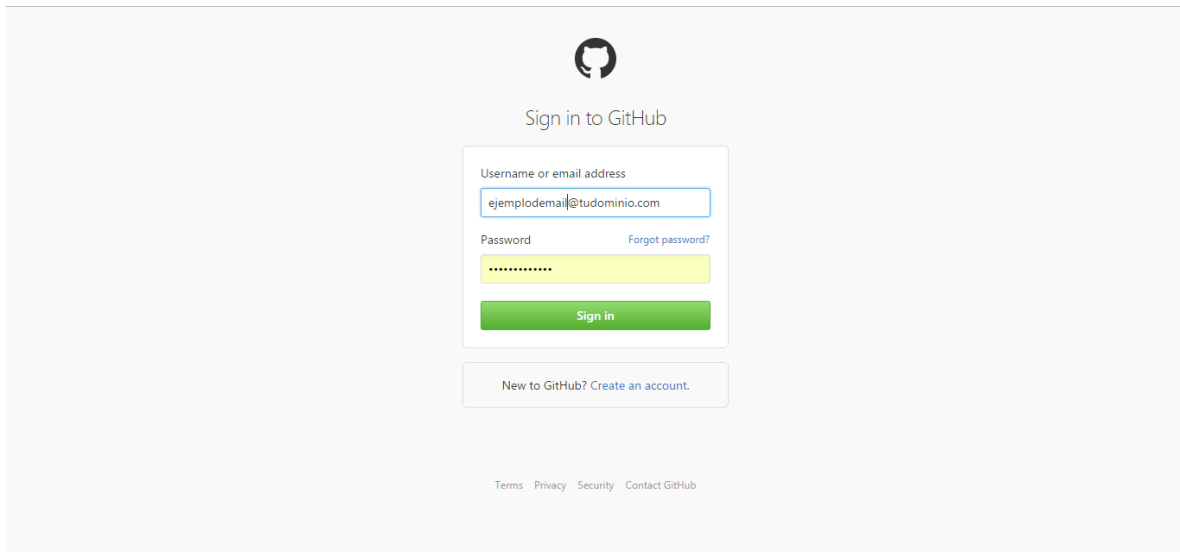
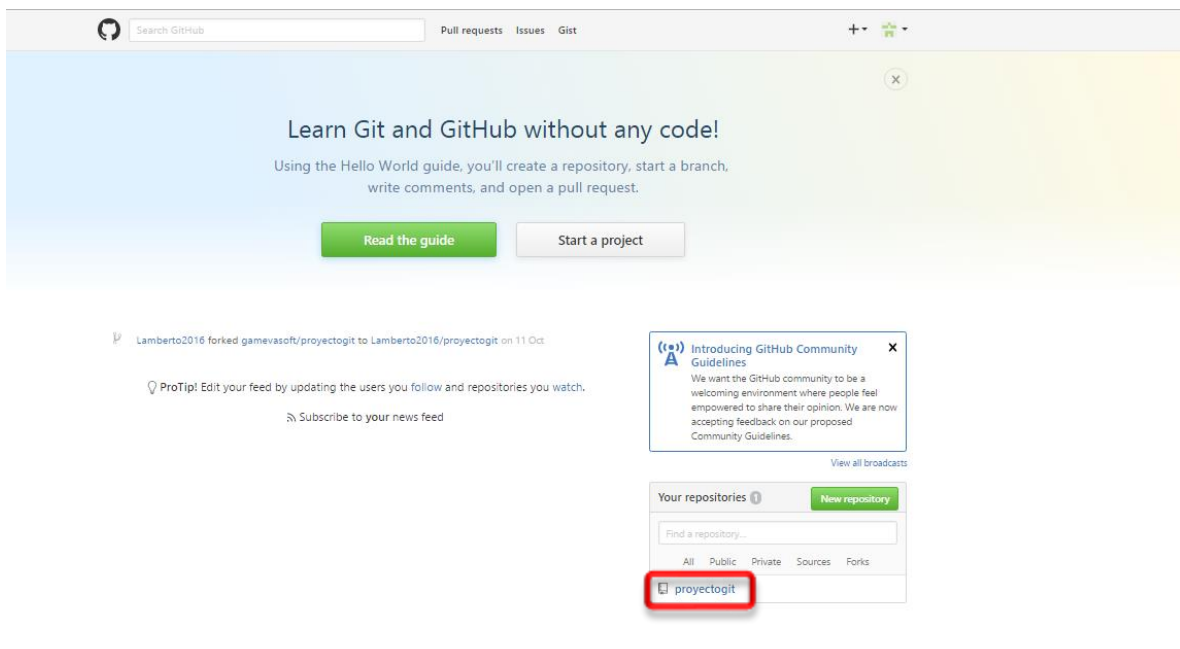


