GitHub Basics: Building Your Coding Portfolio



Ahmed Shahan

Treasurer IEEE NSU RAS SBC











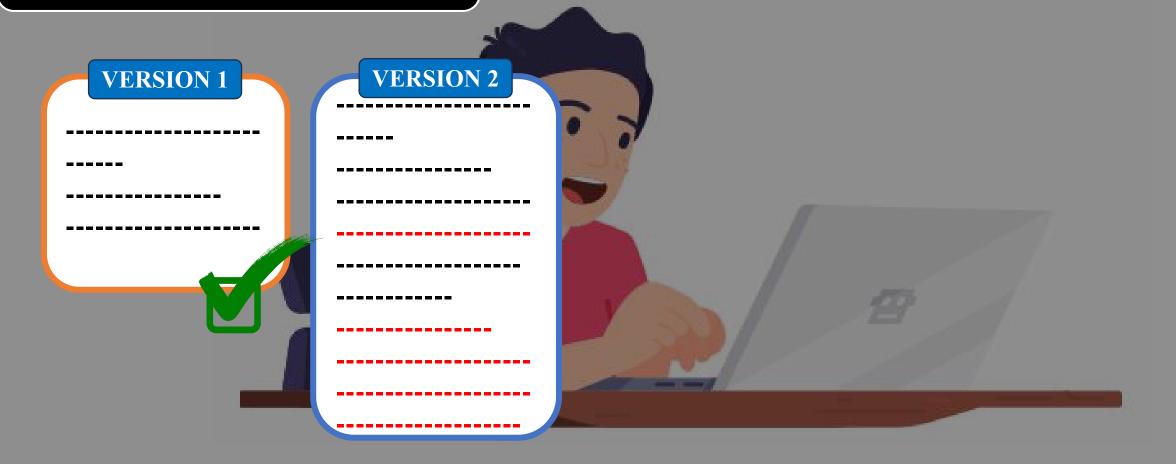


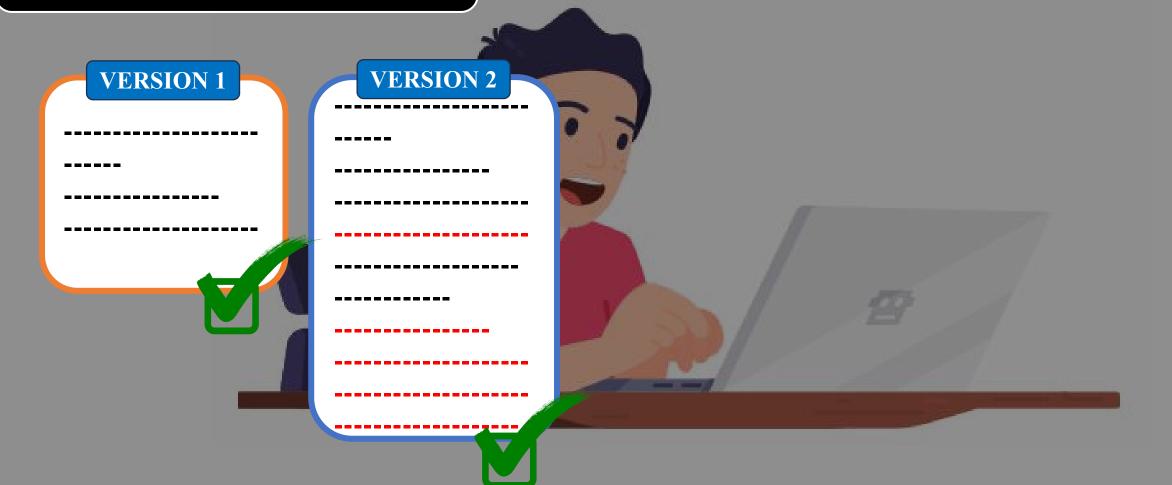
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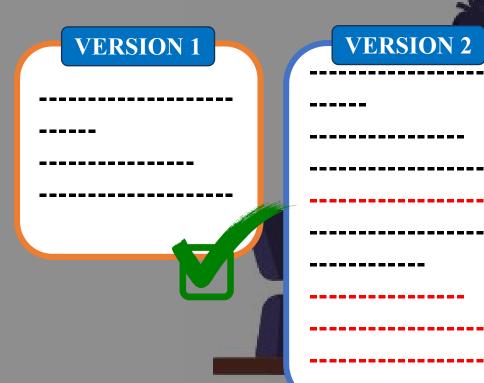


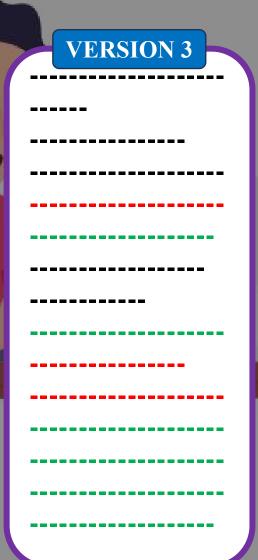
Scenario I VERSION 1

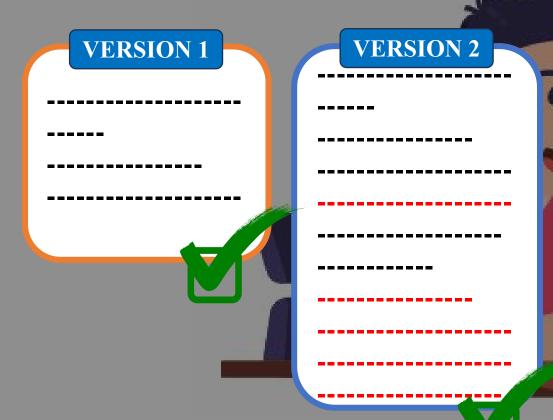
Scenario I VERSION 1

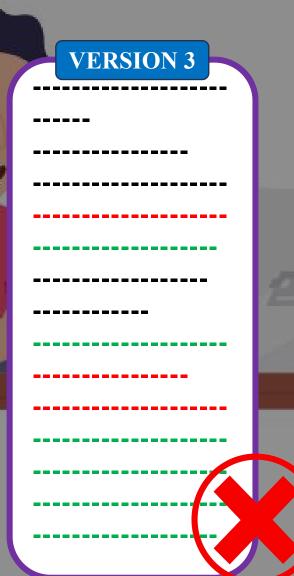


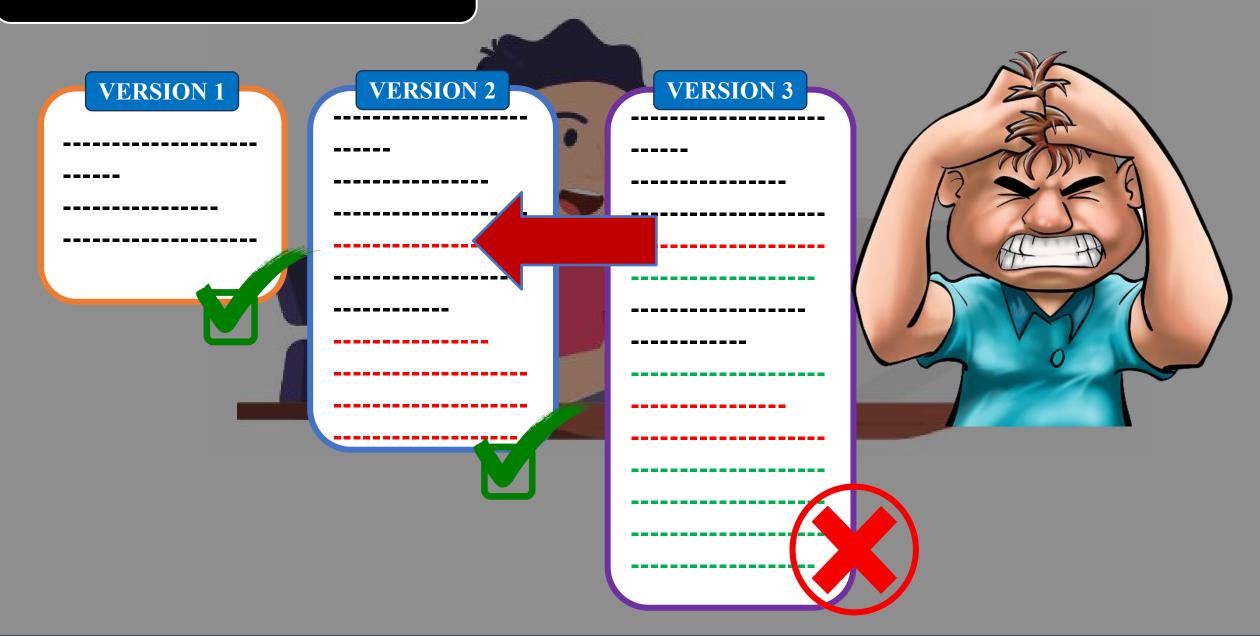
















Features 1

Features 3

Features 2

Features 1

Features 2

Features 3

Features 4

Features 1

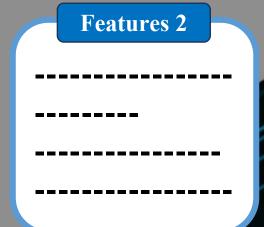
Features 2

Features 3

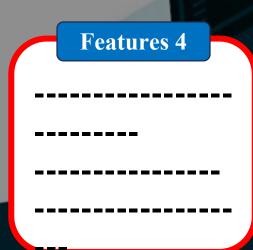
Features 4

COMBINED

Features 1



Features 3





Merging Features





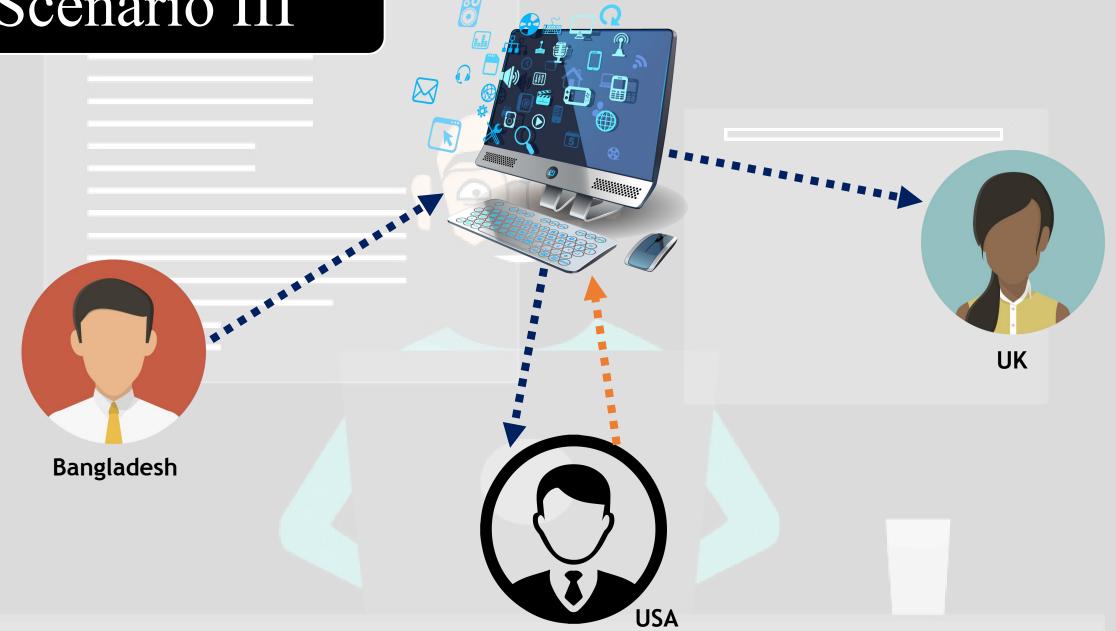












Scenario III UK Bangladesh Team collaboration USA

Version Tracking

Changes Tracking

Merging Features

Team collaboration



Version Control System

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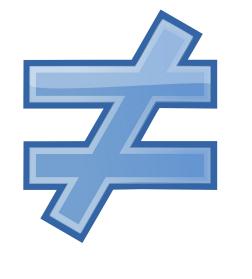
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Store all the records in cloud











Tools/ software/ system

Host git repository/ folder/ source code

Change control/ version control.....

