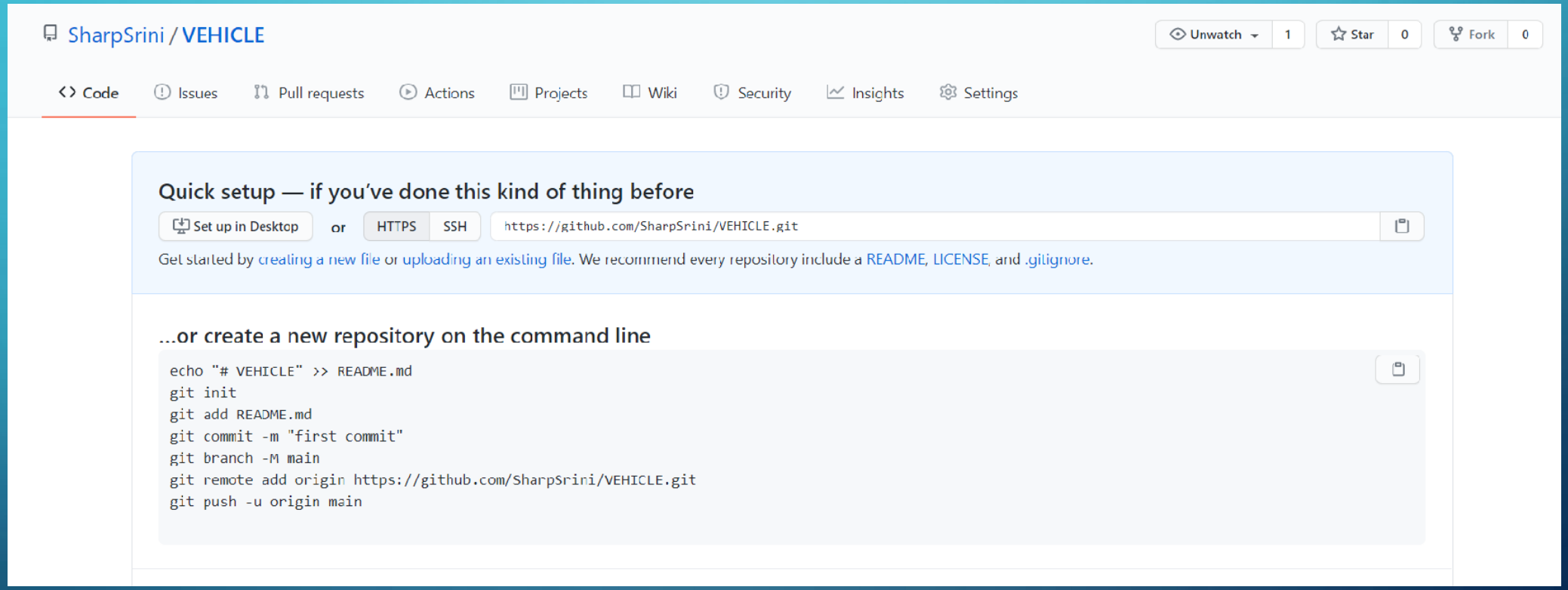
MINI PROJECT

VERSION CONTROL USING GIT

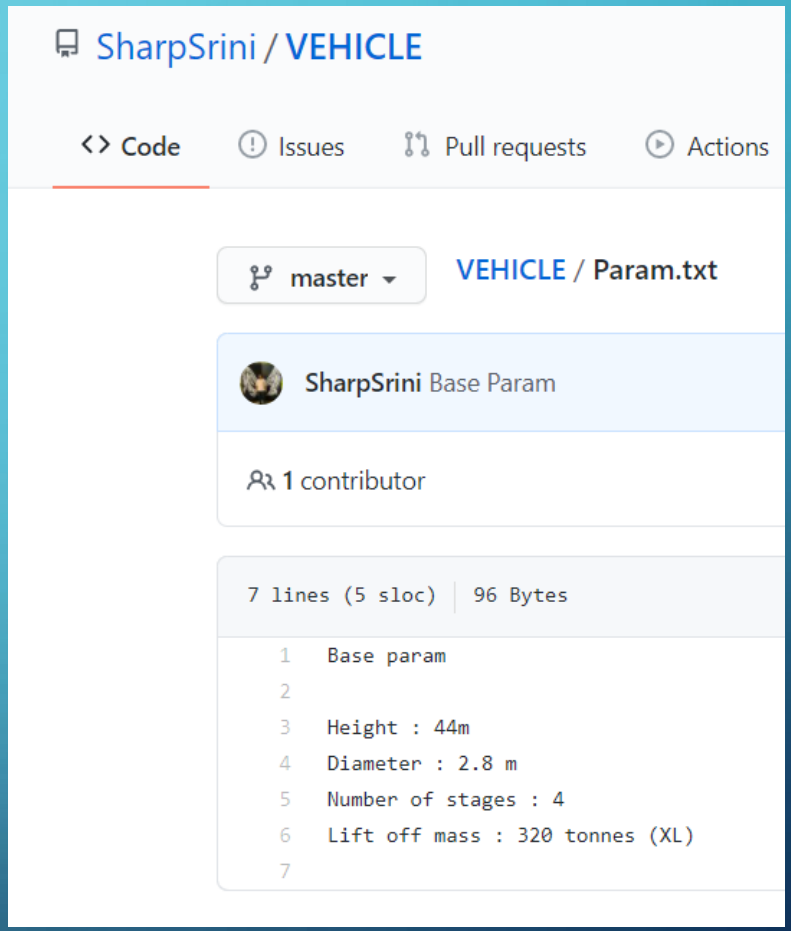
SRINIVASAN T V
18MER194
MECHANICAL DEPARTMENT
KONGU ENGINEERING COLLEGE

CREATING VEHICLE REMOTE REPOSITORY



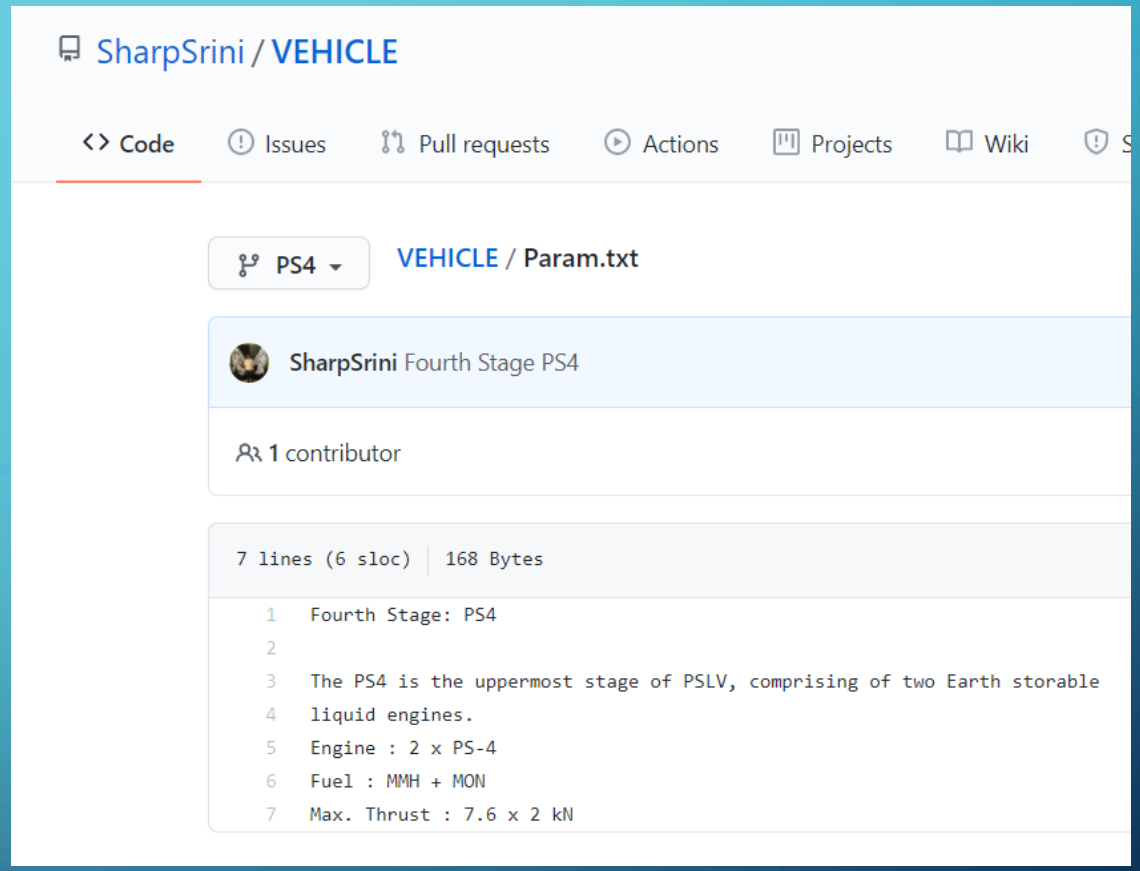
COMMIT 1: BASE PARAM IN MASTER

```
Admin@DESKTOP-339G5VU MINGW64 /e/Vehicle (master)
$ git add Param.txt

Admin@DESKTOP-339G5VU MINGW64 /e/Vehicle (master)
$ git commit -m "Base Param"
[master (root-commit) 3a86e12] Base Param
 1 file changed, 7 insertions(+)
 create mode 100644 Param.txt

Admin@DESKTOP-339G5VU MINGW64 /e/Vehicle (master)
$ git remote add origin https://github.com/SharpSrini/VEHICLE.git

Admin@DESKTOP-339G5VU MINGW64 /e/Vehicle (master)
$ git push -u origin master
Enumerating objects: 3, done.
Counting objects: 100% (3/3), done.
Delta compression using up to 8 threads
Compressing objects: 100% (2/2), done.
Writing objects: 100% (3/3), 306 bytes | 306.00 KiB/s, done.
Total 3 (delta 0), reused 0 (delta 0), pack-reused 0
To https://github.com/SharpSrini/VEHICLE.git
 * [new branch]      master -> master
