1. Create a Free Account in GitHub with your Company ID
2. Download GIT Desktop – <https://desktop.github.com/>
3. Check whether Source Code Editor Supports GIT or not. If not, let me know.
4. Open Github and browse to source code Game-Live
5. On Editor CLI --- Run Below commands – (before that browse your source code folder)

PS E:\010 IGMI\Game-Live> git init

Initialized empty Git repository in E:/010 IGMI/Game-Live/.git/ --- check whether you are in correct source repository or not.

PS E:\010 IGMI\Game-Live> git pull origin master --allow-unrelated-histories

PS E:\010 IGMI\Game-Live> git add -A

warning: LF will be replaced by CRLF in game-live.html.

The file will have its original line endings in your working directory ---- This to be done

PS E:\010 IGMI\Game-Live> git commit -m "Initial Commit" ----- Provide proper commit message each time about the changes.

[master (root-commit) 6a5a391] Initial Commit

4 files changed, 151 insertions(+)

create mode 100644 Working\_on\_git.docx

create mode 100644 channels.txt

create mode 100644 game-live.html

create mode 100644 ~$rking\_on\_git.docx

PS E:\010 IGMI\Game-Live> git remote add origin https://github.com/ritnetsys/Game-Live.git

PS E:\010 IGMI\Game-Live> git push -u origin master

Enumerating objects: 6, done.

Counting objects: 100% (6/6), done.

Delta compression using up to 4 threads

Compressing objects: 100% (6/6), done.

Writing objects: 100% (6/6), 11.03 KiB | 3.68 MiB/s, done.

Total 6 (delta 0), reused 0 (delta 0)

To https://github.com/ritnetsys/Game-Live.git

\* [new branch] master -> master

Branch 'master' set up to track remote branch 'master' from 'origin'.