



The Official GitHub Training Manual

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Welcome to GitHub for Developers

Note: This version of the manual is newer, and contains activities from our new curriculum. You can find the [legacy version of our training manual here](#).

You can download a PDF version of this manual [here](#).

Today you will embark on an exciting new adventure: learning how to use Git and GitHub.

As we move through today's materials, please keep in mind: this class is for you! Be sure to follow along, try the activities, and ask lots of questions!

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Getting Ready for Class

While you are waiting for class to begin, please take a few minutes to set up your local work environment.

Step 1: Set Up Your GitHub.com Account

For this class, we will use a public account on GitHub.com. We do this for a few reasons:

- We don't want you to "practice" in repositories that contain real code.
- We are going to break some things so we can teach you how to fix them. (therefore, refer to the bullet above)

If you already have a github.com account you can skip this step. Otherwise, you can set up your free account by following these steps:

1. Access GitHub.com and click Sign up.
2. Choose the free account.
3. You will receive a verification email at the address provided.
4. Click the link to complete the verification process.

Step 2: Install Git

Git is an open source version control application. You will need Git installed for this class.

You may already have Git installed so let's check! Open Terminal if you are on a Mac, or PowerShell if you are on a Windows machine, and type:

```
$ git --version
```

You should see something like this:

```
$ git --version  
git version 2.11.0
```

Anything over 2.0 will work for this class!

Downloading and Installing Git

If you don't already have Git installed, you can download Git at www.git-scm.com.

If you need additional assistance installing Git, you can find more information in the ProGit chapter on installing Git: <http://git-scm.com/book/en/v2/Getting-Started-Installing-Git> .

Where is Your Shell?

Now is a good time to create a shortcut to the command line application you will want to use with Git:

- If you are working on Windows, you can use `Git Bash` which is installed with the Git package or you can use Powershell with [Posh-git](#).
- If you are working on a Mac or other Unix based system, you can use the terminal application.

Go ahead and open your command line application now!

Step 3: Set Up Your Text Editor

For this class, we will use a basic text editor to interact with our code. Let's make sure you have one installed and ready to work from the command line.

Pick Your Editor

You can use almost any text editor, but we have the best success with the following:

- GitPad
- [Atom](#)
- Vi or Vim
- Sublime
- Notepad or Notepad++

If you do not already have a text editor installed, go ahead and download and install one of the above editors now!

Your Editor on the Command Line

After you have installed an editor, confirm you can open it from the command line.

If you are working on a Mac, you will need to Install Shell Commands from the Atom menu, this happens as part of the installation process for Windows. { : .note }

If installed properly, the following command will open the Atom text editor:

```
$ atom .
```

Exploring

Congratulations! You should now have a working version of Git and a text editor on your system. If you still have some time before class begins, here are some interesting resources you can check out:

- *github.com/explore* Explore is a showcase of interesting projects in the GitHub Universe. See something you want to re-visit? Star the repository to make it easier to find later.
- *services.github.com/on-demand* Our On Demand Training courses are GitHub's open source training materials. The site contains additional resources you may find helpful when reviewing what you have learned in class! You can even make contributions to the materials or open issues if you would like us to explain something in greater detail. Find the open source repository here:

```
https://github.com/github/training-kit
```

Getting Started With Collaboration

We will start by introducing you to Git, GitHub, and the collaboration features we will use throughout the class. Even if you have used GitHub in the past, we hope this information will provide a baseline understanding of how to use it to build better software!

What is GitHub?

GitHub is a collaboration platform built on top of a distributed version control system called Git.



In addition to being a place to host and share your Git projects, GitHub provides a number of features to help you and your team collaborate more effectively. These features include:

- Issues
- Pull Requests
- Projects
- Organizations and Teams



The GitHub Ecosystem

Rather than force you into a "one size fits all" ecosystem, GitHub strives to be the place that brings all of your favorite tools together. For more information on integrations, check out <https://github.com/integrations>.

Explore GitHub

ShowcasesIntegrationsTrending

Integrations Directory
Use your favorite tools with GitHub.
Powerful integrations that help you and your team build software better, together.

Filters
All integrations
GitHub Enterprise
New & noteworthy

Categories
API management
Chat
Code quality
Code review
Code search
Continuous integration

Travis CI
Test and deploy with confidence

Codeship
Highly customizable Continuous Integration with Docker support

Slack
A messaging app for teams

CircleCI
Automatically build, test, and

Gitter
Helps developers across the

ZenHub
Project Management Inside

You may even find some new, indispensable tools to help with continuous integration, dependency management, code quality and much more.

What is Git?

Git is:

- a distributed version control system or DVCS.
- free and open source.
- designed to handle everything from small to very large projects with speed and efficiency.
- easy to learn and has a tiny footprint with lightning fast performance.

Git features cheap local branching, convenient staging areas, and multiple workflows.

As we begin to discuss Git (and what makes it special) it would be helpful if you could forget everything you know about other version control systems (VCSs) for just a moment. Git stores and thinks about information very differently than other VCSs.

We will learn more about how Git stores your code as we go through this class, but the first thing you will need to understand is how Git works with your content.

Snapshots, not Deltas

One of the first ideas you will need understand is that Git does not store your information as series of changes. Instead Git takes a snapshot of your repository at a given point in time. This snapshot is called a commit.

Optimized for Local Operations

Git is optimized for local operation. When you clone a copy of a repository to your local machine, you receive a copy of the entire repository and its history. This means you can work on the plane, on the train, or anywhere else your adventures find you!

Branches are Lightweight and Cheap

Branches are an essential concept in Git.

When you create a new branch in Git, you are actually just creating a pointer that corresponds to the most recent snapshot in a line of work. Git keeps the snapshots for each branch separate until you explicitly tell it to merge those snapshots into the main line of work.

