

Git & GitHub

◆ 오픈소스 저장소 사용하기 - Python

정수아

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01

오픈소스 저장소 복제

오픈소스 저장소 복제

❖ 오픈소스 저장소로 이동

`https://github.com/HelloCoding22/Python-Game.git`

클릭

The screenshot shows the GitHub interface for the repository 'HelloCoding22 / Python-Game'. The repository is public and has 1 watch, 0 forks, and 0 stars. The 'Fork' button is highlighted with a red box and the word '클릭' (Click) above it. The repository has 1 branch (main) and 0 tags. The commit history shows three commits: 'Create game.py' (4722890, 3 days ago), 'Update README.md' (3 days ago), and 'Create game.py' (3 days ago). The README file is visible, showing the title '오픈소스 저장소 클론 수업-Python 버전' (Open Source Repository Cloning Class - Python Version). The right sidebar contains the 'About' section with the description '오픈소스 저장소 클론 수업-Python 버전' and the 'Releases' section with the message 'No releases published'.

오픈소스 저장소 복제


❖ 본인 계정에 Python-Game 저장소 복제

Create a new fork

A *fork* is a copy of a repository. Forking a repository allows you to freely experiment with changes without affecting the original project.

Owner *

Repository name *

 Sophia-Jung ▾

 /

Python-Game ✓


By default, forks are named the same as their upstream repository. You can customize the name to distinguish it further.

Description (optional)

오픈소스 저장소 클론 수업-Python 버전

☒ Copy the `main` branch only

Contribute back to HelloCoding22/Python-Game by adding your own branch. [Learn more.](#)

 You are creating a fork in your personal account.

Create fork

오픈소스 저장소 복제

❖ 본인 계정에 Python-Game 저장소 복제

The screenshot shows a GitHub repository page for 'Sophia-Jung / Python-Game'. The repository is public and was forked from 'HelloCoding22/Python-Game'. The page includes navigation tabs for Code, Pull requests, Actions, Projects, Wiki, Security, Insights, and Settings. The main content area shows the repository's structure with a file list: README.md (Update README.md, 3 days ago) and game.py (Create game.py, 3 days ago). The README.md content is visible, showing the title '오픈소스 저장소 클론 수업-Python 버전'. The right sidebar contains the 'About' section, which states '오픈소스 저장소 클론 수업-Python 버전', and the 'Releases' section, which indicates 'No releases published'.

Sophia-Jung / Python-Game Public

forked from HelloCoding22/Python-Game

<> Code Pull requests Actions Projects Wiki Security Insights Settings

main 1 branch 0 tags Go to file Add file <> Code

This branch is up to date with HelloCoding22/Python-Game:main. Contribute Sync fork

HelloCoding22 Create game.py 4722890 3 days ago 3 commits

File	Commit Message	Time
README.md	Update README.md	3 days ago
game.py	Create game.py	3 days ago

