

# GIT

## Iniciamos un repositorio en git

### 1) Abro una terminal en la carpeta de trabajo

```
david@david-TUF-GAMING-FX504GE-FX806E:~/Downloads/ProyectSoftware$
```

### 2) Configuro la informacion de usuario para el repositorio local

```
david@david-TUF-GAMING-FX504GE-FX806E:~/Downloads/ProyectSoftware$ git config --global user.name " David29032003"
david@david-TUF-GAMING-FX504GE-FX806E:~/Downloads/ProyectSoftware$ git config --global user.name david.reeves.g@uni.pe
david@david-TUF-GAMING-FX504GE-FX806E:~/Downloads/ProyectSoftware$
```

### 3) Reviso la configuracion

```
david@david-TUF-GAMING-FX504GE-FX806E:~/Downloads/ProyectSoftware$ git config --list
core.autocrlf=input
user.name=david.reeves.g@uni.pe
user.email=david.reeves.g@uni.pe
core.repositoryformatversion=0
core.filemode=true
core.bare=false
core.logallrefupdates=true
remote.PC5.url=https://github.com/David29032003/PC5.git
remote.PC5.fetch=+refs/heads/*:refs/remotes/PC5/*
branch.master.remote=PC5
```

### 4) Creo un directorio y entro en el

```
david@david-TUF-GAMING-FX504GE-FX806E:~/Downloads/ProyectSoftware$ mkdir git-into
david@david-TUF-GAMING-FX504GE-FX806E:~/Downloads/ProyectSoftware$ cd git-into
david@david-TUF-GAMING-FX504GE-FX806E:~/Downloads/ProyectSoftware/git-into$
```

### 5) Inicializamos la carpeta actual como repositorio en Git

```
david@david-TUF-GAMING-FX504GE-FX806E:~/Downloads/ProyectSoftware/git-into$ git init
hint: Using 'master' as the name for the initial branch. This default branch name
hint: is subject to change. To configure the initial branch name to use in all
hint: of your new repositories, which will suppress this warning, call:
hint:
hint:   git config --global init.defaultBranch <name>
hint:
hint: Names commonly chosen instead of 'master' are 'main', 'trunk' and
hint: 'development'. The just-created branch can be renamed via this command:
hint:
hint:   git branch -m <name>
Initialized empty Git repository in /home/david/Downloads/ProyectSoftware/git-into/.git/
david@david-TUF-GAMING-FX504GE-FX806E:~/Downloads/ProyectSoftware/git-into$
```

## 6) Observamos la carpeta oculta y podremos ver el estado del repositorio

```
david@david-TUF-GAMING-FX504GE-FX806E:~/Downloads/ProyectSoftware/git-into$ ls -a
.  ..  .git
david@david-TUF-GAMING-FX504GE-FX806E:~/Downloads/ProyectSoftware/git-into$ git status
On branch master

No commits yet

nothing to commit (create/copy files and use "git add" to track)
david@david-TUF-GAMING-FX504GE-FX806E:~/Downloads/ProyectSoftware/git-into$
```

## 7) Creamos un archivo en la carpeta git-into

```
david@david-TUF-GAMING-FX504GE-FX806E:~/Downloads/ProyectSoftware/git-into$ echo "Estoy en camino para
el examen de CC3S2">CC3S2.txt
david@david-TUF-GAMING-FX504GE-FX806E:~/Downloads/ProyectSoftware/git-into$
```

## 8) Verificamos el archivo que esta en git-into

```
david@david-TUF-GAMING-FX504GE-FX806E:~/Downloads/ProyectSoftware/git-into$ ls -la
total 16
drwxrwxr-x  3 david david 4096 Tay  11 09:10 .
drwxr-xr-x 10 david david 4096 Tay  10 22:46 ..
-rw-rw-r--  1 david david   40 Tay  11 09:10 CC3S2.txt
drwxrwxr-x  7 david david 4096 Tay  10 22:51 .git
david@david-TUF-GAMING-FX504GE-FX806E:~/Downloads/ProyectSoftware/git-into$ cat CC3S2.txt
Estoy en camino para el examen de CC3S2
david@david-TUF-GAMING-FX504GE-FX806E:~/Downloads/ProyectSoftware/git-into$
```

