

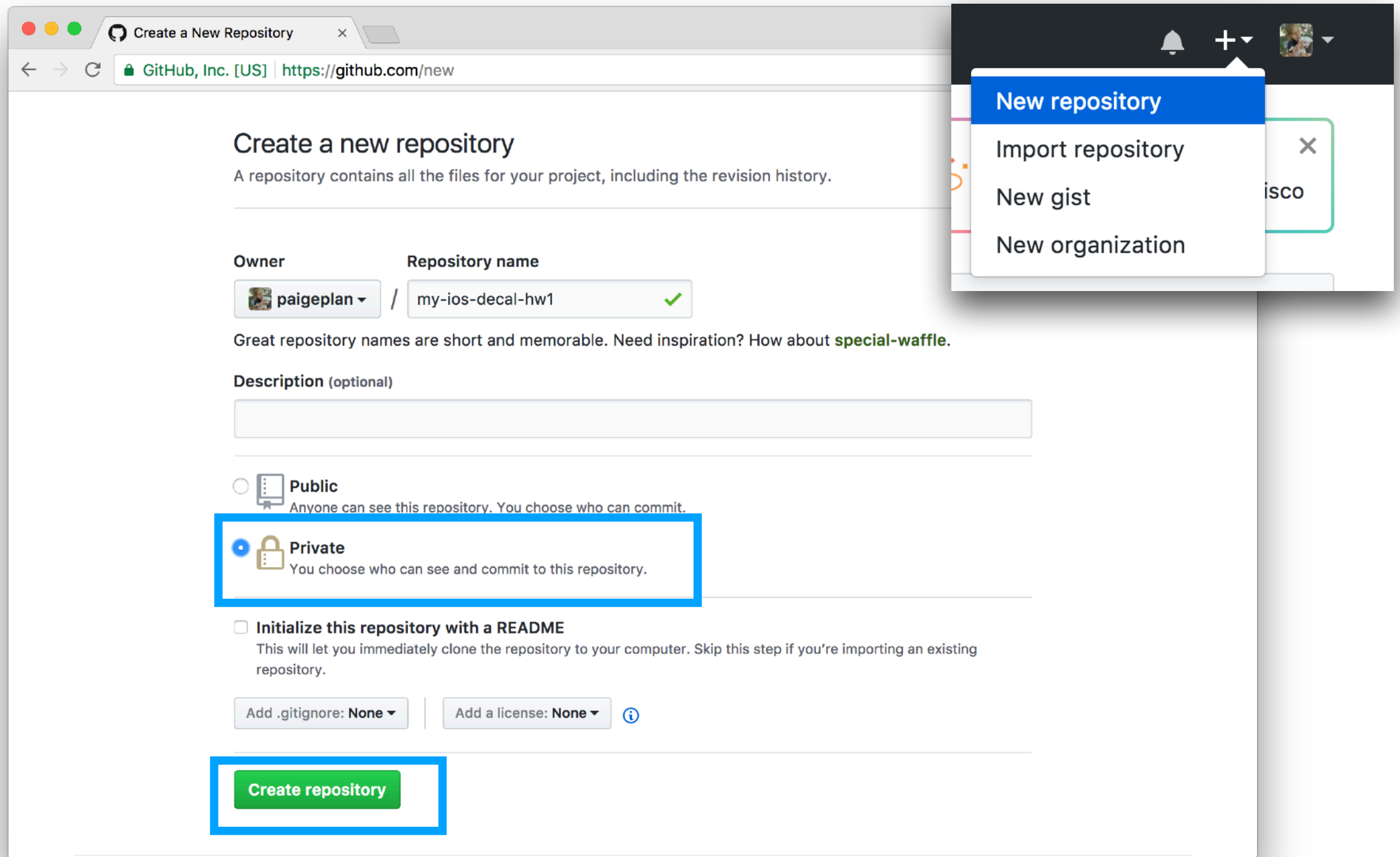
assignment submission

instructions for the iOS decal

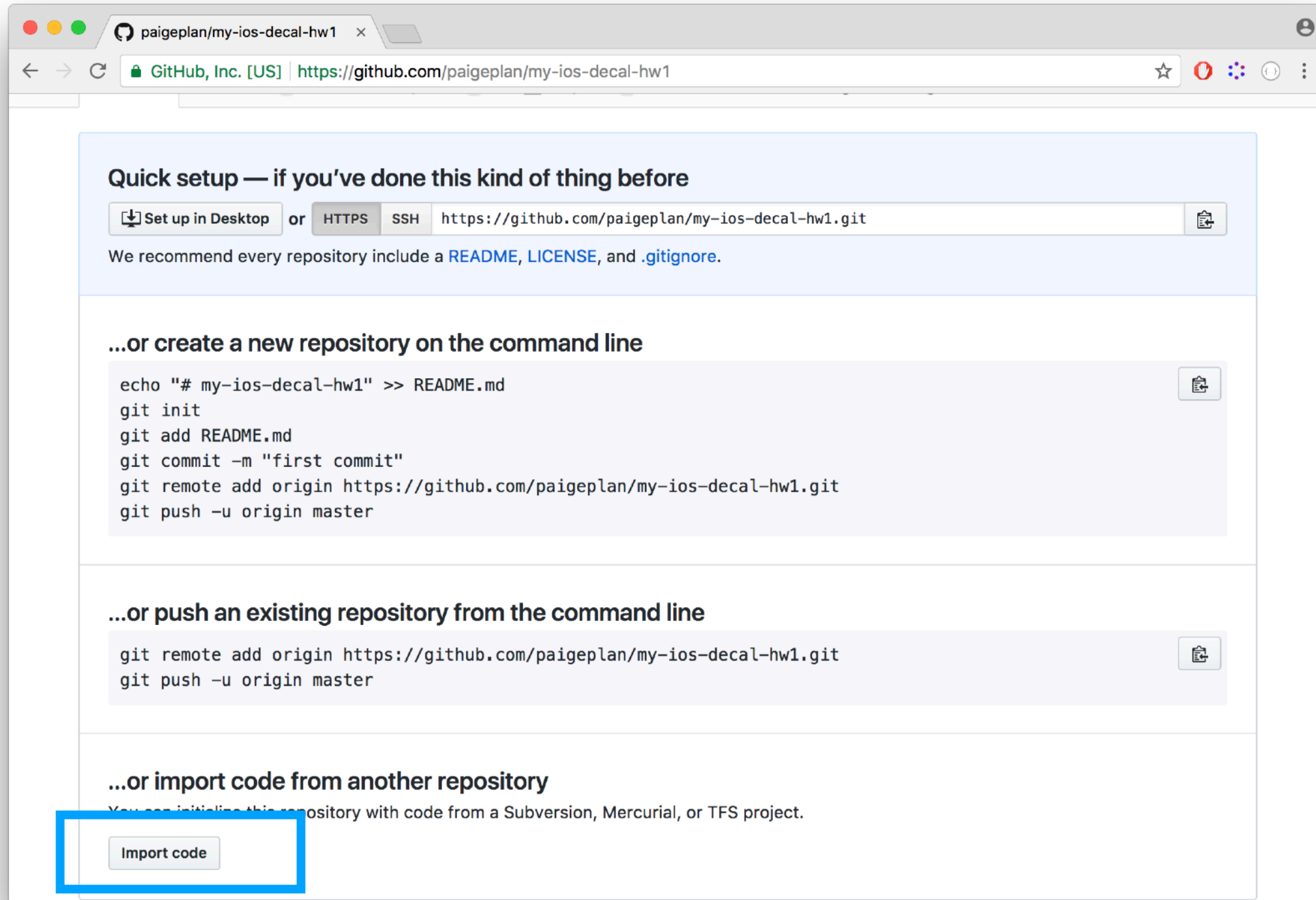
- if you have not yet started on your assignment, start from step 1 (ignore steps below)
- if you have already started working on your assignment:
 - create a **private** repository on github.com
 - in your assignment's folder, run the following

```
git init
git add *
git commit -m "first commit"
git remote add origin YOUR-REPOSITORY-HTTPS-URL
git push -u origin master
```

