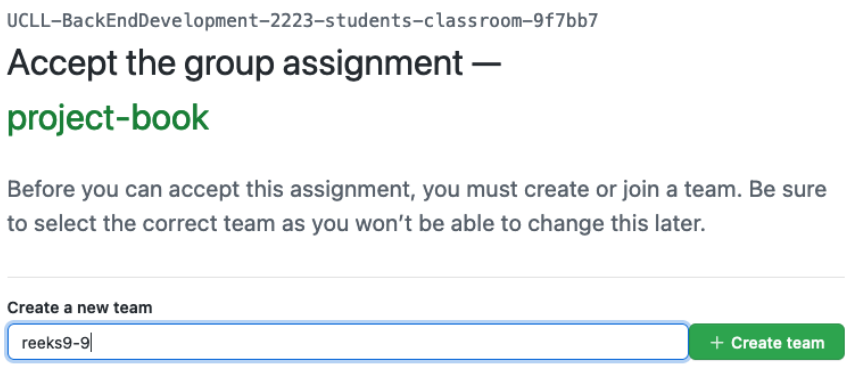
Create and share your project

1. Accept the GitHub classroom assignment

For this project, we will use GitHub classroom to host your source code. We created a GitHub group assignment. In the first step, *each student* will have to accept the assignment we have created for you. Go to **https://classroom.github.com/a/qpVFIsF9.**



The first student of a team creates a new team. Use the same team name as on Toledo without space and "/", e.g. "reeks1-1".
The second student joins the existing team.
After accepting the assignment, a repository within the classroom will be created for your team. An URL to this repository will be presented (you might need to refresh the page). Copy this URL.

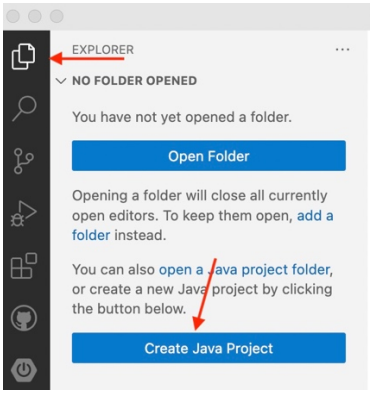
Do not skip the step where you must select your name in the list. Otherwise, we cannot correct your assignment!

2. Create a Spring Boot Project in VS Code

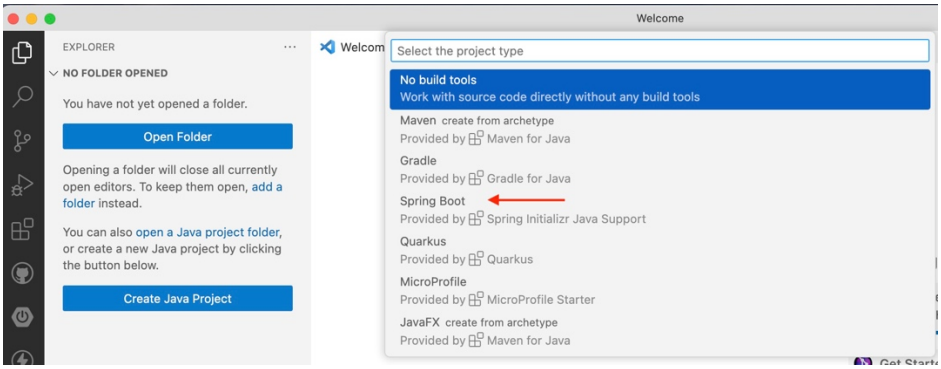

Install in VS Code the extension "Spring Boot Extension Pack".

Only *one student* creates a new Spring Boot Project in VS Code. In the next step, this project will be pushed to the GitHub repo where the teammate can pull it.

