

How to sync Netbeans Projects with Github:

Pre Project Checklist

1. Netbeans version greater than 7 (recommend 8)
2. A Github account
3. Internet connection

Creating a Git repository for a Netbeans project

1. Start a new project in Netbeans and name it appropriately
2. Do some elite coding (I recommend just the basic hello world for testing purposes)
3. Save your program
4. In the projects sidebar, right click on the project and select "Versioning" and then "Initialize Git Repository"
5. Select OK to create a git repository to store your code in a .git subfolder

Committing updates to the repository

1. Right click on the project again and select "Git" and then "Commit"
2. Insert a commit message and then hit "Commit"
3. This git repository acts that you have locally on the computer acts as a sender to push updates to your Github repository

Uploading to the fancy Githubs

1. Login in to your Github account that you created
2. Create a new repository and give it the same name as your Netbeans project (this step is very important)
3. copy the HTTPS or SSH key that it gives you after creating the repo (an example would look like [https://www.github.com/\[username\]/gitTest.git](https://www.github.com/[username]/gitTest.git))
4. Switch back over to Netbeans and right click on the project name
5. Select "Git", "Remote" and "Push" (do not click push to upstream)
6. Paste the url you copied and put in the info for your github account into the boxes required (it should ask for your username and password)
7. select the master branch when it asks for the branch and use the defaults for the rest of the instructions.
8. Now when you go back into github you will see that your project has been uploaded and can be downloaded through the website as a full working netbeans project folder

Future program updates

1. Make any changes you see fit to your code
2. Right click on the project and select "Git" "Add" and then again selecting "Git" "Commit"
3. After your files commit (there is a status window that you can amen available but you could just wait a couple seconds too) Push your files the same way as you did before except this time you can select "Push to upstream"