

깃(Git)&깃허브(GitHub)

◆ 파이참에서 깃 사용하기

정수아

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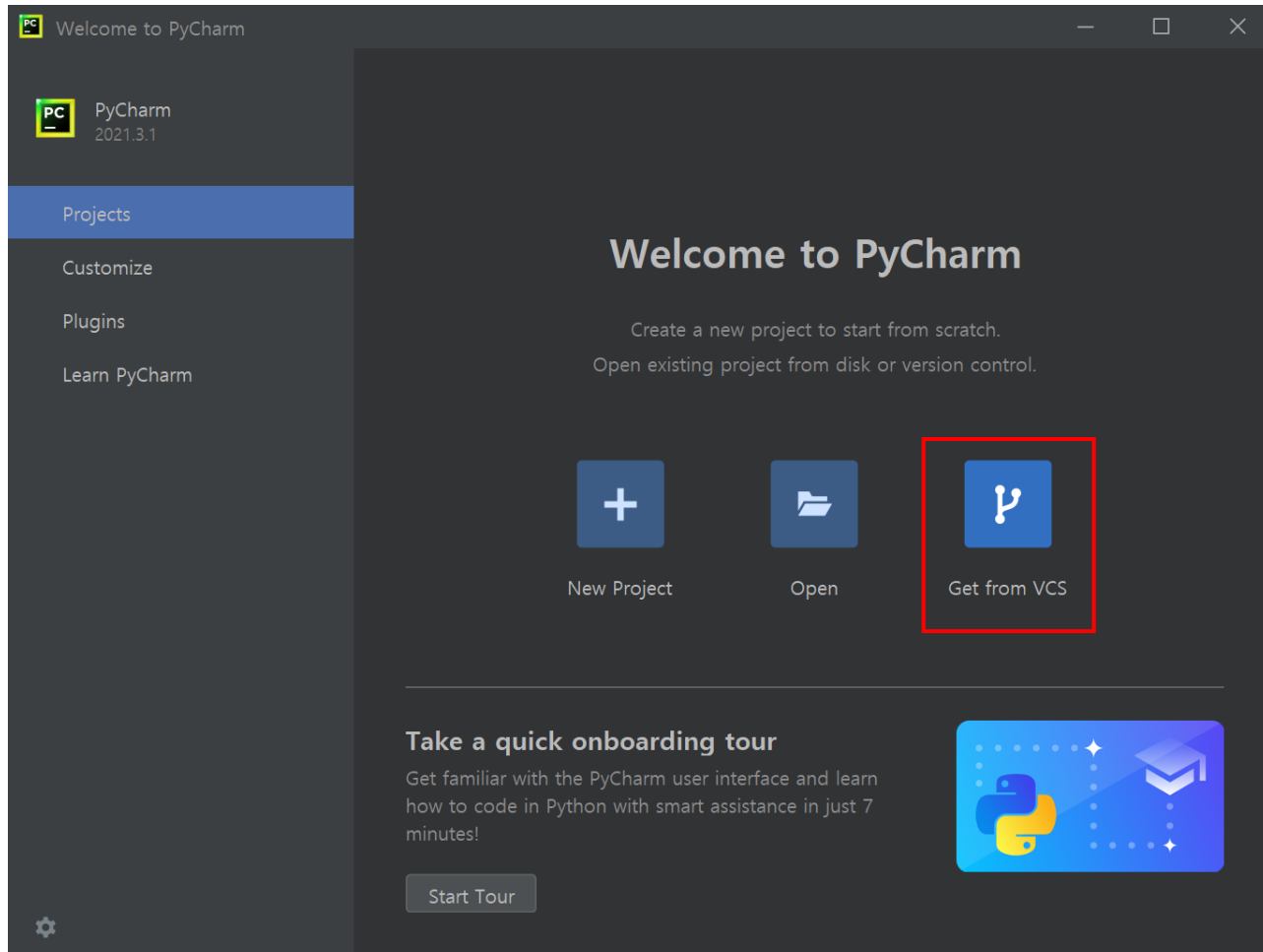


01

환경 설정

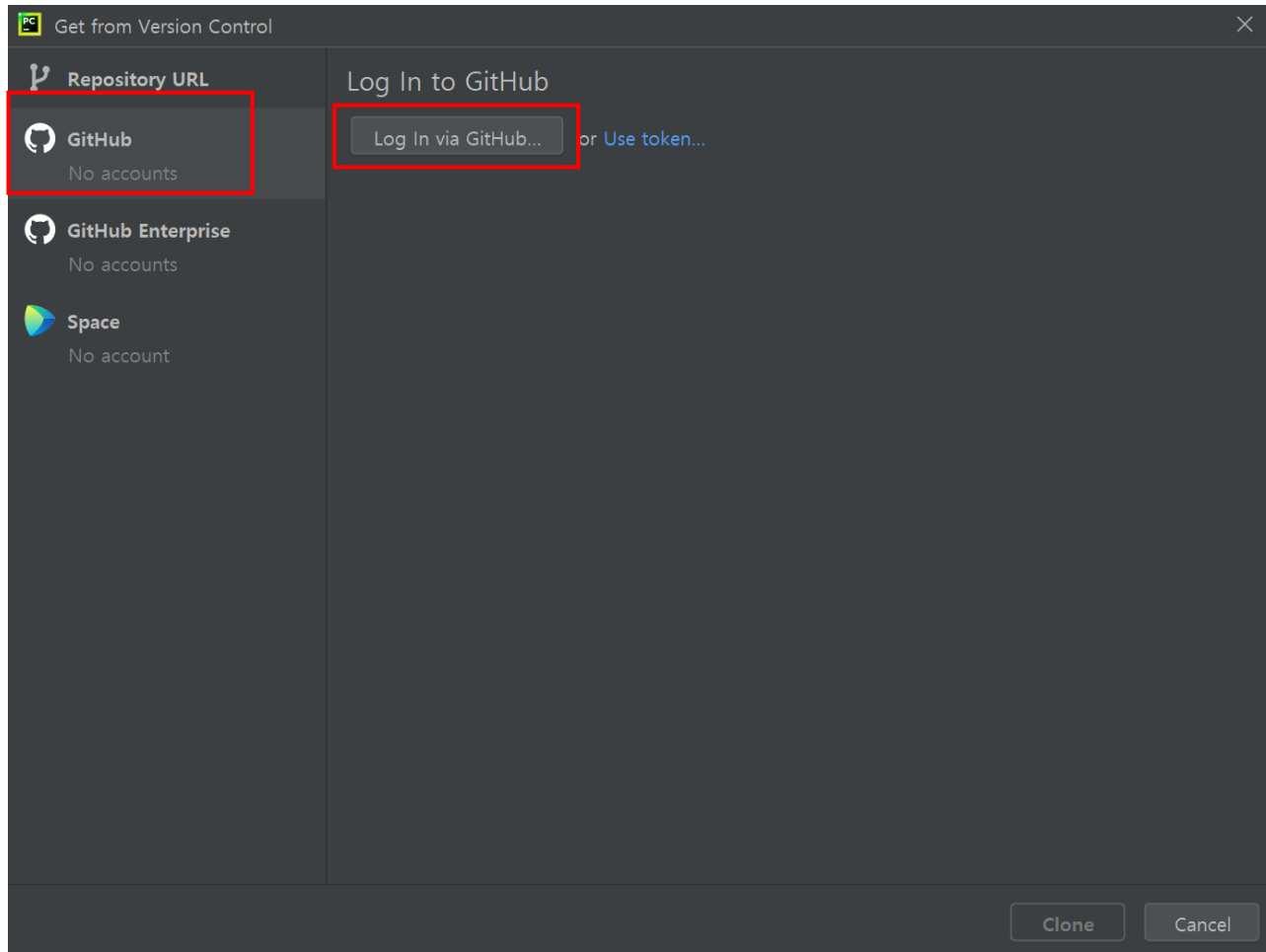
환경 설정

❖ GitHub 연결 방법 1) 파이참 메인 화면



환경 설정

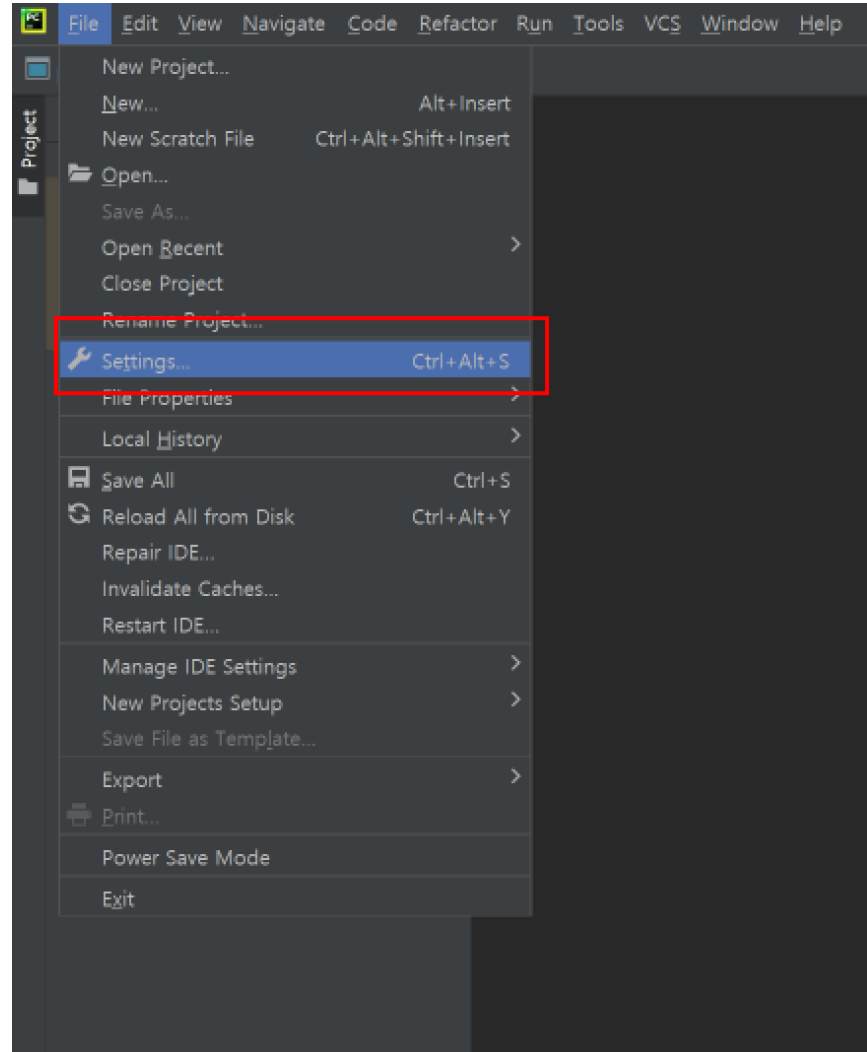
❖ GitHub 메뉴 선택 → Log in via Github 버튼 클릭



