CodeLab I (CCO4000-20)

Cloning Assignment Repository to Local Machine - Visual Studio

1. First make you need to generate your assignment repository. To do so locate and click the GitHub classroom link for the assignment, which can be found in the assignment section on Aura.

Assessment 2 - Utility App

Your task is to create a Vending Machine program using the C++ programming language. The program should demonstrate your knowledge of programming and make use of the techniques introduced over the course of the module

Deadline: Friday 24th January 2020 - 23:59pm

Submission: Click here to submit via Turnitin on Minerva

Github Classroom Link: Click here to generate your assignment repository. The code for your assignment must be submitted to your repository before the deadline. For guidance on how to download the repository, submit your code and other useful GitHub hints review the guides provided in the *Assessment Resources* section.

🔺 **Utility App - Brief.doc**

2. Once you have clicked this link you will be taken to a page asking you to accept the assignment (you may be asked to login). This page will look similar to the below. Click *Accept this assignment.*

3. GitHub classroom will now generate your own unique repository for the assignment. Please wait while it completes the import process

4. Once imported you will be presented with a success message like the one below. Included here is a URL for where your repository is hosted on GitHub (*t*he url that follows *"Your assignment has been created here:")*. Make a note of this URL as it is useful to check your code has submitted properly later, you will also need to include it in your development document.

