

# Git'n Scriptin'

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#### Git Gud

- Git is a command line tool used for version control
- Version control is used for keeping track of changes
  - Good for group projects
- Millions of developers are using it
- Some employers will not take you seriously unless you have a GitHub

# Why Learn Git?

Cause you should.

# Setting up Git

Download Git for Windows here: https://git-scm.com/download/win

If you're on Linux you probably already have it.

# Setting up Git

- jt config --global user.name "username"
- jt config --global user.mail "me@mail.com"

## Git Commands (Comprehensive)

- git init {name}
- git clone {url}
- git pull
  - git fetch
  - git merge
- git add.
- git commit -m "Subject" -m "Body"
- git push
- git status
- git checkout -b {branchName}
- git stash.
- git revert {commit id}

## Git Commands (Essential)

- git clone {url}
- ▶ git pull
- bgit add.
- git commit -m "Subject" -m "Body"
- ▶ git push

#### GitHub

- Owned by Microsoft
- ▶ 40 million users
- Free web hosting for static websites
- Free organizations
- Issue tracking
- ▶ Task management



#### GitLab

- Alternative to GitHub
- Over 1 million users
- Just about all the same features as GitHub
- ▶ Free private repositories



#### GitKraken

- Nice Windows GUI
- ▶1 million users
- ► Good Tracking System



#### Bitbucket

- ▶Used to be popular
- Stay away from it
- Might have 100,000 users



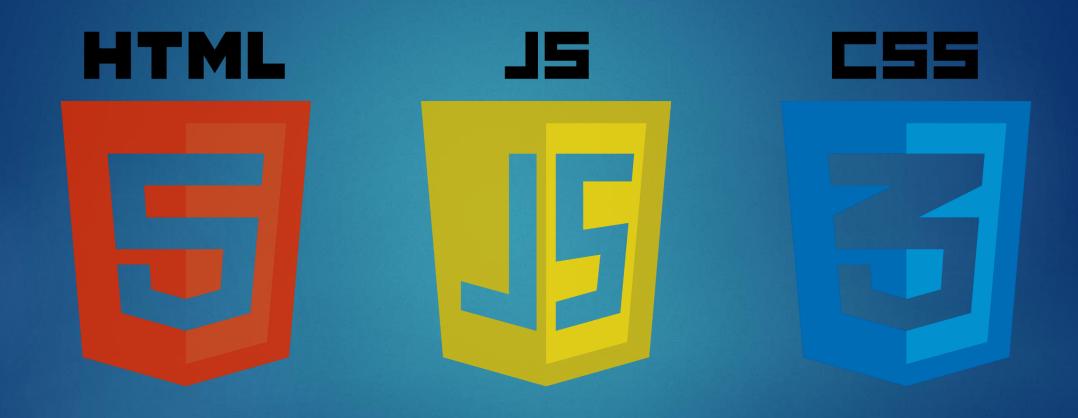
#### Git Started

- www.github.com
- Make a repository named HelloWorld
  - ▶ Initialize with a README
    - https://github.com/adam-p/markdown-here/wiki/Markdown-Cheatsheet
- Create a new file called LICENSE
- Go to Git CMD and run the following command...

git clone https://github.com/{UserName}/HelloWorld

# JavaScript

#### The Trifecta

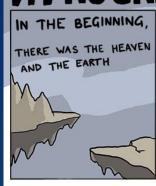


#### History of JavaScript

- Made in 1995 based off of Netscape's ECMAScript in a joint collaboration between Sun Microsystems and Netscape.
- Oracle now owns the JavaScript trademark since they acquired Sun Microsystems.
- As of 2016 Google Chrome conforms to 93% of EcmaScript's features while Mozilla Firefox supports 77%.
- JavaScript is a web scripting language. EcmaScript is a standard that scripting languages conform to.

#### World of JavaScript

- JavaScript can literally do everything
- MEAN Stack
  - MongoDB NoSQL database
  - Express minimalist server-side framework
  - Angular fast, modular client-side framework
  - Node.js library that enhances the features of JavaScript
- Other popular JavaScript libraries
  - ReactJS heavy load bearing client-side framework
  - Vue.js lightweight, scalable client-side framework











TO CREATE DARKNESS, YOU NEED TO HIDE THE LAND, BUT THAT'S OK CAUSE CREATURES WON'T BE ADDED UNTIL LATER.

