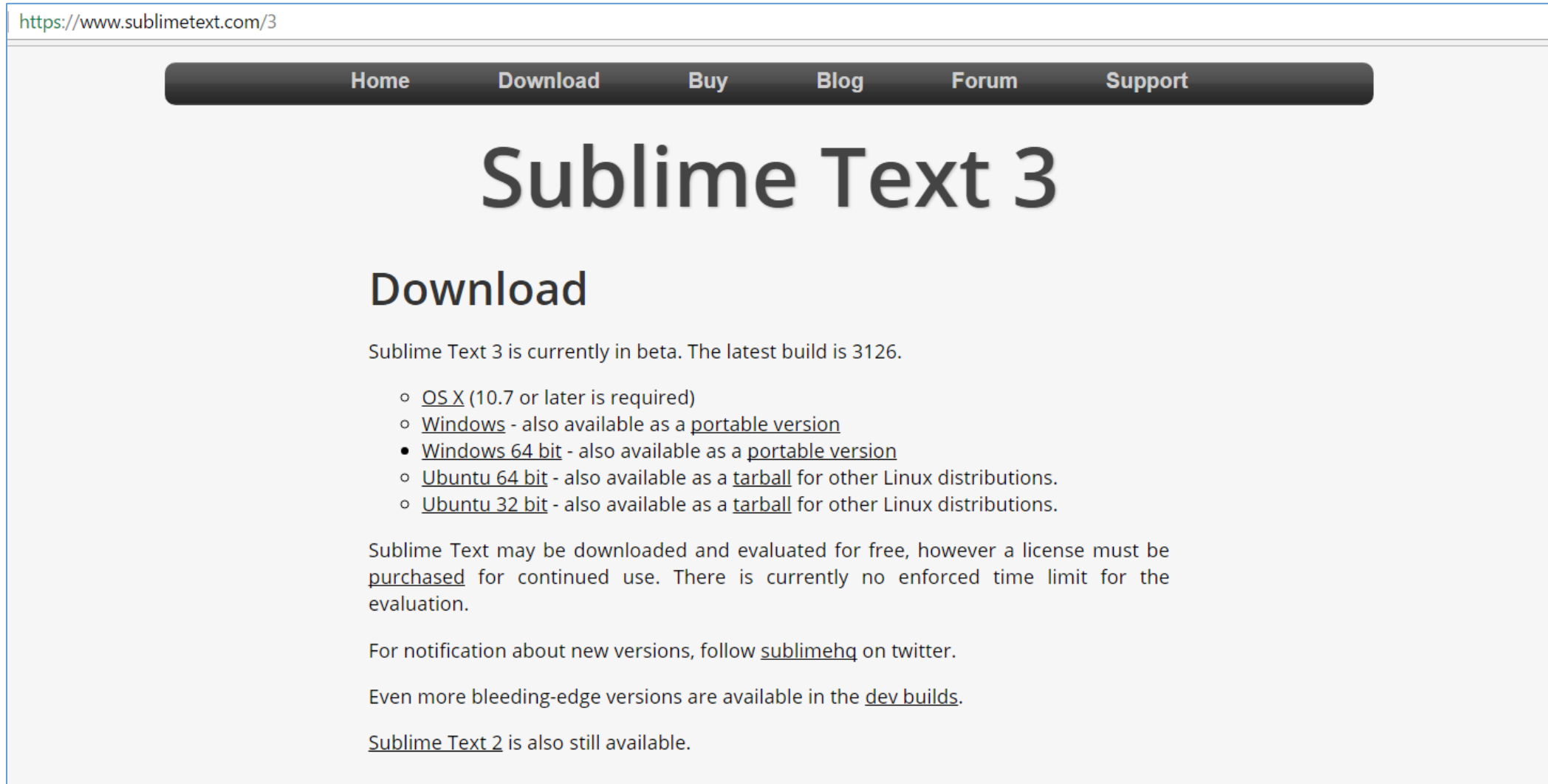


Configure Git

Elaborado por:

Gary Briceño – Gary.briceno@gmail.com

Utilizaremos Sublime Text como editor de textos:



The screenshot shows the website for Sublime Text 3. At the top, there is a navigation bar with links for Home, Download, Buy, Blog, Forum, and Support. The main heading is "Sublime Text 3". Below this, the "Download" section is highlighted. The text states that Sublime Text 3 is currently in beta and provides a list of download links for various operating systems, including OS X, Windows (with a portable version), and Ubuntu (with tarballs). It also mentions that the software can be downloaded and evaluated for free, but a license must be purchased for continued use. Finally, it provides information on how to stay updated and where to find bleeding-edge versions.

<https://www.sublimetext.com/3>

Home Download Buy Blog Forum Support

Sublime Text 3

Download

Sublime Text 3 is currently in beta. The latest build is 3126.

- [OS X](#) (10.7 or later is required)
- [Windows](#) - also available as a [portable version](#)
- [Windows 64 bit](#) - also available as a [portable version](#)
- [Ubuntu 64 bit](#) - also available as a [tarball](#) for other Linux distributions.
- [Ubuntu 32 bit](#) - also available as a [tarball](#) for other Linux distributions.

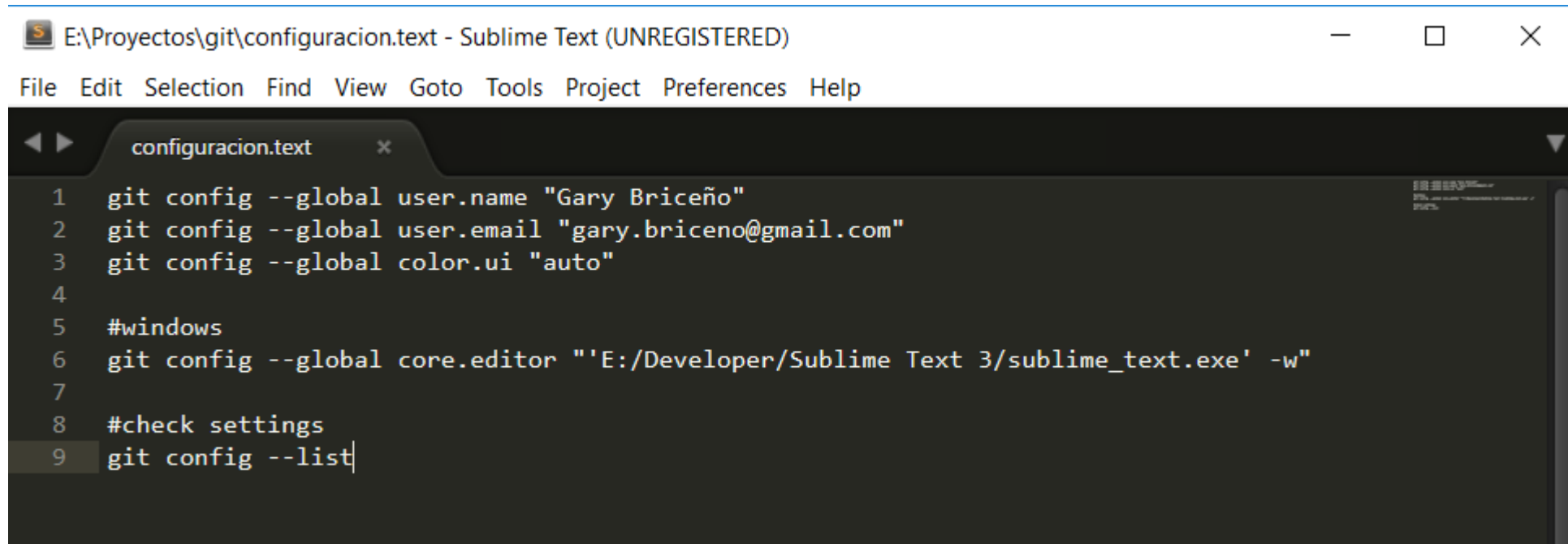
Sublime Text may be downloaded and evaluated for free, however a license must be [purchased](#) for continued use. There is currently no enforced time limit for the evaluation.

