

**REVIEW & DEBUG**

Topic: Nested list bank  
Exercise: List management / operation  
Extra skill: Make your own branch in github



**Go to the link and make a clone**



`github.com/trtku/MAS2122-T2P1`



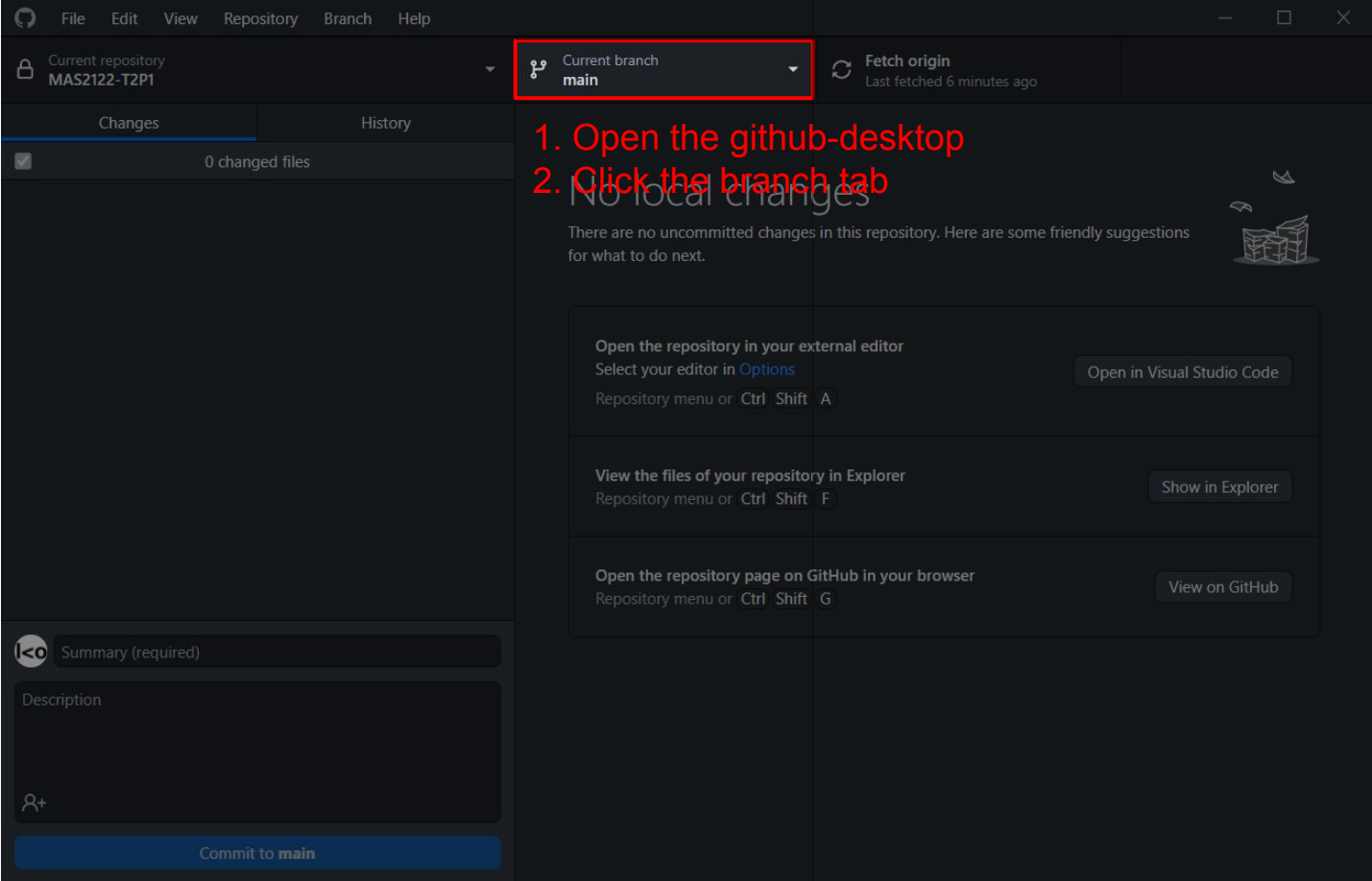
