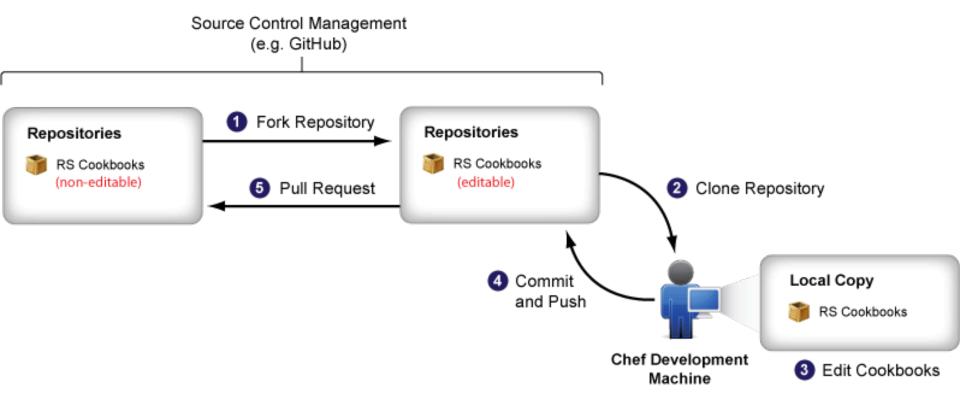
Collaboration

GEO1005 (2017-18 Q2)
Spatial Decision Support for Planning and Crisis Management

Jorge Gil

- 1. Rename repository: 2017_GroupXX_Title
- 2. Develop the wiki

- 3. Install GitHub desktop
- Each person clones the Group's repository locally into a work folder (NOT in the QGIS plugins folder!)



- https://desktop.github.com/
- Download, install, set-up with account details

GitHub Desktop

Overview Release Notes | Help

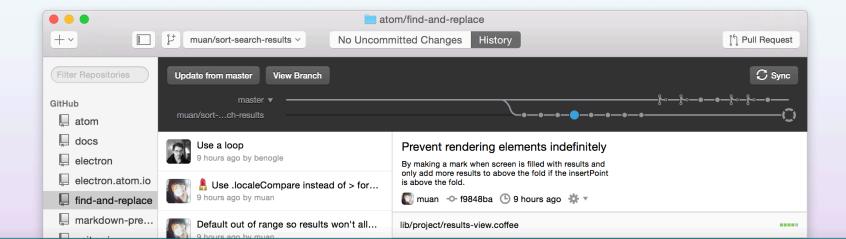
Simple collaboration from your desktop

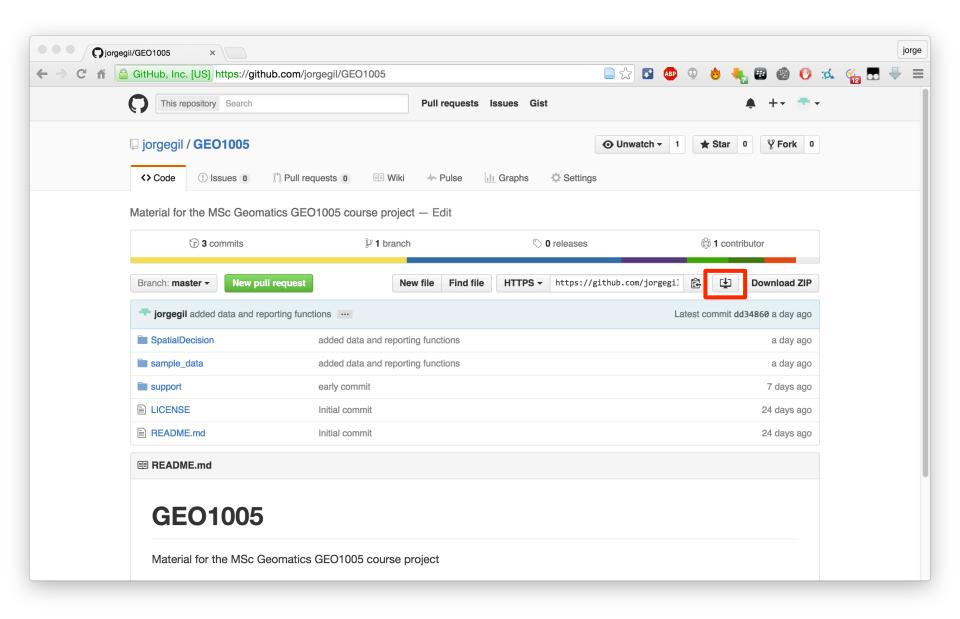
GitHub Desktop is a seamless way to contribute to projects on **GitHub** and **GitHub Enterprise**.

