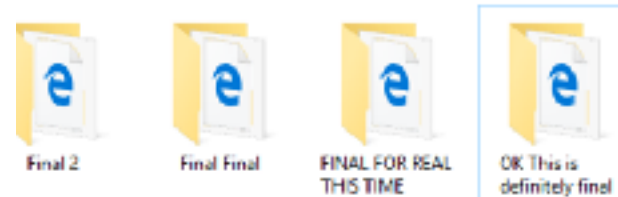


GIT: Push 'n Run

Erik Regla

GITで何？

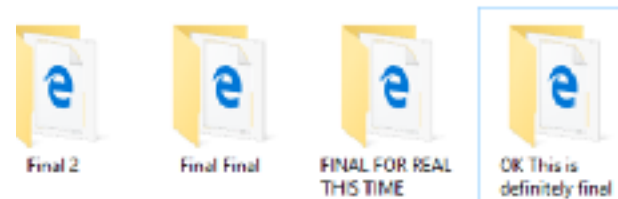
- Gitとは、分散型バージョン管理システムの一つで、もともとLinuxのソースコードを効果的に管理するために開発されました。



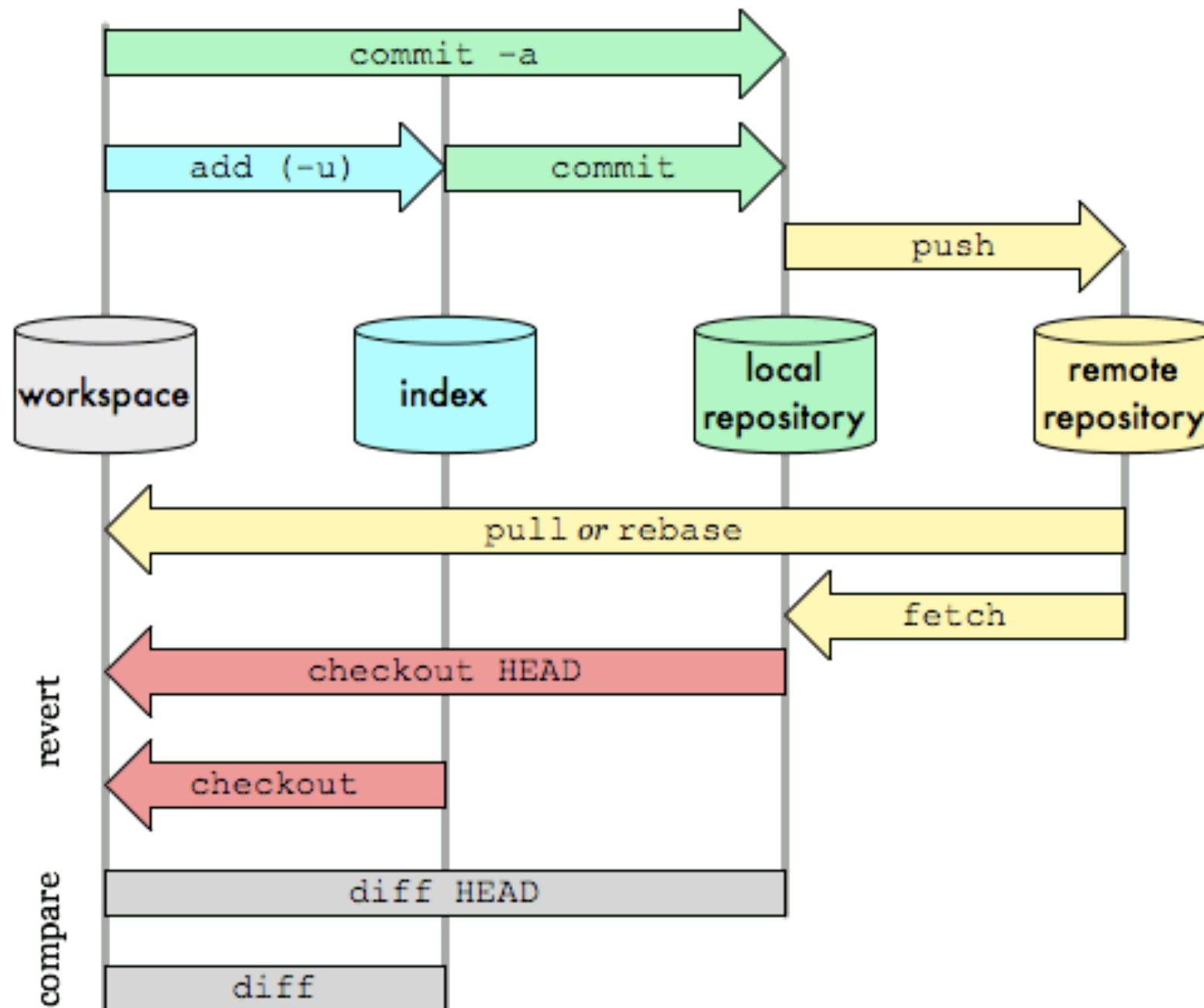
What is GIT?



- Git is a distributed version control system, originally developed to effectively manage Linux source code.



GIT Architecture Overview



Git/VersionControl basic terms

- A set of changes over the **repository tracked** files is called a **commit**.
- The users can **push** changes from the local repository onto the remote repository and **pull** changes from remote repo to local.
- Users can also **merge** contents of two commits in a single one. This is commonly used when performing **branching**, which can be seen as separate 'workspaces' for performing version control.
- Sometimes, when the commits involved in a merge operation changes the same lines or the same blocks, it's said to be a **conflict** between those two commits, because git is not able to resolve which commit has precedence on each conflicted line.

GIT/VersionControl basic commands

- **Initialise repository:** `git init`
- **track file:** `git add <file>`
- **commit:** `git commit -a -m <commit_message>`
- **clone:** `git clone <repo_address>`
- **push:** `git push`
- **pull:** `git pull`
- **create new branch:** `git checkout -b new_branch`
- **change to new branch:** `git checkout new_branch`
- **check status:** `git status`
- **merge other branch into current:** `git merge <branch_to_merge>`

