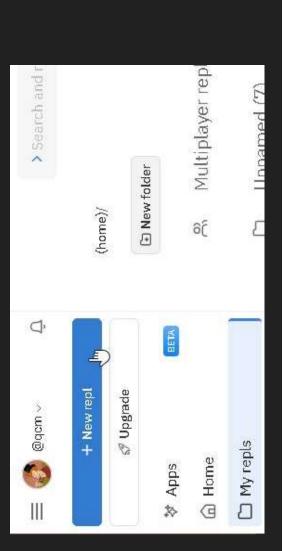
### GIT + Replit - local code editing

Tools needed:

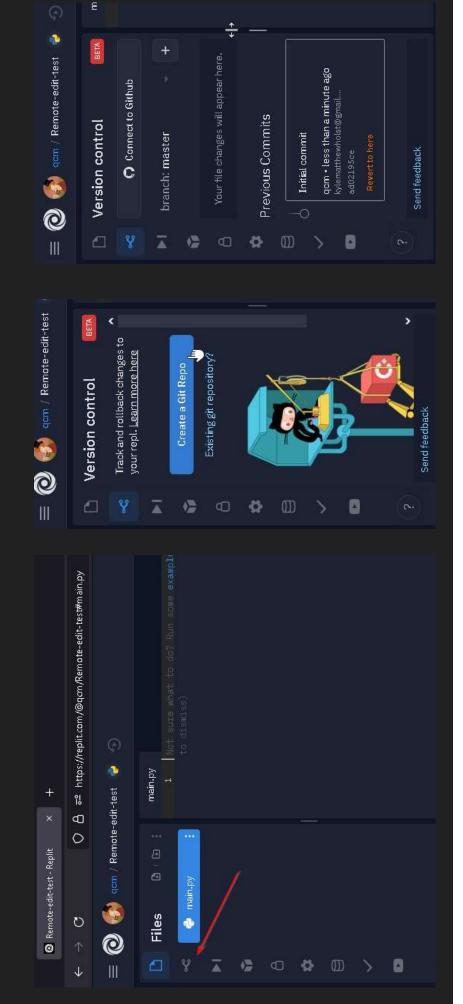
Computer OS (windows, linux, mac)Text editor, IDEGithub client

### Step 1 - make a new repl

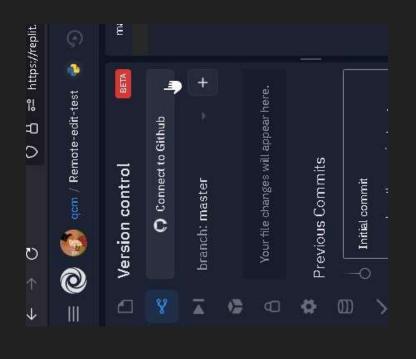
step

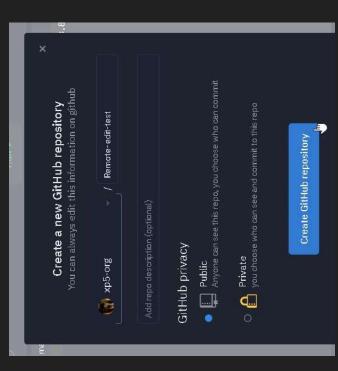


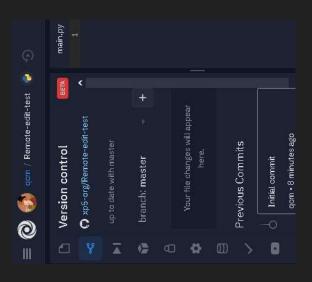
#### Create new repl project



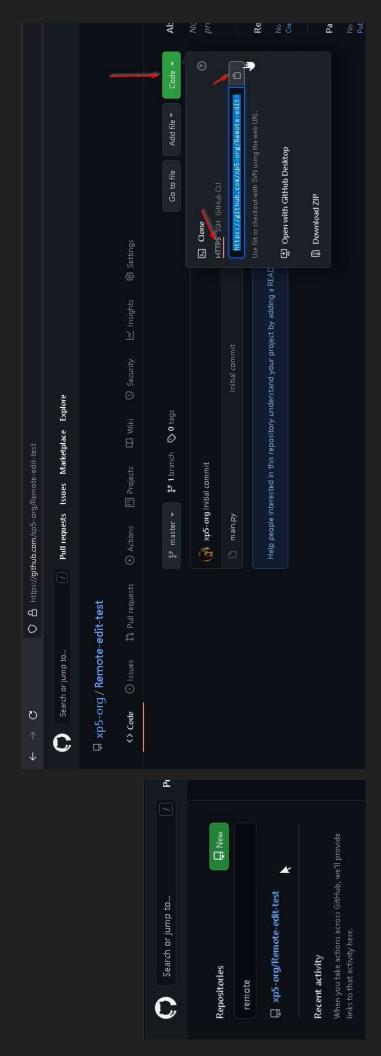
## Step 3) Click connect to github, create repo



