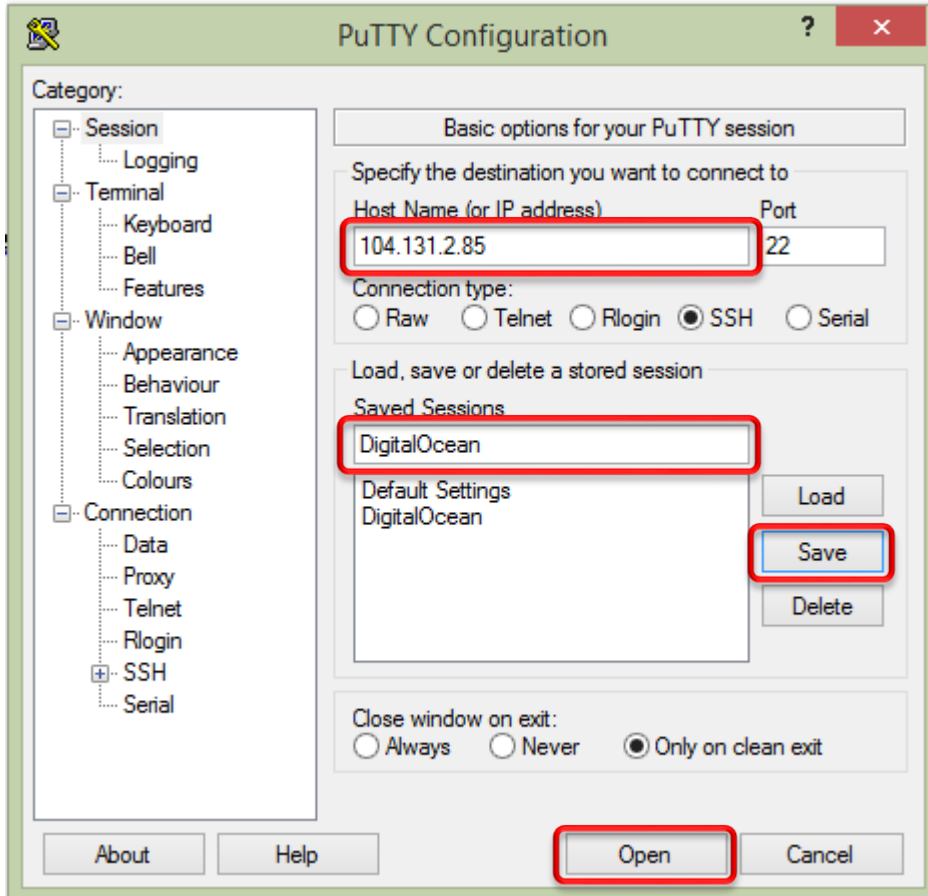


## Como montar nuestra página usando git.

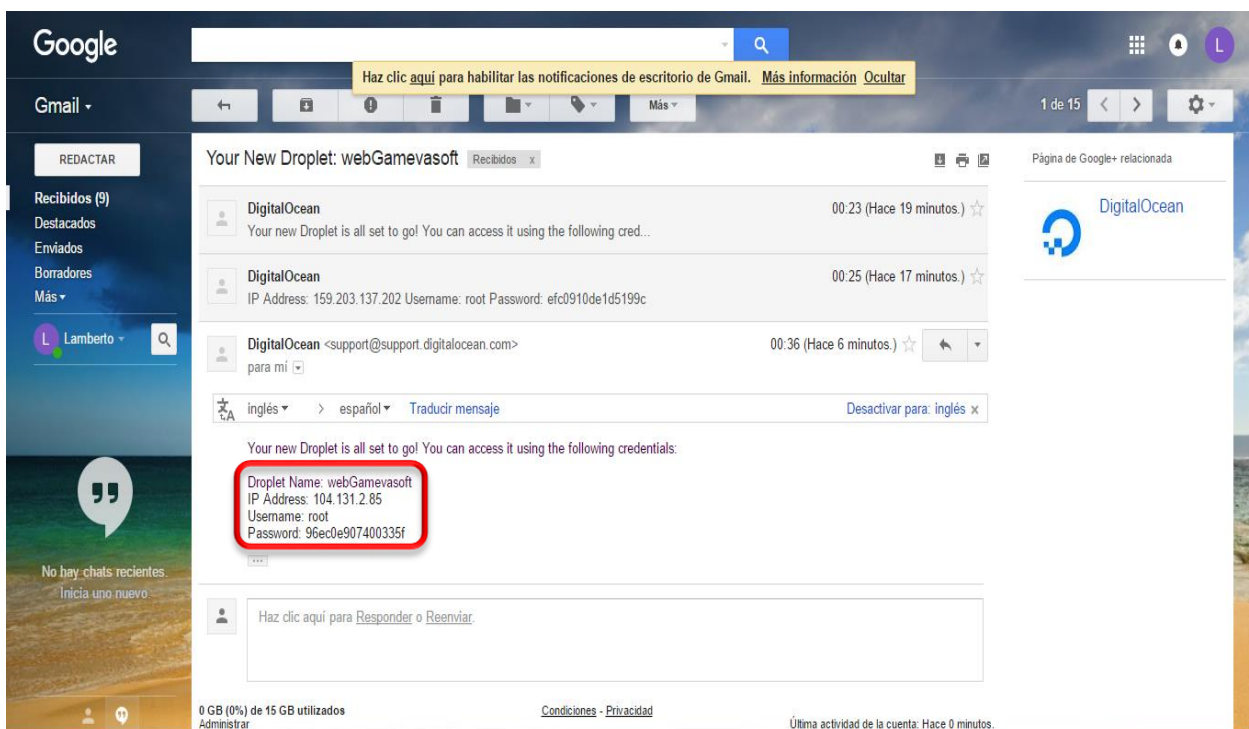
Nuestra página está en el server de Digital ocean