Demo

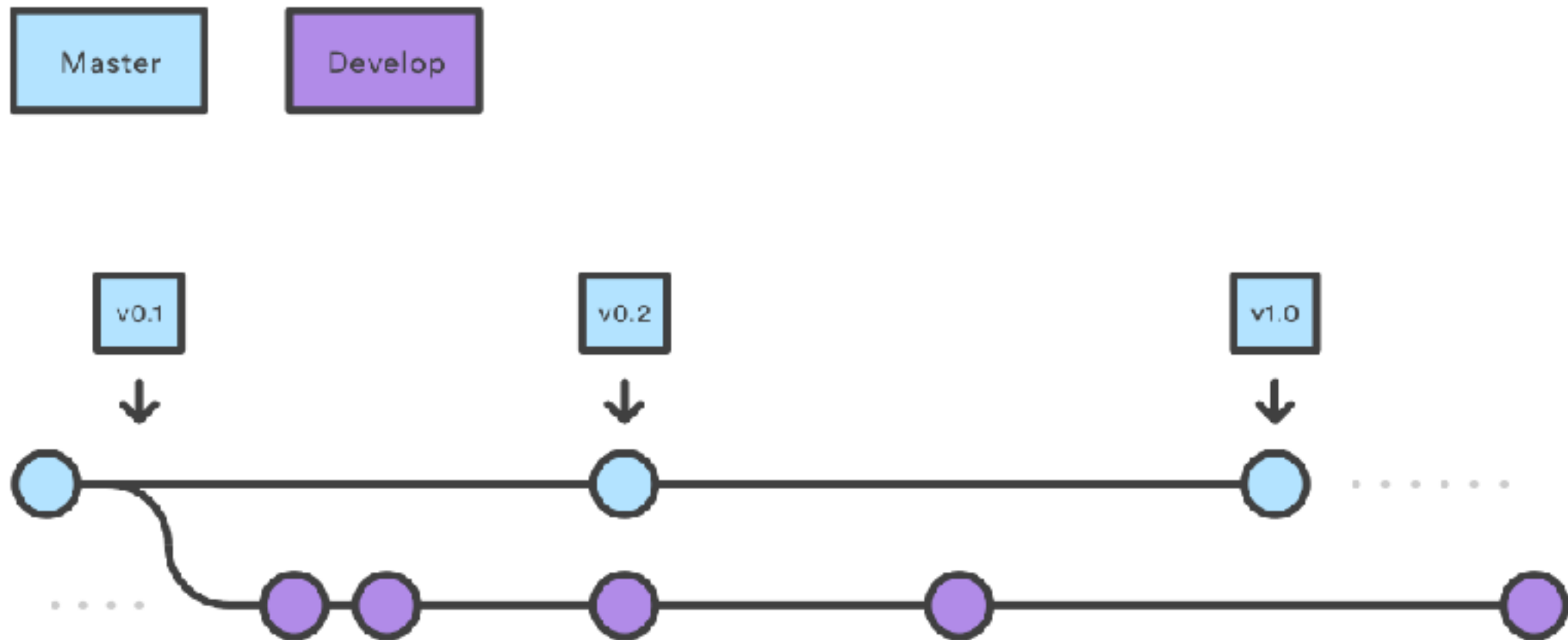
How branching is supposed to work



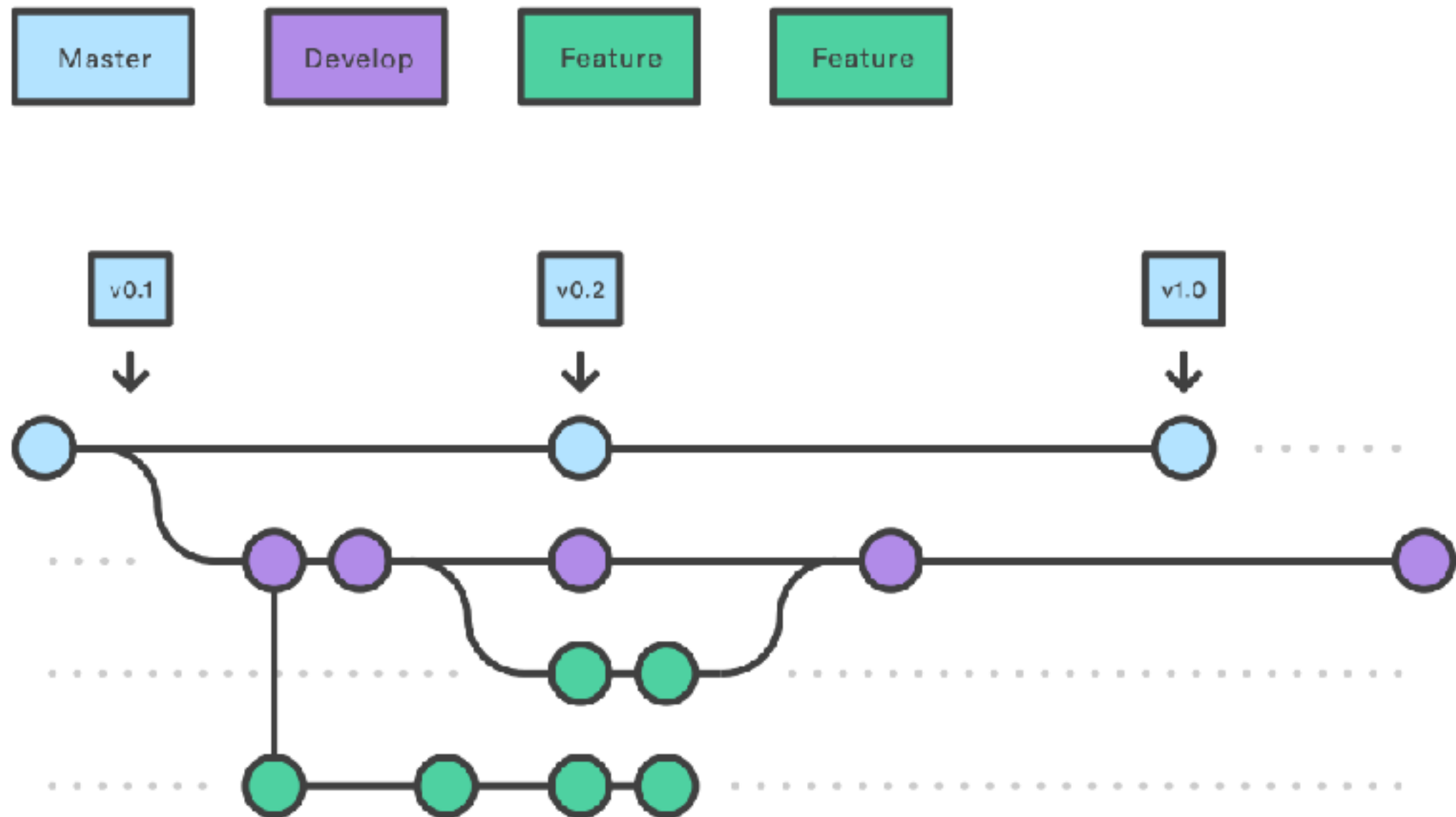
How branching works in practice



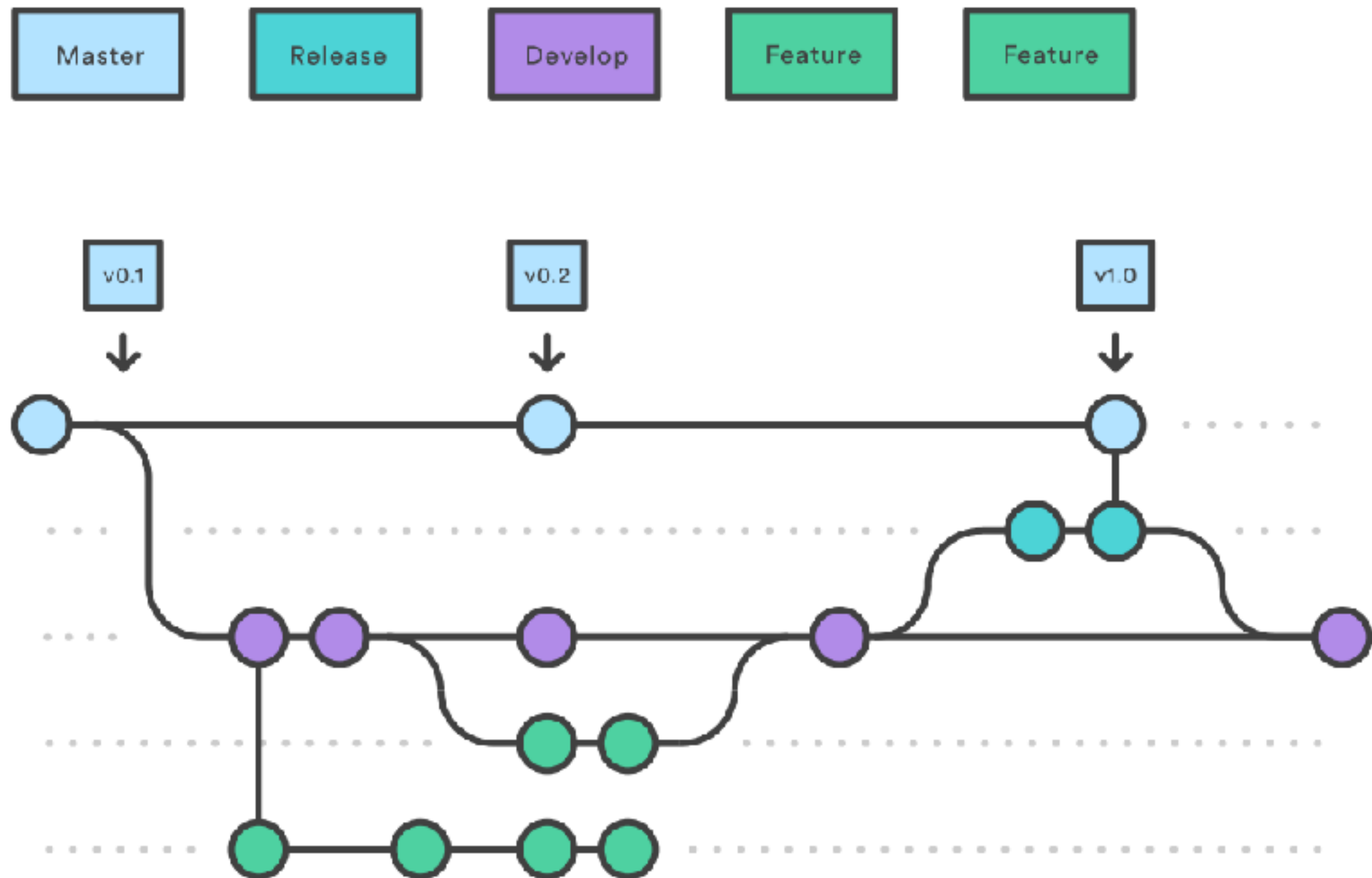
GIT-Flow: Historical Branches



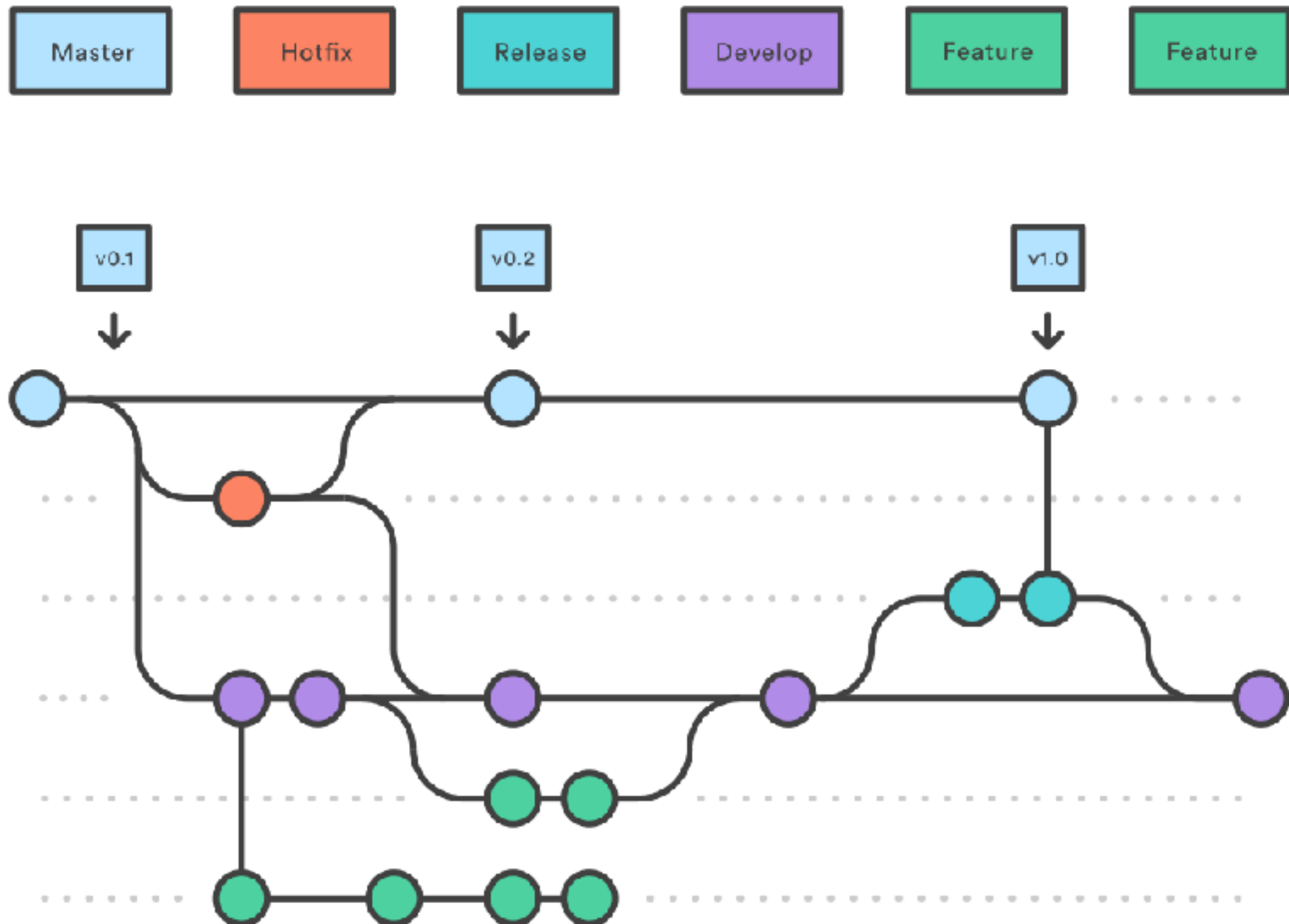
GIT-Flow: Future Branches



GIT-Flow: Release Branches



GIT-Flow: Maintenance Branches



Managing Conflicts

```
1  #include <stdio.h>
2
3  int sum(int a, int b){
4      // someone has to implement this.
5      return 0;
6  }
7
8  int main(){
9      int a = 0, b = 0;
10     printf("Ingresa a: ");
11     scanf("%d\n", &a);
12     printf("Ingresa b: ");
13     scanf("%d\n", &b);
14     int result = sum(a, b);
15     printf("Resultado a+b: %d", result);
16     return 0;
17 }
```

Managing Conflicts

```
1 #include <stdio.h>
2
3 int sum(int a, int b){
4     // someone has to implement this.
5     return 0;
6 }
7
8 int main(){
9     int a = 0, b = 0;
10    printf("Ingrese a: ");
11    scanf("%d\n", &a);
12    printf("Ingrese b: ");
13    scanf("%d\n", &b);
14    int result = sum(a, b);
15    printf("Resultado a+b: %d", result);
16    return 0;
17 }
```

master

Managing Conflicts

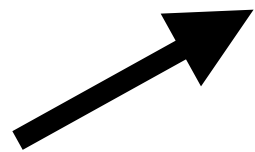
```
1 #include <stdio.h>
2
3 int sum(int a, int b){
4     // someone has to im
5     return 0;
6 }
7
8 int main(){
9     int a = 0, b = 0;
10    printf("Ingresa a: ");
11    scanf("%d\n", &a);
12    printf("Ingresa b: ");
13    scanf("%d\n", &b);
14    int result = sum(a, b);
15    printf("Resultado a+b: %d", result);
16    return 0;
17 }
```

master

```
1 #include <stdio.h>
2
3 int sum(int a, int b){
4     return a+b;
5 }
6
7 int main(){
8     int a = 0, b = 0;
9     printf("Ingresa a: ");
10    scanf("%d\n", &a);
11    printf("Ingresa b: ");
12    scanf("%d\n", &b);
13    int result = sum(a, b);
14    printf("Resultado a+b: %d", result);
15    return 0;
16 }
```

developer_1

Managing Conflicts



```
1 #include <stdio.h>
2
3 int sum(int a, int b){
4     // someone has to implement this.
5     return 0;
6 }
7
8 int main(){
9     int a = 0, b = 0;
10    printf("Ingrese a: ");
11    scanf("%d\n", &a);
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13    scanf("%d\n", &b);
14    int result = sum(a, b);
15    printf("Resultado a+b: %d", result);
16    return 0;
17 }
```

master

```
1 #include <stdio.h>
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3 int sum(int a, int b){
