

# 깃(Git)&깃허브(GitHub)

◆ 파이참에서 깃 사용하기

정수아

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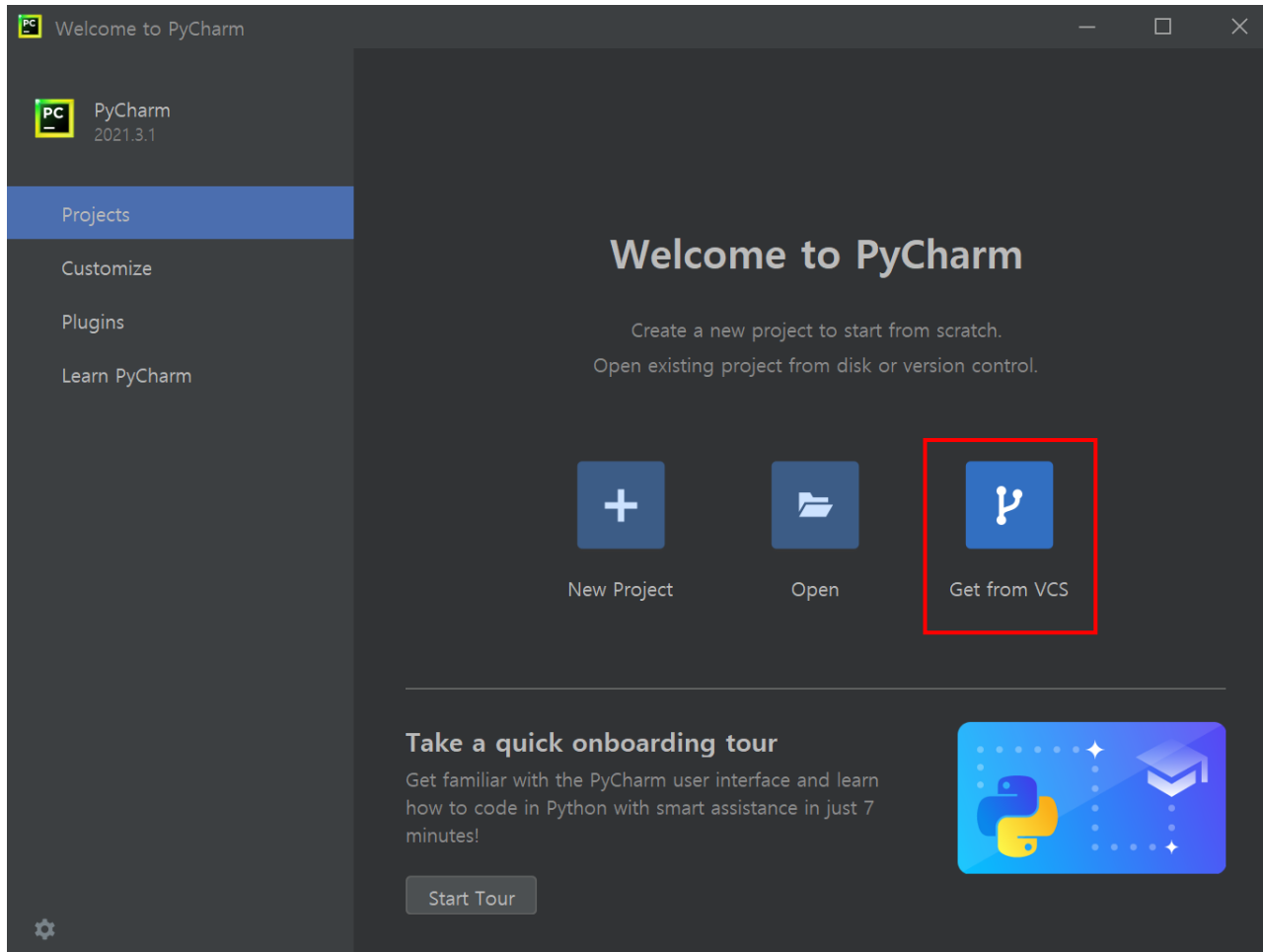