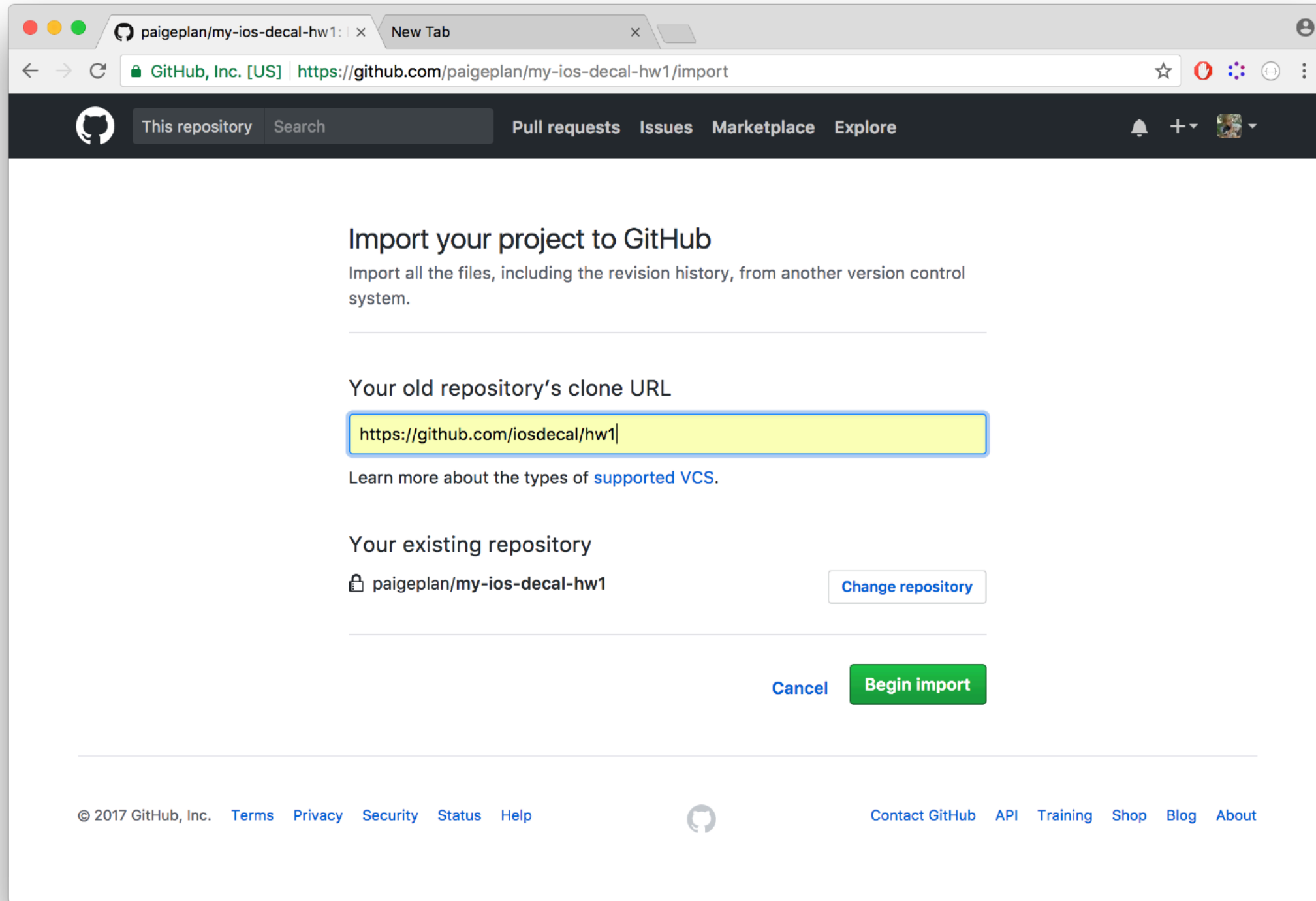
- then skip to step 8



(if you have not yet started your assignment)
step 1: create a new **private** repository on github



