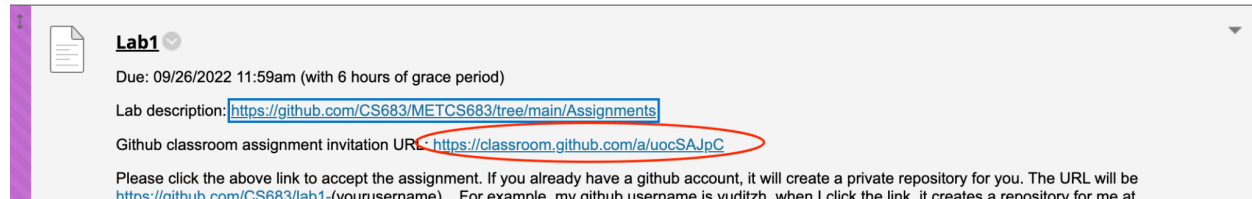


# CS683 Lab1 Instructions

Here are some detailed instructions on how to use the github classroom for your lab1.

1. Click on the github classroom assignment invitation URL and accept the invitation to generate a repository for your lab1. After a couple of minutes, your assignment repository is created at <https://github.com/CS683/lab1-<yourusername>>. You can check your github lab1 repository in the browser. It should contain two folders and several readme files.



**Lab1** ✓

Due: 09/26/2022 11:59am (with 6 hours of grace period)

Lab description: <https://github.com/CS683/METCS683/tree/main/Assignments>

Github classroom assignment invitation URL: <https://classroom.github.com/a/uocSAJpC>

Please click the above link to accept the assignment. If you already have a github account, it will create a private repository for you. The URL will be [https://github.com/CS683/lab1-\(yourusername\)](https://github.com/CS683/lab1-(yourusername)). For example, my github username is yuditsh. when I click the link, it creates a repository for me at



You accepted the assignment, **Lab1**. We're configuring your repository now. This may take a few minutes to complete. Refresh this page to see updates.

Note: You may receive an email invitation to join **CS683** on your behalf. No further action is necessary.



## You're ready to go!

You accepted the assignment, **Lab1**.

Your assignment repository has been created:

<https://github.com/CS683/lab1-yuditsh-1>

We've configured the repository associated with this assignment ([update](#)).

CS683A1F22

## Accept the assignment —

### Lab1

Once you accept this assignment, you will be granted access to the [lab1-yuditsh](#) repository in the **CS683** organization on GitHub.

Accept this assignment

[CS683](#) / [lab1-yuditsh-1](#) (Private)  
generated from [CS683/METCS683Assignments](#)