README.md

오픈소스 저장소 클론 수업-Python 버전

About

오픈소스 저장소 클론 수업-Python 버전

Readme

0 stars

0 watching

1 fork

Releases

No releases published

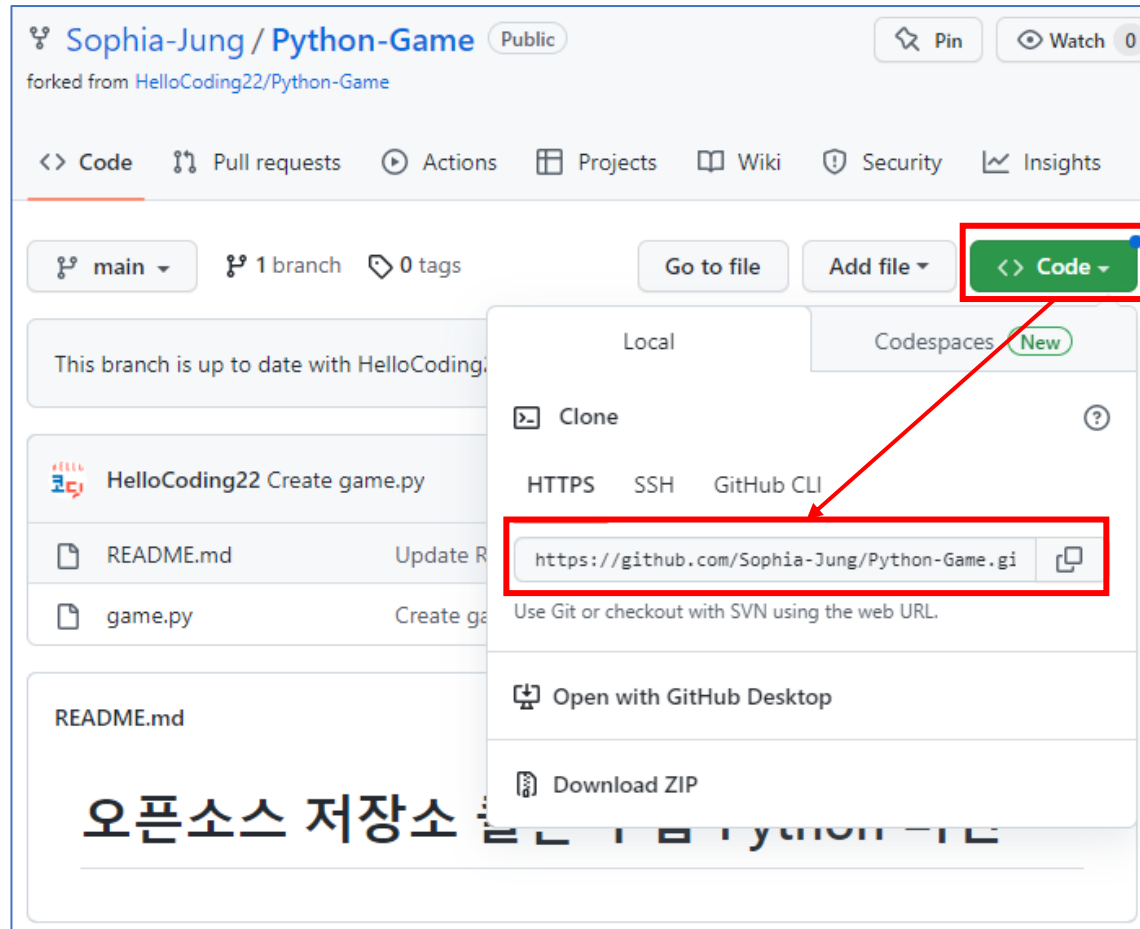
Create a new release

Packages

No packages published

오픈소스 저장소 복제

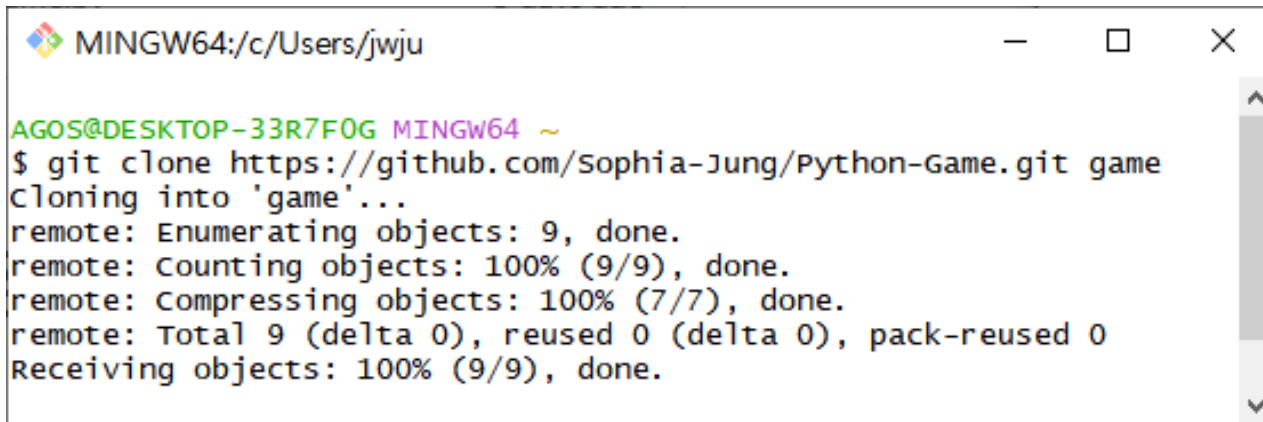
❖ 복제한 저장소 주소 복사



오픈소스 저장소 복제

❖ 복제된 저장소를 지역 저장소로 클론하기

```
$ git clone 복사한_저장소_주소 game
```

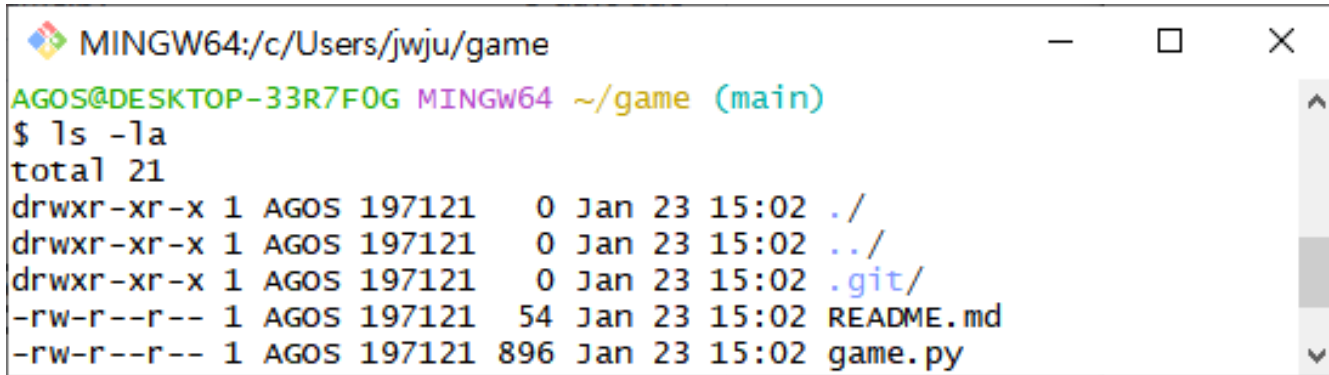


```
MINGW64:/c/Users/jwju
AGOS@DESKTOP-33R7F0G MINGW64 ~
$ git clone https://github.com/Sophia-Jung/Python-Game.git game
Cloning into 'game'...
remote: Enumerating objects: 9, done.
remote: Counting objects: 100% (9/9), done.
remote: Compressing objects: 100% (7/7), done.
remote: Total 9 (delta 0), reused 0 (delta 0), pack-reused 0
Receiving objects: 100% (9/9), done.
```


오픈소스 저장소 복제

❖ 지역 저장소로 복사되었는지 확인

```
$ cd game  
$ ls -la
```



The screenshot shows a Windows command prompt window titled "MINGW64:/c/Users/jwju/game". The prompt is "AGOS@DESKTOP-33R7F0G MINGW64 ~/game (main)". The command entered is "\$ ls -la". The output is as follows:

```
total 21  
drwxr-xr-x 1 AGOS 197121  0 Jan 23 15:02 ./  
drwxr-xr-x 1 AGOS 197121  0 Jan 23 15:02 ../  
drwxr-xr-x 1 AGOS 197121  0 Jan 23 15:02 .git/  
-rw-r--r-- 1 AGOS 197121  54 Jan 23 15:02 README.md  
-rw-r--r-- 1 AGOS 197121 896 Jan 23 15:02 game.py
```

오픈소스 저장소 복제

❖ game.py 소스 코드 수정하기



```
MINGW64: c:/Users/KBS/oame
# 소스 코드 수정 중

import random
num1 = int(input("하 나 를 선택 하 세 요 : 가 위 (0), 바 위 (1), 보 (2) :"))
num2 = random.randrange(0, 3)

if num2 == 0:
    print("컴 퓨 터 는 가 위 를 냈 습 니 다 .")
elif num2 == 1:
    print("컴 퓨 터 는 바 위 를 냈 습 니 다 .")
else:
    print("컴 퓨 터 는 보 를 냈 습 니 다 .")

if num1 == 0:
    if num2 == 1:
        print("컴 퓨 터 가 이 졌 습 니 다 ")
    elif num2 == 2:
        print("당 신 이 이 졌 습 니 다 .")
    else:
        print("비 졌 습 니 다 .")
elif num1 == 1:
    if num2 == 0:
        print("당 신 이 이 졌 습 니 다 .")
    elif num2 == 2:
        print("컴 퓨 터 가 이 졌 습 니 다 .")
    else:
        print("비 졌 습 니 다 .")
else:
    print("비 졌 습 니 다 .")
game.py[+] [dos] (11:11 10/01/2023) 5,1 Top
-- INSERT --
```

