



**ADDITIONAL READING**

# Setting up VSCode for JavaScript

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# Introduction

## WELCOME TO THE INSTALLATION GUIDE FOR VISUAL STUDIO CODE!

This step-by-step guide will help you set up your environment where you can debug and run not only JavaScript code but code in any language. Visual Studio Code is a source code editor developed by Microsoft for Windows, but it can be used on Mac and Linux platforms as well. It can feel a little daunting at first, but once you have had some time to set it up and play around with it, you will learn how powerful it is as a code editor.



Get in touch  
**Connect for support**

Remember that with our courses, you're not alone! You can contact an expert code reviewer to get support on any aspect of your course.

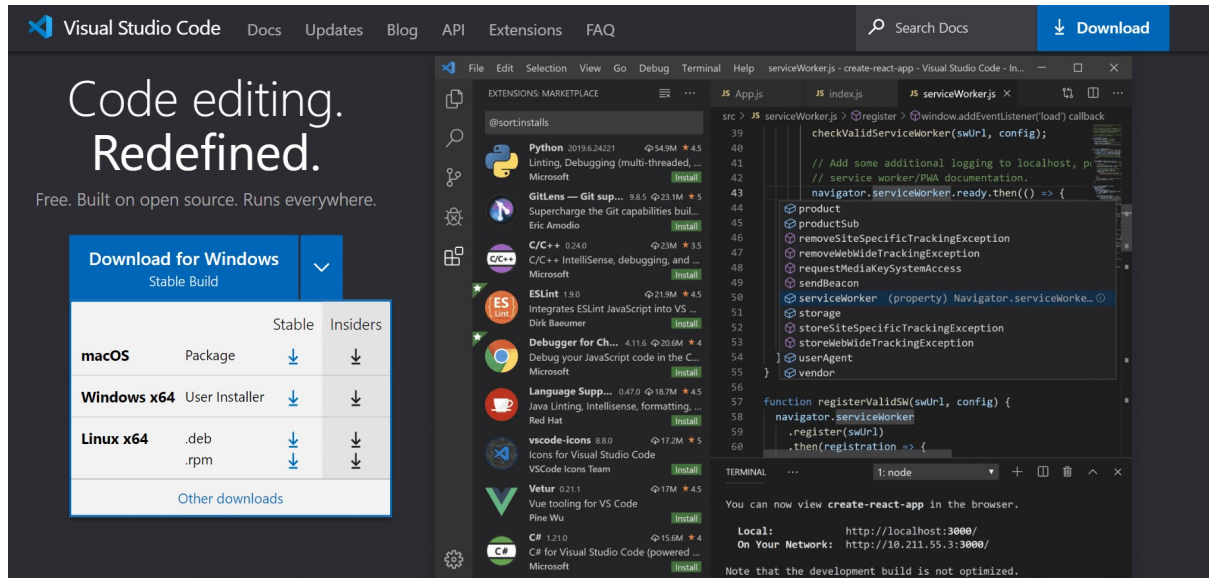
The best way to get help is to login to Discord at <https://discord.com/invite/hyperdev> where our specialist team is ready to support you.

Our team is happy to offer you support that is tailored to your individual career or education needs. Do not hesitate to ask a question or for additional support!



## INSTALLING VISUAL STUDIO CODE

1. Go to <https://code.visualstudio.com/> and download the correct VSCode version for your operating system (Select the stable build version, not the Insiders):



2. Open the downloaded file and follow the onscreen instructions.
3. If you are asked whether you want to add Node to PATH, select “add to PATH on install”

## INSTALLING NODE.JS

1. Next, you are going to need to download Node.js to be able to run your code in VSCode. To do this, go to <https://nodejs.org/en/download/> and download the correct version for your operating system:

**LTS**  
Recommended For Most Users

**Current**  
Latest Features

  
**Windows Installer**  
node-v12.16.3-x64.msi

  
**macOS Installer**  
node-v12.16.3.pkg

  
**Source Code**  
node-v12.16.3.tar.gz

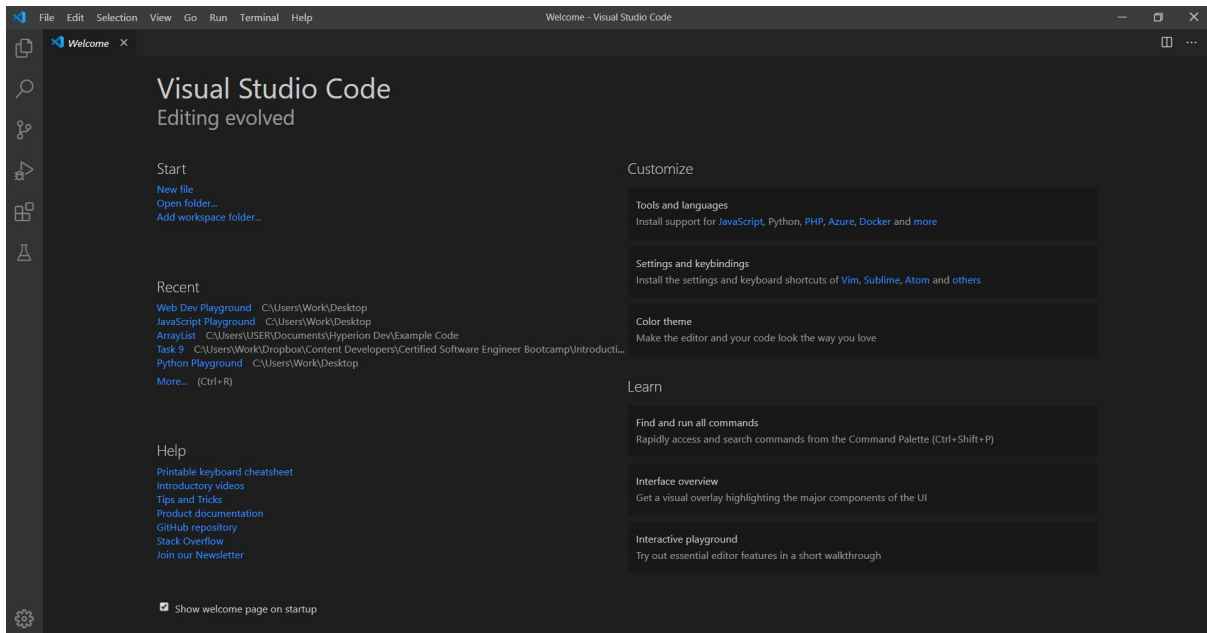
Windows Installer (.msi)	32-bit	64-bit
Windows Binary (.zip)	32-bit	64-bit
macOS Installer (.pkg)	64-bit	
macOS Binary (.tar.gz)	64-bit	
Linux Binaries (x64)	64-bit	
Linux Binaries (ARM)	ARMv7	ARMv8
Source Code	node-v12.16.3.tar.gz	

