

GitHub and Code Sharing



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Sgrygorczuk ▾

Recent Repositories

Find a repository...



New

Following

For you Beta



Dragzzz forked Dragzzz/Flappy_Bird_Demo from Sgrygorczuk/Flappy_Bird_Demo 19 hours ago

Sgrygorczuk/Flappy_Bird_Demo



Star



ShaderLab

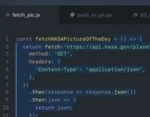
Updated Aug 2



GitHub Copilot



Get suggestions for
lines of code and
entire functions in
real-time



Create a new repository

A repository contains all project files, including the revision history. Already have a project repository elsewhere?

[Import a repository.](#)

Owner *



Sgrygorczuk ▾

Repository name *

Final_Project ✓

Great repository names are short and memorable. Need inspiration? How about [miniature-potato?](#)

Description (optional)



Public

Anyone on the internet can see this repository. You choose who can commit.



Private

You choose who can see and commit to this repository.

Initialize this repository with:

Skip this step if you're importing an existing repository.



Add a README file

This is where you can write a long description for your project. [Learn more.](#)

Add .gitignore

Choose which files not to track from a list of templates. [Learn more.](#)

.gitignore template: Unity ▾

Sgrygorczuk / Final_Project Public

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main 1 branch 0 tags

[Go to file](#) [Add file](#) [Code](#)



Sgrygorczuk Initial commit

67a6b2a now 1 commit



.gitignore

Initial commit

now

Help people interested in this repository understand your project by adding a README.

[Add a README](#)

About



No description, website, or topics provided.

0 stars

1 watching

0 forks

Releases

General

Access

Collaborators

Moderation options

Code and automation

Branches

Tags

Actions

Webhooks

Environments

Pages

Security

General

Repository name

Final_Project

Rename

☐ Template repositoryTemplate repositories let users generate new repositories with the same directory structure and files. [Learn more.](#)☐ Require contributors to sign off on web-based commitsEnabling this setting will require contributors to sign off on commits made through GitHub's web interface. Signing off is a way for contributors to affirm that their commit complies with the repository's terms, commonly the [Developer Certificate of Origin \(DCO\)](#). [Learn more about signing off on commits.](#)

Social preview

Upload an image to customize your repository's social media preview.

Images should be at least 640×320px (1280×640px for best display).

[Download template](#)

General

Access

Collaborators

Moderation options

Code and automation

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Security

Code security and analysis

Secrets

Who has access

PUBLIC REPOSITORY

This repository is public and visible to anyone.

[Manage](#)

DIRECT ACCESS

0 collaborators have access to this repository. Only you can contribute to this repository.

Manage access



You haven't invited any collaborators yet

[Add people](#)



Add a collaborator to Final_Project



Search by username, full name, or email

Select a collaborator above

GitHub Clone

Cloning a repository pulls down a full copy of all the repository data that GitHub.com has at that point in time, including all versions of every file and folder for the project.

Just like we've been doing you just download the files wholesale.

GitHub Commit & Push

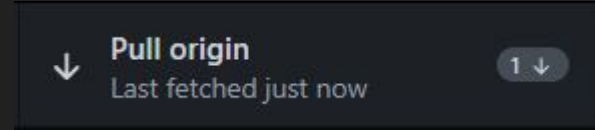
Committing is saying that the changes you've done on your computer are done and ready to be uploaded online.

Push allows you to move whatever you've done in the commit online.

GitHub Pull

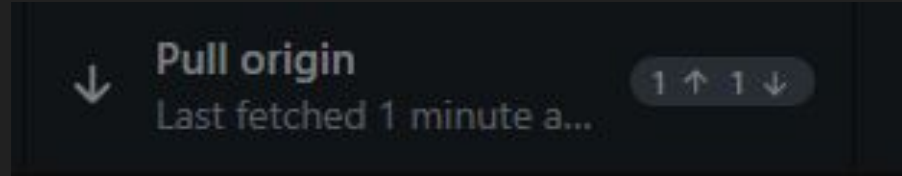
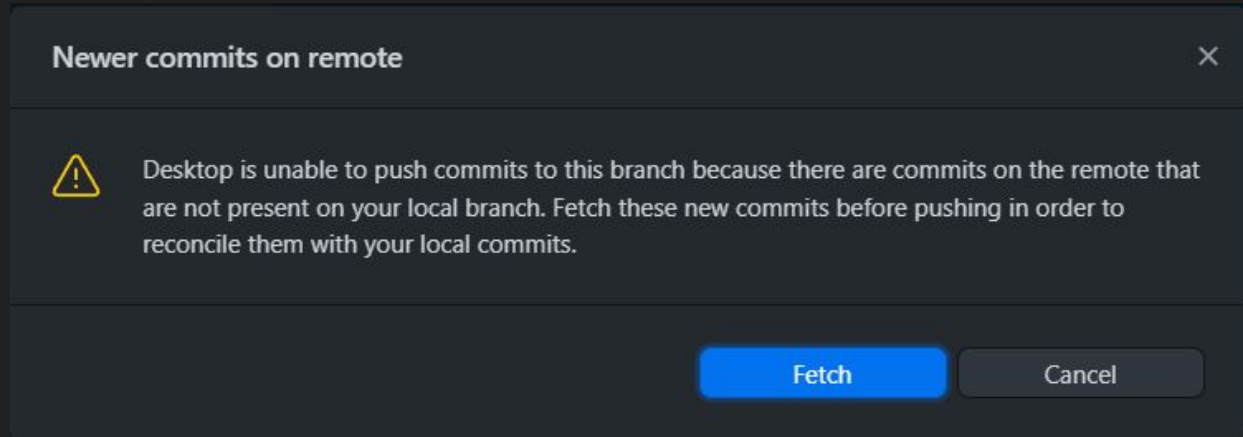
Pull allows you to download any changes that have been made to the repository so that your local version is missing.

