# 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
```
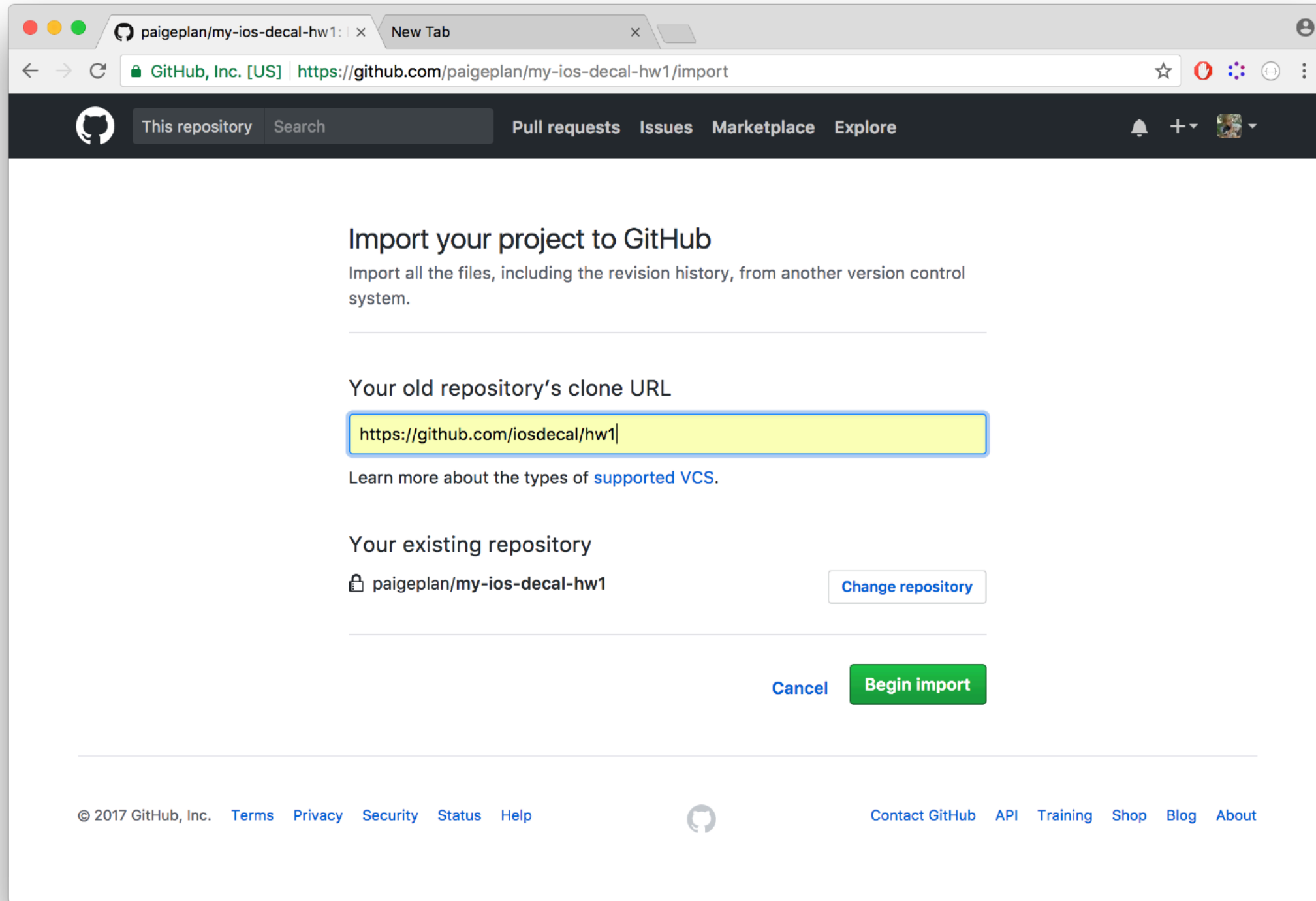
- then skip to step 8
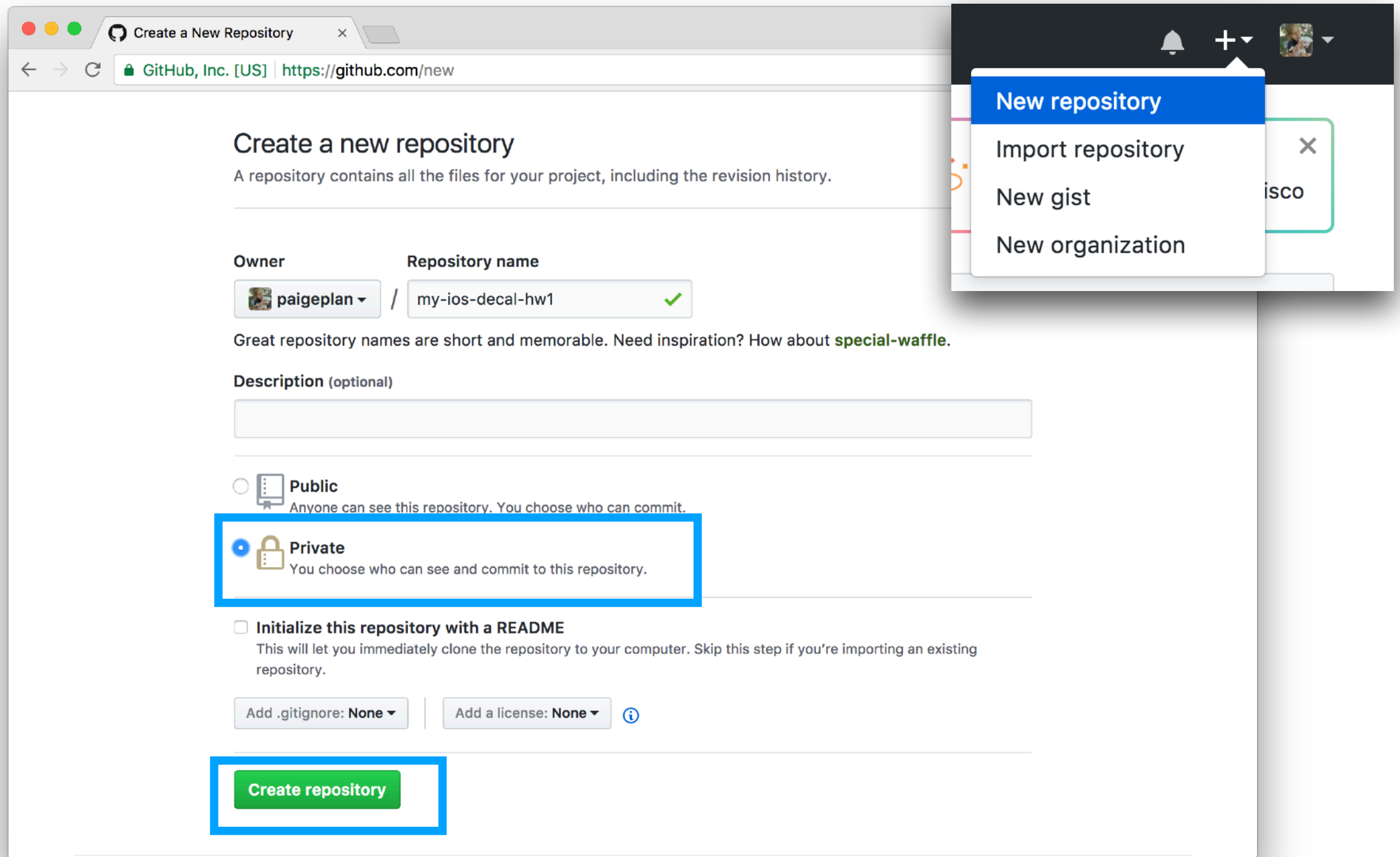
(if you have not yet started your assignment)
