**BIT-2400, Assignment 6**

**Due: December 9, 2016, 11:55pm**

**Title**

Using GitHub

**Functional Requirements**

GitHub is an online repository system for collaboration, file-sharing, and change/version control. In this assignment, you learn to use GitHub by following these steps:

1. Create a personal account on GitHub
2. Create a new repository. You can either do it with the web-based interface or preferably download the desktop app
   1. <https://guides.github.com/activities/hello-world/>
   2. <https://desktop.github.com/>
3. If using the desktop app, you can Add an existing local project, Create a new local project to be published, or Clone an existing project from repository.
   1. Use Create if you are not using the web interface.
   2. Use Clone if you have used the project earlier on web interface or another computer.
4. Add one or more files to your repository. If using the desktop app, simply add the file to your local project folder. Every local change needs to be first “committed” to a branch, and then “published” to the repository.
   1. Make branches and commit a few changes.
   2. Do not copy the whole Visual Studio or Unreal or Unity folders to a GitHub project. These folders include many temporary files that are not required and can be recreated when building the project, but increase the size significantly. For a typical VC++ project, the solution (.sln), project (.vcprojx) and source (.cpp and .h) files are needed plus any data file you use.
5. Write a full report for the process of using GitHub. It should be suitable for use as a tutorial file.

**Implementation Requirements**

* This is an individual assignment.
* Make sure your report is in Word format and includes a link to your project on GitHub.

**Submission Requirements**

Submit your report as a single MS Word file through cuLearn.

**Evaluation**

* GitHub account 1
* Sample Project 2
* Report 2