Provides GUI interface

Provides CLI (Command Line interface Tools)

Maintained on cloud / web

Installed and maintained locally



Azure DevOps Server

*** (160) 4.2 out of 5

An enterprise-grade server for teams to share code, track work, and ship software — for any language, all in a single package. It's the perfect complement to your IDE.

Categories in common with Git:

Version Control Systems



Helix Core

** * (96) 4.2 out of 5

Helix Core is an industrial-strength version control and collaboration platform that supports flexible workflows. Helix Core eliminates the complexity of large-scale, distributed product development – allowing you to build products faster while protecting your valuable IP.

Categories in common with Git:

Version Control Systems



G2 Deals

Buying software just got smarter. And cheaper.

See Exclusive Offers



AWS CodeCommit

*** (82) 4.2 out of 5

AWS CodeCommit is a fully-managed source control service that makes it easy for companies to host secure and highly scalable private Git repositories. You can use CodeCommit to securely store anything from source code to binaries, and it works seamlessly with your existing Git tools.

Categories in common with Git:

Version Control Systems

Plastic SCM

** * (36) 4.2 out of 5



Plastic SCM is a version control system that will help you develop new features in parallel, go distributed, merge in time, and never break a build again

Categories in common with Git:

Version Control Systems



Mercurial

★★★☆ (31) 4.2 out of 5

Mercurial is a free, distributed source control management tool. It efficiently handles projects of any size and offers an easy and intuitive interface.

Categories in common with Git:

Version Control Systems



Micro Focus AccuRev

*** (20) 3.8 out of 5

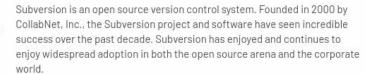
AccuRev is a software configuration management tool which addresses complex parallel and distributed development environments with its stream-based architecture, to accelerate your development process and improve asset reuse.

Categories in common with Git:

Version Control Systems

Subversion

*** (64) 3.9 out of 5



Categories in common with Git:

Version Control Systems



CVS

★★★☆☆ (13) 3.5 out of 5

CVS is a version control system, an important component of Source Configuration Management (SCM). Using it, you can record the history of sources files, and documents. It fills a similar role to the free software RCS, PRCS, and Aegis packages.

Categories in common with Git:

Version Control Systems





Buddy

*** (186) 4.7 out of 5

Code, build and deploy with no effort

Categories in common with Bitbucket: Version Control Hosting





An open source web interface and source control platform based on Git.

Categories in common with Bitbucket:

Version Control Hosting | Peer Code Review



Azure DevOps Server

** * 160) 4.2 out of 5

An enterprise-grade server for teams to share code, track work, and ship software – for any language, all in a single package. It's the perfect complement to your IDE.

Categories in common with Bitbucket:

Version Control Hosting | Peer Code Review

Gerrit

★★★☆ (29) 4.2 out of 5



Gerrit provides web based code review and repository management for the Git version control system.

Categories in common with Bitbucket:

Version Control Hosting | Peer Code Review



Assembla

★★★☆☆ (126) 4.2 out of 5

Assembla is the secure solution for Git, SVN and Perforce source code repositories. For more than 10 years, organizations around the world have trusted Assembla to deliver high-performance version control with integrated project management, in the cloud or on their own infrastructure.

Categories in common with Bitbucket:

Version Control Hosting | Peer Code Review



Helix Core

**** (96) 4.2 out of 5

Helix Core is an industrial-strength version control and collaboration platform that supports flexible workflows. Helix Core eliminates the complexity of large-scale, distributed product development – allowing you to build products faster while protecting your valuable IP.

Categories in common with Bitbucket: Version Control Hosting | Gaming Tools



Beanstalk

★★★☆ (21) 4.1 out of 5

Hassle-free, hosted version control service.

Categories in common with Bitbucket:
Version Control Hosting | Peer Code Review



Phabricator

*** (27) 4.3 out of 5

Phabricator is a complete set of tools for developing software. Included apps help you manage tasks and sprints, review code, host git, svn, or mercurial repositories, build with continuous integration, review designs, discuss in internal chat channels, and much more. It's fast, scalable, and fully open source. Install it locally with no limitations, or have us host it for you.

Categories in common with Bitbucket:

Version Control Hosting | Peer Code Review



SourceForge

*** (59) 4.3 out of 5

SourceForge is a web-based service that offers a source code repository, downloads mirrors, bug tracking and other features.

Categories in common with Bitbucket:

Version Control Hosting | Peer Code Review



G2 Deals

Buying software just got smarter. And cheaper.

See Exclusive Offers

https://www.g2.com/products/bitbucket/competitors/alter
ives

ersion

Control System

Host

shahan@shahan-HP-ProBook-450-G7 ~/Desktop/WORKSHOP (master) \$ fi

Create A folder

Create A folder

Initialize Git

Create A folder

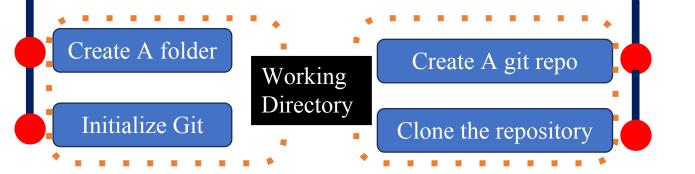
Create A git repo

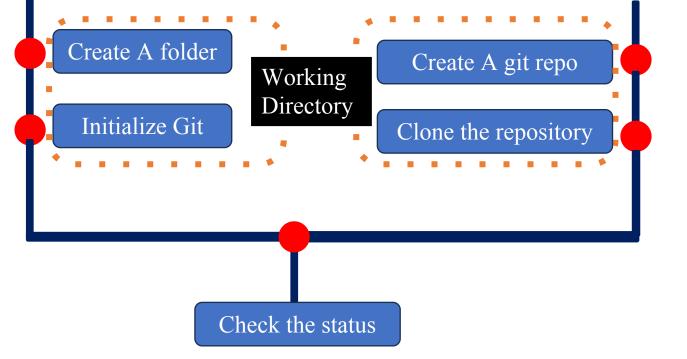
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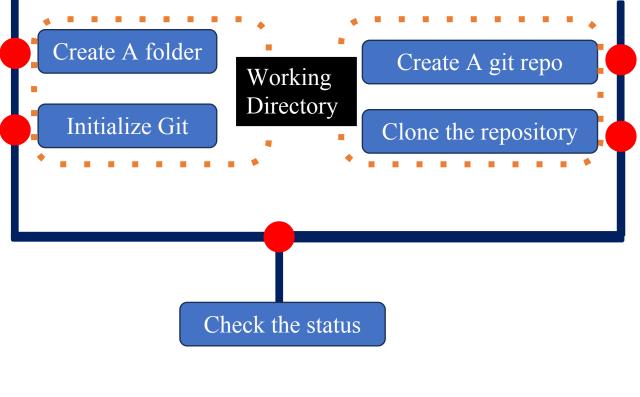


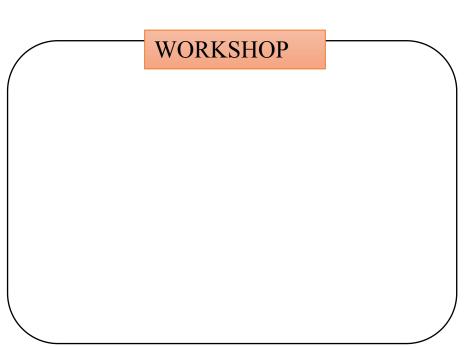
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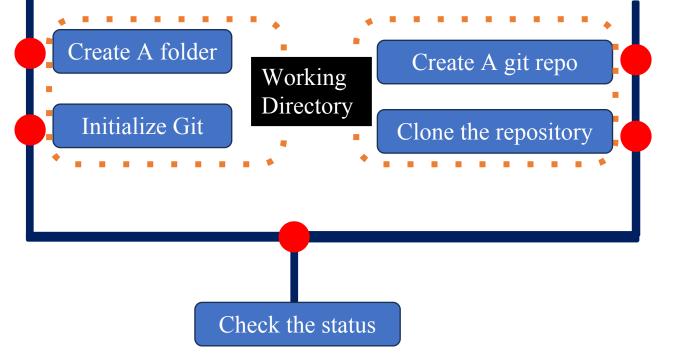
Clone the repository

