

Git & GitHub

◆ 오픈소스 저장소 사용하기 - Java

정수아

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01

오픈소스 저장소 복제

오픈소스 저장소 복제

❖ 오픈소스 저장소로 이동

`https://github.com/HelloCoding22/Java-Game.git`

클릭

The screenshot shows the GitHub interface for the repository 'HelloCoding22 / Java-Game'. The repository is public and has 0 forks and 0 stars. The 'Fork' button is highlighted with a red box and labeled '클릭' (Click). The repository contains two files: 'README.md' (updated 3 days ago) and 'upDown.java' (created 4 minutes ago). The README content is '오픈소스 저장소 클론 수업-Java 버전' (Open source storage clone lesson-Java version). The right sidebar shows the repository's metadata: 'About', 'Readme', '0 stars', '1 watching', '0 forks', and 'Releases' (No releases published).

오픈소스 저장소 복제


❖ 본인 계정에 Java-Game 저장소 복제

Create a new fork

A *fork* is a copy of a repository. Forking a repository allows you to freely experiment with changes without affecting the original project.

Owner *

Repository name *

 Sophia-Jung ▼

 /

Java-Game ✓


By default, forks are named the same as their upstream repository. You can customize the name to distinguish it further.

Description (optional)

오픈소스 저장소 클론 수업-Java 버전

☒ Copy the `main` branch only

Contribute back to HelloCoding22/Java-Game by adding your own branch. [Learn more.](#)

 You are creating a fork in your personal account.

Create fork

오픈소스 저장소 복제

❖ 본인 계정에 Java-Game 저장소 복제

The screenshot shows a GitHub repository page for 'Sophia-Jung / Java-Game'. The repository is public and was forked from 'HelloCoding22/Java-Game'. The page includes navigation tabs for Code, Pull requests, Actions, Projects, Wiki, Security, Insights, and Settings. Below the navigation, there are buttons for 'main' branch, '1 branch', and '0 tags'. A 'Go to file' button and an 'Add file' button are also present. A green 'Code' button is highlighted. The main content area shows a commit by 'HelloCoding22' titled 'Create upDown.java' with a commit hash 'fa3089f' and '3 commits' ago. Below the commit, there is a list of files: 'README.md' (Update README.md, 3 days ago) and 'upDown.java' (Create upDown.java, 7 minutes ago). The README.md content is displayed below the file list, showing the title '오픈소스 저장소 클론 수업-Java 버전'. On the right side, there is an 'About' section with the description '오픈소스 저장소 클론 수업-Java 버전', '0 stars', '0 watching', and '1 fork'. Below the 'About' section, there is a 'Releases' section with the text 'No releases published' and a link 'Create a new release'. At the bottom, there is a 'Packages' section with the text 'No packages published' and a link 'Publish your first package'.

Sophia-Jung / Java-Game Public

forked from HelloCoding22/Java-Game

<> Code Pull requests Actions Projects Wiki Security Insights Settings

main 1 branch 0 tags

Go to file Add file <> Code

This branch is up to date with HelloCoding22/Java-Game:main. Contribute Sync fork