5. Use Github desktop clone your assignment repository to your computer. If you have no existing repositories you can do this by clicking the *"Clone a Repository"* button on the opening screen. Else simply go *"File → Clone Repository"*
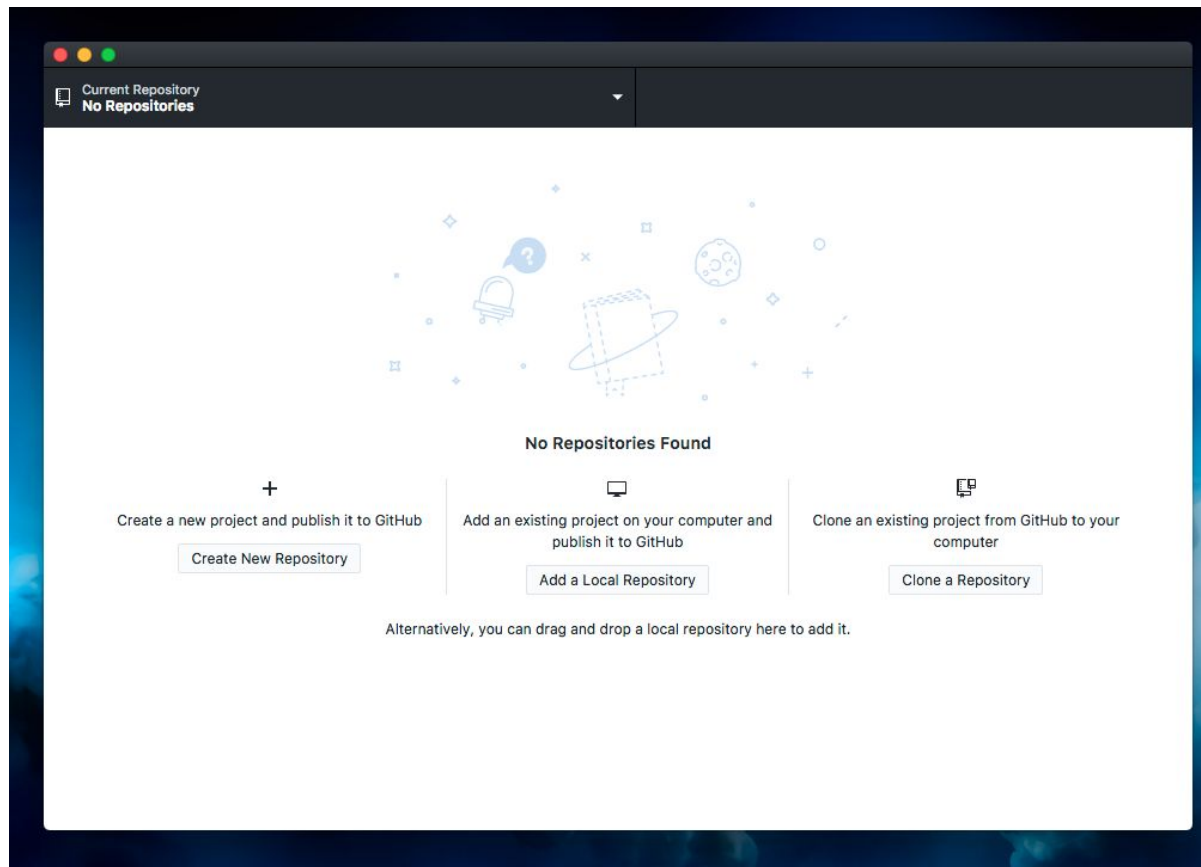
6. You will be presented with a screen similar to the one below. You should look for and select your Utility App repository from those listed. This will be named something like: *CodeLab-I-1920/Utility-App-yourgithubusername*
