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GitHub is a cloud-based repository service often used by programmers and tech companies for version control and storage of code. In addition to this open-source projects often use GitHub to collaborate long distances in an organized fashion. More specifically GitHub is the website that uses Git, created by Linus Torvalds in 2005, which is the actual distributed version control system. GitHub just hosts that information online instead of keeping it locally like Git traditionally did.

The process for version control begins when you create a repository on GitHub which encompasses the entire project for whatever you’re working on. Developers can then collaborate by branding copies of the repository on their local machines to allow them to work whenever they want. Any changes made are then submitted with a pull request. Assuming the code works correctly or that the person in charge of code review actually looked at it a merge is then preformed moving the new code into the master branch in the repository.

People can also fork branches off of the original project which allows people to work on potentially their own version of the software depending on the copyright protecting the source code. I personally see this for open-source emulators for old video games which I find particularly interesting.

Most importantly GitHub allows you to recover old versions of your code assuming everything goes sideways, and your program stops working. This happened to me personally on the Pokémon project so I now truly understand the value of GitHub.