환경 설정

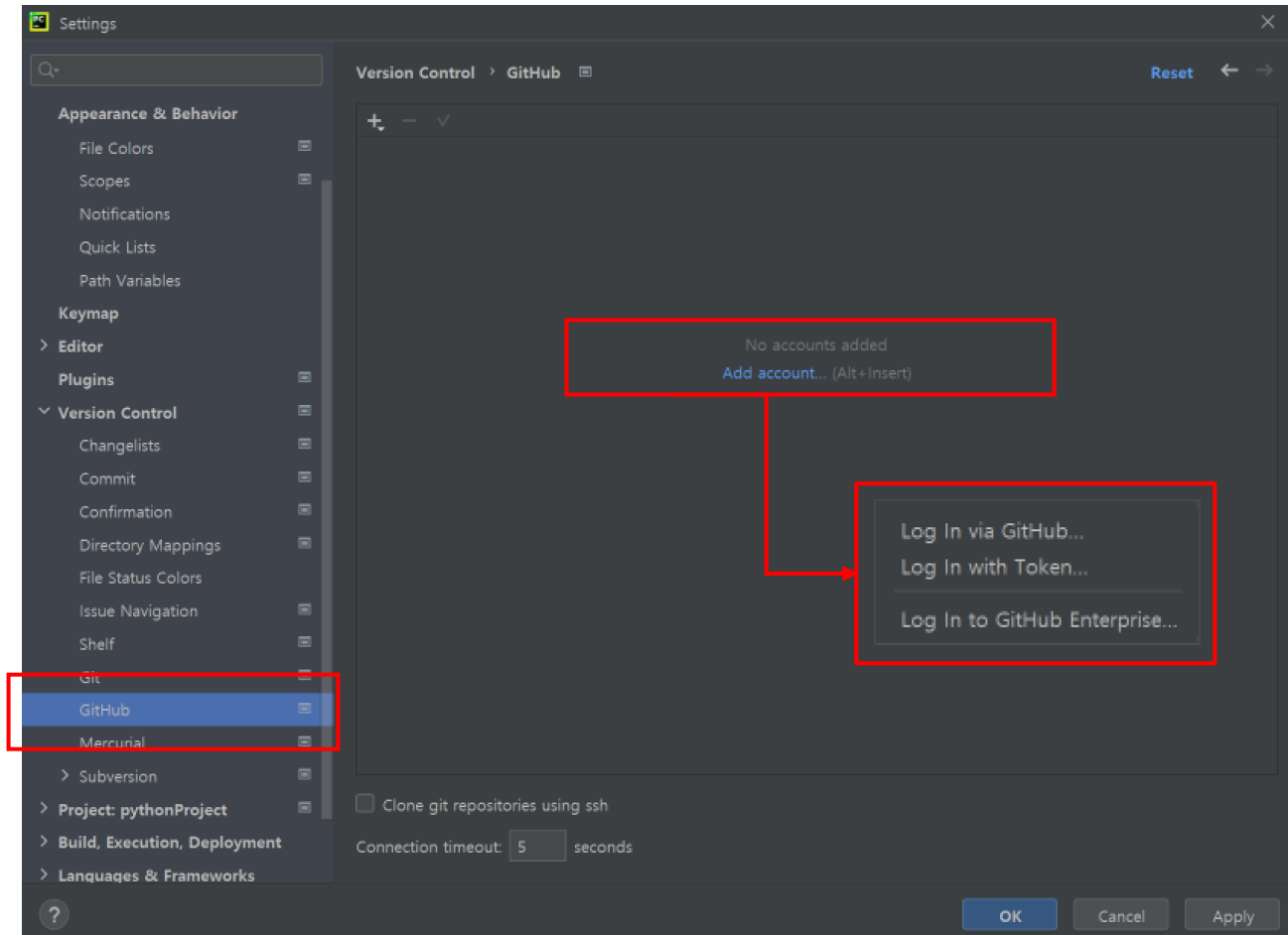
❖ GitHub 연결 방법 2)

- [File] → [Settings]



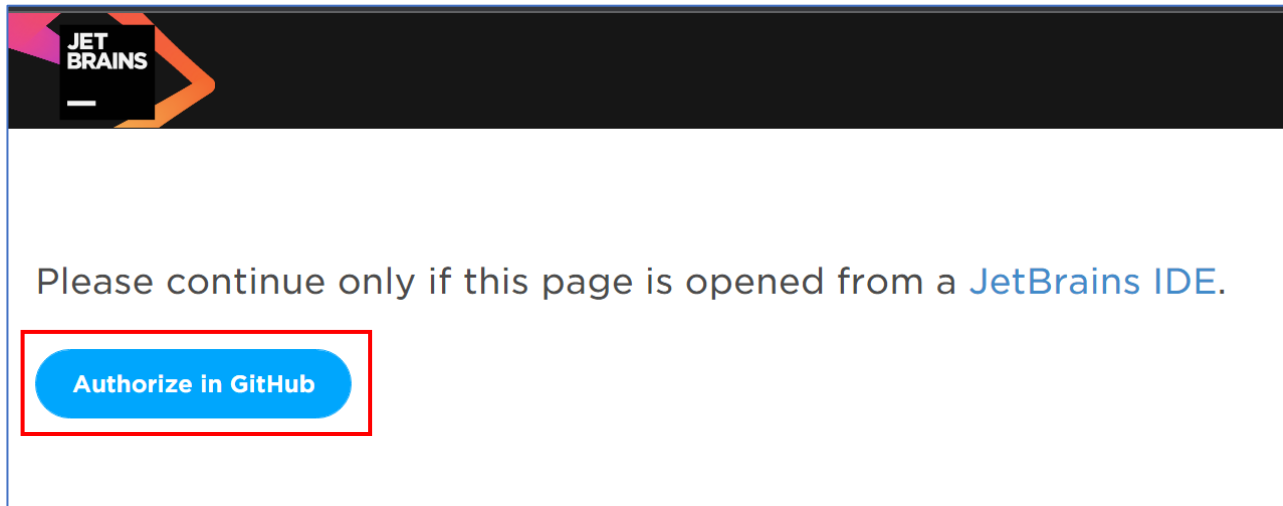
환경 설정

❖ [GitHub] 메뉴 → Add account 클릭



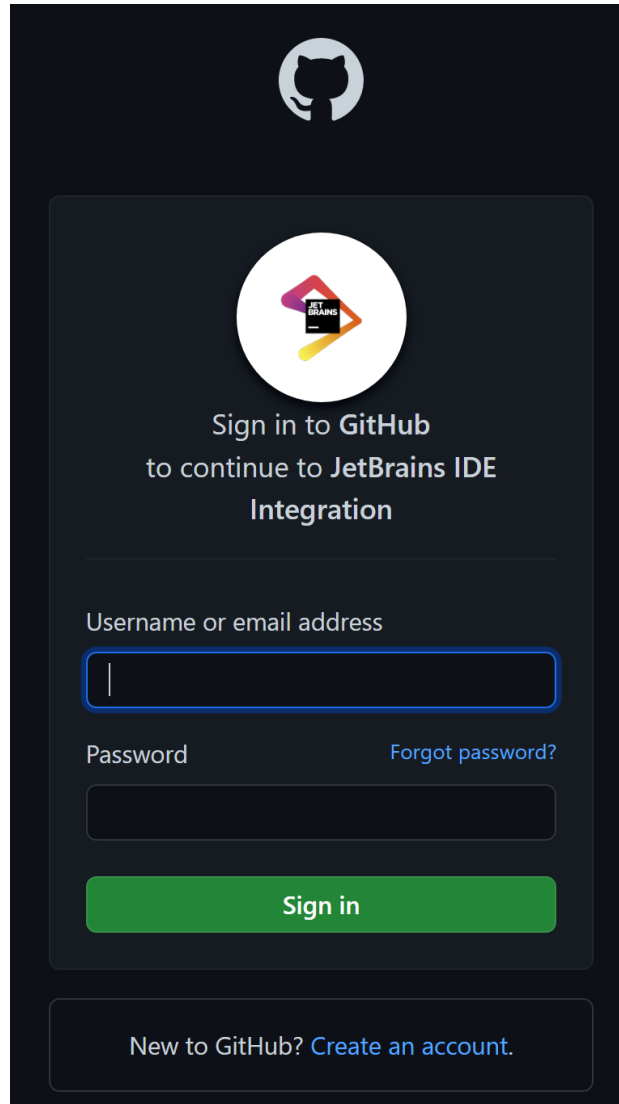
환경 설정

❖ 권한 수락



환경 설정

❖ GitHub 로그인



The image shows a GitHub login interface for JetBrains IDE Integration. At the top is the GitHub logo. Below it is the JetBrains logo inside a white circle. The text "Sign in to GitHub to continue to JetBrains IDE Integration" is centered. There are two input fields: "Username or email address" and "Password". A "Forgot password?" link is next to the password field. A green "Sign in" button is at the bottom. A link "New to GitHub? Create an account." is at the very bottom.