### ➤ Configurando PuTTY

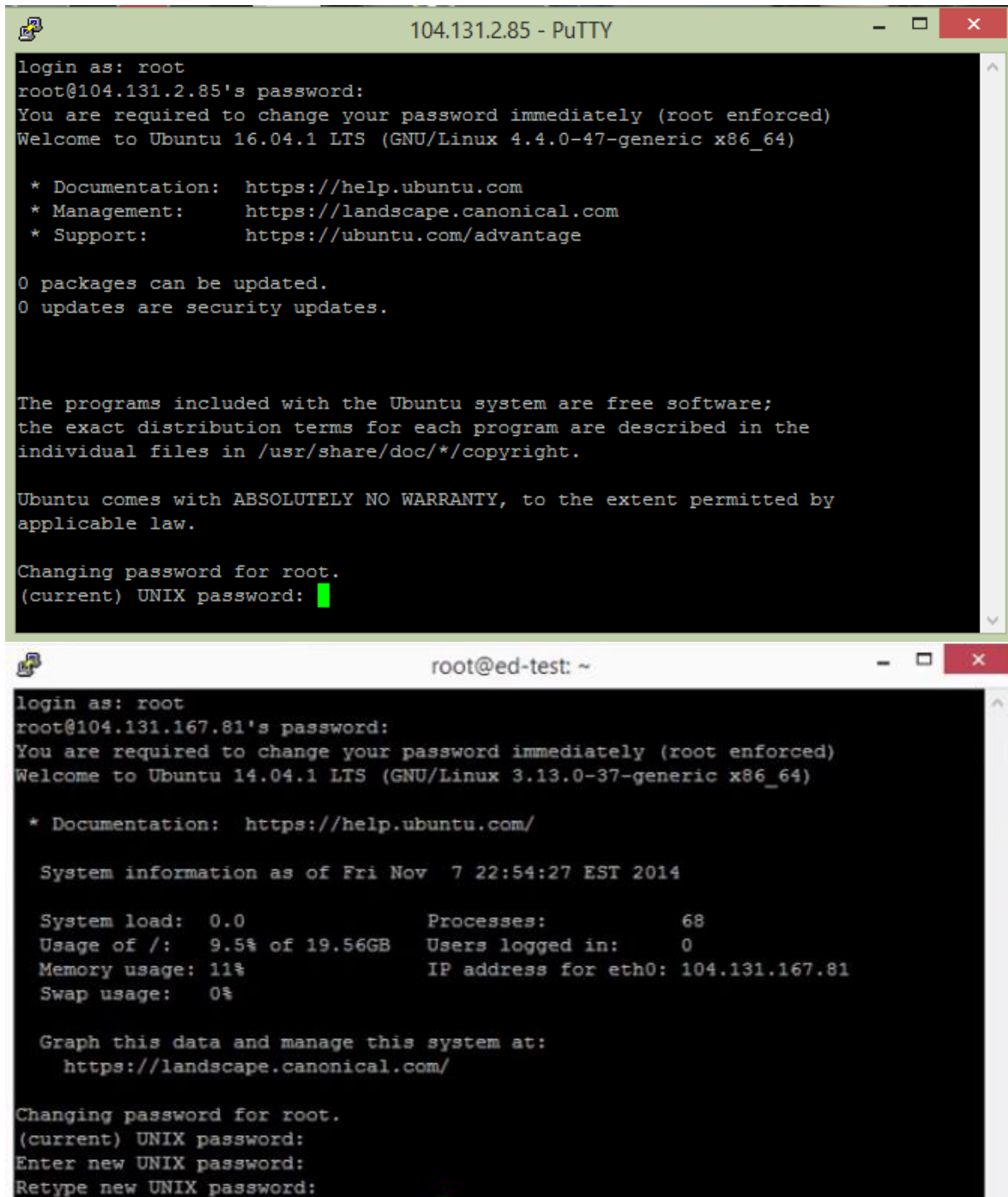
Primero configurare PuTTY para guardar la IP y estarla utilizando directamente sin necesidad de estar tecleándola nuevamente.



Como es la primera vez que nos conectamos al server. Nos pedirá el usuario y contraseña pero tiene el que se da por defecto. El password se envía vía mail.



Les pedirá cambiar el password solo la primera vez que entran. En la primera línea se pone la clave actual (current) UNIX password y después les pedirá que ingresen la nueva y que la confirmen.



The image shows two screenshots of a PuTTY terminal window. The top screenshot is titled "104.131.2.85 - PuTTY" and shows the login process for root on Ubuntu 16.04.1 LTS. The user is prompted to enter their password, and then they are informed that they are required to change their password immediately. The terminal displays the Ubuntu logo, the version information, and links to documentation, management, and support. It also shows that 0 packages can be updated and 0 updates are security updates. The user is then prompted to change their password for root, and the terminal shows the current UNIX password being entered.

```
login as: root
root@104.131.2.85's password:
You are required to change your password immediately (root enforced)
Welcome to Ubuntu 16.04.1 LTS (GNU/Linux 4.4.0-47-generic x86_64)

 * Documentation:  https://help.ubuntu.com
 * Management:    https://landscape.canonical.com
 * Support:       https://ubuntu.com/advantage

0 packages can be updated.
0 updates are security updates.

The programs included with the Ubuntu system are free software;
the exact distribution terms for each program are described in the
individual files in /usr/share/doc/*/copyright.

Ubuntu comes with ABSOLUTELY NO WARRANTY, to the extent permitted by
applicable law.

Changing password for root.
(current) UNIX password: 
```