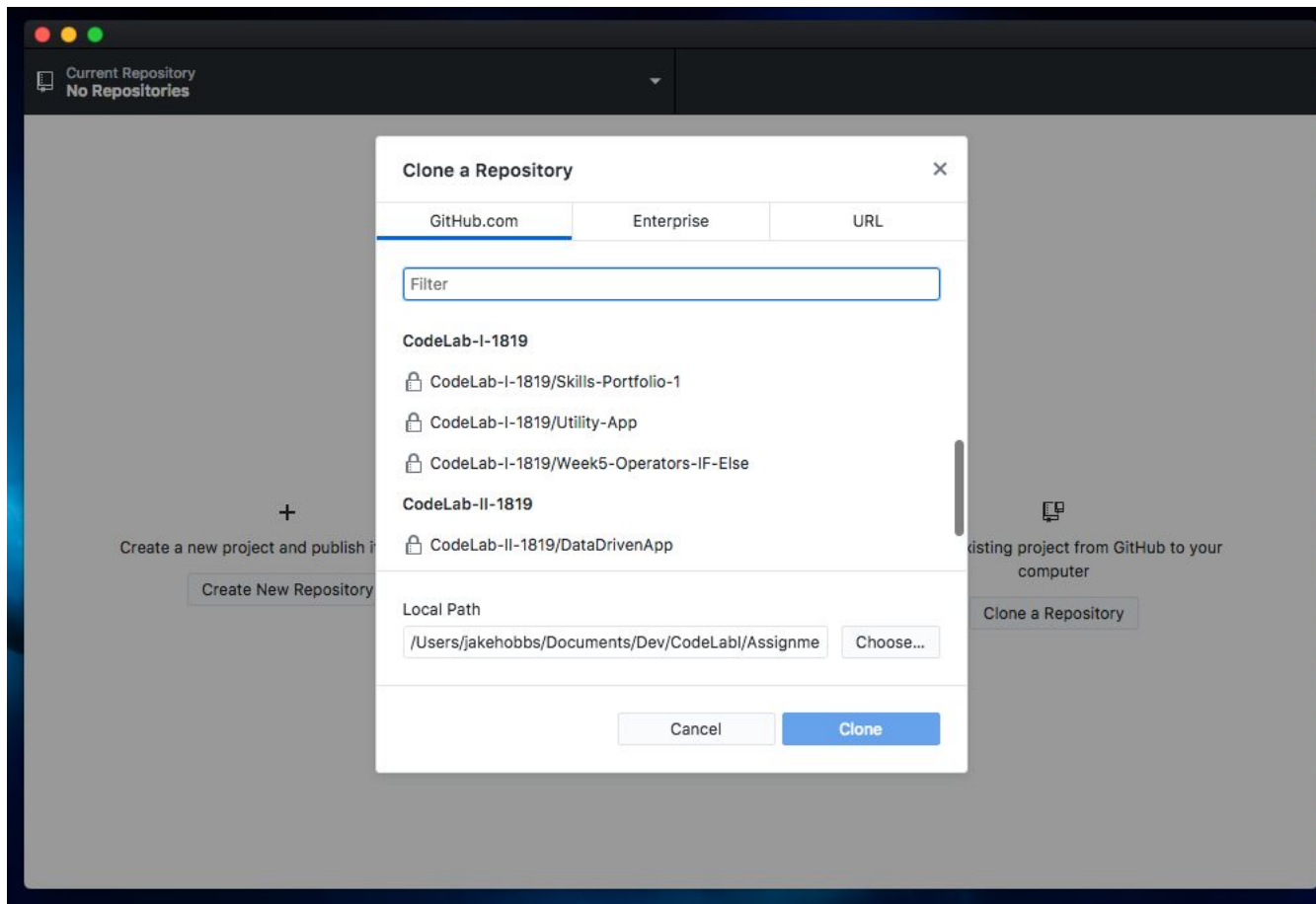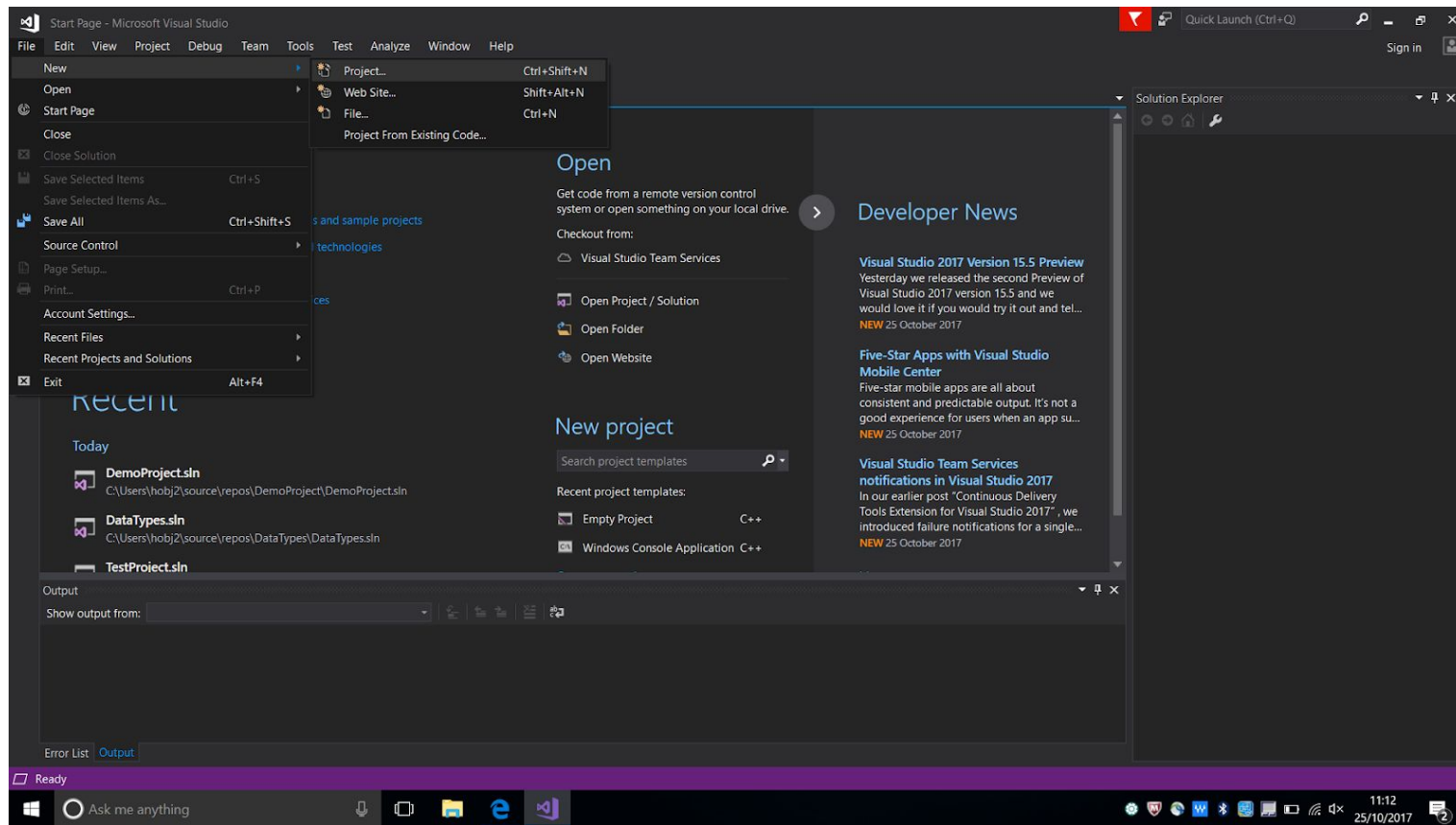
7. Click *"Choose…"* next to local path and browse to sensible location on your machine to save the repository, eg: *Documents → Dev → CodeLab-I*. Once you have selected a folder on your machine click *"Open"* to clone the repository.
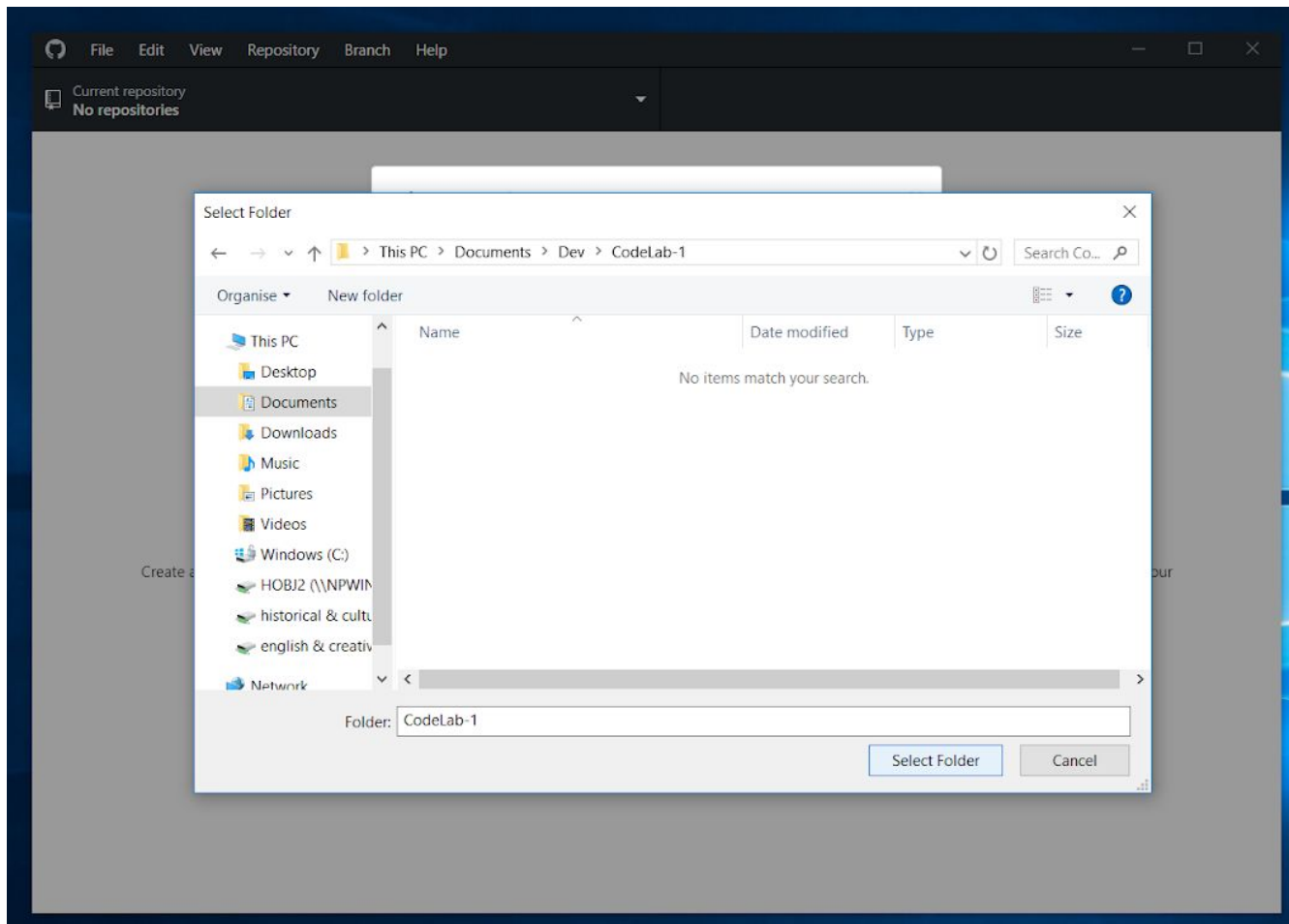
For Visual Studio 2017 (Skip to step 10 if using Visual Studio 2019)

