MAKING GIT WORK FOR YOU



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GitHub Windows

Overview Help Release Notes

The easiest way to use GitHub on Windows.



Windows XP, Vista, 7 & 8

INSTALL THE GITHUB CLIENT https://windows.github.com/

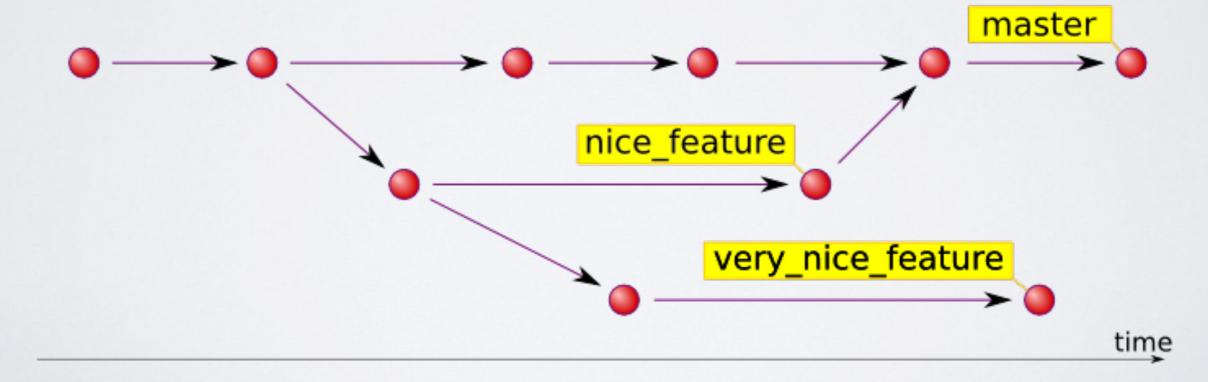
WHY GIT/GITHUB?

- GitHub: social network for information and tool for collaboratively creating content/knowledge
 - Code
 - Legislation
 - Journal Articles
 - Job Applications

- Websites
- Flyers
- Datasets (!!!!)
- Images (play spot the difference!!!)

WHY GIT/GITHUB?

 It allows you to keep track of file versions, changes, suggested edits, issues, comments...



on Citthe

WHY GIT/GITHUB?

- Built around an Open Source ideology
- Make information freely accessible
- · Build off someone else's ideas
- Contribute to others' ideas
- Have others contribute to your ideas

WHY GIT/GITHUB?

- Simultaneous edits by different users won't destroy each other.
- Pick and choose which edits stay, which get ignored.
- Undo one set of edits from last week without losing all the other subsequent changes

WHY GIT/GITHUB?

Emily copy edits while I insert references.
 Later we can merge our changes!

```
// Accessing =====
    this.file - file:
                                                       this.file - file:
                                                                                                      public synchronized File getFile()
                                                                                                           return file:
// Accessing =
                                                   // Accessing
public File getFile()
                                                   public synchronized File getFile()
                                                                                                      public synchronized void setFile(Fil
    return file;
                                                       return file;
                                                                                                           this.file - file;
public woid setFile(File file) {
                                                   public synchronized void setFile(Fil
                                                                                                      public synchronized boolean isPassph
    this.file - file:
                                                       this.file - file:
                                                                                                           passphrase = notNull(passphrase)
                                                                                                           return passphrase.isKnown();
public ScPassword getScPassword() { >
                                                   public synchronized ScPassword getSc
                                                                                                       public synchronized boolean isPassph
    passphrase - maybeCreateInstance
                                                       passphrase - maybeCreateInstance
                                                                                                           passphrase - notNull(passphrase)
    return passphrase;
                                                       return passphrase
                                                                                                           return passphrase.isStored();
public boolean isValid()
                                                   public synchronized boolean isValid(
                                                                                                      public synchronized boolean isValid(
    return file !- null;
                                                       return file !- null;
                                                                                                           return file !- null;
public boolean matches(File file) { >
                                                   public synchronized boolean matches(
    return QCompareUtils.areEqual(fi
                                                       return QCompareUtils.areEqual(fi
                                                                                                      public String getPassphrase(@Nullabl
                                                                                                           synchronized (this)
                                                                                                              passphrase = notNull(passphr
// Description ----
                                                   // Description ----
                                                                                                           return passphrase.getPhrase(user
public void toDescription(@NotNull (>)
                                                   public synchronized void toDescripti
                                                                                                      public void setPassphrase(String pas
    QDescriptionUtils.putFile(writer
                                                       QDescriptionUtils.putFile(writer
    putPassword(writer, "passphrase
                                                       putPassword(writer, "passphrase
                                                                                                           synchronized (this) {
                                                                                                              this.passphrase = notNull(th
                                                                                                           this.passphrase.setPassphrase(pc
public void fromDescription(@NotNull)
                                                   public synchronized void fromDescrip
    file - QDescriptionUtils.getFile
                                                       file - QDescriptionUtils.getFile
    passphrase - getPassword(reader,
                                                       passphrase - getPassword(reader,
                                                                                                      public synchronized boolean matches(
                                                                                                           return OCompareUtils.oreEqual(fi
```



