1. Fork the repository that you want

2. git clone url

3. open the cloned folder in sublime

4. Work away on adding code

5. Once you want on github go to terminal

6. cd into folder

7. git add .

8. git commit -m "YOur message goes here"

9. git push

10. voilaaaa

padding = inside the box

margin = outside the box

why does cnn.com link turn blue, and google.com turning purple

When you make a nav bar fixed, why do you have to set top, left and right at 0?

Github.com and create new repository and add name

Clone it

Open that folder in Atom/Sublime Text

Git checkout –b “branch name” (creates new branch\_

Git add .

Git commit –m “”

Git push

Javascript

Only programming language available in all web browsers

What do we do with it?

* Model and manipulate data and processes
* Interacts with browser elements represented by HTML

The part that deals with manipulating data and processes through strings, variables, logic etc is defined by the [ECMA](http://www.ecma-international.org/memento/history.htm" \t "_blank) (the European Association for Standardizing Information and Communication Systems). The v8 interpreter on Google Chrome’s browser was written in C++.

The part that deals with interacting with HTML elements called the Document Object Model (DOM) is specified by W3C (World Wide Web Consortium). They also specify HTML as well.

So, those two organizations create the specs for javascript. It is up to the browswers themselves to figure out the how piece.

**Variables**

Simply a name attached to a value. So the number 6 could be represented by the variable x. Now… x = 6.

X + 5 = 11

X – x = 0

Variables accomplish two crucial tasks in programming:

* Referencing a value at any time in a program
* Gives us a way to maintain state throughout a program

Function handleClicks() {

var clickCount = 0;

(‘.js-click-counter’).text(clickCount);

(‘js-click-counter’).click(function(event) {

clickCount += 1;

(‘js-click-counter’).text(clickCount);

});

}

$(document).ready(handleClicks);

Declaring a variable: Tells the computer it needs to set aside a space in memory for a new variable. You have now created a link b/t a variable name and a place in the computer’s memory that stores that value.

var myVar;

Assigning a value to it: myVar = 6;

Retrieving its value: alert(myVar);