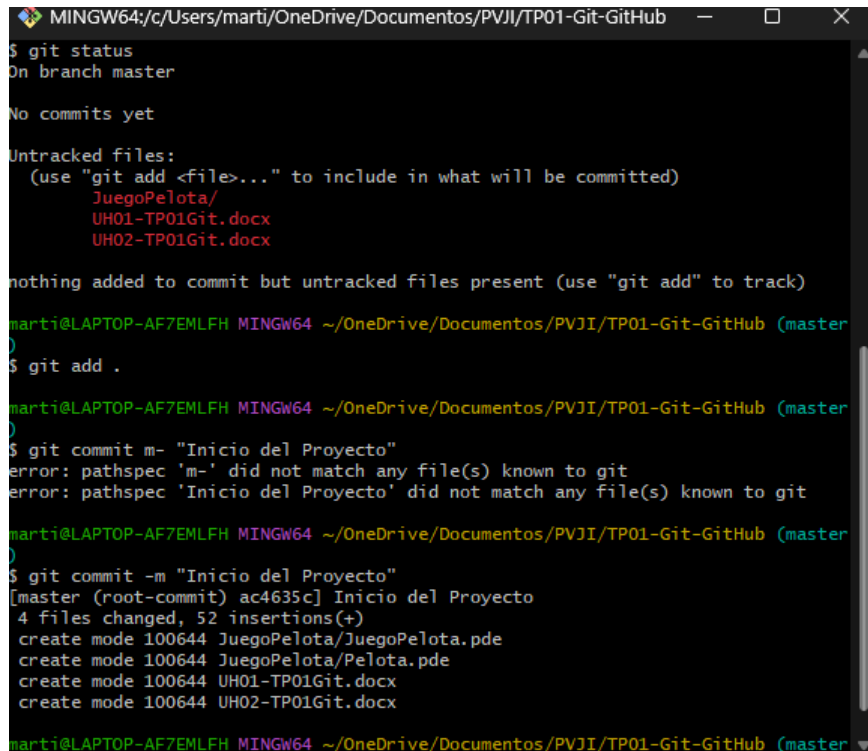


1. Agregué a la carpeta TP01-Git-GitHub los archivos JuegoPelota y las historias de usuario, UH01-TP01Git, UH02-TP01Git.
2. Git add .
3. Git commit -m "Inicio del Proyecto"



```

MINGW64/c/Users/marti/OneDrive/Documentos/PVJI/TP01-Git-GitHub
$ git status
On branch master

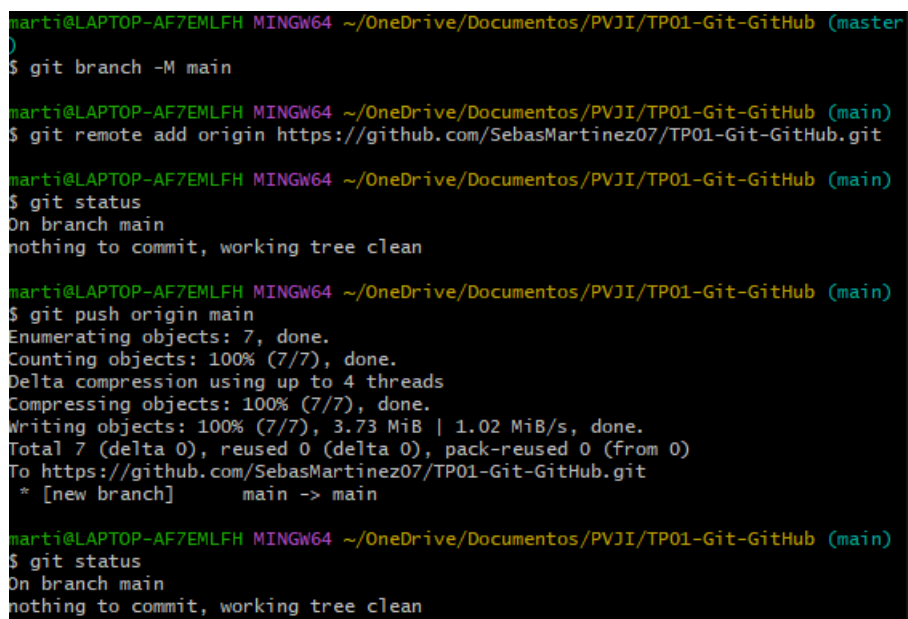
No commits yet

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

```

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

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

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 merge dev
Updating ac4635c..2d28667
Fast-forward
 JuegoPelota/JuegoPelota.pde | 4 ++++
 JuegoPelota/Pelota.pde      | 3 +++
 2 files changed, 7 insertions(+)

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

```

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

```

marti@LAPTOP-AF7EMLFH MINGW64 ~/OneDrive/Documentos/PVJI/TP01-Git-GitHub (main)
$ git config --global alias.hist "log --graph --pretty=oneline"

marti@LAPTOP-AF7EMLFH MINGW64 ~/OneDrive/Documentos/PVJI/TP01-Git-GitHub (main)
$ git hist
* 2d28667ff843583d2aa4cc49e2941913324e2836 (HEAD -> main, origin/main, origin/dev, dev) Se añadió una nueva función, según la dirección que el jugador se mueva cambia de color
* ac4635c12f42393b4219d89c50212ab7e531550b Inicio del Proyecto

```

1. Añadimos un cronometro como commit significativo

```
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 "Se agregó un cronometro al juego, cuando llegue al minuto se acaba termina la partida"
[main cc7a12e] Se agregó un cronometro al juego, cuando llegue al minuto se acaba termina la partida
1 file changed, 43 insertions(+), 19 deletions(-)

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), 980 bytes | 980.00 KiB/s, done.
Total 4 (delta 0), reused 0 (delta 0), pack-reused 0 (from 0)
To https://github.com/SebasMartinez07/TP01-Git-GitHub.git
    2d28667..cc7a12e  main -> main

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)
$ |
```

1. Añadimos una función como segundo commit significativo

```
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 "Se imprimirá en la consola cuando el juego haya comenzado y terminado"
[main 016ed0a] Se imprimirá en la consola cuando el juego haya comenzado y terminado
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), 538 bytes | 538.00 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
    cc7a12e..016ed0a  main -> main

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

1. Introducimos un error en el archivo y lo commiteamos

```
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"
[main 7296d36] Error
 1 file changed, 1 insertion(+), 1 deletion(-)

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), 429 bytes | 214.00 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
 016ed0a..7296d36  main -> main
```

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

```
marti@LAPTOP-AF7EMLFH MINGW64 ~/OneDrive/Documentos/PVJI/TP01-Git-GitHub (main)
$ git log --oneline
7296d36 (HEAD -> main, origin/main) Error
016ed0a Se imprimirá en la consola cuando el juego haya comenzado y terminado
cc7a12e Se agregó un cronometro al juego, cuando llegue al minuto se acaba termina la partida
2d28667 (origin/dev, dev) Se añadió una nueva función, según la dirección que el jugador se mueva cambia de color
ac4635c Inicio del Proyecto

marti@LAPTOP-AF7EMLFH MINGW64 ~/OneDrive/Documentos/PVJI/TP01-Git-GitHub (main)
$ git revert 016ed0a
Auto-merging JuegoPelota/JuegoPelota.pde
[main 1be89b3] Revert "Se imprimirá en la consola cuando el juego haya comenzado y terminado"
 1 file changed, 2 deletions(-)

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), 528 bytes | 264.00 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
 7296d36..1be89b3  main -> 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](https://github.com/SebasMartinez07/TP01-Git-GitHub)