8. *VS2017*: In Visual Studio 2017 go to File → New Project

9. *VS2017:* Create your project project:
   a. Select *General* from under *Visual C++* on the left of the new project window
   b. Select *Empty Project* in the main window
   c. In the *"Name"* box provide a name for the project (e.g: UtilityApp)
   d. In the *"Location"* box click *"Browse..."* and go to the location you cloned the repository to in step 3
   e. Make sure *"Create directory for Solution"* and *"Create new Git repository"* are **unchecked**.
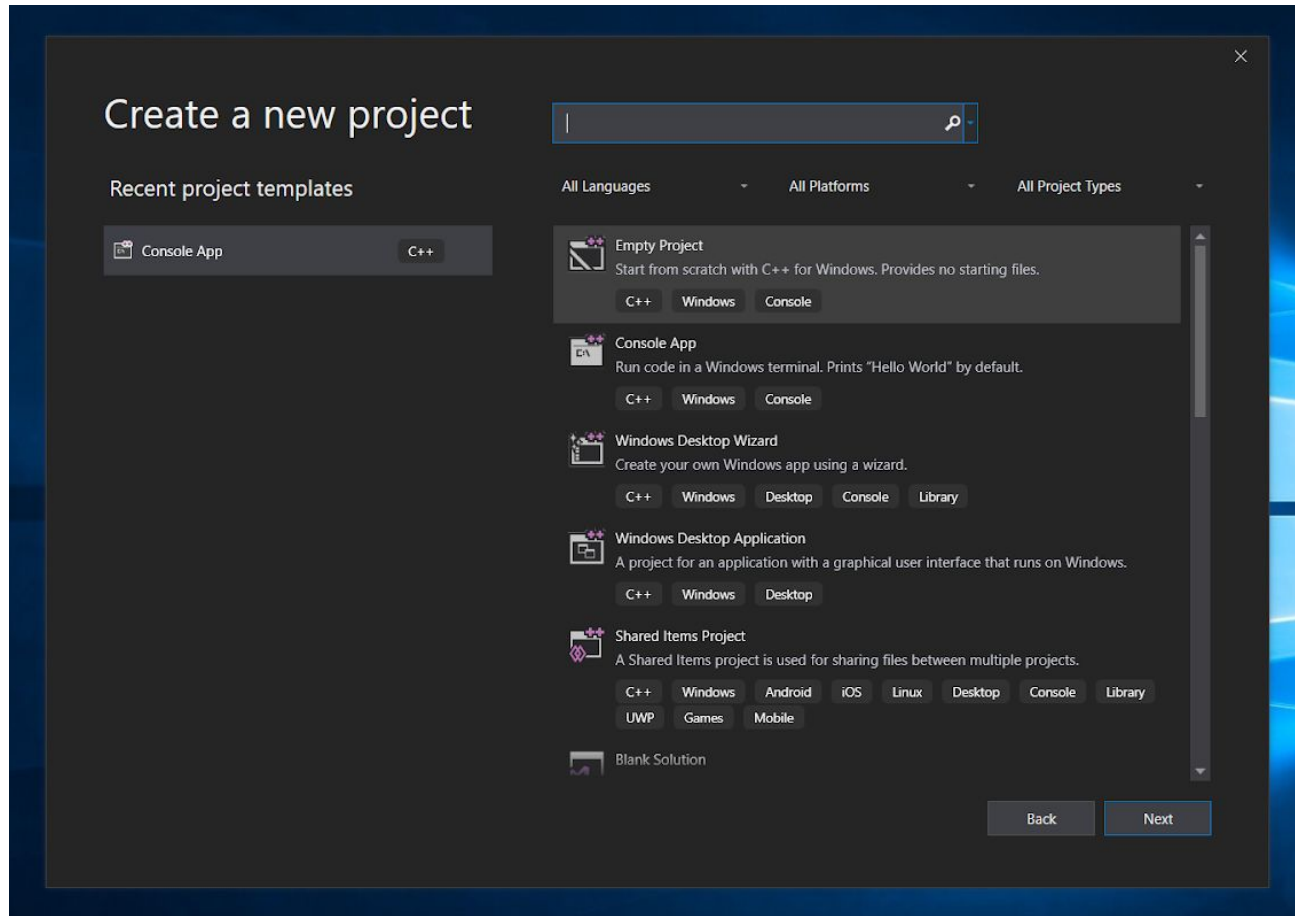   f. Click OK
   g. Continue from step 13
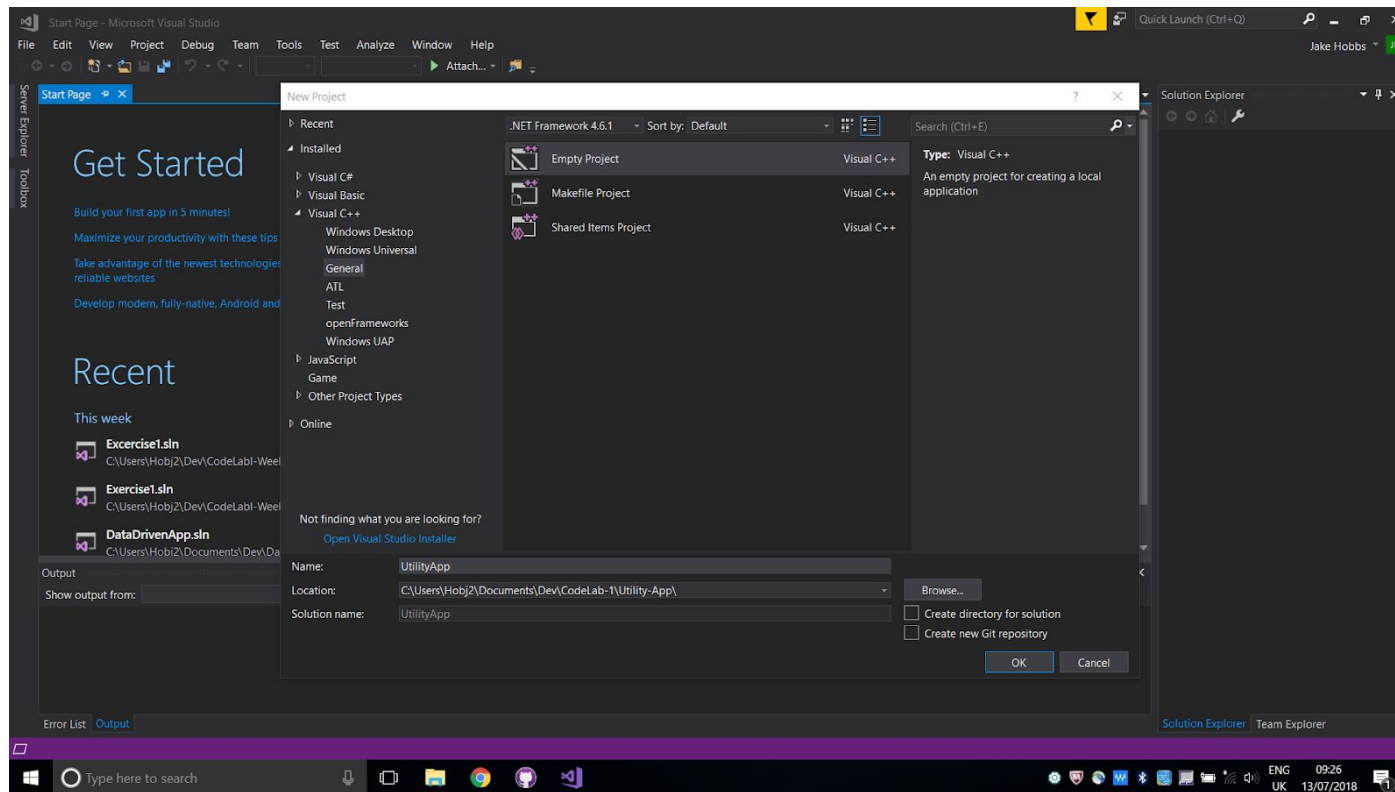
For Visual Studio 2019

