- Adapted from: https://youtu.be/jXpT8eOzzCM?si=JubO6Z-c2YV8Sdxf
- GitHub Classroom: How students complete assignments: https://youtu.be/ObaFRGp_Eko?si=UAnsumGy206MVvbs

GitHub Classroom Setup:

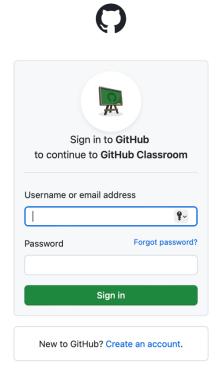
For this assignment, you will use GitHub Classroom to create a private code repository to track code changes and submit your assignment. Open this LabO link to accept the assignment and create a private repository for your assignemtn in GitHub classroom:

https://classroom.github.com/a/kUto0W2q

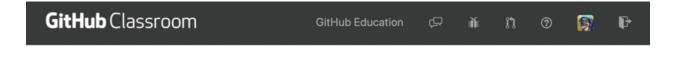
Your repo, for example, will be named https://github.com/OOP-NYUAD/lab-0-yourusername (where yourusername is your GitHub username). I highly recommend committing/pushing regularly so your work is always backed up. We will grade your most recent commit even if that commit is after the due date (your work will be marked late if this is the case)

Accepting the assignment:

- 1. Once you have the assignment link, open the link in the browser:
- 2. If you are not registered in GitHub Classrooms, you will be asked to create an account.



3. Once you are registered, you will be asked to join the classroom assignment as per the example image below:

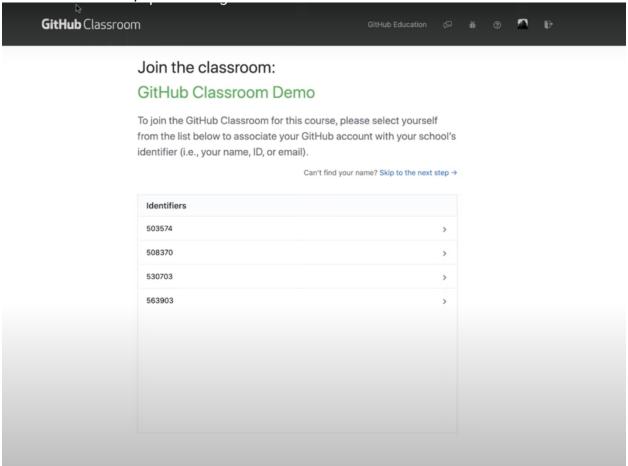


Join the classroom:

GonzagaCPSC122-Spring2020

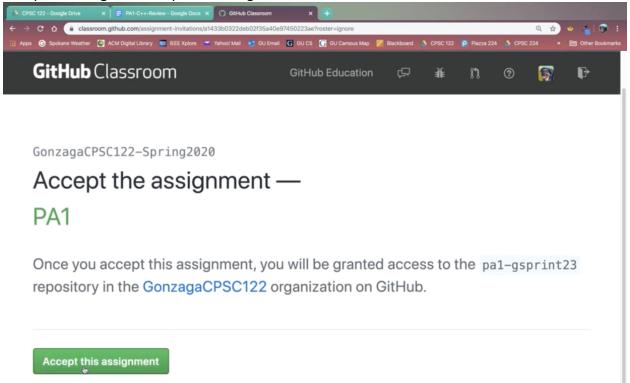
To join the GitHub Classroom for this course, please select yourself from the list below to associate your GitHub account with your school's identifier (i.e., your name, ID, or email).

4. Below this screen, you may find a list of names, of the students registered in the class lab. You should find your name in the list and select it.



