Frameworks, HTTP, and Github

This learning module strengthens and reinforces concepts in the previous week, and introduces new ones. We will practically demonstrate how the browser is one of many tools that allow us to send HTTP requests to our server. We will formalize the definition of a C# method, expressions, and conditions. We will also introduce theoretical terms such as "Framework", "Convention", and "Abstraction".

Outcomes

- Utilize Visual Studio tools to push your WebAPI Assignment 1 to Github
- Demonstrate how to send HTTP requests through a variety of techniques
- Become more familiar with C# syntax
- Understand the role of Frameworks in programming

Synchronous Activities

- DEMO: Push a VS project to Github
- DEMO: Using an HTML form to send HTTP Requests
- DEMO: Using the Command Prompt to send HTTP Requests

Upcoming Assessments

- Week 4 - Assignment 1

In-Class Files

csharp_terminology.pdf A quick lookup guide for terminology used in this course. Many of these terms apply to every programming language.

Asynchronous Activities

- [TASK: Create a Github Account](#)
- [WATCH (UPDATED) : Push to Github with Visual Studio (6:43)](#)
- [WATCH: Learning C# For Web Development Pt3 (17:03)](#)
- [WATCH: Programming Logic Pt1 (16:46)](#)
- [WATCH: Programming Logic Pt2 (36:40)](#)

Coming Up in Module 4 »

- [Learning C# For Web Development Pt4 (18:04)](#)
- [Learning C# For Web Development Pt5 (22:00)](#)
- [Programming Logic Pt3 (11:27)](#)

Sources & Helpful Links

- [Git-scm a.k.a Git Terminal for Windows](#)
- [(OPTIONAL WATCH): How to use the git terminal to push ANY code to github (0:00 - 8:15)](#)
- [Mozilla Developer Network : Sending Form Data](#)

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