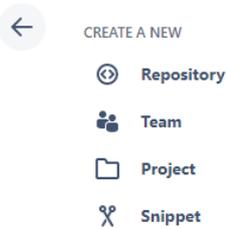
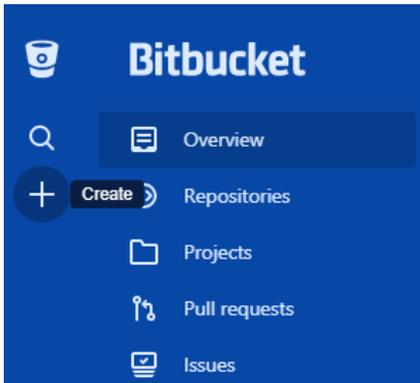


## BitBucket – Criando uma projeto com Visual Studio

Crie um novo repositório no BitBucket



### Create a new repository

[Import repository](#)

Repository name\*

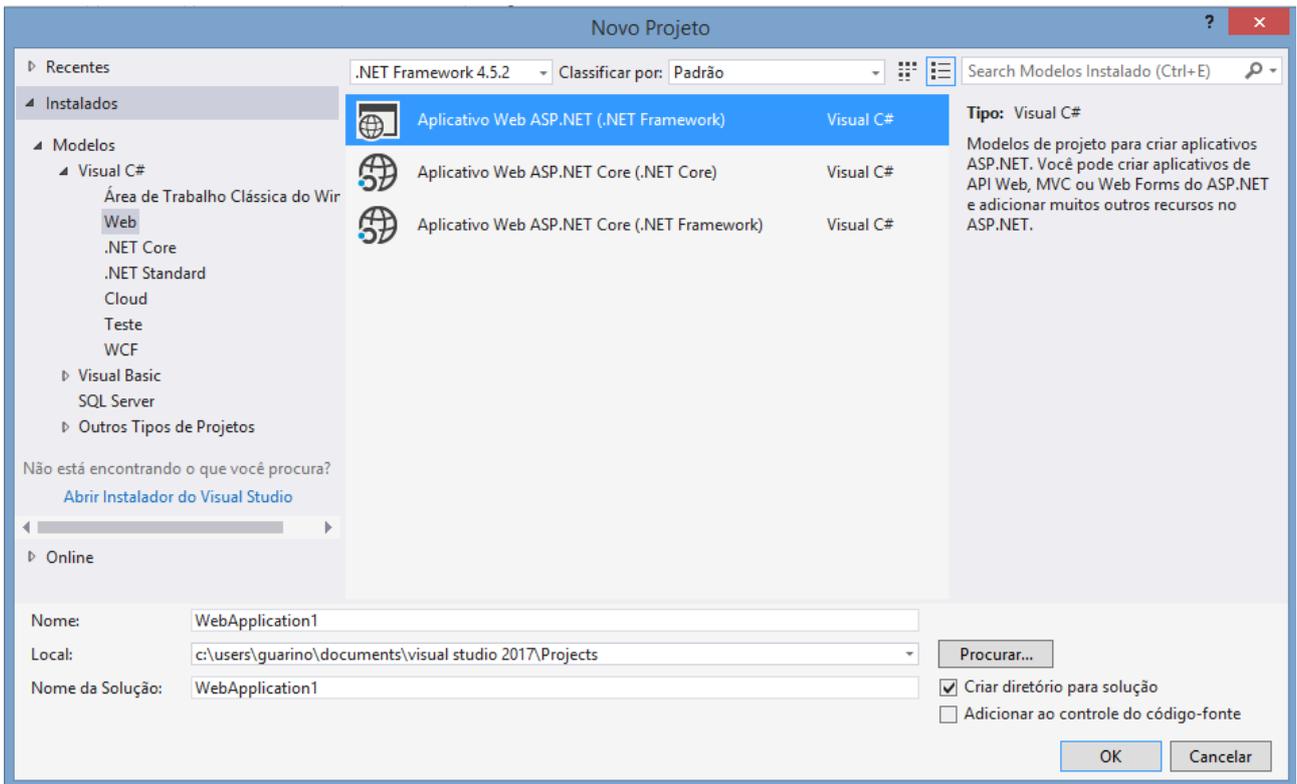
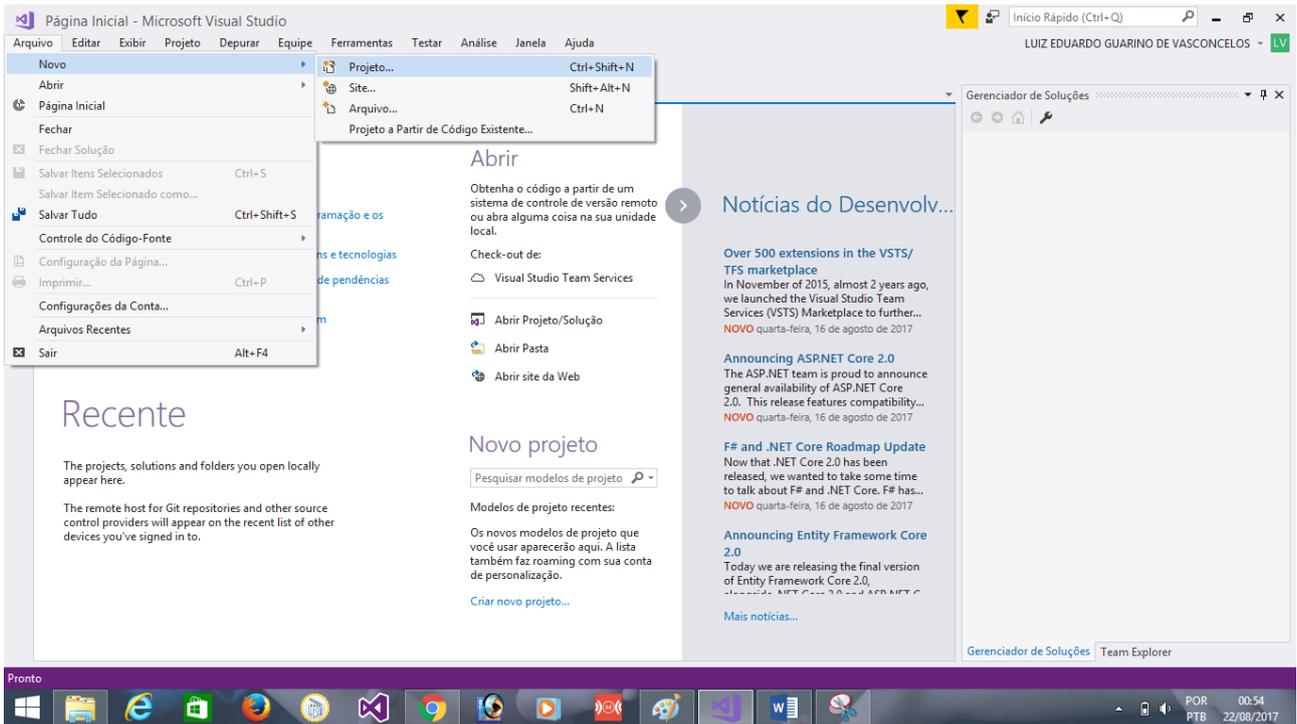
Access level  This is a private repository

