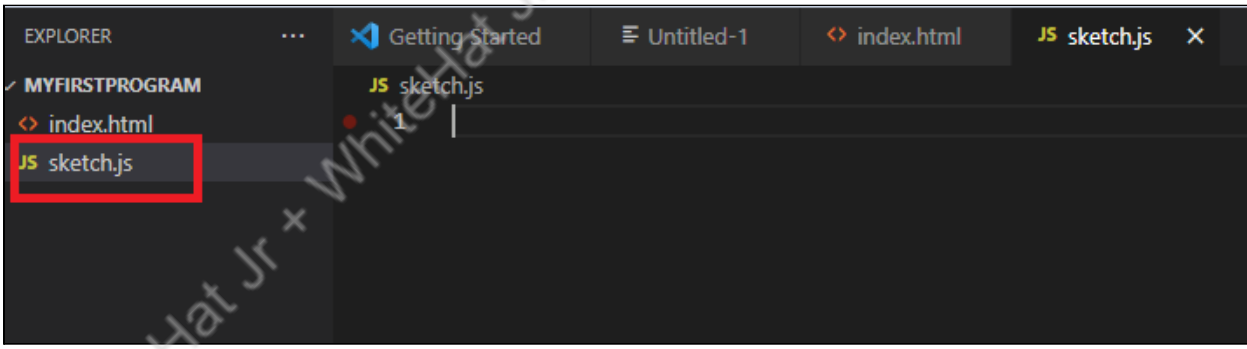
4. Once the folder is open, create a new file name **index.html**



5. Create a structure for **index.html**

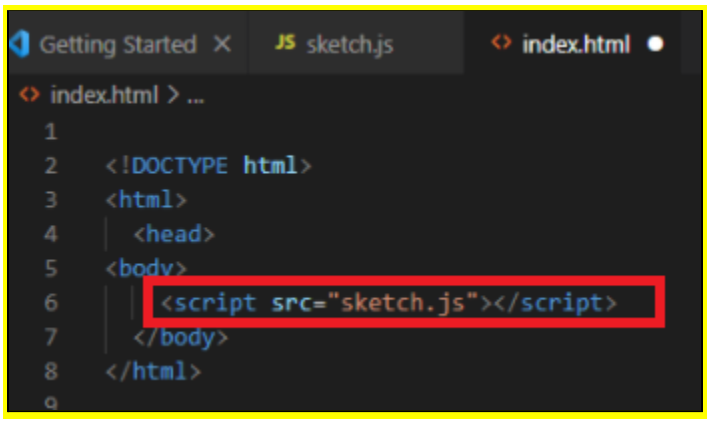


6. Create a new file named **sketch.js** to write the code

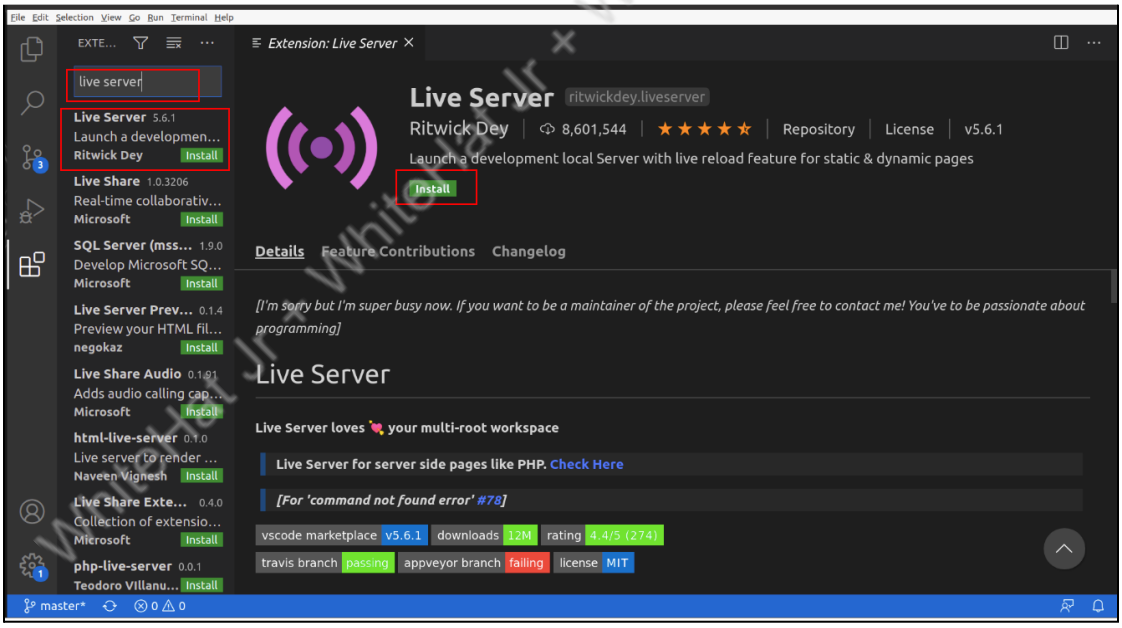


7. To display a message, use **console.log**. The **console.log**() is a function in **JavaScript** that is used to print any kind of variables defined in it.

