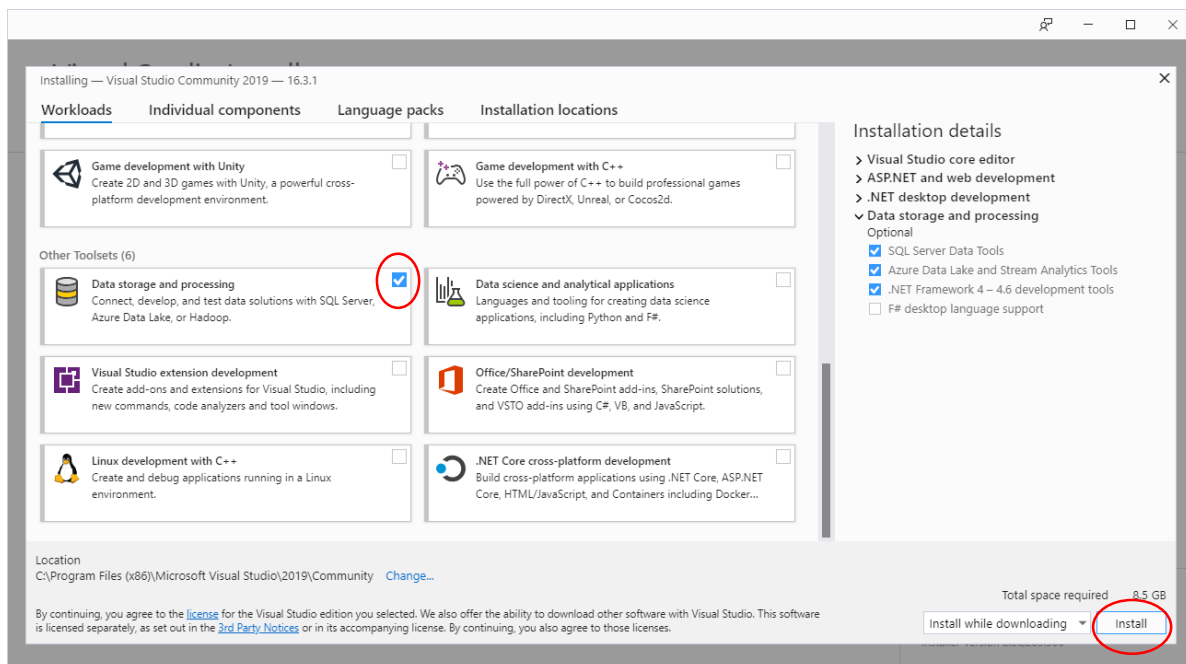
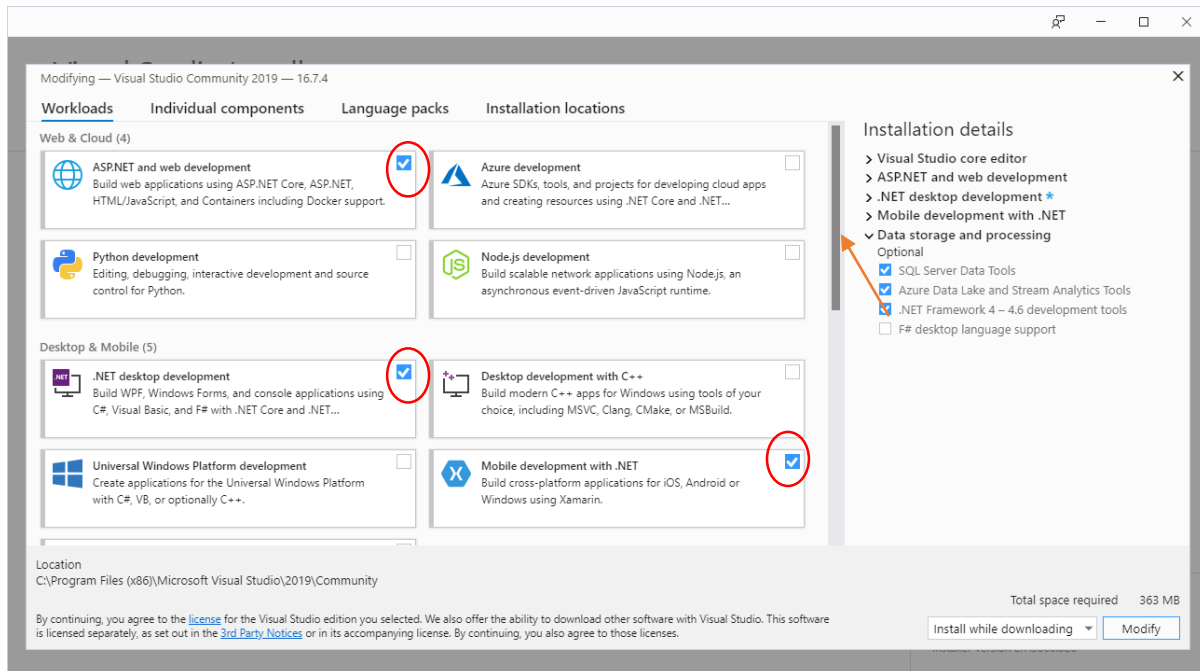


