

Agenda

- Questions on UI/UX?
- Intro to git
- Intro to heroku
- Good coding habits









What is git?

- Git is a version control system--lets you reference old versions of documents, code, websites, etc. so you can review changes you made and even have the option to go back to previous iterations of the product
- The git repository is like a big storage unit for your code--useful for bugs
- The nice thing about git is that it's really convenient to work with groups in
 - You can have branches where you work on parts separately, but also have the opportunity to merge those branches when you want to compile your work back together
- Perfect for teams!
- Started by the Linux guy

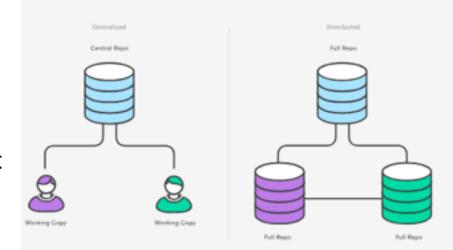


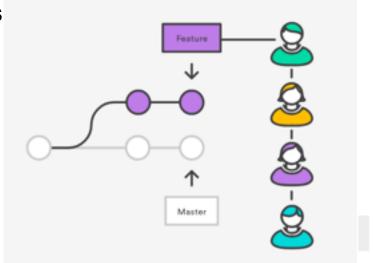




Why should we use git?

- As we previously mentioned, it's great for teams
- You have complete annotated history of all your code
- You can still work on different versions of your code, even while offline--full local history
- Pull request -- merging your branch into their repository (good for team leads)



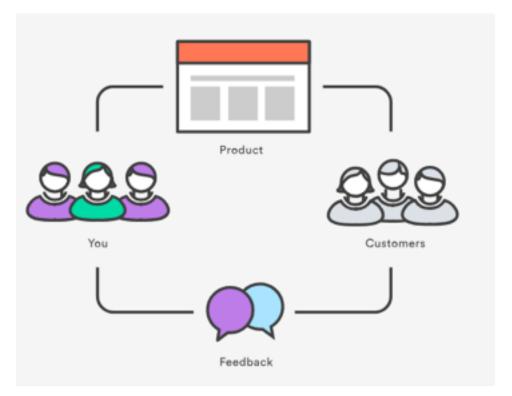






Why should we use git?

- Faster release cycle
- All around a better environment for continuous integration and deployment



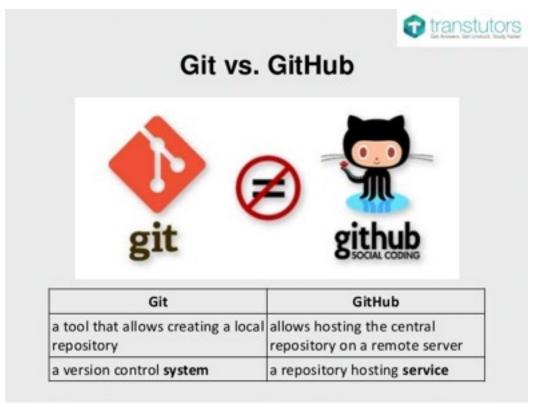






What is the difference between git and github?

- Git and
 Github are
 not the
 same thing!
- Github is a host for repositories







Downloading git

- Some of you might already have git
 - Run this line in your terminal to verify that you have the software downloaded

```
ignnahhaque — bash — 80×24

Last login: Tue Jul 10 08:43:06 on ttys000

Jennahs-MacBook-Air:~ jennahhaque$ git --version
git version 2.15.1

Jennahs-MacBook-Air:~ jennahhaque$ ■
```

If you have an older version of git, consider installing the latest download







Downloading git

- General Git Cheat Sheet
 - https://www.atlassian.com/git/tutorials/atlassian-git-cheatsheet
- For Linux
 - https://www.atlassian.com/git/tutorials/install-git#linux
- For Windows
 - https://www.atlassian.com/git/tutorials/install-git#windows
- For Mac OSX (don't use the atlassian version--might have problems)
 - https://github.com/cuminm/git-2.15.1-intel-universal-mavericks.dmg







Useful git properties

- Git init
 - Initializes an empty repository
- Git status
 - Lets you see which files exist
- Git add <file name>
 - Lets you add a file to the staging environment
- Git commit -m "Your message about the commit"
 - Creates your commit (a history of the files that you've edited)