step 1: create a new **private** repository on github
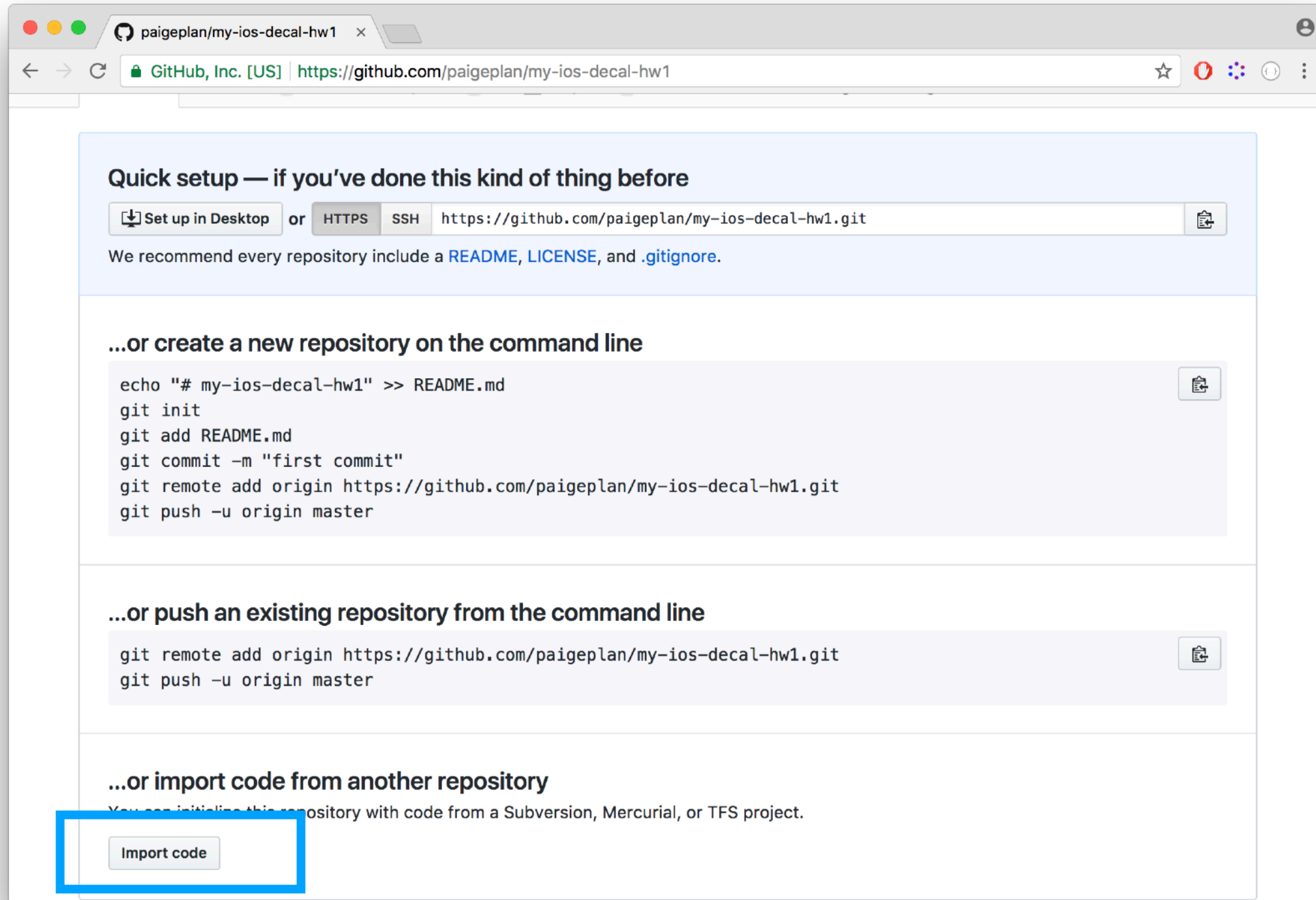
step 2: click **import code**

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

