Git log: to check the commit history

Git diff id1 id2: compare the difference between to commits

Git log –stat:

Git clone URL: clone the github to remote local computer

Git config –global color.ui auto : set color

Git checkout: go to a particular branch

Git branch: check the current branches

Git checkout commitid: switch to a particular commit

Vim game.js

git config core.editor "'C:\Program Files (x86)\Notepad++\notepad++.exe' -multiInst -notabbar -nosession -noPlugin" : set commit editor

git config --global push.default.upstream

git config --global push.default.upstream

git config --global merge.conflictstyle diff3

git config –global user.name “Junying Zhang”

git config –global user.email [zhangjy529@gmail.com](mailto:zhangjy529@gmail.com)

git init: initialize a repository

git status

git add cheatsheet.docx: add file from working directory to staging area

git commit -m “commit message”: add file from staging area to repository

git diff: the difference between working directory and staging area

git diff –staged: the difference between staging area and repository

git reset –hard: discard change in working directory and staging area

git checkout master: switch to master branch

git branch: check the current branch

git branch easy-mode: create the easy-mode branch

git checkout easy-mode: change to easy-mode branch

git log –graph –oneline master coins: compare the master and coins

git merge master coins

git show: show the difference comparing to the parents

git branch -d coins: delete the coins branch

git log -n 1: only show one commit

git remote add origin URL (url is from creating the github repository)

git remote -v

git push origin master: origin is the remote on the Github, master is our master branch on local computer. Use master to update origin

git pull skeleton master: use skeleton to update master

git pull origin master=git fetch origin+git merge master origin/master

git diff origin/master master