## 9) Examinamos el estado del repositorio

```
david@david-TUF-GAMING-FX504GE-FX806E:~/Downloads/ProyectSoftware/git-into$ git status
On branch master

No commits yet

Untracked files:
  (use "git add <file>..." to include in what will be committed)
    CC3S2.txt

nothing added to commit but untracked files present (use "git add" to track)
david@david-TUF-GAMING-FX504GE-FX806E:~/Downloads/ProyectSoftware/git-into$
```

## 10) Ponemos en ejecucion el archivo

```
david@david-TUF-GAMING-FX504GE-FX806E:~/Downloads/ProyectSoftware/git-into$ git add CC3S2.txt
david@david-TUF-GAMING-FX504GE-FX806E:~/Downloads/ProyectSoftware/git-into$
```

-La ejecucion es una fase intermedia previa a enviar un archivo al repositorio

-Cualquier cambio en el archivo requiere otro comando git add antes de confirmar el archivo.

#### 11) Observamos los cambios que se muestran

```
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProyectSoftware/git-into$ git status
On branch master

No commits yet

Changes to be committed:
  (use "git rm --cached <file>..." to unstage)
    new file:   CC3S2.txt

david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProyectSoftware/git-into$
```

#### 12) Confirmo los cambios

```
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProyectSoftware/git-into$ git commit -m "Confirmando
el archivo CC3S2.txt para iniciar seguimiento de cambios"
[master (root-commit) 51408a2] Confirmando el archivo CC3S2.txt para iniciar seguimiento de cambios
 1 file changed, 1 insertion(+)
 create mode 100644 CC3S2.txt
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProyectSoftware/git-into$
```

#### 13) Vemos el historial de confirmacion

```
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProyectSoftware/git-into$ git log
commit 51408a25b7196d9a6899a70b732e6aa8839c4154 (HEAD -> master)
Author: david.reeves.g@uni.pe <david.reeves.g@uni.pe>
Date:   Thu Apr 11 09:22:07 2024 -0500

    Confirmando el archivo CC3S2.txt para iniciar seguimiento de cambios
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProyectSoftware/git-into$
```

#### 14) Modificaremos un archivo y haremos seguimiento a los cambios

```
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProyectSoftware/git-into$ echo "Empiezo a comprender
Git">>CC3S2.txt
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProyectSoftware/git-into$ cat CC3S2.txt
Estoy en camino para el examen de CC3S2
Empiezo a comprender Git
```

```
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProyectSoftware/git-into$ git status
On branch master
Changes not staged for commit:
  (use "git add <file>..." to update what will be committed)
  (use "git restore <file>..." to discard changes in working directory)
        modified:   CC3S2.txt

no changes added to commit (use "git add" and/or "git commit -a")
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProyectSoftware/git-into$
```

## 15) Ejecuto el archivo y confirmo el archivo

```
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProyectSoftware/git-into$ git add CC3S2.txt
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProyectSoftware/git-into$ git commit -m "Agrega linea
adicional al archivo"
[master 8288e20] Agrega linea adicional al archivo
1 file changed, 1 insertion(+)
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProyectSoftware/git-into$
```

## 16) Compruebo los cambios en el repositorio

```
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProyectSoftware/git-into$ git log
commit 8288e20314350d0c9e9e26e21571a0be87d993e9 (HEAD -> master)
Author: david.reeves.g@uni.pe <david.reeves.g@uni.pe>
Date: Thu Apr 11 09:29:55 2024 -0500

    Agrega linea adicional al archivo

commit 51408a25b7196d9a6899a70b732e6aa8839c4154
Author: david.reeves.g@uni.pe <david.reeves.g@uni.pe>
Date: Thu Apr 11 09:22:07 2024 -0500

    Confirmando el archivo CC3S2.txt para iniciar seguimiento de cambios
...skipping...
commit 8288e20314350d0c9e9e26e21571a0be87d993e9 (HEAD -> master)
Author: david.reeves.g@uni.pe <david.reeves.g@uni.pe>
Date: Thu Apr 11 09:29:55 2024 -0500

    Agrega linea adicional al archivo

commit 51408a25b7196d9a6899a70b732e6aa8839c4154
Author: david.reeves.g@uni.pe <david.reeves.g@uni.pe>
Date: Thu Apr 11 09:22:07 2024 -0500

    Confirmando el archivo CC3S2.txt para iniciar seguimiento de cambios
~
~
~
```



