

# GitHub Workflow

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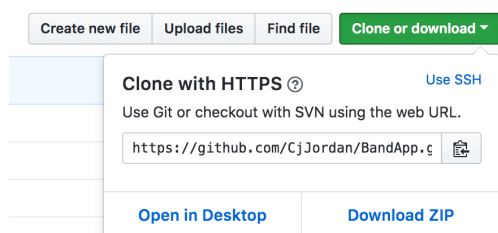
## Setting up a repository

1. Create a new repository in github. Be sure to click "initialize this repository with a README."

☒ **Initialize this repository with a README**

This will let you immediately clone the repository to your computer. Skip this step if you're importing an existing repository.

2. Clone the repo to local machine, by clicking the "Clone or Download" button and copying the url to your clipboard.



```
git clone https://github.com/CjJordan/BandApp.git
```

## Branching

1. For each new feature that is built, a new branch should be created and checked out using a descriptive branch name.

```
git checkout -b maps-api
```

2. Open the project in Visual Studio Code and make some changes. Save the changes then add and commit the changes.

```
git add -A
```

```
git commit -m "updates README"
```

3. Push these changes to a branch on GitHub with the same name as the local branch you created *not* to master.

```
git push origin maps-api
```

## Pull Requests

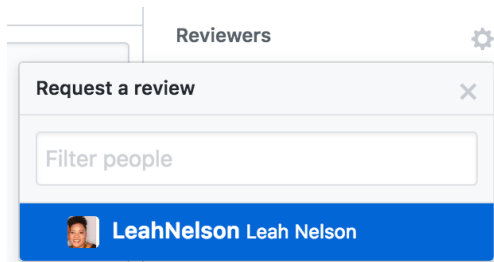
1. Go back to GitHub and you should see a prompt to create a pull request (you may need to refresh)

Your recently pushed branches:

🔗 **maps-api** (less than a minute ago)

🔗 Compare & pull request

2. Assign a collaborator to review your pull request by clicking "Reviewers" on the right side of the screen.



3. Once they approve the changes, the pull request can be merged into the master branch.

## Updating the Local Copy

1. On your local machine, checkout master. Notice that it does not reflect the latest changes. Pull the changes to your local machine.

```
git checkout master
```

```
git pull
```

**Remember:** Checkout master and use **git pull** to ensure master is up to date before creating a new branch. A new branch should be created for every new feature.