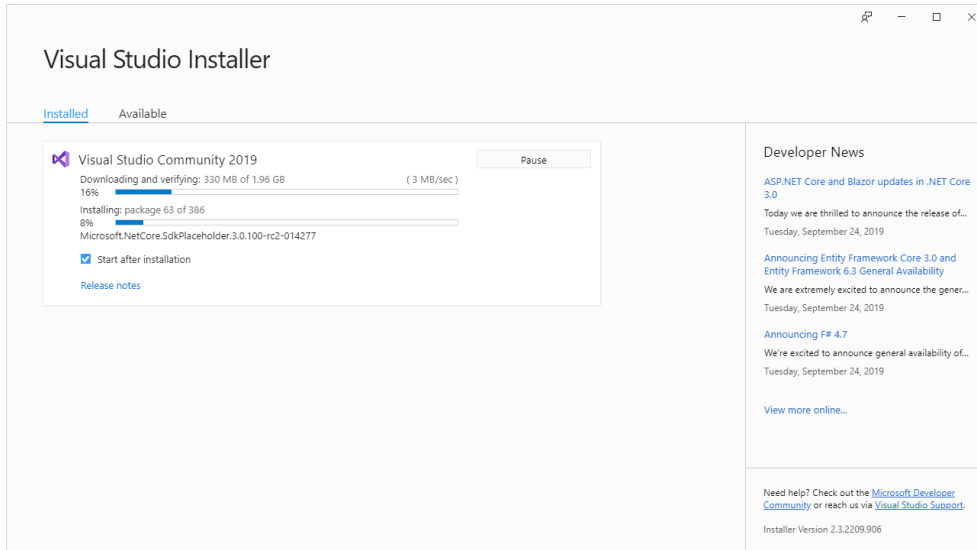
Laborator 1

Instalare Visual Studio 2019 – versiunea Community

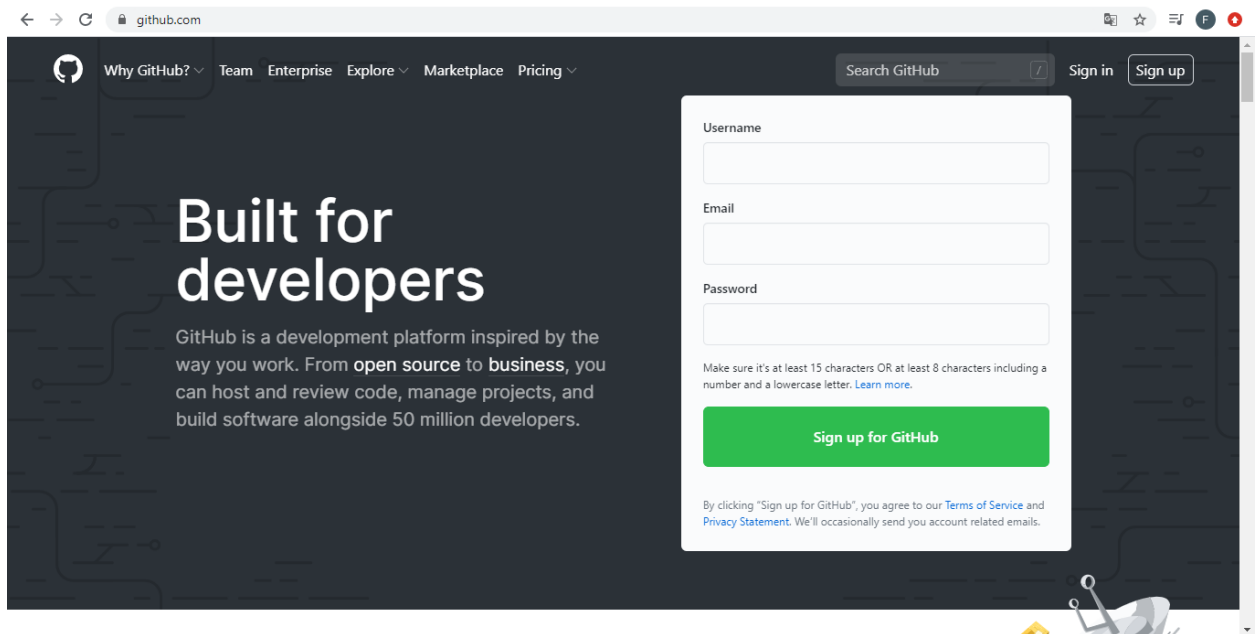
1. Deschideti un browser si navigati la adresa: <https://visualstudio.microsoft.com/vs/>
2. De la optiunea Download Visual Studio – alegeti versiunea Community 2019
3. Se bifeaza urmatoarele module: *ASP.NET and web development*, *.NET desktop development*, *Mobile development with .NET* se deruleaza in jos iar apoi se bifeaza *Data storage and processing*.