Configurando github

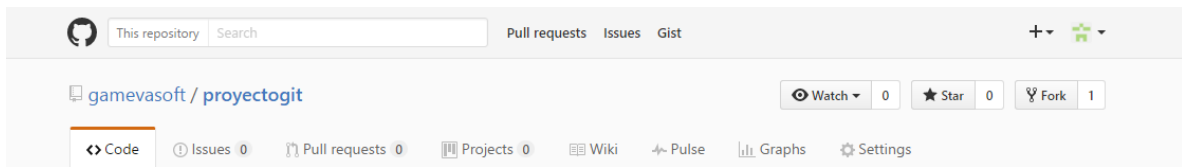
Para clonar el repositorio hay que entrar al www.github.com ingresamos a nuestra cuenta.



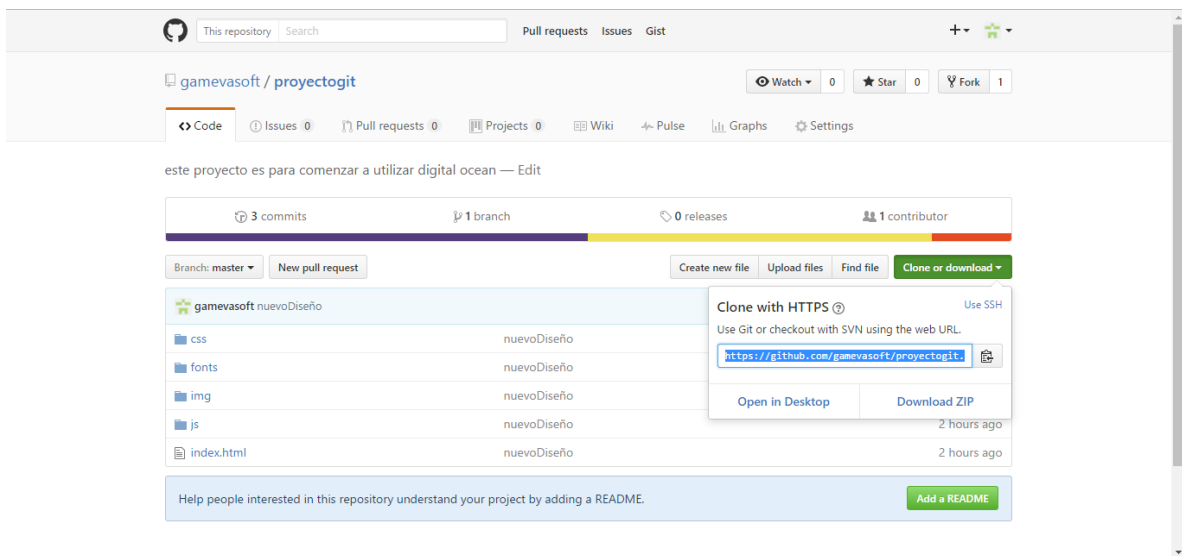
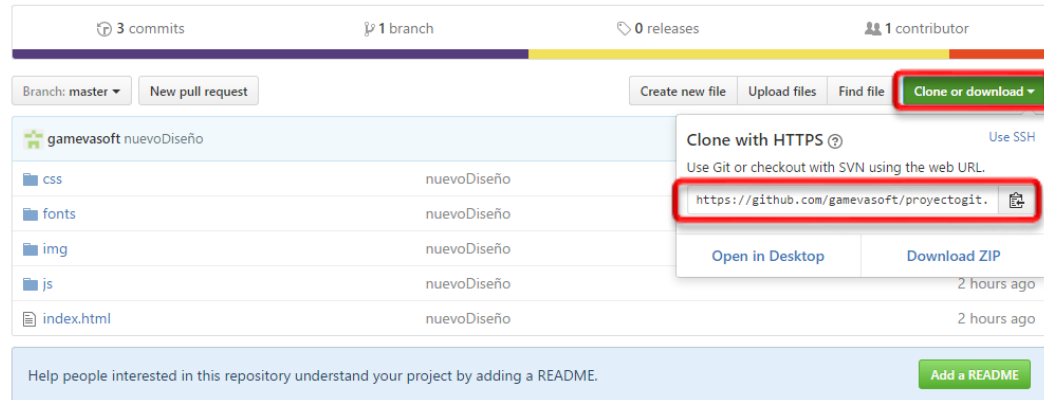
Ahora buscamos nuestro proyecto e ingresamos a el