The bottom screenshot is titled "root@ed-test: ~" and shows the login process for root on Ubuntu 14.04.1 LTS. The user is prompted to enter their password, and then they are informed that they are required to change their password immediately. The terminal displays the Ubuntu logo, the version information, and links to documentation, management, and support. It also shows the system information as of Fri Nov 7 22:54:27 EST 2014, including system load, usage of /, memory usage, swap usage, processes, users logged in, and IP address for eth0. The user is then prompted to change their password for root, and the terminal shows the current UNIX password being entered, followed by prompts for the new UNIX password and its confirmation.

```
login as: root
root@104.131.167.81's password:
You are required to change your password immediately (root enforced)
Welcome to Ubuntu 14.04.1 LTS (GNU/Linux 3.13.0-37-generic x86_64)

 * Documentation:  https://help.ubuntu.com/

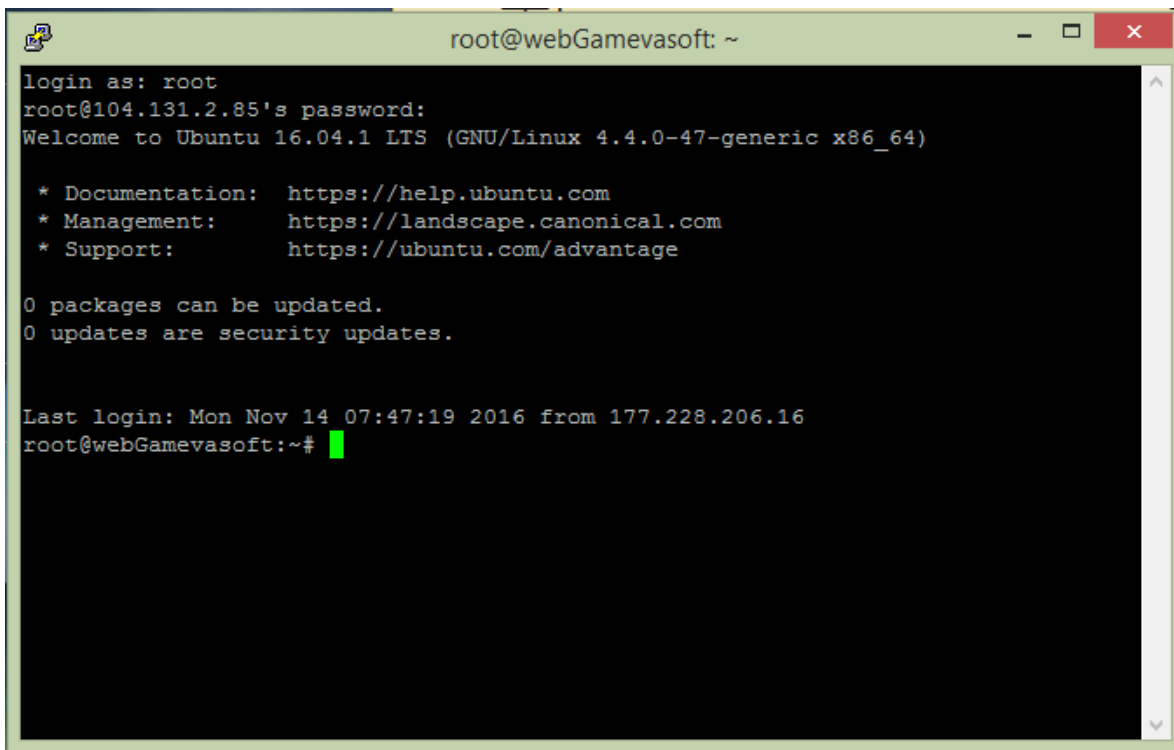
System information as of Fri Nov  7 22:54:27 EST 2014

System load:  0.0                Processes:      68
Usage of /:   9.5% of 19.56GB    Users logged in:  0
Memory usage: 11%              IP address for eth0: 104.131.167.81
Swap usage:   0%

Graph this data and manage this system at:
https://landscape.canonical.com/

Changing password for root.
(current) UNIX password:
Enter new UNIX password:
Retype new UNIX password: 
```

¡Ahora sí! Estamos en nuestro droplet y podemos empezar a instalar

A terminal window titled 'root@webGamevasoft: ~' with a green title bar. The terminal shows the login process for root at 104.131.2.85. It displays the Ubuntu 16.04.1 LTS welcome message, including documentation, management, and support links. It also shows that 0 packages can be updated and 0 updates are security updates. The last login was on Mon Nov 14 07:47:19 2016 from 177.228.206.16. The prompt is root@webGamevasoft:~#.

```

root@webGamevasoft: ~
login as: root
root@104.131.2.85's password:
Welcome to Ubuntu 16.04.1 LTS (GNU/Linux 4.4.0-47-generic x86_64)

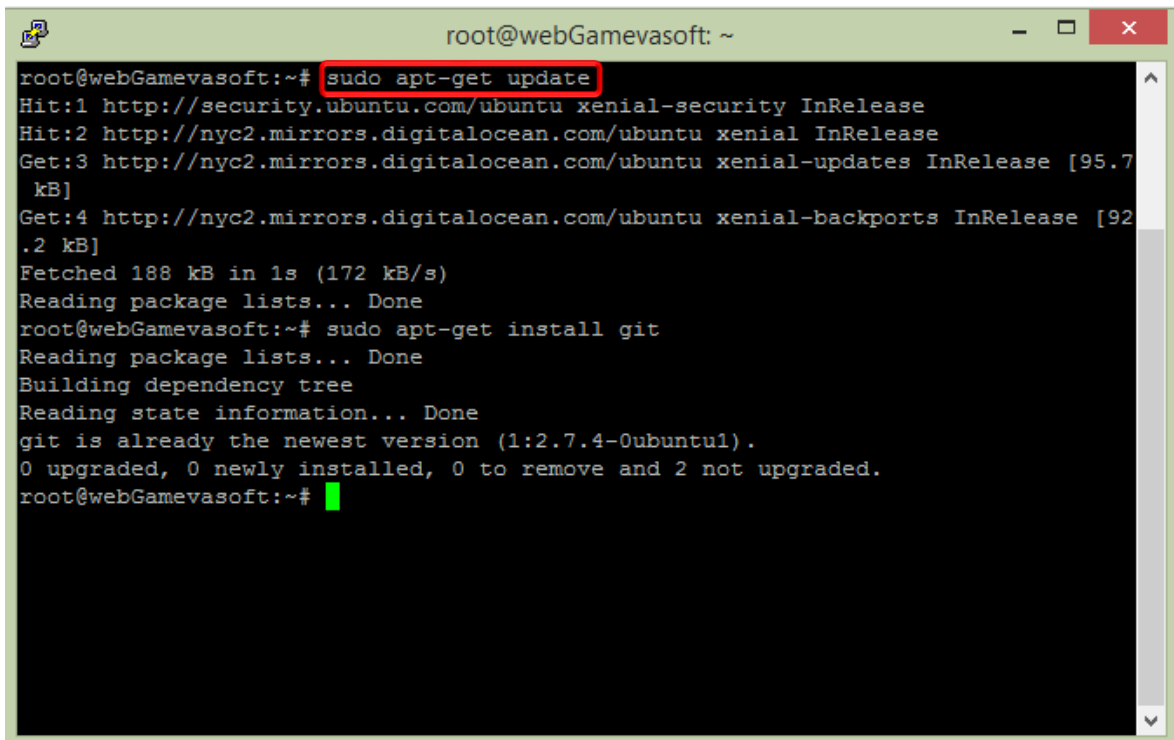
 * Documentation:  https://help.ubuntu.com
 * Management:    https://landscape.canonical.com
 * Support:       https://ubuntu.com/advantage

0 packages can be updated.
0 updates are security updates.

Last login: Mon Nov 14 07:47:19 2016 from 177.228.206.16
root@webGamevasoft:~#