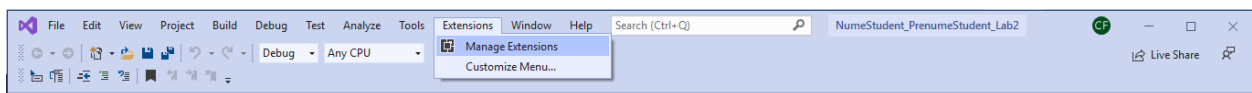
4. Apasand butonul *Install*, se initiaza procesul de instalare si se afiseaza o fereastra similara cu cea de mai jos:



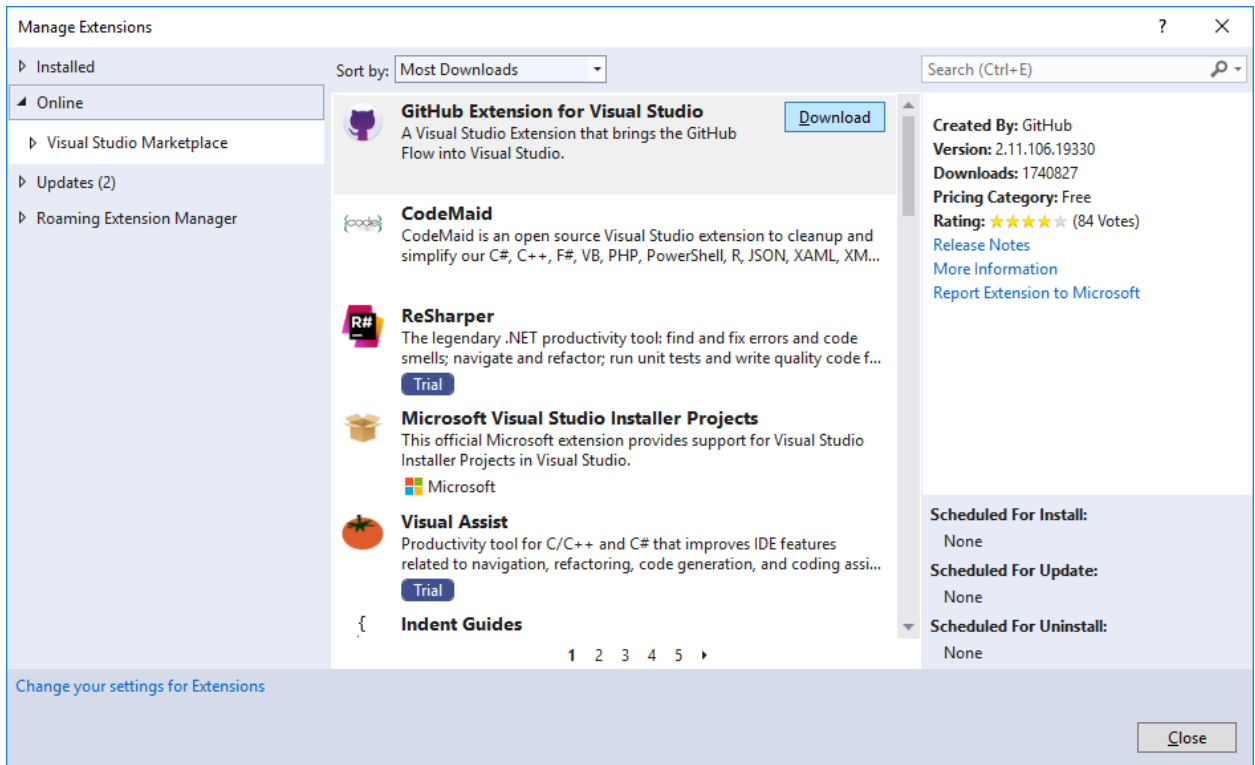
5. La finalizarea instalarii e nevoie sa restartati computerul. La prima lansare Visual Studio trebuie sa va logati cu un cont Microsoft. Daca nu aveti unul va puteti crea unul gratuit aici: <https://account.microsoft.com/account?lang=en-hk>
6. Pentru a putea gestiona versiunile si pentru a lucra colaborativ vom folosi GitHub. Accesam din browser github.com, iar in cazul in care nu avem cont creat, creem un cont alegand optiunea Signup for Github si urmarind pasii indicati



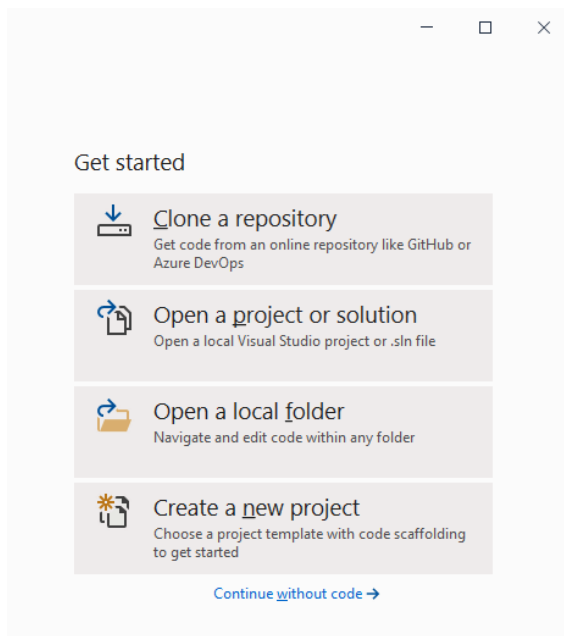
7. Deschidem Visual Studio si din meniu selectam **Extensions->Manage extensions**



