

# **Cheat Sheet: Using Git**





## **Using Git (Prerequisites)**

- In Google Cloud Shell
  - o If using cloudshell Editor, select **View | Toggle Hidden Files** so hidden (.) files are visible
  - In your external folder, create a new file named .gitignore
  - Search the web for ".gitignore for nodejs" and copy it into the .gitignore file
    - Here is a very simple example:

```
node_modules
logs
*.log
npm-debug.log*
```

- When done, copy the .gitignore file to the internal folder
  - Both the internal and external folders need a copy of .gitignore

## **Using Git**

- The following slides provide steps on using GitHub
- Additionally, the last 2 optional slides show how to use Google Cloud Source Repos
  - You could choose to add GCP repos as a second remote



## **Using Git (GitHub)**

#### • Prerequisites:

- Join github if you are not already a member (<u>www.github.com</u>)
- Create a public repository called events-app-internal in your github account
  - Do NOT add anything (e.g. a ReadMe)
  - Make a note of the repo address
- Create a second repository called events-app-external in your github account
  - Do NOT add anything (e.g. a ReadMe)
  - Make a note of the repo address
- Switch to the browser with Google Cloud Shell
  - Open a new Cloud Shell tab by clicking the + button
  - Change to the **sample-master** folder and execute the following commands:
    - git config --global user.email "your\_email\_on\_github"
    - git config --global user.name "your\_github\_user\_name"
    - Verify with: git config --global --list



### **Using Git (GitHub) Continued**

- In the same Google Cloud Shell tab, change to the internal folder
  - git init
     git add .
     git commit -m "Initial commit"
     git remote add origin <u>your-git-internal-repo-address</u>
     git push -u origin master
    - You will be asked for your github user id and password
- Change to the external folder

```
o git init
o git add .
o git commit -m "Initial commit"
o git remote add origin <u>your-git-external-repo-address</u>
o git push -u origin master
```





## **Making Changes to Code**

- Go make a change to your code
- In cloud Shell, change to the folder with the change (either internal or external)
   git add .

```
git commit -m "My first change"
```

- This commits it to your local repo
- Has not changed remote repo yet
- o If another team member has already pushed changes you need to pull them
- o git pull
- This will pull down the changes from the remote repo
- git push origin master
  - This pushes the change to the remote repo master branch



# Optional - Using Git (Google Cloud Source Repos)

#### For Reference SKIP FOR NOW

- Switch to the browser with Google Cloud Shell
- Open a new Cloud Shell tab by clicking the + button



- Change to the sample-master folder and execute the following commands:
- o export PROJECT=\$(gcloud info --format='value(config.project)')
- git config --global user.email "(gcloud config get-value core/account)"
- git config --global user.name "Your-Name-Here"
- Create two source repos (for internal and external):
  - gcloud source repos create events-app-external
    - Type Y if asked to enable API
  - gcloud source repos create events-app-internal
- Configure git to use gcloud for authentication
  - git config credential.helper gcloud.sh
- You have just created two source repos on Google Cloud and configured Git
  - o On the next page you will save your code to the appropriate repo





# **Using Git (Google Cloud Source Repos) Continued**

#### For Reference SKIP FOR NOW

- In the same Google Cloud Shell tab,
  - Change to the internal folder
  - git config credential.helper gcloud.sh
  - git commit -m "Initial commit"
  - git remote add second https://source.developers.google.com/p/\$PROJECT/r/events-app-internal
  - git push -u second master
- Change to the external folder
  - git config credential.helper gcloud.sh
  - git commit -m "Initial commit"
  - o git remote add second https://source.developers.google.com/p/\$PROJECT/r/events-app-external
  - git push -u second master

