# Using Git Collaboratively

```
libgeometry Repository (GitHub)
```



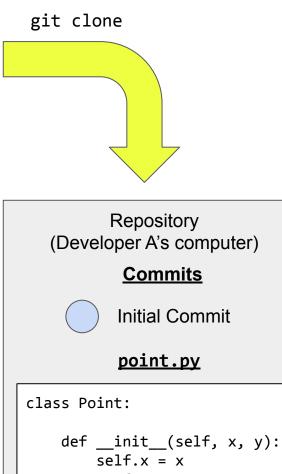
**Initial Commit** 

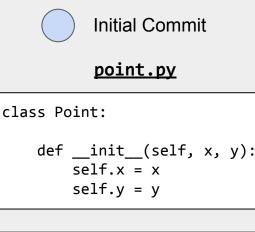
#### point.py

```
class Point:
    def __init__(self, x, y):
        self.x = x
        self.y = y
```

## libgeometry Repository (GitHub) **Commits Initial Commit** point.py

## class Point: def \_\_init\_\_(self, x, y): self.x = xself.y = y







Initial Commit

#### point.py

class Point:

def \_\_init\_\_(self, x, y):
 self.x = x
 self.y = y

libgeometry Repository (Developer A's computer)

## <u>Commits</u>

Initial Commit

#### point.py

class Point:

def \_\_init\_\_(self, x, y):
 self.x = x
 self.y = y

libgeometry Repository (Developer B's computer)

**Commits** 

## \_\_\_\_\_

class Point:

git clone

Initial Commit

point.py

def \_\_init\_\_(self, x, y):

self.x = x self.y = y

# libgeometry Repository (GitHub)

#### **Commits**

Initial Commit

#### point.py

```
def init (self, x, y):
```

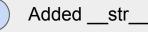
self.x = x
self.y = y

class Point:

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#### **Commits**





#### <u>point.py</u>

class Point:

```
def __init__(self, x, y):
    self.x = x
    self.y = y
```

def str (self):

libgeometry Repository (Developer B's computer)

#### **Commits**



#### point.py

class Point:
 def \_\_init\_\_(self, x, y):

self.x = x
self.y = y



Initial Commit

#### point.py

class Point:

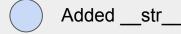
def \_\_init\_\_(self, x, y):
 self.x = x
 self.y = y

git push

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#### **Commits**





#### point.py

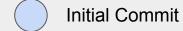
class Point:

```
def __init__(self, x, y):
    self.x = x
    self.y = y

def __str__(self):
```

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#### <u>Commits</u>

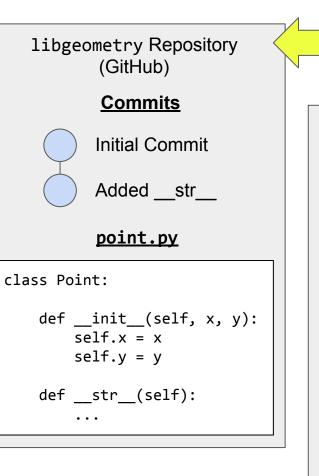


class Point:

#### point.py

```
def __init__(self, x, y):
    self.x = x
```

self.y = y



git push

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#### **Commits**

Initial Commit

Added \_\_str\_\_

#### point.py

class Point:

 def \_\_init\_\_(self, x, y):
 self.x = x
 self.y = y

def \_\_str\_\_(self):

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#### <u>Commits</u>



#### point.py

class Point:

def \_\_init\_\_(self, x, y):
 self.x = x
 self.y = y



Initial Commit

Added \_\_str\_\_

#### point.py

class Point:

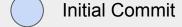
 def \_\_init\_\_(self, x, y):
 self.x = x
 self.y = y

 def \_\_str\_\_(self):

. . .

