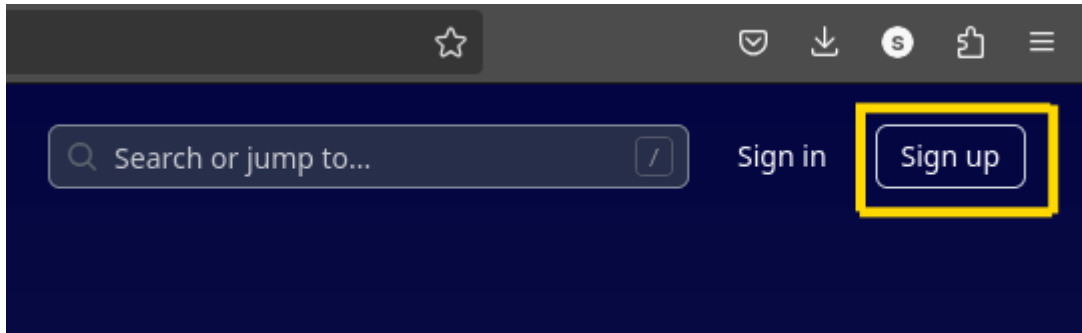


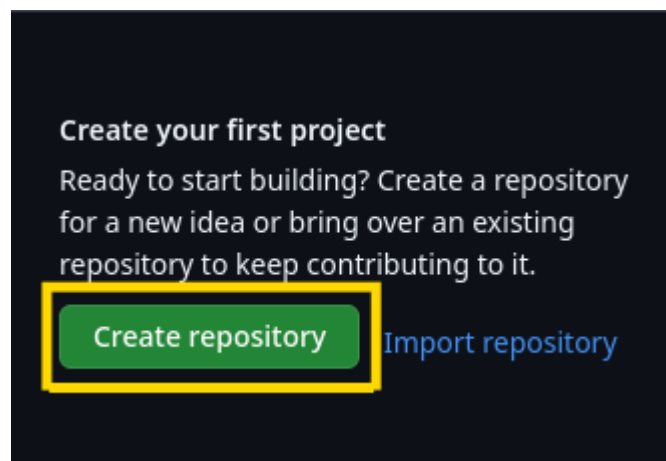
Guide to setup GitHub & VSCode

GitHub

1. Open the GitHub website, <https://github.com/>, and create a account.



2. After creating an account, create a repository.




3. Give it a name and make it **Public**. Also, make sure **Add a README file** box is checked.

Create a new repository

A repository contains all project files, including the revision history. Already have a project repository elsewhere? [Import a repository](#).

Required fields are marked with an asterisk ().*

Owner *  kirito2702 / **Repository name ***

✓ Python is available.

Great repository names are short and memorable. Need inspiration? How about **ubiquitous-giggle** ?

Description (optional)

☒ **Public**
Anyone on the internet can see this repository. You choose who can commit.

☐ **Private**
You choose who can see and commit to this repository.

Initialize this repository with:


☒ **Add a README file**
This is where you can write a long description for your project. [Learn more about READMEs](#).


Add .gitignore

Choose which files not to track from a list of templates. [Learn more about ignoring files](#).

Choose a license

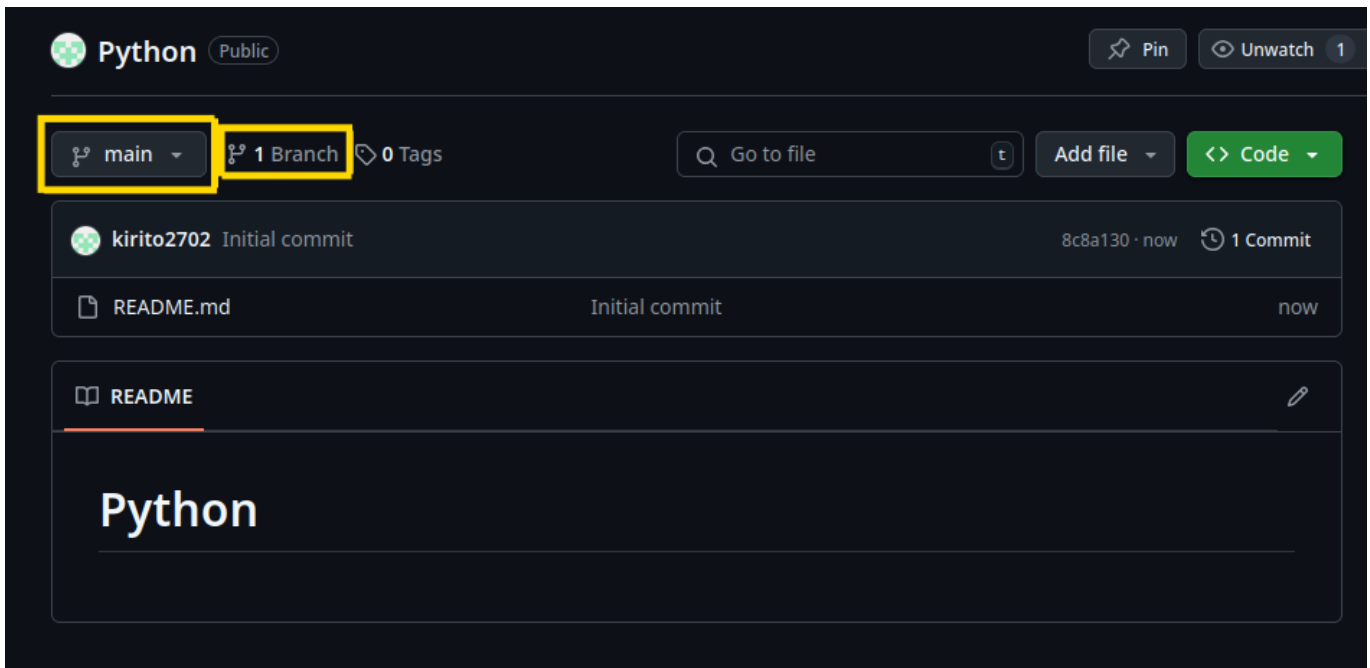
A license tells others what they can and can't do with your code. [Learn more about licenses](#).

This will set  **main** as the default branch. Change the default name in your [settings](#).

