## Adding an existing project to GitHub using the command line

MAC | WINDOWS | LINUX | ALL

Putting your existing work on GitHub can let you share and collaborate in lots of great ways.

Tip: I inforr	f you're most comfortable with a point-and-click user interface, try adding your project with GitHub Desktop. For more mation, see "Adding a repository from your local computer to GitHub Desktop" in the <i>GitHub Desktop Help</i> .
Warning: Never git add, commit, or push sensitive information to a remote repository. Sensitive information can include, but is not limited to:	
Passwords	
SSH keys	
AWS access keys	
API keys	
Credit card numbers	
F	
For more information, see "Remove sensitive data."	
1	Create a new repository on GitHub. To avoid errors, do not initialize the new repository with <i>README</i> , license, or <u>gitignore</u> files. You can add these files after your project has been pushed to GitHub.
2	Open Terminal (for Mac and Linux users) or the command prompt (for Windows users).
3	Change the current working directory to your local project.
4	Initialize the local directory as a Git repository.
	<pre>\$ git init</pre>
5	Add the files in your new local repository. This stages them for the first commit.
	<pre>\$ git add . # Adds the files in the local repository and stages them for commit. To unstage a file, use 'git reset HEAD YOUR-FILE'.</pre>

## **1** Commit the files that you've staged in your local repository.

```
$ git commit -m 'First commit'
# Commits the tracked changes and prepares them to be pushed to a remote
repository. To remove this commit and modify the file, use 'git reset --soft
HEAD~1' and commit and add the file again.
```

2 In Terminal, add the URL for the remote repository where your local repository will be pushed.

```
$ git remote add origin remote repository URL
# Sets the new remote
```

\$ git remote -v

# Verifies the new remote URL

3 Push the changes in your local repository to GitHub.

\$ git push origin master

# Pushes the changes in your local repository up to the remote repository you specified as the origin