

REPORT NO. 02: VERSION CONTROL OF GIT

COURSE CODE: CSE 404

**COURSE TITLE: SOFTWARE ENGINEERING AND ISD
LABRATORY**

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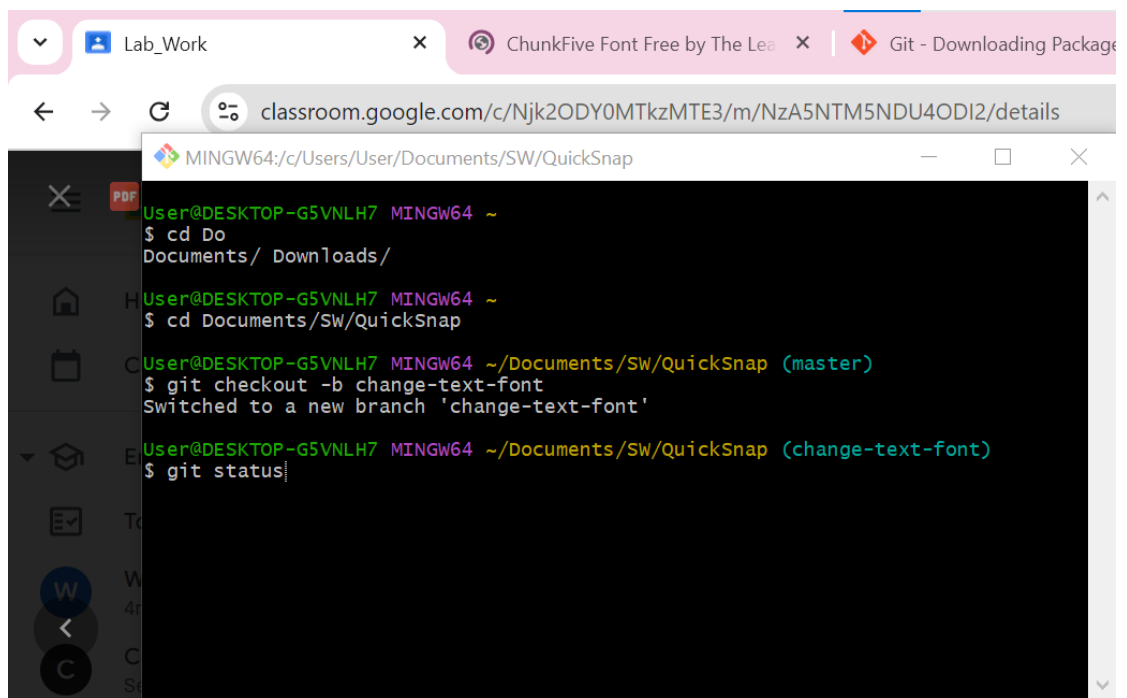
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Abstract

I worked as UI Coder(UC) here. Farhan Ahmed Onu worked as Team Leader(TL) and Game Developer(GD) here. My output below:

1. Output:



The screenshot shows a web browser window with three tabs: 'Lab_Work', 'ChunkFive Font Free by The Lea', and 'Git - Downloading Package'. The address bar shows the URL 'classroom.google.com/c/Njk2ODY0MTkzMTE3/m/NzA5NTM5NDU4ODI2/details'. Below the browser, a terminal window titled 'MINGW64:/c/Users/User/Documents/SW/QuickSnap' displays the following commands and output:

```
User@DESKTOP-G5VNLH7 MINGW64 ~  
$ cd Do  
Documents/ Downloads/  
  
User@DESKTOP-G5VNLH7 MINGW64 ~  
$ cd Documents/SW/QuickSnap  
  
User@DESKTOP-G5VNLH7 MINGW64 ~/Documents/SW/QuickSnap (master)  
$ git checkout -b change-text-font  
Switched to a new branch 'change-text-font'  
  
User@DESKTOP-G5VNLH7 MINGW64 ~/Documents/SW/QuickSnap (change-text-font)  
$ git status|
```

Figure 1.1

```

User@DESKTOP-G5VNLH7 MINGW64 ~
$ cd Do
Documents/ Downloads/

User@DESKTOP-G5VNLH7 MINGW64 ~
$ cd Documents/SW/QuickSnap

User@DESKTOP-G5VNLH7 MINGW64 ~/Documents/SW/QuickSnap (master)
$ git checkout -b change-text-font
Switched to a new branch 'change-text-font'

User@DESKTOP-G5VNLH7 MINGW64 ~/Documents/SW/QuickSnap (change-text-font)
$ git status
On branch change-text-font
Untracked files:
  (use "git add <file>..." to include in what will be committed)
    Resources/fonts/Chunk Five Print.otf
    Resources/fonts/ChunkFive-Regular.otf

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

User@DESKTOP-G5VNLH7 MINGW64 ~/Documents/SW/QuickSnap (change-text-font)
$

