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## Q1)

My repository is:

<https://github.com/pooria1/clash-royale-telegram-bot>

Git ignore file is based on my project; it ignores binary files which 'go build' can create; it ignores Visual Studio Code temporary files and yaml files; etc (more info is available on .gitignore file).

## Q2)

My commits are available in link below:

<https://github.com/aut-ce/git-assignment>

## Q3)

Repository is:

<https://github.com/pooria1/temp-git-assignment>

### Part 1:

```
[1]  git add FileA.txt
[2]  git commit -m 'FileA created'
[3]  git add FileA.txt
[4]  git commit --amend --no-edit
[5]  git push
```

### Part 2: for removing a file from history:

```
[1]  # create .env file
[2]  git add .
[3]  git commit -m '.env created'
[4]  git push
[5]  git filter-branch --index-filter "git rm -rf --cached --ignore-unmatch .env" HEAD
[6]  git push -f
```

### Part 3: for pushing uncompleted Files (FileB and FileC):

```
[1]  # create FileB and C
[2]  git add .
[3]  git diff --cached > tempfile
```

Now we have a file called “tempfile”. If our friend runs command below, he will be able to see our changes and then finish the project:

```
[1]    git apply tempfile
```

**Part 4:**

```
[1]    # make 3 changes and push them to the new branch
[2]    git checkout main
[3]    git cherry-pick --ff 8191900214a7d75debc7928001911f94e70b971f
[4]    # make a new commit and push it to the main brach
```