Branch 'master' set up to track remote branch 'master' from 'origin'.
```



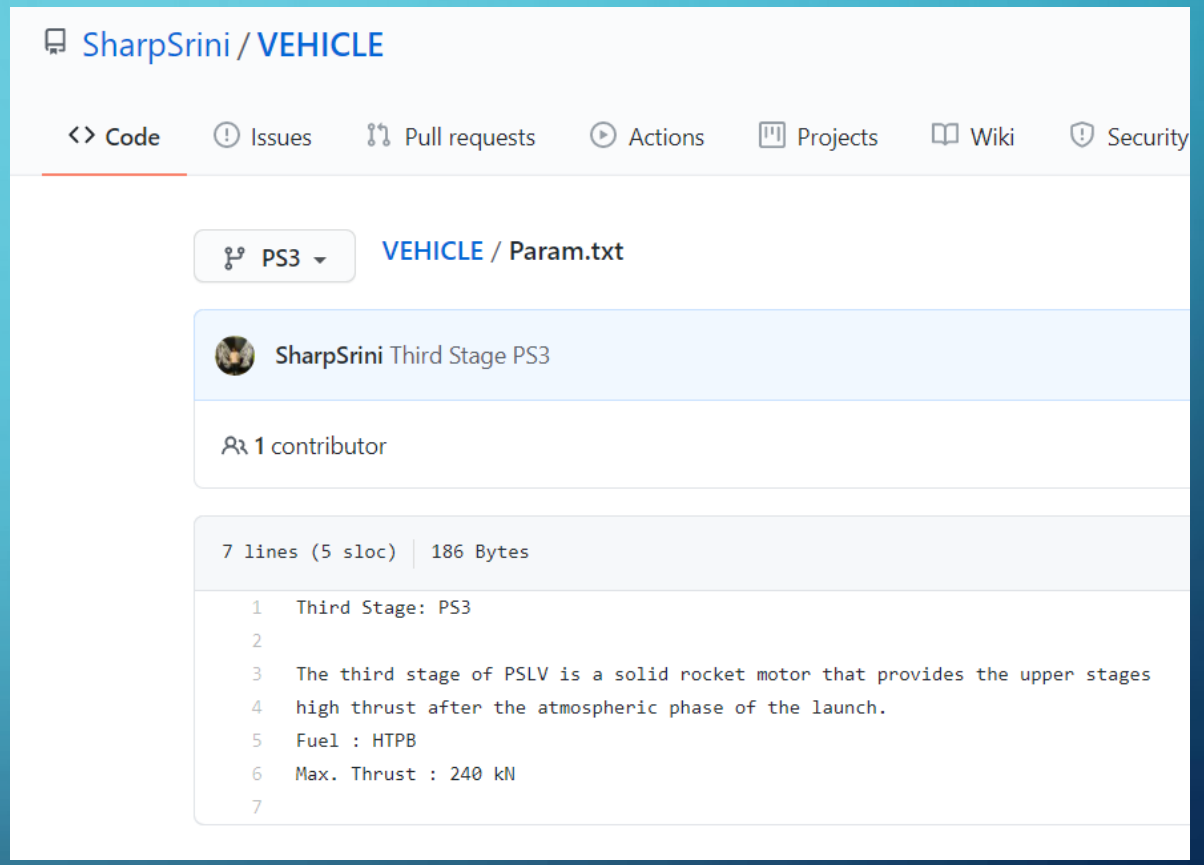
COMMIT 2: FOURTH STAGE IN PS4

```
Admin@DESKTOP-339G5VU MINGW64 /e/Vehicle (master)
$ git branch PS4

Admin@DESKTOP-339G5VU MINGW64 /e/Vehicle (master)
$ git checkout PS4
Switched to branch 'PS4'

Admin@DESKTOP-339G5VU MINGW64 /e/Vehicle (PS4)
$ git add Param.txt

Admin@DESKTOP-339G5VU MINGW64 /e/Vehicle (PS4)
$ git commit -m "Fourth Stage PS4"
[PS4 4433d83] Fourth Stage PS4
 1 file changed, 6 insertions(+), 6 deletions(-)

Admin@DESKTOP-339G5VU MINGW64 /e/Vehicle (PS4)
$ git push -u origin PS4
Enumerating objects: 5, done.
Counting objects: 100% (5/5), done.
Delta compression using up to 8 threads
Compressing objects: 100% (2/2), done.
Writing objects: 100% (3/3), 391 bytes | 391.00 KiB/s, done.
Total 3 (delta 0), reused 0 (delta 0), pack-reused 0
remote:
remote: Create a pull request for 'PS4' on GitHub by visiting:
remote:      https://github.com/SharpSrini/VEHICLE/pull/new/PS4
remote:
To https://github.com/SharpSrini/VEHICLE.git
 * [new branch]      PS4 -> PS4
Branch 'PS4' set up to track remote branch 'PS4' from 'origin'.
```



