

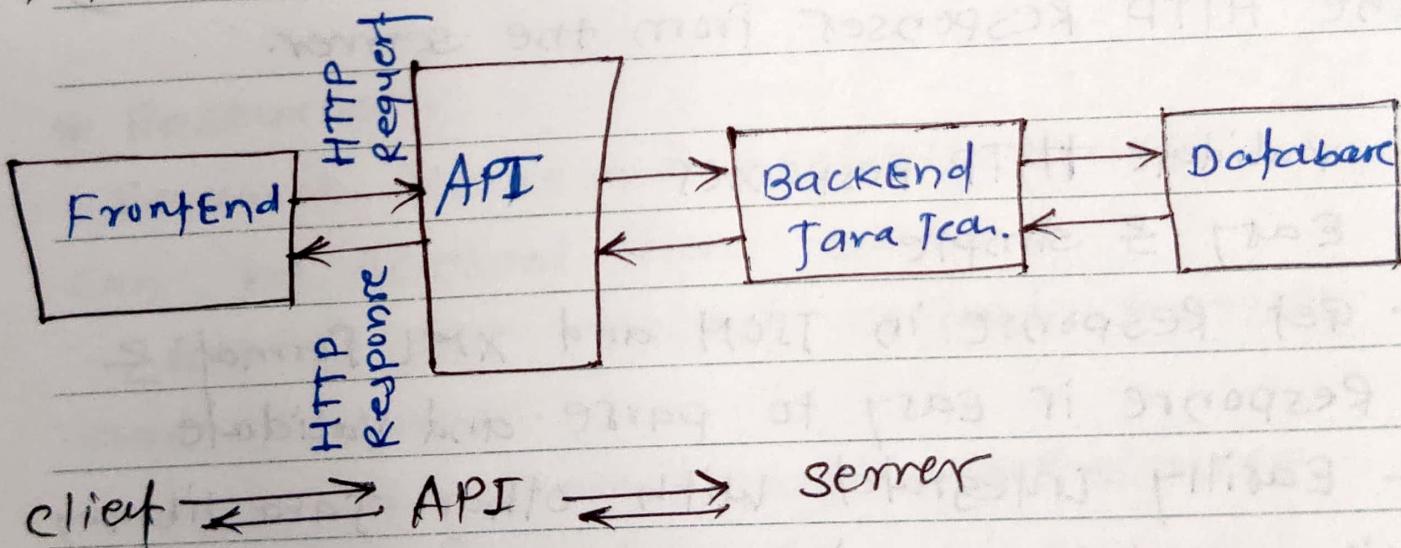
I) * Rest Assured

Rest Assured is a Java based library, that simplifies testing RESTful API. / Klebservice.

* API (Application Programming Interface)

- API is a interface between client & server.
- Application programming interface is a way for two or more computer program to communicate with each other.

* Architecture



* Types of API -

- i) SOAP - simple object Access protocol (old)
- ii) REST - Representational State Transfer.
→ popularly used REST API

- All Webservices are API but All ~~Webservices~~^{API} are NOT API. Webservices

* API Testing

- Manually - Postman (UI tool)
- Automation - RestAssured

II) What is RestAssured and why it's used.

- It is a open source Java library, used to test RESTful API. It is capable to validating the HTTP Responses from the server.

- Validate HTTP responses
- Easy & simple
- Get Response in JSON and XML format & response is easy to parse and validate
- Easily integrated with other Java library like TestNG, JUnit etc.
- Faster as compare to UI Testing.

* Create HTTP Request with All the details.

Example - `https://regrer.in/api/users/12`

- Base URI - `https://regrer.in`
- Resource - `/api/users/`
- Path parameter - `12`
- Query parameter - `?page=2`
- Example - `https://regrer.in/api/users/?page=2`

* Bare URI

- Bare URI is addressed where different resources are located.

* Resource - Represent API / Collection which

Resource represent API / Collection which

can be accessed from server.

- Every API request contains BareURI and Resource.

eg: `Google.com/mapr` → Resource

↑
bare bareURI

* Path Parameter -

- path parameters are used to point specific resource within a collection such as user identifier by Id.

`www.google.com/Imager/12` → Path parameter

* Query parameter - ~~parameter used in query~~

- Query parameter are used to sort or filter the resource.
- Query parameter identified with ?

http://amazon.com/orders?sort-by=123

Bare URL Resource query parameter

* HTTP Methods

The four basic create, read, update, delete (CRUD) operations are performed using the POST, PUT, GET, DELETE methods in REST interface.

