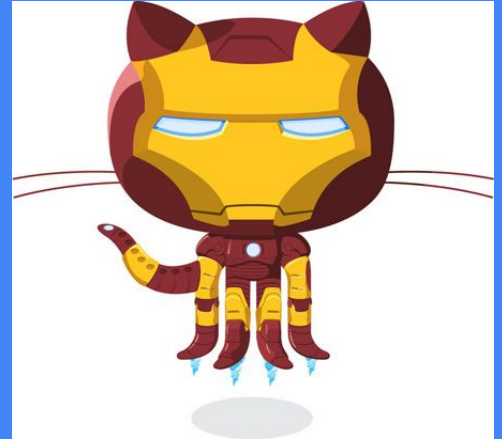


GITHUB - Basics & Version Control



Github New Project Commands:

A. Go to your project folder in the terminal

B. Create a repo in your git hub account

1. *git init*

2. *git add .*

3. *git commit -am "first commit"*

4. *git remote add origin https://github.com/gitaccountnamhere/reponamehere.git*

5. *git push -u origin master*

6:49 PM

Git Pushing New Updates Commands:

1. *git add .*

2. *git commit -am "your message here"*

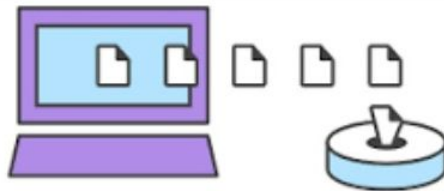
3. *git push*

What is Version Control:

But what is versioning? The name says it all: it's a way of keeping versions of files stored in a repository. In our case these files happen to be text representing the source code of a program, nonetheless a VCS (Version Control System) can be used for all sorts of files. That is, imagine that a set of files and directory represents a state in time. Without a VCS you end up overwriting those files and, therefore, rewriting the state. With a VCS, you keep the states as a stack. At any point in time you can retrieve an older state or add a new one on top of the stack.

git add:

The **git add** command adds a change in the working directory to the staging area. It tells **Git** that you want to include updates to a particular file in the next commit. However, **git add** doesn't really affect the repository in any significant way—changes are not actually recorded until you run **git commit** .



git commit:

git commit. The "**commit**" command is used to save your changes to the local repository. ... Using the "**git commit**" command only saves a new **commit** object in the local **Git** repository. Exchanging **commits** has to be performed manually and explicitly (with the "**git fetch**", "**git pull**", and "**git push**" commands).



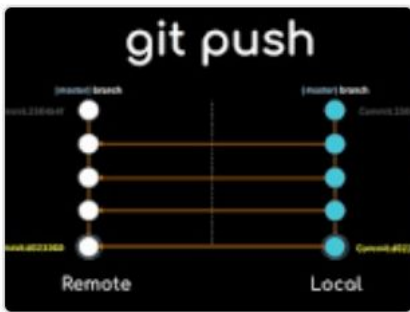
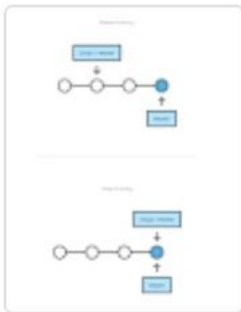
	COMMENT	DATE
○	CREATED MAIN LOOP & TIMING CONTROL	14 HOURS AGO
○	ENABLED CONFIG FILE PARSING	9 HOURS AGO
○	MISC BUGFIXES	5 HOURS AGO
○	CODE ADDITIONS/EDITS	4 HOURS AGO
○	MORE CODE	4 HOURS AGO
○	HERE HAVE CODE	4 HOURS AGO
○	AAAAAAA	3 HOURS AGO
○	ADKFJSLKDFJSDKLFJ	3 HOURS AGO
○	MY HANDS ARE TYPING WORDS	2 HOURS AGO
○	HAHAHAHAANDS	2 HOURS AGO

AS A PROJECT DRAGS ON, MY GIT COMMIT
MESSAGES GET LESS AND LESS INFORMATIVE.

Examples of *good* commits:

- “Scaffolding for project XYZ”
- “Wrote module for communicating with API ABC”
- “Refactored module for API ABC”