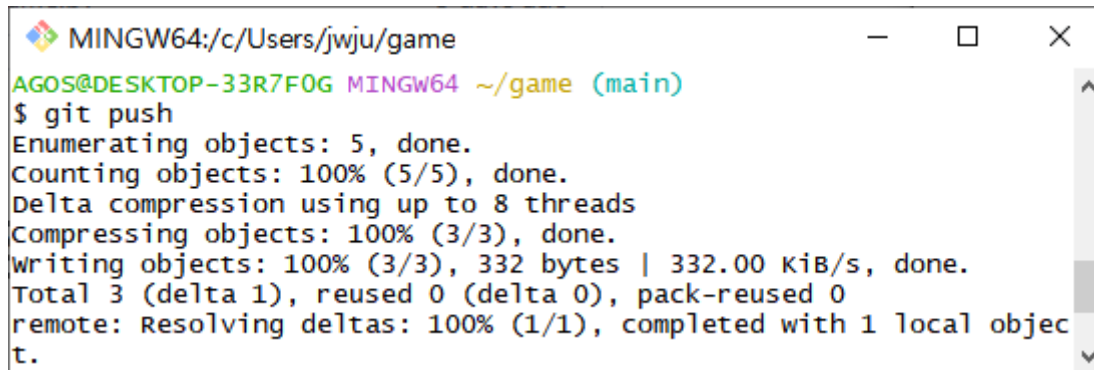
오픈소스 저장소 복제

❖ 커밋하기

```
$ git commit -am "add my text"
```

❖ 원격 저장소에 올리기

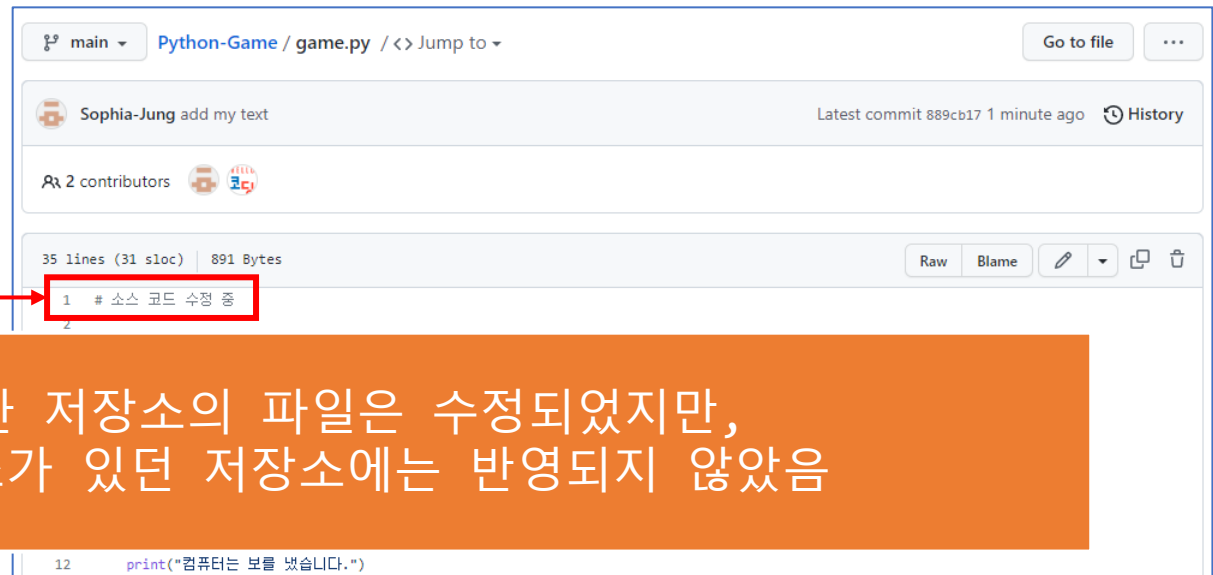
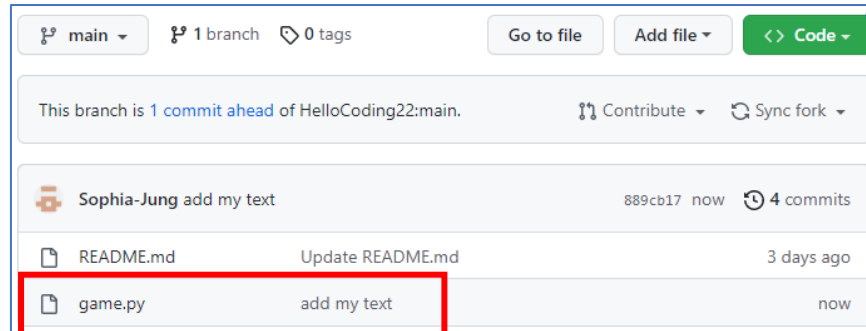
```
$ git push
```