8. Add the **sketch.js** file in **index.html** using the **<script> tag**

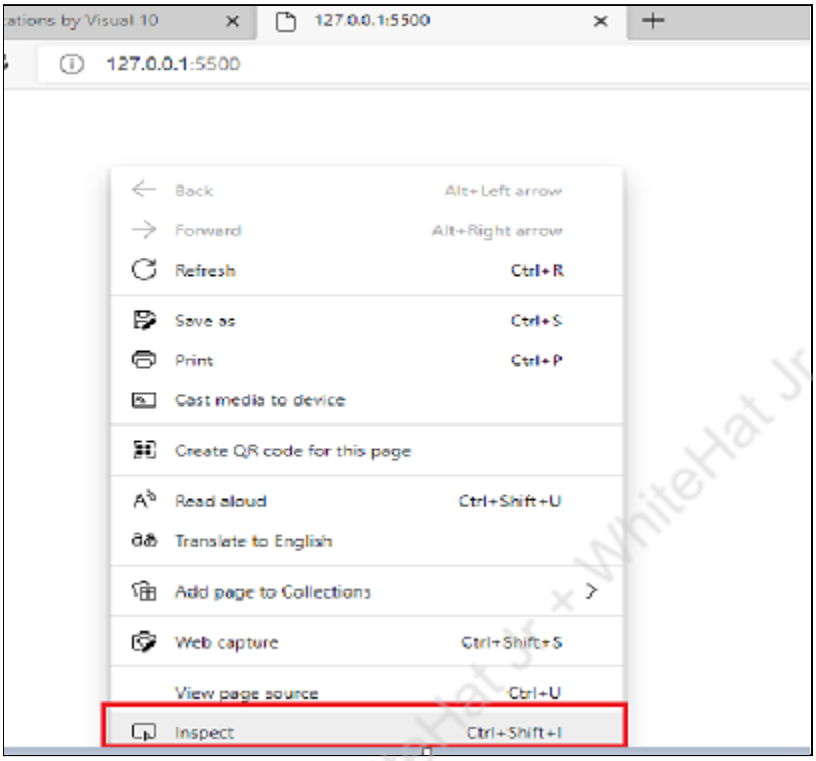


9. Enable the **Live Server**

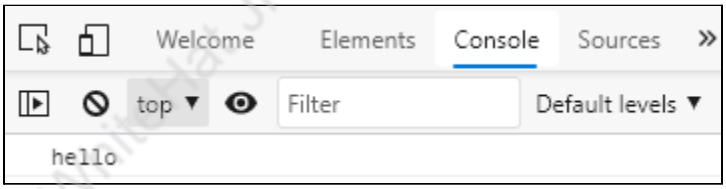