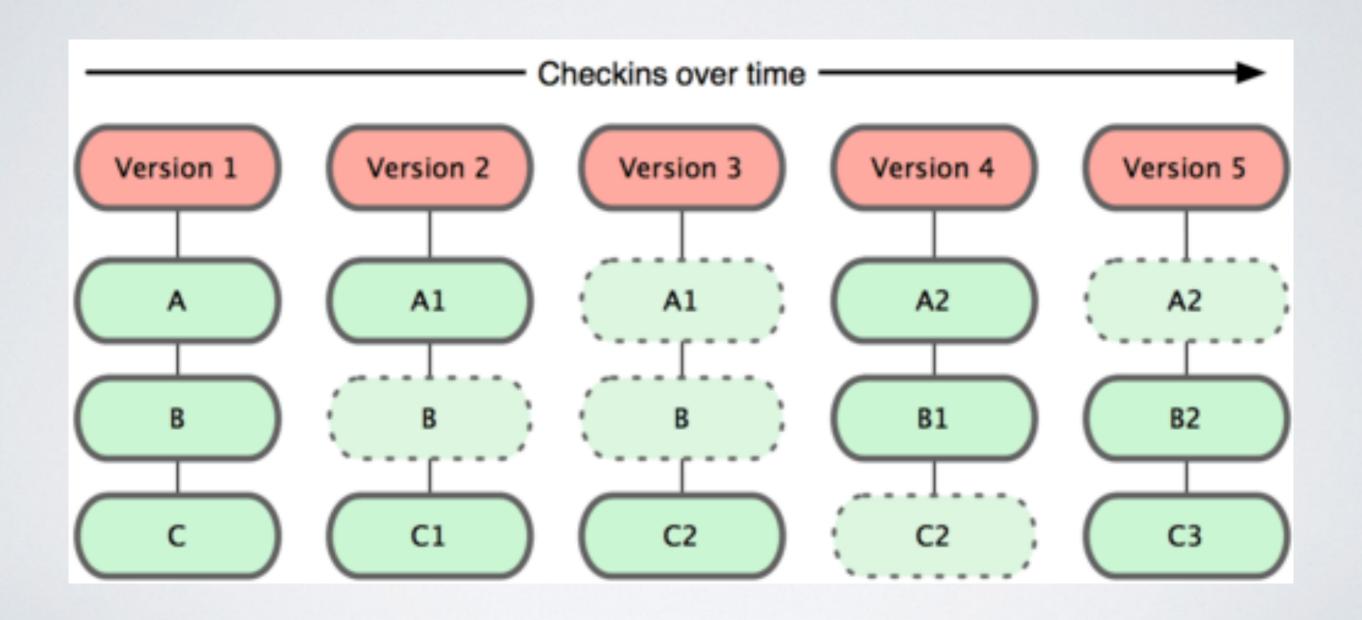
- System for managing code repositories
- Lives on your local computer
- Locally used by the individual
- Command-line based

- Web service to host your Git repositories
- Lives in the "cloud"
- For individuals and groups
- Simplifies sharing and modifying repos
- Web-based plus GUIs or command-line

WHAT IS A REPOSITORY?

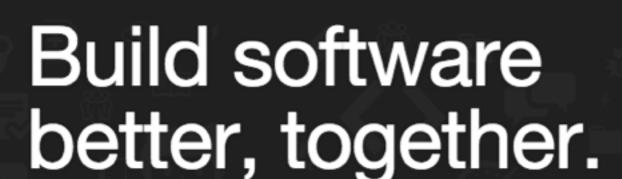
- A set of files and directories.
- Historical record of changes made to the files and directories.
- A set of "commit" objects.
- A set of references to each commit object, called "heads".

WHAT IS A REPOSITORY?



LET'S GET STARTED!

- Create a GitHub account
- Create a new repository
- Make your first commit
- Fork an existing repository



Powerful collaboration, code review, and code management for open source and private projects. Need private repositories?

Upgraded plans start at \$7/mo.

Pick a username

Your email

Create a password

Use at least one lowercase letter, one numeral, and seven characters.

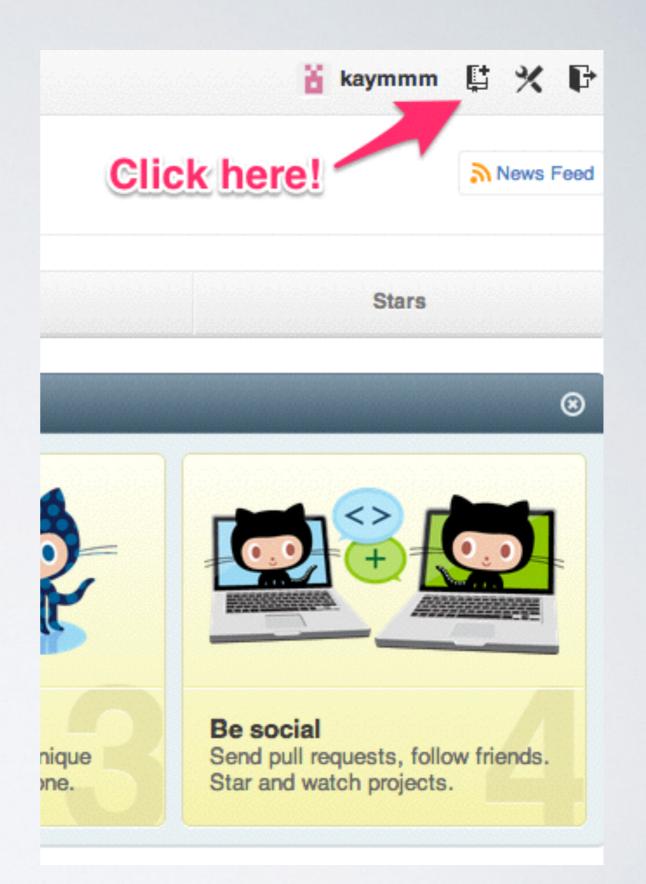
Sign up for GitHub

By clicking "Sign up for GitHub", you agree to our terms of service and privacy policy.

