

Church of Scyence

Software Learning JS



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Church of scyence

https://github.com/churchofscyence

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# Introduction

We used the Google Angular framework to build a Learning JavaScript Application. No database is connected to this application, so any code you write to the text box will not be persistent. This application is meant to be used at all skill levels, from high school to college. This application can be used to practice the JavaScript language. Users using this application are encouraged to write their tutorial to understand the language better. There will be no tutorial provided with this application. To start this application, the student must install Angular CLI and NodeJS on the command line.  It is recommended that the user install an editor such as Microsoft Visual Studio Code or IntelliJ Jet Brains WebStorn.

# Starting Learning JavaScript Application

The first step is to populate the node modules folder by running the npm install command, the Node Package Manager (NPM), from the Windows Command Line or Mac Terminal Windows. The first step is to populate the node modules folder by running the npm install command, the Node Package Manager (NPM), from the Windows Command Line or Mac Terminal Windows. Node Package Manager reads the angular JSON file to download all the necessary libraries.

A screenshot of a computer

Description automatically generated

# References

* [Church of Scyence - YouTube](https://www.youtube.com/channel/UCK9zMJf_c9BWyEDa0_zYMbQ)
* [Church of Scyence - GitHub](https://github.com/churchofscyence)
* [IntelliJ Jet Brains WebStorm](https://www.jetbrains.com/webstorm/)
* [Microsoft Visual Studio Code](https://code.visualstudio.com/)
* [NodeJS Organization](https://nodejs.org/en)
* [How to Install Node.js on Window 10 - YouTube](https://www.youtube.com/watch?v=__7eOCxJyow)