Additional Platforms

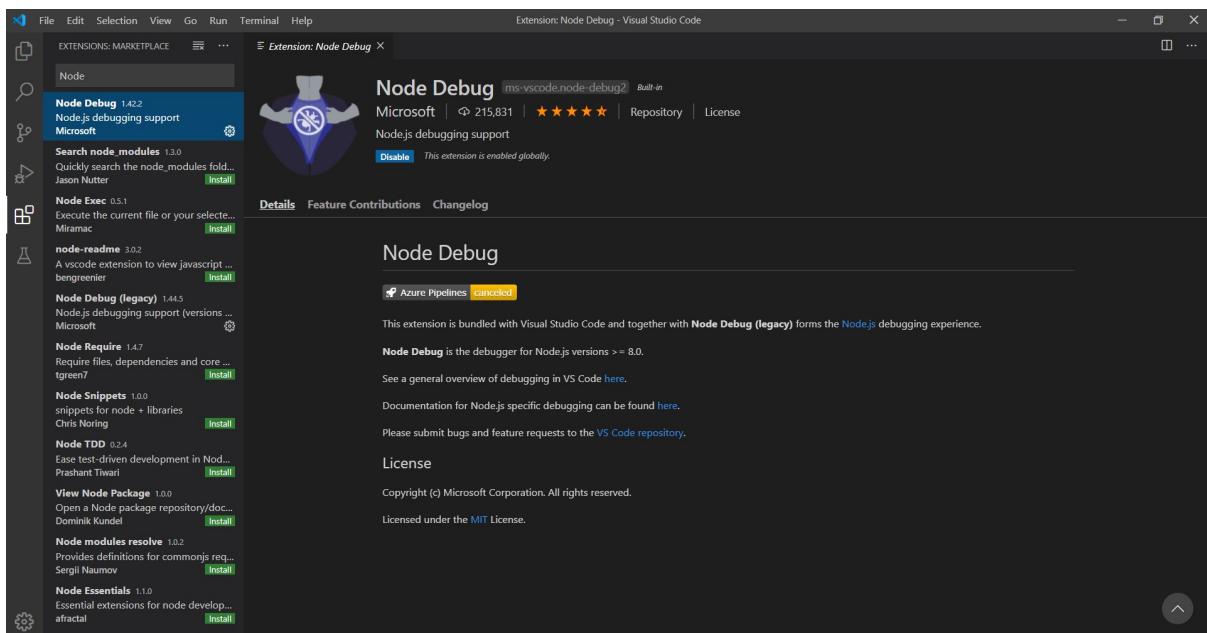
4. Open the installer and follow the onscreen instructions.

## PUTTING IT TOGETHER

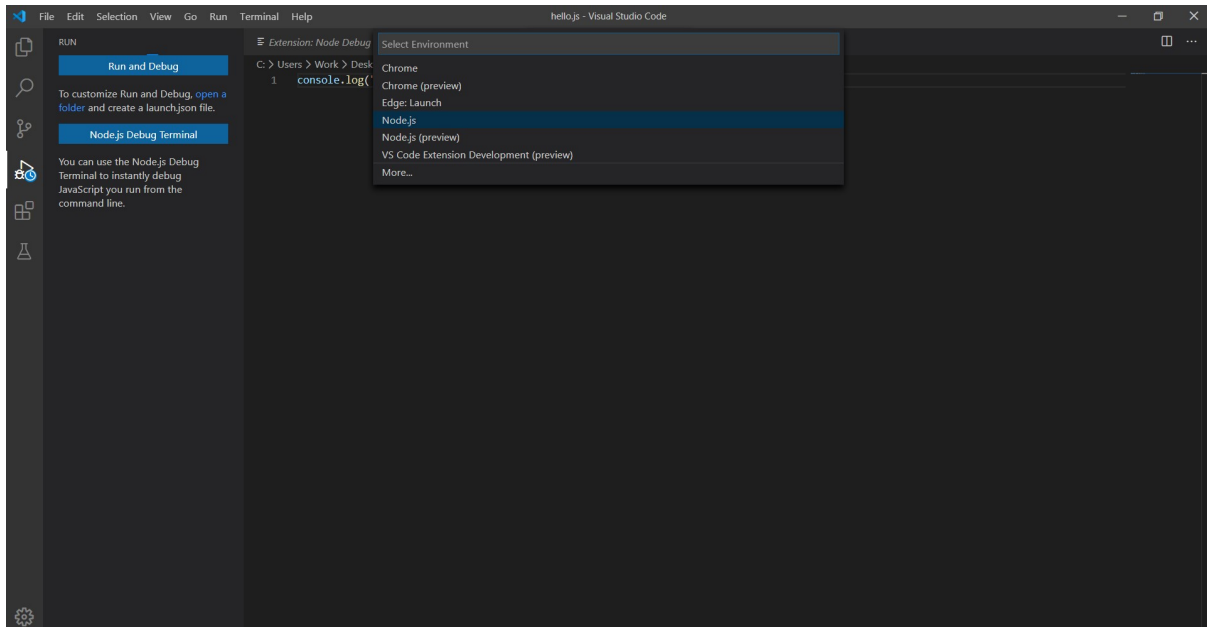
1. Now that VSCode and Node.js are installed, open the VSCode application. If it was already open, you will need to close and reopen it.
2. If you are prompted to add Node to PATH at this point, select “add to PATH on install”



