BUILDING GIT REPOSITORY AND PUSHING TO THE GITHUB FROM SCRATCH STEP BY STEP:

Step1:

Before starting any Git operations, make sure you have made the new folder at the desired location where you will perform all the Git related operations.

Here, in this case we are trying to make the folder in the (C:\Users\hp) name flutter_projects_git as shown in the below screenshot.

```
hp@Pranjal MINGW64 /
$ cd

hp@Pranjal MINGW64 ~
$ cd C:\Users\hp
bash: cd: C:Usershp: No such file or directory

hp@Pranjal MINGW64 ~
$ cd C:/Users/hp

hp@Pranjal MINGW64 ~
$ mkdir flutter_projects
mkdir: cannot create directory 'flutter_projects': File exists

hp@Pranjal MINGW64 ~
$ mkdir flutter_projects_git

hp@Pranjal MINGW64 ~
$ cd C:/Users/hp/flutter_projects_git
```

Step2: Once the directory has been set in the desired location,

The use command: git init as shown below:

```
hp@Pranjal MINGW64 ~/flutter_projects_git
$ git init
Initialized empty Git repository in C:/Users/hp/flutter_projects_git/.git/
```

The complete screenshot is attached below:

```
hp@Pranjal MINGW64 /
$ cd

hp@Pranjal MINGW64 ~
$ cd C:\Users\hp
bash: cd: C:Usershp: No such file or directory

hp@Pranjal MINGW64 ~
$ cd C:/Users/hp

hp@Pranjal MINGW64 ~
$ mkdir flutter_projects
mkdir: cannot create directory 'flutter_projects': File exists

hp@Pranjal MINGW64 ~
$ mkdir flutter_projects_git

hp@Pranjal MINGW64 ~
$ cd C:/Users/hp/flutter_projects_git

hp@Pranjal MINGW64 ~/flutter_projects_git
$ git init
Initialized empty Git repository in C:/Users/hp/flutter_projects_git/.git/

hp@Pranjal MINGW64 ~/flutter_projects_git (master)
$ git status
On branch master
```

Step3:

Now use the command git status in order to know which branch the git is pointing

```
hp@Pranjal MINGW64 ~/flutter_projects_git (master)
$ git status
On branch master

No commits yet

Untracked files:
  (use "git add <file>..." to include in what will be committed)
        dice_app/

nothing added to commit but untracked files present (use "git add" to track)
```

Step4:

Now after that use command git add <File Name> .Now here, we want to add dice_app so we will be writing dice_app in place of <File Name> as shown below:

git add dice_app

```
hp@Pranjal MINGW64 ~/flutter_projects_git (master)
$ git add dice_app
warning: LF will be replaced by CRLF in dice_app/.metadata.
The file will have its original line endings in your working directory
warning: LF will be replaced by CRLF in dice_app/android/app/src/main/res/drawab
le/ic_launcher_background.xml.
The file will have its original line endings in your working directory
warning: LF will be replaced by CRLF in dice_app/android/app/src/main/res/drawab
le/launch_background.xml.
The file will have its original line endings in your working directory
warning: LF will be replaced by CRLF in dice_app/android/app/src/main/res/mipmap
-anydpi-v26/ic_launcher.xml.
The file will have its original line endings in your working directory
warning: LF will be replaced by CRLF in dice_app/android/app/src/main/res/mipmap
-anydpi-v26/ic_launcher_round.xml.
The file will have its original line endings in your working directory
warning: LF will be replaced by CRLF in dice_app/android/app/src/main/res/values
/styles.xml.
The file will have its original line endings in your working directory
```

Step 5:

Now after git add, use command ==git commit -m "Message"== as shown below:

==git commit -m "Project for setState Concept==

```
hp@Pranjal MINGW64 ~/flutter_projects_git (master)
$ git commit -m "Project for setState Concept"
[master (root-commit) 8af234b] Project for setState Concept
 100 files changed, 1824 insertions(+)
 create mode 100644 dice_app/.gitignore
 create mode 100644 dice_app/.metadata
 create mode 100644 dice_app/README.md
 create mode 100644 dice_app/analysis_options.yaml
 create mode 100644 dice_app/android/.gitignore
 create mode 100644 dice_app/android/app/build.gradle
 create mode 100644 dice_app/android/app/src/debug/AndroidManifest.xml
 create mode 100644 dice_app/android/app/src/main/AndroidManifest.xml
 create mode 100644 dice_app/android/app/src/main/kotlin/com/example/dice_app/Ma
inActivity.kt
 create mode 100644 dice_app/android/app/src/main/res/drawable-v21/launch_backgr
ound.xml
 create mode 100644 dice_app/android/app/src/main/res/drawable/ic_launcher_backg
round.xml
 create mode 100644 dice_app/android/app/src/main/res/drawable/launch_background
.xml
 create mode 100644 dice_app/android/app/src/main/res/mipmap-anydpi-v26/ic_launc
her.xml
```

Step 6:

Now here we want to add the files to the ==Main== branch not in the ==master== branch

So we have added one additional command:

==git branch -M main==

```
   create mode 100644 dice_app/test/widget_test.dart
hp@Pranjal MINGW64 ~/flutter_projects_git (master)
$ git branch -M main
```

==Note: if we want to push the files to the master branch then for that we don't have to follow this step.==

Step 7:==(From here we are pushing our code to the remote repository git server(github):==

For pushing the code to the server(github), the repository has to be created in github.

==git remote add origin "url link"==

Here url link = https://github.com/Pranjalmehrotra/flutter_projects

```
hp@Pranjal MINGW64 ~/flutter_projects_git (master)
$ git branch -M main

hp@Pranjal MINGW64 ~/flutter_projects_git (main)
$ git remote add origin https://github.com/Pranjalmehrotra/flutter_projects.git
```

Step 8:

Case 1 : If we want to add to main branch:

 Add the command : ==git push -u origin main==

```
$ git remote add origin https://github.com/Pranjalmehrotra/f

hp@Pranjal MINGW64 ~/flutter_projects_git (main)
$ git push -u origin main
Enumerating objects: 118, done.
Counting objects: 100% (118/118), done.
Delta compression using up to 8 threads
Compressing objects: 100% (103/103), done.
Writing objects: 100% (118/118), 221.29 KiB | 12.29 MiB/s, d
Total 118 (delta 8), reused 0 (delta 0), pack-reused 0
```

Case 2 :If we want to push to master branch:

Add the command : git push -u origin master