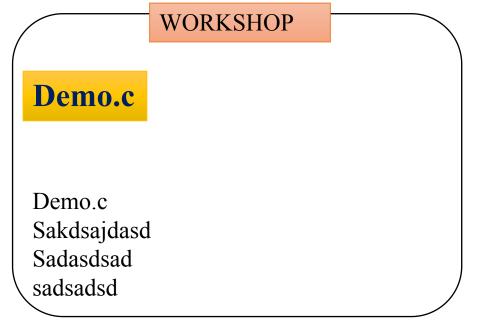


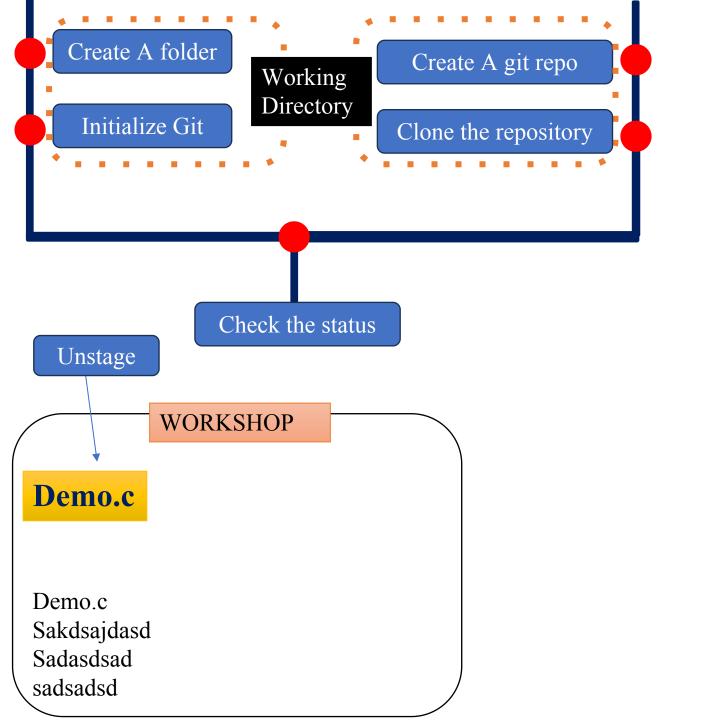


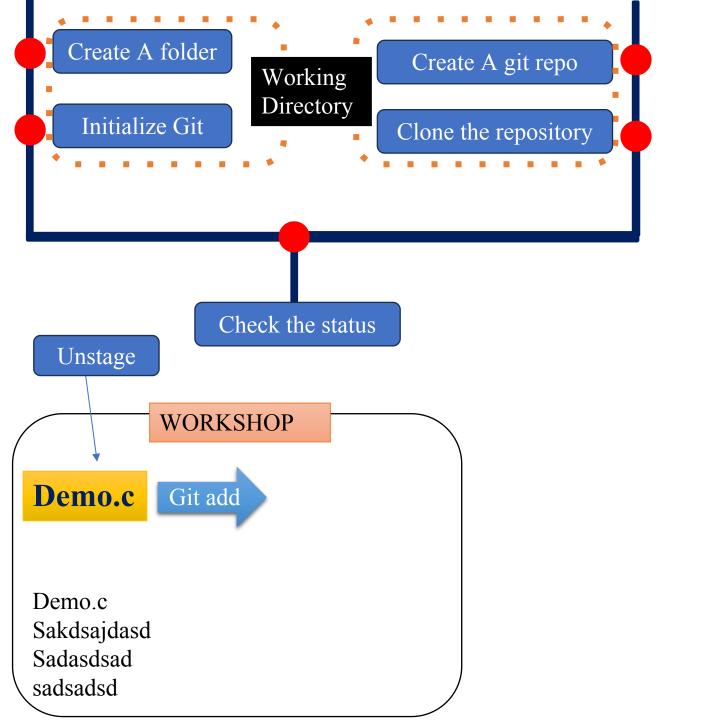


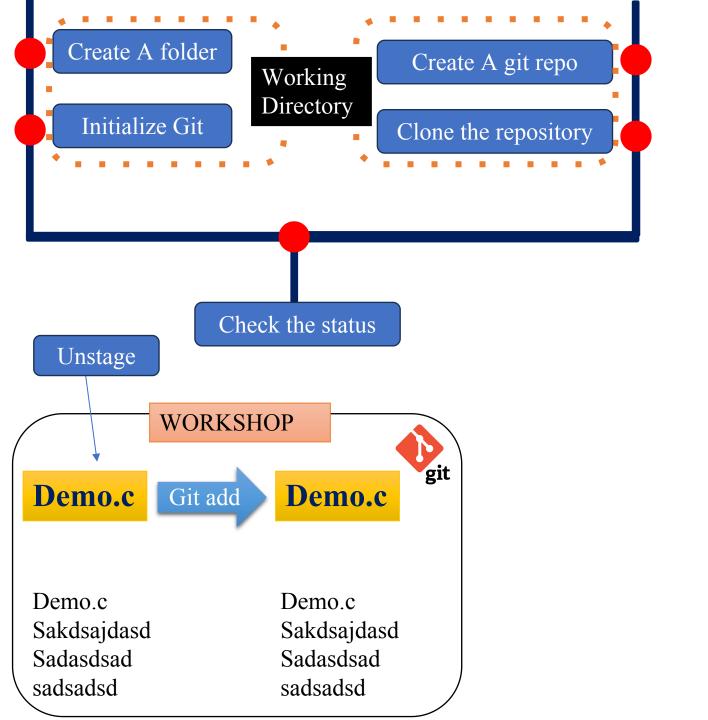


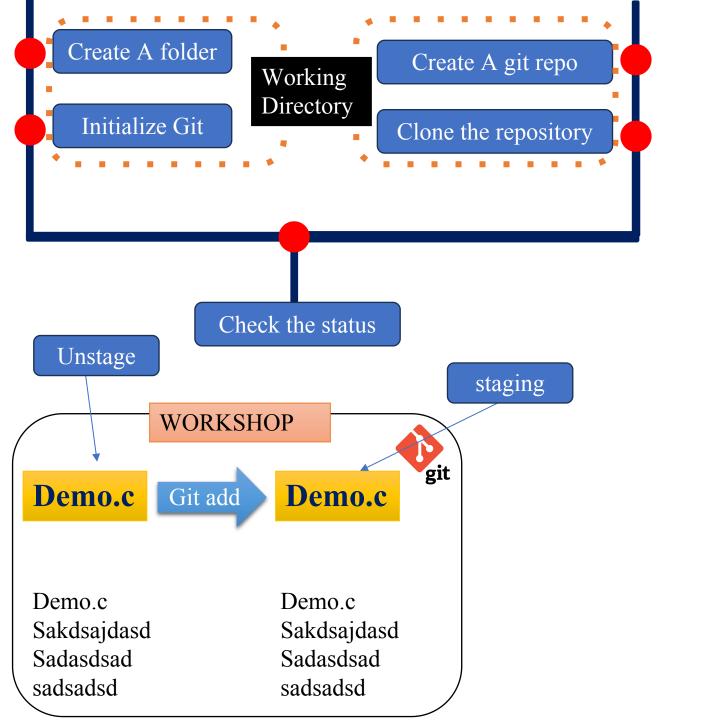


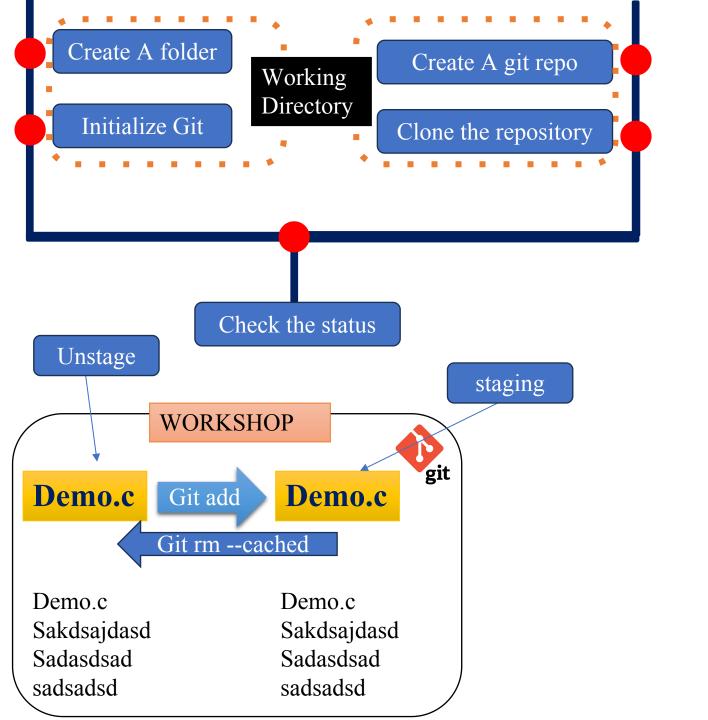


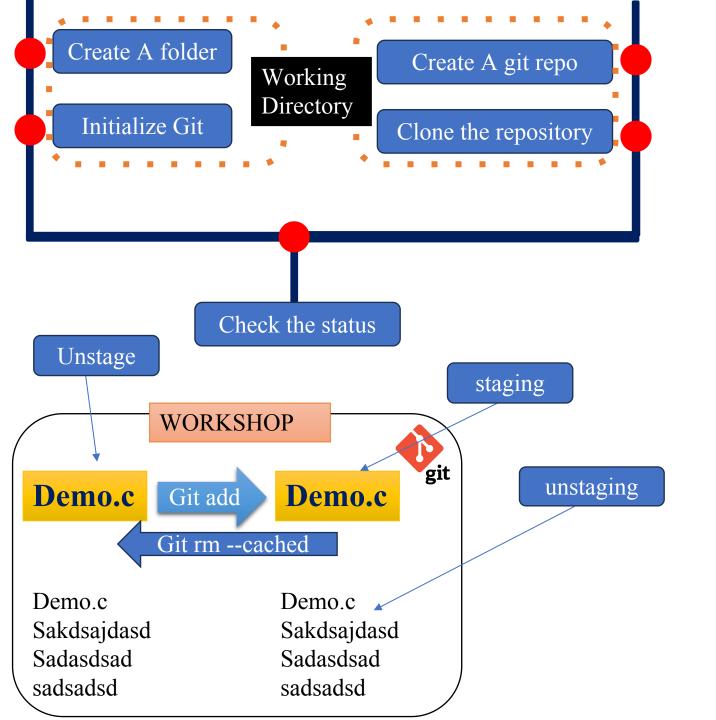


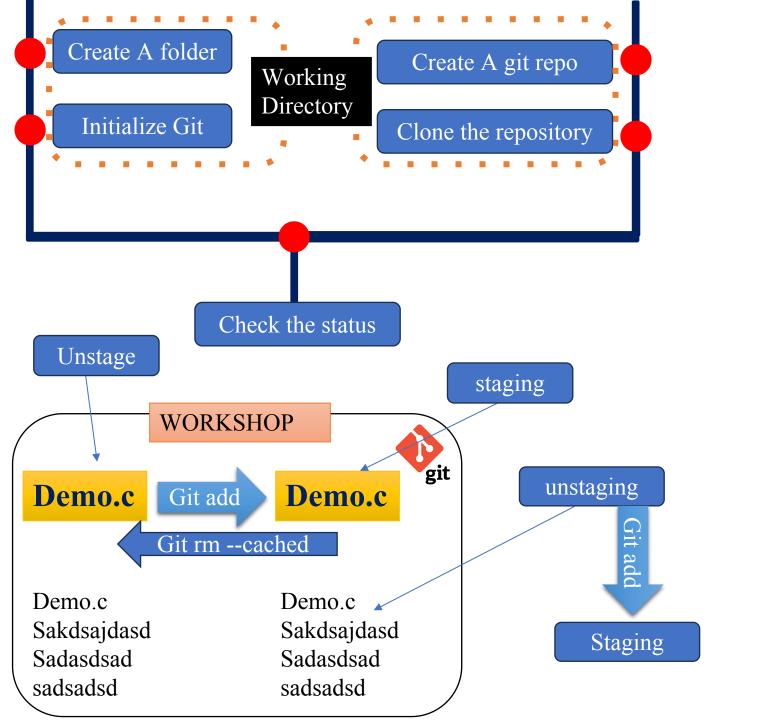


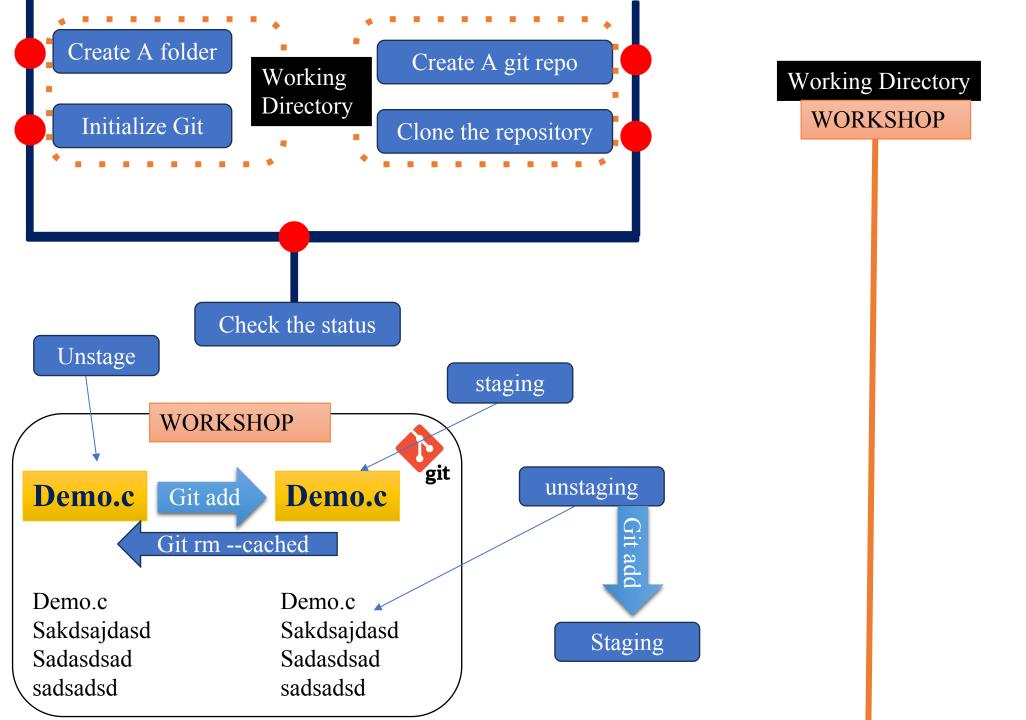


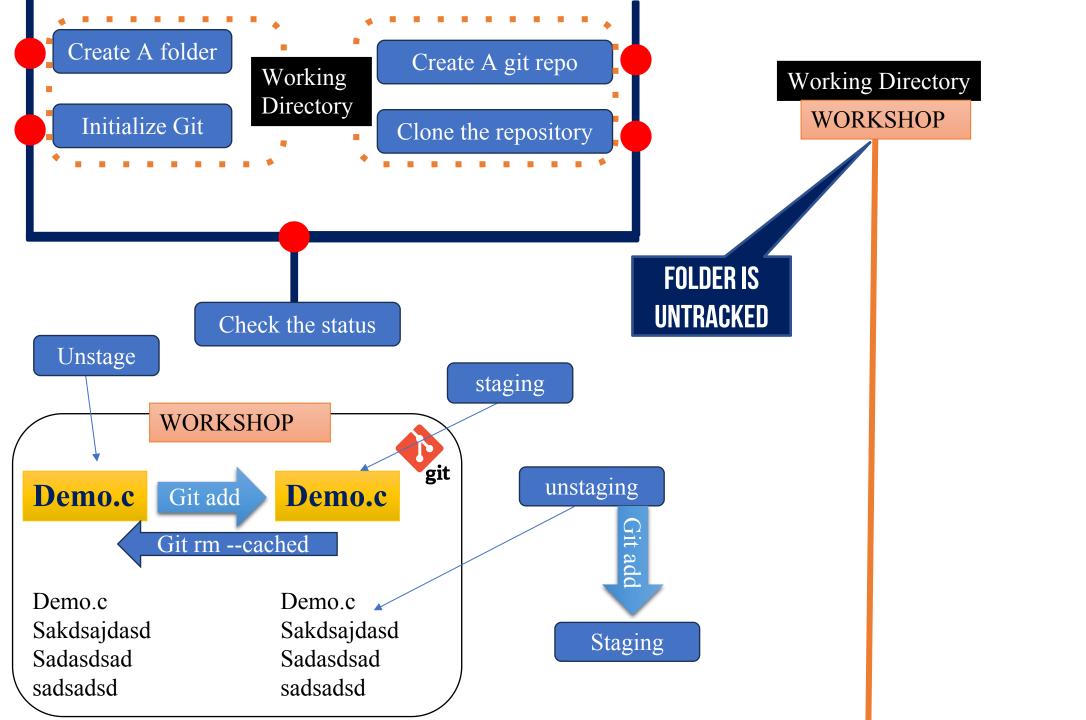


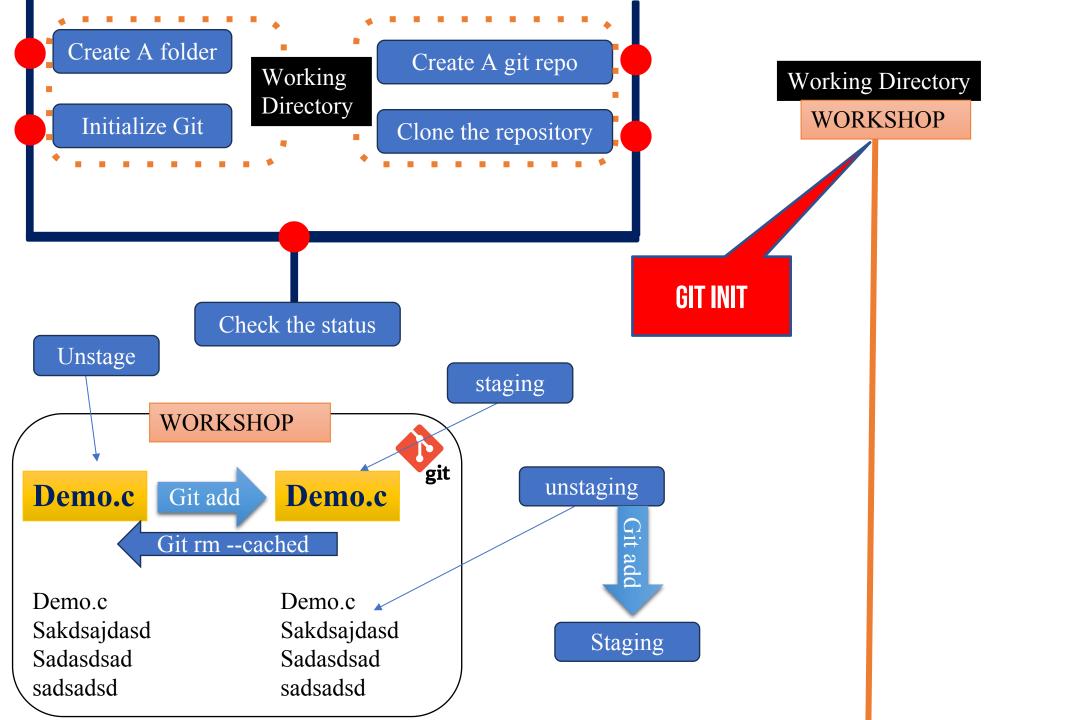


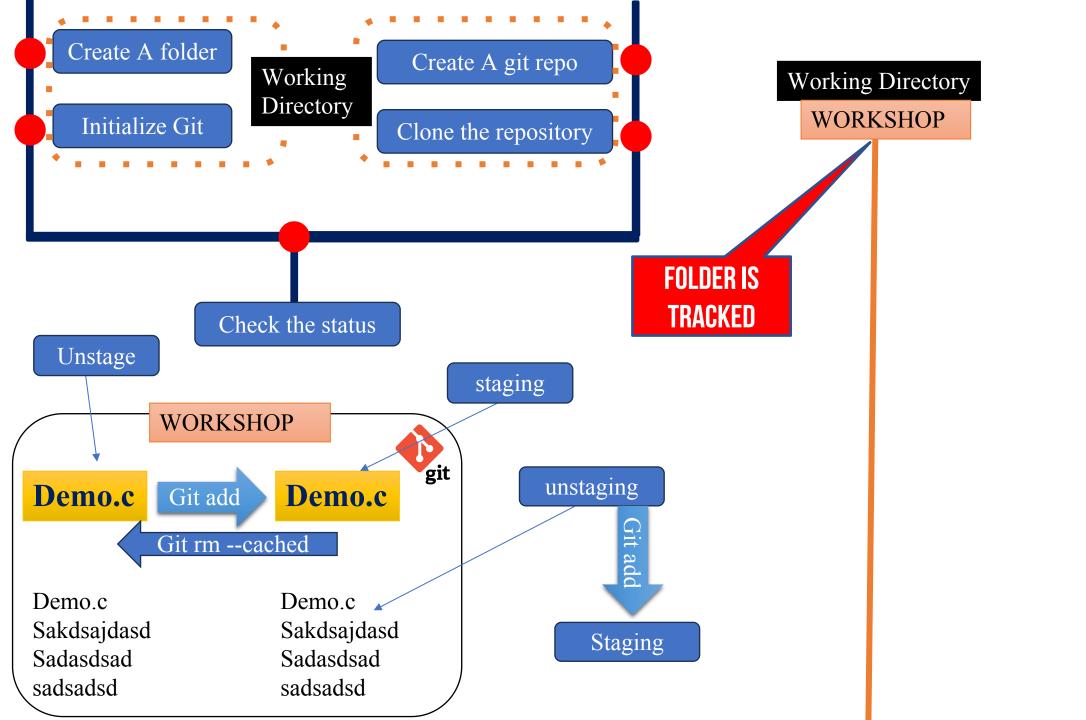


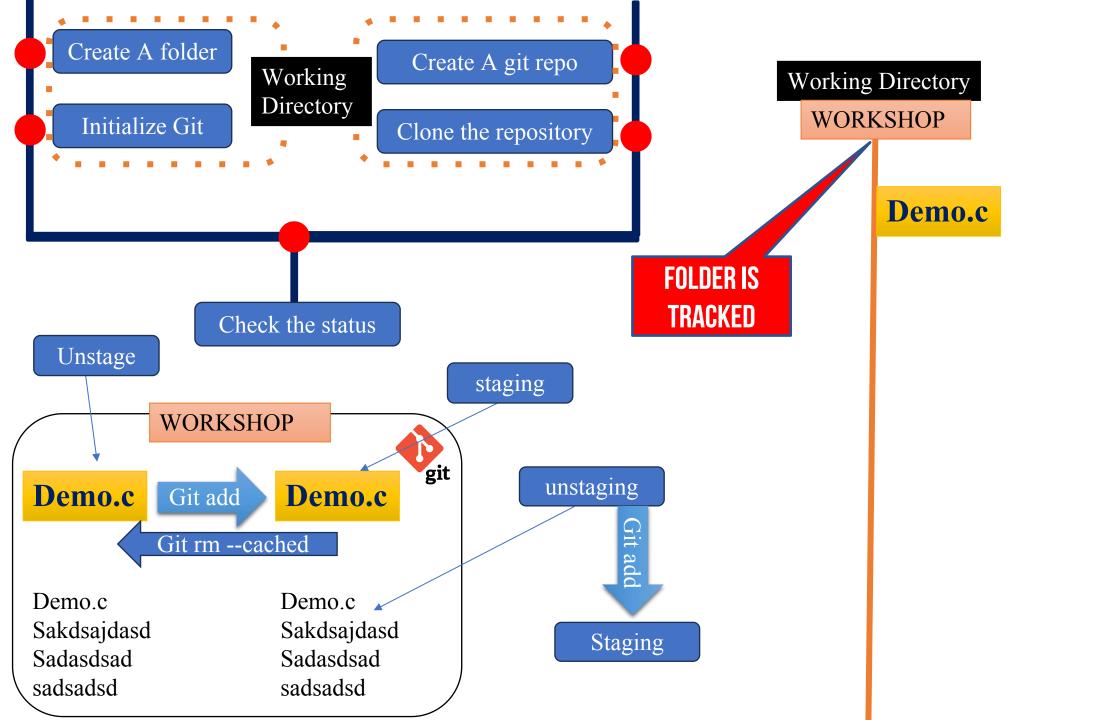


