Course Announcements

- <u>Due dates</u>
 - Survey this Sunday for EC (Thanks to all who have filled out so far!)
 - A1 now available (due next Friday)
- <u>Discussion Section</u> today (this week is for finding group mates)



ACM Hack Presents:

hack.py

Hosted 4pm - 6pm @ acmurl.com/hack

Intro to Python 1	1/14
Intro to Python 2	1/21
Web Development w/ Django	1/28
Web Scraping	2/4
Working with Data	2/11
Data Science Applications	2/18
APIs w/ Python	2/25



Version Control

Shannon E. Ellis, Ph.D UC San Diego

Department of Cognitive Science <u>sellis@ucsd.edu</u>



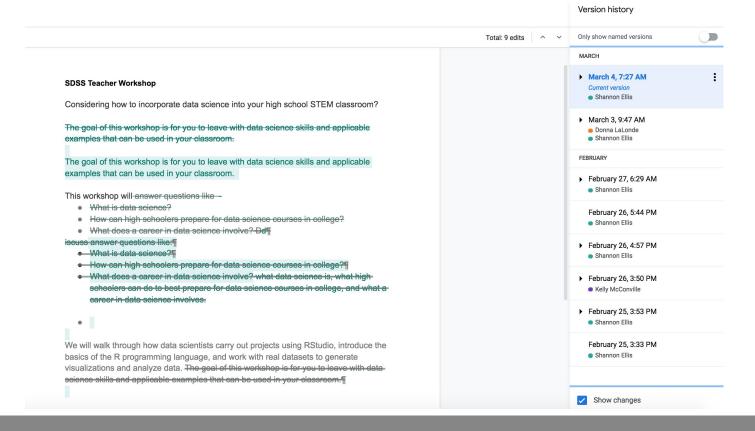
This sucks

Documents	^	Kind
K99_Ellis_SpecAims_v2_ajEdits.docx		Micros(.docx)
K99_Ellis_v1_FAedit.docx		Micros(.docx)
K99_Ellis_v2		Micros(.docx)
K99_Ellis_v2_ajEdits.docx		Micros(.docx)
K99_Ellis_v2_FAedit.docx		Micros(.docx)
K99_Ellis_v3		Micros(.docx)
K99_Ellis_v4.docx		Micros(.docx)

Yup, this sucks too.



This is a step in the right direction

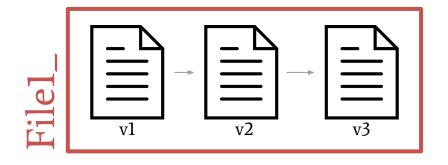


Version Control

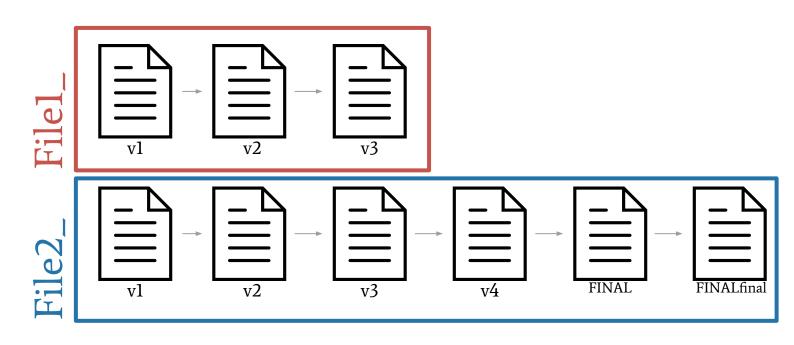
- Enables multiple people to simultaneously work on a single project.
- Each person edits their own copy of the files and chooses when to share those changes with the rest of the team.
- Thus, temporary or partial edits by one person do not interfere with another person's work

A way to manage the evolution of a set of files

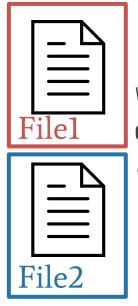
A way to manage the evolution of a set of files



A way to manage the evolution of a set of files

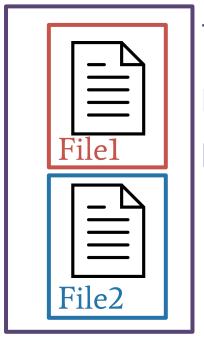


A way to manage the evolution of a set of files

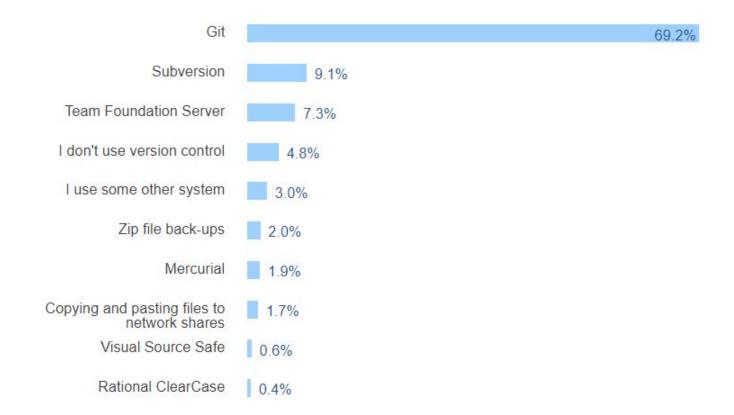


When using a version control system, you have **one copy of each file** and the *version control system tracks the changes* that have occurred over time

A way to manage the evolution of a set of files



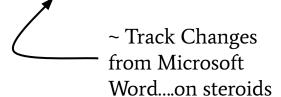
The <u>set of files</u> is referred to as a **repository (repo)**

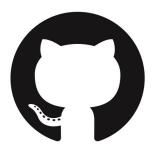


git & GitHub



the version control system





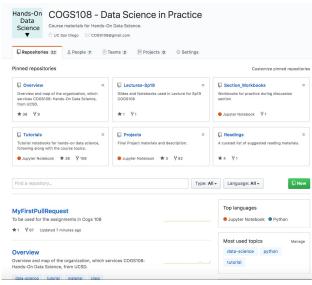
GitHub (or Bitbucket or GitLab) is the home **where your git-based projects live** on the Internet.

