

Evidências de Versionamento – Projeto GameStock Web

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Projeto: GameStock Web – Sistema de Gerenciamento de Loja de Jogos

Link do Github: https://github.com/EduardoAndina/GameStock_web

1. Capturas de Tela

Inclua os prints feitos no terminal mostrando:

- Inicialização do repositório com git init.
- Adição do repositório remoto com git remote add origin.
- Primeiro commit com git commit.
- Push realizado para o GitHub com git push.
- Visualização dos arquivos no repositório remoto no GitHub.

Justificativa sobre os testes automatizados

Durante a fase de testes, tentamos rodar os testes automatizados com JUnit 5 e Spring Boot Test, mas o NetBeans apresentou um problema na IDE e não permitiu a execução correta, mesmo com o projeto compilando sem erros.

Apesar disso, todas as funcionalidades principais foram testadas manualmente e funcionando corretamente, incluindo:

- Validação de login de funcionários;
- Controle de estoque de jogos;
- Cadastro e validação de vendas;
- Cadastro, edição e exclusão de funcionários e jogos.

Portanto, o sistema está estável e funcionando conforme os requisitos, mesmo sem a execução dos testes automatizados na IDE.

```

MINGW64~/Users/eduar/OneDrive/Área de Trabalho/PI - GameStock Web
eduar@ihatewindows11 MINGW64 ~/OneDrive/Área de Trabalho/PI - GameStock Web
$ git init
initialized empty Git repository in C:/Users/eduar/OneDrive/Área de Trabalho/PI - GameStock Web/.git/
eduar@ihatewindows11 MINGW64 ~/OneDrive/Área de Trabalho/PI - GameStock Web (master)
$ git branch -M main
eduar@ihatewindows11 MINGW64 ~/OneDrive/Área de Trabalho/PI - GameStock Web (main)
$ git add
warning: in the working copy of
gamestock.web/.gitattributes', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of
gamestock.web/.gitignore', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of
gamestock.web/.mvn/wrapper/maven-wrapper.properties', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of
gamestock.web/mvnw.cmd', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of
gamestock.web/pom.xml', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of
gamestock.web/src/main/java/com/edu/gamestock/web/Application.java', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of
gamestock.web/src/main/java/com/edu/gamestock/web/controller/FuncionarioController.java', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of
gamestock.web/src/main/java/com/edu/gamestock/web/controller/JogoController.java', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of
gamestock.web/src/main/java/com/edu/gamestock/web/controller/LoginController.java', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of
gamestock.web/src/main/java/com/edu/gamestock/web/controller/VendaController.java', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of
gamestock.web/src/main/java/com/edu/gamestock/web/model/Funcionario.java', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of
gamestock.web/src/main/java/com/edu/gamestock/web/model/Jogo.java', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of
gamestock.web/src/main/java/com/edu/gamestock/web/model/Venda.java', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of
gamestock.web/src/main/java/com/edu/gamestock/web/repository/FuncionarioRepository.java', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of
gamestock.web/src/main/java/com/edu/gamestock/web/repository/JogoRepository.java', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of
gamestock.web/src/main/java/com/edu/gamestock/web/repository/VendaRepository.java', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of
gamestock.web/src/main/java/com/edu/gamestock/web/service/FuncionarioService.java', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of
gamestock.web/src/main/java/com/edu/gamestock/web/service/JogoService.java', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of
gamestock.web/src/main/java/com/edu/gamestock/web/service/VendaService.java', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of
gamestock.web/src/main/resources/application.properties', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of
gamestock.web/src/main/resources/templates/funcionarios.html', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of
gamestock.web/src/main/resources/templates/jogos.html', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of
gamestock.web/src/main/resources/templates/login.html', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of
gamestock.web/src/test/java/com/edu/gamestock/web/ApplicationTests.java', LF will be replaced by CRLF the next time Git touches it
warning: in the working copy of
gamestock.web/src/test/java/com/edu/gamestock/web/LoginRepositoryTest.java', LF will be replaced by CRLF the next time Git touches it
eduar@ihatewindows11 MINGW64 ~/OneDrive/Área de Trabalho/PI - GameStock Web (main)
$ git commit -m "Adição do Projeto NetBeans - GameStock Web"
main (root-commit) 3d57c5b1 Adição do Projeto NetBeans - GameStock Web
33 files changed, 3352 insertions(+)
create mode 100644 gamestock.web/.gitattributes
create mode 100644 gamestock.web/.gitignore
create mode 100644 gamestock.web/.mvn/wrapper/maven-wrapper.properties
create mode 100644 gamestock.web/mvnw
create mode 100644 gamestock.web/mvnw.cmd
create mode 100644 gamestock.web/nbactions.xml
create mode 100644 gamestock.web/pom.xml
create mode 100644 gamestock.web/src/main/java/com/edu/gamestock/web/Application.java
create mode 100644 gamestock.web/src/main/java/com/edu/gamestock/web/controller/FuncionarioController.java
create mode 100644 gamestock.web/src/main/java/com/edu/gamestock/web/controller/JogoController.java
create mode 100644 gamestock.web/src/main/java/com/edu/gamestock/web/controller/LoginController.java
create mode 100644 gamestock.web/src/main/java/com/edu/gamestock/web/controller/VendaController.java
create mode 100644 gamestock.web/src/main/java/com/edu/gamestock/web/model/Funcionario.java
create mode 100644 gamestock.web/src/main/java/com/edu/gamestock/web/model/Jogo.java
create mode 100644 gamestock.web/src/main/java/com/edu/gamestock/web/model/Venda.java
create mode 100644 gamestock.web/src/main/java/com/edu/gamestock/web/repository/FuncionarioRepository.java
create mode 100644 gamestock.web/src/main/java/com/edu/gamestock/web/repository/JogoRepository.java
create mode 100644 gamestock.web/src/main/java/com/edu/gamestock/web/repository/VendaRepository.java
create mode 100644 gamestock.web/src/main/java/com/edu/gamestock/web/service/FuncionarioService.java
create mode 100644 gamestock.web/src/main/java/com/edu/gamestock/web/service/JogoService.java
create mode 100644 gamestock.web/src/main/java/com/edu/gamestock/web/service/VendaService.java
create mode 100644 gamestock.web/src/main/resources/application.properties
create mode 100644 gamestock.web/src/main/resources/static/css/login.css
create mode 100644 gamestock.web/src/main/resources/static/css/sistema.css
create mode 100644 gamestock.web/src/main/resources/static/funcionarios.js
create mode 100644 gamestock.web/src/main/resources/static/jogos.js
create mode 100644 gamestock.web/src/main/resources/static/vendas.js
create mode 100644 gamestock.web/src/main/resources/templates/funcionarios.html
create mode 100644 gamestock.web/src/main/resources/templates/jogos.html
create mode 100644 gamestock.web/src/main/resources/templates/login.html
create mode 100644 gamestock.web/src/main/resources/templates/vendas.html