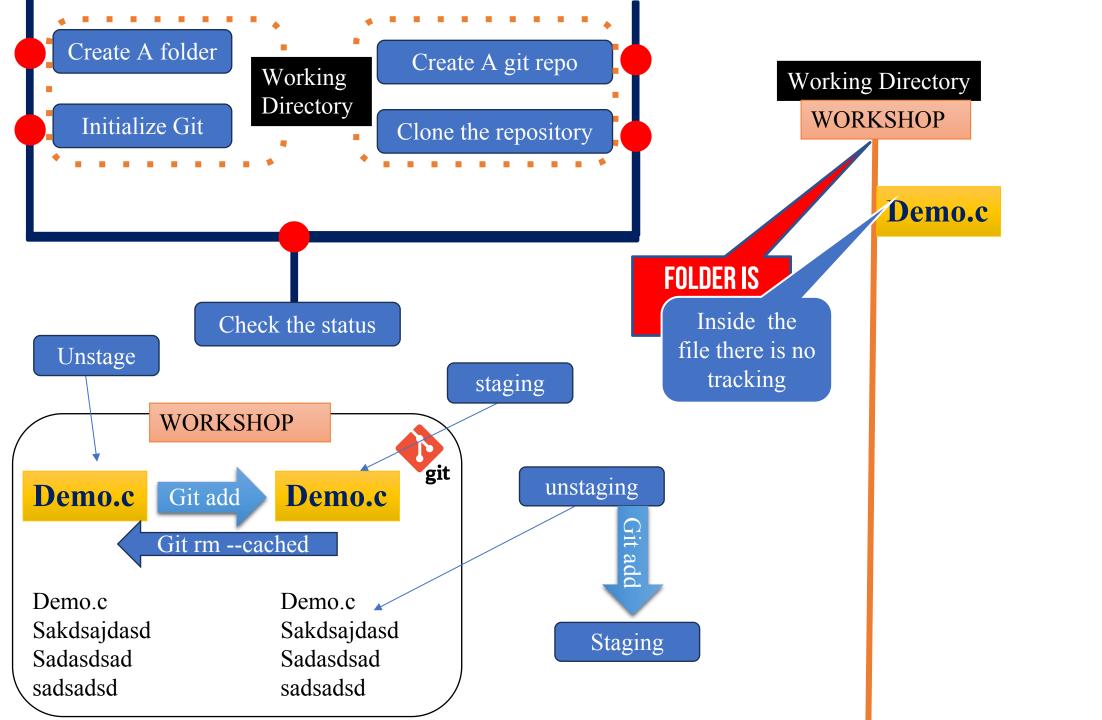


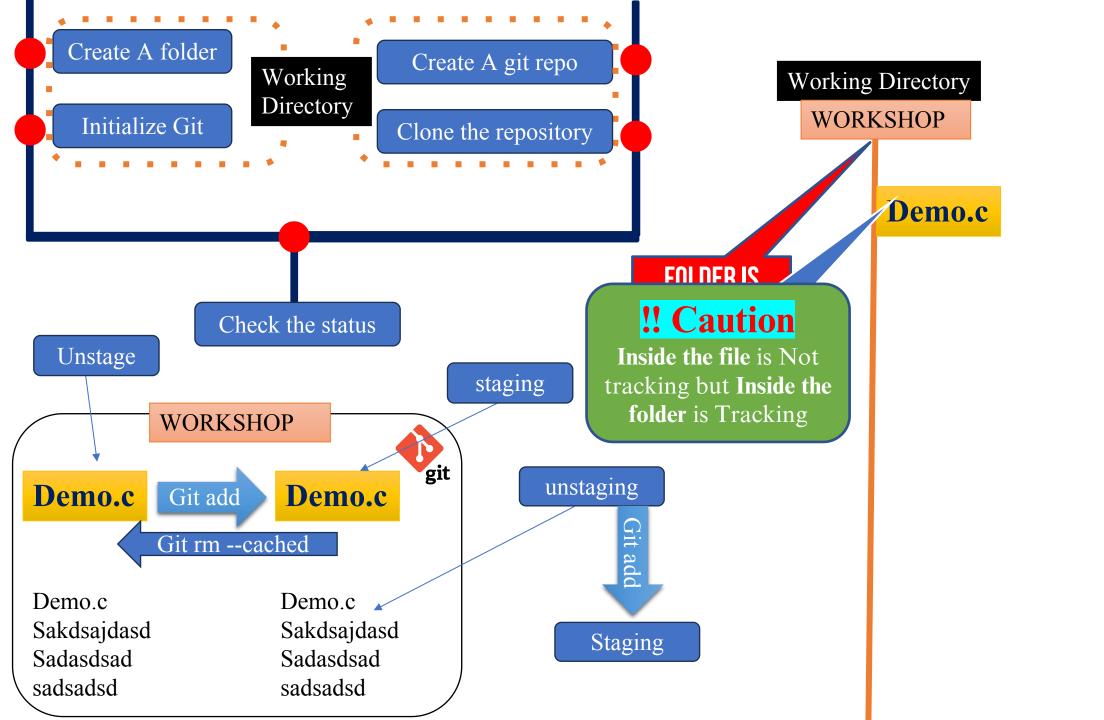


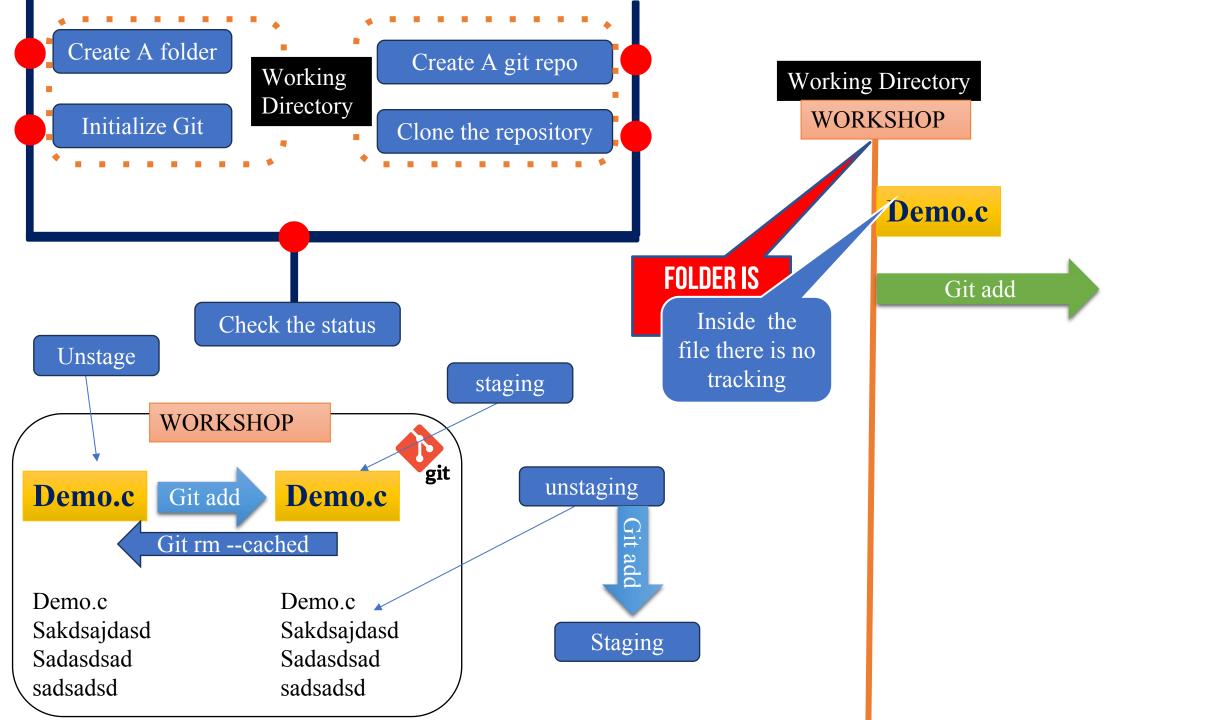


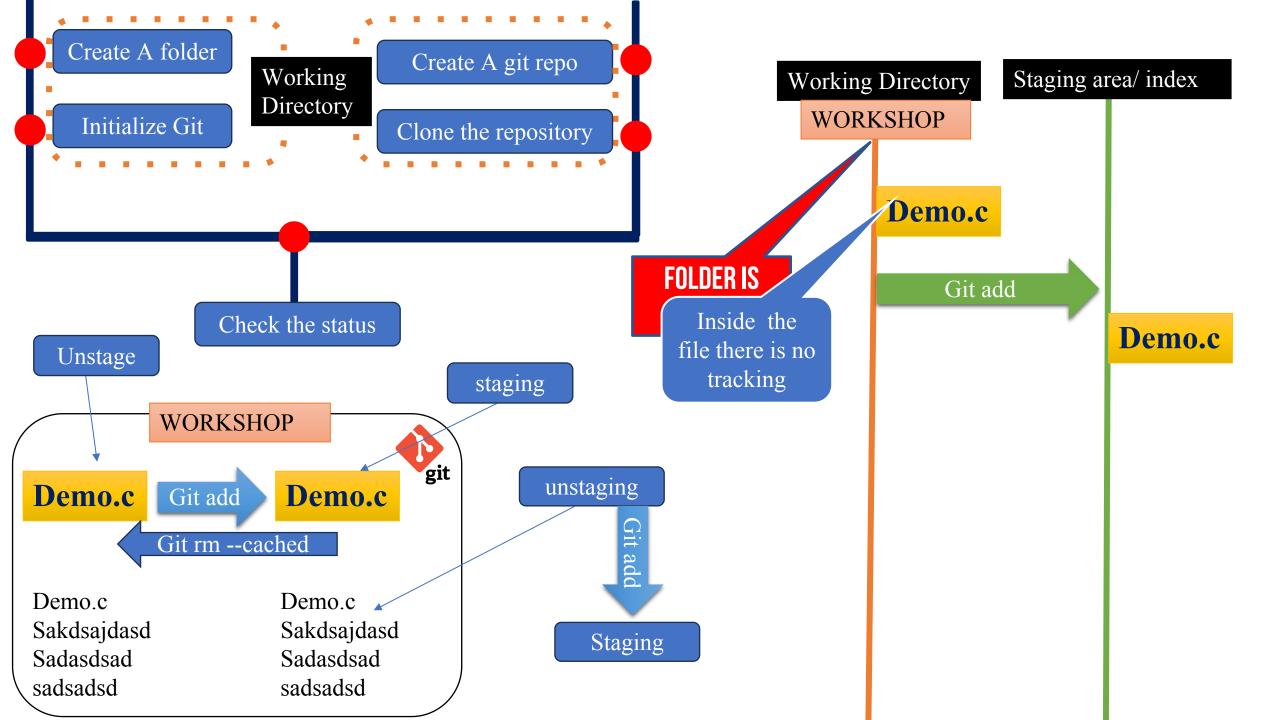


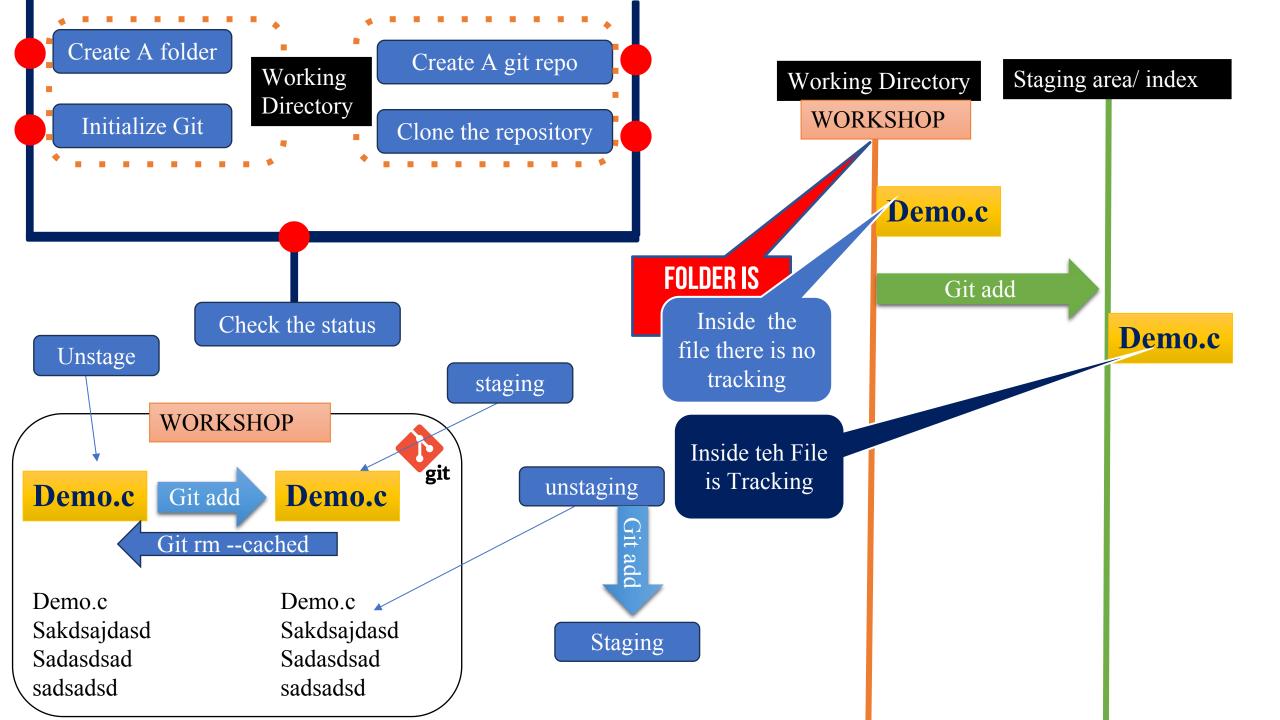


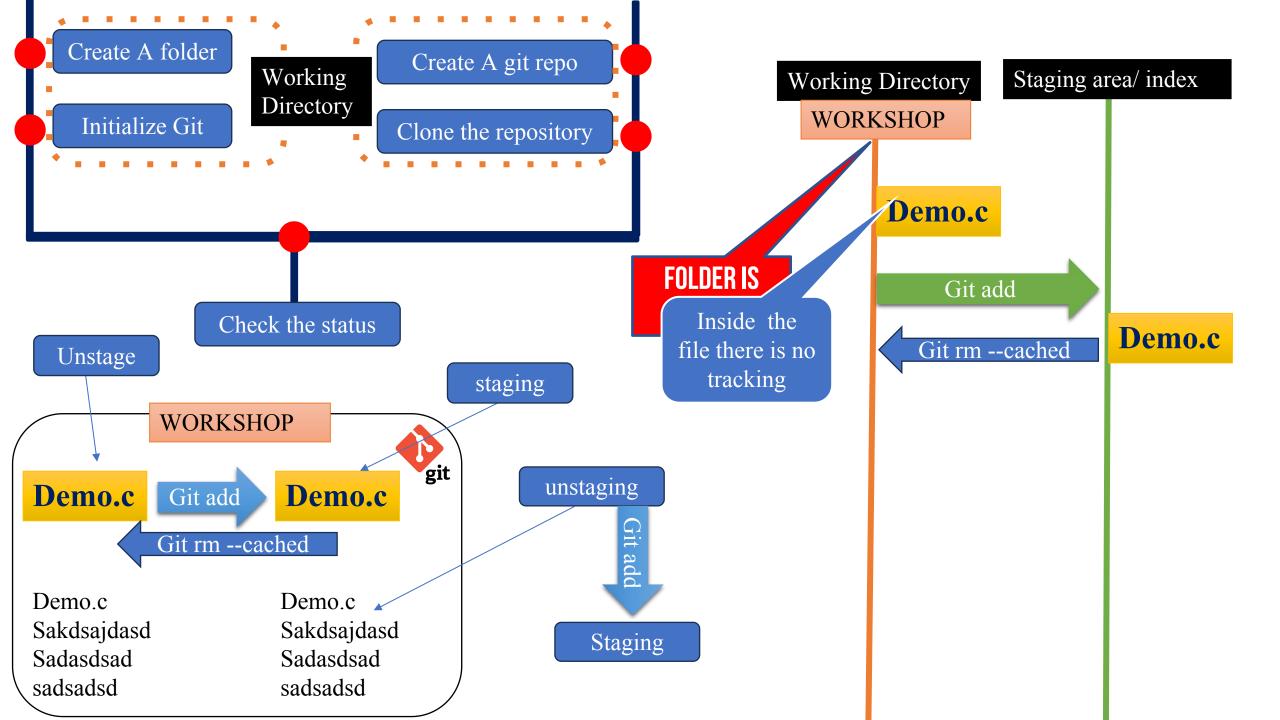


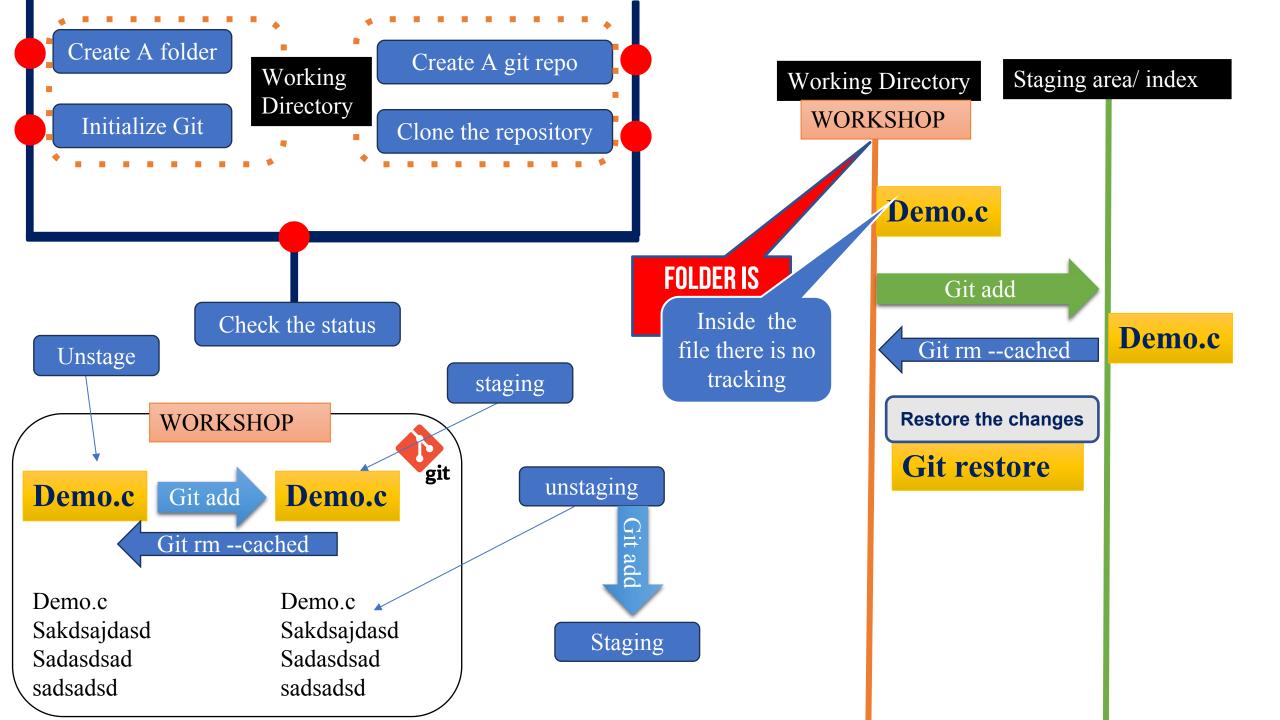












RECAP WITH ME

WORKSHOP

Initially:
Folder is Not
tracked

WORKSHOP

Git init

WORKSHOP

Folder is tracked

Working Directory
WORKSHOP

Folder is tracked

IF YOU CLONE A GITHUB REPO, IT WILL AUTOMATICALLY TRACKED, MEANS IT'S BY DEFAULT INITIALIZEED GIT

WORKSHOP