Sign in to GitHub
to continue to JetBrains IDE
Integration

Username or email address

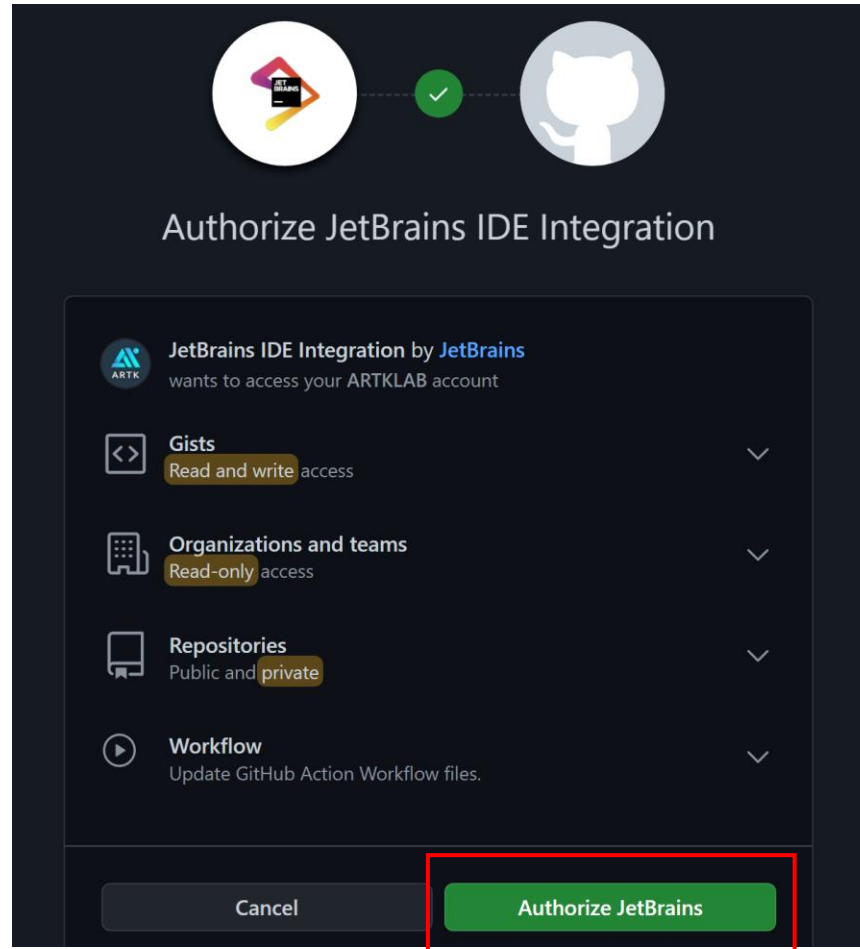
Password [Forgot password?](#)

[Sign in](#)

New to GitHub? [Create an account.](#)

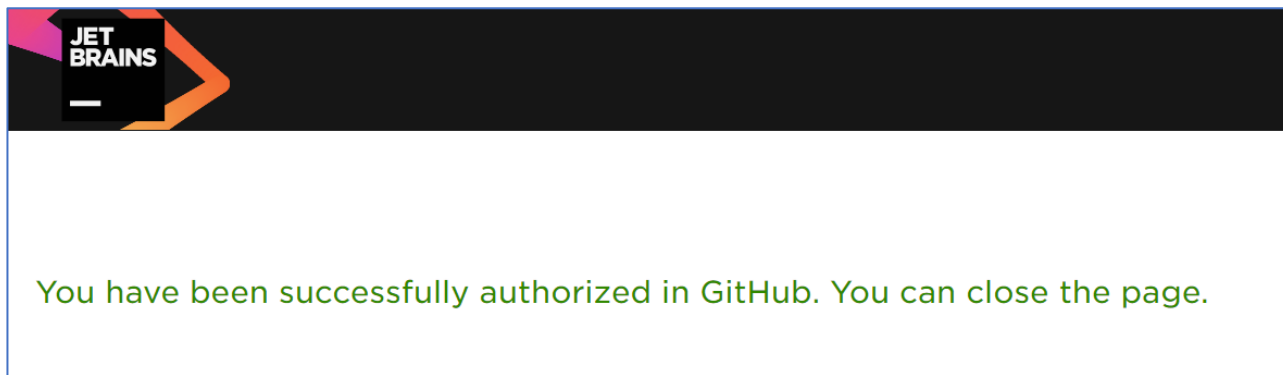
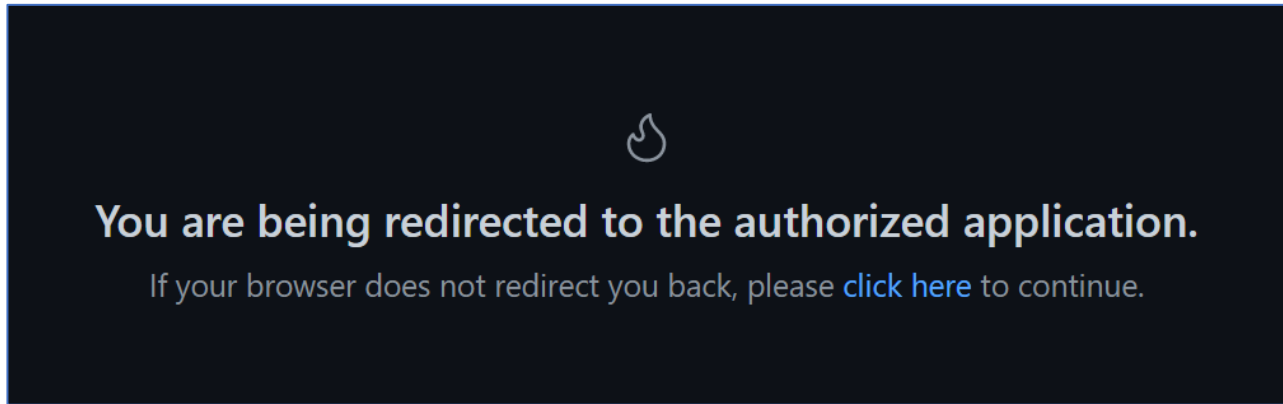
환경 설정