step 2: click **import code**



step 3: input the name of the github project url, then
begin import

The screenshot shows a web browser window displaying a GitHub repository page. The browser's address bar shows the URL `https://github.com/paigeplan/my-ios-decal-hw1`. The repository page header includes the repository name `paigeplan / my-ios-decal-hw1` and its status as `Private`. It also shows 1 watch, 0 stars, and 0 forks. Below the header, there are tabs for `Code`, `Issues`, `Pull requests`, `Projects`, `Wiki`, `Settings`, and `Insights`. The main content area shows a commit history table with three entries: `paigeplan` committed on GitHub updating `readme`, `SwiftPlayground.playground` (first commit), and `.gitignore` (first commit). Below the table is a `README.md` file preview with the title `homework 1 - swift playground` and the text `Before beginning this homework, you'll need to install Xcode 9 beta 6. You can download it by heading over to`. A dropdown menu is open from the `Clone or download` button, showing options to `Clone with HTTPS` (with a link to `Use SSH`), `Use Git or checkout with SVN using the web URL.`, and a text box containing the URL `https://github.com/paigeplan/my-ios-decal-hw1`. The dropdown also includes buttons for `Open in Desktop` and `Download ZIP`.

step 4: click **clone or download** and copy the provided URL

```
1. paigeplander@Paiges-MacBook-Pro: ~/Development/my-ios-decal-hw1 (zsh)
Last login: Wed Sep  6 21:44:08 on ttys002

~
» cd ~/Development

~/Development
» git clone https://github.com/paigeplan/my-ios-decal-hw1.git
Cloning into 'my-ios-decal-hw1'...
remote: Counting objects: 12, done.
remote: Compressing objects: 100% (11/11), done.
remote: Total 12 (delta 1), reused 12 (delta 1), pack-reused 0
Unpacking objects: 100% (12/12), done.

~/Development
» cd my-ios-decal-hw1

~/Development/my-ios-decal-hw1 master ✓
» ls
README.md                                SwiftPlayground.playground

~/Development/my-ios-decal-hw1 master ✓
» |
```

step 5: clone the repository to your local computer.
now you have a copy of the assignment in your files

```
1. paigeplander@Paiges-MacBook-Pro: ~/Development/my-ios-decal-hw1 (zsh)
» git status
On branch master
Your branch is up-to-date with 'origin/master'.
nothing to commit, working tree clean

~/Development/my-ios-decal-hw1 master ✓
» open SwiftPlayground.playground

~/Development/my-ios-decal-hw1 master ✓
» git status
On branch master
Your branch is up-to-date with 'origin/master'.
Changes not staged for commit:
  (use "git add <file>..." to update what will be committed)
  (use "git checkout -- <file>..." to discard changes in working directory)

        modified:   SwiftPlayground.playground/Contents.swift

no changes added to commit (use "git add" and/or "git commit -a")

~/Development/my-ios-decal-hw1 master x
» git add SwiftPlayground.playground/Contents.swift

~/Development/my-ios-decal-hw1 master x
» git commit -m "finished my homework" |
```

