LEARNING
webstorm

#webstorm

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About

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Chapter 1: Getting started with webstorm

Remarks

This section provides an overview of what webstorm is, and why a developer might want to use it.

It should also mention any large subjects within webstorm, and link out to the related topics. Since the Documentation for webstorm is new, you may need to create initial versions of those related topics.

Versions

Version	Release Date
1.0.0	2010-05-27
1.0.2	2010-08-08
2.0.0	2011-02-22
2.1.5	2011-09-16
3.0.0	2011-12-17
3.0.3	2012-02-28
4.0.0	2012-04-17
4.0.3	2012-07-13
5.0.0	2012-09-06
5.0.4	2012-10-30
6.0.0	2013-03-06
6.0.3	2016-04-30
7.0.0	2013-09-26
7.0.5	2016-04-30
8.0.0	2014-03-26
8.0.6	2016-05-03
9.0.0	2014-10-22

Version	Release Date
9.0.4	2016-05-09
10.0.0	2015-03-31
10.0.5	2016-04-30
11.0.0	2015-11-02
11.0.4	2016-04-29
2016.1	2016-03-17
2016.1.3	2016-04-29
2016.2	2016-07-11
2016.2.4	2016-10-19
2016.3	2016-11-14
2016.3.1	2016-11-22
2016.3.2	2016-12-13
2017.2.1	2017-07-31

Examples

Installation and Setup

Background

===========

WebStorm is lightweight yet powerful Integrated Development Environment (**IDE**) perfectly equipped for complex client-side development and server-side development, it is cross-platform and works on Windows, Mac OS X, and Linux.

WebStorm features advanced support for **JavaScript**, **HTML**, **CSS**, and their modern successors, as well as for frameworks such as AngularJS or React, **debugging**, and **integration with the VCS** and various web development tools. also, it provides configured and ready-to-use local development environment, including support for Node.js, Meteor, CoffeeScript, TypeScript, Dart, Sass, and more.

Hardware Requirements

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In order to run WebStorm smoothly, the following hardware requirements are required:

- 1 GB RAM minimum, 2 GB RAM recommended
- 1024x768 minimum screen resolution

System Requirements

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For previous versions of **WebStorm before 2016** it's required to have Java installed on the machine in order to run WebStorm, starting from **WebStorm 2016 and above**, JRE 1.8 is bundled with distributions for all platforms. You don't need any Java to be installed on your machine in order to run WebStorm.

For the Operating System (**OS**) the following is required:

- Microsoft Windows 10/8/7/Vista/2003/XP (incl.64-bit)
- OS X 10.5 or higher, including 10.10 (Only 64-bit OS X is supported)
- OS Linux 64 bit (KDE, GNOME or Unity DE desktop)

Windows installation:

1. Download WebStorm from the Download page.
2. Run the `WebStorm-*.exe` file that starts the Installation Wizard. (*the * means the current version downloaded*)
3. Follow all steps suggested by the wizard. Pay special attention to the corresponding installation options.

OS X installation:

1. Download the `WebStorm-*.dmg` OS X Disk Image file from the Download page. (*the * means the current version downloaded*)
2. Double-click the downloaded `WebStorm-*.dmg` OS X Disk Image file to mount it.
3. Copy WebStorm to your Applications folder.

Linux installation:

1. Download the `WebStorm-*.tar.gz` file from the Download page. (the * means the current version downloaded)

2. Unpack the WebStorm-*.tar.gz file to an empty directory using the following command:

   ```
   tar xfz WebStorm-*.tar.gz
   ```

3. Because running WebStorm from wherever you downloaded the file to may be inconvenient, it is recommended that you move the extracted or unpacked archive folder to the desired location using the `mv` command in one of the following formats:

   ```
   mv <path to extracted archive folder> <new archive folder>
   ```

```
Example
-------

- mv /downloads/WebStorm-* my/desired/location
- mv <path to WebStorm-*.tar.gz> <new archive folder>
```