10. *VS2019:* If you are using Visual Studio 2019 select *Create a new project* from the startup screen (or File → New Project if already in Visual Studio)
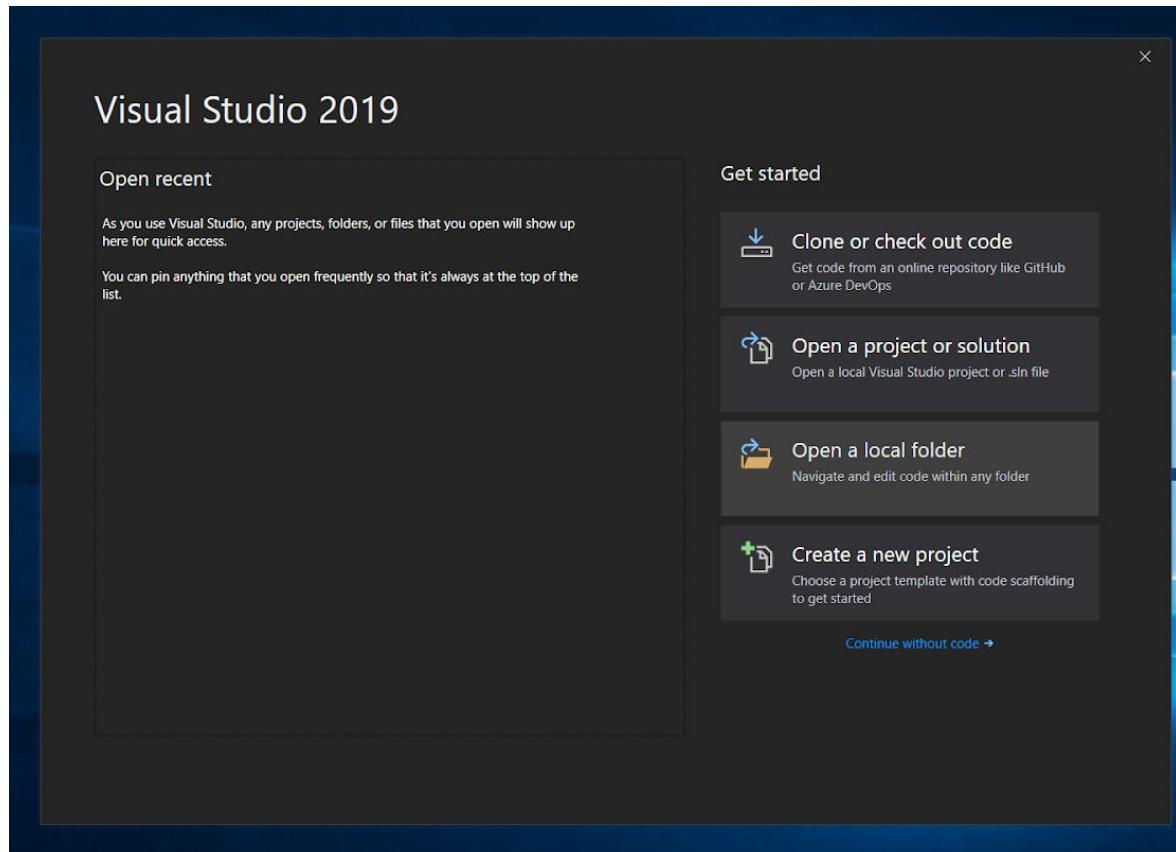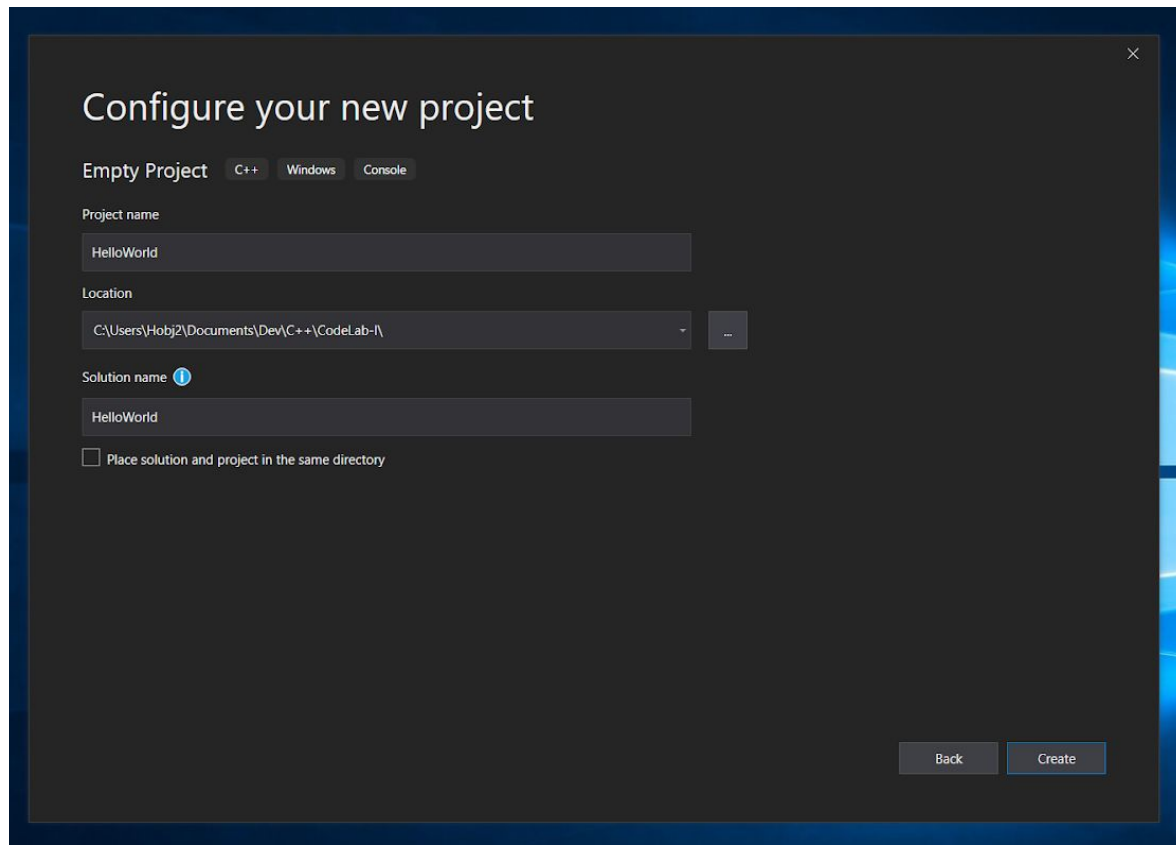
11. *VS2019:* Select Empty Project from the templates and click next