HelloCoding22 Create upDown.java fa3089f 7 minutes ago 3 commits

README.md Update README.md 3 days ago

upDown.java Create upDown.java 7 minutes ago

README.md

오픈소스 저장소 클론 수업-Java 버전

About

오픈소스 저장소 클론 수업-Java 버전

Readme

0 stars

0 watching

1 fork

Releases

No releases published

Create a new release

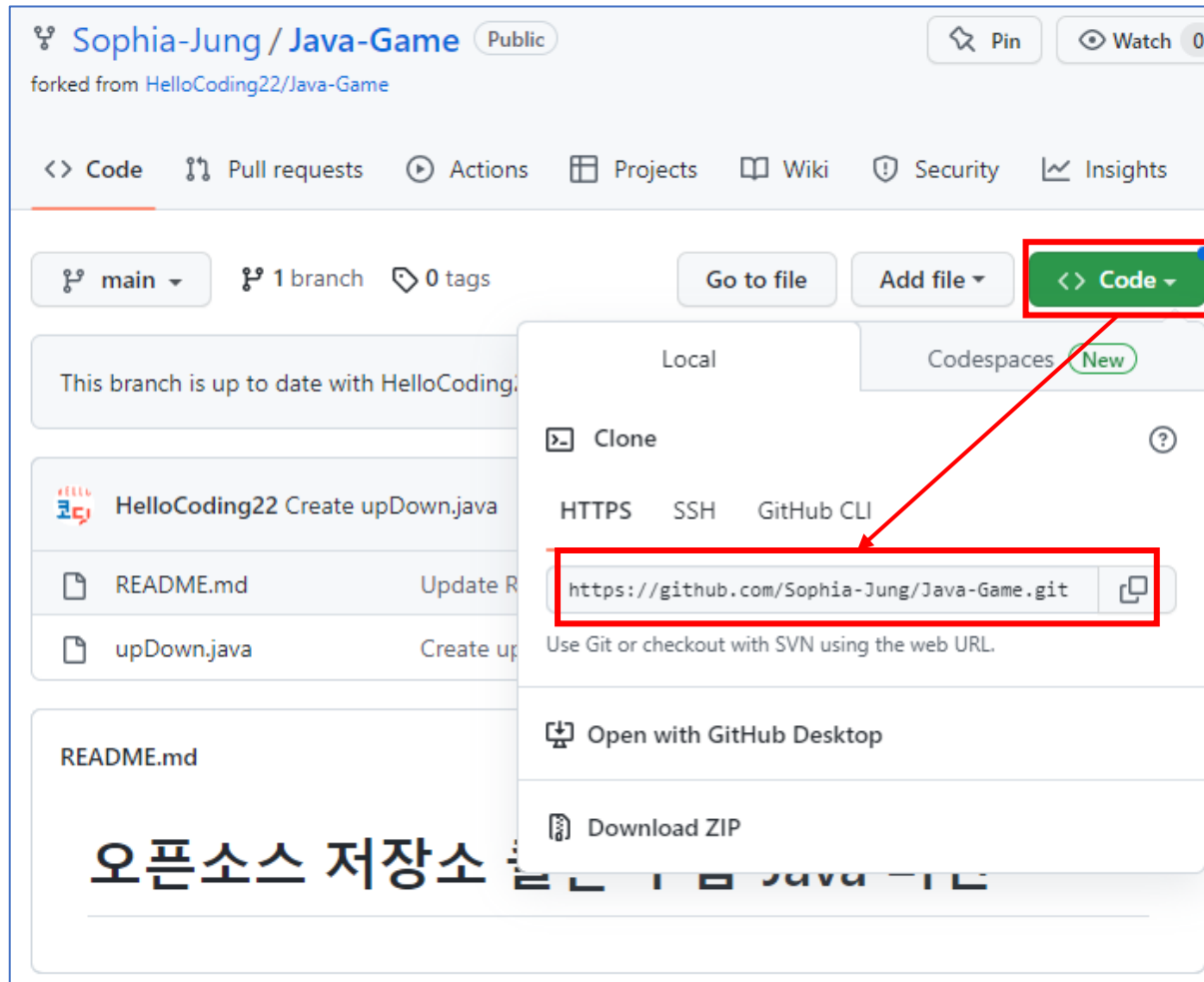
Packages

No packages published

Publish your first package

오픈소스 저장소 복제

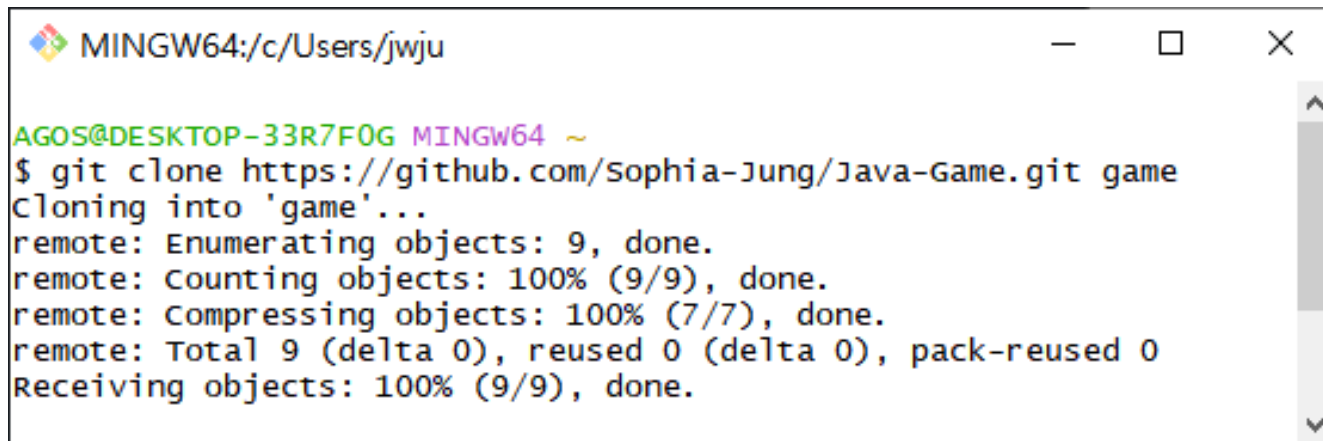
❖ 복제한 저장소 주소 복사



오픈소스 저장소 복제

❖ 복제된 저장소를 지역 저장소로 클론하기

```
$ git clone 복사한_저장소_주소 game
```

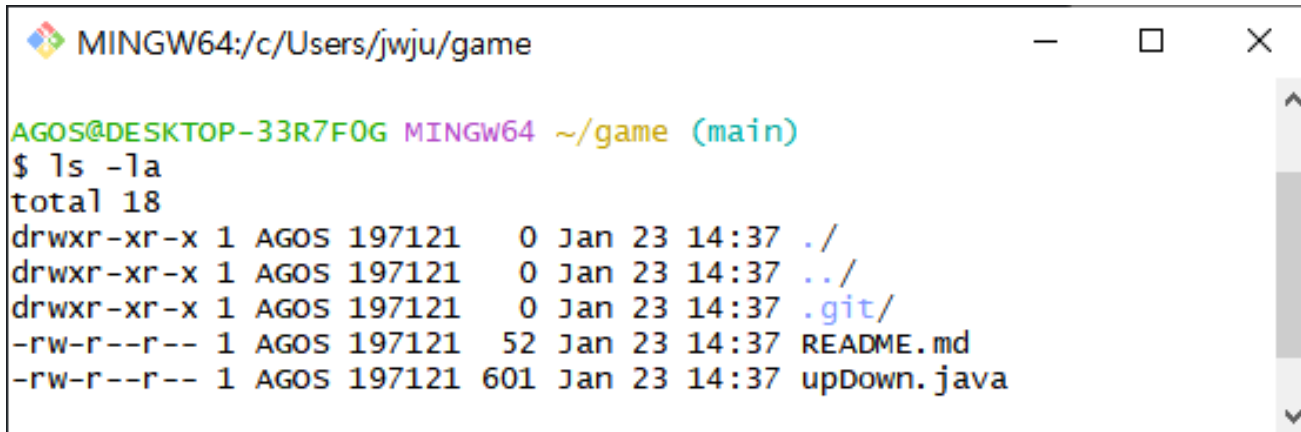


```
MINGW64:/c/Users/jwju
AGOS@DESKTOP-33R7F0G MINGW64 ~
$ git clone https://github.com/Sophia-Jung/Java-Game.git game
Cloning into 'game'...
remote: Enumerating objects: 9, done.
remote: Counting objects: 100% (9/9), done.
remote: Compressing objects: 100% (7/7), done.
remote: Total 9 (delta 0), reused 0 (delta 0), pack-reused 0
Receiving objects: 100% (9/9), done.
```