```

Comenzamos con el comando `apt-get update` para actualizar todos los paquetes de Linux

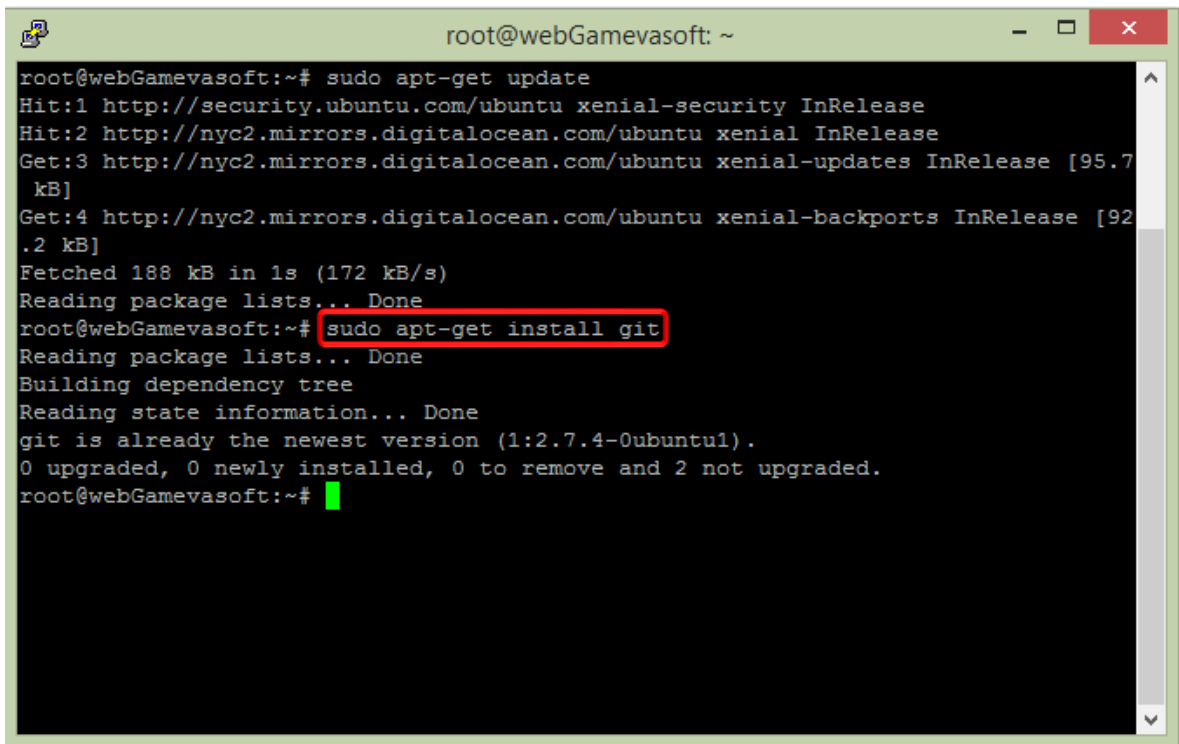
A terminal window titled 'root@webGamevasoft: ~' with a green title bar. The terminal shows the execution of 'sudo apt-get update'. It lists the sources being updated: security.ubuntu.com, nyc2.mirrors.digitalocean.com, and xenial-backports. It shows the fetched size (188 kB) and the completion of the update process. The prompt is root@webGamevasoft:~#.

```

root@webGamevasoft:~# sudo apt-get update
Hit:1 http://security.ubuntu.com/ubuntu xenial-security InRelease
Hit:2 http://nyc2.mirrors.digitalocean.com/ubuntu xenial InRelease
Get:3 http://nyc2.mirrors.digitalocean.com/ubuntu xenial-updates InRelease [95.7 kB]
Get:4 http://nyc2.mirrors.digitalocean.com/ubuntu xenial-backports InRelease [92.2 kB]
Fetched 188 kB in 1s (172 kB/s)
Reading package lists... Done
root@webGamevasoft:~# sudo apt-get install git
Reading package lists... Done
Building dependency tree
Reading state information... Done
git is already the newest version (1:2.7.4-0ubuntu1).
0 upgraded, 0 newly installed, 0 to remove and 2 not upgraded.
root@webGamevasoft:~#

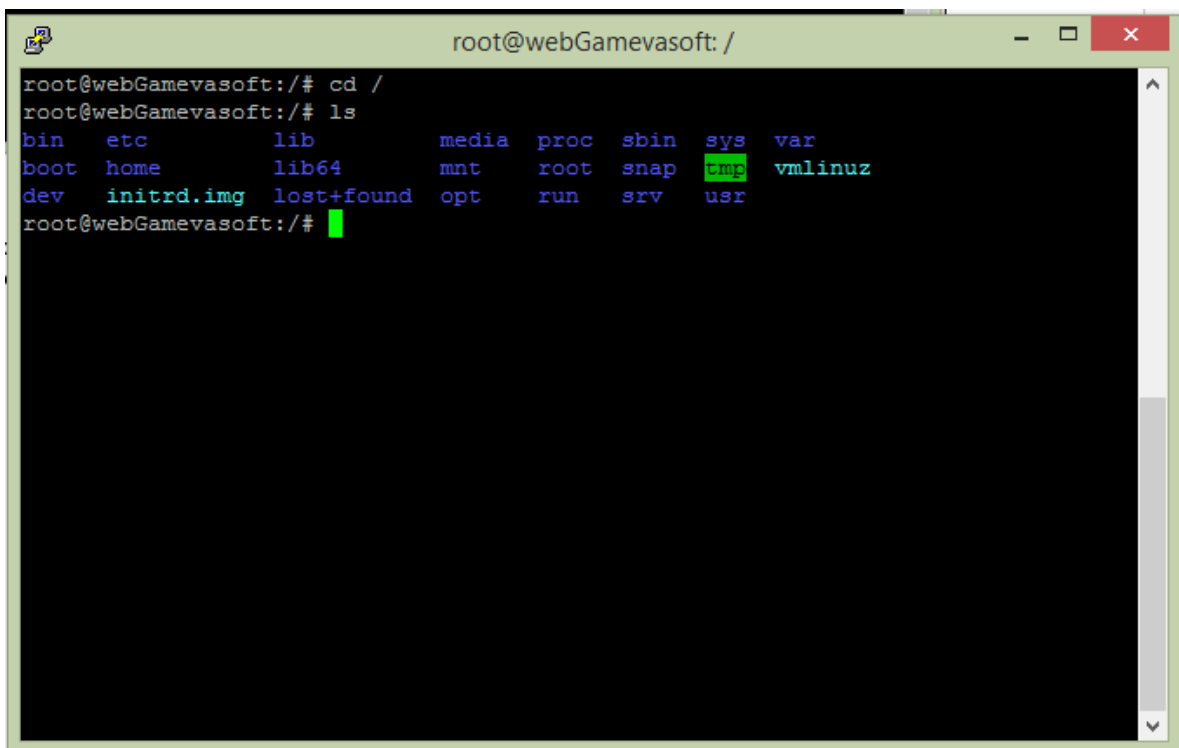
```