Folder is tracked

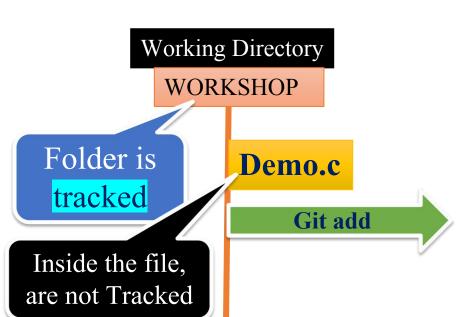
Demo.c

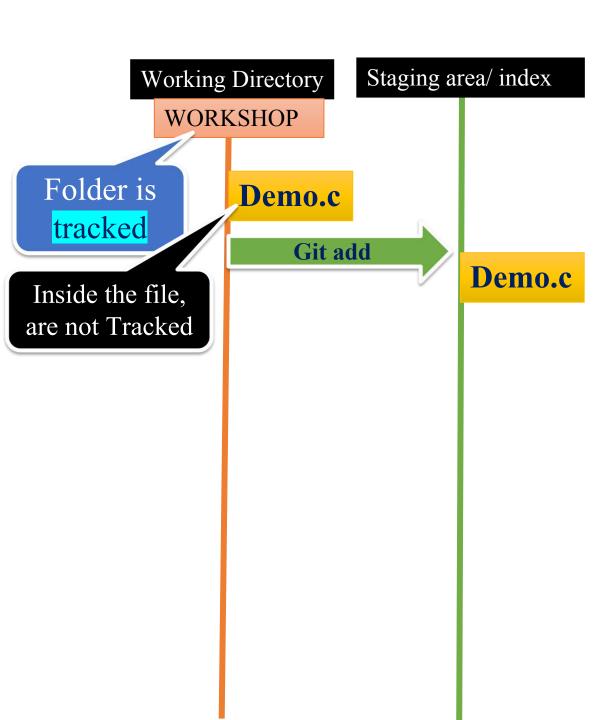
WORKSHOP

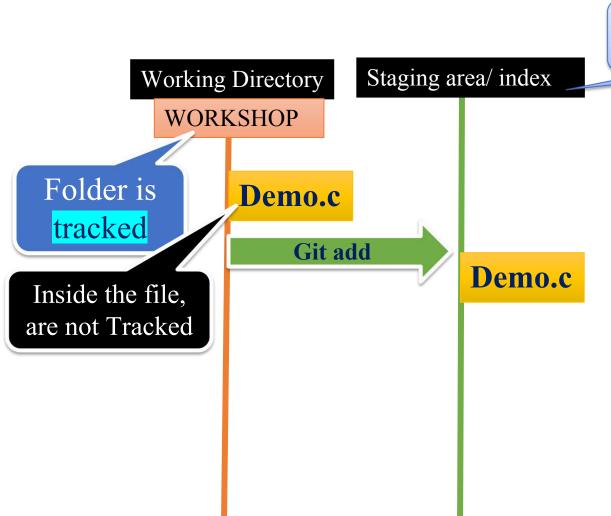
Folder is tracked

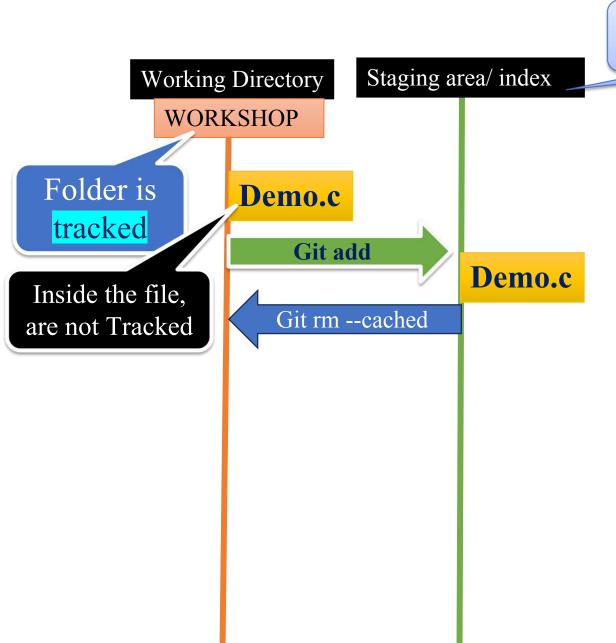
Demo.c

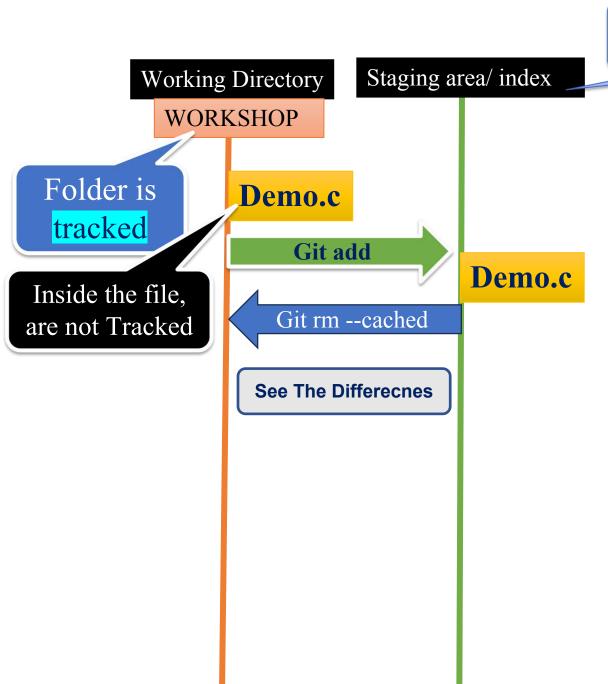
Inside the file, are not Tracked

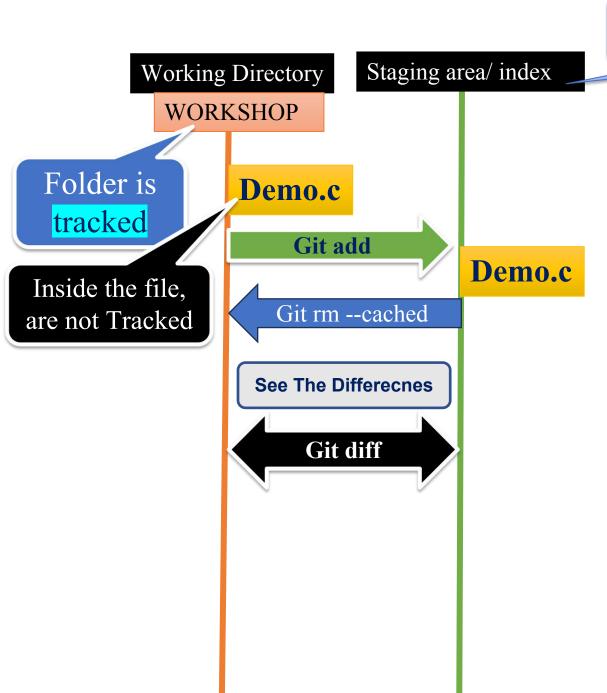


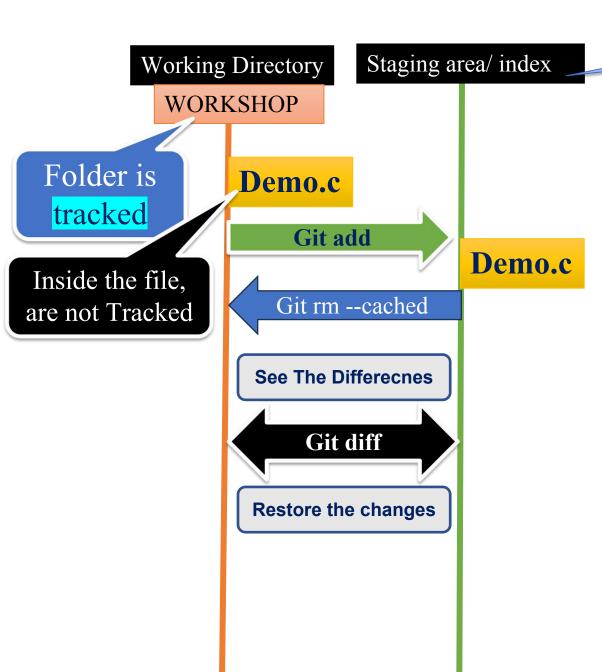


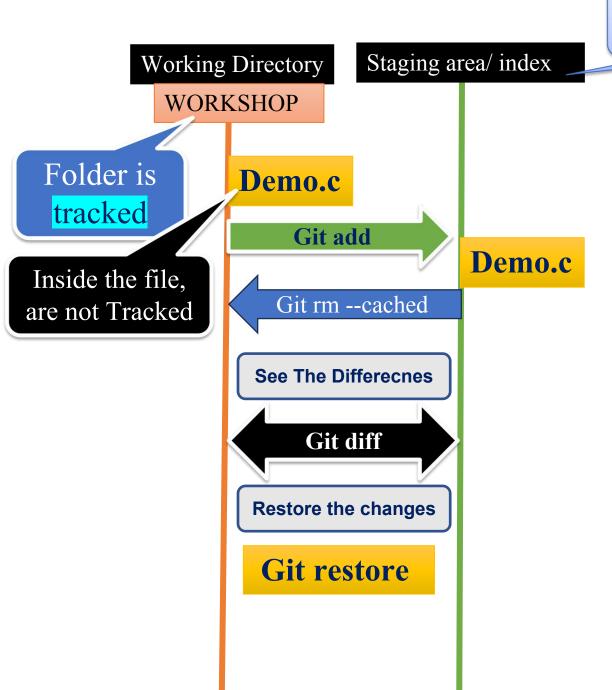


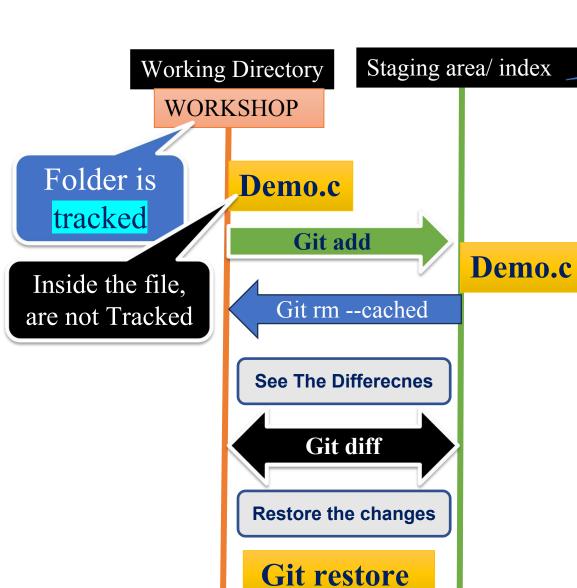




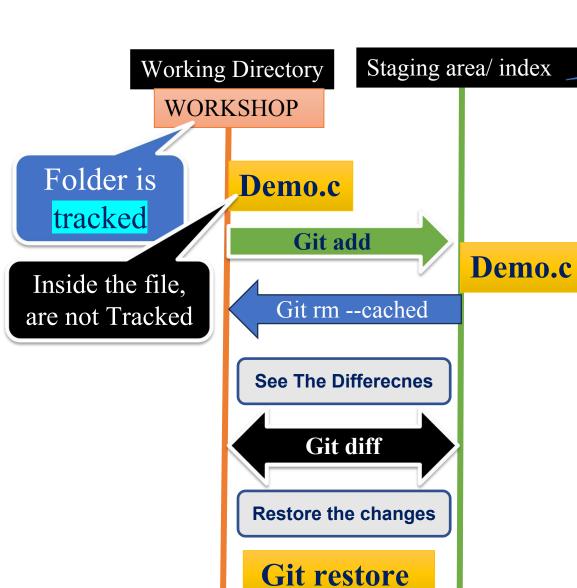




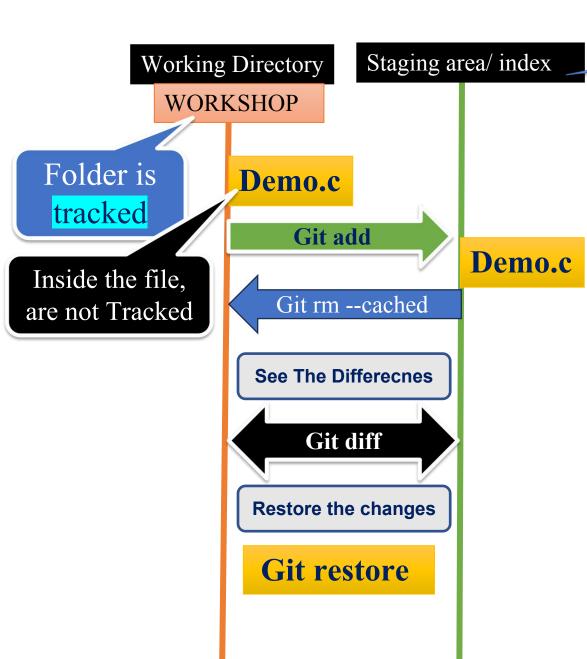