10. Launch the server by clicking on the **Go Live** option.

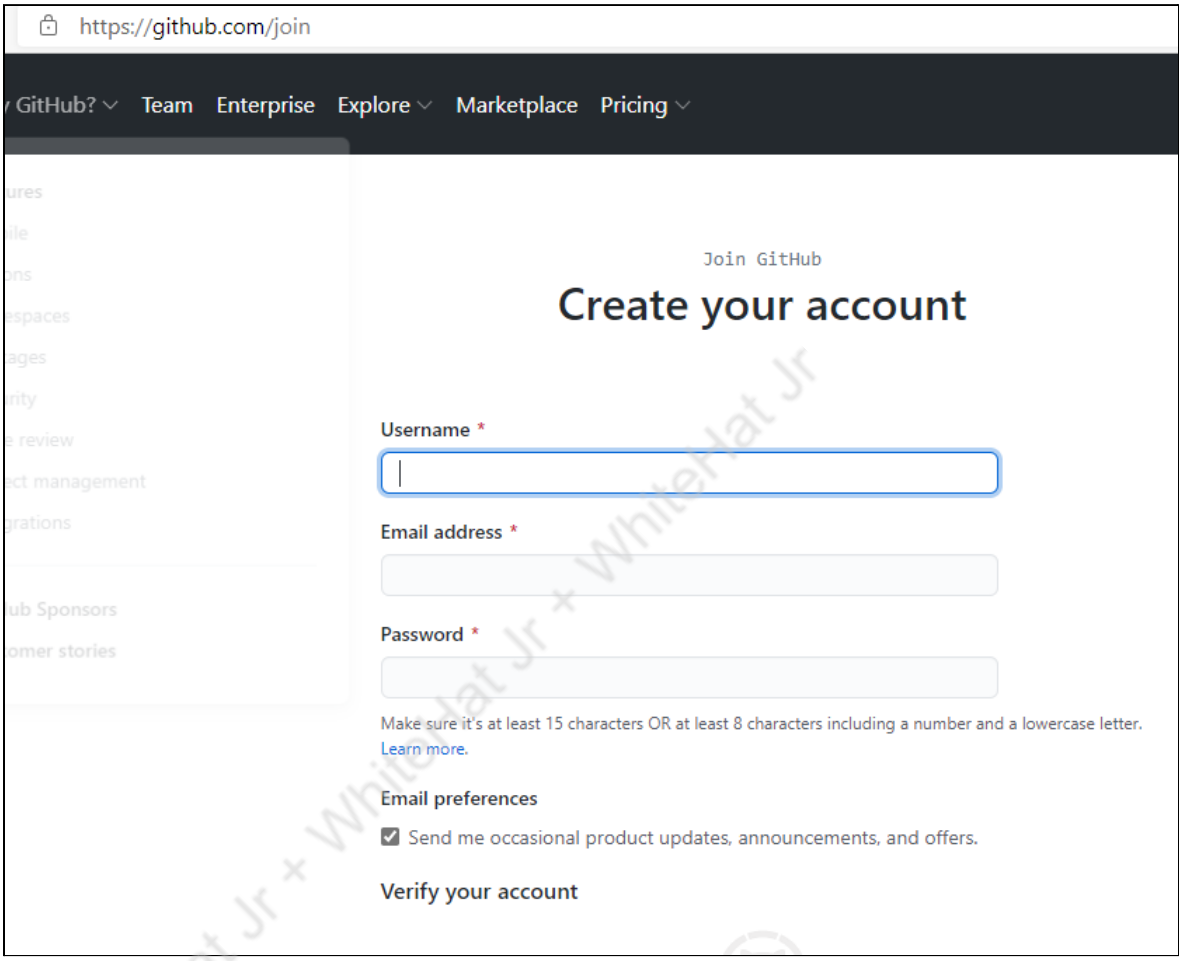
11.. Run the link in the local server.



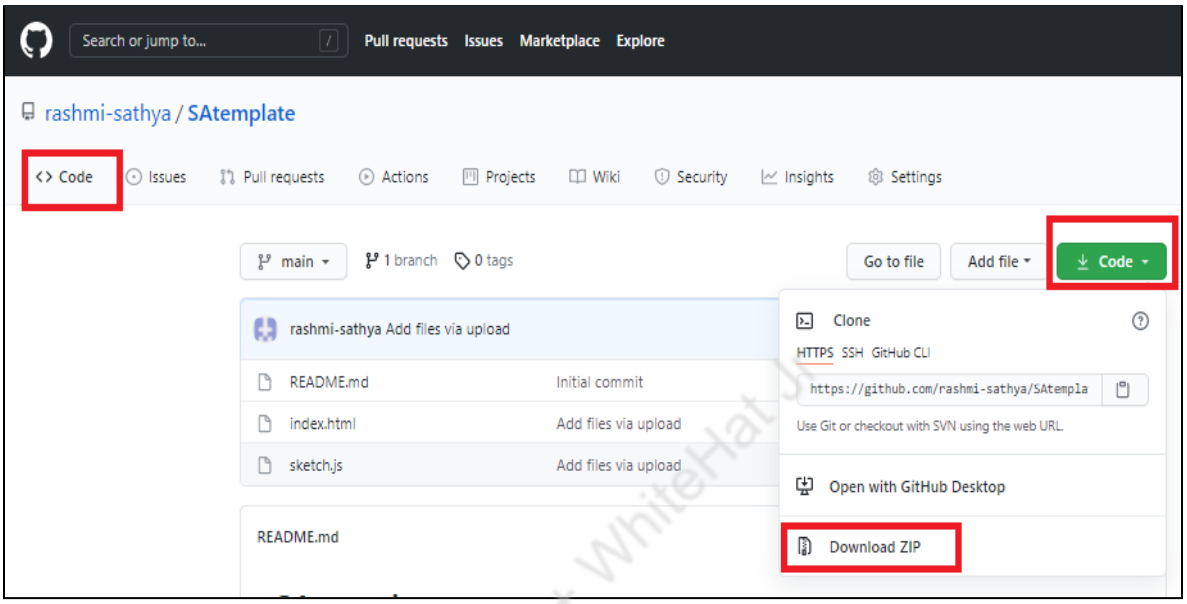
Output:



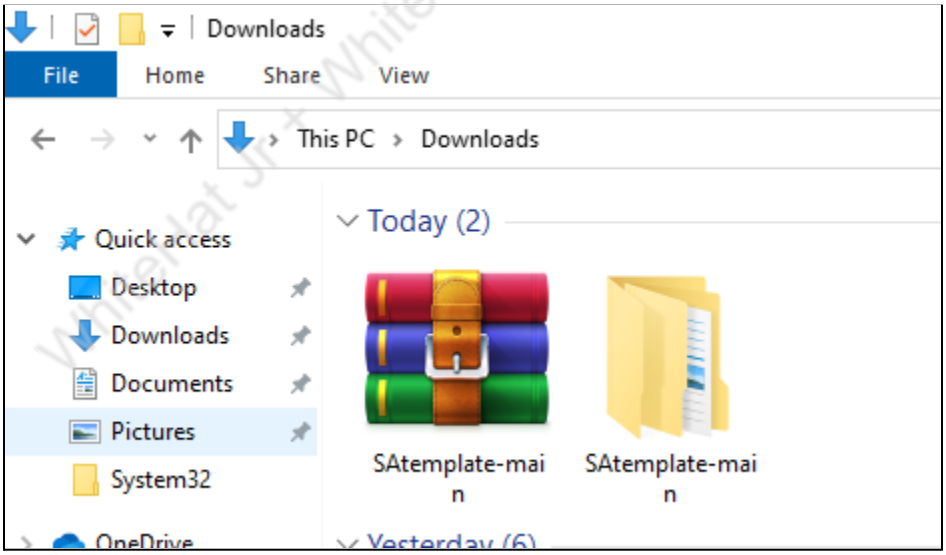
12. Create a login to Github account and click on this link to download:



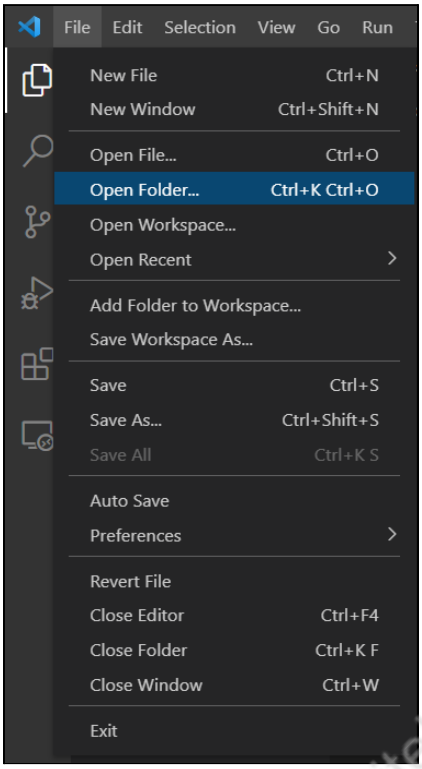
13. Download the zip file from **GitHub**.



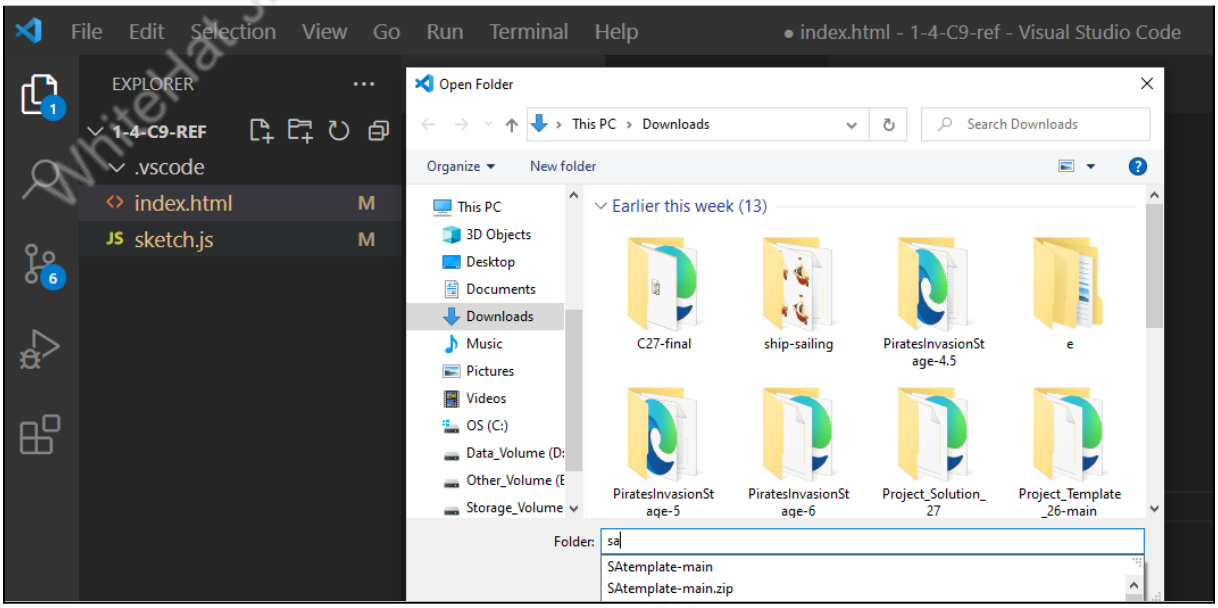
14. Extracted view of **SAtemplate-main** folder.