4     return a+b;
5 }
6
7 int main(){
8     int a = 0, b = 0;
9     printf("Ingrese a: ");
10    scanf("%d\n", &a);
11    printf("Ingrese b: ");
12    scanf("%d\n", &b);
13    int result = sum(a, b);
14    printf("Resultado a+b: %d", result);
15    return 0;
16 }
```

developer_1

Managing Conflicts

```
1 #include <stdio.h>
2
3 int sum(int a, int b){
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5     return 0;
6 }
7
8 int main(){
9     int a = 0, b = 0;
10    printf("Ingresa a: ");
11    scanf("%d\n", &a);
12    printf("Ingresa b: ");
13    scanf("%d\n", &b);
14    int result = sum(a,
15    printf("Resultado a+
16    return 0;
17 }
```

master

```
1 #include <stdio.h>
2
3 int sum(int a, int b){
4     int result = a + b;
5     return result;
6 }
7
8 int main(){
9     int a = 0, b = 0;
10    printf("Ingresa a: ");
11    scanf("%d\n", &a);
12    printf("Ingresa b: ");
13    scanf("%d\n", &b);
14    int result = sum(a, b);
15    printf("Resultado a+b: %d", result);
16    return 0;
17 }
```

developer_2

Managing Conflicts

```
1 #include <stdio.h>
2
3 int sum(int a, int b){
4     // someone has to implement this.
5     return 0;
6 }
7
8 int main(){
9     int a = 0, b = 0;
10    printf("Ingrese a: ");
11    scanf("%d\n", &a);
12    printf("Ingrese b: ");
13    scanf("%d\n", &b);
14    int result = sum(a, b);
15    printf("Resultado a+b: %d", result);
16    return 0;
17 }
```

master

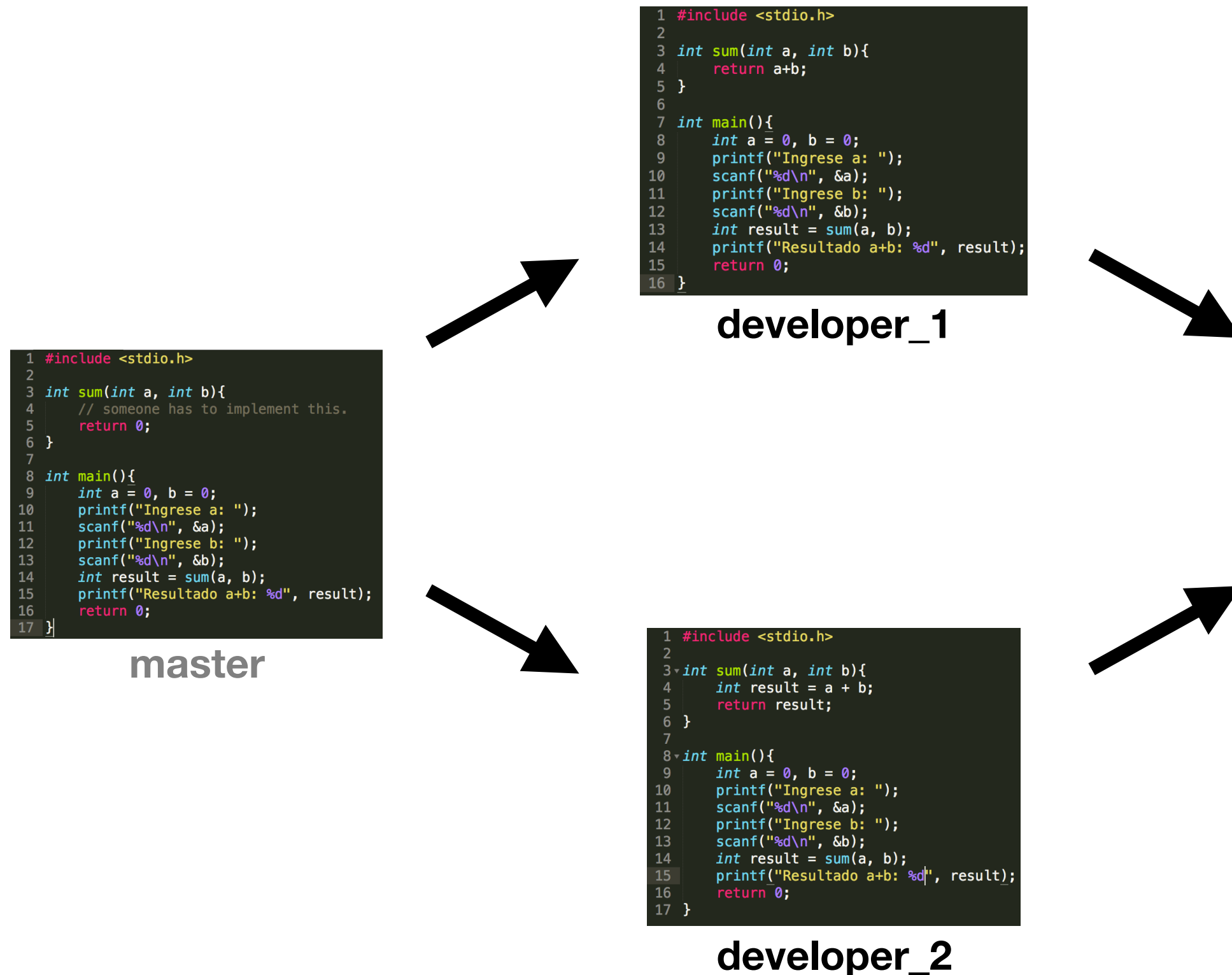
```
1 #include <stdio.h>
2
3 int sum(int a, int b){
4     return a+b;
5 }
6
7 int main(){
8     int a = 0, b = 0;
9     printf("Ingrese a: ");
10    scanf("%d\n", &a);
11    printf("Ingrese b: ");
12    scanf("%d\n", &b);
13    int result = sum(a, b);
14    printf("Resultado a+b: %d", result);
15    return 0;
16 }
```

developer_1

```
1 #include <stdio.h>
2
3 int sum(int a, int b){
4     int result = a + b;
5     return result;
6 }
7
8 int main(){
9     int a = 0, b = 0;
10    printf("Ingrese a: ");
11    scanf("%d\n", &a);
12    printf("Ingrese b: ");
13    scanf("%d\n", &b);
14    int result = sum(a, b);
15    printf("Resultado a+b: %d", result);
16    return 0;
17 }
```

developer_2

Managing Conflicts



Managing Conflicts

```
1 #include <stdio.h>
2
3 int sum(int a, int b){
4     return a+b;
5 }
6
7 int main(){
8     int a = 0, b = 0;
9     printf("Ingrese a: ");
10    scanf("%d\n", &a);
11    printf("Ingrese b: ");
```

