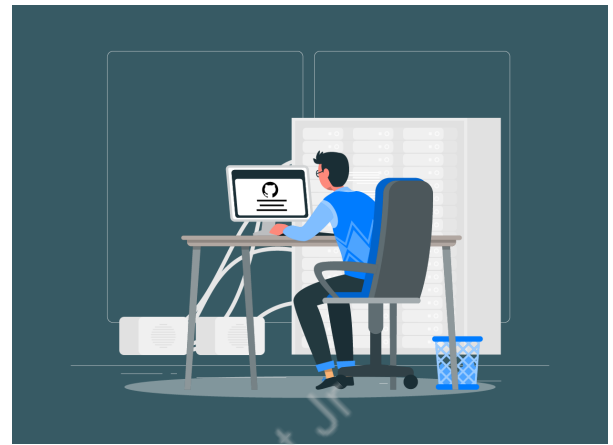


SETTING UP LOCAL ENVIRONMENT AND UPLOADING CODE TO GITHUB



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?

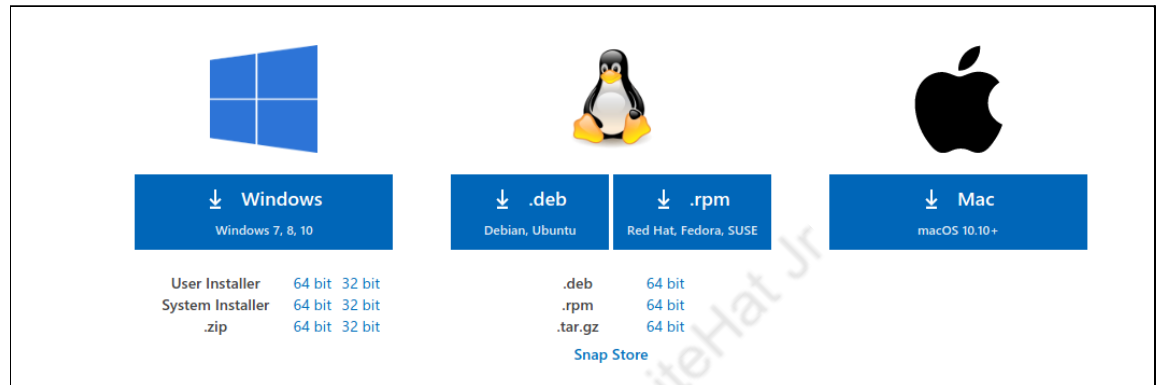
- Learned the role of HTML and JavaScript to design a web page that can host the game page.
- Learned how to set up a local environment to write and test code using JavaScript
- Uploaded, set up, and downloaded the code on GitHub

Which CONCEPTS/ CODING BLOCKS did we cover today?

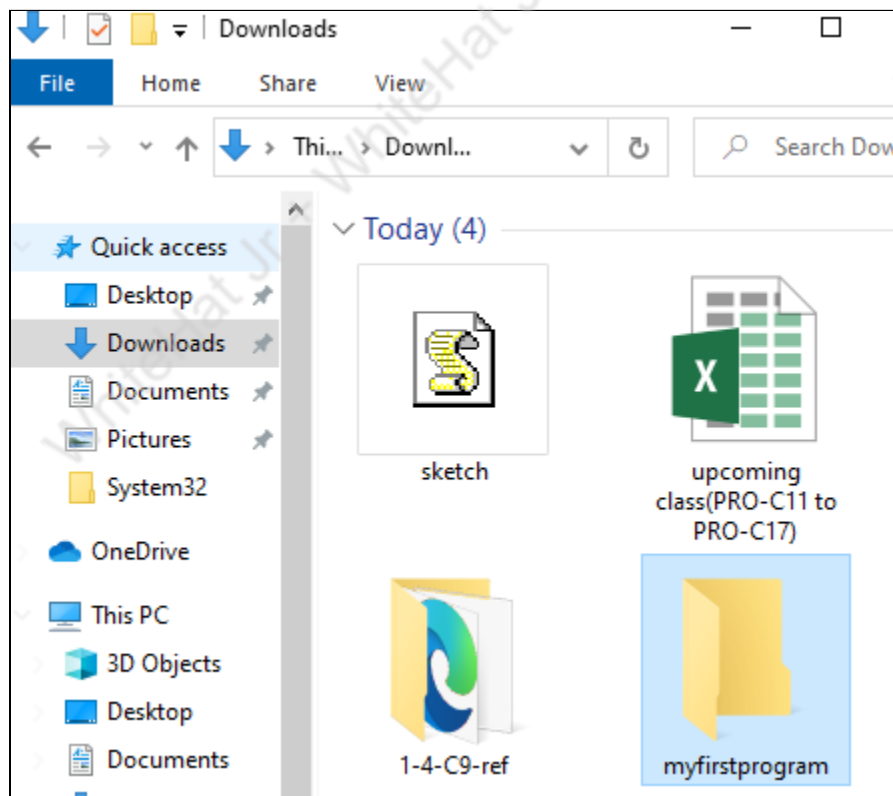
- Download and install VS Code Editor
- Explore Live Server in VS Code
- Upload and download the code on GitHub

How did we DO the activities?

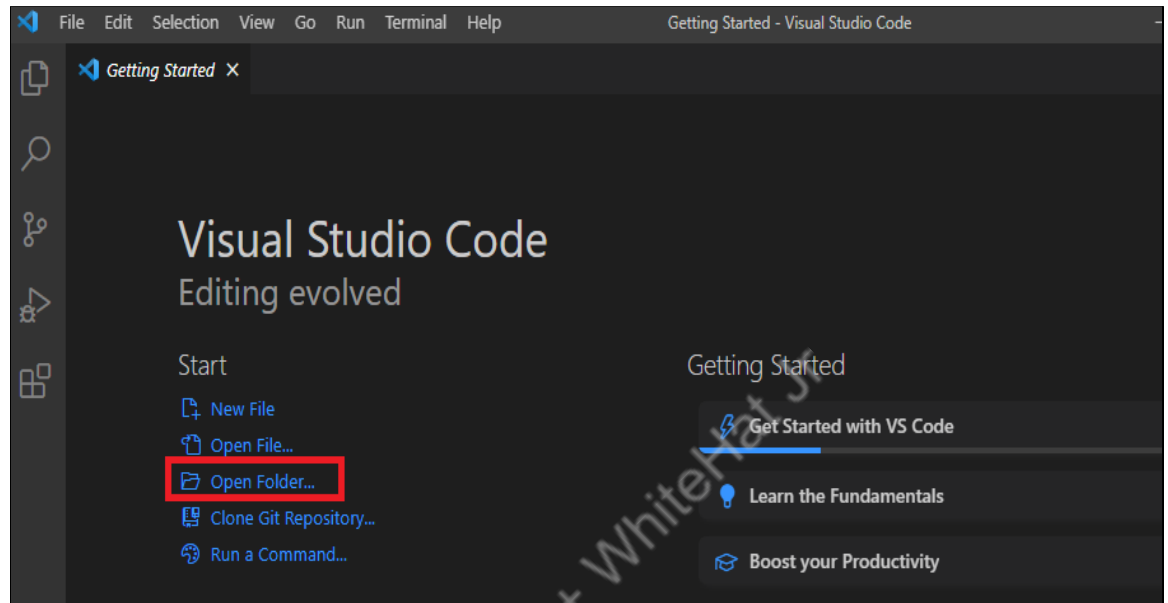
1. Download the Visual Studio Code:



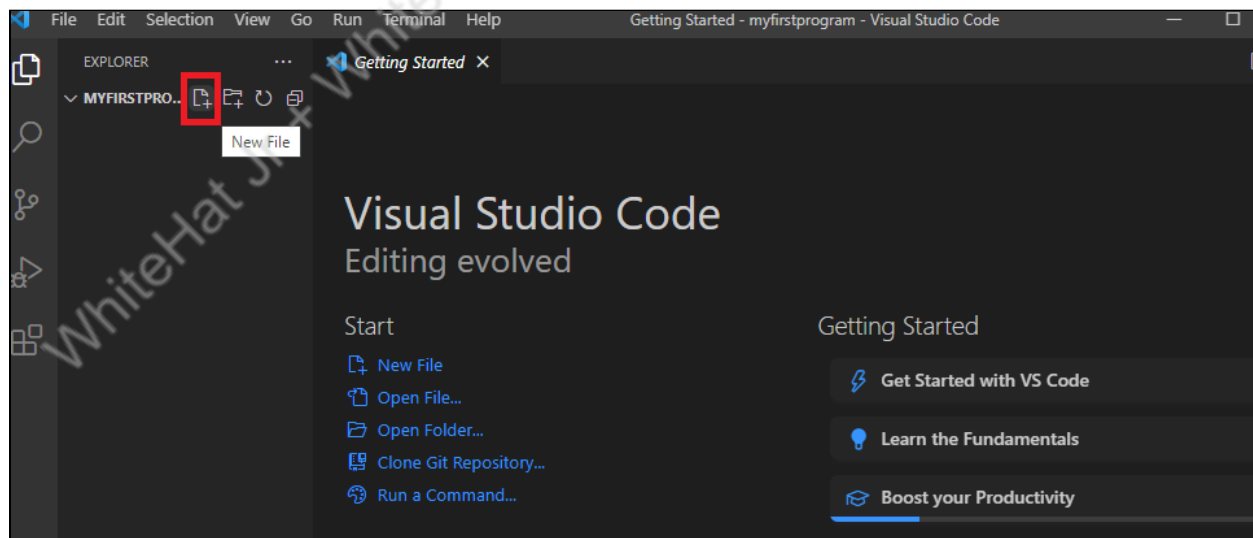
2. Create an empty folder and name it as **myfirstprogram**:



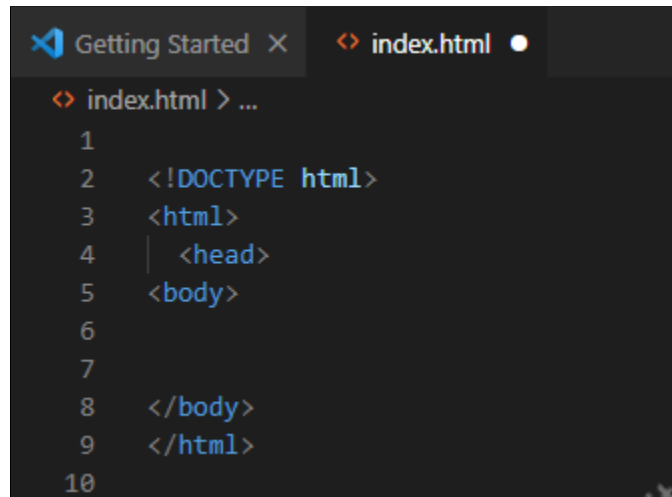
3. Open the VS code and Click on the **Open Folder...** from the **File** menu:



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

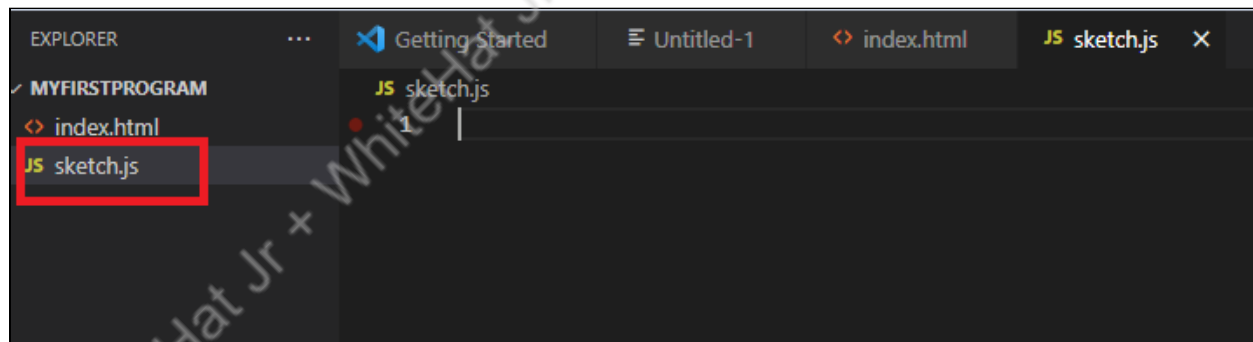


5. Create a structure for **index.html**



```
index.html > ...
1
2  <!DOCTYPE html>
3  <html>
4    <head>
5    <body>
6
7
8  </body>
9  </html>
10
```