```

Figure 1.2

```

User@DESKTOP-G5VNLH7 MINGW64 ~/Documents/SW/QuickSnap (master)
$ git checkout -b change-text-font
Switched to a new branch 'change-text-font'

User@DESKTOP-G5VNLH7 MINGW64 ~/Documents/SW/QuickSnap (change-text-font)
$ git status
On branch change-text-font
Untracked files:
  (use "git add <file>..." to include in what will be committed)
    Resources/fonts/Chunk Five Print.otf
    Resources/fonts/ChunkFive-Regular.otf

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

User@DESKTOP-G5VNLH7 MINGW64 ~/Documents/SW/QuickSnap (change-text-font)
$ git add Resources/fonts/ ChunkFive-Regular.otf
fatal: pathspec 'ChunkFive-Regular.otf' did not match any files

User@DESKTOP-G5VNLH7 MINGW64 ~/Documents/SW/QuickSnap (change-text-font)
$ git add Resources/fonts/ ChunkFive-Regular.otf
fatal: pathspec 'ChunkFive-Regular.otf' did not match any files

User@DESKTOP-G5VNLH7 MINGW64 ~/Documents/SW/QuickSnap (change-text-font)
$

```

Figure 1.3

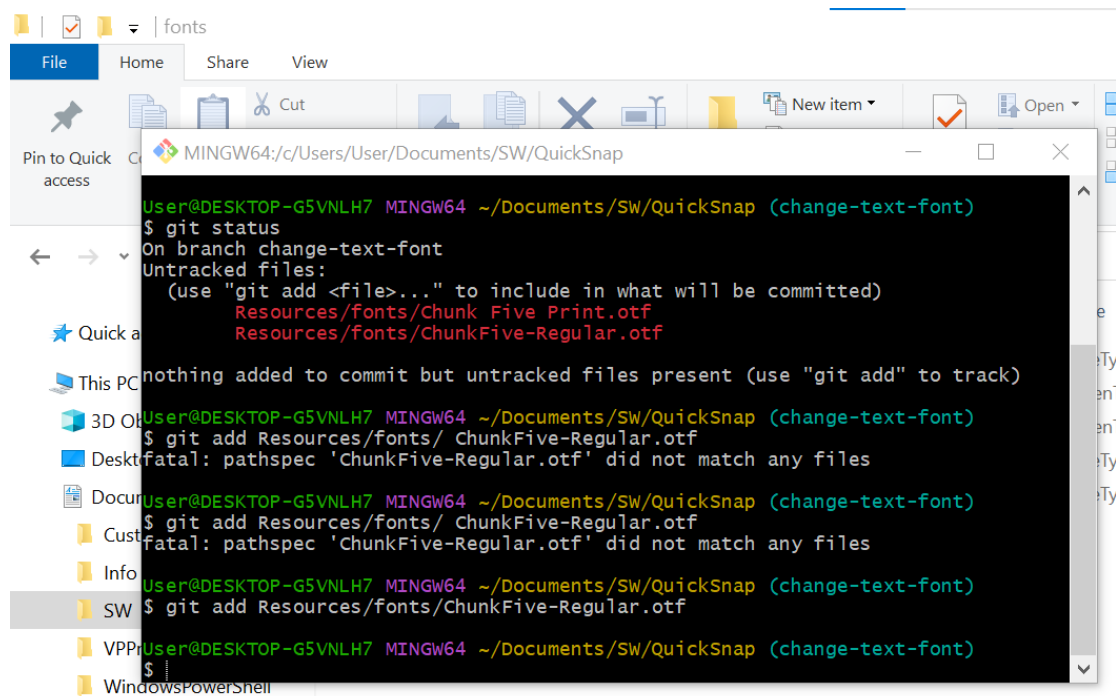


Figure 1.4

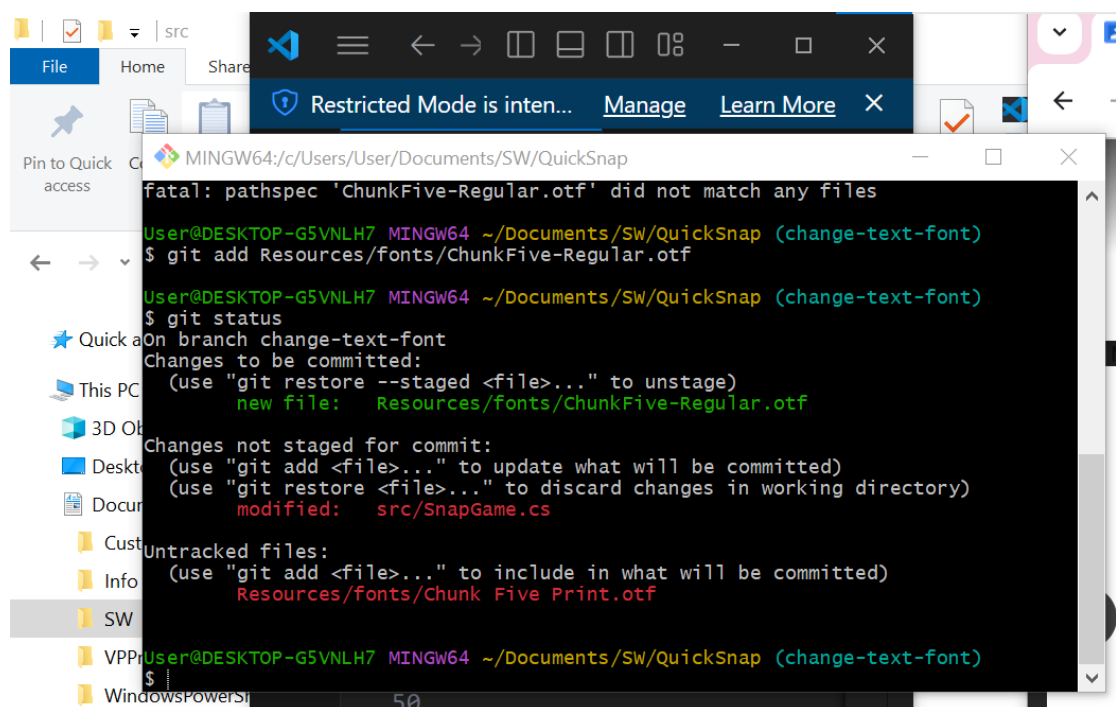
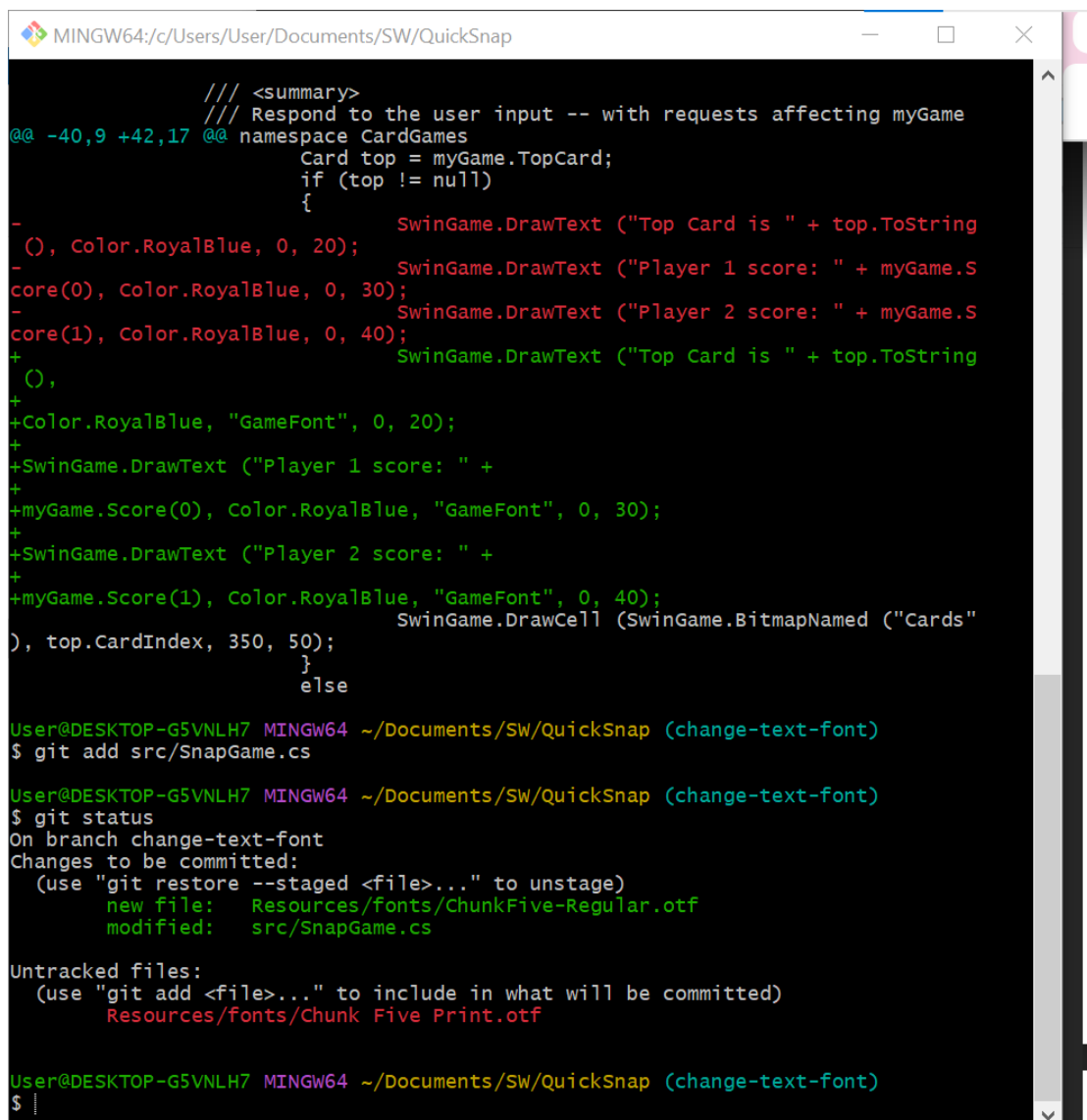