## RAMAS Y FUSIONES

- Cuando se crea un repositorio los archivos se colocan en la rama master.
- El uso de ramas se utiliza para que pueda realizar cambios en otra area sin afectar a la rama master, se hace para ayudar a evitar actualizaciones accidentales que podrian sobrescribir el codigo existente.

### 18) Creo una nueva rama

```
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProyectSoftware/git-into$ git branch feature
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProyectSoftware/git-into$
```

### 19) Verificamos la rama actual

```
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProyectSoftware/git-into$ git branch
feature
* master
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProyectSoftware/git-into$
```

### 20) Verificamos la rama nueva

```
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProyectSoftware/git-into$ git checkout feature
Switched to branch 'feature'
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProyectSoftware/git-into$ git branch
* feature
master
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProyectSoftware/git-into$
```

### 21) Modificamos el archivo y presentamos el archivo modificado en la rama feature

```
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProyectSoftware/git-into$ echo "Este texto se agrego originalmente en la rama feature">>CC3S2.txt
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProyectSoftware/git-into$ cat CC3S2.txt
Estoy en camino para el examen de CC3S2
Empiezo a comprender Git
Este texto se agrego originalmente en la rama feature
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProyectSoftware/git-into$ git add CC3S2.txt
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProyectSoftware/git-into$ git status
On branch feature
Changes to be committed:
  (use "git restore --staged <file>..." to unstage)
        modified:   CC3S2.txt
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProyectSoftware/git-into$
```

## 22) Confirmo el archivo por ejecucion en la rama feature

```
david@david-TUF-GAHING-FX504GE-FX80GE:~/Downloads/ProyectSoftware/git-into$ git commit -m "Agregando una tercera linea en la rama feature"
[feature 1901b8e] Agregando una tercera linea en la rama feature
1 file changed, 1 insertion(+)
david@david-TUF-GAHING-FX504GE-FX80GE:~/Downloads/ProyectSoftware/git-into$ git log
commit 1901b8e2835cb35198cac7f73c3da0e33ec25b4e (HEAD -> feature)
Author: David29032003 <david.reeves.g@uni.pe>
Date: Sun May 5 05:43:34 2024 -0500

    Agregando una tercera linea en la rama feature

commit 8288e20314350d0c9e9e26e21571a0be87d993e9 (master)
Author: david.reeves.g@uni.pe <david.reeves.g@uni.pe>
Date: Thu Apr 11 09:29:55 2024 -0500

    Agrega linea adicional al archivo

commit 51408a25b7196d9a6899a70b732e6aa8839c4154
Author: david.reeves.g@uni.pe <david.reeves.g@uni.pe>
Date: Thu Apr 11 09:22:07 2024 -0500

    ...skipping...
commit 1901b8e2835cb35198cac7f73c3da0e33ec25b4e (HEAD -> feature)
Author: David29032003 <david.reeves.g@uni.pe>
Date: Sun May 5 05:43:34 2024 -0500

    Agregando una tercera linea en la rama feature

commit 8288e20314350d0c9e9e26e21571a0be87d993e9 (master)
Author: david.reeves.g@uni.pe <david.reeves.g@uni.pe>
Date: Thu Apr 11 09:29:55 2024 -0500

    Agrega linea adicional al archivo

commit 51408a25b7196d9a6899a70b732e6aa8839c4154
Author: david.reeves.g@uni.pe <david.reeves.g@uni.pe>
Date: Thu Apr 11 09:22:07 2024 -0500

    Confirmando el archivo CC3S2.txt para iniciar seguimiento de cambios
~
~
```

