

## Session 2B Principles of FOSS and Version Control

### Exercise 4 – GitHub (To Me, To You)

For this exercise, you should work as a group. Refer back to the lecture slides to help you.

#### TASK 1

Create a new repository on GitHub and import the local repository you've been working on this morning. Make some changes to the code in your local repository, and use *git status* to confirm that you are now ahead of origin. Push the changes to origin, and view the changes on GitHub. Add an appropriate license to the remote repository on GitHub, and then pull the changes (added license file) back to your local repository.

#### TASK 2

At <https://github.com/hsma-chief-elf/knightmare> you will find a project that is attempting to recreate aspects of the classic 80s / 90s UK children's TV show Knightmare. The code is actually the solution to the HSMA Python Assessment from HSMA 4, except with an additional function that I've added.

Your task is to fork and then clone the repository. You should then set up a development branch, and make some changes to the code. This may include adding new functions, new Classes, or improving the existing code. Once you're happy with the changes, you should stage and commit them locally (you may want to perform a number of commits if you are making more extensive changes). You should then push the changes to your forked repository, and then create a pull request (with appropriate comments) to request that the changes are incorporated into the original project.

#### TASK 3

Create a brand new repository on GitHub, add an appropriate license file and then clone the repository to your local machine. Create a new code file, and then start developing some changes, staging and committing changes as appropriate on a development branch as you go. Once you're happy, push the changes up to origin, and open a pull request to merge the changes into the main branch. Approve the pull request, and then pull the changes from origin back to your local repository.