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

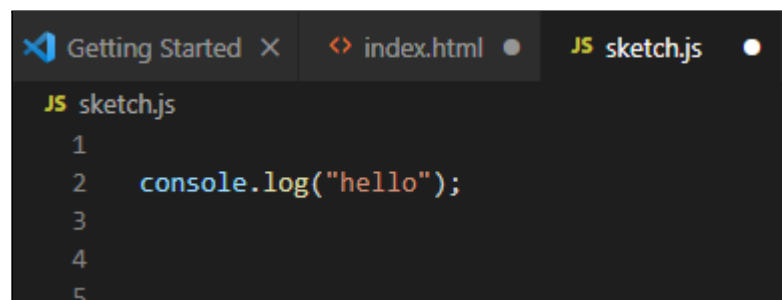


EXPLORER

MYFIRSTPROGRAM

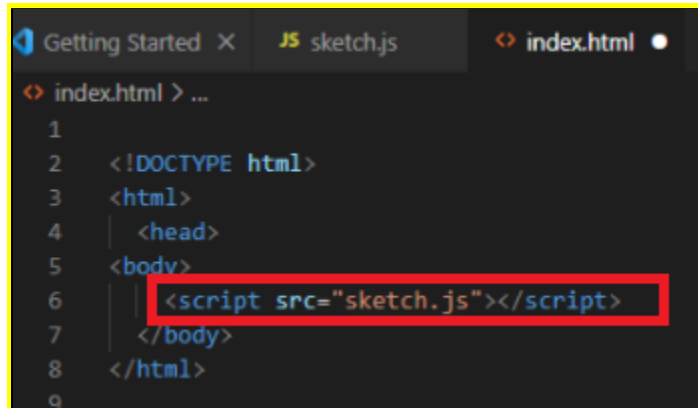
- index.html
- JS sketch.js**

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.



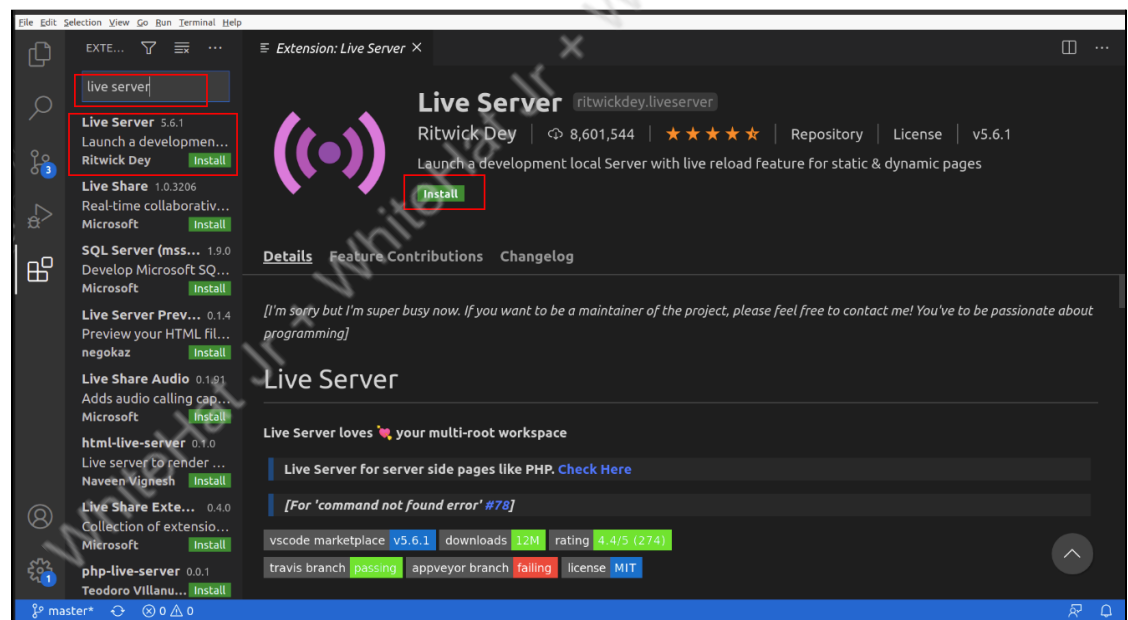
```
JS sketch.js
1
2  console.log("hello");
3
4
5
```

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



```
Getting Started x JS sketch.js index.html
index.html > ...
1
2 <!DOCTYPE html>
3 <html>
4   <head>
5   <body>
6     <script src="sketch.js"></script>
7   </body>
8 </html>
9
```

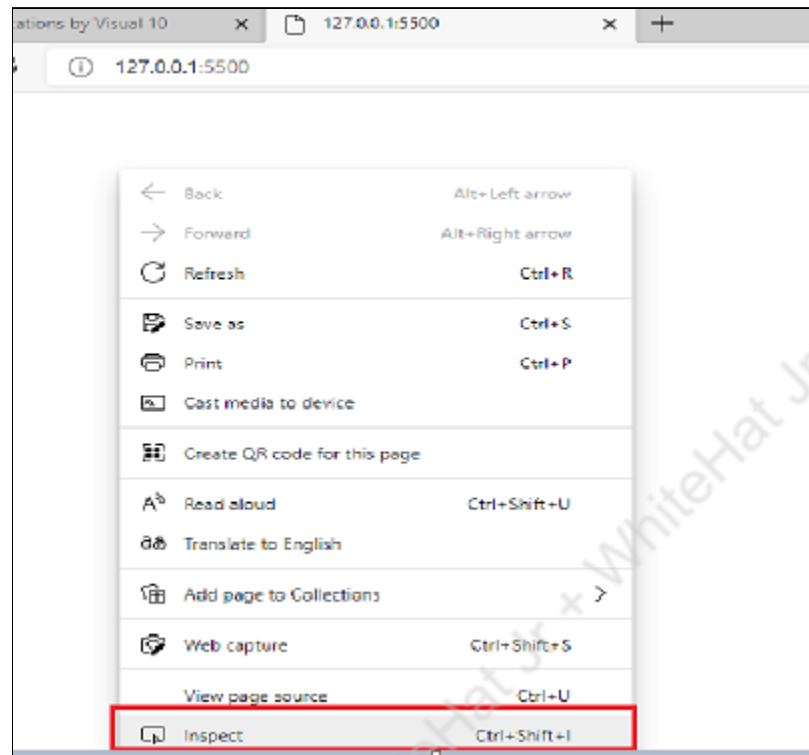
9. Enable the **Live Server**



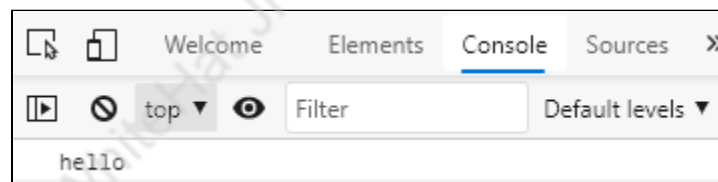
10. Launch the server by clicking on the **Go Live** option.