오픈소스 저장소 복제

❖ 지역 저장소로 복사되었는지 확인

```
$ cd game  
$ ls -la
```

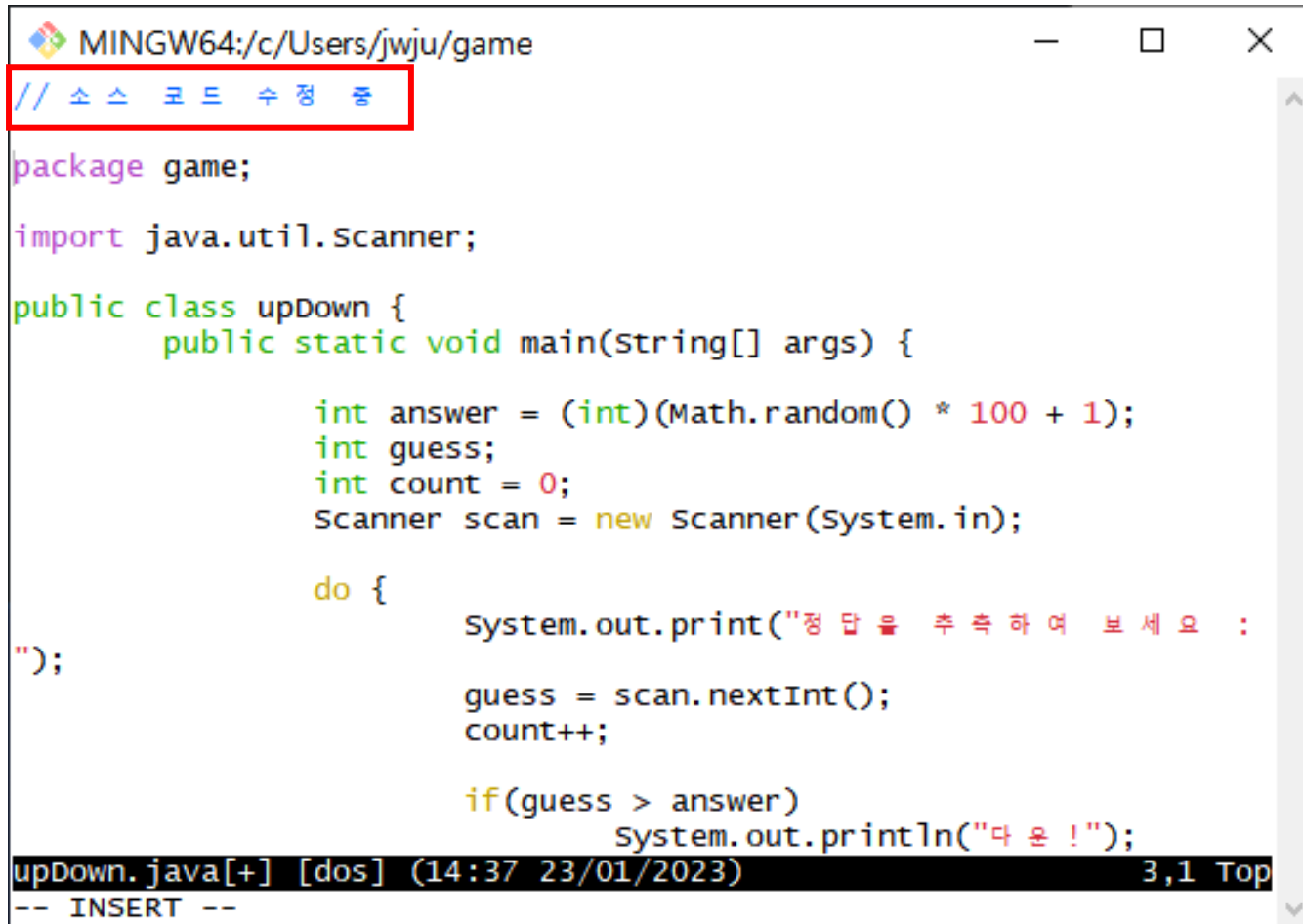


The screenshot shows a Windows command prompt window titled "MINGW64:/c/Users/jwju/game". The prompt is "AGOS@DESKTOP-33R7F0G MINGW64 ~/game (main)". The command "\$ ls -la" has been executed, resulting in the following output:

```
total 18  
drwxr-xr-x 1 AGOS 197121  0 Jan 23 14:37 ./  
drwxr-xr-x 1 AGOS 197121  0 Jan 23 14:37 ../  
drwxr-xr-x 1 AGOS 197121  0 Jan 23 14:37 .git/  
-rw-r--r-- 1 AGOS 197121  52 Jan 23 14:37 README.md  
-rw-r--r-- 1 AGOS 197121 601 Jan 23 14:37 upDown.java
```

오픈소스 저장소 복제

❖ upDown.java 소스 코드 수정하기



```
MINGW64:/c/Users/jwju/game
// 소스 코드 수정 중

package game;

import java.util.Scanner;

public class upDown {
    public static void main(String[] args) {

        int answer = (int)(Math.random() * 100 + 1);
        int guess;
        int count = 0;
        Scanner scan = new Scanner(System.in);

        do {