## 23) Verificamos la rama master

```
david@david-TUF-GAHING-FX504GE-FX80GE:~/Downloads/ProyectSoftware/git-into$ git checkout master
Switched to branch 'master'
david@david-TUF-GAHING-FX504GE-FX80GE:~/Downloads/ProyectSoftware/git-into$ git branch
  feature
* master
david@david-TUF-GAHING-FX504GE-FX80GE:~/Downloads/ProyectSoftware/git-into$
```

## 24) Combino el contenido del archivo de feature con el con el contenido de la rama Master

- Las ramas se utilizan a menudo al implementar nuevas características o correcciones, los miembros pueden enviarlos para su revisión, y luego pueden ser arrastrados a la base de código principal: la rama master.

```
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProjectSoftware/git-into$ git merge feature
Updating 8288e20..1901b8e
Fast-forward
 CC3S2.txt | 1 +
 1 file changed, 1 insertion(+)
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProjectSoftware/git-into$ cat CC3S2.txt
Estoy en camino para el examen de CC3S2
Empiezo a comprender Git
Este texto se agrego originalmente en la rama feature
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProjectSoftware/git-into$
```

## 25) Elimino una rama

```
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProjectSoftware/git-into$ git branch
feature
* master
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProjectSoftware/git-into$ git branch -d feature
Deleted branch feature (was 1901b8e).
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProjectSoftware/git-into$ git branch
* master
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProjectSoftware/git-into$
```

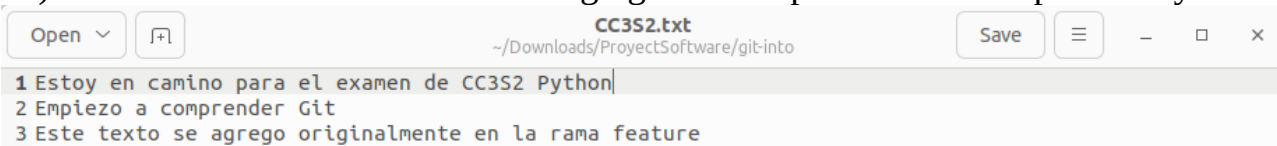
## Manejo de conflictos de fusion

- Se puede experimentar conflictos de fusion, esto pasa cuando es posible que haya cambios supuestos en un archivo, y Git no puede combinar automaticamente los cambios.

## 26) Creo una nueva rama

```
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProjectSoftware/git-into$ git branch test
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProjectSoftware/git-into$ git checkout test
Switched to branch 'test'
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProjectSoftware/git-into$ git branch
master
* test
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProjectSoftware/git-into$
```

## 27) Modifico el contenido de CC3S2 agregando a la primera linea la palabra Python



```
Open  [+]
```

CC3S2.txt  
~/Downloads/ProjectSoftware/git-into

Save [Menu] - □ ×

```
1 Estoy en camino para el examen de CC3S2 Python
2 Empiezo a comprender Git
3 Este texto se agrego originalmente en la rama feature
```

```
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProjectSoftware/git-into$ cat CC3S2.txt
Estoy en camino para el examen de CC3S2 Python
Empiezo a comprender Git
Este texto se agrego originalmente en la rama feature
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProjectSoftware/git-into$ sed -i 's/Python/Java/' CC3S2.txt
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProjectSoftware/git-into$ cat CC3S2.txt
Estoy en camino para el examen de CC3S2 Java
Empiezo a comprender Git
Este texto se agrego originalmente en la rama feature
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProjectSoftware/git-into$
```

## 28) Confirmo el archivo en la rama test

```
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProjectSoftware/git-into$ git commit -a -m "Cambiar Python a Java"
[test leelf8a] Cambiar Python a Java
1 file changed, 1 insertion(+), 1 deletion(-)
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProjectSoftware/git-into$
```

## 29) Revisamos la rama master y modifico el contenido de CC3S2.txt en la rama master

```
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProjectSoftware/git-into$ git checkout master
Already on 'master'
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProjectSoftware/git-into$ git branch
* master
  test
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProjectSoftware/git-into$ sed -i 's/Python/Java/' CC3S2.txt
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProjectSoftware/git-into$ cat CC3S2.txt
Estoy en camino para el examen de CC3S2
Empiezo a comprender Git
Este texto se agrego originalmente en la rama feature
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProjectSoftware/git-into$
```