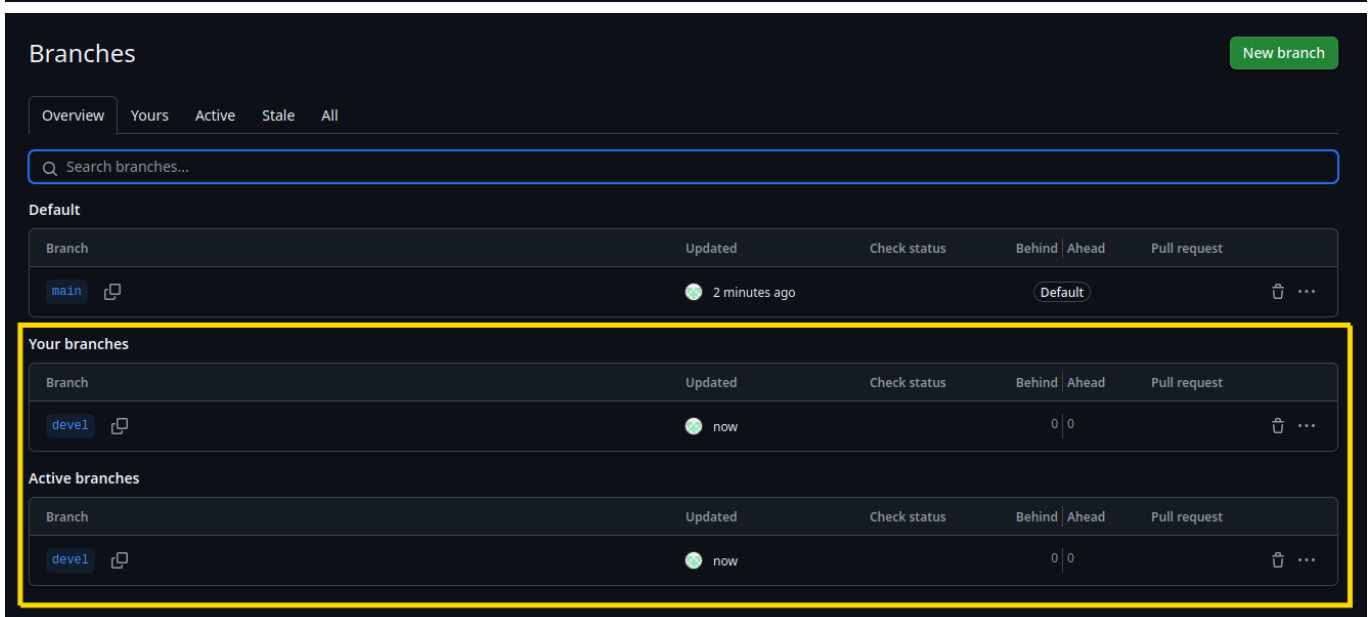
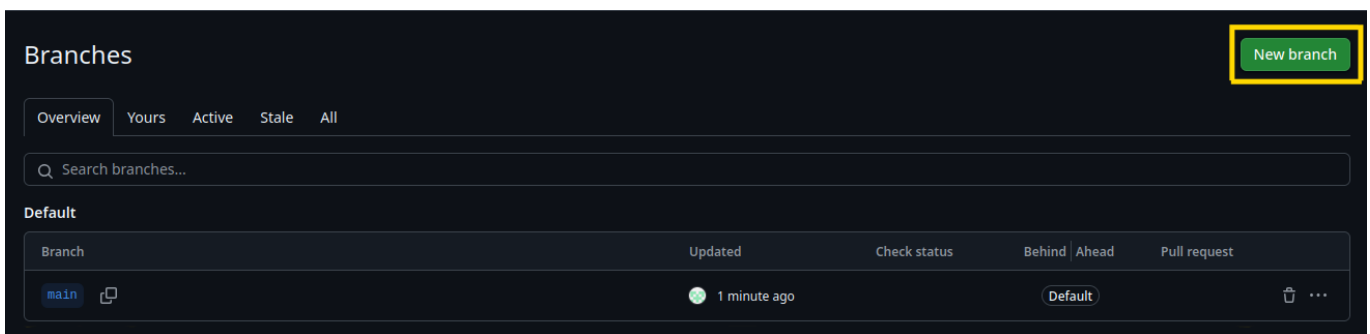
 You are creating a public repository in your personal account.

Create repository

4. Notice that currently you are in the main branch. It is recommended that the development work is done on a separate branch. To create a new branch, click **Branch**.

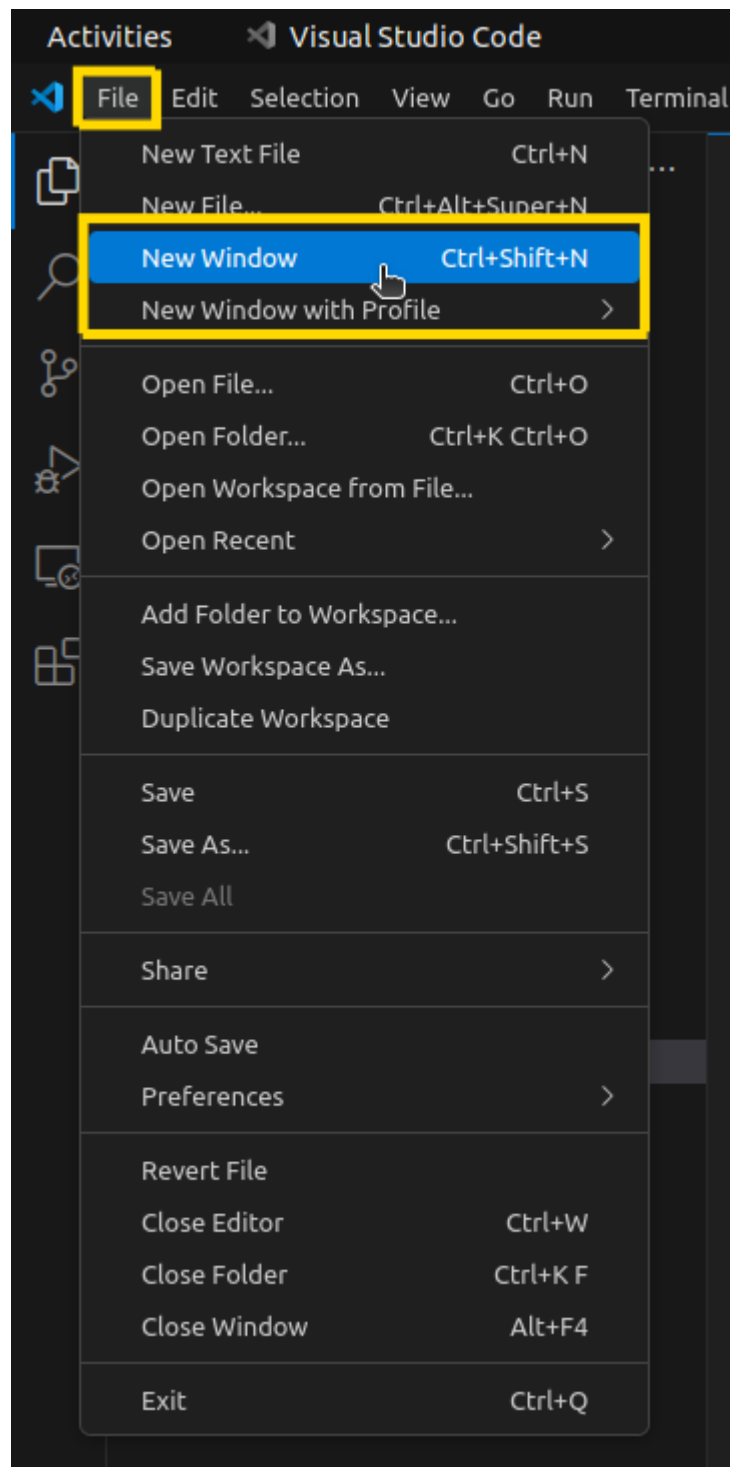


5. Click on the **New branch** button and give it a name. Generally, the development branch is called **devel** but you can name it as per your liking.