A screenshot of a terminal window titled 'MINGW64: c:/Users/jwju/game'. The prompt is 'AGOS@DESKTOP-33R7F0G MINGW64 ~/game (main)'. The command '\$ git push' has been entered. The output shows the progress of pushing the commit: 'Enumerating objects: 5, done.', 'Counting objects: 100% (5/5), done.', 'Delta compression using up to 8 threads', 'Compressing objects: 100% (3/3), done.', 'Writing objects: 100% (3/3), 332 bytes | 332.00 KiB/s, done.', 'Total 3 (delta 1), reused 0 (delta 0), pack-reused 0', and 'remote: Resolving deltas: 100% (1/1), completed with 1 local object.'

```
MINGW64: c:/Users/jwju/game
AGOS@DESKTOP-33R7F0G MINGW64 ~/game (main)
$ git push
Enumerating objects: 5, done.
Counting objects: 100% (5/5), done.
Delta compression using up to 8 threads
Compressing objects: 100% (3/3), done.
Writing objects: 100% (3/3), 332 bytes | 332.00 KiB/s, done.
Total 3 (delta 1), reused 0 (delta 0), pack-reused 0
remote: Resolving deltas: 100% (1/1), completed with 1 local object.
```

오픈소스 저장소 복제

❖ game.py 커밋 완료



복제한 저장소의 파일은 수정되었지만,
원본 소스가 있던 저장소에는 반영되지 않았음



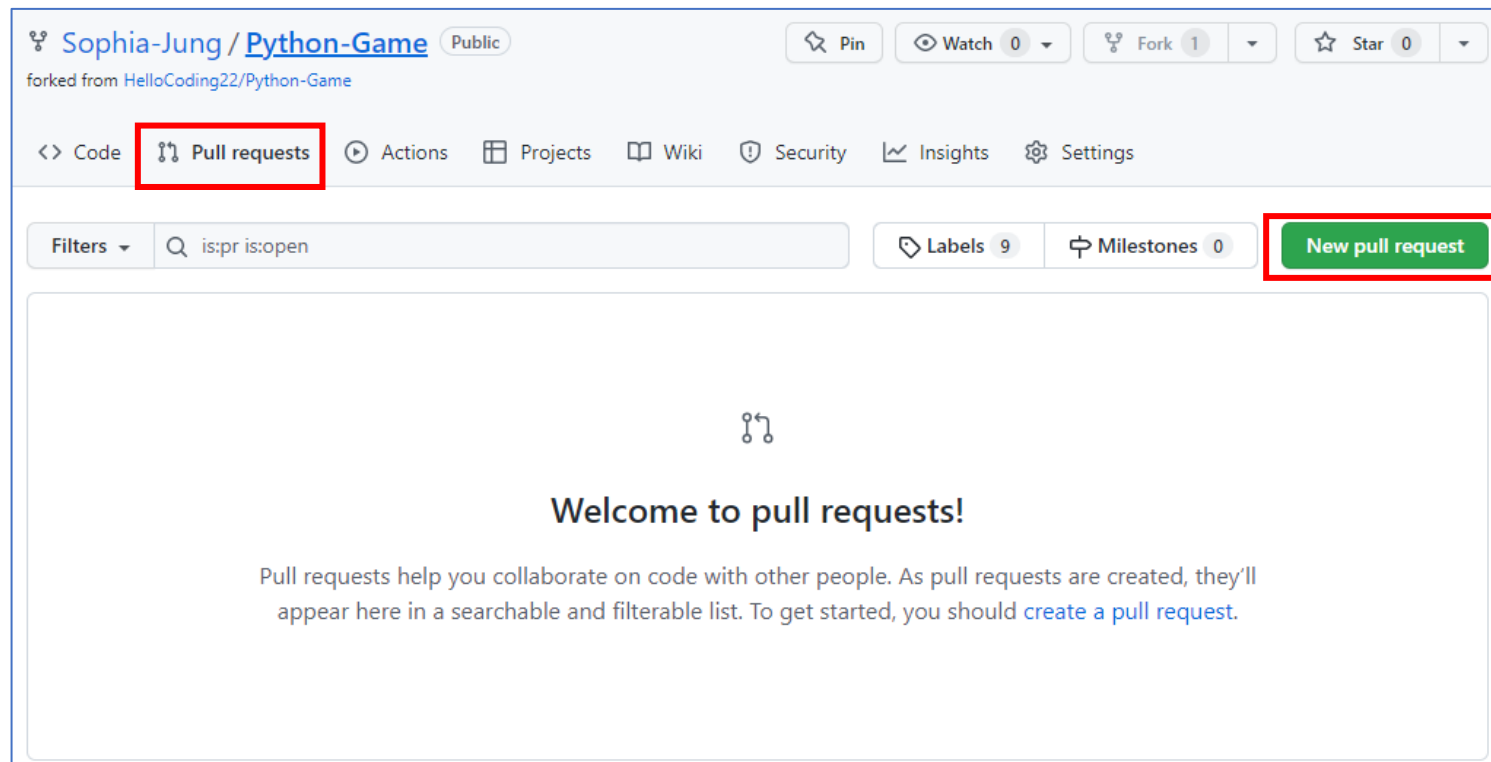
02

오픈소스 저장소에 합치기 요청

오픈소스 저장소에 합치기 - 요청

❖ 풀 리퀘스트(pull request)

- 원본 저장소의 개발자에게 수정한 내용을 반영해 달라는 요청



오픈소스 저장소에 합치기 - 요청

- ❖ 원본 저장소의 파일 vs 복제된 저장소의 파일
 - 변경 사항을 보여줌

The screenshot displays the GitHub 'Comparing changes' interface. At the top, it shows the comparison between the 'base repository: HelloCoding22/Python-Game' (base: main) and the 'head repository: Sophia-Jung/Python-Game' (compare: main). A green checkmark indicates 'Able to merge. These branches can be automatically merged.' Below this, there's a section to 'Discuss and review the changes in this comparison with others' with a 'Create pull request' button. The interface also shows '1 commit', '1 