## 30) Ponemos en ejecucion y confirmamos la rama master

```
1 file changed, 1 insertion(+), 1 deletion(-)
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProjectSoftware/git-into$ git commit -a -m "Cambiando Python a Java"
On branch master
nothing to commit, working tree clean
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProjectSoftware/git-into$
```

## 31) Intentamos fusionar la rama test a la rama master

```
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProjectSoftware/git-into$ git merge test
Updating 1901b8e..leelf8a
Fast-forward
 CC3S2.txt | 2 +-
 1 file changed, 1 insertion(+), 1 deletion(-)
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProjectSoftware/git-into$
```



### 32) Encontramos el conflicto

```
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProyectSoftware/git-into$ git log
commit leelf8a262a79b0b2fld4181e08a0b27dd4fd923 (HEAD -> master, test)
Author: David29032003 <david.reeves.g@uni.pe>
Date: Sun May 5 05:58:21 2024 -0500

    Cambiar Python a Java

commit 1901b8e2835cb35198cac7f73c3da0e33ec25b4e
Author: David29032003 <david.reeves.g@uni.pe>
Date: Sun May 5 05:43:34 2024 -0500

    Agregando una tercera linea en la rama feature

commit 8288e20314350d0c9e9e26e21571a0be87d993e9
Author: david.reeves.g@uni.pe <david.reeves.g@uni.pe>
Date: Thu Apr 11 09:29:55 2024 -0500

    Agrega linea adicional al archivo

commit 51408a25b7196d9a6899a70b732e6aa8839c4154
Author: david.reeves.g@uni.pe <david.reeves.g@uni.pe>
Date: Thu Apr 11 09:22:07 2024 -0500
```

### 33) Observo el contenido de CC3S2.txt

```
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProyectSoftware/git-into$ cat CC3S2.txt
Estoy en camino para el examen de CC3S2 Java
Empiezo a comprender Git
Este texto se agrego originalmente en la rama feature
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProyectSoftware/git-into$ █
```

### 34) Edito manualmente el archivo CC3S2.txt para eliminar el texto en conflicto

```
david@david-TUF-GAHING-FX504GE-FX80GE:~/Downloads/ProyectSoftware/git-into$ cat CC3S2.txt
Estoy en camino para el examen de CC3S2 Java
Empiezo a comprender Git
Este texto se agrego originalmente en la rama feature
david@david-TUF-GAHING-FX504GE-FX80GE:~/Downloads/ProyectSoftware/git-into$ git add CC3S2.txt
david@david-TUF-GAHING-FX504GE-FX80GE:~/Downloads/ProyectSoftware/git-into$ git commit -a -m "Fusionada manualmente de
sde la rama test"
On branch master
nothing to commit, working tree clean
david@david-TUF-GAHING-FX504GE-FX80GE:~/Downloads/ProyectSoftware/git-into$ git log
commit 1eelf8a262a79b0b2f1d4181e08a0b27dd4fd923 (HEAD -> master, test)
Author: David29032003 <david.reeves.g@uni.pe>
Date: Sun May 5 05:58:21 2024 -0500

    Cambiar Python a Java

commit 1901b8e2835cb35198cac7f73c3da0e33ec25b4e
Author: David29032003 <david.reeves.g@uni.pe>
Date: Sun May 5 05:43:34 2024 -0500

    Agregando una tercera linea en la rama feature

commit 8288e20314350d0c9e9e26e21571a0be87d993e9
Author: david.reeves.g@uni.pe <david.reeves.g@uni.pe>
Date: Thu Apr 11 09:29:55 2024 -0500

    Agrega linea adicional al archivo

commit 51408a25b7196d9a6899a70b732e6aa8839c4154
Author: david.reeves.g@uni.pe <david.reeves.g@uni.pe>
Date: Thu Apr 11 09:22:07 2024 -0500

...skipping...
commit 1eelf8a262a79b0b2f1d4181e08a0b27dd4fd923 (HEAD -> master, test)
Author: David29032003 <david.reeves.g@uni.pe>
Date: Sun May 5 05:58:21 2024 -0500

    Cambiar Python a Java

commit 1901b8e2835cb35198cac7f73c3da0e33ec25b4e
Author: David29032003 <david.reeves.g@uni.pe>
Date: Sun May 5 05:43:34 2024 -0500

    Agregando una tercera linea en la rama feature

commit 8288e20314350d0c9e9e26e21571a0be87d993e9
Author: david.reeves.g@uni.pe <david.reeves.g@uni.pe>
Date: Thu Apr 11 09:29:55 2024 -0500
```