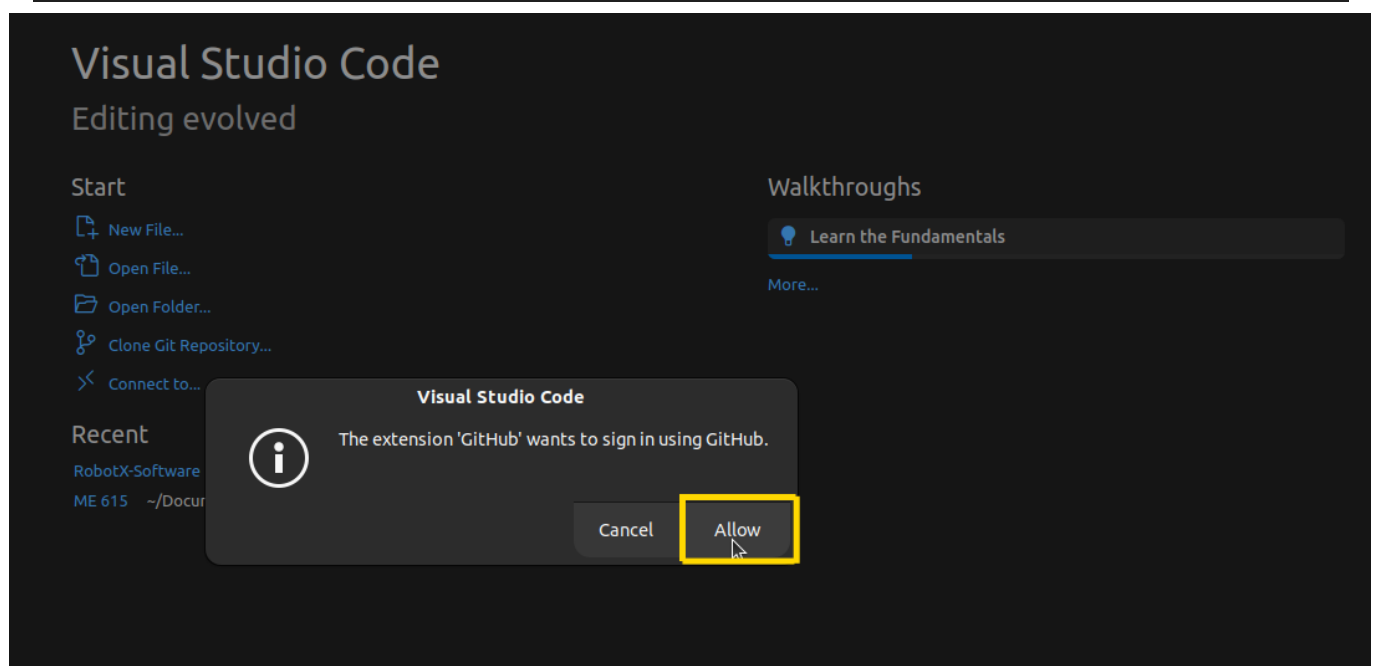
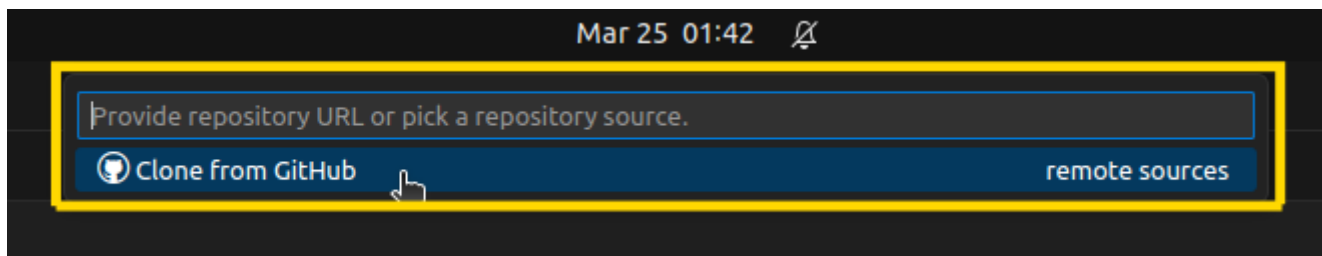
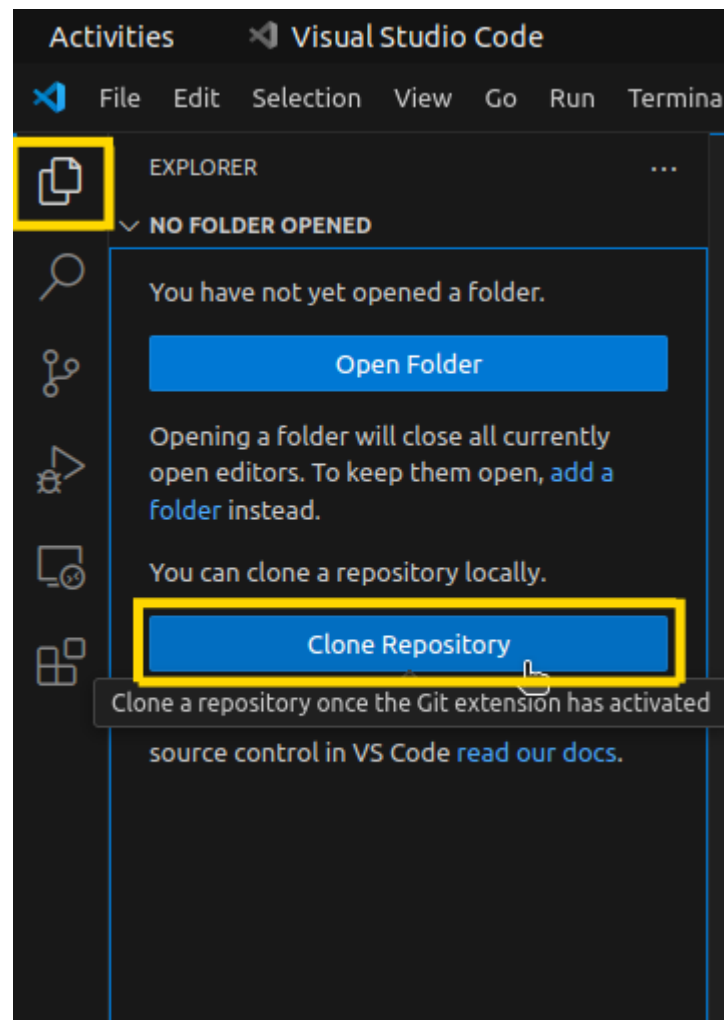