For notification about new versions, follow [sublimehq](#) on twitter.

Even more bleeding-edge versions are available in the [dev builds](#).

[Sublime Text 2](#) is also still available.

Realizamos una configuración básica de Git:



The screenshot shows a Sublime Text editor window titled "E:\Proyectos\git\configuracion.text - Sublime Text (UNREGISTERED)". The menu bar includes "File", "Edit", "Selection", "Find", "View", "Goto", "Tools", "Project", "Preferences", and "Help". The editor content is as follows:

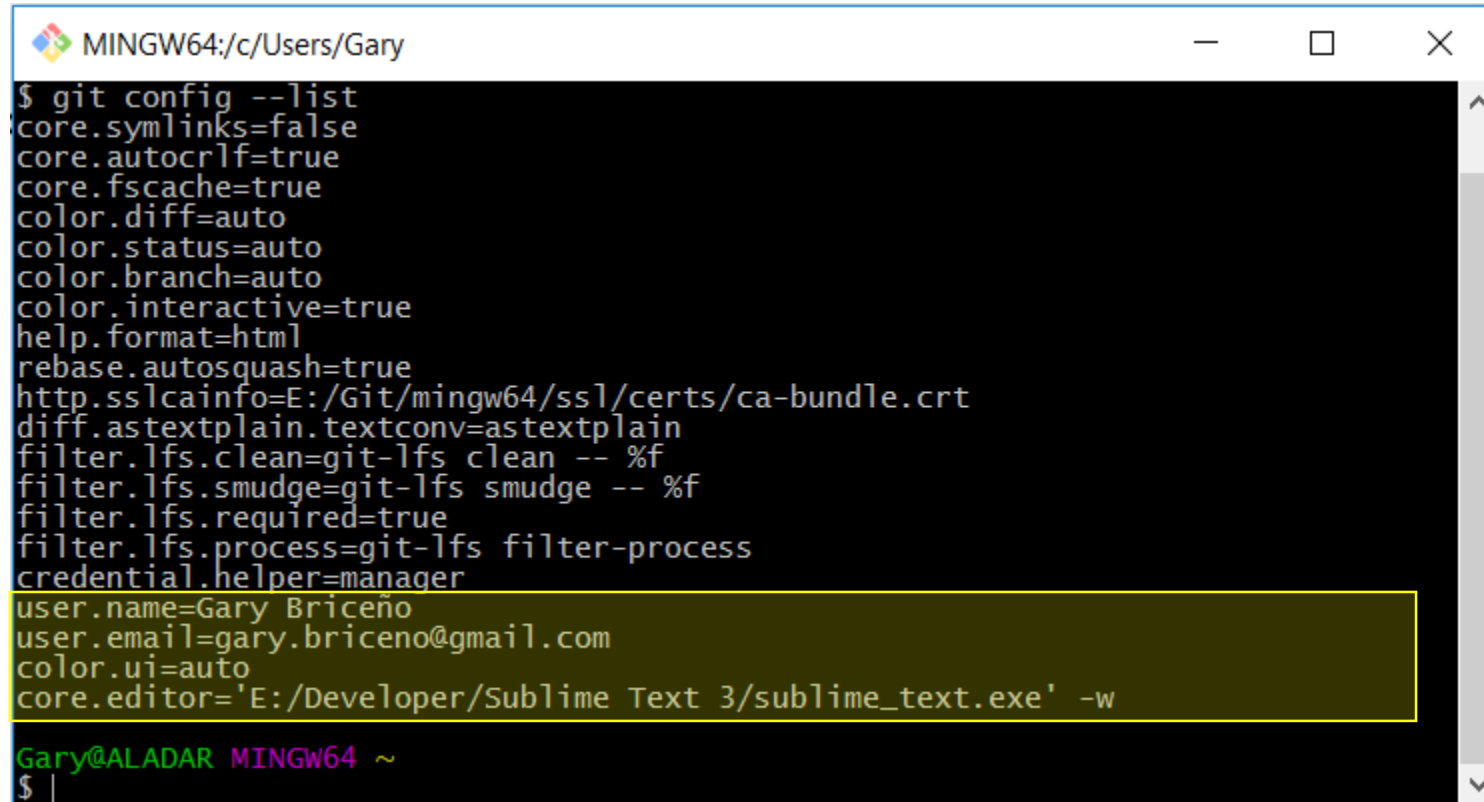
```
1 git config --global user.name "Gary Briceño"
2 git config --global user.email "gary.briceno@gmail.com"
3 git config --global color.ui "auto"
4
5 #windows
6 git config --global core.editor "'E:/Developer/Sublime Text 3/sublime_text.exe' -w"
7
8 #check settings
9 git config --list
```

Observaciones:

- global: hace referencia a que es una variable a ser utilizada en todo el computador.
- user.name: usuario
- user.email: el correo electrónico relacionado a la cuenta
- core.editor: el editor por defecto a ser utilizado. En este caso Sublime

A fin de observar la configuración en Git, se ejecuta la sentencia:

`$git config --list`

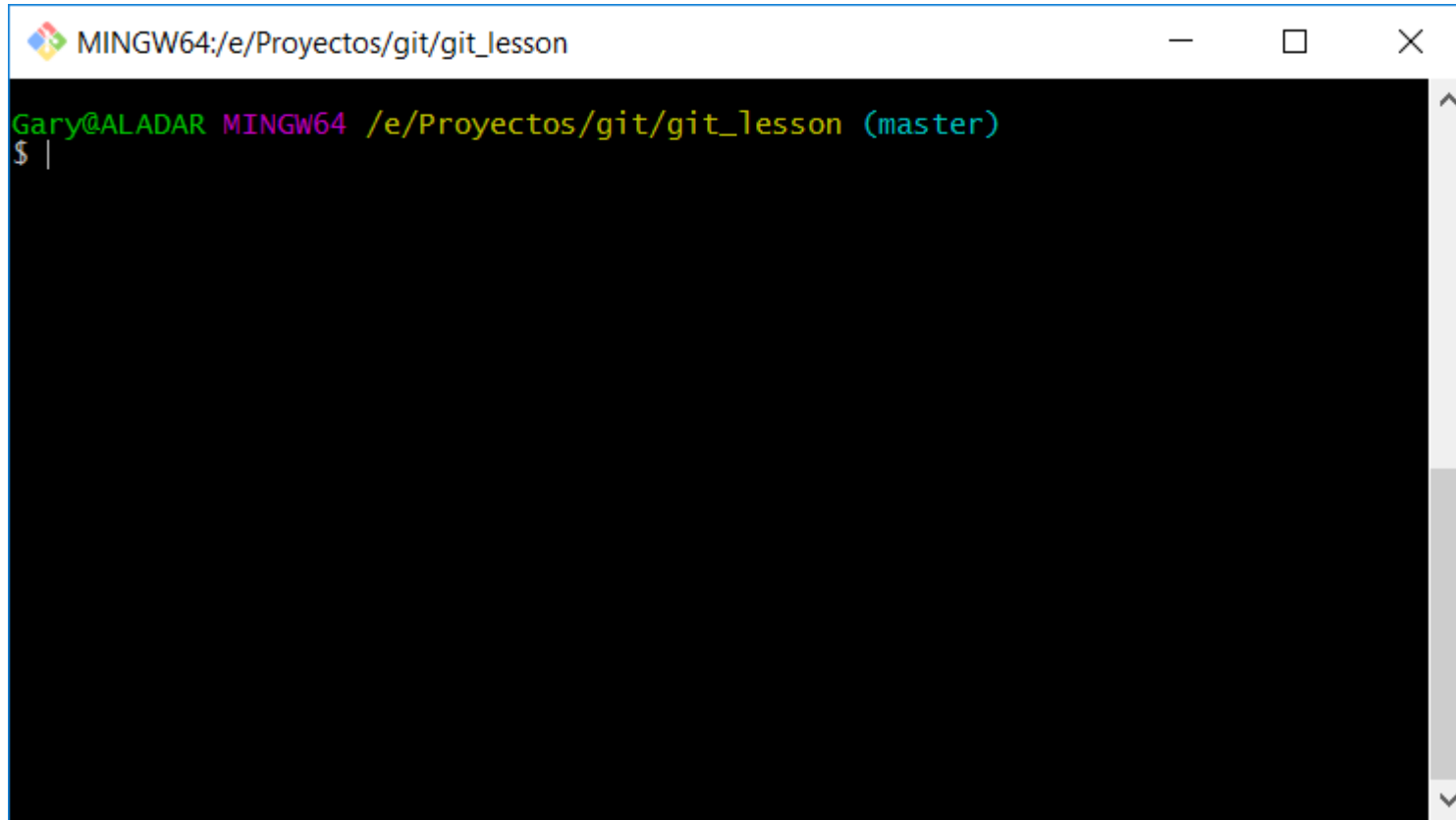


```
MINGW64:/c/Users/Gary
$ git config --list
core.symlinks=false
core.autocrlf=true
core.fscache=true
color.diff=auto
color.status=auto
color.branch=auto
color.interactive=true
help.format=html
rebase.autosquash=true
http.sslcainfo=E:/Git/mingw64/ssl/certs/ca-bundle.crt
diff.astextplain.textconv=astextplain
filter.lfs.clean=git-lfs clean -- %f
filter.lfs.smudge=git-lfs smudge -- %f
filter.lfs.required=true
filter.lfs.process=git-lfs filter-process
credential.helper=manager
user.name=Gary Briceño
user.email=gary.briceno@gmail.com
color.ui=auto
core.editor='E:/Developer/Sublime Text 3/sublime_text.exe' -w

Gary@ALADAR MINGW64 ~
$
```

Se puede observar la configuración básica, con los valores que se han ingresado.

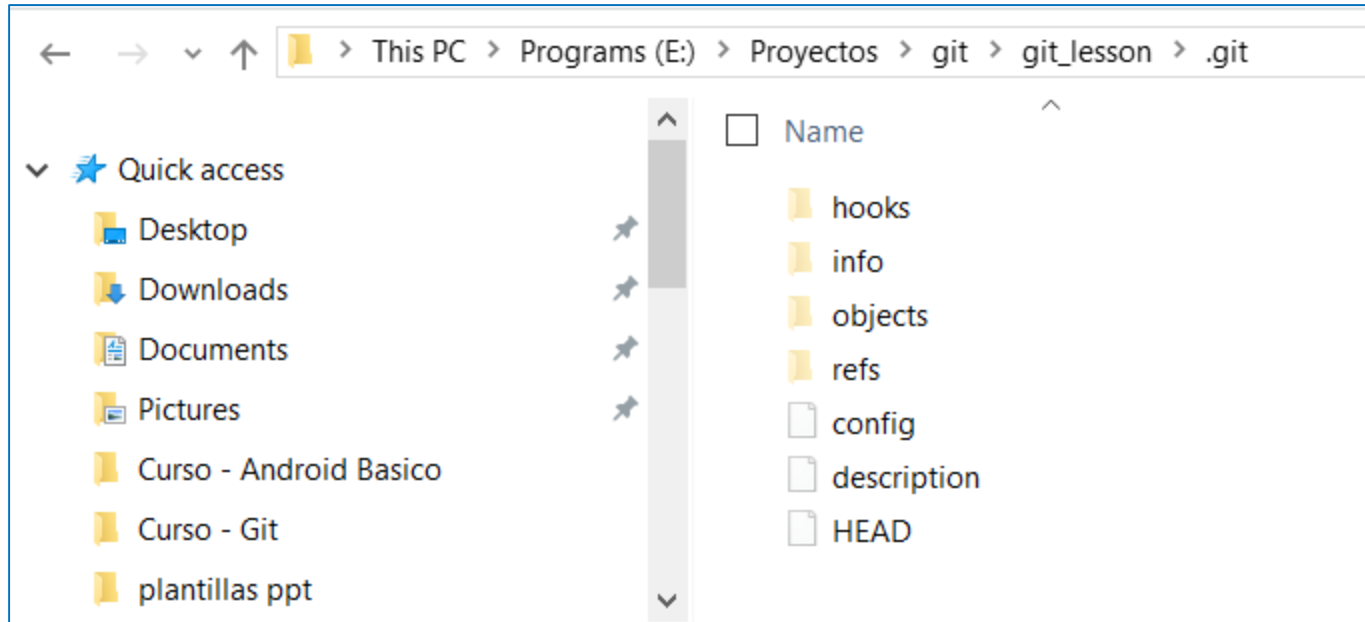
Creamos una carpeta a ser utilizada para nuestras lecciones de Git:

A screenshot of a terminal window titled "MINGW64:/e/Proyectos/git/git_lesson". The terminal shows the prompt "Gary@ALADAR MINGW64 /e/Proyectos/git/git_lesson (master)" followed by a dollar sign "\$" and a vertical bar "|", indicating the current directory and the shell prompt.

```
MINGW64:/e/Proyectos/git/git_lesson
Gary@ALADAR MINGW64 /e/Proyectos/git/git_lesson (master)
$ |
```

