

Task 1.2

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Submitted To: Dr. Monit Kapoor

Subject Name: Source Code Management

Subject Code: CS181

Cluster: Beta

Department: CSE

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2.	Fork and Commit
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Task 1.2 - Experiment No. 01

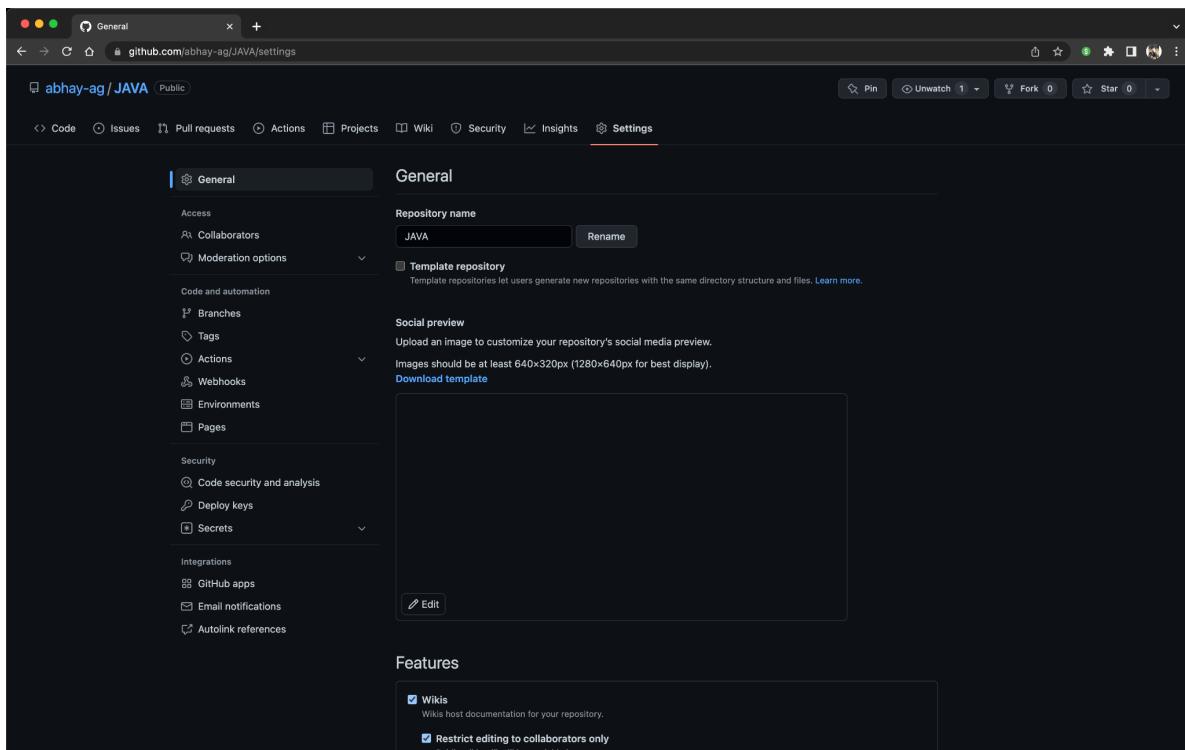
AIM: Add collaborators on a GitHub repo

Theory:

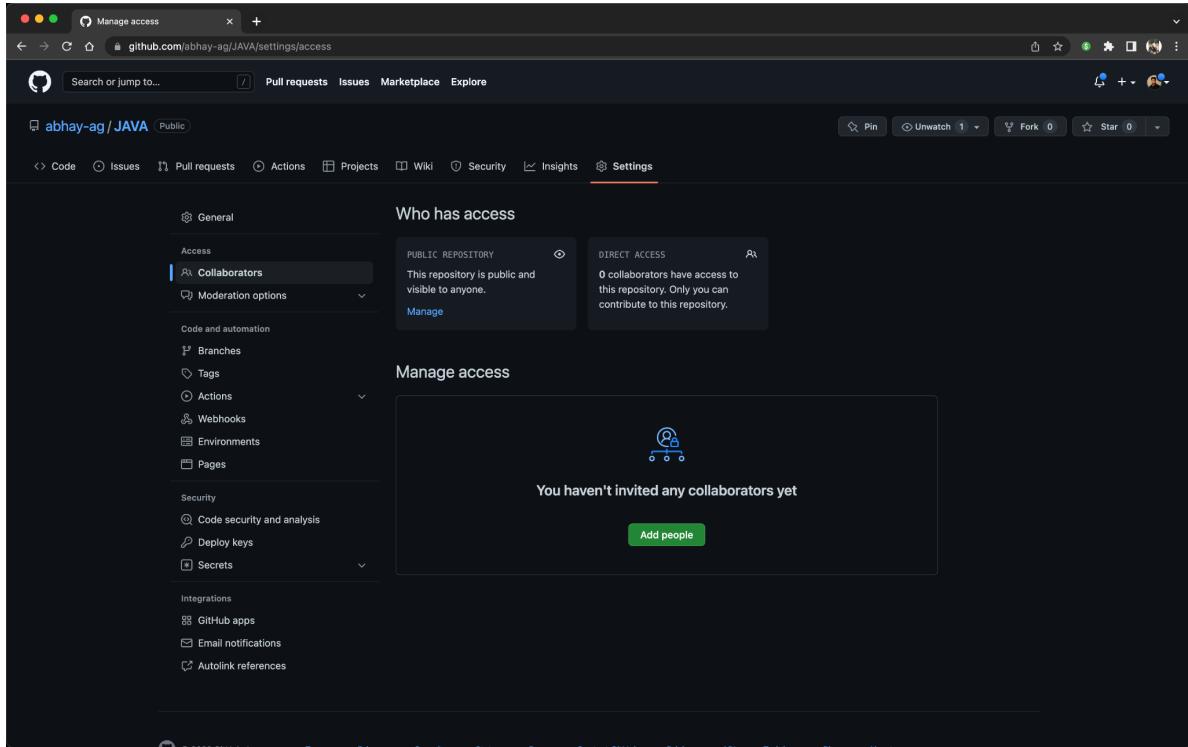
- **Collaborators:** People/developers who can be trusted with the code put up in the repo can be added as a collaborator in the repo. They can either be of the same organization or be at a remote location. They have access to various Git operations on the repo like:
 - Create, merge and close pull requests.
 - Make changes in the code in the repo.
 - Delete any comments on commits, pull requests, and issues in the repository.
 - Remove themselves as a collaborator from the repository.
- **NOTE:** The invitation sent to the collaborator if not accepted will expire in seven (7) days.

