



Collaborative Development Tool and Storage System: GitHub

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Abstract

This document has the intention of expressing my experience with the use of GitHub as a collaborative development tool and storage system during the final project of this subject.

1 About GitHub


GitHub is a tool based on Git, which is a version control software designed by Linus Torvalds. GitHub is a company that offers repository hosting services, primarily with cloud technology, for software developers. It is worth mentioning that GitHub has its own desktop version.

2 Previous Experience

Before using GitHub for this project, I had already used it for another project during the degree, but it was only the one we developed as a team for the Computer Structure and Programming subject. It served us as a version control tool and as a collaborative tool, however, most commits were made from the GitHub web page


Similarly, I used GitLab during a server project in my internship program, when we set up a DNS server from a virtual machine on Amazon Web Services (AWS) running a Linux distribution as operating system. In this case, we used the tool as a collaborative tool rather than a version control tool since we only used it for documentation, however, due to the division of activities, I was the main writer in the repository.

PBSC-AdminUNIX > 2021 > DNS


DNS
Project ID: 30106108
☆ Star 0


46 Commits 1 Branch 0 Tags 5.3 MB Files 5.3 MB Storage

main
dns
History
Find file
Download
Clone


Actualizacion registros vpn
 ariadna authored 5 months ago
 de01fd5f

README
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Name	Last commit	Last update
files	Actualizacion registros vpn	5 months ago
img	Cambiando formato de una imagen	5 months ago
HOW_TO.md	Actualizacion registros vpn	5 months ago
README.md	Referencias	5 months ago
TAREAS.md	Corrección de ligas de imágenes	6 months ago


README.md


DNS


Figure 1: Project on Gitlab

I can safely say that this repository on GitLab was the one that trained me the most for tools of this type, mainly because all the changes were made from the virtual machine, so we needed to perform all the actions (configuration, writes, modifications, etc.) from the terminal and for this it was necessary to know the Linux text editors, as well as the git commands for the terminal.

3 My experience with this project

The first changes to the repository of this project were mainly to store the models I created with MagicaVoxel, therefore the changes were initially made from the GitHub website, however, when I started creating the scenario, it was necessary to add several files to the repository, so I decided to start using the Windows terminal to handle the changes.

At first I thought it would be confusing because I had only used the tool from Linux, however the commands are the same and the 'cmd' text editor is very similar to the Linux 'vi' editor, so it didn't take long for me to understand GitHub aspects.

```
Símbolo del sistema - git commit
Edición README.md
Se elaboró una pequeña introducción del proyecto en el archivo README.md
¿debería ponerla en español e inglés?
# Please enter the commit message for your changes. Lines starting
# with '#' will be ignored, and an empty message aborts the commit.
#
# On branch main
# Your branch is up to date with 'origin/main'.
#
# Changes to be committed:
#   modified:   README.md
#   new file:   img/portada.png
#
# Untracked files:
#   .vs/
#
C:/Users/z3839/Documents/Gotham/.git/COMMIT_EDITMSG[+] [unix] (23:47 16/04/2022)
-- INSERT --
```

Figure 2: Text editor from cmd

In addition, this made it a lot easier for me to make the changes, as I was able to upload files faster than the online version, plus it makes changes and deletions much easier.

Finally, I can mention that, because the project was done by myself, it was not necessary to use different branches of the repository and most of the changes were made directly on the main branch when I was sure to have a working version.

```
C:\Users\z3839\Documents\Gotham>git push
Enumerating objects: 7, done.
Counting objects: 100% (7/7), done.
Delta compression using up to 12 threads
Compressing objects: 100% (4/4), done.
Writing objects: 100% (5/5), 2.10 MiB | 3.70 MiB/s, done.
Total 5 (delta 1), reused 0 (delta 0), pack-reused 0
remote: Resolving deltas: 100% (1/1), completed with 1 local object.
To https://github.com/Ari3839/Gotham.git
   31a1759..d66ea54  main -> main
C:\Users\z3839\Documents\Gotham>
```

Figure 3: Git push

Also, during the realization of the project, I mistakenly attached a file with extension .vs by updating the files through regular expressions (a very bad technique to 'save time'), which not only should not be included in the repository, but was also overly heavy, thus it failed the git push, but I had already done the git commit, therefore I couldn't remove the file from the commit.