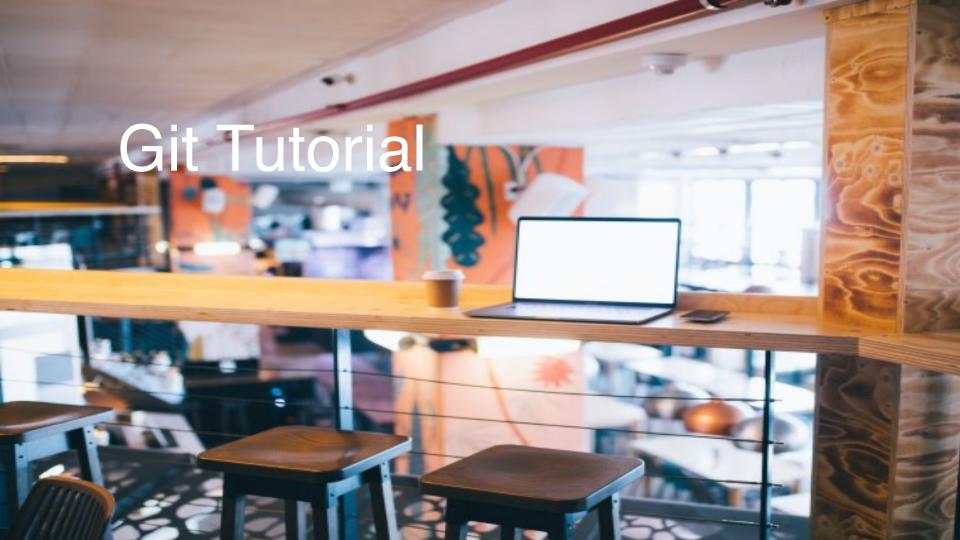
Useful git properties

- Git checkout -b <branch name>
 - Lets you change branches (git branch then lets you see that you are in the new branch)
- Glt push origin <branch name>
 - Lets you push a branch to github
- Git pull origin master
 - Gets all the changes that you made from Github back onto your computer
- Git log
 - Lets you see all the new commits









Basic git tutorial

Remember to reference the cheat sheet if you are having trouble!

https://product.hubspot.com/blog/git-and-github-tutorial-for-beginners



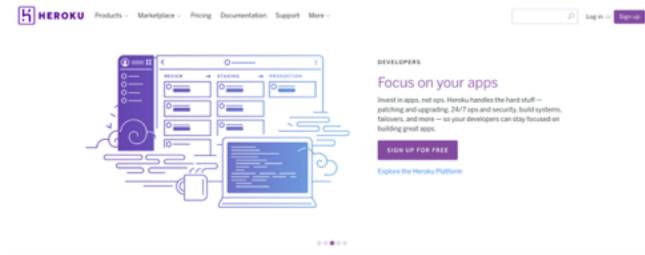






What is Heroku? How is it different than Meteor?

- Heroku is a cloud platform that also allows you to create and deploy apps
- You can deploy a meteor created app on Heroku
 - You can use git push for deployment
- You don't have to worry about hosting or infrastructure (runs on Amazon Web Services--no need to build your own server)

























Basic Heroku tutorial

https://devcenter.heroku.com/articles/getting-started-with-nodejs#introduction

Look at how quick we can deploy an app









- Measure twice, cut once
- Use meaningful and obvious variable names

```
// set variable for days passed since last visit
$dplastvisit = 5;
or
$days_passed_last_visit = 5;
```

- Stay organized-- when you are editing new versions of code in git, explain what's the difference between the two versions
- Comment on your code often to keep track of what certain lines are doing-also a way to identify what is done, what needs to be debugged, and more
- Explain the purpose of your algorithms with commenting too







Take advantage of for loops and arrays instead of repeating code

```
// get the current year and store in variable
$current_year = date('Y');
//echo out the next 10 years for expiration years
echo "<option value='".$current_year+1."'>".$current_
echo "<option value='".$current_year+2."'>".$current_
echo "<option value='".$current_year+3."'>".$current_
echo "<option value='".$current_year+4."'>".$current_
echo "<option value='".$current_year+5."'>".$current_
echo "<option value='".$current_year+6."'>".$current_
echo "<option value='".$current_year+7."'>".$current_
echo "<option value='".$current_year+8."'>".$current_
echo "<option value='".$current_year+9."'>".$current_
echo "<option value='".$current_year+10."'>".$current
```







Take advantage of for loops and arrays instead of repeating code

```
// get the current year and store in variable
scurrent_year = date('Y');
slast_year = $current_year+10;

//echo out the next 10 years for expiration years
for ($i=$current_year;$i<$last_year;$i++) {
   echo "<option value='".$i."'>".substr($i,2)."</optio
}</pre>
```







- Your terminology should be understandable to every day users
- Cross Platform testing
- Take advantage of classes and functions (no need to be rewriting code)
- Test and debug your code often