❖ 권한 수락



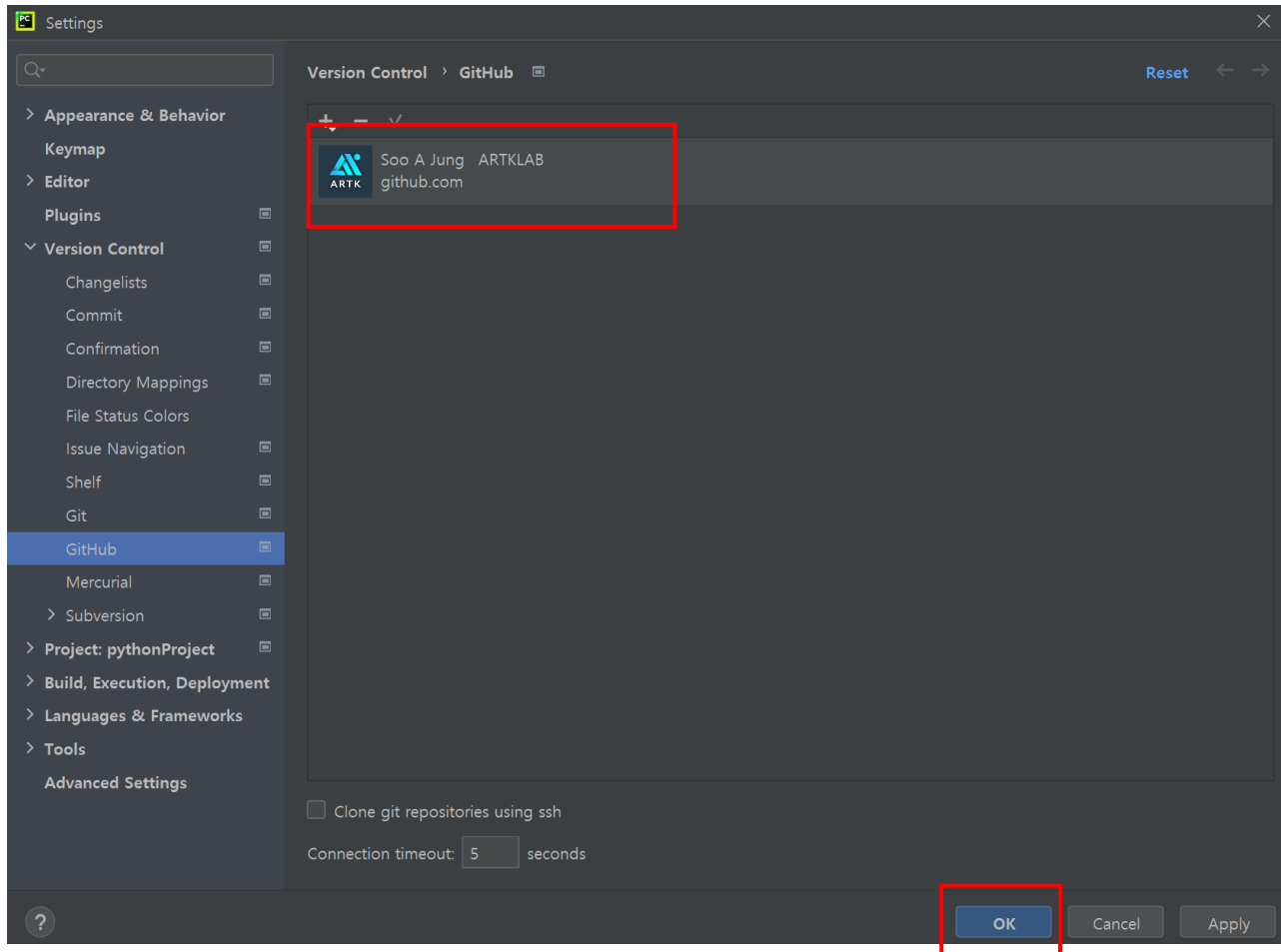
환경 설정

❖ GitHub 연결 성공



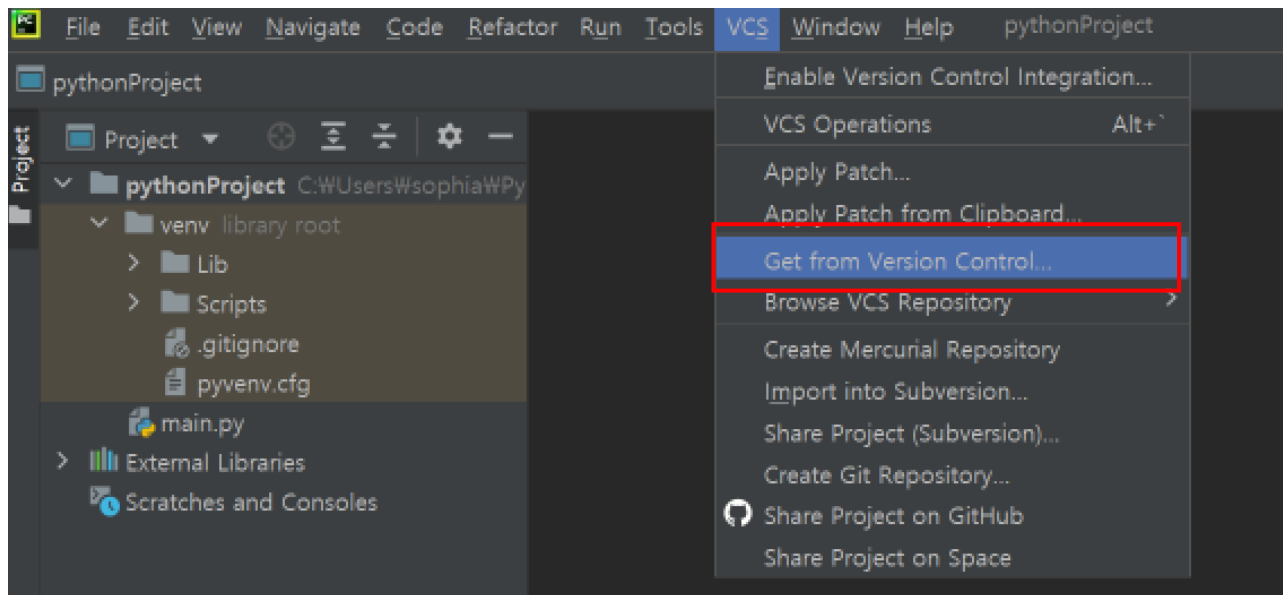
환경 설정

❖ GitHub 연결 성공



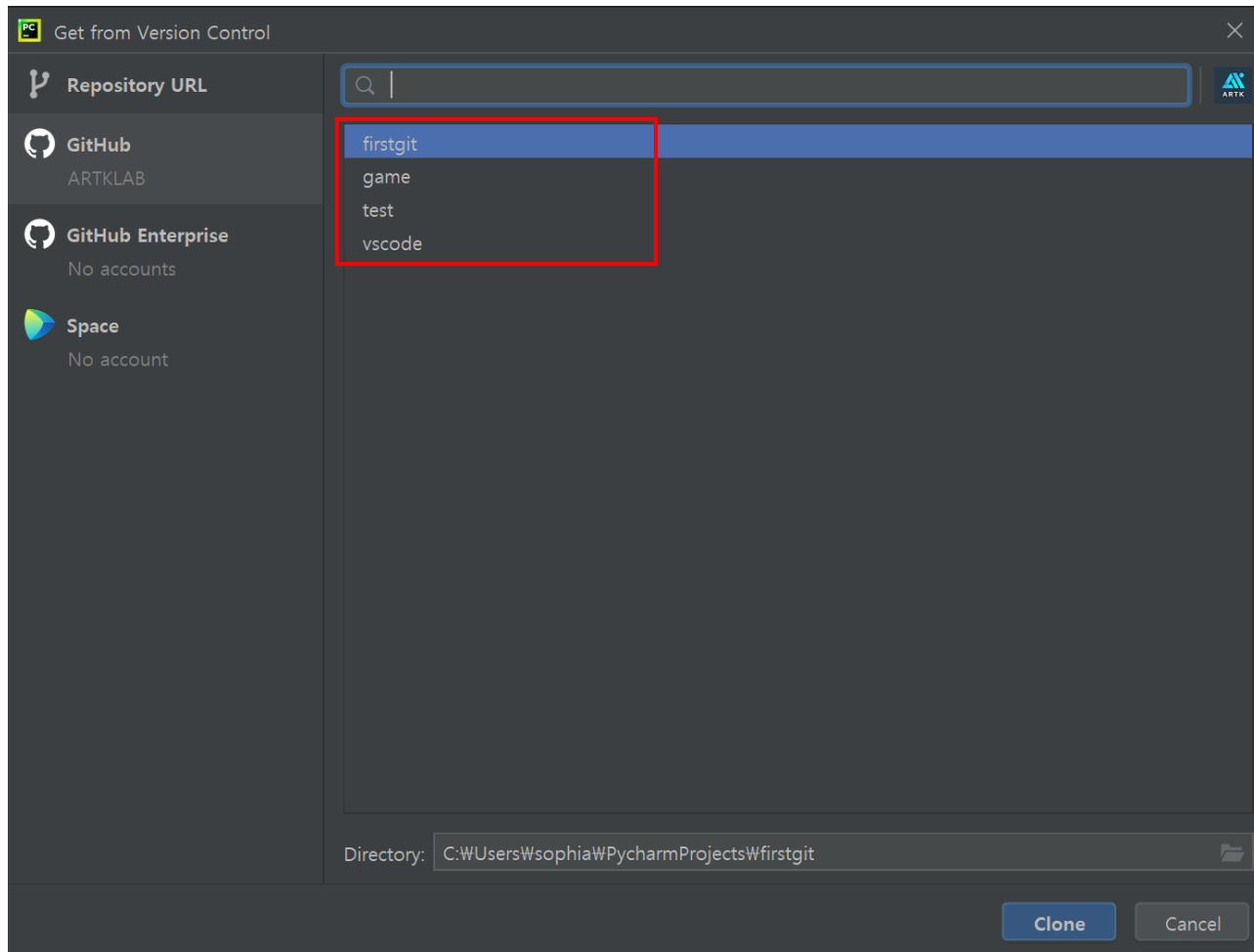
환경 설정

❖ [VCS] → [Get from Version Control]