AND STACKOVERFLOW SAID IT'S FINE



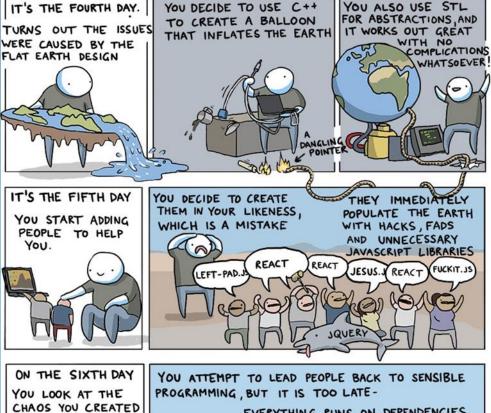




YOU TRY TO ADD CREATURES
IN THE DARKNESS, BUT
THERE'S NO LAND WITHOUT
LIGHT, AND YOU CAN'T HAVE
LIGHT BECAUSE OF THE
WATER.

BROWSER USING CODKIES, WHICH UNFORTUNATELY MAKES THEM MORTAL

YOU ADD THEM IN THE





YOU ATTEMPT TO LEAD PEOPLE BACK TO SENSIBLE PROGRAMMING, BUT IT IS TOO LATE
EVERYTHING RUNS ON DEPENDENCIES.

DAYTIME\_AIR.JS

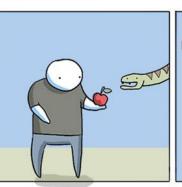
SEA.JS

BASE.JS

REALISTICATION BASE.JS

REALI

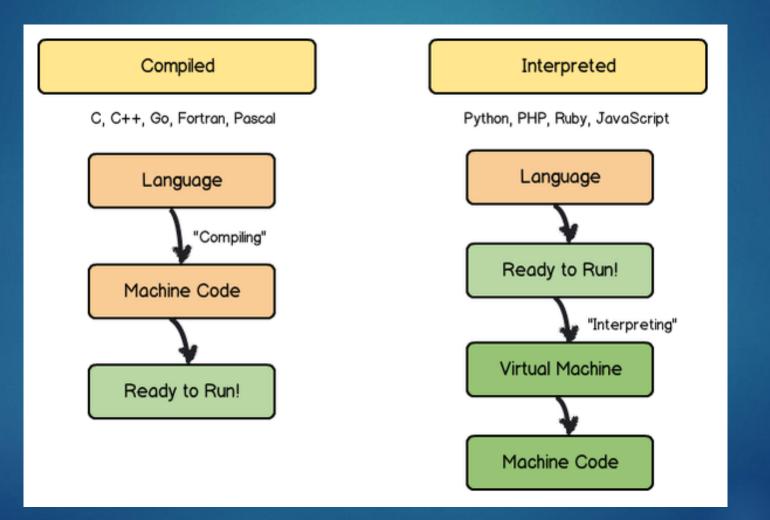






# Features of JavaScript

#### Interpreted



# Typing

- Weakly typed
  - Interpreter guesses the type for you
- Anything can go into an array
- ▶ 6 Primitives
  - String
  - Number
  - ▶ Boolean
  - Undefined has no value assigned
  - ▶ Null has a value of no value assigned
  - Symbol used for unique identifiers

#### Equals vs Equals

Used for loose comparisons

1 == "1" returns true

1 == 1 returns true

Used for strict comparisons

1 === "1" returns false

1 === 1 returns true

# Declaring Variables

- const
  - you guys know constants
- var
  - global / function scope
- let
  - block scope
  - rebinds when being iterated, so it's good for loops and recursion
  - read more here: <a href="http://www.jstips.co/en/javascript/keyword-var-vs-let/">http://www.jstips.co/en/javascript/keyword-var-vs-let/</a>

```
const i = 7;
function hi(){
    if(0 == '0'' \&\& 0 == '0' \&\& '0' == '0''){
         var s = ["Hello", "World", '!', 1];
         var len = s.length;
         varj = s;
         for(let s = 0; s < len; s++)
              console.log(j[s]);
         //vari = 5; //syntax error
         let i = 5;
         for(let i = 0; i < len; i++)
              console.log(s[i]); //prints array s
         console.log(i); //prints 5
    console.log(i); //prints 7
```

```
<!DOCTYPE html>
<html lang="en-US">
<head>
   <meta charset="UTF-8">
   <meta name="viewport" content="width=device-width,initial-scale=1">
   <title>Hello</title>
   <script src="js/hello.js" type="text/javascript"></script>
</head>
<body>
   <script>hi();</script>
</body>
</html>
```

## Git'n Script

- Add your JavaScript to your HelloWorld folder
- Run these commands...

#### git add.

you can also use git add /all or git add \*
git commit -m "Subject" -m "Body"
git push

#### Pulling Data

- ▶ Go to GitHub
- Make a change to your README.md
  - ### by firstName lastName
- Go back to Git CMD
- ▶ Run the following command...

#### git pull

# Congratulations!

YOU DID IT!