LINUX CHEATSHEET

Linux is an open-source operating system. It is available on both command line and GUI. Command line may seem outdated but without graphics, a computer can handle large amounts of text and processing very efficiently.

Git uses a linux command line emulator (MINGW64). It also comes with a GUI and CMD shell (command prompt, like the one in Windows) but they do not handle git commands as seamlessly as a linux shell can.

In the workshop, we will be using the linux command line emulator to perform actions on our repository. You may go on to use the GUI that Git provides or even <u>third-party GUI client</u> but mastering Git via command line means you're very familiar with how Git actually works.

In case you're very new to Linux, here is a list of common commands you may need while using git. Keep in mind that these commands are case-sensitive.

Note: directory is synonymous with folder in linux. If there is a space character in your file or directory name, be sure to use double quotation marks around the name.

- pwd: prints the path of your working directory (where you are currently located)
- cd path/to/directory: takes you to the directory defined. Linux uses forward slashes unlike Windows.
- cd ..: takes you a step out of the directory
- mkdir <new-directory-name>: creates a new directory with the name defined
- ls: displays all files and directories in the current directory
- ls -al: lists all files and directories in the current directory including hidden files and directories (the git repository is a hidden directory i.e. .git)
- cat filename: prints content of the file defined
- mv filename directory: moves file into directory
- cp filename directory: copies file into directory
- mv filename1 filename2: renames filename1 with filename2
- rm filename: deletes file
- rmdir: deletes directory

Learning resources:

- <u>https://ubuntu.com/tutorials</u>
- <u>https://www.linuxtrainingacademy.com/linux-commands-cheat-sheet/</u>
- https://docs.microsoft.com/en-us/windows/wsl/install-win10