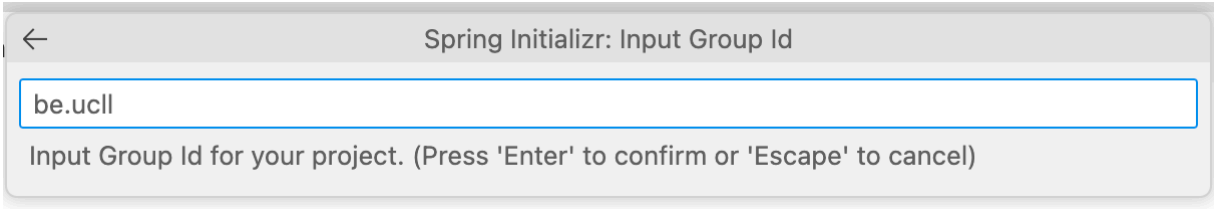
Open VS Code. Click on the Explorer-icon and choose “Java Project”.



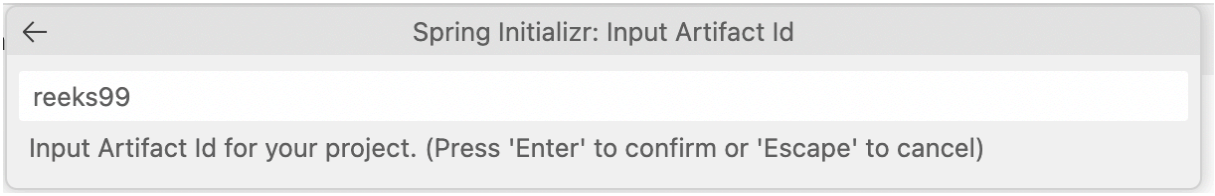
A pop up will appear. Choose in sequence “Spring Boot”, “Maven”, “3.0.2”, “Java” in sequence.



Choose “be.ucll” as Input Group Id.



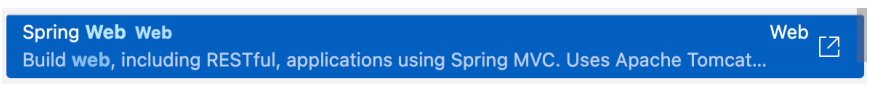
Name the Artifact similar to your Toledo group. Small dashes as “-“ are not allowed.



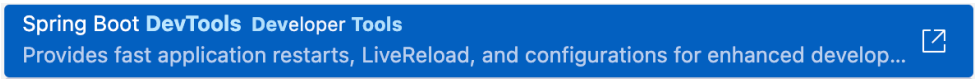
Choose “Jar” as packaging type and specify the Java version (minimal Java 17).

Add following dependencies:

- Spring Web



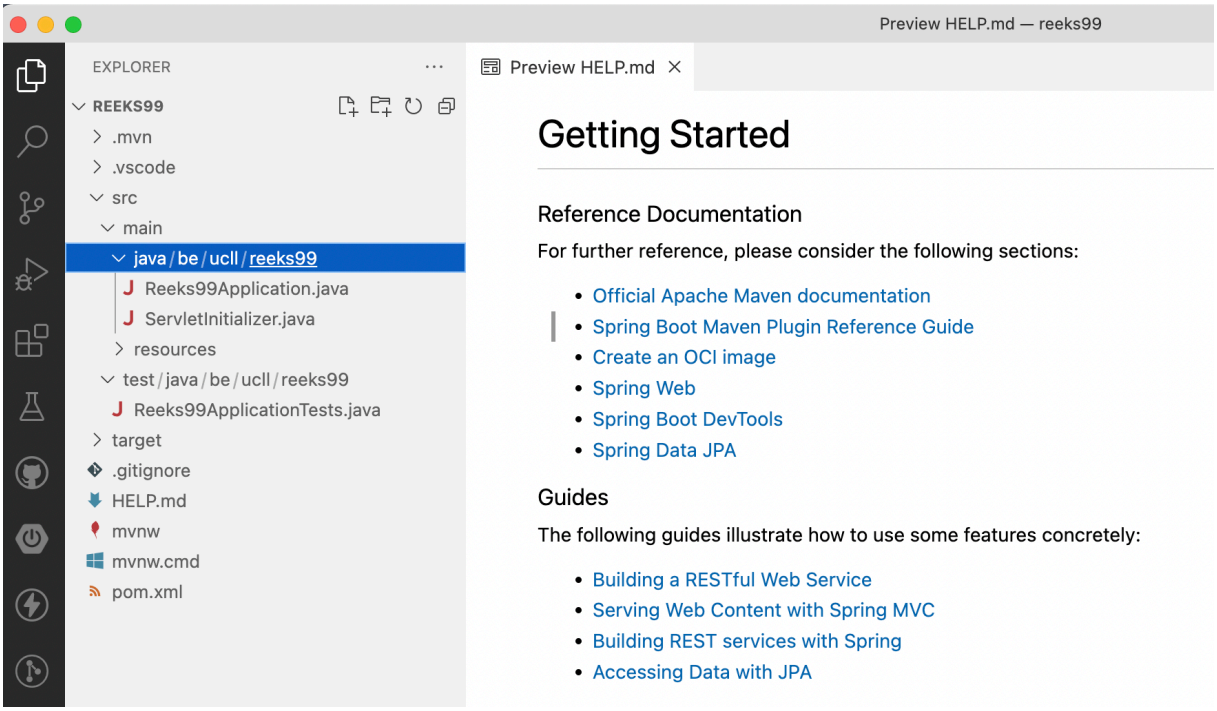
- Spring Boot DevTools



Click “Enter” to continue.

Choose a directory on your laptop where you want to locate your project and let VS Code generate your project.

Open the project. The page “Getting Started” gives you some links to documentation.



Now you can create new packages in the folder “java/be/ucll/reeks99” (replace “reeks99” by the name of your team).

3. Push the project to your repo

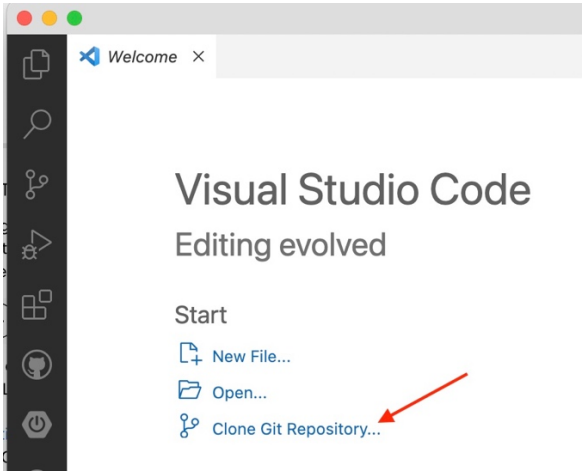
The student who created the repo must now push that to the repo in the classroom (step 1).

Open a terminal, navigate into the directory of your project and execute following commands (you can copy them from the GitHub web page of your repo):

```
git init
git add *
git commit -m "first commit"
git branch -M main
git remote add origin https://github.com/UCLL-BackEndDevelopment-2223-students/project-book-reeks9-9.git
git push -u origin main
```

4. Clone the project from your repo

The other student must clone the created repo. You can do in VS Code or command line.



Command line: open a terminal window (e.g. Git Bash) in a local folder (e.g. C:\back-end) and execute the following command:

```
git clone <URL_of_your_repo>
```

The URL of your repo looks like:

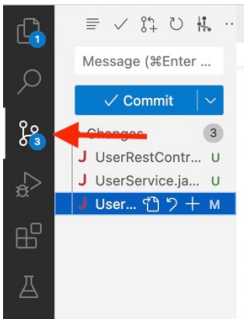
```
https://github.com/UCLL-BackEndDevelopment-2223-students/project-book-reeks9-9
```

Open this folder in VSCode.

5. Periodically commit your work to GitHub

When finishing a lesson, or preferably multiple times during a lesson, commit your work to GitHub so you have a backup and version history of your work.

You can do this directly in Visual Studio Code via the “Source Control”: select files to commit, add a message, click “Commit” and “Push”.



Or you can do it command-line. Execute the following commands from your working directory (e.g. c:\projects\the-games-library-johanpck):

```
git add *
git commit -m “Your commit message”
git push origin main
```