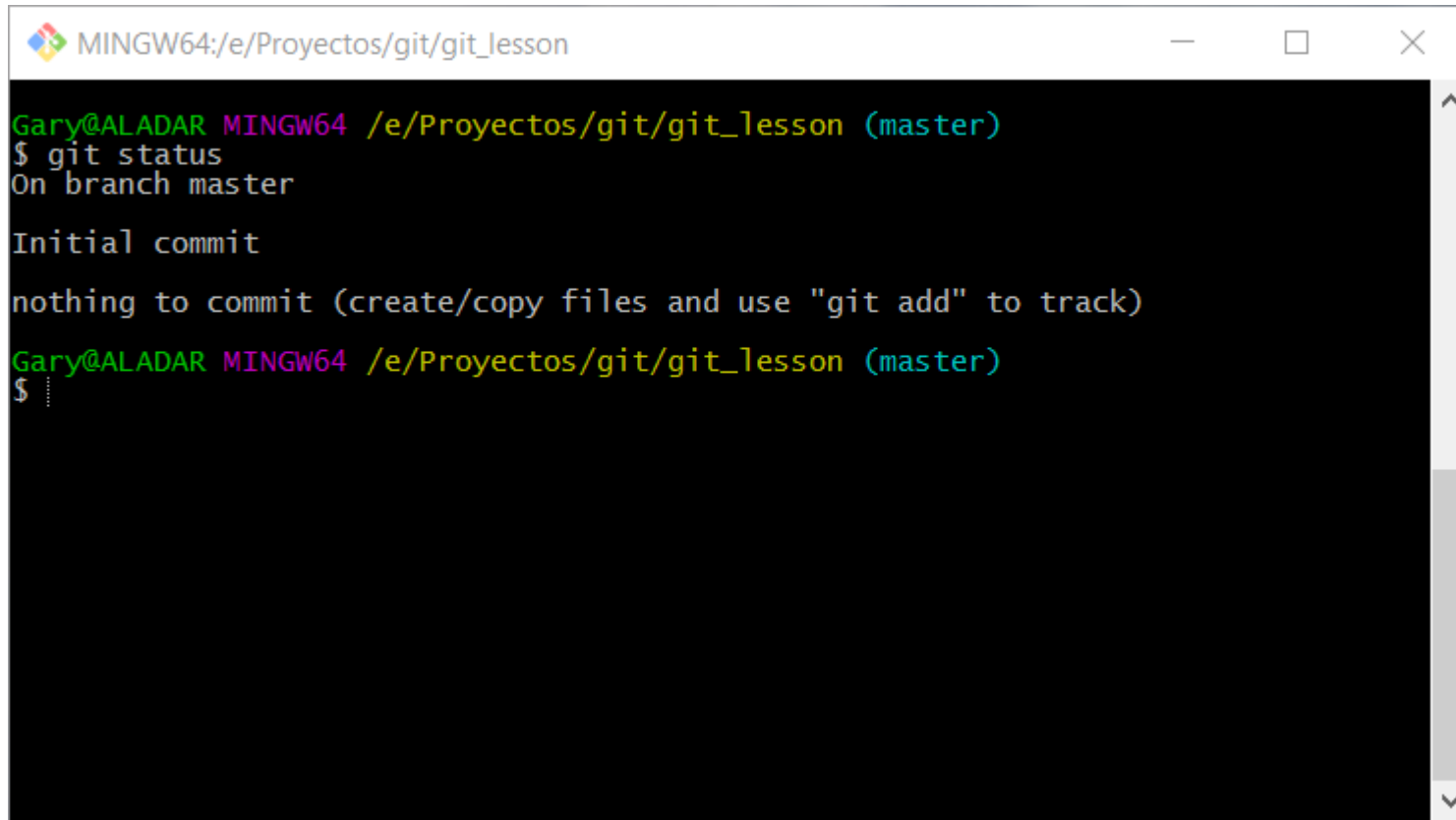
- Utilizamos la carpeta: **e:>Proyectos/git/git_lesson**
- Una vez posicionados en esta carpeta, utilizamos el comando: **git init**
- Esta carpeta será el contenedor para nuestros proyectos

Estructura de la carpeta .Git:



- Git ha creado un sub folder **.git**
- Este folder normalmente esta oculto para Windows
- Contiene un conjunto de folders y sub folders que Git utilizará para el control de versiones

\$ git status

A screenshot of a terminal window titled 'MINGW64:/e/Proyectos/git/git_lesson'. The terminal shows the following output for the 'git status' command:

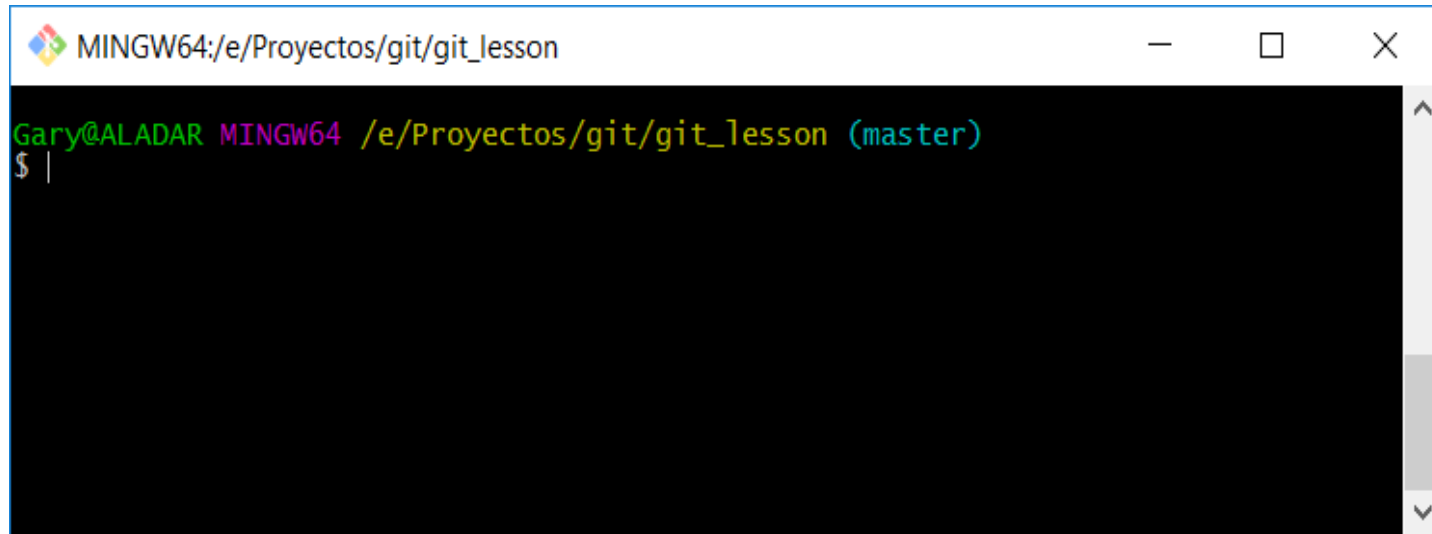
```
Gary@ALADAR MINGW64 /e/Proyectos/git/git_lesson (master)
$ git status
On branch master

Initial commit

nothing to commit (create/copy files and use "git add" to track)
Gary@ALADAR MINGW64 /e/Proyectos/git/git_lesson (master)
$
```

- Indica el status del repositorio creado
- En la primera línea se indica: **On branch master**
- En este caso se indica que no hay nada para realizar un **commit**