12. *VS2019:* Configure your project settings:
    a. In the *"Project Name"* box provide a name for the project (e.g: HelloWorld)
    b. In the *"Location"* box browse and go to the location you cloned the repository to in step 3
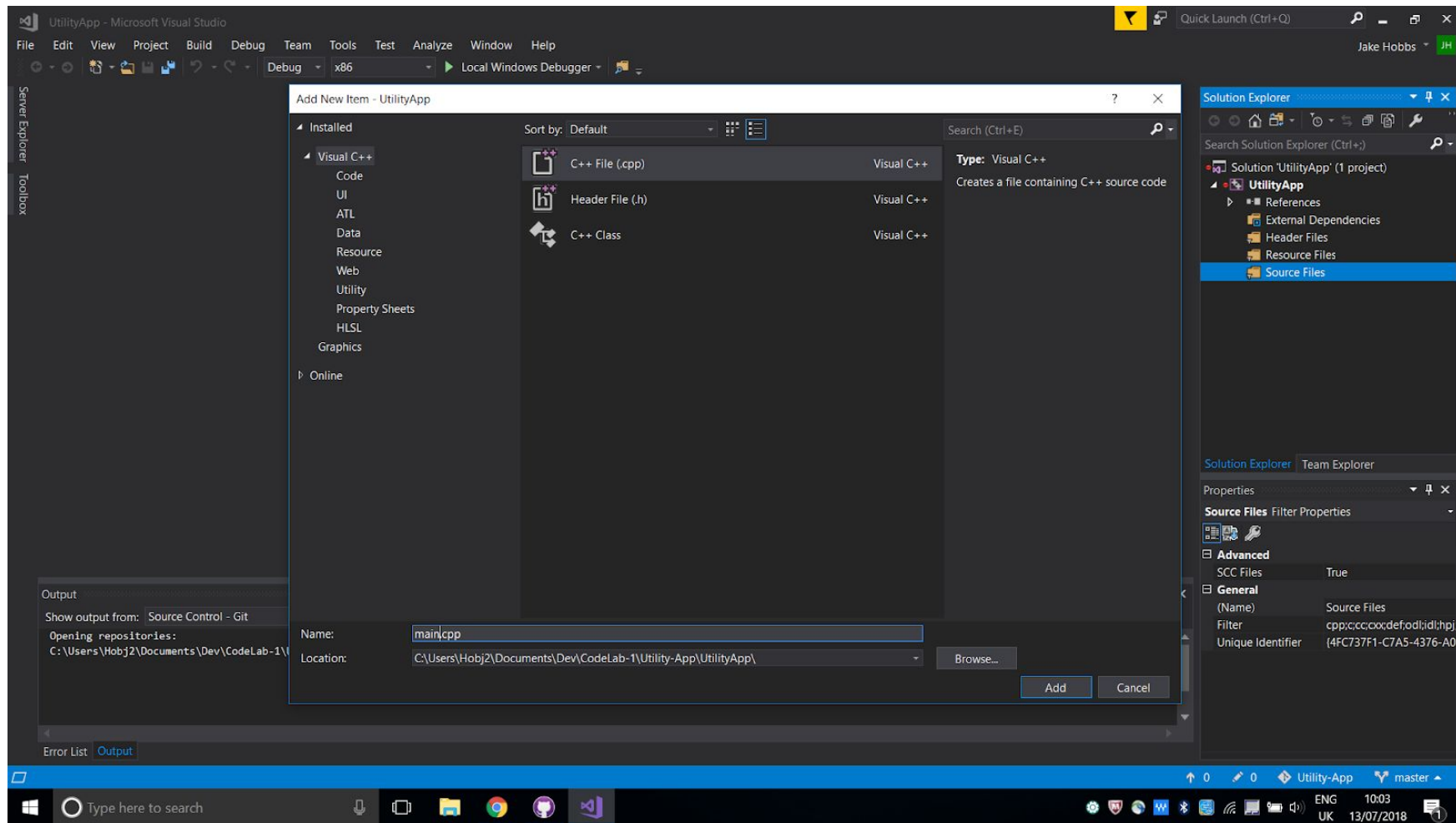
13. Your Visual Studio project is almost ready. You will be presented with the following screen. (Solution Explorer may appear on the left or the right).