It's best to pull any changes before you start editing and pushing your own changes as it may create conflicts or overwrite previous work.



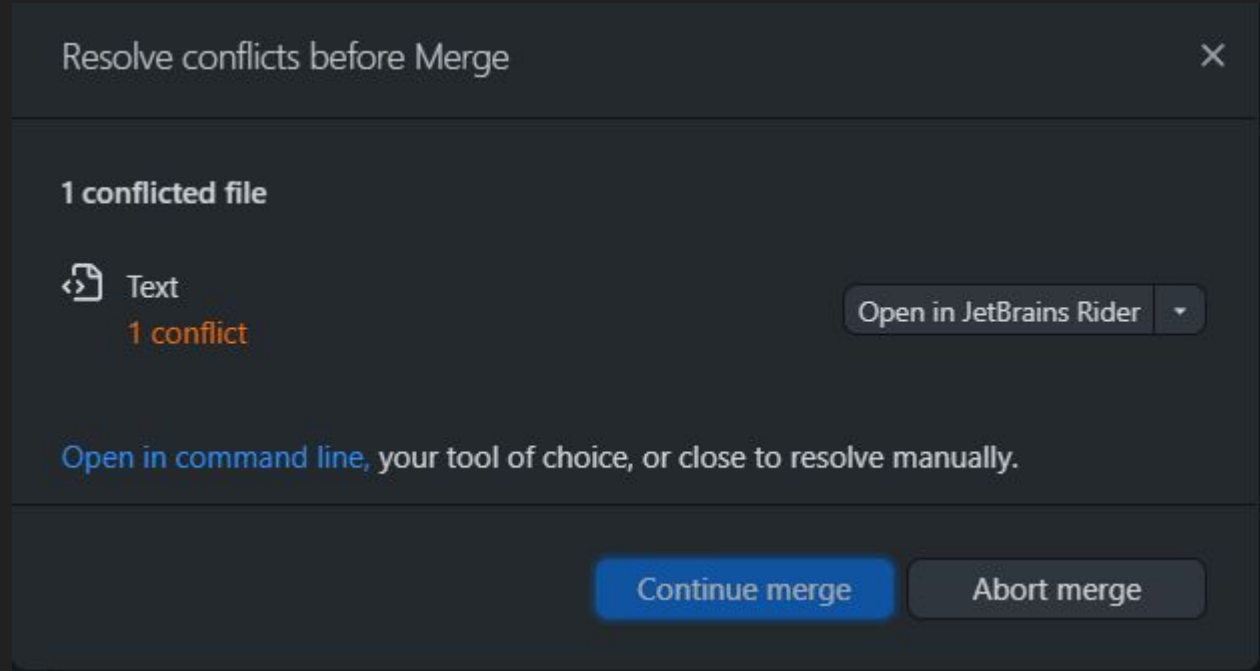
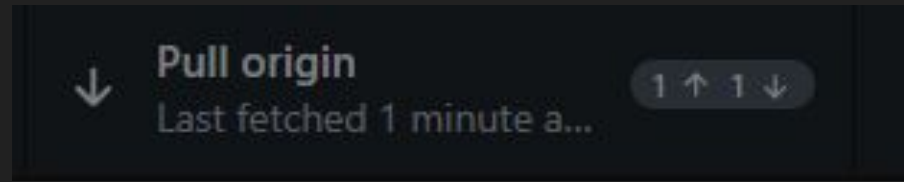
Git Conflicts

If you made a commit and start to push GitHub will check if there are anything pulls you had to do. If so it will give you a pop up asking you to fetch any of the changes that have been done.



GitHub Conflicts

If you do get to a point where the current version that is uploaded and the version you are trying to upload changed the same files you will get a Conflict and will have to Merge



Merging Conflicts

Merging Conflicts will require the collaborators to sit down and pick which version of the code will be the one that is kept.

<<<< HEAD inciting all of the code that's being pulled

==== is separating the two versions

>>>> Showing where the changes end

```
|<<<<<< HEAD
|ZWNBSPPusing System;

public class Class1
{
    public Class1()
    {
        print("Hello Wo!rd");
    }
}

=====
|ZWNBSPPusing System;

public class Class1
{
    public Class1()
    {
        print("A");
    }
}

>>>>>> cb9ccd5f01eba9e8072cc794f95ce919a5d1cf4d
```

Merge Conflict

You combine the two sections into one you think works best in this case I put in both print functions into the Class1(), but depending on the situation you might want to keep one or the other.

Make sure you remove all of the indicators from the code >>> =====<<< and the names of the branches.

```
using System;
Sgrygorczuk * IL code
public class Class1
{
    Sgrygorczuk * IL code
    public Class1()
    {
        print("A");

        print("Hello Wolrd");
    }
}
```

Merge

When you are resolving the problem you're basically pulling the data and saving it onto your computer

Once you resolve the problem(s) you will be able to continue to merge which creates a new commit with your changes that you will be able to push to the online repository.