## Integracion de Git con GitHub

- Hasta ahora los cambios se guardan en local porque Git se ejecuta localmente y no requiere servidor basado en nube.
- GitHub repositorio con un servidor basado en la nube sirve para trabajar en equipo cada miembro mantiene una copia en el repositorio de su maquina local y actualiza el repositorio central basado en la nube para compartir un cambio

### 35) Crear una cuenta de GitHub


### 36) Crear un nuevo repositorio

## Create a new repository

A repository contains all project files, including the revision history. Already have a project repository elsewhere? [Import a repository.](#)

Required fields are marked with an asterisk (\*).

Owner \*

 David29032003 ▾

Repository name \*

Study-Team

✔ Study-Team is available.

Great repository names are short and memorable. Need inspiration? How about **reimagined-octo-robot** ?

Description (optional)

Trabajando juntos para aprobar el examen de CC3S2



**Public**

Anyone on the internet can see this repository. You choose who can commit.



**Private**

You choose who can see and commit to this repository.

Initialize this repository with:



**Add a README file**

This is where you can write a long description for your project. [Learn more about READMEs.](#)

Add .gitignore

.gitignore template: None ▾

Choose which files not to track from a list of templates. [Learn more about ignoring files.](#)

Choose a license

License: None ▾

A license tells others what they can and can't do with your code. [Learn more about licenses.](#)



You are creating a public repository in your personal account.

Create repository

### 37) Creamos un nuevo directorio y en el copiamos el archivo CC3S2.txt

```
david@david-TUF-GAHING-FX504GE-FX80GE:~/Downloads/ProyectSoftware/git-into$ mkdir cc3s2-study-team
david@david-TUF-GAHING-FX504GE-FX80GE:~/Downloads/ProyectSoftware/git-into$ cd cc3s2-study-team
```

```
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProjectSoftware/git-into/cc3s2-study-team$ cp ../CC3S2.txt .
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProjectSoftware/git-into/cc3s2-study-team$ ls
CC3S2.txt
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProjectSoftware/git-into/cc3s2-study-team$ cat CC3S2.txt
Estoy en camino para el examen de CC3S2 Java
Empiezo a comprender Git
Este texto se agrego originalmente en la rama feature
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProjectSoftware/git-into/cc3s2-study-team$
```

### 38) Iniciamos un nuevo repositorio en Git

```
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProjectSoftware/git-into/cc3s2-study-team$ git init
hint: Using 'master' as the name for the initial branch. This default branch name
hint: is subject to change. To configure the initial branch name to use in all
hint: of your new repositories, which will suppress this warning, call:
hint:
hint:   git config --global init.defaultBranch <name>
hint:
hint: Names commonly chosen instead of 'master' are 'main', 'trunk' and
hint: 'development'. The just-created branch can be renamed via this command:
hint:
hint:   git branch -m <name>
Initialized empty Git repository in /home/david/Downloads/ProjectSoftware/git-into/cc3s2-study-team/.git/
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProjectSoftware/git-into/cc3s2-study-team$ git config --list
core.autocrlf=input
user.name=David29032003
user.email=david.reeves.g@uni.pe
core.repositoryformatversion=0
core.filemode=true
core.bare=false
core.logallrefupdates=true
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProjectSoftware/git-into/cc3s2-study-team$
```

