

Using Git to add files to source control

Start

With Git installed in your box, let's now add one of our code bases to source control. We will start with the source code of our Play.Common library.

In Play.Common repo

1. Add README.md:

```
# Play.Common
```

```
Common libraries used by Play Economy services.
```

2. Open Terminal

3. `git init`

4. Show files to commit in source control hub

5. Add .gitignore:

```
[Bb]in/  
[Oo]bj/
```

6. Stage changes via command line:
`git add .`

7. Un-stage changes

8. Stage changes via VS Code Source Control

9. Commit via command line:

```
git commit -m "First commit"
```

Now that Git is keeping track of your our changes, we need a place to publish this code so that we can share it and collaborate on it with other team members.

So, in the next lesson you will create a GitHub organization to host all the source code that you currently have in your box.