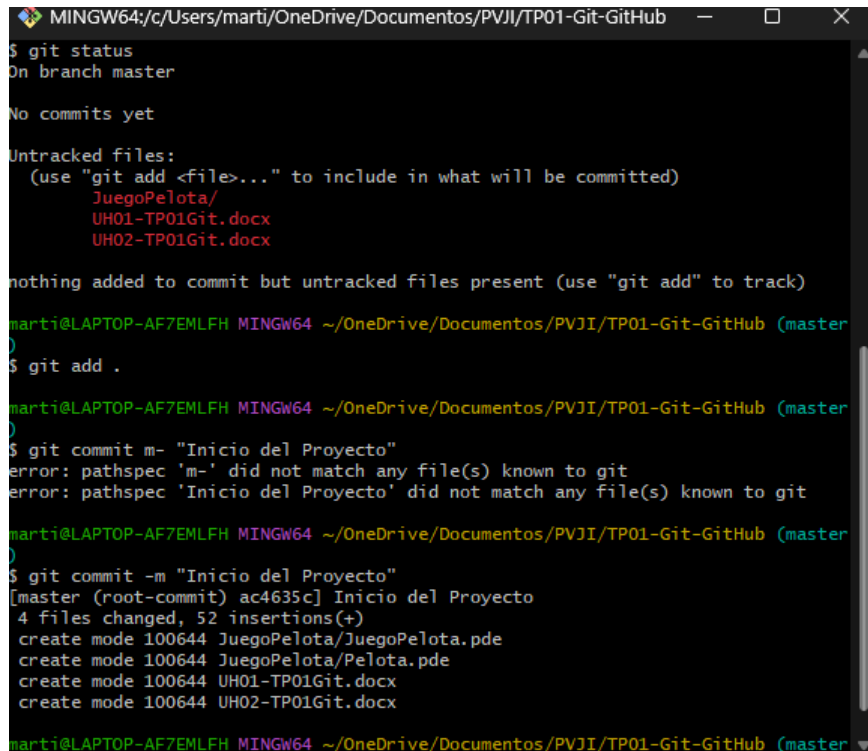1. Agregué a la carpeta TP01-Git-GitHub los archivos JuegoPelota y las historias de usuario, UH01-TP01Git, UH02-TP01Git.
2. Git add .
3. Git commit –m "Inicio del Proyecto"

```
MINGW64:/c/Users/marti/OneDrive/Documentos/PVJI/TP01-Git-GitHub        —    □    ×
$ git status
On branch master

No commits yet

Untracked files:
  (use "git add <file>..." to include in what will be committed)
        JuegoPelota/
        UH01-TP01Git.docx
        UH02-TP01Git.docx

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

marti@LAPTOP-AF7EMLFH MINGW64 ~/OneDrive/Documentos/PVJI/TP01-Git-GitHub (master
)
$ git add .

marti@LAPTOP-AF7EMLFH MINGW64 ~/OneDrive/Documentos/PVJI/TP01-Git-GitHub (master
)
$ git commit m- "Inicio del Proyecto"
error: pathspec 'm-' did not match any file(s) known to git
error: pathspec 'Inicio del Proyecto' did not match any file(s) known to git

marti@LAPTOP-AF7EMLFH MINGW64 ~/OneDrive/Documentos/PVJI/TP01-Git-GitHub (master
)
$ git commit -m "Inicio del Proyecto"
[master (root-commit) ac4635c] Inicio del Proyecto
 4 files changed, 52 insertions(+)
 create mode 100644 JuegoPelota/JuegoPelota.pde
 create mode 100644 JuegoPelota/Pelota.pde
 create mode 100644 UH01-TP01Git.docx
 create mode 100644 UH02-TP01Git.docx

