FEWD

NOAH APPEL

AGENDA

- Intros and Ice Breaker
- Class expectations
- Intro to the web
- git and GitHub
- Happy Hour

INTROS AND ICE BREAKER

- Name
- Hometown
- Current occupation
- Why are interested in learning FEWD?
- What pop culture icon (or anti-icon) do you identify with most?

EXPECTATIONS

- Everyone has different levels of experience, and different paces of learning
- First 4 classes are meant to "even the playing field"
- Systems to get help
    - Slack/peers
    - TAs (also on Slack)
    - Teacher
    - Google is your best friend - will keep an updated list of resources
- What you should expect to have by the end

WHAT WILL THIS CLASS COVER?

- This class will teach you to start thinking like a developer
- It will teach the foundations of building websites
- git and GitHub
- HTML
- CSS
- JavaScript
- Putting it all together

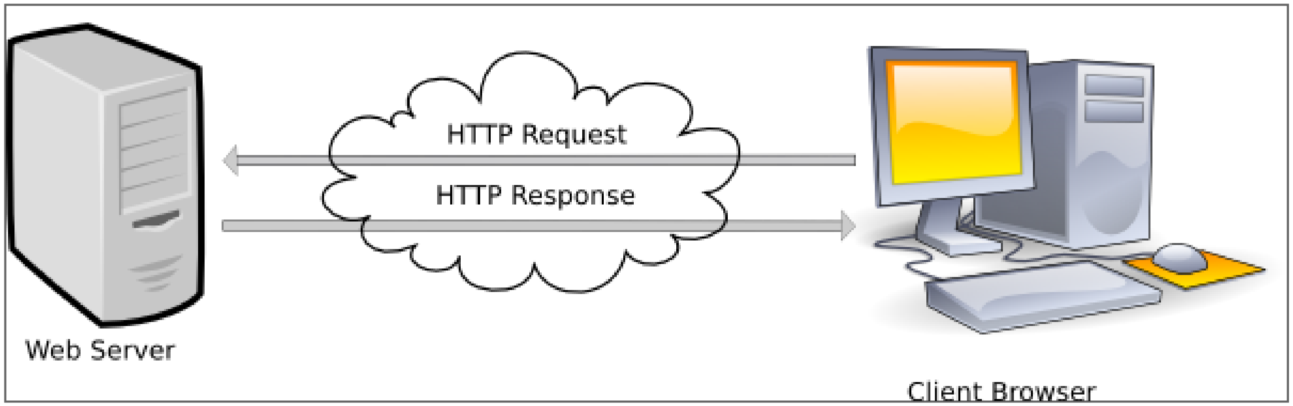
IN CLASS

- Objectives
- Definition wall
- Lectures - Slides will be available after each class
- Code alongs
- Pair programming
- Group activity
- Lab time

THE WORLD WIDE WEB

How does it work?

INTRO TO THE WEB



WHAT MAKES UP A WEBPAGE?

- Basically files in a text editor written in a syntax that the browser can understand
- "Hosted" on a server, with an associated address, or URL.

GIT AND GITHUB

Git is a free and open source distributed version control system designed to handle everything from small to very large projects with speed and efficiency.

GitHub is a Web-based Git repository hosting service.

- Git is a program you install on your computer
- Used for "version control"
- GitHub is basically just git, in the cloud. Think Dropbox or Google Drive, but for code.
- Git on your computer is great, but when your "local" git is paired up with GitHub, collaboration is made possible
- Git and GitHub are vital parts of the development process
- GitHub is a perfect tool to provide **feedback** on code.
- We will be using git and GitHub for all assignments, including final projects

GIT LINGO

REPOSITORY (REPO)

A central location in which data - typically about a project - is stored and managed

CLONE

Download data from the cloud to your local machine (laptop, computer, etc.)

COMMIT

Save a version of your project to git

PUSH

Save your code to the cloud

PULL

Get the latest code from the cloud to your machine

BRANCH

(don't worry about this for now)

Ways to create different versions of your code base, for working on features

FORK

(don't worry about this for now either)

Create a copy of a repo

TYPICAL WORKFLOW

1:

Each GitHub project is called a "repository". Engineers joining a team start by "cloning" the repository (or repo, for short).

2:

The main, stable version of the codebase is on the default "branch" in GitHub which is called "master".

3:

As engineers are working on a project, they "add" and "commit" their changes. This establishes a saved version of a project and creates a history of what they are working on. With these saved versions, engineers are able to revert to an earlier version if an issue arises that cannot be fixed.

4:

If there are multiple engineers working on a project, other engineers can review the code that is committed and provide feedback. For this class, the instructors will be reviewing and providing feedback on your code.

GIT/GITHUB CODE ALONG

HOMEWORK SUBMISSION

HAPPY HOUR!