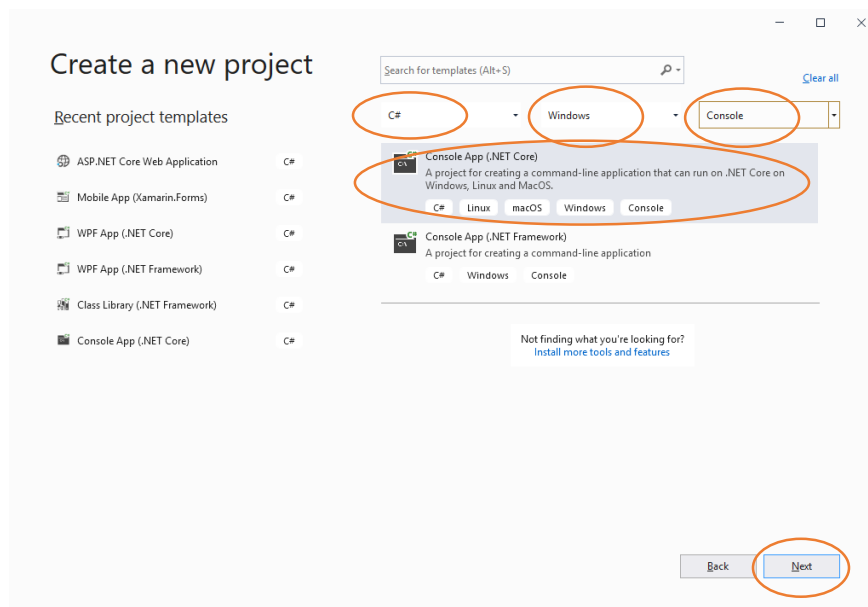
8. In fereastra **Manage extensions** cautam **Github Extension for Visual Studio** si apasam butonul **Download** apoi inchidem Visual Studio pentru ca instalarea sa porneasca



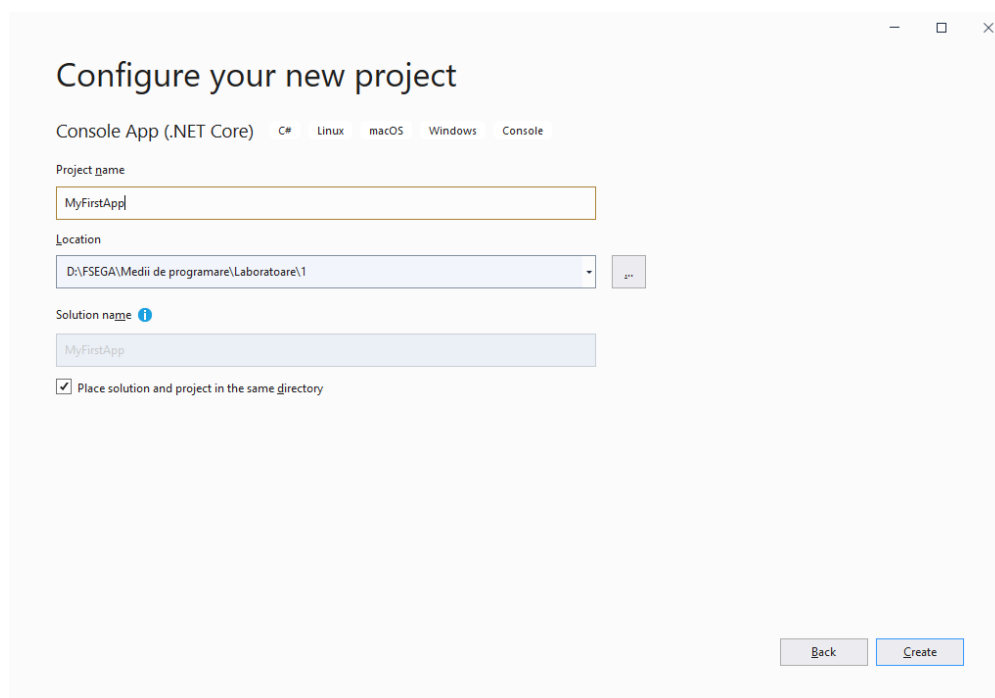
9. Dupa finalizarea instalarii, deschidem Visual Studio. Pentru a exersa modul in care putem sa creem un GitRepository creem un proiect nou de tipul Console Application alegand optiunea **Create New Project**