Figure 1.5



```

    /// <summary>
    /// Respond to the user input -- with requests affecting myGame
@@ -40,9 +42,17 @@ namespace CardGames
    Card top = myGame.TopCard;
    if (top != null)
    {
        SwinGame.DrawText ("Top Card is " + top.ToString
    ), Color.RoyalBlue, 0, 20);
    SwinGame.DrawText ("Player 1 score: " + myGame.S
core(0), Color.RoyalBlue, 0, 30);
    SwinGame.DrawText ("Player 2 score: " + myGame.S
core(1), Color.RoyalBlue, 0, 40);
    SwinGame.DrawText ("Top Card is " + top.ToString
    ),
    +Color.RoyalBlue, "GameFont", 0, 20);
    +SwinGame.DrawText ("Player 1 score: " +
    +myGame.Score(0), Color.RoyalBlue, "GameFont", 0, 30);
    +SwinGame.DrawText ("Player 2 score: " +
    +myGame.Score(1), Color.RoyalBlue, "GameFont", 0, 40);
    SwinGame.DrawCell (SwinGame.BitmapNamed ("Cards"
), top.CardIndex, 350, 50);
    }
    else

User@DESKTOP-G5VNLH7 MINGW64 ~/Documents/SW/QuickSnap (change-text-font)
$ git add src/SnapGame.cs

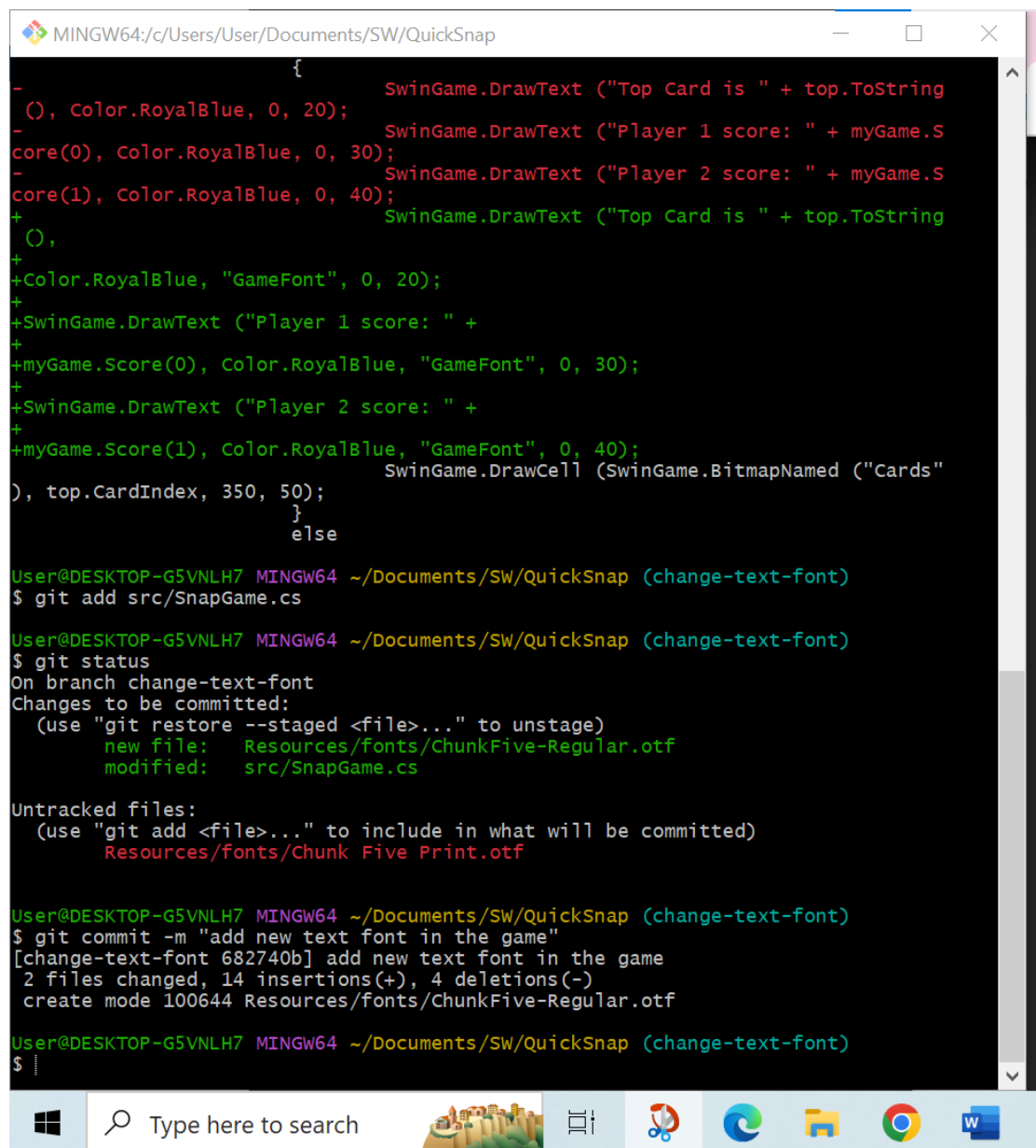
User@DESKTOP-G5VNLH7 MINGW64 ~/Documents/SW/QuickSnap (change-text-font)
$ git status
On branch change-text-font
Changes to be committed:
  (use "git restore --staged <file>..." to unstage)
        new file:   Resources/fonts/ChunkFive-Regular.otf
        modified:   src/SnapGame.cs

Untracked files:
  (use "git add <file>..." to include in what will be committed)
        Resources/fonts/Chunk Five Print.otf

User@DESKTOP-G5VNLH7 MINGW64 ~/Documents/SW/QuickSnap (change-text-font)
$ !

