

# T04: Adventures in Gitland

- Recall our discussion on Day 1 about how to work well with your partner.
- Pair programming involves two roles: the driver (who types the code) and the navigator (who reads the instructions).
- If you run into an issue, then work with your partner to solve it.
- If both you and your partner have the same issue, then summon a teaching assistant or instructor.

## Learning Objectives

- Refactor existing code into functions.
- Get additional practice with nesting conditionals.
- Learn to use git to collaborate.

## How to Start

- To begin, make a copy of this document by going to File >> Make a Copy...
- Share the copied document with all members of your team. You can share this document by hitting the blue button in the top right of the document, then entering the email addresses of all members in the bottom input field.
- Change the file name of this document to **username1, username2 - T04: Adventures in Gitland** (for example, **pearcej, heggens - T04: Adventures in Gitland**). To do this, click the label in the top left corner of your browser.
- We will **not** be using GitHub Classroom for this assignment. Instead, use PyCharm to clone the code from [the T04 master repository](https://github.com/Berea-College-CSC-226/t04-main). **Don't start editing code until we instruct you to do so!**
- First, discuss with your team and assign yourselves roles.

Github Repo Link:	<a href="https://github.com/Berea-College-CSC-226/t04-main">https://github.com/Berea-College-CSC-226/t04-main</a>
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First, discuss and assign roles. *Try to pick the role you've had the least experience in.*

<b>Driver<sup>1</sup>:</b>	Eric Sparks
<b>Navigator<sup>2</sup>:</b>	Malak Mohamed
<b>Quality Control<sup>3</sup> (if the group has three members):</b>	

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<sup>1</sup> The driver will be doing the majority of the typing in PyCharm. Your job is to solve the problem given to you by the navigator.

<sup>2</sup> The navigator will be giving directions to the driver, and helping the driver catch syntax and logic errors as he or she creates the code. The navigator should keep track of time and make sure progress is being made.

<sup>3</sup> The quality control specialist will ensure rules are being followed, both in the code (suggesting places to add comments, watching for misspellings, etc.) and in this document (making sure the questions are being answered at the right times, checking for typos, etc.) In a group of two, everyone is responsible for quality control.

## A long time ago...

...in Teamwork T01, remember when we created a text-based adventure game where the user decided what happens in the story?

In the T04 repository that you cloned, you will find **t01\_final\_story.py**, which is the product of your T01 creation. As much as we'd like to enjoy the story now that it is all compiled... it has errors!

One of the many useful skills you'll need to be a programmer is the ability to **refactor code**. Refactoring code is a process where we take code that is already written, and make it better.

So why do we need to refactor T01? Well, there are a number of reasons:

1. Since T01, you've all become much more knowledgeable coders, and you may notice that your code has some design flaws that you now know how to fix. And bugs!
2. Now that you know about functions, you can see the structure of T01 is all wrong per our new rules (i.e., having a `def main();` no code at the top level (no indenting); no mental blocks encapsulated into functions, etc.).
3. This code is broken!
4. This code is kind of a mess!

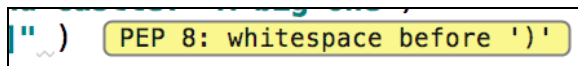
Discuss with your partner two or more ways in which you've improved as a coder since T01. You can refer back to **t01\_final\_story.py** for "inspiration".

2. We learned how to write functions, and to organize our code into mental chunks

"Better code" can mean a lot of things: easier for the programmer to read; more efficient in terms of lines of code; more efficient in how well it runs; more abstracted, so the code can be reused elsewhere.

You might still be asking, but WHY do we need to refactor T01? Here are two even more compelling reasons:

1. When you leave Berea College and get your fancy job as a programmer, you'll be expected to conform to your company's coding standards (i.e., how your code looks so everyone else in the company can easily read your code). For Python, many companies follow the de facto [PEP 8 Standards](#), and customize them to fit their exact needs. You've likely noticed many gray squiggly lines and warning messages about PEP8 in PyCharm:



Refactoring code is one method you'll need to be familiar with to be an effective programmer, no matter who you work for in the future. **Every programmer has to refactor code!**

2. By refactoring the T01 code, you're going to improve your skills with writing functions, writing useful documentation, and also learn how to use git to collaborate with the rest of the class. So, making T01 pretty isn't really the goal of this assignment; learning these other **essential** skills is the ultimate goal.

## Your Tasks

For this teamwork, we'll be using git to manage our code. A large part of this teamwork is understanding how git works, and how git facilitates multiple teams of programmers working on one set of code, without clobbering each other's work. At a high level, we will clone the code from a repository on Github, make a new branch,

## T04: Adventures in Gitland

make edits to the code, and push those changes back up to Github. Things should get interesting as multiple teams finish their changes and try to push them to the repository. We'll see what happens...

## Branching

So far, we've not used git for collaboration very heavily. In this teamwork, however, everyone in the class will be modifying the same starter code...

To start, create and checkout a new branch. To do this in PyCharm:

1. Right click on the **t04-master** repository folder, then do **Git >> New Branch**. Name the branch you're about to create your username(s) (e.g., **pearcej\_heggens**). Make sure that you are working *on your team's branch* before proceeding.