환경 설정

❖ Get from Version Control



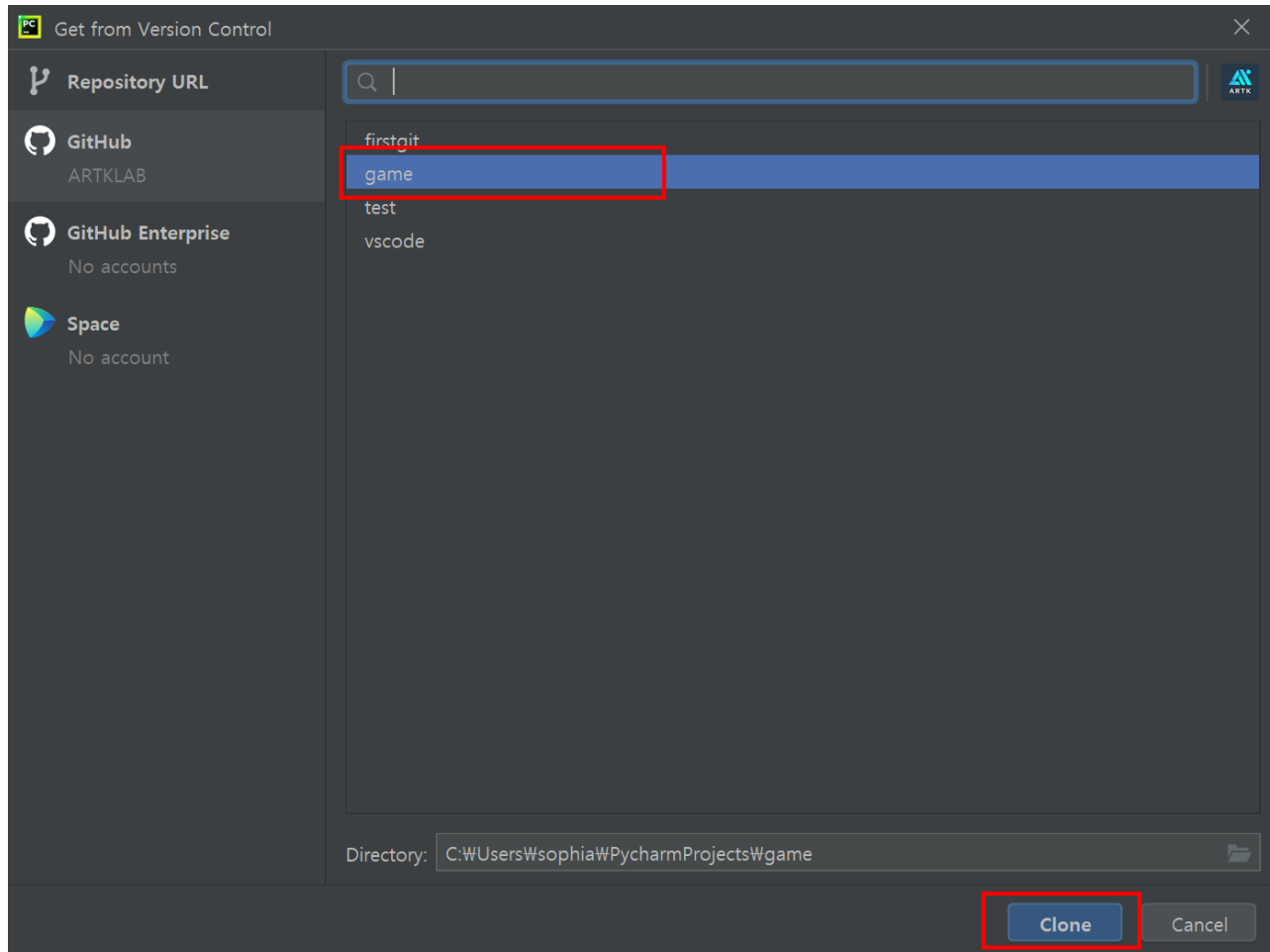


02

저장소 복제

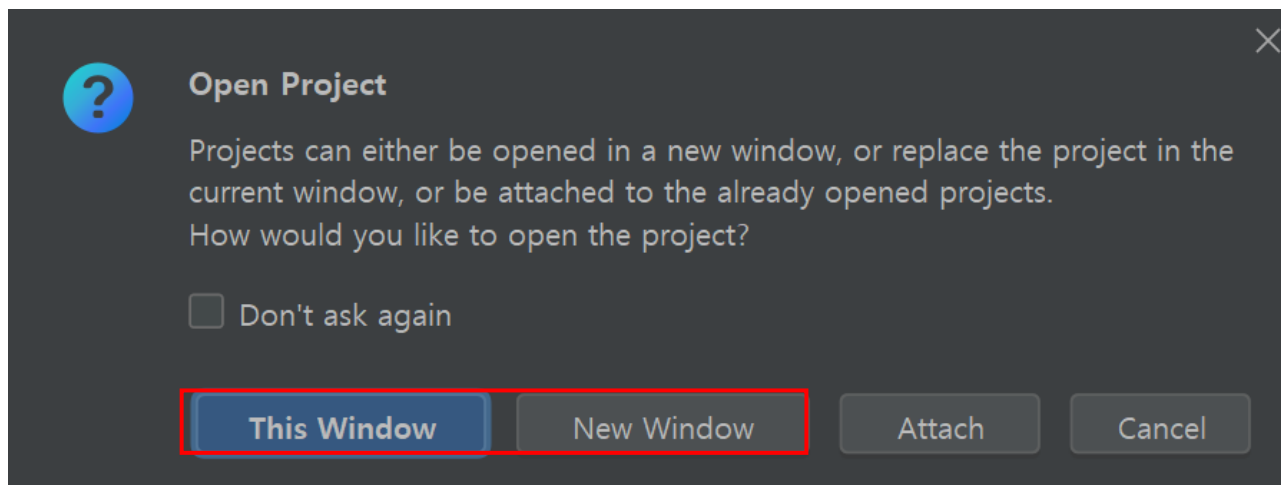
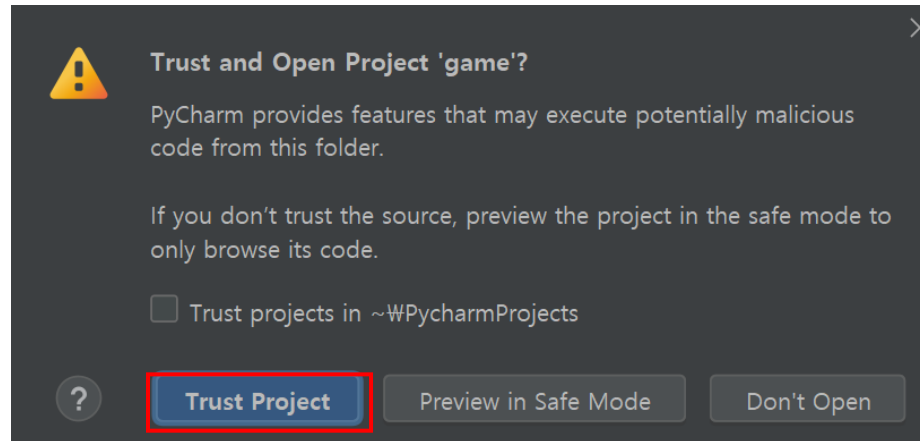
저장소 복제하기

❖ 원하는 저장소 선택 → [Clone]



