

Step 1 - Project Setup

Our walking tour will be a static website. This means we do not need to setup a server or database for a backend. We'll just be using HTML, CSS, and JavaScript.

Open a text editor of your choice. Some popular choices are [Sublime](#), [Atom](#), [Notepad++](#).

In the `public` directory, we have three files to start:

- `index.html`
- `style.css`
- `map.js`

In your text editor, open `public/index.html`.

index.html

HTML (HyperText Markup Language) is the most basic building block of the Web. It describes and defines the content of a webpage. Other technologies besides HTML are generally used to describe a webpage's appearance/presentation (CSS) or functionality (JavaScript).

[Mozilla's MDN Web Docs](#)

We are starting with a basic html structure with `<head>` and `<body>` elements:

```
<!-- public/index.html -->
```

```
<!DOCTYPE html>
<html>
  <head>
    <!-- Metadata that tells web browsers about our website -->
    <meta charset="utf-8">
    <title>NYPL DIY Historic Walking Tour</title>

  </head>
  <body>

  </body>
</html>
```

Add our map.js and style.css

When our html gets loaded in a web browser, we need the browser to know that we are relying on JavaScript and CSS that is held in external files. We need to add a `<link>` element for CSS and a `<script>` element for JS.

Above the closing `</head>` tag, add the following:

```
<!-- public/index.html -->
...
<!-- Load our style -->
<link rel="stylesheet" href="./style.css">
</head>
...
```

For our `map.js`, add the following above the closing `</body>` tag:

```
<!-- public/index.html -->
...
```

```
<!-- Load our JavaScript -->  
<script src="./map.js" charset="utf-8"></script>  
</body>  
...
```

To see what your html should look like at this point, look at the branch named `1-setup-project-SOLUTION` on Github.

With our project structure in place, we're ready to get started with our map.