**Fill in the form!**



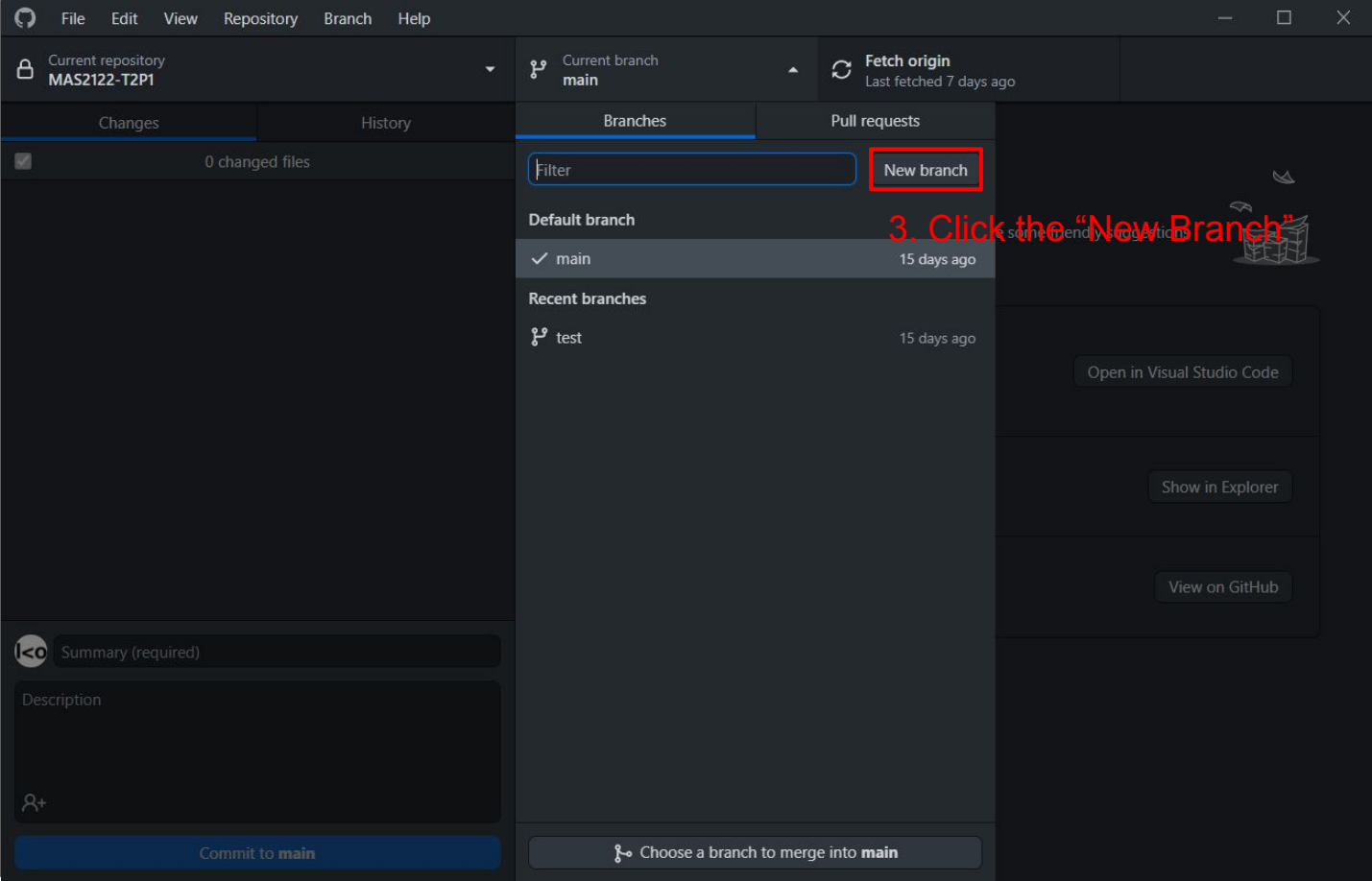
[https://docs.google.com/spreadsheets/d/120ACpitDW0igjTGQzZO\\_wvULsxBG8F6l0bIUppC530c/edit#gid=0](https://docs.google.com/spreadsheets/d/120ACpitDW0igjTGQzZO_wvULsxBG8F6l0bIUppC530c/edit#gid=0)