Available for Mac and Windows

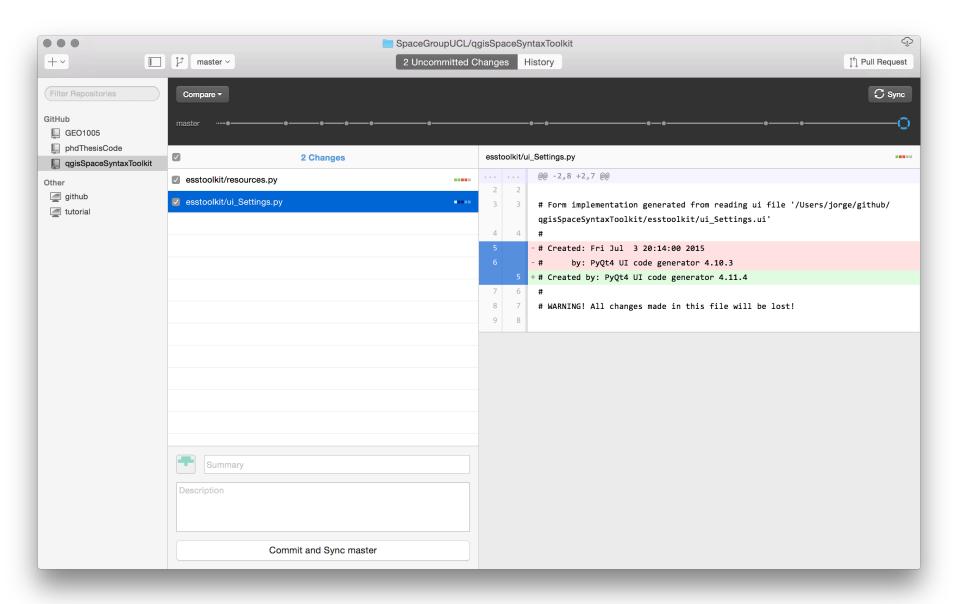
Download GitHub Desktop OS X 10.9 or later

By clicking the Download button you agree to the End-User License Agreement





```
spatial_decision_dockwidget.py - SpatialDecision - [~/github/GEO1005/SpatialDecision]
□ Spatial Decision | Partial decision dockwidget.py
   Project 🔻
                              😌 🖶 🔭 🏲 🖟 utility_functions.py × 🔓 spatial_decision.py × 🔓 spatial_decision_dockwidget.py × 📋 pb_tool.cfg ×
  ▼ □ SpatialDecision (~/github/GEO1005/Spatial →
                                                                     .base_tayer
                                                                 if layers
     ▶ □ help
                                                                     layer_names = uf.getLayersListNames(layers)
     ▶ □ i18n
                                                                      self.selectLayerCombo.addItems(layer_names)
                                                                      self.base_layer = uf.getLegendLayerByName(self.iface,layer_names[0])
     scripts
                                                                 self.updateAttributes(self.base_layer)
     ▶ intest
                                               121
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        gitignore.
        __init__.py
                                                                 layer_name = self.selectLayerCombo.currentText()
        icon.png
                                                                 self.base_layer = uf.getLegendLayerByName(self.iface,layer_name)
                                                                 self.updateAttributes(self.base_layer)
        Makefile
        metadata.txt
        pb_tool.cfg
                                                                 self.selectAttributeCombo.clear()
        plugin_upload.py
                                                130
                                                                     fields = uf.getFieldNames(layer)
        pylintrc
                                                                     self.selectAttributeCombo.addItems(fields)
        README.html
        README.txt
                                                             def getSelectedAttribute(self):
                                                134
135
                                                                 field_name = self.selectAttributeCombo.currentText()
        resources.py
        resources.grc
                                                                 self.updateAttribute.emit(field_name)
        🗟 spatial_decision.py
        spatial_decision_dockwidget.py
        spatial_decision_dockwidget_base.ui
        utility_functions.py
  External Libraries
                                                143
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                                                147
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149
                                                150
151
                                                            def updateNumberFeatures(self):
                                                                if self.base_layer:
                                                155
156
157
158
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160
                                                                    count = self.base_layer.featureCount()
                                                                     self.featureCounterLCD.display(count)
                                                             def selectFile(self):
                                                                 last_dir = uf.getLastDir("SDSS")
                                                161
162
                                                                 path = QtGui.QFileDialog.getSaveFileName(self, "Save map file", last_dir, "PNG (*.png)")
                                                                 if path.strip()!="
                                                163
164
                                                                    path = unicode(path)
                                                                    uf.setLastDir(path,"SDSS")
                                                                     self.saveMapPathEdit.setText(path)
                                                             def saveMap(self):
                                                169
170
                                                                 filename = self.saveMapPathEdit.text()
                                               171
172
173
                                                                    map_window = self.iface.mapCanvas()
                                                                    map_window.saveAsImage(filename,None,"PNG")
                                                174
175
176
                                                             def updateReport(self,report):
                                                178
   🌎 Python Console 👅 9: Version Control
                                                                                                                                                   93:8 LF¢ UTF-8 Git: master¢ 🚡 🗟
```



- Add/remove files or folders
- Commit to the repository

- Open the project in PyCharm
- Make changes to the code
- Commit changes to repository

- Create a branch
- Make changes to the branch
- Merge branch with master

You are using the shared repository model.

