#ifndef COMMITNODE\_H

#define COMMITNODE\_H

#include <string>

#include <vector>

using namespace std;

// struct: FileBlob

// Description: Represents a specific version of a file (a “blob”)

// Each FileBlob stores the hash of the file’s content and the file’s name

struct FileBlob {

string fileHash; // the hash of the file content

string fileName; // the name of the file

};

// struct :commitData

// Description :Represents a commit in the MinGit system

// Each commitData stores metadata about the commit (hash,message,time)

// and a list of FileBobs representing the files included in the commit

struct CommitData {

string commitHash;

string message;

string time;

string parentHash; // previous commit in the branch

string secondParentHash; // for merge commits

vector<FileBlob> fileList;

};

#endif