Discussion Board - Source Control

The first interesting link on my list is this iOS open-source project. It has a list of projects as well as some education behind it. I picked this repository because at some point in my career I would love to be programming iOS games and applications. I have an associates degree in Mobile Development, and the idea of developing games for the Mac, iPad, and iPhone line of products is of a great appeal to me at this point.

dkhamsing/open-source-ios-apps: :iphone: Collaborative List of Open-Source iOS Apps (github.com)

For the second on my list is this MacOS open-source repository. I chose this repository due to the fact again, that I would love to be programming swift applications for Mac, iPhone, and the iPad line of products, I particularly found this repository of great use for a vast array of programming needs. There are quite a few catagories that this repository holds if you want to delve into programming Apple Products.

serhii-londar/open-source-mac-os-apps: 🚀 Awesome list of open source applications for macOS. https://t.me/s/opensourcemacosapps (github.com)

The third on my list of fun repositories is this open-source Android project list. This repository has numerous areas of open source code you can use for your endeavors. Of course I have an vast interest in programming iOS products with swift, but I have also delved into that venture of programming for android products as well. While the langage for android, which is kotlin is quite different that what I am used to the thought of programming games for android is very fun.

pcqpcq/open-source-android-apps: Open-Source Android Apps (github.com)

And the final four for open-source GitHub repositories I found interesting are. This repository is a little smaller than most but does have a vast array of open source android code for use in several areas such as health, games, lifestyle, news, and quite a few others. I have been perusing this repository in order to garner some more ideas that I would love to try out when programming for any android device.

Mybridge/swift-open-source: Monthly Series - Swift Top 10 Open Source Projects (github.com)

As you can see, I am very interested in mobile development, whether Android or iOS, but I am leaning a bit more towards iOS development. This repository carries monthy open source repositories that you can peruse, but unfortunately haven’t been updated in over 4 years by the author. I still enjoy looking through the various code in order to gain more knowledge and become more proficient in the swift language and also find something new and cool to create that wonderful application or game that I and hopefully others would enjoy to use.

The .gitignore file is a crucial component in the version control system Git, used to manage and track changes in software development projects. It serves the purpose of specifying which files and directories should be ignored and not included in the repository. By listing specific file patterns or directory names in the .gitignore file, developers can ensure that sensitive information, generated files, or other unnecessary data are excluded from version control. This is particularly valuable for maintaining clean and efficient repositories, preventing unintended commits of confidential data, and reducing clutter in the version history. The .gitignore file can be customized to suit the needs of different projects, making it an essential tool for collaborative software development and effective project management.

github/gitignore: A collection of useful .gitignore templates