file changed', and '1 contributor'. A commit by 'Sophia-Jung' titled 'add my text' is shown, committed 2 minutes ago. The file 'game.py' is highlighted as the changed file, showing 2 additions and 0 deletions. The code diff for 'game.py' is displayed, showing the addition of a comment and the import of the 'random' module.

Comparing changes

Choose two branches to see what's changed or to start a new pull request. If you need to, you can also [compare across forks](#).

base repository: HelloCoding22/Python-Game base: main head repository: Sophia-Jung/Python-Game compare: main

✓ Able to merge. These branches can be automatically merged.

Discuss and review the changes in this comparison with others. [Learn about pull requests](#) [Create pull request](#)

1 commit 1 file changed 1 contributor

Commits on Jan 23, 2023

add my text
Sophia-Jung committed 2 minutes ago

Showing 1 changed file with 2 additions and 0 deletions. [Split](#) [Unified](#)

game.py

```
... @@ -1,3 +1,5 @@
1 + # 소스 코드 수정 중
2 +
1 3 import random
2 4 num1 = int(input("하나를 선택하세요 : 가위(0), 바위(1), 보(2) :"))
3 5 num2 = random.randrange(0, 3)
```

오픈소스 저장소에 합치기 - 요청

❖ 상단 “Create pull request” 버튼 클릭

Comparing changes

Choose two branches to see what's changed or to start a new pull request. If you need to, you can also [compare across forks](#).

base repository: HelloCoding22/Python-Game base: main head repository: Sophia-Jung/Python-Game compare: main

✓ Able to merge. These branches can be automatically merged.

Discuss and review the changes in this comparison with others. [Learn about pull requests](#)

Create pull request

1 commit 1 file changed 1 contributor

Commits on Jan 23, 2023

add my text
Sophia-Jung committed 2 minutes ago

Showing 1 changed file with 2 additions and 0 deletions.