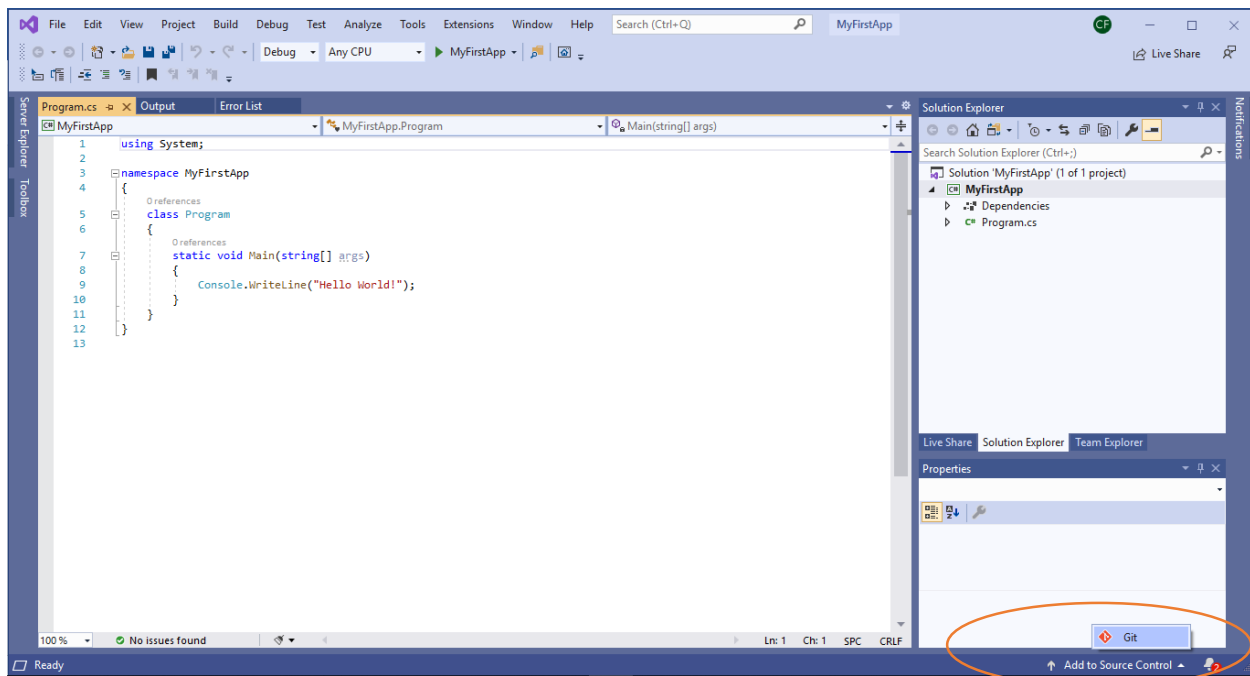
10. Selectam template-ul de proiect Console App (.NET Core) si apasam butonul **Next**



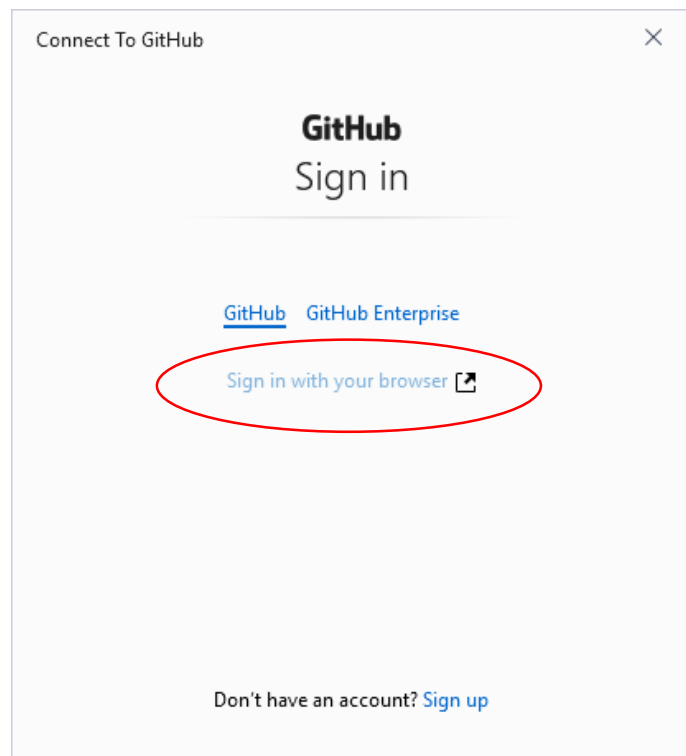
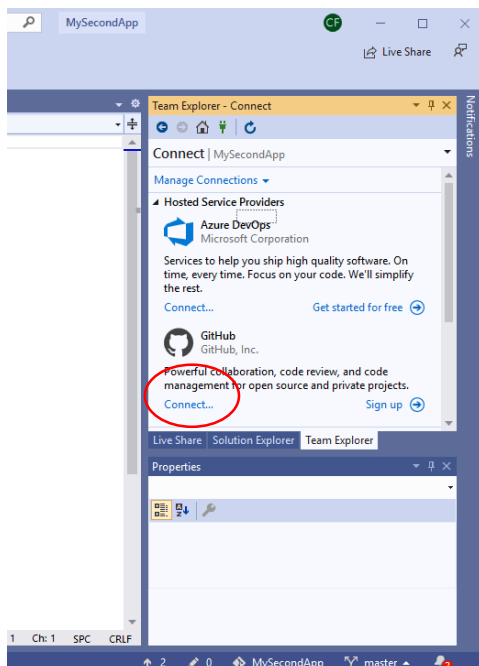
11. Denumim proiectul MyFirstApp si selectam o locatie unde dorim sa fie salvat, apoi apasam butonul **Create**



