

Assignment 4: Git Repository

Project Description

In this assignment, I will upload my Reference Software (RS) project to a GitHub repository. I will use Git commands to clone the repository using SSH, create a new feature branch, make changes, and push the new branch to GitHub.

Project Description

Step 1: Create a GitHub Repository and Clone It Using SSH

Step 2: Create a Feature Branch and Make a Change

Step 3: Push the Feature Branch to GitHub

Step 1: Create a GitHub Repository and Clone It Using SSH

- Go to <https://github.com> and created a **new repository** named `react-gameapp`.
- Set the **default branch** as `main` branch in GitHub repo.
- Copy the SSH clone URL from the GitHub repository (it looks like this):

```
git@github.com:<your-username>/react-gameapp.git
```

- Open a terminal and clone the repository:

```
git clone git@github.com:<your-username>/react-gameapp.git
```

- Below is a screenshot showing the successful `git clone` using SSH.:

```
eduardo@ubuntu:~/react-gameapp$ git clone git@github.com:eduardobautista-devops/react-gameapp.git
Cloning into 'react-gameapp'...
warning: You appear to have cloned an empty repository.
```

Step 2: Create a Feature Branch and Make a Change

1. Change into the project directory: `cd react-gameapp`
2. Create and switched to a new branch called `feature1` :

```
git checkout -b feature1
```

3. Edit a file, for example, within the `README.md`
4. Save the file, added it, and committed the change:
`git commit -m "Updated README.md in feature1 branch"`
5. Run the following command to display the current branch: `git branch`
6. Below is a screenshot showing that I'm on the `feature1` branch.

