

## Sprint 2: Create a Code Repository in Git

### Practice Challenge - 2.1 – Creating a Centralized Repository

SmartGame Inc. has recently created a new department for developing games. To accomplish this task, his company has hired few programmers and expects them to develop a crossword game in Java. Sam is the project manager of this department. He has requested all his team members to think of ideas they could use to develop this game and share them with him. Sam plans to store these ideas in the centralized repository, so that it is accessible to every programmer of the team. Help Sam create a centralized repository to maintain the project ideas of all his team members.

### Practice Challenge - 2.2 – Making Changes to a Centralized Repository

John is a junior programmer in Sam's team. He has to start working on the centralized repository created by Sam. Help John achieve this objective.

Task 1: Fork the centralized repository created by Sam

Task 2: Clone the repository to the local machine

### Practice Challenge - 2.3 – Making Changes to a Centralized Repository

John is now ready with his project details. He intends to share his project report with Sam and the other team members. Help John achieve this objective.

Task 1: Add the project idea to the locally cloned repository

Task 2: Commit the changes to the repository

Task 3: Push the changes to the centralized repository