- OpenClassrooms courses
  - What is on the page
    - -> you have the title of the course
    - -> then a video
    - -> under the video is text -> that text is what the person in the video is reading off of
    - -> then there are prerequisites
    - -> then there is a table of contents
    - -> you can download the videos from the course
  - The process we use is
    - -> write out the table of contents
    - -> then shell out our ones according to them
    - -> don't download the videos, it's a waste of time and storage
  - The suggested process is
    - -> to through the video
    - -> read through the material
    - -> do the quizzes
- Contents
  - Part #1 - Set Up Your Environment
    - 1. Install Your Front-End Development Tools
    - 2. Edit Your First Lines of Code With Visual Studio Code
    - 3. Explore Additional Visual Studio Code Features
    - 4. Test Your Code With Chrome and Firefox DevTools
    - -> each of these is called a chapter
    - -> and at the end (of this course) there is a quiz
- ***1. Install Your Front-End Development Tools (VS code / Firefox / Chrome installations)***
  - -> this course is about installing, configuring and using tools
    - **VS code** -> editor, file explorer, version control, command palette
    - For testing and analysing projects -> **browsers have developer tools (you will need multiple browsers)**
      - **Chrome**
      - **Firefox**
  - **-> this chapter is installing VS Code, Firefox and Chrome**
  - -> VS code
    - https://code.visualstudio.com download the operating system
    - complete the installation
    - it's an app on MacOS
    - -> you need to install git if there are certain technical challenges
    - **-> the instructions are to launch install it with the Stable build**
    - -> if needs to be connected to git and you need to see 'clone github repository' on the home screen
  - -> Chrome
    - install Chrome https://www.google.com/chrome/
    - this is a more simple installation than VS code
  - -> Firefox
    - install Firefox https://www.mozilla.org/en-US/firefox/new/
- ***2. Edit Your First Lines of Code With Visual Studio Code***
  - ***Introduction / about -> this chapter is on VS code***
    - -> VSCode is an **IDE Integrated Development Environment**
    - -> it contains
      - a code editor (**it's like MS word for code)**
      - a file explorer <- connecting to the files on the computer
      - a built-in terminal <- so you can remain in the same window

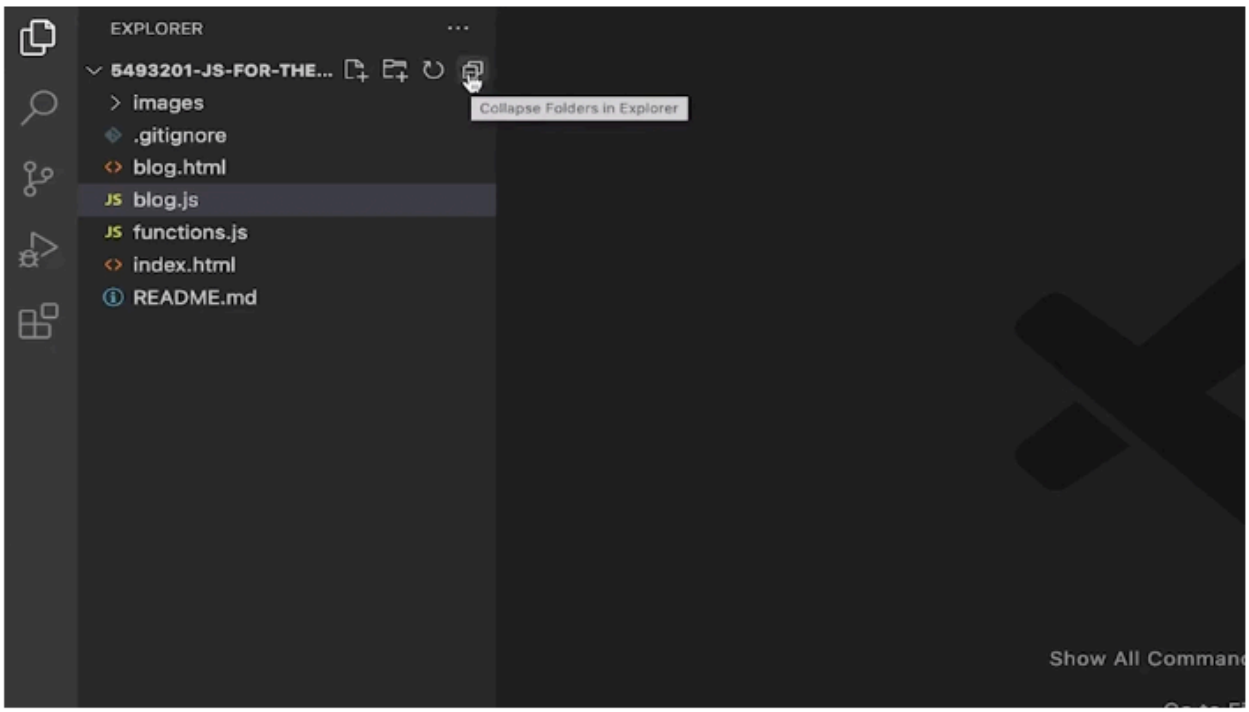
- -> **version control**
  - **VS code integrates with git <- connecting to files in the cloud**
- -> the command palette
  - -> you can learn shortcuts
- -> extensions
  - -> there are extension communities around VS code <- connecting to other developers
- -> then combining all of the elements
  - the next two chapters are
    - configuring VS code
    - using the editor
    - managing files / work folders
    - leveraging the command palette
    - the terminal
    - git
    - VS code with extensions
- -> VS code is an IDE which combines connections to other developers, code in the cloud and files on the computer

