

## Using Git

This document explains how to install and use Git. Git is a system for managing your code, similar to SVN. Note that you can use Git via the command line.

### Set up Git

Everybody has to create an account on Git web site:

<https://github.com/>

After create the account, everybody has to follow the step 1 below:

(Just do the step one)

<http://help.github.com/mac-set-up-git/>

Just one person in the group has to set up the repository.

<http://help.github.com/create-a-repo/>

The person that creates the repository has to add the other colleges as a collaborator. To do so, visit the page of the repository that you create, click in Admin, and in the next page click in collaborators. Then add the people of your group.

Git has a command line interface that you can use to upload you code to the Git Server. The command that you have to use are explained below.

### Using Git, compared to SVN

Git has a large amount of features, but we need only a few in this project. This section explains how to send code to the server, and how to receive code from it. We will use three functions: *Commit*, *Push* and *Pull*.

### Commit

A very important thing to note is that Git Commit is something completely different from Commit on SVN. SVN commits directly to the server, Git commits only to your local copy of the repository. This is a process that must be every time before you push or pull. Considering it as an extra “saving” of your data. The remote repository is not changed yet.

### Push

This can be seen as the SVN Commit. Here, you send all the changes you committed locally to the remote repository. As an analogy, Git Commit means putting your changed data in a box, Push means sending that box over to the rest of the team.

### Pull

This function means updating your data to the changes your team mates have made and pushed. When someone has committed a changed and pushed it, the others can get those

changes by pulling.

In short, when you have made changes and want to send them over, first you commit your changes, then you pull to make sure your version of the code is up to date, and finally you push.