01

## 환경 설정

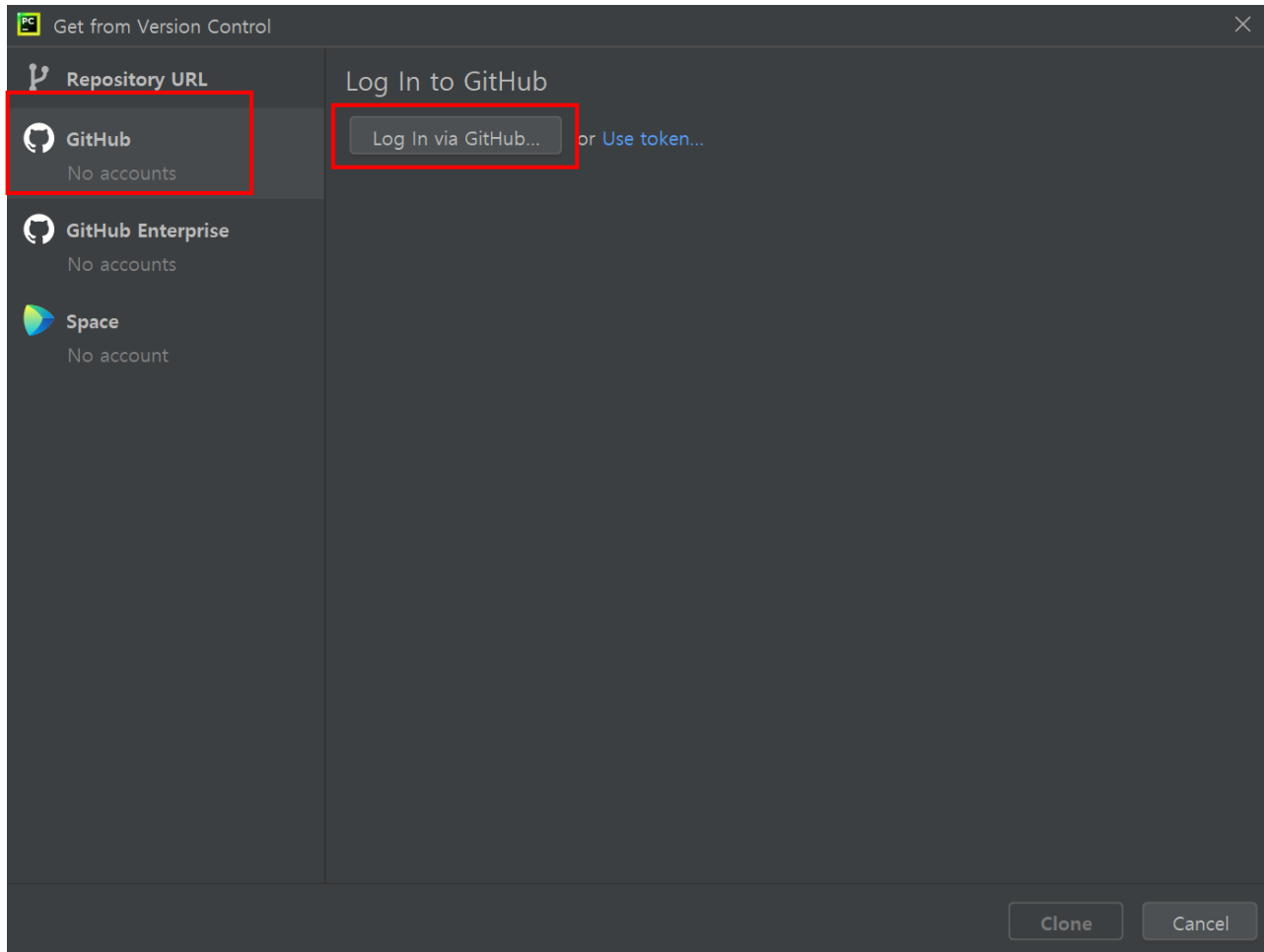
# 환경 설정

## ❖ GitHub 연결 방법 1) 파이참 메인 화면



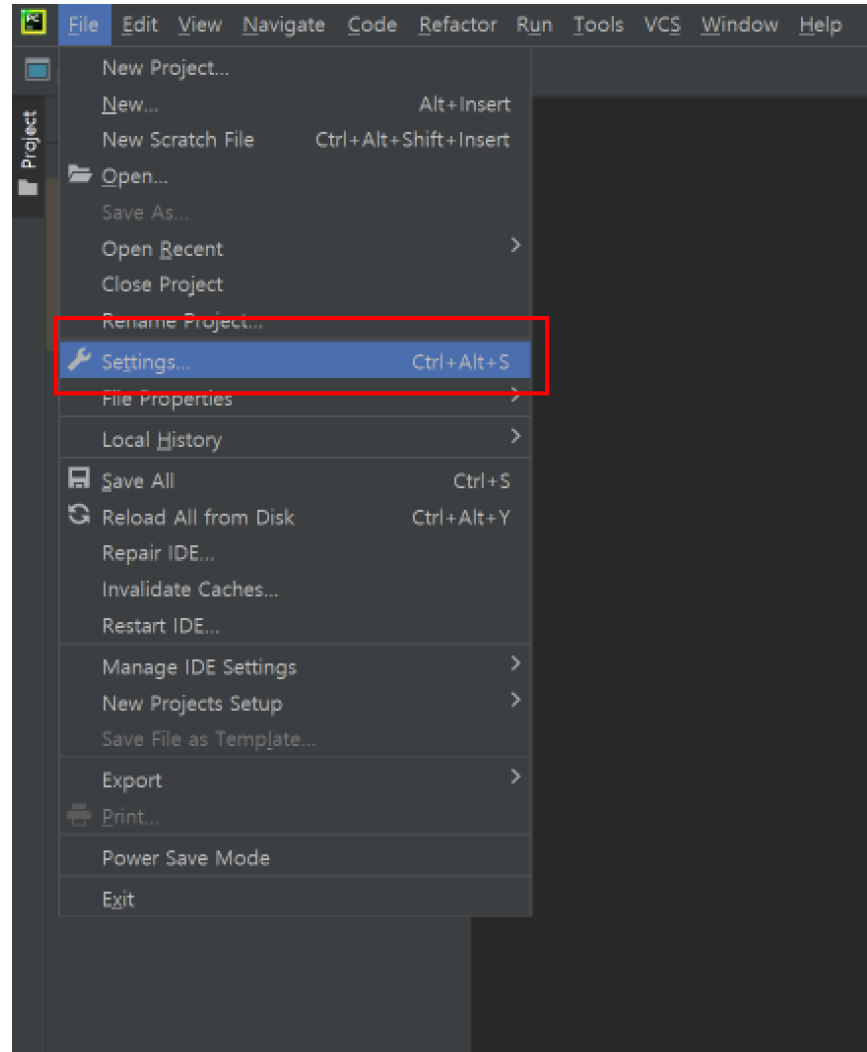
# 환경 설정

❖ GitHub 메뉴 선택 → Log in via Github 버튼 클릭



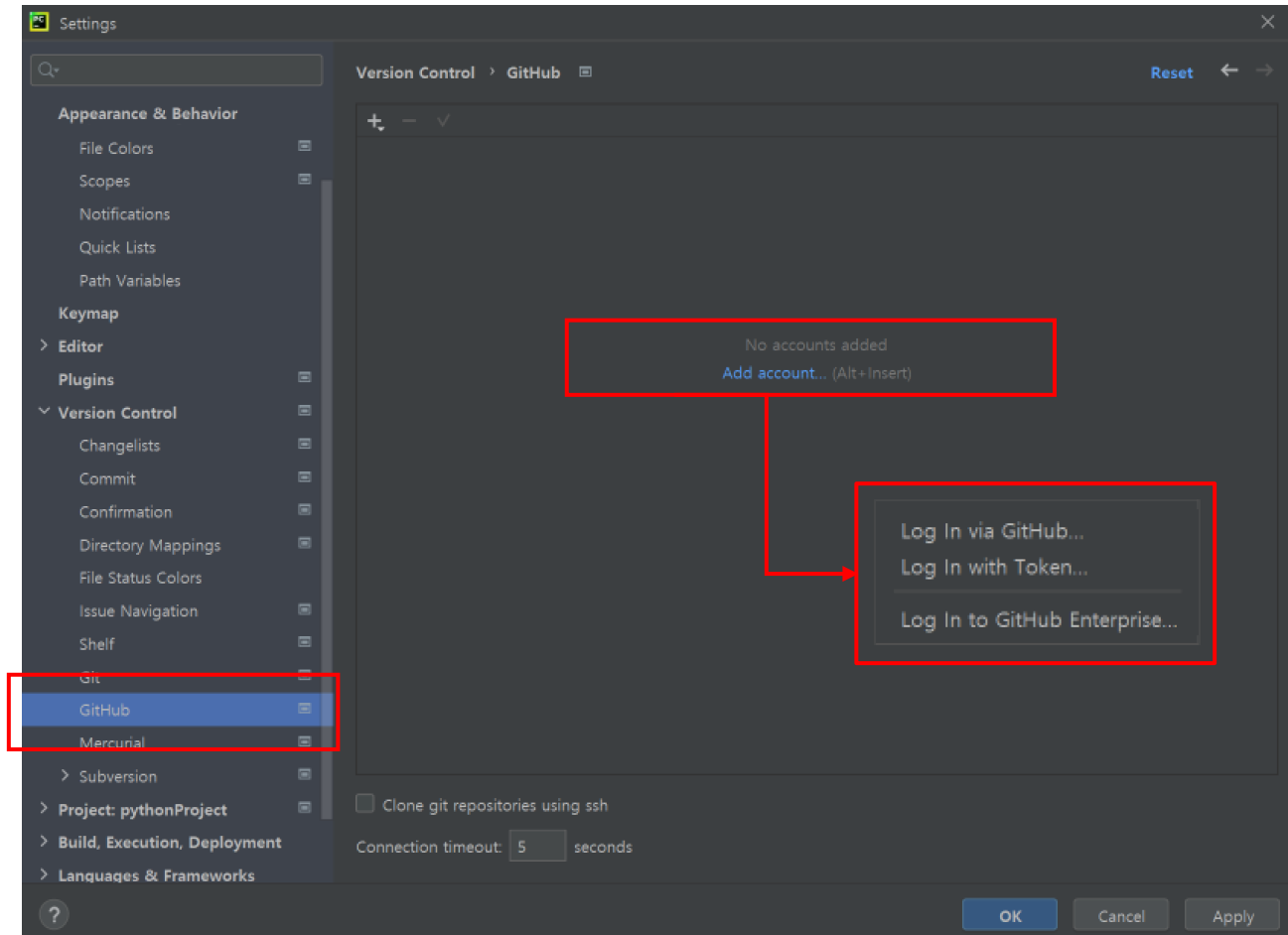
# 환경 설정

- ❖ GitHub 연결 방법 2)
  - [File] → [Settings]



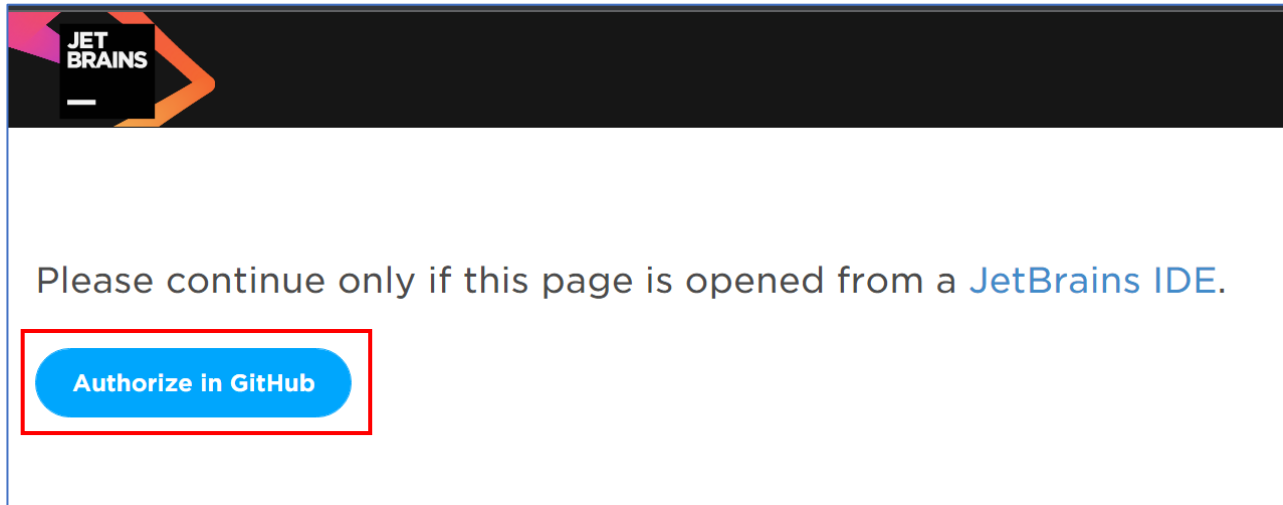
# 환경 설정

## ❖ [GitHub] 메뉴 → Add account 클릭



# 환경 설정

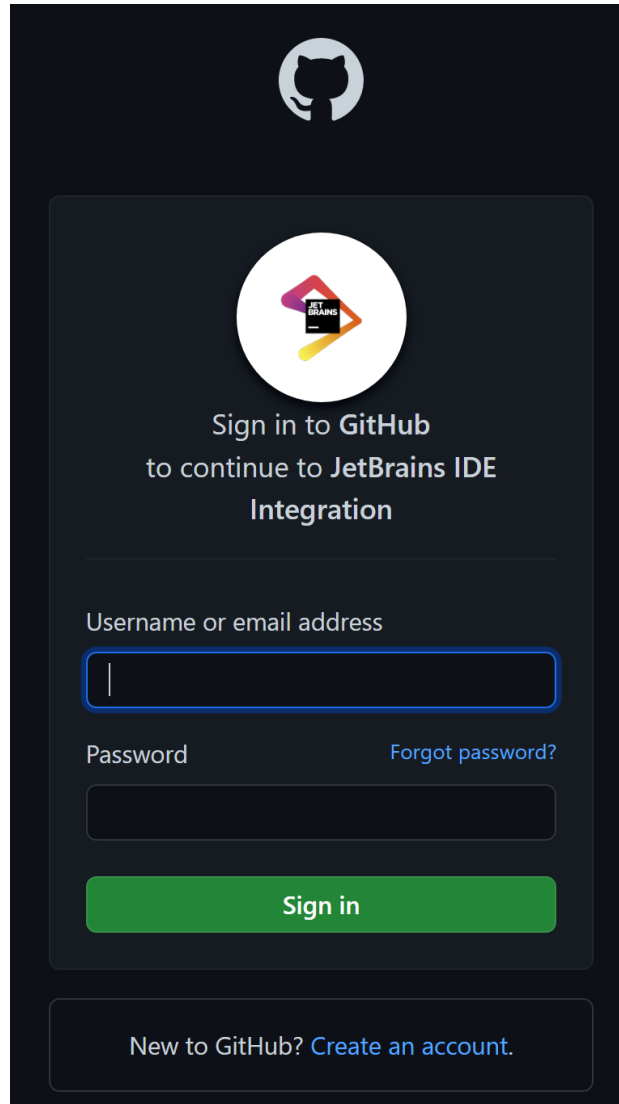
## ❖ 권한 수락





# 환경 설정

## ❖ GitHub 로그인



The image shows a GitHub login interface for JetBrains IDE Integration. At the top is the GitHub logo. Below it is the JetBrains logo. The text reads: "Sign in to GitHub to continue to JetBrains IDE Integration". There are two input fields: "Username or email address" and "Password". A "Forgot password?" link is next to the password field. A green "Sign in" button is below the fields. At the bottom, there is a link to "Create an account" for new users.

