# An Introduction to Git and GitHub

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# 1 Introduction

What we'll cover today:

- 1. Git is a free and open source version control system. It makes development more friendly by keeping track of all your changes for you.
- 2. GitHub is a web based hosting service. It allows use to put your projects online so that other people can learn about them and contribute.

# 2 Why Should I Care

- Almost everything is on GitHub
- Git and GitHub combine to make development and collaboration easy
- It's an excellent way to show off your code/projects/analyses with others
- It's really easy to create web pages, documentation, or even your own web site!
- They're free!

# 3 The Basic Git Workflow

#### 3.1 When you start a new project

- 1. Use cd to navigate to the directory
- 2. Use git init to initialize a new git repository
- 3. Use git status to see what's going on
- 4. Use git add --all to tell git to track all files
- 5. Use git commit -m "Initial commit" to store your files

# 3.2 After you've made some edits

- 1. Use git status to see what's changed
- 2. Use git add list-of-files to prepare the changes
- 3. Use git commit -m "commit message" to record your files
- 4. Use git status to check the current status

# 3.3 Creating a GitHub repository

- 1. Login to GitHub and create a new repository
- 2. Use git remote add origin https://github.com/username/reponame.git to create a pointer named *origin*. This tells git where the GitHub repository is located.
- 3. Use git push -u origin master to send your repository to GitHub

# 4 More Resources

- Collaboration and time travel: version control with git, github and RStudio presented by Rstudio and Hadley Wickham!
- Github's guide to Set up Git
- Setting up Git through RStudio (Part 1)
- Using Branches with git (Part 2). Definitely follow the link he posts. It's fantastic.
- GitHub Pages These are how you can create web pages using GitHub
- Code School's Try Git tutorial
- Karl Broman's git/github guide
- Slidify. This is how I got started (though I would not recommend getting started by trying to figure out Slidify). I've also not yet been able to get the publish function to work on a Windows machine.