






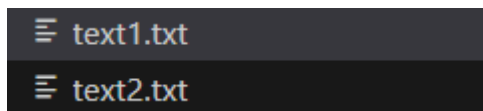


## 1 создать локальный репозиторий

	.git	10.09.2025 13:42	Папка с файлами	
	.gitignore	10.09.2025 13:24	Исходный файл G...	1 КБ
	error	10.09.2025 13:23	Текстовый докум...	1 КБ
	hohohoh	10.09.2025 13:23	Текстовый докум...	1 КБ
	log	07.09.2025 15:25	Текстовый докум...	1 КБ
	text1	10.09.2025 13:42	Текстовый докум...	1 КБ
	text2	10.09.2025 13:42	Текстовый докум...	1 КБ

## 2 Создайте два текстовых файла, добавьте их в репозиторий и сделайте первый коммит



```
lesha@alesha MINGW64 /c/games/ia (master)
$ gitignore text3.txt
bash: gitignore: command not found

lesha@alesha MINGW64 /c/games/ia (master)
$ git status
On branch master

No commits yet

Changes to be committed:
  (use "git rm --cached <file>..." to unstage)
        new file:   text1.txt
        new file:   text2.txt

Untracked files:
  (use "git add <file>..." to include in what will be committed)
        .gitignore

lesha@alesha MINGW64 /c/games/ia (master)
$ git status
On branch master

No commits yet

Changes to be committed:
  (use "git rm --cached <file>..." to unstage)
        new file:   text1.txt
        new file:   text2.txt

Untracked files:
  (use "git add <file>..." to include in what will be committed)
        .gitignore
        hohohoh.txt

lesha@alesha MINGW64 /c/games/ia (master)
$ git status
On branch master

No commits yet

Changes to be committed:
  (use "git rm --cached <file>..." to unstage)
        new file:   text1.txt
        new file:   text2.txt

Untracked files:
  (use "git add <file>..." to include in what will be committed)
        .gitignore

lesha@alesha MINGW64 /c/games/ia (master)
$ git commit -m
error: switch 'm' requires a value
```

3 Добавьте файл .Gitignore, в который включите шаблон для игнорирования определенных файлов

```
lesha@alesha MINGW64 /c/games/ia (master)
$ gitignore text3.txt
bash: gitignore: command not found

lesha@alesha MINGW64 /c/games/ia (master)
$ git status
On branch master

No commits yet

Changes to be committed:
  (use "git rm --cached <file>..." to unstage)
        new file:   text1.txt
        new file:   text2.txt

Untracked files:
  (use "git add <file>..." to include in what will be committed)
        .gitignore

lesha@alesha MINGW64 /c/games/ia (master)
$ git status
On branch master

No commits yet

Changes to be committed:
  (use "git rm --cached <file>..." to unstage)
        new file:   text1.txt
        new file:   text2.txt

Untracked files:
  (use "git add <file>..." to include in what will be committed)
        .gitignore
        hohohoh.txt

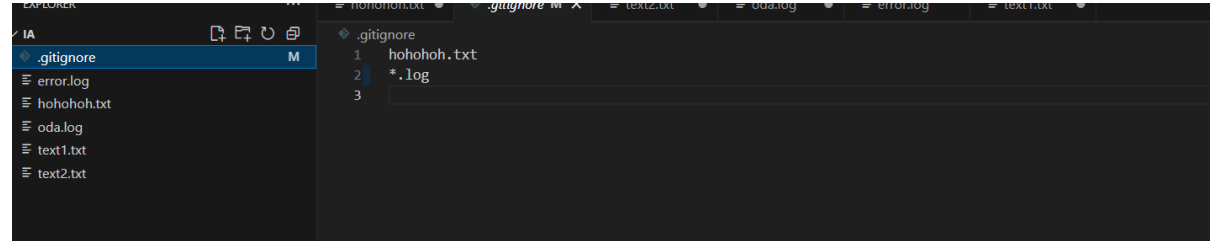
lesha@alesha MINGW64 /c/games/ia (master)
$ git status
On branch master

No commits yet

Changes to be committed:
  (use "git rm --cached <file>..." to unstage)
        new file:   text1.txt
        new file:   text2.txt

Untracked files:
  (use "git add <file>..." to include in what will be committed)
        .gitignore

lesha@alesha MINGW64 /c/games/ia (master)
```



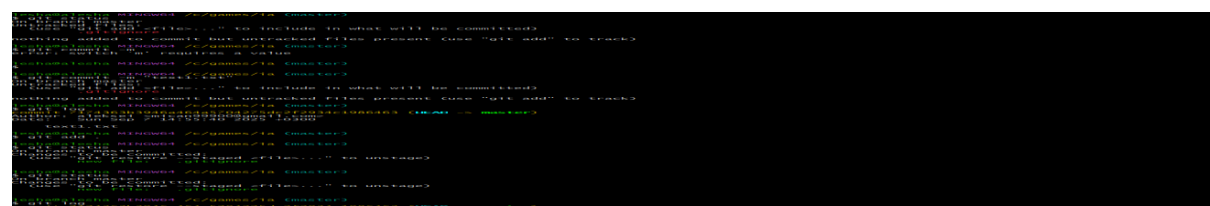
The screenshot shows a file explorer window with the following files and folders:

- IA
- .gitignore (selected, marked with 'M')
- error.log
- hohohoh.txt
- oda.log
- text1.txt
- text2.txt

The .gitignore file is open, showing the following content:

```
1 hohohoh.txt
2 *.log
3
```

4 измените один из отслеживаемых файлов и сделайте второй коммит (файл был изменен без фото отчета )