CREATE A GITHUB ACCOUNT

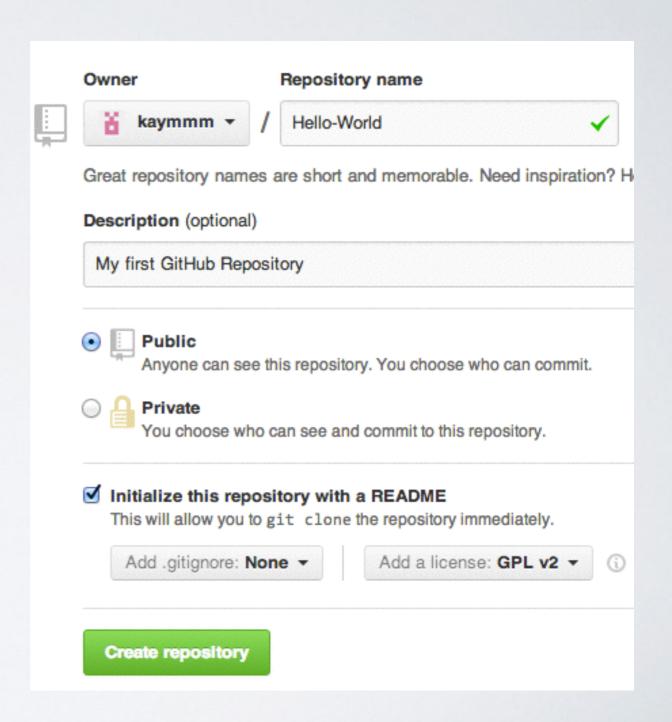
https://github.com/

CREATE A NEW REPO(SITORY)