MAS T2P1 Tutorials Series

Make your own branch in github

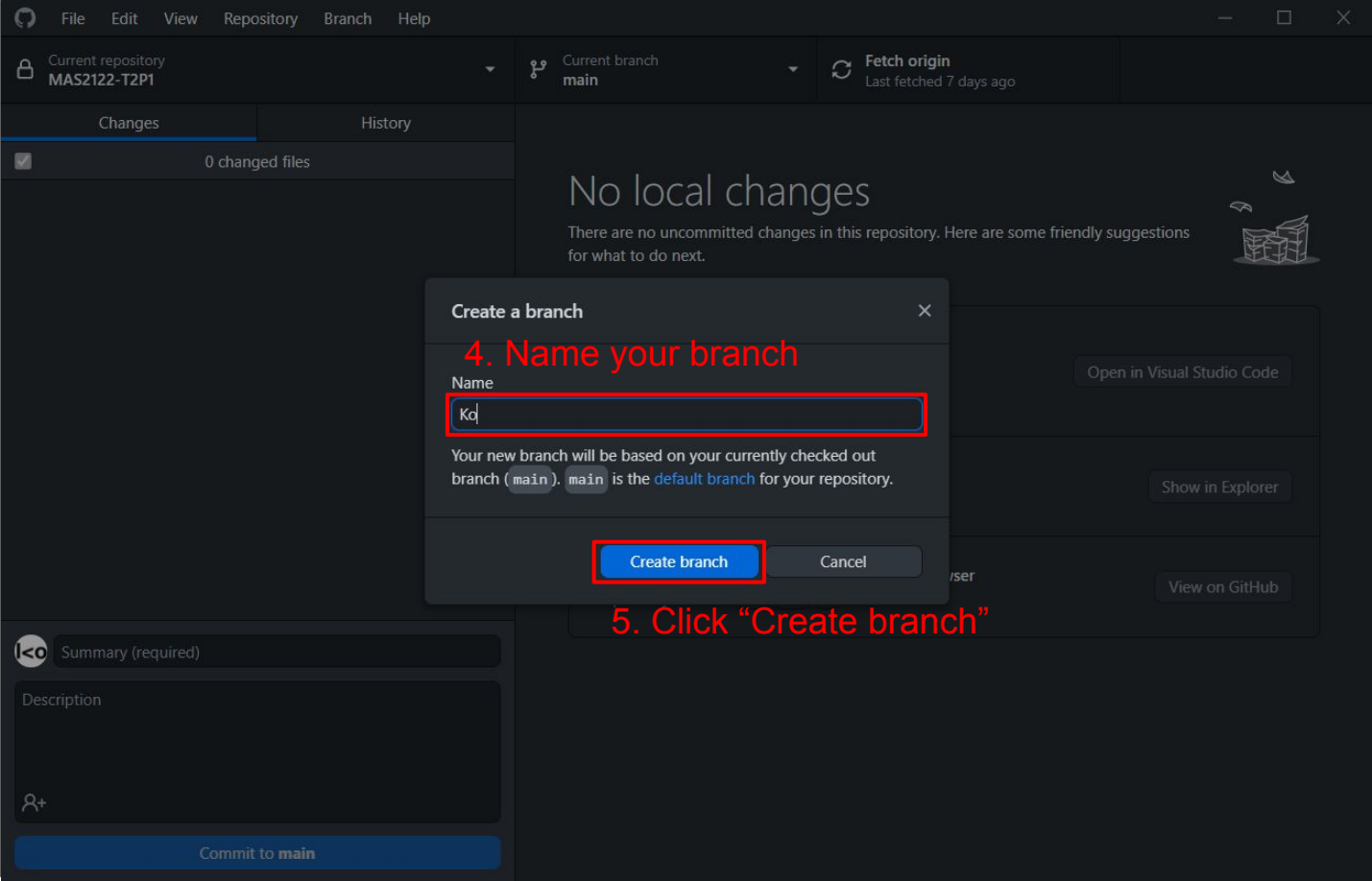


MAS T2P1 Tutorials Series  
Make your own branch in github

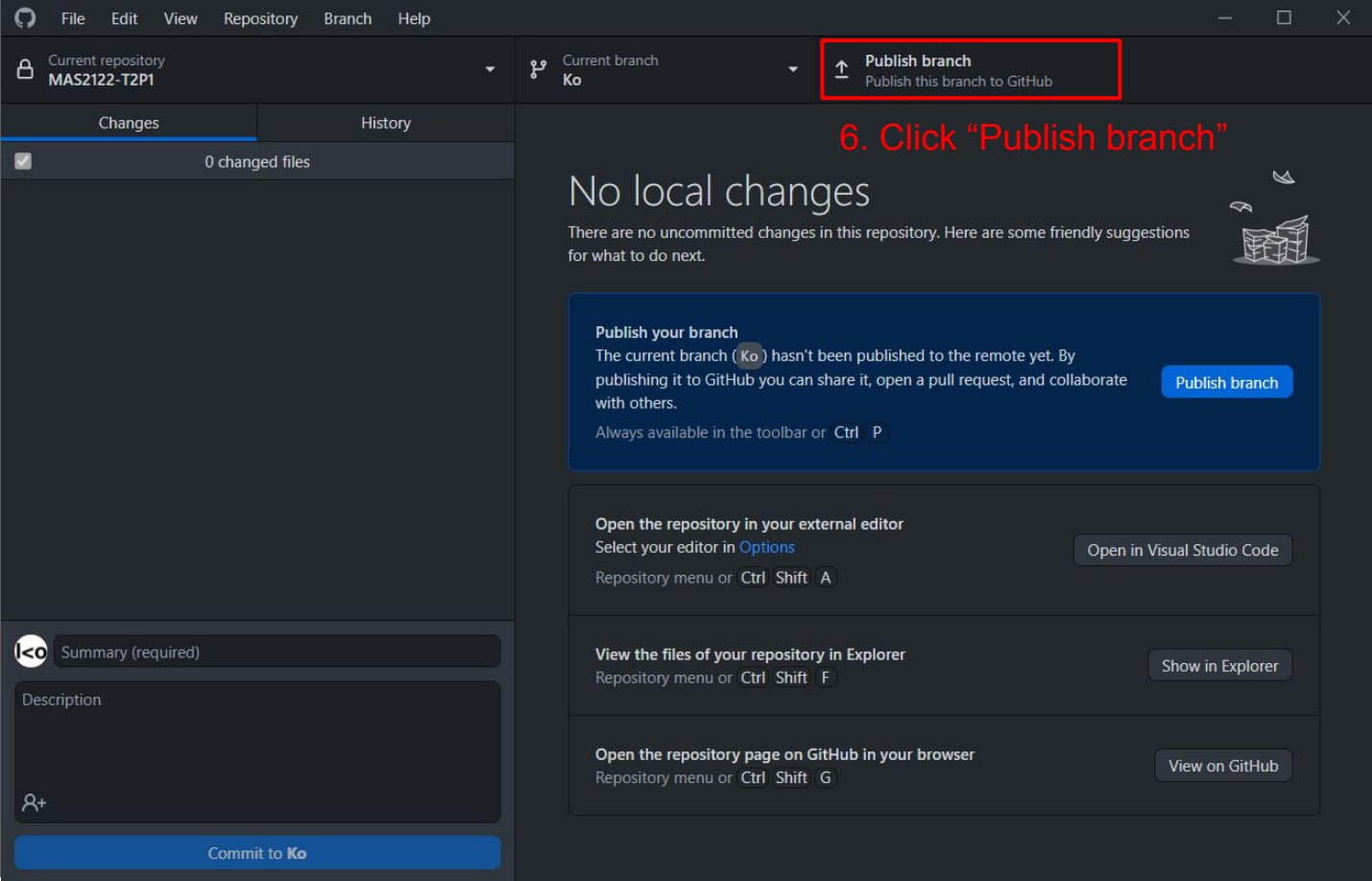


MAS T2P1 Tutorials Series

Make your own branch in github



MAS T2P1 Tutorials Series  
Make your own branch in github



FileEditViewRepositoryBranchHelp

Current repository  
MAS2122-T2P1

Current branch  
Ko

Fetch origin  
Last fetched just now

ChangesHistory

0 changed files

Summary (required)

Description

Commit to Ko

7. Check if the current branch is your branch

No local changes

There are no uncommitted changes in this repository. Here are some friendly suggestions for what to do next.

Create a Pull Request from your current branch

The current branch (Ko) is already published to GitHub. Create a pull request to propose and collaborate on your changes.

Branch menu or Ctrl R

Create Pull Request

Open the repository in your external editor

Select your editor in Options

Repository menu or Ctrl Shift A

Open in Visual Studio Code

View the files of your repository in Explorer

Repository menu or Ctrl Shift F

Show in Explorer

Open the repository page on GitHub in your browser

Repository menu or Ctrl Shift G

View on GitHub

8. You can check the contents of your branch from here.





# Congratulation!

- ☐ Develop, maintain and share your code.
- ☐ Collaborative workflow with team.
- ☐ Easy&Clear copyright handling to protect your IP(intellectual property)

