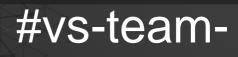
LEARNING Visual Studio Team Services

Free unaffiliated eBook created from **Stack Overflow contributors.**



services

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Chapter 1: Getting started with Visual Studio Team Services

Remarks

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!



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

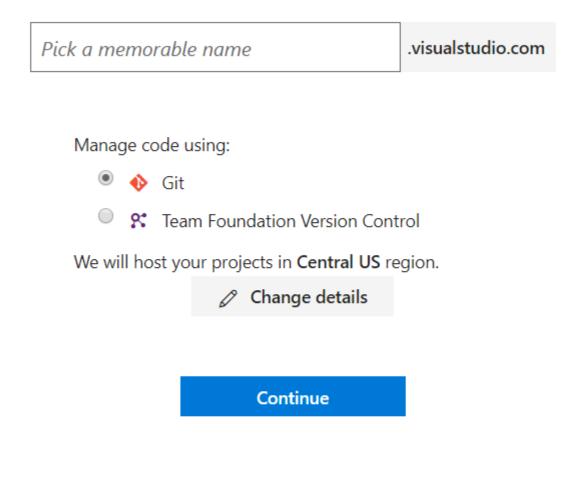
Getting started

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:



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
Gene	rate Gi	t credentials
i Having	problei	ms authenticating in Git? Be sure to get the latest version of Git for Windows or ou

- > 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

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/8119/buildinga-hub-extension

Credits

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2	Building a Hub Extension	Anant Anand Gupta