Assignment #Zero
Computational Urban Science Workshop, Spring 2019

Due: 9:00am, Thursday, February 14th

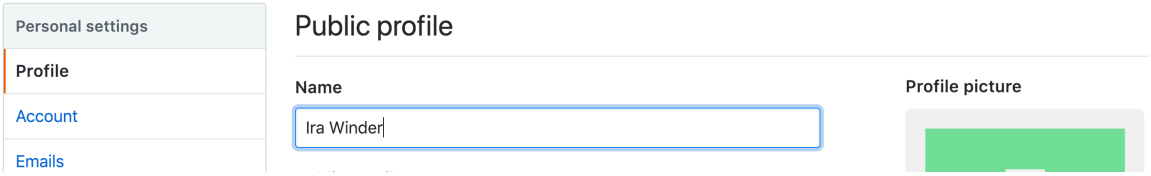
Goals: Set up Processing and Github on your computer.

Setting up Github: For this class, we will be sharing code with each other using the Github platform. If you are not familiar with Github, it's kind of like Dropbox but specifically for sharing code. Using Github will allow us, as instructors, to easily share examples of code with the class. It will also allow you, as students, to easily share your code so that others can makes comments and help you with debugging. Using Github will also be necessary for a team working on a single piece of software.

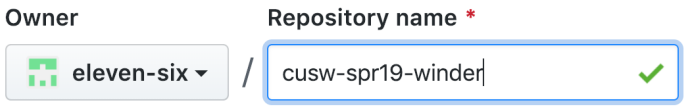
1. Go to https://github.com/ and create a free personal account using your MIT email address. If you already have one, that's great; use the one you already have.

2. Make sure to verify your email address by clicking a link that Github emails to you.

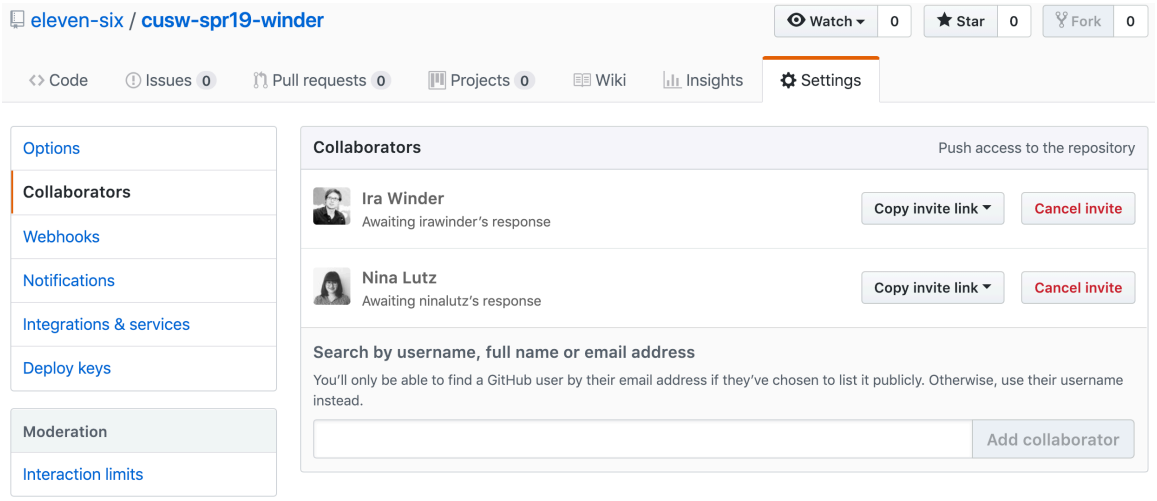
3. Under "*Personal Settings* > *Profile*" update the "Name" field with your real name, preferably including your last name, so that we'll recognize who you are:



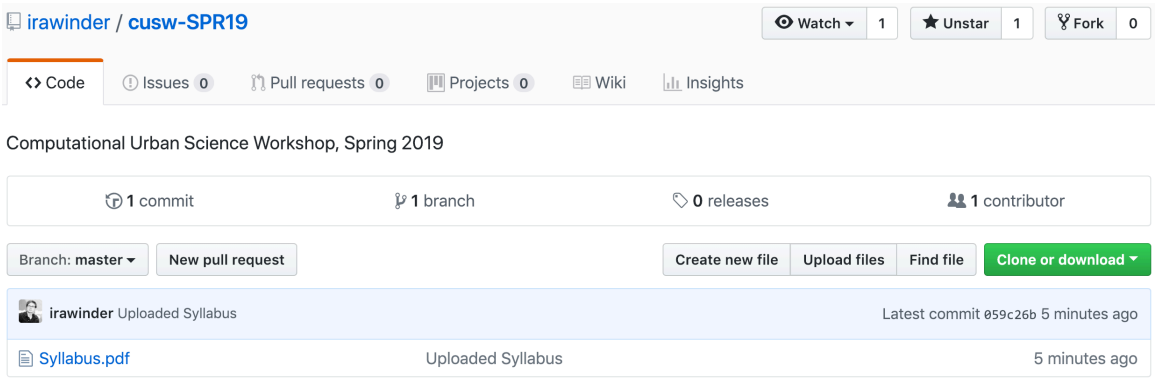
4. Within your Github dashboard, click the option to "Create a repository" or "Start a project". Name a public repository using the format "cusw-spr19-lastname". For example, mine would be "cusw-spr19-winder". Description can be something like "11.S195 Computational Urban Science Workshop". Click "Create Repository".



5. In your new repository, navigate to "*Settings* > *Collaborators*" and add the user names 'irawinder' and 'ninalutz'. When you're stuck on code or need advice, now we can help! (This is how we'll know you've completed this assignment, too.)



6. Using the Github search bar, find the repository named "**cusp-SPR19**". This is the repository (or repo) for our class. Assignments, tutorials, and other resources will be posted here. "Star" and "Watch" this repository so it is easy to find later and that you are notified of any updates.

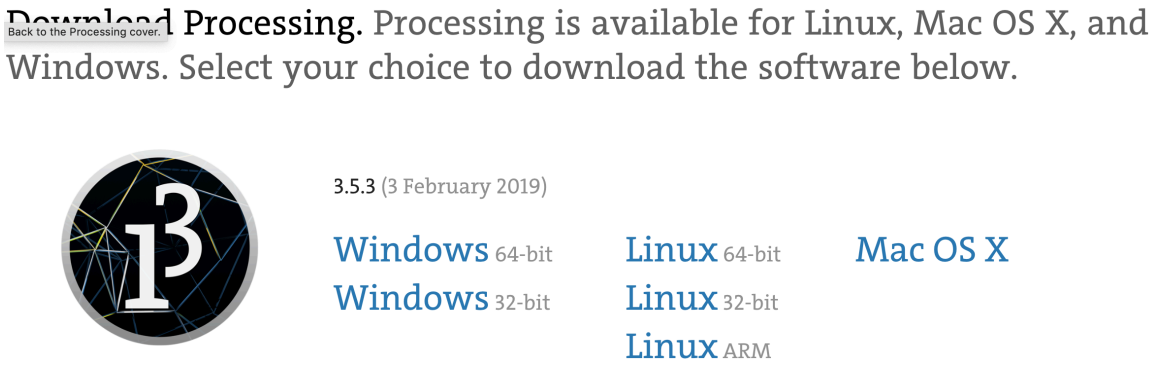


7. Go to https://desktop.github.com/ to download and install the Github Desktop application. We'll set it up together during the next class, so bring your laptops!

Setting up Processing: The coding environment we'll primarily use for this class is called 'Processing'. It is free and open source software developed by the Processing Foundation, which was spun out of the MIT Media Lab. It is also referred to as a 'coding sketchbook', since it always you hack 2D and 3D visualization pretty easily.

0. Make sure you have the latest version of Java: https://www.java.com/en/download/

1. Go to https://processing.org/ and download the latest version of Processing for your OS.



2. Unzip the file and move the application file(s) into a preferred directly. Don't leave the application in your Desktop or Downloads folder. When you open the application, you should see an empty text editor as below. If you hit the triangular 'Run' button, you should see a small gray box.