Hybrid Activity 1: Getting Acquainted With Git

Git is a popular source code control utility with a Command Line interface (although IDEs and other graphical programs can provide a GUI interface for working with Git repositories). Source code control is a vital aspect of programming, and it usually forms the basis for collaboration with other programmers. One advantage of Git over other systems such as CVS or Subversion is that Git is a distributed system, meaning there is no need to set up a central repository on a server. Anyone can instantly create a repository to work with source code, and other remote programmers can clone that repository for their local use. Changes to repositories can be pushed and pulled from one repository to another. For collaboration purposes, often a Git repository is stored in a location accessible to all participants, so that everyone can push their changes to it, or pull others’ changes from it.

**Activity**: go through the Git how-to tutorial starting here: <https://githowto.com>

Marking: Later in the course, your project team will need to demonstrate source code collaboration for marks, and much of the basic Git knowledge in this tutorial will be necessary for that demonstration.