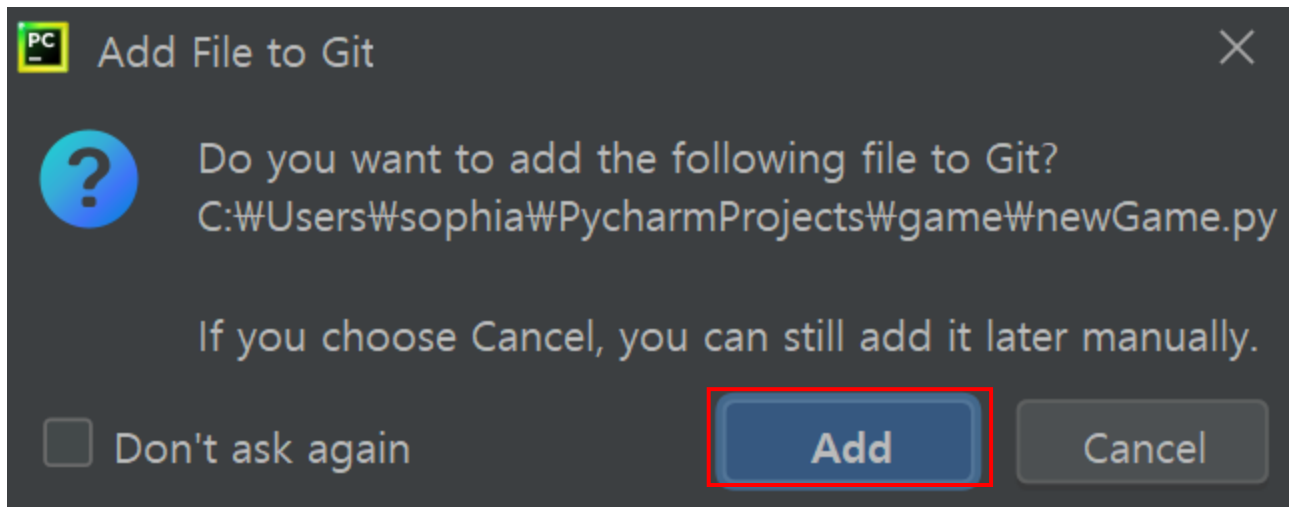
저장소 복제하기

❖ 프로젝트 열기



저장소 복제하기

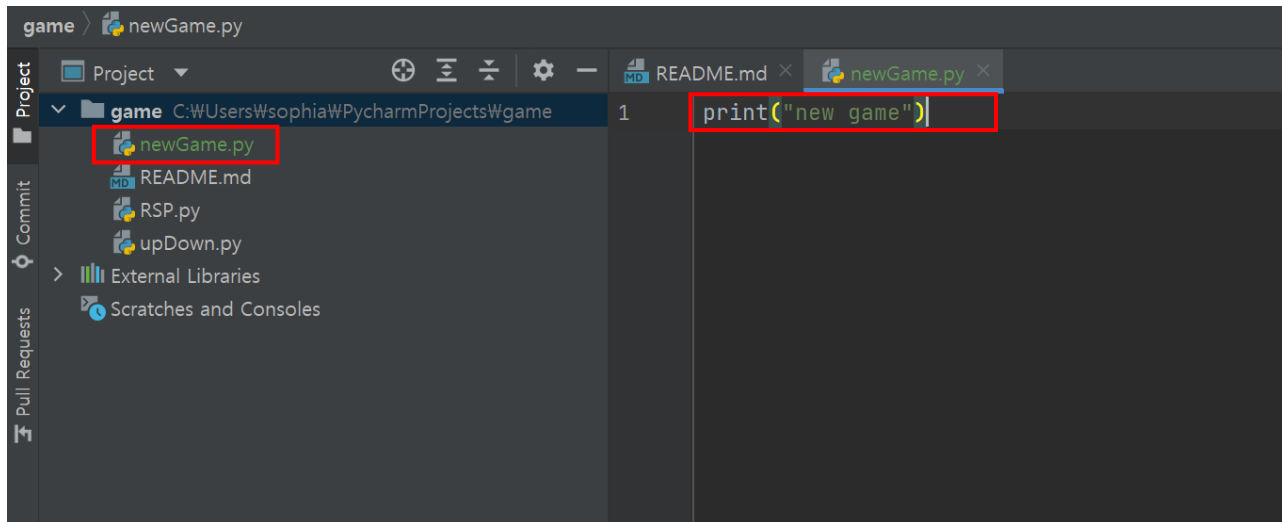
❖ 프로젝트에 새 파일(newGame.py) 추가하기



저장소 복제하기

❖ 내용 입력

```
print("new game")
```



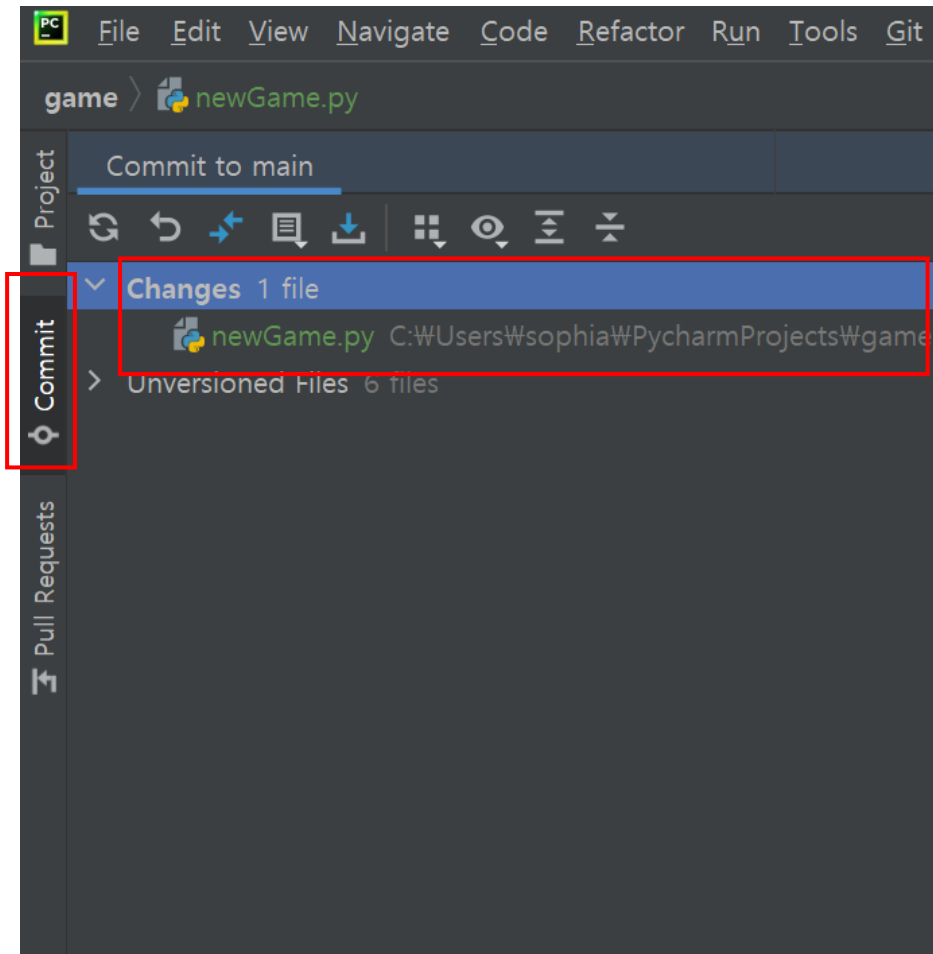


03

원격 저장소에 커밋

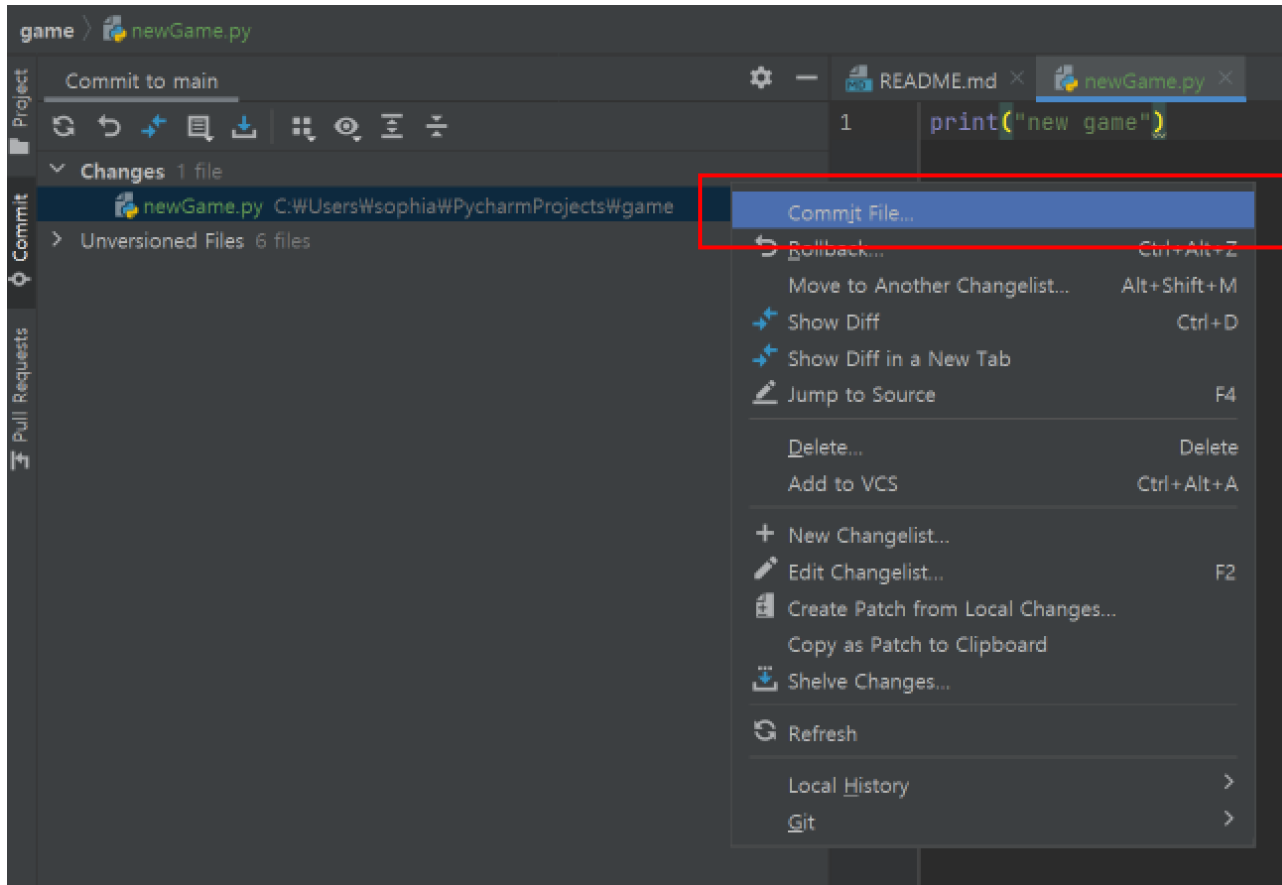
원격 저장소에 커밋하기

❖ 왼쪽 메뉴 [Commit] 선택



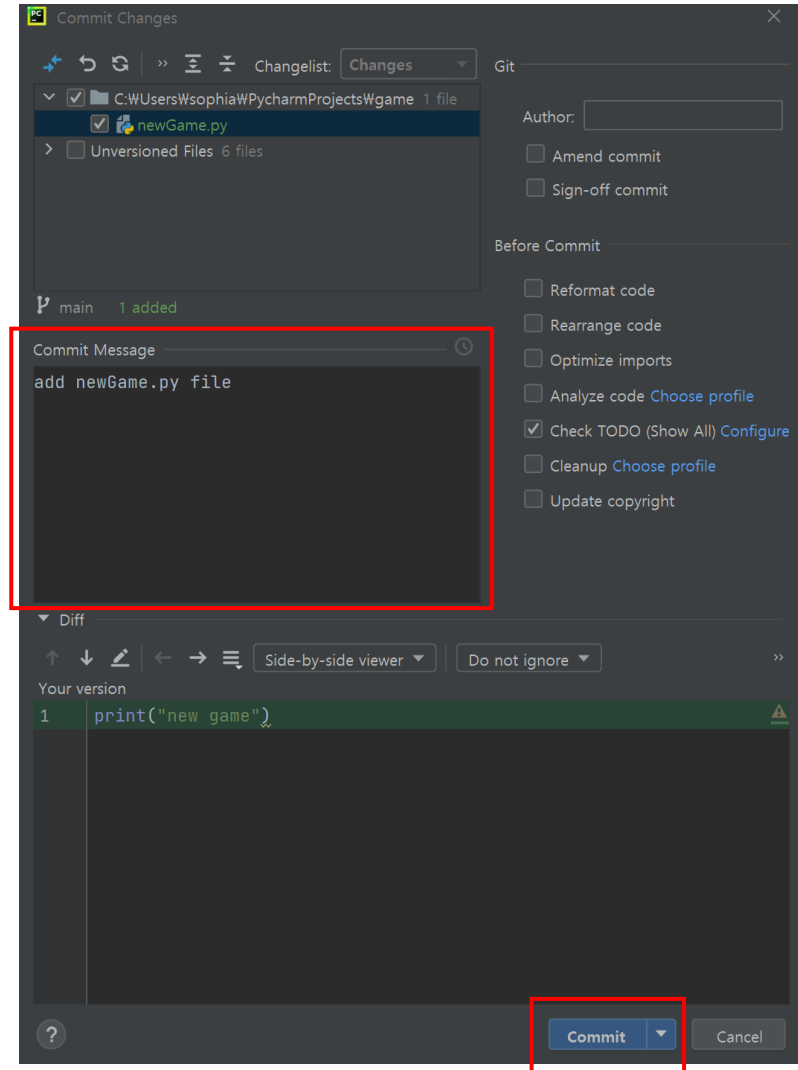
원격 저장소에 커밋하기

❖ 변경된 파일 → 마우스 오른쪽 클릭 → [Commit File]