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

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

step 7: once you've finished the assignment, push
your final changes
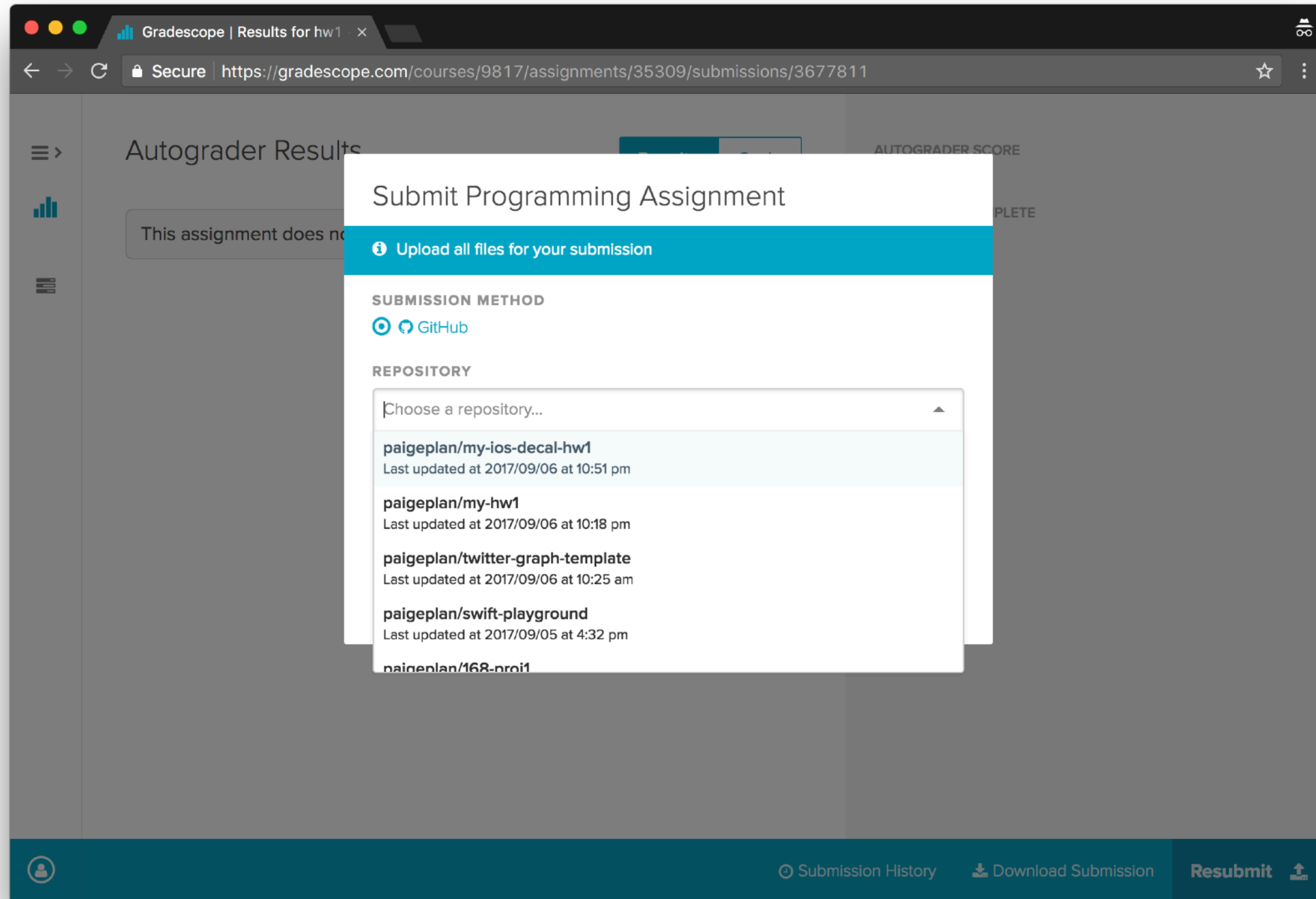
step 8: navigate to the assignment on gradescope, and click **submit**. in the dropdown, select the name of your private repository
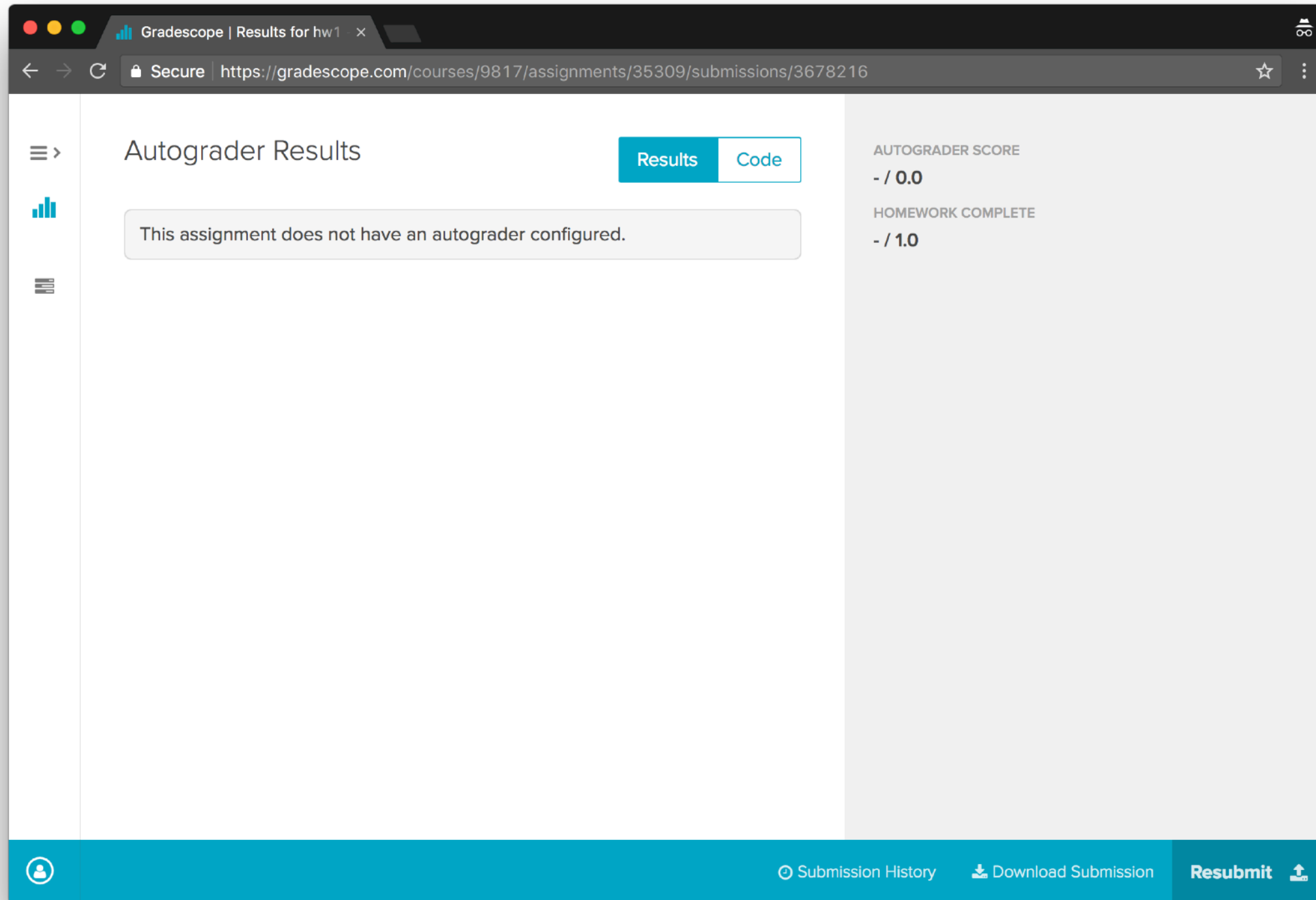
step 9: make sure you have submitted correctly by selecting **download submission**, and re-running your code. unless specified by the staff, the autograder should not return a grade

you're done!