cd <root of project folder>

git init

git remote add origin <url>

(If remote needs to be changed): git set\_url origin <url>

git add --all

git commit -am "Your commit message here"

git push -u origin

Whats happening:

- Getting to the directory of the project folder

- Initializing a repository in the project folder

- Adding all changes to "staged" - See VSCode source control for how it works

- Commit all staged changes with a commit message

- Push to the origin

Setting username and user email for committing and pushing:

These two must be changed to change the commit

git config --global user.name <name>

git config --global user.email <email>

In reality, only the first four lines shown are necessary to get git connected to the online repository

If the third or fourth line errors, try adding a change, staging it, committing it, and then trying again (Lines 5 and 6)

After setting up your username and email and with the first four lines done, VS Code can then be used to stage, commit, and push

Forcing Branches to another, destroying the previous

Example: Pushing a branch to a really old master

git push -f origin newbranch:master

Pruning branches from origin that have been deleted from github:

git fetch -p

Removing all local branches except master and the one checked out:

git branch | Select-String -NotMatch -Pattern "master" | %{ git branch -D $\_.ToString().Trim() }