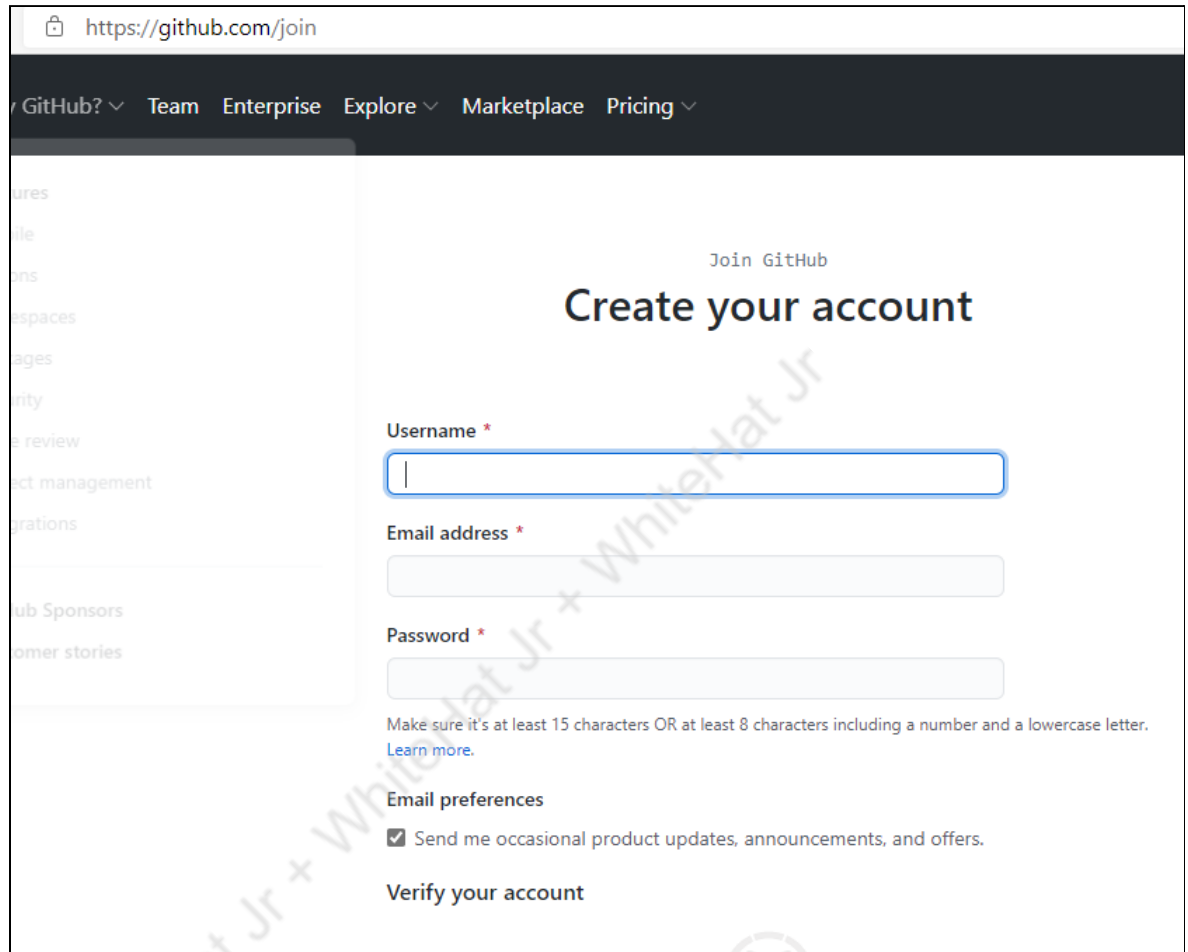
11.. Run the link in the local server.



Output:



12. Create a login to Github account and click on this [link](#) to download:



The screenshot shows the GitHub 'Create your account' page. The browser address bar displays 'https://github.com/join'. The page header includes links for 'GitHub?', 'Team', 'Enterprise', 'Explore', 'Marketplace', and 'Pricing'. A sidebar on the left lists various GitHub features. The main content area is titled 'Join GitHub' and 'Create your account'. It contains three input fields: 'Username *', 'Email address *', and 'Password *'. Below the password field, there is a note: 'Make sure it's at least 15 characters OR at least 8 characters including a number and a lowercase letter. [Learn more.](#)'. Under 'Email preferences', there is a checked checkbox for 'Send me occasional product updates, announcements, and offers.' At the bottom, there is a 'Verify your account' link.

https://github.com/join

GitHub? Team Enterprise Explore Marketplace Pricing

Join GitHub

Create your account

Username *

Email address *

Password *

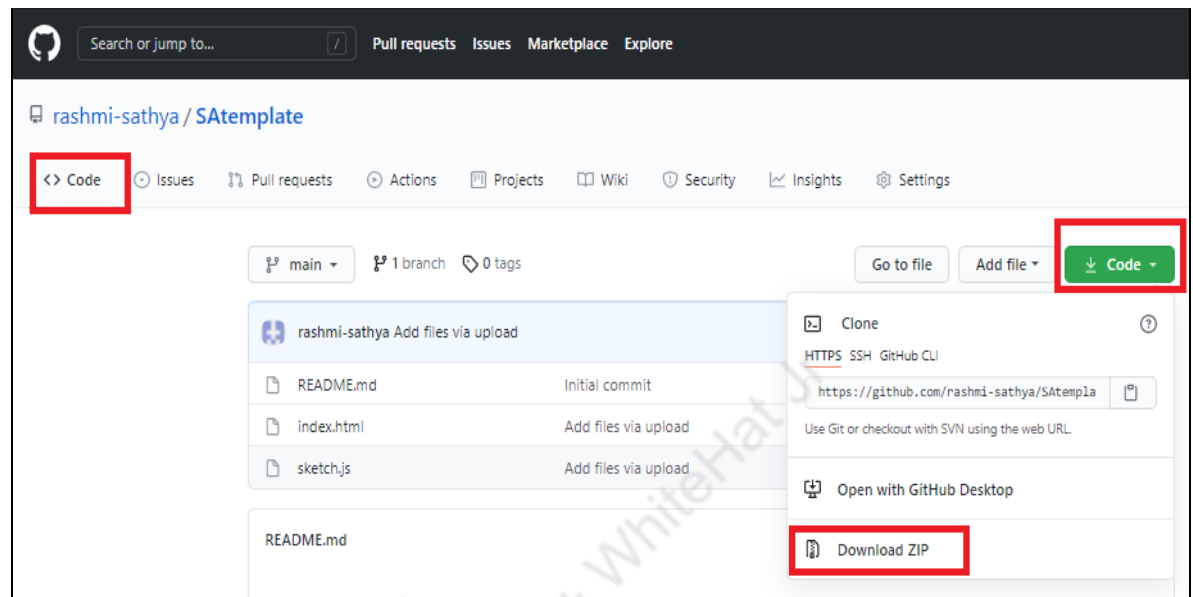
Make sure it's at least 15 characters OR at least 8 characters including a number and a lowercase letter. [Learn more.](#)