- ***Configuring VS code***
  - -> 'screencast' is the same as a screen recording
  - -> configuring VS code
  - **-> manage (settings icon) in the bottom left hand > themes > colour themes (Monokai theme)**
  - **-> settings > commonly used > font size <- she's changed this from 12-15**
  - **-> help > get started**
  - **-> there are different tabs at the top of VS code**
    - **VS code is where the code / websites are written**
    - **Chrome / firefox is where they are tested**
    - **-> it's like a problem solving process -> but the problem we're trying to solve is "how do we create this website?"**
  - -> after the video are a lot of screenshots -> which are the same as the video -> but in picture form
  - ***-> help <- this is where you can search for whatever feature you want in the IDE***
- ***Exploring the code editor***
  - -> getting the code into a code editor
  - -> **github is where the files etc are stored in the cloud**
  - **to clone a repo in VS code**
    - **get a link for the repo**
      - **-> to to the git repo https://github.com/OpenClassrooms-Student-Center/5493201-js-for-the-web-gulp and get a link to clone it**
      - **-> code > HTTPS > copy the URL (HTML version)**
    - **then paste the link into VS code (clone git repository) > paste in the link**
    - **pick somewhere to clone a local copy of the repo**
  - exploring the cloned repo in VS code
    - -> one of the files is blog.js
    - -> a file in JavaScript
    - -> you can open the different files which were cloned
    - -> **each colour of the text in the IDE corresponds to a different element of the code**
    - **-> line numbers on the LHS of the IDE**
      - **-> these are used for spotting errors and collaborating with other**

developers

- **-> > arrows next to sections of code**
  - **these are for 'code folding', for organisation**
- -> autocompletion
  - -> function <- and then suggested code appears
  - -> she's doing this in the JS file which she has open
  - -> **there is an appearance feature called zoom**

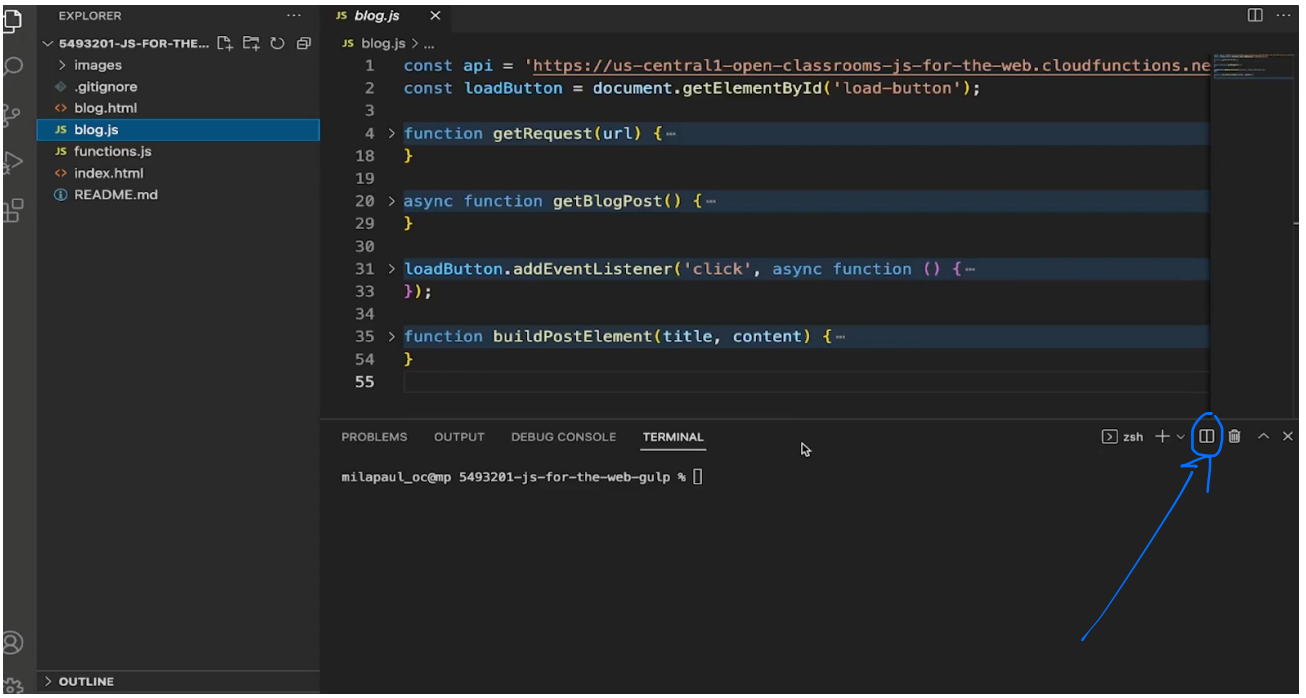
- ***Managing your work folders***
  - managing file extensions
  - there are folders nested in folders in the cloned repo files which are open in VS code
    - -> the nested folders can be accessed from VS code
    - -> **you don't need to go into finder to manage those files -> you can add / manage them from the IDE**



