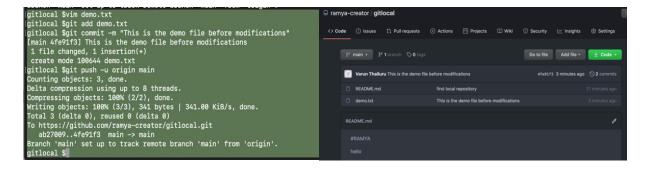
## Ramya Vemuru Git\_Practical\_Assignment

• Initialize an empty Git repository on your local machine with the name "gitlocal" and make a README.md file in that directory which should containyour name as a heading and a hello message.

• Now check the status of your git directory and push all the files in that directory to your GitHub repo which you have made in the first step. With a message "First Commit to Git Repo".



• Now add a file to your Github repo named "demo.txt" from the github console with content: "This is the demo file before modifications".



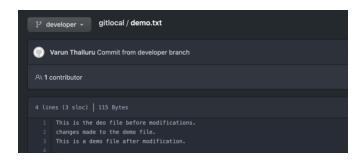
• Pull the changes in your git repo to your local machine git directory named "gitlocal" and check the status for the modifications done in that repo. This time demo should be visible in your local machine.

```
[gitlocal $git pull remote: Enumerating objects: 5, done. remote: Counting objects: 100% (5/5), done. remote: Compressing objects: 100% (3/3), done. remote: Total 3 (delta 0), reused 0 (delta 0), pack-reused 0 Unpacking objects: 100% (3/3), done. From https://github.com/ramya-creator/gitlocal 4fe91f3..218fbe1 main -> origin/main Updating 4fe91f3..218fbe1 Fast-forward demo.txt | 1 + 1 file changed, 1 insertion(+)
```

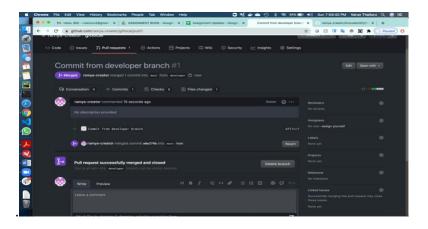
• Now make a new branch in your local machine with the name "developer".

```
[gitlocal $git checkout —b developer
Switched to a new branch 'developer'
gitlocal $
```

• Edit that demo file and write some content in that eg: "This is a demo file after modification" and push the modifications to your GitHub repo from the developer branch with a commit message "developer branch".



• Go to the GitHub console and generate a merge request to master branch after checking the modifications.



 After merging you could see the modified content in the demo file. Now revert back to the previous version from terminal.

After switching back to the previous version your demo file should have the content: This is a demo file before modification.

•	At the end delete the developer branch.	