

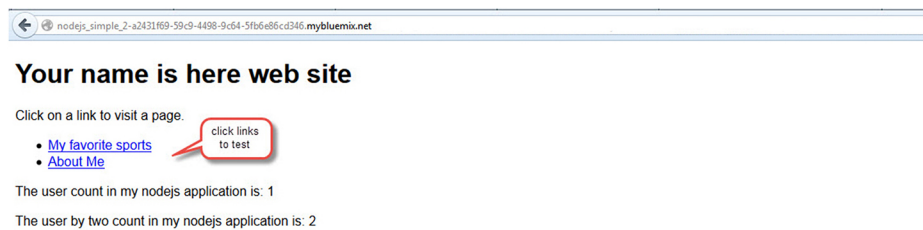
Kids Code! Card 3

Add Linked Web pages to your Node.js website

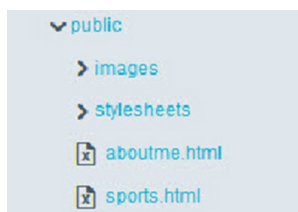
1. In your web browser, go to IBM Bluemix at ibm.biz/bluemix4kids and **Log In**.
2. On a separate tab in your browser, go to DevOps Services at <https://hub.jazz.net> and **Sign In**.
3. You can either continue with the project you used for Card 1, or start a new project.
To continue: Use **My Stuff** to find your project of **my name | myname-NodeJS_Simple_2**, **Open** the application and **Edit Code**
Or, to start a new project, refer to Kids Code! Card 1.
4. Open the views folder, and then Click on **indexwithlinks.ejs** and copy lines 9–15.

```
<h1>Ruth's web site</h1>
<p>Click on a link to visit a page.</p>
<ul>
  <li><a href="sports.html">My favorite sports</a></li>
  <li><a href="aboutme.html">About Me</a></li>
</ul>
```

5. Click on **index.ejs** and paste the content after line 8. **Index.ejs** should now look like **indexwithlinks.ejs**.
6. Click on **manifest.yml**. **Deploy** and use the Manual Deployments page to view your application.



7. Follow the links to My favorite sports and About Me pages
8. Back in the DevOps Services tab, Click on **public** directory.



9. Edit the text in **aboutme.html**.

```

9   <h1>About Me</h1>
10  <p>My name is Ruth.</p>
11  <p>I live in a USA.</p>
12  <p>I am over 10 years old.</p>

```

10. Edit the **img** line in **aboutme.html** to reference a picture which will be uploaded in the next steps.

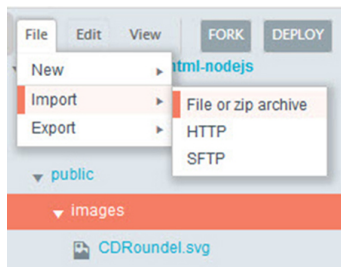
```

15  <!--edit ruth.jpg to say the name of your pictures.-->
16  <!--be sure to also upload the image file into the images directory-->
17  <p></p>

```

11. In the **public** folder, click on **images**.

12. Select **File, Import, File or zip archive**.



13. Navigate and select your image to upload.

14. Edit **sports.html**. Insert links to your favorite sports and games.

```

12      <li><a href="http://wimbledon.org">I like tennis</a></li>
13      <li><a href="">Insert game 2 name here</a></li>
14  </ul>

```

15. Again, click on **manifest.yml**. **Deploy** and use the Manual Deployment page to view your application. Check that your image displays and your new links work.

16. Experiment with any HTML features that you want. You can complete the My First Website CoderDojo HTML exercises.