Git is Explicit

Which brings us to our final point for now; Git is very explicit. It does not do anything until you tell it to. No auto-saves or auto-syncing with the remote, Git waits for you to tell it when to take a snapshot and when to send that snapshot to the remote.

Exploring a GitHub Repository

A repository is the most basic element of GitHub. It is easiest to imagine as a project's folder. However, unlike an ordinary folder on your laptop, a GitHub repository offers simple yet powerful tools for collaborating with others.

A repository contains all of the project files (including documentation), and stores each file's revision history. Whether you are just curious or you are a major contributor, knowing your way around a repository is essential!



User Accounts vs. Organization Accounts

There are two account types in GitHub, user accounts and organization accounts. While there are many differences in these account types, one of the more notable differences is how you handle permissions.

User Accounts

When you signed up for GitHub, you were automatically given a user account. Permissions for a user account are simple, you add people as collaborators to specific repositories to give them full read-write access to the project.

Organization Accounts

Organization accounts provide more granular control over repository permissions. In an organization account you create teams of people and then give those teams access to specific repositories. Permissions can be assigned at the team level (e.g, read, write, or admin).

Repository Navigation

Code

The code view is where you will find the files included in the repository. These files may contain the project code, documentation, and other important files. We also call this view the root of the project. Any changes to these files will be tracked via Git version control.

Issues

Issues are used to track bugs and feature requests. Issues can be assigned to specific team members and are designed to encourage discussion and collaboration.

Pull Requests

A Pull Request represents a change, such as adding, modifying, or deleting files, which the author would like to make to the repository. Pull Requests help you write better software by facilitating code review and showing the status of any automated tests.

Projects

Projects allow you to visualize your work with Kanban style boards. Projects can be

created at the repository or organization level.

Wiki

Wikis in GitHub can be used to communicate project details, display user documentation, or almost anything your heart desires. And of course, GitHub helps you keep track of the edits to your Wiki!

Pulse

Pulse is your project's dash board. It contains information on the work that has been completed and the work in progress.

Graphs

Graphs provide a more granular view into the repository activity, including who has contributed, when the work is being done, and who has forked the repository.

README.md

The README.md is a special file that we recommend all repositories contain. GitHub looks for this file and helpfully displays it below the repository. The README should explain the project and point readers to helpful information within the project.

CONTRIBUTING.md

The CONTRIBUTING.md is another special file that is used to describe the process for collaborating on the repository. The link to the CONTRIBUTING.md file is shown when a user attempts to create a new issue or pull request.

ISSUE_TEMPLATE.md

The ISSUE_TEMPLATE.md (and its twin the pull request template) are used to generate templated starter text for your project issues. Any time someone opens an issue, the content in the template will be pre-populated in the issue body.

Using GitHub Issues

In GitHub, you will use issues to record and discuss ideas, enhancements, tasks, and bugs. Issues make collaboration easier by:

- Replacing email for project discussions, ensuring everyone on the team has the complete story, both now and in the future.
- Allowing you to cross-link to related issues and pull requests.
- Creating a single, comprehensive record of how and why you made certain decisions.
- Allowing you to easily pull the right people into a conversation with @ mentions and team mentions.

Activity: Creating A GitHub Issue

Follow these steps to create an issue in the class repository:

1. Click the *Issues* tab.
2. Click *New Issue*.
3. Type the following in the Subject line: `YOUR-USERNAME Workflow`
4. In the body of the issue, include the text below:

```
YOUR-USERNAME will choose an image, add a caption, and add both to a file.
```

- [] Create a branch
- [] Edit the file
- [] Commit the changes
- [] Create a Pull Request
- [] Request a Review
- [] Make more changes
- [] Get an approval
- [] Merge the Pull Request

Using Markdown

GitHub uses a syntax called **Markdown** to help you add basic text formatting to Issues, Pull Requests, and files with the `.md` extension.

Commonly Used Markdown Syntax

Header

The # indicates a Header. # = Header 1, ## = Header 2, etc.

* List item

A single * or - followed by a space will create a bulleted list.

Bold item

Two asterix ** on either side of a string will make that text bold.

- [] Checklist

A - followed by a space and [] will create a handy checklist in your issue or pull request.

@mention

When you @mention someone in an issue, they will receive a notification - even if they are not currently subscribed to the issue or watching the repository.

#975

A # followed by the number of an issue or pull request (without a space) in the same repository will create a cross-link.

:smiley:

Tone is easily lost in written communication. To help, GitHub allows you to drop emoji into your comments. Simply surround the emoji id with : .

Introduction to GitHub Pages

GitHub Pages enable you to host free, static web pages directly from your GitHub repositories. Several of the projects we use in class will use GitHub Pages as the deployment strategy. We will barely scratch the surface in this class, but there are a few things you need to know:

- You can create two types of websites, a user/organization site or a project site. We will be working with project websites.
- For a project site, GitHub will only serve the content on a specific branch. Depending on the settings for your repository, GitHub can serve your site from a `master` or `gh-pages` branch, or a `/docs` folder on the `master` branch.
- The rendered sites for our projects will appear at `githubschool.github.io/repo-name` .

Understanding the GitHub Flow

In this section, we will discuss the collaborative workflow enabled by GitHub.

The Essential GitHub Workflow



The GitHub flow is a lightweight workflow that allows you to experiment with new ideas safely, without fear of compromising a project.

Branching is a key concept you will need to understand. Everything in GitHub lives on a branch. By default, the "blessed" or "canonical" version of your project lives on a branch called `master`. This branch can actually be named anything, as we will see in a few minutes.

When you are ready to experiment with a new feature or fix an issue, you create a new branch of the project. The branch will look exactly like `master` at first, but any changes you make will only be reflected in your branch. Such a new branch is often called a "feature" branch.