Virtual Studio Code

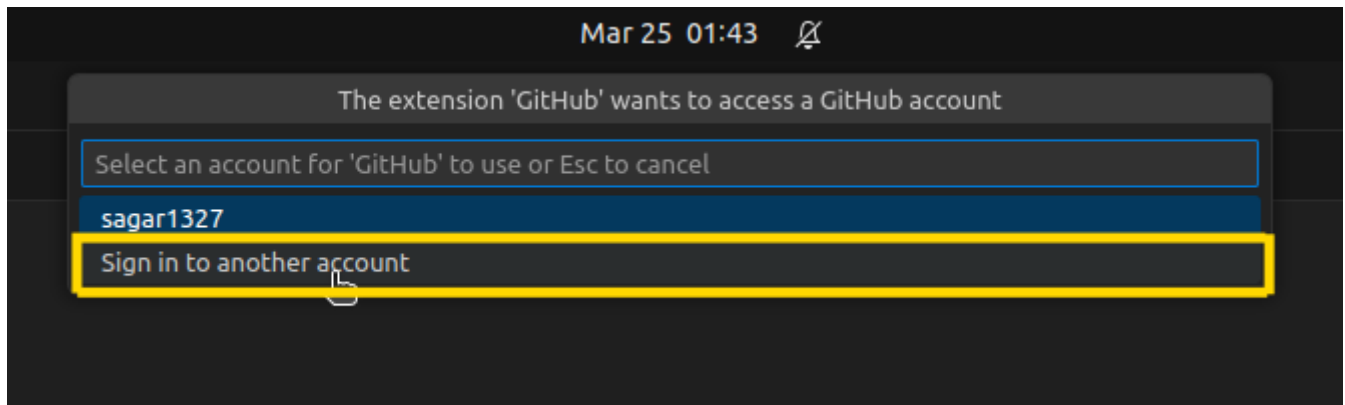
1. Open VsCode. I would recommend to open a new window and start fresh. Go to **File** and open **New window**.



2. Open **Explorer** and Clone the repository.

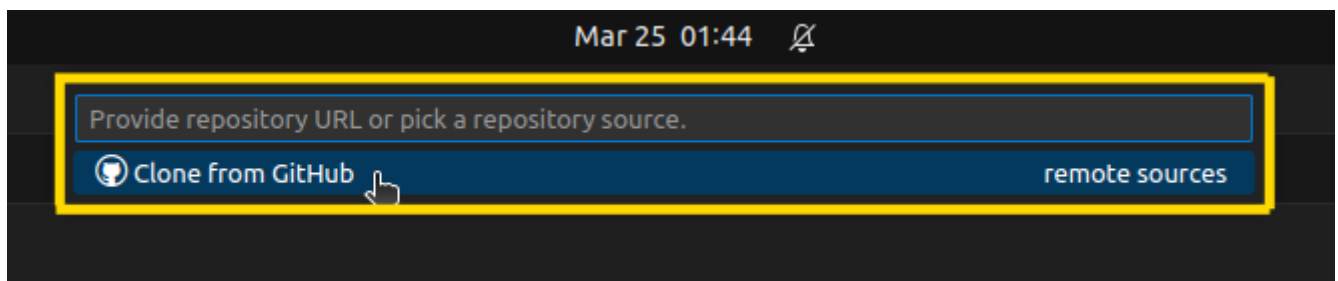
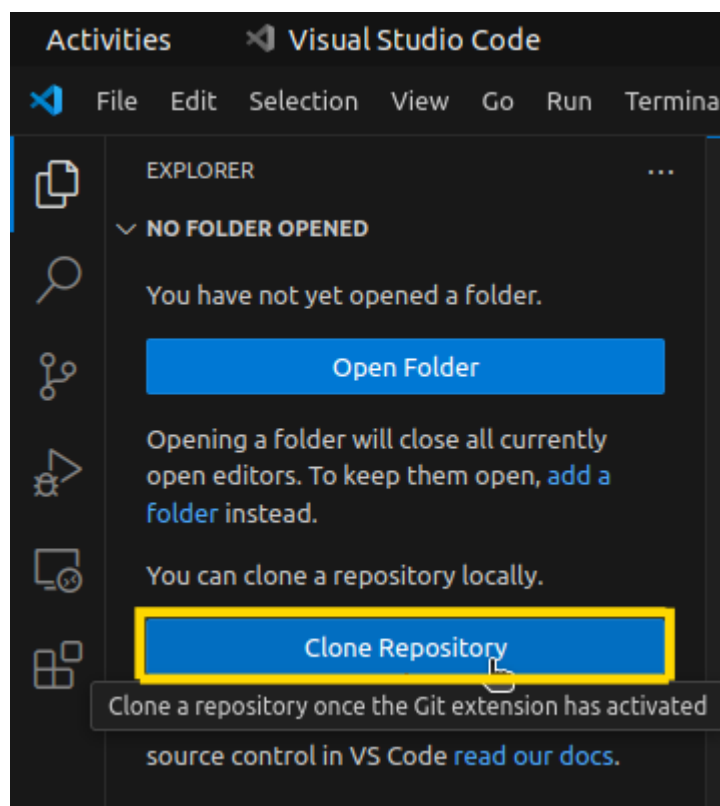