- GET -
→ GET is a HTTP Request used to retrieve the information from server.
→ If we want data from server, which are already posted.

• POST - (POST)

→ If we have to create New data on server then we are using post (HTTP) Request.

- used to send data on server.

transport layer (TCP, File Transfer Protocol -)

• PUT - (PUT, GET, & PATCH) (HTTP, TCP, UDP)

→ If we have to update the data which are already created on server

• PATCH -

- If we have to partially update the data which are already created on server

• DELETE -

Delete the Data which are already posted or created on server. It delete resource from server.

• Headers -

Additional information that it passed between client and server along with Request and Response.

- used for Authentication, catching & messaging body information, handling cookies etc.

• Header's will be in key & value pair

* payload / body :-

— Information that the user wants to sent the server

— Payload only sent with Request

(POST, PUT, PATCH) (CREATE & UPDATE)

- Request Body → sent to server

- Response Body → getting from server.

* Status code - (Response code)

Status code help to understand the status of response quickly.

100-199 - Informational

200-299 - Success (Request succeeded)

300-399 - Redirection (Request redirected to Another URL)

400-499 - Client Error (Client side error)

500-599 - Server Error (Server side error)

- Rest Assured support BDD Format.
(Given, When, Then statement)

- Given() → We provide All input details here, Bare URI, Header's, path parameter, Query parameter, and Request Body & payload.

- When() →
→ specify resource / submit API
eg- HTTP Request method. (Post, put, port, PUT, PATCH, DELETE, GET, Head)

- Then() →
→ validate the response
(ResponseCode, ResponseTime, Response Message, Response Header's, Response Body etc.)

* Example:

```
Response res = RestAssured.get("URI");
System.out.println(res.asString());
System.out.println(res.statusCode());
```

↑ Response printing

printing statusCode

res.statuscode(); → print status code
res.time() → print Timing
res.contentType() → print content type
res.getHeaders(" ") → get Headers
res.getBody() → get Request Body which
is asked through the have send.

* example code(BDD format)

```
RestAssured.given().log.all();
    .when().port();
    .then().statusCode(200);
```

→ above instead of using RestAssured every time we can make it static.

```
static
import io.restassured.RestAssured.*;
```

Not Required to use RestAssured.

```
bareURI("");
    given().log.all(), body();
    when().port();
    then().statusCode(200);
```

Not Required
to write
RestAssured
every time

* JSONObject

- JSONObject class Represent an immutable JSON object value.
- JSONObject is a map like structure that stores data as a key & value pairs.

```
JSONObject data = new JSONObject();
    data.put("Name", "Manish");
    data.put("Job", "QEA");
```

JSONObject generally convert data in JSON format into standard pairs (MAP)

* Validate Response status :-

→ We sent Request on server, for that request we get an response from server.

• Response contains -

- ① Response status / response (HTTP status code)
- ② Response Header's
- ③ Response Body

- * Validate Response status / Response
 - Status code
 - Error status code
 - Response status Line
 - ↳ status code | status string | protocol

- * Requestspecification -
 - Every Request in "RestAssured" library is represented by an interface called Requestspecification.
 - This interface Allow to modify Request like adding header's or authentication details.

eg - ① Validation

```
baseURI = "http://www.google.com";  
RequestSpecification reqspec = given();  
Response resp = reqspec.get();
```

```
ValidatableResponse val = resp.then();  
val.assertThat().statusCode(200);  
val.assertThat().statusLine("HTTP/1.1 200 OK");
```

② by BDD.

given().when().then().

when().get("URL").

.status(200).then().

statusLine("HTTP/1.1 200 OK");

* How to check Node size or parsing data.

```
JsonPath js = new JsonPath(response);
int id = js.getInt("courses.size()");
String name = js.getString("courses.name");
```

① check the size of Array from particular Node

i) "courses.size();"

↑ node : ↳ method

② parsing JSONData, from Node

"courses.name";

↑ node : ↳ subNode

③ parsing JSONData from NodeArray

"courses[0].title";

↳ get the title of 0th Array Node

eg:

String title = js.getString("courses[0].title");

* How to Return single Header.

```
String contentType = response.header("Content-Type");
```

```
String connection = response.getHeader("Connection");
```

both methods return single header value

* How to Return List<Header> of Headers

```
Header[] headers = response.getHeaderList();
```

```
Header[] headerList = response.getHeaders();
```

```
for (Header list : headerList)
```

```
{
```

```
System.out.println("key" + list.getName() + "value:" +  
list.getValue());
```

```
}
```