Instalamos git con el comando `sudo apt-get install git`




```
root@webGamevasoft: ~  
root@webGamevasoft:~# sudo apt-get update  
Hit:1 http://security.ubuntu.com/ubuntu xenial-security InRelease  
Hit:2 http://nyc2.mirrors.digitalocean.com/ubuntu xenial InRelease  
Get:3 http://nyc2.mirrors.digitalocean.com/ubuntu xenial-updates InRelease [95.7  
kB]  
Get:4 http://nyc2.mirrors.digitalocean.com/ubuntu xenial-backports InRelease [92  
.2 kB]  
Fetched 188 kB in 1s (172 kB/s)  
Reading package lists... Done  
root@webGamevasoft:~# sudo apt-get install git  
Reading package lists... Done  
Building dependency tree  
Reading state information... Done  
git is already the newest version (1:2.7.4-0ubuntu1).  
0 upgraded, 0 newly installed, 0 to remove and 2 not upgraded.  
root@webGamevasoft:~#
```

Le damos al comando `clear` para limpiar la pantalla y presionamos `cd /` para llegar a la raíz y utilizamos `ls` para ver que carpetas están disponibles



```
root@webGamevasoft: /  
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:/#
```

Esta pantalla aparece cuando le ingresamos la IP al navegador si todo va bien.