Email preferences

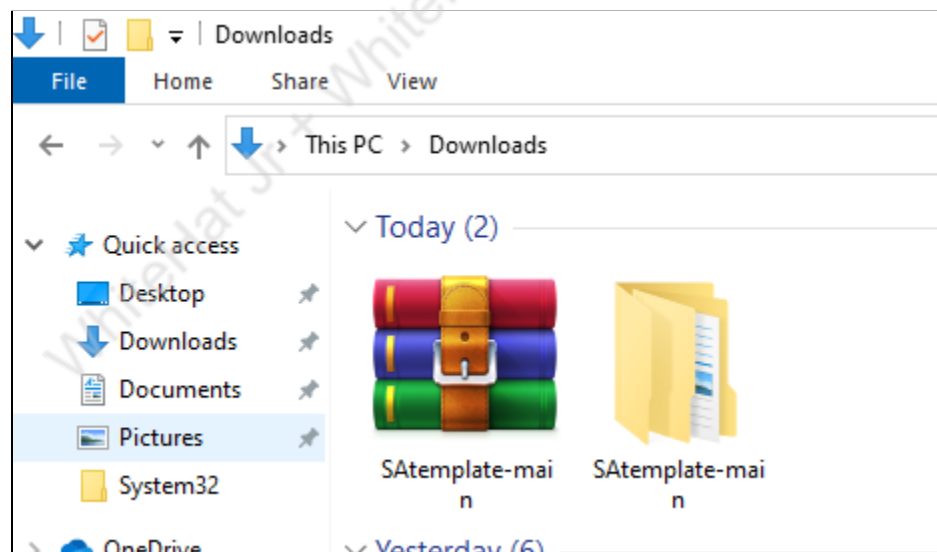
☒ Send me occasional product updates, announcements, and offers.

Verify your account

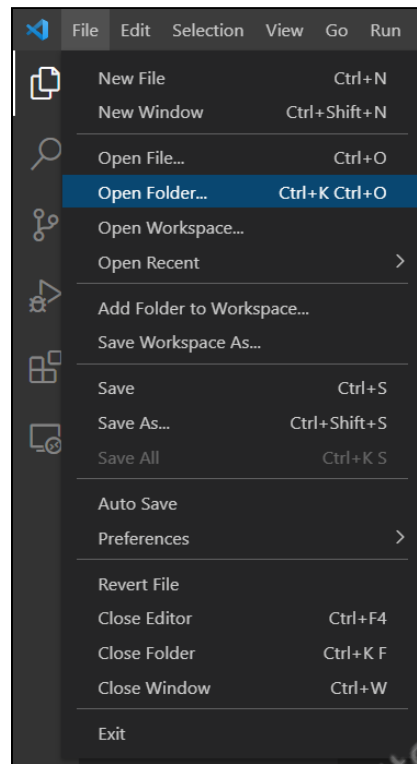
13. Download the zip file from **GitHub**.



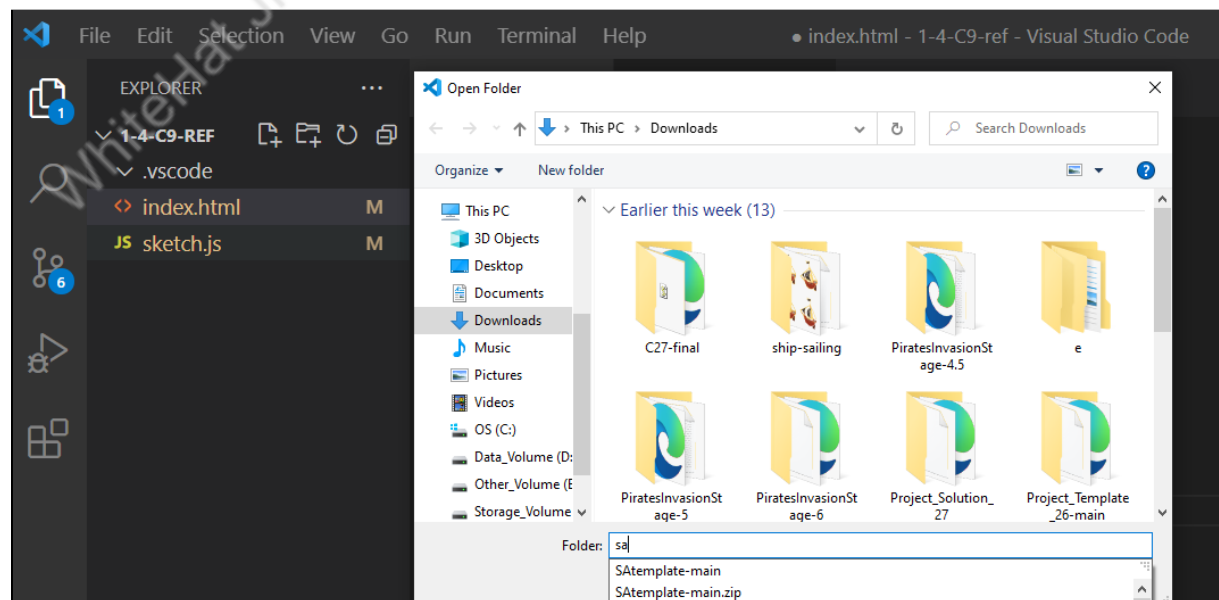
14. Extracted view of **SAtemplate-main** folder.