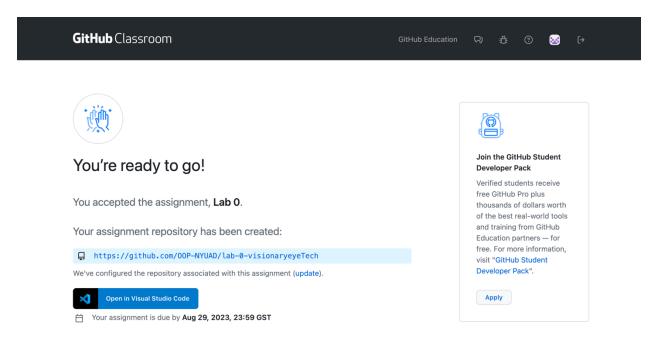
- If you cannot find your name, click on "Skip to the next step on the bottom right part of the screen"

- 5. Once you click on your name, your name will be associated to your GitHub classroom username.
- 6. Accept the assignment as per the image below:



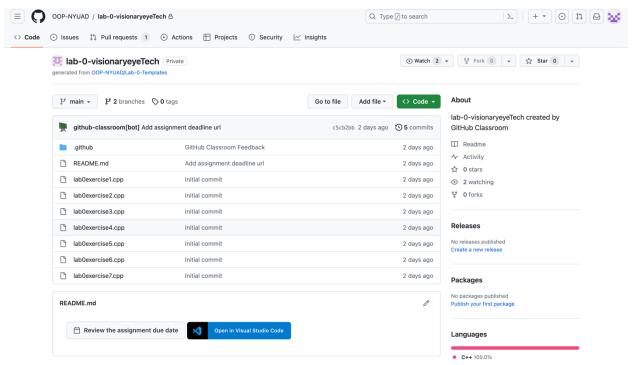
- 7. It might take few minutes to setup the assignment depending on how the instructor set the assignment.
- 8. Once GitHub is done setting the assignment, you will find a link to your repository as per the image below:

Opening and Editing Code in the assignment:



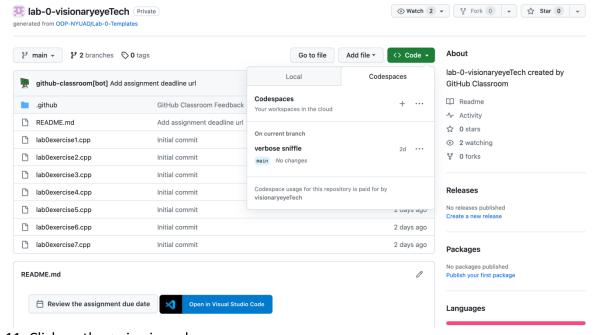
In the image, you can notice that the "visionaryeyeTech" part of the assignment link in blue is the name of your username. It is important to note that the repository in the blue link does not live in your personal repository, but rather in the classroom repository that the instructor has created and linked to GitHub Classrooms. Thus "OOP-NYUAD" is the name of the organization that GitHub classroom is linked to.

9. Click on the blue highlighted link to access the assignment:

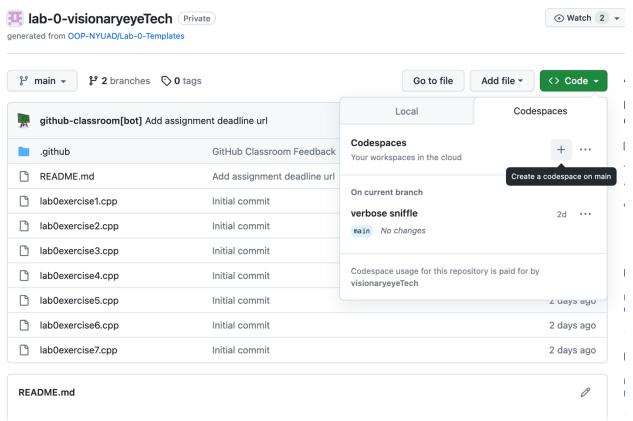


You can see that in this assignment, exercises in the dashboard.