3. Sign in to your GitHub account.

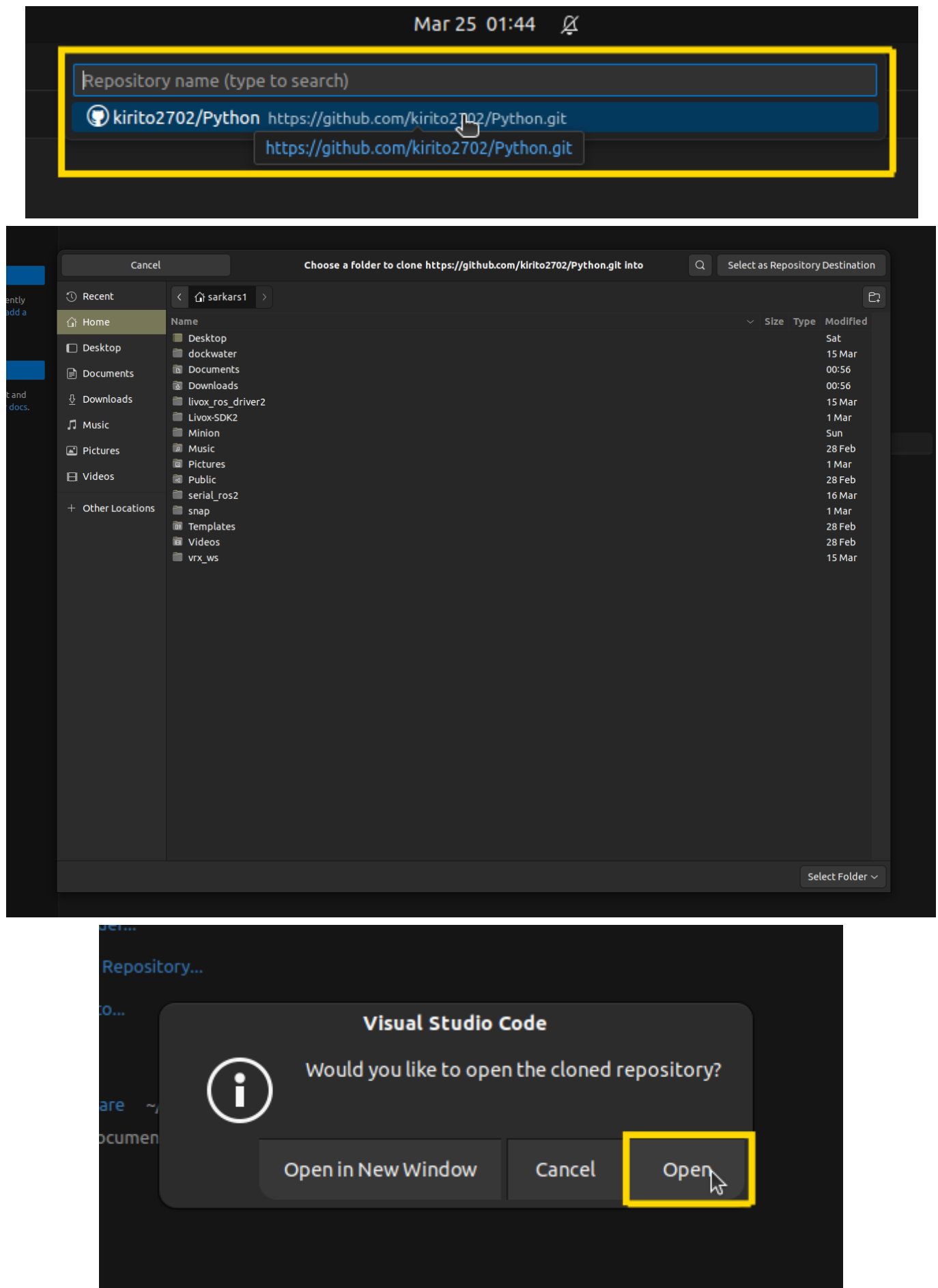


Note: I already have a github account, so I chose the **Sign in to another account** option.

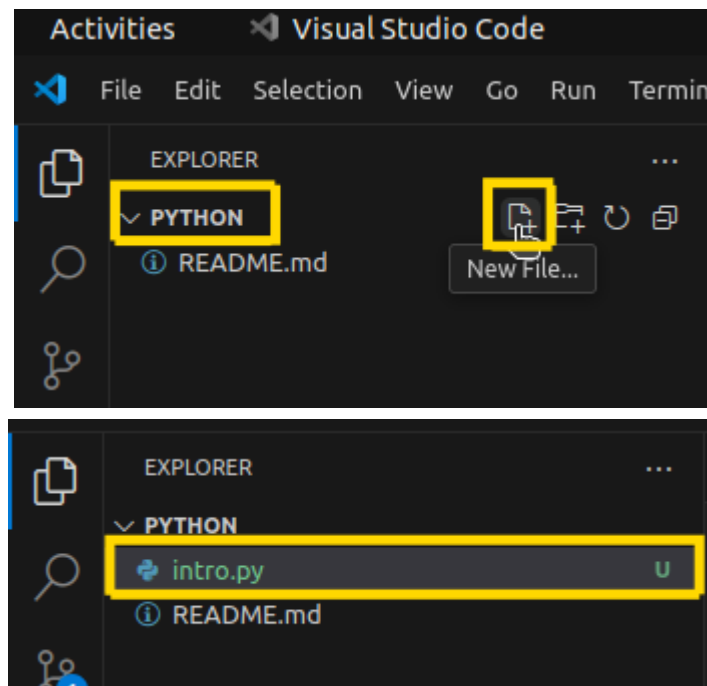
4. After signing in, the browser will redirect to the VSCode. Click the **Clone Repository** button again.



5. You should see the name of your repository, as **<your username>/<your repo name>**. Clone it in your favorable location. If you are using Ubuntu, I would recommend **Home** directory. Open the repo after cloning.

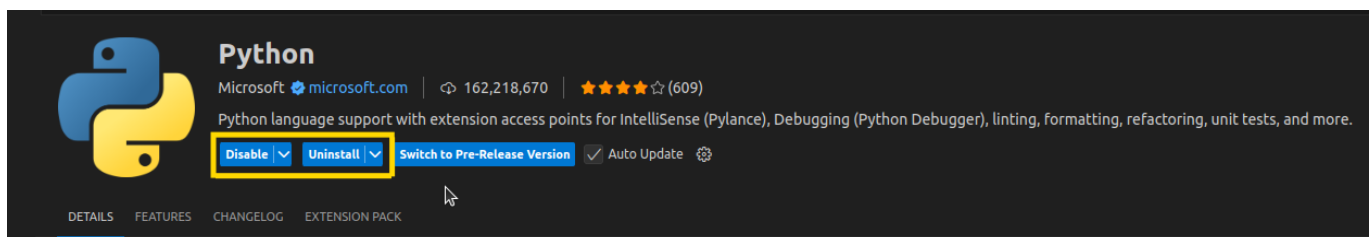
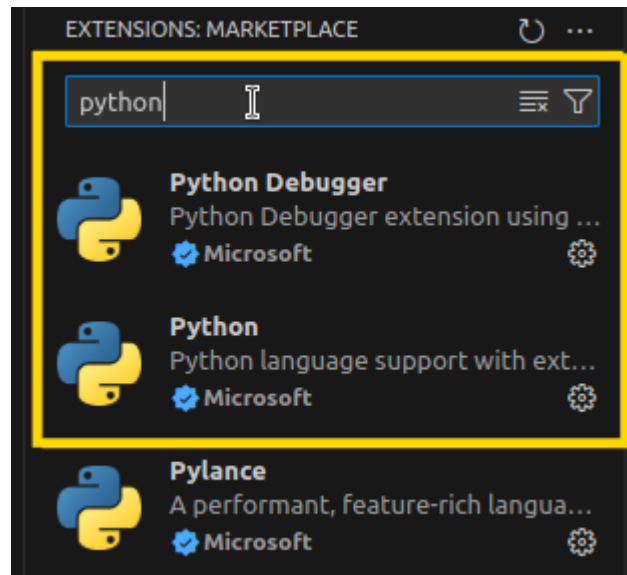


6. Now, let's create a python file. Add a file and name it `intro.py`. Open the `example.txt`, copy the code and paste it in your newly created python file.