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#### **Commits**



Added \_\_str\_\_

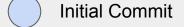
#### point.py

class Point:
 def \_\_init\_\_(self, x, y):
 self.x = x
 self.y = y

 def \_ str\_(self):

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#### **Commits**



Added types

#### point.py

class Point:

x: int y: int

def \_\_init\_\_(self, x: int, y: int):
 self.x = x
 self.y = y

Initial Commit

Added \_\_str\_\_

#### point.py

class Point:

def \_\_init\_\_(self, x, y):
 self.x = x

self.y = y

def \_\_str\_\_(self):

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#### **Commits**

( ) Initial Commit

Added \_\_str\_\_

#### point.py

class Point:

def \_\_init\_\_(self, x, y):
 self.x = x
 self.y = y

def \_\_str\_\_(self):

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git push

#### Commits

Initial Commit

Added types

#### point.py

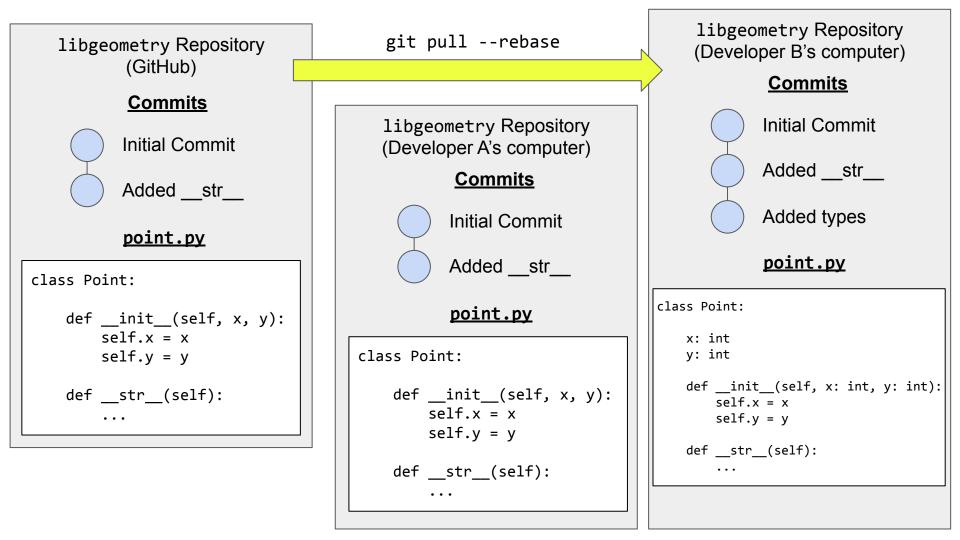
class Point:

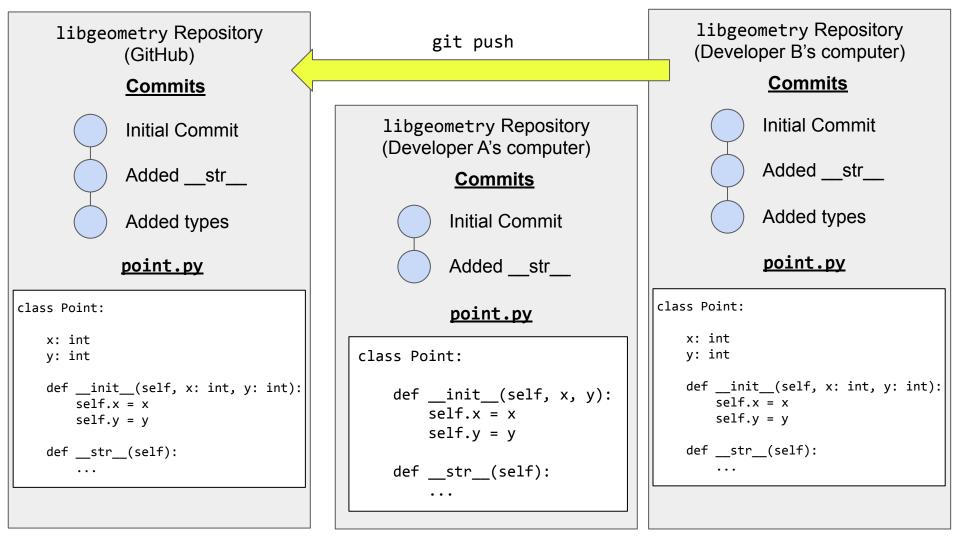
x: int y: int

def \_\_init\_\_(self, x: int, y: int):
 self.x = x

self.y = y

```
git push
   libgeometry Repository
          Commits
                                  libgeometry Repository
                                                                libgeometry Repository
                                  (Dayalanar 1'a computar)
To git@github.com:geometry/libgeometry.git
! [rejected] main -> main (non-fast-forward)
error: failed to push some refs to 'git@github.com:geometry/libgeometry.git'
hint: Updates were rejected because the tip of your current branch is behind
hint: its remote counterpart. Integrate the remote changes (e.g.
hint: 'git pull ...') before pushing again.
  hint: See the 'Note about fast-forwards' in 'git push --help' for details.
                                                               x: int
                                   def __init__(self, x, y):
    def str (self):
                                      self.x = x
                                      self.y = y
                                                               def init (self, x: int, y: int):
                                                                  self.x = x
                                   def str (self):
```





self.x = x
self.y = y

```
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```

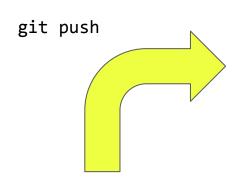
#### point.py

```
class Point:
    def __init__(self, x, y):
        self.x = x
        self.y = y
```

libgeometry Repository (Developer B's computer)

#### point.py

```
class Point:
    def __init__(self, x, y):
        self.x = x
        self.y = y
```



```
libgeometry Repository (GitHub)
```

#### point.py

```
class Point:
    def __init__(self, x, y):
        self._x = x
        self._y = y
```

```
libgeometry Repository (Developer A's computer)
```

#### point.py

```
class Point:
```

```
def __init__(self, x, y):
    self._x = x
    self._y = y
```

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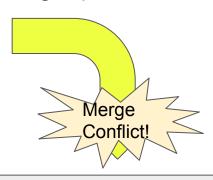
#### point.py

```
class Point:
    def __init__(self, x, y):
        self._px = x
        self._py = y
```

# libgeometry Repository (GitHub)

#### point.py

git pull



# libgeometry Repository (Developer A's computer)

#### point.py

class Point:

```
def __init__(self, x, y):
    self._x = x
    self._y = y
```

libgeometry Repository (Developer B's computer)

#### point.py

class Point:

```
def __init__(self, x, y):
    self._px = x
    self._py = y
```

### libg**git**t**puR**epository

Auto-merging point.py

You have unmerged paths.

CONFLICT (content): Merge conflict in point.py

Automatic merge failed; fix conflicts and then commit the result.

```
def __init__(self, x, y):
    self._x = x
    self._y = y
```



git status

```
(fix conflicts and run "git commit")
(use "git merge --abort" to abort the merge)
```

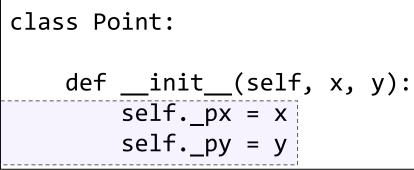
```
Unmerged paths:
   (use "git add <file>..." to mark resolution)
        both modified: point.py
```

```
class Point:

def __init__(self, x, y):
    self._x = x
    self._y = y

class Point:

def __in
    self._x = x
    self._x = x
```







Which one do we keep?

```
class Point:
class Point:
                     def __init__(self, x, y):
                  <<<<<< HEAD
   def __init__( self._px = x
                                              nit__(self, x, y):
       self._x = self._py = y
                                              f. px = x
       self. y = ======
                                              f. py = y
                         self. x = x
                         self._y = y
                  <<<<<< main
```

Which one do we keep?