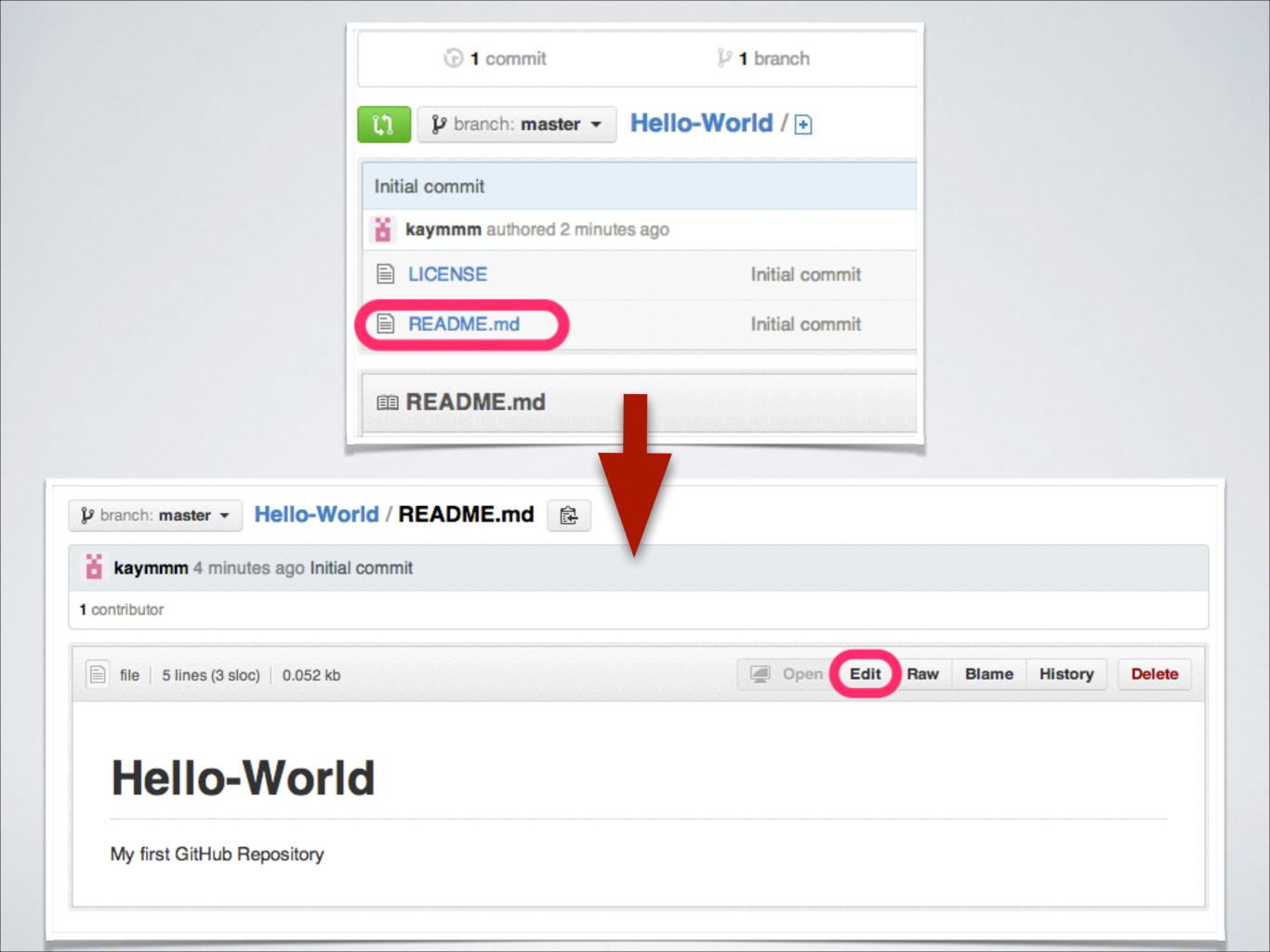


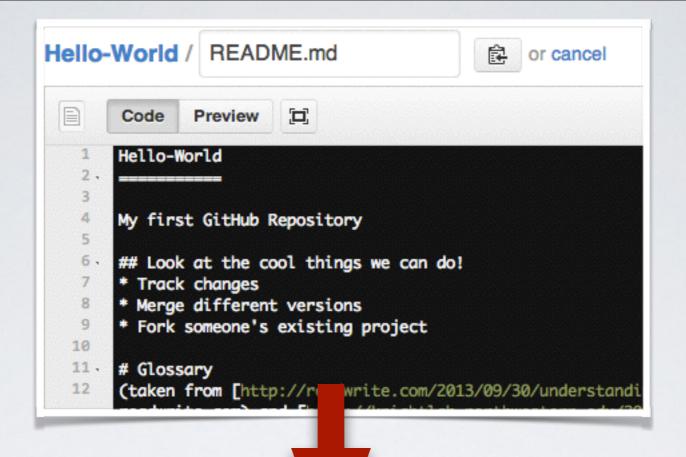
CREATE A NEW REPO

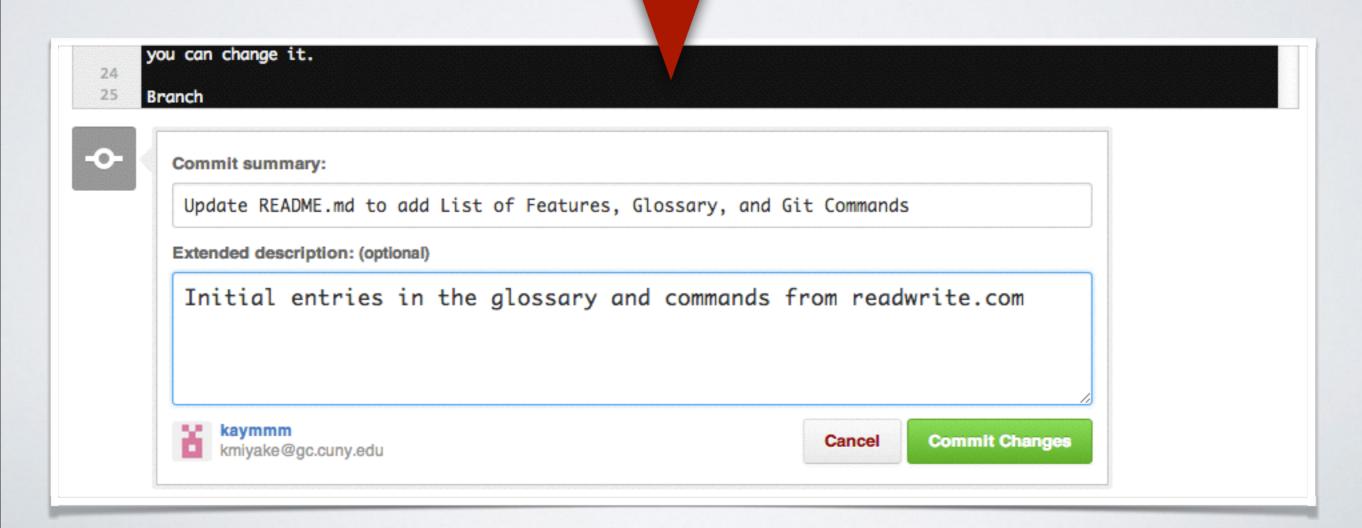
- Give it a name
- Add a description
- Keep it public for now
- Initialize it with a "README" file
- Add a license! (I like the GPLv2)