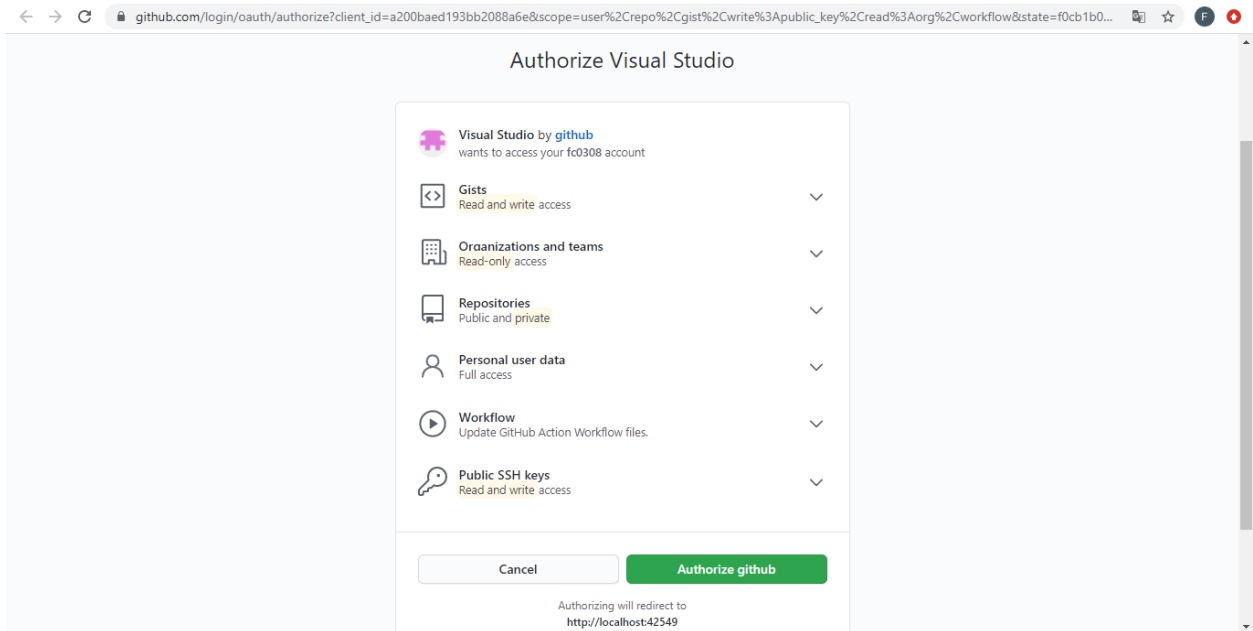
12. Pentru a crea un repository si a publica proiectul pe GitHub apasam Add to SourceControl->Git



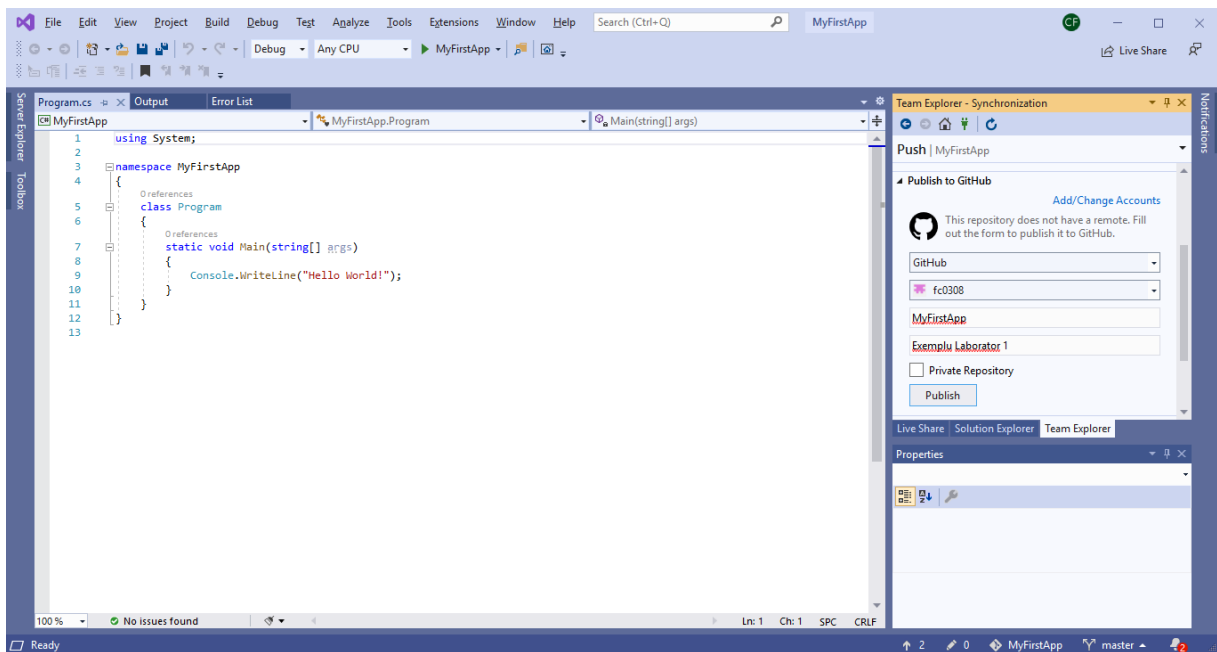
13. In fereastra **Team Explorer** apasam **Connect** pentru a ne conecta la contul nostru de GitHub creat anterior, iar in fereastra urmatoare selectam **Sign in with you Browser**