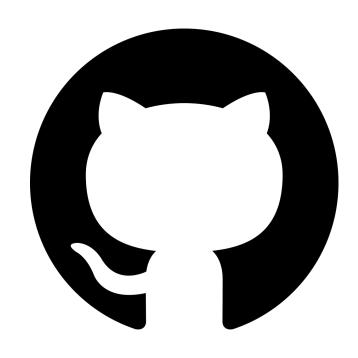


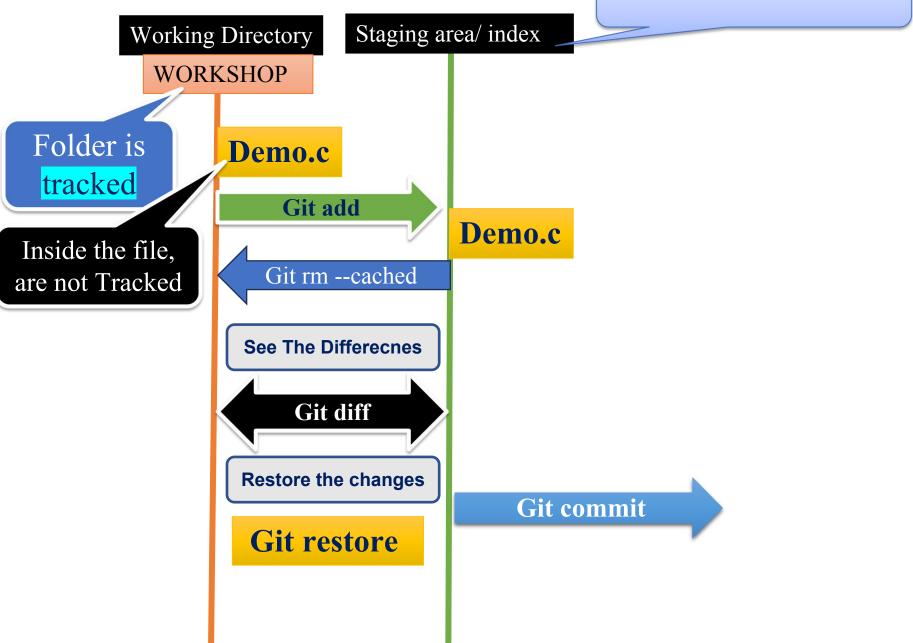




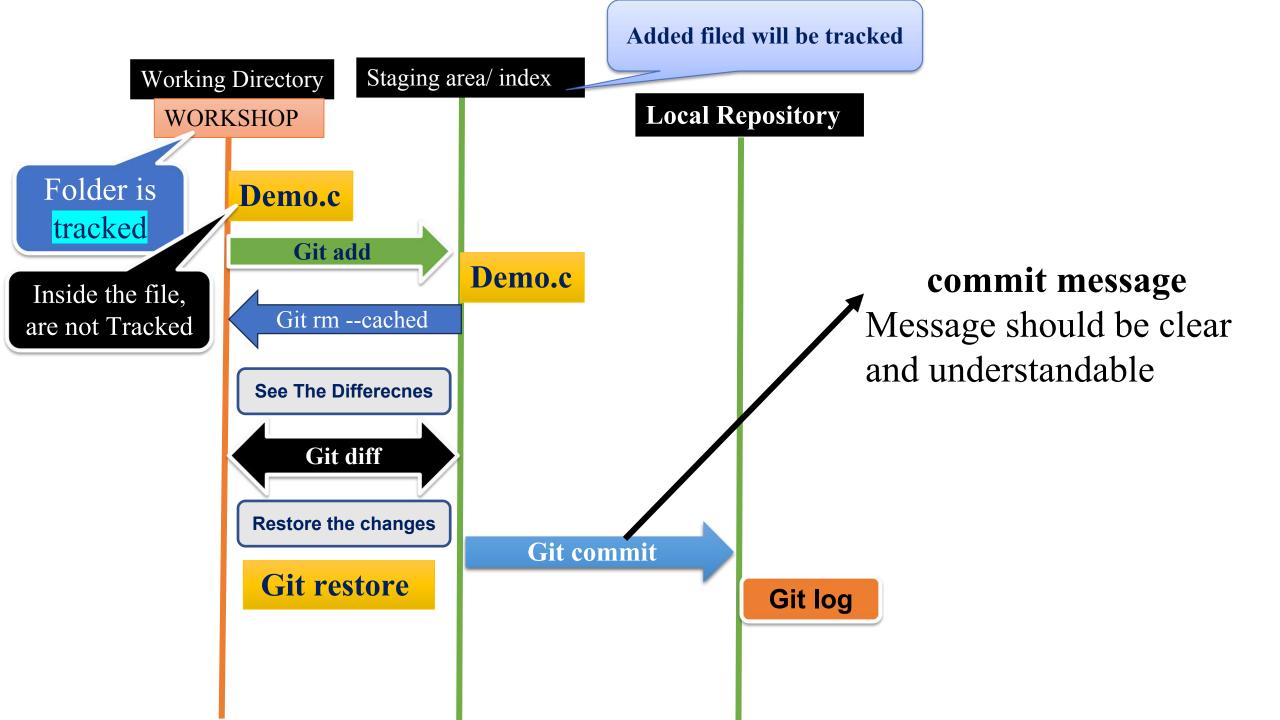


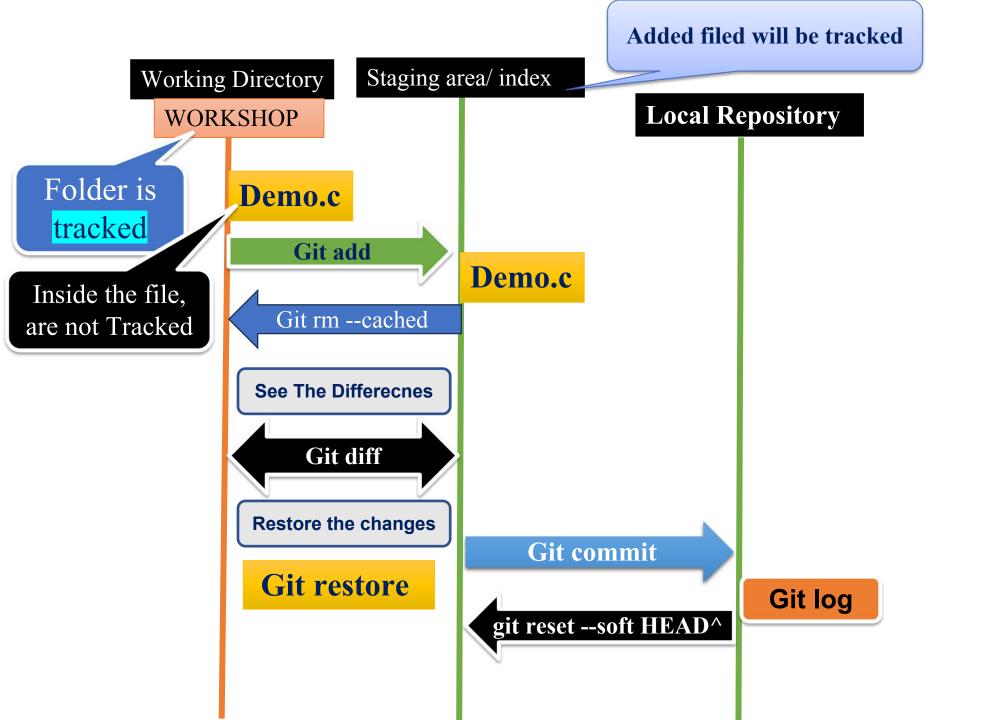


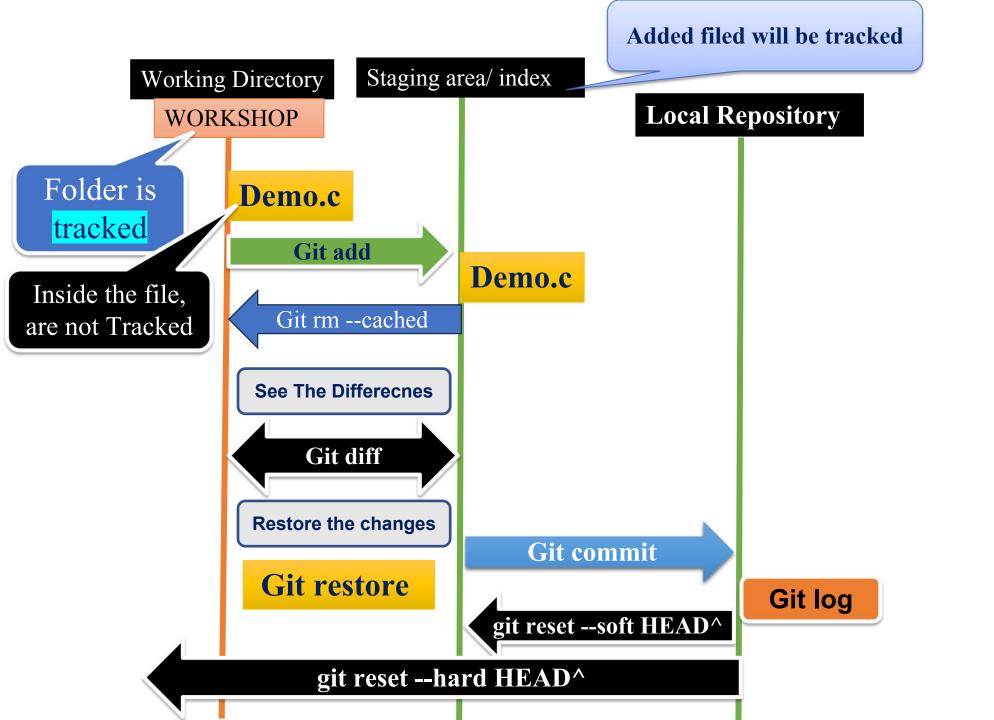


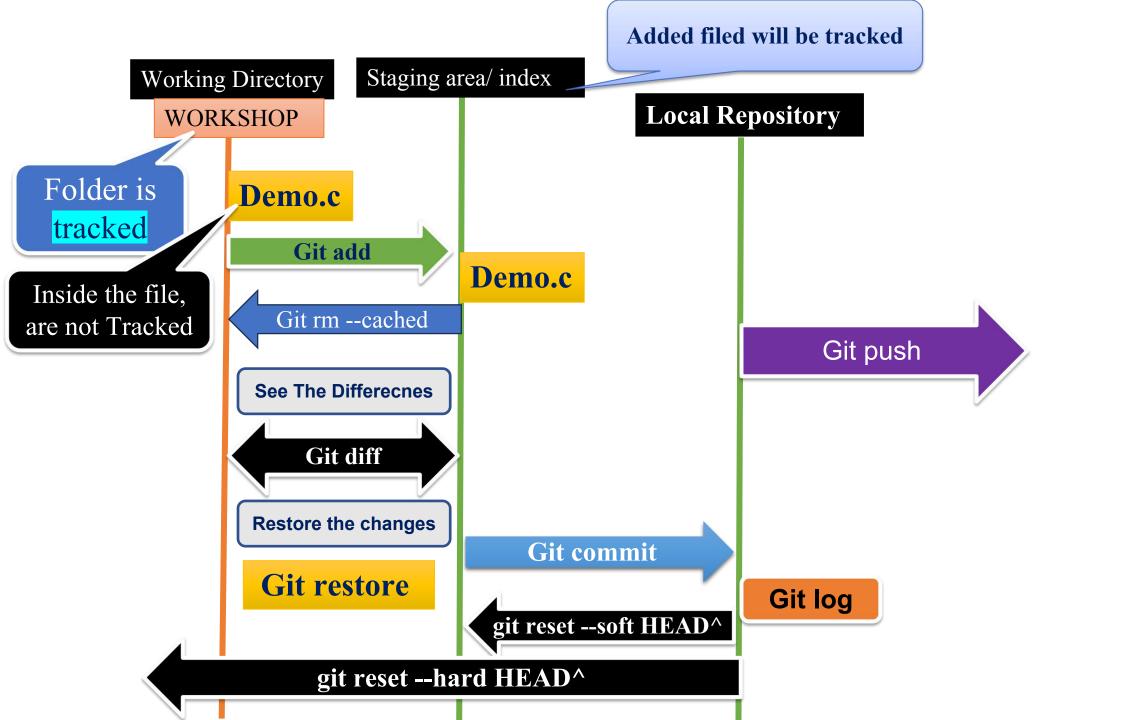


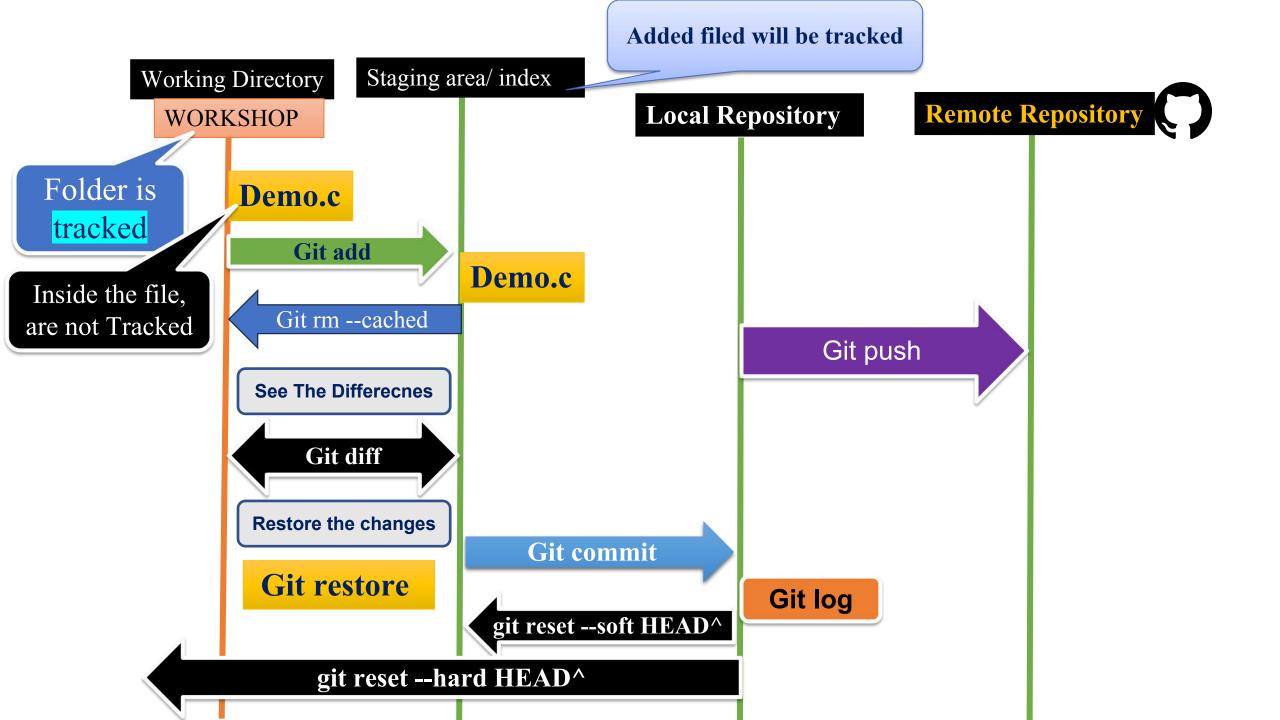
Added filed will be tracked Staging area/ index Working Directory **Local Repository** WORKSHOP Folder is **Demo.c** tracked Git add Demo.c Inside the file, Git rm --cached are not Tracked **See The Differecnes** Git diff **Restore the changes** Git commit **Git restore**

