Lab 3A

Due Tuesday February 18

Next week we switch gears and begin our study of platform computing. We will study git and github, web development using javascript and PHP. There is a lot of new software you will need to have installed before getting started. Please have the following installed and ready for use next week.

- Get a github account if you don't already have an account, go to github.com and create one. Submit your username to blackboard under lab3.
- 2. Install Git
 - a. https://git-scm.com/book/en/v2/Getting-Started-Installing-Git

After installing

- b. If you are using a Windows environment, make sure git bash was also installed. Git bash is a Window's shell where we will execute git commands. Go to start and type git bash and open it.
- c. If you are using a Mac or Linux, open up a terminal window.
- d. We will work with Git from the command line.
- e. Once your terminal or shell is open, type "git help". If the command executes and you see a list of helpful git commands, then you have installed successfully.
- 3. Read this helpful article on Git and github.
 - a. https://codeburst.io/number-one-piece-of-advice-for-new-developers-ddd08abc8bfa

Xampp

- Install Xampp. Xampp provides our web development environment. It includes the Apache webserver, a mySQL database, and a PHP application server. https://www.apachefriends.org/index.html
- 2. Install Chrome browser

- 3. Install Visual Studio Code https://code.visualstudio.com/
- 4. Install an SSH client- if you have a Windows machine, you should download the sshClient.zip file on blackboard and install it. If you have a Mac, you should install Filezilla https://filezilla-project.org/ We will use these pieces of software to transfer files from our machines to the CS department's Unix server.

Submission

Submit your github username and confirmation that you've installed all of the software.

Grading Pass/Fail

If everything is successfully installed before the due date. If you have trouble, make sure you see me or a TA before the due date.