1. kuky_nekoi@waifu: ~/Downloads/test (zsh)

kuky_nekoi@waifu > ~/Downloads/test > master > git merge developer_1

Updating f9bf74e..67433d4

Fast-forward

main.c | 3 +--

1 file changed, 1 insertion(+), 2 deletions(-)

kuky_nekoi@waifu > ~/Downloads/test > master > git merge developer_2

Auto-merging main.c

CONFLICT (content): Merge conflict in main.c

Automatic merge failed; fix conflicts and then commit the result.

x kuky_nekoi@waifu > ~/Downloads/test > master > M >

```
7
8 int main(){
9     int a = 0, b = 0;
10    printf("Ingrese a: ");
11    scanf("%d\n", &a);
12    printf("Ingrese b: ");
13    scanf("%d\n", &b);
14    int result = sum(a, b);
15    printf("Resultado a+b: %d", result);
16    return 0;
17 }
```

developer_2

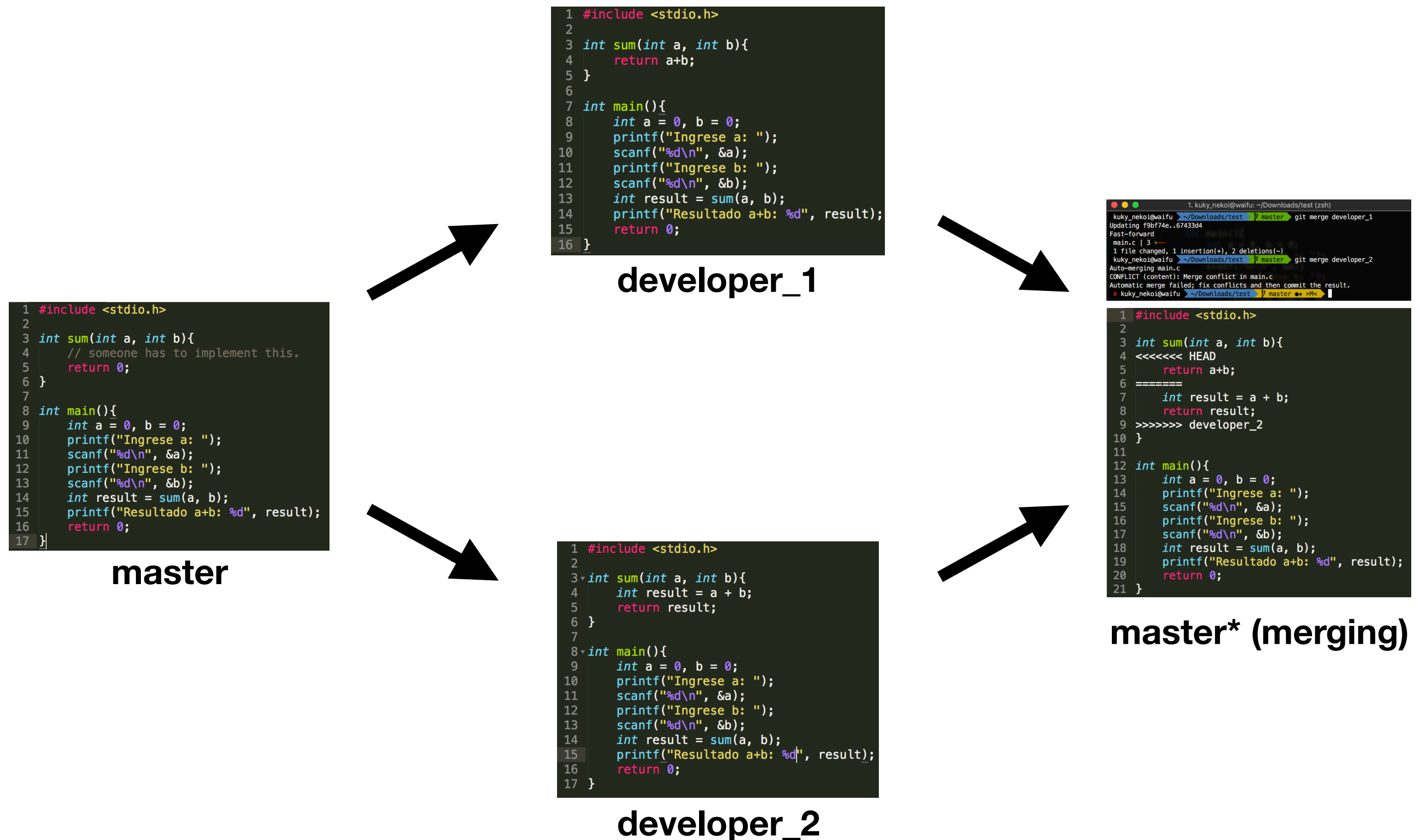
1
2
3
4
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6
7
8
9
10
11
12
13
14
15
16
17

kuky_nek
Updating
Fast-forward
main.c |
1 file c
kuky_nek
Auto-merge
CONFLICT
Automatic
x kuky_n

```
1 #include <stdio.h>
2
3 int sum(int a, int b){
4 <<<<<<< HEAD
5     return a+b;
6 =====
7     int result = a + b;
8     return result;
9 >>>>>>> developer_2
10 }
11
12 int main(){
13     int a = 0, b = 0;
14     printf("Ingresa a: ");
15     scanf("%d\n", &a);
16     printf("Ingresa b: ");
17     scanf("%d\n", &b);
18     int result = sum(a, b);
19     printf("Resultado a+b: %d", result);
20     return 0;
21 }
```