```

Figure 1.8



```

MINGW64:/c/Users/User/Documents/SW/QuickSnap
{
-           SwinGame.DrawText ("Top Card is " + top.ToString
-           (), Color.RoyalBlue, 0, 20);
-           SwinGame.DrawText ("Player 1 score: " + myGame.S
-           core(0), Color.RoyalBlue, 0, 30);
-           SwinGame.DrawText ("Player 2 score: " + myGame.S
-           core(1), Color.RoyalBlue, 0, 40);
+           SwinGame.DrawText ("Top Card is " + top.ToString
+           (),
+           Color.RoyalBlue, "GameFont", 0, 20);
+           SwinGame.DrawText ("Player 1 score: " +
+           myGame.Score(0), Color.RoyalBlue, "GameFont", 0, 30);
+           SwinGame.DrawText ("Player 2 score: " +
+           myGame.Score(1), Color.RoyalBlue, "GameFont", 0, 40);
+           SwinGame.DrawCell (SwinGame.BitmapNamed ("Cards"
+           ), top.CardIndex, 350, 50);
+           }
+           else

User@DESKTOP-G5VNLH7 MINGW64 ~/Documents/SW/QuickSnap (change-text-font)
$ git add src/SnapGame.cs

User@DESKTOP-G5VNLH7 MINGW64 ~/Documents/SW/QuickSnap (change-text-font)
$ git status
On branch change-text-font
Changes to be committed:
  (use "git restore --staged <file>..." to unstage)
    new file:   Resources/fonts/ChunkFive-Regular.otf
    modified:   src/SnapGame.cs

Untracked files:
  (use "git add <file>..." to include in what will be committed)
    Resources/fonts/Chunk Five Print.otf

User@DESKTOP-G5VNLH7 MINGW64 ~/Documents/SW/QuickSnap (change-text-font)
$ git commit -m "add new text font in the game"
[change-text-font 682740b] add new text font in the game
 2 files changed, 14 insertions(+), 4 deletions(-)
 create mode 100644 Resources/fonts/ChunkFive-Regular.otf

User@DESKTOP-G5VNLH7 MINGW64 ~/Documents/SW/QuickSnap (change-text-font)
$

