Pre-Work

An introduction to HTML, CSS, Sublime text editor, and Git version control. We will strengthen these skills and learn more advanced techniques as the class progresses. Pre-work will be completed before the class begins and takes 1-2 weeks to complete.

Instructions

Congratulations on taking the first step in becoming a Web Developer. You will find the pre-work is arranged in mini-milestones. Each milestone has objectives for you to achieve. Don't worry if you don't immediately understand the terms and concepts; we've included materials in each milestone to help you learn. Any references to documents below can be found in the [Pre-work folder](#).

Milestone Completion

In order to complete the milestone, you must:
- Complete the assignments
- Complete the projects if any
- Have milestone reviewed with Bootcamp staff
- If at anytime you get stuck, you can reach out to us or schedule a review session.

Code Academy:

For some of the milestones below you will notice we have references to which Code Academy lessons you should read. We have limited the number of lessons down to what makes sense for pre-work. However we want to encourage you to jump into more complex lessons if you wish. Just note that we will probably go over that material again in more detail on the first week.

Accounts

Please make an account at these websites if you don't have one already:
- [Google Plus](#)
- [GitHub](#)
- [Twitter](#)

1: Terminology

Our industry is full of new terms for you to learn. Start off my reading the **Programming Terminology and Conversations** document to get started (In the [pre-work folder](#))

2: Sublime Text Editor

When you come to class on the first day, we will need you to have a code editor installed on your computer. Sublime Text editor is very popular in the web-development community. Download it here: http://www.sublimetext.com/3

Objectives

In this milestone, we hope you achieve the following objectives:
- Install Sublime Text Editor
- Explain how settings are managed in Sublime

Review the following materials:

Below is a list of videos that will help you get familiar with Sublime and to learn the above objectives. We know that you won't understand every part of these two videos. That's okay, watch them anyways just to get started:
- Welcome
- Installation and Base Settings

3: HTML Basic Concepts

Objectives:

In this milestone, we hope you achieve the following objectives:
- Demonstrate opening and closing tag syntax
- Demonstrate empty tag (one-sided tags) syntax
- Know the purpose and syntax of these Inline Elements
    - <span>
    - <a>
    - <img>
    - <b>
    - <strong>
    - <i>
    - <em>
    - <u>
- Know the purpose and syntax of these Block Elements
    - <div>
    - <p>
    - <h1>
    -
    -
    -
- Describe how whitespace works in HTML

Review the following materials:
- The **HTML: 1.1 Basic Concepts** document in the [Pre-Work folder](#)
- [HTML Intro](#)
- [HTML Basics](#)

Code Academy Exercise

Navigate to http://www.codecademy.com/tracks/web. Instead of clicking the start button to start all tracks, scroll down to see a list of available tracks. Below is a list of tracks we would like you to complete:
- Introduction to HTML
  - HTML Basics
  - Build Your Own Webpage
- HTML Structure: Using Lists
  - HTML Basics II
  - Social Networking ProfileProject: My Bio Pa
  - ge

My Profile Project

Similar to your "Social Networking Profile" created at Code Academy, Create an HTML file called myprofile.html that tells a little bit about yourself. Use Sublime Text Editor to create this file.
It should include:
Name, favorite foods, where you grew up, hobbies, and a picture of yourself. For this small project, do not do any CSS.

Once you are complete, email myprofile.html to rockit@apollo.edu.

4: CSS Basic Selectors

Objectives:
- Define: Declaration, Declaration block, ruleset, property, value, and selector
- Use Tag, Class, and ID selectors
- Use individual and combination selectors
- Use Multiple Selectors (separated by commas)
- Use Descendant selectors
- Demonstrate Child selectors

Review the following materials
- The **CSS: 1.1 Basic Selectors** document in the [Pre-Work folder](#)
- [W3C - CSS](#)
- [Getting to know CSS](#)
- [Little CSS stuff newcomers get confused about](#)

Code Academy

Navigate to http://www.codecademy.com/tracks/web and complete:
- Introduction to CSS
  - CSS: An Overview
  - Design a button for your website
- CSS Classes and IDs
  - CSS Selector

Project: My Bio Page Stylized

Using the previous My Bio Page that you created for the HTML Milestone, make as many style changes to your bio as possible without considering how good it looks. The goal here is to try to use as many different CSS properties as you know.

Once you are complete, email the styled myprofile.html to rockit@apollo.edu.

5: Unix Basics

Unix is an operating system which is the core of Linux Operating Systems and Mac OS X. It is important to know basic Unix concepts to be good at web development. If you're using a Windows operating system then you don't have Unix to practice on and you will need to use this emulator instead: http://www.bellard.org/jslinux/

Objectives
- Identify basic linux folder structure/directories
- Use file/directory commands (ls, cd, pwd, mkdir, rm, mv, cp, cat)
- Use Linux Help Commands (man, whatis)
- Explain intermediate commands (grep, head, tail)

Review the following materials
- Unix / Linux 101
- 11 Unix Commands
- Play a game with Unix

More advanced materials for those that wish to go further
- http://www.slideshare.net/TusharadriSarkar/a-quick-introduction-to-linux
- http://www.ee.surrey.ac.uk/Teaching/Unix/
  - keep reading past 1 & 2

Exercise: Explore the Shell
- Print the current directory
- Move to /etc

- See what's inside
- Move to home directory
- Exercise Find Hidden Directories
- Find many hidden directories in home note: hidden directories start with a . (dot)
- Exercise Using Help
  - Run the command man ls
  - Run the command info ls

6: Learning Git and Github

Git is an amazing tool for managing code. It's so amazing that practically every company that develops code in any programming language uses Git. A body of code in Git is called a **repository**. GitHub is a place for hosting Git Repositories so developers can collaborate on teams. Imagine one developer makes changes to some code on their local computer, then uses Git on their computer to **push** the code to GitHub. Now all the other developers on the team can **pull** (or download) the code changes down to their local computers.

Git is typically managed through command-line. So make sure you learn some basic command-line concepts before you start to learn Git. As a part of the bootcamp pre-work, you'll see some other assignments related to Unix which you should follow before you continue to learn Git.

Objectives
- Describe Git version control
- Understand basic Git commands:
  - Use *git init*
  - Use *git status*
  - Use *git add*
  - Use *git commit*
  - Use *git log*

Materials
- Watch these videos:
  - [What is Version Control](#)
  - [What is Git](#)
- Complete the Try Git tutorial [Git Challenge](#)
  - Get to 1.9. Any further progress can be considered extra learning

Project: Github
- Create an account at GitHub https://github.com/
- Create a repsository https://help.github.com/articles/create-a-repo
- Create a ReadMe file in your repository. Include a link to http://phxrockit.com/

7: Checkpoint

Objectives
- Schedule a meeting with Bootcamp Staff
- Complete the pre-work quiz before your scheduled meeting. A link to the quiz will be provided. Don't worry about how you do on the quiz, there is no "fail". It will just help us to get started at the right place.
- Complete Application