developer_2

Managing Conflicts



Managing Conflicts



Managing Conflicts

head

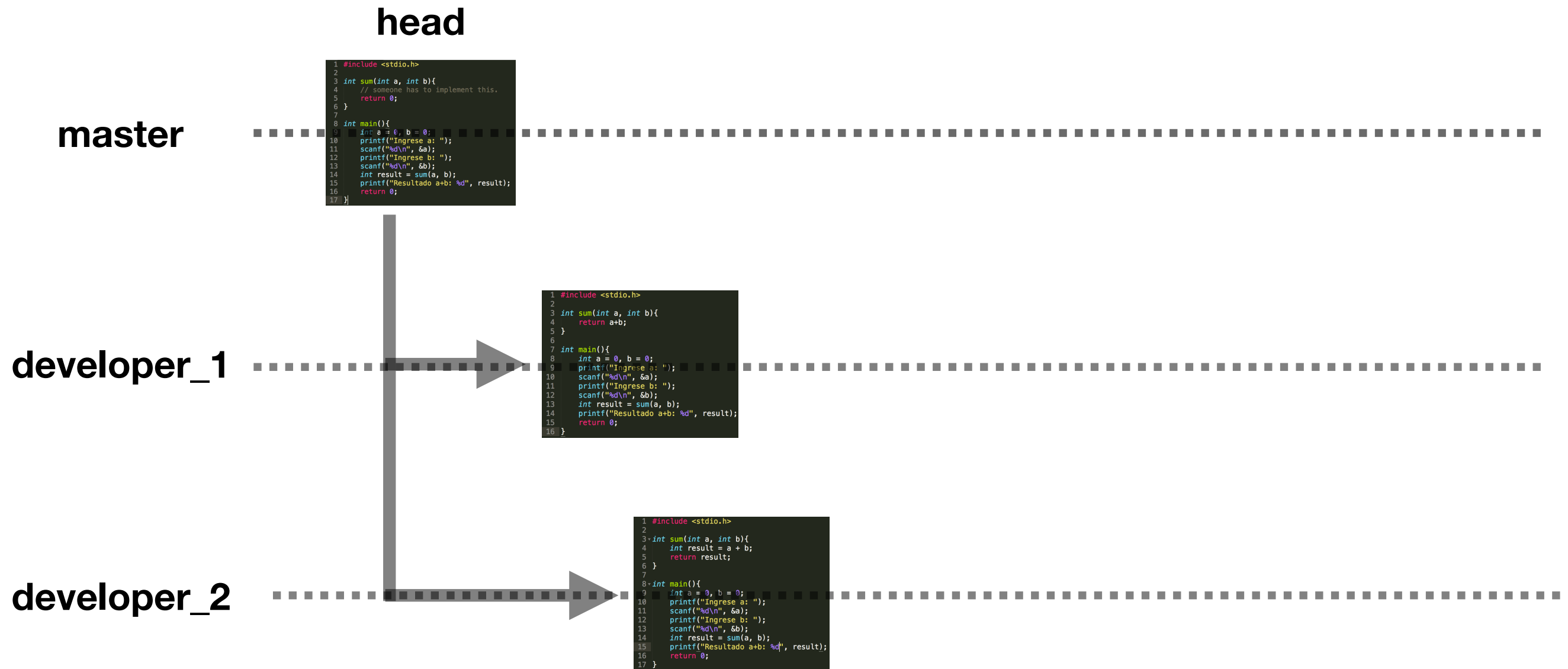
master

```
1 #include <stdio.h>
2
3 int sum(int a, int b){
4     // someone has to implement this.
5     return 0;
6 }
7
8 int main(){
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```

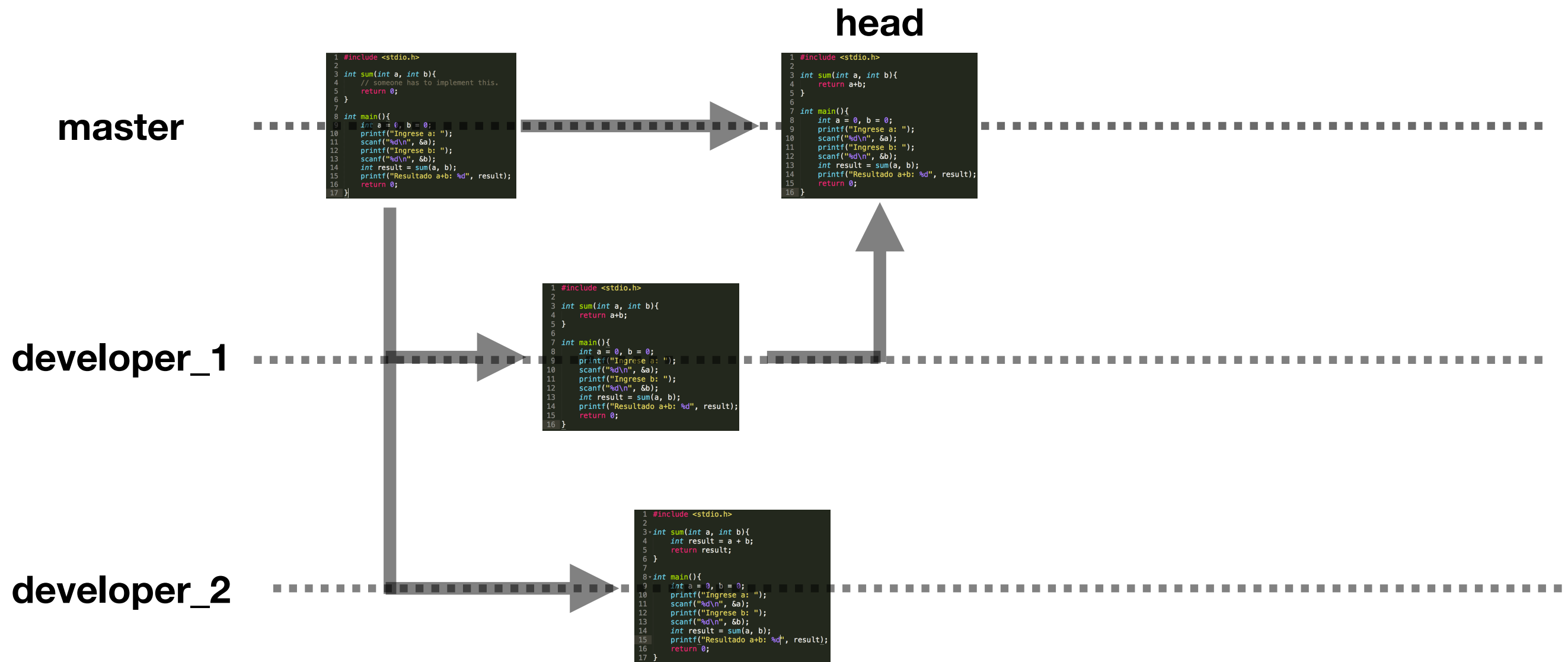
Managing Conflicts



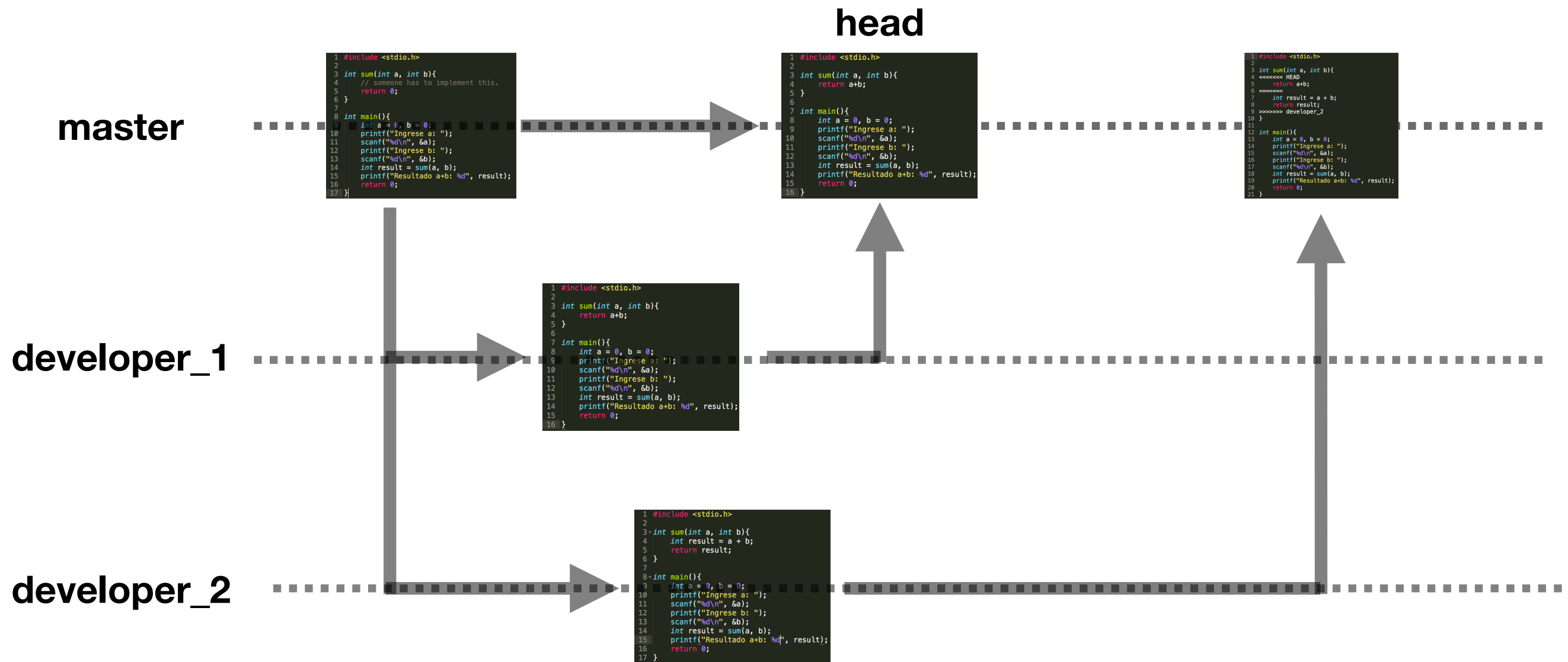
Managing Conflicts



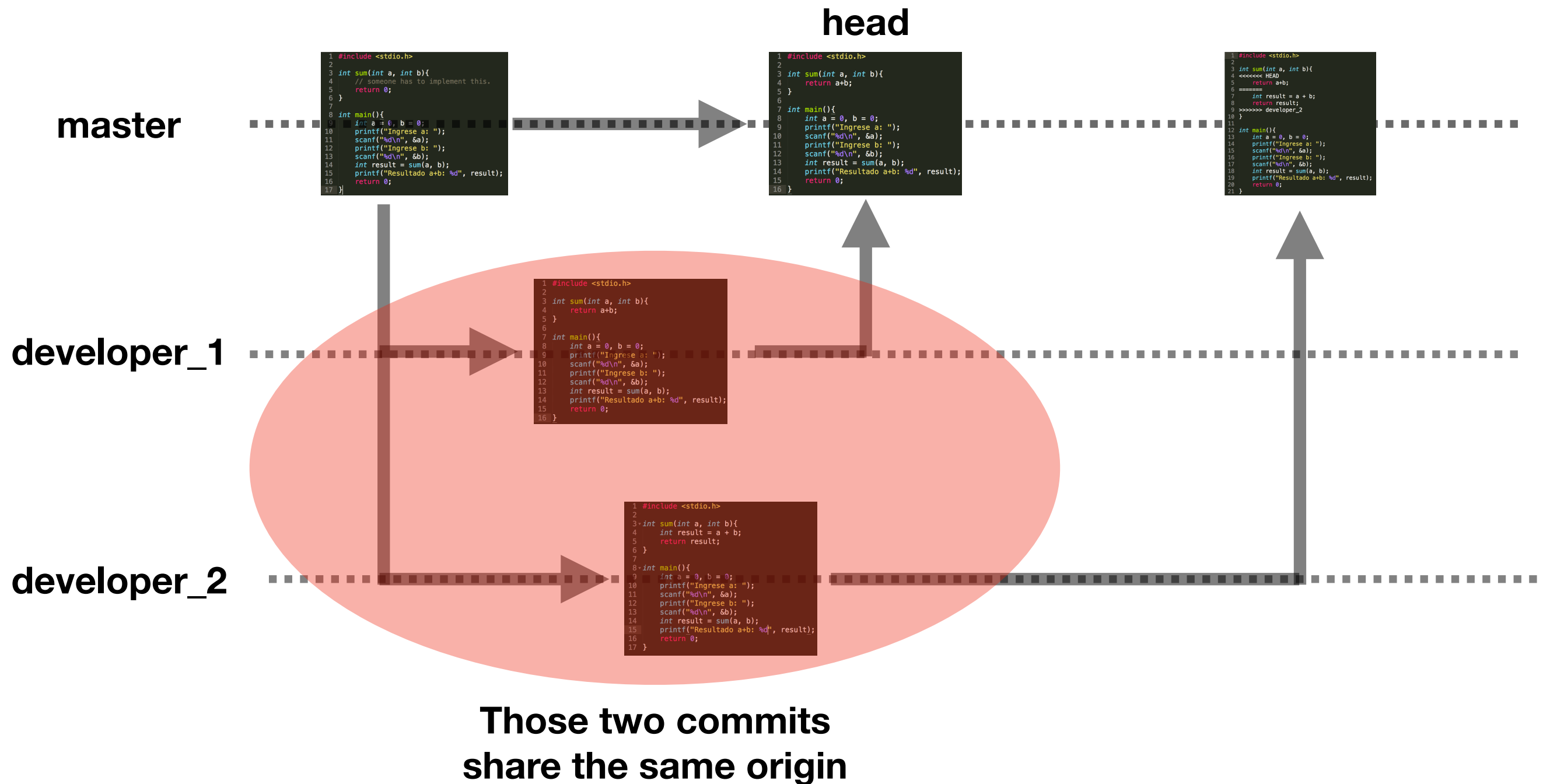
Managing Conflicts




Managing Conflicts




Managing Conflicts



Pull request

 This repository Search Pull requests Issues Marketplace Explore


 **KukyNekoi / Sistema_Asignacion_Salas** Private
forked from sod20/Sistema_Asignacion_Salas

Unwatch 4 Star 0 Fork 1

Code Pull requests 0 Projects 0 Wiki Insights Settings


Filters Is:open Is:pr author:KukyNekoi Labels Milestones New pull request

Clear current search query, filters, and sorts




Welcome to Pull Requests!




Pull requests help you collaborate on code with other people. As pull requests are created, they'll appear here in a searchable and filterable list. To get started, you should [create a pull request](#).

 **ProTip!** Ears burning? Get [@KukyNekoi](#) mentions with [mentions:KukyNekoi](#).

Pull request

 This repository

[Pull requests](#) [Issues](#) [Marketplace](#) [Explore](#)


[sod20 / Sistema_Asignacion_Salas](#) [Private](#)

[Unwatch](#) 5 [Star](#) 0 [Fork](#) 1

[Code](#) [Issues 1](#) [Pull requests 0](#) [Projects 0](#) [Wiki](#) [Insights](#)

Comparing changes

Choose two branches to see what's changed or to start a new pull request. If you need to, you can also [compare across forks](#).

 base fork: [sod20/Sistema_Asignacion_Salas](#)


base: [CRUDs](#)

...

head fork: [KukyNekoi/Sistema_Asignacion_Salas](#)

compare: [master](#)

✓ **Able to merge.** These branches can be automatically merged.


[Create pull request](#) Discuss and review the changes in this comparison with others. 


2 commits

8 files changed

0 commit comments


1 contributor

 Commits on Jul 12, 2017

 [KukyNekoi](#)

Agregado soporte de roles. Pendiente CRUD usuarios y roles (en caso d...

e6a8e42


 [KukyNekoi](#)


Merge branch 'master' of github.com:sod20/Sistema_Asignacion_Salas

bac6462

Showing 8 changed files with 235 additions and 18 deletions.

[Unified](#) [Split](#)

117  [Aplicacion_de_Escritorio/SistemaAsignacionSalas/src/Model/Usuario.java](#)

[View](#) 

... @ -0,0 +1,117 @@

Pull request

The screenshot shows a GitHub pull request interface. At the top, the repository name is 'sod20 / Sistema_Asignacion_Salas' with a 'Private' label. Navigation tabs include 'Code', 'Issues 1', 'Pull requests 0' (which is highlighted), 'Projects 0', 'Wiki', and 'Insights'. The pull request title is 'Crud cursos ui #19'. A status bar indicates it is 'Merged' by 'rjerez1992' on Jul 12, merging 2 commits into 'master' from 'CRUD_cursos_UI'. Below this, a summary shows 'Conversation 1', 'Commits 2', and 'Files changed 6' with a net change of '+307 -8'. The main content area shows a conversation between 'feherrera' and 'rjerez1992'. 'feherrera' commented on Jul 12: 'Toqué el cursocontroller en el servidor, hay que reemplazar por lo de erik. Modifiqué las vistas correspondientes... Funciona solo con amor... no comprueba que la entrada sea correcta.' Below this, 'feherrera' added two commits on Jul 12: 'Delete method in server for Curso' (commit b8f0d2f) and 'CRUD Curso' (commit 6491d2c). 'rjerez1992' commented on Jul 12: 'Voy a agregar lo tuyo y reemplazar tus cosas por lo del erik, así que vuelve a revisar la funcionalidad que implementaste para que se adapte a los nuevos cambios @feherrera <3'. At the bottom, a final status shows 'rjerez1992 merged commit c85b7e0 into master on Jul 12' with a 'Revert' button. On the right side, there are sections for 'Reviewers' (No reviews—request one), 'Assignees' (No one—assign yourself), 'Labels' (None yet), 'Projects' (None yet), 'Milestone' (No milestone), and 'Notifications'.

This repository Search Pull requests Issues Marketplace Explore

sod20 / Sistema_Asignacion_Salas Private Unwatch 5 Star 0 Fork 1

Code Issues 1 Pull requests 0 Projects 0 Wiki Insights

Crud cursos ui #19

Edit

Merged rjerez1992 merged 2 commits into master from CRUD_cursos_UI on Jul 12

Conversation 1 Commits 2 Files changed 6 +307 -8

feherrera commented on Jul 12

Toqué el cursocontroller en el servidor, hay que reemplazar por lo de erik.
Modifiqué las vistas correspondientes...
Funciona solo con amor... no comprueba que la entrada sea correcta.

feherrera added some commits on Jul 12

- Delete method in server for Curso b8f0d2f
- CRUD Curso 6491d2c

rjerez1992 commented on Jul 12

Voy a agregar lo tuyo y reemplazar tus cosas por lo del erik, así que vuelve a revisar la funcionalidad que implementaste para que se adapte a los nuevos cambios @feherrera <3

rjerez1992 merged commit c85b7e0 into master on Jul 12 Revert

Reviewers
No reviews—request one

Assignees
No one—assign yourself

Labels
None yet

Projects
None yet

Milestone
No milestone

Notifications

Pull request



Modifiqué las vistas correspondientes...

Funciona solo con amor... no comprueba que la entrada sea correcta.

feherrera added some commits on Jul 12

- Delete method in server for Curso bb1fd2f
- CRUD Curso 5491d2c



rjerez1992 commented on Jul 12

Voy a agregar lo tuyo y reemplazar tus cosas por lo del erik, así que vuelve a revisar la funcionalidad que implementaste para que se adapte a los nuevos cambios @feherrera <3



rjerez1992 merged commit `c85b7e0` into `master` on Jul 12 Revert



Pull request successfully merged and closed

You're all set—the `CRUD_courses_UI` branch can be safely deleted. Delete branch



Write

Preview

AA B I
 << >> ↺
 ⋮ ⋮ ✓
 ↶ @ 📌

Leave a comment

Attach files by dragging & dropping or [selecting them](#).

Styling with Markdown is supported Comment

Assignees

No one—assign yourself

Labels

None yet

Projects

None yet

Milestone

No milestone

Notifications

Unsubscribe

You're receiving notifications because you're subscribed to this repository.

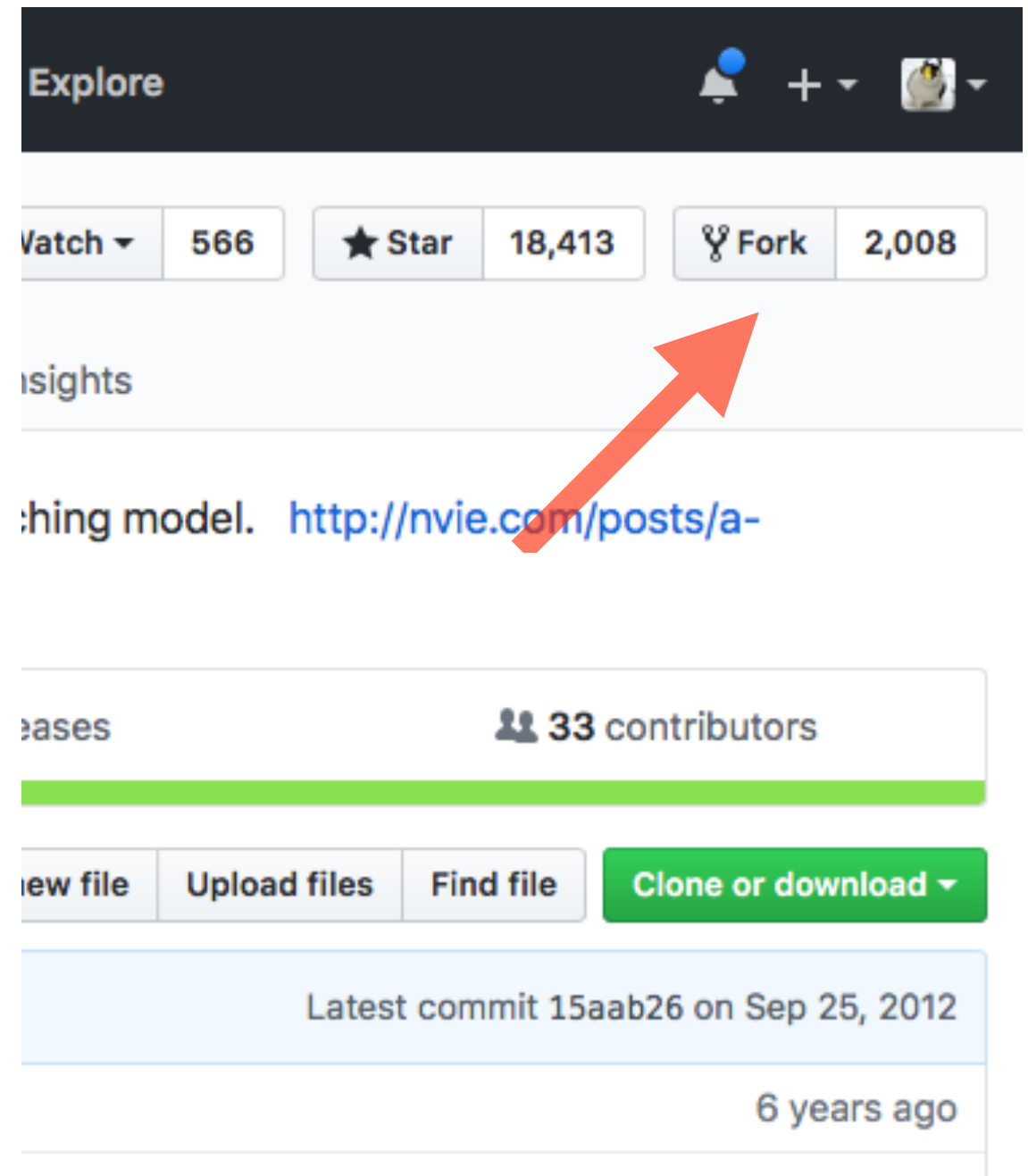
2 participants




Lock conversation

Forking repos

- Forks serve as a way to "remotely clone a repository".
- As they are "clones" of the original repo, users can also initiate "pull requests" from the forked repo to the original one.
- There is also a branching model for users who prefer forks to branches: **Forking Workflow.**



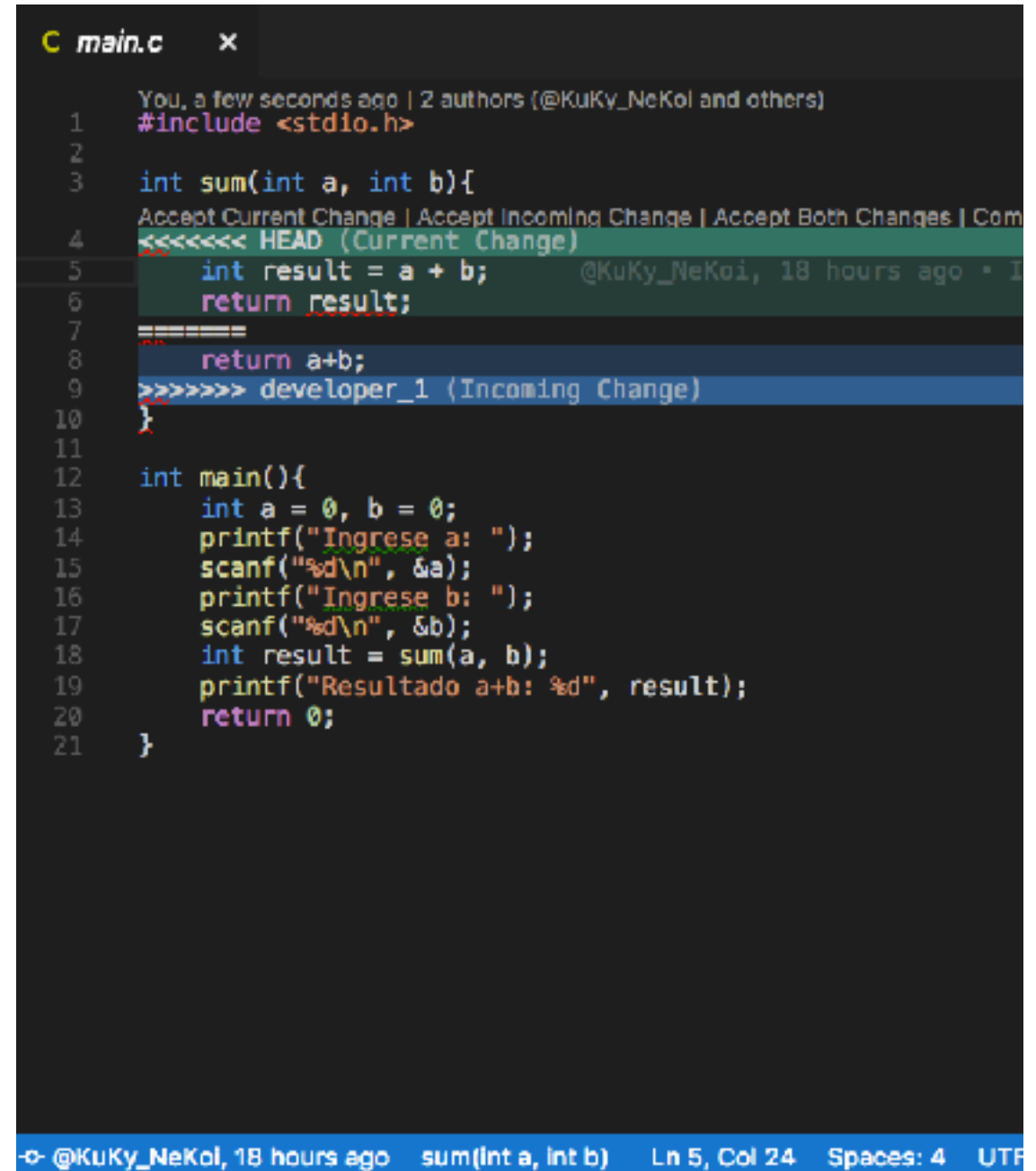
GIT Blame

- GIT also allows to track which person changed which line at a given moment (or to summarize all the changes).
- `git-blame` rarely gives useful results with this command, so `git-log` is preferred instead.

