

# hackJam Git 101

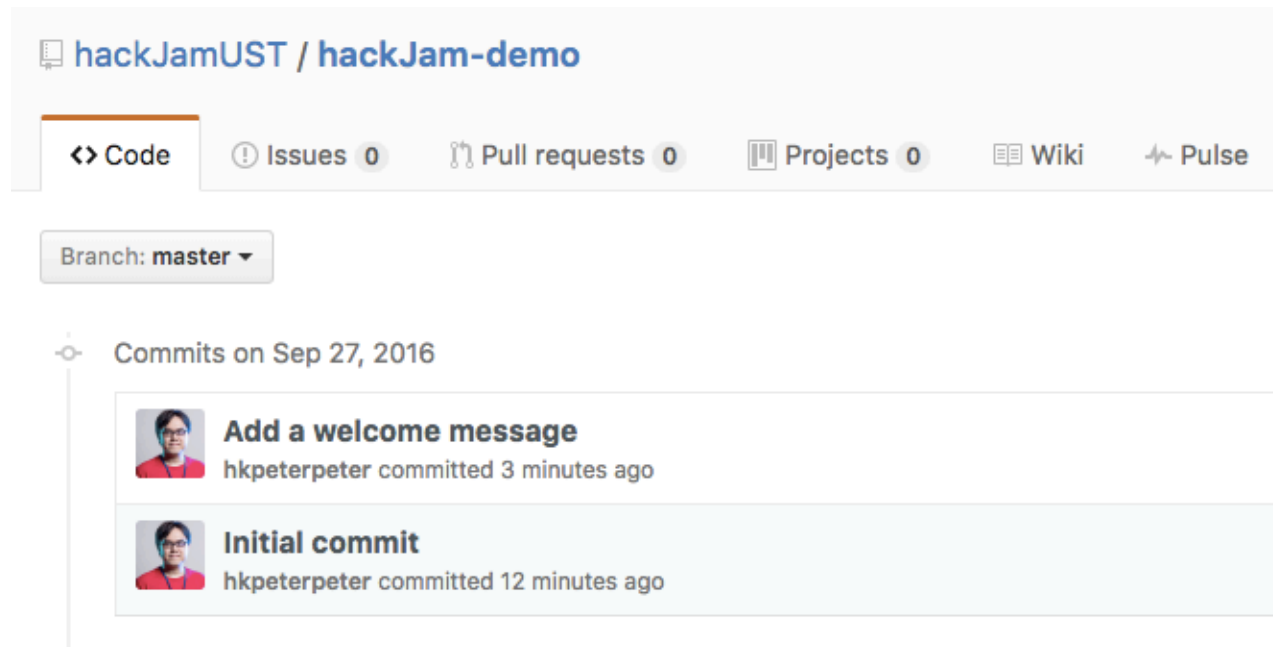
A quick open source web development guide for hackJam 2016

