**Intro to R, Git and Github:**

9. What are the three main reasons you want to have a good project layout? Can you think of any others?

A good project layout helps us to

* Ensure the integrity of data
* Predict the portability of the project and
* Make it easier to pick the project back up after a break

I would say additionally it helps us progress in a systematic way and therefore it helps us being in track and not waste much time.

10. What are the three primary principles to follow in a good project layout?

11. Write out the full path for your R installation. Use the format of the operating system you are currently using.

<https://www.r-project.org/>

R-3.6.2-win

12. Write the path above using a different operating system.

For Mac it would be R-3.5.1.pkg

13. Write out the **full path** for the directory structure you have set up for this class all the way to where you have saved this .html tutorial.

E:\swc-r-novice

14. Write out the **relative path** for this .html file assuming your working directory to be set to your equivalent of Users/CardiB/classes/.

E:\swc-r-novice\ES 207

15. Write out the paths in an operating system other than your own.

16. Complete Steps 1-28 in the “Happy Git with R” tutorial.

17. In step 9 install SourceTree. Note: If you’re using Google Chrome with a google account, and also use a google account for registering with Atlassian it makes life easy. You will not need to worry about setting up HTTPS or SSH authorization to make push and pull requests.

18. Make a repo on GitHub called “ES207\_hw1. Write the render-read R script in 20.2 and commit it to your repo.

19. Following the instructions in 23, clone a GitHub repository that interests you. Find one simple script in the repo and run the code locally and understand what it is doing. Once you understand what it is doing, describe it in your Word doc and commit it to your hw1 repo. Make sure to cite the source of your script, and document any changes you made. DO NOT fork this code (we will do that next time).

20. Following the instructions in 25, fork the ‘bingo’ repo. Clone it to your local machine and create a new bingo card. Commit and push your changes back to your copy of the repo on GitHub. Make a pull request back to the main ‘bingo’ repo. Turn in your new bingo card.

21. Provide your GitHub account name here.

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