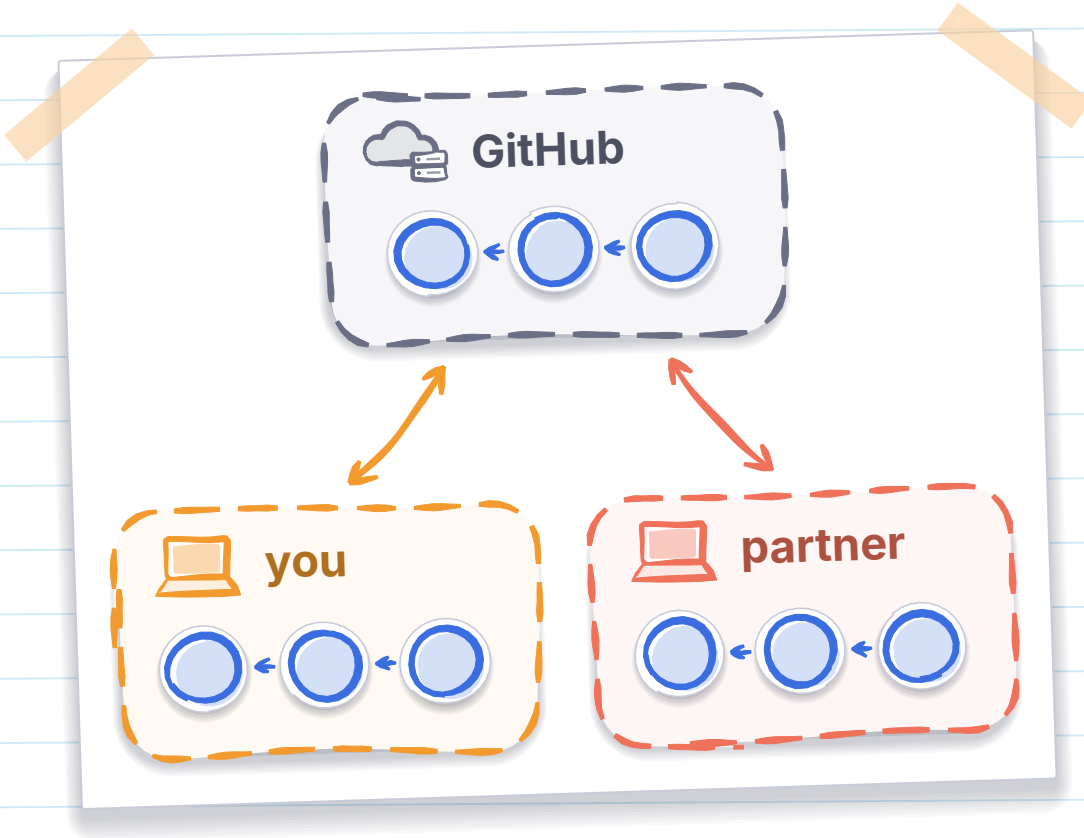
Prof. Aviv Zohar

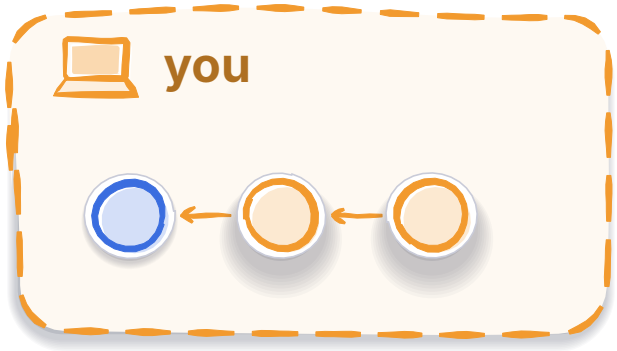
Semester A, 2026–7

Share the game with a partner

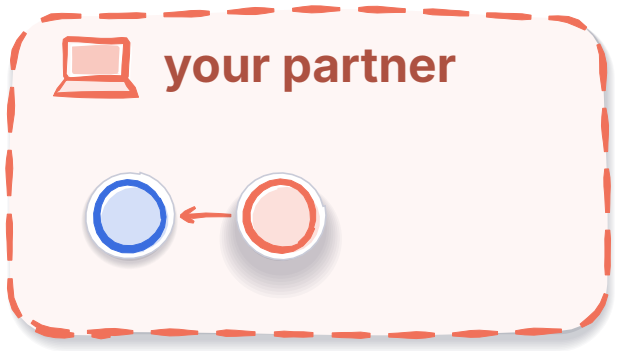
Exchanging committed work between two laptops, through GitHub

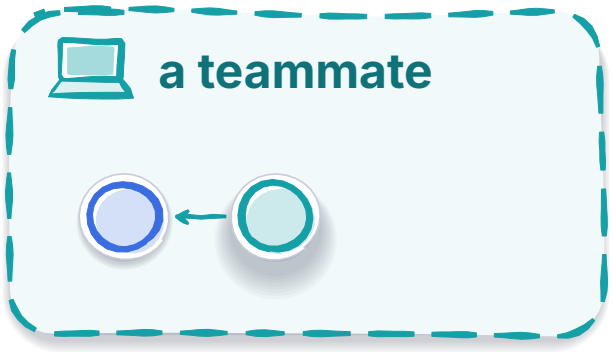


Everyone works on their own full copy

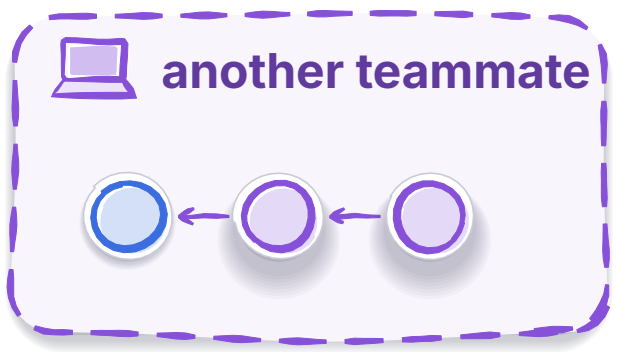


Each copy gets new commits the others have not seen.

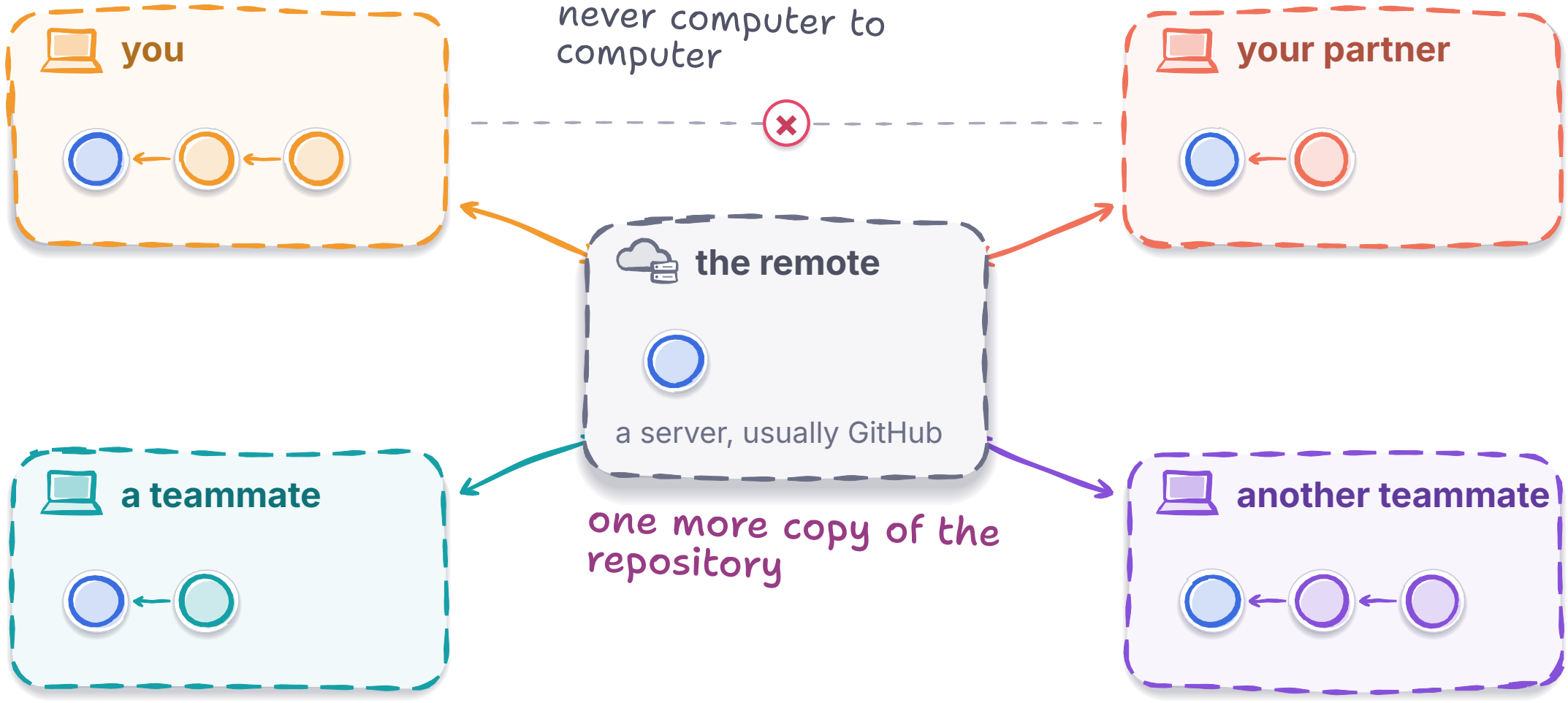




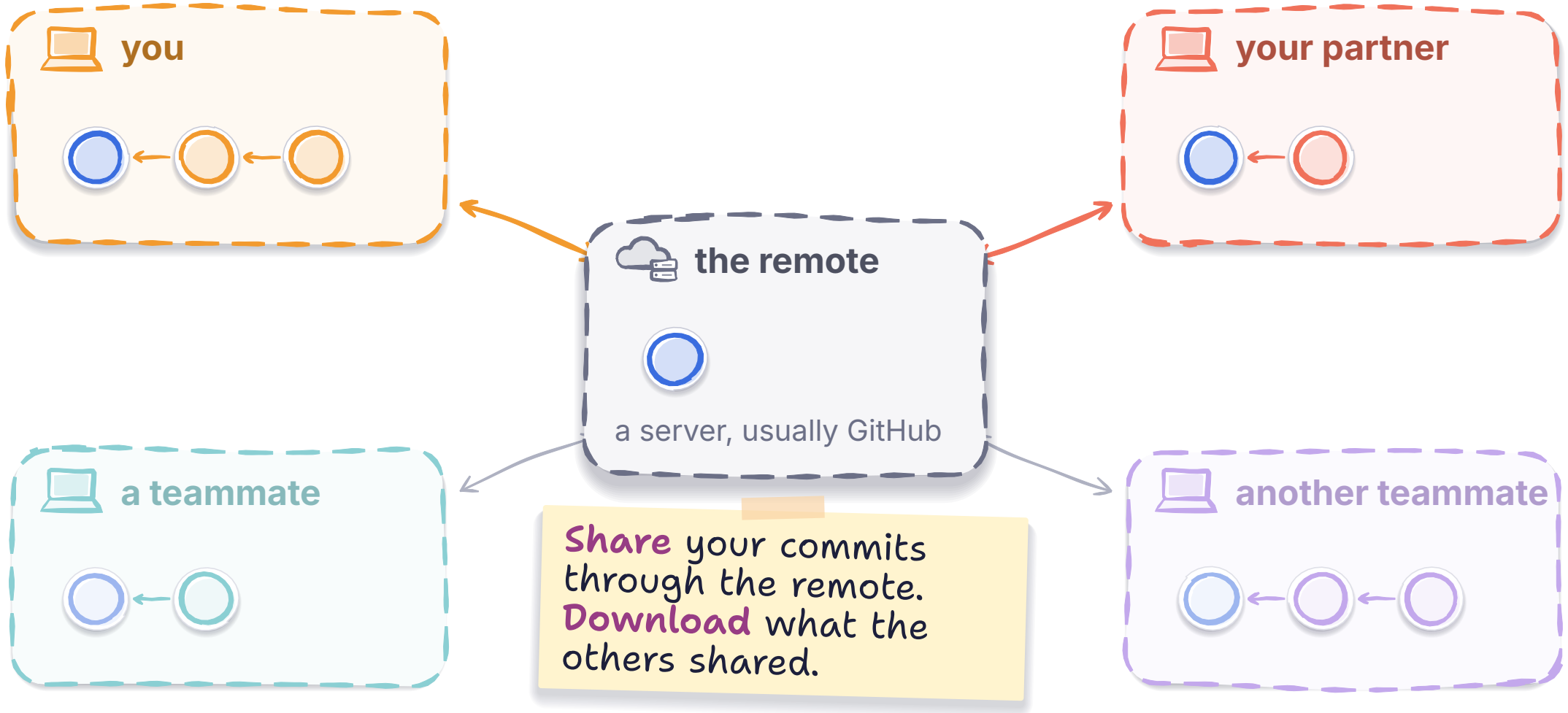
The copies drift apart.



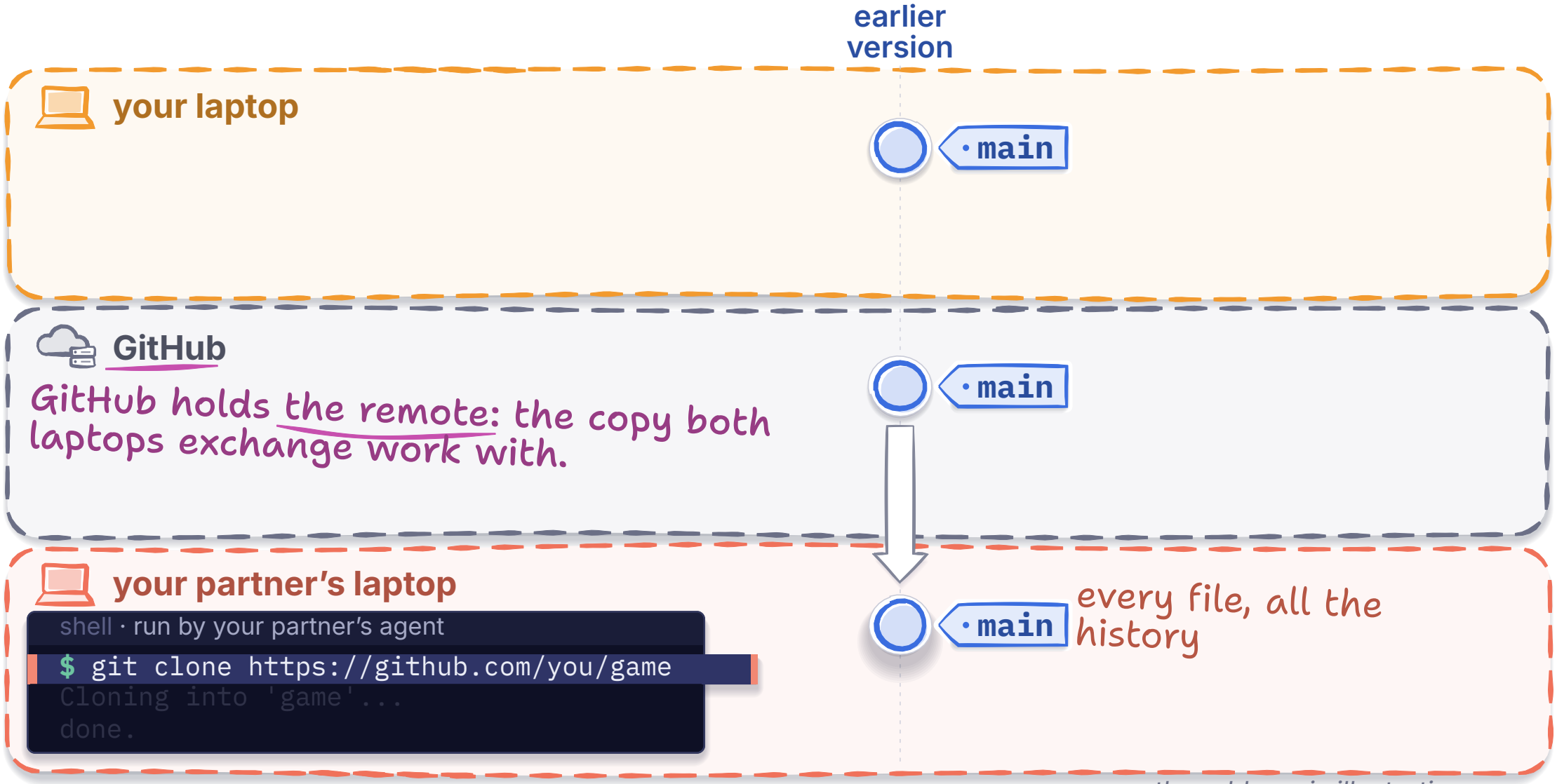
The copies meet at a remote



The copies meet at a remote

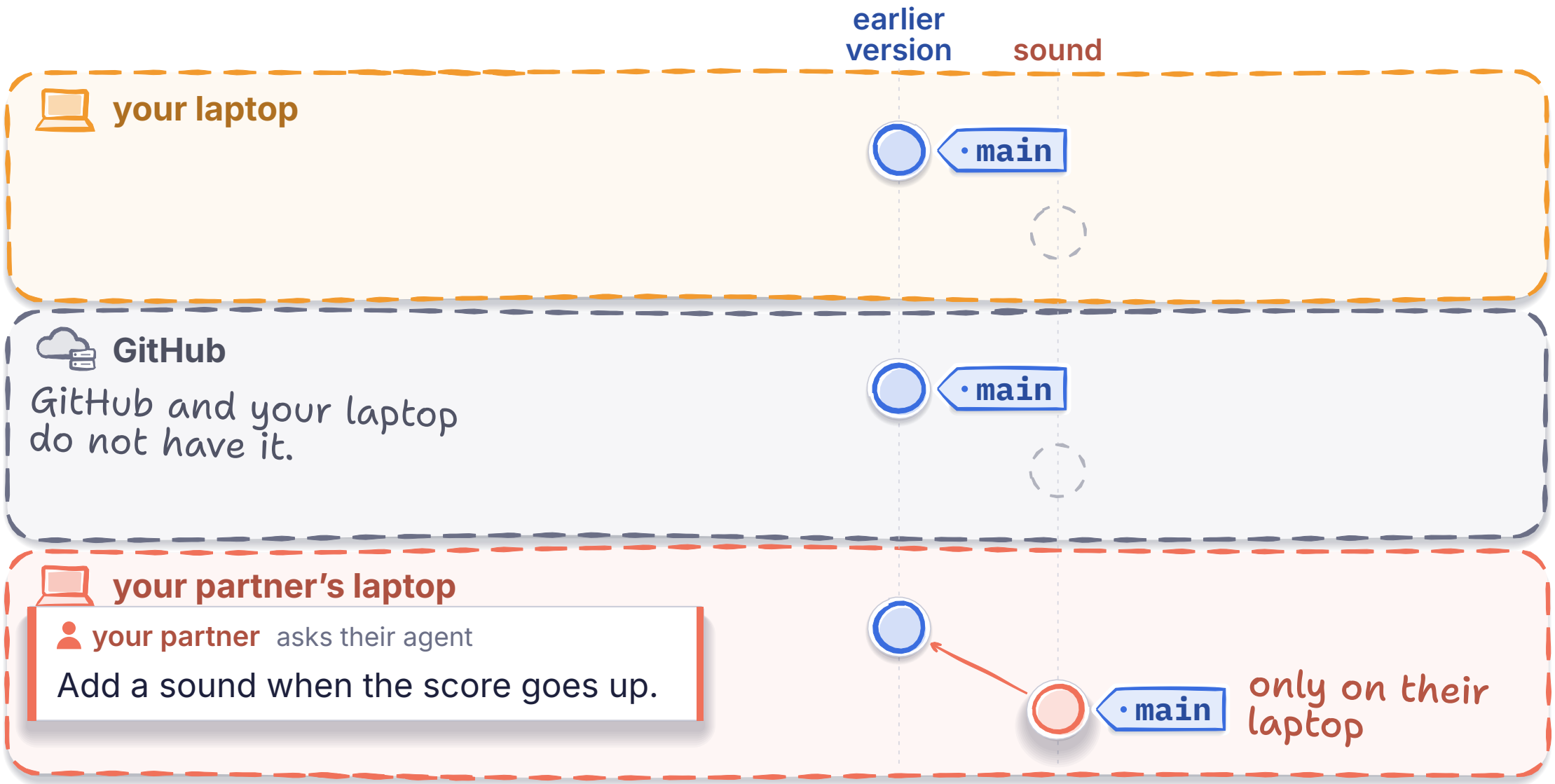


Clone copies the whole repository

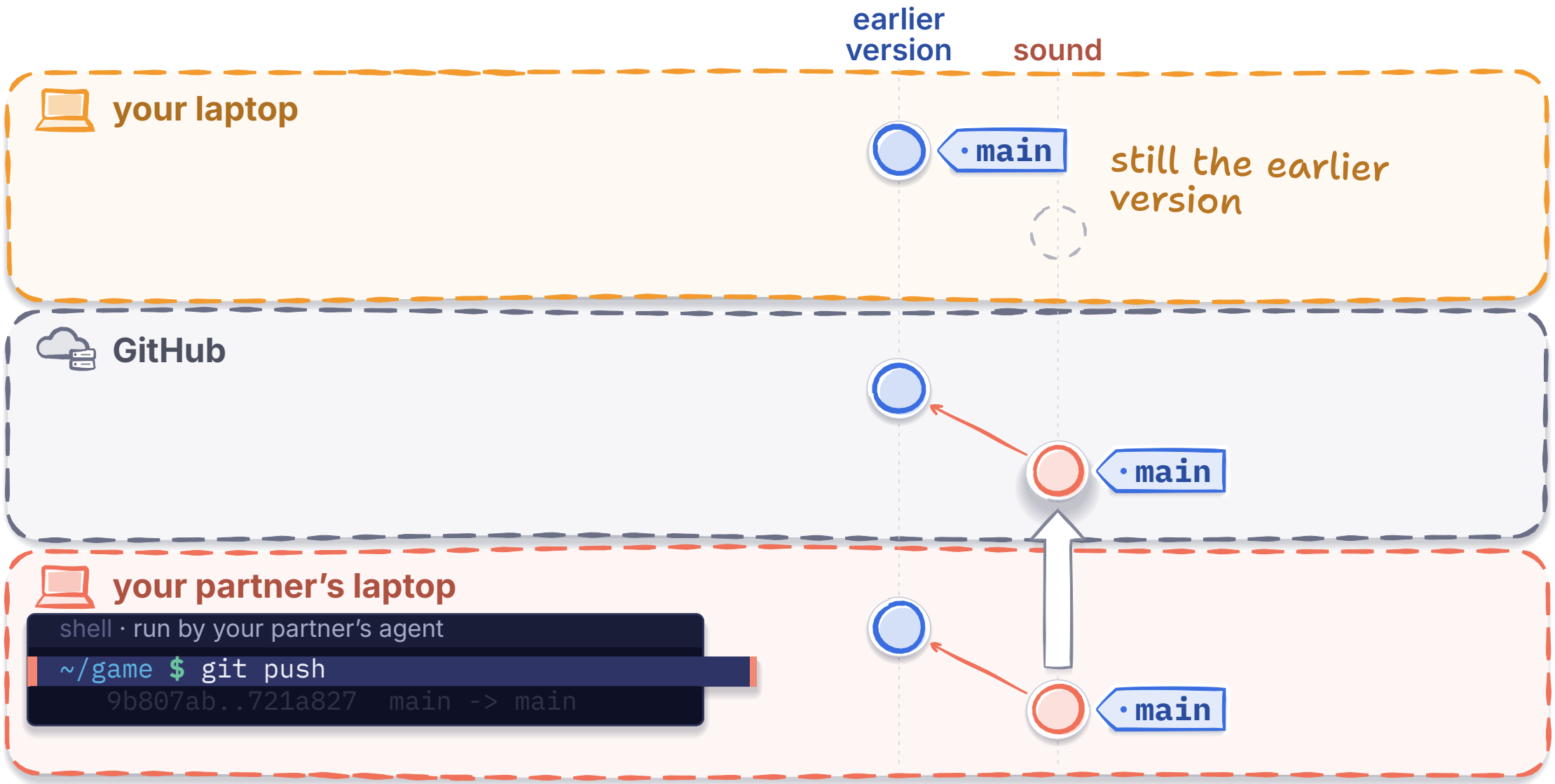


the address is illustrative

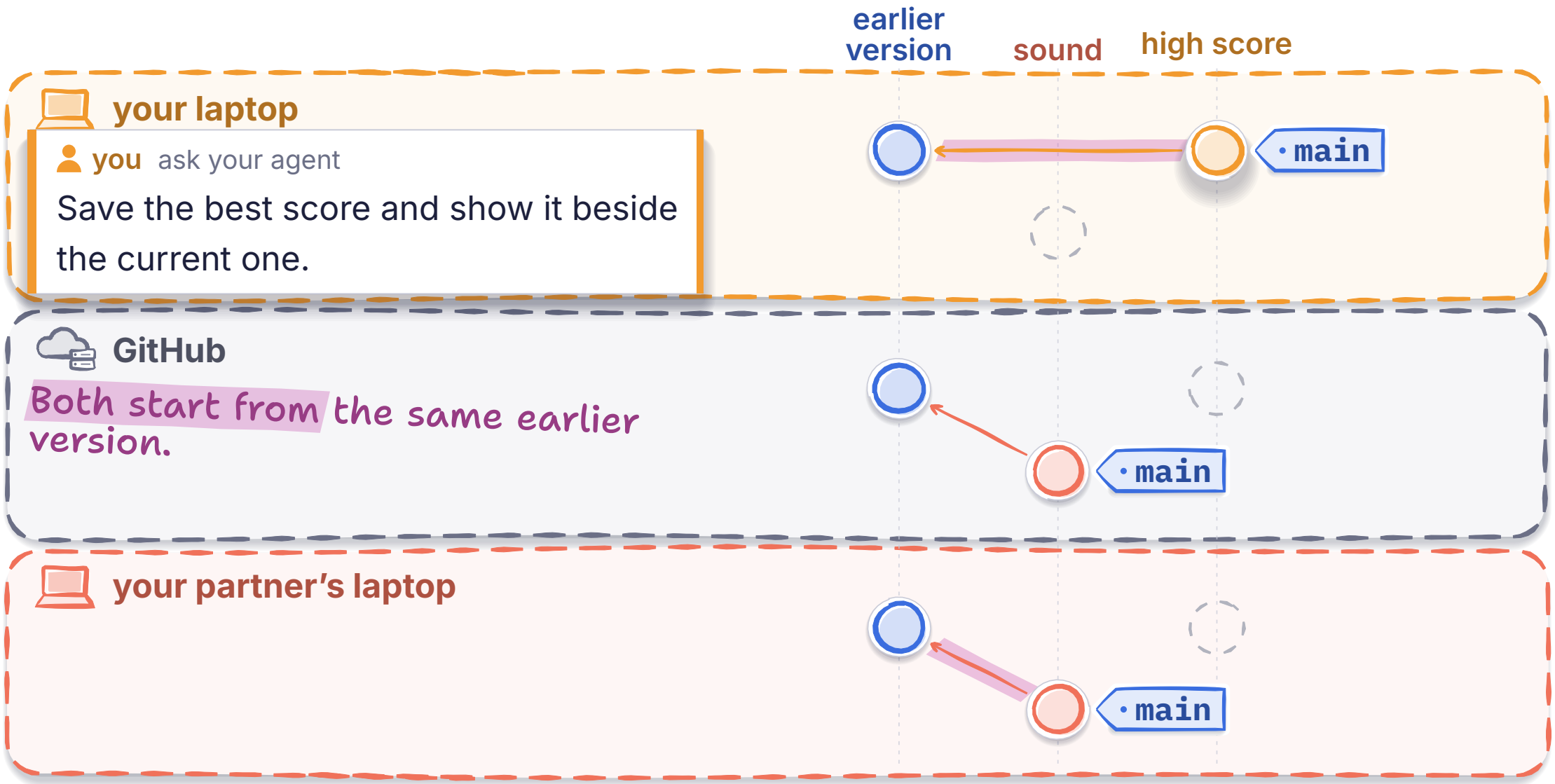
A commit stays on its own laptop



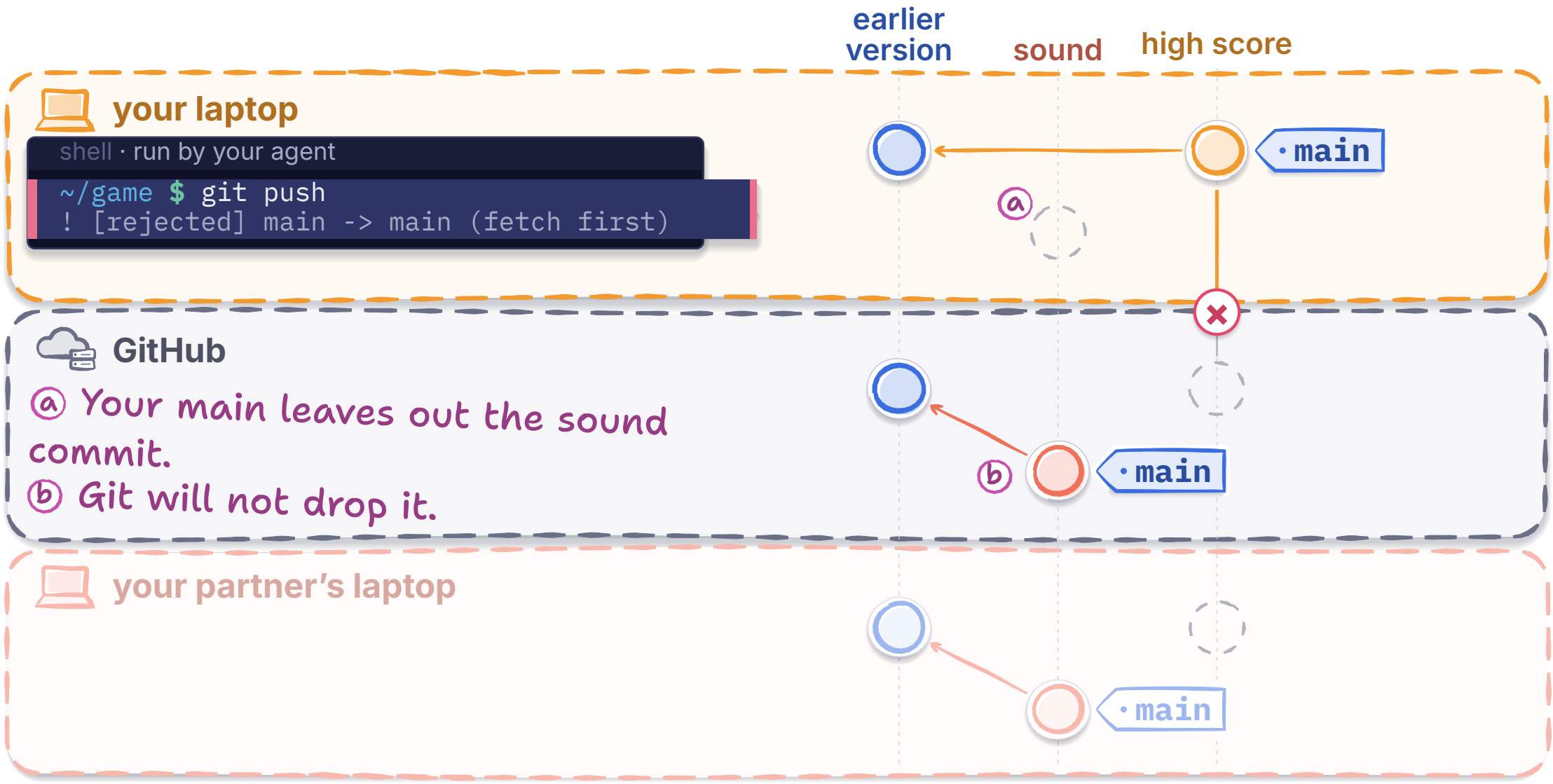
Push sends commits to the remote



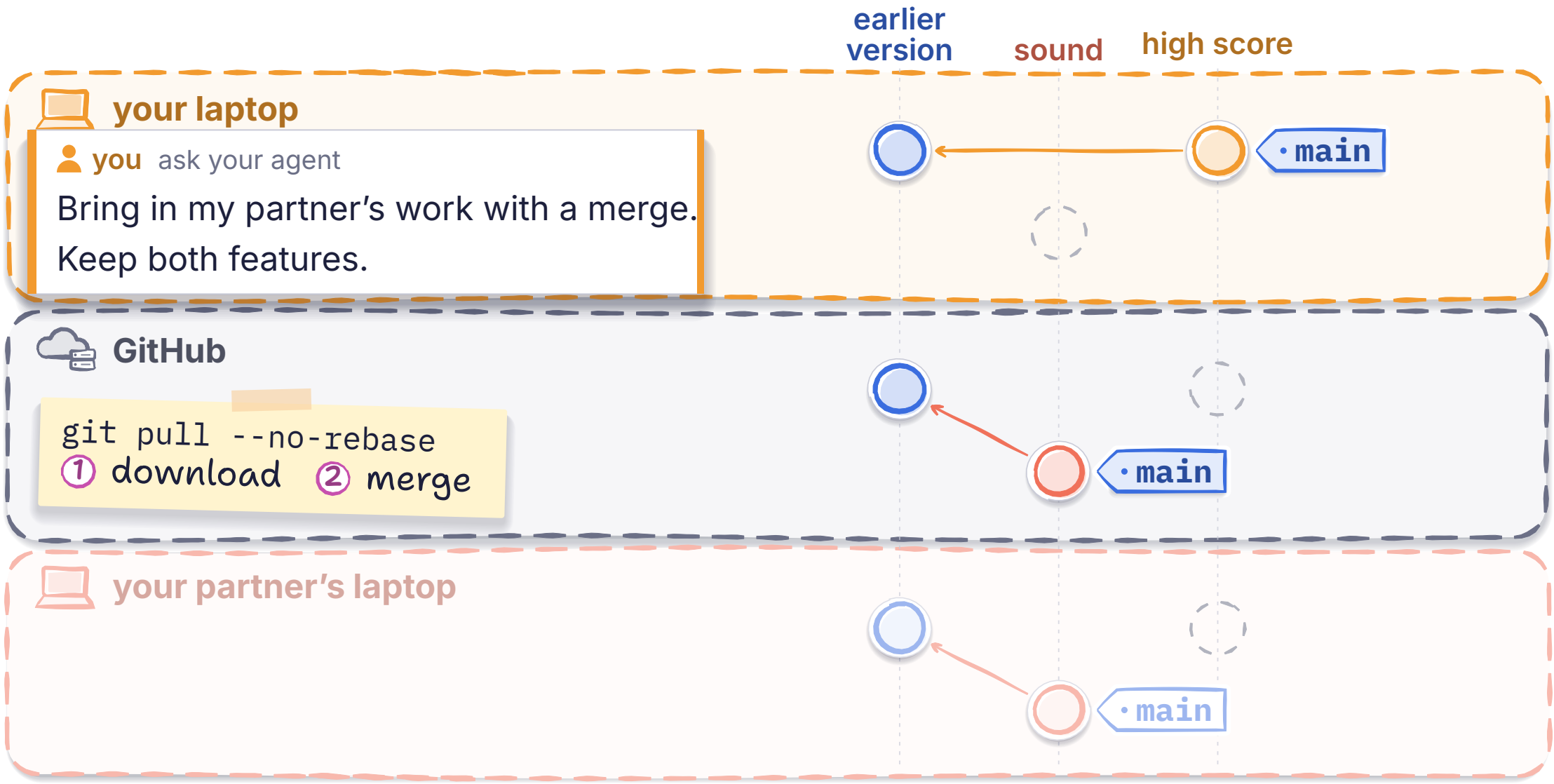
Both laptops now have new work



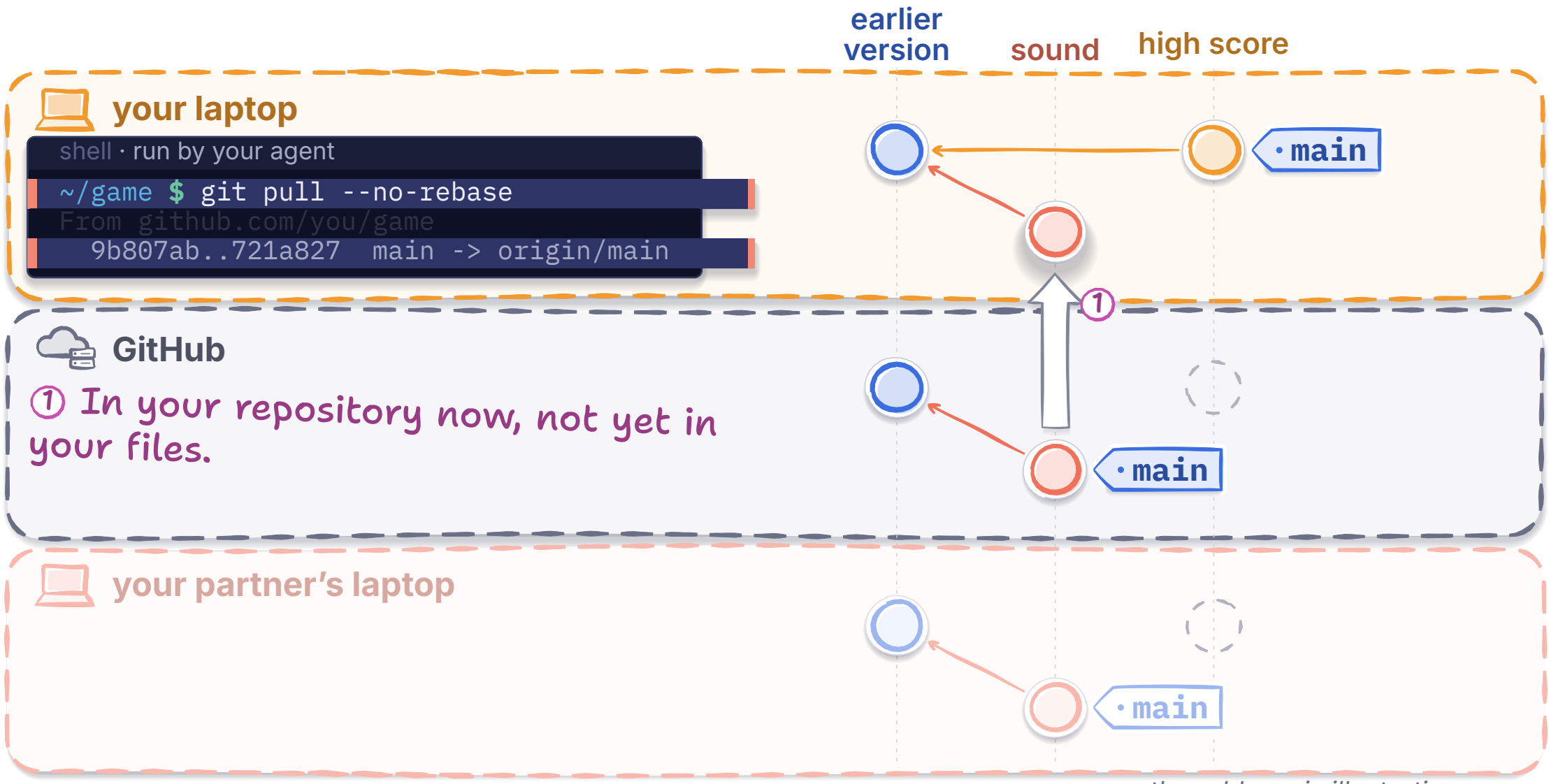
Git refuses a push that would drop work



Pull downloads, then merges

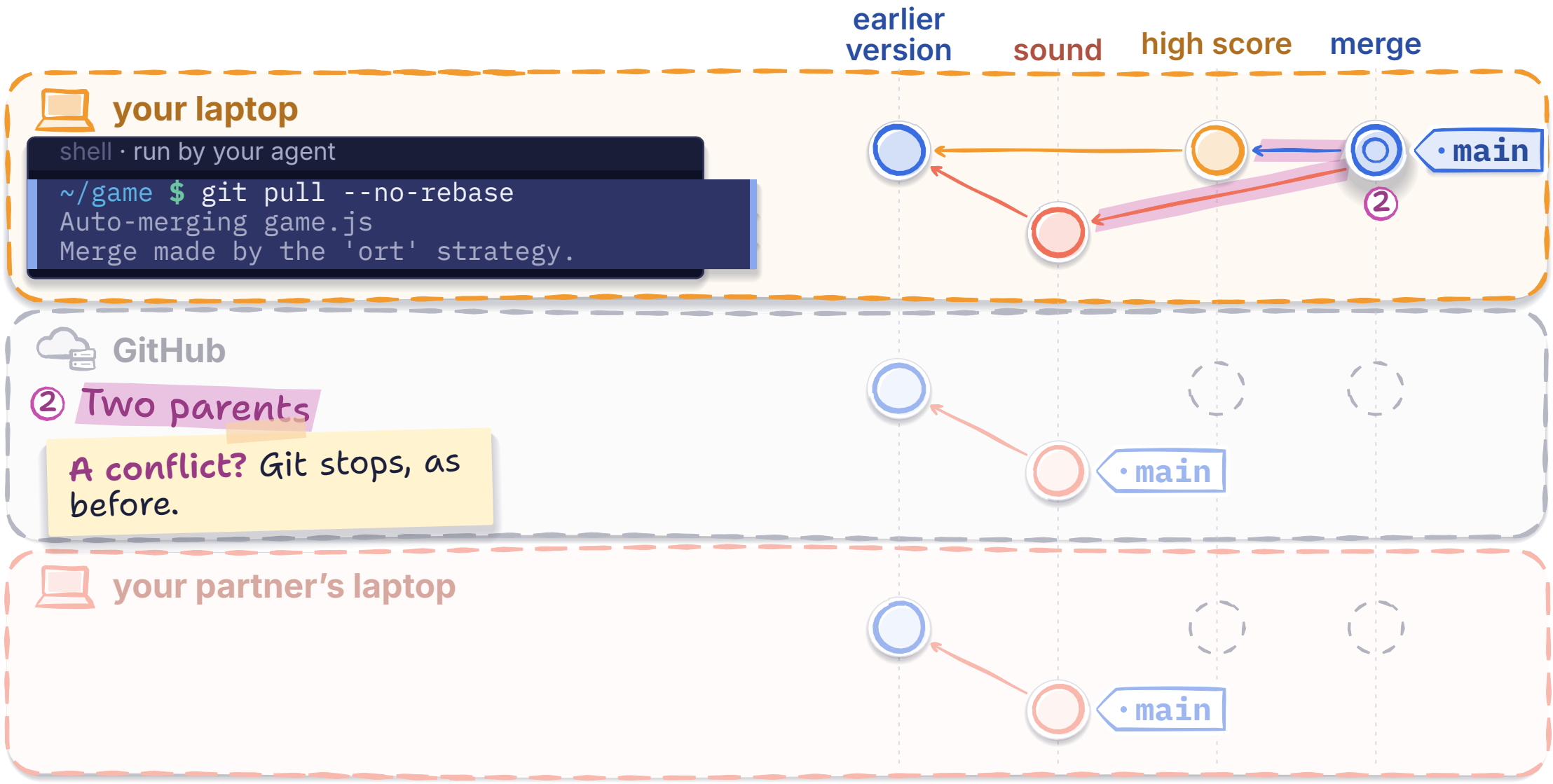


Pull downloads, then merges

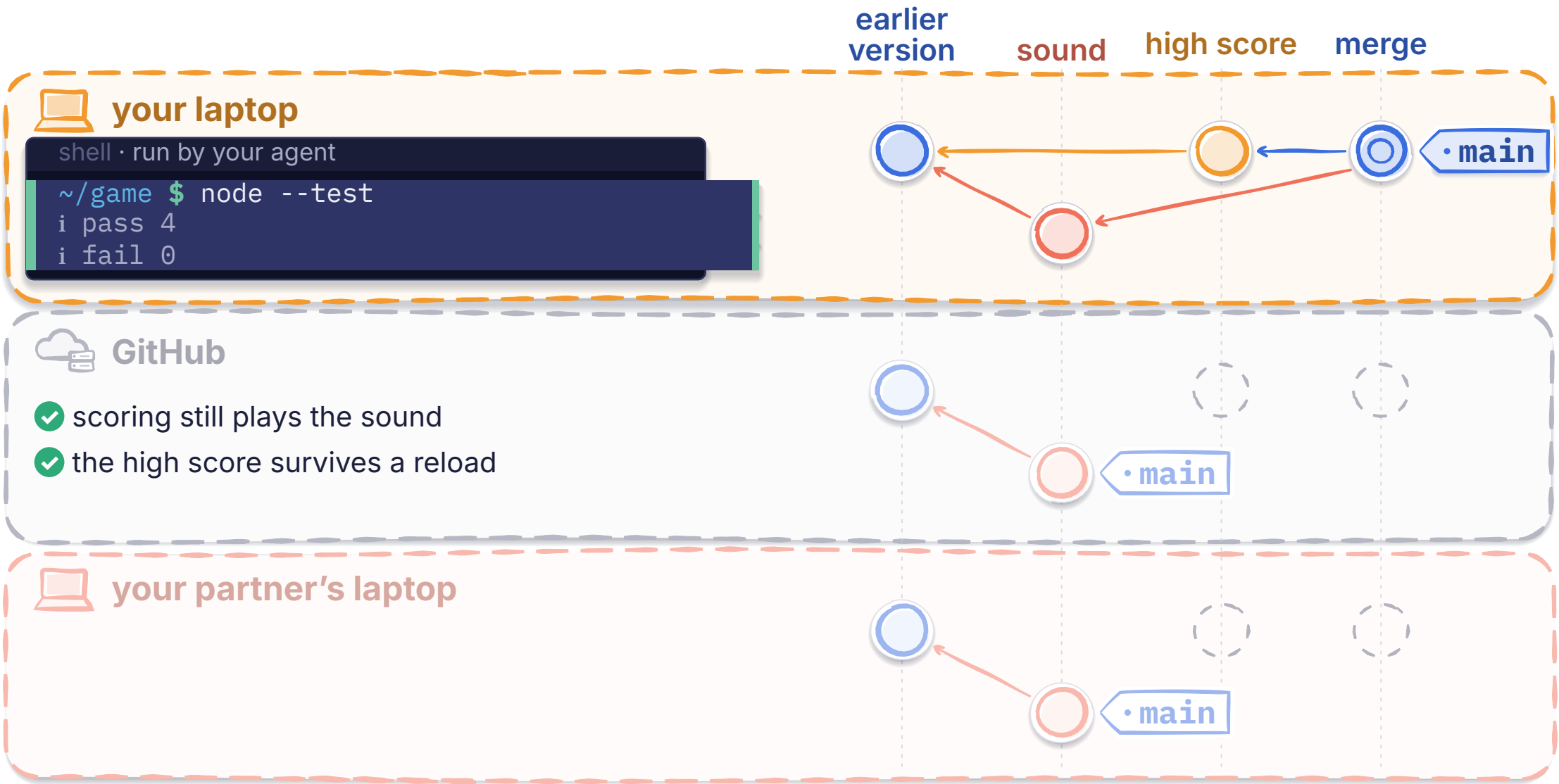


the address is illustrative

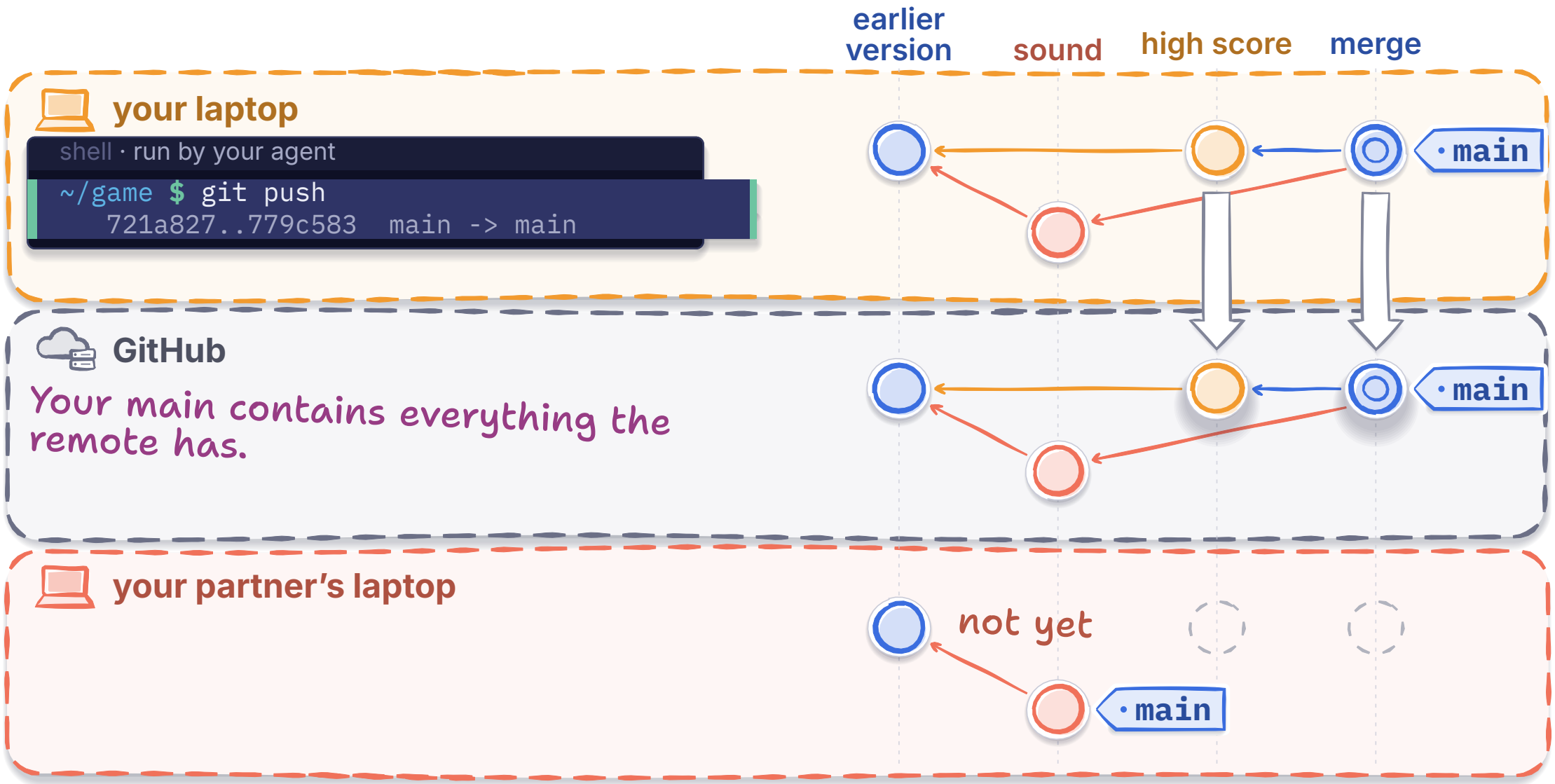
Pull downloads, then merges



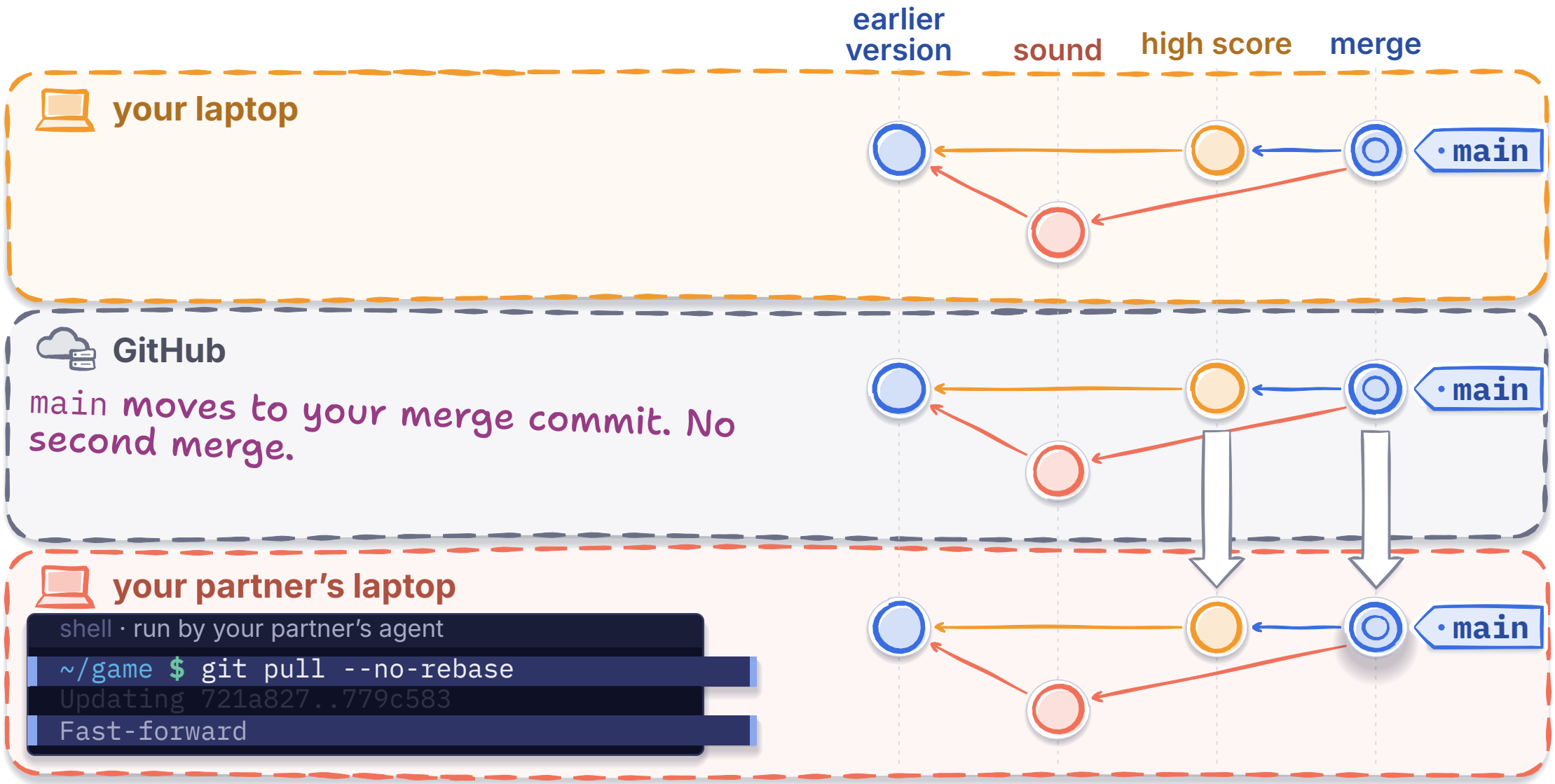
Check the combined game before sharing it



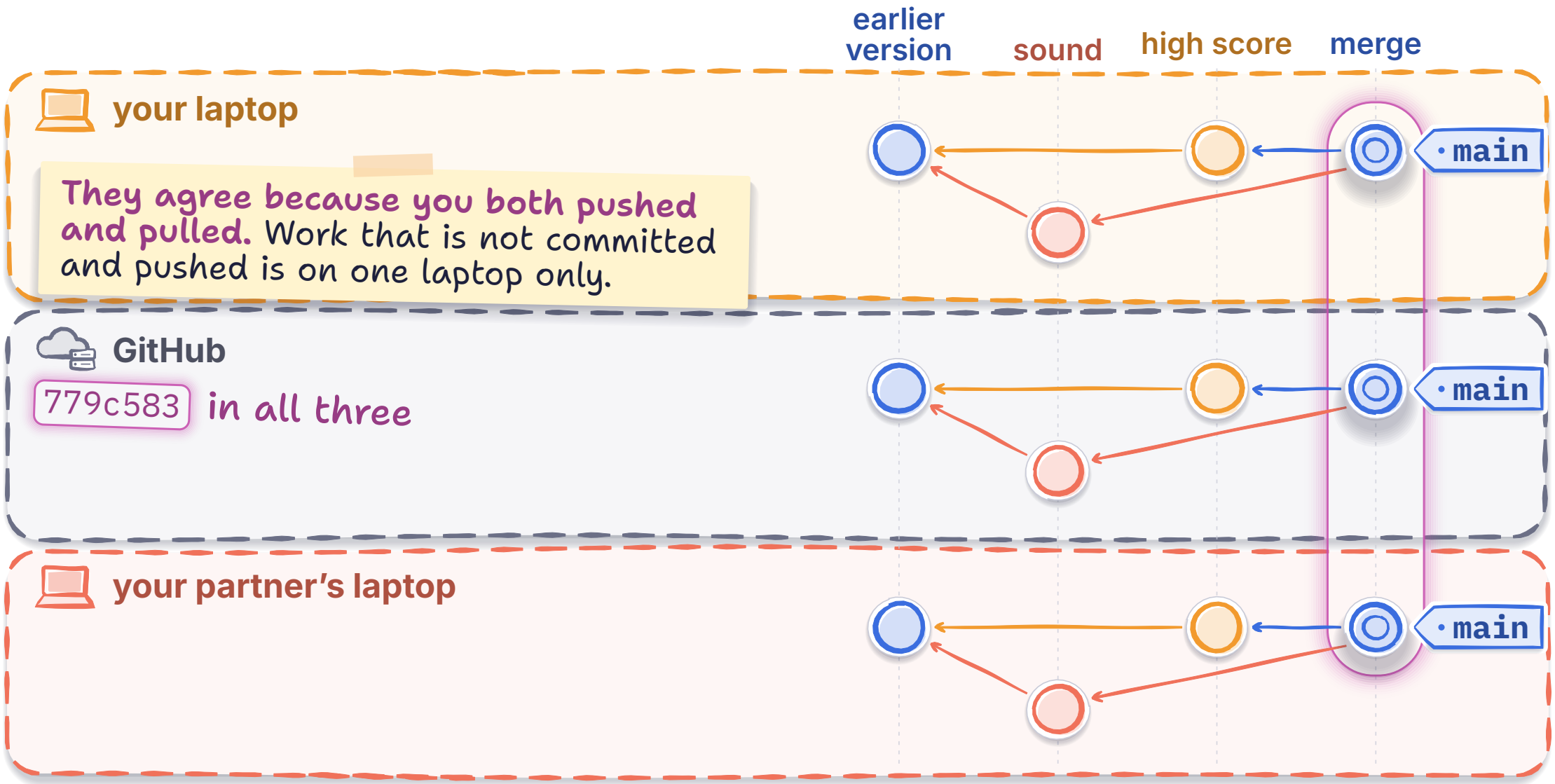
Now the push succeeds



Your partner's main fast-forwards

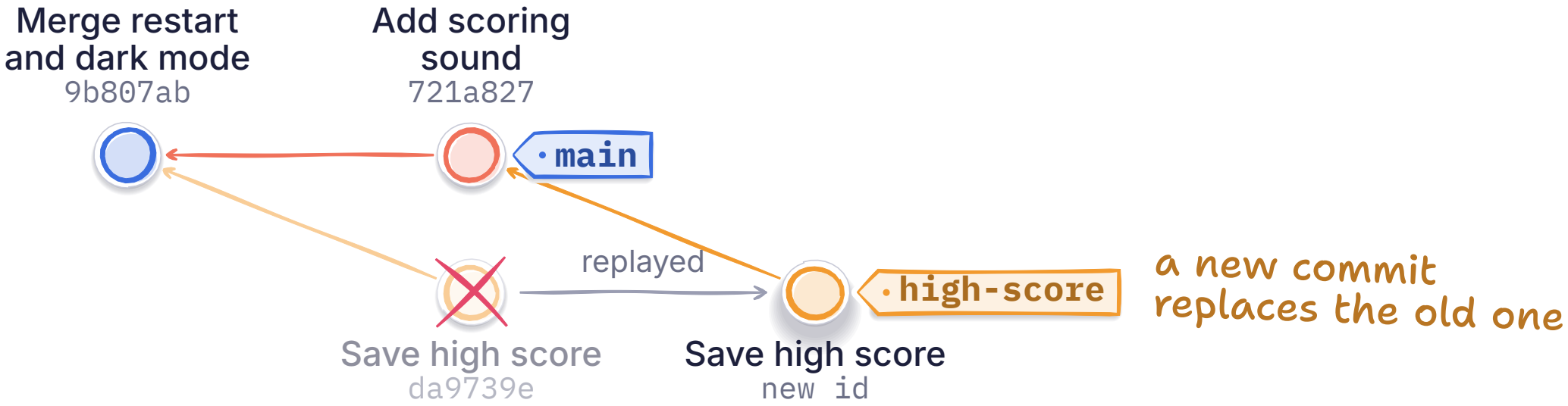


The same commit, in all three repositories



Another way: rebase your branch onto main

rebase: update your branch first



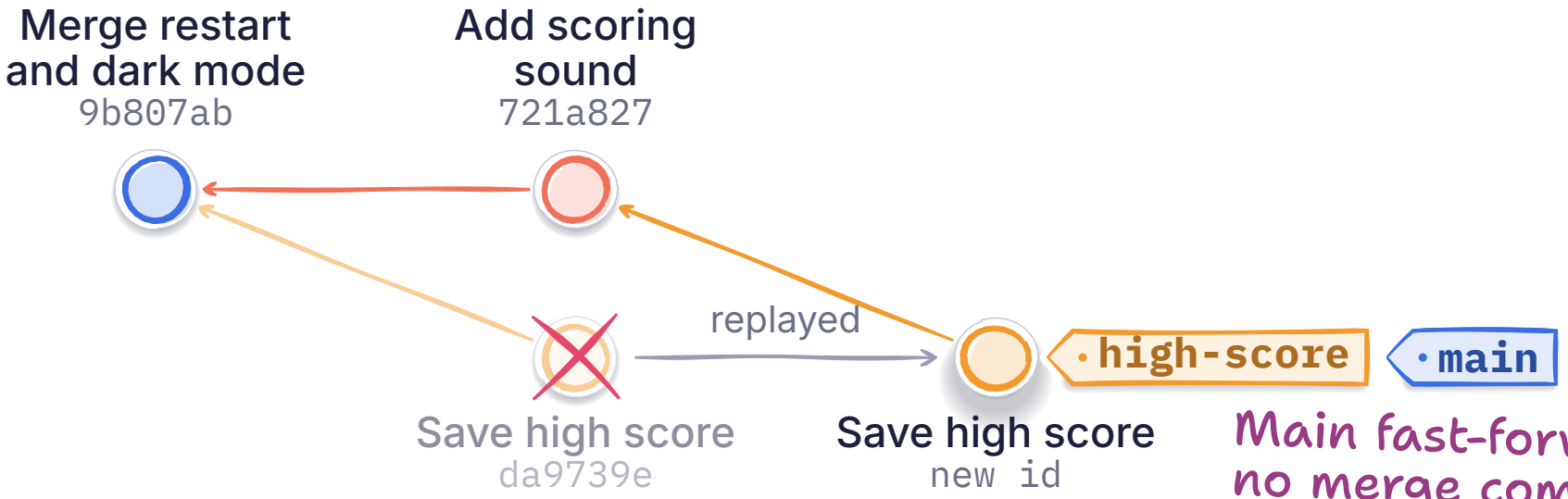
a new commit replaces the old one

```shell
~/game-high-score $ git rebase main
```

A conflict is resolved here, in your own branch, before anything reaches main.

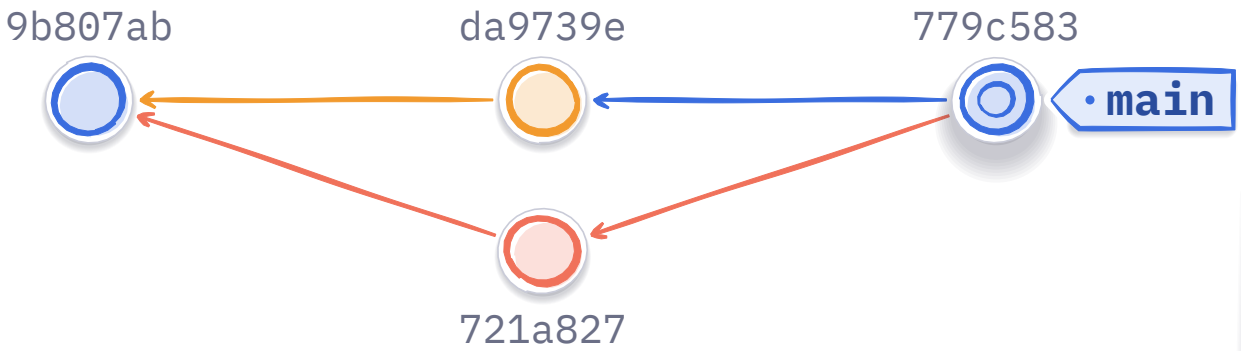
Rebase or merge: both are fine

rebase: update your branch first



Main fast-forwards: one line, no merge commit.

merge: what we did here



Both original commits kept; the join is visible.

One rule for both: never rebase commits other people already have.

The routine: build, merge, check, share

feature branch and folder

one per agent

→

review and commit

read the changes

→

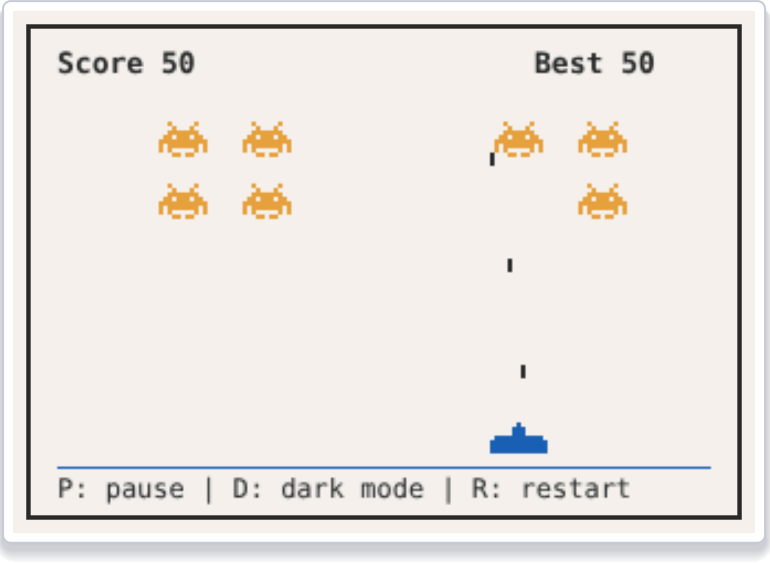
merge and check

into main, check the game

→

share

push yours, pull your partner's



screenshot · five features, two laptops, one history

Exchange completed work often: there is less to combine each time.

A push refused? Read the reason, and ask the agent to explain what has to happen before it tries again.