Sign in to GitHub  
to continue to JetBrains IDE  
Integration

Username or email address

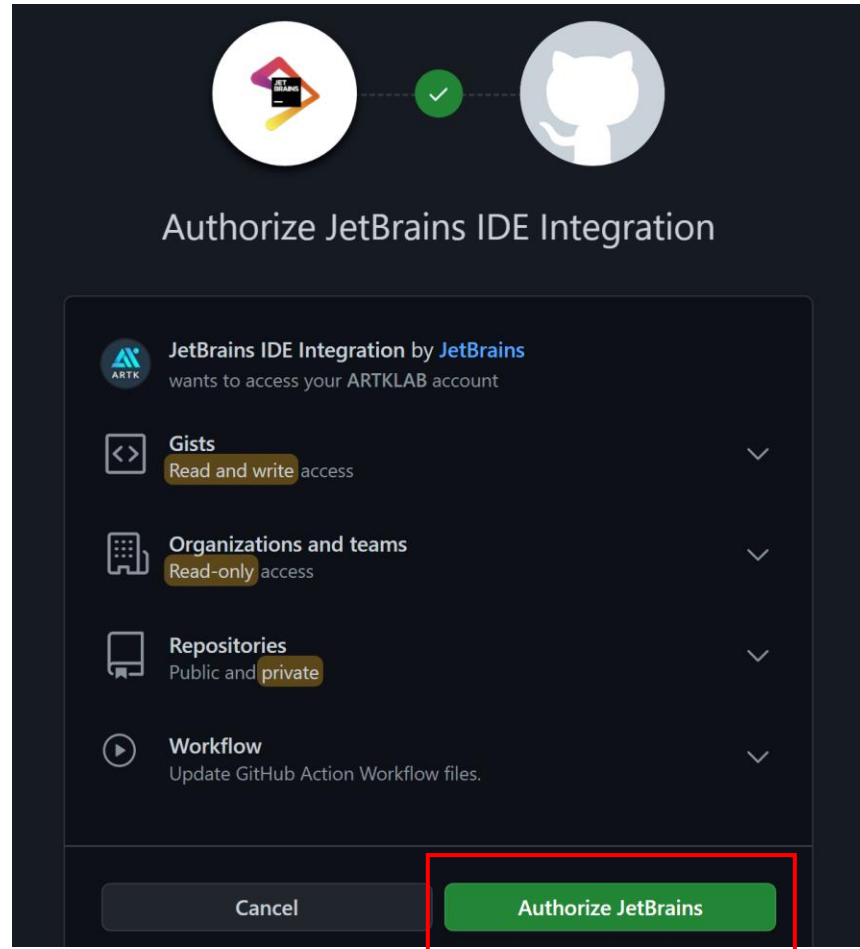
Password [Forgot password?](#)

Sign in

New to GitHub? [Create an account.](#)

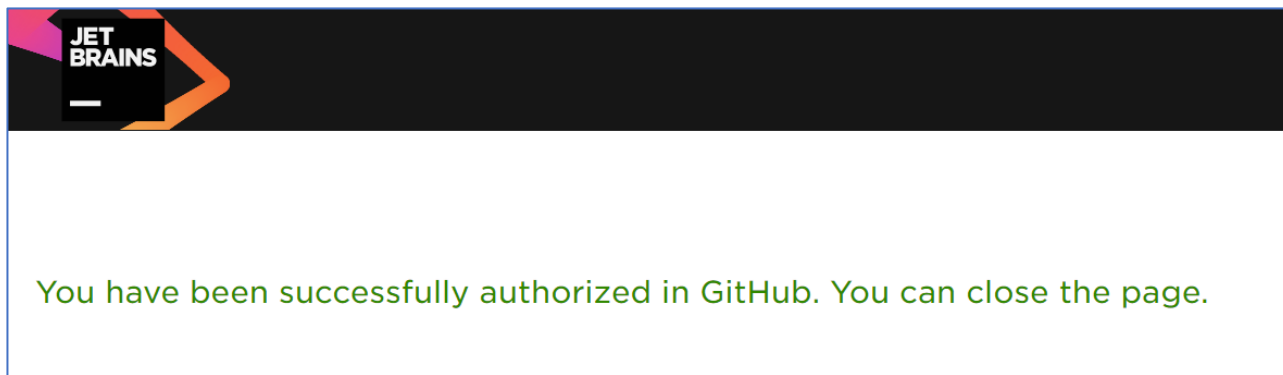
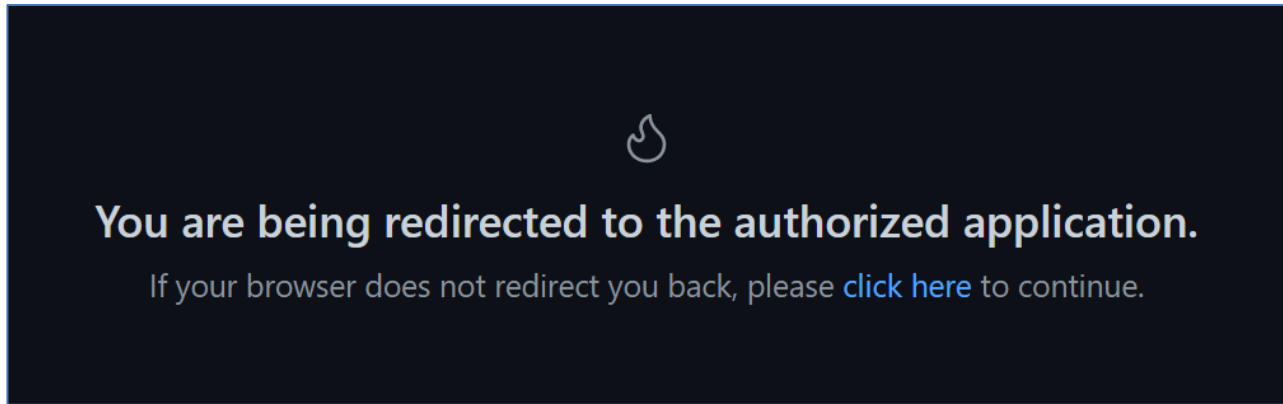
# 환경 설정