<> Code Issues Pull requests Actions Projects Wiki

main 1 branch 0 tags

github-classroom[bot] Initial commit

Code	Initial commit
Doc	Initial commit
README.md	Initial commit

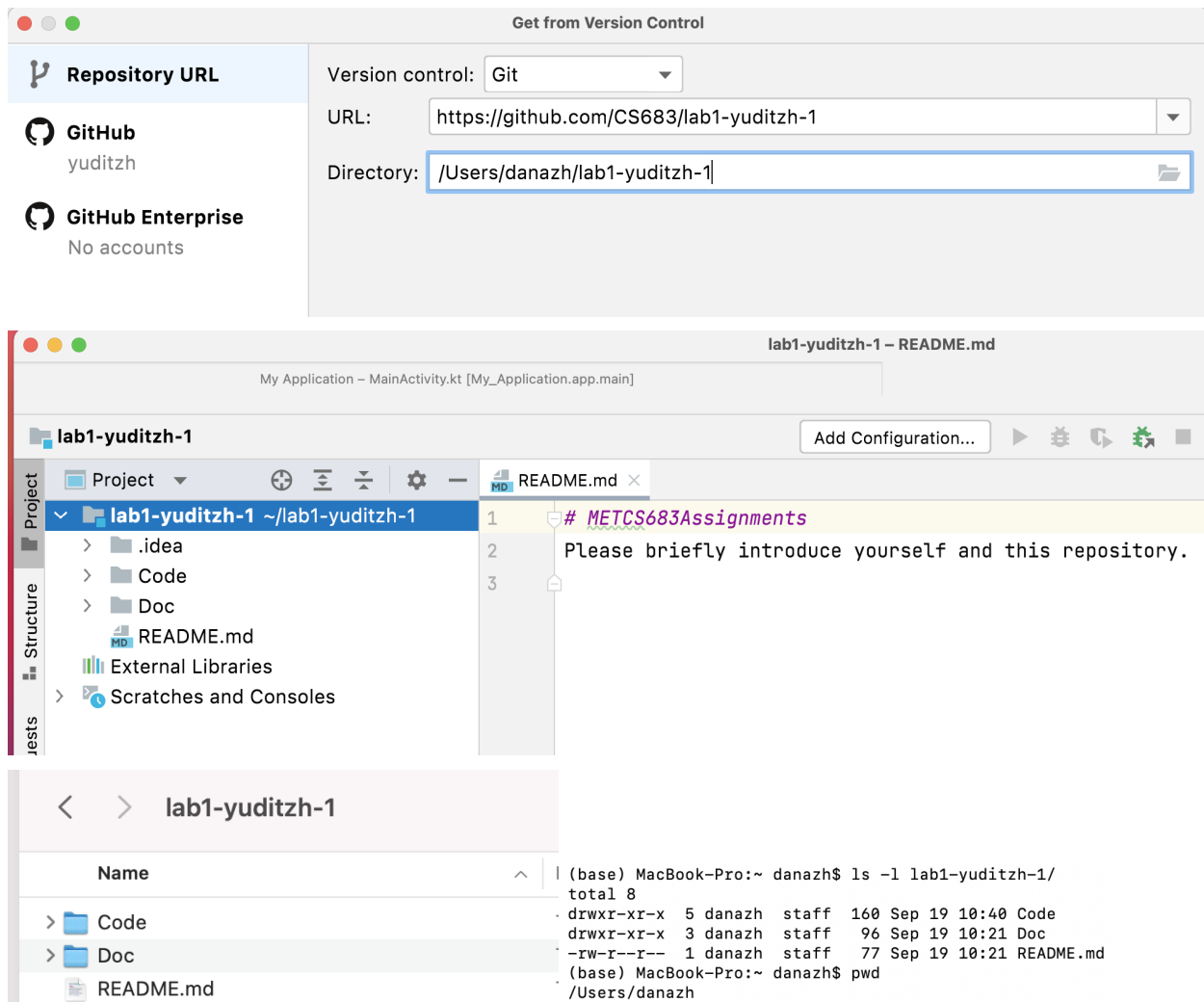
README.md

## METCS683Assignments

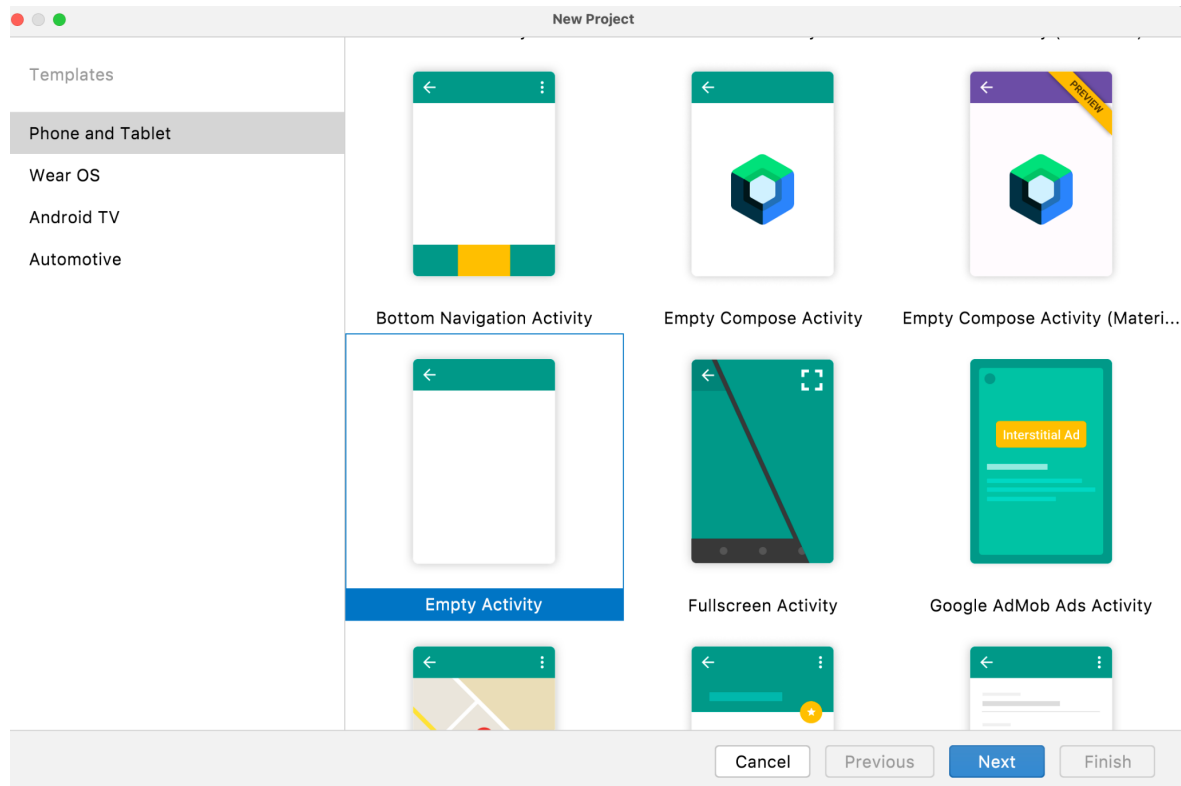
Please briefly introduce yourself and this repository.

2. Clone your github remote repository to your local machine. You can use the command line, or some GUI client such as github desktop, or you can just use Android studio. You can click the menu item "File->New->Project from version control", and type the repository URL, and the local directory that you want to clone the project to. If you didn't use the github with your Android studio before, you will need to login your github account and generate a token for Android studio to authenticate you. After cloning is completed,

you should be able to see the local repository on your computer in Android studio and Finder or File explorer.



3. Create an Android project, and add into the code subfolder of your local repository.  
As the current repository is not an Android project repository, we will need to create an Android project, or you may already have your Android project. You can create a project by using the menu item "File->New->New Project", and choose "Empty Activity" for now. You will also need to specify the minimum SDK. Here I use API 23 (Android 6). You can change to whatever you like. Also you can specify the save location to be the code subfolder of your local repository directly.