원격 저장소에 커밋하기

❖ 커밋 메시지 입력





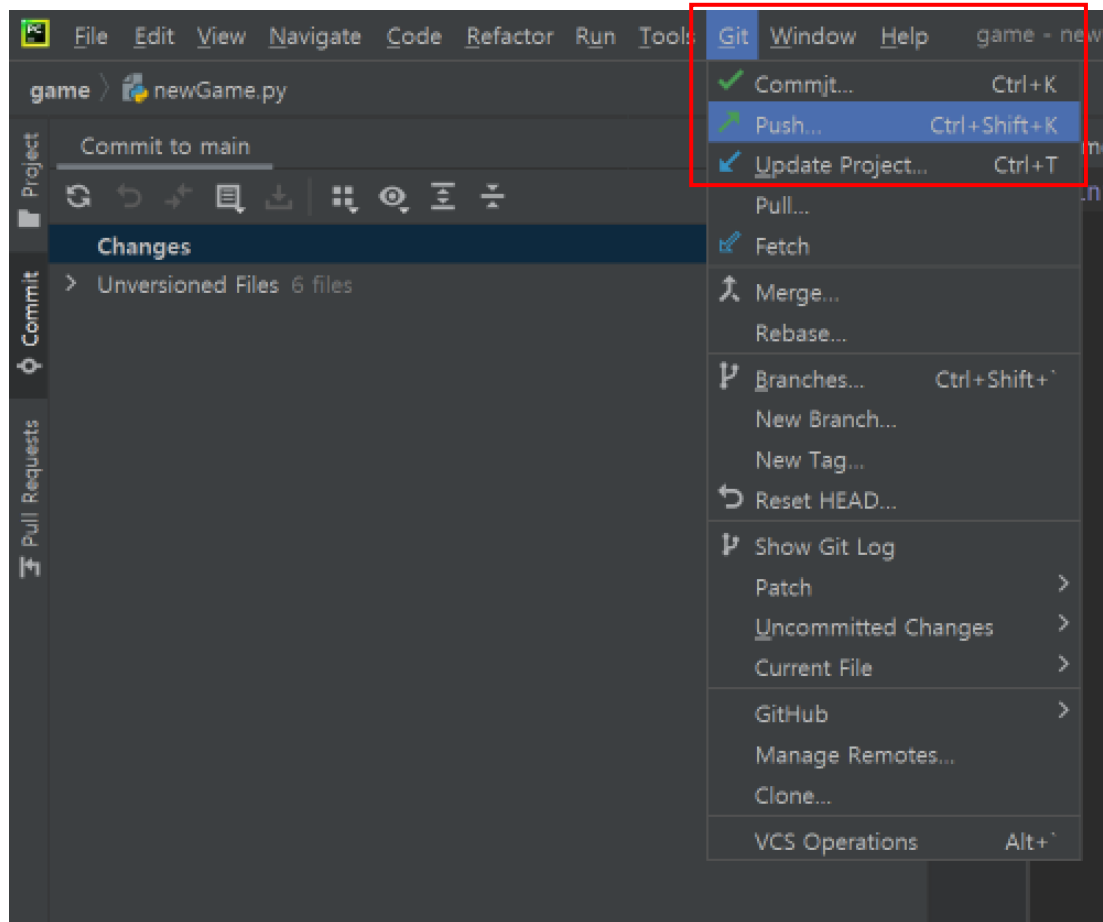
04

원격 저장소에 푸시

원격 저장소에 푸시

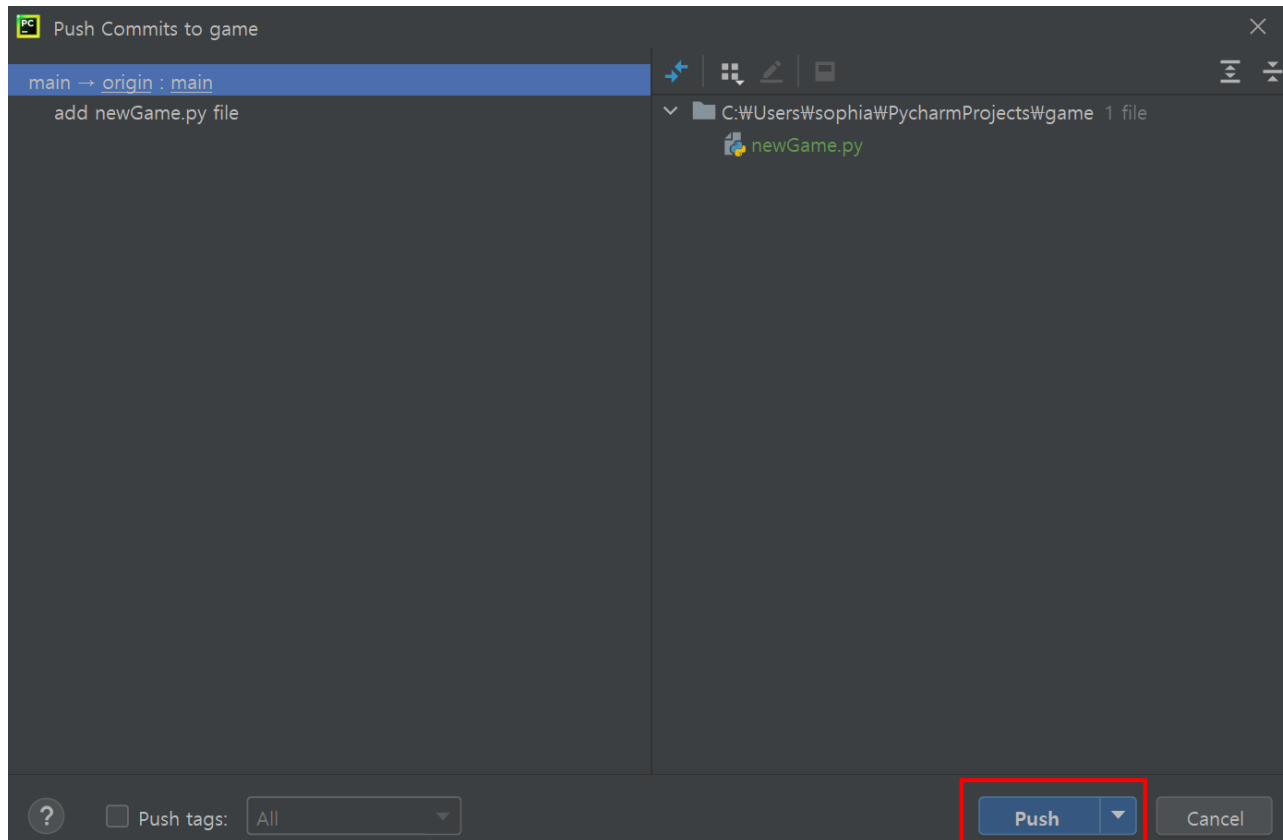
❖ 깃허브에 올리기(Push)

- [Git] → [Push]



원격 저장소에 푸시

❖ 깃허브에 올리기(Push)



