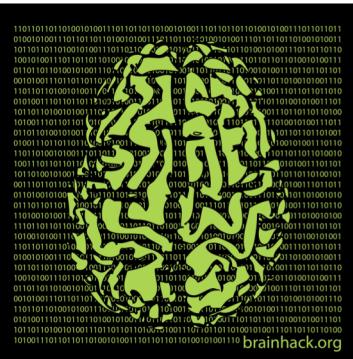
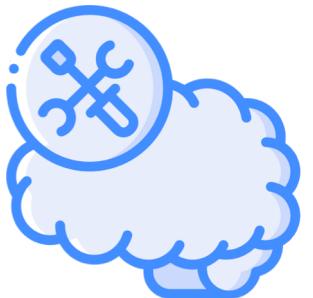


Brainhack Dallas 2019

Saturday Nov. 16-Sunday Nov. 17



THE UNIVERSITY OF TEXAS AT DALLAS
School of Behavioral and Brain Sciences

Welcome



Introduce the Team



Ekarin

..
Made website
..
(Will talk about
R/Rstudio if you
let him)



Ju-Chi

..
Logistics
with BBS
..
(Not your TA today)



Matt

..
Talk about data
visualization
..
(He is a Dr. !)



David

..
Advocated for
food
..
(He likes food)



Micaela

..
Teach
Git/GitHub
..
(....)

The purpose of Brainhack?

Hackathon

Sprint-like event that aims to create a product in a collaborative manner. Often has specific focused themes.

Brainhack

Neuroscience-related hackathon

+

Talks | Tutorials

Panels | Unconferences

Schedule

Talks/Tutorial

.

Open Hacking Session

.

(repeat)

<https://brainhack-dallas.github.io/mini-brainhack-utd/>

Logistics

- 2 main rooms
 - Most talks will be in this room (larger classroom)
 - Git & GitHub Tutorial will be in the smaller room next door
 - Open-Hacking will be in both rooms when no talks are co-occurring
- Lunch is provided (thanks to BBS)
- Slack for communicating
 - Everyone was sent an invitation.
 - Have Slack it opened as a browser tab or install the Desktop version
 - Have notification turn on for **#bhd-19** channel
- Dinner – LA Burger after first day
 - Please indicate on the **#bhd-19** channel on Slack if you will join us



Code of Conduct

<https://www.brighthack.org/code-of-conduct.html>

Be nice ☺

Goals

Learn some stuff | Make some stuff

Have fun

Hopefully we can do it again ☺



UTSouthwestern
Medical Center



Preparing to work on projects together

- Install necessary software
- Quick introduction on using GitHub to work on the projects together

Install & Setup

Git

- Windows users: <https://gitforwindows.org/>
 - Git for windows comes with **Git-Bash** (a bash terminal for windows).
- Linux/Mac Users: <https://git-scm.com>



