



School: Campus:
Academic Year: Subject Name: Subject Code:
Semester: Program: Branch: Specialization:
Date:

Applied and Action Learning

(Learning by Doing and Discovery)

Name of the Experiment : Team Dev – Git and Collaboration in Projects

* Coding Phase: Pseudo Code / Flow Chart / Algorithm

Objective / Aim

To understand the use of Git for version control and how developers collaborate effectively in blockchain or software projects using GitHub and related tools.

Pseudo Code / Algorithm:

- Start
- Initialize Git and configure user
- Add and commit project files
- Create and switch branches for different team members
- Push branches to remote repository
- Review and merge pull requests
- End

* Software used

- Git
- GitHub (Web Interface)
- VS Code (for editing files)
- Terminal / Command Prompt

* Implementation Phase: Final Output (no error)

- Team creates a central repository (GitHub/GitLab).
- Developers clone it into their local systems.
- Each member works on separate branches (e.g., feature-login, bugfix-db).
- Developers push their branches to the remote repo.
- Pull Requests are created → Reviewed → Merged.
- The main branch always contains stable and updated code.
- Continuous Integration (CI) can run automated tests after merges.
- Final output: a well-maintained, collaborative, and version-controlled project.

* Observations:

- It was observed that Git enables smooth collaboration between developers by maintaining version control.
- Each team member can work independently on separate branches, reducing code conflicts.
- GitHub provides a platform to store, review, and manage projects remotely.
- The process ensures better teamwork, clear version history, and reliable backup for all code changes.

ASSESSMENT

Rubrics	Full Mark	Marks Obtained	Remarks
Concept	10		
Planning and Execution/ Practical Simulation/ Programming	10		
Result and Interpretation	10		
Record of Applied and Action Learning	10		
Viva	10		
Total	50		

Signature of the Student:

Name :

Regn. No. :

Signature of the Faculty: