

NM2207

Week 1

Challenges

1) make sure you have Chrome installed. If not, you can download it here.:

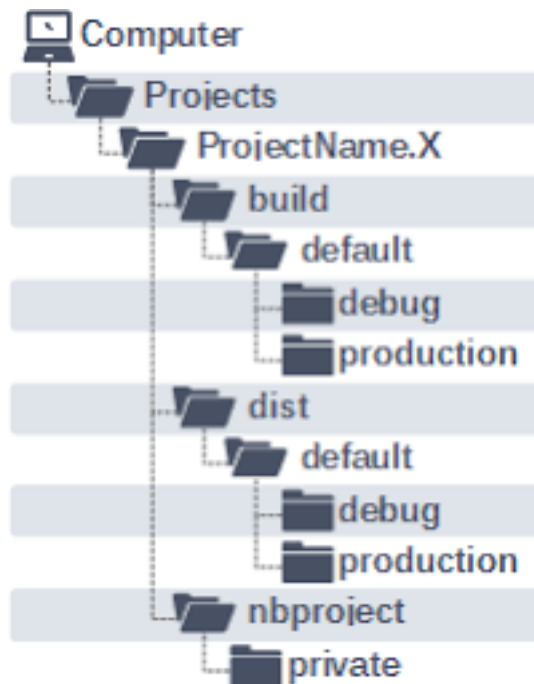
<https://www.google.com/chrome/>

2) Download and install the sublime text editor. You will find it here:

<http://www.sublimetext.com/>

A note on directory (“folder”) structure:

Directories are structured as “trees” with a name or letter for the root of a disk on your system. Here is a picture of such a tree (Windows Explorer and Mac Finder both have tree views):



If you click on a particular directory, it “opens” and you are “in” it.

There are a couple of different ways to specify directories using text. One by typing out the “full path”, for example

- C:/Projects/ProjectName.X/dist/default

and another is by using a “relative path” from the directory you are “in”. So if you are already in ProjectName.X, you could refer to the dist folder simply as

- dist

since dist is located in the directory you are in.

3) Open a (Explorer or Finder) window on your file system

a) Navigate to a location where you will do all your development for this class, and create a new folder (or “directory – same thing!). Let’s refer to it as nm2207dir (but you can name it whatever you want)

4) Open a command line window (Command Window / Terminal) on your machine.

Command line commands for your reference:

	MAC & Linux	WINDOWS (DOS)
Show files in folder	ls	Dir (ls?)
Show what directory you are in.	pwd	cd
Change directory to foo	cd foo	cd foo
(. means this directory, .. means the “parent” directory)		
Change to parent directory	cd ..	cd ..
Make a directory	mkdir	mkdir
Delete file foo	rm foo	del foo
Copy foo to bar	cp foo bar	copy (cp ?) foo bar
Move foo bar	mv foo bar	move (mv?) foo bar
Delete a directory foo	rmdir foo	rmdir foo
Show contents of foo on screen	cat foo (less foo)	type foo
Open an foo.html file in a browser	open ./foo.html	foo.html

(Note 1: **foo and bar are just dummy placeholders for whatever names you use**)

(Note 2: Avoid creating names with space in them “my.file” is better than “my file”!)

- **You can also drag and drop folders to the command window to print their location. (Try using this to change directories with cd!)**
- **TAB completes partially typed commands if it can.**

It is very important to master the basics of file navigation and command line usage, and to keep a nice clean directory structure for your class work code along, homeworks, and final project. Let’s practice using the command line:

- b) print the name of the directory you are in.
- c) navigate to nm2207dir using the command line specifying the relative path.
- d) navigate back up to the “parent directory” using ..
- e) navigate back to nm2207 specifying the full path (either my typing it manually, or by dragging that folder from Explorer/Finder on the command window after typing ‘cd’.

Now lets edit some code!

- a) make a new directory called class1
- b) Start sublime (probably easiest to double-click the icon)
- c) Open the class1 folder in sublime (drag the folder into sublime, or use File->Open Folder)
- d) Create a new file (File-> New File)
- e) Save the file as index.html – make sure to save it in the class1 folder!
- f) CHECK from the command line to see if index.html appears in the class1 folder.
- g) show the contents of the file index.html on the screen using the command line.
- h) Back in sublime, type the following code in to the file:

```
<!DOCTYPE html>

<html>
  <head>
    <title>
      "Yo"
    </title>
  </head>

  <body>
    <h2> Header </h2>
    <p> Making a web page!
    </p>
  </body>
</html>
```

- i)
- j) Save it (File->Save, or the keyboard shortcut)
- k) Open it in a browser! (Right click->Open in browser; or open it from the command line), or in the address box in your browser, type file:// followed by the whole directory path to the file
- l) Back in sublime, add this code in the 'head' section after the 'title' section:

```
<style >
  body {background-color: black;
        color: green;
      }
</style>
```

- m)
- n) Back in the browser, reload the file (rather than opening up a new tab or browser window)

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5) In your browser with your web page open, right click -> View Page Source

6) Back at your web page, Menu (3 dots in upper right) -> More Tools -> Developer Tools

- a) Go to the 'Elements' tab
- b) Click on (and draw your mouse over) each of the components. What happens on the page?
- c) Check out the Sources tab and open your file from there.

7) Open the console window

Enter JavaScript code to add two numbers
Run the function Date()
Google for the JavaScript Math object and try out at least 10 different functions that live on the Math object.

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- 8) Download the “Code Along” files for Video Session 1
 - a) Get them into the directory where you want them
- 9) Download H01 Hyperlinked Story Telling
 - a) Get it into a directory where you want it.

Visit the Luminus site and make sure you can see the Vid “playlist” for Session 1.

OK – you are good to go with the videos and week 1 homework exercises!