step 6: make sure to add, commit, and push any changes you make.


```
1. paigeplander@Paiges-MacBook-Pro: ~/Development/my-ios-decal-hw1 (zsh)
modified:  SwiftPlayground.playground/Contents.swift

no changes added to commit (use "git add" and/or "git commit -a")

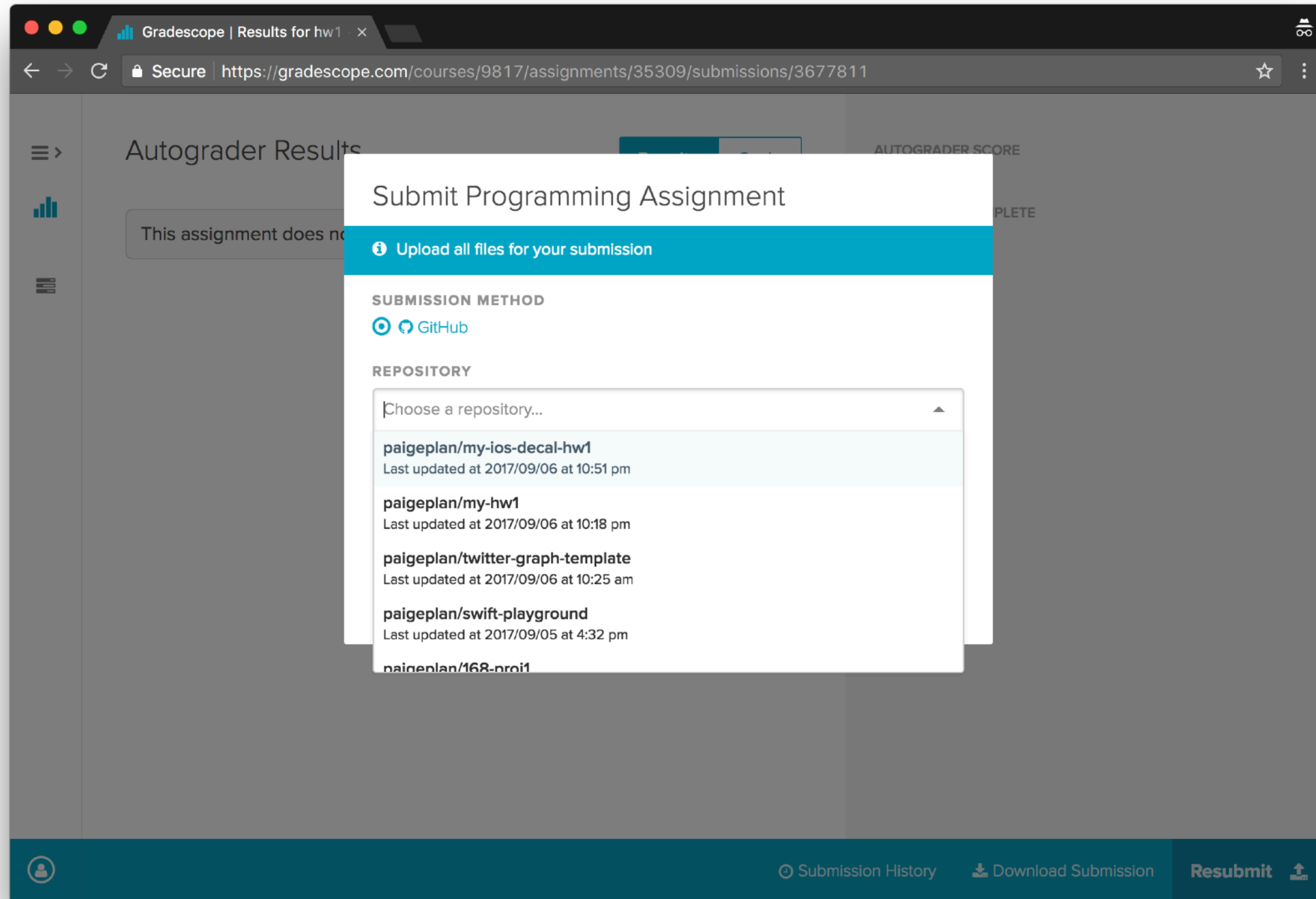
~/Development/my-ios-decal-hw1 master x
» git add SwiftPlayground.playground/Contents.swift

~/Development/my-ios-decal-hw1 master x +
» git commit -m "finished my homework"
[master eabb958] finished my homework
1 file changed, 2 insertions(+)

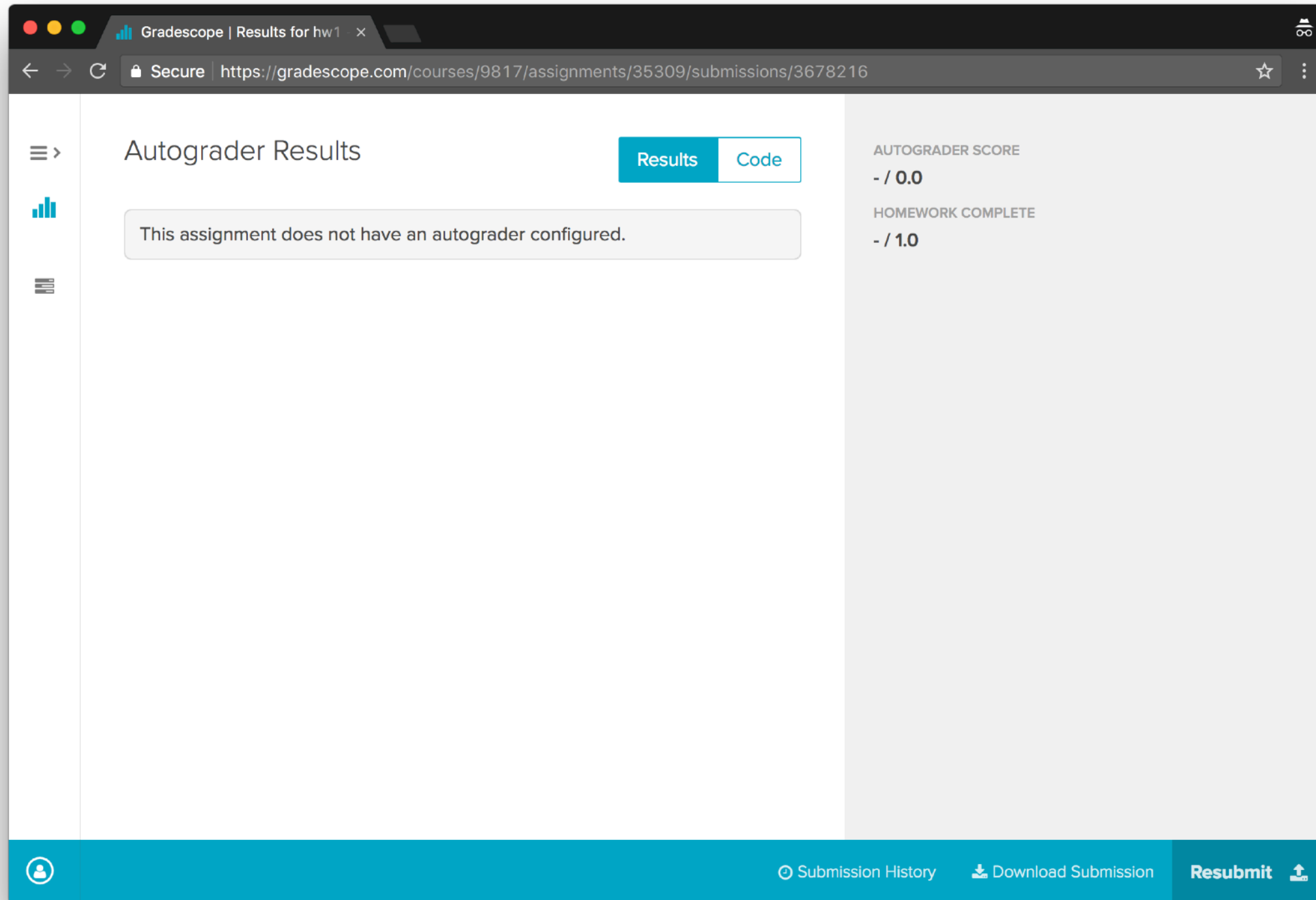
~/Development/my-ios-decal-hw1 master ✓
» git push
Counting objects: 4, done.
Delta compression using up to 4 threads.
Compressing objects: 100% (4/4), done.
Writing objects: 100% (4/4), 423 bytes | 0 bytes/s, done.
Total 4 (delta 2), reused 0 (delta 0)
remote: Resolving deltas: 100% (2/2), completed with 2 local objects.
To https://github.com/paigeplan/my-ios-decal-hw1.git
07b86b1..eabb958 master -> master

~/Development/my-ios-decal-hw1 master ✓
» |
```

step 7: once you've finished the assignment, push
your final changes



step 8: navigate to the assignment on gradescope, and click **submit**. in the dropdown, select the name of your private repository



step 9: make sure you have submitted correctly by selecting **download submission**, and re-running your code. unless specified by the staff, the autograder should not return a grade

you're done!