```

Figure 1.9

```

MINGW64:/c/Users/User/Documents/SW/QuickSnap
+myGame.Score(1, Color.RoyalBlue, "GameFont", 0, 40);
    SwinGame.DrawCell (SwinGame.BitmapNamed ("Cards"
), top.CardIndex, 350, 50);
    }
    else

User@DESKTOP-G5VNLH7 MINGW64 ~/Documents/SW/QuickSnap (change-text-font)
$ git add src/SnapGame.cs

User@DESKTOP-G5VNLH7 MINGW64 ~/Documents/SW/QuickSnap (change-text-font)
$ git status
On branch change-text-font
Changes to be committed:
  (use "git restore --staged <file>..." to unstage)
    new file:   Resources/fonts/ChunkFive-Regular.otf
    modified:   src/SnapGame.cs

Untracked files:
  (use "git add <file>..." to include in what will be committed)
    Resources/fonts/Chunk Five Print.otf

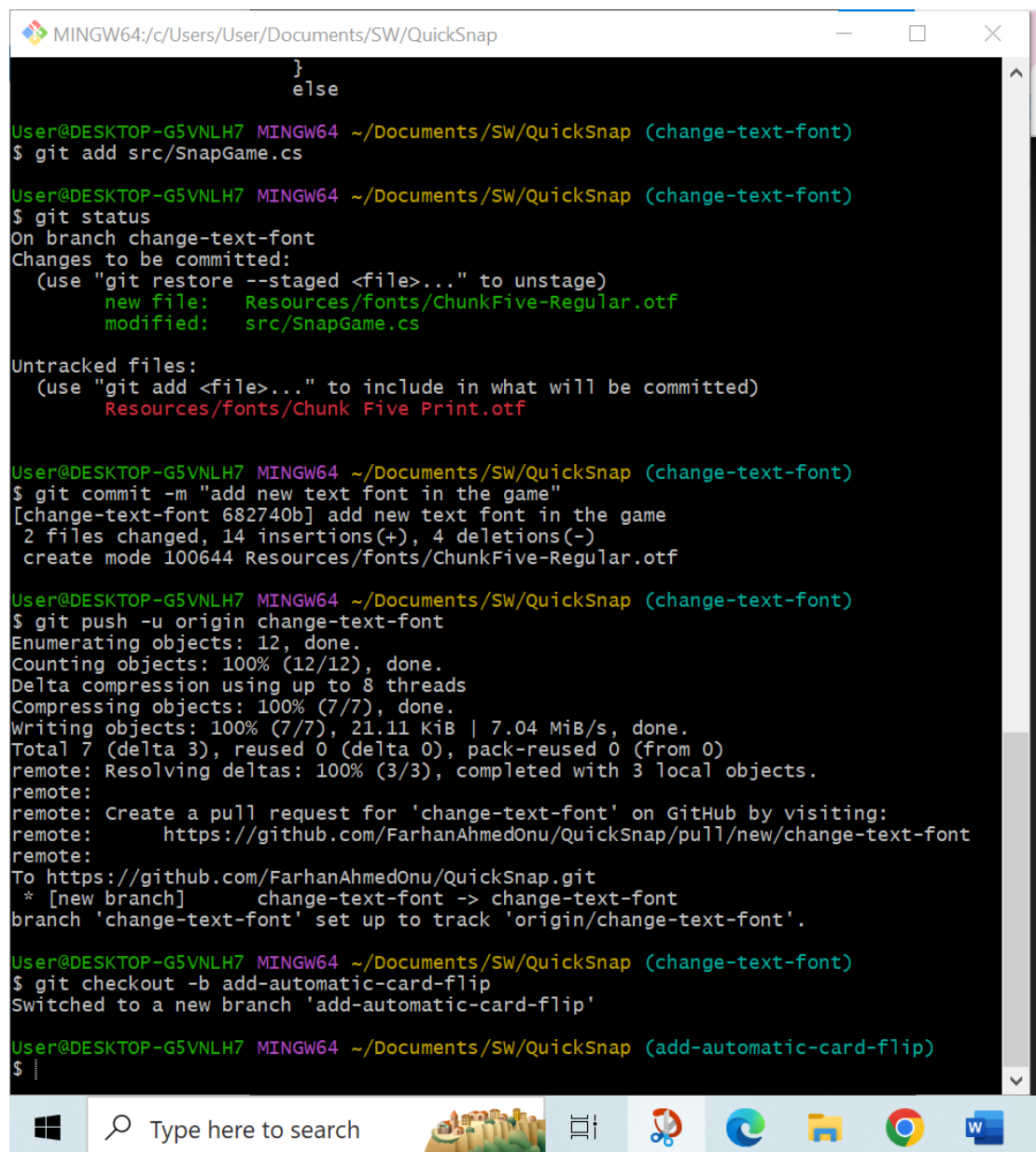
User@DESKTOP-G5VNLH7 MINGW64 ~/Documents/SW/QuickSnap (change-text-font)
$ git commit -m "add new text font in the game"
[change-text-font 682740b] add new text font in the game
 2 files changed, 14 insertions(+), 4 deletions(-)
 create mode 100644 Resources/fonts/ChunkFive-Regular.otf

User@DESKTOP-G5VNLH7 MINGW64 ~/Documents/SW/QuickSnap (change-text-font)
$ git push -u origin change-text-font
Enumerating objects: 12, done.
Counting objects: 100% (12/12), done.
Delta compression using up to 8 threads
Compressing objects: 100% (7/7), done.
Writing objects: 100% (7/7), 21.11 KiB | 7.04 MiB/s, done.
Total 7 (delta 3), reused 0 (delta 0), pack-reused 0 (from 0)
remote: Resolving deltas: 100% (3/3), completed with 3 local objects.
remote:
remote: Create a pull request for 'change-text-font' on GitHub by visiting:
remote:   https://github.com/FarhanAhmedOnu/QuickSnap/pull/new/change-text-font
remote:
To https://github.com/FarhanAhmedOnu/QuickSnap.git
 * [new branch]   change-text-font -> change-text-font
branch 'change-text-font' set up to track 'origin/change-text-font'.

User@DESKTOP-G5VNLH7 MINGW64 ~/Documents/SW/QuickSnap (change-text-font)
$