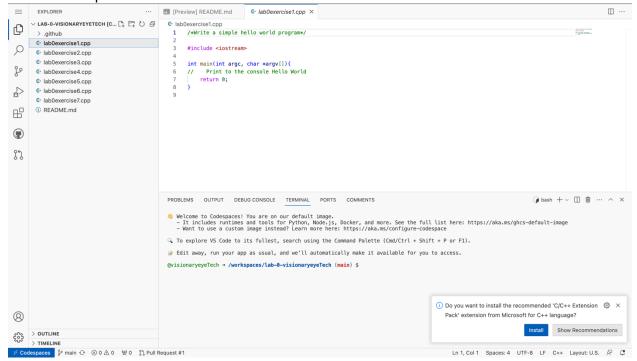
10. Click on the "Code" green button, and select workspaced



11. Click on the + sign in codespaces



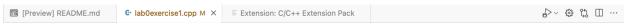
12. A new tab will open where the template coding exercises will be copied to a virtual workspace



If this is the first time for you using GitHub CodeSpaces, you will be prompted, and may need to install the recommended extension so that your code can run properly. In our case it will be the

extension for Microsoft C++ language. In the image above, it will show in the bottom right part of the screen.

- 13. You can start editing your assignment in the white user interface, and access the exercise files in the left grey tab.
- 14. You can run and debug your code by clicking on the triangle in the top right section of the user interface

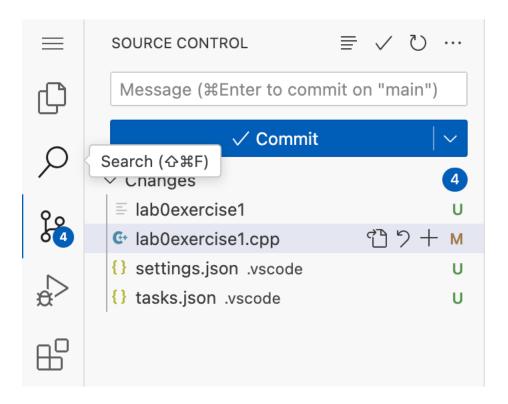


Committing the assignment to GitHub:

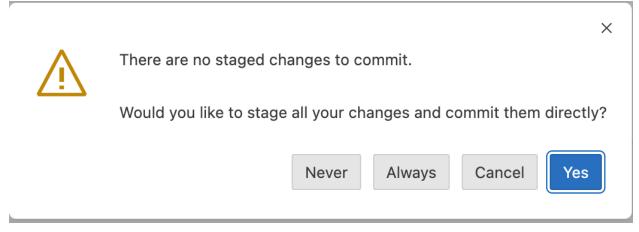
15. Once you complete a portion of the assignment, or once you complete the whole assignment, you will need to commit the changes to the assignment repository so that it can be graded accordingly. On the extreme left of the user interface, you can see a list of icons as per the below, Click on the commit icon highlighted in blue.



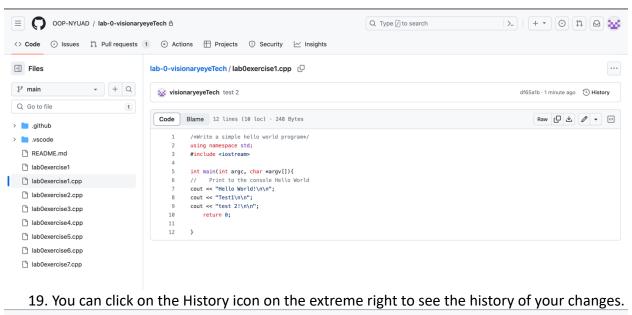
- 16. Once you click on it, you can see the changes made to your code, and especially the ones that were not committed yet.
- 17. If you are sure, you can write a message explaining the changes you made in the code, and you can proceed by clicking on commit.

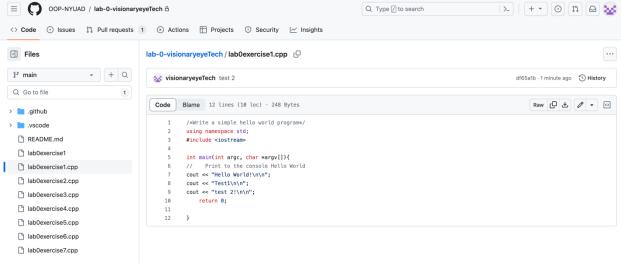


You can proceed by clicking on yes.



18. Once you commit your code changes, they will be reflected on your GitHub Classrooms repository.





20. Happy coding!