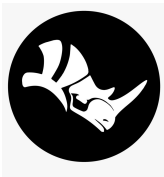


**TRY to PUSH!**



**Topic:** Module design  
**Exercise:** Make custom module  
**Extra skill:** Custom bake function in **gh-python**

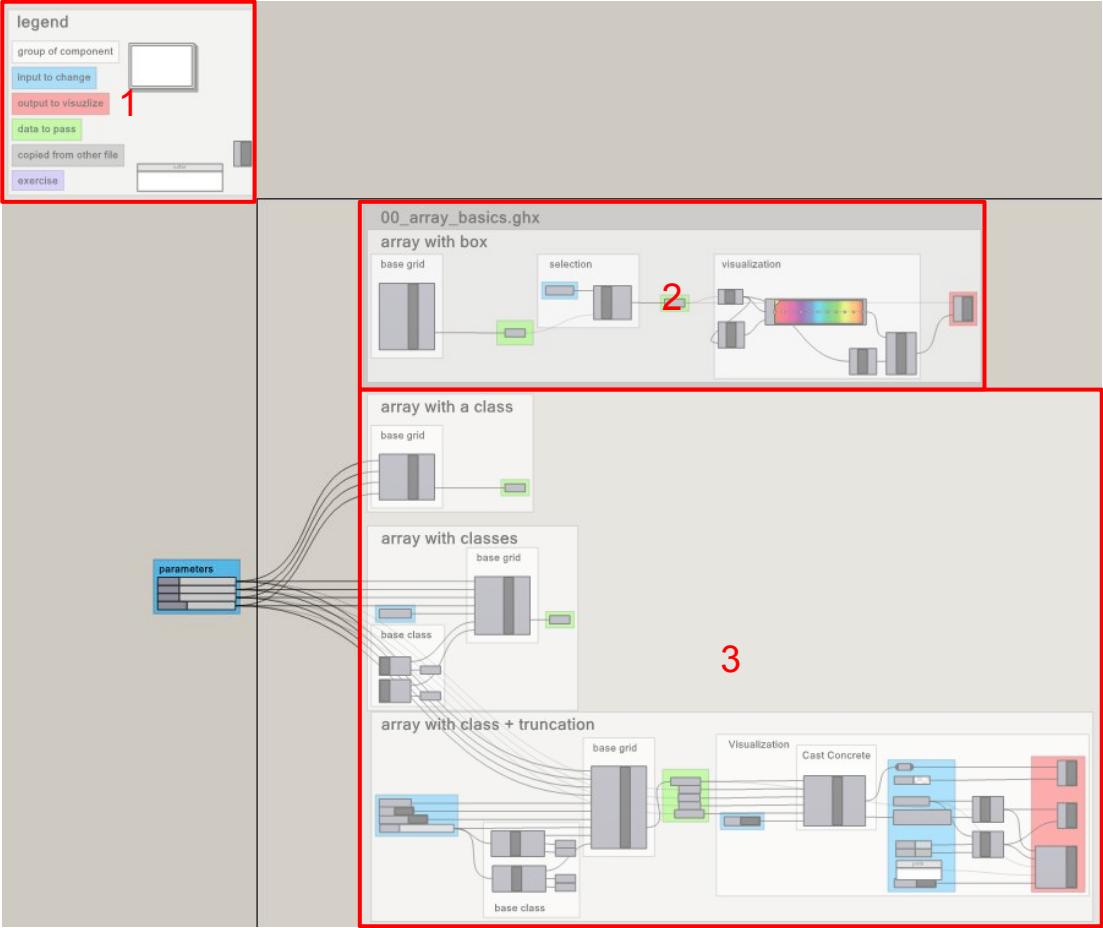