            System.out.print("정답을 추측하여 보세요 : ");

            guess = scan.nextInt();
            count++;

            if(guess > answer)
                System.out.println("다 옳!");
        } while (true);
    }
}

upDown.java[+] [dos] (14:37 23/01/2023) 3,1 Top
-- INSERT --
```

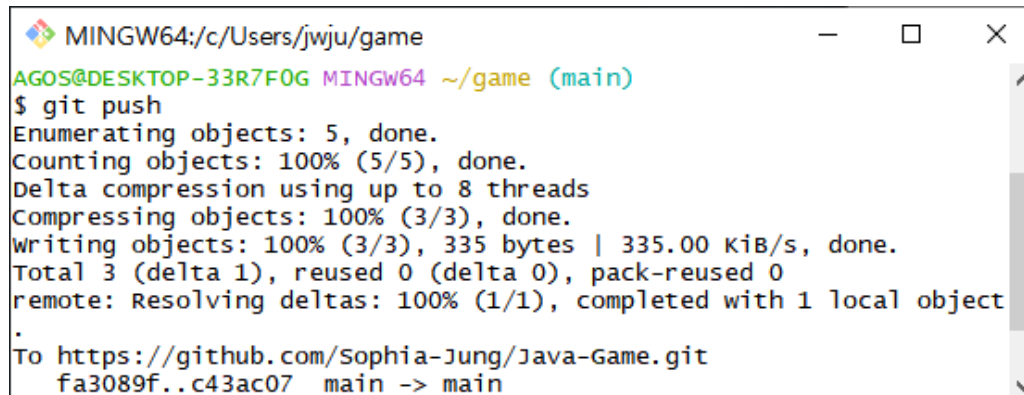
오픈소스 저장소 복제

❖ 커밋하기

```
$ git commit -am "add my text"
```

❖ 원격 저장소에 올리기

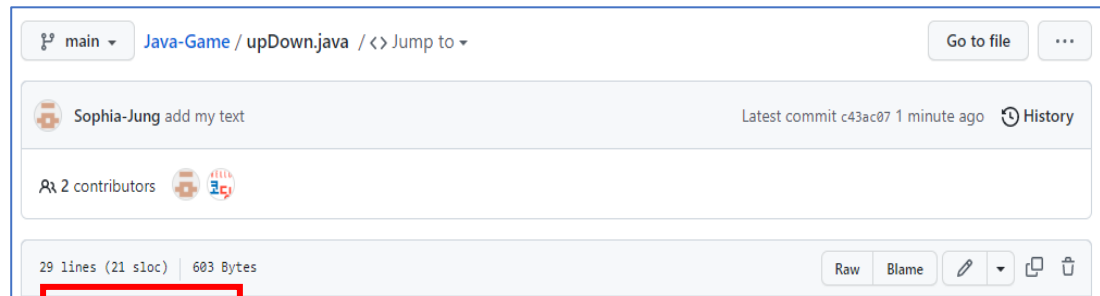
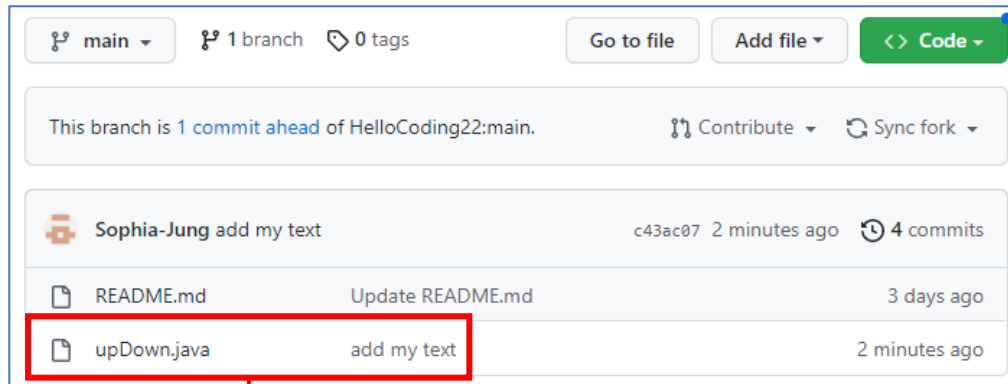
```
$ git push
```



```
MINGW64:/c/Users/jwju/game
AGOS@DESKTOP-33R7F0G MINGW64 ~/game (main)
$ git push
Enumerating objects: 5, done.
Counting objects: 100% (5/5), done.
Delta compression using up to 8 threads
Compressing objects: 100% (3/3), done.
Writing objects: 100% (3/3), 335 bytes | 335.00 KiB/s, done.
Total 3 (delta 1), reused 0 (delta 0), pack-reused 0
remote: Resolving deltas: 100% (1/1), completed with 1 local object
.
To https://github.com/Sophia-Jung/Java-Game.git
fa3089f..c43ac07 main -> main
```

