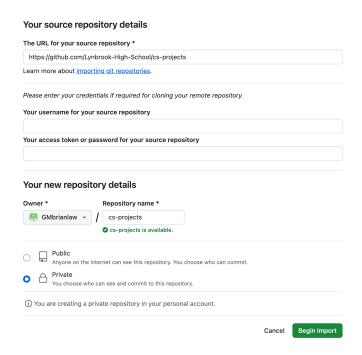
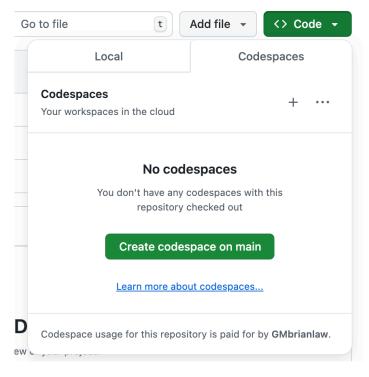
## **Lynbrook CS Projects**

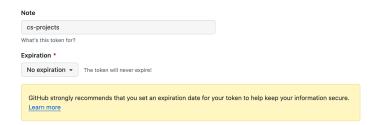
- 1. Make an account at <a href="https://github.com">https://github.com</a>
- 2. Go to <a href="https://github.com/new/import">https://github.com/new/import</a>
- 3. Copy the information from the picture:



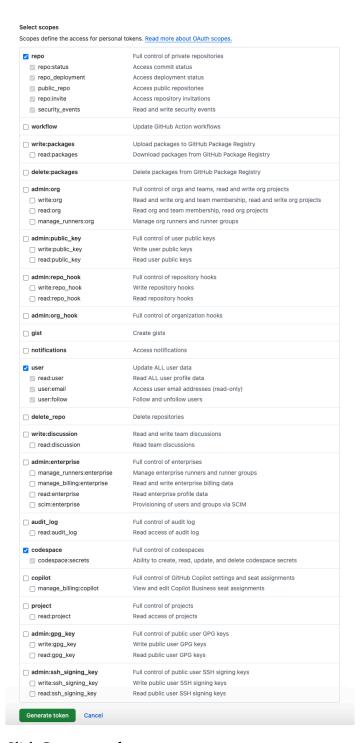
- URL: <a href="https://github.com/Lynbrook-High-School/cs-projects">https://github.com/Lynbrook-High-School/cs-projects</a>
- Owner should be the account you made
- Repository name: cs-projects
- Make sure the repository is private
- 4. Click **Begin import**
- 5. After it is done, go to the repository, and click the down arrow next to Code
- 6. Click the Codespaces tab, then click Create codespace on main



- 7. Your codespace will be set up automatically, but it may take a couple of minutes
- 8. After it is done, the codespace may prompt you asking to set up Java; you can ignore it and close the page
- 9. Go to <a href="https://github.com/settings/tokens/new">https://github.com/settings/tokens/new</a>
- 10. Copy the information from the picture:



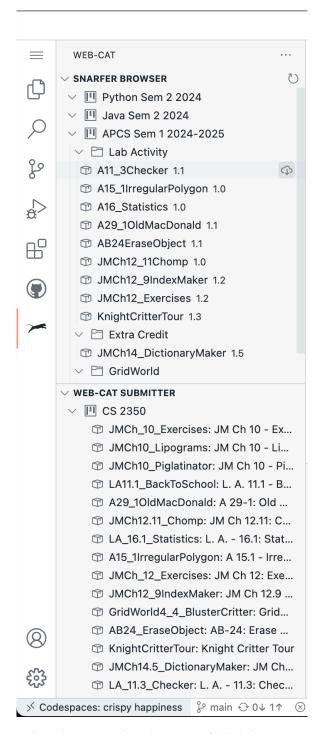
- Note: cs-projects
- Expiration: No expiration
- 11. For **Select scopes**, make sure to choose **repo**, **user**, and **codespace**



- 12. Click Generate token
- 13. Make sure to copy the string you get (it probably starts with ghp)
- 14. Go to the codespace settings by clicking the gear icon on the bottom left, then Settings
- 15. Search for "Lynbrook" in the settings
- 16. Paste the token into the config Lynbrook CS: Gh Token



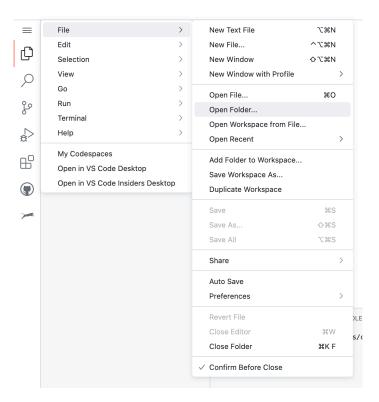
17. To snarf a project from WebCat, go to the WebCat tab and click the cloud to snarf the project



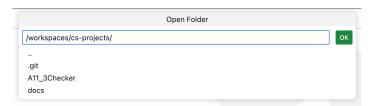
18. When the project has been snarfed, click **Open Folder** to enter into the project



19. When snarfing a new project, make sure to go back to the root folder; You can do this by clicking the three lines, then **File** then **Open Folder** 



Make sure the path is /workspaces/cs-projects/, then click OK



20. To reopen the codespace at home, go to your repository, click **Code**, and then your codespace