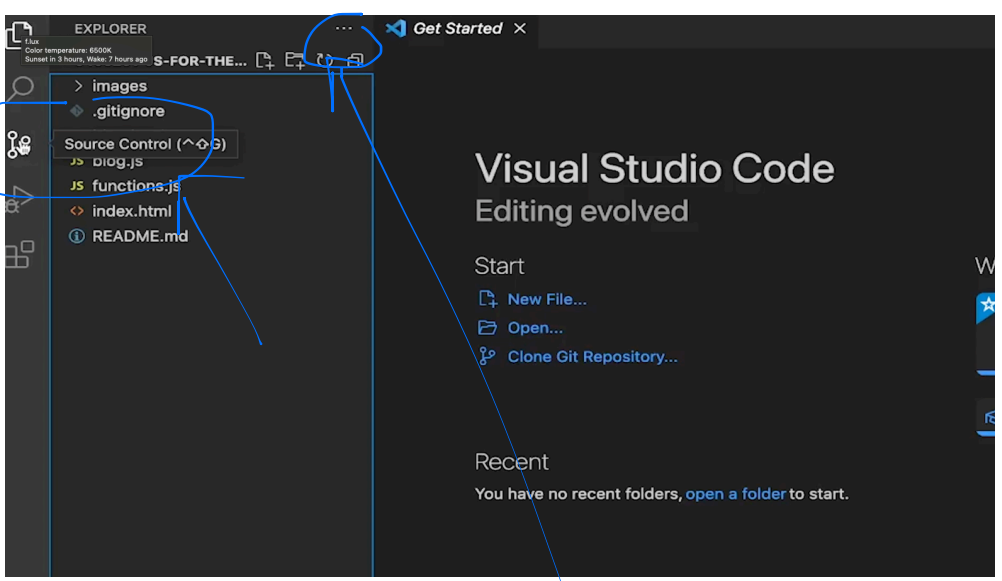
    - -> there is a root directory there
    - -> she's done an example with a new <HTML> file
    - **-> .ts, .js, .html**
    - -> you can also delete the file (command delete e.g)
    - -> **command back space is delete a file on a mac -> and delete the entire row when you are typing text**
      - **the same shortcut you use to delete a line when you type can be used to delete a file in finder**
    - -> she's done another example where she's made a new folder
    - -> refresh explorer is for new files which come in
    - **-> collapse folders (this is the last option -> which collapses all of the open folders)**

- ***Leverage the command palette***
  - **-> bottom left settings icon > command palette (shift command p)**
  - -> different options and functions
  - -> clicking on the files opens them (all of them)
  - **-> shift command p > close all editors**
    - **-> you can also new file**
    - **-> you can create a Python file**

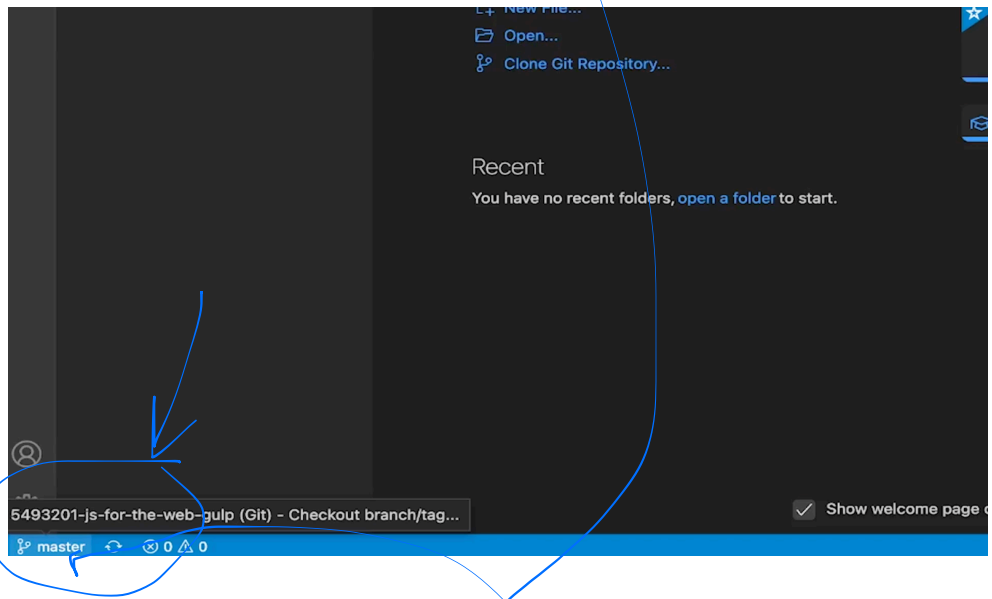
        - **-> but in an IDE (compared to a Jupyter notebook), you have more ready access to the terminal**
        - **-> which is more linked to the file structures of your machine**
    - ***Let's recap!***
        - topics covered
            - -> installing VS code, chrome, firefox
            - -> VS code -> editor / file explorer / command palette
- ***3. Explore Additional Visual Studio Code Features***
    - ***Handle the Terminal***
        - -> the terminal or command prompt
        - **-> VS code has a terminal in it**
        - **-> command shift p > create new terminal in active workspace**
            - **-> this creates the terminal at the bottom of where we are currently working**



