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# Visual Studio Team Services

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**Stack Overflow contributors.**

**#vs-team-  
services**

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# About

You can share this PDF with anyone you feel could benefit from it, downloaded the latest version from: [visual-studio-team-services](#)

It is an unofficial and free Visual Studio Team Services ebook created for educational purposes. All the content is extracted from [Stack Overflow Documentation](#), which is written by many hardworking individuals at Stack Overflow. It is neither affiliated with Stack Overflow nor official Visual Studio Team Services.

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# Chapter 1: Getting started with Visual Studio Team Services

## Remarks

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## Features

Visual Studio Team Services has many cool stufs such as:

- Private and unlimited repositories
- Seamless integration with **Visual Studio**
- Integrated with **Azure**
- Support for different version control systems (**Git** and **Team Foundation Version Control**)
- Support for **plugins**
- Performance & Load Testing

and many more!

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## Pricing

### Small Teams (Free tier)

- Up to 5 users with access to [Basic features](#)
- Unlimited users with access to work items
- 1 Private Pipeline to run builds and deploy releases from your own server
- 1 Hosted Pipeline (4 hours per month) to run builds and deploy releases in the cloud

### Growing teams (Paid tier)

- Start with 5 free users and the free services available to small teams, then pay monthly on your Azure bill as your needs grow
- Pay only for the users on your team who need access

You can buil additional **Hosted Pipelines**, **Private Pipelines** and **Performance & Load Testing minutes** paying an additional monthly fee. Full pricing documentation can be found [on the Visual Studio Team Services Pricing page](#)

*Please note that prices and features reported are updated on 24/06/2017*

## Versions

Docs Version	Release date
1.0.0	2017-06-24

## Examples

### Getting started

Visual Studio Team Services is an hosted version of Microsoft Team Foundation Server. It doesn't require any installation as it's already done by Microsoft itself.

In order to start using Visual Studio Team Services you need to create an account [here](#) by pressing the **Free account** button. It will redirect you to the login page. Use a Microsoft account or, if you don't already have one, create it.


After you have logged in, you will be in front of this page:

Host my projects at:


*Pick a memorable name*

.visualstudio.com

Manage code using:

-  Git
-  Team Foundation Version Control

We will host your projects in **Central US** region.

 [Change details](#)

[Continue](#)

To keep our lawyers happy:  
By continuing, you agree to the [Terms of Service](#) and the [Privacy Statement](#).

This will allow you to create a new team. Insert a project name and choose between **Git** and **Team Foundation Version Control** as version control system. By pressing the "Change details" you can select a different location for you project and the "work organization" type. After you have provided the required information, press the **Continue** button.

Once the creation progress is finished it will be presented a page like this:



# MyFirstProject ☆

*Briefly describe your project...*

## Get started with your new project!


### ▽ Clone to your computer

HTTPS

SSH

`https://vstsstack.visualstudio.com/_git/MyFirstProject`

Generate Git credentials

 Having problems authenticating in Git? Be sure to get the latest version of [Git for Windows](#) or [Git for macOS](#)

- > or push an existing repository from command line
- > or import a repository
- > or initialize with a README or gitignore
- > or build code from an external repository

**Congratulations** your project has been created and it's ready to be used!

**Features and pricing details can be found in the Remarks section**

Read **Getting started with Visual Studio Team Services** online: <https://riptutorial.com/vs-team-services/topic/5364/getting-started-with-visual-studio-team-services>



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# Chapter 2: Building a Hub Extension

## Introduction

A hub in VSTS is a section grouping the features based on similar functionality e.g. Code, Build etc. VSTS comes with a capability where we can extend the hubs by adding more functionalities related to current hub, making the hub more usable for the given scenario or requirement of functionality.

## Examples

### Snake (Game)

This extension adds a game named snake in the VSTS, which users can play while waiting for the long running build for example.

[Snake](#)

Read Building a Hub Extension online: <https://riptutorial.com/vs-team-services/topic/81119/building-a-hub-extension>

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# Credits

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1	Getting started with Visual Studio Team Services	<a href="#">Community</a> , <a href="#">Ed Blankenship</a> , <a href="#">lorenzo montanari</a>
2	Building a Hub Extension	<a href="#">Anant Anand Gupta</a>