

# CoderDojo

## 18 November 2017

Github and teams

# 18 - November

- Goal: To form teams and work on projects
- Today, we'll
  - Work a little more with github to set up repositories
  - Set up teams
  - Work on projects

# Download

- Reminder: Do you have VSCode installed?
  - If not, install from: <https://code.visualstudio.com/download>
- Do you have github installed?
  - Install git software from <https://git-scm.com/download/win>
  - Install, take all the defaults.
  - Sign up with github.com – you'll need to supply a valid e-mail address
- These slides can be downloaded from <https://github.com/tralee-coder-dojo/AdvancedNinjas/CoderDojo18November.pdf>

# Putting Files into a repository

- Create a repository on github. You will see a page of instructions come up
- Create an empty folder to work in
- Navigate to that folder, right-click and run 'git bash here'

# Putting Files into a repository

- Type in the following commands. Remember the blanks!
  - `echo "README.md" >> README.md`
  - `git init .`
  - `git commit -m "first commit"`
  - `git remote add origin "THEURLFROMTHEWEBPAGE"`
    - THEURLFROMTHEWEBPAGE is the URL shown on the web page where you created the repository – just copy it and paste using right-click or ctrl-v
  - `git push -u origin master`
- If everything works, you'll see "README.md" in your repository!

# Teams

- Choose some partners for your team, up to 4 no fewer than 2
- Teams will create a game and work on it together
- We'll vote for the best game at the final meeting
- Best game gets a prize!
- You can't vote for your own game

# Old samples location

- Various code samples can be found at
  - <https://github.com/tralee-coder-dojo/AdvancedNinjas>
  - Download NinjaFiles.zip

## *Now, write some code...*

Feel free to use the samples, or anything you might find online.

There are many Javascript games out there, search with google

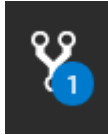
Suggestion: short! Simple!

If you choose another language, or not to use VSCode, no problem!

Go crazy (writing code!)



# Backup – adding and sharing code in Github

- Once you've created your application in VSCode:
  - You will see the 'source control' icon light up 
  - Click the check mark, enter a comment
  - Commit the changes
  - From the source control '...':
    - Push to(...)
    - Push to the repo you created
    - See the files there in github (log back in, navigate to your repos)

# Backup – adding and sharing code in Github

- Example: Sharing files from <https://github.com/MyTeam>
  - Navigate to the Desktop,
  - Launch the git bash shell using right-click 'git bash here'
  - `git clone https://github.com/MyTeam`

# Backup – adding and sharing code in Github

- You now have a folder called MyTeam on the Desktop
- Navigate to the Desktop\MyTeam
- Right-click and launch git bash here
- `git init .`
- Launch VSCode, File->Open Folder, open Desktop\MyTeam
- You can now edit files from your team