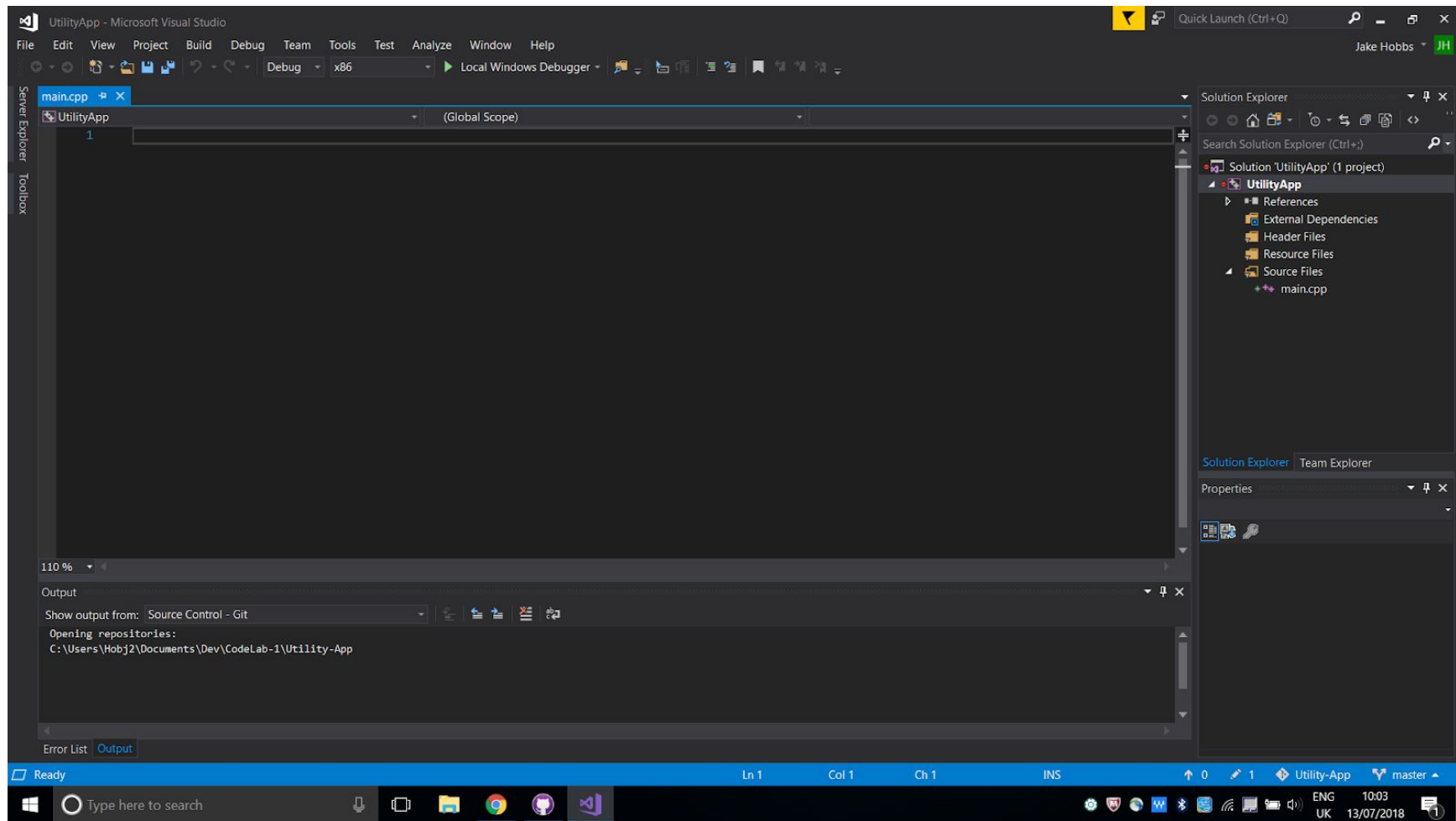   a. In the *Solution Explorer* window locate and right click the *Source Files* folder
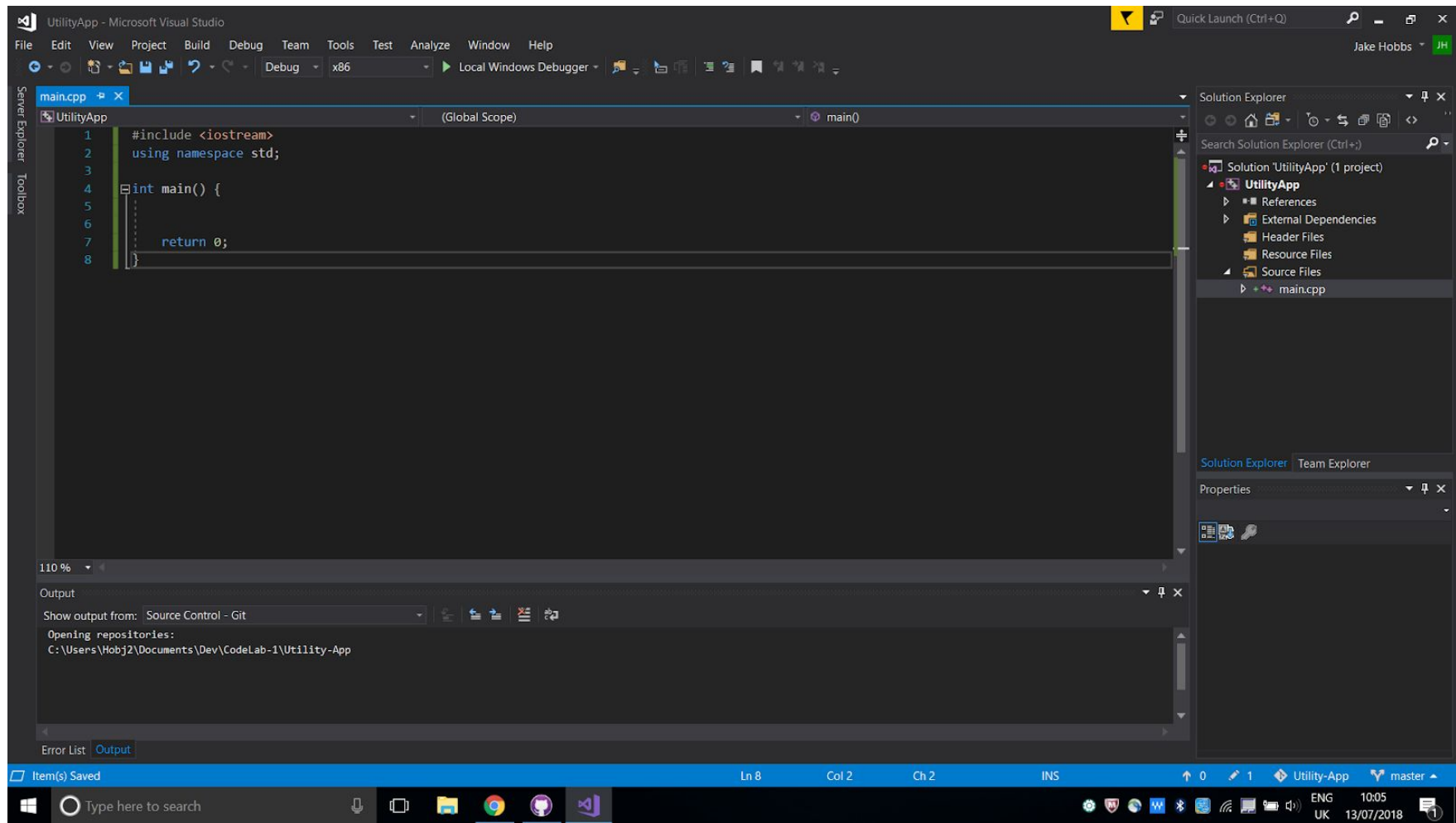   b. Click *Add* → *New Item* from the popup that appears
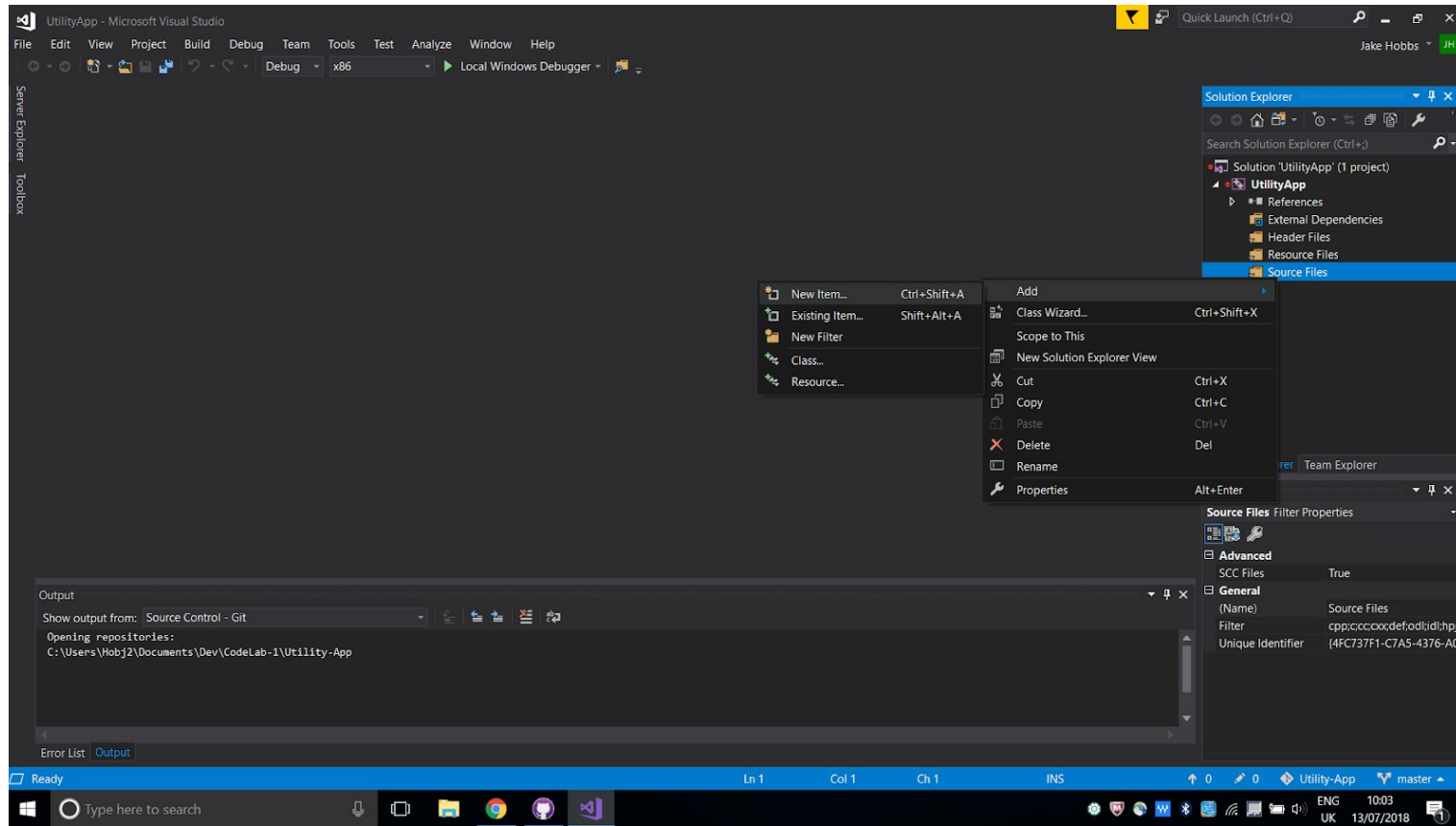
14. Add a new C++ (.cpp) file and name it main.cpp. Click add.

