

WEB322 Assignment 1

Submission Deadline:

End of Week 3

Assessment Weight:

5% of your final course Grade

Objective:

This first assignment will get you setup with your environment, tooling, and a Heroku account as well as introduce you to the development workflow used in this course (Visual Studio Code + Git + Heroku).

Specification:

For this assignment, we will be publishing our first web app on [Heroku](#).

Step 1: Installing Software

In order to create web applications and publish them online, you will need to download and install the following software. If you are using the Mac Lab (T3078) – this software is already installed and you may proceed to Step 2, however do not skip this step if you are working from home.

- [Visual Studio Code](#)
- [Node.js](#)
- [Git](#)
- [Heroku CLI \(Command Line Interface\)](#)

Step 2: Following the Guide

The next step involves following along with the "**Getting Started With Heroku**" Guide available on the [course website](#). You may skip the "**Required Software**" section, however if you need help verifying that the required software is installed correctly this section provides some additional information.

Step 3: Customizing the server code (server.js)

Once you have completed the guide (Step 2), and have a simple "Hello World" app running on Heroku, you must personalize the output:

- Instead of "Hello World" – change your app to output your full name and student number, ie "Patrick Crawford - 037465064"
- **HINT:** If you make any changes to your server.js file after publishing to Heroku, you will have to:
 - Commit your changes to your local git repo using the following procedure:
 - Click on the Source Control Icon in the sidebar that has a "1" on it in Visual Studio Code
 - Enter a message (in the "Message" box) describing your change, ie "updated server.js"
 - Click the checkmark above the message box to commit your changes.
 - Push your changes to Heroku by issuing the command: "git push heroku master" from the Integrated Terminal in Visual Studio Code

Assignment Submission:

1. Add the following declaration at the top of your server.js file (do not forget to include the URL to your app on Heroku:

```
/* *****  
* WEB322 – Assignment 1  
* I declare that this assignment is my own work in accordance with Seneca Academic Policy.  
* No part of this assignment has been copied manually or electronically from any other source  
* (including web sites) or distributed to other students.  
*  
* Name: _____ Student ID: _____ Date: _____  
*  
* Online (Heroku) URL: _____  
*  
* ***** */
```

2. Compress (.zip) the files in your Visual Studio working directory (this is the folder that you opened in Visual Studio – it should contain a **node_modules** folder, a **server.js** file and a **package.json** file)

Important Note:

- **NO LATE SUBMISSIONS** for assignments. Late assignment submissions will not be accepted and will receive a **grade of zero (0)**.
- Submitted assignments **must** run locally, ie: start up errors causing the assignment/app to fail on startup will result in a **grade of zero (0)** for the assignment.
- After the end (11:59PM) of the due date, the assignment submission link on My.Seneca will no longer be available.