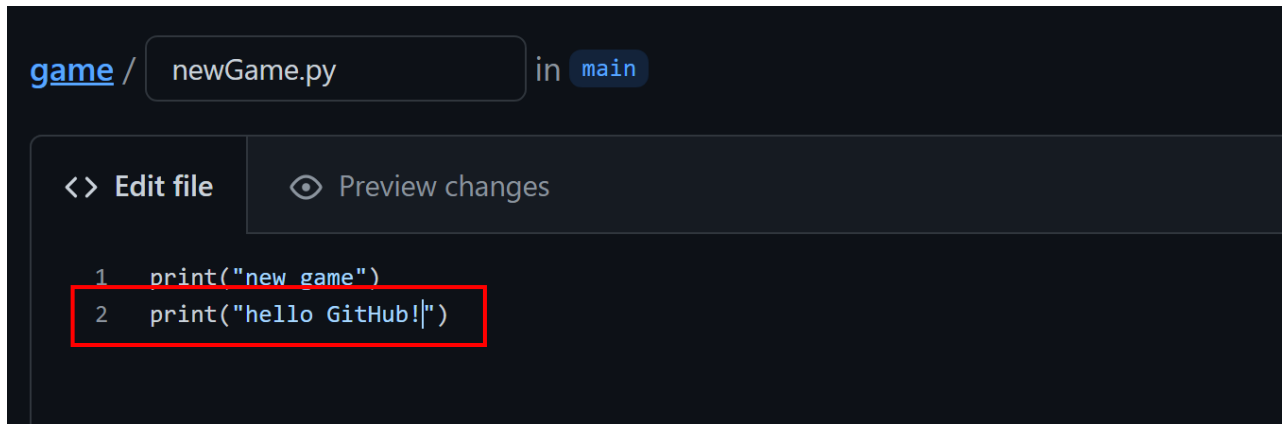


05

원격 저장소에서 풀

원격 저장소 풀하기

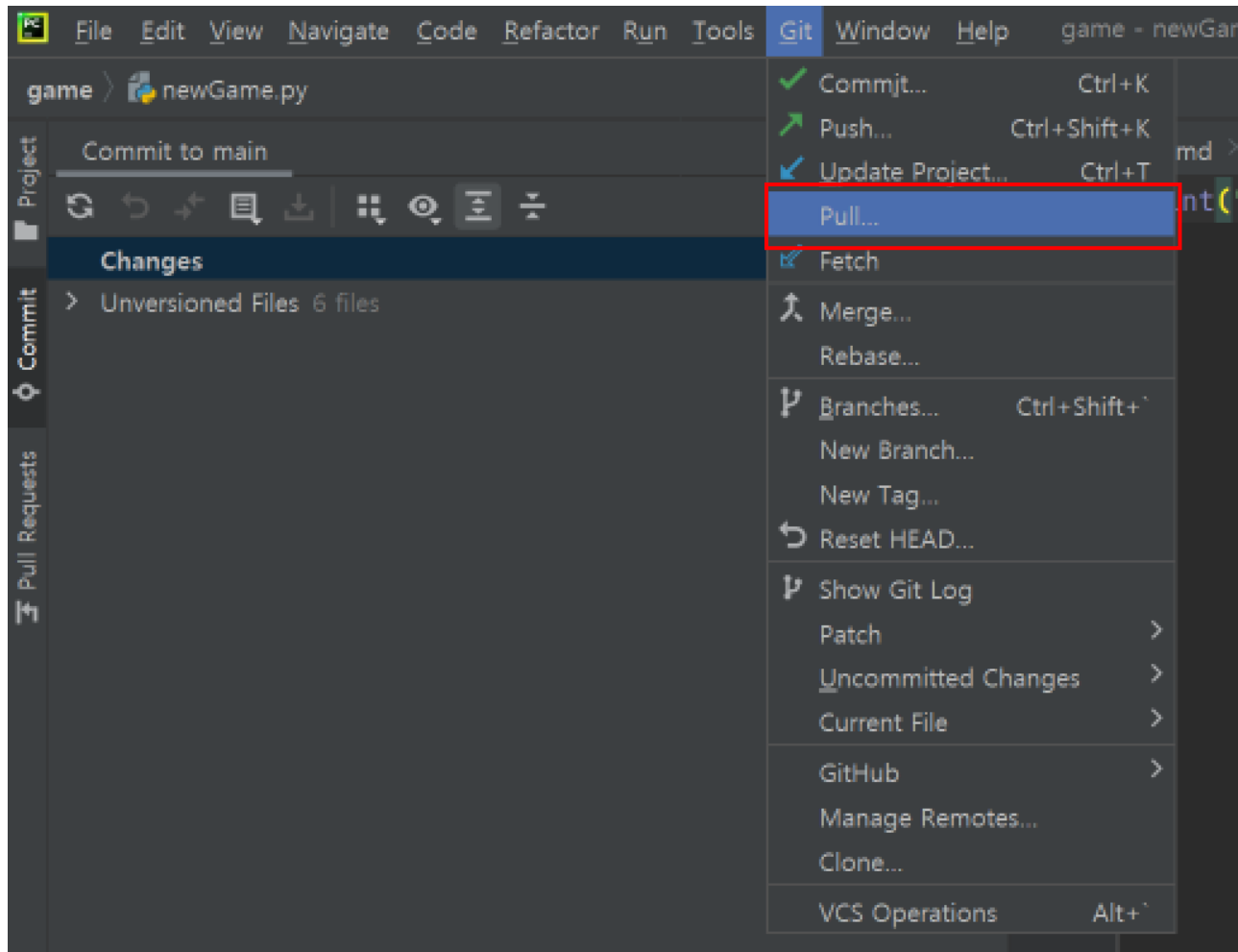
❖ 원격 저장소에서 파일 수정하기



```
game / newGame.py in main  
  
<> Edit file Preview changes  
  
1 print("new_game")  
2 print("hello GitHub!")
```

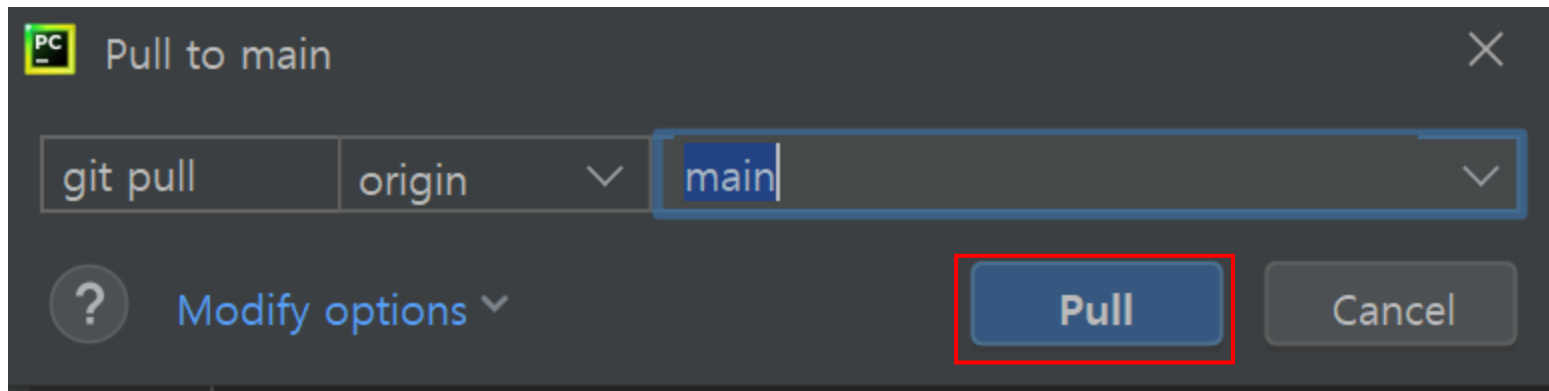
원격 저장소 풀하기

❖ [Git] → [Pull]



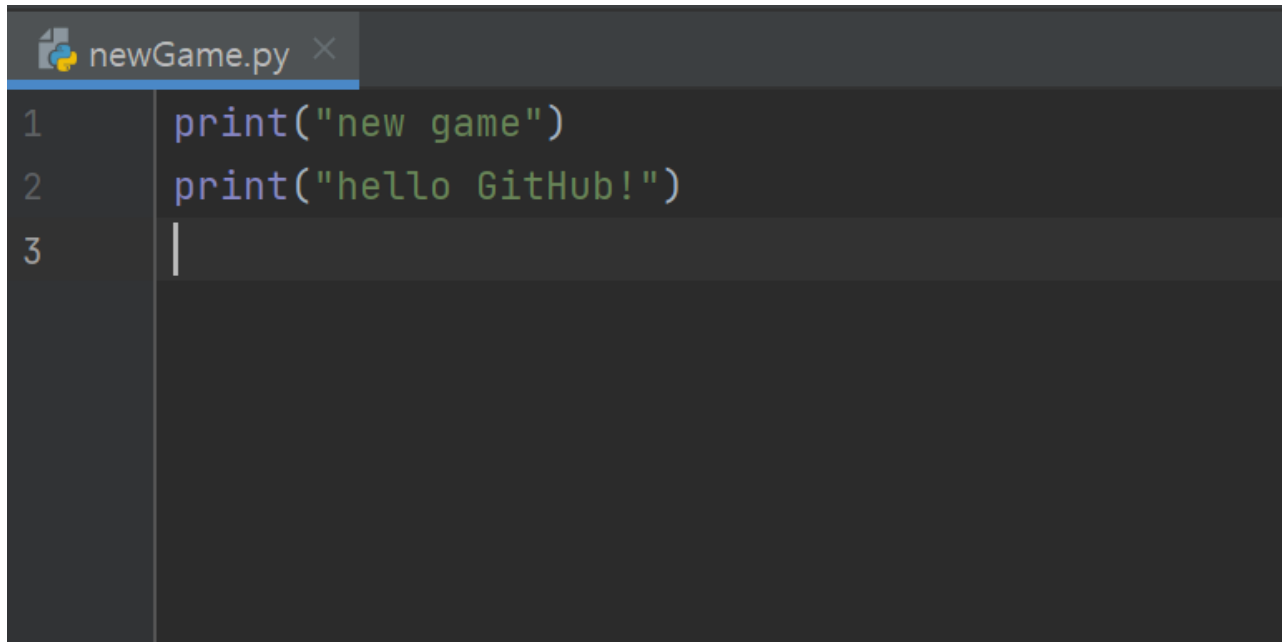
원격 저장소 풀하기

❖ 브랜치 선택



원격 저장소 풀하기

❖ newGame.py 파일 변경 사항 확인

A screenshot of a code editor window with a dark theme. The title bar at the top shows a file icon, the name 'newGame.py', and a close button. The editor area contains three lines of Python code. Line 1: `print("new game")`. Line 2: `print("hello GitHub!")`. Line 3: A single vertical bar `|` indicating the cursor position. Line numbers 1, 2, and 3 are visible in the left margin.

```
newGame.py ×  
1 print("new game")  
2 print("hello GitHub!")  
3 |
```

THANK 😊 YOU