git push:



```

MINGW64 /e/git-demos/push-
master
3, done.
using up to 4 threads.
%: 100% (2/2), done.
100% (3/3), 302 bytes | 302.
reused 0 (delta 0)
com/git-test-jaz/push-tst.g
d master -> master

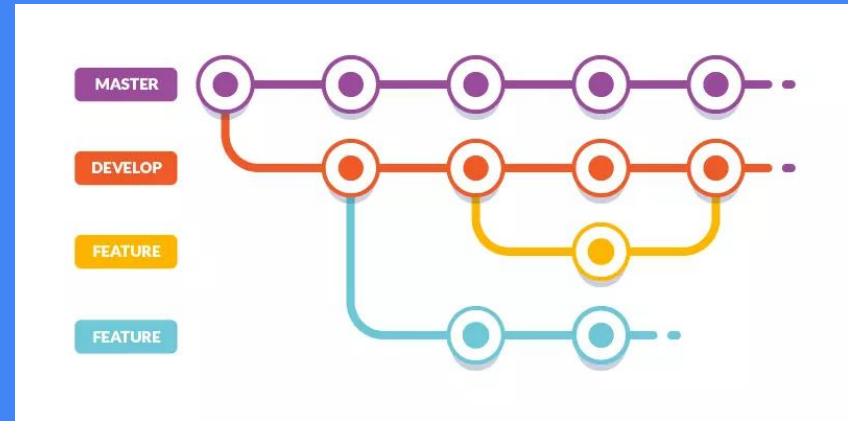
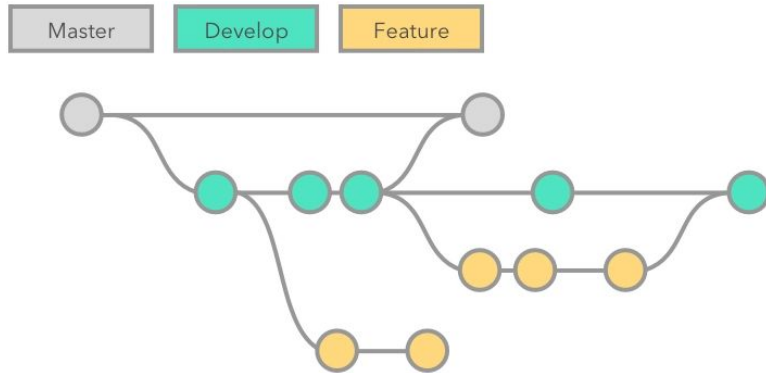
```

```
4 /e/git-demos/push-test (master)
test-jaz/push-tst.git
er -> master (fetch first)
e refs to 'https://github.com/git
ted because the remote contains wo
This is usually caused by another
you may want to first integrate the
.') before pushing again.
: fast-forwards' in 'git push --he
```

The **git push** command is used to upload local repository content to a remote repository. **Pushing** is how you transfer commits from your local repository to a remote repo. It's the counterpart to **git fetch** , but whereas fetching imports commits to local branches, **pushing** exports commits to remote branches.

git branch:

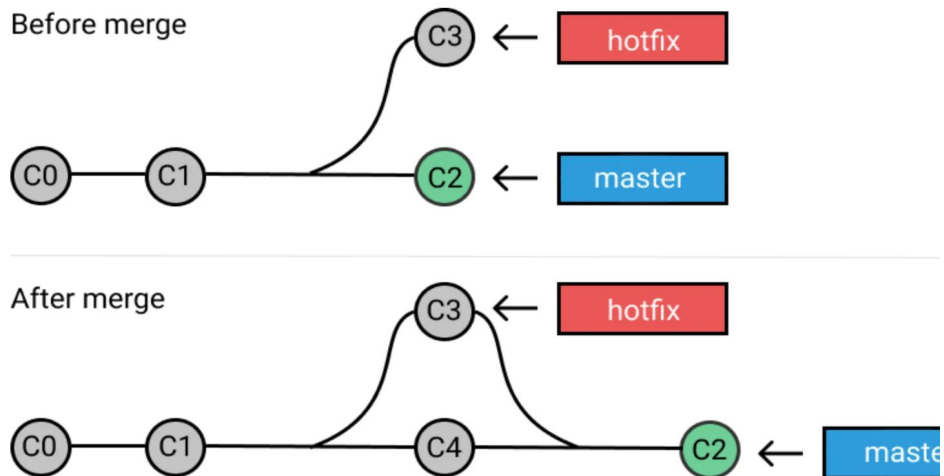
A **branch** represents an independent line of development. ... The **git branch** command lets you create, list, rename, and delete branches. It doesn't let you switch between branches or put a forked history back together again. For this reason, **git branch** is tightly integrated with the **git checkout** and **git merge** commands.



git merge:

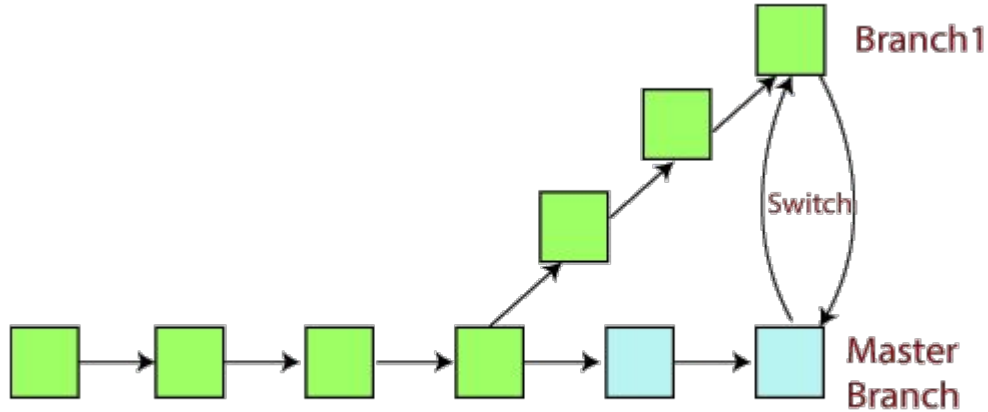
Merging

Merging, as the word says, simply “merges” the commits of the two branches into the new one. To understand what happens let’s imagine we have the following situation:



git checkout:

The **git checkout** command lets you navigate between the branches created by **git branch**. Checking out a branch updates the files in the working directory to match the version stored in that branch, and it tells **Git** to record all new commits on that branch.



Git Checkout