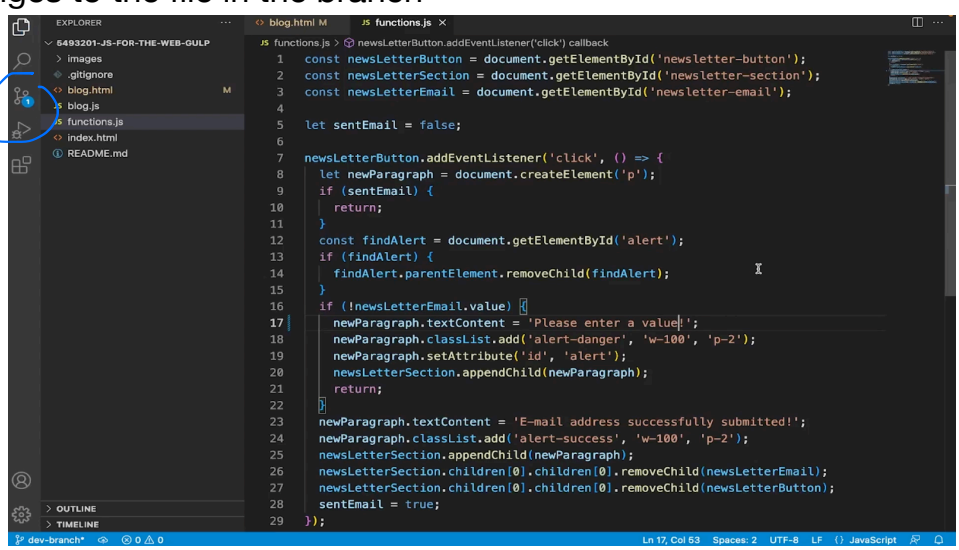
            - **-> you can split the terminal (if we are working in two different file directories)**
            - -> and then in that terminal you can cd into different directories
            - -> the power shell / command prompt
            - -> integrating all of the tools into one makes it easier to manage, to increase productivity
    - ***Use Git***
        - -> she has cloned the git repo into VS code
        - -> the commands on the LHS of VS code
        - **-> source control**
            - this is under git



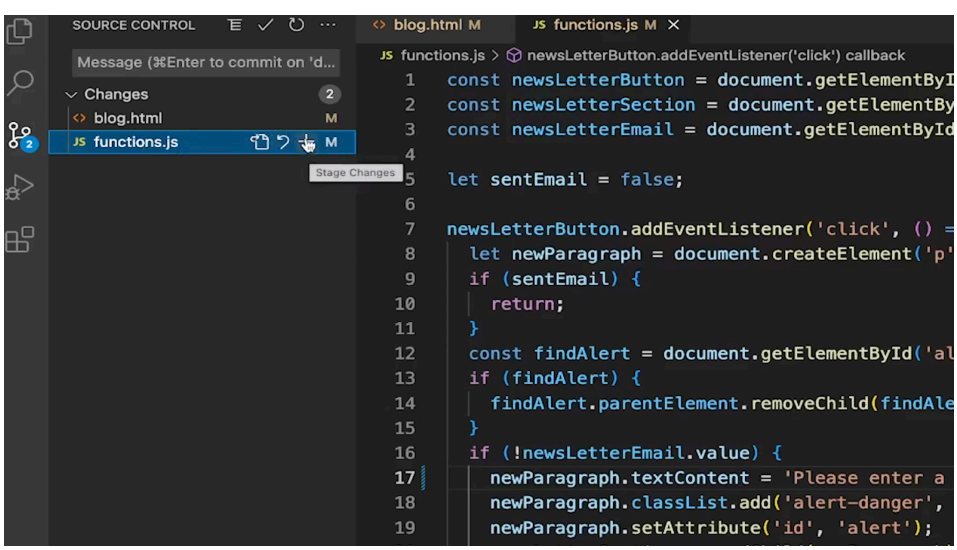
- -> **bottom LHS of the page -> this the branch we are working on in git**



- then she makes a local branch in order to edit the code
  - > branch > create branch
  - -> you can also do this from the command palette
    - then she names the branch -> and this changes
    - **so we have the version of the code on the cloud -> then clone it locally -> then change it in our own branch -> then push that version back up to the cloud for version control**
    - **-> and this is how we have entire teams of developers writing software**
- -> then she makes changes to the file in the branch
  - -> then saves them
  - -> in the source control section of VS code -> the change shows up as a notification on the source control



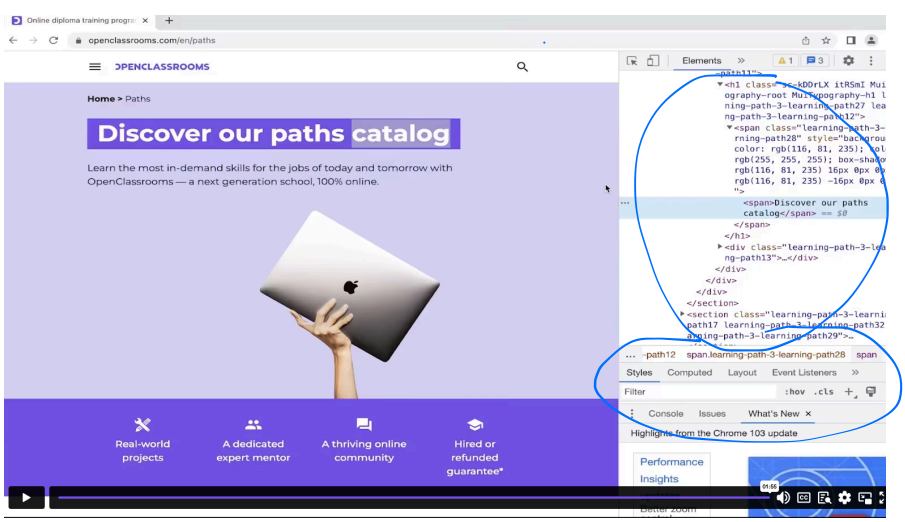
- when you click on source control, you can see the changes
  - -> to "stage" the changes -> you click + on one of them
  - -> so the file is changed -> this is saved -> then this is saved to the local branch -> then this is committed back to github