오픈소스 저장소 복제

❖ upDown.java 커밋 완료



복제한 저장소의 파일은 수정되었지만,
원본 소스가 있던 저장소에는 반영되지 않았음



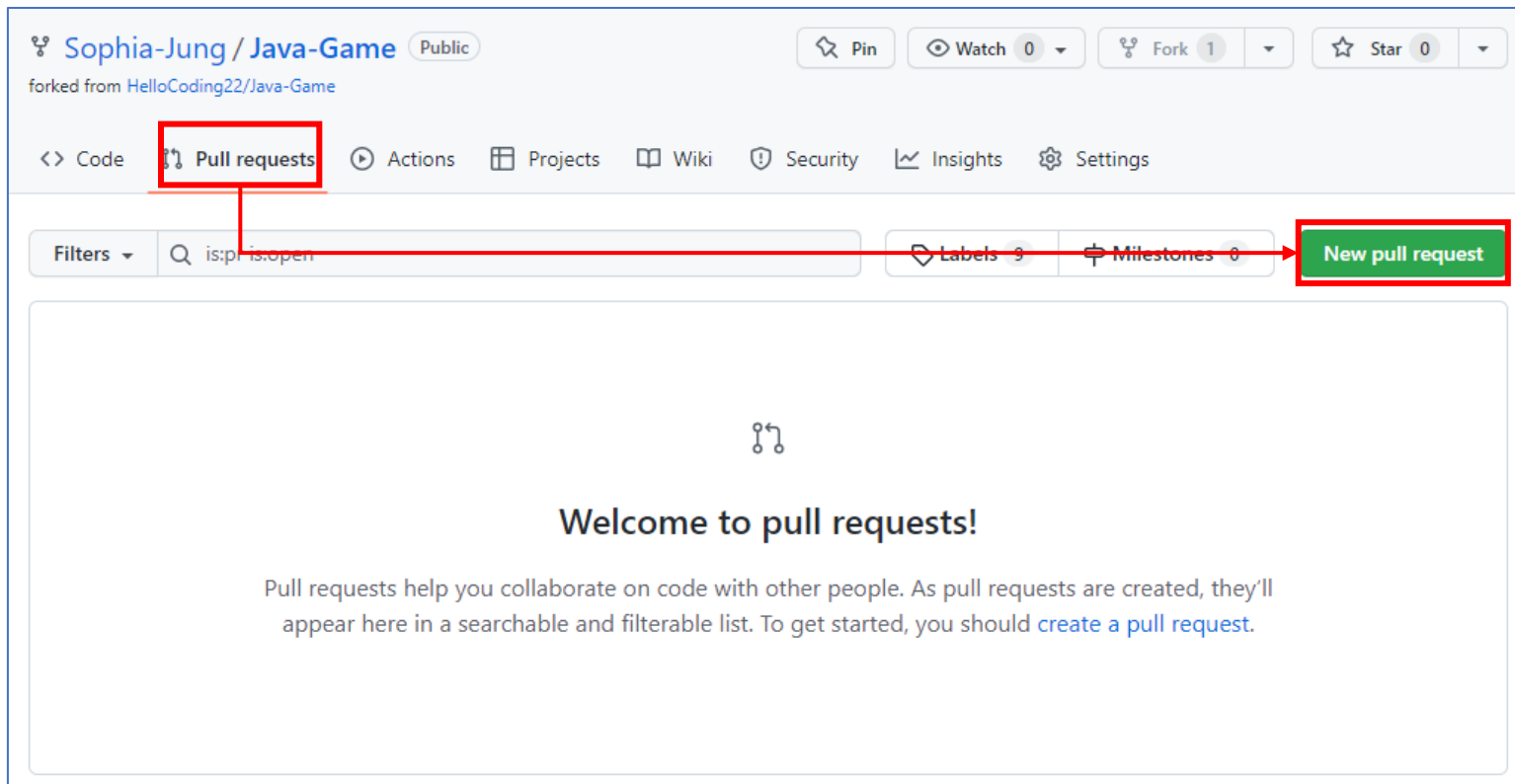
02

오픈소스 저장소에 합치기 요청

오픈소스 저장소에 합치기 - 요청

❖ 풀 리퀘스트(pull request)

- 원본 저장소의 개발자에게 수정한 내용을 반영해 달라는 요청



오픈소스 저장소에 합치기 - 요청

- ❖ 원본 저장소의 파일 vs 복제된 저장소의 파일
 - 변경 사항을 보여줌

Comparing changes

Choose two branches to see what's changed or to start a new pull request. If you need to, you can also [compare across forks](#).

base repository: HelloCoding22/Java-Game base: main head repository: Sophia-Jung/Java-Game compare: main

✓ Able to merge. These branches can be automatically merged.