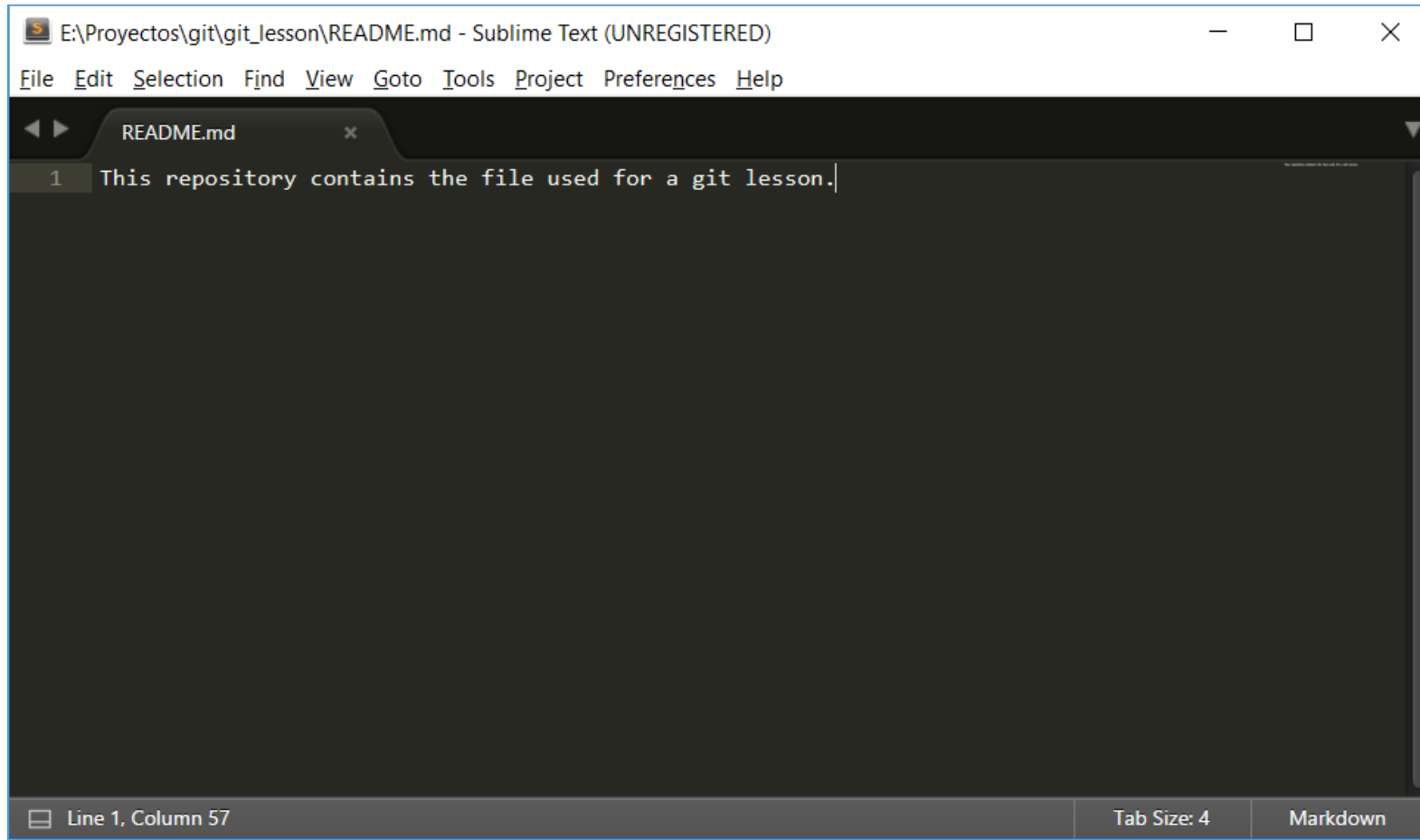
On Branch Master:



```
MINGW64:/e/Proyectos/git/git_lesson
Gary@ALADAR MINGW64 /e/Proyectos/git/git_lesson (master)
$ |
```

- El **branch master** es el branch convencional
- Al realizar el primer **commit** en un nuevo repositorio, este se realiza sobre el **branch master**.

Agregar un archivo:



The screenshot shows a Sublime Text editor window titled "E:\Proyectos\git\git_lesson\README.md - Sublime Text (UNREGISTERED)". The menu bar includes File, Edit, Selection, Find, View, Goto, Tools, Project, Preferences, and Help. A single tab labeled "README.md" is open. The editor content shows a single line of text: "1 This repository contains the file used for a git lesson." The status bar at the bottom indicates "Line 1, Column 57", "Tab Size: 4", and "Markdown".

- Al agregar un archivo en la carpeta que utilizamos como repositorio, esta se encuentra en un estado pendiente de realizar el **commit**.
- Agregamos el archivo README.md en el repositorio

Git status:

```
MINGW64:/e/Proyectos/git/git_lesson
core.ignorecase=true
Gary@ALADAR MINGW64 /e/Proyectos/git/git_lesson (master)
$ core.editor
bash: core.editor: command not found
Gary@ALADAR MINGW64 /e/Proyectos/git/git_lesson (master)
$ subl README.md
bash: subl: command not found
Gary@ALADAR MINGW64 /e/Proyectos/git/git_lesson (master)
$ git status
On branch master

Initial commit

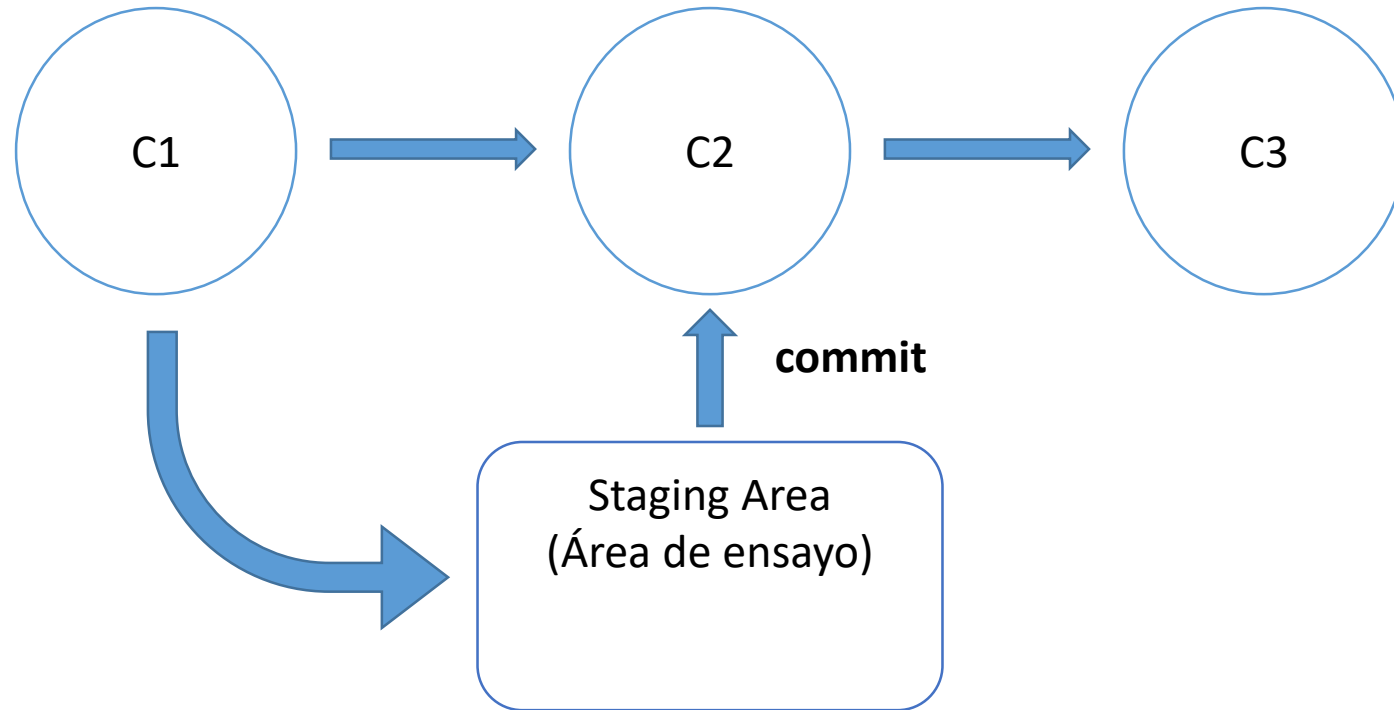
Untracked files:
  (use "git add <file>..." to include in what will be committed)

        README.md

nothing added to commit but untracked files present (use "git add" to track)
Gary@ALADAR MINGW64 /e/Proyectos/git/git_lesson (master)
$ |
```