# 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
```

### ➤ Configurando github

Para clonar el repositorio hay que entrar al [www.github.com](https://www.github.com) ingresamos a nuestra cuenta.



## Sign in to GitHub

Username or email address

Password

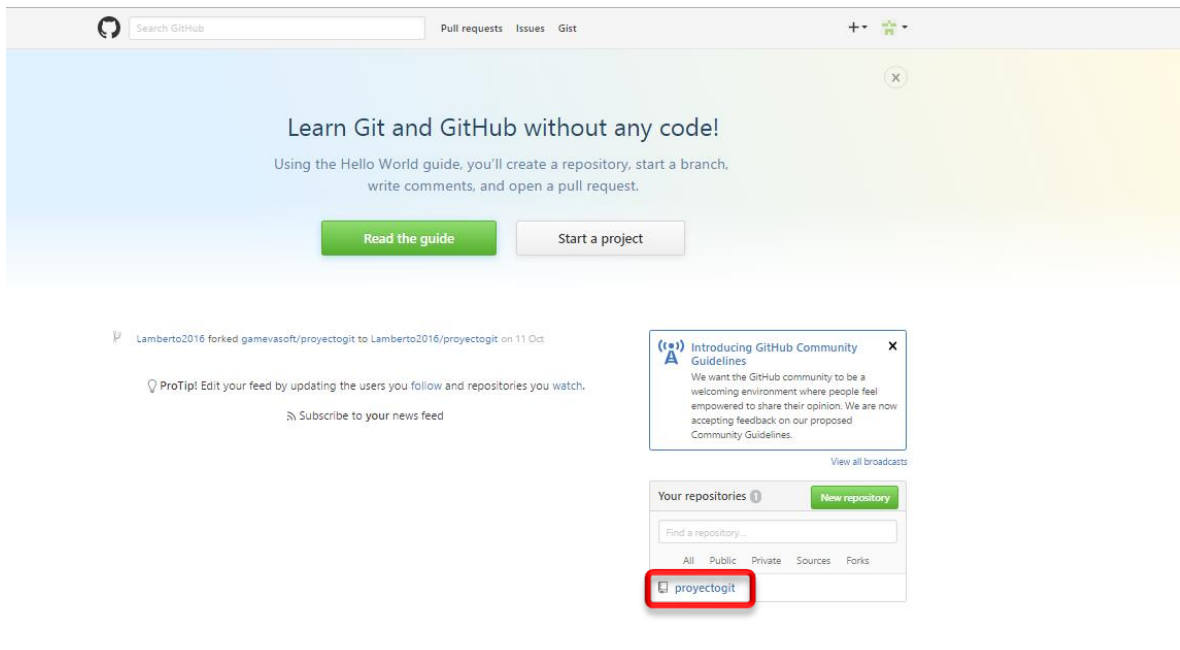
[Forgot password?](#)

Sign in

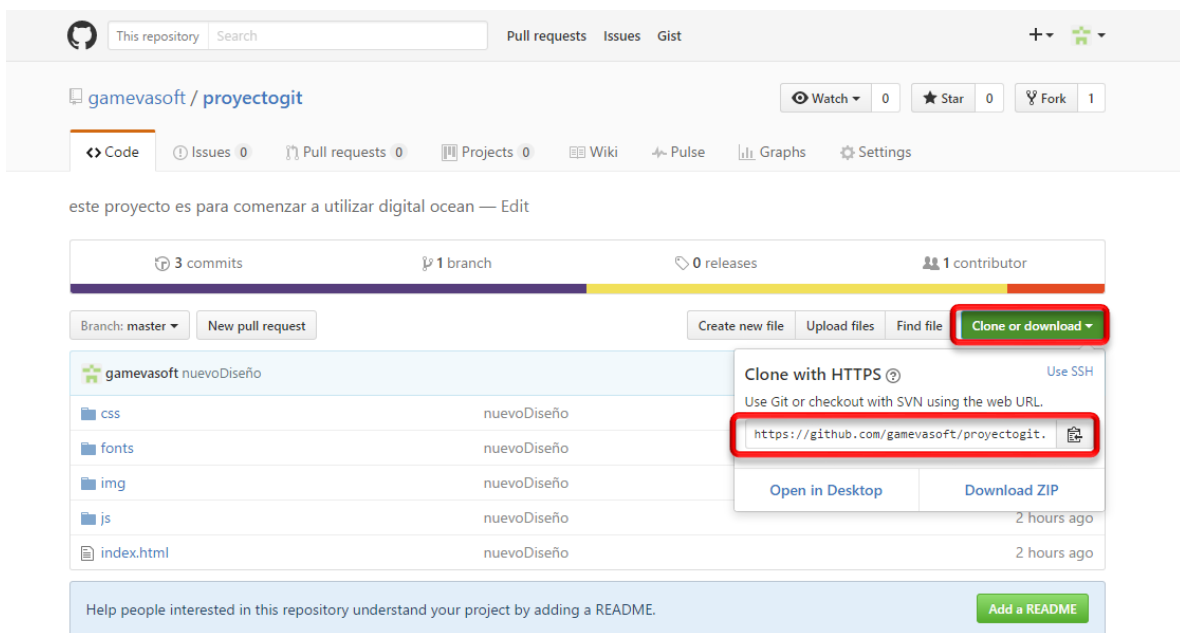
New to GitHub? [Create an account.](#)

[Terms](#) [Privacy](#) [Security](#) [Contact GitHub](#)

Ahora buscamos nuestro proyecto e ingresamos a el



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



gamevasoft / proyectogit

3 commits 1 branch 0 releases 1 contributor

Branch: master New pull request

Create new file Upload files Find file Clone or download

gamevasoft nuevoDiseño

css	nuevoDiseño
fonts	nuevoDiseño
img	nuevoDiseño
js	nuevoDiseño
index.html	nuevoDiseño

Clone with HTTPS  
Use Git or checkout with SVN using the web URL.  
<https://github.com/gamevasoft/proyectogit>

Open in Desktop Download ZIP

Help people interested in this repository understand your project by adding a README. Add a README

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

