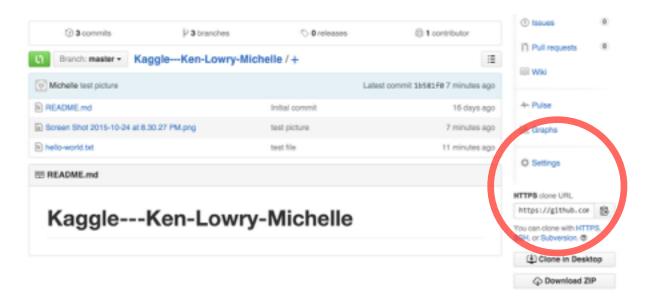
- **Side Note: This is assuming you guys have Terminal, meaning you have a Mac
- 1) Open up the app Terminal, and navigate to whatever folder you want. Here is a youtube tutorial on how to navigate your files in Terminal: https://www.youtube.com/watch?v=-Vl4rpZVA6l => there are other tutorials on using the Terminal if you Google
- 2) Clone the git repository(folder) into wherever you want on your computer using the command "git clone <repository link". You can find the repository link by navigating to the main page of our github repository online. If you look at the bottom right of this screenshot you can see the HTTPS clone URL link. You need to navigate to your branch, and then you can use this link in the indicated location to clone the repository.



- 3) After you clone the repository into whatever directory you ran the command, you can basically go back to your Finder window and navigate to that repository and just add any files or create any files like you normally would in any other folder on your computer. You will most likely be adding .R extension files, but you can add almost any file type including pdf, jpg, etc.
- 4) Anytime you make a change or add a file to this repository, you want to navigate to that folder in the Terminal window and type in "git add ." This will basically alert github that there are new changes or new files that need to be pushed/uploaded.
- 5) After you do this, you should add a commit message, which basically allows you to describe the changes that you made on the files that you are adding. These will be shown on the github page. Run this command in the Terminal window to do this: "git commit -m "whatever message you want inside the quotes"
- 6) The final thing you want to do is submit the changes, which is called pushing to the repository. You can do this by running the command "git push". The first time it may prompt you for a username and password, which will just be your github username and password.

Let me know if you have any questions! Thanks!