marti@LAPTOP-AF7EMLFH MINGW64 ~/OneDrive/Documentos/PVJI/TP01-Git-GitHub (master
```
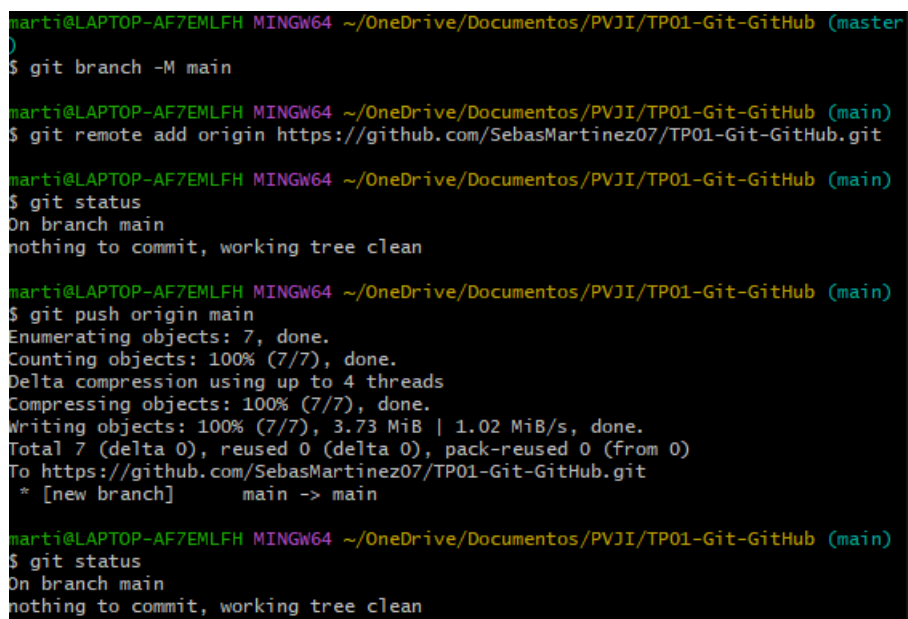
1. Luego conectamos el repositorio local al remoto
2. Git branch –M main
3. Git remote add origin (URL del reposotirio)
4. Git push origin main
5. Para agregar todos los cambios al repositorio remoto

```
marti@LAPTOP-AF7EMLFH MINGW64 ~/OneDrive/Documentos/PVJI/TP01-Git-GitHub (master
)
$ git branch -M main

marti@LAPTOP-AF7EMLFH MINGW64 ~/OneDrive/Documentos/PVJI/TP01-Git-GitHub (main)
$ git remote add origin https://github.com/SebasMartinez07/TP01-Git-GitHub.git

marti@LAPTOP-AF7EMLFH MINGW64 ~/OneDrive/Documentos/PVJI/TP01-Git-GitHub (main)
$ git status
On branch main
nothing to commit, working tree clean

marti@LAPTOP-AF7EMLFH MINGW64 ~/OneDrive/Documentos/PVJI/TP01-Git-GitHub (main)
$ git push origin main
Enumerating objects: 7, done.
Counting objects: 100% (7/7), done.
Delta compression using up to 4 threads
Compressing objects: 100% (7/7), done.
Writing objects: 100% (7/7), 3.73 MiB | 1.02 MiB/s, done.
Total 7 (delta 0), reused 0 (delta 0), pack-reused 0 (from 0)
To https://github.com/SebasMartinez07/TP01-Git-GitHub.git
 * [new branch]      main -> main

marti@LAPTOP-AF7EMLFH MINGW64 ~/OneDrive/Documentos/PVJI/TP01-Git-GitHub (main)
$ git status
On branch main
nothing to commit, working tree clean
```