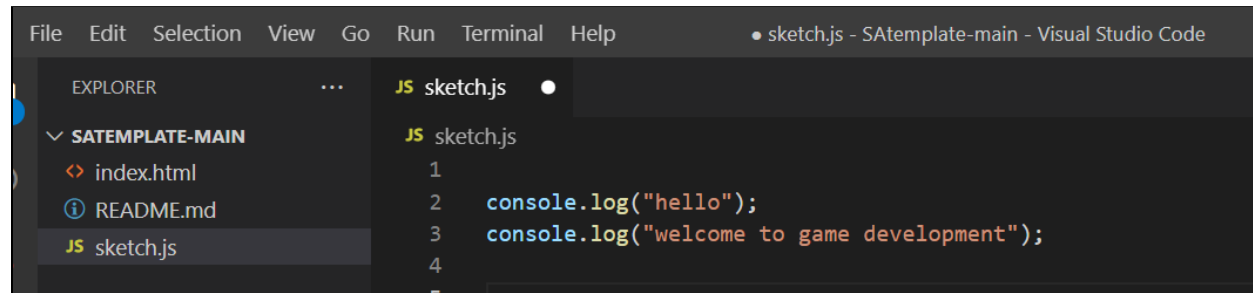
15. Click on the **Open Folder...** from the **File** menu.



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



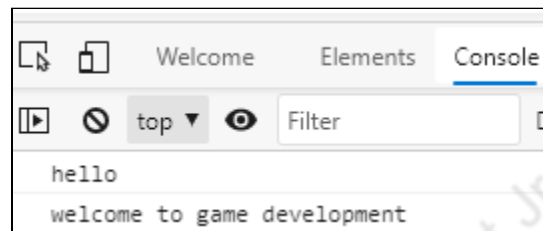
17. Add the code inside **sketch.js**



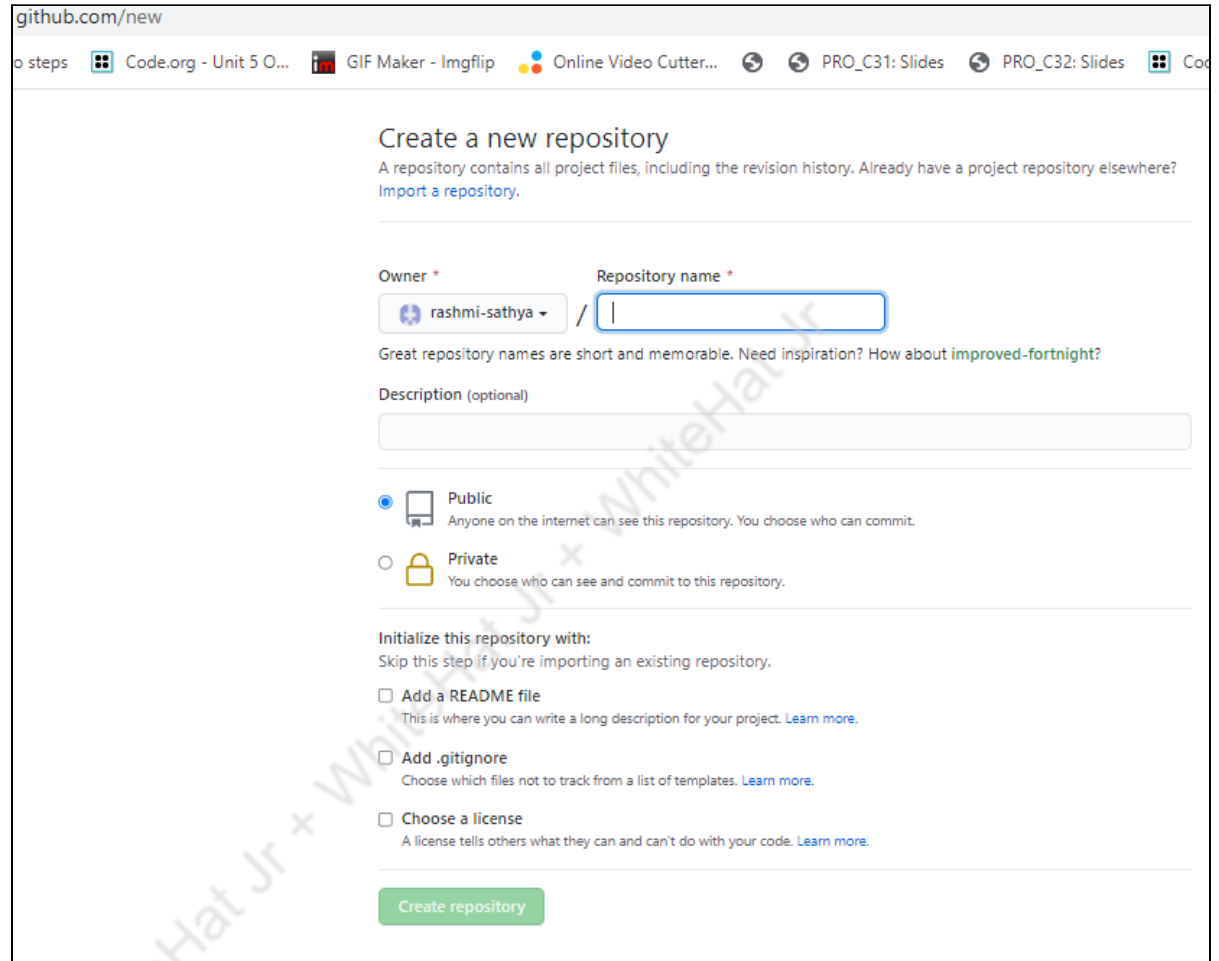
The screenshot shows the Visual Studio Code interface. In the Explorer pane on the left, the file `sketch.js` is selected under the `SATEMPLATE-MAIN` folder. The Editor pane on the right displays the content of `sketch.js`:

```
1  
2 console.log("hello");  
3 console.log("welcome to game development");  
4
```

Output:



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



github.com/new

0 steps Code.org - Unit 5 O... GIF Maker - Imgflip Online Video Cutter... PRO_C31: Slides PRO_C32: Slides Cod


Create a new repository


A repository contains all project files, including the revision history. Already have a project repository elsewhere? [Import a repository.](#)

Owner * rashmi-sathya / Repository name *

Great repository names are short and memorable. Need inspiration? How about [improved-fortnight?](#)

Description (optional)

☒  **Public**
Anyone on the internet can see this repository. You choose who can commit.

☐  **Private**
You choose who can see and commit to this repository.

Initialize this repository with:
Skip this step if you're importing an existing repository.