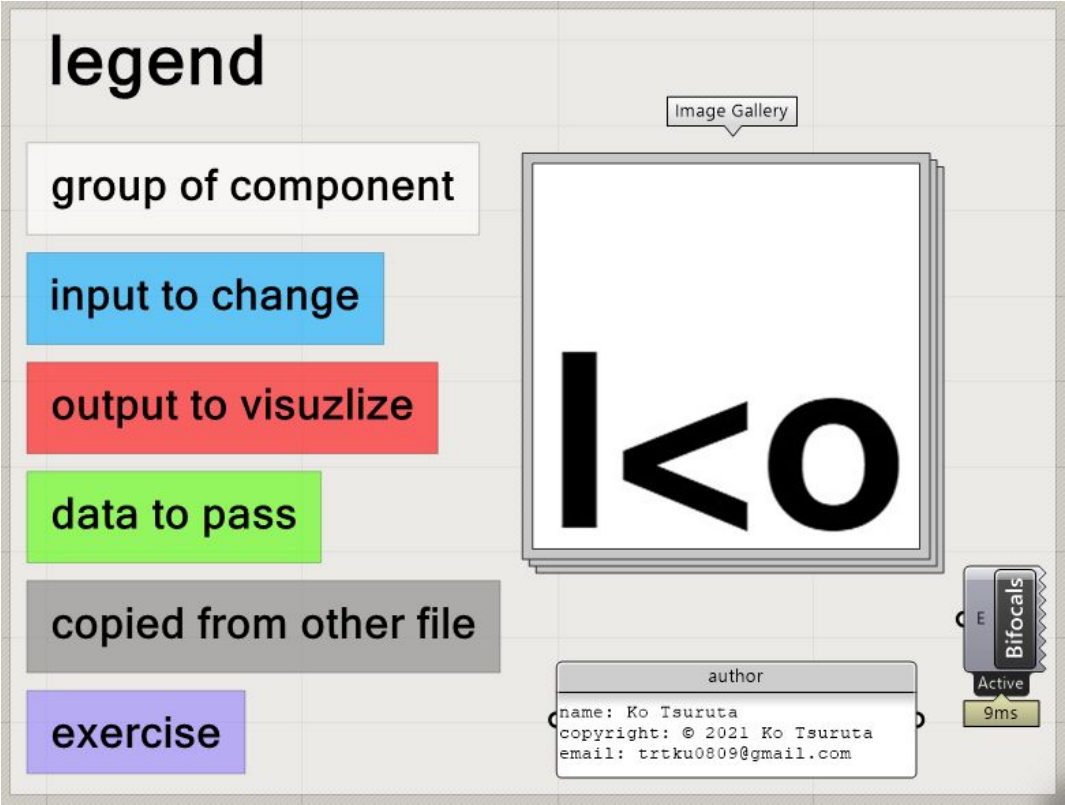
**Open RH/GH & the .ghx file below**



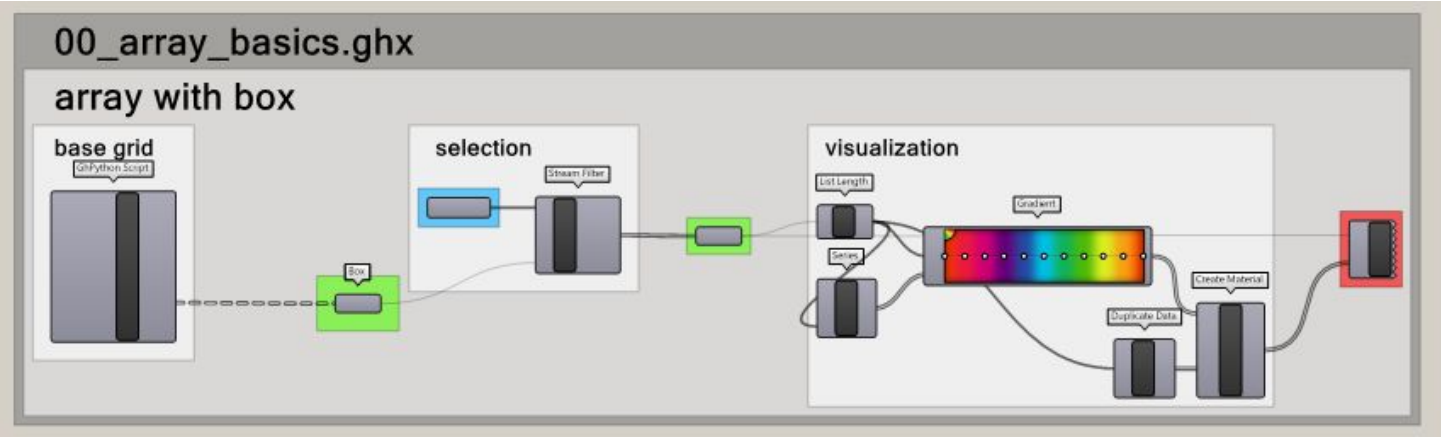
**C:YOUR\_LOCAL\_DIR\MAS2122-T2P1/docs/tutorials/01\_module\_design\_basic.ghx**