Using Microsoft Visual Studio Code



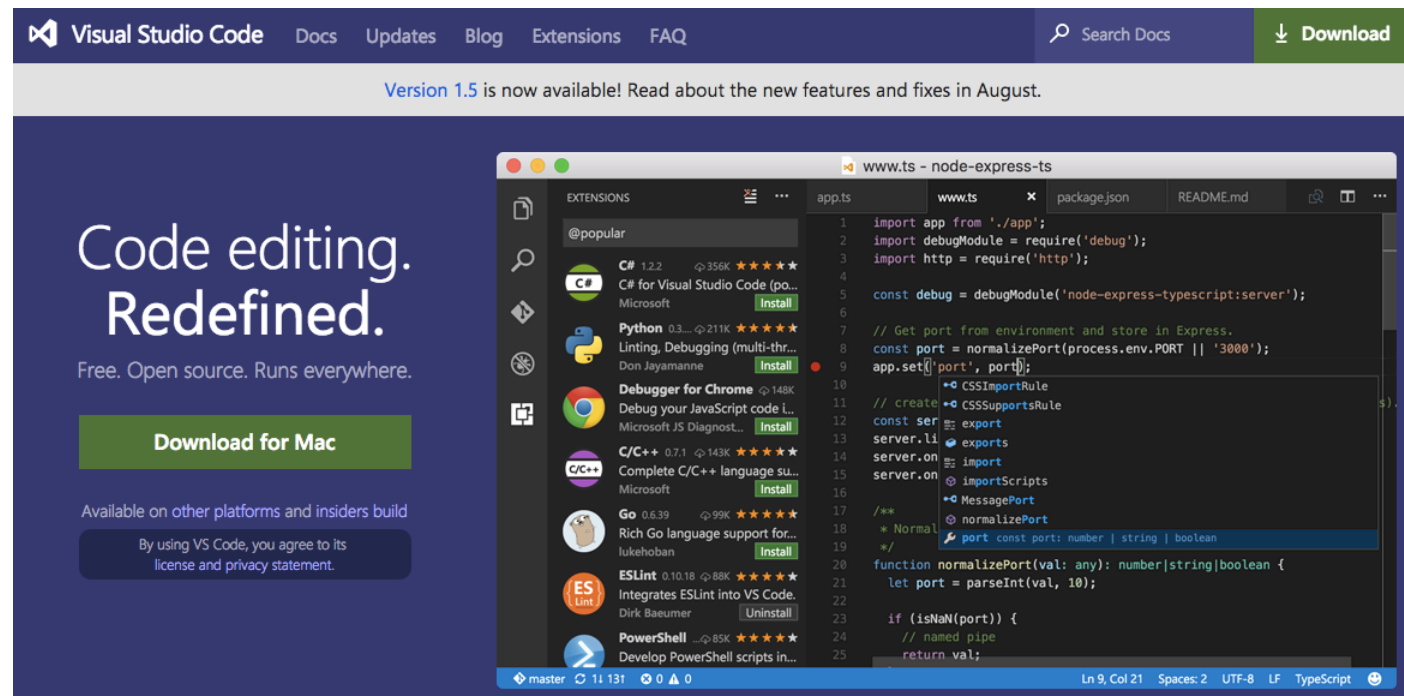
# hackJam 2016 requirements

- You can use any development tools, but all projects must be open sourced at GitHub
- Commit log messages are required to be shown during the final presentations! Judges will look at the commit logs



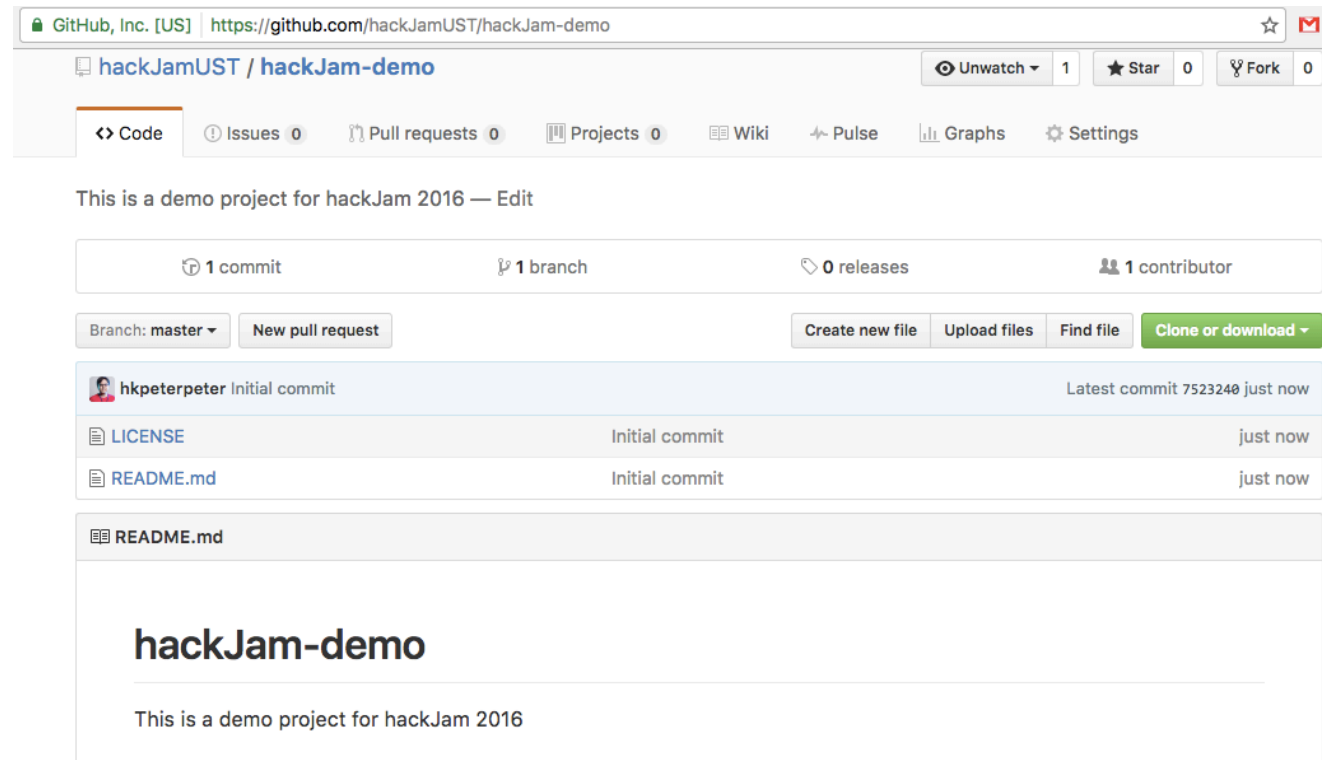
# Visual Studio Code

- Free, cross-platform, open source editor for web development
- <https://code.visualstudio.com>



# GitHub

- GitHub is a web-based Git repository hosting service
- You can create and host any open source project at <https://github.com/>



The screenshot shows a GitHub repository page for 'hackJamUST / hackJam-demo'. The browser address bar displays 'https://github.com/hackJamUST/hackJam-demo'. The repository page includes navigation links for 'Code', 'Issues 0', 'Pull requests 0', 'Projects 0', 'Wiki', 'Pulse', 'Graphs', and 'Settings'. It also shows repository statistics: '1 commit', '1 branch', '0 releases', and '1 contributor'. A table of files is visible, listing 'LICENSE' and 'README.md', both with 'Initial commit' status and 'just now' timestamp. The 'README.md' content is partially visible, showing the title 'hackJam-demo' and the text 'This is a demo project for hackJam 2016'.

# Quick start – Git clone

0 releases 1 contributor

Create new file Upload files Find file **Clone or download**

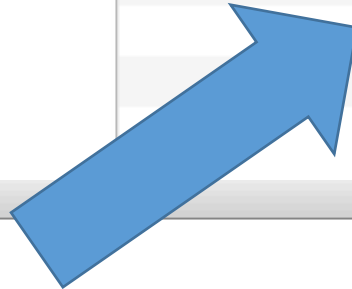
**Clone with HTTPS** Use SSH

Use Git or checkout with SVN using the web URL.

`https://github.com/hackJamUST/hackJam-demo` 📄

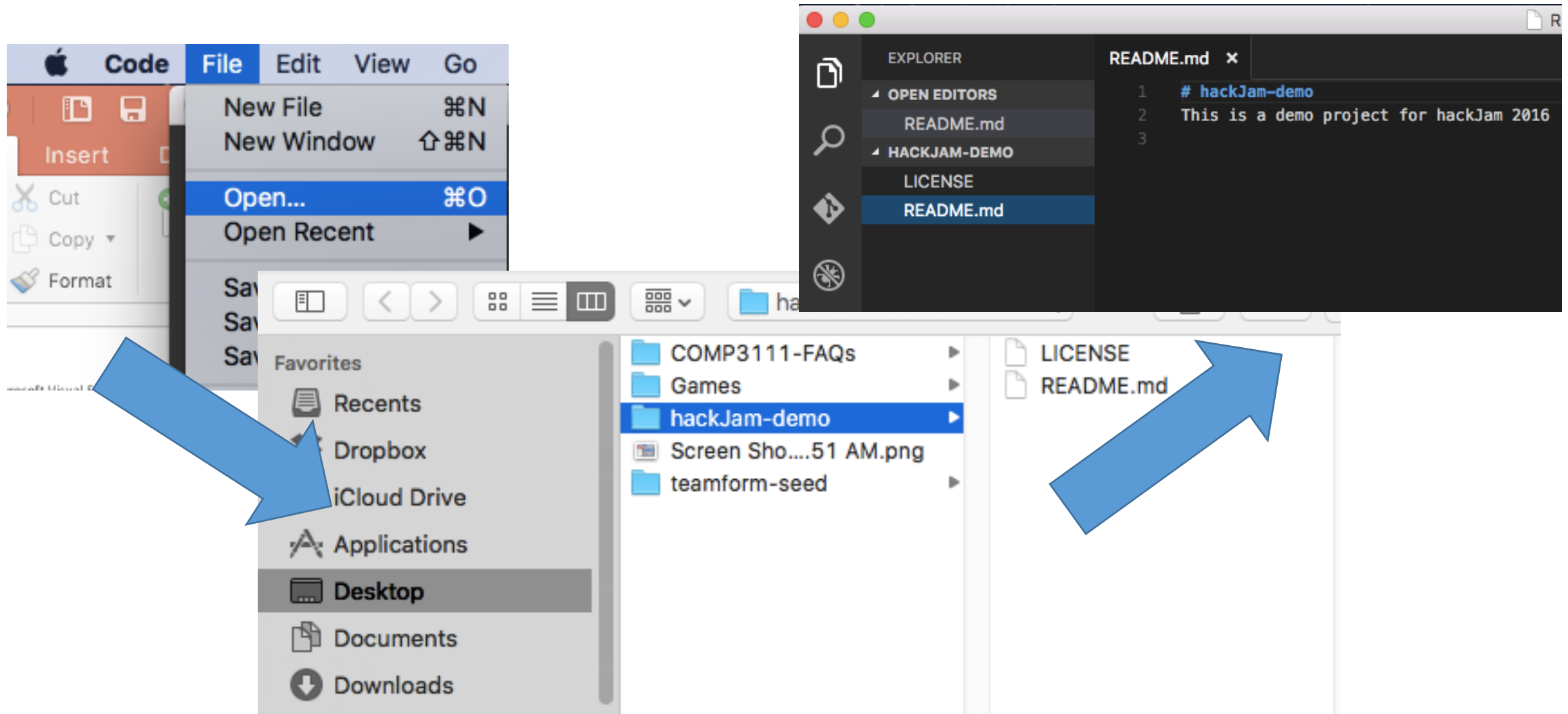
hackJam-demo

Name	Date Modified
LICENSE	Today, 11:07 AM
README.md	Today, 11:07 AM



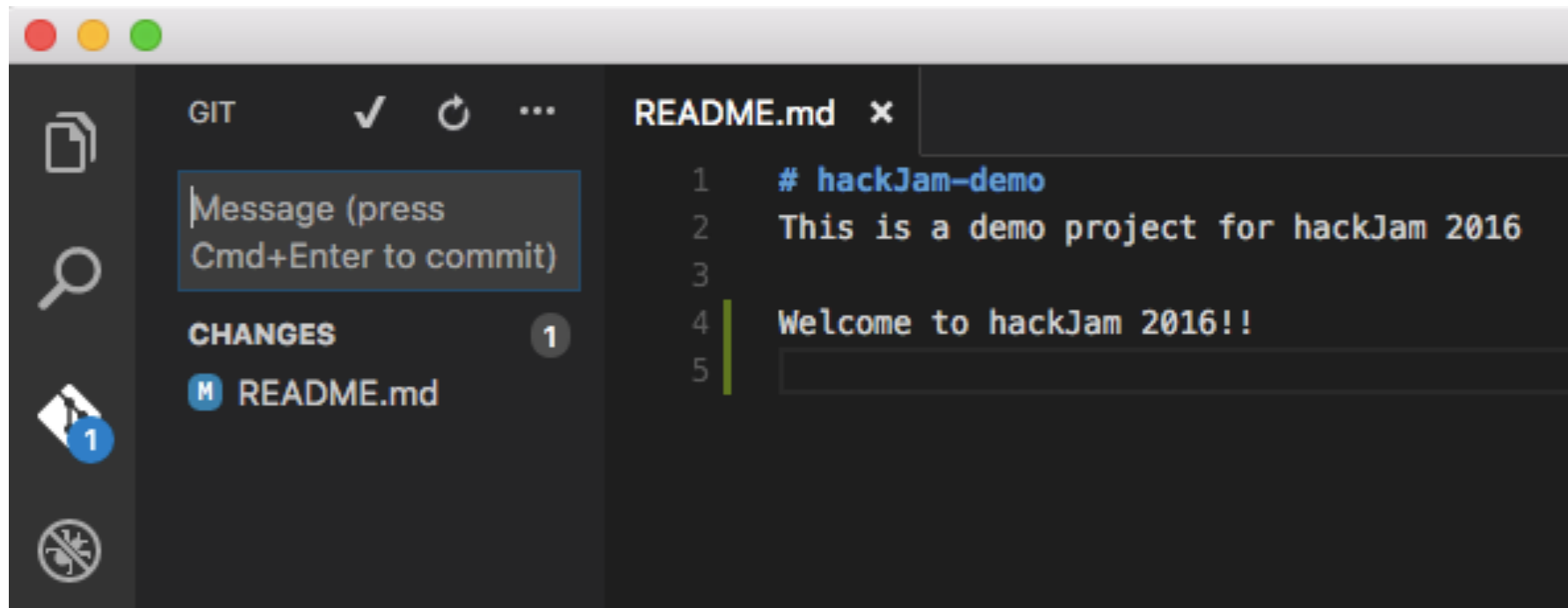
```
Desktop -- -bash -- 80x24
Last login: Mon Sep 26 17:08:33 on ttys000
Kais-MacBook-Air:~ cspeter$ cd Desktop/
Kais-MacBook-Air:Desktop cspeter$ git clone https://github.com/hackJamUST/hackJam-demo.git
Cloning into 'hackJam-demo'...
remote: Counting objects: 4, done.
remote: Compressing objects: 100% (4/4), done.
remote: Total 4 (delta 0), reused 0 (delta 0), pack-reused 0
Unpacking objects: 100% (4/4), done.
Checking connectivity... done.
Kais-MacBook-Air:Desktop cspeter$
```

