

# Setting up GitHub for CSC 362

[GitHub](#) is a widely-used web service for managing programming projects. You may have used it in earlier classes, but if not don't worry about it -- the way we will use it in this class is very straightforward, and you only need to know a few things (which we'll discuss in class). The first step is to create an account at GitHub, if you don't already have one, and to get that account linked up to the "GitHub classroom" system that we'll use in CSC 362. Here are the steps to follow:

1. Sign up for a [GitHub](#) account, if you don't already have one. Important: If you previously set up GitHub and it is using an email account that you don't normally check, change it! You'll need to see when notifications come in, so you should set this up with an email account that you check regularly. Click on your picture/avatar/icon in the upper right and select "Settings" if you need to check or change this.
2. Optional, but highly recommended: Sign up for the free [student developer pack](#). This gives you access to some commercial developer tools that you can experiment with for free as long as you're a student. GitHub will need to verify that you are a student, and to do that it may be necessary to use your "uncg.edu" email address with GitHub. If you didn't use this email address when setting up your account, you can go into "Settings" and add it as a secondary email address.
3. Link your GitHub account to the class by accepting the invitation at this link:  
<https://classroom.github.com/a/5Txg5VDT>
4. You will be prompted to log in and select your name from the class roster, which will link your roster name to your GitHub username. This allows me to identify which account goes with which student. After you do that, on the next screen will be a green "Accept invitation" button - click that, wait for up to 15 seconds and then hit reload. If it's not ready yet, wait a little longer and reload again.