MAKE YOUR FIRST COMMIT







Hello-World

My first GitHub Repository

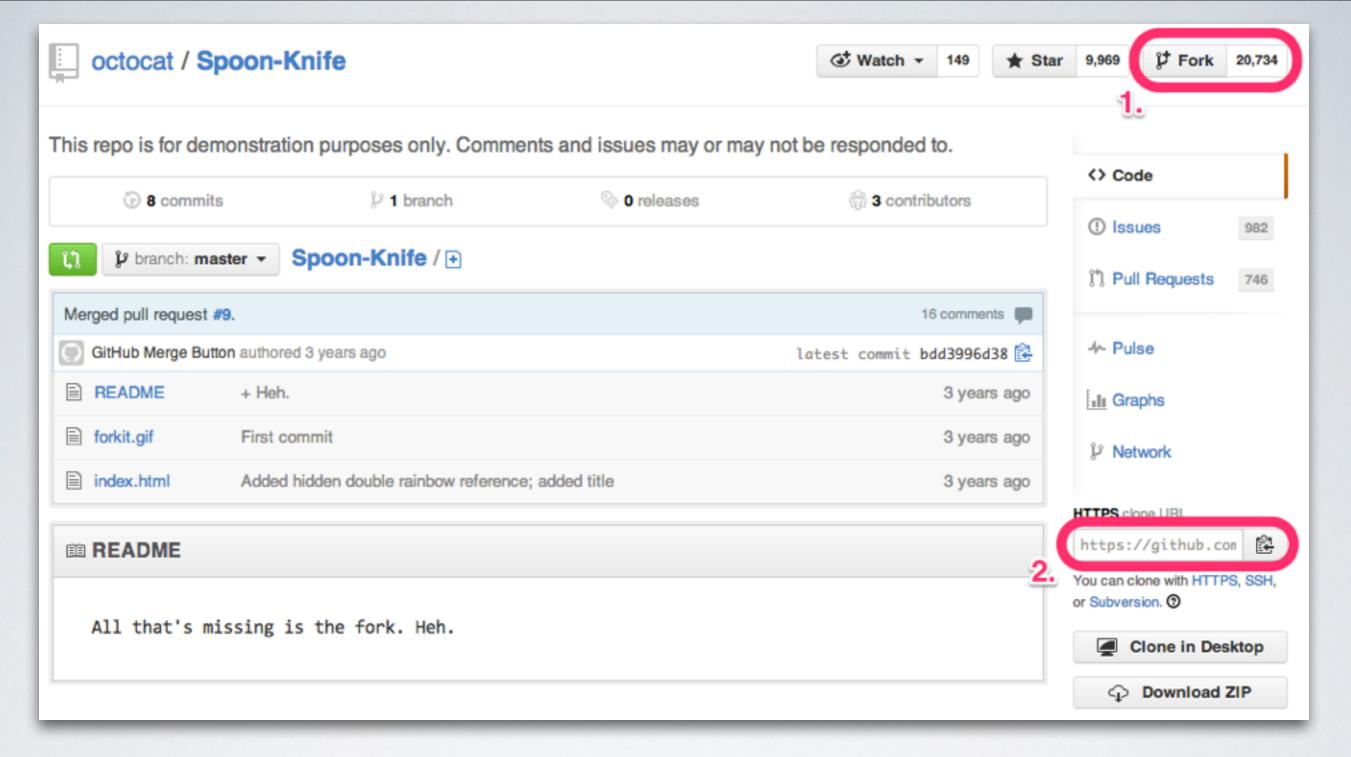
Look at the cool things we can do!

- Track changes
- · Merge different versions
- · Fork someone's existing project

Glossary

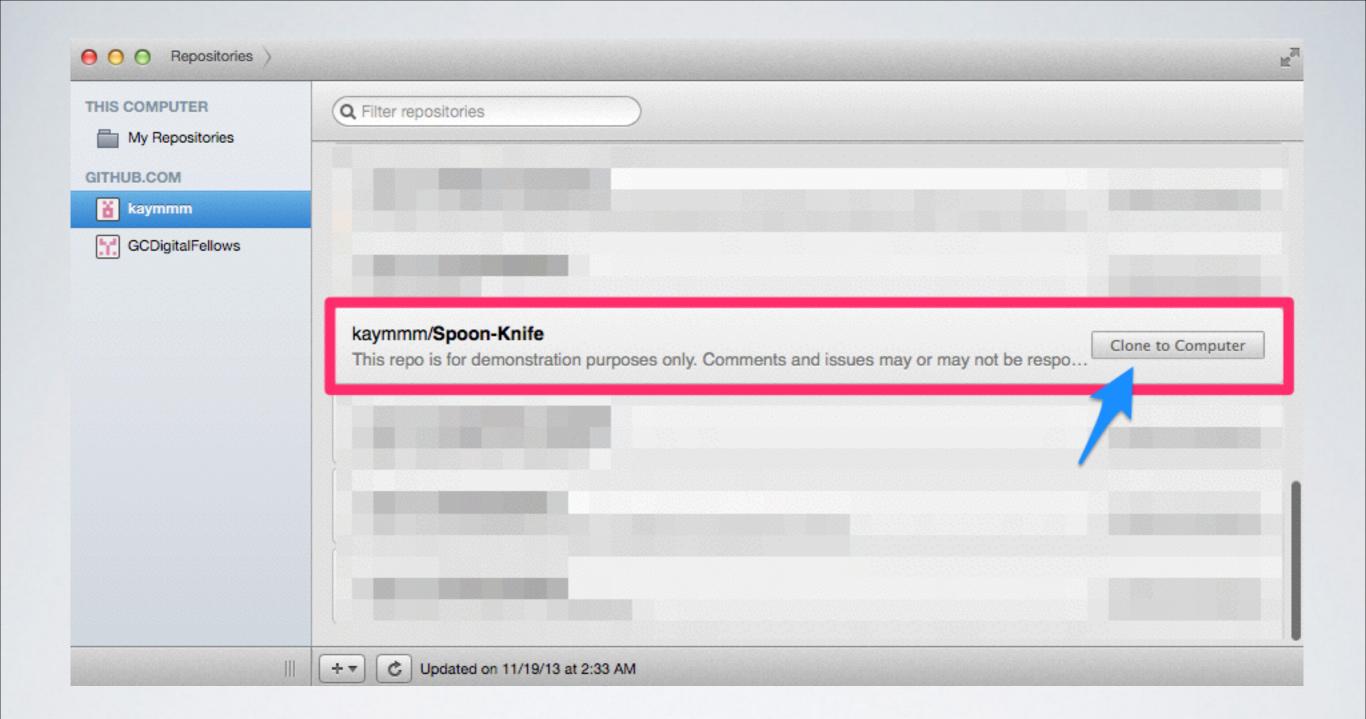
(taken from readwrite.com and knight lab) Repository: A directory or storage space where your projects can live. Sometimes GitHub users shorten this to "repo." It can be local to a folder on your computer, or it can be a storage space on GitHub or another

