### **PERSONAL ACCESS TOKEN-**

ghp\_DarVESG8Lj2HyofXZ4mV5z2DlFw7pZ4EQ9Ss

### **Step 1: First-Time Git Setup (On a New System)**

Run these two commands to tell Git your name and email. You only need to do this **once** on any new computer.

git config --global user.name "srisaisohan29"  
git config --global user.email "srisaisohan29@gmail.com"

### **Step 2: Get the Project from GitHub**

Clone the repository to create a local copy and then navigate into the new project directory.

git clone https://github.com/srisaisohan29/lab-practice.git  
cd lab-practice

### **Step 3: Create a New Branch for Your Work**

Create a new branch so you don't work directly on the master branch.

git branch feature-update  
git checkout feature-update

### **Step 4: Make Changes, Check Status, and Commit**

Now, create a new file. Before you add and commit it, use **git status** to see that Git recognizes the new, "untracked" file.

# Create a new file named file3.txt with some text inside  
git status  
git add file3.txt  
git commit -m "Add file3 for the new feature"

### **Step 5: Check the Commit History**

Use git log to see your new commit. The --oneline flag makes it easy to read.

git log --oneline

### **Step 6: Keep Your master Branch Synced**

Before you merge, make sure your local master branch has the latest updates from the remote repository using **git pull**.

git checkout master  
git pull origin master

### **Step 7: Review Differences and Merge**

Use **git diff** to see the changes between your branch and master, and then merge them.

git checkout feature-update  
git diff master..feature-update  
git checkout master  
git merge feature-update

### **Step 8: Push Your Merged Changes**

After merging, push the updated master branch to GitHub.

git push origin master

### **Step 9: Undo a Commit with revert**

If you need to undo the last commit, use **git revert**. HEAD refers to the most recent commit.

git revert HEAD  
# A text editor will open for the revert commit message, just save and close it.  
git push origin master