```
6fca5b2 IgKuky_NeKoi 2017-09-03 05:41:53 -0300 1) #ifndef FIFTH_C_
6fca5b2 IgKuky_NeKoi 2017-09-03 05:41:53 -0300 2) #define FIFTH_C_
6fca5b2 IgKuky_NeKoi 2017-09-03 05:41:53 -0300 3)
ac697d57 IgKuky_NeKoi 2017-09-03 23:37:17 -0300 4) #include "../include/element.h"
c2dae1ba IgKuky_NeKoi 2017-09-03 21:43:54 -0300 5) #include <assert.h>
bed520e1 IgKuky_NeKoi 2017-09-04 00:36:07 -0300 6) #include <math.h>
1de95373 IgKuky_NeKoi 2017-09-03 22:34:10 -0300 7) #include <stdbool.h>
c2dae1ba IgKuky_NeKoi 2017-09-03 21:43:54 -0300 8) /*
c2dae1ba IgKuky_NeKoi 2017-09-03 21:43:54 -0300 9) * This implementation assumes that all elements are
c2dae1ba IgKuky_NeKoi 2017-09-03 21:43:54 -0300 10) * instances. While is true that there is a small p
c2dae1ba IgKuky_NeKoi 2017-09-03 21:43:54 -0300 11) * an extra indirection level, it should not be not
c2dae1ba IgKuky_NeKoi 2017-09-03 21:43:54 -0300 12) */
86096090 [Not Committed Yet] 2017-10-10 17:52:26 -0300 13) /**
86096090 [Not Committed Yet] 2017-10-10 17:52:26 -0300 14) * @brief Initialises an element
86096090 [Not Committed Yet] 2017-10-10 17:52:26 -0300 15) * @note An element is a n-dimensional ve
86096090 [Not Committed Yet] 2017-10-10 17:52:26 -0300 16) * @param element: memory pointer to the
86096090 [Not Committed Yet] 2017-10-10 17:52:26 -0300 17) * @param dim: the n-dimensions
86096090 [Not Committed Yet] 2017-10-10 17:52:26 -0300 18) * @retval None
86096090 [Not Committed Yet] 2017-10-10 17:52:26 -0300 19) */
c2dae1ba IgKuky_NeKoi 2017-09-03 21:43:54 -0300 20) void element_init(element_t *element, size_t dim){
c2dae1ba IgKuky_NeKoi 2017-09-03 21:43:54 -0300 21) element->dim = dim;
c2dae1ba IgKuky_NeKoi 2017-09-03 21:43:54 -0300 22) element->data = malloc(sizeof(double) * dim);
6fca5b2 IgKuky_NeKoi 2017-09-03 05:41:53 -0300 23) return;
6fca5b2 IgKuky_NeKoi 2017-09-03 05:41:53 -0300 24) }
c2dae1ba IgKuky_NeKoi 2017-09-03 21:43:54 -0300 25)
86096090 [Not Committed Yet] 2017-10-10 17:52:26 -0300 26)
86096090 [Not Committed Yet] 2017-10-10 17:52:26 -0300 27) /**
86096090 [Not Committed Yet] 2017-10-10 17:52:26 -0300 28) * @brief Checks the memory bounds for a e
86096090 [Not Committed Yet] 2017-10-10 17:52:26 -0300 29) * @note uses the dimension to check the
86096090 [Not Committed Yet] 2017-10-10 17:52:26 -0300 30) * @param *element: the element
86096090 [Not Committed Yet] 2017-10-10 17:52:26 -0300 31) * @param index: position to be checked
86096090 [Not Committed Yet] 2017-10-10 17:52:26 -0300 32) * @retval true if the memory address is va
86096090 [Not Committed Yet] 2017-10-10 17:52:26 -0300 33) */
1de95373 IgKuky_NeKoi 2017-09-03 22:34:10 -0300 34) inline bool _element_checkbounds(element_t *element
bed520e1 IgKuky_NeKoi 2017-09-04 00:36:07 -0300 35) return index >= 0 && index < element->dim;
6fca5b2 IgKuky_NeKoi 2017-09-03 05:41:53 -0300 36) }
c2dae1ba IgKuky_NeKoi 2017-09-03 21:43:54 -0300 37)
86096090 [Not Committed Yet] 2017-10-10 17:52:26 -0300 38) /**
86096090 [Not Committed Yet] 2017-10-10 17:52:26 -0300 39) * @brief Gets the i-th element (of the da
86096090 [Not Committed Yet] 2017-10-10 17:52:26 -0300 40) * @note Should be inlined
86096090 [Not Committed Yet] 2017-10-10 17:52:26 -0300 41) * @param *element: the vector to query
86096090 [Not Committed Yet] 2017-10-10 17:52:26 -0300 42) * @param index: the i-th position, starti
86096090 [Not Committed Yet] 2017-10-10 17:52:26 -0300 43) * @retval a copy the i-th position value
86096090 [Not Committed Yet] 2017-10-10 17:52:26 -0300 44) */
bed520e1 IgKuky_NeKoi 2017-09-04 00:36:07 -0300 45) double element_get(element_t *element, size_t index
1de95373 IgKuky_NeKoi 2017-09-03 22:34:10 -0300 46) assert(_element_checkbounds(element, index) /*
c2dae1ba IgKuky_NeKoi 2017-09-03 21:43:54 -0300 47) return element->data[index];
6fca5b2 IgKuky_NeKoi 2017-09-03 05:41:53 -0300 48) }
```


Useful tools

- **Visual Studio Code:** Has native integration with git tools as well as many useful plugins like git-lens which allow seamless integration with many git tools (like blame). It also identifies merge operations on the way allowing quick conflict resolution.
- Free
- Opensource

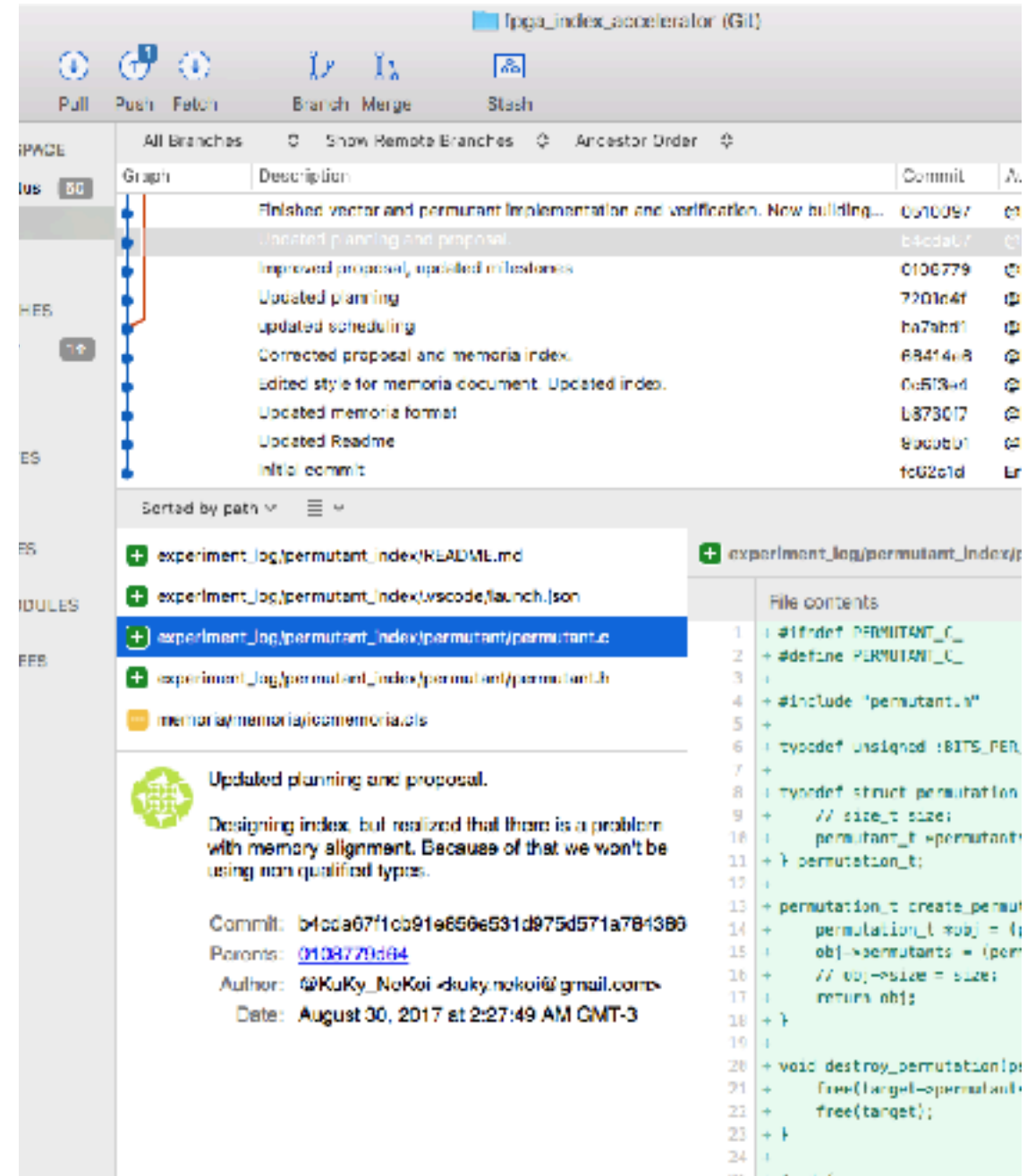