TA-DA!

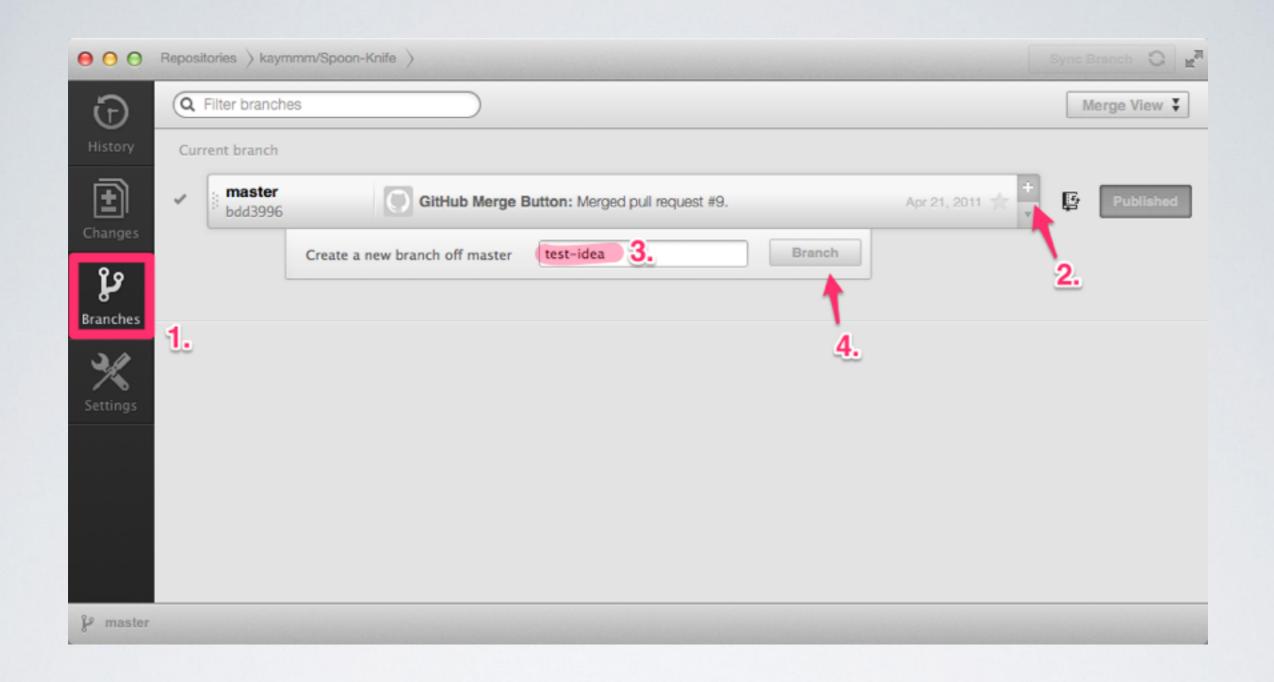


FORK AN EXISTING REPO

https://github.com/octocat/Spoon-Knife



CLONE YOUR FORKED REPO



CREATE A NEW BRANCH

this way your master branch remains clean until you know your branched changes work!

MAKE SOME EDITS

- View index.html in a browser.
- Type the "Konami Code"...
 - up, up, down, down, left, right, left, right,
 B, A
- Try to get rid of the popup (try escape, etc.)