Procedure:

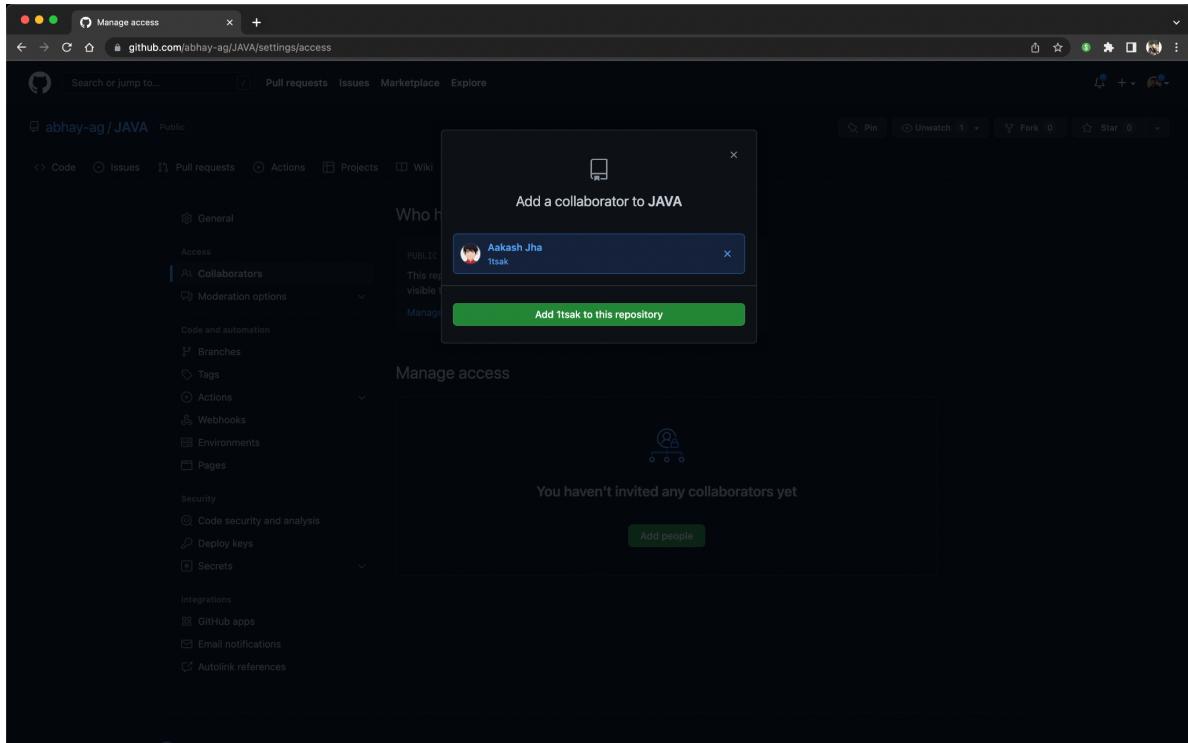
- To add a collaborator into a repo go to the setting tab of the particular repo.



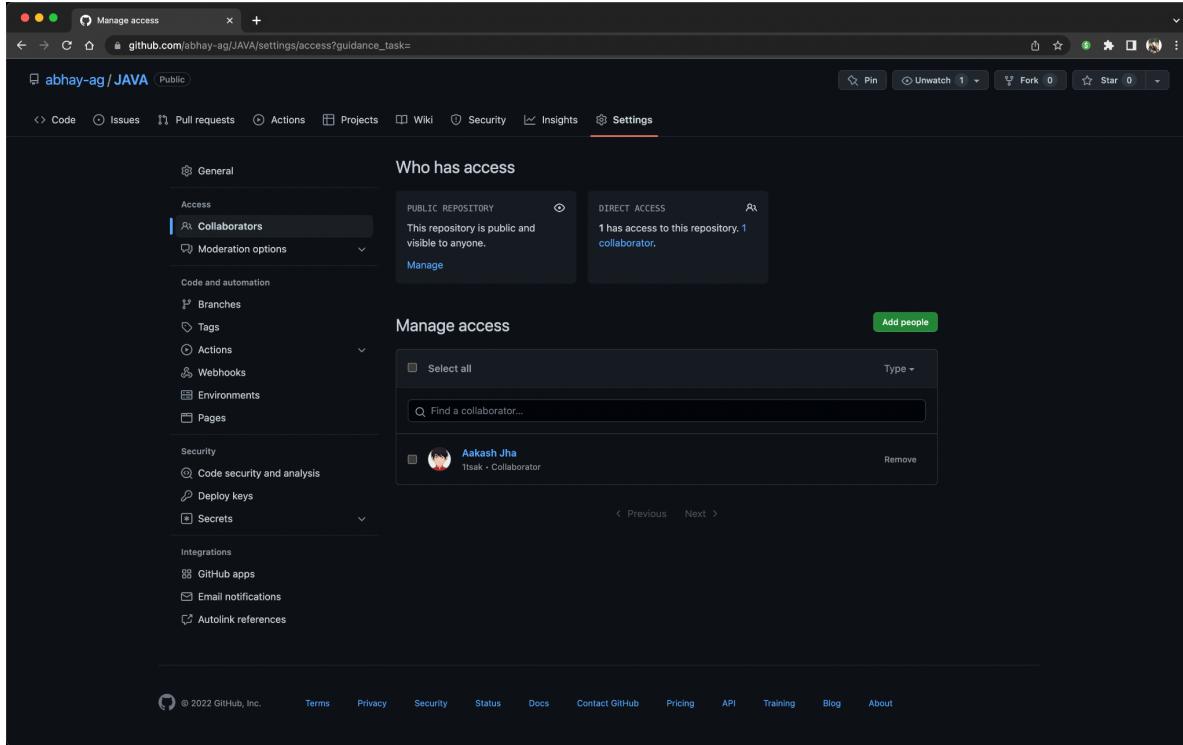
- Navigate to the **COLLABORATORS** section of the navigation panel.