To solve this inconvenient, I had to look in my git notes for the command to observe the code or numeric identifier of the existing versions in my repository with the command 'git log --oneline', from which you can perform a reset and obtain a previous version of the repository. Clearly, I had to make the changes to the version that I couldn't upload to GitHub again, however, I made a local backup of those files before applying the reset, so there was no major inconvenience, and I was able to continue with the project.

```
Símbolo del sistema - git log --oneline
773396b (HEAD -> main, origin/main, origin/HEAD) Animaciones iniciales
d54c1bc Musica
f441f76 Luces iniciales
4dafa47 Texturas con luz
4ea90ab Semaforos
5ccadb6 Camaras
e003a73 README.md modified
d66ea54 Edición README.md
31a1759 Modificacion skybox
3636a67 Optimizacion de modelos
f7b8cc2 Carga modelos pt3
df717ff Carga de modelos pt 2.
07b1384 Carga de Modelos inicial
475266e Archivos adicionales p2
da6f6c9 Archivos y librerías adicionales p1
396e13d Archivos iniciales de proyecto y avatar
797bef2 Texturas
56b2b3a Person models
a8cf095 Modificación de archivos vox
d128342 Modificación de archivos obj
2a5dbac Street elements
70bd49b Street elements
33ac92f Adding transport models
7556dcf Adding models
c4f2f0a modificacion de carpetas
cc7b87c Addition of models
76594e2 Add models
238e940 Modelos iniciales
bce13f4 Initial commit
```

Figure 4: Git log

4 Evidencias

main 1 branch 0 tags

Go to file Add file Code

Ari3839 Functional version 016d570 4 minutes ago 37 commits

Docs	Corrección animaciones	15 hours ago
GothamCity	Functional version	4 minutes ago
img	Functional version	4 minutes ago
README.md	Functional version	4 minutes ago

README.md

Gotham City 🌟

Proyecto de computación gráfica semestre 2022-2: Gotham City estilo Voxel Art

Figure 5: Repository





























Commits on May 8, 2022	Functional version ... Ari3839 committed 5 minutes ago	 016d570	
	Corrección animaciones ... Ari3839 committed 15 hours ago	 dedec2b	
Commits on May 4, 2022	KeyFrames Dirigible ... Ari3839 committed 4 days ago	 bd66725	
	KeyFrame helicoptero ... Ari3839 committed 4 days ago	 9f8a171	
	Animacion avatar ... Ari3839 committed 4 days ago	 5ac5625	
Commits on May 3, 2022	Nuevos modelos ... Ari3839 committed 5 days ago	 3c8924a	
	Prueba Ejecutable Ari3839 committed 5 days ago	 d2f66ac	
Commits on May 1, 2022	Animaciones pt2 ... Ari3839 committed 7 days ago	 1a331c6	
Commits on Apr 29, 2022	Animaciones iniciales ... Ari3839 committed 9 days ago	 773396b	
Commits on Apr 24, 2022	Musica ... Ari3839 committed 14 days ago	 d54c1bc	
Commits on Apr 23, 2022	Luces iniciales ... Ari3839 committed 15 days ago	 f441f76	
	Texturas con luz ... Ari3839 committed 16 days ago	 4daf47	
Commits on Apr 21, 2022	Semaforos ... Ari3839 committed 17 days ago	 4ea98ab	
	Camaras ... Ari3839 committed 17 days ago	 5ccadb6	

Figure 6: Commits part 1





























Commits on Apr 16, 2022		
README.md modified	 c983a73	
Ari3839 committed 22 days ago		
Edición README.md	 d66ca54	
Ari3839 committed 22 days ago		
Modificacion skybox	 31a1759	
Ari3839 committed 22 days ago		
Optimizacion de modelos	 3636a67	
Ari3839 committed 22 days ago		
Commits on Apr 15, 2022		
Carga modelos pt3	 f7b8cc2	
Ari3839 committed 24 days ago		
Commits on Apr 14, 2022		
Carga de modelos pt 2.	 df717ff	
Ari3839 committed 24 days ago		
Carga de Modelos inicial	 07b1384	
Ari3839 committed 24 days ago		
Commits on Apr 8, 2022		
Archivos adicionales p2	 475266e	
Ari3839 committed on 8 Apr		
Archivos y librerías adicionales p1	Verified  da6f6c9	
Ari3839 committed on 8 Apr		
Archivos iniciales de proyecto y avatar	Verified  396e13d	
Ari3839 committed on 8 Apr		
Texturas	Verified  797bef2	
Ari3839 committed on 8 Apr		
Commits on Mar 31, 2022		
Person models	Verified  56b2b3a	
Ari3839 committed on 31 Mar		
Commits on Mar 30, 2022		
Modificación de archivos vox	Verified  a8cf095	
Ari3839 committed on 30 Mar		
Modificación de archivos obj	Verified  d128342	
Ari3839 committed on 30 Mar		

Figure 7: Commits part 2



Figure 8: Commits part 3

References

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- [4] Hernández Bermúdez, A. L. (2021). Control de versiones con git - AdminLinux - PBSI - UNAM-CERT. pbsc-adminunix. <https://pbsc-adminunix.gitlab.io/git/>