15. Your main.cpp file will initially be blank

16. Add the following basic code to the file. You are now ready to code.

17. Github Desktop will keep track of your changes in your main.cpp file and any other files you add to your project. You should regularly make commits to ensure you can fall back to previous versions if things go wrong. You should also push your commits back up to your Github repository often, this will make sure you have a backup of your work.
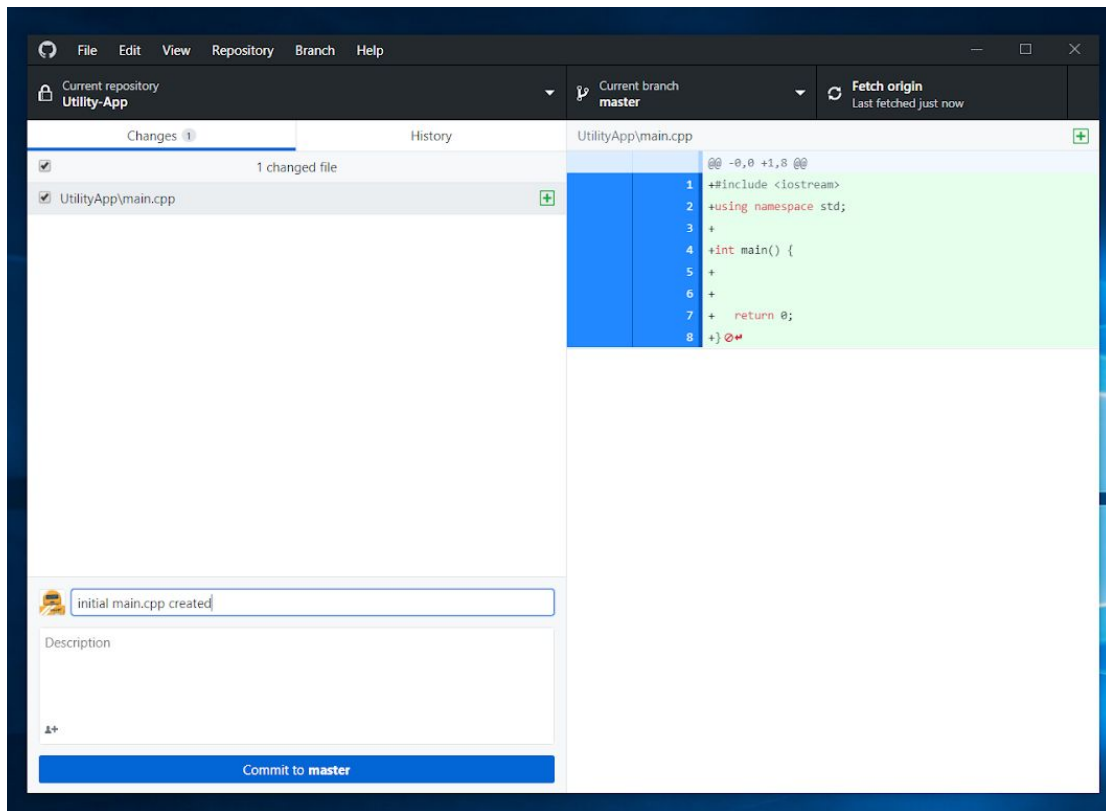
18. When you are happy with your final solution make sure you make one final commit and push to your Github repository before the deadline. To check your code has submitted correctly go to your repository on GitHub, the URL for this will be: https://github.com/codelab-i-19-20/utility-app-YOURGITHUBUSERNAME

For more information and guidance on using Github while developing your assignment code please see the videos provided in the assessment section on Aura.

Other Resources

Github Desktop Download Link: https://desktop.github.com/

Official Github Desktop User Guides: https://help.github.com/desktop/guides/

Github Desktop Quick Intro: https://www.youtube.com/watch?v=77W2JSL7-r8