Project Setup

1   Project setup

This section consists of setup that you will need to do for each F#/C# lab and assignment in the course.

1.1   Getting started

1. Open the description of the assignment that you are working on

2. Click on the assignment link (e.g. `https://classroom.github.com/a/`<assignment ID>)

3. (For your first assignment, you will have to give permission to classroom.github to access your github account)

4. After github has created your version of the assignment, follow the link to your project

At this point, you have a private working copy of the project code, which only you and I have access to.

1.2   Importing project

1. In Github, go to your assignment project

2. Click on the green 'Clone or download' button and copy the link that looks something like
   `https://github.com/witcomp3350/comp3350_a1-username.git`

3. Mac directions:

   (a) In Visual Studio, go to **Version Control→Checkout. . .**
   (b) In the **Select Repository** tab, paste the HTTPS link into the **URL** textbox. Click **Checkout**
   (c) Enter your **Github username and password** in the appropriate fields and click **OK**. (Your username is your username with 'atwit' appended.)

4. Windows directions:

   (a) The first time you lauch Visual Studio, you should get a welcome screen.
   (b) Select "Continue without code" to get to the standard interface.
   (c) In Visual Studio, go to **Git→Clone repository. . .**
   (d) Paste the HTTPS link into the **Repository location** textbox. Click **Clone**

At this point, you should have the project available in your Visual Studio workspace. You can examine the supplied files from the Solution window in Visual Studio.

1.3   Completing project

Refer to the assignment specification for the programming and testing part of the project.

1.4   Exporting project

Once you have completed your code (or you have updated it since last pushing it to github), follow these steps to make sure that I can access your most recent code:

1. Mac directions:

   (a) Right click on the file in the Solution window → **Version Control** → **Review and Commit**
   (b) In the **Status** window that opens, make sure that your modified file appears and is checked.

    (c) Click the **Commit. . .** button.

    (d) In the window that opens, write a human-readable commit message briefly describing what changes you've made.

    (e) Select the **Push changes to remote repository after commit** option to push the committed changes to github.

    (f) Click the **Commit** button.

    (g) Check in your web browser that your github project has been updated with your new commit.

2. Windows directions:

    (a) Go to the **Git Changes** window.

    (b) In the commit message text box, write a human-readable commit message briefly describing what changes you've made.

    (c) Identify any source file that you have changed. Right-click on the file → **Stage**.

    (d) Click **Commit Staged**.

    (e) Click the ↑ button to **Push** your change.

    (f) Check in your web browser that your Github project has been updated with your new commit.

Once you have pushed your code, I have access to it and I can download and grade it. I look at the date of the most recent changes in github to determine timeliness of your assignment, so make sure go through these last steps before the due date. You can check that your recent commit is accessible on your github page.

Note: I rarely check the commit messages so if you have some important information for me, send me an email instead.