Basic notes for git hub:

**What is Git?**

**Git** is a **version control system** that tracks changes in your code. It helps you:

* Save versions of your project (like checkpoints)
* Work with teams
* Go back to previous code if needed

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**1) git init** → *Start Git in Your Project*

It **initializes a Git repository** in your folder. After this, Git starts tracking file changes.

This creates a hidden .git/ folder — it stores your project's history.

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2. **git add** → *Tell Git What You Want to Save*

It **stages** files (prepares them to be saved in history).

. means "add all files in the folder".

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3. **git commit** → *Save a Version with a Message*

This creates a **snapshot** of your current files with a message.

git commit -m "Initial commit"

Think of it as: 📸 *Take a photo of your current project state.*

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4. **git branch -M main** → *Rename the Default Branch*

Git uses "branches" to manage versions. By default, it's called master, but modern Git uses main.

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5. **git remote add origin <url>** → *Connect to GitHub*

This connects your local project to your GitHub repository.

git remote add origin <https://github.com/yourname/JS.git>

Think of it as: 🔗 *Link your local project to a GitHub address.*

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6. **git push -u origin main** → *Upload Your Code to GitHub*

this **uploads your commits** from the local main branch to GitHub's main branch.

You only need -u (upstream) the **first time**, after that just use git push.

git init → start Git

git add . → stage files

git commit -m "message" → save a snapshot

git remote add origin ... → connect to GitHub

git push -u origin main → upload your code

git log: use for check the number of commit and display the commit id

git checkout idofcommit test.js : it will restore old code