Le damos click a **Clone or download** y Copiamos la siguiente dirección



este proyecto es para comenzar a utilizar digital ocean — Edit



Nos vamos a la consola y ponemos la dirección que nos dio la página de apache



Apache2 Ubuntu Default Page

ubuntu

It works!

This is the default welcome page used to test the correct operation of the Apache2 server after installation on Ubuntu systems. It is based on the equivalent page on Debian, from which the Ubuntu Apache packaging is derived. If you can read this page, it means that the Apache HTTP server installed at this site is working properly. You should **replace this file** **located at `/var/www/html/index.html`** before continuing to operate your HTTP server.

If you are a normal user of this web site and don't know what this page is about, this probably means that the site is currently unavailable due to maintenance. If the problem persists, please contact the site's administrator.

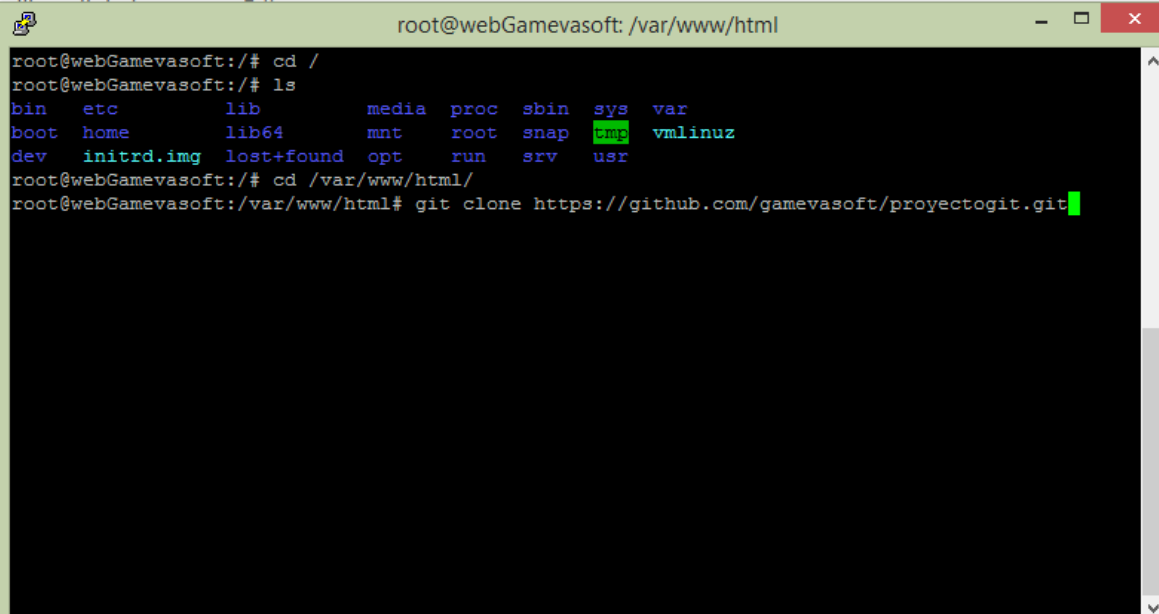
Configuration Overview

Ubuntu's Apache2 default configuration is different from the upstream default configuration, and split into several files optimized for interaction with Ubuntu tools. The configuration system is **fully documented in `/usr/share/doc/apache2/README.Debian.gz`**. Refer to this for the full documentation. Documentation for the web server itself can be found by accessing the **manual** if the `apache2-doc` package was installed on this server.