## ❖ 권한 수락



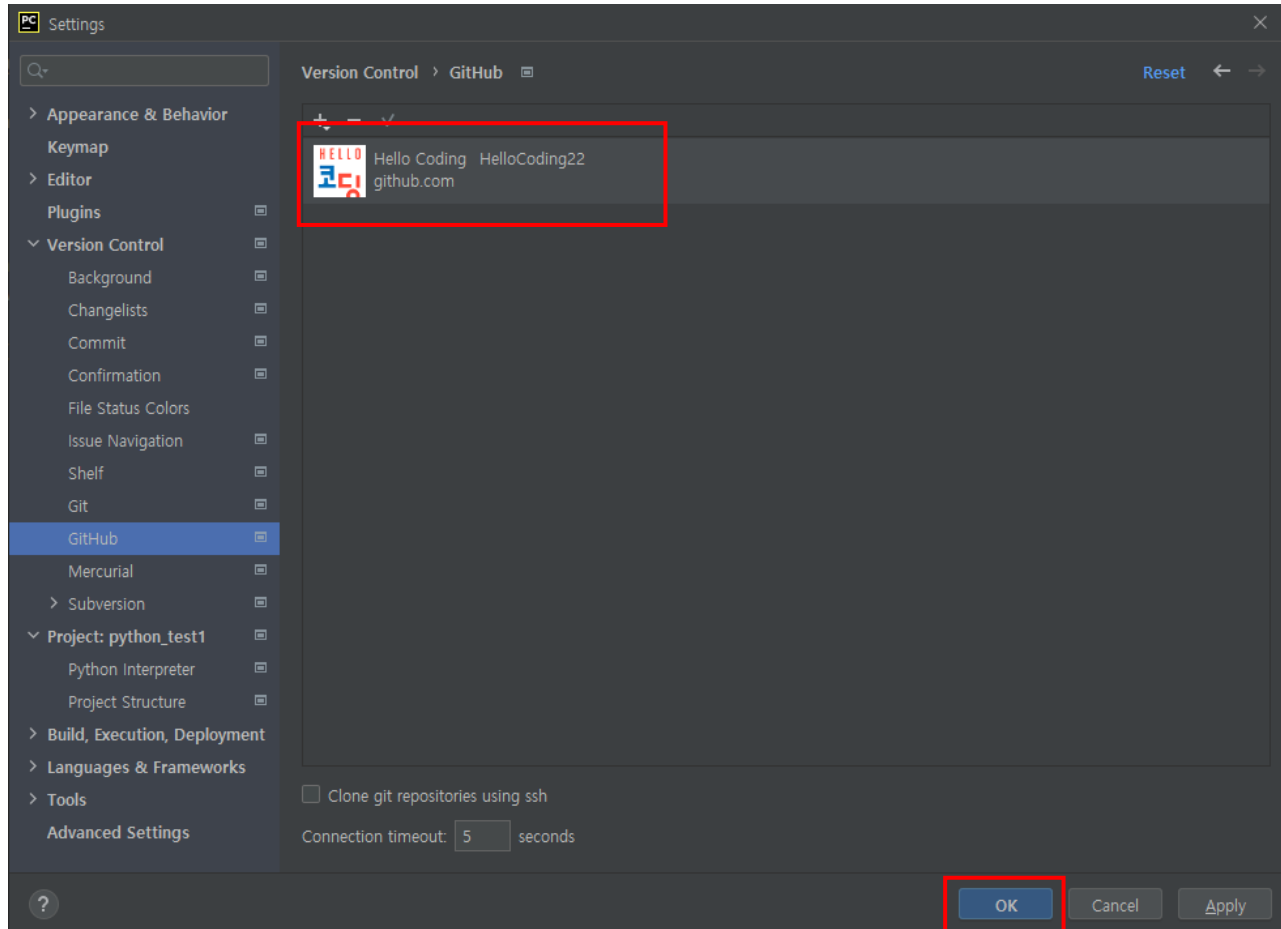
# 환경 설정

## ❖ GitHub 연결 성공



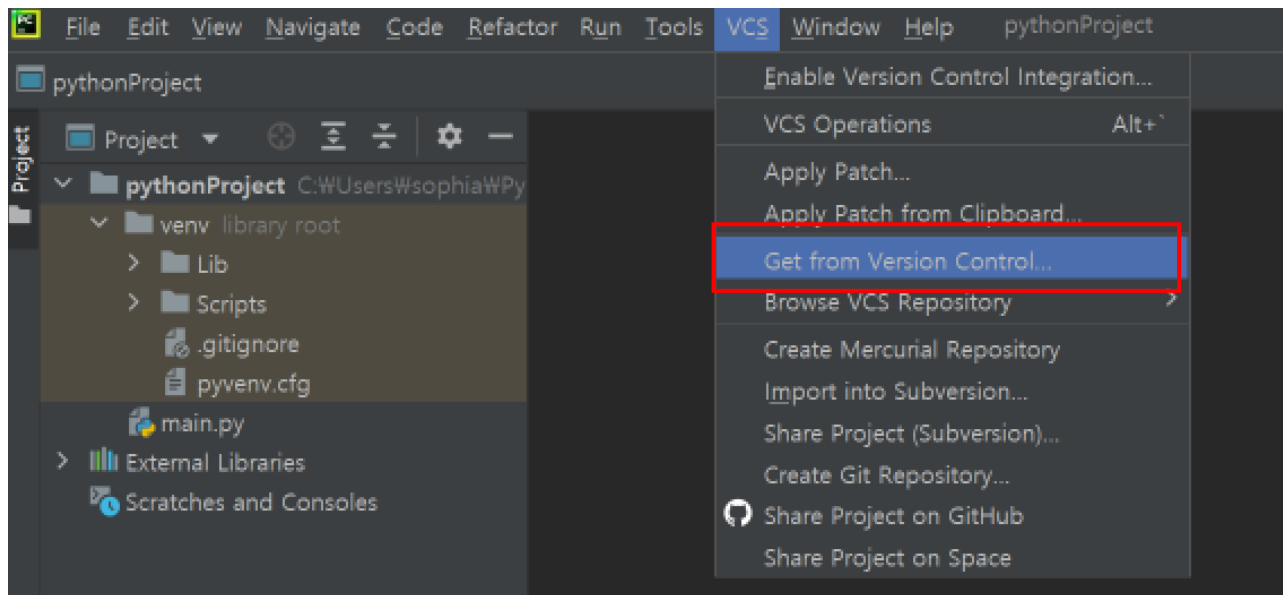
# 환경 설정

## ❖ GitHub 연결 성공



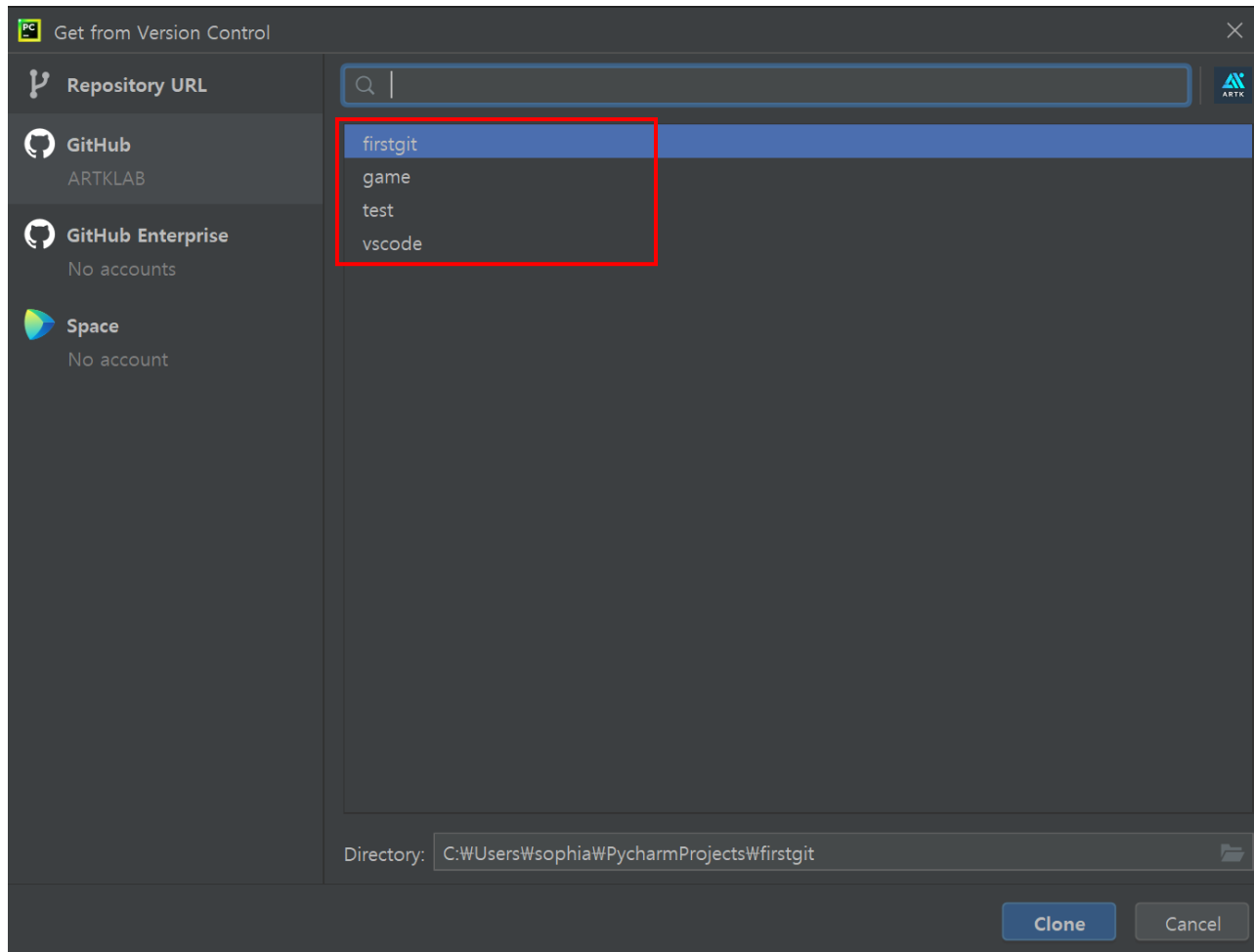
# 환경 설정

❖ [VCS] → [Get from Version Control]