- Click on the add people button and type in the username of the person you want to add as a collaborator.



- Click the button to send an invite to the specified person as a collaborator. When the user specified accepts the invite then he/she is added as a collaborator to the repo.



- The user is now added as a collaborator and can now access the specified functionality of GitHub.

Task 1.2 - Experiment No. 02

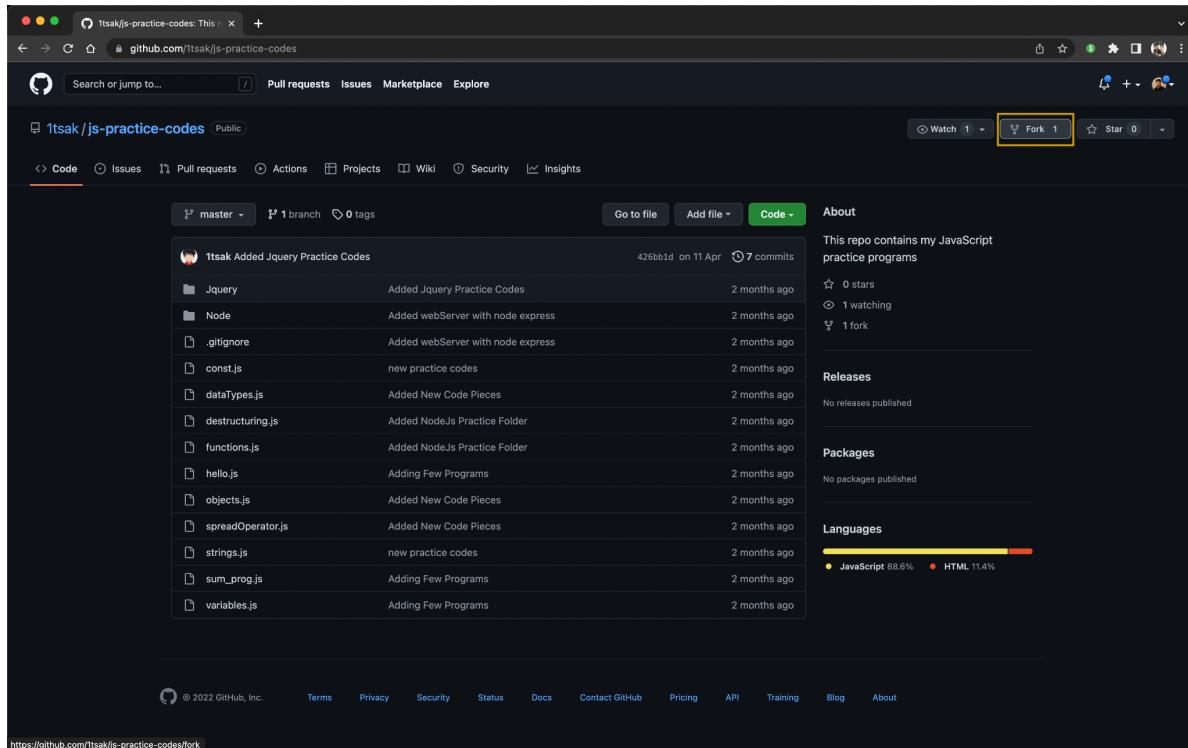
AIM : Fork and Commit

Theory:

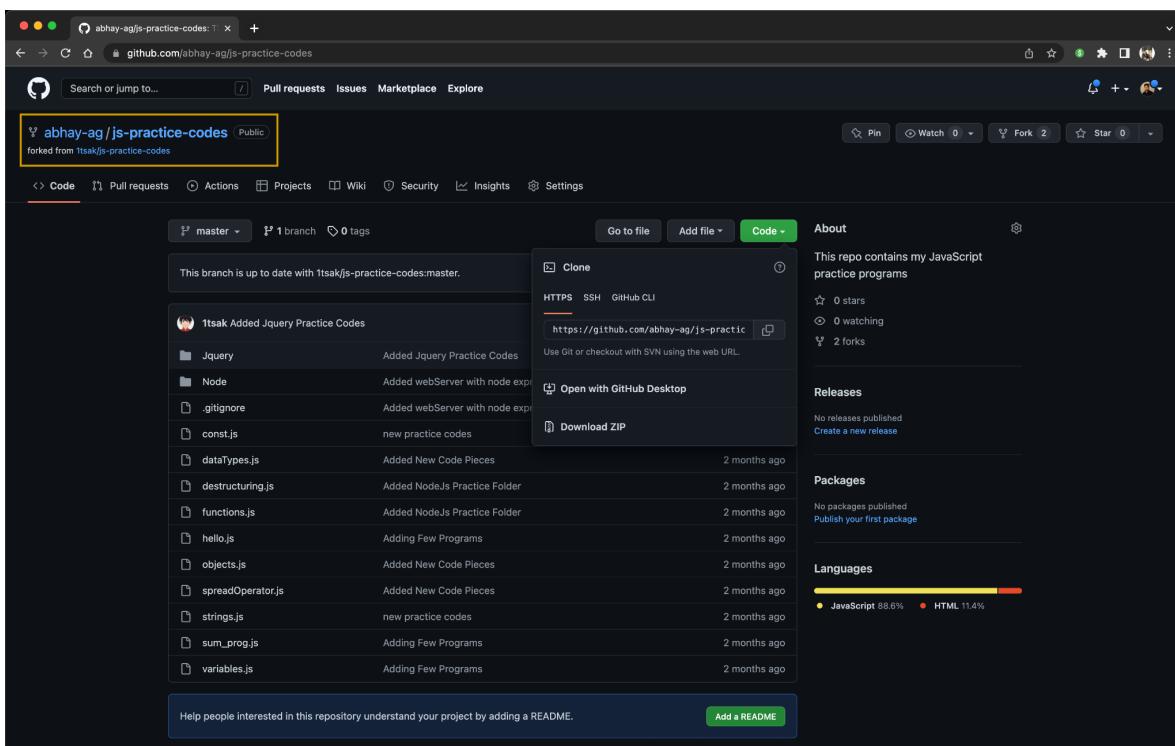
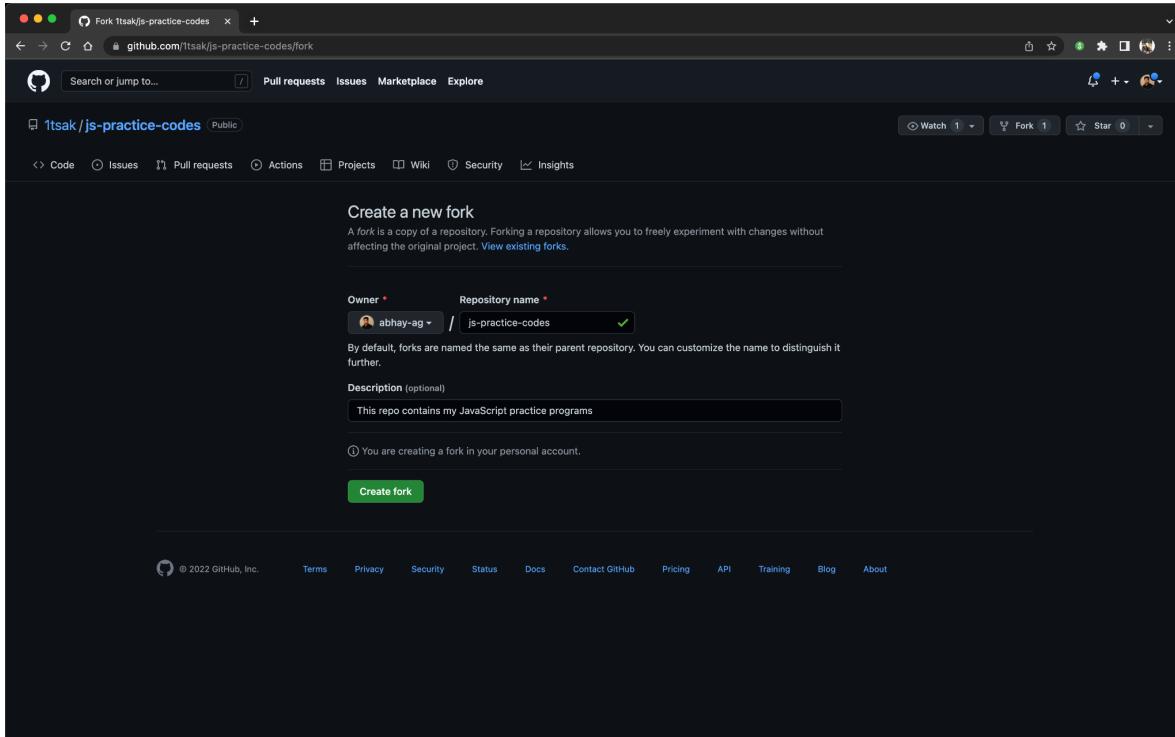
- **Fork:** Forking a repo creates a copy of a repository in the GitHub account of the user who forks the repo. Now the ownership of the repository shifts to the user instead of the person from whom the repo is forked, and the user can freely commit, set up branches, open pull requests etc. on the repo.
- **Why fork?**
 - Users can make changes to the code after finding issues and if the test cases satisfy the requirements then, can open a pull request to merge the modified code in the original repo.
 - Without forking a user can't push to the original repo on GitHub [unless added as a collaborator]. To do this; one has to fork open pull requests and wait for them to be merged into the code.

Procedure:

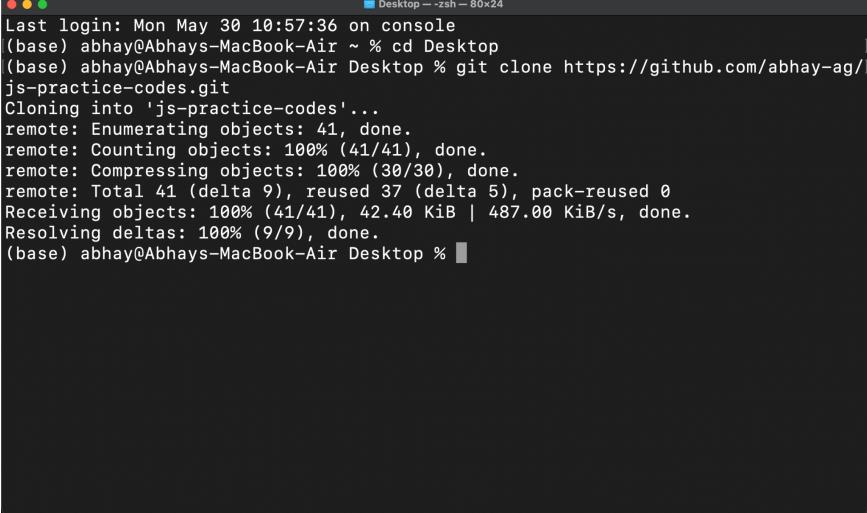
1. Click on the fork button in the repository you want to fork.



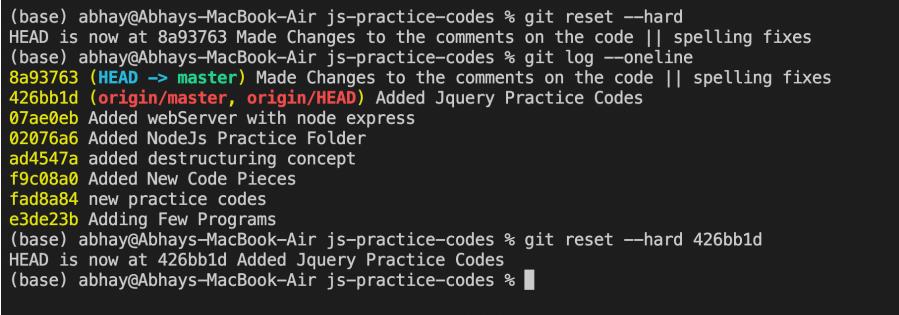
- After forking [if part of organizations select the owner] the copy of the repo will be created in the user's account.



