

Bootcamps

Lately I have been participating in bootcamp workshops with Micheal. I have been to 2/2 so far. This is to learn more on the development aspect of the study and make sure I have proper knowledge on things and can ask for help right away. There's live coding so it's basically a in class yt tut that I'm following at my own pace. I noticed in these classes I also get lots of references to where I can learn more from or useful tools/apps that can help me in the future.

Bootcamp 1:

Learnt about the basics

What is vscode; html;css;js and how to start off with it. We were provided with some cheat sheets as well and tried an exercise in class to follow along.

VSCode / Cursor

- Liveserver Extension
- Emmet: Quickly produce code

HTML

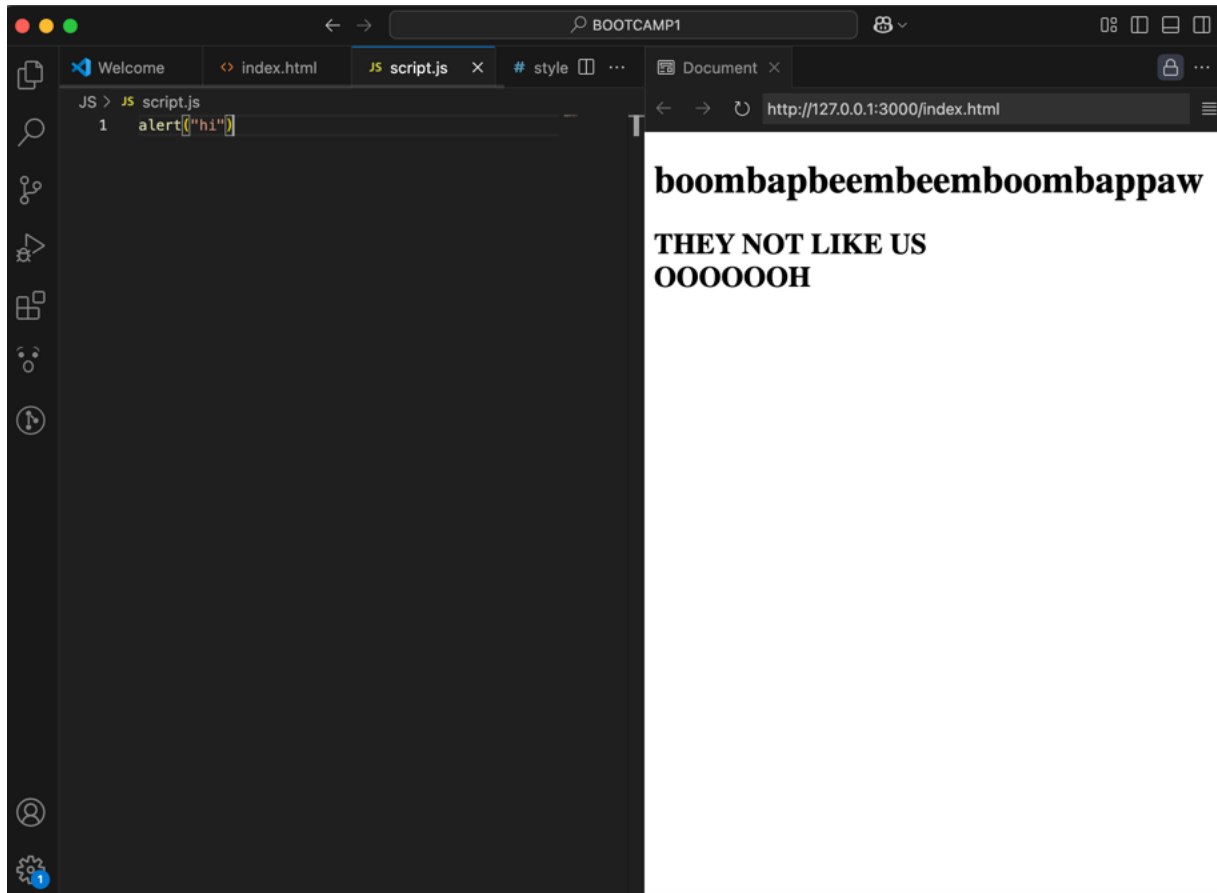
- Doctype & viewport?
- Semantic elements, accessibility (alt, title, correct elements)

CSS

- How to add it (inline, internal or external and in what order)?
- Reset CSS, what is that?
- Selectors and their weights

JavaScript

- How to add it (where and what does defer do)?
- Variables (no use var, only let or const)
- Console.log(), console.log() & console.log() and Google your errors!