The configuration layout for an Apache2 web server installation on Ubuntu systems is as follows:

```
/etc/apache2/
|-- apache2.conf
|   |-- ports.conf
|-- mods-enabled
|   |-- *.load
|   |-- *.conf
|-- conf-enabled
|   |-- *.conf
|-- sites-enabled
|   |-- *.conf
```

Ponemos el comando `cd /var/www/html/` en la consola y después el comando `git clone https://github.com/gamevasoft/proyectogit.git` para clonar el proyecto



```
root@webGamevasoft: /var/www/html
root@webGamevasoft:~# cd /
root@webGamevasoft:~# ls
bin  etc      lib      media  proc  sbin  sys  var
boot home    lib64    mnt    root  snap  tmp  vmlinuz
dev  initrd.img lost+found opt     run   srv   usr
root@webGamevasoft:~# cd /var/www/html/
root@webGamevasoft:/var/www/html# git clone https://github.com/gamevasoft/proyectogit.git
```

Y se clonara el proyecto de github a nuestro server

```
root@webGamevasoft: /var/www/html
root@webGamevasoft:/# cd /
root@webGamevasoft:/# ls
bin  etc      lib      media  proc  sbin  sys  var
boot home    lib64    mnt    root  snap  tmp  vmlinuz
dev  initrd.img lost+found opt     run  srv   usr
root@webGamevasoft:/# cd /var/www/html/
root@webGamevasoft:/var/www/html# git clone https://github.com/gamevasoft/proyectogit.git
Cloning into 'proyectogit'...
remote: Counting objects: 170, done.
remote: Compressing objects: 100% (75/75), done.
remote: Total 170 (delta 6), reused 0 (delta 0), pack-reused 95
Receiving objects: 100% (170/170), 4.20 MiB | 0 bytes/s, done.
Resolving deltas: 100% (9/9), done.
Checking connectivity... done.
root@webGamevasoft:/var/www/html#
```

Si presionamos el comando **ls** nos damos cuenta que esta la carpeta llamada **proyectogit** ya que así la nombre yo.

```
root@webGamevasoft: /var/www/html
root@webGamevasoft:/# cd /
root@webGamevasoft:/# ls
bin  etc      lib      media  proc  sbin  sys  var
boot home    lib64    mnt    root  snap  tmp  vmlinuz
dev  initrd.img lost+found opt     run  srv   usr
root@webGamevasoft:/# cd /var/www/html/
root@webGamevasoft:/var/www/html# git clone https://github.com/gamevasoft/proyectogit.git
Cloning into 'proyectogit'...
remote: Counting objects: 170, done.
remote: Compressing objects: 100% (75/75), done.
remote: Total 170 (delta 6), reused 0 (delta 0), pack-reused 95
Receiving objects: 100% (170/170), 4.20 MiB | 0 bytes/s, done.
Resolving deltas: 100% (9/9), done.
Checking connectivity... done.
root@webGamevasoft:/var/www/html# ls
index.html  proyectogit
root@webGamevasoft:/var/www/html#
```

➤ Configurar el DocumentRoot

Para cambiar el DocumentRoot en apache hay que realizar los siguientes pasos
Ya que mi carpeta esta ahora ubicada en **/var/www/html/proyectogit/index.html** y el apache no detecta mi index.html aun por ello hay que cambiar el DocumentRoot