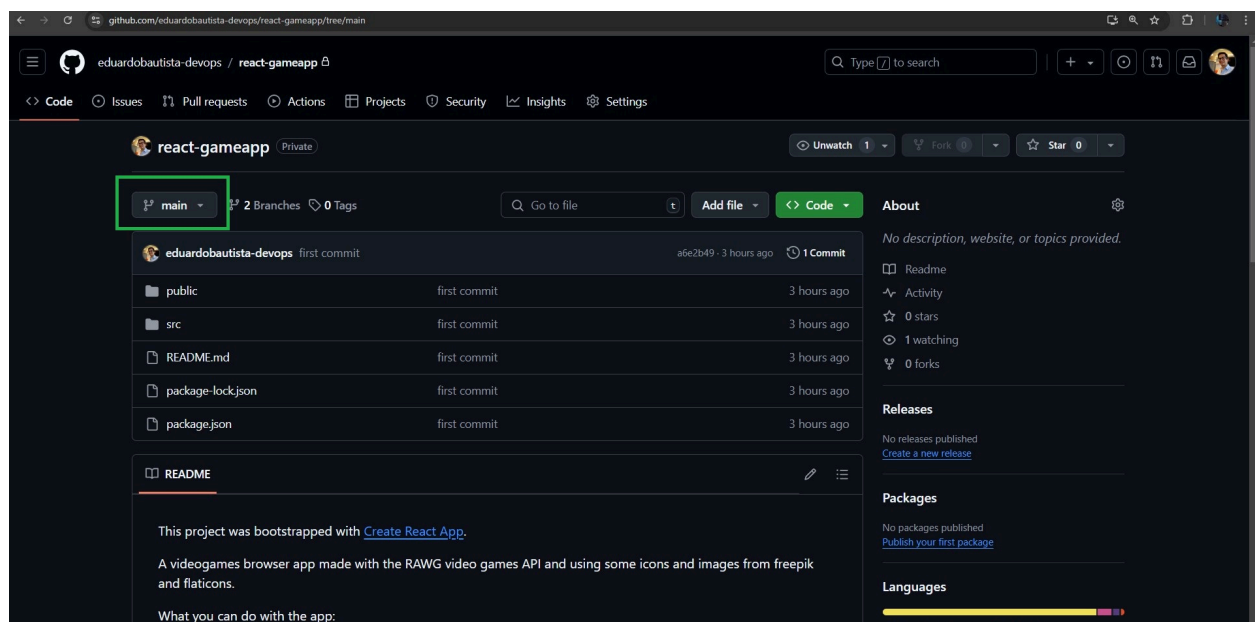
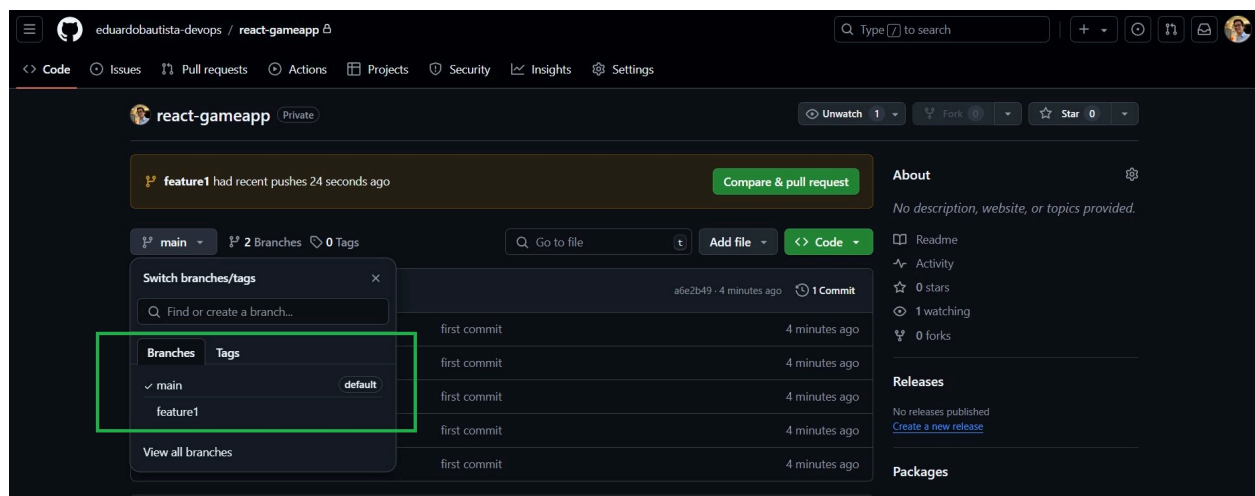
```
eduardo@ubuntu:~/react-gameapp$ git branch
* feature1
  main
eduardo@ubuntu:~/react-gameapp$ git status
On branch feature1
Changes not staged for commit:
  (use "git add <file>..." to update what will be committed)
  (use "git restore <file>..." to discard changes in working directory)
        modified:   README.md

no changes added to commit (use "git add" and/or "git commit -a")
```

Step 3: Push the Feature Branch to GitHub

- Push the new branch to GitHub: `git push origin feature1`
- Open the GitHub repository page in the browser. Under the **"branches"** tab, then confirm that both `main` and `feature1` branches were listed.
- I took screenshots showing:

- The **GitHub repo** with both branches.
- The **current branch set to main**.
- The **feature1 branch available**.



github.com/eduardobautista-devops/react-gameapp/tree/feature1

feature1 had recent pushes 1 minute ago [Compare & pull request](#)

feature1 2 Branches 0 Tags [Add file](#) [Code](#)

This branch is 1 commit ahead of main. [Contribute](#)

eduardobautista-devops create feature1 branch and modify README.md 2552f37 · 5 minutes ago 2 Commits

public	first commit	8 minutes ago
src	first commit	8 minutes ago
README.md	create feature1 branch and modify README.md	5 minutes ago
package-lock.json	first commit	8 minutes ago
package.json	first commit	8 minutes ago

README

I have edited this file to add a test comment here.

This project was bootstrapped with [Create React App](#).

A videogames browser app made with the RAWG video games API and using some icons and images from freepik

About
No description, website, or topics provided.

[Readme](#)
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0 stars
1 watching
0 forks

Releases
No releases published
[Create a new release](#)

Packages
No packages published
[Publish your first package](#)

Languages

JavaScript	90.2%	SCSS	5.9%
CSS	2.6%	HTML	1.3%

Suggested workflows
Based on your tech stack