## 5 создайте новую ветку для изменений

```
tesha@alesha MINGW64 /c/games/ia (master)
$ git checkout -b "main"
Switched to a new branch 'main'

tesha@alesha MINGW64 /c/games/ia (main)
$ git checkout -b "second"
Switched to a new branch 'second'
```

6 вернитесь в основную ветку и сделайте слияние

```
tesha@alesha MINGW64 /c/games/ia (second)
$ git coommit
git: 'coommit' is not a git command. See 'git --help'.

The most similar command is
    commit

tesha@alesha MINGW64 /c/games/ia (second)
$ git commit -m "3 commit"
[second ffb69e5] 3 commit
1 file changed, 1 insertion(+), 3 deletions(-)

tesha@alesha MINGW64 /c/games/ia (second)
$ git checkout "main"
Switched to branch 'main'

tesha@alesha MINGW64 /c/games/ia (main)
$ git merge "second"
Updating 0b8b85b..ffb69e5
Fast-forward
 .gitignore | 4 +---
1 file changed, 1 insertion(+), 3 deletions(-)

tesha@alesha MINGW64 /c/games/ia (main)
$ git merge "second"
```

7 сделайте еще одно изменение в основной ветке и зафиксируйте его КОММИТОМ

[illegible]

8 перейдите обратно в новую ветку и измените тот же файл что и в основной(устроил конфликт)

```
lesha@alesha MINGW64 /c/games/ia (second)
$ git log --oneline --graph --all
* 2e0fcab (main) 6 commit
| \
| * f7ae221 (HEAD -> second) 5 commit
* | 2f7a35d 4 commit
| /
* ffb69e5 3 commit
* 0b8b85b (master) first commit
* 1f42dcc text2.txt
* 7174363 text1.txt

lesha@alesha MINGW64 /c/games/ia (second)
$ git merge "main"
Updating f7ae221..2e0fcab
Fast-forward
 text1.txt | 8 ++++++-
 text2.txt | 6 +++++-
 2 files changed, 12 insertions(+), 2 deletions(-)

lesha@alesha MINGW64 /c/games/ia (second)
$ git log --oneline --graph --all
* 2e0fcab (HEAD -> second, main) 6 commit
| \
| * f7ae221 5 commit
* | 2f7a35d 4 commit
| /
* ffb69e5 3 commit
* 0b8b85b (master) first commit
* 1f42dcc text2.txt
* 7174363 text1.txt

lesha@alesha MINGW64 /c/games/ia (second)
$
```

9 просмотри историю коммитов с отображением ветвлений

```
lesha@alesha MINGW64 /c/games/ia (main)
$ git log --oneline --graph --all
* 90ba942 (HEAD -> main) 7 commit
* 2e0fcab (second) 6 commit
| \
| * f7ae221 5 commit
* | 2f7a35d 4 commit
| /
* ffb69e5 3 commit
* 0b8b85b (master) first commit
* 1f42dcc text2.txt
* 7174363 text1.txt

lesha@alesha MINGW64 /c/games/ia (main)
$ |
```

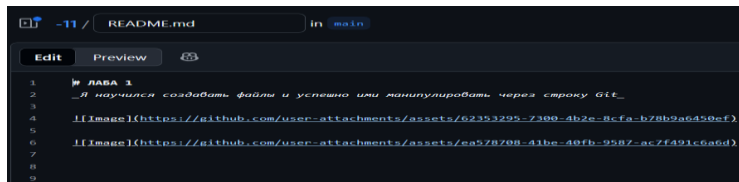
10 создайте удаленный репозиторий, свяжите его с локальным и передайте туда коммиты

```
lesha@alesha MINGW64 /c/games/ia (main)
$ git remote add origin https://github.com/many-wile/-11

lesha@alesha MINGW64 /c/games/ia (main)
$ git remote -v
origin https://github.com/many-wile/-11 (fetch)
origin https://github.com/many-wile/-11 (push)

lesha@alesha MINGW64 /c/games/ia (main)
$
```

11 На Github создайте файл README с кратким описанием проекта



The screenshot shows the GitHub web interface for editing a README.md file. The file name is "README.md" and it is located in the "main" branch. The editor has "Edit" and "Preview" tabs. The content of the file is as follows:

```
1 ЛАВА 1
2 Я научился создавать файлы и успешно ими манипулировать через строку Git.
3
4 !Image!(https://github.com/user-attachments/assets/62353295-7300-4b2e-8cfa-b78b9a6450ef)
5
6 !Image!(https://github.com/user-attachments/assets/ca57b708-31be-40fb-95b7-ac2f491c6a6d)
7
8
9
```

12 в локальном репозитории получите изменения с github с помощью команды Pull, чтобы скачать файл README.md

```
esha@alesha MINGW64 /c/games/ia (second)
git pull origin main
remote: Enumerating objects: 39, done.
remote: Counting objects: 100% (39/39), done.
remote: Compressing objects: 100% (38/38), done.
remote: Total 38 (delta 19), reused 0 (delta 0), pack-reused 0 (from
unpacking objects: 100% (38/38), 769.84 KiB | 501.00 KiB/s, done.
from https://github.com/many-wile/-11
* branch          main          -> FETCH_HEAD
   90ba942..605d464 main        -> origin/main
Updating 2e0fcab..605d464
Fast-forward
 README.md |    5 +++++
 report.pdf | Bin 0 -> 417708 bytes
 text1.txt  |    6 +++---
 text2.txt  |    5 ++---
 4 files changed, 10 insertions(+), 6 deletions(-)
 create mode 100644 README.md
 create mode 100644 report.pdf

esha@alesha MINGW64 /c/games/ia (second)
```