**Create Local Git Repository**

* get in folder.
* git init.
* create .gitignore file with the names of the files/folders you don’t want to add.
* git add [name] for all files/folders you want to add (git add . will add all).
* folder names should end with the character ‘/’.
* git commit -m “[message]”.

**Setting Up SSH Keys**

* use git bash for everything we will do here.
* ls -al ~/.ssh will show you all the current SSH keys if you have any on this computer.
* ssh-keygen -t rsa -b 4096 -C “[yourEmail]” to create an new SSH key.
* eval “$(ssh-agent -s)” to start the SSH agent program.
* ssh-add ~/.ssh/id\_rsa to let SSH agen know where the SSH file lives.

**Connecting SSH Key With GitHub**

* clip < ~/.ssh/id\_rsa.pub to copy the SSH key from the SSH file.
* login to github and enter settings page, and then to ‘SSH and GPG keys’.
* paste the SSH key and add it.
* ssh -T [git@github.com](mailto:git@github.com) to test the connection.

**Setting Up GitHub Repository**

* login to github and create new repository.
* get in folder.
* git remote add origin [git@github.com:[username]/[repositoryName].git](mailto:git@github.com:[username]/%5brepositoryName%5d.git) .
* git push -u origin master .

**Deploying With Heroku**

* toolbelt.heroku.com to download heroku.
* open cmd and get in folder.
* heroku login to login.
* heroku keys:add to add the SSH key to connect your SSH key with heroku.
* ssh -v [git@heroku.com](mailto:git@heroku.com) to test the connection.
* In node.js apps, you need to use heroku’s port instead of your port (which is 3000).
* for this, use process.env.PORT || 3000 to get the server’s port.
* inside package.json, add to ‘scripts’ object, “start”: “node [fileName].js” to auto-start the app.
* git add . to add the modified files.
* git commit -m “[message]”.
* git push.
* heroku create to create an new repository to heroku.
* git push heroku to actualy publish the app.
* heroku open to open the app in the browser.