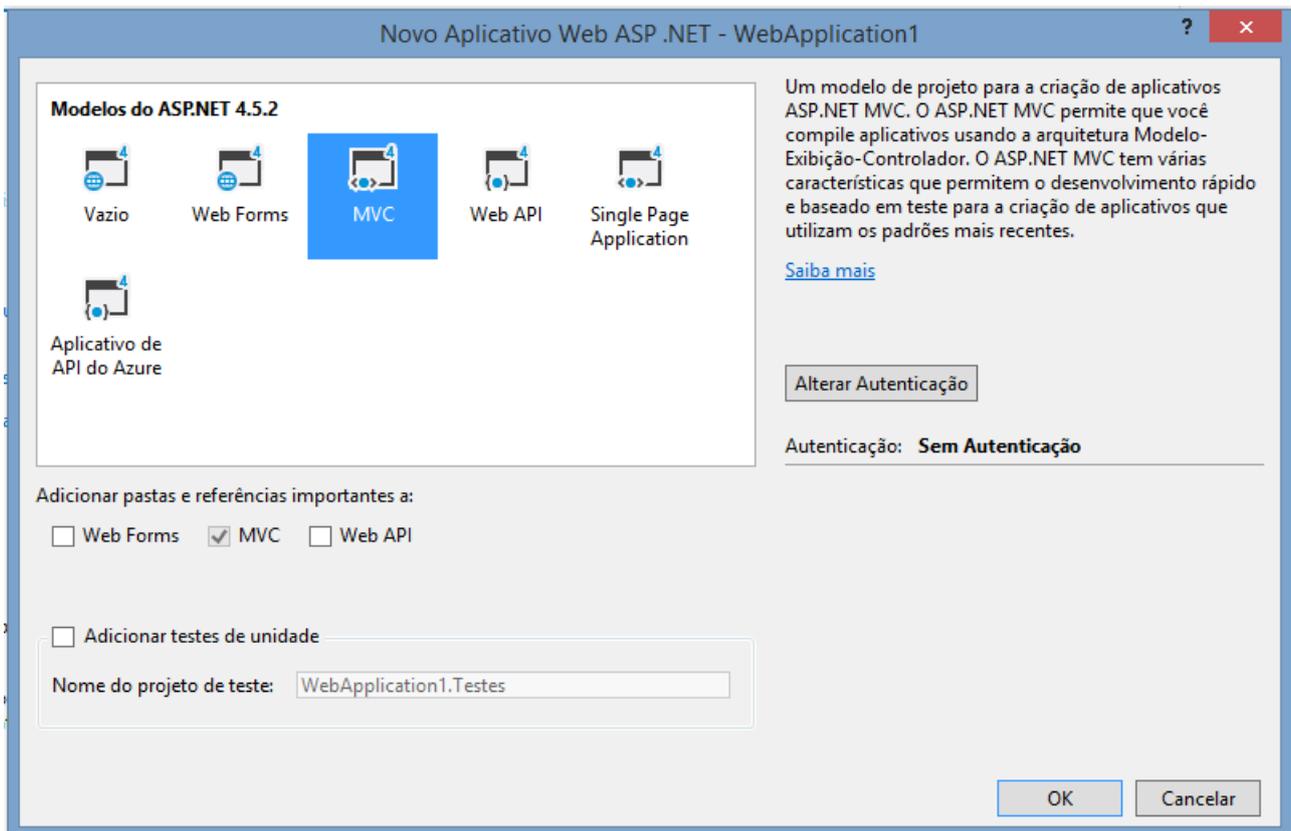
Repository type  Git  
 Mercurial

[> Advanced settings](#)

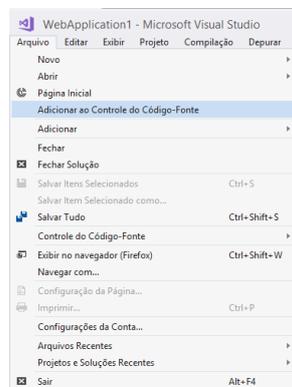
[Create repository](#) [Cancel](#)