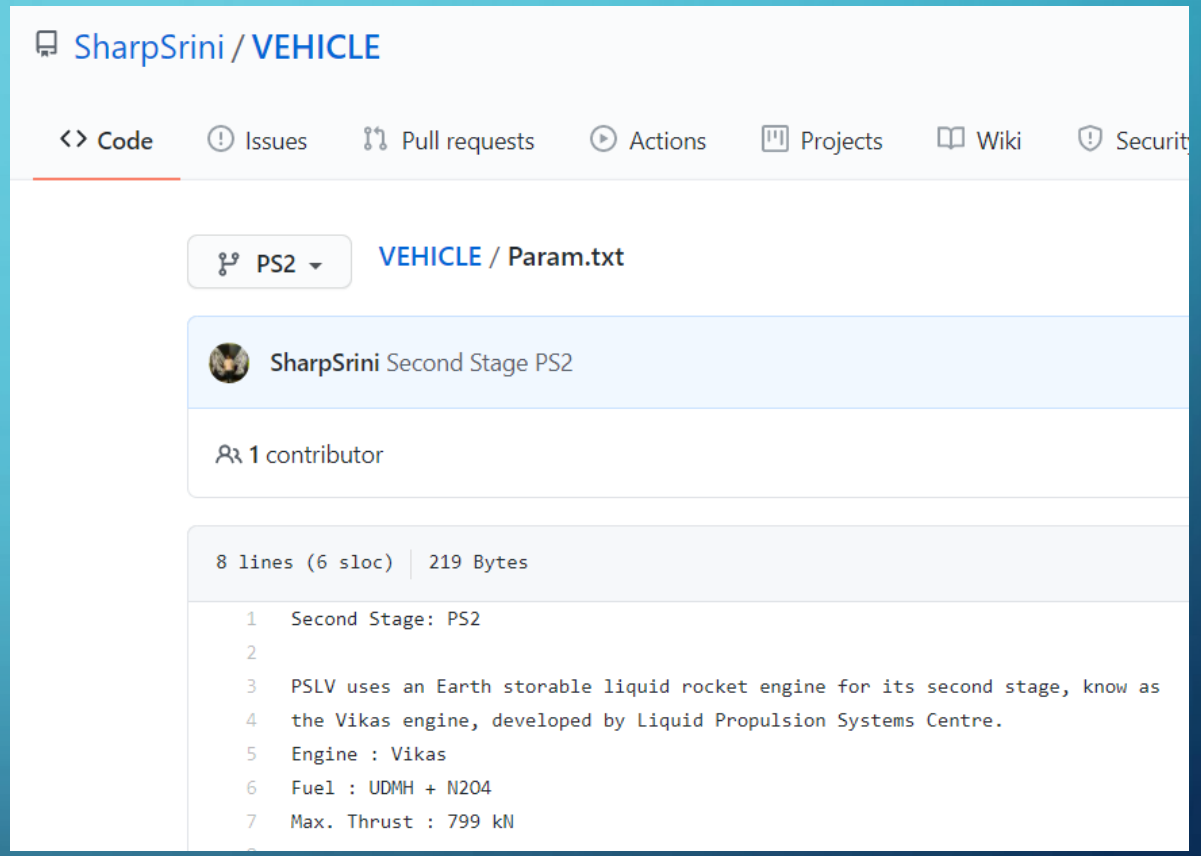
COMMIT 3: THIRD STAGE IN PS3

```
Admin@DESKTOP-339G5VU MINGW64 /e/Vehicle (master)
$ git branch PS3

Admin@DESKTOP-339G5VU MINGW64 /e/Vehicle (master)
$ git checkout PS3
Switched to branch 'PS3'

Admin@DESKTOP-339G5VU MINGW64 /e/Vehicle (PS3)
$ git add Param.txt

Admin@DESKTOP-339G5VU MINGW64 /e/Vehicle (PS3)
$ git commit -m "Third Stage PS3"
[PS3 0b3f9d4] Third Stage PS3
 1 file changed, 5 insertions(+), 5 deletions(-)

Admin@DESKTOP-339G5VU MINGW64 /e/Vehicle (PS3)
$ git push -u origin PS3
Enumerating objects: 5, done.
Counting objects: 100% (5/5), done.
Delta compression using up to 8 threads
Compressing objects: 100% (2/2), done.
Writing objects: 100% (3/3), 393 bytes | 393.00 KiB/s, done.
Total 3 (delta 0), reused 0 (delta 0), pack-reused 0
remote:
remote: Create a pull request for 'PS3' on GitHub by visiting:
remote:      https://github.com/SharpSrini/VEHICLE/pull/new/PS3
remote:
To https://github.com/SharpSrini/VEHICLE.git
 * [new branch]      PS3 -> PS3
Branch 'PS3' set up to track remote branch 'PS3' from 'origin'.
```



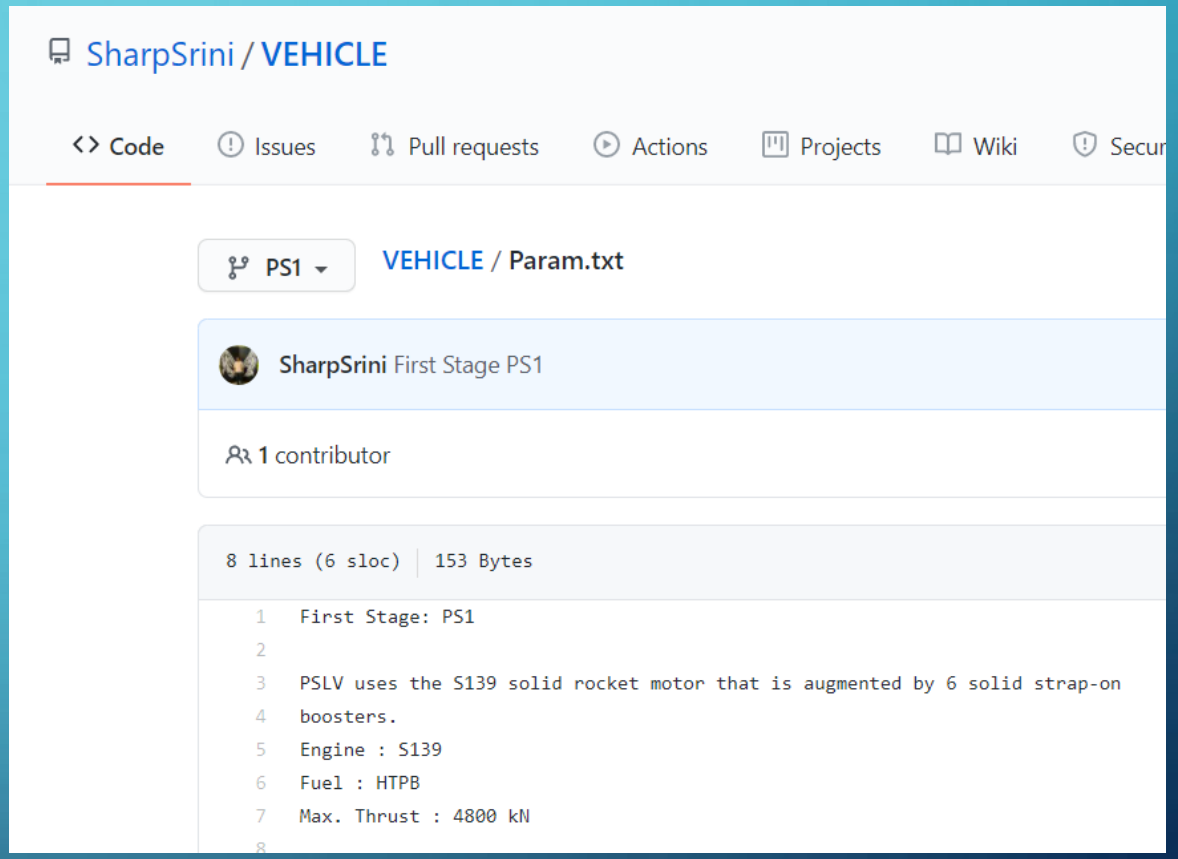
COMMIT 4: SECOND STAGE IN PS2

```
Admin@DESKTOP-339G5VU MINGW64 /e/Vehicle (master)
$ git branch PS2

Admin@DESKTOP-339G5VU MINGW64 /e/Vehicle (master)
$ git checkout PS2
Switched to branch 'PS2'

Admin@DESKTOP-339G5VU MINGW64 /e/Vehicle (PS2)
$ git add Param.txt

Admin@DESKTOP-339G5VU MINGW64 /e/Vehicle (PS2)
$ git commit -m "Second Stage PS2"
[PS2 3dfea00] Second Stage PS2
 1 file changed, 6 insertions(+), 5 deletions(-)

Admin@DESKTOP-339G5VU MINGW64 /e/Vehicle (PS2)
$ git push -u origin PS2
Enumerating objects: 5, done.
Counting objects: 100% (5/5), done.
Delta compression using up to 8 threads
Compressing objects: 100% (2/2), done.
Writing objects: 100% (3/3), 417 bytes | 417.00 KiB/s, done.
Total 3 (delta 0), reused 0 (delta 0), pack-reused 0
remote:
remote: Create a pull request for 'PS2' on GitHub by visiting:
remote:      https://github.com/SharpSrini/VEHICLE/pull/new/PS2
remote:
To https://github.com/SharpSrini/VEHICLE.git
 * [new branch]      PS2 -> PS2
Branch 'PS2' set up to track remote branch 'PS2' from 'origin'.
```