MAKE SOME EDITS

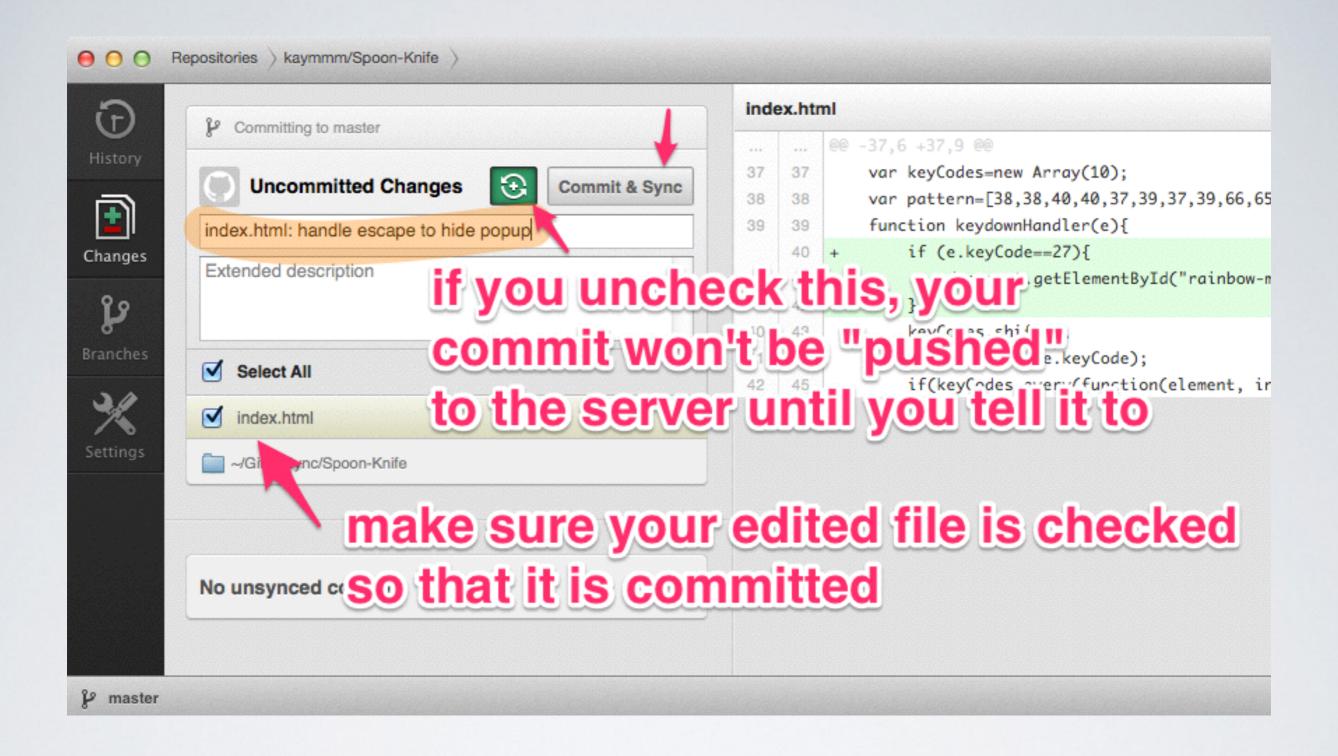
- Open index.html in a text editor
- Below line 39 enter the following then save:

if (e.keyCode==27){
document.getElementByID("rainbow-message").style.display="none";

```
<script type="text/javascript">
         var keyCodes=new Array(10);
         var pattern=[38,38,40,40,37,39,37,39,66,65];
         function keydownHandler(e){
             if (e.keyCode==27){
40 ▼
                 document.getElementById("rainbow-message").style.display="none";
41
42 ▲
             keyCodes.shift();
             keyCodes.push(e.keyCode);
             if(keyCodes.every(function(element, index, array){return element===pa
45 ₩
                 document.getElementById("rainbow-message").style.display="";
47 A
48 4
         window.onkeydown=keydownHandler;
        </script>
```

MAKE SOME EDITS

- Refresh the browser displaying index.html
- Type the Konami code again
 - up, up, down, down, left, right, left, right, B, A
- Now try to get rid of the popup again...!