Return Header Name & Value in key & value
pairs

Node point

```
{  
  "data": {  
    "id": "2",  
    "email": "abcd@gmail.com",  
    "firstName": "Asif",  
    "lastName": "Jadhav"  
  },  
  "courses": [  
    {"title": "selenium",  
     "price": 50},  
    {"title": "cypress",  
     "price": 100}  
  ]  
}
```

- data Always be in Name & value pair
- Data is separated by comma
- curly Bracer Hold the object
- ([]) square Bracket used to hold the Array

* Data Parametrization -

parametrization in TestNG means "we want to pass a parameter into test with multiple value. Each value will run on the same test, and output is generated for the final analysis."

Example.

`@Tert (dataProvider = "bookData")`

```
public void addData (String name, String id)
{ addData (name, id); }
```

- 1 -
Method must Accept parameter

```
}
```

dataProvider Name

↓

```
@DataProvider(name = "bookdata")
public Object[][] getData()
{
    return new Object[][] {
        {"sid", "123"}, {"sou", "456"} };
}
```

Name it
Run Test upto size of array

* How to Acquire JSON from file

→ When we Not modifying data

① First convert file into Byte

- Byte data to string

Filer.readAllByte("file path")

Byte data

paths.get("path")

from all

the data

in new

string object

e.g. → below line for payload in Body

new String(Filer.readAllByte(
paths.get("JSONFILEpath")));

* How do add file in Request

given c. -> c.

• multipart("file", new File("file path"))

using multipart we are able to attach

or send image or file in our

Request. (Not Required content type or Body

to send above file)

* Authentication in RestAssured.

- Authentication is a security term which is used providing security to our Application. In RestAssured, authentication is used to perform any action on API. Without Authentication we are Not able to Access or Create data of a API.

* Types

i) Basic Authentication :- (Non-preemptive)

— it is a basic way to Access our API by providing userId and password in a

Basic Authentication in (given()) RestAssured

eg

```
given().auth().basic("username", "password")  
    .when().get("")  
    .then().
```

(by default Non-preemptive)

Rest Assured Not sent credentials to server initially when server explicitly asked for it only then credentials passed to server in header along with rest of the details.

2) Digest Authentication :-

→ Digest Authentication also work as basic authentication but more secured than basic authentication.

- it create hash of the userName & password before sending it to server

example:-

given c).

auth().

• digest("username", "password").

• when()

3) Form Authentication.

- verify user's identity

eg. given c).

auth().

• form("username", "password")

4) OAuth support

→ OAuth OAuth is a mechanism of Authentication by Authentication token to perform any action on API.

eg -

given C().auth().withOAuth2AccessToken()

.when C().get("http://regrer.in/api/users")

- We can also Authenticate user by sending token or header to perform any action on API

* Query parameters -

. QO. Query parameters are used to find or (sort) the filter the resources.

example.

https://regrer.in/api/users?page=2;

baseURI = "https://regrer.in/";

String response = given.queryParam("page", "2")

.when().get("/{api}/users").

.then().assertThat().

.statusCode(200).extract().response)

.asString();

II) Implementing the second part of the requirement
Request specification reqspec = RestAssured.given();

reqspec.baseURI("http://localhost:8080/api/v1/auth")
 .queryParam("username", "sandeep");

Response resp = reqspec.asString();
System.out.println(resp);

* preemptive Authentication

auth().preemptive().basic("uname", "pass")

→ passed the credentials at first request
before it asked.

* Bearer Token → adding token to Header

→ passed in Header to Access or
do action on Any api for Authentication
purpose.

→ token passing in Header to check
whether user is authenticated or not

→ token parameter in Header → Authorization header

* Serialization and Deserialization of Request/Response with POJO classes

* Serialization :- (A process of converting Java object into RequestBody (payload))

* Deserialization :- (A process of converting ResponseBody back to Java object)

* Advantages -

- ① Easy to parse & extract Response (JSON/XML) value if there are wrapped as a Java object.
 - ② Java objects are constructed with the support of POJO classes.
 - ③ POJO classes are created based on request/response payload.
- We can convert Java object into Request body by POJO - plain old Java object
by HashMap

Required dependencies - JSON (converting data)

* deserialization Demo - ~~without using framework~~

- Main POJO class

GetCourse gc = given() . queryParam("token", "123")

. expect(). defaultParser(Parser.JSON)

. when(). get("http://localhost:8080/api/courses")
then(). as(GetCourse.class);

deserialized our JSON Response into

Java object.