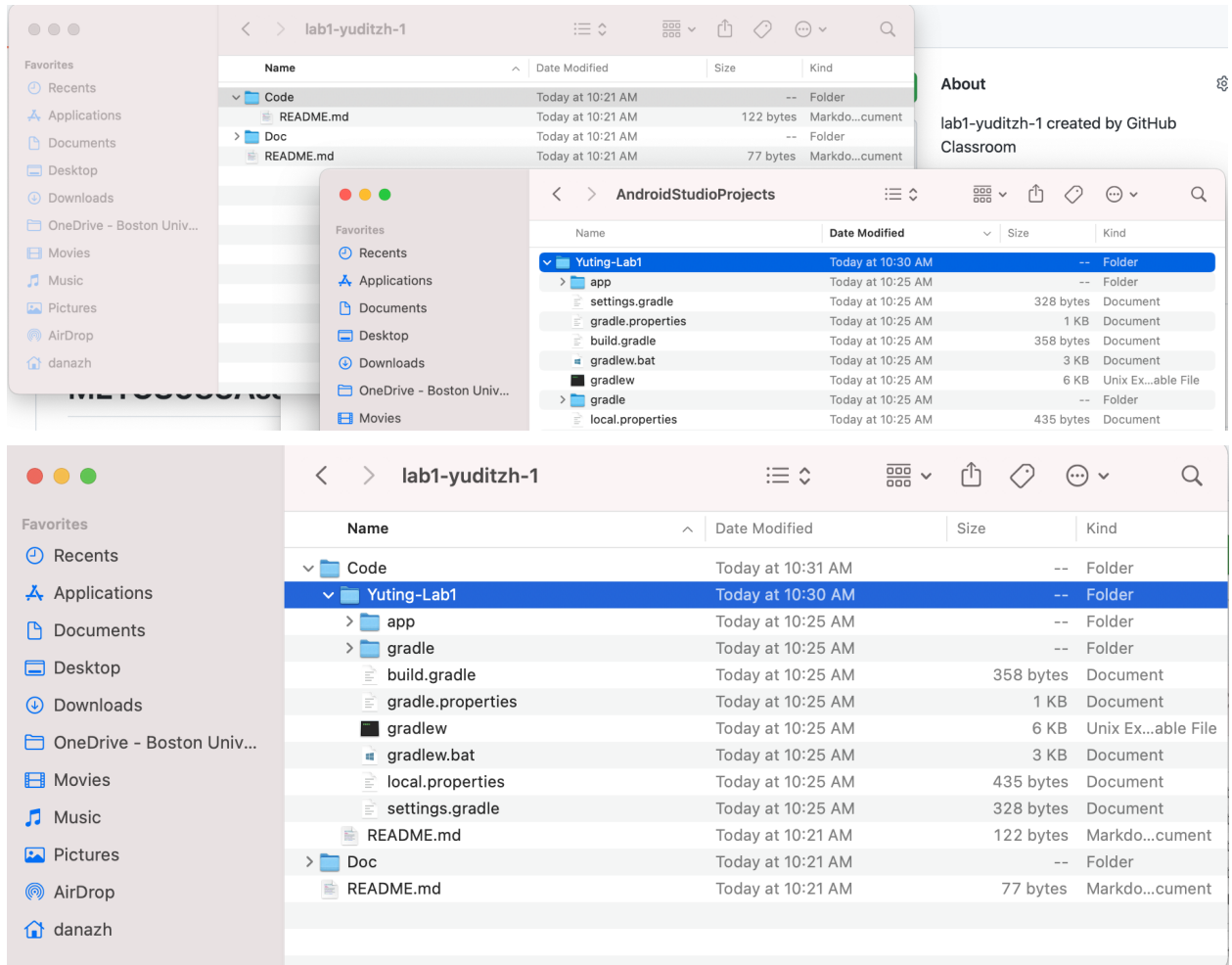


The screenshot shows the 'New Project' dialog with the 'Google Maps Activity' template selected. The dialog provides the following configuration details:

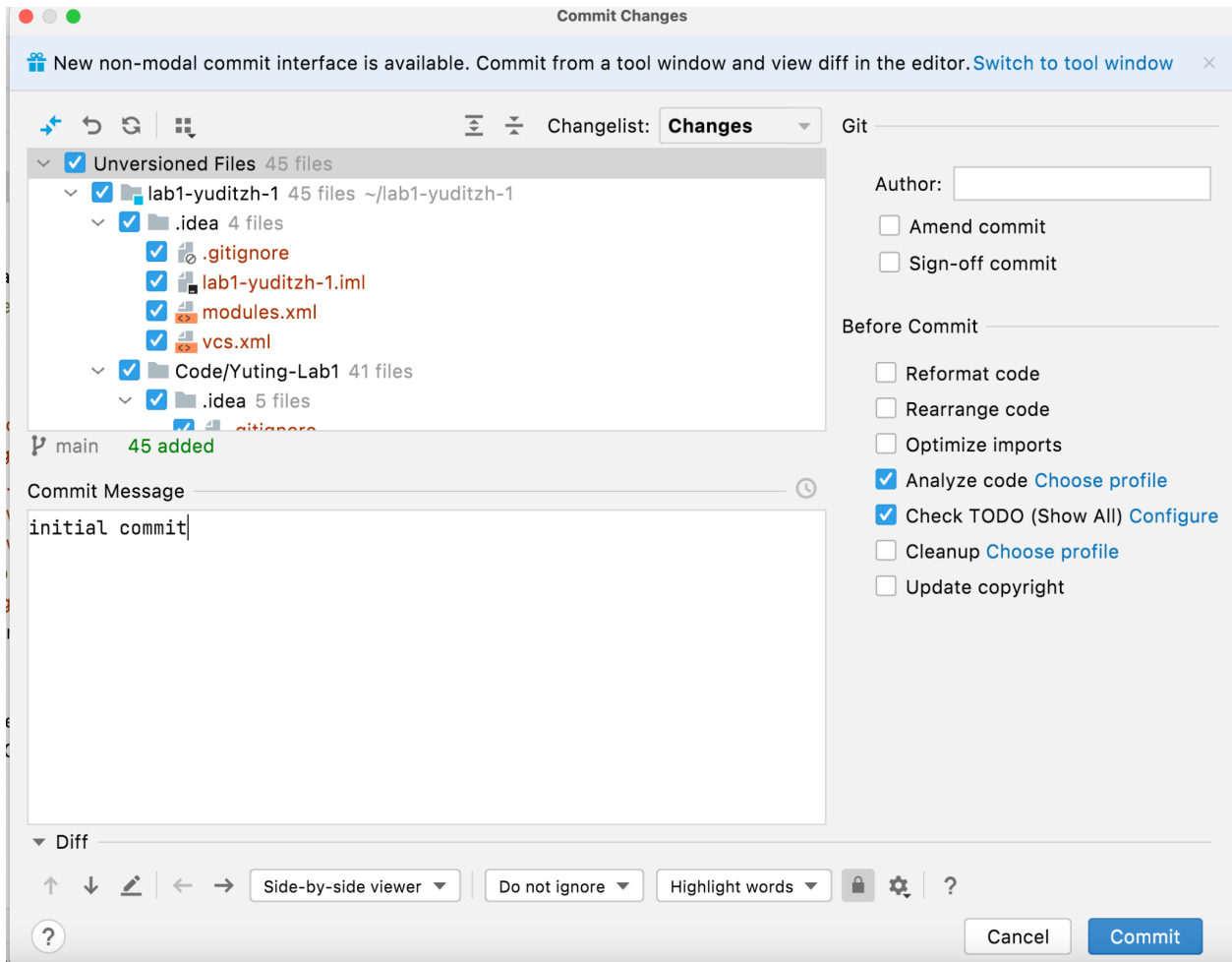
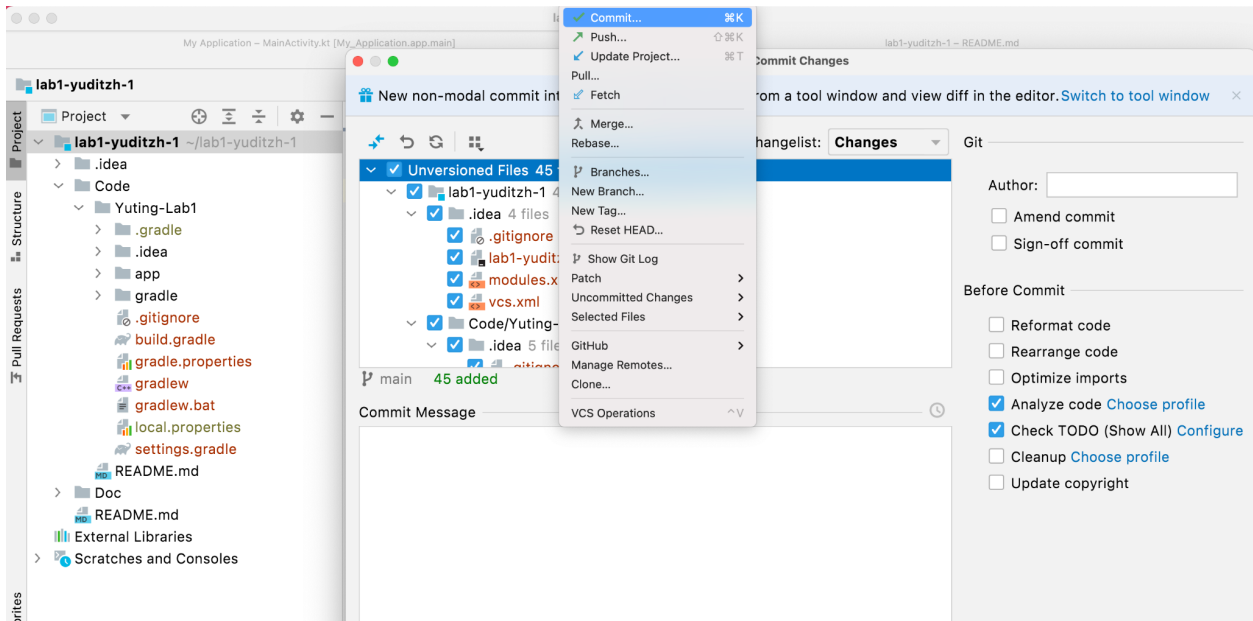
- Google Maps Activity**: Creates a new activity with a Google Map
- Name**: Yuting Lab1
- Package name**: edu.bu.yutinglab1
- Save location**: /Users/danazh/lab1-yuditzh-1/Code/Yuting-Lab1
- Language**: Kotlin
- Minimum SDK**: API 23: Android 6.0 (Marshmallow)