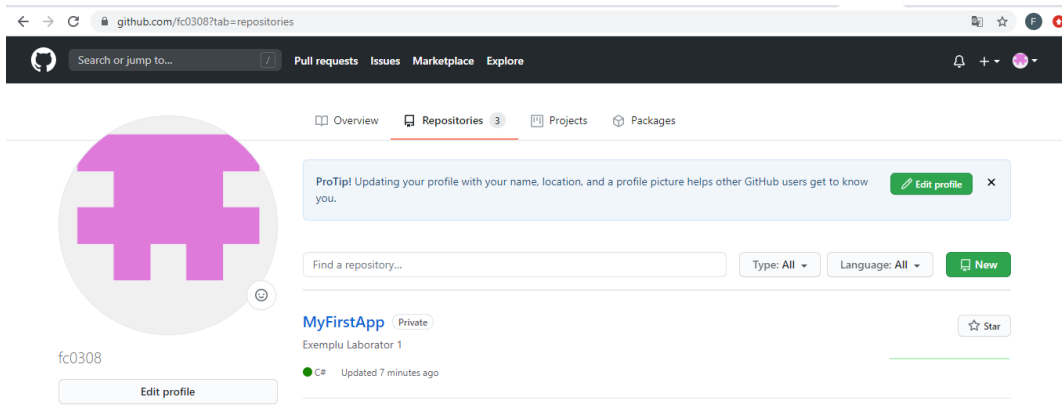
14. In fereastra browser selectam butonul **Autorize github**



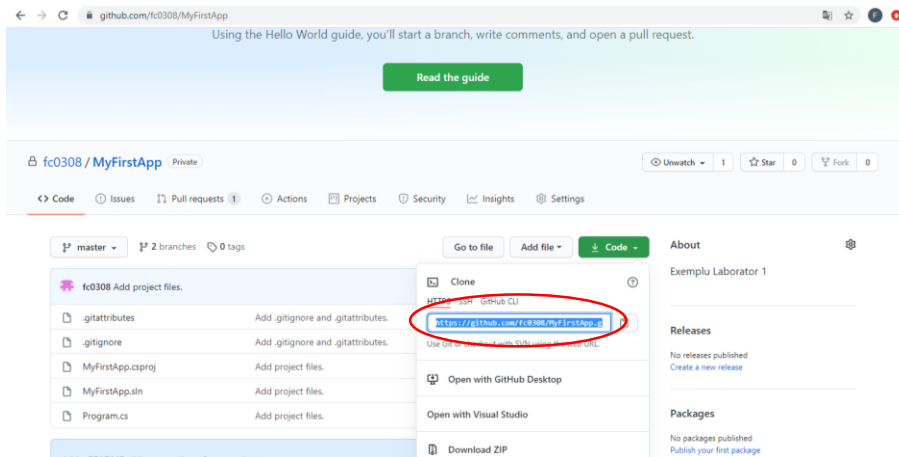
15. In fereastra **Team Explorer**, putem adauga o descriere a proiectului si lasam nebifata optiunea **Private Repository** si apoi apasam **Publish**



16. In fereastra browser selectam Repositories si vom vedea Repository-ul nou creat si codul aferent acestuia. Dam click pe nume MyFirstApp



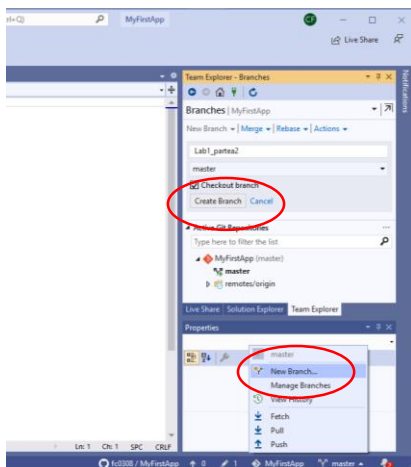
17. Apasam pe butonul **Code** si regasim mai jos URL-ul pentru repository creat.