- -> she types in a message to describe the changes which she made

        - -> and the changes have been submitted
    - ***Make the Most of VS Code With Extensions***
        - -> plugins (extensions)
        - -> https://marketplace.visualstudio.com <- this contains the full list of them
        - suggested ones
            - -> colour picker <- colour wheel for colour codes
            - -> open in browser <- opens the the file in the browser
        - -> to install them
            - **-> because you are adding another block (an extension) to the IDE**
            - -> search for the one you want to add
            - **-> it's like the app store but for the IDE**

    - ***Discover additional VS Code extensions***
        - -> see cheat sheet notes
        - -> for a list of extra suggested extensions
    - ***Let's Recap!***
        - -> this chapter was
            - integrated terminal in VS code
            - git repos (creating branches)
            - installing extensions
        - -> the next chapter is testing the code
- ***4. Test Your Code With Chrome and Firefox DevTools***
    - ***different approach -> how to notes***
        - ***bootcamp isn't about understanding, it's about knowing how to do something***
        - ***listen for how to do xyz -> make it into how to notes***
        - ***then use those to do the how to tasks and submit them***
        - ***MVP***
    - ***About / intro***
        - -> chrome and firefox developer tools
        - -> the inspector -> styles
        - -> console (troubleshooting)
    - ***Explore the Inspector - HTML***
        - -> command shift c in a browser
        - -> it's the HTML of the website
        - -> click on parts of it -> it shows the website
        - -> right click on parts of the website > inspect
    - ***Explore the Inspector - Styles***
        - -> styles inspector (css -> not the structure, the style of the webpage)
        - -> in the inspector, you have HTML on the top and CSS on the bottom
        - -> you can change in the styles inspector -> it doesn't change the actual website

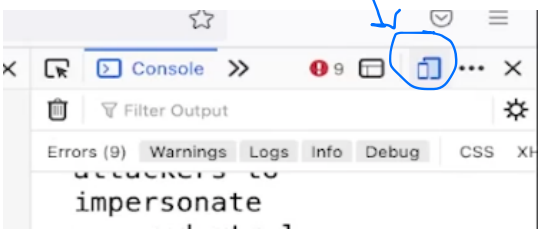


top is HTML bottom is CSS

    - ***Study the Console***

- -> the console
- -> >> > console, or inspector > console
  - -> this isn't a shortcut it's found in the GUI
- -> it contains warnings
  - self-cross site scripting attack
  - -> don't paste code into the console you don't understand (security, people launching attacks through the console)
  - -> breaking the webpage

- ***Activate Mobile Mode***
  - -> there is a mode to test the project on mobile mode
  - -> the menu bar at the top of the console
  - -> the screen moves to a mobile (you don't have to test it on an actual phone)



- ***Let's Recap!***
  - -> inspector
  - -> the console
  - -> mobile mode (simulating browsing from a mobile device)

1

to clone a repo from git into VS code

- clone a repo

2

- to edit files one in the IDE

- edit files

type commands in IDE

3

To type on commands or do something in VS code

- the command palette (aka, enter a shortcut and type in instructions)
  - shift command p to get it up → when you have files open

file or finder (also on entire co
on a text editor)

4

command shift p > create te

integrated terminal

To get an integrated terminal in VS code

- to create a branch and submit new changes using git in VS code
  - → we cloned a repo into VS code then git - now

5

creating branches

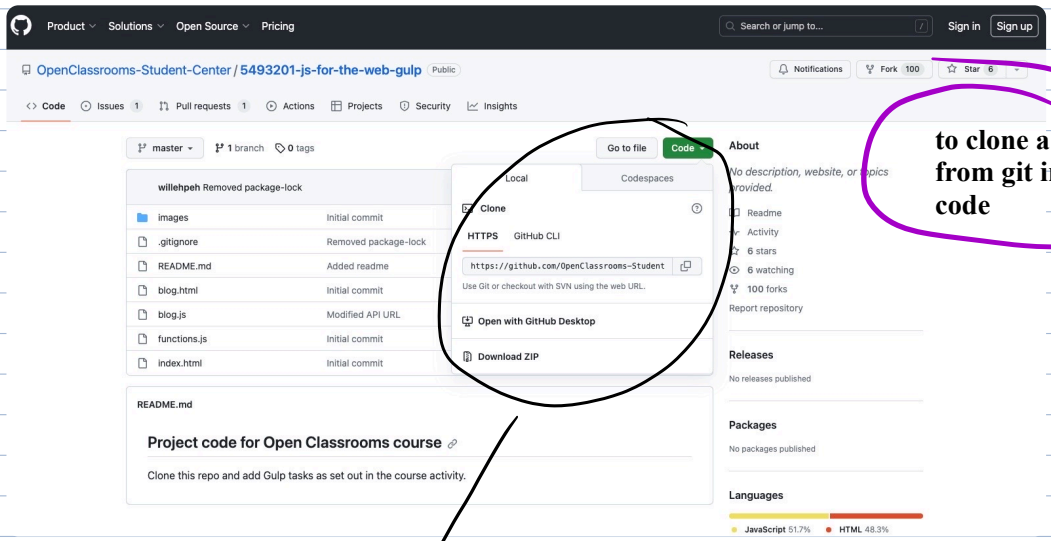
dev tools, aka the console

6

To get the console to show up: In a b
element -> the console will show up

console

→ To clone a repo from git into VS code
- go to the repo on git → get a link for the repo