Ponemos en la consola el comando `sudo nano /etc/apache2/sites-available/000-default.conf`

```
root@webGamevasoft: /
root@webGamevasoft:/# sudo nano /etc/apache2/sites-available/000-default.conf
GNU nano 2.5.3 File: /etc/apache2/sites-available/000-default.conf

<VirtualHost *:80>
    # The ServerName directive sets the request scheme, hostname and port to
    # the server uses to identify itself. This is used when creating
    # redirection URLs. In the context of virtual hosts, the ServerName
    # specifies what hostname must appear in the request's Host: header to
    # match this virtual host. For the default virtual host (this file) this
    # value is not decisive as it is used as a last resort host regardless.
    # However, you must set it for any further virtual host explicitly.
    #ServerName www.example.com

    ServerAdmin webmaster@localhost
    DocumentRoot /var/www/html

    # Available loglevels: trace8, ..., trace1, debug, info, notice, warn,
    # error, crit, alert, emerg.
    # It is also possible to configure the loglevel for particular
    # modules, e.g.
    #LogLevel info ssl:warn

    [ Read 31 lines ]
^G Get Help ^C Write Out ^W Where Is ^K Cut Text ^J Justify ^C Cur Pos
```

En el archivo nos podemos mover con las teclas arriba, abajo, izquierda, derecha nos desplazamos hasta donde esta `/var/www/html` y lo cambiamos a donde está su archivo en mi caso esta `/var/www/html/proyectogit/`

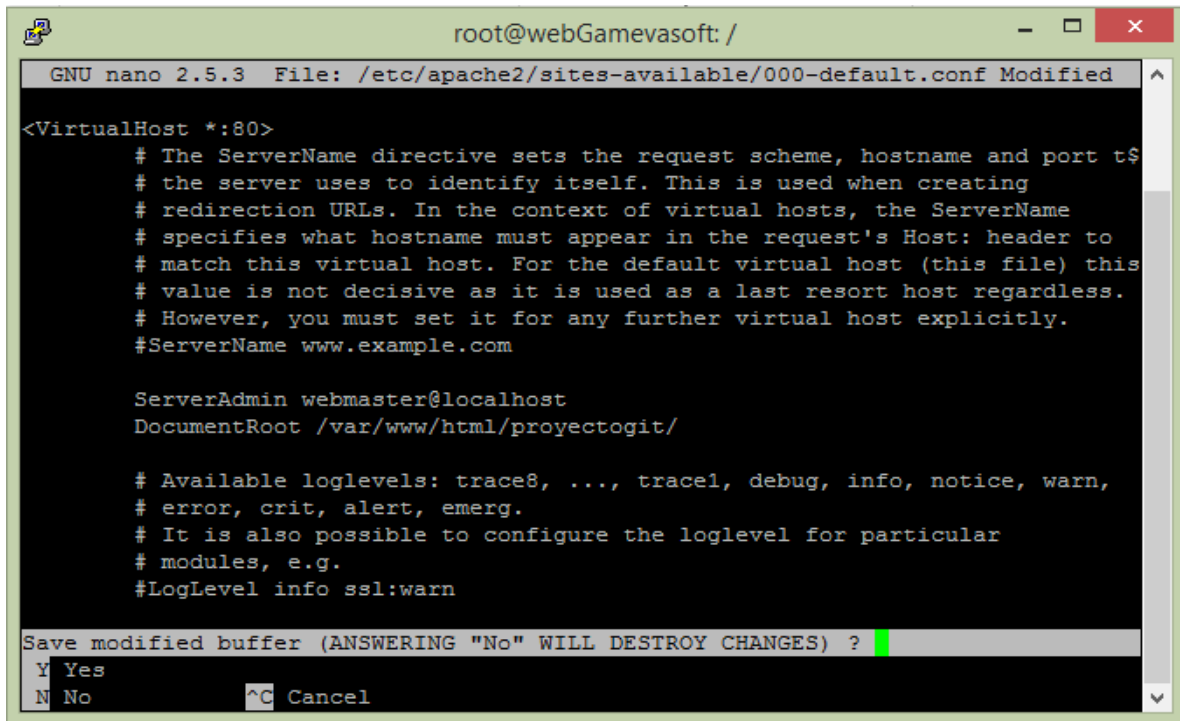
```
root@webGamevasoft: /
GNU nano 2.5.3 File: /etc/apache2/sites-available/000-default.conf Modified
<VirtualHost *:80>
    # The ServerName directive sets the request scheme, hostname and port to
    # the server uses to identify itself. This is used when creating
    # redirection URLs. In the context of virtual hosts, the ServerName
    # specifies what hostname must appear in the request's Host: header to
    # match this virtual host. For the default virtual host (this file) this
    # value is not decisive as it is used as a last resort host regardless.
    # However, you must set it for any further virtual host explicitly.
    #ServerName www.example.com

    ServerAdmin webmaster@localhost
    DocumentRoot /var/www/html/proyectogit/

    # Available loglevels: trace8, ..., trace1, debug, info, notice, warn,
    # error, crit, alert, emerg.
    # It is also possible to configure the loglevel for particular
    # modules, e.g.
    #LogLevel info ssl:warn

    ^G Get Help ^C Write Out ^W Where Is ^K Cut Text ^J Justify ^C Cur Pos
    ^X Exit ^R Read File ^\ Replace ^U Uncut Text ^T To Spell ^_ Go To Line
```

