

CODING Code Repositories Getting Started Product Documentation





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Getting Started

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Operational Scenarios

CODING Code Repository (CODING-CR) is based on the Git open-source version control system. With Git, your local computer and CODING each have a complete code repository, so both can engage in distributed version management. To manage code on your local computer, you must first download, install, and set up Git. If you don't need to manage code on your local computer, CODING allows you to perform most code repository operations in your browser. This document explains how to get started with CODING-CR.

Prerequisites

Before using CODING_CR, you must activate the CODING DevOps service for your Tencent Cloud account. Follow the pop-up prompts to go to **Personal Settings** and enter your email, password, and mobile number. You will use this information when performing subsequent operations, such as code cloning or push.

Local Environment Initialization

Install Git

Windows

1. Download Git from the Git website and follow the prompts to install it. We recommend using the default options.

2. After installation, right-click to open Git Bash and get started with Git.

Linux

On a Linux system, you can use the system's package management tool to directly install the pre-compiled Git binary installation package.

On a Fedora/Centos system, use yum to install Git: yum install git-core .

On a Ubuntu/Debian system, use apt-get to install Git: apt-get install git .

macOS

1. Run the following command to install the package management tool Homebrew.





/bin/bash -c "\$(curl -fsSL https://raw.githubusercontent.com/Homebrew/install/HEAD/

Note:

If an error occurs, see Open Source Repositories and download from a domestic source.

- 2. After Homebrew is installed, enter brew install git to install Git.
- 3. After Git is installed, run git --version to check your current Git version.

Local environment initialization

After Git is installed, create a folder, open the folder, and enter git init to initialize the local environment.

/Volumes/CODING-Help/new-file	git init	SIGINT(2	2) പ 🤇	11074	11:28:57
Initialized empty Git repository	in /Volumes	;/CODING-Help/	′new-f	ile/.git	/
/Volumes/CODING-Help/new-file 🔪	🦹 master 🔰		< 🗸 <	11075	11:29:02

Set user information

After Git is installed, you should immediately set a committer name and email address, which will be used to create a record for each commit. Use the following command to set user information.

\$ git config --global user.name "Your name"
\$ git config --global user.email "Your email"

For example, if your CODING account is named **Dahei** and your Git user information is: **name – Dabai** and **Email –** dabai@coding.net, when your code is pushed to your CODING repository, the status is displayed as follows:

Project dyr	namics							
All	Task	Code	File	Discuss	Other Dynamics			
Today	(2017–11–	-22 Wed)						
0	11:43	Big Bl	<mark>ack</mark> pushe	ed to the proj	ect branch: master			
		Big Wh	nite : [b0)79372] edi	t learn_git			
		Big Wh	nite : [59	3743f] res	olv conflict			
		Big Wh	nite : [ee	ea4d4f]edi	t readme.txt			

Note:

You can configure custom user information in Git. We recommend you directly use the username and email address of your CODING account for efficient collaboration.

Create a CODING Code Repository

1. Open any project and click **Code Repositories** on the left navigation bar to open the Code Repository Management page, where you can create or open a code repository.

2. If the code repository entry is not displayed, a project admin must open the project, click **Project Settings** in the lower-left corner, and go to **Project and Members** > **Functions** to enable the code repository function.

Push and Pull Code

This section will demonstrate how to pull code from and push code to remote repositories to facilitate cloud-based coding.

Pull code from remote repository

After initializing a local code repository, you can open the terminal in a folder and run the git clone + repository address command to pull code.

Android-demo	😵 master 👻 🏠 Search for	File 🗸 Enter to	o search for file		器 Clone
> app > gradle/wrapper] .gitignore	File History 4			Clone Repo When you clone numberj or re	Disitory a code repository, the username that appears on your device is the fmobile maily you entered in CODING personal settings.
🗋 Jenkinsfile	app 🖻	Steven	Initial commit	HTTPS 🔻	https://e.coding.net/StrayBirds/coding-demo/Android-der
MI README.md	gradle/wrapper	Steven	Initial commit		0 augu a
duild.gradle	.gitignore	Steven	Initial commit		3 days a
gradlew	D Jenkinsfile	Steven	Initial commit		3 days a
🗋 gradlew.bat	M4 README.md	Steven	Update filesREADME.md		3 days a
settings.gradle	build.gradle	Steven	Initial commit		3 days a
	gradle.properties	Steven	Initial commit		3 days a
	🗋 gradlew	Steven	Initial commit		3 days a
	🗋 gradlew.bat	Steven	Initial commit		3 days a
	settings.gradle	Steven	Initial commit		3 days a
	README.md				
	build passing Try sample projects Document explanation quick start				

When pulling for the first time, you must enter your credentials. Enter the email and password you used to register a CODING account. You can also open the dropdown menu in the upper-right corner and go to **Personal Account Settings** to modify your credential information.

ersonal Account ettings	Personal Settings	Steven Team Owner
ccount Information		Personal Account Settings
Personal Account	Member Name: Steven 🖉	Service Subscription
Email Settings	Team Owner	Invite Member
		Language English(US)
rofile		Work Order Center
Template Settings	Account info	Help Center
SSH Public Key	E-mail and password can be used to log in, as well as credentials for code hosting, HTTPS cloning, product library authentication, and sensitive operations on the site.	Update Log • Sign out
GPG keys beta		
Access Token	Username: Jobs 💆	
Two-fa	Email: gala****@gmail.com Edit	
Notification	Password: ******* Edit Reset	
P Bind Settings	Phone: +86 152****9247 Edit	
0 F	Wechat: Joe Unbind	

When the operation is successful, you can modify the code in your local code repository.