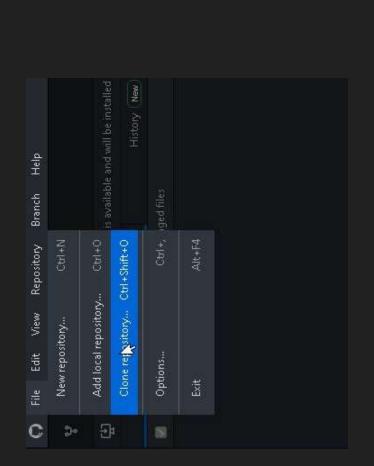




# Step 4) open new repo on github and get the url



## Step 5) copy url to github desktop (or use cli)



Copy URL to top field, the 2nd box "local path" fills in automatically



## Step 6) clone finishes, open in visual studio



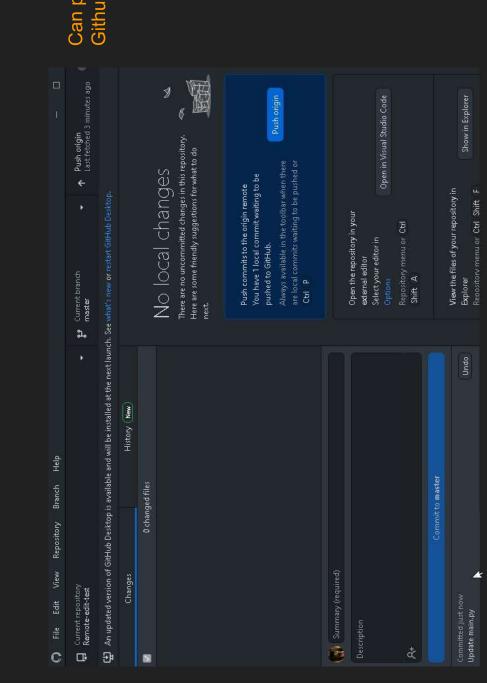
# Step 7) make changes on local client, commit to github



Committing to master "saves" these changes in the versioning system, but does not send the changes to github

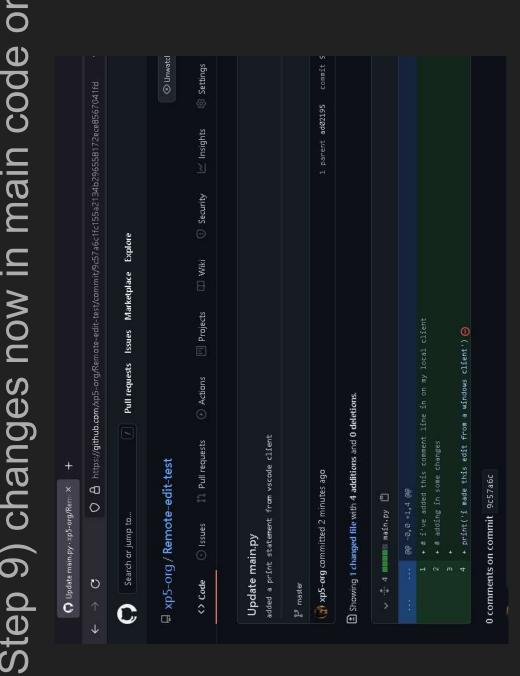
Commit to master = save locally

# Step 8) changes committed, view options here



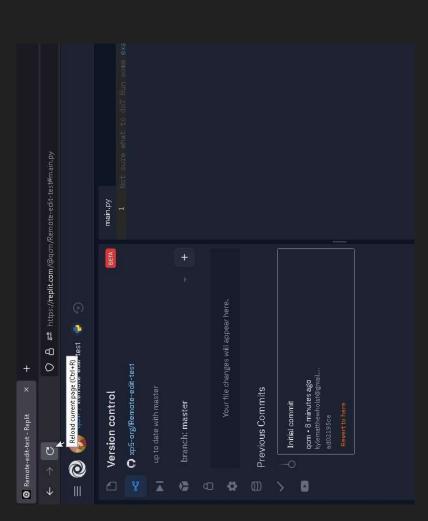
Can push to origin = send changes to Github master branch for everyone to see

# Step 9) changes now in main code online at github

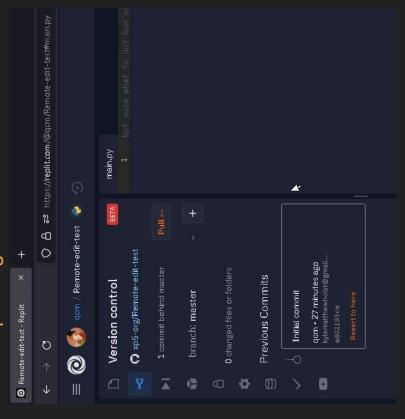


#### Step 10) check repl

Looks like it doesnt see it, refreshing



Much better, repl sees we are 1 behind. Click pull to get the new code



### Step 11) check repl and run code

#### Changes pulled in from github