COMMIT 5: FIRST STAGE IN PS1

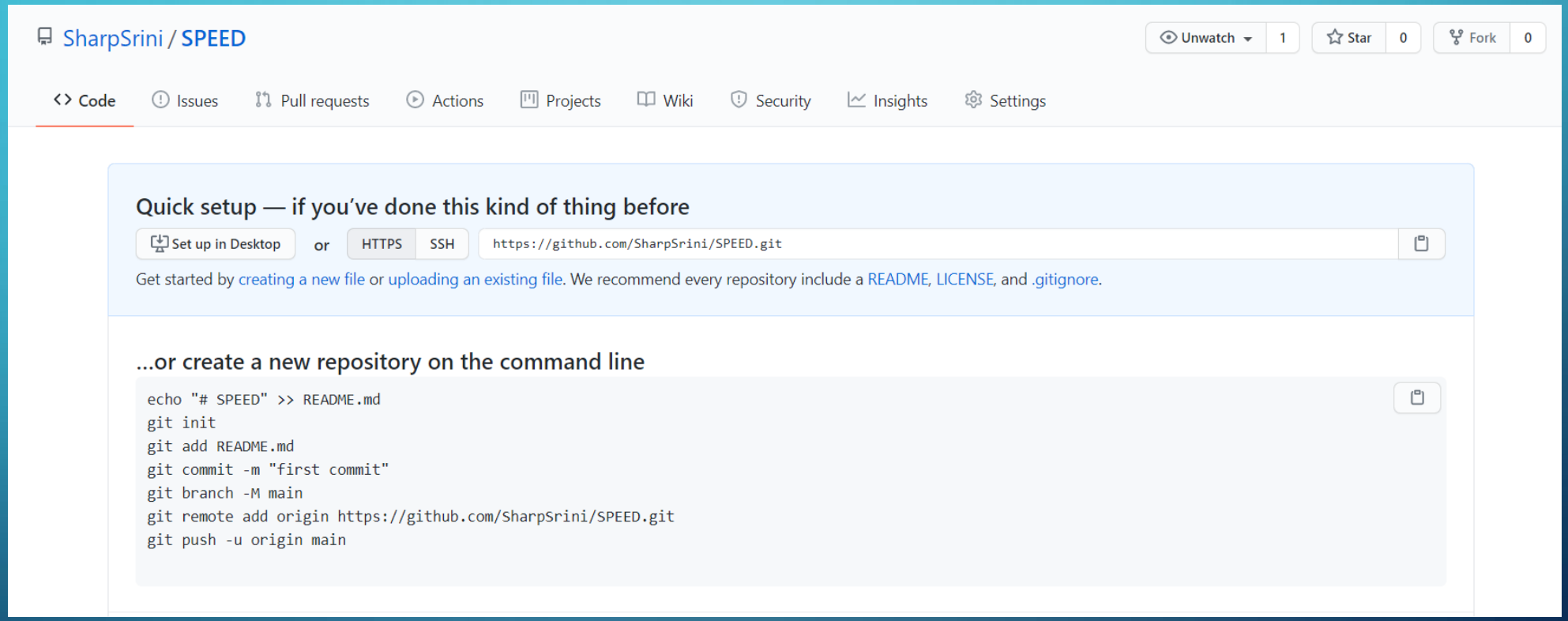
```
Admin@DESKTOP-339G5VU MINGW64 /e/Vehicle (master)
$ git branch PS1

Admin@DESKTOP-339G5VU MINGW64 /e/Vehicle (master)
$ git checkout PS1
Switched to branch 'PS1'

Admin@DESKTOP-339G5VU MINGW64 /e/Vehicle (PS1)
$ git add Param.txt

Admin@DESKTOP-339G5VU MINGW64 /e/Vehicle (PS1)
$ git commit -m "First Stage PS1"
[PS1 9a8c26b] First Stage PS1
 1 file changed, 6 insertions(+), 5 deletions(-)

Admin@DESKTOP-339G5VU MINGW64 /e/Vehicle (PS1)
$ git push -u origin PS1
Enumerating objects: 5, done.
Counting objects: 100% (5/5), done.
Delta compression using up to 8 threads
Compressing objects: 100% (2/2), done.
Writing objects: 100% (3/3), 382 bytes | 382.00 KiB/s, done.
Total 3 (delta 0), reused 0 (delta 0), pack-reused 0
remote:
remote: Create a pull request for 'PS1' on GitHub by visiting:
remote:      https://github.com/SharpSrini/VEHICLE/pull/new/PS1
remote:
To https://github.com/SharpSrini/VEHICLE.git
 * [new branch]      PS1 -> PS1
Branch 'PS1' set up to track remote branch 'PS1' from 'origin'.
```