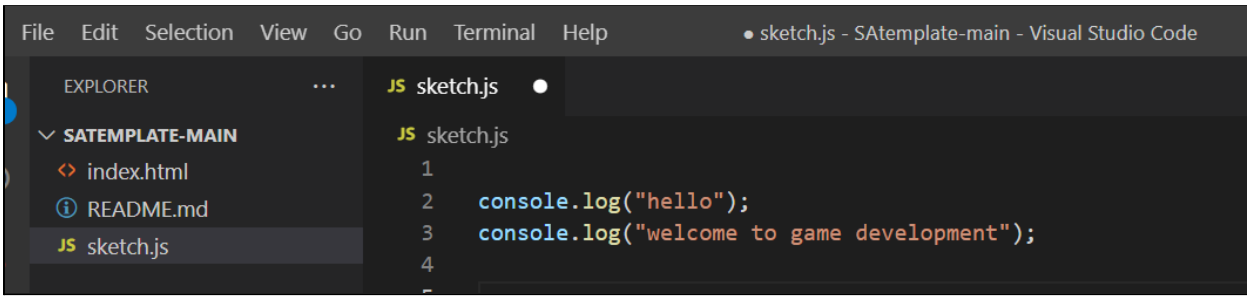
15. Click on the **Open Folder...** from the **File** menu.