### 39) Apuntamos el repositorio git al GitHub

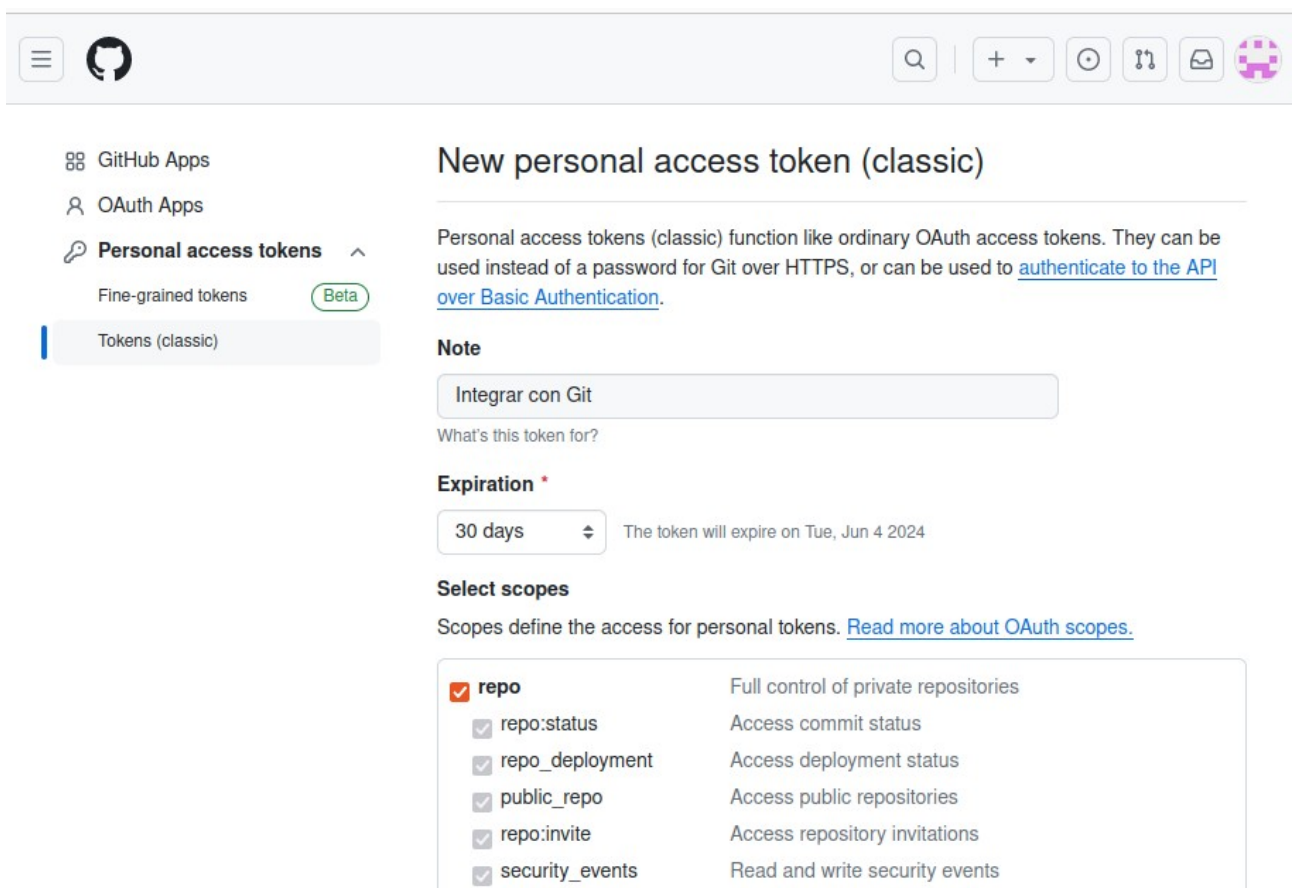
```
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProjectSoftware/git-into/cc3s2-study-team$ git remote add origin https://github.com/David29032003/Study-Team.git
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProjectSoftware/git-into/cc3s2-study-team$ git remote
origin
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProjectSoftware/git-into/cc3s2-study-team$ git remote --verbose
origin https://github.com/David29032003/Study-Team.git (fetch)
origin https://github.com/David29032003/Study-Team.git (push)
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProjectSoftware/git-into/cc3s2-study-team$ git log
fatal: your current branch 'master' does not have any commits yet
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProjectSoftware/git-into/cc3s2-study-team$
```

