Supplement Material

How to get start with coding assignments?

Computer Graphics
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A quick overview, to provide more context about what exactly we are doing
HTML

- HTML stands for **Hyper Text Markup Language**
- Is the standard markup language for **Web Pages**
- Describes the structure of a Web Page
- A browser can view HTML Files
JavaScript: What, why and where?

• What
  ○ JavaScript (JS) is a scripting language
  ○ Developed in 1995 by Netscape
  ○ Enables to manipulate the website (DOM) and react to user input
    => websites can be dynamic

• Where
  ○ HTML is used together with JS and CSS
  ○ Code is executed inside the browser
What is our code skeleton doing?

This is automatically **generated** by our code skeleton setup

This is where you inserted **your code** in the coding assignments

Not used

You don't care about them

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How to debug your code in a browser?

Every browser has integrated development tools:

- Chrome/Firefox:
  - `strg+shift+i` (linux/win)
  - `cmd+option+i` (mac)

- To create logs in your code:

```javascript
console.log("test");
console.log(variable);
```
How to setup your programming environment?

• What you need
  ○ Code editor: to edit your code
    • Recommended: VSCode or WebStorm
    • Alternatives: Sublime Text, Vim, ...
  ○ Command line tool: every OS has one – we need it to start the Node.js
    • Windows 10: PowerShell
    • macOS/Linux: Terminal
How to run the code skeleton?

- A command line tool is also called **Terminal**
- Exist in almost every OS
- Some of the code editor integrates it for convenience
  - no need for a separate window

How to run?

- Open your terminal
  - How to open and use it will depend on your OS
  - Navigate into your project folder
- This is the folder that contains the `package.json`
  - Enter the 2 commands
    - `npm i`
    - `npm start`
Where to go from here *(some of many resources)*

- More about **HTML**
  - selfhtml - https://wiki.selfhtml.org/wiki/Startseite

- More about **JS**
  - w3schools - https://www.w3schools.com/js/

- **Three.js**