# Crie um novo projeto no Visual Studio

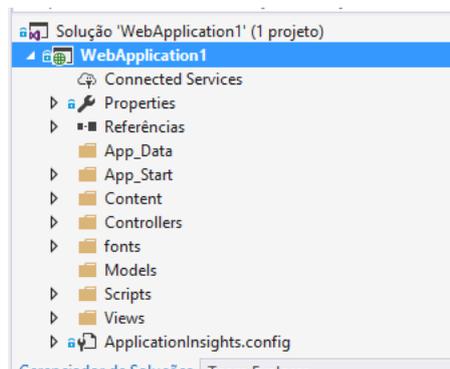




## Adicionar ao Controle de Versão

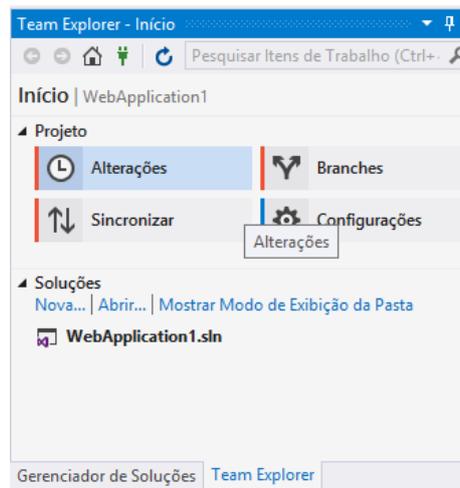


Os arquivos ficarão com cadeados na Solution Explorer.

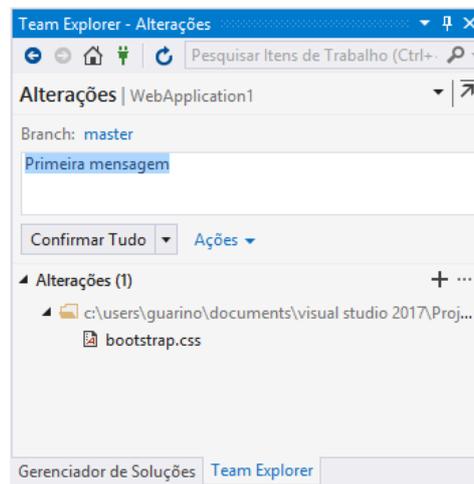


**Faça alguma alteração em algum arquivo.**

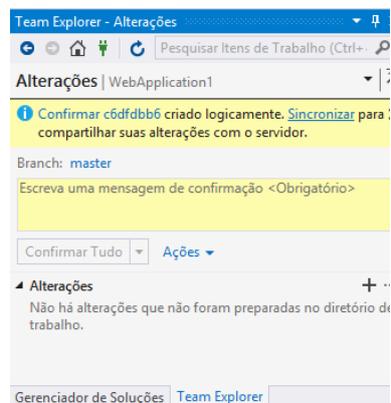
Vá em Team Explorer > Alterações.



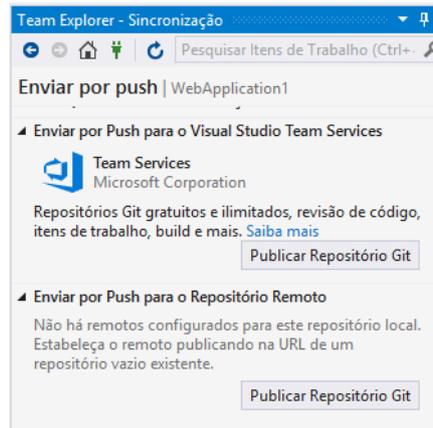
Coloque uma mensagem e clique em Confirmar Tudo



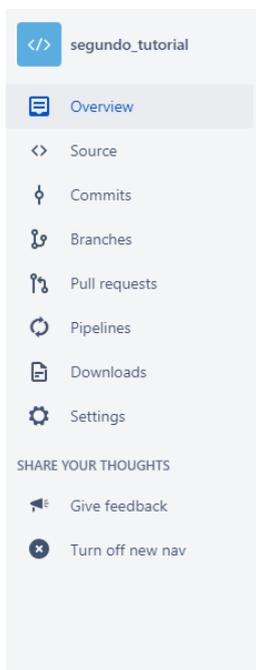
Após isso, clique em Sincronizar



Clique em “Enviar por Push para o Repositório Remoto”, Publicar no Repositório GIT.



Vá no BitBucket e copie a URL do projeto



Put some bits in your bucket

Add some code or content and start bringing your ideas to life. [Learn how](#)

### Get started the easy way

Creating a README or a .gitignore is a quick and easy way to get something into your repository.

