

Section 01 → Git, Github and Version Control.

- ① Version Control → Control the project, which update to use in it which not to, whether to edit or not to i.e simply controlling version of your project.
- ② To initialize type git init.
before this touch chap1.txt
open chap1.txt.
→ $\begin{matrix} ls \\ ls -a \end{matrix} \left\{ \begin{matrix} \text{seeing} \\ \text{current} \\ \text{files.} \end{matrix} \right.$
- ③ → Git status → Gives files in the current directory.
→ To make changes in file, first have to add it to staging area.
→ Files in the dir, but not added to staging area are called untracked files.
- ④ → git add chap1.txt. (to add to staging area).
After this type git commit -m "message of changes made"
↳ commits everything in staging area.
- ⑤ Now after committing (one or several times)
You can use git log to see ^{all} changes made.
- ⑥ If you want to add everything to staging area, it's tedious to do one by one.
∴ git add . } Adds everything in current dir to staging area.

③ git diff chap1.txt → Show you all commits & diff made to that file.

④ git checkout chap1.txt → Checkouts the latest commit & makes file as it was when 2nd last commit happened.

⑤ Now look at GUI Github.

→ Can contribute to opensource here. (to other people).

~~***~~ All that happened till now was using git to make changes to your file locally.

→ To put all the files in github, we use push.

⑥ git remote add origin (URL of our repo) ^{no brackets.}

git push -u origin master

↳ Name of branch.

↳ Name of remote (default origin) in above line.

⑦ Gitignore.

→ Some files you don't want to put on github.

→ touch .gitignore → Used to ignore file (P.T.O).

↳ makes file invisible in gui.

can be visible by → `ls -a`

~~***~~

To remove from staging area. (all files).

`git rm --cached -r` →

↓

remove.

↳ recursive

current dir

GitHub has a
git ignore templates
checkouts if
needed

* Eg:- chap 1. txt.

→ These files won't be staged (or) committed.

Cloning → Copying a repo from Github to your computer to work on it

Branching
& Merging →

```
graph LR; A(( )) --- B(( )); B --- C(( )); B --- D(( )); C --- E(( )); D --- E; E --- F(( )); F --- G(( ))
```

The diagram illustrates the branching and merging process in a version control system. It shows a linear sequence of nodes connected by horizontal lines. A node branches off downwards and to the right, labeled 'branch'. Another node branches off upwards and to the right, labeled 'branch'. These two branches converge back to the main line, labeled 'Merge'. The final node on the right is labeled 'Master'.

→ git branch → to see all branches.

• To merge

→ git merge (name of branch to merge)

be in master branch while doing this

Showed GUI way too.

④ Fork and Pull Requests

→ Pull requests → Requests to make changes to the main/
master branch.

→ Master decides to accept it or not.

git fetch

→ Fork → Cloning in Github to comp.

Fork is Github to your Github profile.

shown how to do in GUI.

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