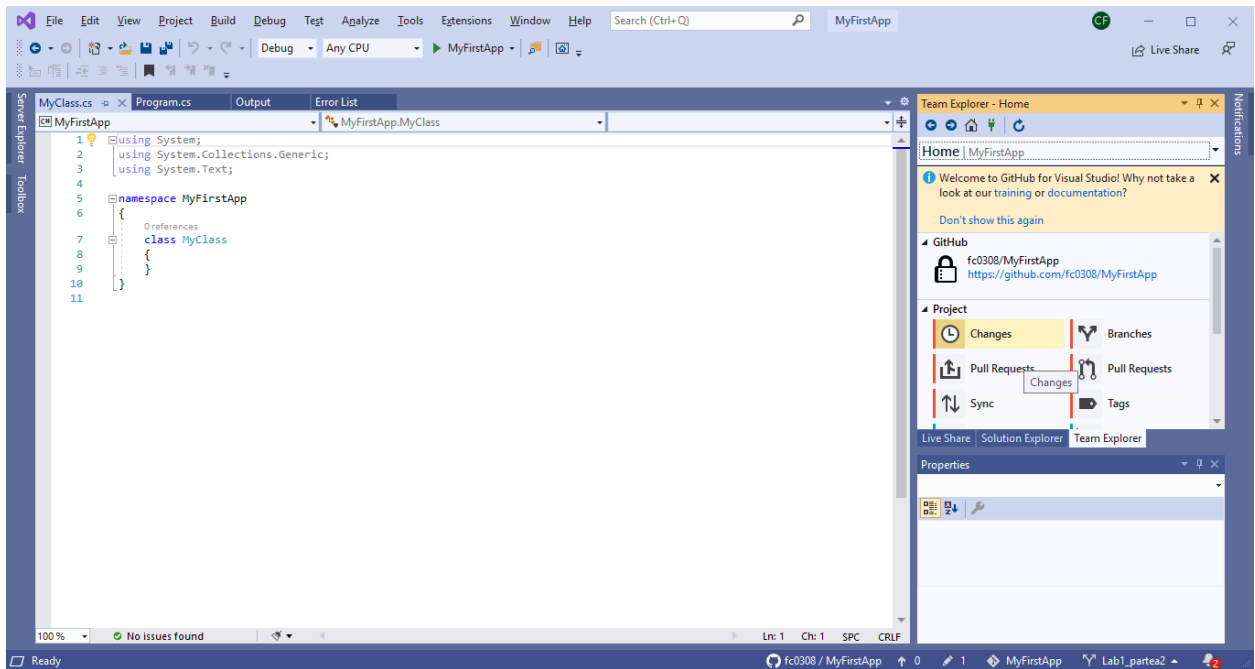
18. Acest URL va fi trimis pe Moodle FSEGA dupa finalizarea laboratorului in fiecare saptamana la assignment-ul aferent saptamanii curente

19. In cazurile in care avem laboratoare in care dezvoltam o aplicatie pe parcursul mai multor saptamani, vom crea un nou branch. Astfel vom avea un singur repository cu mai multe branch-uri aferente fiecarui laborator. De exemplu daca modificam aplicatia creata si adaugam o noua clasa (Click dreapta- Add New Item->Class si ii dam numele MyClass)

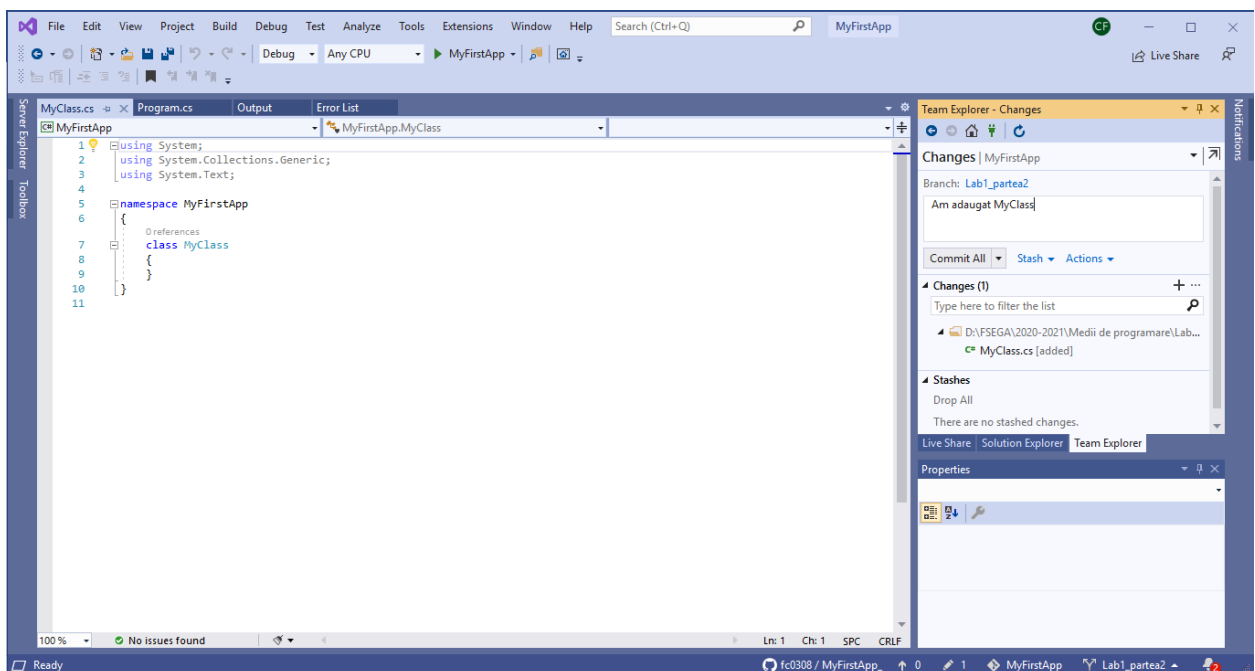
20. Pentru a crea un nou brach, facem click pe master si selectam **New Branch**. In fereastra **Team Explorer** ii dam numele Lab1_partea2 si apoi apasam **Create Branch**



21. In sectiunea Home de la TeamExplorer, regasim butonul changes unde putem vedea modificarile care nu au fost trimise la repository-ul GitHub



22. Aduagam o descriere- Am adaugat MyClass si apoi apasam Commit All



23. Puteti urmari video-ul de mai jos pentru a afla mai multe despre noile facilitati adaugate
<https://www.youtube.com/watch?v=ZiQ2LXtAJ6I>