As you make changes to the files within the project, you will commit your changes to the feature branch.

When you are ready to start a discussion about your changes, you will open a pull request. A pull request doesn't need to be a perfect work of art - it is meant to be a starting point that will be further refined and polished through the efforts of the project team.

When the changes contained in the pull request are approved, the feature branch is

merged onto the master branch. In the next section, you will learn how to put this GitHub workflow into practice.

Exploring

Here are some interesting things you can check out later:

- guides.github.com/introduction/flow/ An interactive review of the GitHub Workflow.

Branching with Git

The first step in the GitHub Workflow is to create a branch. This will allow us to experiment with new features without accidentally introducing untested changes on our production branch.

Branching Defined



When you create a branch, you are essentially creating an identical copy of the project at that point in time. This isn't the same as creating a physical copy on disk. In the background, a branch is just a pointer.

Let's learn how you can create a new branch.

Activity: Creating A Branch with GitHub

Earlier you created an issue about the file you would like to edit. Let's create the branch you will use to edit your file.

Follow these steps to create a new branch in the class repository:

You will need to have collaborator access on the class repository before you can create a branch on GitHub. `{: .warning}`

1. Navigate to *Code* tab of the class repository.
2. Click the *branch dropdown*.
3. Enter the branch name 'github-username-caption'.

4. Press `Enter` .

When you create a new branch on GitHub, you are automatically switched to your branch. Now, any changes you make to the files in the repository will be applied to this new branch.

A word of caution. When you return to the repository or click the top level repository link, notice that GitHub automatically assumes you want to see the items on the default branch. If you want to continue working on a feature branch, you will need to reselect it using the branch dropdown.

Exploring

Here are some interesting things you can check out later:

- <https://youtu.be/H5GJfcp3p4Q> A GitHub Training Video on branching.

Local Git Configuration

In this section, we will prepare your local environment to work with Git.

Checking Your Git Version

First, let's confirm your [Git Installation](#):

```
$ git --version  
$ git version 2.11.0
```

If you do not see a git version listed or this command returns an error, you may need to install Git.

To get the latest version of Git, visit www.git-scm.com.

Git Configuration Levels



Git allows you to set configuration options at three different levels.

`--system`

These are system-wide configurations. They apply to all users on this computer.

`--global`

These are the user level configurations. They only apply to your user account.

`--local`

These are the repository level configurations. They only apply to the specific repository where they are set.

The default value for `git config` is `--local`.

Viewing Your Configurations

If you would like to see which config settings have been added automatically, you can type `git config --list`. This will automatically read from each of the three config files and list the setting they contain.

```
$ git config --list
```

You can also narrow the list to a specific configuration level by including it before the list option.

```
$ git config --global --list
```

Configuring Your User Name and Email

Git uses the config settings for your user name and email address to generate a unique fingerprint for each of the commits you create. You can't create commits without these settings:

```
$ git config --global user.name "First Last"
$ git config --global user.email "you@email.com"
```

Configuring autocrlf

```
$ //for Windows users
$ git config --global core.autocrlf true
$ //for Mac or Linux users
$ git config --global core.autocrlf input
```

Different systems handle line endings and line breaks differently. If you open a file created on another system and do not have this config option set, git will think you made changes to the file based on the way your system handles this type of file.

Memory Tip: `autocrlf` stands for auto carriage return line feed.

Working Locally with Git

Using the command line, you can easily integrate Git into your current workflow.

Creating a Local Copy of the repo



Before we can work locally, we will need to create a clone of the repository.

When you clone a repository you are creating a copy of everything in that repository, including its history. This is one of the benefits of a DVCS like git - rather than being required to query a slow centralized server to review the commit history, queries are run locally and are lightning fast.

Let's go ahead and clone the class repository to your local desktop.

1. Navigate to the *Code* tab of the class repository on GitHub.
2. Click *Clone or download*.
3. Copy the *clone URL* to your clipboard.
4. Open your command line application.
5. Retrieve a full copy of the repository from GitHub: `git clone <CLONE-URL>`
6. Once the clone is complete, cd into the new directory created by the clone operation:

```
cd <REPOSITORY-NAME>
```

Our Favorite Git command: `git status`


```
$ git status
On branch gh-pages
Your branch is up-to-date with 'origin/gh-pages'.
nothing to commit, working tree clean
```

`git status` is a command you will use often to verify the current state of your repository and the files it contains. Right now, we can see that we are on branch `gh-pages`, everything is up to date with `origin/gh-pages` and our working tree is clean.

Using Branches locally

```
$ git branch
```

If you type `git branch` you will see a list of local branches.

```
$ git branch --all
$ git branch -a
```

If you want to see all of the branches, including the read-only copies of your remote branches, you can add the `--all` option or just `-a`.

The `--all` and `-a` are actually synonyms for the branch command. Git often provides a verbose and a short option.

Switching Branches

```
$ git checkout <BRANCH-NAME>
```

To checkout the branch you created online, type `git checkout` and the name of your branch. Git will provide a message that says you have been switched to the branch and it has been set up to track the same remote branch from origin.

You do not need to type `remotes/origin` in front of the branch - only the branch name. Typing `remotes/origin` in front of the branch name will put you in a detached HEAD state. We will learn more about that later, but for now just remember this is not a state we want to be in.