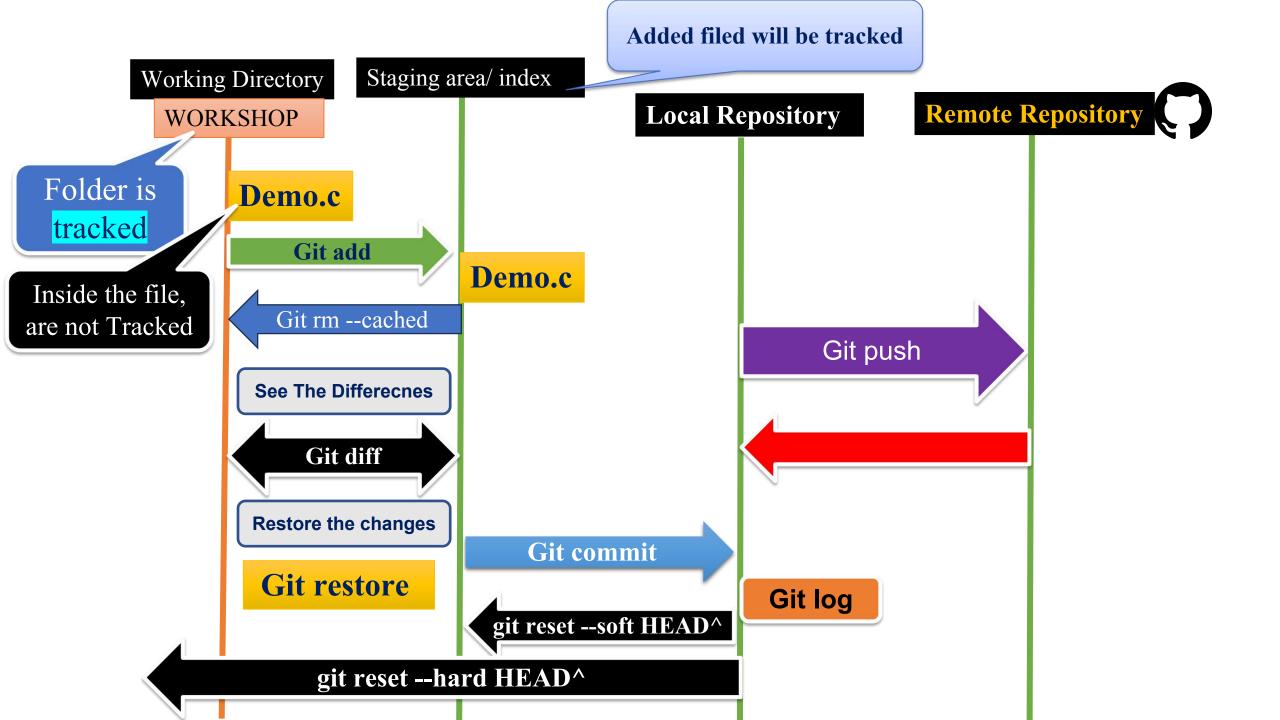












Added filed will be tracked Staging area/ index Working Directory **Remote Repository Local Repository** WORKSHOP Folder is **Demo.c** tracked Git add Demo.c Inside the file, Git rm --cached are not Tracked Git push **See The Differecnes** Git diff **Restore the changes** Git commit Git restore **Git log** git reset --soft HEAD^ git reset --hard HEAD^

Master Branch

```
#include <stdio.h>
int main()
  int a, b, sum, sub, mu'
  scanf("%d",&a);
  scanf("%d",&b);
  sum=a+b;
  sub=a-b:
  mult=a*b;
  div=a/b:
  rem=a%b;
  printf("%d\n",sum);
  printf("%d\n",sub);
  printf("%d\n",mult);
  printf("%d\n",div);
  printf("%d\n",rem);
```

Debug Branch

```
#include <stdio.h>
int main()
{
  int a, b, sum, sub, mult, div, rem;
  accept("0/ d" % a);
```

Prompt Branch

#include <stdio.h> int main()

```
Merge 1: ");
```

```
printf("Denominator (b) cannot be zero");
}
else
{
    div=a/b;
rem=a%b;
printf("%d\n",div);
printf("%d\n",rem);
}
```

```
printf("Sum = %d\n",sum);

printf("Sub = %d\n",sub);

printf("Mult = %d\n",mult);

printf("Div = %d\n",div);

printf("Remainder = %d\n",rem);
```