1. Switch to the **bin** directory in the new location:
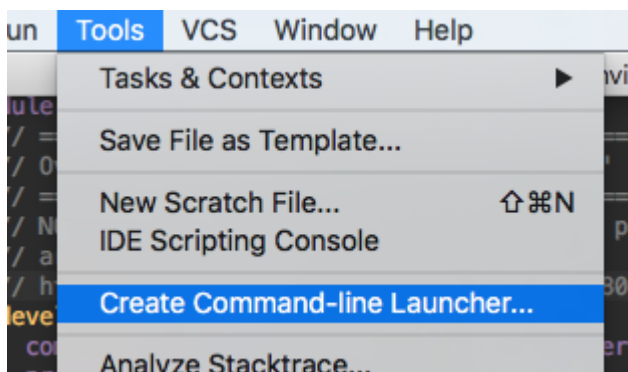
   ```
   cd <new archive folder>/WebStorm-*/bin
   ```

```
Example
-------

- cd <new archive folder>/WebStorm-*/bin
```

2. Run `webstorm.sh` from the **bin** subdirectory.

## Create Command-line Launcher

A command-line launcher is a handle tool which allows one to open WebStorm using the command-line. It can easily be created by using the menus

```
Tools > Create Command-line Launcher...
```

After selecting the option, you will be presented with the "Create Launcher Script" prompt for a location and name of the command-line launcher. This location should be within `$PATH` so that it can be invoked in the command prompt / terminal.

The default value is `/usr/local/bin/webstorm` where `/usr/local/bin` is the path the launcher will be added and `webstorm` is the name of the file. The name of the file will also be used as the command to invoke and launch WebStorm, it can change it, but for this example we will assume it is the default value of "webstorm"
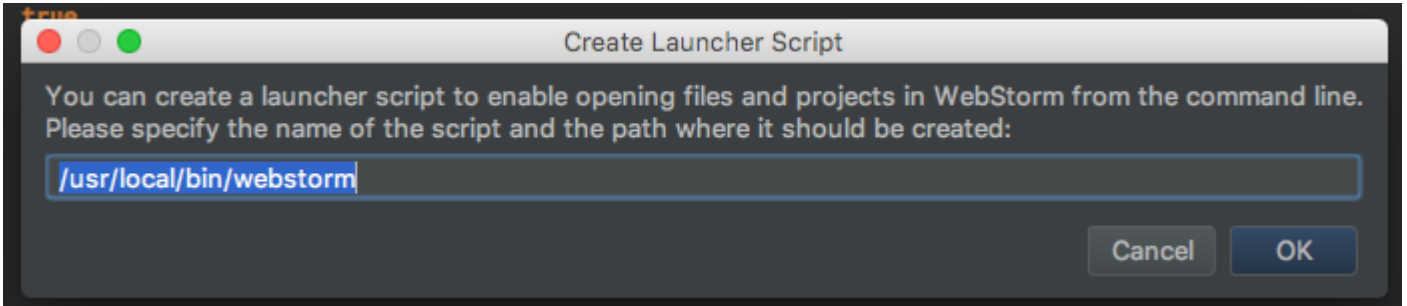
After this is done, you can open a terminal or command prompt and user the "webstorm" command to launch WebStorm with a specific directory. In the example below, WebStorm will be opened with the directory `~/Workspace/my-project` at the root of the Project.

```
> webstorm ~/Workspace/my-project
```

Tip: Use `webstorm` . to open the current directory.

Read Getting started with webstorm online: https://riptutorial.com/webstorm/topic/2941/getting-started-with-webstorm

Chapter 2: Live templates

Parameters

Parameter	Details
END	place where cursor would placed after generate live template

Examples

Init javascript section and attach scripts to page

Create new script section. I call that **sa**(Script Anonymuos) that meens for me generate JavaScript section with anonymuous function call inside.

```
<script type="text/javascript">
    $(function () {
        $END$
    });
</script>
```

If in your project still use old jQuery you could add next template **sao** (Script Anonymuos Old) for have ability use `$` variable in scope.

```
<script type="text/javascript">
    jQuery(function ($) {
        $END$
    })(jQuery);
</script>
```

Attach script from file. I called it **ss**(Script source) and use it for attaching internal `*.js` files

```
<script type="text/javascript" src="$END$"></script>
```

Generate local scope function. If you need to generate local scope function use that template that I called **ja**(jQuery anonymuous)

```
$(function() {
    $END$
});
```

Debug. Very often for debug code I use **cl**(Console Log)

```
console.log($END$);
```

Read Live templates online: https://riptutorial.com/webstorm/topic/9835/live-templates

Credits

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1	Getting started with webstorm	Ahmed Na., Community, Denis Cappellin, TheSharpieOne
2	Live templates	Pavlo Zhukov