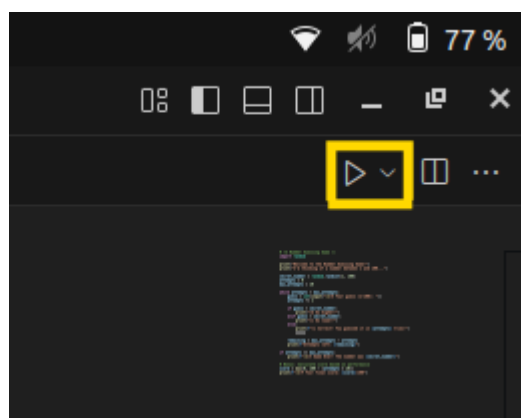
```
Welcome  intro.py U x
intro.py
1  # 🎲 Number Guessing Game 🎯
2  import random
3
4  print("Welcome to the Number Guessing Game!")
5  print("I'm thinking of a number between 1 and 100...")
6
7  secret_number = random.randint(1, 100)
8  attempts = 0
9  max_attempts = 10
10
11 while attempts < max_attempts:
12     guess = int(input("\n🤖 Your guess (1-100): "))
13     attempts += 1
14
15     if guess < secret_number:
16         print("▲ Go higher!")
17     elif guess > secret_number:
18         print("▼ Go lower!")
19     else:
20         print(f"🎉 Correct! You guessed it in {attempts} tries!")
21         break
22
23     remaining = max_attempts - attempts
24     print(f"Attempts left: {remaining}")
25
26 if attempts == max_attempts:
27     print(f"\n💥 Game Over! The number was {secret_number}")
28
29 # Bonus: Calculate score based on performance
30 score = max(0, 100 - (attempts * 10))
31 print(f"\n🏆 Your final score: {score}/100")
```


7. Open the **Extensions** tab and install **Python Extension** and **Debugger**.



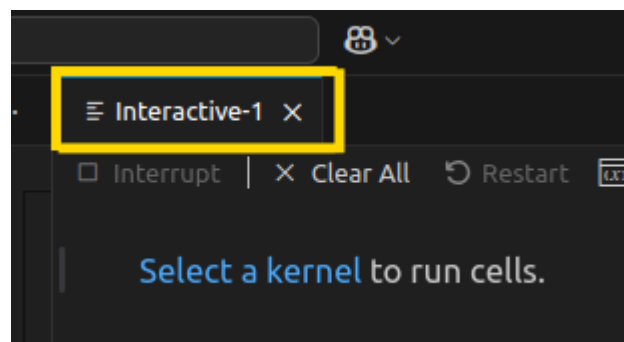
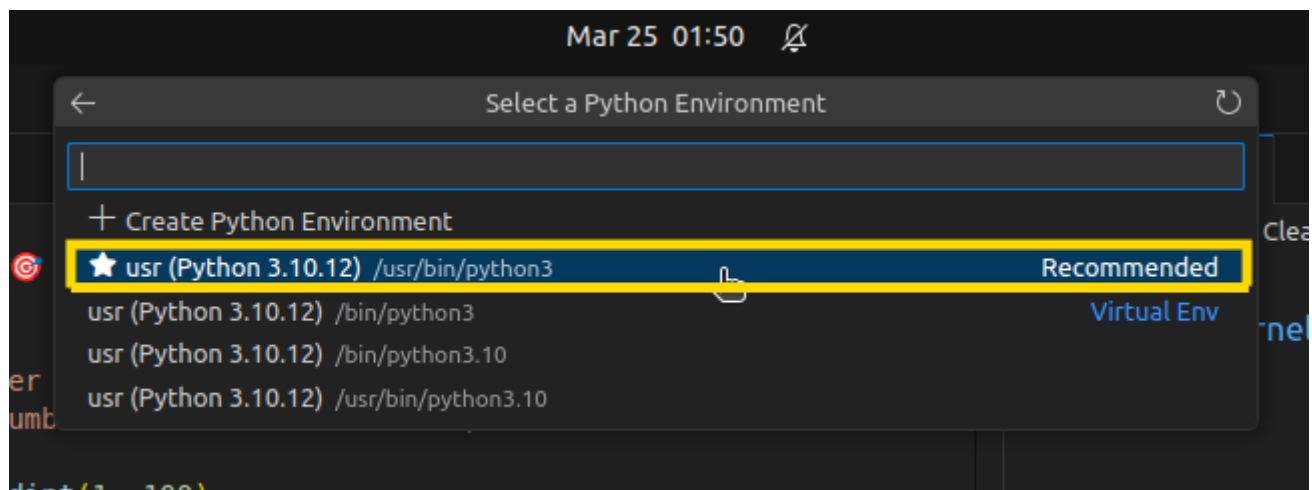
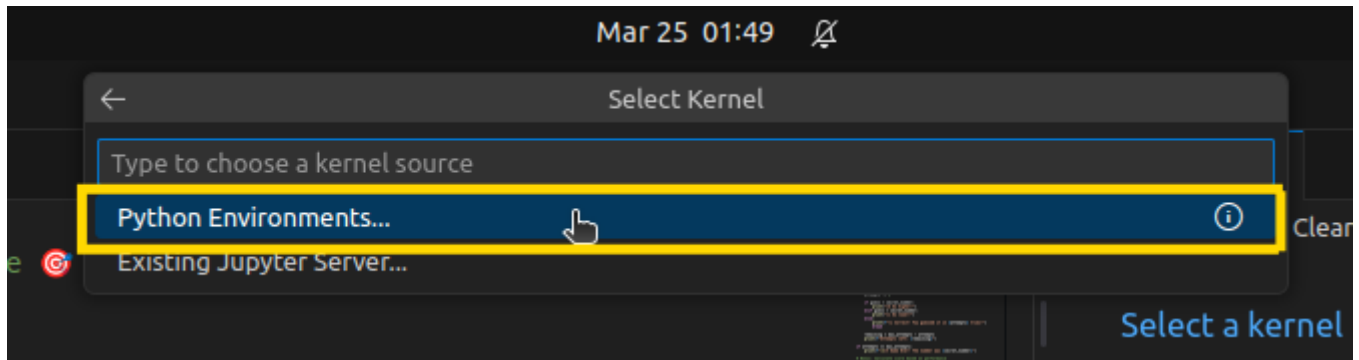
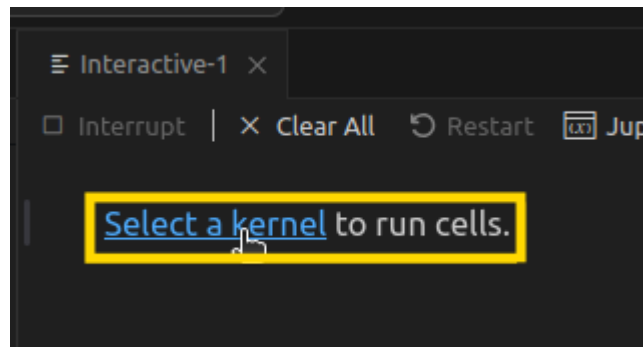
Note: I already have the extensions and debugger, so there is no **install** option.

