

Pushing code to GitHub using Git CLI:

1. Prerequisites:

- **Git installed:** Make sure you have Git installed on your system. You can check by running `git -version` in your terminal. If not installed, download it from <https://git-scm.com/downloads>.
- **GitHub account:** Create a free GitHub account at <https://github.com/Index> if you don't have one already.
- **create a new repository:**
 - Go to your GitHub account, click on "New repository," and give it a name and description. Copy the HTTPS clone URL of the repository.

2. Open terminal in your code folder:

- Open a terminal window.
- Navigate to your code folder using the `cd` command. For example, if your code folder is on your desktop named "assignment," use `cd Desktop/assignment`.

3. Initialize a Git repository:

- Run the command `git init` to create a new Git repository in your code folder.

4. Add your files to staging:

- Use the command `git add .` to add all files in your current directory (your code folder) to the staging area. This tells Git that you want to track these files for version control.

5. Commit your changes:

- Run the command `git commit -m "Your commit message"`. Replace "Your commit message" with a concise description of the changes you made. This creates a snapshot of your code with a message. **Ex. "Added Assignment Folders and Documentation."**

6. Add the remote repository :

- Run the command `git remote add origin <repository_URL>`, replacing `<repository_URL>` with the HTTPS clone URL you copied from GitHub in step 1. This tells Git about the remote repository where you want to push your code.

7. Push your changes to GitHub:

- Run the command `git push -u origin <branch_name>`.
 - Replace `<branch_name>` with the name of the branch you want to push. This is our first push so we'll use default branch name "master"
 - The `-u` flag sets the remote branch as "upstream" for the current branch, simplifying future pushes.

8. Verify:

- Go to your GitHub repository and refresh the page. You should see your code pushed and reflected in the repository.