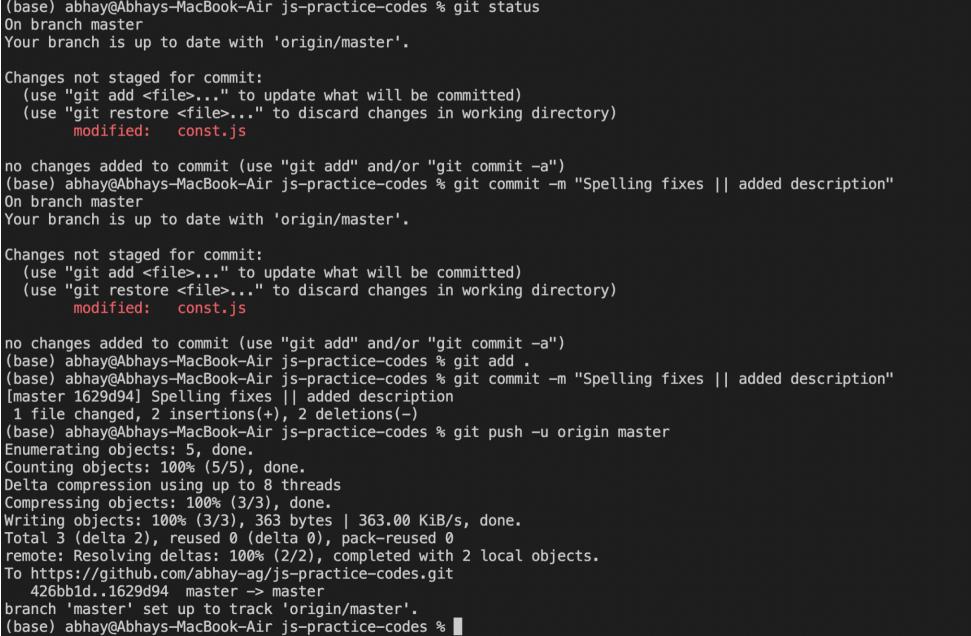
- The fork is now created in the user account and can now be cloned onto the local machine and commits can now be added without disturbing the code in the original code.



```
Last login: Mon May 30 10:57:36 on console
(base) abhay@Abhays-MacBook-Air ~ % cd Desktop
(base) abhay@Abhays-MacBook-Air Desktop % git clone https://github.com/abhay-ag/js-practice-codes.git
Cloning into 'js-practice-codes'...
remote: Enumerating objects: 41, done.
remote: Counting objects: 100% (41/41), done.
remote: Compressing objects: 100% (30/30), done.
remote: Total 41 (delta 9), reused 37 (delta 5), pack-reused 0
Receiving objects: 100% (41/41), 42.40 KiB | 487.00 KiB/s, done.
Resolving deltas: 100% (9/9), done.
(base) abhay@Abhays-MacBook-Air Desktop %
```



```
(base) abhay@Abhays-MacBook-Air js-practice-codes % git reset --hard
HEAD is now at 8a93763 Made Changes to the comments on the code || spelling fixes
(base) abhay@Abhays-MacBook-Air js-practice-codes % git log --oneline
8a93763 (HEAD -> master) Made Changes to the comments on the code || spelling fixes
426bb1d (origin/master, origin/HEAD) Added Jquery Practice Codes
07ae0eb Added webServer with node express
02076a6 Added NodeJs Practice Folder
ad4547a added destructuring concept
f9c08a0 Added New Code Pieces
fad8a84 new practice codes
e3de23b Adding Few Programs
(base) abhay@Abhays-MacBook-Air js-practice-codes % git reset --hard 426bb1d
HEAD is now at 426bb1d Added Jquery Practice Codes
(base) abhay@Abhays-MacBook-Air js-practice-codes %
```



```
(base) abhay@Abhays-MacBook-Air js-practice-codes % git status
On branch master
Your branch is up to date with 'origin/master'.

Changes not staged for commit:
  (use "git add <file>..." to update what will be committed)
    (use "git restore <file>..." to discard changes in working directory)
      modified:   const.js

no changes added to commit (use "git add" and/or "git commit -a")
(base) abhay@Abhays-MacBook-Air js-practice-codes % git commit -m "Spelling fixes || added description"
On branch master
Your branch is up to date with 'origin/master'.

Changes not staged for commit:
  (use "git add <file>..." to update what will be committed)
    (use "git restore <file>..." to discard changes in working directory)
      modified:   const.js

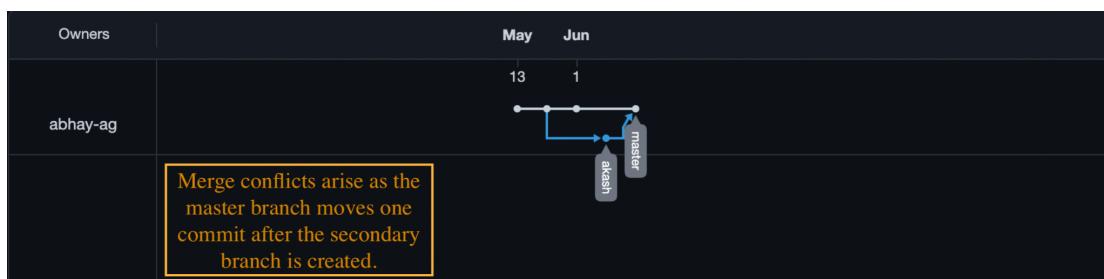
no changes added to commit (use "git add" and/or "git commit -a")
(base) abhay@Abhays-MacBook-Air js-practice-codes % git add .
(base) abhay@Abhays-MacBook-Air js-practice-codes % git commit -m "Spelling fixes || added description"
[master 1629d94] Spelling fixes || added description
  1 file changed, 2 insertions(+), 2 deletions(-)
(base) abhay@Abhays-MacBook-Air js-practice-codes % git push -u origin master
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), 363 bytes | 363.00 KiB/s, done.
Total 3 (delta 2), reused 0 (delta 0), pack-reused 0
remote: Resolving deltas: 100% (2/2), completed with 2 local objects.
To https://github.com/abhay-ag/js-practice-codes.git
  426bb1d..1629d94  master -> master
branch 'master' set up to track 'origin/master'.
(base) abhay@Abhays-MacBook-Air js-practice-codes %
```

Task 1.2 - Experiment No. 03

AIM: Merge and resolve conflicts created due to own activity and collaborators activity

Theory:

- **Merge Conflicts:** Merge conflicts can arise due to our own activity or collaborators activity. They arise when on the same line in two different branches there is a different piece of code and both are committed [the network graph is attached below]. If branch on which another branch has to be merged doesn't have any commits after the other branch is created then there are no merge conflicts and the branches merge without any conflicts [network graph also attached below]



Procedure:

1. Clone a repo onto your machine and create a branch. Make some changes on the same line in the branch you created as well as the default branch.

```
(base) abhay@Abhays-MacBook-Air js-practice-codes % git commit -a -m "Changes on master branch"
[master 01f3037] Changes on master branch
 1 file changed, 1 insertion(+), 1 deletion(-)
(base) abhay@Abhays-MacBook-Air js-practice-codes % git checkout abhay
Switched to branch 'abhay'
(base) abhay@Abhays-MacBook-Air js-practice-codes % git commit -a -m "Changes on abhay branch"
[abhay a99fef8] Changes on abhay branch
 1 file changed, 1 insertion(+), 1 deletion(-)
(base) abhay@Abhays-MacBook-Air js-practice-codes % git checkout master
Switched to branch 'master'
Your branch is ahead of 'origin/master' by 2 commits.
  (use "git push" to publish your local commits)
(base) abhay@Abhays-MacBook-Air js-practice-codes % git merge abhay
Auto-merging const.js
CONFLICT (content): Merge conflict in const.js
Automatic merge failed; fix conflicts and then commit the result.
(base) abhay@Abhays-MacBook-Air js-practice-codes %
```

2. This will create merge conflicts as shown above, and will tell us to fix the conflicts and then try merging. If using git through vs code then the errors will be shown and can be resolved there only but I'll demonstrate using **vim** editor.