16. Choose the name of the file from the **SAtemplate-main** folder.

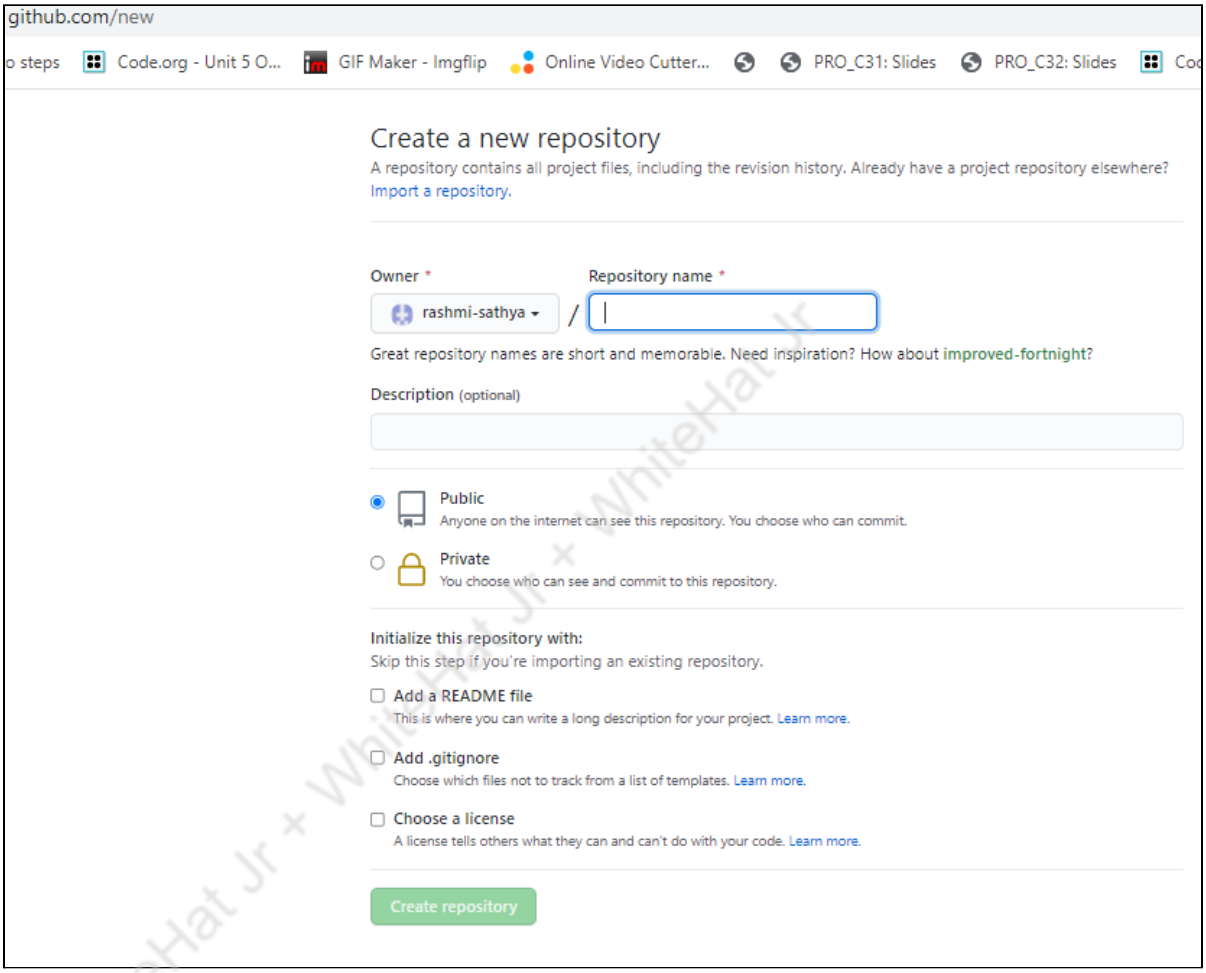


17. Add the code inside **sketch.js**

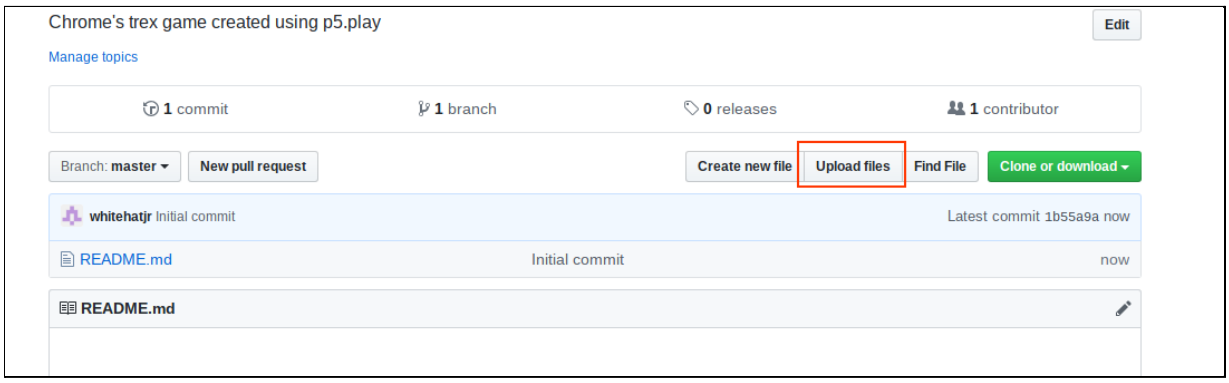


Output:

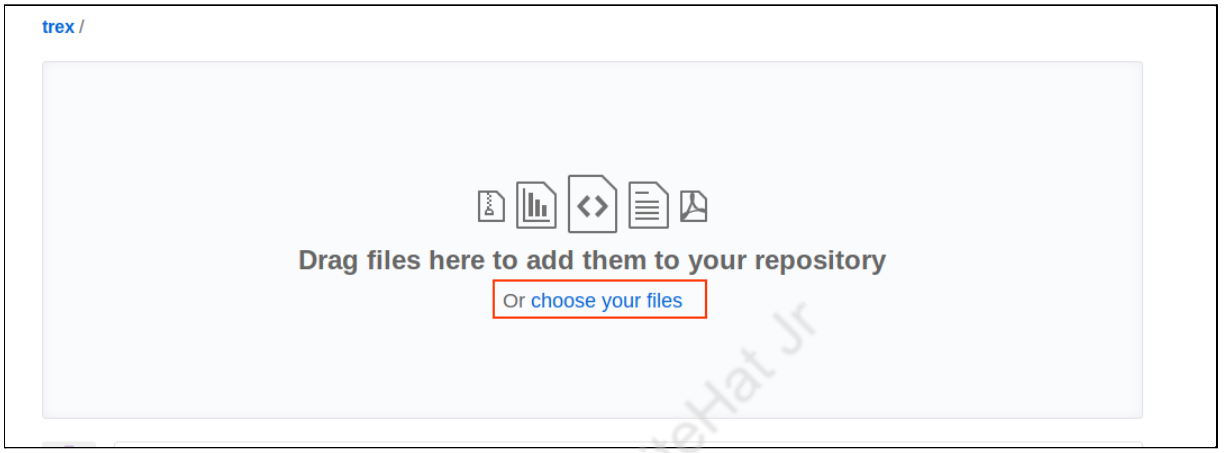
18. Create a new repository to adding the **Repository name** and enabling the **Public** as shown in the below screenshot.