- How we can Access the required data

1 => gc.getLink()

2 => gc.getCourses().getAPI().get(index)

3 => gc.getCourseTitle();

* OAuth 2.0

When 3rd party client want to sent request
to Acces the data then at that time we have to
using OAuth 2.0 Authentication

1.0 - old

2.0 - New

→ Need to Authenticate 3rd party Web-
site to Acces data from API.

* RequestspecBuilder

- Requestspecbuilder is a class in Rest-Assured that contains methods for setting various request parameter such as, cookies, header's, multipartdetails, authentication, query parameter etc. It is used to construct Requestspecification for API testing.

eg- If we have common header's, token's and baseURI, we are every time using this by declaring each request, instead of declaring everytime we are use declared in Requestspecbuilder & using this object reference every time. due to that our code is neat & clean. Requestspec builder return the Requestspecification.

↳ Interface

Requestspecification reqSpec =

new RequestspecBuilder()

.setBaseURI(" ") .set

.addHeader(" ", " ")

.addQueryParam(" ")

.build();

Response response = given().
common → spec(spec).
code when(). port().
when(). then(). - 1 -

— due to that reusability of our code increasing with RequestSpecBuilder.

ResponseSpecBuilder is a class

~~# ResponseSpecification~~

ResponseSpecBuilder is a class which is used to create Request Response specification.

→ every Response in RestAssured Handler by ResponseSpecification: ~~will be devide~~

Response specification `respec =`
`respec.build()`

new ResponseSpecBuilder()

• expectstatusCode()

• expect content-type ()

• build();

Response response = reqspec.spec()
factory → given · spec(reqspec) · body () · when
factory → . port(). then · spec (reqspec) · extract()
· asString();

* passing path parameter in dynamically

eg given `().log().cell()`.

- `Spec(deleteOrder)` dynamite?
- `PathParam("key" ProductId)`. pausing
- `When()`.
- `delete("api/order/{productId}")`
- `Then()`. dynamite with assertions
- `AssertThat().statusCode()`
- `extract().Response();` assertions

* How to bypass SSL & HTTP certifications

given c). relaxed HTTPS validation()

* BDD (CUCUMBER FRAMEWORK)

* BDD - Behaviour - driven development

* Gherkin - ~~language used in cucumber framework~~

- business readable, Domain specific language that lets you describe software's behaviour
- Gherkin is a language that developer use to define test in cucumber.

* Keyword used in Gherkin Cucumber :-

scenario, feature, Feature file, scenario outline, step definition.

* scenario :-

- cucumber test case are represented as a scenario.
- scenario contains steps equivalent to test steps.

• Given - precondition are mentioned in Given keyword

• When - purpose of when steps is to describe the user action

• Then - used to describe an expected outcome or result (validation)

• And - describe positive condition

• But - describe Negative condition.

* Example -

scenario - Make minimum due payment.

Given - user fills all details and select minimum amount option.

Given - user is on pay credit card page
When - User fills all details and select minimum amount option.

And user clicks on pay button.

Then credit card confirmation page is displayed.

* And - Addition to previous step & represent positive statement.

* But - Statement that are addition to previous steps and represent Negative statements.

* Feature & feature file

- feature represent a Business Requirement.

- feature file act as a Test suite where which consists of All scenarios.

In cucumber, Feature file contains scenarios.
We can simply create featurefile with
.feature extension.

- feature file should contain either scenario,
or scenario outline.

* StepDefinition -
Stepdefinition is a Java class file in
which contains all coding part of feature
file.

* Scenario outline -

- scenario outline is a same as scenario
which take dynamic input from table
which declared in examples.

- Scenario outline helps to run our
test case multiple time with multiple
datasets.

- To Achieve parametrization in our test
case, we use scenario outline.

- It is used to run the same scenario
multiple time with different combination of
values.