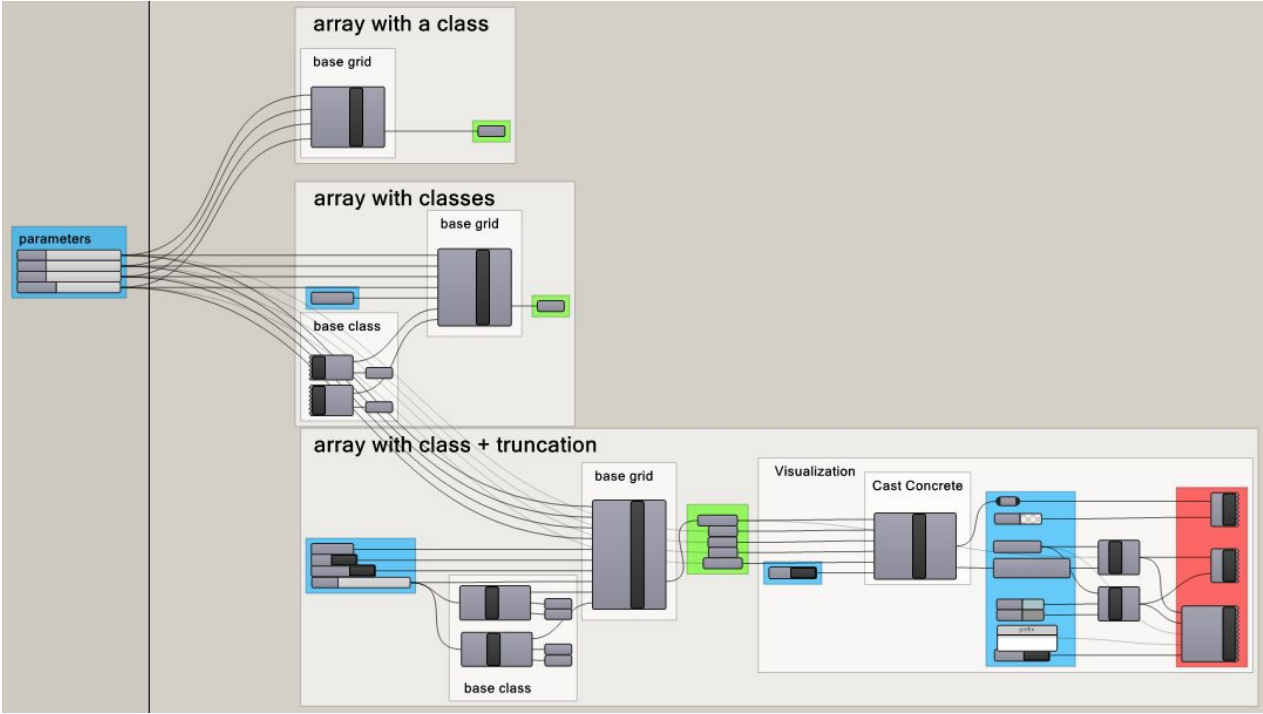
1. Legend
2. Prev. code
3. Tutorial



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3. Tutorial

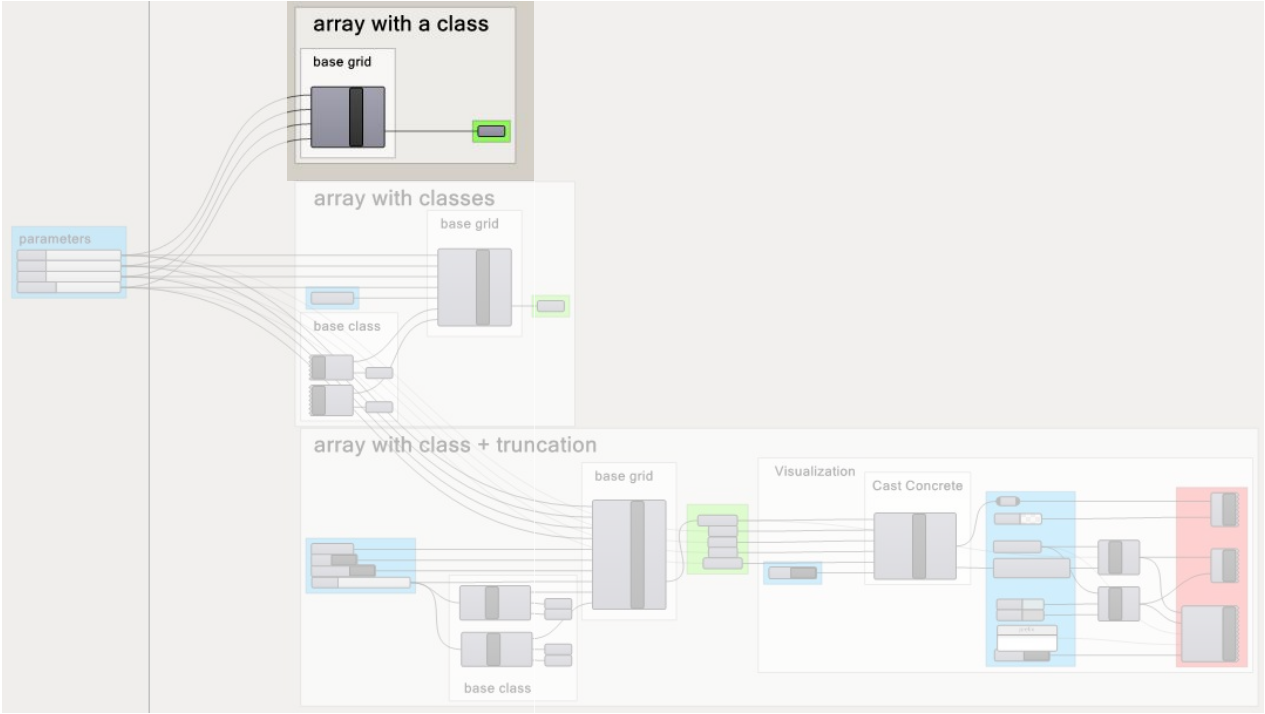


1. Legend
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- 1. Legend
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- 3. Tutorial