THIS DEMONSTRATES THE ERRORS IN VS CODE [made by collaborator activity]

The screenshot shows a Java project structure in the Explorer sidebar with files like `.idea`, `src`, `.gitignore`, and `practice.имл`. The `Main.java` file is open in the editor, showing code related to a `Scanner` and two patterns. A merge conflict is indicated by red and blue highlights around the word `akash`. The terminal below shows a git merge process where a conflict occurred in `src/Main.java`.

```
Main.java - JAVA
Main.java 1, ! ×

src > Main.java > Main > main(String[])
1 import java.util.Scanner;
2
3 Accept Current Change | Accept Incoming Change | Accept Both Changes | Compare Changes | Start Live Share Session
4 ===== HEAD (Current Change)
5 =====
6 // Pattern_2
7 ===== akash (Incoming Change)
8
9 public class Main {
10     Run | Debug
11     public static void main(String[] args) {
12         Scanner s1 = new Scanner(System.in);
13

PROBLEMS 1 DEBUG CONSOLE OUTPUT TERMINAL

(base) abhay@Abhays-MacBook-Air JAVA % git branch
* akash
  master
(base) abhay@Abhays-MacBook-Air JAVA % git checkout master
Switched to branch 'master'
Your branch is up to date with 'origin/master'.
(base) abhay@Abhays-MacBook-Air JAVA % git merge akash
Auto-merging src/Main.java
CONFLICT (content): Merge conflict in src/Main.java
Automatic merge failed; fix conflicts and then commit the result.
(base) abhay@Abhays-MacBook-Air JAVA %
```

THIS DEMONSTRATES THE ERROR IN VIM EDITOR [made by my activity]

The screenshot shows a merge conflict in the `const.js` file between the `master` branch and the `abhay` branch. The conflict is located at line 3, column 1, where both branches have different initializations for the variable `a`.

Master Branch (Left):

```
// declaring a constant
// this is a comment added
let a=10; // changed on master branch /
```

abhay Branch (Right):

```
// declaring a constant
// this is a comment added
let a=10; // changed const to let on branch abhay // a constant must need to be initialised with a / this
let a=10;//changes on abhay // changed const to let on branch abhay // a constant must need to be initialised with a // this
>>>>> abhay
// we can't reassign a constant
console.log(a); // using a variable || displaying the value of the variable in the console.
```

Bottom Status Bar:

const.js — js-practice-codes

SOURCE ... PROBLEMS 3 DEBUG CONSOLE OUTPUT TERMINAL git ↻ 🔍 ⌂

const.js

Ln 10, Col 1 Spaces: 4 UTF-8 LF { } JavaScript Go Live Prettier

3. Here look for the changes you want to keep or discard and then after pressing **esc** key type **:wq** in the main window. And you can close the other small windows by pressing **:q**.
4. The changes will be made and the branches will be merged successfully. The code can then be pushed onto GitHub.

```
(base) abhay@Abhays-MacBook-Air js-practice-codes % git checkout master
Switched to branch 'master'
Your branch is ahead of 'origin/master' by 2 commits.
  (use "git push" to publish your local commits)
(base) abhay@Abhays-MacBook-Air js-practice-codes % git merge abhay
Auto-merging const.js
CONFLICT (content): Merge conflict in const.js
Automatic merge failed; fix conflicts and then commit the result.
(base) abhay@Abhays-MacBook-Air js-practice-codes % git mergetool

This message is displayed because 'merge.tool' is not configured.
See 'git mergetool --tool-help' or 'git help config' for more details.
'git mergetool' will now attempt to use one of the following tools:
tortoisemerge emerge vimdiff nvimdiff
Merging:
const.js

Normal merge conflict for 'const.js':
{local}: modified file
{remote}: modified file
Hit return to start merge resolution tool (vimdiff):
4 files to edit
(base) abhay@Abhays-MacBook-Air js-practice-codes % git add .
(base) abhay@Abhays-MacBook-Air js-practice-codes % git commit -m "Merge conflicts resolved"
[master e654eb8] Merge conflicts resolved
(base) abhay@Abhays-MacBook-Air js-practice-codes % git push -u origin master
Enumerating objects: 14, done.
Counting objects: 100% (14/14), done.
Delta compression using up to 8 threads
Compressing objects: 100% (12/12), done.
Writing objects: 100% (12/12), 1.24 KiB | 1.24 MiB/s, done.
Total 12 (delta 8), reused 0 (delta 0), pack-reused 0
remote: Resolving deltas: 100% (8/8), completed with 1 local object.
To https://github.com/abhay-ag/js-practice-codes.git
  1629d94..e654eb8  master -> master
branch 'master' set up to track 'origin/master'.
(base) abhay@Abhays-MacBook-Air js-practice-codes %
```

Task 1.2 - Experiment No. 04

AIM: Reset and Revert

Theory:

- While working on code with Git we might want to undo some changes, delete some commits locally as well as remotely, and remove some buggy code completely, etc. this is where reset and revert come in handy. Reset and revert both can be used to drop commits locally as well as remotely.
- **DIFFERENCE between RESET and REVERT**
 - Reset drops the commits up to the specified commit-id and also removes the changes made to the file(s) made during those commits. Of three types:
 - --hard: changes the state of the code completely to the commit specified.
 - --soft: changes the state of the code to the commit specified but also keeps the changes, staging area also remains the same.
 - --mixed: changes the state of the code to the commit specified but keeps the changes, and the staging area is also changed.
 - Revert undos the changes in the specific commit in a public branch and adds a new commit after undoing the commit with a message and the commit-id. If the commit after the specific commit is dependent on the commit to be reverted then the revert is not possible.