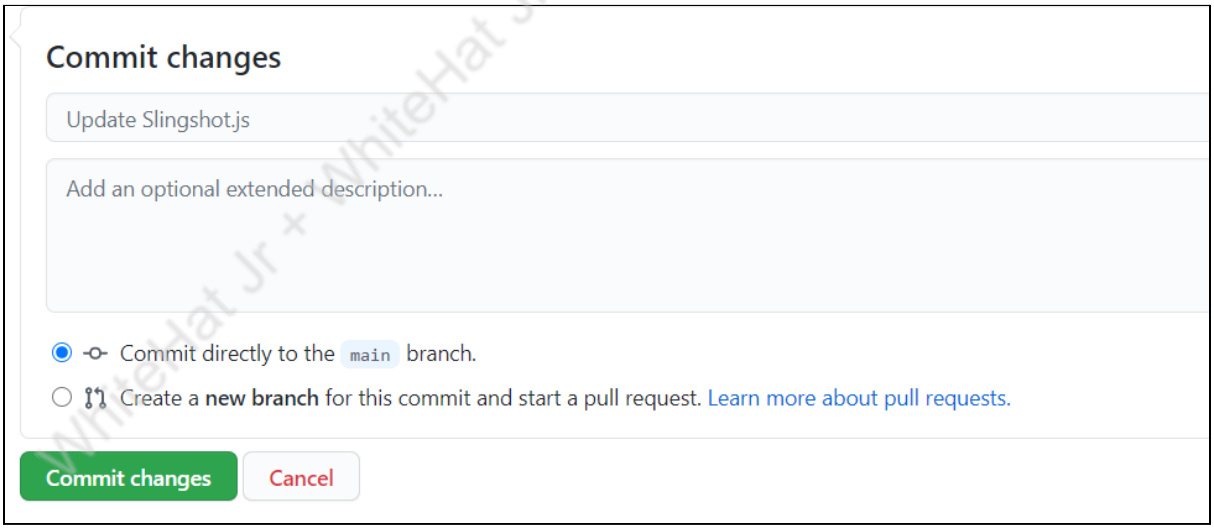
19. Upload the files to their **GitHub** project repository.



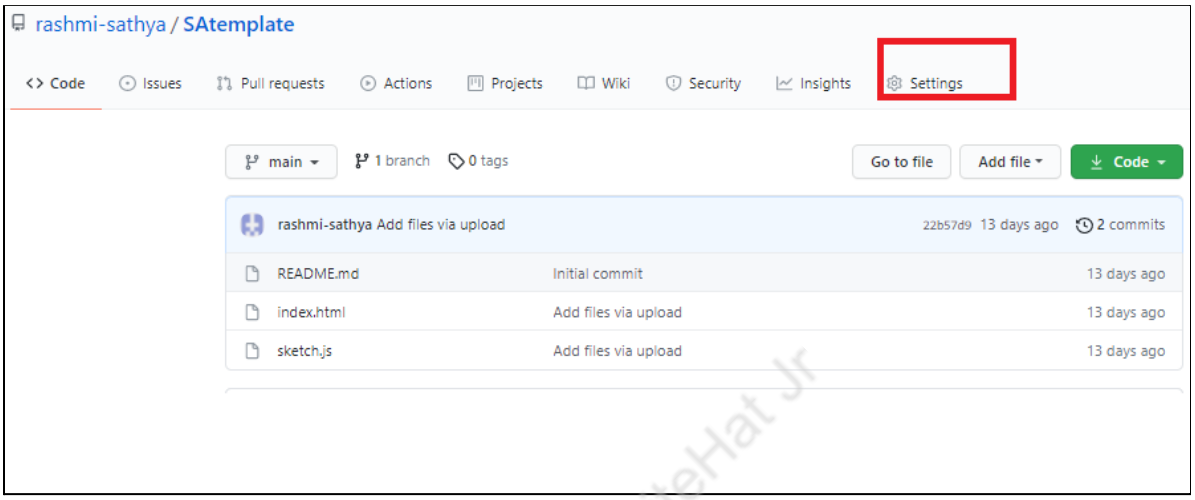
20. Choose the file from the repository by **dragging** the file or click on **choose your files**.



21. **Commit** the change to save the files.