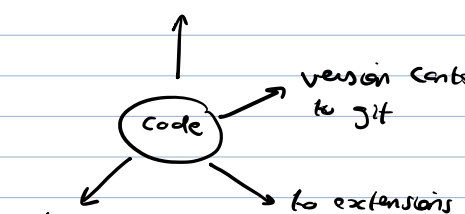
1

to clone a repo from git into VS code

generate an https (in this case) link to the repo

- get that repo into vs code
  - VS code welcome page > clone git repository > paste in the link from github
  - choose a directory to store a local version of the file

- software for front-end web dev.
  - create the website → test the website
    - create the website: VS Code IDE "integrated developer environment"
    - test the website: Chrome, Firefox



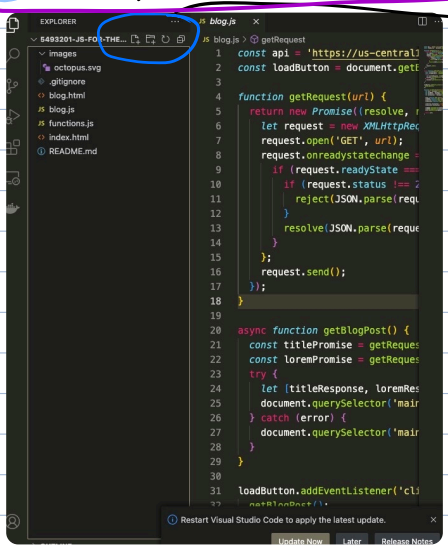
"Integrated" developer environment → vs a txt file

- → organised in different tabs / colour schemes
- → help tab for searching whatever you need
- → code folding for organisation

this has access to (unix)

2

- to edit files once in the IDE



a terminal within the IDE, rather than using a Jupyter Notebook

this is the cloned git repo open in the IDE
→ you can manage files (new files, new folder) etc. - from the IDE, you don't need to open finder

+ new file (.js, .html, .css, .py)
+ new folder
↻ refresh explorer for new files
→ collapse all folders open for larger projects

→ they are languages / file types
→ command backspace is delete a file on finder (also an entire cell on a text editor)

3 To type on commands or do something in VS code

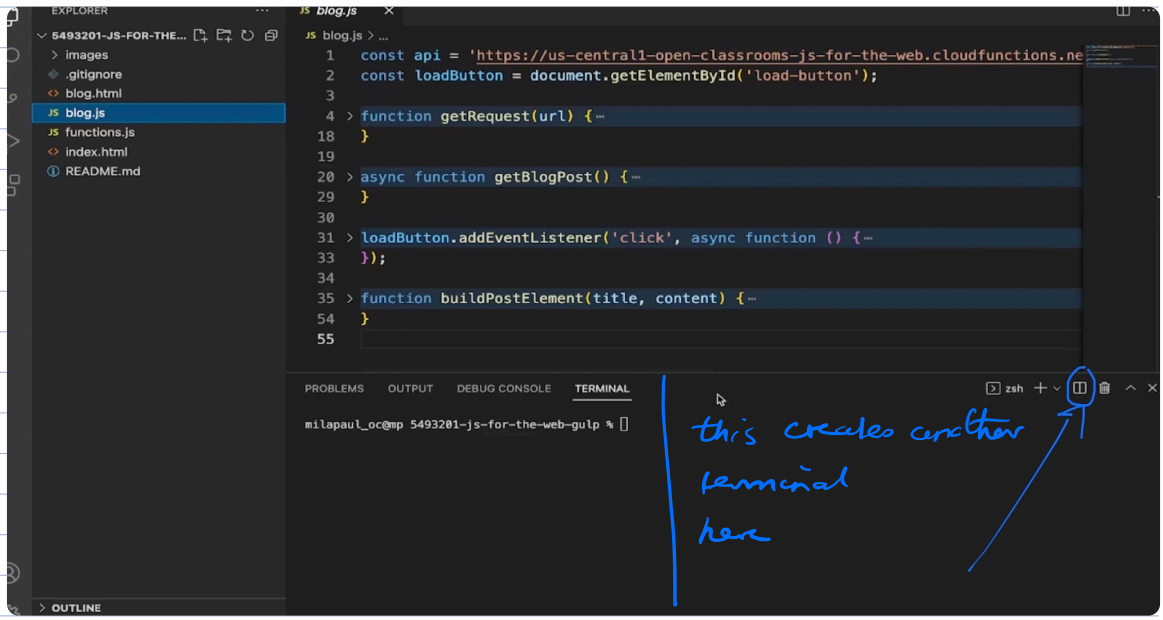
- the command palette (aka, enter a shortcut and type in instructions)
  - shift command p to get it up → when you have files open
  - you can type
    - add new file
    - create new file
  - the help tab at the top is to search the entire IDE to look for something
  - the shift command p command palette is to do something / program a function within it

- to get an "integrated" terminal, aka one which opens in VS Code
  - command shift p > create new terminal in active workspace

