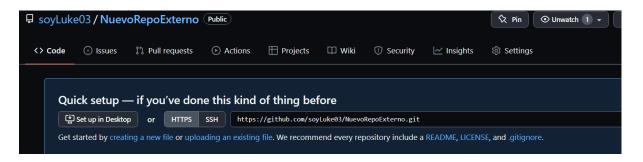
1. Descarga el proyecto Java contenido en la carpeta calc.zip y descomprímelo en un directorio local.



2. Crea un repositorio externo para este proyecto y vincúlalo realizando todas las operaciones desde el terminal (bash).



antog@GamingPC MINGW64 ~/Desktop/directorioLocal

\$ git init

Initialized empty Git repository in C:/Users/antog/Desktop/directorioLocal/.git/

```
antog@GamingPC MINGW64 ~/Desktop/directorioLocal (master)
$ git add .
warning: LF will be replaced by CRLF in calc/calc/src/com/calc/app/Aritmetica.java.
The file will have its original line endings in your working directory
warning: LF will be replaced by CRLF in calc/calc/src/com/calc/app/MainApp.java.
The file will have its original line endings in your working directory
warning: LF will be replaced by CRLF in calc/calc/src/com/calc/model/Base.java.
The file will have its original line endings in your working directory
warning: LF will be replaced by CRLF in calc/calc/src/com/calc/model/Decimal.java.
The file will have its original line endings in your working directory
warning: LF will be replaced by CRLF in calc/calc/src/com/calc/model/Entero.java.
The file will have its original line endings in your working directory
warning: LF will be replaced by CRLF in calc/calc/src/com/calc/model/Numero.java.
The file will have its original line endings in your working directory
warning: LF will be replaced by CRLF in calc/calc/src/com/calc/model/NumeroException.java.
The file will have its original line endings in your working directory
warning: LF will be replaced by CRLF in calc/calc/src/com/calc/utils/CollectionUtils.java.
The file will have its original line endings in your working directory
warning: LF will be replaced by CRLF in calc/calc/src/com/calc/utils/CollectionUtils.java.
The file will have its original line endings in your working directory
```

```
ntog@GamingPC MINGW64 ~/Desktop/directorioLocal (master)
 git status
n branch master
lo commits yet
changes to be committed:
 (use "git rm --cached <file>..." to unstage)
       new file: calc/calc/src/com/calc/app/Aritmetica.java
                  calc/calc/src/com/calc/app/MainApp.java
       new file:
       new file:
                 calc/calc/src/com/calc/model/Base.java
                   calc/calc/src/com/calc/model/Decimal.java
       new file:
       new file:
                   calc/calc/src/com/calc/model/Numero.java
                   calc/calc/src/com/calc/model/NumeroException.java
       new file:
                   calc/calc/src/com/calc/utils/CollectionUtils.java
       new file:
       new file:
                   calc/calc/src/module-info.java
nntog@GamingPC MINGW64 ~/Desktop/directorioLocal (master)
 git commit -m "Nuevo commit para el repositorio"
master (root-commit) 0f1d842] Nuevo commit para el repositorio
9 files changed, 380 insertions(+)
create mode 100644 calc/calc/src/com/calc/app/Aritmetica.java
create mode 100644 calc/calc/src/com/calc/app/MainApp.java
create mode 100644 calc/calc/src/com/calc/model/Base.java
create mode 100644 calc/calc/src/com/calc/model/Decimal.java
create mode 100644 calc/calc/src/com/calc/model/Entero.java
```

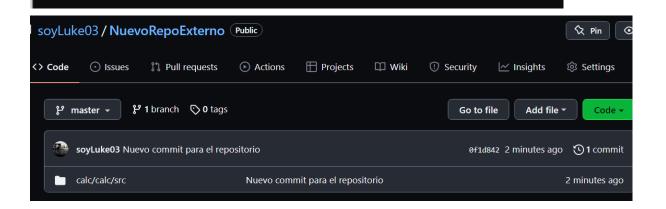
create mode 100644 calc/calc/src/com/calc/model/Numero.java

create mode 100644 calc/calc/src/module-info.iava

create mode 100644 calc/calc/src/com/calc/model/NumeroException.java
create mode 100644 calc/calc/src/com/calc/utils/CollectionUtils.java

antog@GamingPC MINGW64 ~/Desktop/directorioLocal (master) git remote add origin https://github.com/soyLuke03/NuevoRepoExterno.git antog@GamingPC MINGW64 ~/Desktop/directorioLocal (master) git push --set-upstream origin master Enumerating objects: 19, done. Counting objects: 100% (19/19), done. Delta compression using up to 8 threads Compressing objects: 100% (13/13), done. Writing objects: 100% (19/19), 3.74 KiB | 1.87 MiB/s, done. Total 19 (delta 0), reused 0 (delta 0), pack-reused 0 To https://github.com/soyLuke03/NuevoRepoExterno.git * [new branch] master -> master

branch 'master' set up to track 'origin/master'.