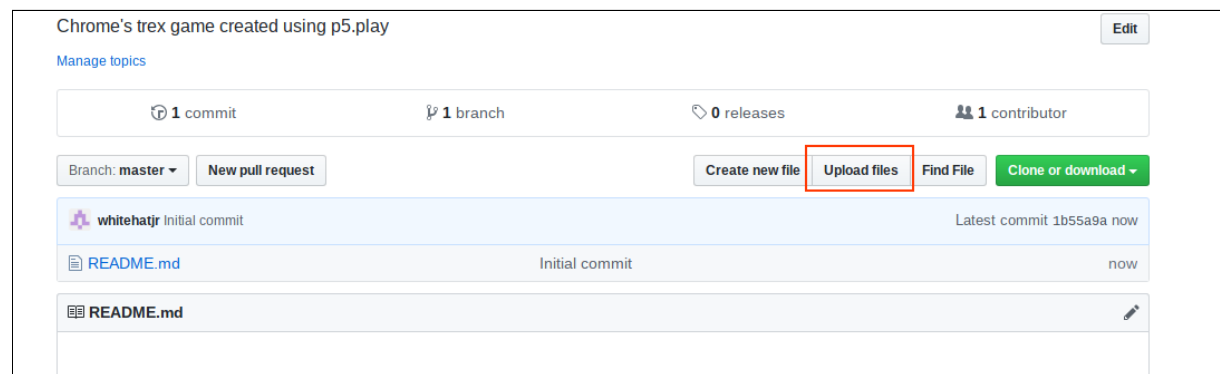
☐ **Add a README file**
This is where you can write a long description for your project. [Learn more.](#)

☐ **Add .gitignore**
Choose which files not to track from a list of templates. [Learn more.](#)

☐ **Choose a license**
A license tells others what they can and can't do with your code. [Learn more.](#)

[Create repository](#)

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




Chrome's trex game created using p5.play Edit

[Manage topics](#)

1 commit 1 branch 0 releases 1 contributor

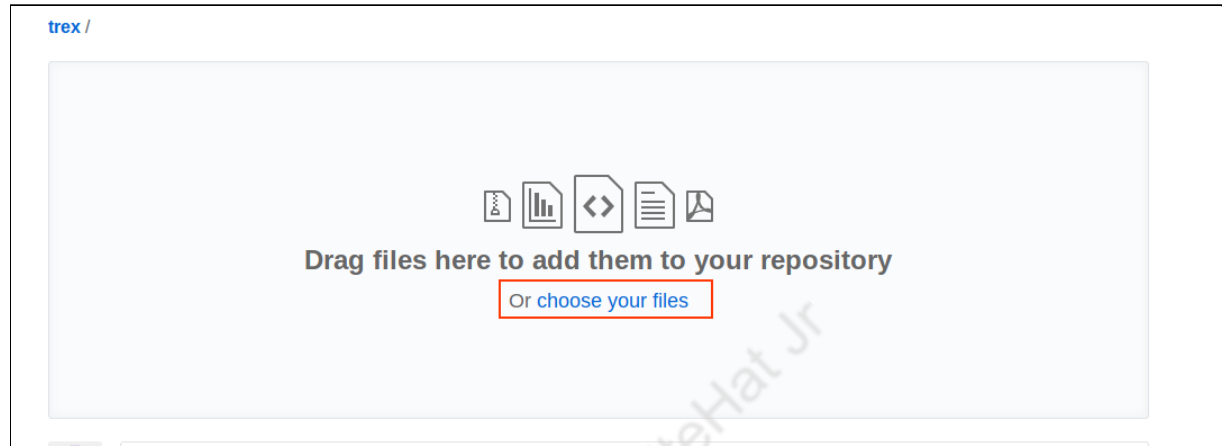
Branch: master [New pull request](#) [Create new file](#) **Upload files** [Find File](#) [Clone or download](#)

 **whitehatjr** Initial commit Latest commit 1b55a9a now

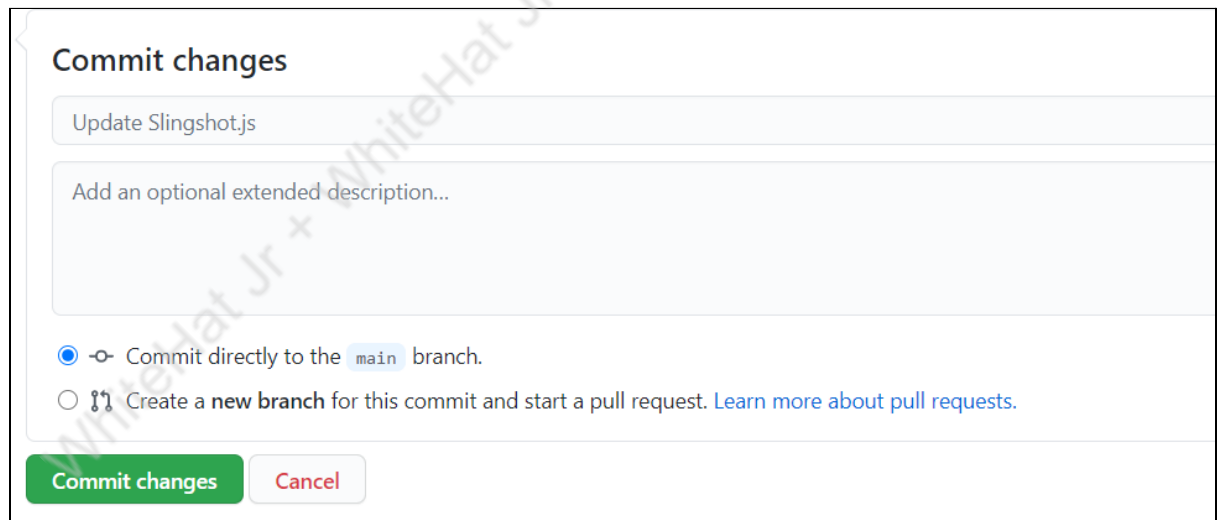
[README.md](#) Initial commit now

[README.md](#)