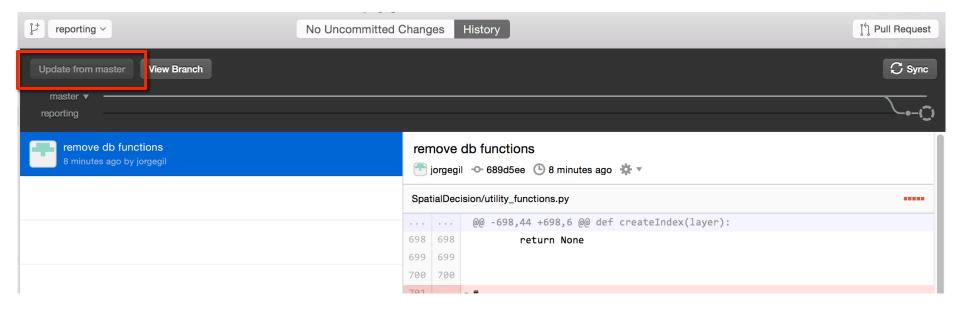
Overview here:

https://guides.github.com/introduction/flow/

Split work between team members and all write code...

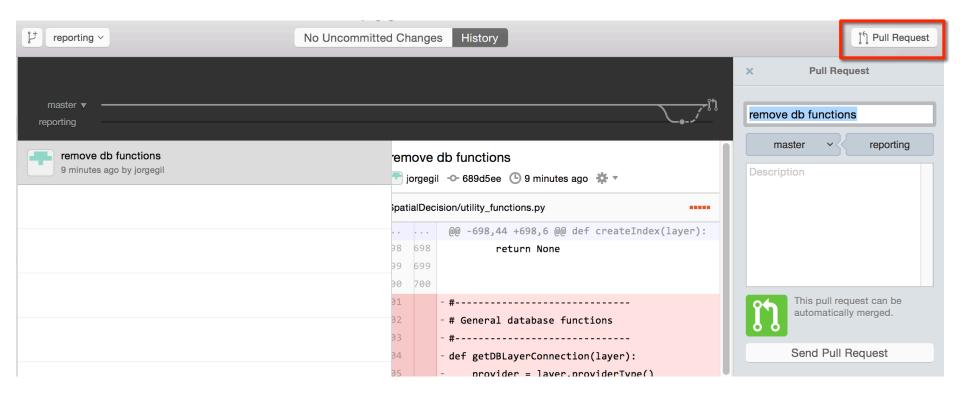
Or sit side by side, coding as a team.

Compare with master or other branches

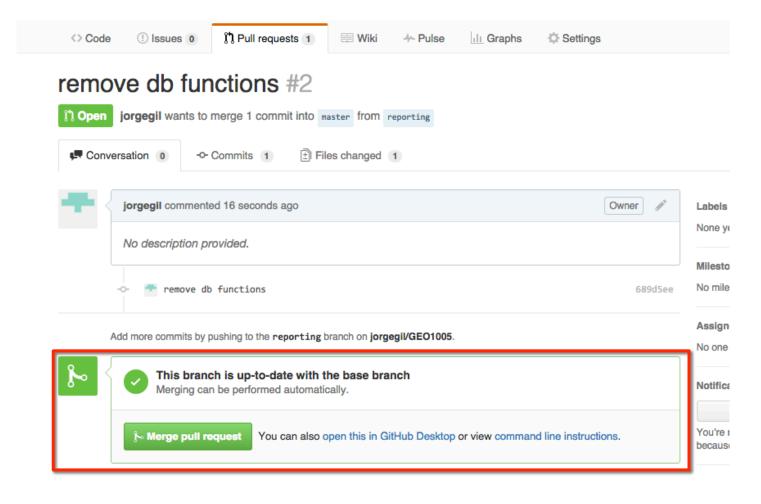


- Test possible merge getting latest from master ('Update from master')
- Or merging other branches ('Branch > Merge into 'master'...')

 Create a pull request to merge the branch with master.



 Manage and merge pull requests on GitHub website.



- Delete the branch and make new ones,
- or continue working on it.

remove db functions #2

