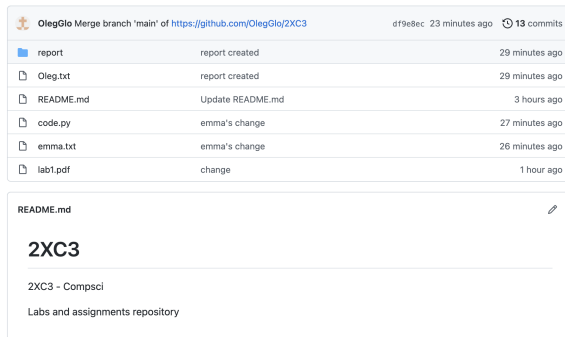# 2XC3 - Lab 1 Report

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1 Git Setup

The group began by setting up out github accounts and the repository. The visibility was set to private to comply with McMaster's code of conduct.

Both of us has access to the repository. We choose to work with github directly thorough our VSCode IDE since it fully integrates git commands and simplifies the workflow.

2 Git commands

Here we fucked around more resulting in the shit you see below

Write up revert and reset

and

The

other

things

Merge demo
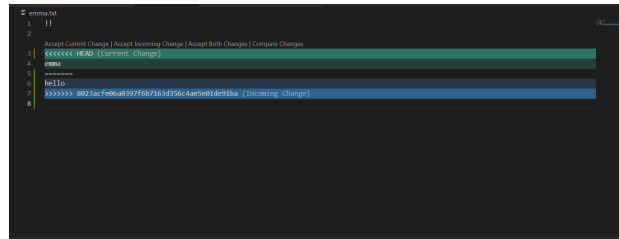
3 Code.py

Both group member's code is provided below. After consulting we decided to combine both of ours solution into the final product in the file code.py not provided here.

Oleg's version:

```python
def are_valid_groups(groups, studentNum):

    length = len(studentNum)
    count = 0

    for group in groups:
        count = 0
        for students in studentNum:
            if (group.count(students) == 0):
                break
            if (group.count(students) == 1):
                count += 1

        if count == length:
            return True

    return False

print(are_valid_groups(groups, studentNum))
```

4   Player vs Adversary

Let the games begin