Inside the **t04\_refactored.py** code, you'll notice a function definition for every team:

```
def team_1_adv():
    pass
    # TODO Add your code here
```

2. Copy your team's code from **t01\_final\_story.py** and paste it into your function. Watch the indentation!
3. Read through your code, and make changes to it when you notice places that could use improvement. Remember, your classmates wrote that code several assignments ago... see how much we've grown as programmers already!
4. Look for gray squiggly lines, indicating places where PEP8 standards aren't being followed. Make the suggested change by PyCharm to remove the squiggles.
5. In your function's docstring, add a link to your team's Google Doc (this document) as well as the names of all partners who worked on that function. For example:

```
def team_1_adv():
    """
    https://docs.google.com/document/...
    Scott Hegggen
    Brian Schack
    :return: none
    """
```

Briefly describe any logic changes you made in your code, and why you made them.	3. We simplified statements/ function names and tried to fix the errors that pycharm showed. We made the code simpler by removing the sleep(delay) because it wasn't defined
Did you find it challenging following the logic of another group's code? Why or why not?	4. They used a certain strategy of doing a delay to control the response time and it was challenging at

	first to understand why they had that in the code
Briefly describe two or more of the PEP8 warnings you fixed. Does the resulting code look better or worse? Why?	<p>5.</p> <p>We did not see any PEP8 warnings. There was only some simplification problems.</p> <p>For example:        If dead == True:        Got simplified to,        If dead:</p> <p>This is just a small change, but it does make the code more readable, and less code is going to be easier to follow than more.</p>

## Commit and Push your Changes

Test your code and make sure nothing is broken. Be sure you check ALL combinations of inputs and paths through your logic. When you're confident it's ready to go to the repository, **commit the file** (don't forget to write a meaningful commit message!), and **push** the changes to the repository.

Go to GitHub in your browser, and take a look at [the repo](#).

<p>You should notice that there are multiple branches in the Github repository. Find yours and check that your code is there.</p> <p>Compare your branch to master. What's different?</p>	4. Our code is not in master while it is on our branch.
<p>Do you see other groups' branches in the repo as well? Is your code in their branch? Why or why not?</p>	5. No their branches don't have our codes
<p>Next, issue a <b>pull request</b> (this is done in the browser on Github).</p> <div>New pull request</div> <p>A pull request is a formal request to add your code into the master branch, for all to see and share. Once you've issued the pull request, communicate to the instructor that you are "ready for a PR review."</p> <p>After the instructor or TA approves your request, refresh Github.</p> <p>Is your code in the master branch now?</p>	<p>6.</p> <p>Yes our code is now in master branch.</p>
<p>What about other groups' code? Is it also in master</p>	7. The other groups code is also in Master, they have

branch, compared to the last time you looked at it in <a href="#">Question 5</a> ?	successfully merged together.
Once your code has been pulled into the master branch, go back to PyCharm. Right click on the directory, and switch back to the master branch by clicking Git >> Branches and selecting “Local Branches” >> Master”.	8.  The code in the refactored python file is NOT there, while it is there in the “final story” python file.
Is your code in your <b>local</b> master branch? Why not?	This is because I have been working in my branch, rather in the master. So the code needs to get “update project.” or “fetch, pull, and merge”
<p>When you issued the pull request in Github, you (in PyCharm) became out of sync with the repository in Github (i.e., your local is behind the remote). You need to synchronize. To do this, you need to <b>fetch</b> changes from the remote. Go to <b>Git &gt;&gt; Fetch</b> to get all of the changes occurring in the remote repository (i.e., Github). You may see lots of other groups’ branches now, depending on how quickly you’re working through this assignment. You can fetch multiple times to see updates as master changes.</p> <p>However, fetch only grabs <i>references</i> to each branch; the code hasn’t been pulled into your local computer yet. <b>Git &gt;&gt; Pull...</b> allows you to actually bring the code from Github to your machine.</p> <p>When you <b>pull</b>, Git does its best to <b>merge</b> the remote changes into your local changes. If there are conflicts, PyCharm will warn you. More on that later... if you get into this situation, ask for help.</p> <p>Finally, PyCharm did some work to help simplify this process by combining these three steps into a single button: Git &gt;&gt; Update Project. I don’t mind if you use this button, but you do need to understand the three operations described above: <b>Fetch, Pull, Merge!</b></p>	

## Git Terminology

Git can be challenging to wrap your head around when you’re first learning it, especially when collaboration becomes a part of the process. So, let’s make sure we understand the basic terms; the details of using git will be touched upon again in your homework assignment, in more detail.

Define each term:

Clone	9.a. Copying the code from github to your computer to create a local copy
Commit	9.b. It is marking the changes you made in your local repository
Push	9.c. push helps to get the changes to github
Branch	9.d. It is your version of the code that you can edit on your local repository
Pull	9.e. Updating the project using the github repository to change the file on our computers
Pull request	9.f. It is a request to merge our changes into the master branch to be part of the code

Merge	9.g. Combining two or more groups of code “merging” them together.
Remote	9. A remote is a common repository that all team members can use to exchange their changes  <a href="https://www.git-tower.com/learn/git/glossary/remote#:~:text=A%20remote%20in%20Git%20is,or%20on%20an%20internal%20server.">https://www.git-tower.com/learn/git/glossary/remote#:~:text=A%20remote%20in%20Git%20is,or%20on%20an%20internal%20server.</a>
Local	9.i.  Your copy of the code on your machine, separate from the “actual” code in github.
Fetch	9.j.  Fetching downloads all of the code and files that have been committed from github onto your local machine, so that way you can make changes to them.

Check your definitions against the [git glossary](#) to ensure they are correct.

<p>In Github, go to the <a href="#">Network Graph</a> (i.e., a history of branching and committing history).</p> <p>Discuss with your partner what confusions you still have about the git workflow you experienced today, using the network graph to explore what has happened. Write your unanswered questions in the space to the right:</p>	<p>10.</p> <p>Git is a little confusing, however, it is making more sense the more we work in a team like this.</p> <p>What happens when there is a merge conflict? How do we, as students, go about managing situations of merge conflicts.</p>
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## Submission Instructions

At the end of every assignment, I will include these instructions. They do change on occasion, so be sure you check them each assignment to ensure no special instructions were added.

Follow the [submission instructions](#) by Friday at 11:55PM.