[Create a README](#)

[Create a .gitignore](#)

### Get started with command line

[I have an existing project](#)

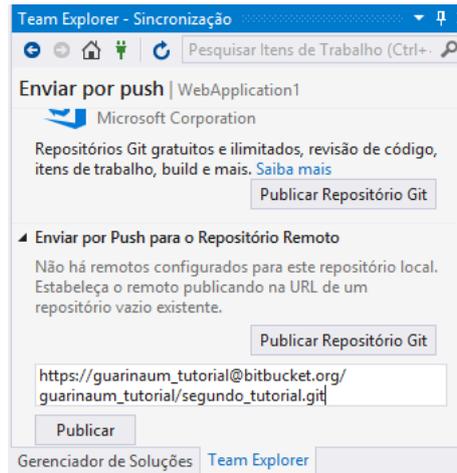
Step 1: Switch to your repository's directory

```
1 cd /path/to/your/repo
```

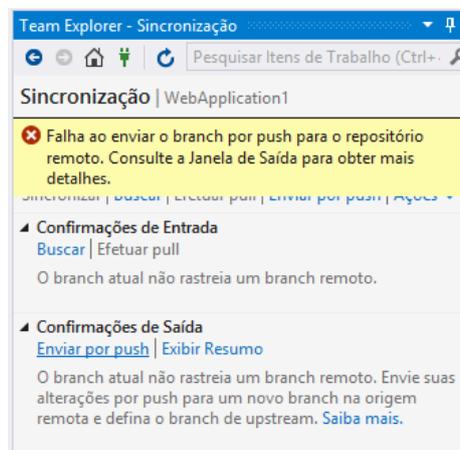
Step 2: Connect your existing repository to Bitbucket

```
1 git remote add origin https://guarinaum_tutorial@bitbucket.org/guarinaum_tutorial/segundo_tutorial.git
2 git push -u origin master
```

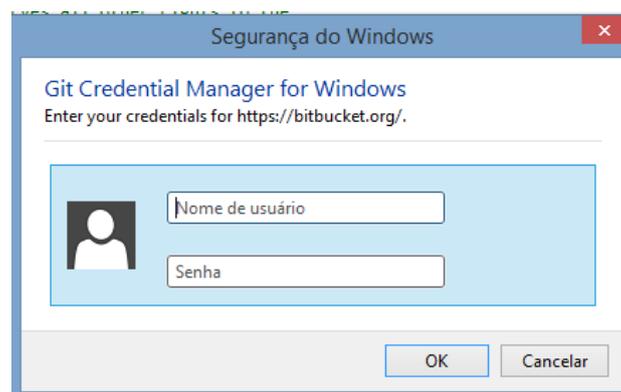
Copie no Visual Studio. Clique em Publicar.



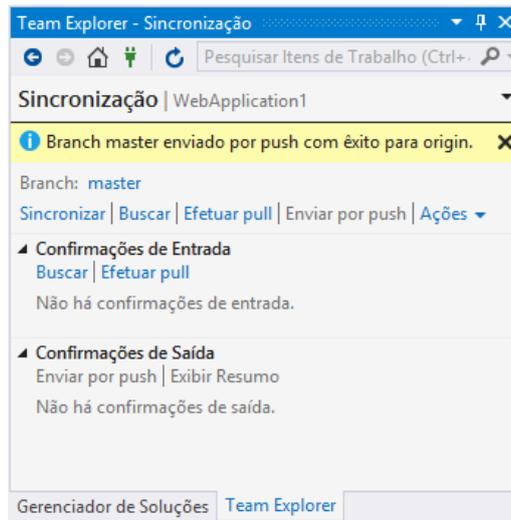
Caso dê erro, clique em Confirmações de Saída > Enviar por Push.



Preencha com as credenciais do BitBucket



Deve aparecer a mensagem de sucesso.



No BitBucket, verifique se está tudo correto.