# Apache2 Ubuntu Default Page

## 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

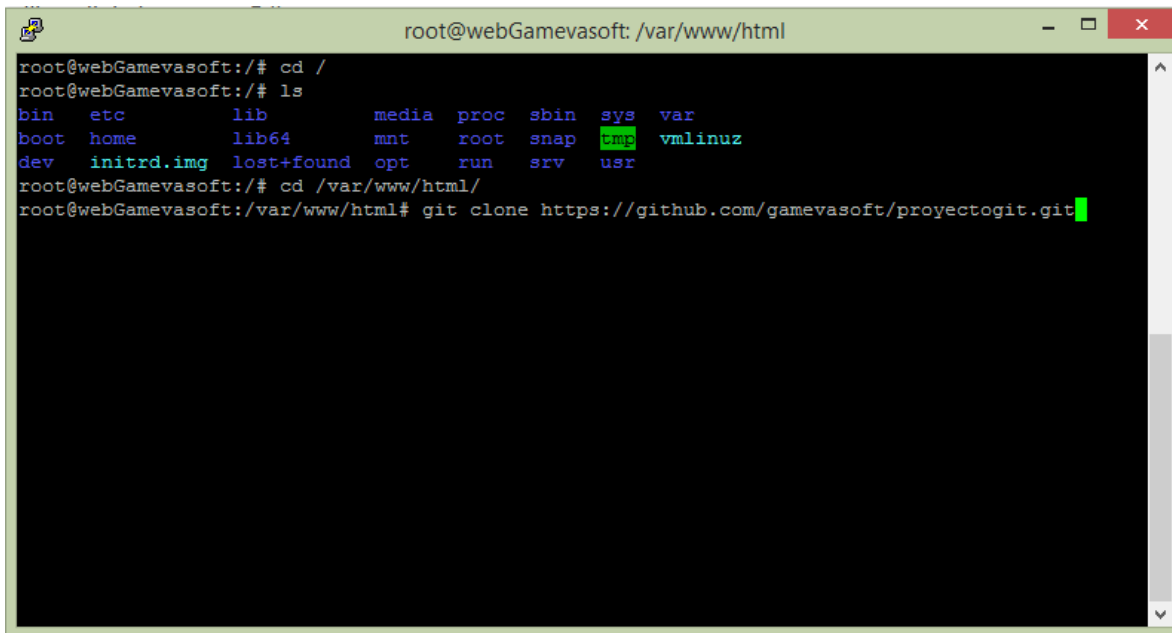
Ubuntu's Apache2 default configuration is different from the upstream default configuration, and split into several files optimized for interaction with Ubuntu tools. The configuration system is **fully documented in /usr/share/doc/apache2/README.Debian.gz**. Refer to this for the full documentation. 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

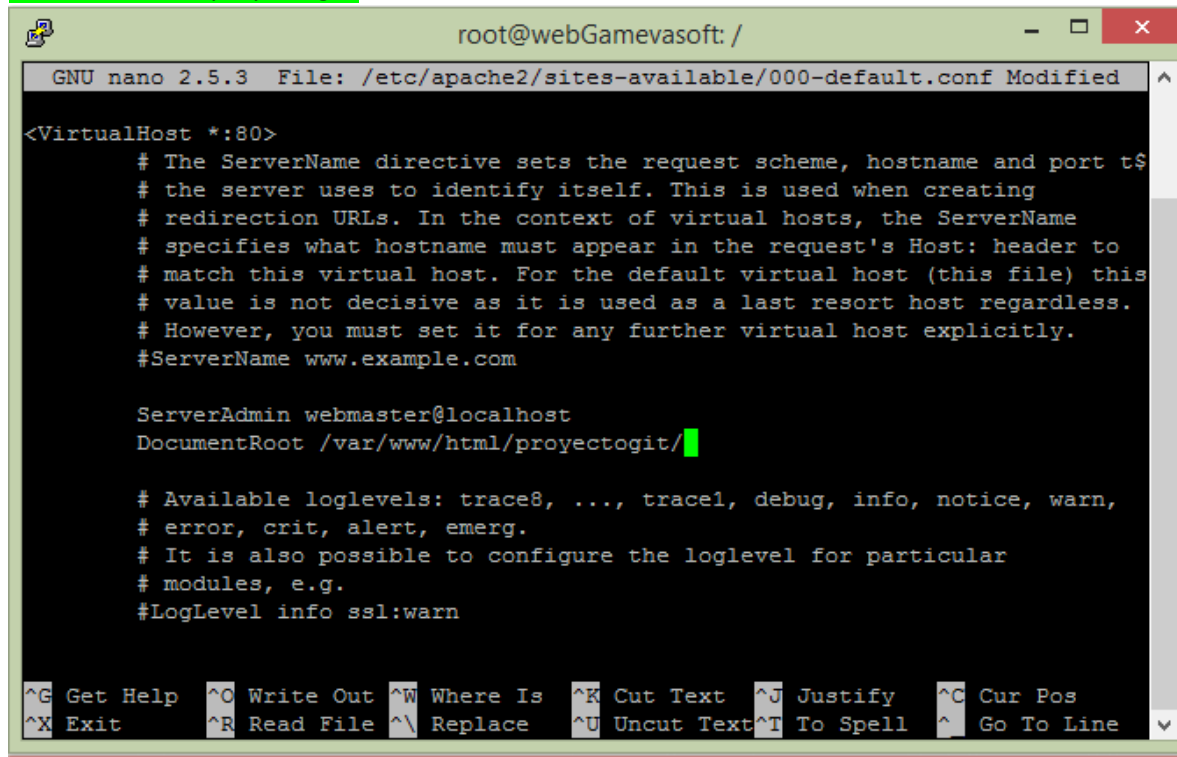
    ServerAdmin webmaster@localhost
    DocumentRoot /var/www/html

    # 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 ^O 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/`



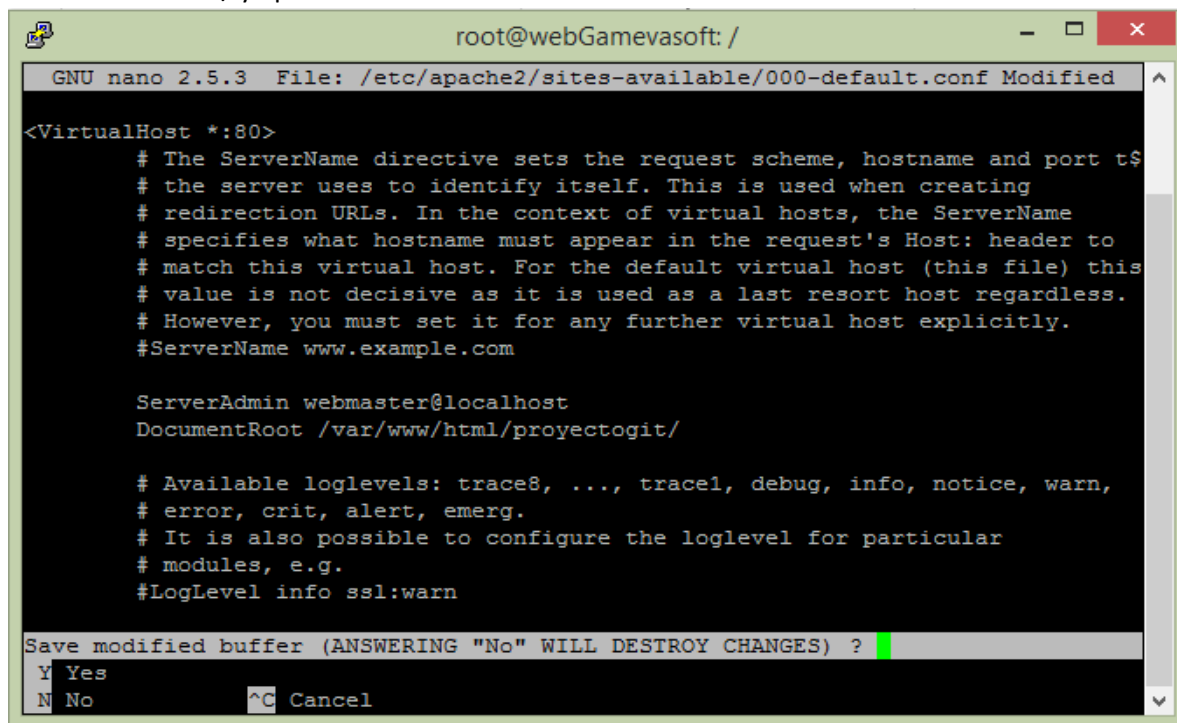
```
root@webGamevasoft: /
GNU nano 2.5.3 File: /etc/apache2/sites-available/000-default.conf Modified
<VirtualHost *:80>
    # The ServerName directive sets the request scheme, hostname and port that
    # the server uses to identify itself. This is used when creating
    # redirection URLs. In the context 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  ^O 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 that
    # 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