Below the configuration fields, there is an information icon and the text: "Your app will run on approximately **96.2%** of devices." with a link "Help me choose".

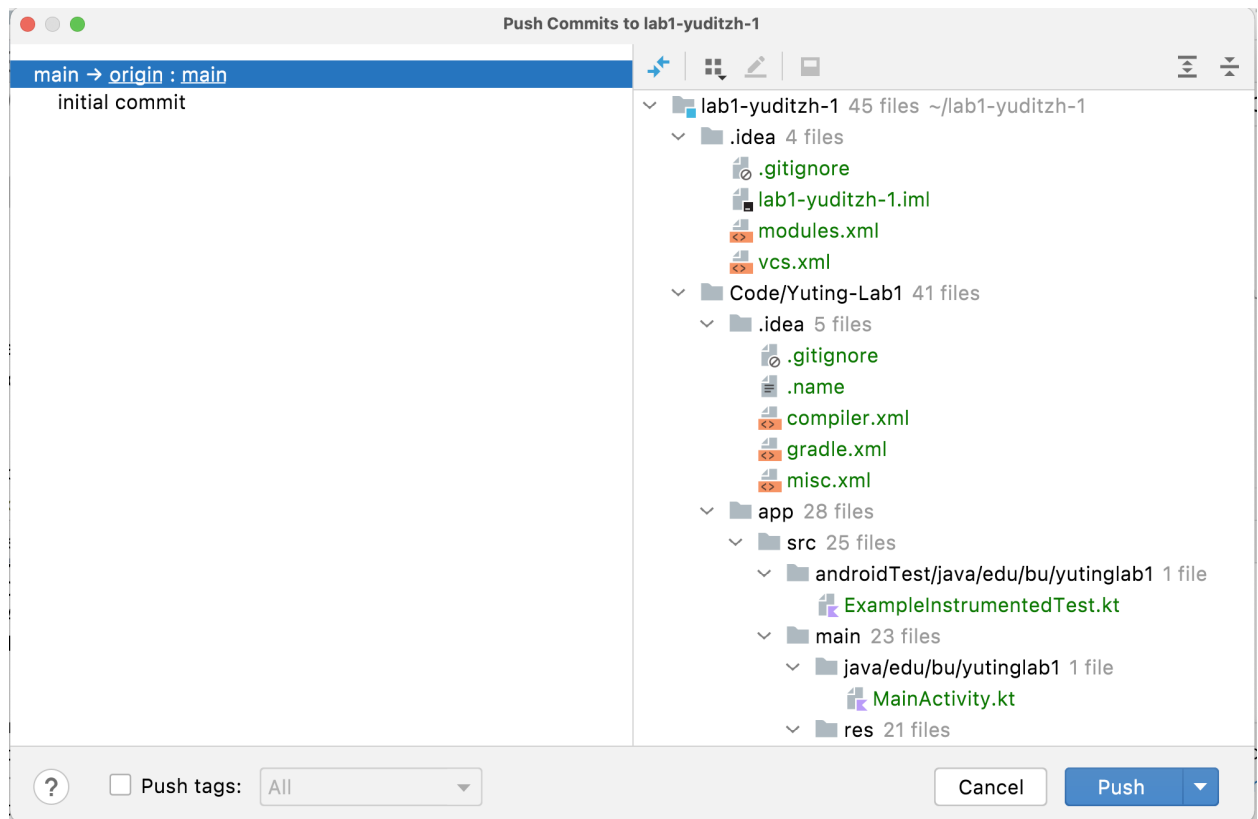
4. If you initially save your project or have a project in a different location, e.g. in the AndroidStudioProjects folder, you can move or copy the project into the code folder of your local repository.



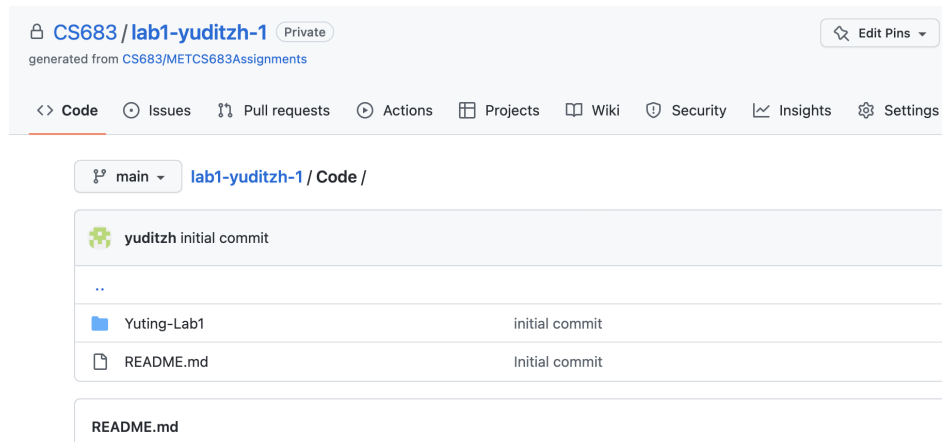
5. Then the git will ask you if you want to add the project into the git. Be aware that you need to explicitly add files/folders into your local repository. Putting them under the repository folder doesn't add them into the git repository automatically. Now, you can add all of them, and commit your change to the local repository. You will need to provide an initial commit message. You can perform these actions in terminal, or github desktop or Android studio.



6. After committing successfully, all files in your Android project will be added into the local repository. However, it is still not in the remote repository yet. You will also need to push to the remote repository. You will need to choose which branch to push. Initially we will just push it to the main branch.



7. Now, you will be able to see your project in the remote github repository using a browser.



8. You can now open the Android project from your local repository by importing the project from the local folder where the project is stored. When you make some changes, you can first commit to the local repository and then push to the remote repository.