* JUnit Runnerfile and annotations (II)

→ Required when execution done with JUnit
@RunWith (cucumber.class) executes annotation
@cucumberoptions (

features = "Feature file Path",
glue = {"stepDefinition pkg Name"}
)

public class Runnerfile

{
→ -> -> -> -> -> -> -> ->
}

* TestNG Runnerfile

@cucumberoptions (

features = "Feature file Path",

glue = {"stepDefinition pkg Name"}
)

public class Runnerfile extends

AbstractTestNGCucumberTest {

→ -> -> -> -> -> -> ->

→ -> -> -> -> -> -> ->

{} → -> -> -> -> -> -> ->

* Where you used inheritance in your project?

→ generally we share some common codes like baseURI, Header's, contextType. We declared these codes in utils class and extend the stepdefinition file with util it calls from step definition if child and utils in parent class.

To Access All the methods from utils (characteristics/ property) we inherit the stepdefinition files with utils class.

* property filer

→ Contains common BaseURI's

• BDD- Behaviour driven development

Given-When-Then- Approach

• cucumber -

cucumber is a tool or framework that

support behaviour driven development (BDD)

it's component includes of test automation -

and well known of automated performance testing - Cucumber

Note -
Background & Example Hook not used at same time

- * Background is common to all the scenarios
- Background keyword helps to execute common steps before every scenario execution
- Instead of defining common steps in each scenario outline (scenario) every time we are declaring in Background (hook) one time & this step runs every time before execution of each scenario.
- used to define some precondition for all the scenario.

* Unit Testing -

- individual unit is testing
 - To do unit testing in Java, we have an excellent framework called Junit.
- Junit is a unit Testing framework.

* Difference Between Selenium & Cucumber

- Selenium is a tool that used to design Web Automation tests.
- Cucumber help to design framework for Selenium Automation tests written in BDD Standard.

Before suite -> Background - scenario - Aftersuite

* Data Tables

Data tables are generally used to store
parametrized details of a test

- We can declare data table for different
test steps only. & data is available
for particular test step only.

eg - ~~old by, net banking test and test~~
~~test net banking soft modules of qpid~~

scenario : Home page default login

Given user is on Netbanking login page

When user signs up with following details

Table | Jenny | abcd | John@gmail.com |
data | Jenny | abcd | John@gmail.com |
Then Home page is populated.

eg - in stepdefinition

when ("user signs up with following details")

public void -

(Datatable data)

{
List<List<String>> obj = data.asList();

 obj.get(0).get(0) } two different
 row column way to
 data.getCell(0,0); get data

from Datatable

* JSONPath -

JSONpath is a class in RestAssured, which help to parse the JSON Response in a suitable way.

* Annotation (Tags) -

Tags are the Annotation, which help to control the execution of feature file or scenario file.

eg:- @Register, @Login, @Logout, @Logout, etc.

@Register - It helps to execute the registration scenario.

① scenario: login : It helps to execute the login scenario.

generally tags help to execute scenarios by declaring tags like

@Register, @SmokeTest : You can manage

② scenario: logout : Which scenario we have to execute

@Register, @SanityTest

③ scenario: Create Account : Or not

@RunKlith (cucumber.class)

@cucumberOptions("tags & --tag"

features = "feature file path",

glue = {"StepDefinition pkgName"},

tags = "@smokeTest"

→ Execute only smokeTest tag

tags = "@smokeTest or @RegTest"

→ Run both tags simultaneously

tags = "not@sanityTest".

→ except this one, execute remaining

tags = "@RegTest" And "@smokeTest"

→ Execute scenario in which both tags present.

Background & Hooks Not Work together

* Hooks -

→ TWO HOOKS ~~can't be used together~~ (still work)
After & Before ~~can't be used together~~ by

i) After Hooks - ~~hook will run after execution of test~~

- Execute after script after Execution of scenario.

eg ~~Scenario @ Test~~

.post (not before this step will be executed)

ii) Before Hooks -

Execute Hooks method before Execution of scenario. ~~before method will be executed~~

Example -

public class Hooks {

~~Execute this method before of scenario~~

 @Before ("@mobileTest") ~~which have~~

 public void beforeValidation() in mobileTest

 { ~~—~~ Tag

~~—~~ ~~—~~ ~~}~~

 @After ("@mobileTest") → Execute this
 public void afterValidation() method After

 { ~~—~~ of scenario which

~~—~~ ~~}~~ has mobileTest

tags

* Download Report

gives Report in pretty format

```
plugin = {  
    "pretty": true,  
    "html": target / cucumber.html",  
    "json": target / cucumber.json",  
    "junit": target / cucumber.xml"  
}
```

↑
file name
↓
Folder Name which

which plugin is chosen - based on extension
for report format - XML

* monochrome

* monochrome = true
for get o/p in console with detailed format.

