

```
E:\souvik\pickleball3\PickleBall> git branch
main
* souvik
```

```
E:\souvik\pickleball3\PickleBall> git checkout souvik
Already on 'souvik'
M    src/screens/CreateOpenPlay/CreateOpenPlay.js
M    src/screens/Home/Home.js
```

```
E:\souvik\pickleball3\PickleBall> git checkout main
Switched to branch 'main'
M    src/screens/CreateOpenPlay/CreateOpenPlay.js
M    src/screens/Home/Home.js
Your branch is up to date with 'origin/main'.
```

```
E:\souvik\pickleball3\PickleBall> git branch
* main
souvik
```

```
E:\souvik\pickleball3\PickleBall> git branch
* main
souvik
```

```
E:\souvik\pickleball3\PickleBall> git pull origin main
remote: Enumerating objects: 31, done.
remote: Counting objects: 100% (31/31), done.
remote: Compressing objects: 100% (7/7), done.
remote: Total 31 (delta 22), reused 30 (delta 22), pack-reused 0
Unpacking objects: 100% (31/31), 9.28 KiB | 10.00 KiB/s, done.
From https://github.com/imran1234567/PickleBall
* branch      main    -> FETCH_HEAD
e442a4f..d8363bd main    -> origin/main
error: Your local changes to the following files would be overwritten by merge:
src/screens/Home/Home.js
Please commit your changes or stash them before you merge.
```

Aborting

Updating e442a4f..d8363bd

```
E:\souvik\pickleball3\PickleBall> git branch
```

```
* main
```

```
souvik
```

```
E:\souvik\pickleball3\PickleBall> git status
```

On branch main

Your branch is behind 'origin/main' by 3 commits, and can be fast-forwarded.

(use "git pull" to update your local branch)

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: src/screens/CreateOpenPlay/CreateOpenPlay.js

modified: src/screens/Home/Home.js

no changes added to commit (use "git add" and/or "git commit -a")

```
E:\souvik\pickleball3\PickleBall> git add .
```

```
E:\souvik\pickleball3\PickleBall>git status
```

On branch main

Your branch is behind 'origin/main' by 3 commits, and can be fast-forwarded.

(use "git pull" to update your local branch)

Changes to be committed:

(use "git restore --staged <file>..." to unstage)

modified: src/screens/CreateOpenPlay/CreateOpenPlay.js

modified: src/screens/Home/Home.js

```
E:\souvik\pickleball3\PickleBall> git commit -m "Updated Code"
```

[main 650b919] Updated Code

2 files changed, 25 insertions(+), 2 deletions(-)

```
E:\souvik\pickleball3\PickleBall>git status
```

On branch main

Your branch and 'origin/main' have diverged,

and have 1 and 3 different commits each, respectively.