#### 40) Confirmamos el archivo y verificamos

```
david@david-TUF-GAHING-FX504GE-FX80GE:~/Downloads/ProyectSoftware/git-info/cc3s2-study-team$ git add CC3S2.txt
david@david-TUF-GAHING-FX504GE-FX80GE:~/Downloads/ProyectSoftware/git-info/cc3s2-study-team$ git commit -m "Agrega CC3
S2.txt file al cc3s2-study-team"
[master (root-commit) d60aa56] Agrega CC3S2.txt file al cc3s2-study-team
1 file changed, 3 insertions(+)
create mode 100644 CC3S2.txt
david@david-TUF-GAHING-FX504GE-FX80GE:~/Downloads/ProyectSoftware/git-info/cc3s2-study-team$ git log
commit d60aa5677ad12af018fd69c61837def1a7d185f2 (HEAD -> master)
Author: David29032003 <david.reeves.g@uni.pe>
Date: Sun May 5 08:57:00 2024 -0500

    Agrega CC3S2.txt file al cc3s2-study-team
david@david-TUF-GAHING-FX504GE-FX80GE:~/Downloads/ProyectSoftware/git-info/cc3s2-study-team$ git status
On branch master
nothing to commit, working tree clean
david@david-TUF-GAHING-FX504GE-FX80GE:~/Downloads/ProyectSoftware/git-info/cc3s2-study-team$
```

#### 41) Generar token de acceso personal en GitHub entrando al link <https://github.com/settings/tokens>



GitHub Apps

OAuth Apps

Personal access tokens <sup>^</sup>

Fine-grained tokens Beta

Tokens (classic)

### New personal access token (classic)

Personal access tokens (classic) function like ordinary OAuth access tokens. They can be used instead of a password for Git over HTTPS, or can be used to [authenticate to the API over Basic Authentication](#).

**Note**

Integrar con Git

What's this token for?

**Expiration \***

30 days <sup>⌵</sup> The token will expire on Tue, Jun 4 2024

**Select scopes**

Scopes define the access for personal tokens. [Read more about OAuth scopes.](#)

|   |                                      |
|---|--------------------------------------|
| <input checked="" type="checkbox"/> repo            | Full control of private repositories |
| <input checked="" type="checkbox"/> repo:status     | Access commit status                 |
| <input checked="" type="checkbox"/> repo_deployment | Access deployment status             |
| <input checked="" type="checkbox"/> public_repo     | Access public repositories           |
| <input checked="" type="checkbox"/> repo:invite     | Access repository invitations        |
| <input checked="" type="checkbox"/> security_events | Read and write security events       |


- Se debe copiar el token





## 42) Enviar push al archivo de Git - GitHub




```
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProjectSoftware/git-info/cc3s2-study-team$ git push --set-upstream o
rigin master
Username for 'https://github.com': David29032003
Password for 'https://David29032003@github.com':
Enumerating objects: 3, done.
Counting objects: 100% (3/3), done.
Delta compression using up to 8 threads
Compressing objects: 100% (2/2), done.
Writing objects: 100% (3/3), 339 bytes | 339.00 KiB/s, done.
Total 3 (delta 0), reused 0 (delta 0), pack-reused 0
To https://github.com/David29032003/Study-Team.git
 * [new branch]      master -> master
Branch 'master' set up to track remote branch 'master' from 'origin'.
david@david-TUF-GAMING-FX504GE-FX80GE:~/Downloads/ProjectSoftware/git-info/cc3s2-study-team$
```



## 43) Verificamos el archivo en el GitHub

 **Study-Team** Public



 Pin  Unwatch 1


---

 master  1 Branch  0 Tags


 Add file  Code


---

 **David29032003** Agrega CC3S2.txt file al cc3s2-study-team d60aa56 · 20 minutes ago  1 Commits

 CC3S2.txt Agrega CC3S2.txt file al cc3s2-study-team 20 minutes ago

---

 **README**



### Add a README

Help people interested in this repository understand your project by adding a README.

Add a README