* dryrun = true

- To check test is implemented or Not
if missed then get snippets for - or
body in console.

* Status code -

* successfully completion of request process

200 - OK → data fetching

201 - Created (New data created) → accepted

202 - Accepted (Request send but in processing)

203 - Non-Authoritative → draft model

204 - NO content → deleted

* Client Error

400 - Bad Request → client Error

401 - Unauthorized → Required Authentication details

402 - Payment Required

403 - forbidden → not allow to perform Action

404 - Not Found → data not found on server

405 - Method Not Allowed → data not supported

* Server Error

500 - Internal Server Error → server Error

501 - Not Implemented

502 - Bad Gateway

503 - Service Unavailable

504 - Gateway Timeout

505 - HTTP version not supported

* Jenkins

Jenkins is a tool used for Automation

- It is an open source server that allows

All the developer to build, test and

deploy software.

by using Jenkins we can make

continuous integration of project (jobs)

or end-to-end endpoint Automation

* CI | CD pipeline | continuous delivery

* What is continuous Integration

- Whenever new code committed to new repository like GitHub, GitLab, etc. CI will continuously build tested and merged into shared repository

- Benefits -

① Maintain report of the project

② Bugs can be found quickly

* Continuous Delivery

Build → Deploy → Test → Release.

* Jenkins pipeline - ~~test and Release~~

pipeline can Automate the process like building, testing, and deploying the application. Doing manually by UI takes lot's of times and effort which will affect on productivity.

* Continuous Integration -

It is the practice of Automating the integration of code changes from multiple contributor into a single software project, called as CI.

* Continuous delivery - ~~no manual intervention~~

After successful build, Test and deployment our software getting released. So this process is continuously happen after every Integration called as continuous delivery.

* Jenkins pipeline -

- Jenkins pipeline is the process Automation of build, deploy, test and release by in one process by connecting them.

→ contain multiple job executing one by one by sequential manner.

with selecting branch
and file

deployment + build
and deploy war file and finding results from it

publish artifact

(initial) - publishing file -

* How to setup Build pipeline in Jenkins

① Chain the jobs (sequential execution)
(Add upstream | downstream job)

→ Pipeline for reading data of job

② Install build pipeline plugin
=> Manage Jenkins => plugin
=> Build pipeline plugin → for creating pipeline

=> Dashboard + icon

=> Build pipeline view

→ give Name

→ select initial job

* No. of display build - Time ^{How many} execution.

=> Delivery pipeline

- build periodically (Jenkins)

* How to configure project from git

- Create New project in Jenkins & give Name

→ select source code Management
None — for desktop project

✓ Git → for git Repo projects
→ add credentials to Git.

→ select Branch Name

→ Add Build steps

→ invoke top level maven targets

∴ (for cucumber Required plugin
(cucumber-reports))