<pre>/Volumes/CODING-Help/</pre>	//e.coding.net/
Username for 'https://e.coding.net':	
Password for 'https://	:
remote: Enumerating objects: 13, done.	
remote: Counting objects: 100% (13/13), done.	
remote: Compressing objects: 100% (7/7), done.	
remote: Total 13 (delta 4), reused 0 (delta 0), pack-reused	0 1
Unpacking objects: 100% (13/13), done.	
/Volumes/CODING-Help,	
/Volumes/CODING-Help/	

Edit files

In a folder, create the readme.txt and learn-git.txt files. In one of the files, write I'm learning git. (or customize as needed) and save it.

Flowchart

Before committing code, you can refer to this flowchart to understand the status lifecycle Git uses when tracking files.

Track files (git add)

After creating or editing a file, run the git add command to add the file to the staging area (Index Stage) of the local Git repository.

Command to track a specific file:

git add readme.txt

Command to add multiple files:

git add readme.txt learn_git.txt

To track all files at once, you can directly enter git add in the terminal.

Commit files (git commit)

After files to commit are added to the staging area, run git commit to commit the files to the local repository. This command commits all files in the staging area:

git commit -m "wrote a readme and a learn_git file"

The content enclosed in quotes following -m is your commit description. The following lines are the result returned. Make sure that you add a change description to each commit to provide a clear description of what changes were committed.

In addition to the git commit command, you can also use the standard plugin to standardize commit messages in the repository for easy backtracking.

// Step 1: Install yarn

brew install yarn

// Step 2: Install plugin
yarn add -D standard-version
// Step 3: Commit code with the plugin
git cz

Associate issues automatically

When you commit code, # Issue ID is included in the commit message. You can also directly associate issues in the project.

If the Development Convention function is enabled for this repository and a commit convention (such as check associated issues) is specified in the Branch Convention, make sure issues of the corresponding type are associated in the commit message. Otherwise, this branch will violate the convention.

For example, for an issue (requirement) with the ID 630, add #630 in the commit message to automatically associate the requirement. Add project-1#630 to associate issue 630 in project-1.

View file status (git status)

If you are not sure that Git is precisely tracking file changes and want to confirm the file status, use the git status command to see the file status.

If no files are tracked in the current repository, the result returned is as follows:

\$ git status
On branch master
Your branch is up-to-date with 'origin/master'
nothing to commit, working directory clean

If a file has changed but the changes were not tracked, the result returned is as follows:

Run git add to track the file. After successful tracking, the font color will change from red to green.

When a file has been tracked and already committed to the repository, the result returned is as follows:

Push files to remote repository (git push)

On the terminal, run the command:

git push

To automatically create a merge request and associate issues upon commit, use the following command:

git push origin local-branch:mr/target-branch/local-branch

The git push is the push command. It pushes the local branch to the remote repository, which is equivalent to creating a remote backup. Go to the CODING code repository to view pushed files. If multiple people collaborate in maintaining the remote repository, you need to run the git pull command to synchronize your local repository with the remote repository to get any code committed by other users.

View and Edit Remote Repositories

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After a file is pushed to the CODING code repository, you can edit, save, and commit code on the webpage. Let's take the README.md file as an example. After editing and committing the changes, you can add a simple description of the modified content. If you do not add a description, the default commit description is "File xxx updated".

← Android-demo -	Browse 🗧 🗸 🗸 🗸 Hard State Code Repository 💌
Android-demo	Commit Description
> 🖿 app	Description
> 🖿 gradle/wrapper	File Chang Update File README.md
🗋 .gitignore	Steven Last Commit aa4507b476 🛱 At 3 days ago
D Jenkinsfile	M READM
MI README.md	a d'Associate issue
🗋 build.gradle	4 Directly commit to master Branch
🗋 gradle.propert	5 # T Create anew branchfor this commit, and initiate a merge request.
🗋 gradlew	7 Thi tic packaging and mirroring process has been configured.
🗋 gradlew.bat	9 Doc 10
settings.gradle	11 12 Examples include:
	<pre>13 4 * README.ad - this file 15 * Jenkinsfile - script to automate builds and tests 16 * app(- main code directory 17 17 18 quick start 19 10 20 21 20 21 20 22 23 23 24 24 24 24 24 25 24 25 25 25 25 25 25 25 25 25 25 25 25 25</pre>