Split Unified

```
game.py
@@ -1,3 +1,5 @@
1 + # 소스 코드 수정 중
2 +
1 3 import random
2 4 num1 = int(input("하나를 선택하세요 : 가위(0), 바위(1), 보(2) :"))
3 5 num2 = random.randrange(0, 3)
```


오픈소스 저장소에 합치기 - 요청


❖ 커밋에 대한 설명 추가




























Open a pull request

Create a new pull request by comparing changes across two branches. If you need to, you can also [compare](#)

base repository: HelloCoding22/Python-Game base: main head repository: Sophia-Jung/Python-Game


✓ Able to merge. These branches can be automatically merged.

 add my text

Write Preview H B I                           

개발자님,
주석을 추가했습니다.
커밋을 허락해주세요.

Attach files by dragging & dropping, selecting or pasting them.

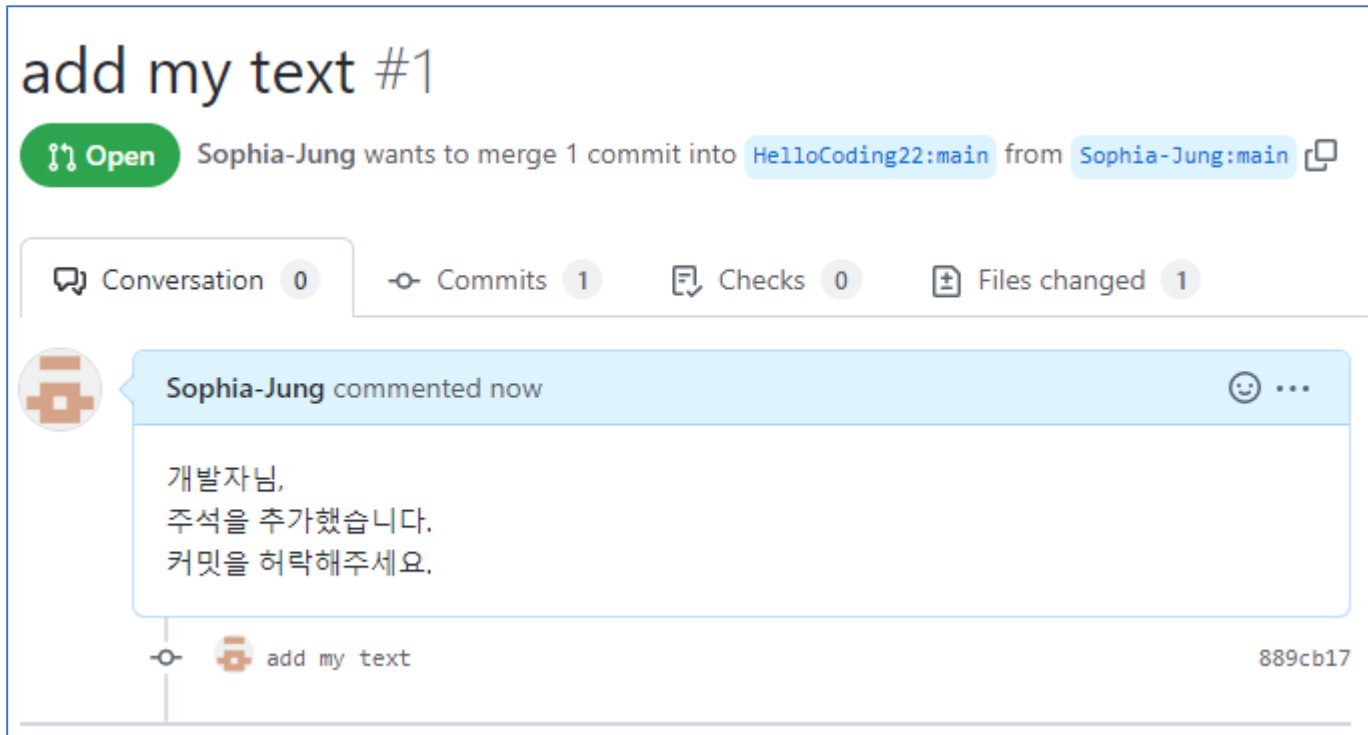
☒ Allow edits by maintainers 

Create pull request

오픈소스 저장소에 합치기 - 요청

❖ 개발자와 소통하는 공간

- 개발자와 질문과 답변을 주고 받으면서 수정한 내용을 원본 소스에 반영할지 여부를 결정





03

오픈소스 저장소에 합치기 수락

오픈소스 저장소에 합치기 - 수락

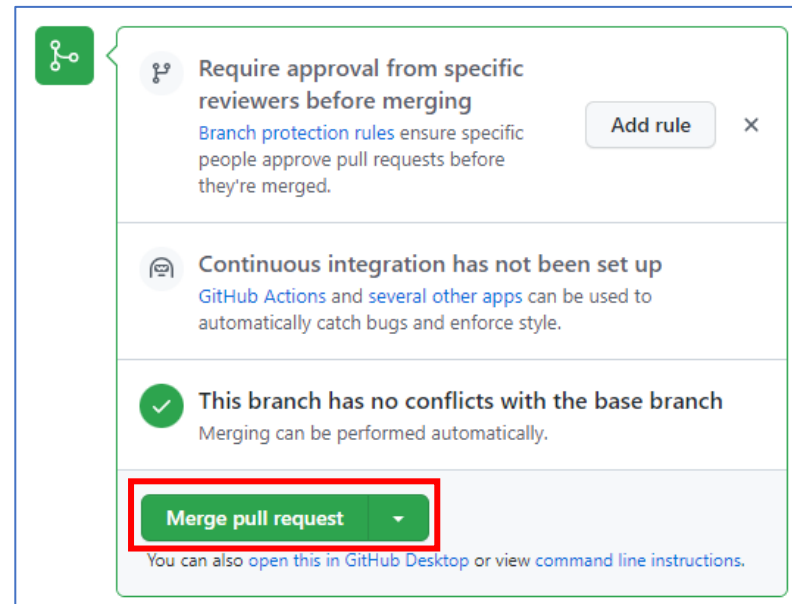
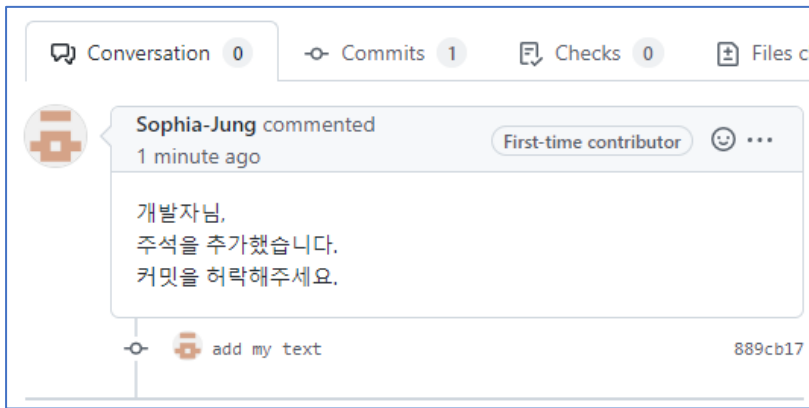
❖ 원본 저장소

The screenshot shows the GitHub interface for the repository 'HelloCoding22 / Python-Game'. The 'Pull requests' tab is selected and highlighted with a red box. Below the repository header, there are buttons for 'Pin', 'Unwatch' (1), 'Fork' (0), and 'Star' (0). The navigation bar includes 'Code', 'Issues', 'Pull requests' (1), 'Actions', 'Projects', 'Wiki', and 'Security'. A message box states: 'Label issues and pull requests for new contributors. Now, GitHub will help potential first-time contributors discover issues labeled with good first issue'. Below this, there are filters for 'is:pr is:open', 'Labels' (9), 'Milestones' (0), and a 'New pull request' button. The pull request list shows '1 Open' and '0 Closed'. The first pull request, 'add my text' by Sophia-Jung, is highlighted with a red box. It is marked as '#1 opened now by Sophia-Jung'.

오픈소스 저장소에 합치기 - 수락

❖ 다른 사용자가 보낸 수정 내용 검토 후, 수락 여부 결정

- 수정을 허락하려면 Merge pull request 버튼 클릭



오픈소스 저장소에 합치기 - 수락

❖ 원본 저장소의 소스 코드에 수정사항 반영



THANK 😊 YOU