

**TUGAS PERSONAL WEEK 6**  
**CLONE PROJECT GITHUB KELOMPOK**



**Dosen Pengampu :**

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**PROGRAM STUDI SISTEM INFORMASI**  
**FAKULTAS ILMU KOMPUTER**  
**UNIVERSITAS PEMBANGUNAN NASIONAL "VETERAN" JAWA**  
**TIMUR**  
**2024**

## 1. Configure credential (username & email) menggunakan akun github sendiri

```
user@DESKTOP-ECF41S3 MINGW64 ~/Documents/Visual Studio Code/Html-Uts_Rops (main)
$ git config --global user.name
yu5titio

user@DESKTOP-ECF41S3 MINGW64 ~/Documents/Visual Studio Code/Html-Uts_Rops (main)
$ git config --global user.email
yabukikotori@gmail.com

user@DESKTOP-ECF41S3 MINGW64 ~/Documents/Visual Studio Code/Html-Uts_Rops (main)
$
```

## 2. Command pada Git bash

```
$ git config --global use.email "yabukikotori@gmail.com"

user@DESKTOP-ECF41S3 MINGW64 ~/Documents/Visual Studio Code/Html-Uts_Rops (main)
$ git commit -m "first commit"
On branch main
Your branch is up to date with 'origin/main'.

nothing to commit, working tree clean

user@DESKTOP-ECF41S3 MINGW64 ~/Documents/Visual Studio Code/Html-Uts_Rops (main)
$ git clone https://github.com/Faizur231/Html-Uts_Rops.git
Cloning into 'Html-Uts_Rops'...
remote: Enumerating objects: 5, done.
remote: Counting objects: 100% (5/5), done.
remote: Compressing objects: 100% (5/5), done.
remote: Total 5 (delta 0), reused 5 (delta 0), pack-reused 0
Receiving objects: 100% (5/5), done.

user@DESKTOP-ECF41S3 MINGW64 ~/Documents/Visual Studio Code/Html-Uts_Rops (main)
$ git commit -m "first commit"
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)
    Html-Uts_Rops/

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

user@DESKTOP-ECF41S3 MINGW64 ~/Documents/Visual Studio Code/Html-Uts_Rops (main)
$
* History restored

user@DESKTOP-ECF41S3 MINGW64 ~/Documents/Visual Studio Code/Html-Uts_Rops (main)
$ git config --global user.name
yu5titio

user@DESKTOP-ECF41S3 MINGW64 ~/Documents/Visual Studio Code/Html-Uts_Rops (main)
$ git config --global user.email
```

## 3. Clone project kelompok masing-masing (bukan contoh)

```
user@DESKTOP-ECF41S3 MINGW64 ~/Documents/Visual Studio Code/Html-Uts_Rops (main)
$ git clone https://github.com/Faizur231/Html-Uts_Rops.git
Cloning into 'Html-Uts_Rops'...
remote: Enumerating objects: 5, done.
remote: Counting objects: 100% (5/5), done.
remote: Compressing objects: 100% (5/5), done.
remote: Total 5 (delta 0), reused 5 (delta 0), pack-reused 0
Receiving objects: 100% (5/5), done.
```

## 4. Update dan Commit ke project game tersebut

```
user@DESKTOP-ECF41S3 MINGW64 ~/Documents/Visual Studio Code/Html-Uts_Rops (main)
$ git commit -m "first commit"
On branch main
Your branch is up to date with 'origin/main'.

nothing to commit, working tree clean
```