

GETTING STARTED

By: Kendra Wannamaker

OVERVIEW

- Command Line Navigation (Basic Bash)
- Development Environments
- Group Organization

BASIC BASH - MOVING AROUND

- Where am I?
 - print working directory
 - `>pwd`
- What is here?
 - list files
 - `>ls`
- I want to move...
 - change directory
 - `>cd <fileName>`
 - Home: `>cd ~`
 - Back: `>cd ../`

BASIC BASH - FILE MANIPULATION

- Create a File
 - `><textEditor> <newFileName>.<fileExtension>`
 - `>gedit hello.txt`
- Move a file
 - `>mv <filePath>/<file> <newFilePath>/<MaybeNewFileName>`
 - `>mv hello.txt ../myFile/hi.txt`
- Delete a file
 - `>rm <fileName>`
 - `>rm hello.txt`
- Copy a file
 - `>cp <fileName> <fileName>`
 - `>cp hello.txt ../myFile/hi.txt`

BASIC BASH - MY FAVOURITES

- Make a directory
 - `>mkdir <folderName>`
 - `>mkdir myFolder`
- Delete a directory
 - `>rmdir <folderName>`
 - `>rm <folderName>`
 - Recursive `-r`
 - Force `-f`
- How do I...
 - `>man`
 - `><command> --help`
- Where is...
 - `>grep -<flags> "<stringYouAreLookingFor>" <file>`
 - `>gep -rin "Hello" *`

DEV ENVIRONMENTS - BASICS

- Examples: Gedit, Notepad++, Notepad, Wordpress
- Pros
 - Simple
 - Syntax Highlighting
 - Light Weight
- Cons
 - Simple

DEV ENVIRONMENTS - ADVANCED TEXT EDITORS

- Examples: Vim, Emacs
- Pros
 - Very Fast
 - Very Customizable
 - Cool
- Cons
 - Difficult to learn all the key short cuts
 - Probably require googling to learn how to do anything
 - Very Customizable

(vim adventure game)

DEV ENVIRONMENTS - IDES

- Examples: Eclipse, IntelliJ, Visual Studios
- Pros
 - Debugging
 - Open Declaration/Call Hierarchy
 - Lots of extra tools
- Cons
 - Very heavy
 - Complicated

DOWNLOADING

When installing new software on your computer:

- Know if your computer is 32-bit or 64-bit
- Double check you install the right version of software, does it need to work with other software?
- Look are all the checkboxes, Are you setting Bing to be your default search engine?
- If you run into trouble just google it
 - Try to be as specific as possible, if you get an error message/code search that.

GROUPS - FORMING A GROUP

- Make sure you schedules a line
 - at least 3 hours a week
- Match with people that value the class equally
 - Is your groupmate not willing to finish the project this weekend?
 - Is your groupmate asking you to give up a weekend?

GROUPS - AGREEMENTS

- Agree on what happens when someone drops the ball
 - Coffee/Donuts?
 - What happens if they do it again
- Agree on communication methods
 - Facebook? Email? Slack?
 - How are you sharing code? (Git Workshop Plug)
- Agree on syntax
 - camelCasing? Underline_naming_convention?
 - Where do brackets go?
 - Spaces or tabs?

GROUPS

To Be a Good Group Mate:

- Comment your code (If you write code others can't understand, you will end up writing more code)
- Follow through on commitments
- If you are stuck ask for help

To Be a Good Group:

- Meet up right when the assignment is given.
- How long will this take? (Leave time for things to go wrong)
- Divide the project into subtasks and allow group members to work at it when they have time

QED