# 환경 설정

## ❖ Get from Version Control



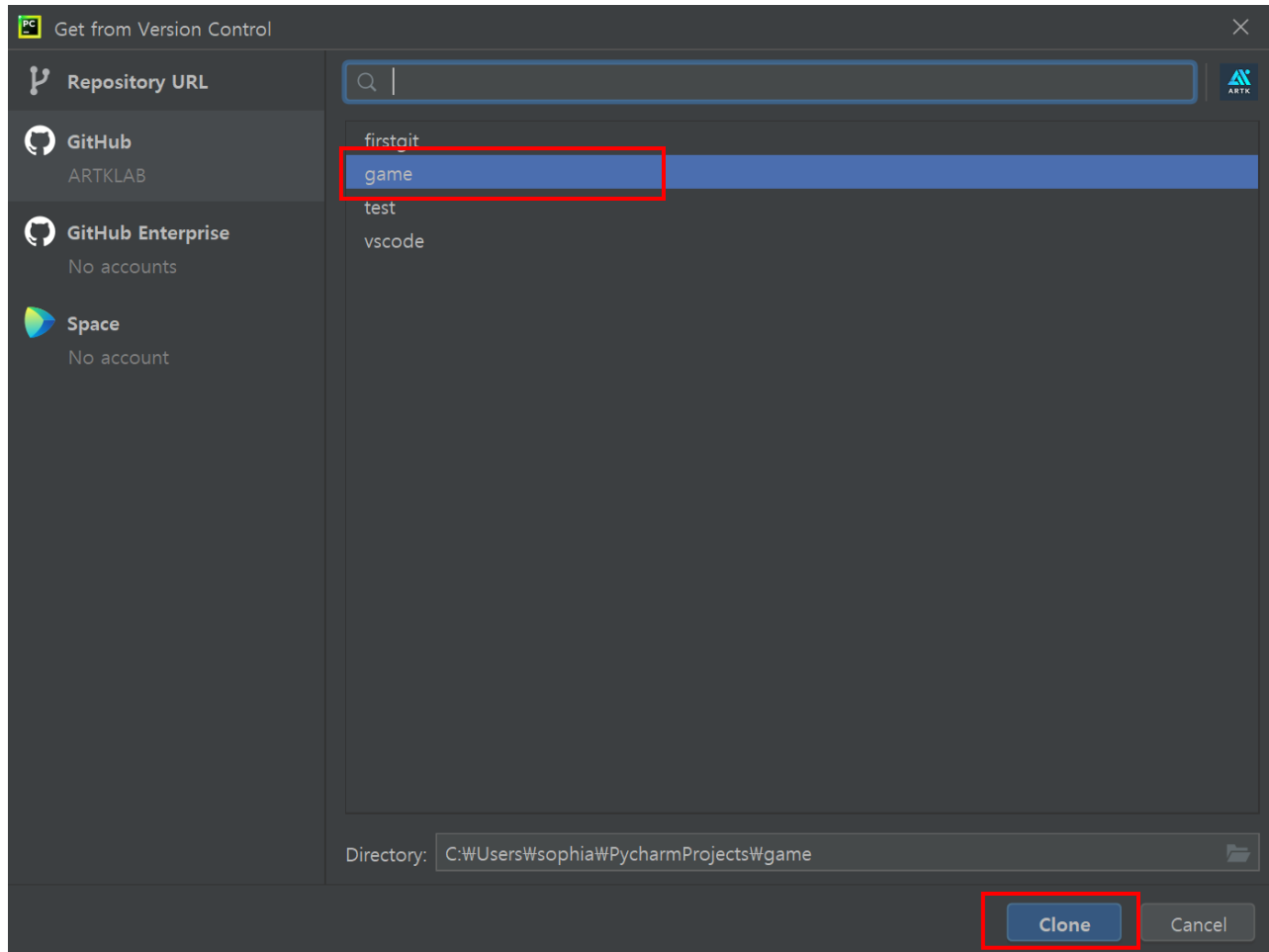


02

## 저장소 복제

# 저장소 복제하기

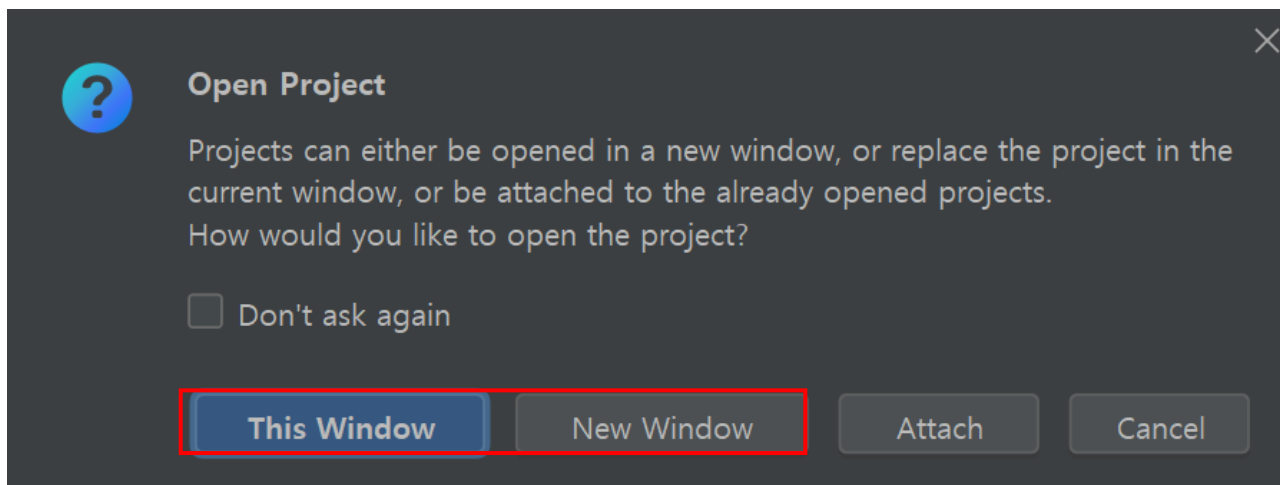
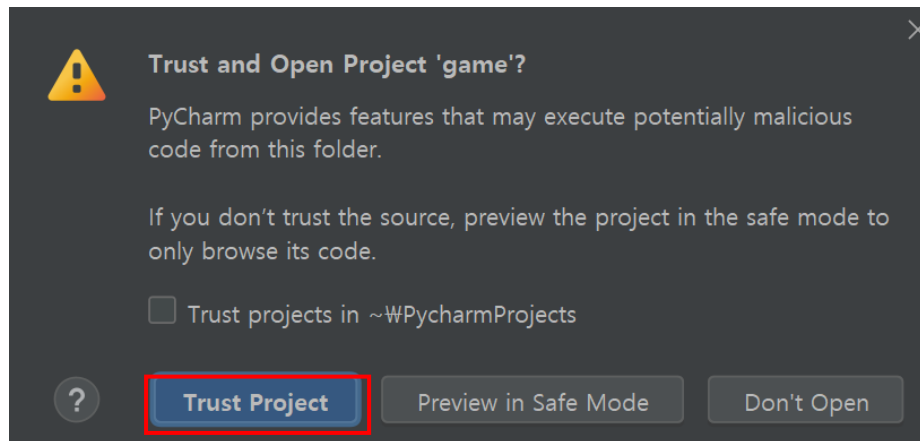
❖ 원하는 저장소 선택 → [Clone]





