START NEW NODE PROJECT

C:\>PROJECTS\

C:\>PROJECTS\ mkdir cheesegames

C:\>PROJECTS\ cd cheesegames

C:\>PROJECTS\cheesegames

npm init

"name": "cheesegames",

"main": "app/app.js",

"repository": {

"type": "git",

"url": "git+https://github.com/jeremyjaysampson/cheesegames.git" },

"bugs": { "url": <https://github.com/jeremyjaysampson/cheesegames/issues> },

"homepage": <https://github.com/jeremyjaysampson/cheesegames#readme> }

npm install express –save

npm install body-parser –save

npm install ejs –save

npm install reload –save

npm install socket.io –save

**Automation**

npm install -g nodemon //installs globally, but doesn’t safe to package.json

add "start": "nodemon -e css,ejs,js,json --watch app --ignore feedback.json" to package.json script

**Create Git…or create a new repository on the command line**

computer 2

echo "# cheesegames" >> README.md

git init

git add README.md

git commit -m "first commit"

git remote add origin https://github.com/jeremyjaysampson/cheesegames.git

git push -u origin master

computer 2

git clone https://github.com/jeremyjaysampson/cheesegames.git

cd cheesegames

git commit -am “version 1”

git push

git pull

…edit files…

git commit -am “version 2”

git push

git pull

…edit files…

git commit -am “version 2”

git push

***Start a new branch***

git pull

…edit files…

git branch testing

git checkout testing

git commit -am "*testing branch*"

git push --set-upstream