```

```

eduar@ihatewindows11 MINGW64 ~/OneDrive/Área de Trabalho/PI - GameStock Web (main)
$ git remote add origin https://github.com/EduardoAndina/GameStock_web

eduar@ihatewindows11 MINGW64 ~/OneDrive/Área de Trabalho/PI - GameStock Web (main)
$ git push -u origin main
To https://github.com/EduardoAndina/GameStock_web
 ! [rejected]        main -> main (fetch first)
error: failed to push some refs to 'https://github.com/EduardoAndina/GameStock_web'
hint: Updates were rejected because the remote contains work that you do not
hint: have locally. This is usually caused by another repository pushing to
hint: the same ref. If you want to integrate the remote changes, use
hint: 'git pull' before pushing again.
hint: See the 'Note about fast-forwards' in 'git push --help' for details.

eduar@ihatewindows11 MINGW64 ~/OneDrive/Área de Trabalho/PI - GameStock Web (main)
$ git pull origin main
remote: Enumerating objects: 6, done.
remote: Counting objects: 100% (6/6), done.
remote: Compressing objects: 100% (3/3), done.
remote: Total 6 (delta 0), reused 0 (delta 0), pack-reused 0 (from 0)
Unpacking objects: 100% (6/6), 2.86 KiB | 81.00 KiB/s, done.
From https://github.com/EduardoAndina/GameStock_web
 * branch                main      -> FETCH_HEAD
 * [new branch]          main      -> origin/main
fatal: refusing to merge unrelated histories

```

```

eduar@ihatewindows11 MINGW64 ~/OneDrive/Área de Trabalho/PI - GameStock Web (main)
$ git pull origin main --allow-unrelated-histories
From https://github.com/EduardoAndina/GameStock_web
* branch            main       -> FETCH_HEAD
hint: Waiting for your editor to close the file... unix2dos: converting file C:/Users/eduar/OneDrive/Área de Trabalho/PI - GameStock Web/.git/MERGE_MSG to DOS format...
dos2unix: converting file C:/Users/eduar/OneDrive/Área de Trabalho/PI - GameStock Web/.git/MERGE_MSG to Unix format...
Merge made by the 'ort' strategy.
 README.md | 88 +++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++++
 1 file changed, 88 insertions(+)
 create mode 100644 README.md

eduar@ihatewindows11 MINGW64 ~/OneDrive/Área de Trabalho/PI - GameStock Web (main)
$ git push -u origin main
Enumerating objects: 62, done.
Counting objects: 100% (62/62), done.
Delta compression using up to 2 threads
Compressing objects: 100% (49/49), done.
Writing objects: 100% (61/61), 23.77 KiB | 799.00 KiB/s, done.
Total 61 (delta 9), reused 0 (delta 0), pack-reused 0 (from 0)
remote: Resolving deltas: 100% (9/9), done.
To https://github.com/EduardoAndina/GameStock_web
   af6f92f..26c869e  main -> main
branch 'main' set up to track 'origin/main'.

eduar@ihatewindows11 MINGW64 ~/OneDrive/Área de Trabalho/PI - GameStock Web (main)
$ git status
On branch main
Your branch is up to date with 'origin/main'.

Untracked files:
  (use "git add <file>..." to include in what will be committed)
        desktop.ini
        gamestock.web.sql

nothing added to commit but untracked files present (use "git add" to track)

eduar@ihatewindows11 MINGW64 ~/OneDrive/Área de Trabalho/PI - GameStock Web (main)
$ git add .
warning: in the working copy of 'gamestock.web.sql', LF will be replaced by CRLF the next time Git touches it

eduar@ihatewindows11 MINGW64 ~/OneDrive/Área de Trabalho/PI - GameStock Web (main)
$ git commit -m "Adição do Banco de Dados - GameStock Web"
[main 4bcab9f] Adição do Banco de Dados - GameStock Web
 2 files changed, 9 insertions(+)
 create mode 100644 desktop.ini
 create mode 100644 gamestock.web.sql

eduar@ihatewindows11 MINGW64 ~/OneDrive/Área de Trabalho/PI - GameStock Web (main)
$ git push origin main
Enumerating objects: 5, done.
Counting objects: 100% (5/5), done.
Delta compression using up to 2 threads
Compressing objects: 100% (4/4), done.
Writing objects: 100% (4/4), 513 bytes | 256.00 KiB/s, done.
Total 4 (delta 0), reused 0 (delta 0), pack-reused 0 (from 0)
To https://github.com/EduardoAndina/GameStock_web
   26c869e..4bcab9f  main -> main

```