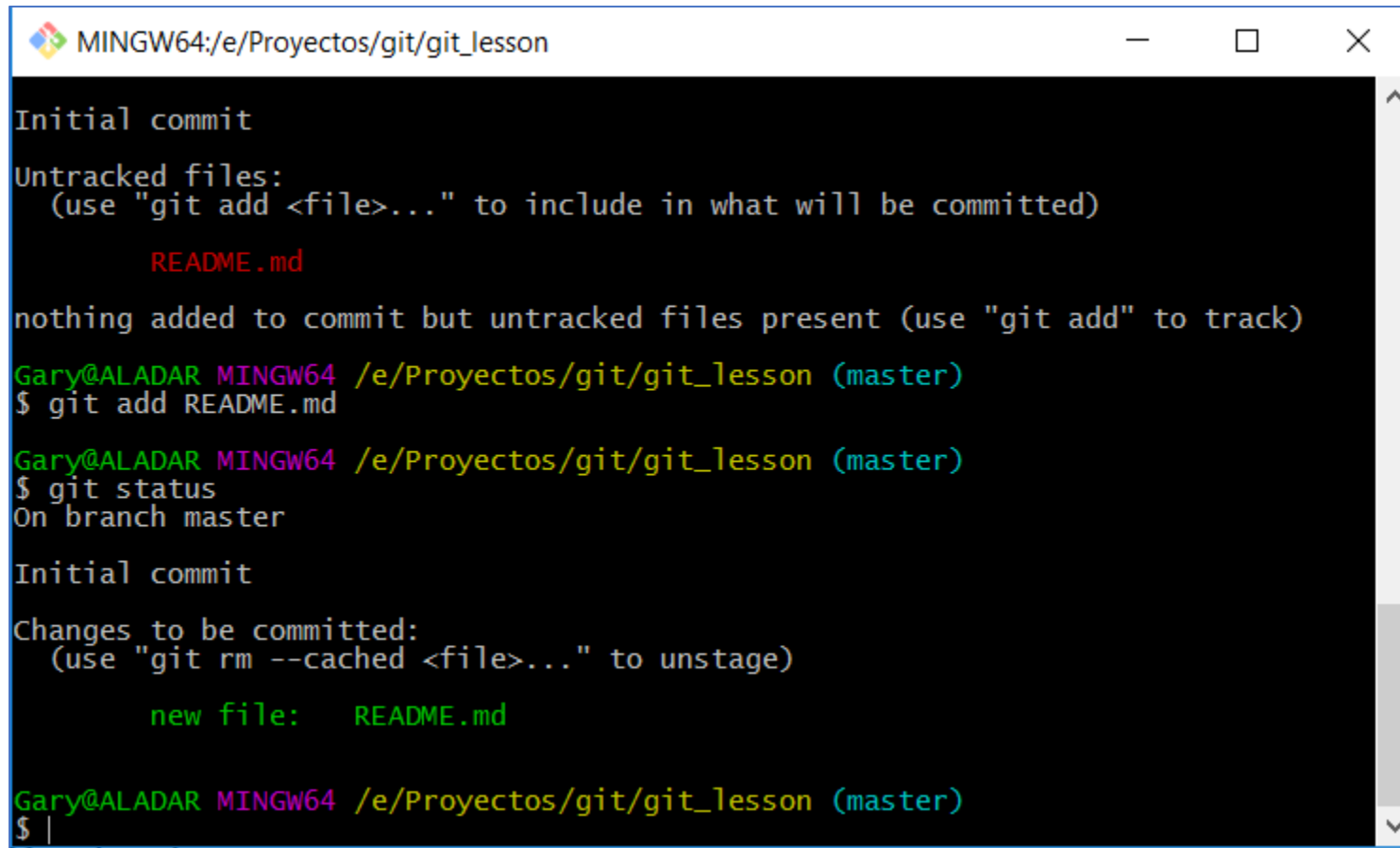
- Validamos el status del proyecto y se observa que el archivo README.md se encuentra en la categoría “**Untracked files**”

Branch en Git



- Los archivos al ser agregados y antes de que se realice el commit, pasan a un área denominada área de ensayo.
- Al realizar el commit, estos archivos pasan a formar parte del branch que nos encontremos trabajando.

Agregar un archivo al proyecto:



```
MINGW64:/e/Proyectos/git/git_lesson
Initial commit
Untracked files:
  (use "git add <file>..." to include in what will be committed)

      README.md

nothing added to commit but untracked files present (use "git add" to track)
Gary@ALADAR MINGW64 /e/Proyectos/git/git_lesson (master)
$ git add README.md

Gary@ALADAR MINGW64 /e/Proyectos/git/git_lesson (master)
$ git status
On branch master

Initial commit

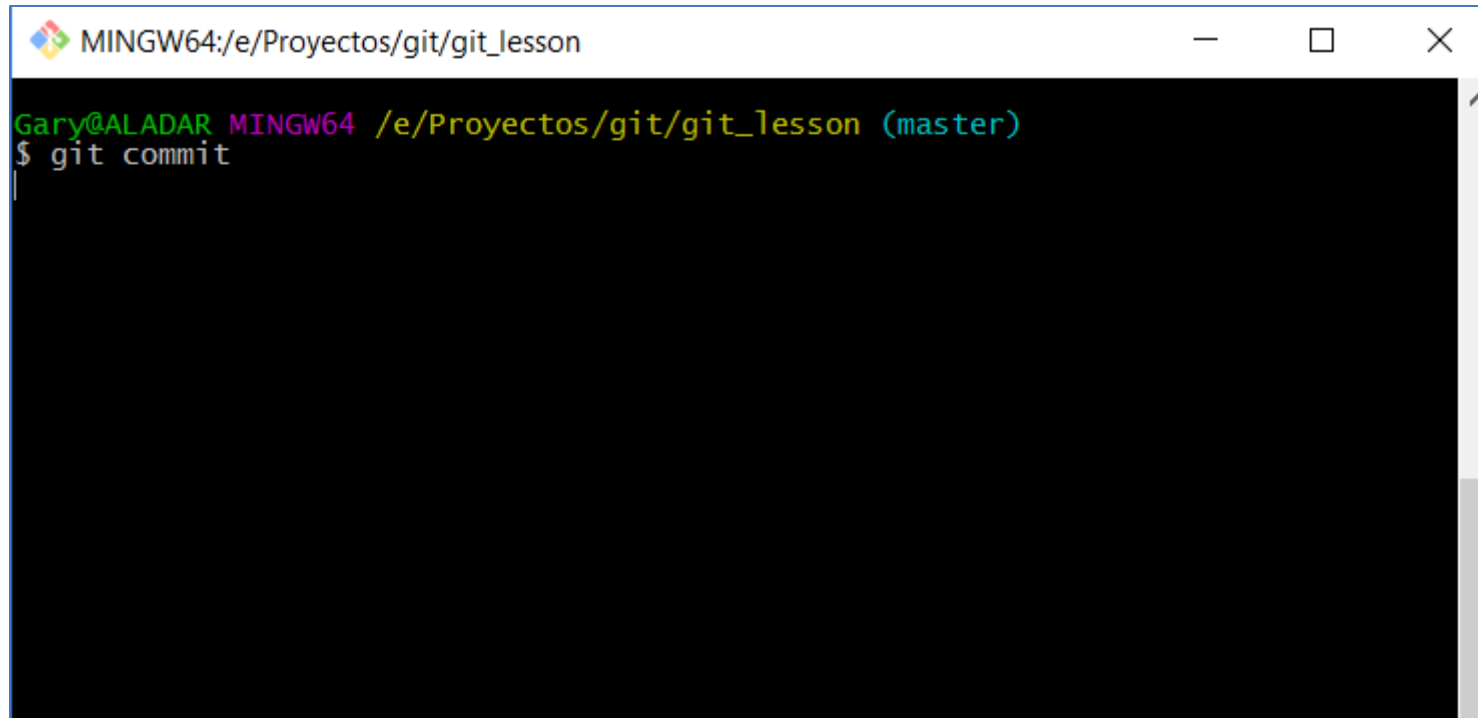
Changes to be committed:
  (use "git rm --cached <file>..." to unstage)

      new file:   README.md

Gary@ALADAR MINGW64 /e/Proyectos/git/git_lesson (master)
$
```

