



DEPARTMENT OF EECS
Indian Institute of Technology Bhilai
CS200 — SOFTWARE TOOLS AND TECHNOLOGIES Lab II
Scope: Git Object Model
Difficulty Level: Beginner

Assignment 1
September 12, 2020

- Instructions

- All answers will be in separate files in a single folder, named: `<group-id>-<group-name>`
- Name files as `q<question-no>` without any extension. e.g., `q2`
- Use `LATEX` to show your answers that need `git` graphs
- Make a `tarball` for the folder that contains your answers
- Compress the `tarball` using `gzip` before uploading on Piazza

1. Write a shell script for the following

[Warm-up]

- Initialize `git`.
- Create a file with content as *iitbhilai* name it as `<roll-no-member-1>`.
- Now copy the same file w.r.t to the number of members of your group and rename as `<roll-no-member-2>`, `<roll-no-member-3>`.
- Put all three files into three individual folders with your names `<name-1>`, `<name-2>`, `<name-3>` on them.
- Commit all the files **at once**.
- Show the `git-graph`.

2. Redo Problem 1 but with incremental commits. You have to show the `git-graph` after every commit. Submit a `LATEX` generated `pdf` which will depict how the `git` repository evolved.

3. Write a shell script for the following

[Git-Objects]

- For all files in `.git/objects` directory in Problem 2 run a loop to show the type of each object. (Find the `git` command that shows the type of a `git-object`)
- If the object is a `blob`, show the content.
- If the object is a `tree`, show all blobs it points to.
- If the object is a `commit`, then show the author and parent.

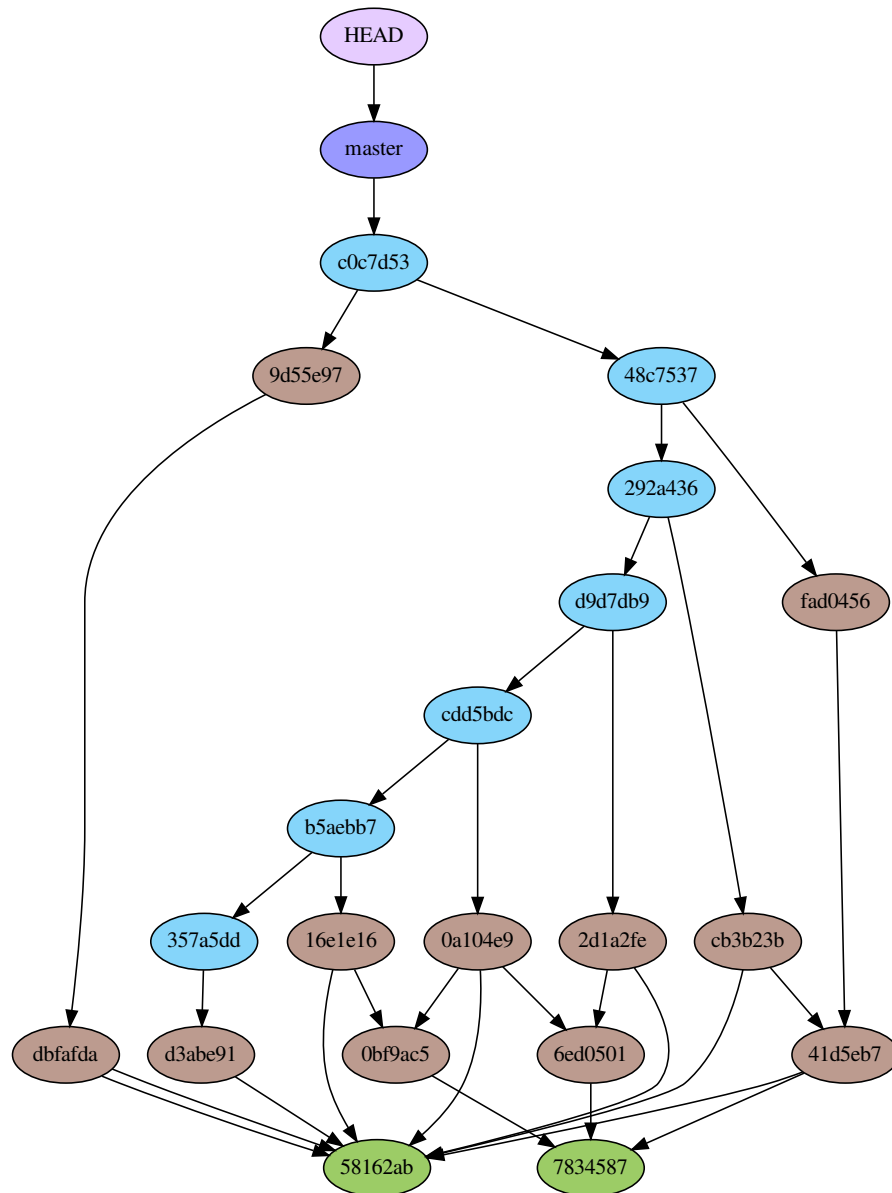
You are allowed to use `git` native commands to extract information.

[Hint: You need to understand how the directory is managed by `git`.]

4. List the sequence of `shell/git` commands that generates the following `git` graph.

[Git-graph]

Incrementally show the `git` graph after every commit listing the `shell/git` commands executed before it.



Note: You do not need to produce the *same* hash as shown, but recreate the structure.