In the ss I played around with html and the alert from js

Bootcamp 2:

Here we learnt about git basics. I have never been so good with git so I wanted ot makes sure I go to this workshop since it would for sure give me more knwoledge about it. Plus I can make all the mistakes possible here and make sure I get it right this time. In short this is what was learnt in that bootcamp:

- **What is Git:** The software and the platforms
- **Commands:** How to interact with Git (cloning, pushing, pulling, staging and committing)
- **ReadMe:** What is important in a ReadMe?
- **Branches:** How and why do we use them?
- **Extensions:** We used GitLens and Git Graph.

For this i followed the live teams call to see exactlt step by step what was going on and whenever I got stuck I asked for help right away.

The screenshot shows a VS Code editor interface. On the left, the Explorer sidebar shows a project named 'BOOTCAMP 2' with files 'index.html' and 'README.md'. The main editor area displays the 'README.md' file, which contains a standard GitHub-style README template with sections for 'Getting started', 'Add your files', 'Integrate with your tools', and 'Collaborate with your team'. The terminal window at the bottom shows the output of a 'git clone' command, indicating that the repository was successfully cloned into the 'dev-bootcamp-2' directory.

```
dev-bootcamp-2 > @ README.md x
Shingrani,Tina T., 2 days ago | 1 author (Shingrani,Tina T.)
1 # DEV bootcamp 2
2
3
4
5 ## Getting started
6
7 To make it easy for you to get started with GitLab, here's a list of recommended next steps.
8
9 Already a pro? Just edit this README.md and make it your own. Want to make it easy? [Use the template at the
bottom](#editing-this-readme)!
10
11
12 ## Add your files
13 - [ ] [Create](https://docs.gitlab.com/ee/user/project/repository/web_editor.html#create-a-file) or [upload]
14 (https://docs.gitlab.com/ee/user/project/repository/web_editor.html#upload-a-file) files
15 - [ ] [Add files using the command line](https://docs.gitlab.com/ee/gitlab-basics/add-file.html#add-a-file-using-the-command-line) or push an existing Git repository with the following command:
16
17 ```
18 cd existing_repo
19 git remote add origin https://git.fhict.nl/I552070/dev-bootcamp-2.git
20 git branch -M main
21 git push -uf origin main
22 ```
23
24 ## Integrate with your tools
25 - [ ] [Set up project integrations](https://git.fhict.nl/I552070/dev-bootcamp-2/-/settings/integrations)
26
27 ## Collaborate with your team
28
29 - [ ] [Invite team members and collaborators](https://docs.gitlab.com/ee/user/project/members/)
30 - [ ] [Create a new merge request](https://docs.gitlab.com/ee/user/project/merge_requests/creating_merge_requests.html)
31 - [ ] [Automatically close issues from merge requests](https://docs.gitlab.com/ee/user/project/issues/

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS GITLENS
tinashringani@Tinas-MacBook-Air BOOTCAMP 2 % git clone https://git.fhict.nl/I552070/dev-bootcamp-2.git
fatal: destination path 'dev-bootcamp-2' already exists and is not an empty directory.
tinashringani@Tinas-MacBook-Air BOOTCAMP 2 % git clone https://git.fhict.nl/I552070/dev-bootcamp-2.git
Cloning into 'dev-bootcamp-2'...
remote: Enumerating objects: 3, done.
remote: Counting objects: 100% (3/3), done.
remote: Compressing objects: 100% (2/2), done.
```

In this ss you can see a read me file and down at the terminal you can see that its cloned and connected to the git. We tried different push and pulls too with the help of our index.html and this explained better how git does its job.

Reflection:

It is obvious a choice whether I want to sleep in or go and put my will to learn something I am not good at. For the future I will continue going to these bootcamps because it helps me grow with development. I know that one of my weaknesses is dev, so I want to make sure I better it. Not only that but I also actually end up learning something from these bootcamps that I understand much more than last sem. I want to make sure that dev does not remain my weakness for long.