1. Creamos una rama secundaria dev
2. Git branch dev
3. Git branch //para verificar la rama creada
4. Git checkout dev //para cambiar a la rama dev

```
marti@LAPTOP-AF7EMLFH MINGW64 ~/OneDrive/Documentos/PVJI/TP01-Git-GitHub (main)
$ git branch dev

marti@LAPTOP-AF7EMLFH MINGW64 ~/OneDrive/Documentos/PVJI/TP01-Git-GitHub (main)
$ git branch
  dev
* main

marti@LAPTOP-AF7EMLFH MINGW64 ~/OneDrive/Documentos/PVJI/TP01-Git-GitHub (main)
$ git checkout dev
Switched to branch 'dev'
```

1. En la rama dev añadimos una nueva función
2. Git add .
3. Git commit –m "…"
4. Git push origin dev

```
marti@LAPTOP-AF7EMLFH MINGW64 ~/OneDrive/Documentos/PVJI/TP01-Git-GitHub (dev)
$ git add .

marti@LAPTOP-AF7EMLFH MINGW64 ~/OneDrive/Documentos/PVJI/TP01-Git-GitHub (dev)
$ git commit -m "Se añadió una nueva función, según la dirección que el jugador
se mueva cambia de color"
[dev 2d28667] Se añadió una nueva función, según la dirección que el jugador se
mueva cambia de color
 2 files changed, 7 insertions(+)

marti@LAPTOP-AF7EMLFH MINGW64 ~/OneDrive/Documentos/PVJI/TP01-Git-GitHub (dev)
$ git push
fatal: The current branch dev has no upstream branch.
To push the current branch and set the remote as upstream, use

    git push --set-upstream origin dev

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


marti@LAPTOP-AF7EMLFH MINGW64 ~/OneDrive/Documentos/PVJI/TP01-Git-GitHub (dev)
$ git push origin dev
Enumerating objects: 9, done.
Counting objects: 100% (9/9), done.
Delta compression using up to 4 threads
Compressing objects: 100% (5/5), done.
Writing objects: 100% (5/5), 654 bytes | 327.00 KiB/s, done.
Total 5 (delta 2), reused 0 (delta 0), pack-reused 0 (from 0)
remote: Resolving deltas: 100% (2/2), completed with 2 local objects.
remote:
remote: Create a pull request for 'dev' on GitHub by visiting:
remote:      https://github.com/SebasMartinez07/TP01-Git-GitHub/pull/new/dev
remote:
```

1. Volví a la rama main y fusioné los cambios de la rama dev a la rama main
2. Git checkout main
3. Git merge dev

1. Configuramos un alias de nombre hist
2. Git config –-global alias.hist "log --graph –pretty=oneline"
3. Git hist //para verificar que funciona el alias hist

1. Añadimos un cronometro como commit significativo

1. Añadimos una función como segundo commit significativo

1. Introducimos un error en el archivo y lo commiteamos

1. Volvemos a la versión anterior del proyecto sin error
2. Git log –oneline //para ver el hash del commit
3. Git revert 016ed0a
4. Git push origin main

1. Retrocedemos un commit anterior para corregir el error

```
marti@LAPTOP-AF7EMLFH MINGW64 ~/OneDrive/Documentos/PVJI/TP01-Git-GitHub (main)
$ git add .

marti@LAPTOP-AF7EMLFH MINGW64 ~/OneDrive/Documentos/PVJI/TP01-Git-GitHub (main)
$ git commit -m "Error corregido"
On branch main
nothing to commit, working tree clean

marti@LAPTOP-AF7EMLFH MINGW64 ~/OneDrive/Documentos/PVJI/TP01-Git-GitHub (main)
$ git status
On branch main
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:   JuegoPelota/JuegoPelota.pde

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

marti@LAPTOP-AF7EMLFH MINGW64 ~/OneDrive/Documentos/PVJI/TP01-Git-GitHub (main)
$ git add .

marti@LAPTOP-AF7EMLFH MINGW64 ~/OneDrive/Documentos/PVJI/TP01-Git-GitHub (main)
$ git commit -m "Error corregido"
[main 8d2f822] Error corregido
 1 file changed, 2 insertions(+)

marti@LAPTOP-AF7EMLFH MINGW64 ~/OneDrive/Documentos/PVJI/TP01-Git-GitHub (main)
$ git push origin main
Enumerating objects: 7, done.
Counting objects: 100% (7/7), done.
Delta compression using up to 4 threads
Compressing objects: 100% (4/4), done.
Writing objects: 100% (4/4), 496 bytes | 248.00 KiB/s, done.
Total 4 (delta 1), reused 0 (delta 0), pack-reused 0 (from 0)
remote: Resolving deltas: 100% (1/1), completed with 1 local object.
To https://github.com/SebasMartinez07/TP01-Git-GitHub.git
   b808feb..8d2f822  main -> main
```

URL del repositorio de GitHub: SebasMartinez07/TP01-Git-GitHub