Procedure:

RESET

1. Make changes to a file. Stage and commit the file.
2. Now use the command **git reset --hard <commit id>**. This will reset the state of the working directory, staging area, commit history to the specific commit.

```
(base) abhay@Abhays-MacBook-Air spotify-clone % git log --oneline
0b6660b (HEAD -> master, origin/master, origin/HEAD) Playlists Broken
50d8087 Sidebar Done | Features Added
ad20023 Player Skeleton Made
58ad5b2 Player Building
989f9f6 Player Making Start
19208ef Reducer Working
2f45718 Reducer Added
67a2674 DataLayer Made
92a1287 Player Component Made | React Context API Starts
986f6a1 Spotify API Linked
9f74b42 default readme changed
aae50ba spotify login connected
7c454ab spotify linking failed
1230194 Landing Page Made
a636193 De cluttered
fb79cec Initialize project using Create React App
(base) abhay@Abhays-MacBook-Air spotify-clone % git reset --hard 50d8087
HEAD is now at 50d8087 Sidebar Done | Features Added
(base) abhay@Abhays-MacBook-Air spotify-clone % git log --oneline
50d8087 (HEAD -> master) Sidebar Done | Features Added
ad20023 Player Skeleton Made
```

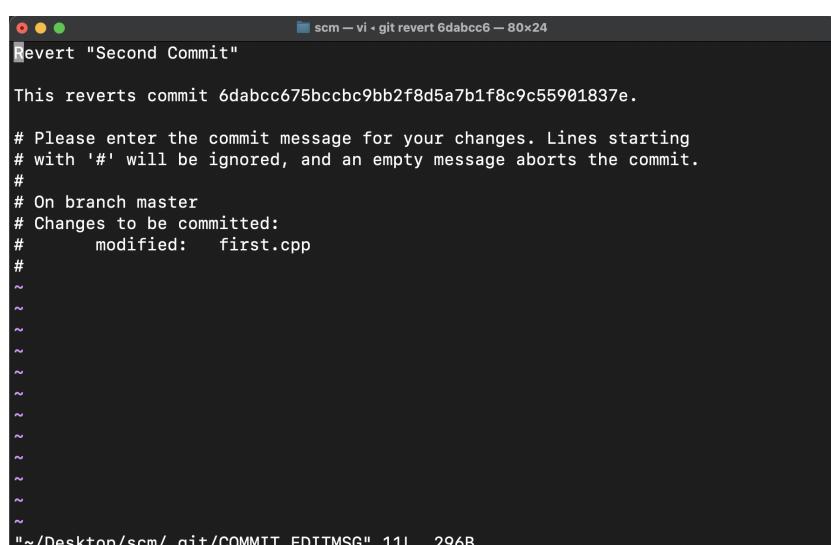
3. In the above example the commit is dropped and the state is changed back to the commit specified.

REVERT

1. Make changes to a file. Stage and commit the file.
 2. Now use the command **git revert <commit id>**. If the commit after the specific commit doesn't depend on the commit to be reverted then it revert will be successful else we get errors [example shown below].

```
(base) abhay@Abhays-MacBook-Air spotify-clone % git log --oneline
50d8087 (HEAD -> master) Sidebar Done | Features Added
ad20023 Player Skeleton Made
58ad5b2 Player Building
989f9f6 Player Making Start
19208ef Reducer Working
2f45718 Reducer Added
67a2674 DataLayer Made
92a1287 Player Component Made | React Context API Starts
986f6a1 Spotify API Linked
9f74b42 default readme changed
aee50ba spotify login connected
7c454ab spotify linking failed
1230194 Landing Page Made
a636193 De cluttered
fb79cec Initialize project using Create React App
(base) abhay@Abhays-MacBook-Air spotify-clone % git revert ad20023
Auto-merging src/Body.css
CONFLICT (content): Merge conflict in src/Body.css
Auto-merging src/Sidebar.css
CONFLICT (content): Merge conflict in src/Sidebar.css
Auto-merging src/Sidebar.js
CONFLICT (content): Merge conflict in src/Sidebar.js
error: could not revert ad20023... Player Skeleton Made
hint: After resolving the conflicts, mark them with
hint: "git add/rm <pathspec>", then run
hint: "git revert --continue".
hint: You can instead skip this commit with "git revert --skip".
hint: To abort and get back to the state before "git revert",
hint: run "git revert --abort".
(base) abhay@Abhays-MacBook-Air spotify-clone %
```

3. If there are no errors then after typing in the command we will get a **vim** editor screen asking for a revert message.



4. Type the message in the string in the first line by replacing the default text.
5. The revert is successful, the changes are undone and the commit is added depicting the message of reverting.

```
(base) abhay@Abhays-MacBook-Air scm % vi first.cpp
(base) abhay@Abhays-MacBook-Air scm % cat first.cpp
// added a comment
// added another comment
(base) abhay@Abhays-MacBook-Air scm % git log --oneline
f76c295 (HEAD -> master) First commit
(base) abhay@Abhays-MacBook-Air scm % git add .
(base) abhay@Abhays-MacBook-Air scm % git commit -m "Second Commit"
[master 6dabcc6] Second Commit
 1 file changed, 1 insertion(+)
(base) abhay@Abhays-MacBook-Air scm % git log --oneline
6dabcc6 (HEAD -> master) Second Commit
f76c295 First commit
(base) abhay@Abhays-MacBook-Air scm % git revert 6dabcc6
[master 22b87ff] Revert "Second Commit"
 1 file changed, 1 deletion(-)
(base) abhay@Abhays-MacBook-Air scm % git log --oneline
22b87ff (HEAD -> master) Revert "Second Commit"
6dabcc6 Second Commit
f76c295 First commit
(base) abhay@Abhays-MacBook-Air scm % cat first.cpp
// added a comment
(base) abhay@Abhays-MacBook-Air scm %
```