8. Go back to **Explorer** tab and **intro.py** file. At the top right corner, you will see the **Run** button.



Note: Follow step 9 only if when trying to run the program it ask to select a kernel.

9. Click on **Select a Kernel**. Choose the kernel source and select the recommended `/usr/bin/python3` python environment. After that close the **Interactive** window.



10. Run the program. This is a number game. It will output a score if you guess the correct number and based on how many trial it took you to guess the number.

```
17 elif guess > secret_number:
18     print("▼ Go lower!")
19 else:
20     print(f"🎉 Correct! You guessed it in {attempts} tries!")
21     break
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS JUPYTER COMMENTS

```
/usr/bin/python3 /home/sarkars1/Documents/Python/src/Python/intro.py
sarkars1@ldb-gj3py74:~/Documents/Python/src/Python$ /usr/bin/python3 /home/sarkars1/Documents/Python/src/Python/intro.py
Welcome to the Number Guessing Game!
I'm thinking of a number between 1 and 100...

🤖 Your guess (1-100): 78
▼ Go lower!
Attempts left: 9

🤖 Your guess (1-100): 50
▼ Go lower!
Attempts left: 8

🤖 Your guess (1-100): 56
▼ Go lower!
Attempts left: 7

🤖 Your guess (1-100): 65
▼ Go lower!
Attempts left: 6

🤖 Your guess (1-100): 60
▼ Go lower!
Attempts left: 5

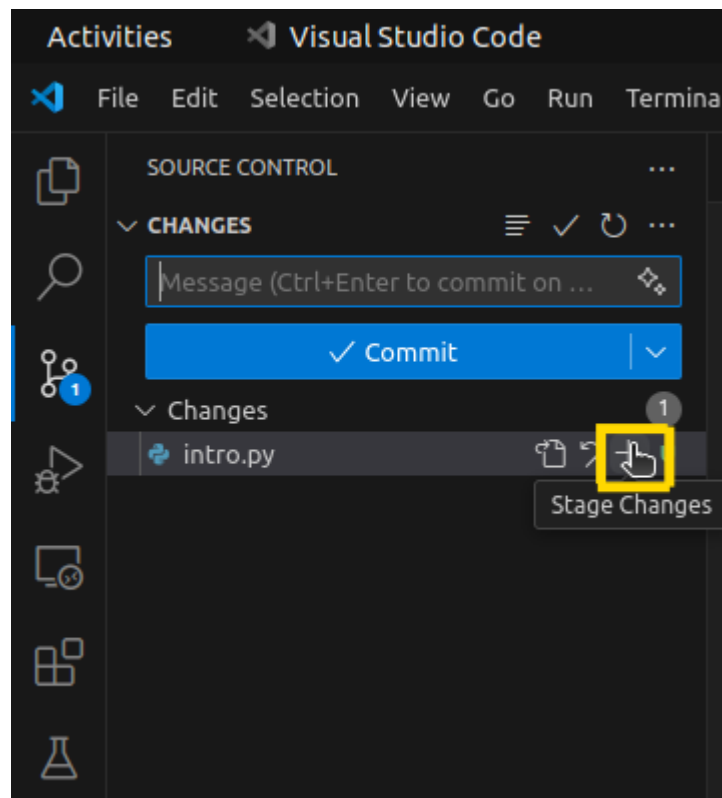
🤖 Your guess (1-100): 59
▼ Go lower!
Attempts left: 4