4 To get an integrated terminal in VS code

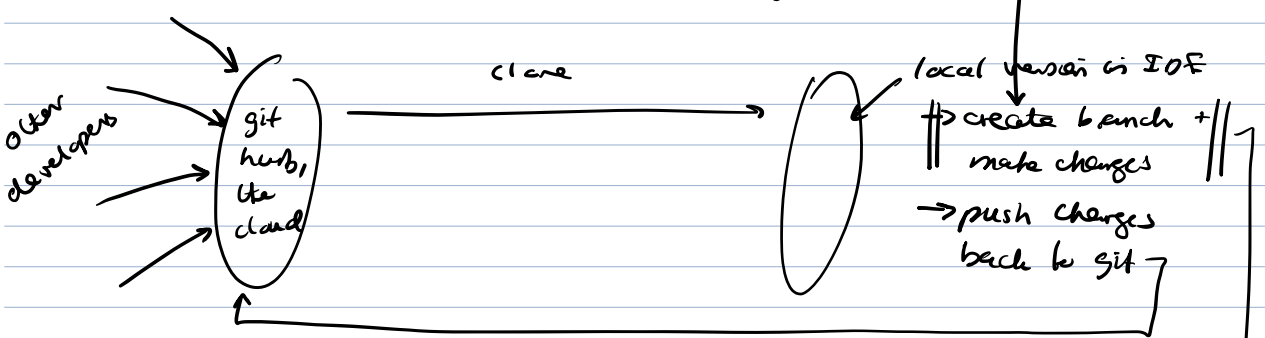
→ in other words, at the bottom of the file we are currently editing

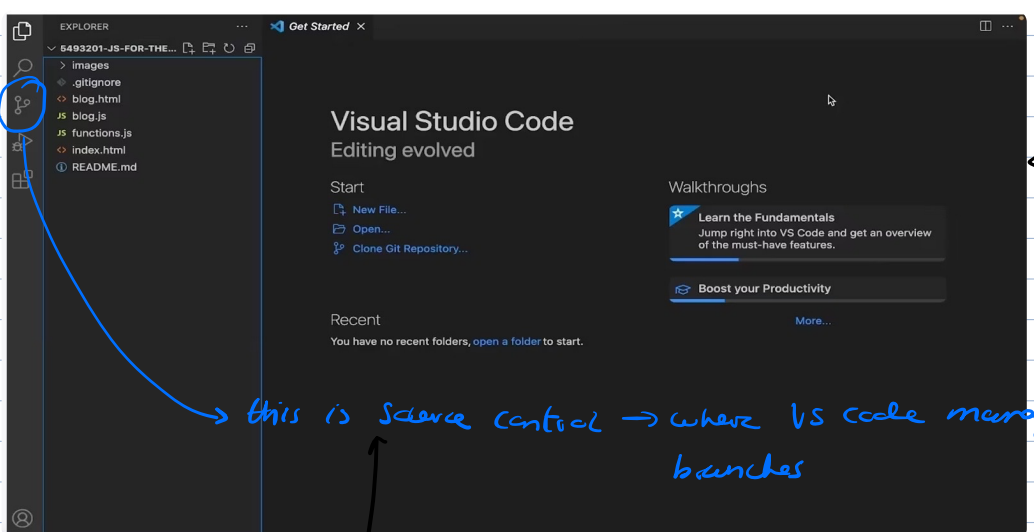
- you can get two different ones open for different file directories at the same time (is like a split screen feature)



- to create a branch and submit new changes using git in VS code

→ we cloned a repo into VS code from git - now

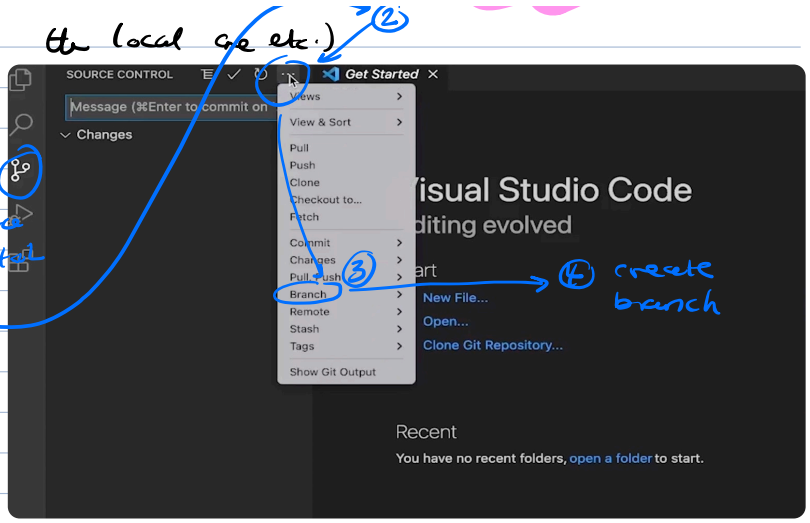




#1 makes a local branch in order to edit the code

→ in source control - which source are we using from (git)