### ➤ Configurando el dominio

Para direccionar la página y no entrar solo con la IP es necesario ingresar a **Networking**

 [Droplets](#) [Images](#) [Networking](#) [API](#) [Support](#) [Create Droplet](#) 

## Droplets

[Droplets](#) [Volumes](#)

Name	IP Address	Created ▲	Tags
 <b>webGamevasoft</b> 512 MB / 20 GB Disk / NYC3 - Ubuntu 16.04.1 x64	104.131.2.85	10 hours ago	<a href="#">More ▼</a>

Agregamos el nombre del dominio y seleccionamos el droplet que estará ligado

## Networking

[Domains](#) [Floating IPs](#) [PTR records](#)


### Add a domain

Specifying an IP address will set the default record for the domain (an A record @) to your selected IP.

Domain  
proyectosescolares.com ✓

Droplet or custom IP

Create Record

 **webGamevasoft**  
104.131.2.85

Presionamos la opción **create record**

## Networking

[Domains](#) [Floating IPs](#) [PTR records](#)

### Add a domain

Specifying an IP address will set the default record for the domain (an A record @) to your selected IP.

Domain  
proyectosescolares.com ✓

 **webGamevasoft**  
104.131.2.85 ✕

Create Record

Hay que agregar en los campos los valores solo cambian los valores de la **IP** y el dominio en campo **CNAME** y por ultimo presionamos el botón **Add Record**

proyectosescolares.com

Add Record

### Select Record Type

A

AAAA

CNAME

MX

TXT

SRV

NS

Enter Name

Enter IP Address

Create A Record

A

@

104.131.2.85

Save

Remove

A

www

104.131.2.85

Save

Remove

CNAME

proyectosescolares.com

www.proyectosescolares.

Save

Remove

NS

ns1.digitalocean.com.

Save

Remove

NS

ns2.digitalocean.com.

Save

Remove

NS

ns3.digitalocean.com.

Save

Remove

### Zone File

```
$ORIGIN proyectosescolares.com.
$TTL 1800
proyectosescolares.com. IN SOA ns1.digitalocean.com. hostmaster.proyectosescolares.com. 1479137753 10800 3600 604800 1800
proyectosescolares.com. 1800 IN NS ns1.digitalocean.com.
proyectosescolares.com. 1800 IN NS ns2.digitalocean.com.
proyectosescolares.com. 1800 IN A 104.131.2.85
proyectosescolares.com. 1800 IN NS ns3.digitalocean.com.
proyectosescolares.com.proyectosescolares.com. 1800 IN CNAME www.proyectosescolares.com.
www.proyectosescolares.com. 1800 IN A 104.131.2.85
```

Eso sería todo en Digital Ocean. Ahora es necesario ir donde tienes tu dominio comprado y agregar los DNS de Digital Ocean en mi caso en godaddy.

## ➤ Configurando godaddy

Ingresamos a nuestra cuenta en [www.godaddy.com](https://www.godaddy.com)

México - EspañolMXN

24/7 Atención al cliente Ciudad de México: (55) 4631 2410AyudaIniciar sesión

### Enlaces rápidos

**Vinculos del panel de control:**

- Administrar mis dominios
- Administra el creador de sitios
- Administra tu hosting
- Administra certificados SSL

**Vinculos de la bandeja de entrada:**

- Inicio de sesión en Office 365 Email
- Inicio de sesión en webmail de GoDaddy

### Cientes nuevos


¿Primera vez en GoDaddy? Crea una cuenta para comenzar hoy mismo.

[Crear Mi cuenta](#)

### Usuarios registrados

¿Tienes una cuenta? Inicia sesión ahora.


[Iniciar sesión](#)



**¡Hazlo que te apasiona.**


**Nuestros expertos crean tu website en sólo 7 días.**

Desde **MXN2,299.00/1er año**



México - Español





### Iniciar sesión

Nombre de usuario o cliente n.º [Lo olvidé](#)

GAMEVASOFT





Contraseña [Lo olvidé](#)

\*\*\*\*\*

☐ Mantenerme conectado ?

[Iniciar sesión](#)

En la siguiente pantalla presionamos la opción administrar


	DOMINIOS	<a href="#">Valorar el producto</a>	<a href="#">Administrar</a>
	CORREO ELECTRÓNICO WORKSPACE	<a href="#">Inicio sesión por webmail</a>	<a href="#">Administrar</a>
	CREADOR DE SITIOS / INSTANTPAGE		
	ÁLBUM DE FOTOS		

## Mis dominios




Presentación de los productos

☐ Renovación automática: Desactivado



**proyectosescolares.com**

está usando servidores de nombre externos.

  
Agregar privacidad


[Buscar otro dominio](#)

**garciaorrales.com**

es ideal para ti.


[Quiero este dominio](#)

☐ Renovación automática: Desactivado



**proyectosescolar**

está usando servidores de nombre externos.

  
Agregar privacidad

Configuración de dominio

Administrar DNS



Una vez seleccionada la opción de administrar DNS le damos a la opción cambiar

### Servidores de nombres

Última actualización 14/11/16 08:45

Uso de nombres de servidor personalizados [Cambiar](#)

**Servidor de nombres**

ns1.digitalocean.com
ns2.digitalocean.com
ns3.digitalocean.com

Se añaden los DNS de Digital Ocean

## Servidores de nombres

Última actualización 14/11/16 08:45

Elige el nuevo tipo del servidor de nombres

Personalizado ▼

**Servidor de nombres**

ns1.digitalocean.com
ns2.digitalocean.com
ns3.digitalocean.com 

[Guardar](#)

[Cancelar](#)

[Añadir Servidor de Nombres](#)

Y le damos guardar.

Listo tenemos configurado nuestro dominio!!!!!!