🤖 Your guess (1-100):
```

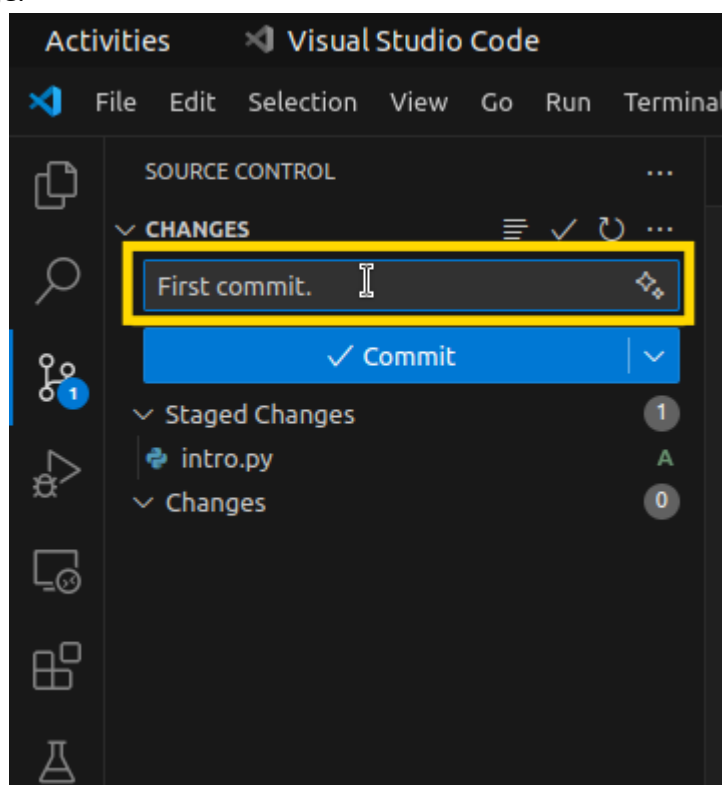
11. Now lets push the code to your repository. Open the **Source Control** tab.



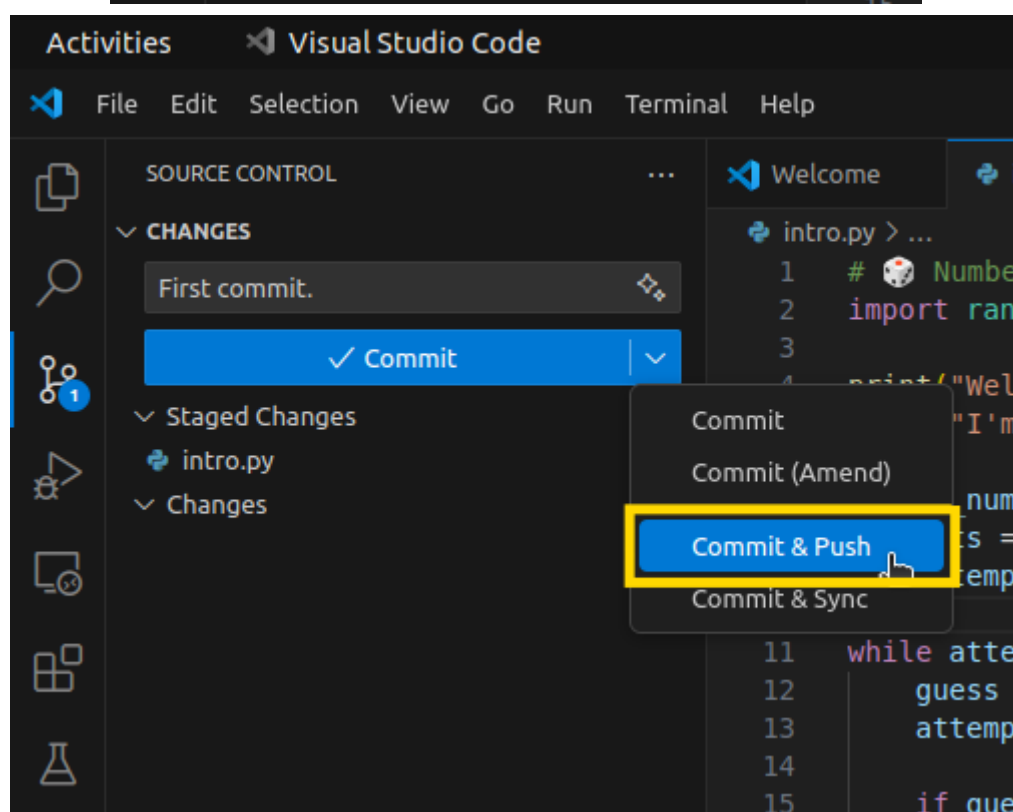
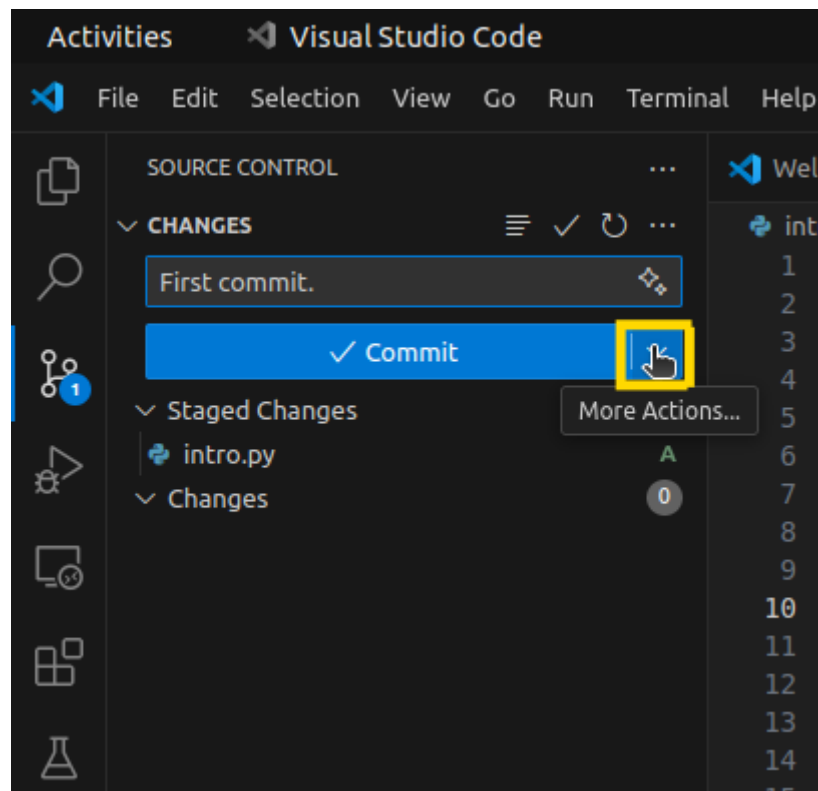
- First stage your changes.



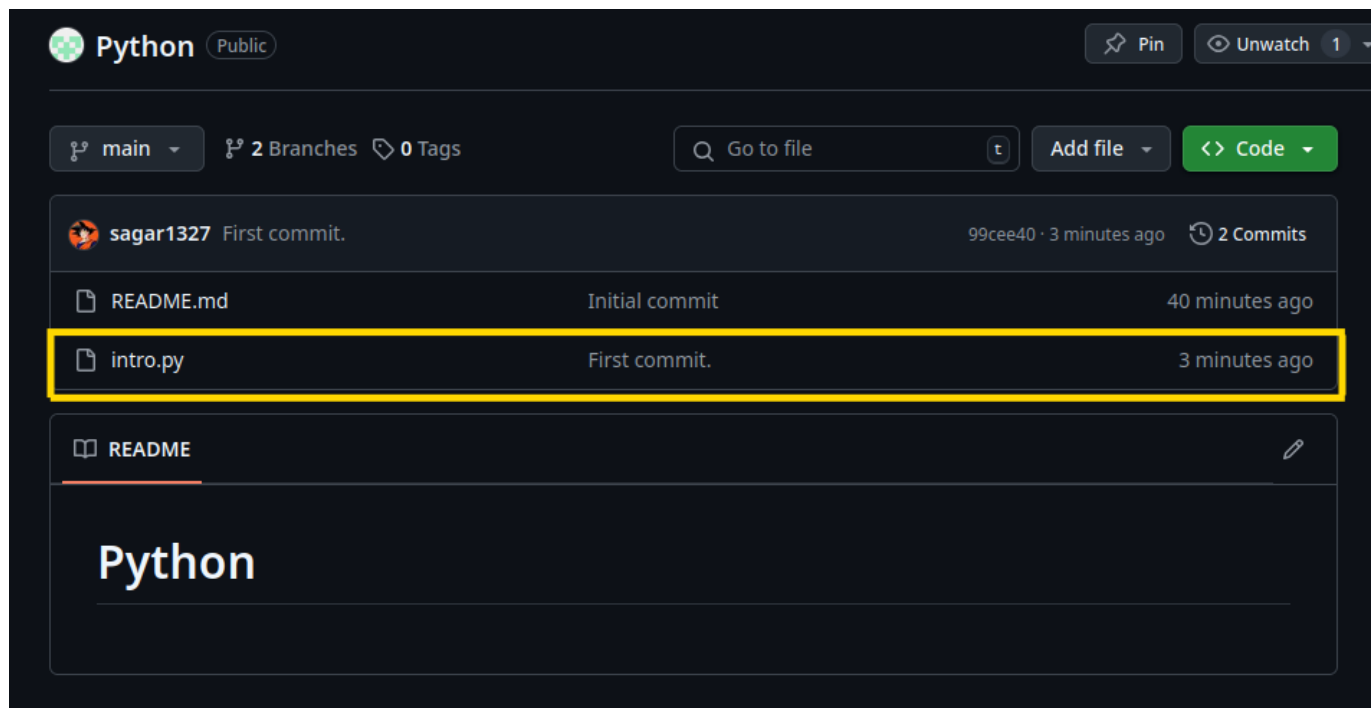
- Add a commit message.



- Select **Commit & Push** option in **More Actions**.



12. Open your repo and check if the changes are pushed. You should see the newly created `intro.py` file.



CONGRATS!!, you successfully created a python file and pushed it to GitHub. Now you are PRO!!