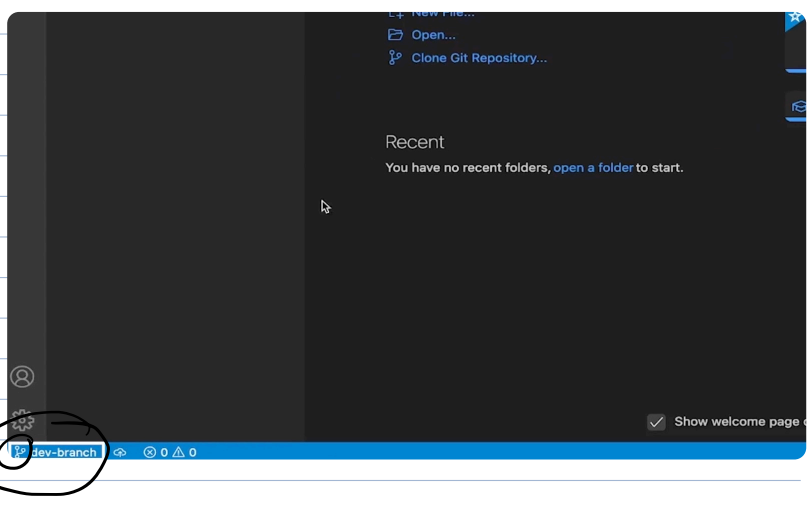
METHOD 1: TROUGH SOURCE CONTROL



METHOD 2: COMMAND PALETTE AREA COMMAND SHIFT P

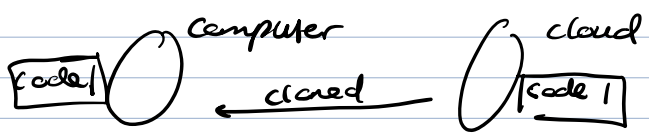
→ Command palette → command Shift p > Create branch

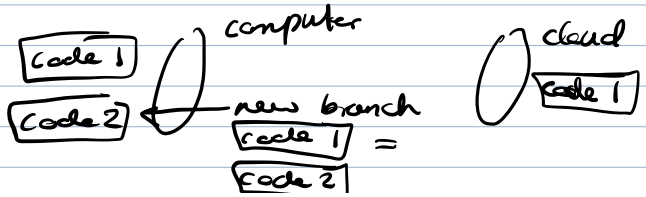
HOW YOU KNOW IT'S WORKED:



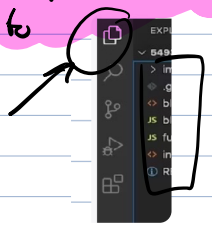
this is the current branch
→ it will have changed and the name will be what you entered

So now:



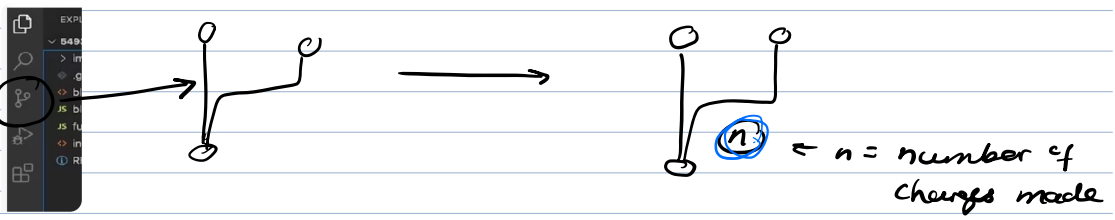


#2 makes changes to the files and saves them (on the new branch)
→ she goes back to

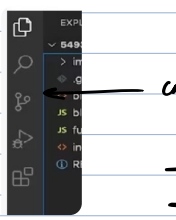


← then clicks on a .html file, changes it
→ and saves the Δ's

→ HOW YOU KNOW IT'S WORKED:

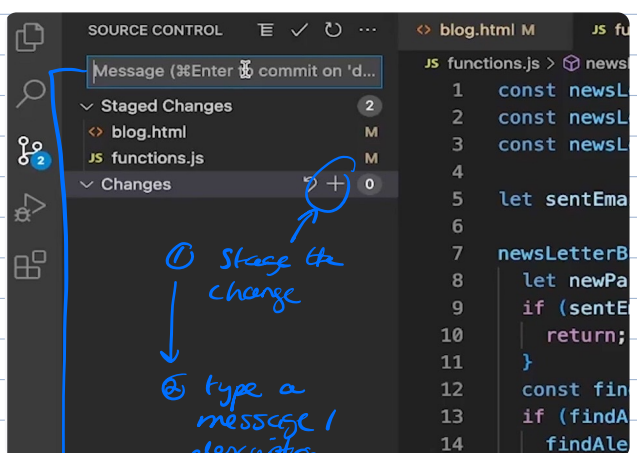


#3 stage the changes - once approve them before they are officially committed to that branch



← in source control, but as well

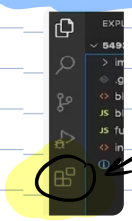
→ click on it and will be a list of those changes
→ you are making changes then checking + committing them



③ click enter
→ then those changes will be submitted and categorised by the IDE, so when people make changes to the versions of the code, you will be able to see/load it

and vice versa

- extensions in the IDE ← like the app store but for plugins



you are adding a block to the existing IDE
→ feels like the app store, but for VS Code
→ suggested ones - colour picker (colour wheel for colour codes)
- opens the file in the file browser
→ extra suggested ones

- Live Share - collaborate with others **in real time**, working on the same files simultaneously, allowing for easy long-distance pair programming
- GitLens - **supercharge** VS Code's built-in Git functionality
- Stories - like Instagram stories, but for code!
- Search Hero - all developers use **internet search for answers**, so Search Hero builds in multi-search engine search and translation tools → to search stuff for help

---

- dev tools, aka the console

6

To get the console to show up: In a browser, right click somewhere > inspect element -> the console will show up