```

Figure 1.10



```
MINGW64:/c/Users/User/Documents/SW/QuickSnap

    }
    else

User@DESKTOP-G5VNLH7 MINGW64 ~/Documents/SW/QuickSnap (change-text-font)
$ git add src/SnapGame.cs

User@DESKTOP-G5VNLH7 MINGW64 ~/Documents/SW/QuickSnap (change-text-font)
$ git status
On branch change-text-font
Changes to be committed:
  (use "git restore --staged <file>..." to unstage)
    new file:   Resources/fonts/ChunkFive-Regular.otf
    modified:   src/SnapGame.cs

Untracked files:
  (use "git add <file>..." to include in what will be committed)
    Resources/fonts/Chunk Five Print.otf

User@DESKTOP-G5VNLH7 MINGW64 ~/Documents/SW/QuickSnap (change-text-font)
$ git commit -m "add new text font in the game"
[change-text-font 682740b] add new text font in the game
 2 files changed, 14 insertions(+), 4 deletions(-)
 create mode 100644 Resources/fonts/ChunkFive-Regular.otf

User@DESKTOP-G5VNLH7 MINGW64 ~/Documents/SW/QuickSnap (change-text-font)
$ git push -u origin change-text-font
Enumerating objects: 12, done.
Counting objects: 100% (12/12), done.
Delta compression using up to 8 threads
Compressing objects: 100% (7/7), done.
Writing objects: 100% (7/7), 21.11 KiB | 7.04 MiB/s, done.
Total 7 (delta 3), reused 0 (delta 0), pack-reused 0 (from 0)
remote: Resolving deltas: 100% (3/3), completed with 3 local objects.
remote:
remote: Create a pull request for 'change-text-font' on GitHub by visiting:
remote:   https://github.com/FarhanAhmedOnu/QuickSnap/pull/new/change-text-font
remote:
To https://github.com/FarhanAhmedOnu/QuickSnap.git
 * [new branch]      change-text-font -> change-text-font
branch 'change-text-font' set up to track 'origin/change-text-font'.

User@DESKTOP-G5VNLH7 MINGW64 ~/Documents/SW/QuickSnap (change-text-font)
$ git checkout -b add-automatic-card-flip
Switched to a new branch 'add-automatic-card-flip'

User@DESKTOP-G5VNLH7 MINGW64 ~/Documents/SW/QuickSnap (add-automatic-card-flip)
$
```