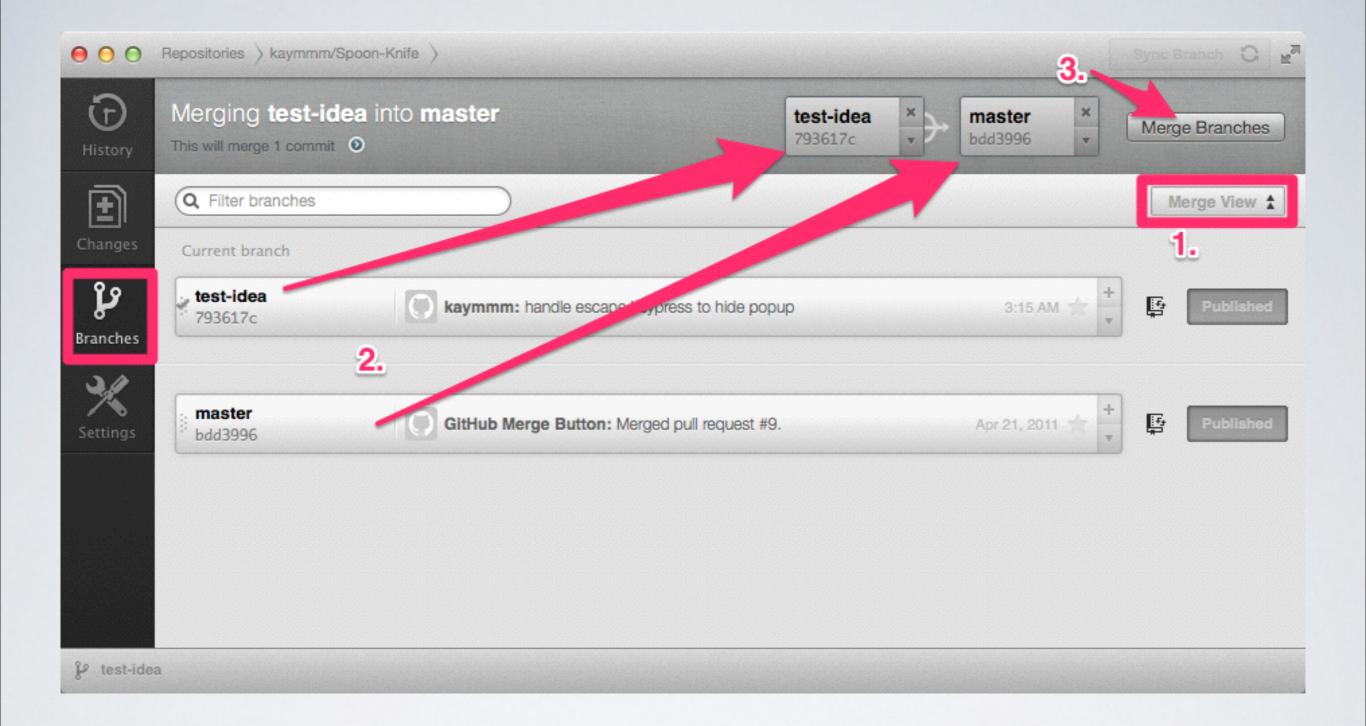


COMMIT YOUR CHANGES

(and push them to the GitHub server)

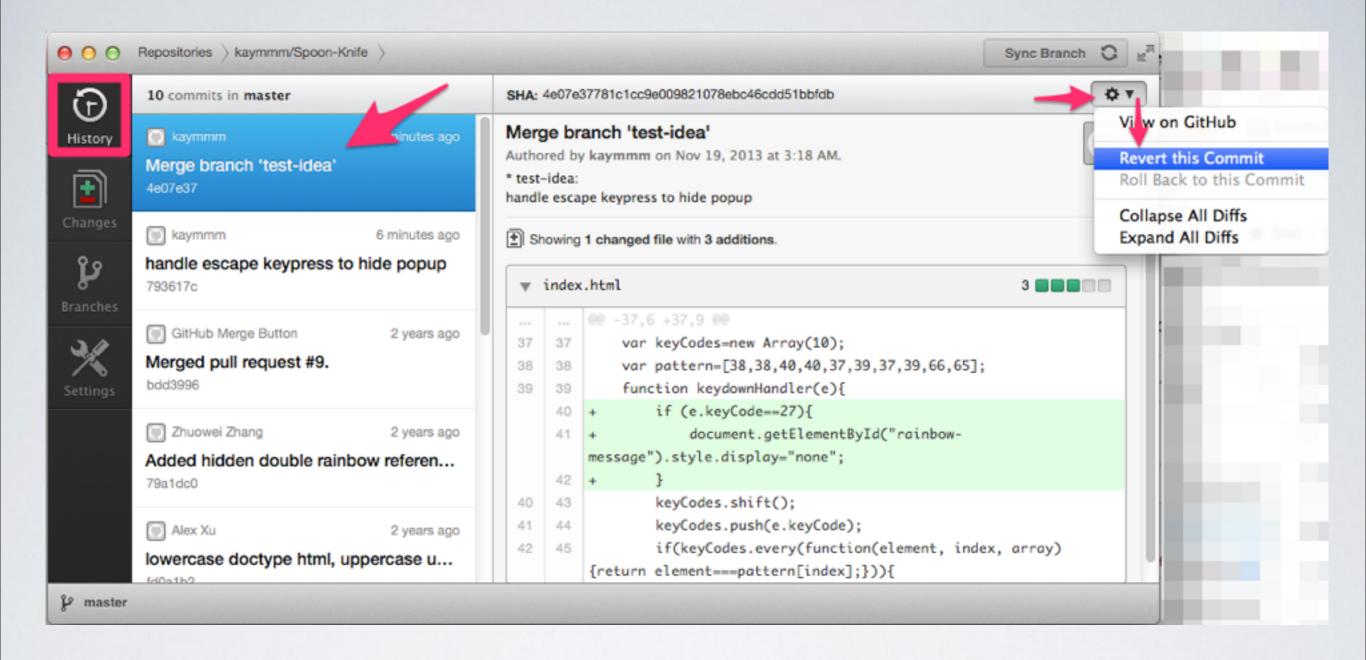
WHEN SHOULD I COMMIT?

- Frequently.
- If you can describe the change you made, then you should commit it.
- Group similar changes into the same commit
- If you undo one commit, you won't have to redo changes unrelated to whatever you don't want.



MERGE YOUR TEST BRANCH

(Don't forget to sync afterwards)



REVERT A COMMIT

Just for fun.

It doesn't have to be the latest one...

WHAT'S NEXT?

- Add a remote repository (https:// github.com/kaymmm/Hello-World)
- Pull/merge upstream
- Submit a pull request
- Create an issue ticket (enable in settings)

COOL GITHUB PROJECTS

- http://digital.cityofchicago.org/index.php/chicago-on-github/
- https://github.com/blog/1601-see-your-csvs
- https://github.com/blog/1528-there-s-a-map-for-that
- https://github.com/lorennorman/octocat-3d/tree/master/stl
- https://github.com/openhatch
- https://github.com/cityofnewyork