GitHub

- Sign up for an account on <https://github.com>



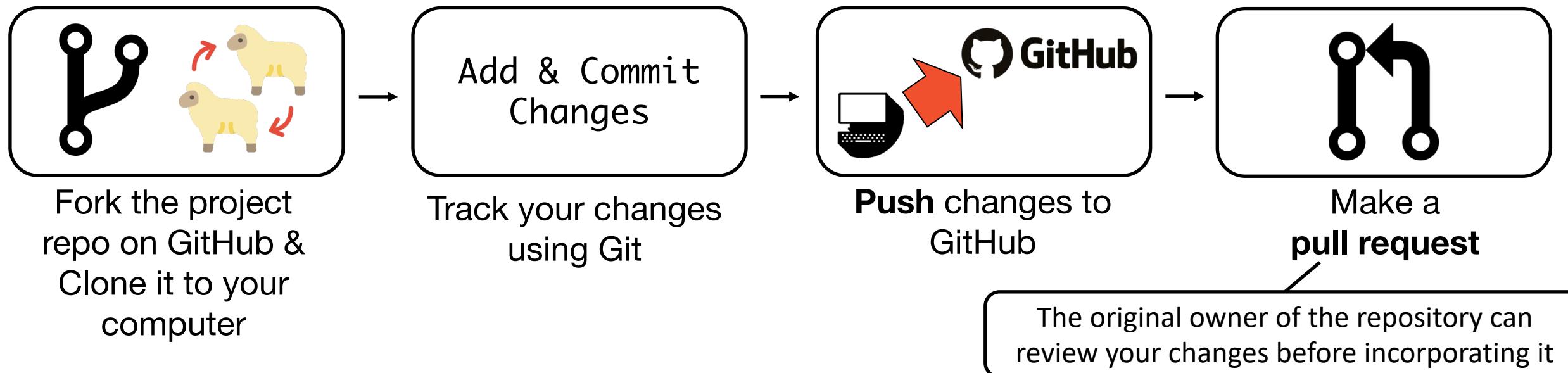
GitHub Desktop

- Install GitHub Desktop: <https://desktop.github.com/>

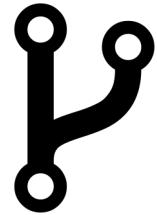




The process of collaborating on projects using GitHub

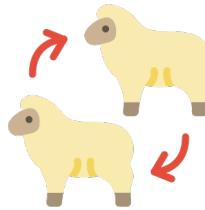


1. Obtain the project you want to work on



Fork the project
repo on GitHub

- Fork a project so a repository of that project is now in your GitHub account



Clone it to your
computer

- Clone the repository to your computer
 - Use GitHub Desktop
 - File >> Clone Repository



Look at what has been done in the project

- History tab in GitHub Desktop



2. Make changes & document the changes

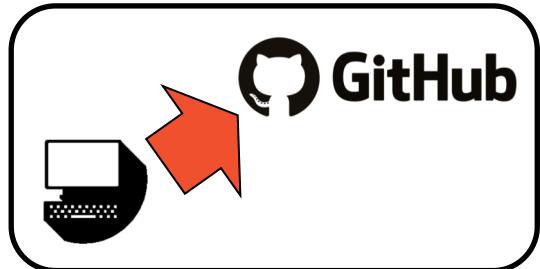
Add & Commit
Changes

Track your changes
using Git

- Add a file....
- Look at what has changed
 - Change Tab on GitHub Desktop
- Commit the change
 - Type a summary and click **Commit to master**



3. Push that change to GitHub



Push changes to
GitHub

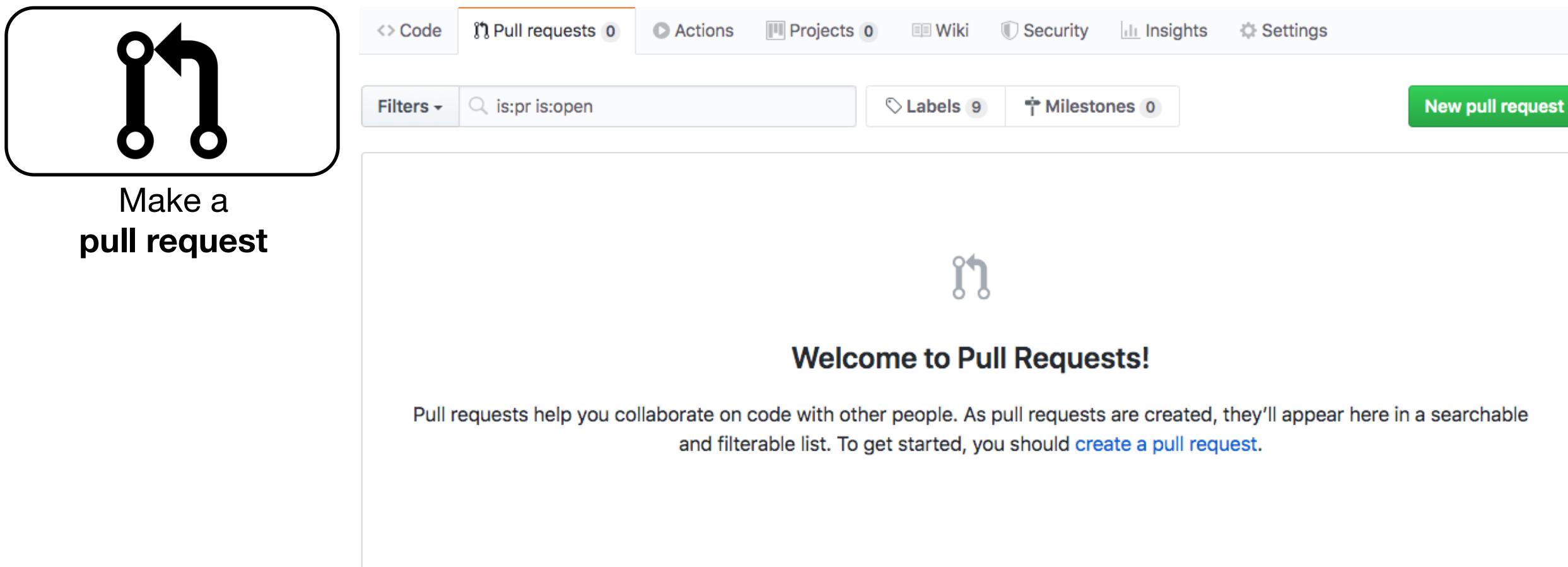
Push 1 commit to the origin remote
You have one local commit waiting to be pushed to GitHub.
Always available in the toolbar when there are local commits waiting to be pushed or
⌘ P