Figure 1.11

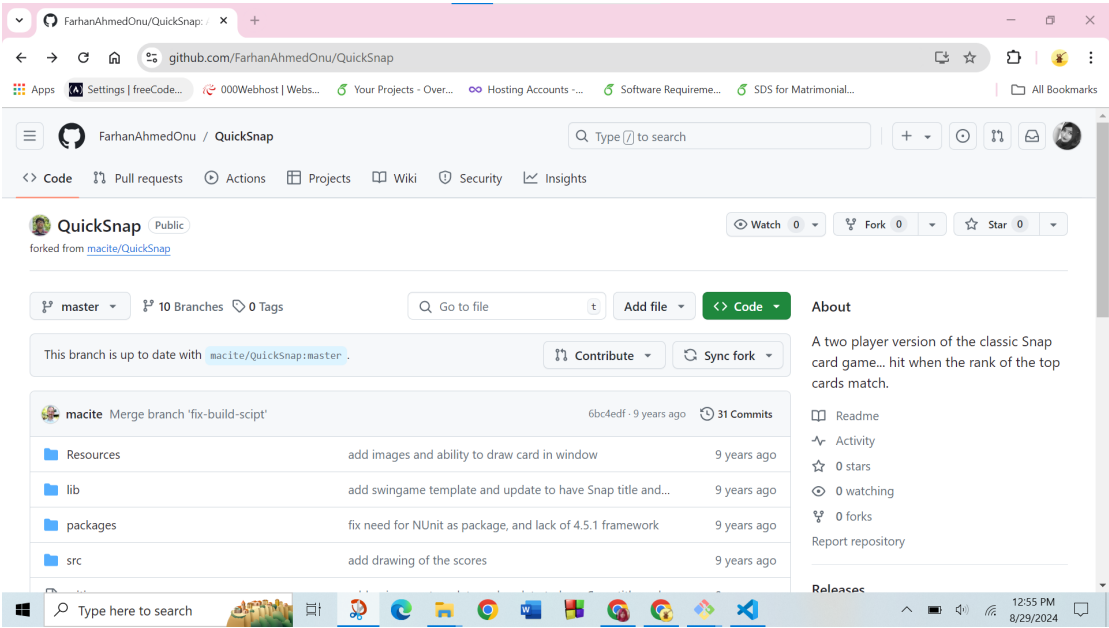


Figure 1.12

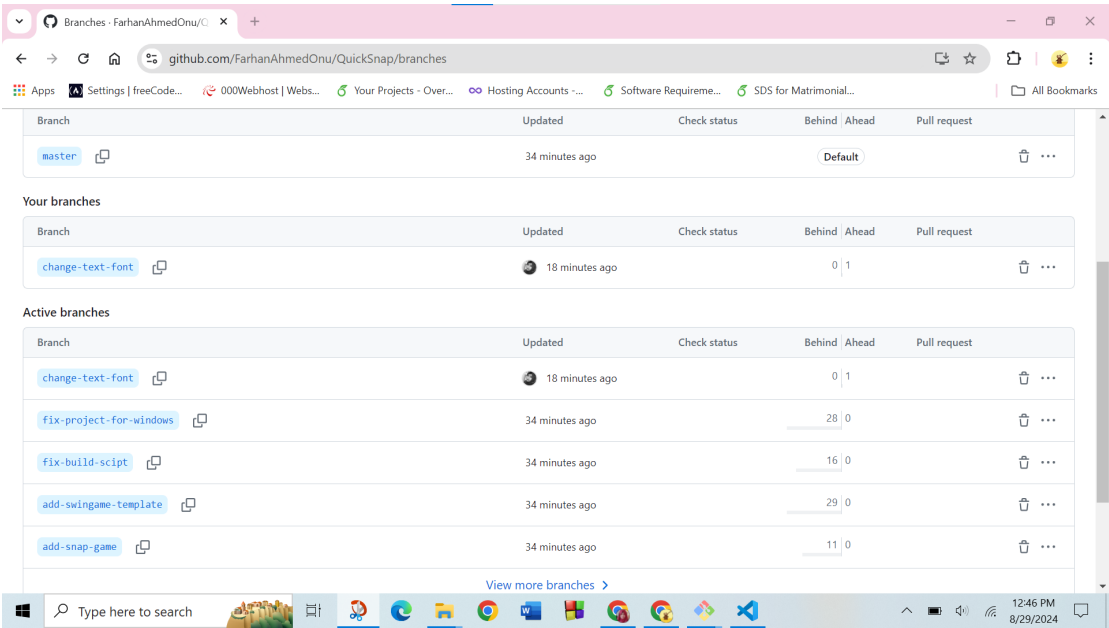


Figure 1.13

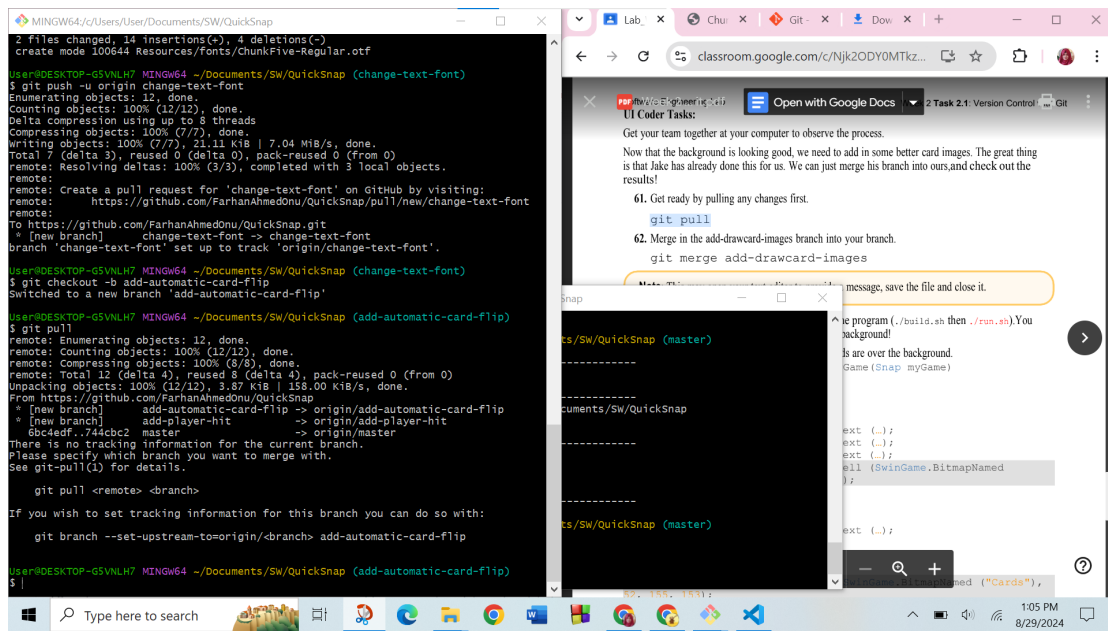


Figure 1.14

References