

Aufgabe - DVCS mit Git

Link zum Repository: <https://github.com/emzudemo/softwaretechnik>

Link zu den Commits: <https://github.com/emzudemo/softwaretechnik/commits/master>

Pull-Request an das Repository <https://github.com/edlich/education> gestellt mit dem Nutzernamen: emzudemo

Link zum Pull-Request: <https://github.com/edlich/education/pull/86>

Screenshots:

```

git — less < git diff — 80x60
Last login: Wed Nov 25 17:58:31 on ttys000
MoBookPro:~ maurice$ cd Dropbox/_Master/1_Softwaretechnik/Spiel/git
MoBookPro:git maurice$ git status
On branch master
Your branch is up-to-date with 'origin/master'.
Untracked files:
  (use "git add <file>..." to include in what will be committed)

    tictactoe.html

nothing added to commit but untracked files present (use "git add" to track)
MoBookPro:git maurice$ git add tictactoe.html
MoBookPro:git maurice$ git diff
MoBookPro:git maurice$ git diff tictactoe.js
MoBookPro:git maurice$ git diff
diff --git a/tictactoe.js b/tictactoe.js
index d8b49dc..4727326 100644
--- a/tictactoe.js
+++ b/tictactoe.js
@@ -1,343 +1,360 @@
-var canvas, context;
-var data;
-// 1 Kachel soll eine breite von 120px haben, zwischen den Kacheln ein Abstand
von 20px und 3 Felder pro Reihe.
-var width = 120;
-var padding = 20;
-var fields = 3;
-var player, ai, index, isPlayer, aiMoved, winner, winnerMessage;
-
-
-window.onload = function main() {
-    canvas = document.createElement("canvas");
-    canvas.width = canvas.height = fields*width + padding; // 3 Felder sollte
n nebeneinander passen, mit einem Padding von 20 px.
-    context = canvas.getContext("2d");
-
-    document.body.appendChild(canvas);
-
-    canvas.addEventListener("mousedown", mouseDown);
-
-    init();
-    tic();
-};
-
-
-// Initialisierung des Spielfeldes
-function init() {
-    if (data == null) {
-        data = [];
-    }
-    // 9 Kacheln, jeweils 120 px breit und hoch und 20 px Padding.
-    for (var i = 0; i < 9; i++){
-        var x = (i % fields)*width + padding;
-        var y = Math.floor(i/fields)*width + padding;
-        data.push(new Tile(x, y));
-    }
-}
-
-
+// Do not pollute the global scope
+
+(function() { // IIFE
+    // http://benalman.com/news/2010/11/immediately-invoked-function-expression/
+
+    var canvas, context;

```

```

git — -bash — 80x60
+ var canvas, context;
+ var data = [];
+ // 1 Kachel soll eine breite von 120px haben, zwischen den Kacheln ein Abstan
d von 20px und 3 Felder pro Reihe.
+ var width = 120;
+ var padding = 20;
+ var fields = 3;
+ var player, ai, index, isPlayer, aiMoved, winner, winnerMessage;
+
+ window.onload = function main() {
+   canvas = document.createElement("canvas");
+   canvas.width = canvas.height = fields * width + padding; // 3 Felder sollen
nebeneinander passen, mit einem Padding von 20 px.
+   context = canvas.getContext("2d");
+ }
MoBookPro:git maurice$ git config --global user.name 'emzudemo'
-bash: $: command not found
MoBookPro:git maurice$ git config --global user.name emzudemo
-bash: $: command not found
MoBookPro:git maurice$ git config --global user.name 'emzudemo'
MoBookPro:git maurice$ git config --global user.email mauricehofmann@me.com
MoBookPro:git maurice$ git status -s
A tictactoe.html
M tictactoe.js
MoBookPro:git maurice$ git commit -m 'Cleaned Code!'
[master 010e3b3] Cleaned Code!
1 file changed, 375 insertions(+)
create mode 100644 tictactoe.html
MoBookPro:git maurice$ git push
warning: push.default is unset; its implicit value has changed in
Git 2.0 from 'matching' to 'simple'. To squelch this message
and maintain the traditional behavior, use:

    git config --global push.default matching

To squelch this message and adopt the new behavior now, use:

    git config --global push.default simple

When push.default is set to 'matching', git will push local branches
to the remote branches that already exist with the same name.

Since Git 2.0, Git defaults to the more conservative 'simple'
behavior, which only pushes the current branch to the corresponding
remote branch that 'git pull' uses to update the current branch.

See 'git help config' and search for 'push.default' for further information.
(the 'simple' mode was introduced in Git 1.7.11. Use the similar mode
'current' instead of 'simple' if you sometimes use older versions of Git)

Counting objects: 3, done.
Delta compression using up to 8 threads.
Compressing objects: 100% (3/3), done.
Writing objects: 100% (3/3), 2.92 KiB | 0 bytes/s, done.
Total 3 (delta 0), reused 0 (delta 0)
To https://github.com/emzudemo/softwaretechnik
f75d2d4..010e3b3 master -> master
MoBookPro:git maurice$ git pull
Already up-to-date.
MoBookPro:git maurice$

```

```

git — -bash — 80x60
Last login: Wed Nov 25 21:21:31 on ttys000
MoBookPro:~ maurice$ cd Dropbox/_Master/1_Softwaretechnik/Spiel/git
MoBookPro:git maurice$ git status
On branch master
Your branch is up-to-date with 'origin/master'.
Changes to be committed:
  (use "git reset HEAD <file>..." to unstage)

        new file:   index.html
        deleted:    tictactoe.html

Changes not staged for commit:
  (use "git add <file>..." to update what will be committed)
  (use "git checkout -- <file>..." to discard changes in working directory)

        modified:   tictactoe.js

MoBookPro:git maurice$ git add *
MoBookPro:git maurice$ git commit -m 'cleaned up'
[master b2c740b] cleaned up
3 files changed, 386 insertions(+), 718 deletions(-)
create mode 100644 index.html
delete mode 100644 tictactoe.html
rewrite tictactoe.js (97%)
MoBookPro:git maurice$ git push
warning: push.default is unset; its implicit value has changed in
Git 2.0 from 'matching' to 'simple'. To squelch this message
and maintain the traditional behavior, use:

    git config --global push.default matching

To squelch this message and adopt the new behavior now, use:

    git config --global push.default simple

When push.default is set to 'matching', git will push local branches
to the remote branches that already exist with the same name.

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behavior, which only pushes the current branch to the corresponding
remote branch that 'git pull' uses to update the current branch.

See 'git help config' and search for 'push.default' for further information.
(the 'simple' mode was introduced in Git 1.7.11. Use the similar mode
'current' instead of 'simple' if you sometimes use older versions of Git)

Counting objects: 4, done.
Delta compression using up to 8 threads.
Compressing objects: 100% (4/4), done.
Writing objects: 100% (4/4), 3.08 KiB | 0 bytes/s, done.
Total 4 (delta 0), reused 0 (delta 0)
To https://github.com/emzudemo/softwaretechnik
010e3b3..b2c740b master -> master
MoBookPro:git maurice$

```