# Visual Studio Code - Open



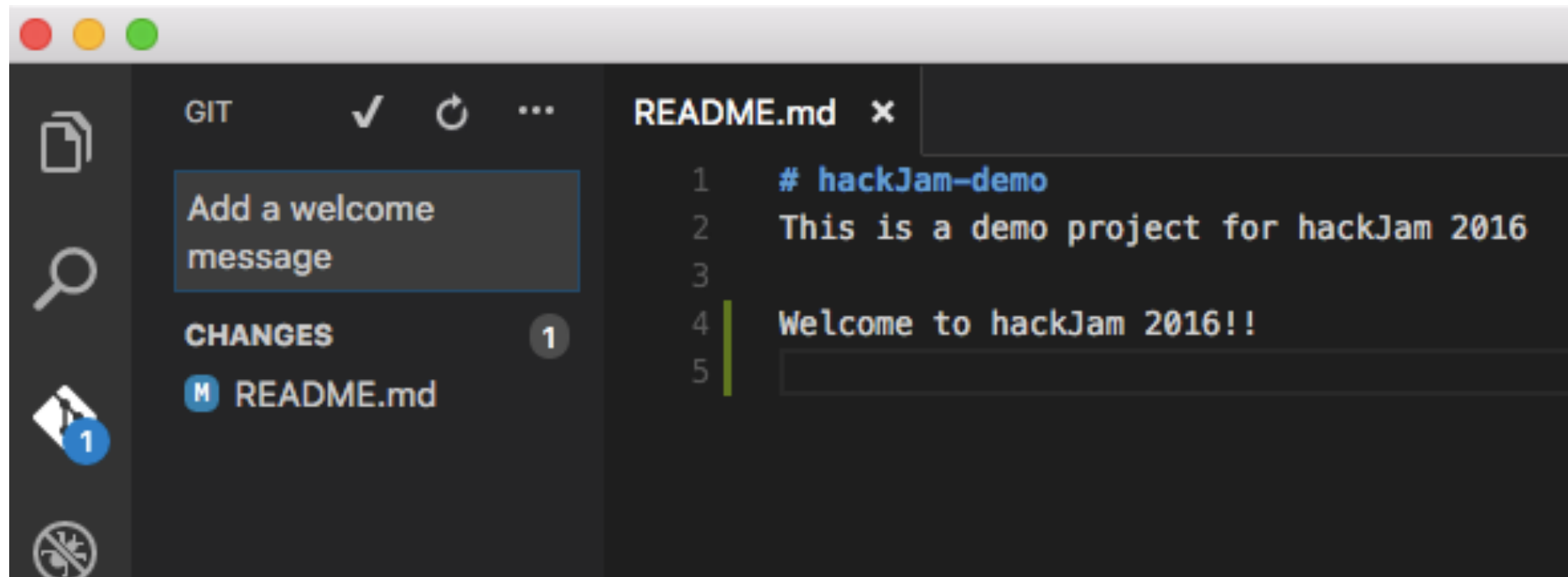
# Visual Studio Code – Git and GitHub

- Try to make some changes and then save the README.md
- Click the “Git button” (i.e. the 3<sup>rd</sup> button on the left)



# Visual Studio Code – Git commit

- Type in a commit message and then click a tick button





# Visual Studio Code – Git push

- The changes will only be tracked locally by “git commit”
- The changes won’t be reflected at GitHub unless you “push” the changes