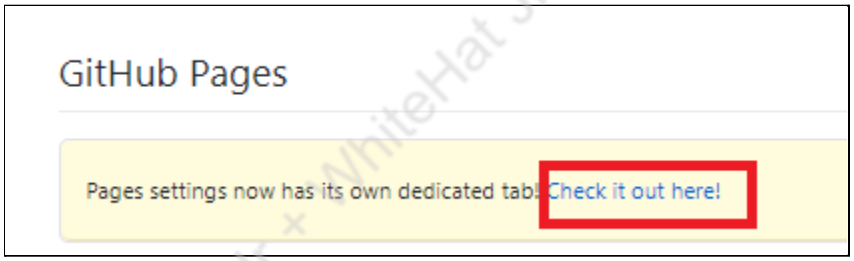


22. To create a **sharable link** click on the **settings**:

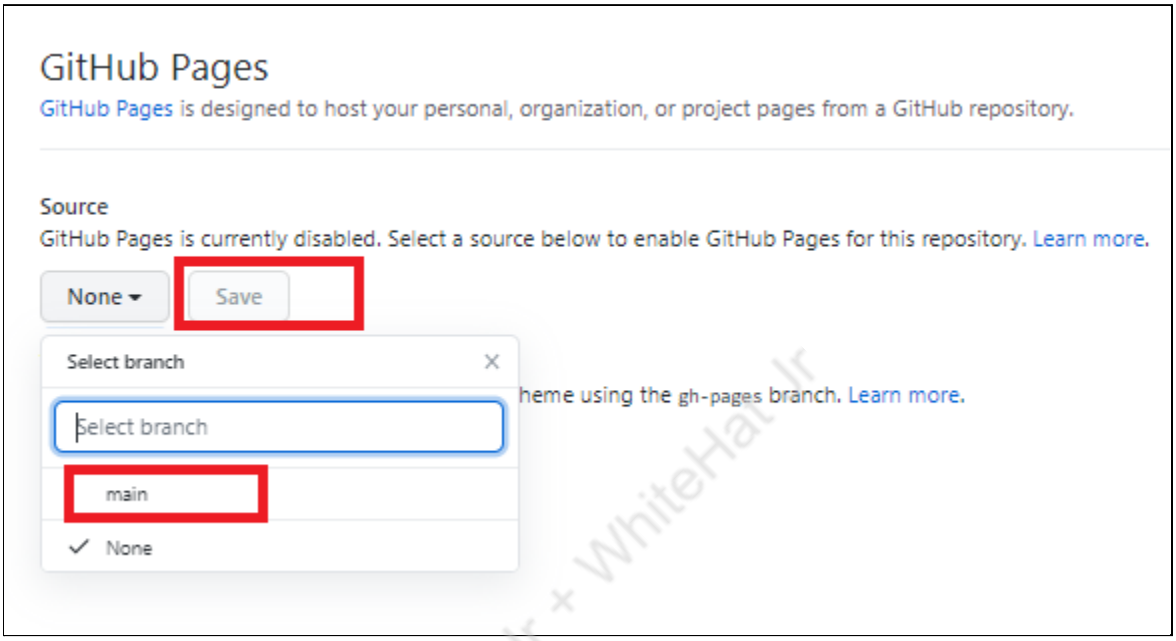


23. Click on **Check it out here** from the **Settings** page.

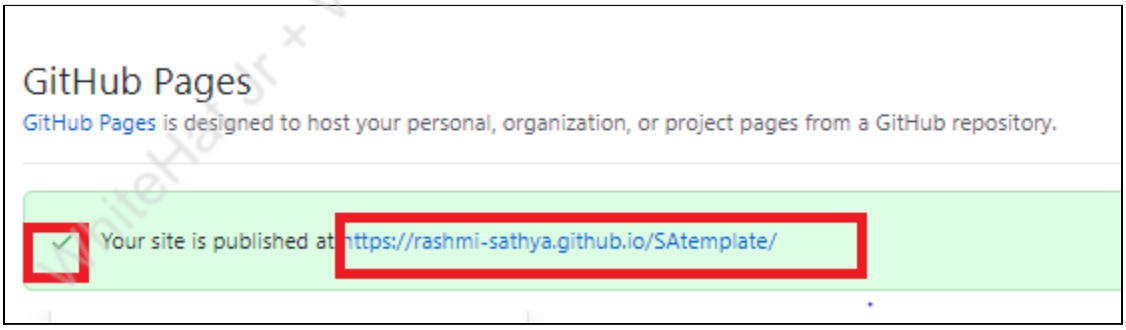
Note: The procedure may vary based upon the GitHub versions



24. Select **main** from the **select branch** and click the **save** button.



25. Your project link is published. Ensure you receive a **green color tick mark**.
    Note: If you didn't receive a tick mark keep refreshing the page



What's next?

In the next class, we will start building a new game - Trex.

Extend Your Knowledge:

To know more about GitHub you can use the link here: GitHub