

Bitbucket/Git Cheat Sheet

WEB400 Project 1

Note: Pathnames are Mac/Linux format. On Windows use `gitbash` and use Linux style commands. On Windows, when these instructions refer to the terminal use `gitbash`.

Install Git

Download and install `git` from git-scm.com. Install it using all the defaults. Once installed go to the terminal and set your preferences (using your own name and email, Leel!):

```
git config --global user.name "James Bond"
git config --global user.email "james@sis.gov.uk"
```

Note: On Mac, `git` is installed with Xcode (Apple's development IDE), so you won't need to install `git` if you have Xcode installed.

Create New Repo

We will be using Bitbucket so you won't need to create a new repo with the command line. For the project you already have a repository created on Bitbucket. Log in and click on your group repository. At the top left click on "Clone". Set it to HTTPS (unless you have setup Bitbucket to use SSH) and copy the command. In the terminal, change the directory to where you want to create your project folder (Using the `cd` command. On Mac you can hold the command key and drag a folder from the Finder to the terminal). Paste the command into the terminal and run it.

```
git clone https://jimmy@bitbucket.org/jimmy/spectre.git
```

Create/Edit Files and Commit It:

First you must add files to the staging area. Then commit your changes to your local repository. Finally push them to Bitbucket. It knows where to send them since you cloned it from Bitbucket.

```
git add .  
git commit -m 'Deleted Blofeld from the cast.'  
git push
```

If you get an error that the repository has changed, then you will have to do a `git pull` first to merge changes. This may require you to edit some files if git can't automerge them.

Get Changes:

To get the changes from other members of your team:

```
git pull
```

Checking Status

You can check the status as you go. At any time type:

```
git status
```

to see what files have been added or changed, what files are in your staging area, or if everything is up to date.

Reference

- [Git Homepage](#)
- [Git Tutorial](#)