3. Impórtalo en eclipse y analiza su contenido, documentando varias de sus funciones mediante javadoc.

😽 > directorioLocal [directorioLocal n

```
> A JRE System Library [jdk-17.0.1]
🗸 🚜 app
       > Aritmetica.java
       > MainApp.java

▼ 

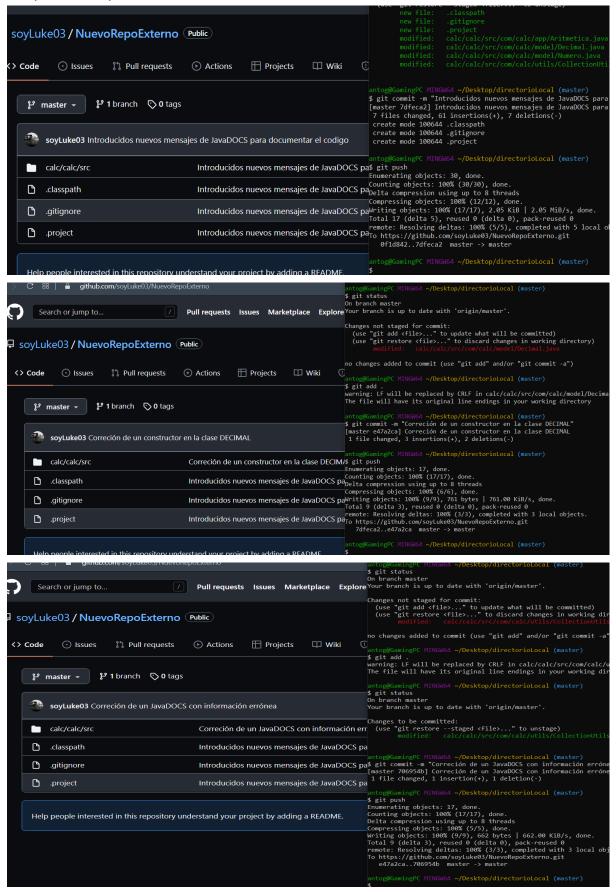
■ model

       > 🋂 Base.java
       > 🛂 Decimal.java
       > 🋂 Entero.java
       > 🛂 Numero.java
       > 🛂 NumeroException.java
    🗸 🚟 utils
       > 🛂 CollectionUtils.java
  > 1/4 module-info.java
   * Este método es para <b>sumar decimales</b>.
   * @param n1 = El numero 1
   * @param n2 = El numero 2
   * @return Este metodo devuelve el resultado de esta suma.
   oublic Numero suma(Numero n1. Numero n2) {
 * Este método se utiliza para establecer un valor decimal.
 * @param valorDecimal
  * Método que sirve para obtener el valor entero de un número.
  * @param integer valorEntero
```

4. Examina la estructura de clases y modifica el código donde consideres necesario para evitar duplicidades.

```
antog@GamingPC MINGW64 ~/Desktop/directorioLocal (master)
$ git push
Enumerating objects: 31, done.
Counting objects: 100% (31/31), done.
Delta compression using up to 8 threads
Compressing objects: 100% (14/14), done.
Writing objects: 100% (21/21), 2.15 KiB | 2.15 MiB/s, done.
Total 21 (delta 7), reused 0 (delta 0), pack-reused 0
remote: Resolving deltas: 100% (7/7), completed with 4 local object
To https://github.com/soyLuke03/NuevoRepoExterno.git
  a604774..afe3eec master -> master
antog@GamingPC MINGW64 ~/Desktop/directorioLocal (master)
$ git log --oneline
afe3eec (HEAD -> master, origin/master) Merge branch 'master' of
35a1058 Modificación de estructura de clases
antog@GamingPC MINGW64 ~/Desktop/directorioLocal (master)
git commit -m "Modificaciones varias"
[master 13d1052] Modificaciones varias
9 files changed, 0 insertions(+), 0 deletions(-)
```

5. Realiza al menos 3 commits y sube los cambios al repositorio externo, comprobando que se actualizan los cambios



6. Crea un archivo README.md donde se expliquen las características principales de este proyecto haciendo uso de etiquetas <u>markdown</u> (bullets, headers, etc.).

