

Recipe for Node Application

1. Install Homebrew. Follow instructions here: <https://coolestguidesontheplanet.com/installing-homebrew-on-os-x-el-capitan-10-11-package-manager-for-unix-apps/>
2. Install Node via Homebrew. **brew install node**
3. Create an application folder.
 1. **mkdir myapp**
4. Inside myapp/ run **npm init** to create a package.json
 1. Follow prompts changing the Author field to your name
5. Run **npm install express —save** and **npm install body-parser —save** to install Express and the bodyParser modules.
 1. This will create a node_modules folder in your myapp directory
6. Run **npm install** to install the modules from package.json
7. Create an app.js file.
 1. **touch app.js**
8. Connect your myapp folder to GitHub
 1. Create a README.md file inside myapp/
 1. **touch README.md**
 2. Add some text to README.md
 2. Run **git init** inside myapp
 3. Run **git add app.js package.json README.md** to track these files with git. (We do not want to track node_modules in Git. When someone else clones, they can run npm install to install these modules from package.json)
 4. Run **git commit -m “<Your commit message here>”**
 5. In your Github, create a new repository. You can name the repo whatever you like, I suggest myapp.
 6. Back in the terminal, run **git remote add origin https://github.com/<YourGitHubName>/myapp.git**
 7. Next run, **git push -u origin master** and your repo is set up.
9. Using express, in app.js, create GET calls for hello and world endpoints that return Hello and World respectively.