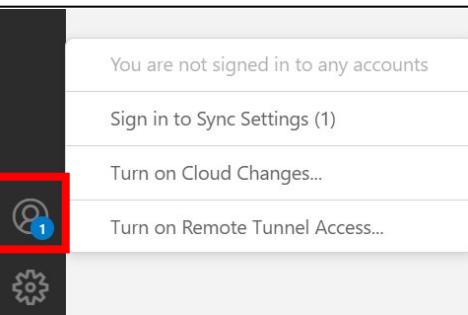
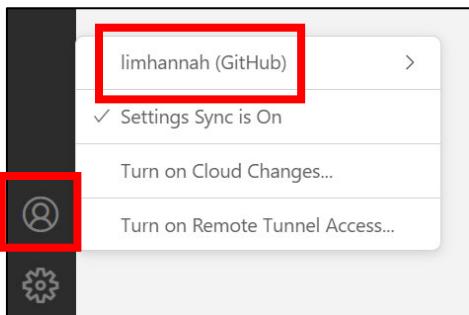


Guide to initialize and commit NodeJs App on GitHub

Step 1: Sign into VS Code

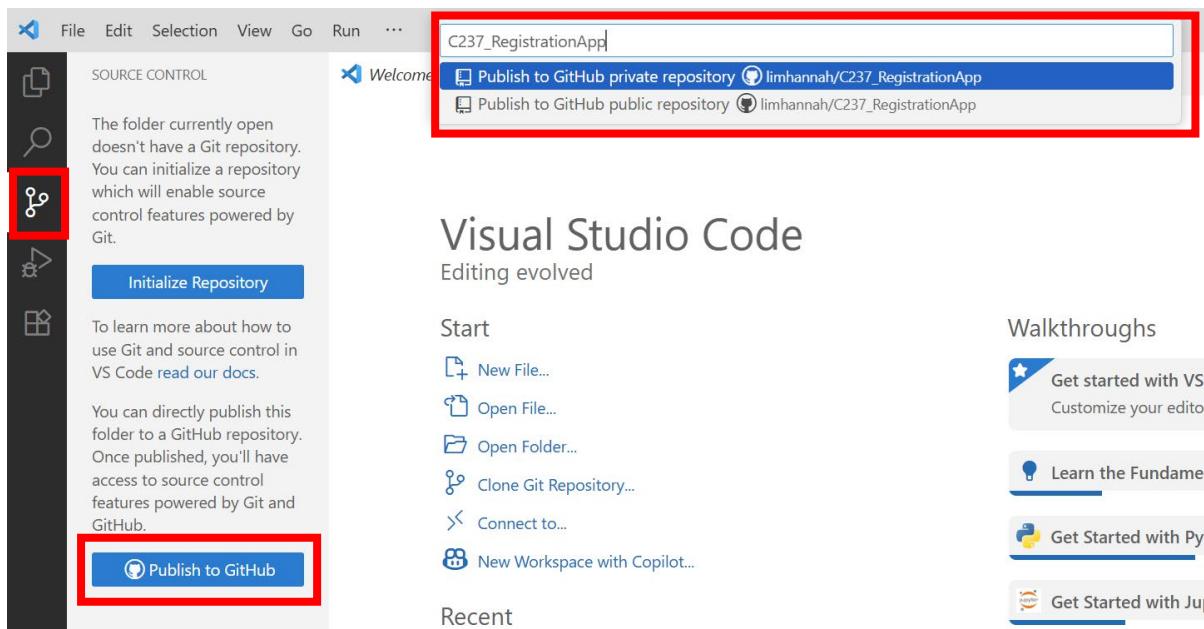
Using your GitHub account through the Accounts menu located in the lower right of the Activity bar. This will enable additional features such as Settings Sync, as well as the ability to clone and publish repositories directly from GitHub.

