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 — 80×60
Last login: Wed Nov 25 17:58:31 on ttys@@@
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'.
  (use "git add ofile"..." 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 tictactos.html
MoBookPro:git maurice$ git diff
MoBookPro:git maurice$ git diff tictactos.js
MoBookPro:git maurice$ git diff
diff --git aftictactos.js b/tictactos.js
index d8b496c..4727326 180644
 --- a/tictactoe.is
+++ b/tictectoe.js
 -var canvas, context;
-ver date;
-var deta;
-// I Kachel soll eine breite von 120px haben, zwischen den Kacheln ein Abstand
von 20px und 3 Felder pro Reihe.
-var width = 120;
-var padding = 28;
-var fields = 3;
-var player, ai, index, isPlayer, aiMoved, winner, winnerMessage;
 -window.onload = function main() (
           canvas = document.createflement("canvas");
canvas.width = canvas.height = fields-width = padding; // 3 Felder solle
n nebeneinander passen, mit einem Padding von 20 px.
context = canvas.getContext("2d");
- document.body.appendChild(canvas):
- canvas.addEventListener("mousedown", mouseDown);
            init();
-);
 -// Intialisierung des Spielfeldes
-function init() (
- if (data -= null) (
- data - [];
-// 9 Kacheln, jeweils 120 gx breit und hoch und 20 px Padding.

- for (var i = 0; i < 0; 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
+ // http://benalman.com/news/2010/11/immediately-invoked-function-expression/
   var canvas, context;
```

```
git — -bash — 80×60
                                                                                                                                                                                   git --- bash --- 80×60
                                                                                                                                   Last login: Wed Nov 25 21:21:31 on ttys888
    var canvas, context;
var data = [];
                                                                                                                                   MoBookPro:~ maurice$ cd Dropbox/_Master/1_Softwaretechnik/Spiel/git
    var data = (j)
// 1 Kachel soll eine breite von 128px haben, zwischen den Kacheln ein Abstan
von 28px und 3 Felder pro Reihe.
var width = 120;
                                                                                                                                   MoBookPro:git maurice$ git status
                                                                                                                                   On branch master
Your branch is up-to-date with 'origin/master'.
    var padding = 20;
var fields = 3;
                                                                                                                                   Changes to be committed:
(use "git reset MEAD <file>..." to unstage)
    var player, ai, index, isPlayer, aiMoved, winner, winnerMessage;
                                                                                                                                                    file:
    window.onload = function main()
                                                                                                                                               deleted:
                                                                                                                                                                  tictactoe.html
        canvas = document.createtlement("canvas");
canvas.width = canvas.height = fields = width + padding; // 3 Felder sollen
                                                                                                                                  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)
 nebeneinander passen, mit einem Padding von 28 px.
        context = canvas.getContext("2d");
MoBookPro:git maurice$ $ git config --global user.name 'emzudemo'
-bash: $: command not found
                                                                                                                                   MoBookPro:git maurice$ git add +
MoBookPro:git maurice$ $ git config --global user.name emzudemo
                                                                                                                                   MoBookPro:git mauriceS git commit -m 'cleaned up'
-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
                                                                                                                                    [master b2c748b] cleaned up
                                                                                                                                    3 files changed, 386 insertions(+), 718 deletions(-) 
create mode 188644 index.html 
delete mode 188644 tictactoe.html
 A tictactoe,html
                                                                                                                                   rewrite tictactoe.js (97%)
MoBookPro:git maurice$ git push
  M tictactoe.js
MoBookPro:git maurice$ git commit -m 'Cleaned Code!'
                                                                                                                                   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:
 [master #18e3b3] Cleaned Code!
  1 file changed, 375 insertions(+)
  create mode 188644 tictactoe, html
MoBookPro:git maurice$ git push
warning: push.default is unset; its implicit value has changed in
                                                                                                                                      git config --global push, default matching
Git 2.0 from 'matching' to 'simple'. To squelch this message
and maintain the traditional behavior, use:
                                                                                                                                   To squelch this message and adopt the new behavior now, use:
   oit confin -- global push, default matching
                                                                                                                                      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.
To squelch this message and adopt the new behavior now, use:
   git config -- global push.default simple
                                                                                                                                   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.
When push.default is set to 'matching', git will push local branches to the remote branches that already exist with the same name.
                                                                                                                                   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)
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)
                                                                                                                                   Delta compression using up to 8 threads.
                                                                                                                                   Compressing objects: 180% (4/4), done.
Writing objects: 180% (4/4), 3.88 KiB | 8 bytes/s, done.
Total 4 (delta 8), reused 8 (delta 8)
To https://github.com/emzudemo/softwaretechnik
Counting objects: 3, done
Delta compression using up to 8 threads.
Compression using up to a threads.
Compressing objects: 1804 (3/3), done.
Writing objects: 1804 (3/3), 2.92 KiB | 0 bytes/s, done.
Total 3 (delta 0), reused 0 (delta 0)
To https://github.com/enzudems/softwaretechnik
f75d2d4..010e3b3 master -> master
                                                                                                                                   #10e3b3..b2c740b master -> master
MoBookPro:git maurice$ ||
MoBookPro:git maurice$ git pull
Already up-to-date.
MoBookPro:git maurice$ |
```