

# Tarea 3 - Reporte de los videos 1 al 5

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## Vídeos del 1 al 3

En los primeros vídeos pudimos ver de manera general y rápida el cómo emplear dos de las herramientas más comunes dentro del desarrollo y control de versiones del software, son el caso de Git y Github.

Git por un lado es el cliente local que vamos a disponer en nuestra computadora mientras que en el caso de github es una herramienta o complemento para poder llevar nuestros proyectos de forma colaborativa a través de la "nube".

A continuación algunas capturas de pantalla referentes al uso de git y github a través del repositorio forkeado\* del profesor:

The image shows two screenshots. The top one is a terminal window titled 'MINGW64; c:/Users/alfon/Downloads/ComputacionGraficaAvanzada'. It displays the output of a 'git status' command, indicating the branch is up to date with 'origin/master' and the working tree is clean. The bottom screenshot is a GitHub repository page for 'aMurryFly / ComputacionGraficaAvanzada', which is a fork of 'rmartella/ComputacionGraficaAvanzada'. The page shows the repository is 2 commits ahead of the upstream master. A table of commits is visible, including a recent update to 'readme.md' and several updates to example files (01-AnimacionKeyFrames, 02-SkeletonAnimation, 03-Terrain, 04-TerrainBlendMap, 05-MultipleLights) over the last 13 months.

```
MINGW64; c:/Users/alfon/Downloads/ComputacionGraficaAvanzada
alfon@DESKTOP-ETTOI4V MINGW64 ~/Downloads/ComputacionGraficaAvanzada (master)
$ git status
On branch master
Your branch is up to date with 'origin/master'.

nothing to commit, working tree clean

alfon@DESKTOP-ETTOI4V MINGW64 ~/Downloads/ComputacionGraficaAvanzada (master)
$
```

**GitHub Repository: aMurryFly / ComputacionGraficaAvanzada**

forked from [rmartella/ComputacionGraficaAvanzada](#)

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master 5 branches 0 tags

This branch is 2 commits ahead of [rmartella:master](#). Pull request Compare

Commit	Message	Time
<a href="#">aMurryFly Update readme.md</a>		811fc89 1 hour ago 129 commits
<a href="#">.metadata/plugins/org.eclipse.deb...</a>	Add the shadow mapping config launch file	13 months ago
<a href="#">01-AnimacionKeyFrames</a>	Actualización de ejemplo	5 months ago
<a href="#">02-SkeletonAnimation</a>	Remove old examples	13 months ago
<a href="#">03-Terrain</a>	Remove old examples	13 months ago
<a href="#">04-TerrainBlendMap</a>	Se sube los ejercicios para práctica	4 months ago
<a href="#">05-MultipleLights</a>	Ajustes para la práctica 5	4 months ago

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"remoto" , "fork" y clientes externos como es el caso de *github*

```
git remote add --track master NICKNAME url
```

The image shows a Visual Studio IDE window titled "ComputationGraficaAvanzada (Running) - Microsoft Visual Studio". The interface includes a menu bar (File, Edit, View, Project, Build, Debug, Team, Tools, Test, Analyze, Window, Help) and a toolbar with icons for various development actions. The "Process" dropdown shows "115360 01-AnimationKeyframes.v".

The main window displays a 3D scene titled "Window GLFW". It features a yellow sports car on a road, with a green field in the foreground and a city skyline under a large, orange, hazy sky. The scene is rendered in a stylized, low-poly manner.

The console window on the right shows the output of the application, displaying a list of "Current Frames Per Second" and "lastMousePos.x" values. The output is as follows:

```
C:\Users\albert\Downloads\ComputationGraficaAvanzada\Release\01-AnimationKeyframes.exe
Current Frames Per Second: 54
Current Frames Per Second: 59
Current Frames Per Second: 59
Current Frames Per Second: 37
Current Frames Per Second: 59
Current Frames Per Second: 59
Current Frames Per Second: 59
Current Frames Per Second: 56
lastMousePos.x:1400
lastMousePos.x:1443
Current Frames Per Second: 59
Current Frames Per Second: 59
lastMousePos.x:148
Current Frames Per Second: 59
Current Frames Per Second: 59
Current Frames Per Second: 59
lastMousePos.x:260
lastMousePos.x:171
Current Frames Per Second: 59
lastMousePos.x:583
Current Frames Per Second: 59
lastMousePos.x:636
lastMousePos.x:1295
Current Frames Per Second: 59
Current Frames Per Second: 59
Current Frames Per Second: 59
Current Frames Per Second: 59
```

The bottom status bar shows "Value" and "Type" columns, and the "Call Stack" window is visible on the right side.

Por otro lado, el uso de github es sin duda una de las mejores herramientas para poder colaborar a futuro en nuestros proyectos además de que organizar y lleva las versiones de nuestro código.

## Referencias

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1. Reynaldo Martell. Youtube Channel. Recuperado el 25 de febrero de 2021, de <https://www.youtube.com/channel/UC1utWomTelZx3DcawQVWxEQ?pbjreload=102>