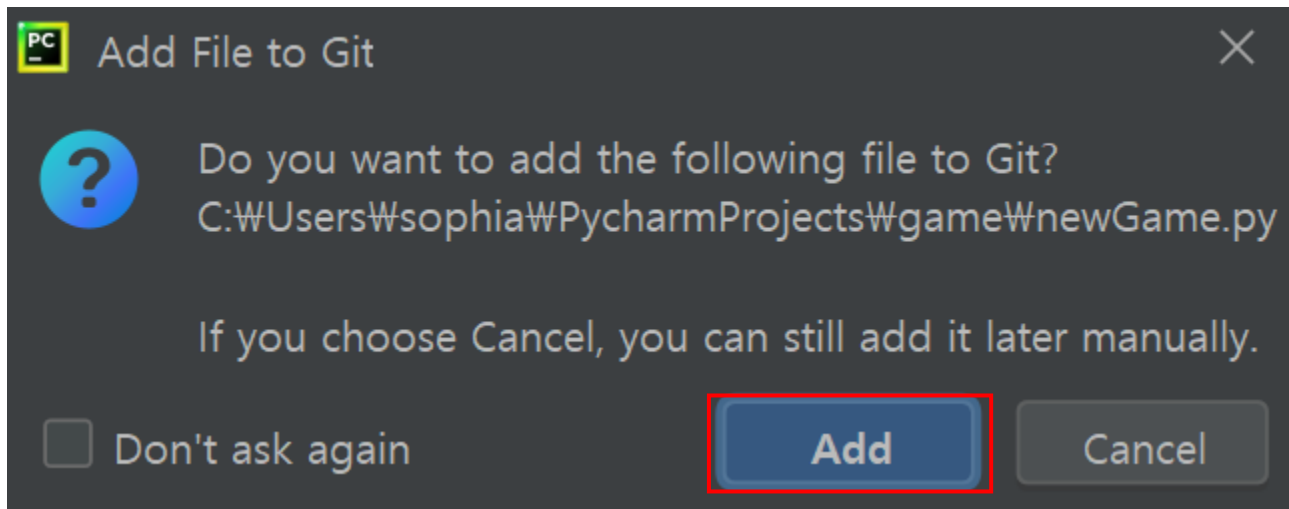
# 저장소 복제하기

## ❖ 프로젝트 열기



# 저장소 복제하기

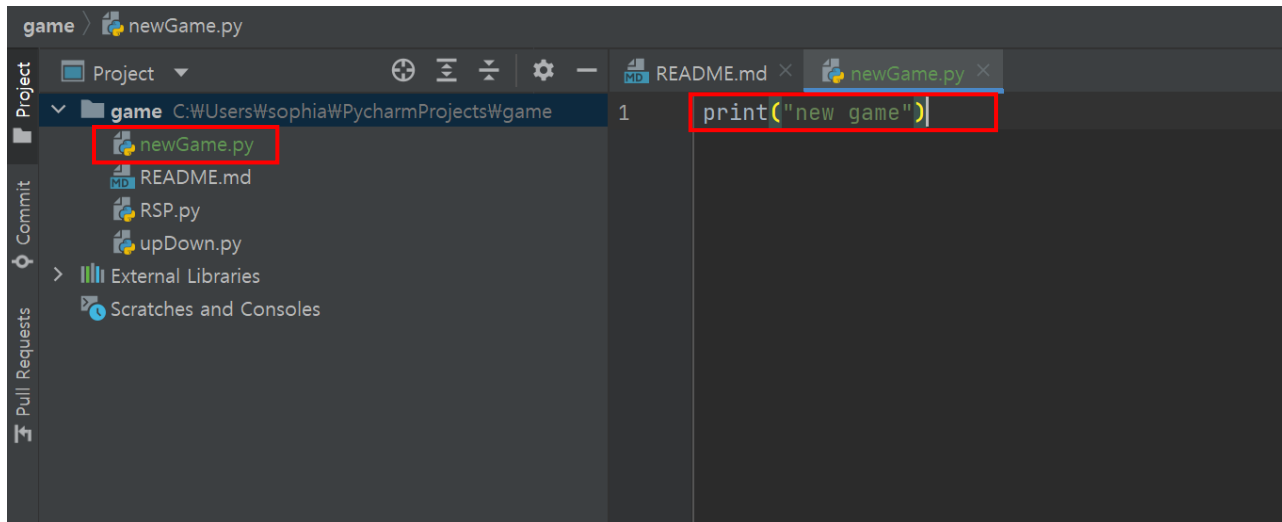
## ❖ 프로젝트에 새 파일(newGame.py) 추가하기



# 저장소 복제하기

## ❖ 내용 입력

```
print("new game")
```



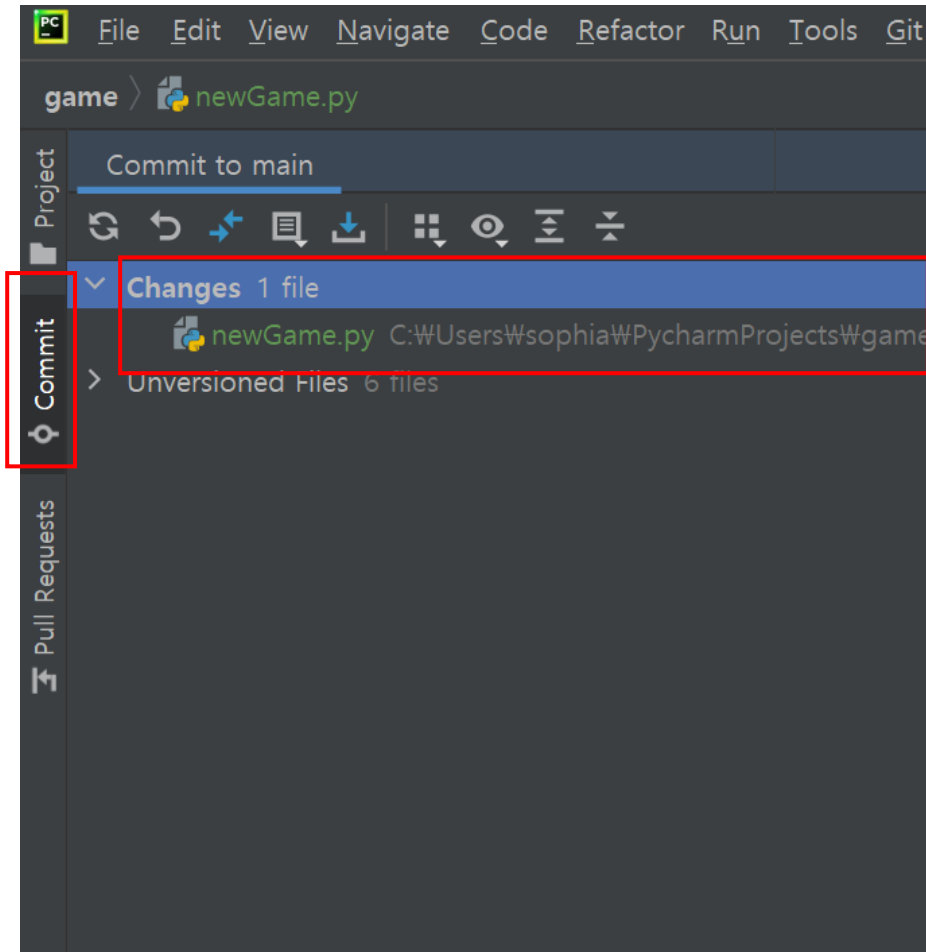


03

## 원격 저장소에 커밋

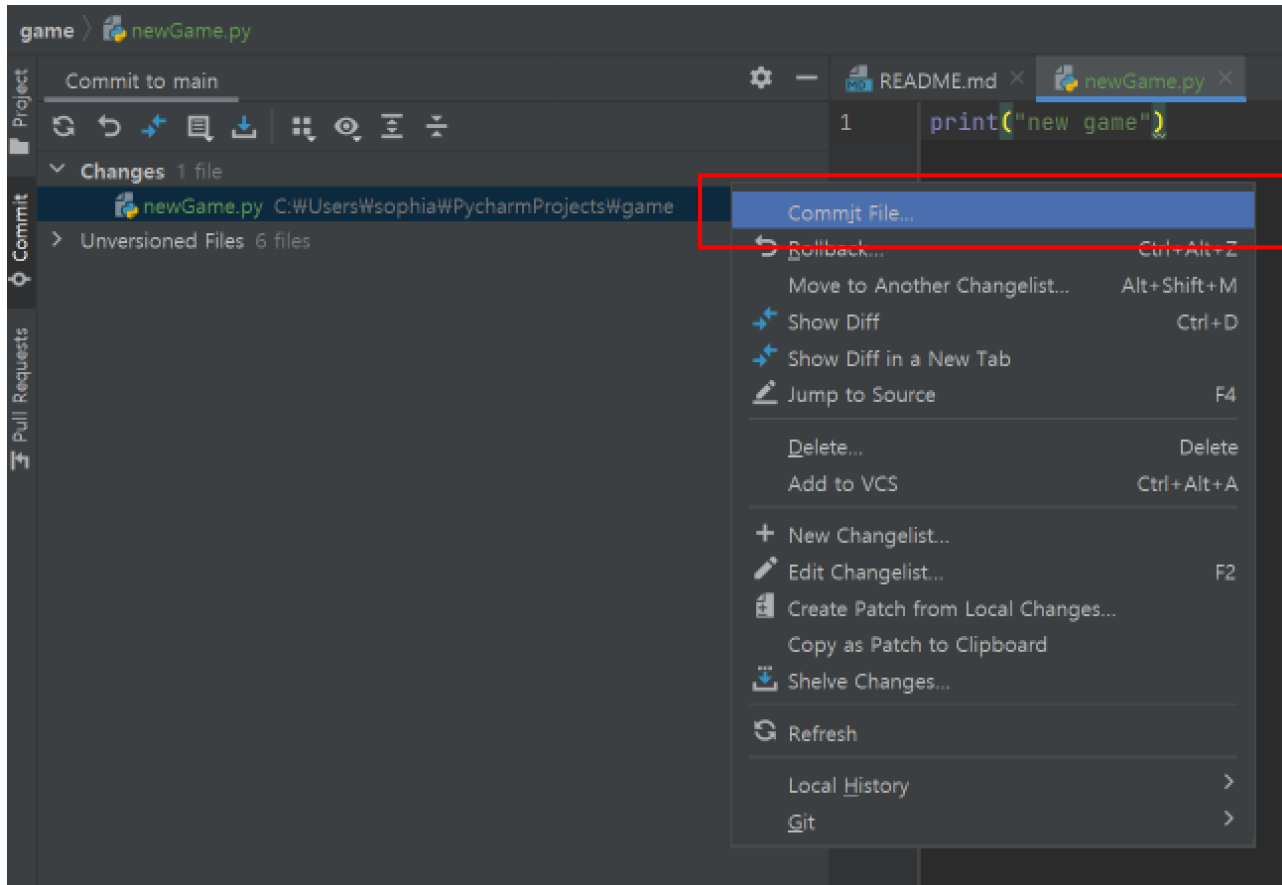
# 원격 저장소에 커밋하기

## ❖ 왼쪽 메뉴 [Commit] 선택



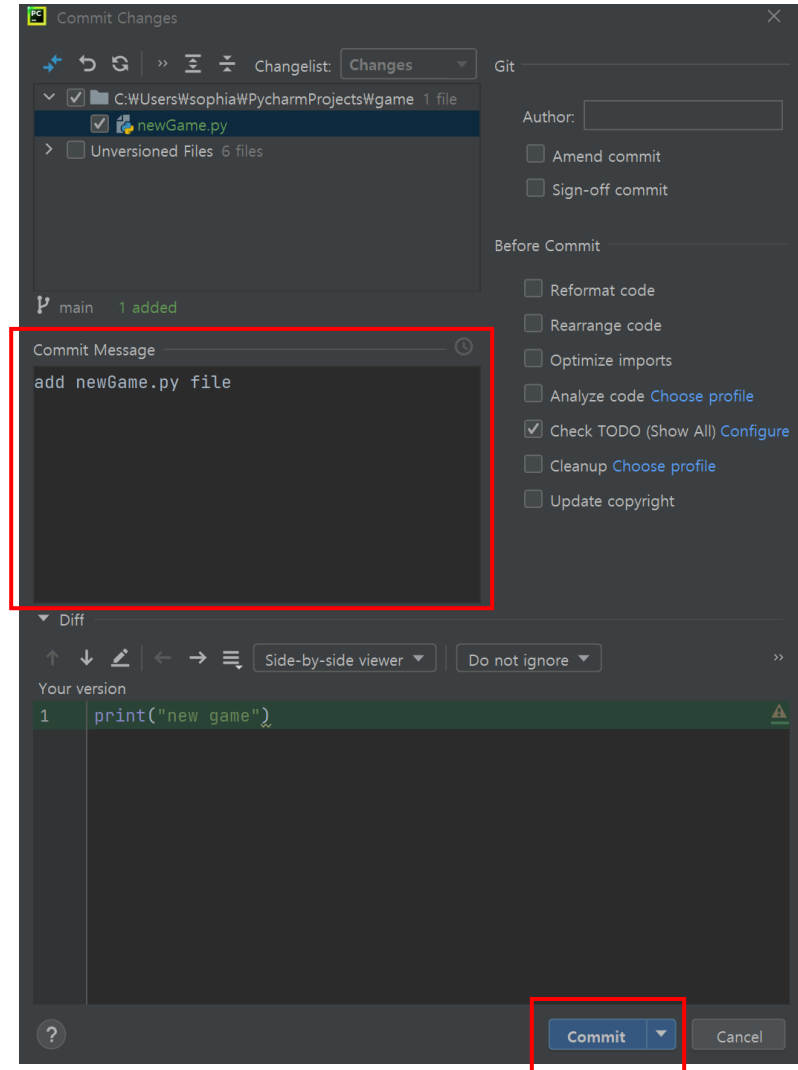
# 원격 저장소에 커밋하기

❖ 변경된 파일 → 마우스 오른쪽 클릭 → [Commit File]



# 원격 저장소에 커밋하기

## ❖ 커밋 메시지 입력





04

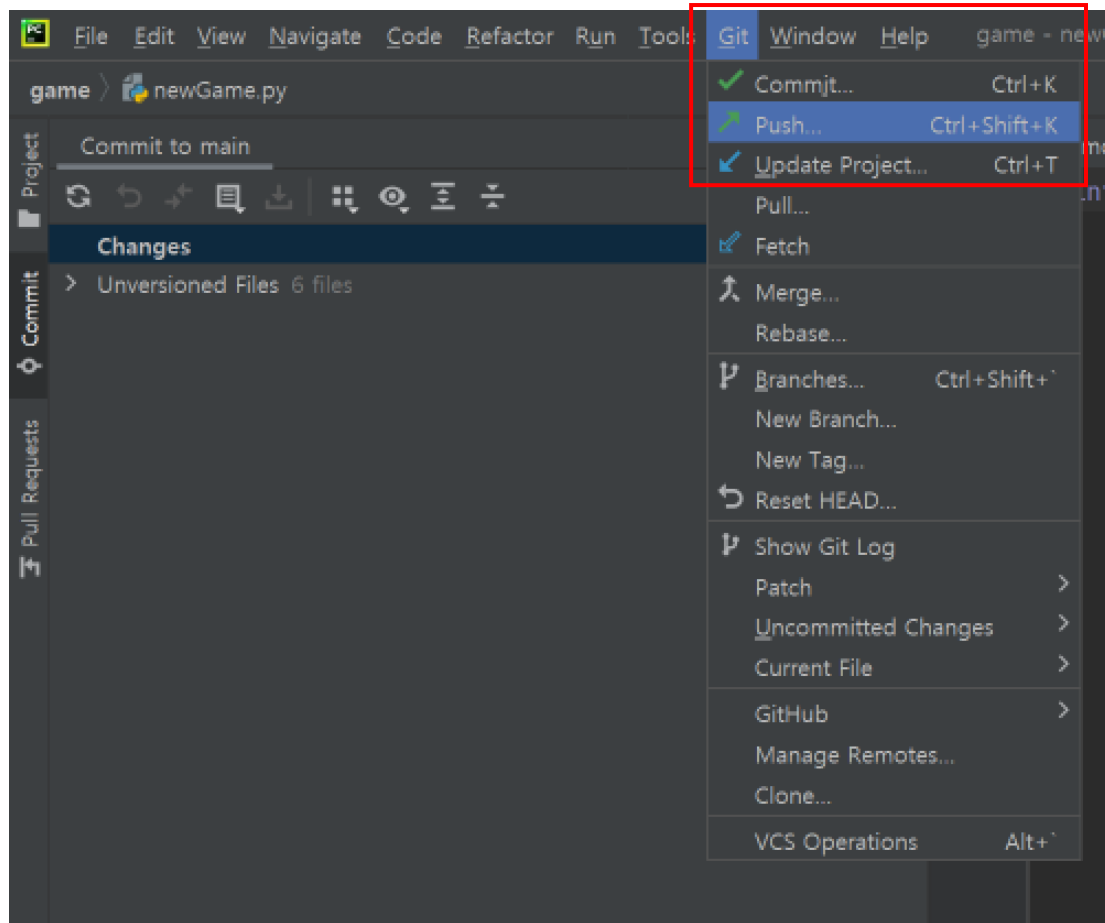
원격 저장소에 푸시



# 원격 저장소에 푸시

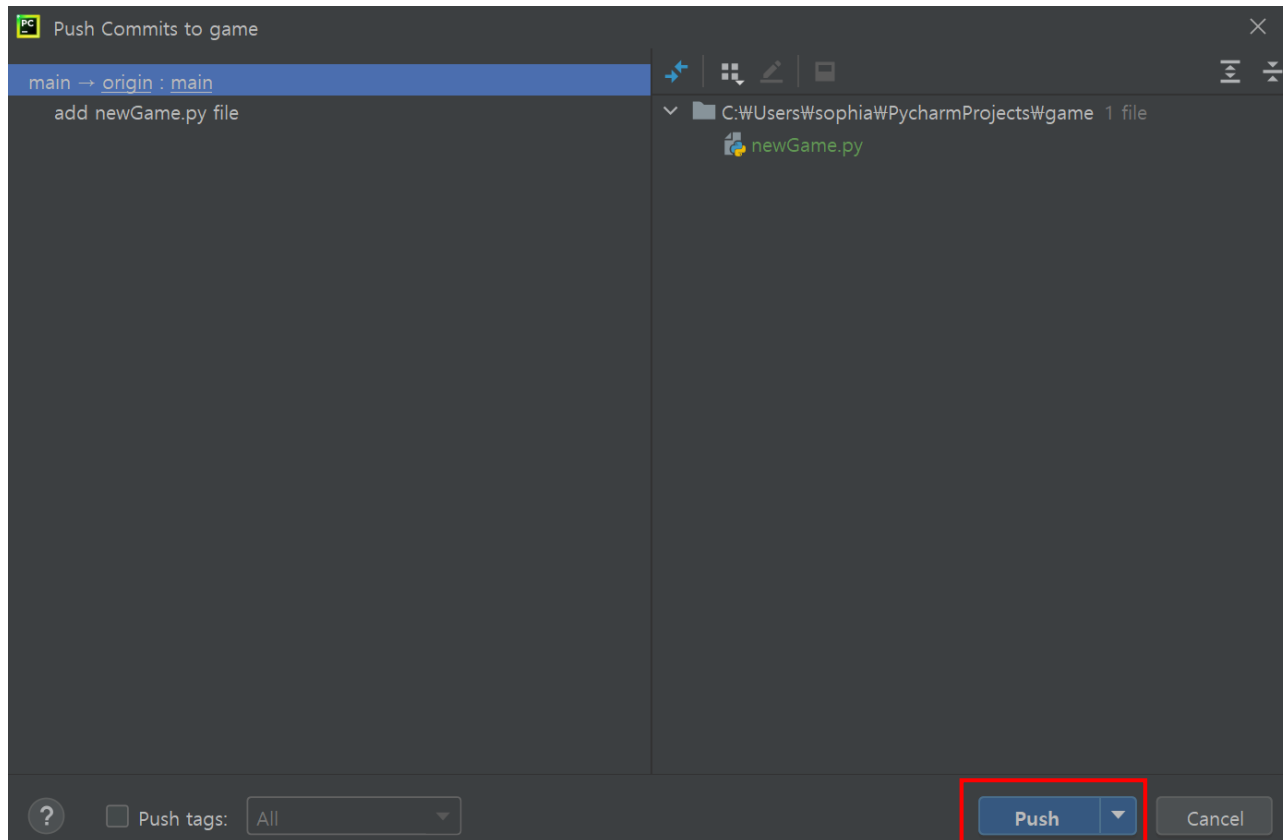
## ❖ 깃허브에 올리기(Push)

- [Git] → [Push]