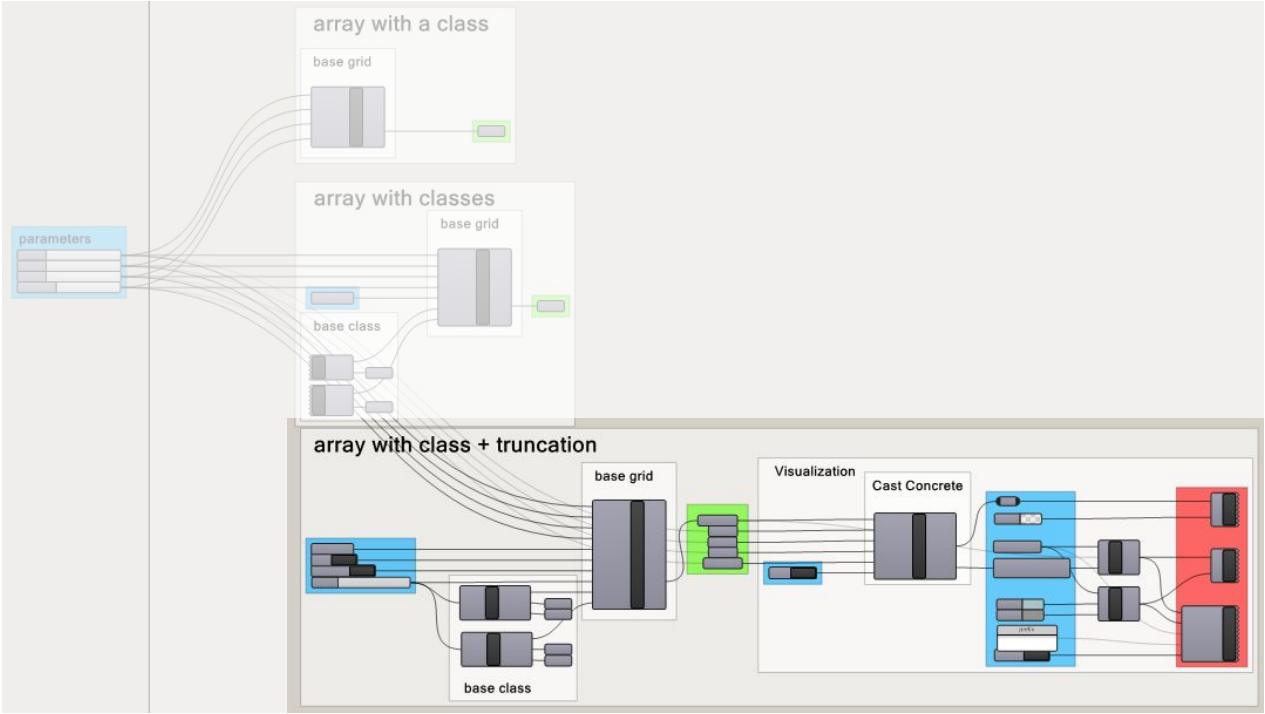




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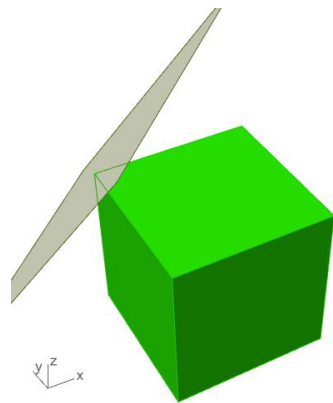


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3. Tutorial

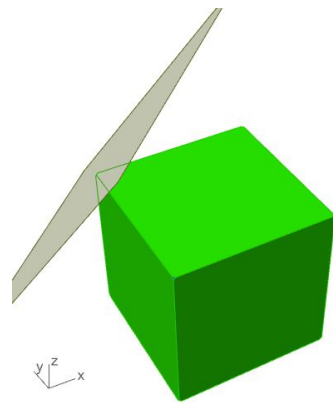
# What is “truncation”?



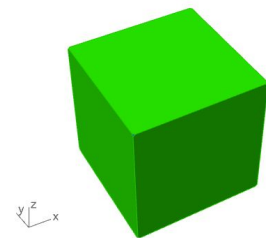
In geometry, a **truncation** is an operation in any dimension that cuts polytope vertices, creating a new facet in place of each vertex.  
Source: [https://en.wikipedia.org/wiki/Truncation\\_\(geometry\)](https://en.wikipedia.org/wiki/Truncation_(geometry))



Original cube  
+  
One of the cutters



Truncated cube  
+  
One of the cutters



Truncated cube