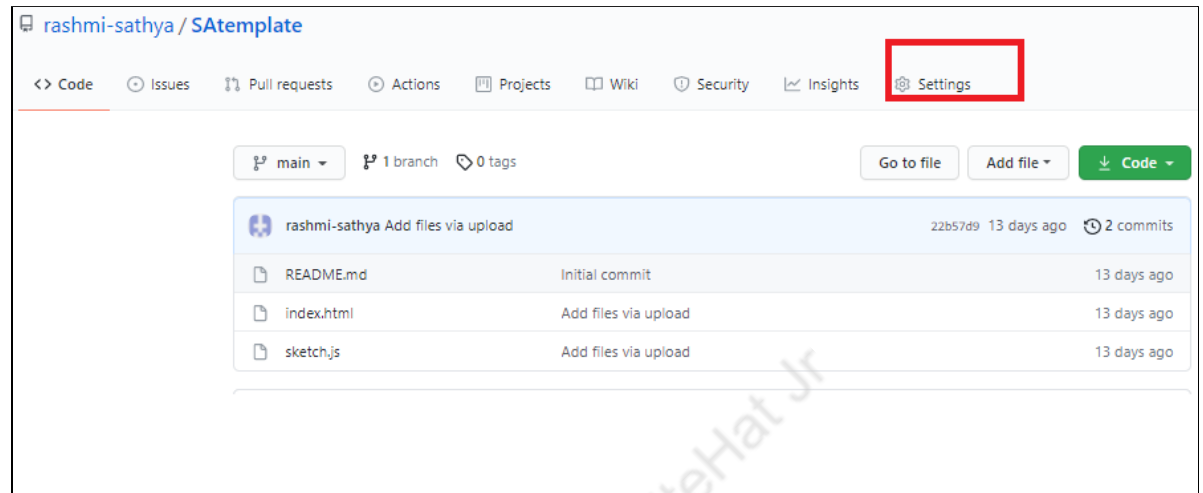
20. Choose the file from the repository by **dragging** the file or click on **choose your files**.



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

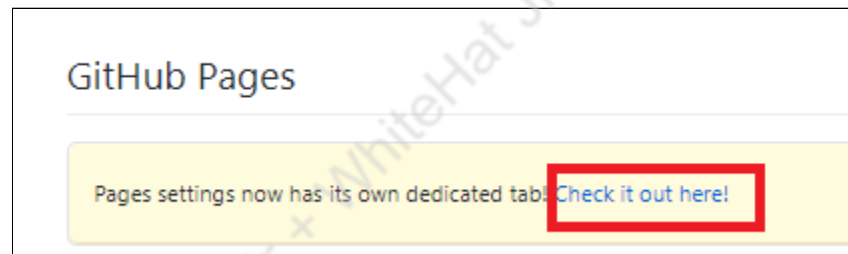
A screenshot of a 'Commit changes' dialog box. At the top, the title 'Commit changes' is displayed. Below it is a text input field containing 'Update Slingshot.js'. Underneath is a larger text area with the placeholder 'Add an optional extended description...'. Further down are two radio button options: the first is selected and labeled 'Commit directly to the main branch.', and the second is labeled 'Create a new branch for this commit and start a pull request. Learn more about pull requests.' At the bottom are two buttons: a green 'Commit changes' button and a white 'Cancel' button.

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

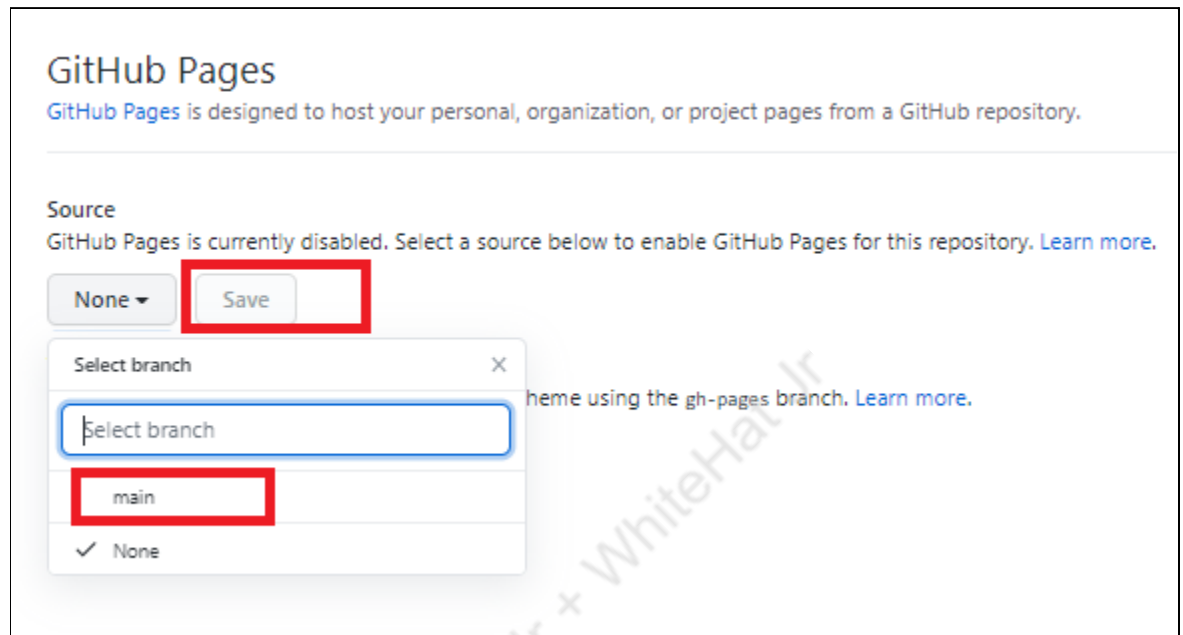


23. Click on **Check it out here** from the **Settings** page.

Note: The procedure may vary based upon the GitHub versions

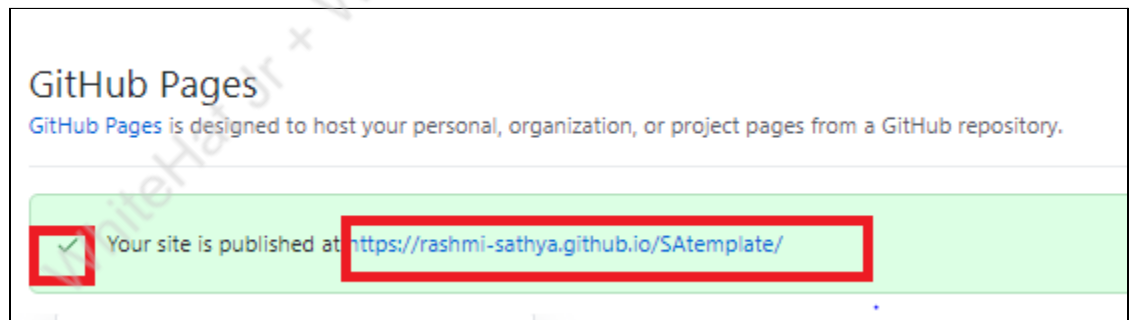


24. Select **main** from the **select branch** and click the **save** button.



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](https://github.com)