# 원격 저장소에 푸시

## ❖ 깃허브에 올리기(Push)



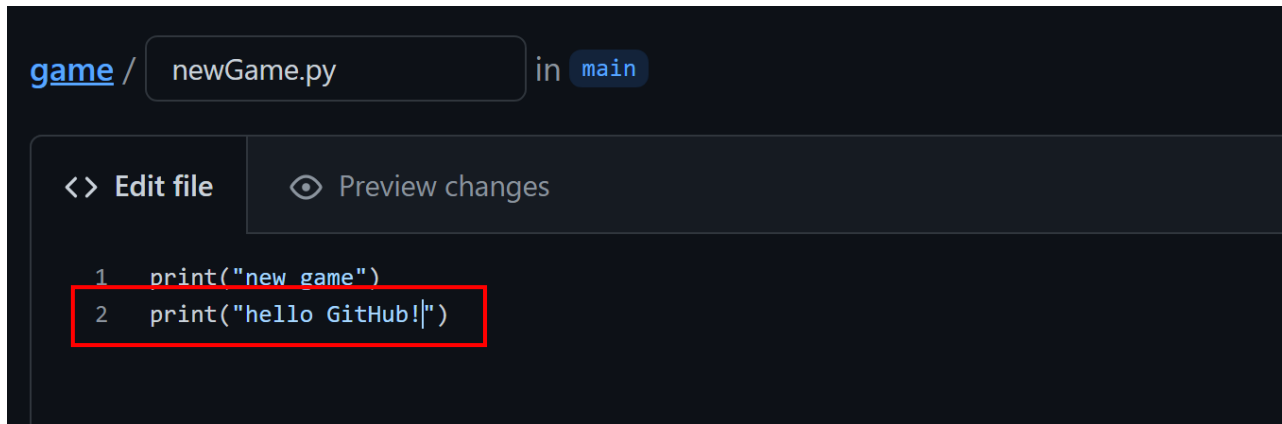


05

**원격 저장소에서 풀**

# 원격 저장소 풀하기

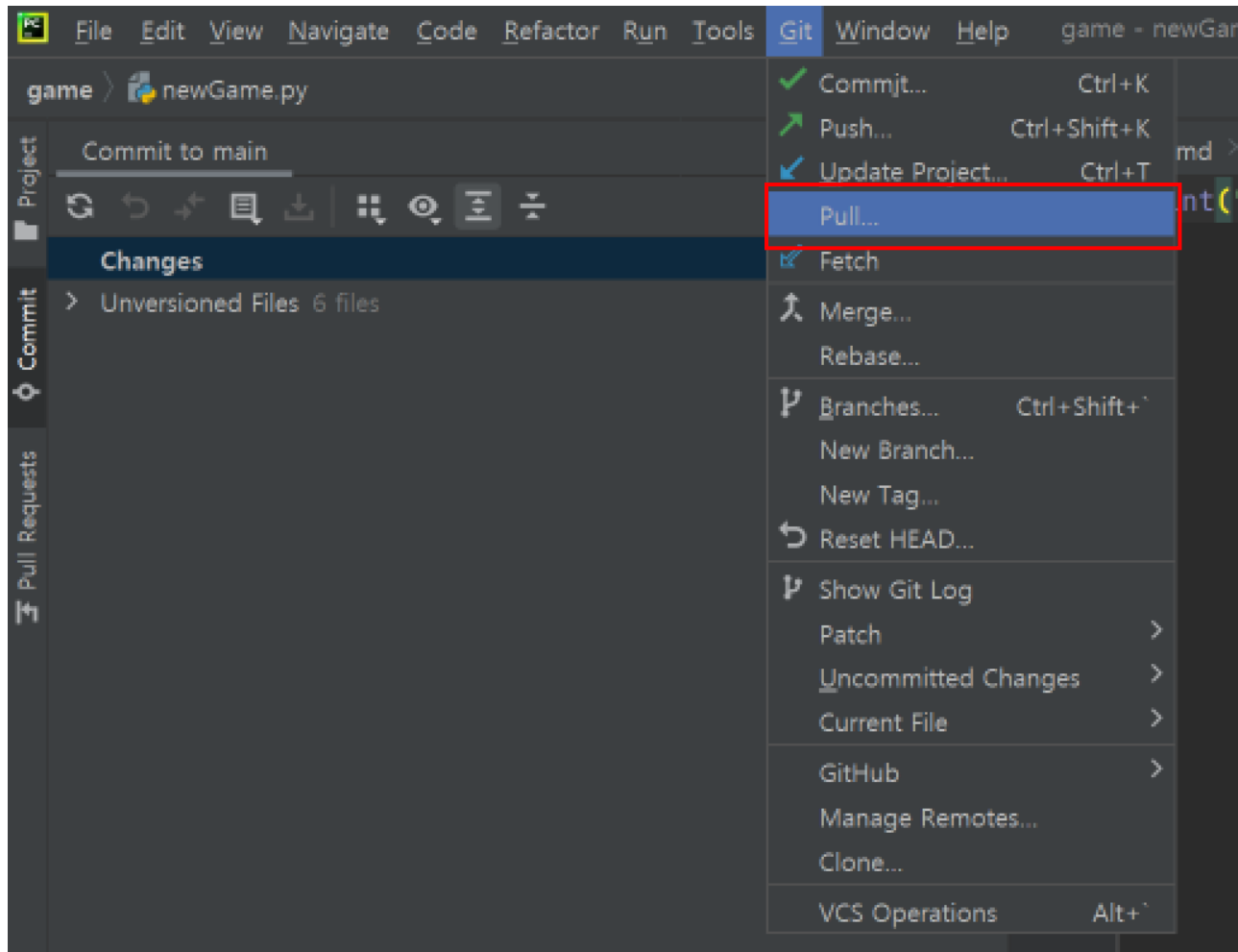
## ❖ 원격 저장소에서 파일 수정하기



```
game / newGame.py in main  
  
<> Edit file Preview changes  
  
1 print("new_game")  
2 print("hello GitHub!")
```

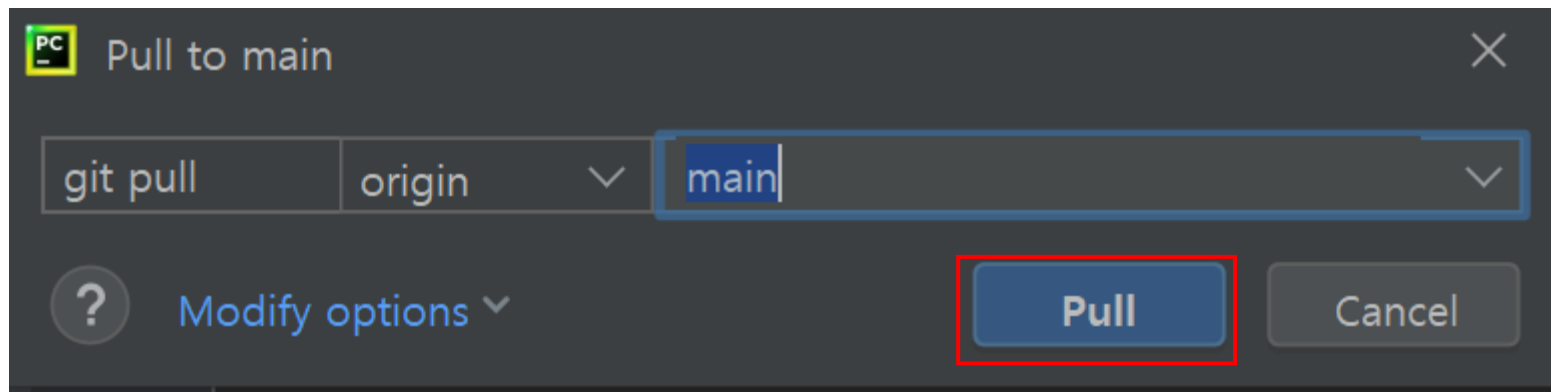
# 원격 저장소 풀하기

## ❖ [Git] → [Pull]



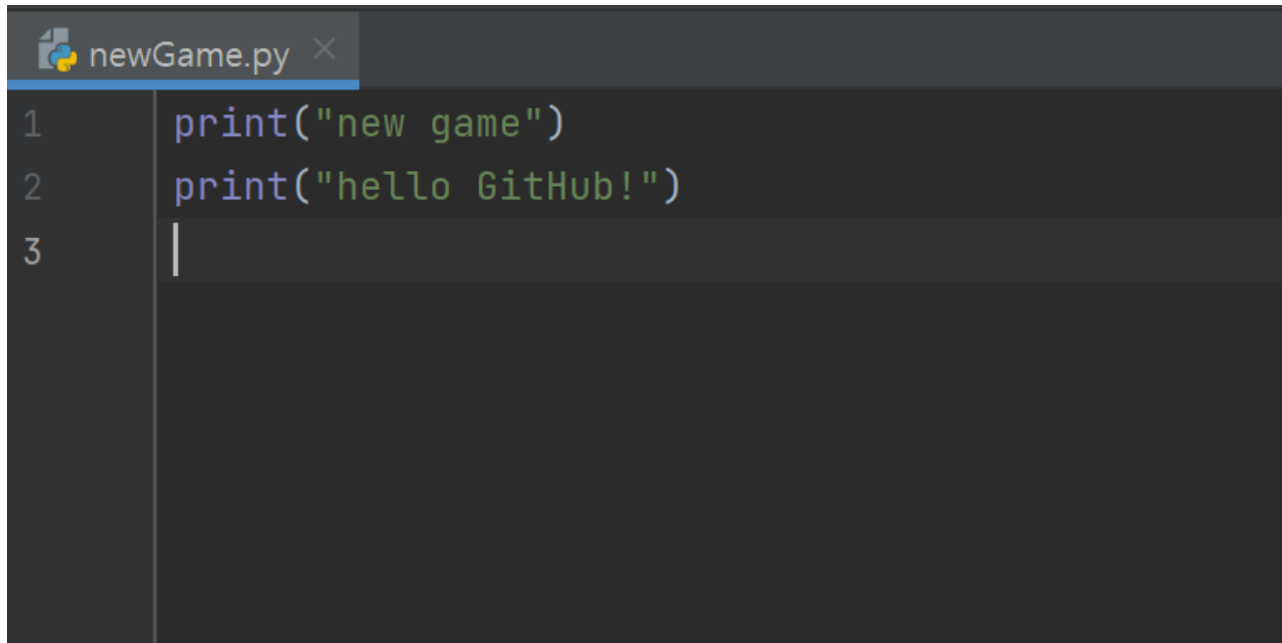
# 원격 저장소 풀하기

## ❖ 브랜치 선택



# 원격 저장소 풀하기

## ❖ newGame.py 파일 변경 사항 확인

A screenshot of a code editor window with a dark theme. The title bar at the top shows a file icon, the name 'newGame.py', and a close button. The editor area contains three lines of Python code. Line 1: `print("new game")`. Line 2: `print("hello GitHub!")`. Line 3: A single vertical bar `|` indicating the cursor position. Line numbers 1, 2, and 3 are visible in the left margin.

```
1 print("new game")
2 print("hello GitHub!")
3 |
```

**THANK 😊 YOU**