SOLVING MERGE CONFLICT MANUALLY

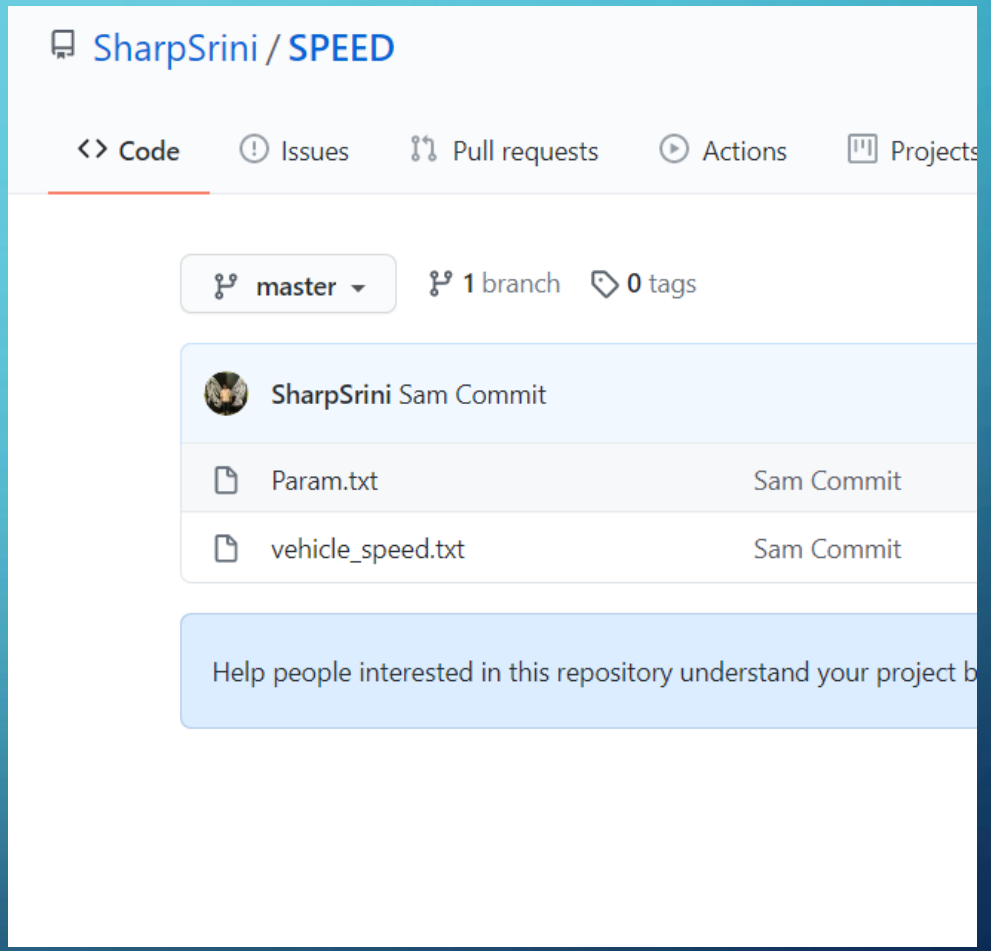
```
Admin@DESKTOP-339G5VU MINGW64 /e/Vehicle (master|MERGING)
$ git add Param.txt

Admin@DESKTOP-339G5VU MINGW64 /e/Vehicle (master|MERGING)
$ git commit -m "conflict"
[master fb2ae3e] conflict

Admin@DESKTOP-339G5VU MINGW64 /e/Vehicle (master)
$ git push -u origin master
Enumerating objects: 7, done.
Counting objects: 100% (7/7), done.
Delta compression using up to 8 threads
Compressing objects: 100% (2/2), done.
Writing objects: 100% (3/3), 516 bytes | 516.00 KiB/s, done.
Total 3 (delta 0), reused 0 (delta 0), pack-reused 0
To https://github.com/SharpSrini/VEHICLE.git
   3a86e12..fb2ae3e  master -> master
Branch 'master' set up to track remote branch 'master' from 'origin'.
```

CREATING SPEED REPOSITORY

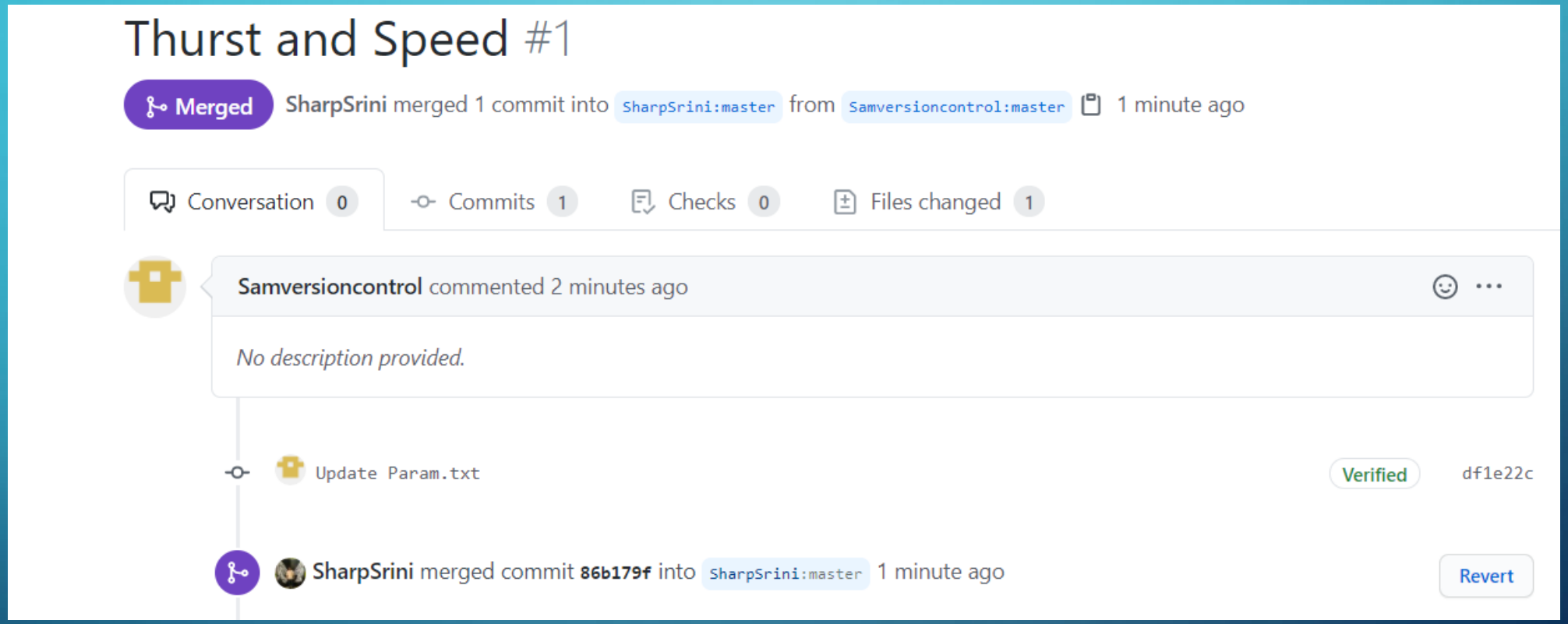


ADDING AND COMMITTING FILES

```
Admin@DESKTOP-339G5VU MINGW64 /e/Speed (master)
$ git add .

Admin@DESKTOP-339G5VU MINGW64 /e/Speed (master)
$ git commit -m "Sam Commit"
[master (root-commit) 445bcdd] Sam Commit
 2 files changed, 38 insertions(+)
 create mode 100644 Param.txt
 create mode 100644 vehicle_speed.txt

Admin@DESKTOP-339G5VU MINGW64 /e/Speed (master)
$ git remote add origin https://github.com/SharpSrini/SPEED.git

Admin@DESKTOP-339G5VU MINGW64 /e/Speed (master)
$ git push -u origin master
Enumerating objects: 4, done.
Counting objects: 100% (4/4), done.
Delta compression using up to 8 threads
Compressing objects: 100% (3/3), done.
Writing objects: 100% (4/4), 723 bytes | 241.00 KiB/s, done.
Total 4 (delta 0), reused 0 (delta 0), pack-reused 0
To https://github.com/SharpSrini/SPEED.git
 * [new branch]      master -> master
Branch 'master' set up to track remote branch 'master' from 'origin'.
```