- A fin de agregar un archivo al proyecto, utilizamos
 - `$ git add README.md`
- Visualizamos el estatus del proyecto con `git status` y observamos que el archivo ya es parte del proyecto y se encuentra dentro de **“Changes to be committed”**

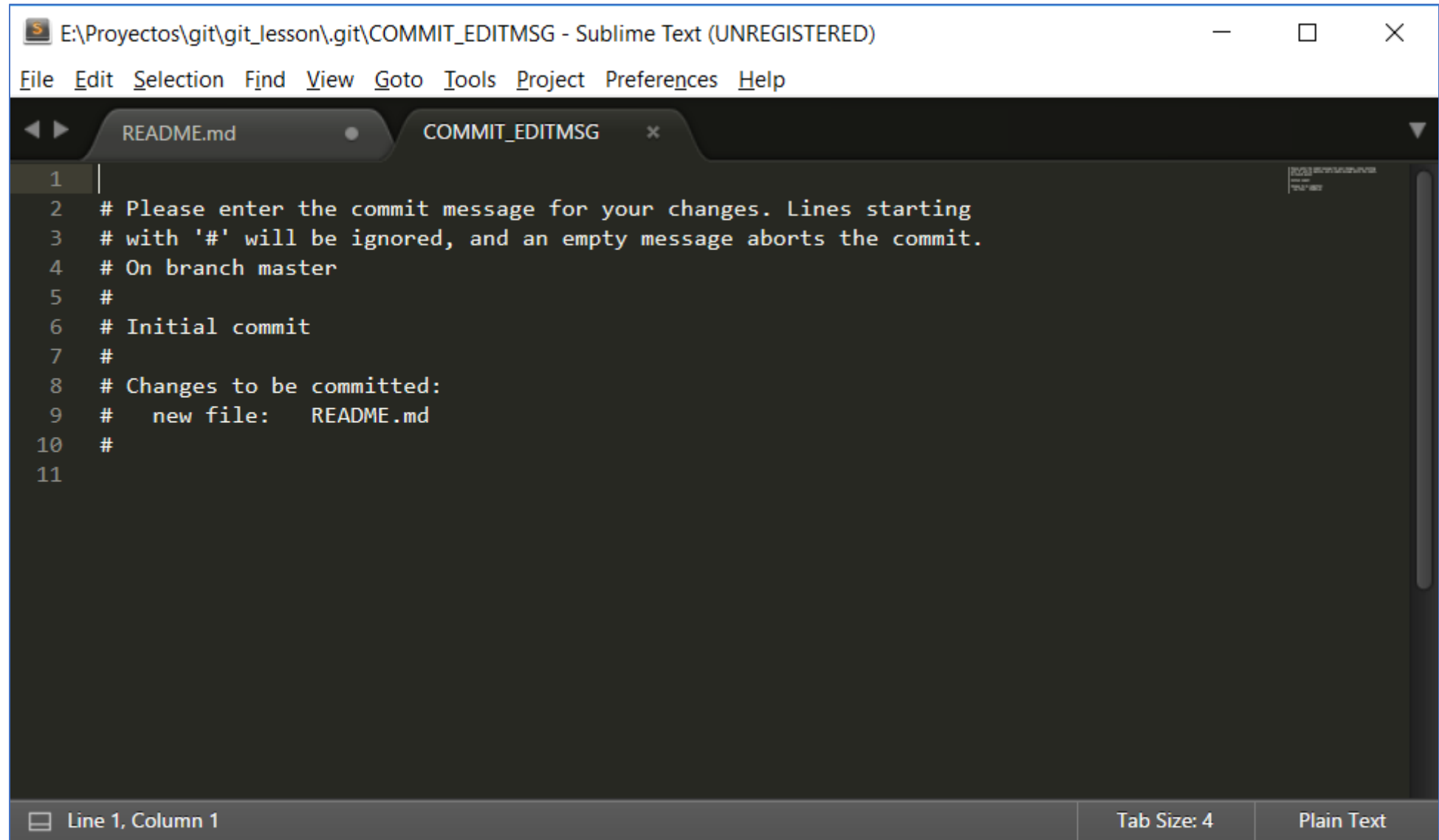
Commit de un archivo:



```
MINGW64:/e/Proyectos/git/git_lesson
Gary@ALADAR MINGW64 /e/Proyectos/git/git_lesson (master)
$ git commit
```

- Al realizar el **commit** de git, se presenta la opción de agregar un mensaje para el commit.
- Es importante esta opción, a fin de documentar las acciones de commit y del momento en la cual se realizo.

Mensaje que se visualiza al realizar el Commit:

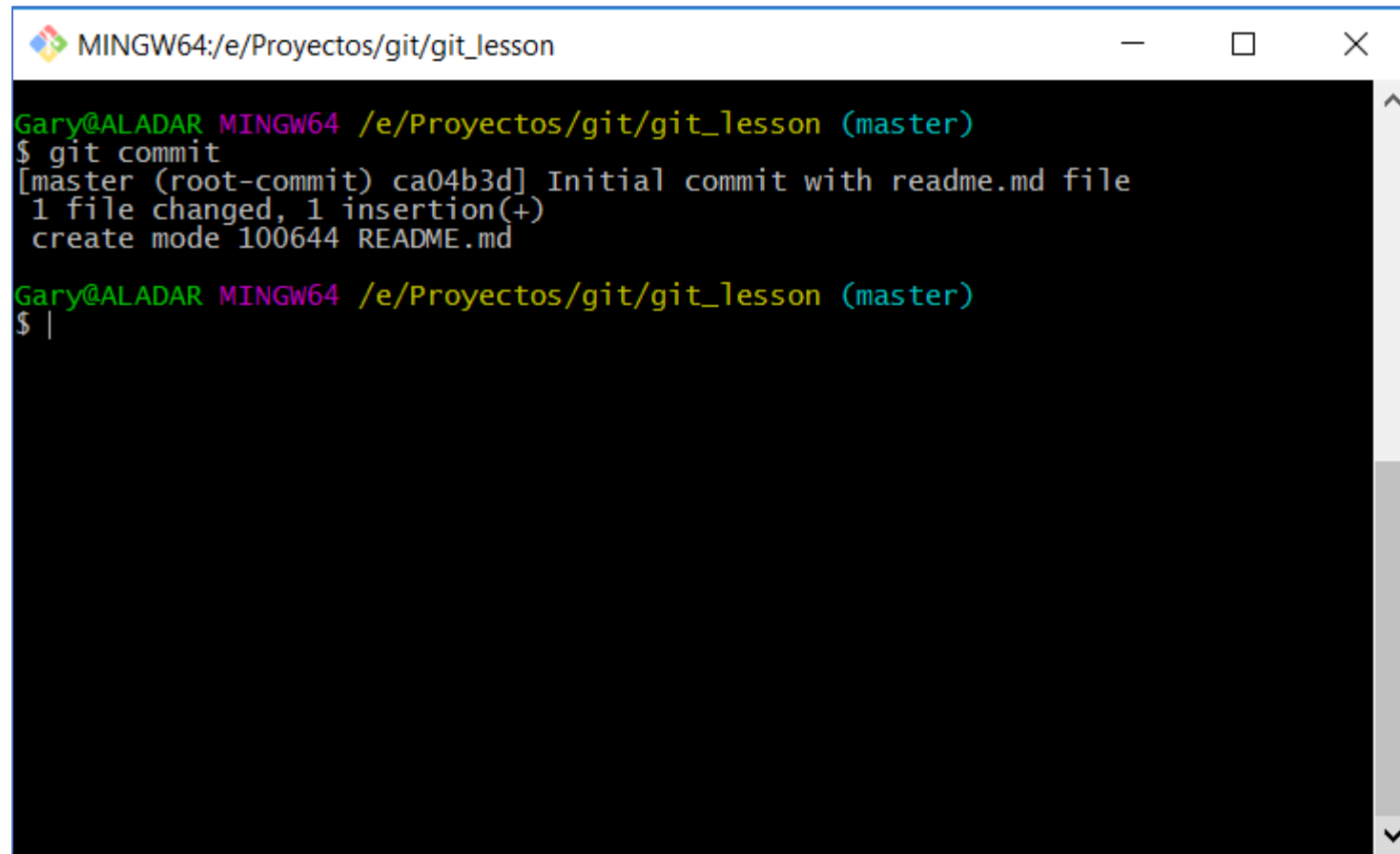


The screenshot shows a Sublime Text editor window titled "E:\Proyectos\git\git_lesson\git\COMMIT_EDITMSG - Sublime Text (UNREGISTERED)". The editor has two tabs: "README.md" and "COMMIT_EDITMSG". The "COMMIT_EDITMSG" tab is active and displays the following text:

```
1 |
2 # Please enter the commit message for your changes. Lines starting
3 # with '#' will be ignored, and an empty message aborts the commit.
4 # On branch master
5 #
6 # Initial commit
7 #
8 # Changes to be committed:
9 #   new file:   README.md
10 #
11
```

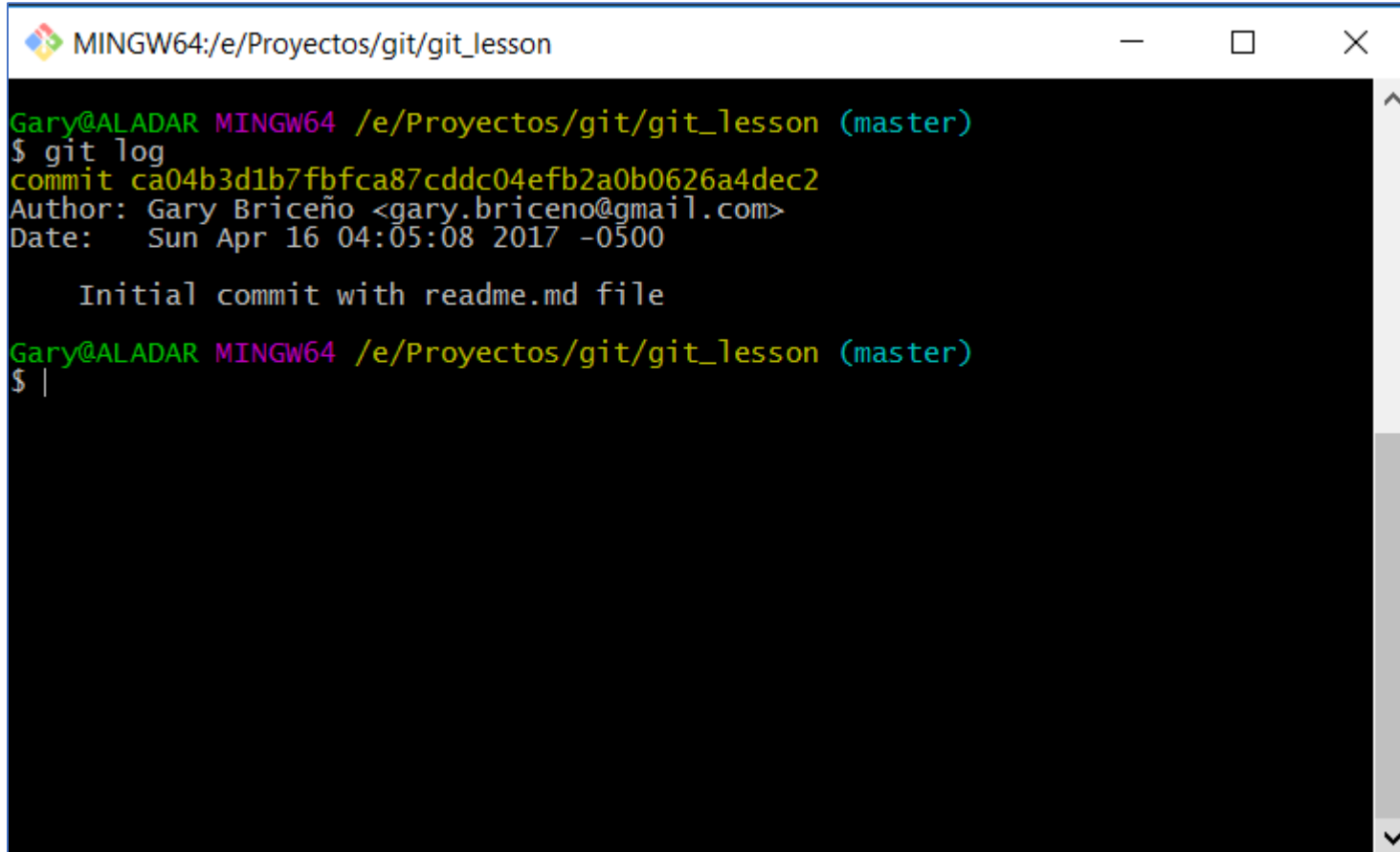
The status bar at the bottom indicates "Line 1, Column 1", "Tab Size: 4", and "Plain Text".

Guardamos el archivo:



```
MINGW64:/e/Proyectos/git/git_lesson
Gary@ALADAR MINGW64 /e/Proyectos/git/git_lesson (master)
$ git commit
[master (root-commit) ca04b3d] Initial commit with readme.md file
1 file changed, 1 insertion(+)
create mode 100644 README.md
Gary@ALADAR MINGW64 /e/Proyectos/git/git_lesson (master)
$ |
```

Visualizar el **log** de las acciones:

A screenshot of a terminal window titled 'MINGW64:/e/Proyectos/git/git_lesson'. The terminal shows the command '\$ git log' and its output: 'commit ca04b3d1b7fbfca87cddc04efb2a0b0626a4dec2', 'Author: Gary Briceño <gary.briceno@gmail.com>', 'Date: Sun Apr 16 04:05:08 2017 -0500', and 'Initial commit with readme.md file'. The prompt '\$ |' is visible at the bottom.

```
MINGW64:/e/Proyectos/git/git_lesson
Gary@ALADAR MINGW64 /e/Proyectos/git/git_lesson (master)
$ git log
commit ca04b3d1b7fbfca87cddc04efb2a0b0626a4dec2
Author: Gary Briceño <gary.briceno@gmail.com>
Date: Sun Apr 16 04:05:08 2017 -0500

    Initial commit with readme.md file
Gary@ALADAR MINGW64 /e/Proyectos/git/git_lesson (master)
$ |
```

- Se puede visualizar el log de las acciones utilizando:
 - \$ **git log**