Presionas la tecla / y aparece este menú



```
root@webGamevasoft: /
GNU nano 2.5.3 File: /etc/apache2/sites-available/000-default.conf Modified
<VirtualHost *:80>
    # The ServerName directive sets the request scheme, hostname and port to
    # the server uses to identify itself. This is used when creating
    # redirection URLs. In the context of virtual hosts, the ServerName
    # specifies what hostname must appear in the request's Host: header to
    # match this virtual host. For the default virtual host (this file) this
    # value is not decisive as it is used as a last resort host regardless.
    # However, you must set it for any further virtual host explicitly.
    #ServerName www.example.com

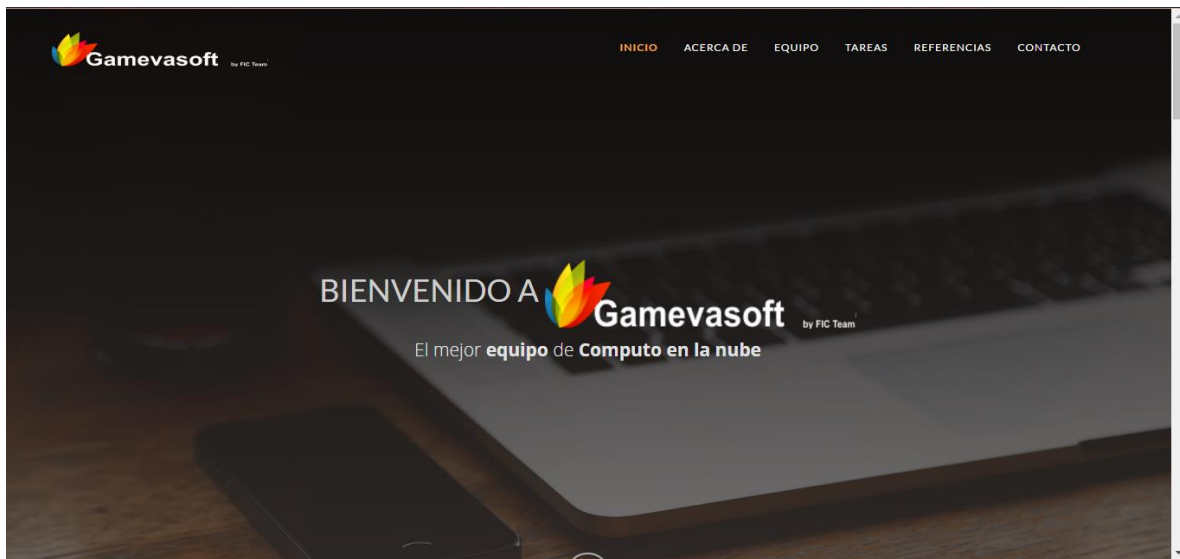
    ServerAdmin webmaster@localhost
    DocumentRoot /var/www/html/proyectogit/

    # Available loglevels: trace8, ..., trace1, debug, info, notice, warn,
    # error, crit, alert, emerg.
    # It is also possible to configure the loglevel for particular
    # modules, e.g.
    #LogLevel info ssl:warn

Save modified buffer (ANSWERING "No" WILL DESTROY CHANGES) ?
Y Yes
N No      ^C Cancel
```

Presionamos **Y**

Ingresamos al navegador la IP y nos dará la pagina



Ahora solo es necesario acceder la dirección **/var/www/html/proyectogit/** en la consola del server y estar haciendo pull con el comando **git pull**