(use "git pull" if you want to integrate the remote branch with yours)
nothing to commit, working tree clean

```
E:\souvik\pickleball3\PickleBall>git branch
```

```
* main
```

```
souvik
```

```
E:\souvik\pickleball3\PickleBall> git checkout souvik
```

```
Switched to branch 'souvik'
```

```
E:\souvik\pickleball3\PickleBall> git branch
```

```
main
```

```
* souvik
```

```
E:\souvik\pickleball3\PickleBall> git merge main
```

```
Merge made by the 'ort' strategy.
```

```
src/screens/CreateOpenPlay/CreateOpenPlay.js | 3 ++-
```

```
src/screens/Home/Home.js | 24 ++++++
```

```
2 files changed, 25 insertions(+), 2 deletions(-)
```

```
E:\souvik\pickleball3\PickleBall> git status
```

```
On branch souvik
```

```
nothing to commit, working tree clean
```

```
E:\souvik\pickleball3\PickleBall> git add .
```

```
E:\souvik\pickleball3\PickleBall> git status
```

```
On branch souvik
```

```
nothing to commit, working tree clean
```

```
E:\souvik\pickleball3\PickleBall> git branch
```

```
main
```

```
* souvik
```

```
E:\souvik\pickleball3\PickleBall> git pull origin main
From https://github.com/imran1234567/PickleBall
* branch      main    -> FETCH_HEAD
Auto-merging src/screens/Home/Home.js
CONFLICT (content): Merge conflict in src/screens/Home/Home.js
Automatic merge failed; fix conflicts and then commit the result.
```

```
E:\souvik\pickleball3\PickleBall> git status
On branch souvik
You have unmerged paths.
(fix conflicts and run "git commit")
(use "git merge --abort" to abort the merge)
Changes to be committed:
modified:   android/app/build.gradle
modified:   ios/Pickleball.xcodeproj/project.pbxproj
modified:   src/header/Header.js
modified:   src/navigation/BottomTabs.js
modified:   src/navigation/CustomDrawer/CustomDrawer.js
modified:   src/screens/AddAdvertisement/SponsorAdvertisemnt/CreateAdvertisement.js
modified:   src/screens/AddAdvertisement/SponsorAdvertisemnt/SponsorAdvertisementLi
st.js
modified:   src/screens/Chat/ChatList.js
modified:   src/screens/PlayerStore/PlayerStore.js
modified:   src/screens/SelfRanking/Start.js
modified:   src/utils/AuthContext.js
Unmerged paths:
(use "git add <file>..." to mark resolution)
both modified: src/screens/Home/Home.js
E:\souvik\pickleball3\PickleBall> git add .
```

```
E:\souvik\pickleball3\PickleBall> git status
On branch souvik
All conflicts fixed but you are still merging.
(use "git commit" to conclude merge)
```

Changes to be committed:

modified: android/app/build.gradle

modified: ios/Pickleball.xcodeproj/project.pbxproj

modified: src/header/Header.js

modified: src/navigation/BottomTabs.js

modified: src/navigation/CustomDrawer/CustomDrawer.js

modified:

src/screens/AddAdvertisement/SponsorAdvertisemnt/CreateAdvertisement.js

modified:

src/screens/AddAdvertisement/SponsorAdvertisemnt/SponsorAdvertisementLi
st.js

modified:

src/screens/Chat/ChatList.js

modified: src/screens/Home/Home.js

modified: src/screens/PlayerStore/PlayerStore.js

modified: src/screens/SelfRanking/Start.js

modified: src/utils/AuthContext.js

```
E:\souvik\pickleball3\PickleBall> git commit -m "updated"
```

```
[souvik 415ce3c] updated
```

```
E:\souvik\pickleball3\PickleBall>git push
```

```
fatal: The current branch souvik has no upstream branch.
```

To push the current branch and set the remote as upstream, use
git push --set-upstream origin souvik

To have this happen automatically for branches without a tracking
upstream, see 'push.autoSetupRemote' in 'git help config'.

```
E:\souvik\pickleball3\PickleBall> git push --set-upstream origin souvik
```

```
Enumerating objects: 37, done.
```

```
Counting objects: 100% (31/31), done.
```

```
Delta compression using up to 4 threads
```

```
Compressing objects: 100% (14/14), done.
```

```
Writing objects: 100% (16/16), 1.46 KiB | 1.46 MiB/s, done.
```

```
Total 16 (delta 11), reused 0 (delta 0), pack-reused 0
```

```
remote: Resolving deltas: 100% (11/11), completed with 9 local objects.
```

```
To https://github.com/imran1234567/PickleBall.git
```

```
d9f755b..415ce3c souvik -> souvik
```

```
branch 'souvik' set up to track 'origin/souvik'.
```

```
E:\souvik\pickleball3\PickleBall>git status
```

On branch souvik

Your branch is up to date with 'origin/souvik'.

nothing to commit, working tree clean

```
E:\souvik\pickleball3\PickleBall>git pull origin main
```

From <https://github.com/imran1234567/PickleBall>

* branch main -> FETCH_HEAD

Already up to date.

```
E:\souvik\pickleball3\PickleBall>
```