Push origin

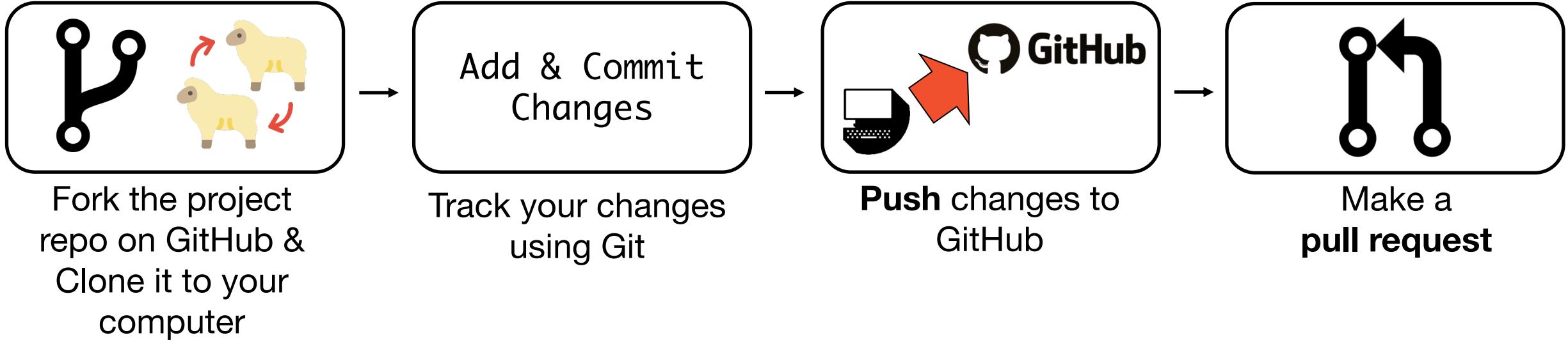
Check that your changes are now on GitHub



4. Ask the original author to incorporate your changes



The screenshot shows a GitHub repository interface. On the left, there's a large button with a black icon of two interlocking circles and the text "Make a pull request". The main area has a header with navigation links: Code, Pull requests 0 (which is highlighted in orange), Actions, Projects 0, Wiki, Security, Insights, and Settings. Below the header are filters (Filters dropdown, search bar with "is:pr is:open", Labels 9, Milestones 0), and a green "New pull request" button. The central content area displays a "Welcome to Pull Requests!" message with a small icon above it. The message text reads: "Pull requests help you collaborate on code with other people. As pull requests are created, they'll appear here in a searchable and filterable list. To get started, you should [create a pull request](#)".



For the purpose of this Brainhack, you don't have to touch the command line if you don't want to.

Projects

- Can I pitch a project?
 - Yes.
- What is the criteria?
 - The outcome of it is something open-to-all at some point
 - A tool/script/function
 - Processed data that is open
 - A tutorial/textbook
- You (or a group) can pitch something **mid-way through the Brainhack!**

Project Pitch