

**Coding Boot Camp** 

Module 01



# Git is a control system.

It is great at storing and managing files within a project and moving files around the internet.



It is great at keeping track of file changes and attributing those changes to developers.

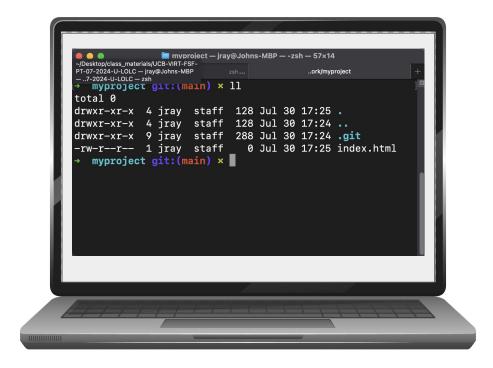


It is great at synchronizing file changes with project clones hosted remotely.

# My local machine runs the git application

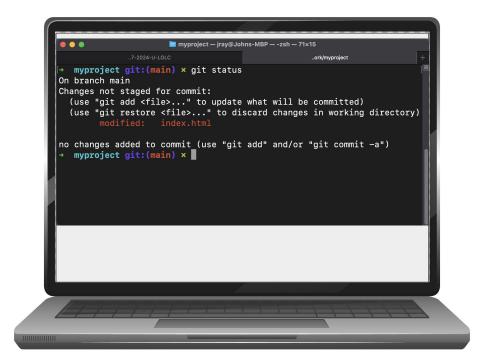


## git can control a folder on my local machine



When I tell git to control a folder, git knows when a file has been added to the folder, removed from the folder, or changed in anyway.

# git can keep track of changes over time



Git will notice any change to any file. Git is interested in changes within the folder

## git can keep track of changes over time



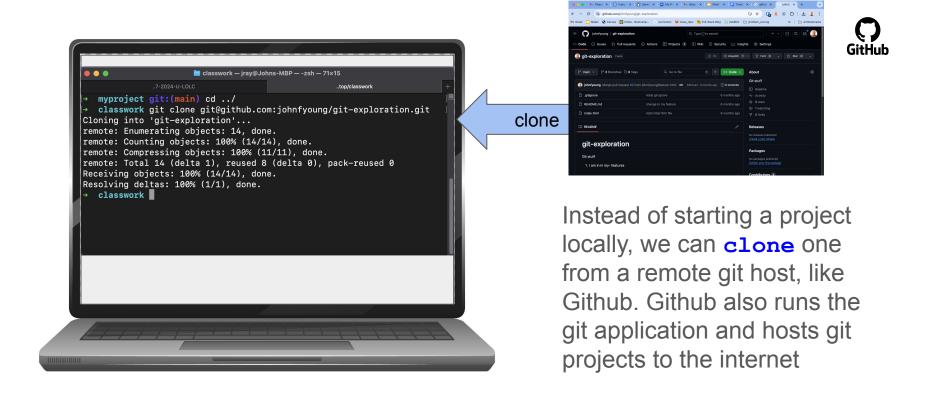
Using git we can add and commit changes to our project. This allows us to go back to older version of our project.

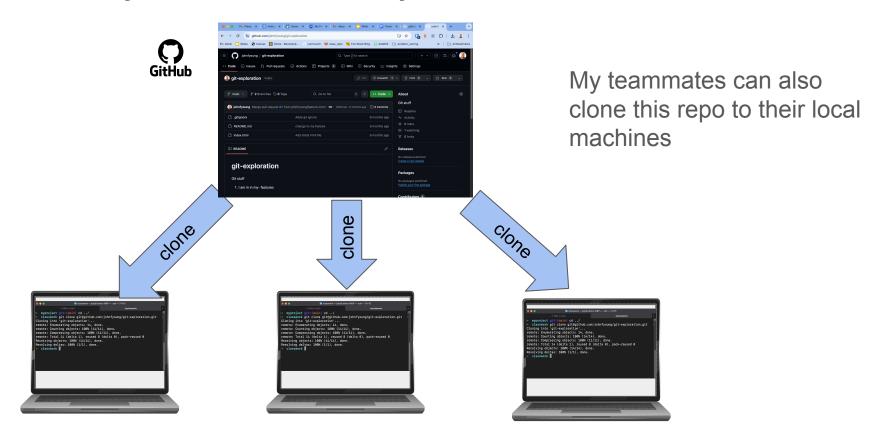
A change can be a new file, removing a file, or making a change to a file's contents.

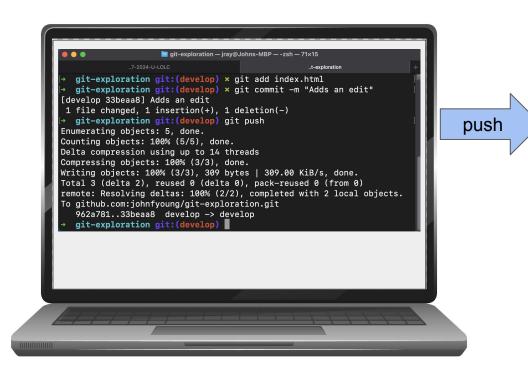
# git can keep track of changes over time

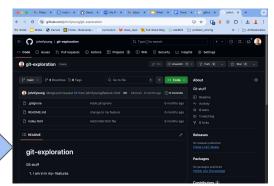


It's up to us which changes we want to keep. We instruct git to add changes to a commit.











I can make changes to my local project clone and **push** the changes to to the remote clone.