PULL REQUEST FROM SAM



THRUST VALUE IS CHANGED

master ▾ VEHICLE / Param.txt

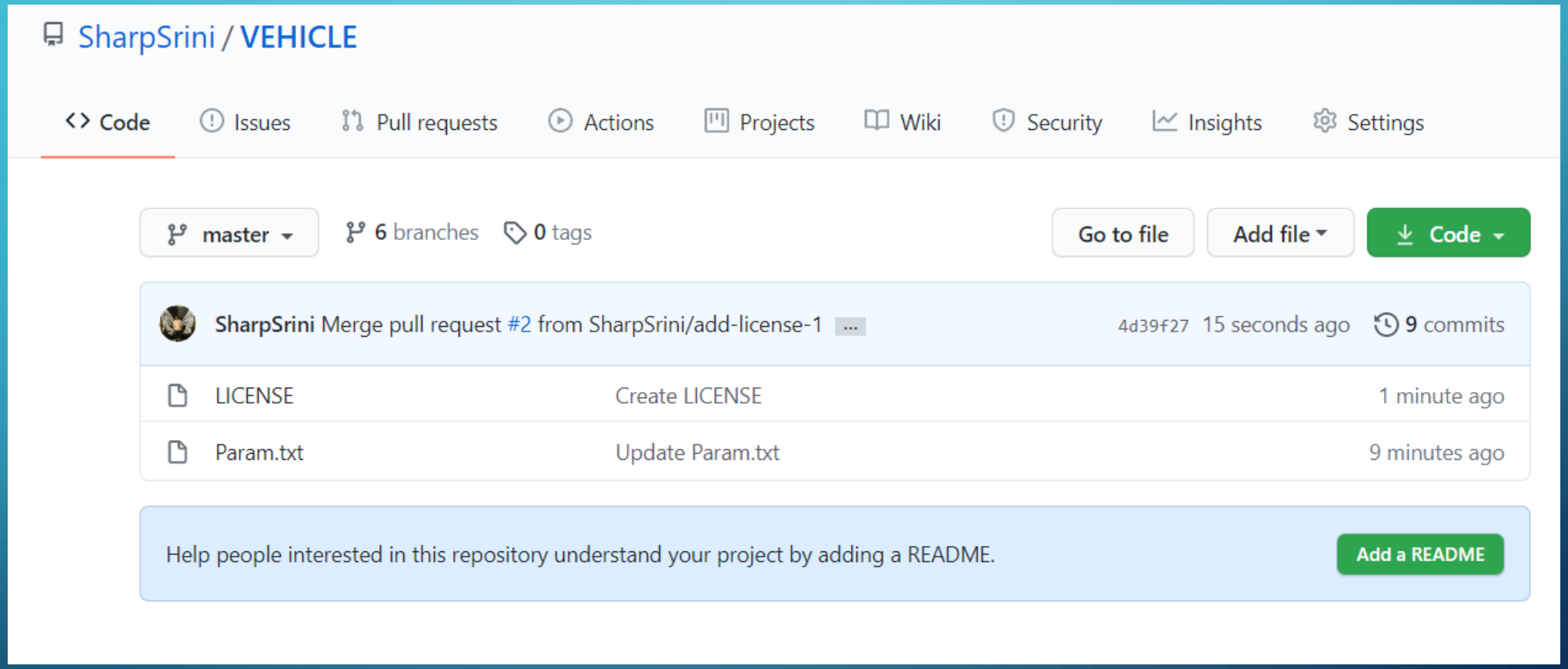
Samversioncontrol Update Param.txt

2 contributors

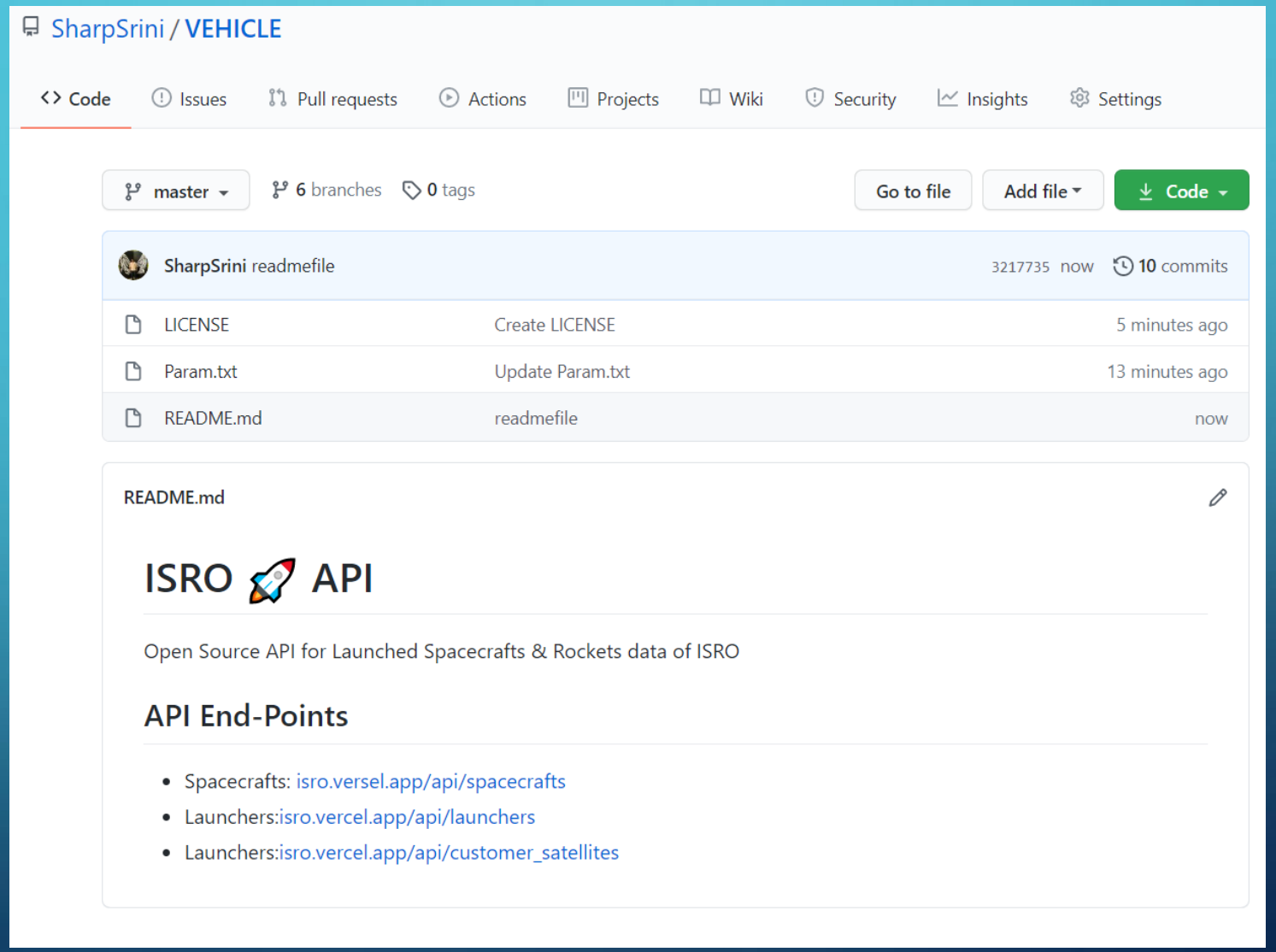
38 lines (29 sloc) | 842 Bytes

```
1  Base param
2
3  Height : 44m
4  Diameter : 2.8 m
5  Number of stages : 4
6  Lift off mass : 320 tonnes (XL)
7
8  Fourth Stage: PS4
9
10 The PS4 is the uppermost stage of PSLV, comprising of two Earth storable
11 liquid engines.
12 Engine : 2 x PS-4
13 Fuel : MMH + MON
14 Max. Thrust : 7.6 x 2 kN
15
16 Third Stage: PS3
17
18 The third stage of PSLV is a solid rocket motor that provides the upper stages
19 high thrust after the atmospheric phase of the launch.
20 Fuel : HTPB
21 Max. Thrust : 252 kN
22
23 Second Stage: PS2
24
25 PSLV uses an Earth storable liquid rocket engine for its second stage, know as
26 the Vikas engine, developed by Liquid Propulsion Systems Centre.
27 Engine : Vikas
28 Fuel : UDMH + N2O4
29 Max. Thrust : 799 kN
```