```
C main.c x
You, a few seconds ago | 2 authors (@KuKy_NeKoi and others)
1  #include <stdio.h>
2
3  int sum(int a, int b){
4      Accept Current Change | Accept Incoming Change | Accept Both Changes | Com
5      <<<<<< HEAD (Current Change)
6          int result = a + b;      @KuKy_NeKoi, 18 hours ago • I
7          return result;
8          =====
9          return a+b;
10     >>>>>> developer_1 (Incoming Change)
11 }
12
13 int main(){
14     int a = 0, b = 0;
15     printf("Ingrese a: ");
16     scanf("%d\n", &a);
17     printf("Ingrese b: ");
18     scanf("%d\n", &b);
19     int result = sum(a, b);
20     printf("Resultado a+b: %d", result);
21     return 0;
22 }
```

@KuKy_NeKoi, 18 hours ago sum(int a, int b) Ln 5, Col 24 Spaces: 4 UTF

Useful tools

- **SourceTree:** Graphical frontend for GIT. Offers support for the entire workflow process, graphical inspectors and support for external diff tools.
- Free
- Proprietary



Useful tools

- **BFG:** The BFG is a simpler, faster alternative to `git-filter-branch` for cleansing bad data out of your Git repository history
- In simple, it helps you to remove data from the entire git history, like sensitive data (passwords?) or big files (usually trash).
- Free and opensource.



The screenshot shows the GitHub repository page for 'BFG Repo-Cleaner'. The header is a blue box with the title 'BFG Repo-Cleaner' in white, followed by a description: 'Removes large or troublesome blobs like git-filter-branch does, but faster. And written in Scala'. Below this is a code block showing the command: `$ bfg --strip-blobs-bigger-than 100M --replace-text banned.txt repo.git`. The main content area has a heading 'an alternative to git-filter-branch' and a paragraph explaining that the BFG is a simpler, faster alternative to `git-filter-branch` for cleansing bad data out of repository history. It lists two bullet points: 'Removing Crazy Big Files' and 'Removing Passwords, Credentials & other Private data'. A paragraph then compares the BFG to `git-filter-branch`, stating that the BFG is much better for the tasks above because:

- **Faster**: 10 - 720x faster
- **Simpler**: The BFG isn't particularly clever, but is focused on making the above tasks easier
- **Beautiful**: If you need to, you can use the beautiful Scala language to customise the BFG. It has got to be better than Bash scripting at least some of the time.

Exercise

Let's build a small console LED Display simulator. This display has to show a certain pattern using a dot-like display and has to scroll smoothly on the screen.

At high level, the features to be developed can be summarized as follows:

- Scroll a sequence of characters.
- Generate the character sequence to scroll using a text.
- Retrieve terminal dimensions on the fly.
- Read and write files for sequences.
- Load and run sequences on the program.

Steps to follow:

- Create an account on <https://github.com>
- Form teams with 4-5 people each.
- Decide which feature your team will work on. Define which one will be the gitmaster of your team.
- Remember to *ask* your gitmaster to integrate your code using *pull requests*. Do not attempt to overwrite others work.



This repository

Search

Pull requests

Issues

Marketplace

Explore



KukyNekoi / push-n-run

Unwatch

1

Star

0

Fork

0

Code

Issues 0

Pull requests 0

Projects 0

Wiki

Insights

Settings

Resources for a introduction to git, presented at UTalca 2017-2

Edit

Add topics

2 commits

1 branch

0 releases

1 contributor

Branch: master

New pull request

Create new file

Upload files

Find file

Clone or download



KukyNekoi Initial commit

Latest commit b57cb03 a minute ago



conflict_example

Initial commit

a minute ago



GIT-push_n_run.key

Initial commit

a minute ago



README.md

Initial commit

a minute ago



accurate_description.jpg

Initial commit

a minute ago



README.md

Git: Push 'n Run

Here is the material for the short-workshop on GIT/VersionControl performed at UTalca 2017.2.

<https://github.com/KukyNekoi/push-n-run>

thx :3