GitHub Contribution Painter

A Node.js script that automates creating a large number of Git commits with specific, randomized dates. This can be used to "paint" your GitHub contribution graph for demonstration or experimental purposes.

[!WARNING]

Disclaimer: This project is for educational and experimental purposes only. Manipulating your contribution graph does not reflect real work and may be misleading. Use this script responsibly.

Features

- Automated Commits: Creates a specified number of commits automatically.
- Date Backdating: Assigns a random date within a defined range to each commit.
- Customizable: Easily configure the date range and the total number of commits.
- Simple Setup: Requires only Node.js and a few dependencies to get started.

How It Works

The script executes the following steps in a loop:

- 1. **Generate a Random Date**: Picks a random date within the configured startDate and endDate.
- 2. **Write to File**: Appends the generated date to a data.json file to ensure each commit has a change.
- 3. **Stage and Commit**: Stages the data.json file and creates a commit, setting the commit date to the randomly generated date.
- 4. Repeat: Continues this process until the desired number of commits has been created.
- 5. **Push to Remote**: Pushes all the locally created commits to the remote GitHub repository.

Prerequisites

- Node.js installed on your machine.
- A GitHub repository to which you have push access.

Getting Started

PROFESSEUR: M.DA ROS

Set up your Git Repository

Clone the repository or ensure you are in an existing Git repository. Set the remote origin to your GitHub repository URL.

```
# For a new project, initialize git
git init

# Set the remote origin
git remote add origin <YOUR_REPOSITORY_URL>
```

2. Install Dependencies

Install the required npm packages.

npm install jsonfile moment simple-git random

3. Configure the Script (Optional)

Open the index.js file and adjust the

The script will start creating commits locally and will push them to your remote repository upon completion.