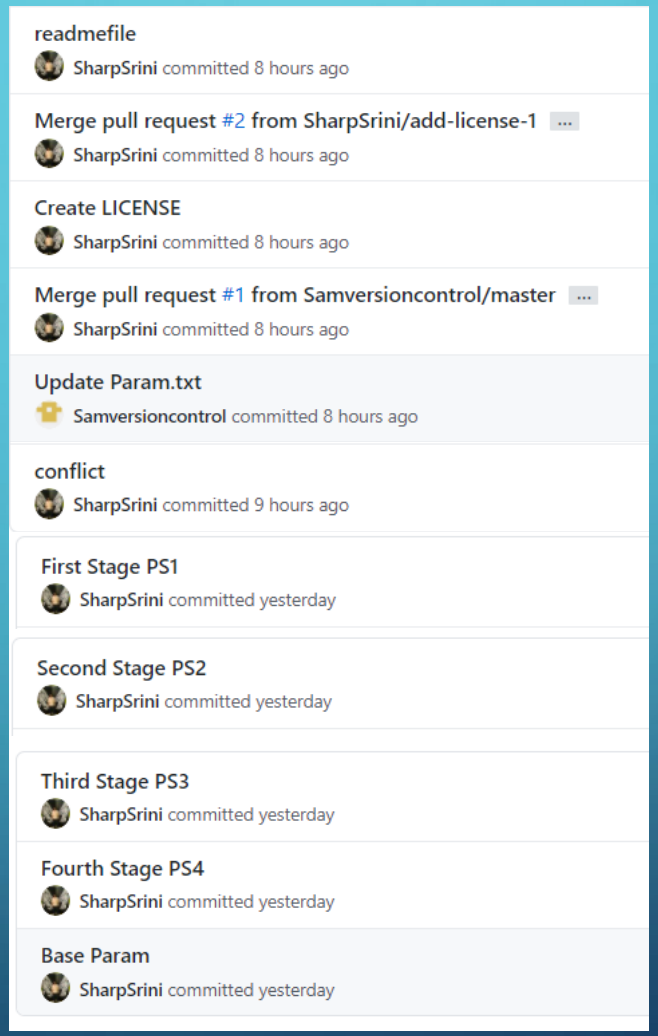
MIT LICENCE IS ADDED



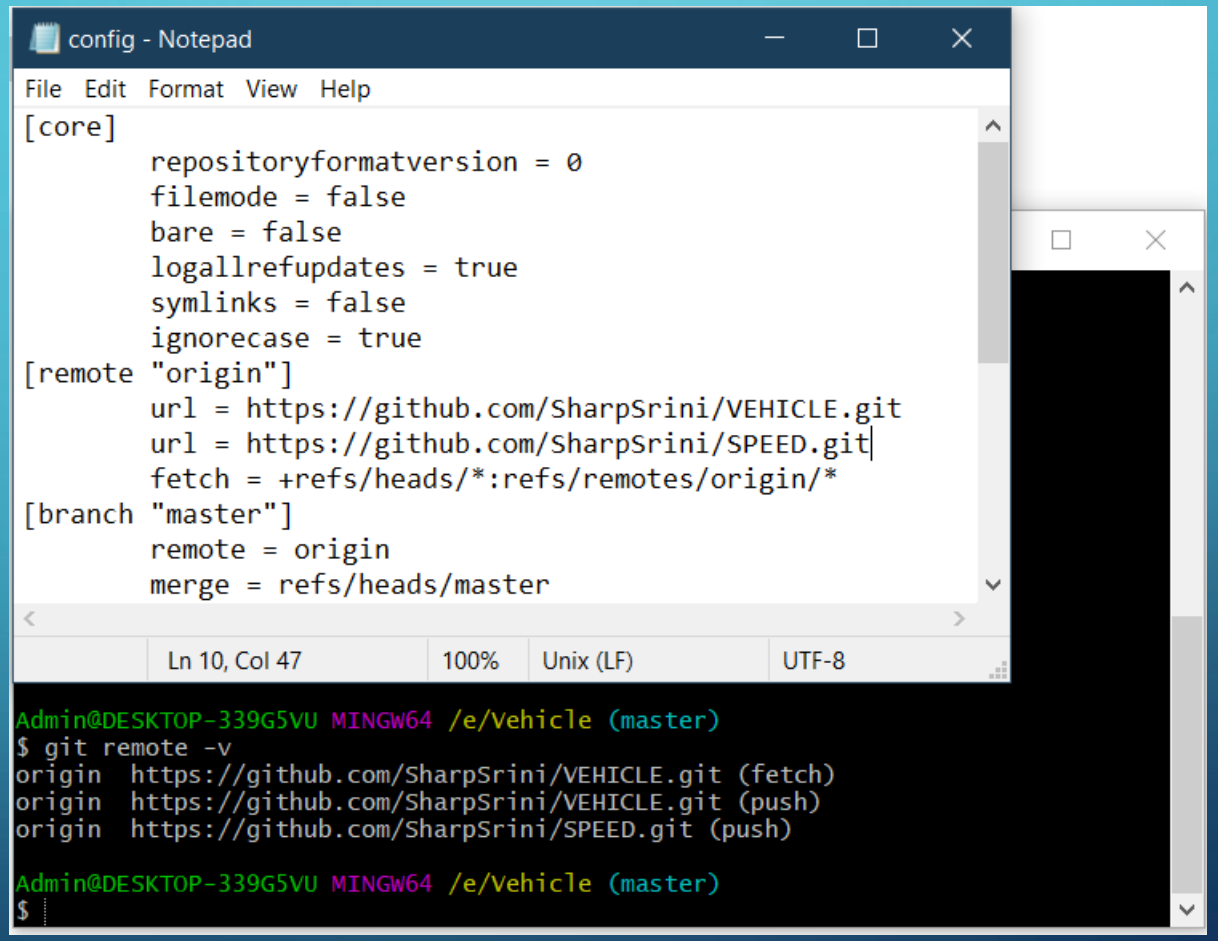
README FILE IS ADDED



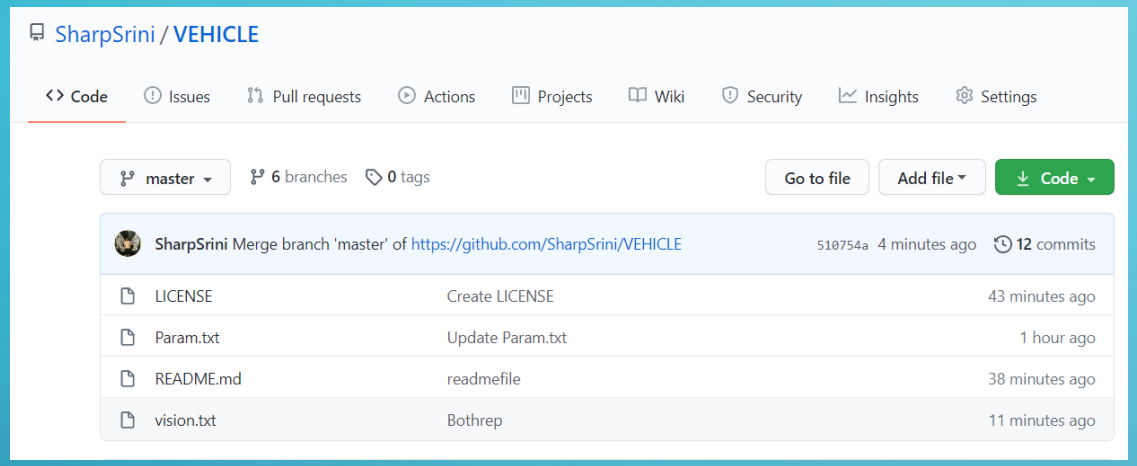
GRAPHICAL VIEW OF COMMITS

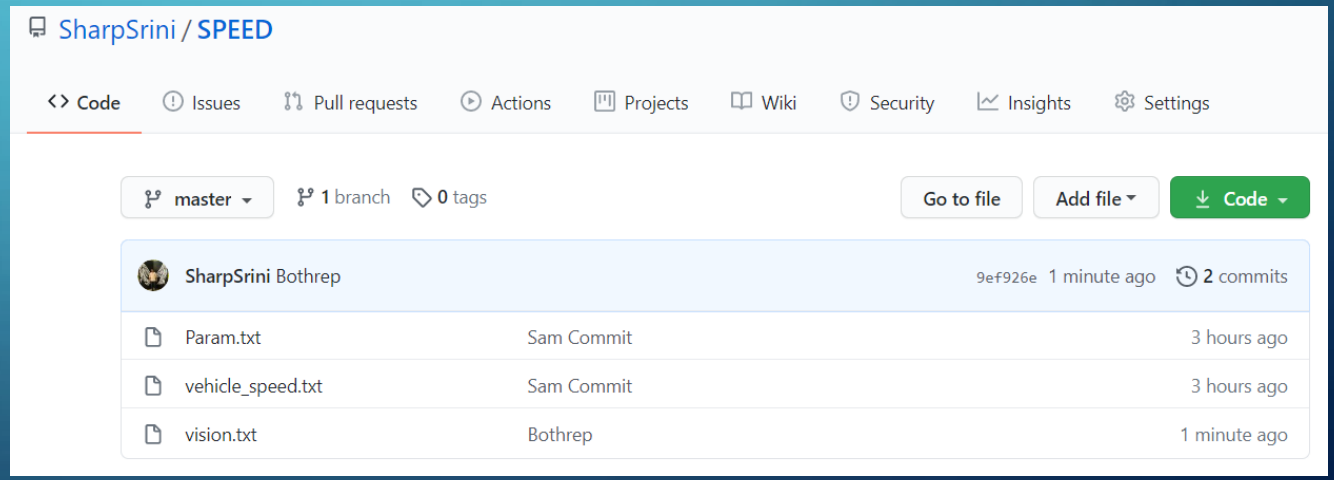


ADDITION OF ANOTHER REPOSITORY USING CONFIG FILE



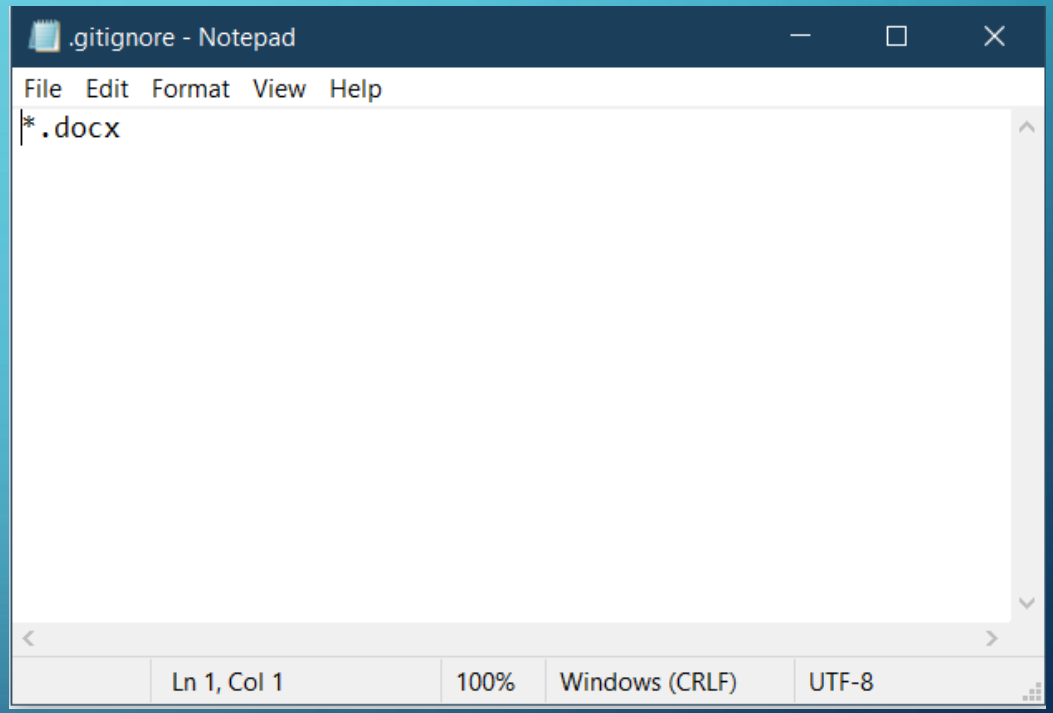
PUSHING VISION FILE





CREATING GIT IGNORE FILE

```
Admin@DESKTOP-339G5VU MINGW64 /e/Vehicle (master)
$ touch .gitignore

Admin@DESKTOP-339G5VU MINGW64 /e/Vehicle (master)
$ start .gitignore

Admin@DESKTOP-339G5VU MINGW64 /e/Vehicle (master)
$ git add .gitignore

Admin@DESKTOP-339G5VU MINGW64 /e/Vehicle (master)
$ git commit -m "ignorefile"
[master fa9a87e] ignorefile
 1 file changed, 1 insertion(+)
 create mode 100644 .gitignore

Admin@DESKTOP-339G5VU MINGW64 /e/Vehicle (master)
$ git ls-files --ignore --exclude-standard
```



THANK YOU