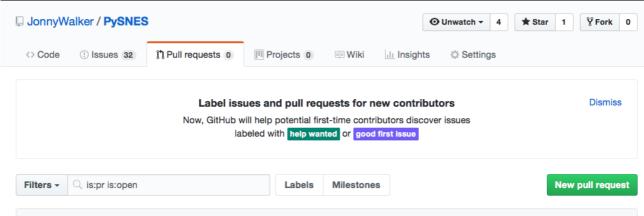
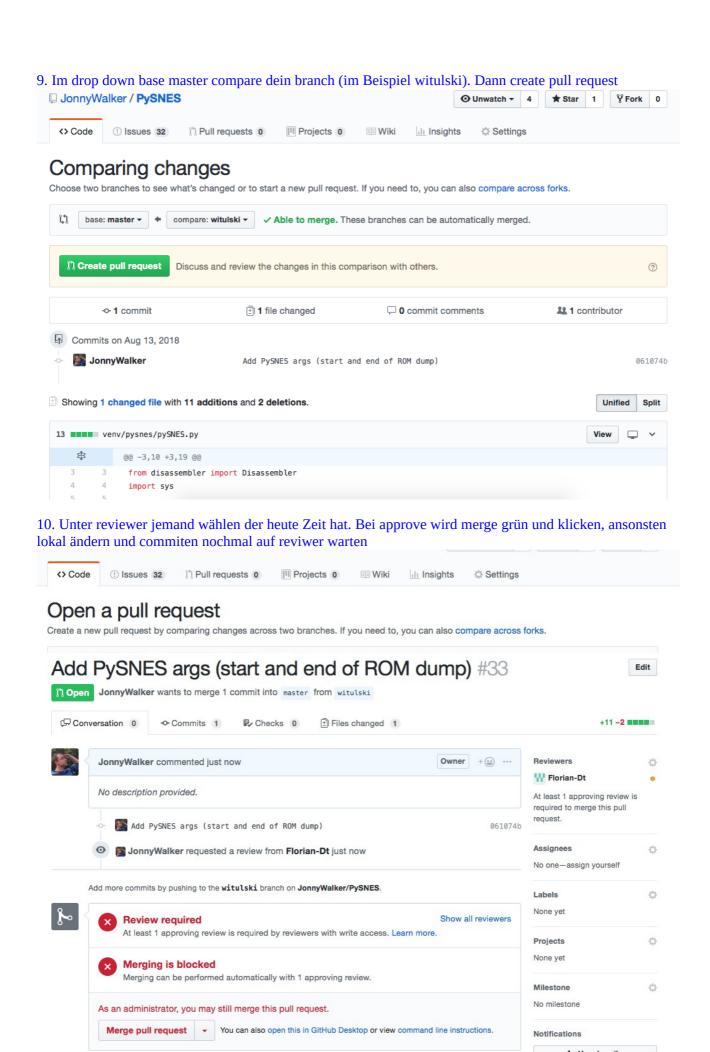
Git in 15 Schritten.

Fragen an John

1. Master auf neuesten Stand bringen John-Witulskis-MacBook-Pro:pysnes johnwitulski\$ git pull Already up-to-date. 2. Ansehen auf welchem branch man ist John-Witulskis-MacBook-Pro:pysnes johnwitulski\$ git branch * master 3. Branch wechseln John-Witulskis-MacBook-Pro:pysnes johnwitulski\$ git checkout witulski Branch witulski set up to track remote branch witulski from origin. Switched to a new branch 'witulski' 4. Ansehen auf welchem branch man ist John-Witulskis-MacBook-Pro:pysnes johnwitulski\$ git branch master * witulski 5. Eigenen Branch auf den neuesten Stand bringen John-Witulskis-MacBook-Pro:pysnes johnwitulski\$ git rebase master First, rewinding head to replay your work on top of it... Fast-forwarded witulski to master. 6. Das eigene Tickt lösen und TicktName in die Commitnachricht John-Witulskis-MacBook-Pro:pysnes johnwitulski\$ qit commit -a [witulski 061074b] Add PySNES args (start and end of ROM dump)
1 file changed, 11 insertions(+), 2 deletions(-) 7. In eignen brnach pushen: git push origin XXX John-Witulskis-MacBook-Pro:pysnes johnwitulski\$ git push origin witulski Counting objects: 5, done. Delta compression using up to 2 threads. Compressing objects: 100% (4/4), done. Writing objects: 100% (5/5), 672 bytes | 0 bytes/s, done. Total 5 (delta 2), reused 0 (delta 0) remote: Resolving deltas: 100% (2/2), completed with 2 local objects. To https://github.com/JonnyWalker/PySNES.git 36fb24f..061074b witulski -> witulski

8. Im Browser auf pull request klicken und 'new pull request'





11. Danach wieder auf Rechner auf master wechseln, neue pullen, auf eigenen branch wechseln und rebasen (Schritt 1 bis 5)

Ziele: Änderungen Tickets zuordnen, Wissen an reviewer weiter geben und fehlerhaften Code vermeiden