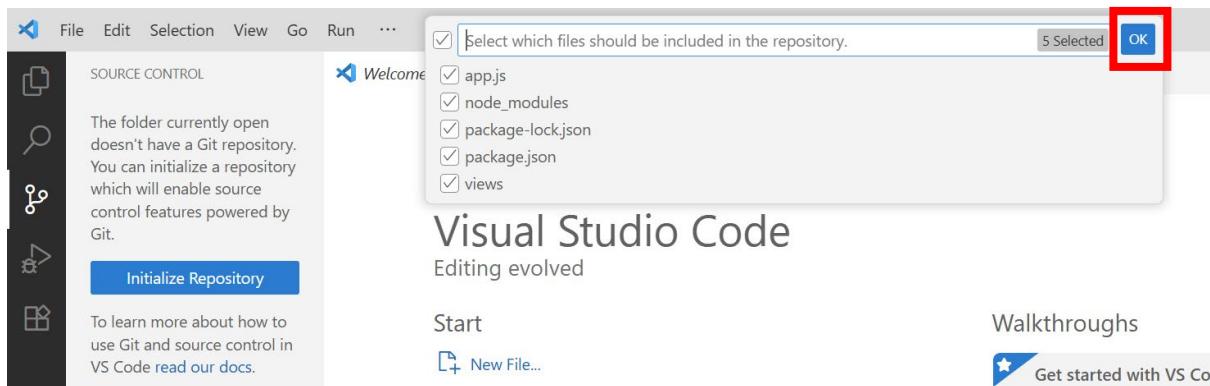
Before signing in to GitHub	After Signing in to GitHub
	

Step 2: Publish Local repository to GitHub

This creates a new repository on your GitHub account and pushes your local code changes to the remote repository. Having your source code on a remote repository is a great way to back up your code and collaborate with others.

Select the **Source Control tab** and click on “Publish to GitHub” command button. You can then choose a name and description for the repository, and whether to make it public or private.



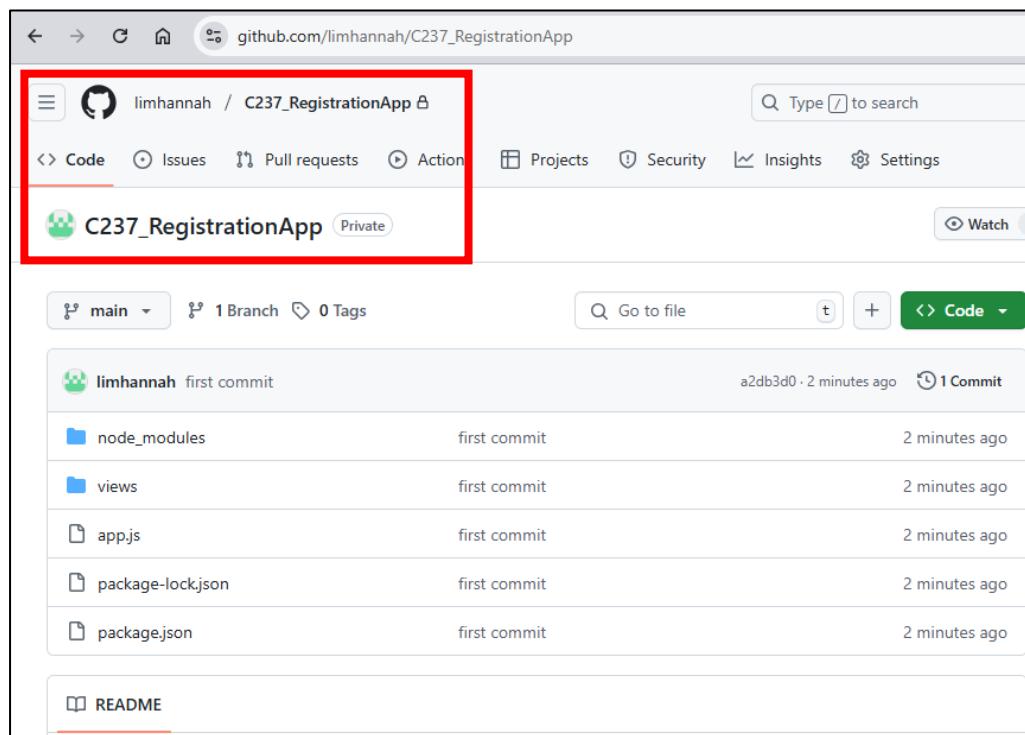


Once the repository has been created, VS Code pushes your local code to the remote repository. Your code is now backed up on GitHub, and you can start collaborating with others with commits and pull requests.



Step 3: Check that your project has been successfully published on GitHub

Click on “Open on GitHub” and you should see it published on Github.



Side Note: Committing Code Changes

Once you have a Git repository set up, you can start tracking code changes by staging and committing your newly created and edited code.

You can access the Source Control view from the Activity Bar to list all changed files in your workspace.

When you select a file in the Source Control view, the editor shows a diff view that highlights the file changes, compared to the previously committed file.



To commit your changes, type a commit message in the upper text box, and then select the “Commit and Push” button (You will need to click on the drop down button to select this). This saves the changes made to the local Git repository.

Tip: Commit to your changes early and often. This makes it easier to revert to previous versions of your code if needed.