- top level Maven targets

- Add post build Action

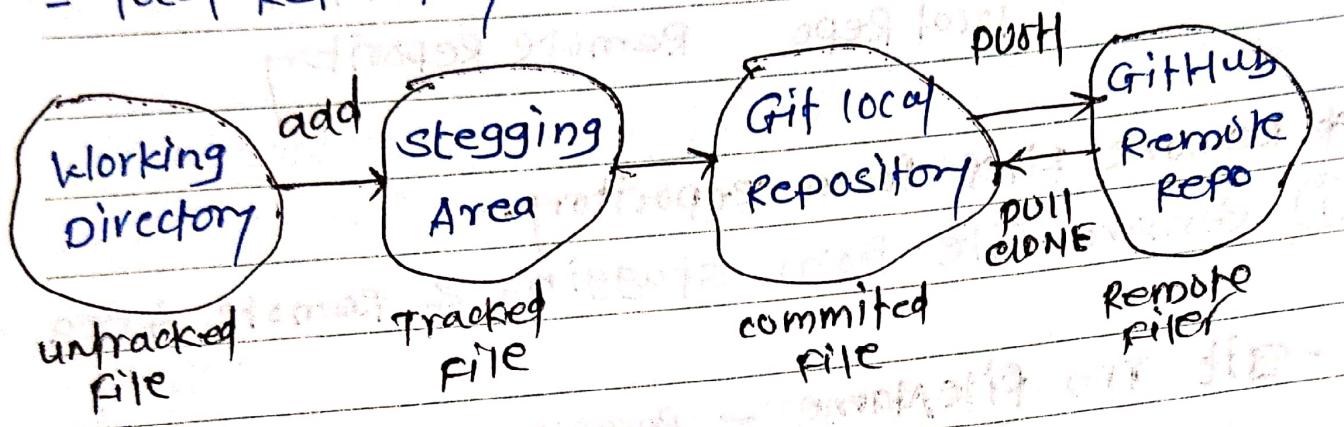
→ select cucumber - reports

→ configure

* Git - Version control system

* GIT - Distributed version control system

- software installed in local system
- local repository



- first do `git bash`
- `git init` - initialize git empty repository
- `git status` - (showing untracked files)
(Not added in Stegging Area)
- `git add .` * } Add files in Stegging Area
- `git add -a`
- `git status` - showing files
- `git add a.txt -` } Add file in Stegging Area
 fileName
- `git commit -m 'commit message'` } Commit file in local Repository
- `git log` - showing All the logs of commits

* See the difference between Local / Remote Repository.

git diff master origin / master

↑

↑

L

local Repo

Remote Repository

* Remove files from Repository.

i) Remove file from staging & remote Area

- git rm filename - remove only one file

- git rm -r - Remove All the files in directory

ii) Remove file from Staging Area

- git rm --cached filename

iii) delete from Working area Not Staging Area

rm filename

* Git Reset command

① Remove changes from Staging Area

② Remove commit from Repository level

① `git reset filename`

→ Remove change from Staging Area

② `git reset <mode> <commitId>`

whatever commit id we mention after
that committed commit remove and file

• Mode

① `reset` with mixed mode (default mode)
- discard changes from local & staging area

`git reset --mixed <commitId>`

② `Reset with --soft options`

- same as a mixed mode but changes
removed from local repo and available in
Working and staging Area.

`git reset --soft <commitId>`

③ `Reset with --hard options`

`git reset --hard <commitId>`

→ Remove from All places

→ impossible to revert back changes

* Branching

Master - main branch

① `git branch` → ~~listBranches~~ → ~~for all branches~~

- give All the brach from repository

② `git branch branchName` → ~~createBranch~~ → ~~new branch~~

- creating New branch having Name

③ `git checkout branchName`

switch to Another branch

* → indicate current branch.

* Merging

- create New branch & make changes in it & then pull this merge this branch into master. (or pull Request)
- ① switch to master branch

`git checkout master` → Master Branch

`git merge feature` → child branch

merging feature branch into master branch

* GitHub

- Git is a distributed version control system that is used to store the source code in software development to track its changes.

I) process for Adding project in git - (by gitBash)

=> First create Repository on Git (having same name as project name)

=> Go to project location (Go To Folder)

=> Right click — Git Bash

=> git status → Check status

git init → Check if it initialize

git add * — Add Everything

git status

if filter Not adding then use

git . or git add . or git -s

git commit -m "Aug 16 Commit" → Any Name

③ git remote add origin URL

git push -u origin main master main

master

git - installed in local system

gitHub - Remote Repository

* Git - Independent of programming language

- software installed in local Machine

→ How to add in GitHub Repo (push)

- go to Working directory and do git bash

- git init → Create Empty Repository in local machine

- git remote add origin URL → Attached local & Remote Repo

- git status → Status of Repository

- git add -A } used to Add file

git add .{ file } } this filter in staging

git add :{ file } } pre - commited file area

git add

- git status → get status

* G

* one timer command before commit

- `git config --global user.name ("manishphatay")`
- `git config --global user.email ("man@gmail.com")`
- `git commit -m "first commit" [Any Name]`
- `git push -u origin master`
 - Adding or pushing files to (local) git Repo to Remote GitHub.

* How to pull from github Repo - (PULL)

→ git pull origin master & fetch same
Add file from GitHub Repo to local git Repository

- Again after modification we can push in GitHub Repository

- git add -A
- git status
- git commit -m "Second commit"
- git push -u origin master

* Clone branch

- git clone 'url' → clone the Remote Repository in local repository

* Git conflict - (Merge conflict)

Let consider two different people working on same git repo (module) when one person make changes & merge code in Repository then at the time of 2nd person merging code in git then 1st person done changes not in 2nd person local repo then that time git conflict occurs. To handle this we have to again pull the new changes in our local Repo & then again we have to push our code with new changes in git Repo.

→ We are solving merge conflict manually by pulling all changes in local repository