Discuss and review the changes in this comparison with others. [Learn about pull requests](#) [Create pull request](#)

1 commit 1 file changed 1 contributor

Commits on Jan 23, 2023

add my text
Sophia-Jung committed 4 minutes ago

Showing 1 changed file with 2 additions and 0 deletions. [Split](#) [Unified](#)

2 upDown.java

...	...	@@ -1,3 +1,5 @@
1	+	// 소스 코드 수정 중
2	+	
1	3	package game;
2	4	
3	5	import java.util.Scanner;

오픈소스 저장소에 합치기 - 요청

❖ 상단 “Create pull request” 버튼 클릭

The screenshot shows the GitHub 'Comparing changes' interface. At the top, it says 'Comparing changes' and 'Choose two branches to see what's changed or to start a new pull request. If you need to, you can also [compare across forks](#).' Below this, there are dropdown menus for 'base repository: HelloCoding22/Java-Game', 'base: main', 'head repository: Sophia-Jung/Java-Game', and 'compare: main'. A green checkmark indicates 'Able to merge. These branches can be automatically merged.' In the center, there is a light blue box with the text 'Discuss and review the changes in this comparison with others. [Learn about pull requests](#)' and a green 'Create pull request' button, which is highlighted with a red rectangular box. Below this, it shows '1 commit', '1 file changed', and '1 contributor'. The commit list shows 'add my text' by Sophia-Jung, committed 4 minutes ago. At the bottom, it shows 'Showing 1 changed file with 2 additions and 0 deletions.' and a diff view for 'upDown.java'.

Comparing changes

Choose two branches to see what's changed or to start a new pull request. If you need to, you can also [compare across forks](#).

base repository: HelloCoding22/Java-Game base: main head repository: Sophia-Jung/Java-Game compare: main

✓ Able to merge. These branches can be automatically merged.

Discuss and review the changes in this comparison with others. [Learn about pull requests](#) **Create pull request**

1 commit 1 file changed 1 contributor

Commits on Jan 23, 2023

add my text
Sophia-Jung committed 4 minutes ago

Showing 1 changed file with 2 additions and 0 deletions. Split Unified

2 upDown.java


```
@@ -1,3 +1,5 @@
1 + // 소스 코드 수정 중
2 +
1 3 package game;
2 4
3 5 import java.util.Scanner;
```


오픈소스 저장소에 합치기 - 요청

❖ 커밋에 대한 설명 추가

Open a pull request

Create a new pull request by comparing changes across two branches. If you need to, you can also [compare across forks](#).


 base repository: HelloCoding22/Java-Game

base: main

...

head repository: Sophia-Jung/Java-Game









✓ **Able to merge.** These branches can be automatically merged.




add my text


Write

Preview

H B I       @  

개발자님,
주석을 추가했습니다.
커밋을 허락해주세요.

Attach files by dragging & dropping, selecting or pasting them. 