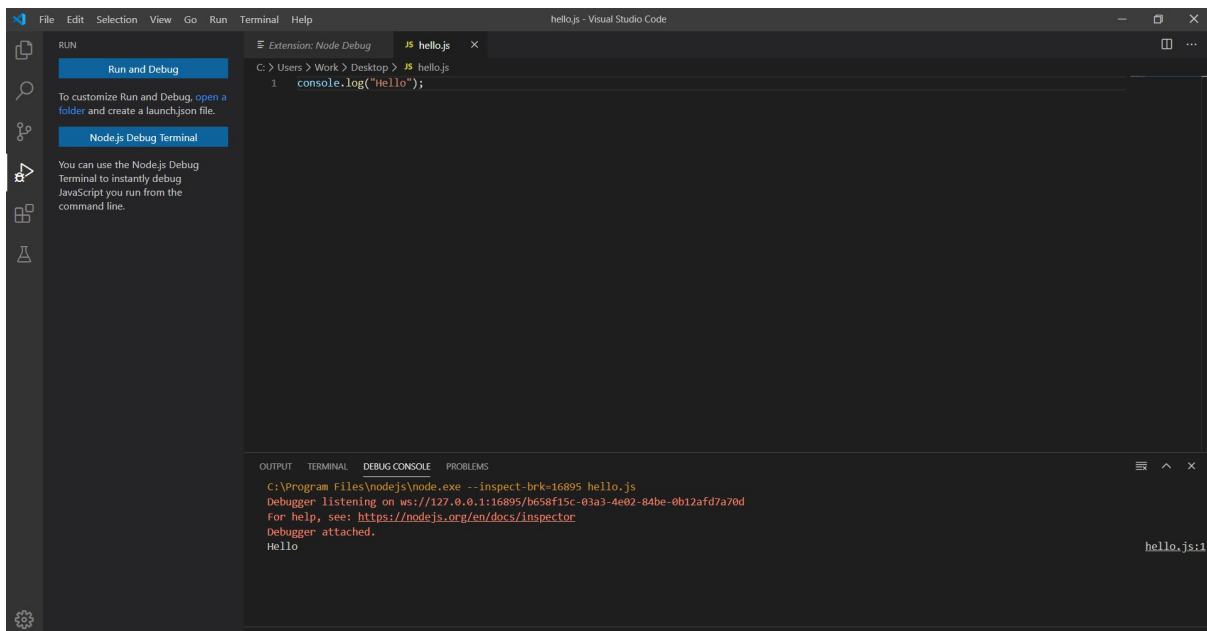
3. Go to the Extensions tab, and type in “Node” and install Node Debug.



- Now, let's test if all the downloads worked correctly. Go File → New File. Save this file with the name **hello.js**.
- Now, in the file write the line **console.log("Hello");**
- Now select the debug tab on the left (the bug) and select "Run and Debug" and when the dropdown menu pops up select "Node.js"



- Your debug console should show your output!



## SETTING UP FOR TAKING IN INPUT

VSCode does not cater for receiving input from a user, such as with the `prompt()` function that you learned in this task. Therefore, we are going to be using the Chrome console when we need this function. An HTML file has already been set up that links to the JavaScript example code in each task file so that you can put it and read any input given. Simply double click on the HTML file to open it in Chrome, give any input you are prompted to fill in, right-click and select “Inspect”, and you should see the input that you have filled in.

If the task you're given to do requires user input, you can simply copy-paste the code that links to the example code and make the relevant changes so that you can use it for your compulsory task (This is explained in detail in the JavaScript and HTML example codes in this task).

Congratulations! You've set up VSCode for JavaScript! VSCode can also be used for many other languages including HTML, Python and Java. You simply need to download the correct extension and save the file as the correct file type (e.g. `.js` for JavaScript, `.html` for HTML, etc.). If you have any problems setting up your environment, feel free to contact your mentor for assistance.