DEV LAB 1

TODAY

MP1 Overview

Setting up a development environment

Setting up a server

Brief overview of important tools

MP 1 was released yesterday.

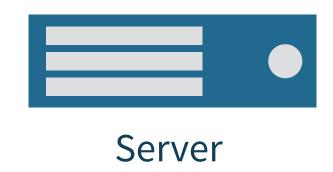
http://uiuc-web-programming.github.io/sp2016/MP-1/

MP 1 Setup

http://uiuc-web-programming.github.io/sp2016/Lab-1/

SETUP AND WORKFLOW

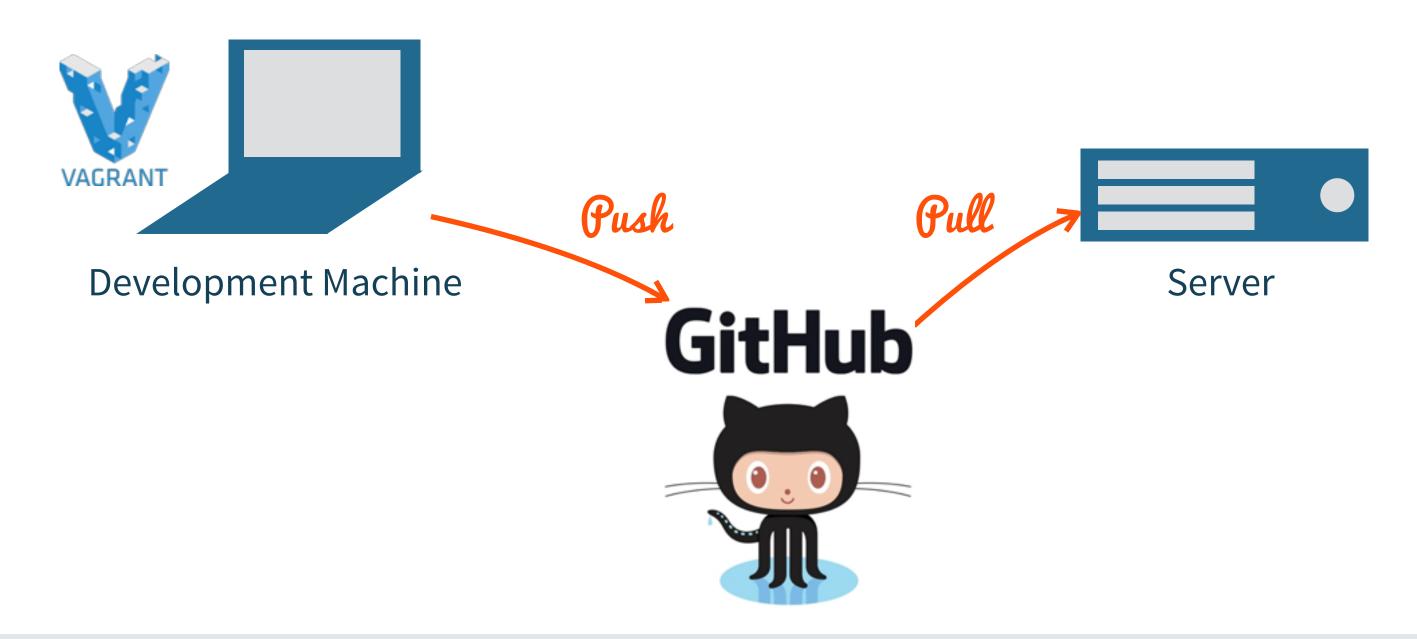




Web applications end up on a server

Development is generally done on a local machine

SETUP AND WORKFLOW



http://codehenge.net/blog/2013/02/automate-your-development-environment-with-vagrant/

VAGRANT

Tool for creating virtual development environments

A **Vagrantfile** contains all the information about the environment

All developers on a project use the same exact environment for development



GITHUB

Everyone should have an account

Pointers to tutorials on Resources page

Apply for student developer pack

Watch important class related repositories



ADDITIONAL WORKFLOW OPTIONS

Have a development git branch

Add a staging environment

Example of a fairly elaborate git branching model

Use git-hooks for automation

Use git-hooks for deployment to server

TOOLS

WEBSTORM

Powerful IDE for JavaScript

Free for students

Alternative: Sublime Text 3

Learn to use Emmet - Demo



NODEJS

Platform that enables server side JavaScript



Event-driven, non-blocking I/O model



EXPRESS

Web server for Nodejs

We use express to serve static files for MP 1

Details in app.js in MP1 starter code

NPM

Node package manager

package.json file contains list of packages needed
for a project

```
npm install <package_name>
npm install -g <package_name>
npm install --save <package_name>
npm install
```



BOWER

Package manager for front-end packages

bower.json file contains list of packages needed for a project

bower install <package_name>

bower install --save <package_name>

bower install



GRUNT

JavaScript task runner

Define tasks in **Gruntfile.js**

grunt <task>



NEXT CLASS: CSS

courses.engr.illinois.edu/cs498rk1/