☒ Allow edits by maintainers 

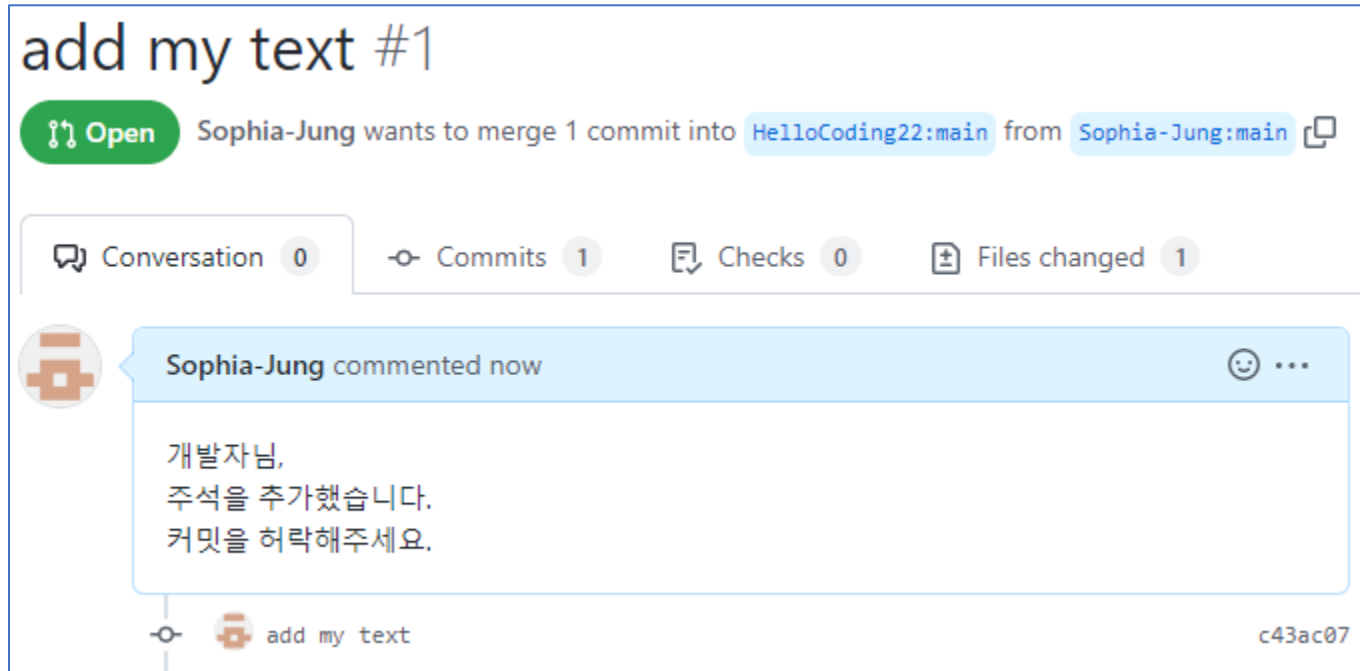
Create pull request

17

오픈소스 저장소에 합치기 - 요청

❖ 개발자와 소통하는 공간

- 개발자와 질문과 답변을 주고 받으면서 수정한 내용을 원본 소스에 반영할지 여부를 결정



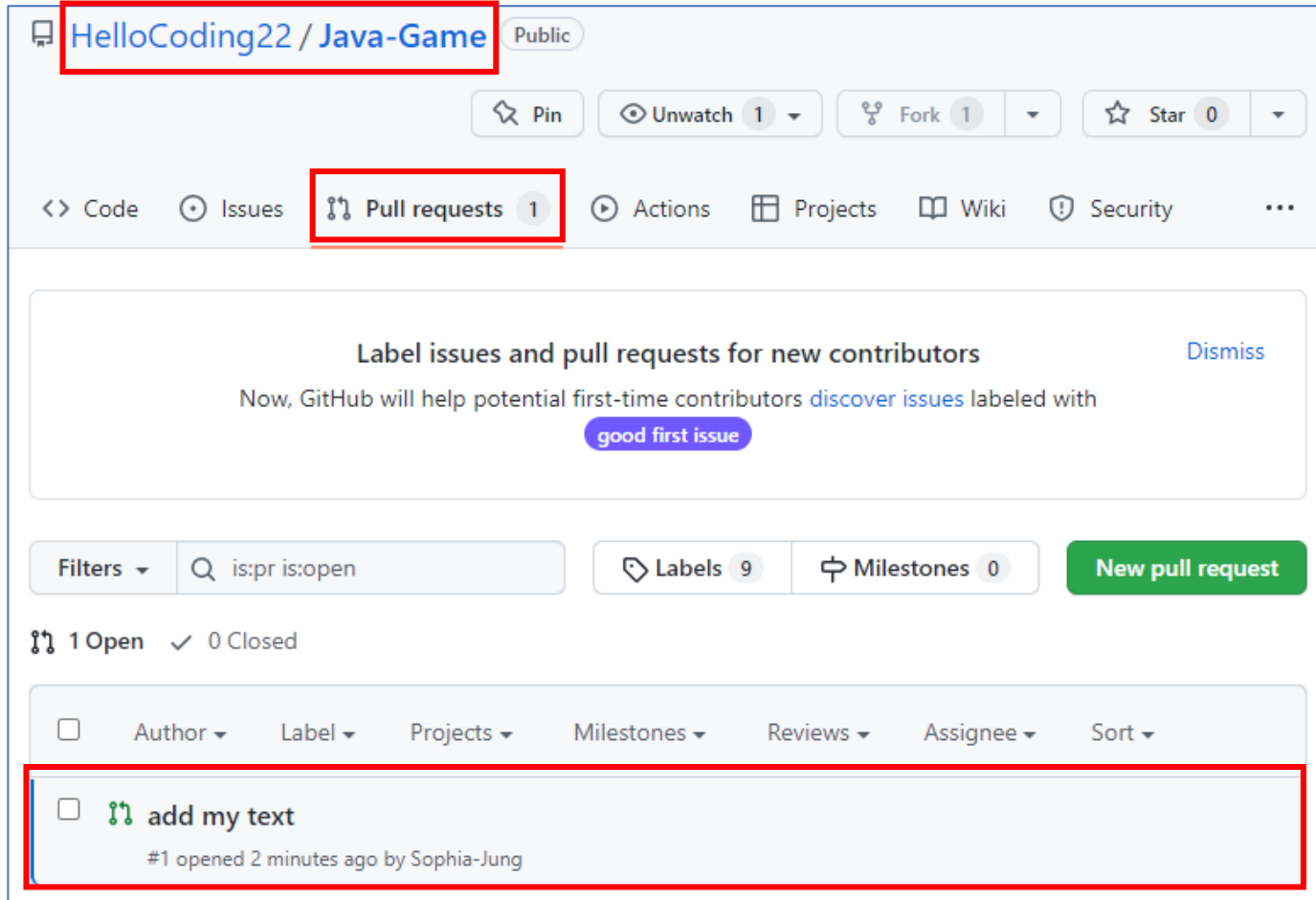


03

오픈소스 저장소에 합치기 수락

오픈소스 저장소에 합치기 - 수락

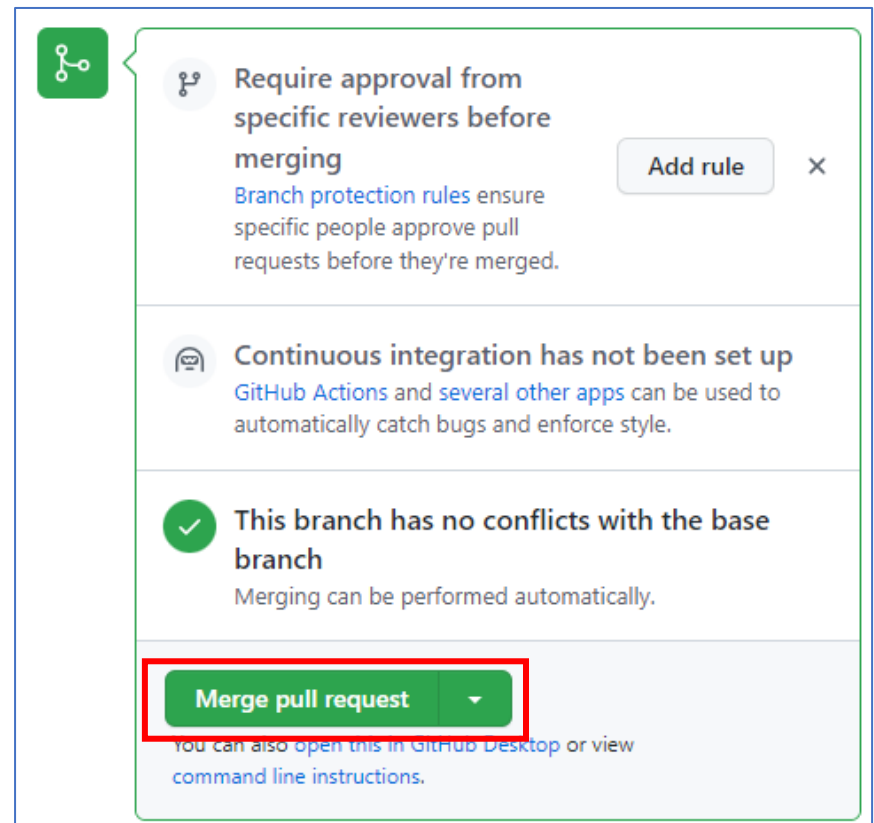
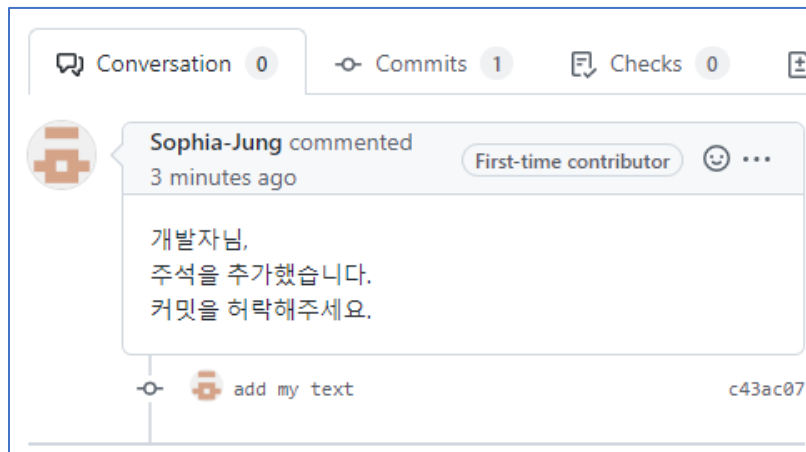
❖ 원본 저장소



오픈소스 저장소에 합치기 - 수락

❖ 다른 사용자가 보낸 수정 내용 검토 후, 수락 여부 결정

- 수정을 허락하려면 Merge pull request 버튼 클릭



오픈소스 저장소에 합치기 - 수락

❖ 원본 저장소의 소스 코드에 수정사항 반영

The screenshot displays a GitHub repository interface for 'HelloCoding22 / Java-Game'. The repository is public and has 1 fork and 0 stars. The main branch is selected, and the file 'upDown.java' is open. A commit by Sophia-Jung with the message 'add my text' is shown, dated 12 minutes ago. The source code for 'upDown.java' is displayed, showing 29 lines (21 sloc) and 603 Bytes. The first line of the code, '// 소스 코드 수정 중', is highlighted with a red box.

Repository: HelloCoding22 / Java-Game (Public)

Actions: Pin, Unwatch (1), Fork (1), Star (0)

Navigation: Code, Issues, Pull requests, Actions, Projects, Wiki, Security

Branch: main Java-Game / upDown.java / Jump to

Commit: Sophia-Jung add my text Latest commit c43ac07 12 minutes ago History

Contributors: 2 contributors

File: upDown.java 29 lines (21 sloc) 603 Bytes

Code: Raw, Blame, Edit, Copy, Delete

```
1 // 소스 코드 수정 중
2
3 package game;
4
5 import java.util.Scanner;
6
7 public class upDown {
```

THANK 😊 YOU