Activity: Edit Your File

Now it is time to put an image and a caption into your file:

1. Find an image that you want to caption
2. Find your file, named `2010-02-##-USERNAME.md` .
3. Open your file in your favorite text editor.
4. Copy and paste the image text into your file on line 6.
5. On line 7, add this text to center the file: `{: .center}` .
6. On lines 9 and 10, add code for your caption.

```
```\n\nCAPTION-HERE\n{: .fragment}\n\\``
```

7. *Save* your file.

Git doesn't care how you work with your files locally. You can work in your favorite IDE or text editor, or you can use VIM through the command line.

## The Two Stage Commit

After you have created your file, it is time to create your first snapshot of the repository. When working from the command line, you will need to be familiar with the idea of the two stage commit.



working



staging



history

When you work locally, your files exist in one of four states. They are either untracked,

modified, staged, or committed.

An untracked file is a new file that has never been committed.

Git tracks these files, and keeps track of your history by organizing your files and changes in three working trees. They are Working, Staging (also called Index), and History. When we are actively making changes to files, this is happening in the working tree.



To add these files to version control, you will create a collection of files that represent a discrete unit of work. We build this unit in the staging area.



When we are satisfied with the unit of work we have assembled, we will take a snapshot of everything in the staging area. This is called a commit.



In order to make a file part of the version controlled directory we will first do a git add and then we will do a git commit. Let's do it now.

1. First, let's check the status of our working tree: `git status`
2. Move the file from the working tree to the staging area: `git add my-file.md`
3. Let's see what happened: `git status`
4. Now let's take our first snapshot: `git commit`
5. Git will open your default text editor to request a commit message. Simply type your message on the top line of the file. Any line without a # will be included in the commit message.
6. Save and close the commit message
7. Let's take another look at our repository status: `git status`

Good commit messages should:

- Be short. ~50 characters is ideal.
- Describe the change introduced by the commit.
- Tell the story of how your project has evolved.

# Collaborating on Your Code

Now that you have made some changes in the project locally, let's learn how to push your changes back to the shared class repository for collaboration.

## Pushing Your Changes to GitHub



In this case, our remote is GitHub.com, but this could also be your company's internal instance of GitHub Enterprise.

To push your changes to GitHub, you will use the command:

```
$ git push
```

When you push, you will be asked to enter your GitHub username and password. If you would like Git to remember your credentials on this computer, you can cache your credentials using:

- Windows: `git config --global credential.helper wincred`
- Mac: `git config --global credential.helper osxkeychain`

## Activity: Creating a Pull Request

Pull Requests are used to propose changes to the project files. A pull request introduces an action that addresses an Issue. A Pull Request is considered a "work in progress" until it is merged into the project.

Now that you have started to change your file, you will open a pull request to discuss the file with your team mates. Follow these steps to create a Pull Request in the class repository:

1. Click the *Pull Request* tab.
2. Click *New Pull Request*.
3. In the *base* dropdown, choose `gh-pages`
4. In the *compare* dropdown, choose your branch.
5. Type a subject line and enter a comment.
6. Use markdown formatting to add a header and a checklist to your Pull Request.
7. Include one of the keywords: `closes` , `fixes` , or `resolves` followed by the issue number you created earlier to note which Issue the Pull Request should close.  
Example: `This resolves #3`
8. Click *Preview* to see how your Pull Request will look.
9. Assign the Pull Request to yourself.
10. Click *Create pull request*.

When you navigate to the class repository, you should see a banner at the top of the page indicating you have recently pushed branches, along with a button that reads *Compare & pull request*. This helpful button will automatically start the pull request process between your branch and the repository's default branch.

## Exploring a Pull Request

Now that we have created a Pull Request, let's explore a few of the features that make Pull Requests the center of collaboration:

### Conversation view

Similar to the discussion thread on an Issue, a Pull Request contains a discussion about the changes being made to the repository. This discussion is found in the Conversation tab and also includes a record of all of the commits made on the branch as well as

assignments, labels and reviews that have been applied to the pull request.

## Commits view

The commits view contains more detailed information about who has made changes to the files. Clicking each commit ID will allow you to see the changes applied in that specific commit.

## Files changed view

The Files changed view allows you to see cumulative effect of all the changes made on the branch. We call this the `diff`. Our diff isn't very interesting yet, but as we make changes your diff will become very colorful.

## Code Review in Pull Requests

To provide feedback on proposed changes, GitHub offers three levels of commenting:

### General Conversation

You can provide general comments on the Pull Request within the *Conversation* tab.

### Line Comments

In the files changed view, you can hover over a line to see a blue `+` icon. Clicking this icon will allow you to enter a comment on a specific line. These line level comments are a great way to give additional context on recommended changes. They will also be displayed in the conversation view.

### Review

When you are making line comments, you can also choose to *Start a Review*. When you create a review, you can group many line comments together with a general message: Comments, Approve, or Request Changes. Reviews have special power in GitHub when used in conjunction with protected branches.



## Activity: Code Review

One of the best ways to ensure code quality is to make peer reviews a part of every Pull Request. Let's review your partner's code now:

1. Click the *Pull Request* tab.
2. Use the *Author* drop down to locate your partner's pull request.
3. Click the *Files Changed* tab.
4. Hover over a single line in the file to see the blue +. Click the + to add a line comment.
5. Comment on the line and click *Start review*.
6. Repeat these steps to add 2-3 comments on the file.
7. Click *Review* in the top right corner.
8. Choose whether to *Approve* or *Request changes*
9. Enter a general comment for the review.
10. Click *Submit review*
11. Click the *Conversation* view to check out your completed review.

# Editing Files on GitHub

Since you created the pull request, you will be notified when someone adds a comment or a review. Sometimes, the reviewer will ask you to make a change to the file you just created. Let's see how GitHub makes this easy.

## Editing a File on GitHub

To edit a pull request file, you will need to access the *Files Changed* view.

1. Click the *pencil icon* in the top right corner of the diff to edit the file using the GitHub file editor.
2. Make changes to the file based on the comments from your reviewer or your personal perspective.

## Committing Changes on GitHub

Once you have made some changes to your file, you will need to create a new commit.

1. Scroll to the bottom of the page to find the *Commit changes* dialog box.
2. Type a *Commit message*.
3. Choose the option to *Commit directly to your branch*.
4. Click *Commit changes*.

## Activity: Editing Files in Pull Requests

Go back to your Pull Request and make the edits requested by your collaborators.

# Merging Pull Requests

Now that you have made the requested changes, your pull request should be ready to merge.

## Merge Explained

When you merge your branch, you are taking the content and history from your feature branch and adding it to the content and history of the `gh-pages` branch.

Many project teams have established rules about who should merge a pull request.

- Some say it should be the person who created the pull request since they will be the ones to deal with any issues resulting from the merge.
- Others say it should be a single person within the project team to ensure consistency.
- Still others say it can be anyone other than the person who created the pull request to ensure at least one review has taken place.

This is a discussion you should have with the other members of your team.

## Merging Your Pull Request

Let's take a look at how you can merge the pull request.

1. Navigate to your Pull Request (HINT: Use the Author or Assignee drop downs to find your Pull Request quickly)
2. Click *Conversation*
3. Scroll to the bottom of the Pull Request and click the *Merge pull request* button
4. Click *Confirm merge*
5. Click *Delete branch*
6. Click *Issues* and confirm your original issue has been closed

GitHub offers three different merge strategies for Pull Requests:

- **Create a merge commit:** This is the traditional option that will perform a standard recursive merge. A new commit will be added that shows the point when the two branches were merged together.
- **Squash and merge:** This option will take all of the commits on your branch and compress them into a single commit. The commit messages will be preserved in the extended commit message for the commit, but the individual commits will be lost.
- **Rebase and merge:** This option will take all of the commits and replay them as if they just happened. This allows GitHub to perform a fast forward merge (and avoids the addition of the merge commit).

## Updating Your Local Repository

When you merged your Pull Request, you deleted the branch on GitHub, but this will not automatically update your local copy of the repository. Let's go back to our command line application and get everything in sync.

First, we need to get the changes we made on GitHub into our local copy of the repository:

1. Start by switching back to your default branch: `git checkout gh-pages`
2. Retrieve all of the changes from GitHub: `git pull`

`git pull` is a combination command that retrieves all of the changes from GitHub and then updates the branch you are currently on to include the changes from the remote. The two separate commands being run are `git fetch` and `git merge`

## Cleaning Up the Unneeded Branches

If you type `git branch --all` you will probably see that, even though you deleted your branch on the remote, it is still listed in your local copy of the repository, both as a local branch and as a read-only remote tracking branch. Let's get rid of those extra branches.

1. Take a look at your local branches: `git branch --all`
2. Let's see which branches are safe to delete: `git branch --merged`
3. Delete the local branch: `git branch -d <branch-name>`

4. Take another look at the list: `git branch --all`
5. Your local branch is gone but the remote tracking branch is still there. Delete the remote tracking branch: `git pull --prune`

Adding the `--merged` option to the `git branch` command allows you to see which branches do not contain unique work when compared to the checked out branch. In this case, since we are checked out to `gh-pages`, we will use this command to ensure all of the changes on our feature branch have been merged to production before we delete the branch.

If you would like pruning of the remote tracking branches to be set as your default behavior when you pull, you can use the following configuration option: `git config --global fetch.prune true` .

# Viewing Local Project History

In this section, you will discover commands for viewing the history of your project.

## Using Git Log

When you clone a repository, you receive the history of all of the commits made in that repository. The log command allows us to view that history on our local machine.

Let's take a look at some of the option switches you can use to customize your view of the project history.

```
$ git log
$ git log --oneline
$ git log --oneline --graph
$ git log --oneline --graph --decorate
$ git log --oneline --graph --decorate --all
$ git log --stat
$ git log --patch
```

Use the up and down arrows or press enter to view additional log entries. Type q to quit viewing the log and return to the command prompt.

# Streamlining Your Workflow with Aliases

So far we have learned quite a few commands. Some, like the log commands, can be long and tedious to type. In this section, you will learn how to create custom shortcuts for Git commands.

## Creating Custom Aliases

An alias allows you to type a shortened command to represent a long string on the command line.

For example, let's create an alias for the log command we learned earlier.

### Original Command

```
$ git log --oneline --graph --decorate --all
```

### Creating the Alias

```
$ git config --global alias.lol "log --oneline --graph --decorate --all"
```

### Using the Alias

```
$ git lol
```

## Other Helpful Aliases

```
$ git config --global alias.co "checkout -b"
$ git config --global alias.ss "status -s"
$ git config alias.dlb '!git checkout <DEFAULT-BRANCH> && git pull --prune &&
git branch --merged | grep -v "*" | xargs -n 1 git branch -d'
```

## Explore

Check out this resource for a list of common aliases:

- [git-scm.com/book/en/v2/Git-Basics-Git-Aliases](https://git-scm.com/book/en/v2/Git-Basics-Git-Aliases) A helpful overview of some of the most common git aliases.



## Fully functional class repository

We are going to start with tests built in to `github-games`, a repository we've already been working in.

1. Visit the CI/CD integration site.
2. When prompted to create a new account or log in, authenticate with GitHub.
3. Add a new project, selecting the `github-games` repository.

You may not see anything happen just yet. CI/CD services look for a special `.yaml` file with configuration information. This file will contain information about the language of the project, dependencies, what tests to run, and how to build any deployments.

# Project: GitHub Games

In this section, we will work on a project repository called `github-games`.

A `github-games` repository has been created for you in the githubschool organization. You can access the repository at `https://github.com/githubschool/github-games-username`.

## Workflow Review: Updating the README.md

Now you will practice the GitHub Flow from beginning to end by updating the link in the README to point to your fork of the repository.

Remember, your copy of the website will be rendered at `https://githubschool.github.io/github-games-username`.

This link also appears in the repository description. It is a good idea to edit the website URL in the description so you can easily access your game.

If you click the link, you will see the text in the `README.md`. We have intentionally broken this repository so we can fix it together.

Since this is a review, we have written these steps at a high level. As we complete the review, we will show you a few shortcuts for the commands you learned in the previous activity:

1. Clone your copy of the repository: `git clone https://github.com/githubschool/github-games-USERNAME.git`
2. Create a new branch called `readme-update`: `git checkout -b readme-update`
3. Edit the URL in the README.md.
4. Commit the changes to your branch.
5. Push your branch to GitHub: `git push -u origin readme-update`
6. Create a Pull Request *in your repository* (base: `gh-pages`, compare: `readme-update`)
7. Merge your Pull Request.
8. Delete the branch on GitHub.
9. Update your local copy of the repository: `git pull --prune`

`git checkout -b readme-update` is a shortcut command that allows you to combine the creation of the branch ( `git branch readme-update` ) and checking out to that branch ( `git checkout readme-update` ). The `-b` tells Git to create a new branch.

`git push -u origin readme-update` is the slightly longer version of the push command that should be used when you push a new branch for the first time.

The `-u` is the short version of the option `--set-upstream` . This option tells Git to create a relationship between our local branch and a remote tracking branch of the same name.\

You only need to use this long command the first time you push a new branch. After that, you can simply use `git push` .

# Searching for Events in Your Code

In this section, we will learn how we can use `git bisect` to find the commit that introduced a bug into our repository.

## What is `git bisect` ?

Using a binary search, `git bisect` can help us detect specific events in our code. For example, you could use bisect to locate the commit where:

- a bug was introduced.
- a new feature was added.
- a benchmark's performance improved.

## How it works

`git bisect` works by cutting the history between two points in half and then checking you out to that commit. You then check whether the bug/feature exists at that point and tell Git the result. From there, Git will do another division, etc until you have located the desired commit.

When you are doing a bisect, you are essentially in a detached head state. It is important to remember to end the bisect with `git bisect reset` before attempting to perform other operations with Git. `{: .warning}`

## Finding the Bug in Our Project

### The Long Way

1. Initiate the binary search: `git bisect start` .
2. Specify the commit where you noticed the code was broken: `git bisect bad <SHA>` .
3. Specify the commit where you knew things were working: `git bisect good <SHA>` .
4. Bisect will check you out to the midpoint between good and bad.
5. Run a test to see if the game would work at this point. Our test is to use `ls` to see

if an `index.html` file exists.

6. If the game is still broken (there *is no* `index.html` file), type: `git bisect bad` .
7. If the game works (and there *is* an `index.html` file), type: `git bisect good` .
8. Git will bisect again and wait for you to test. This will happen until Git has enough information to pinpoint the first bad commit.
9. When Git has detected the error, it will provide a message that `SHA is the first bad commit`.
10. Exit the bisect process: `git bisect reset` .

## The Short Way

Bisect can also run the tests on your code automatically. Let's try it again using a shortcut command and a test:

1. `git bisect start <bad-SHA> <good-SHA>`
2. `git bisect run ls index.html`

# Reverting Commits

In this section, we will learn about commands that re-write history and understand when you should or shouldn't use them.

## How Commits Are Made

Every commit in Git is a unique snapshot of the project at that point in time. It contains the following information:

- Pointers to the current objects in the repository
- Commit author and email (from your config settings)
- Commit date and time
- Commit message



Each commit also contains the commit ID of its parent commit.



Image source: ProGit v2 by Scott Chacon

# Safe Operations

Git's data structure gives it integrity but its distributed nature also requires us to be aware of how certain operations will impact the the commits that have already been shared.

If an operation will change a commit ID that has been pushed to the remote (also known as a public commit), we must be careful in choosing the operations to perform.

# Guidelines for Common Commands

Command	Cautions
<code>revert</code>	Generally safe since it creates a new commit.
<code>commit --amend</code>	Only use on local commits.
<code>reset</code>	Only use on local commits.
<code>cherry-pick</code>	Only use on local commits.
<code>rebase</code>	Only use on local commits.

# Reverting Commits

To get your game working, you will need to reverse the commit that incorrectly renames `index.html` .

**Warning:** Before you reverse the commit, it is a good idea to make sure you will not be inadvertently reversing other changes that were lumped into the same commit. To see what was changed in the commit, use `git show SHA` .

1. Initialize the revert: `git revert <SHA>`
2. Type a commit message.
3. Push your changes to GitHub.



# Helpful Git Commands

In this section, we will explore some helpful Git commands.

## Moving and Renaming Files with Git

1. Create a new branch named `slow-down` .
2. On *line 9* of the `index.html` file, change the background url to (*images/texture.jpg*).
3. On *line 78*, change the timing for the game to speed it up or slow it down.
4. Save your changes.
5. See what git is tracking: `git status`
6. Create a new, empty directory: `mkdir images`
7. Move the texture file into the directory with git: `git mv texture.jpg images/texture.jpg`

## Staging Hunks of Changes

Crafting atomic commits is an important part of creating a readable and informative history of the project.

1. See what git is tracking: `git status` .
2. Move some parts of some files to the staging area with the `--patch` flag: `git add -p` .
3. Stage the hunk related to the image move: `y`
4. Leave the hunk related to the speed change in the working area: `n`

Wondering what all of those other options are for the hunks? Use the `?` to see a list of options above the hunk.

# Viewing Local Changes

Now that you have some files in the staging area and the working directory, let's explore how you can compare different points in your repository.

## Comparing Changes within the Repository

`git diff` allows you to see the difference between any two refs in the repository. The diagram below shows how you can compare the content of your working area, staging, and HEAD (or the most recent commit):



Let's try these commands on the repository:

```
$ git diff
$ git diff --staged
$ git diff HEAD
$ git diff --color-words
```

`git diff` will also allow you to compare between branches, commits, and tags by simply typing:

```
$ git diff <REF-1> <REF-2>
$ git diff gh-pages slow-down
$ git diff origin/gh-pages gh-pages
$ git diff 2710 b745
```

Notice that, just like merges, diffs are directional. It is easiest to think of it as "diff back to starting at " or "see what is *not* in but *is* in ".

# What is CI/CD?

Continuous Integration and Continuous Deployment tools take manual tasks and do them automatically.

## Why run tests? Why use CI?

- Test code automatically
- Add structure to development process
- Test driven development (TDD) isn't just the addition of random tests, but rather about building tests as software requirements
- Builds are done on separate servers by the CI services
- Other benefits include consistent configurations, battery of tests, reduces "works on my machine"

## How does CI/CD work with GitHub?

- When used with GitHub, tests can be run automatically on branches and pull requests every time there is a new commit, and return a status through GitHub's API
- Tests are run in consistent environment based on your software's production environment
- Protected Branches can serve as a gate, keeping pull requests without passing tests from being merged

## What is the difference between CI and CD?

- **CI:** Continuous integration
  - Continuous Integration is the practice of automatically kicking off tests with each push, rather than ad-hoc testing.
- **CD:** Continuous deployment
  - Code pushed to deployment automatically based on custom circumstances
  - Continuous Deployment is the practice of continuously deploying to production servers. In conjunction with CI, companies can move to a CD model by giving developers the freedom to deploy several times a day upon successful builds.

Merging in and of itself isn't considered CD, unless it's tied to some deployment strategy (ex: Heroku automatically deploy anything that gets merged into master).

- We will cover more CI than CD in this course.
  - Though the concepts are different, CI and CD are frequently discussed and implemented together.
  - Typically CI and CD are implemented at the same time because many of the tasks are already defined. For example, a project may already have the tests written, and the steps for deployment. Once a CI/CD tool is introduced, it's simple to have them be done together.

## Other Things to Think About

- Protected branches
  - On GitHub, you may want to set up protected branches when you set up CI/CD.
  - Protected branches block code from being merged in to the master branch on the remote before it passes a set of configurable requirements, like passing CI/CD tests and builds, or having approved reviews.
- Automatic deploys
  - With CI/CD, you can also set up deploys to happen automatically when code passes the tests on the master branch.
  - Much like many integrations work with GitHub, many deployment options work with CI/CD services.
  - One example is Heroku. You could configure a project on Heroku with a CI/CD service, and whenever a build passes on the master branch, deployment to Heroku would be streamlined and taken care of automatically.

# Merge the `.yaml` File

- Look at the list of remote tracking branches: `git branch --all` .
- Depending on which CI/CD service you are using, create a pull request into `base: gh-pages` from the appropriate branch, named `<service>-tests` .
- Merge the pull request.

If you take a peek in the `.yaml` file now, you'll see some important information. We'll go into this in more detail later. Just by looking at it, what do you think it all means? What questions do you have?

# Interacting with CI/CD

## Interacting with tests

The current test is looking to see if the URL in the `README.md` is correct. Using the GitHub flow, create a pull request that will have a failing build and **doesn't** have the correct URL. Our current test is found here: `tests/test_verifyurl.rb`

1. Working locally, check out to the `gh-pages` branch: `git checkout gh-pages` .
2. Make sure you have the most recent code: `git pull` .
3. Create a new branch and check out to it: `git checkout -b break-readme` .
4. Open the `README.md` file in your favorite text editor.
5. In the `README.md` , make sure the URL on line 5 *doesn't* match the URL for your game. (Isn't it fun to break things?)
6. Save your changes, and exit out of your text editor.
7. Move your changes from the working directory to the staging area: `git add README.md` .
8. Commit the work in the staging area: `git commit -m "commit-message-goes-here"` .
9. If desired, you can check this test locally by running `ruby tests/test_verifyurl.rb` on this branch. Notice how different it will look on everyone's machines, and how having the tests run externally will smooth out the process.
10. Push your branch to the remote: `git push -u origin break-readme` .
11. Open a pull request in your repository with `base: gh-pages` and `compare: break-readme` .
12. Wait for tests to run, and when they fail, click to find more information and look at the build output.
13. Fix broken PR by looking at error messages and making commits to fix the errors.
14. See status set to green, then merge.

# Changing the `.yaml` file

## Introduce Changes to the `.yaml` File

We've created more tests on the `all-<service>-tests` branch of the `github-games` repository, where `<service>` is the CI/CD service provider. Let's go through the process of adding a new test, and seeing what it's like to break it or test it.

1. Merge the `all-<service>-tests` branch into the `gh-pages` branch of your `github-games` fork.
2. If you look in the `tests/` directory, you'll see a few new tests. We're going to add the `tests/speedmax.rb` test to the `.yaml` file.
3. Create a new branch based on `gh-pages`.
4. On that branch, open the `.yaml` file. Add `tests/speedmax.rb` to the file in the same place that the other test, checking the URL, is being run.
5. Create a pull request.
6. Review the contents of the new test. What do you think it does? Why would we implement it? What could we do differently? When will it pass or fail?
7. Merge the pull request.



# Understanding the `.yaml` file

In the last section we had an opportunity to make a change to the `.yaml` file, but what exactly is it and how does it help us?

In order to test your project, the CI service provider needs to know which tests to run on your code as well as the specifications for the build environment it should be tested within. Some service providers can automatically infer these settings based on your code, others require you to provide a detailed specification. These specifications are stored in the `<service-provider>.yaml` file and are under version control just like the rest of your project.

The `.yaml` is like a to-do list with three main parts:

- setting up the environment
- testing
- deploying

There are many other steps that can go around and in between as a part of these main sections. If there is some scripts you want to happen before the build, as a part of the build, or based on the output or results of a build or of tests, that is all possible. The content of the `.yaml` file will vary between service providers. For more detail on the `.yaml` file for a specific CI/CD service, see their documentation.

# Circle CI

## Circle CI Documentation

Documentation for CircleCI [is available at circleci.com](https://circleci.com).

## Support

Circle's [community forums](#) are available to all users, and [premium support](#) is available for teams who want more.

# Break the Speed Test

1. Create a new branch based on `gh-pages` .
2. Based on what you know about that test file, make a change that you think will cause the test to fail.
3. After the status check returns from the CI/CD service, fix the file so the tests pass.
4. Merge or close the pull request.

# Introduce More Tests

As you can see in the `tests/` directory, there are many more tests you can add to the `.yaml` file. What do you think they do? What kind of tests would you write to ensure this game is working properly?

## More changes to `.yaml` file

Using the GitHub Flow that we've used throughout class, add more tests to the `.yaml` file.

Feel free to use tests in the `tests/` directory, or if you'd like, write your own! If you do write your own, be sure that the error message is clear enough so that developers know how to fix what's broken.

# Partner activity: Create a failing PR

## Part 1: Working on another repository

- Partner up with another participant and add their repository as another remote to your own local repository.
  - `git remote add <name-of-remote> <url>`
  - Example: `git remote add partner`  
`https://github.com/githubteacher/github-games`
- Go to their project and look at their `.yaml` file. What is some code that would cause a pull request to fail based on their tests?
- Follow the GitHub flow to open a pull request introducing commits that will cause the tests to fail on your partner's repository.

## Part 2: Back in your own repository

- Find the pull request in your own repository that has a failing build status.
- Use build output to figure out why the build is breaking.
- Review the pull request formally, requesting changes, with recommendations on what to change so that the build will pass.

## Part 3: In your partner's repository

- After your partner has reviewed your pull request, make the changes they suggest (whether or not you think they are correct).

## Part 4: In your own repository

- When the build is passing, merge the pull request and celebrate! :tada:

# Day 1 Activities

## Add a New Slide

Just like we did in class, open a new pull request adding a new slide to the deck.

1. Create a new branch, and checkout to that branch: `git checkout -b NEWBRANCHNAME`.
2. Create a new file in the `_posts` directory, named by date and description like `YYYY-MM-DD-username-description.md`. (The date has to be in the past - future dates won't show up.)
3. Follow the directions for the same activity we created together, where it says "[Activity: Edit Your File](#)".
4. Instead of just adding the caption, you will need to find a new image from the image list and use that to fill in this template:

```
```\n---\nlayout: slide\n---\n\nIMAGEURL\n{: .center}\n\nCAPTION-HERE\n{: .fragment}\n```
```

5. Save and commit your changes on your new branch.
6. If working locally, push your changes up to the remote: `git push -u origin NEWBRANCHNAME`.
7. Open a pull request In the body of the pull request, @ mention anyone you'd like to review your changes.
8. Once the tests pass on your pull request, merge the pull request.

Add a Caption To an Existing Slide

Add a caption to an existing slide in someone else's pull request.

1. Find a pull request that you'd like to add a caption to.
2. See what image they have chosen by clicking 'files changed', and then 'view'.
3. Edit the file, either in the browser or locally, to add a line with your caption. (Please do not erase work that others have added to this file.)
 - If you are working locally, you will need to check out to the branch.
 - Make sure you have all of the remote changes updated in your local repository:
`git pull .`
 - Look for the name of the branch in the pull request, and check out to that branch locally: `git checkout BRANCHNAME .`
4. Save the changes, and commit the file.
 - If you are working locally, push the changes up to the remote: `git push .`
5. Do not merge the pull request, simply @ mention the user who opened the pull request to let them know about your changes.

Improve the `README.md`

Improve our `README.md` by adding some of your favorite resources.

1. Create branch, and checkout to that branch: `git checkout -b NEWBRANCHNAME .`
2. Edit the `README.md` to be better in some way. This could mean adding a new resource, or making the existing descriptions more clear. Save and commit your changes.
3. If working locally, push your changes up to the remote: `git push -u origin NEWBRANCHNAME .`
4. Open a pull request In the body of the pull request, with `base: master` and `compare: NEWBRANCHNAME .`
5. @ mention anyone you'd like to review your changes.
6. Once the tests pass on your pull request, merge the pull request.

Restyle Slides

If you'd like a more advanced challenge, and you have an eye for style, change the colors, font, and other aspects of the class slide deck. **Note: If multiple participants attempt this, there may be merge conflicts.**

1. Create a new branch and check out to it: `git checkout -b NEWBRANCHNAME` .
2. Find the file `_sass/solarized/solarized.scss` .
3. Make changes in the file.
 - Lines 12-19 affect colors
 - Lines 33-35 affect font and font size
 - Lines 52-55 affect headers
4. Save and commit your changes on your branch.
5. Push your branch to the remote: `git push -u origin NEWBRANCHNAME` .
6. Open a pull request with `base: master` and `compare: NEWBRANCHNAME` .
7. `@` mention anyone you'd like to review your changes.
8. Once the tests pass on your pull request, merge the pull request.

Discussion Guide: Team Workflows

Here are some topics you will want to discuss with your team as you establish your ideal process:

1. Which branching strategy will we use?
2. Which branch will serve as our "master" or deployed code?
3. Will we use naming conventions for our branches?
4. How will we use labels and assignees?
5. Will we use milestones?
6. Will we have required elements of Issues or Pull Requests (e.g. shipping checklists)?
7. How will we indicate sign-off on Pull Requests?
8. Who will merge pull requests?