@ONSWebscraping Phase 2 Bitbucket Instructions

Bitbucket is an online repository which is particularly useful for saving and sharing code and data. I’ve set us up a new account for the next stage of the Webscraping pilot. I’ve put together a short list of instructions so that it will be easy for us to pool together the different modules of code and make edits as and when they are required.

Bitbucket username: onswebscraping@gmail.com

Bitbucket password: ScrapeMyWeb (same for gmail and Bitbucket)

Once you are logged into the BitBucket account click on the Repositories tab on the top of the screen. This will bring up the list of repositories containing code/data. The repository containing the master code is called WebScrapingPhase2. You can create a new repository from the Repositories Tab. To prevent confusion, please just name the folders you create as your full name.

Pulling files from BitBucket

1. When in the BitBucket folder (such as WebScrapingPhase2) that you want to download code from on the left hand side under the heading “Actions” there is a tab called clone. Click on this and copy and paste the short piece of code you need to run to copy down the the files on to your computer.

It should look something like this (if for example I was downloading the webscrapingphase2 folder and its contents) :

git clone https://onswebscraping@bitbucket.org/onswebscraping/webscrapingphase2.git

2) Paste this into a terminal you have opened in a place where you want to keep the code. A new folder should appear in the folder you have chosen which will contain all of the code/data. This copy is now yours! You can now play around with the data and code as you see fit and don’t need to worry about overwriting someone else data.

**Important**

**If you are pulling down and editing files from someone else’s repository them please make sure that you don’t commit them back to the same repository!! Save them to your OWN repository - there is nothing more infuriating than when someone overwrites your code!!**

Pushing (ie saving) Files to BitBucket

1. If you haven’t already done so, create your own repository (remember the tab on the top of the home screen!) on the onswebscraping Bitbucket account (Call it your own name)
2. Open the Terminal in the folder on your computer you intend to commit (save files to Bitbucket) files from

3) So if I wanted to commit a python file “aggregation.py” to the repository “Tom” on Bitbucket I would open the terminal in the folder it is saved in on the computer then type the following

git init

git remote add origin https://onswebscraping@bitbucket.org/onswebscraping/Tom.git

—————————-——-At this point you might be prompted to type this ————-

git config - - global user.email “[onswebscraping@gmail.com](mailto:onswebscraping@gmail.com)”

git config - - global user.name “ONS Webscraping”

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git push - u origin master

git add “aggregation.py”

git commit -m “This python code aggregates indices”

git push

This will save the python file in the repository safe from harm.

Every time you edit a piece of code and save it under the same name you can push the changes to that file simply by typing git push and it will save the file back to Bitbucket. NB make sure you are happy with the changes before you commit the file as it automatically overwrites the old version.

If you have created a new piece of code/data with a new name in the folder you will need to tell Bitbucket that you want to save it in the repository by adapting and rerunning the code from 3) above.