WEB322 Assignment 1

Submission Deadline:

Friday, Sept 14th, 2018 @ 11:59 PM before midnight [End of Next].

Assessment Weight:

10% of your final course Grade

Objective:

This first assignment will get you setup with your development environment, tooling, and a Heroku account as well as introduce you to the development workflow used in this course (Visual Studio Code + Git + Heroku).

Specification:

For this assignment, we will be publishing our first web app on Heroku.

Step 1: Installing Software

In order to create web applications and publish them online, you will need to download and install the following software. If you are using the Mac Lab (T3078) – this software is already installed and you may proceed to Step 2, however do not skip this step if you are working from home.

- Visual Studio Code
- Node.js
- Git
- Heroku CLI (Command Line Interface)

Step 2: Following the Guide

The next step involves following along with the "**Getting Started With Heroku**" Guide available on the course website. You may skip the "**Required Software**" section, however if you need help verifying that the required software is installed correctly this section provides some additional information.

Step 3: Customizing the server code (server.js)

Once you have completed the guide (Step 2), and have a simple "Hello World" app running on Heroku, you must personalize the output:

- Instead of "Hello World" – change your app to output your full name and student number, for example "James Mwangi - 057465064"
- **HINT**: If you make any changes to your server.js file after publishing to Heroku, you will have to:
  - Commit your changes to your local git repo using the following procedure:
    - Click on the Source Control Icon in the sidebar that has a "1" on it in Visual Studio Code
    - Enter a message (in the "Message" box) describing your change, ie "updated server.js"
    - Click the checkmark above the message box to commit your changes.
  - Push your changes to Heroku by issuing the command: " git push heroku master" from the Integrated Terminal in Visual Studio Code

Assignment Submission:

1. Add the following declaration at the top of your server.js file (do not forget to include the URL to your app on Heroku:

```
/*******************************************************************************
 * WEB322: Assignment 1
 * I declare that this assignment is my own work in accordance with Seneca  Academic Policy.
 * No part of this assignment has been copied manually or electronically from any other source
 * (including web sites) or distributed to other students.
 *
 * Name: _____ Student ID: _____ Date: _____
 *
 * Online (Heroku) URL: _____
 *
 ******************************************************************************/
```

2. Compress (.zip) the files in your Visual Studio working directory (this is the folder that you opened in Visual Studio – it should contain a **node_modules** folder, a **server.js** file and a **package.json** file)

Important Note:

- **NO LATE SUBMISSIONS** for assignments. Late assignment submissions will not be accepted and will receive a **grade of zero (0)**.

- After the end (11:59PM) of the due date, the assignment submission link on My.Seneca will no longer be available.

- Submitted assignments must run locally, i.e: start up errors causing the assignment/app to fail on startup will result in a **grade of zero (0)** for the assignment.
- Paste your Webapp's Heroku URL in the **Comments Section** of the **submissions page**. Failure to paste Heroku URL in the Comments Section of your submissions page will attract a **-1.0 penalty.** This means that your web app's Heroku URL should be pasted in the declaration section at the top of server.js code and also be pasted in the Comments Section of your submissions page.