

# Boot Camp Homework

The goal of this boot camp is to ensure that everyone gains a level of proficiency with Rails web-app development such that everyone can contribute to the web app project and be an effective team member.

## Part 1. Codecademy's Ruby Course

Complete Codecademy's online course on Ruby:

<http://www.codecademy.com/en/tracks/ruby>

At the time of writing, Codecademy estimates the course to take 9 hours to complete.

**How to earn credit:** Using your laptop in class, you must show me that you have completed the course.

## Part 2. Set up your development environment

In this course, all students/teams must standardize on a set of technologies. That way, we will all be dealing with the same issues, and everyone will be able to participate in technology-related discussions.

Here are the technologies you'll need to install:

- **VirtualBox** (<https://www.virtualbox.org/>): You'll be developing in a Linux environment, and I expect that the easiest way for most of you to run that environment is through a VM, like VirtualBox. If you have another VM that you like, you may use that. You may also forgo the VM if you install Linux directly on your system.
- **Xubuntu** 14.04 LTS (<http://xubuntu.org/>): Xubuntu is a well-established derivative of Ubuntu that uses fewer system resources than "normal" Ubuntu. Thus, Xubuntu will generally have fewer performance issues running in a VM than will Ubuntu.
- **RVM** (Ruby Version Manager): The Ruby Tutorial that you'll be doing in the next part will cover how to install RVM. Keep in mind that you should not install Ruby directly. Use RVM instead. "Why?" you might ask. For whatever reason (version issues mostly, I suppose), installing Ruby directly almost always turns into a mess. There's a reason RVM exists...
- **Git**: This installation will be somewhat covered by the Ruby Tutorial. You can do it from the command line, like this:  

```
$ sudo apt-get update  
$ sudo apt-get install git
```
- **Sublime Text 2** (<http://www.sublimetext.com/>): This is a fine modern code editor that is particularly well suited for Ruby. I will cover how to do this through the Ubuntu package manager in class.
- **Google Chrome**: Although Xubuntu comes with Firefox, you'll also want to have Chrome. I will cover how to do this through the Ubuntu package manager in class.

**How to earn credit:** Using your laptop in class, you must show me that you have all of the above software installed and running.

### Part 3. Read “Learning the Shell” [optional/encouraged]

We will be using the Linux command line (the bash shell specifically) a fair amount in this class, so you’ll want to gain a reasonable level of proficiency with it. To that end, I strongly encourage you to read Part 1, “Learning the Shell,” from the book *The Linux Command Line* by Shotts (<http://linuxcommand.org/tlcl.php>). The book is freely available online.

### Part 4. Rails Tutorial

The centerpiece of this boot camp is the Rails Tutorial:

<http://www.railstutorial.org/>

The tutorial comes from a free online book, and covers a myriad of practical topics (more than *just* Rails) in a detailed and user-friendly way. In short, it leads you through end-to-end web-app development using Rails.

You will complete the tutorial in four parts:

- Part 4a: Chapters 1–2
- Part 4b: Chapters 3–5
- Part 4c: Chapters 6–8
- Part 4d: Chapters 9–11

**How to earn credit:** Each time you complete a chapter, push your code to GitHub, and tag it “ch01”, “ch02”, etc. Here’s an example of how to create an annotated tag:

```
$ git tag -a ch03 -m 'Chapter 3 Version'  
$ git push origin --tags
```

To grade your work, I will check out you the appropriate tag, and run it on my machine.