~ Dropbox....but way better

What version control looks like

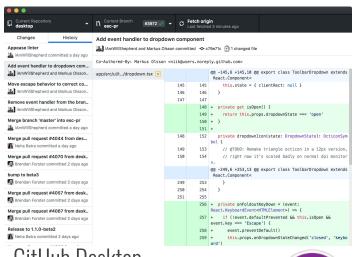
```
$ git clone https://www.github.com/username/repo.git
$ git pull
$ git add -A
$ git commit -m "informative commit message"
$ git push
```

Terminal git



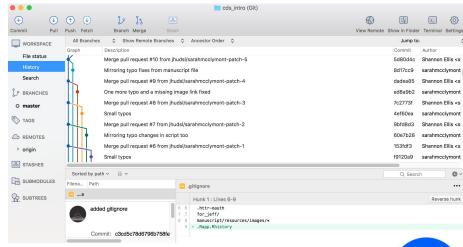


GUIs can be helpful when working with version control



GitHub Desktop





SourceTree



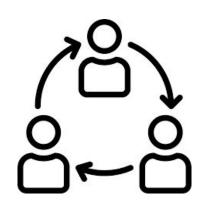


Version Controller

How do you typically interact with git?



Why version control with git and GitHub?



Collaboration



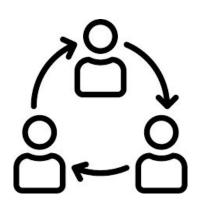
Returning to a safe state



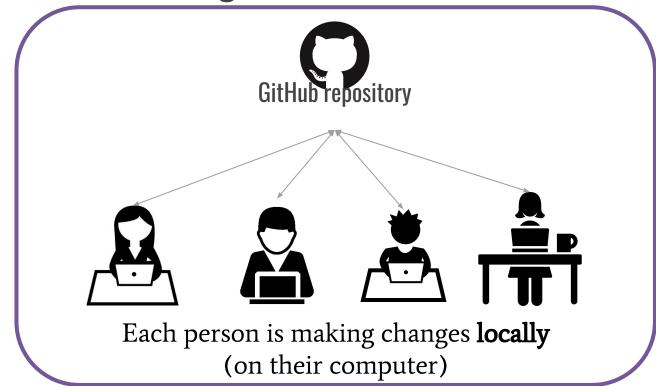
Exposure for your work



Collaborate like you do with Google Docs



Collaboration



Make changes locally, while knowing a stable copy exists



Returning to

a safe state



Your repositories will be visible to others!



Exposure for your work



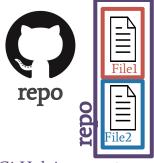
Your public GitHub repos are your coding social media

Keep up with others' work easily



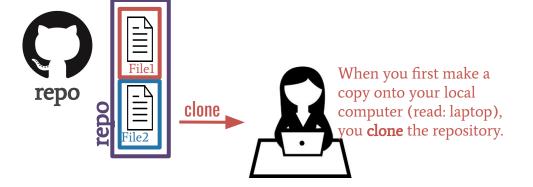


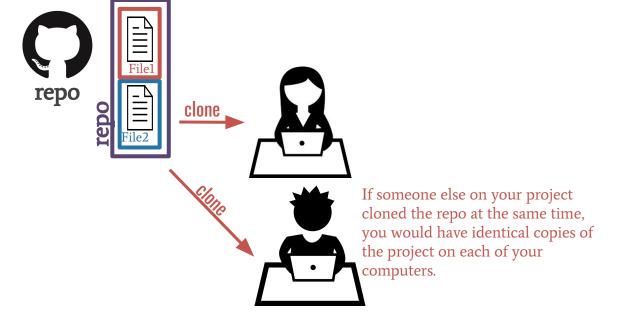
As a social platform, you can see others' work too!

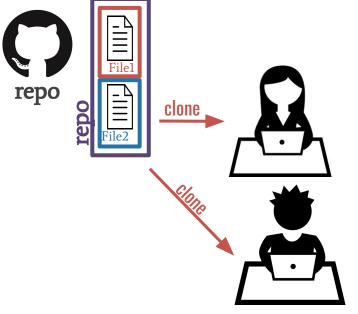


GitHub is a **remote host**. The files are geographically distant from any files on your computer.

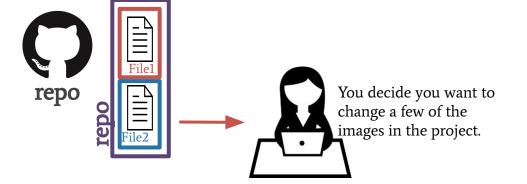
A **GitHub repo** contains all the files and folders for your project.

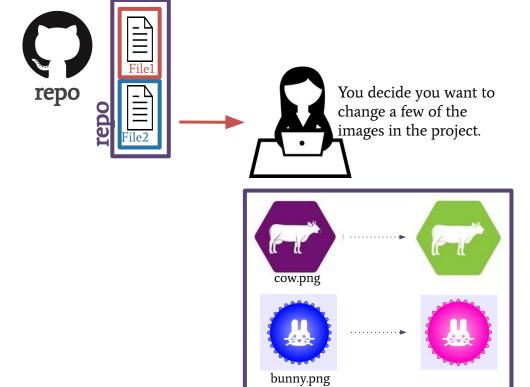


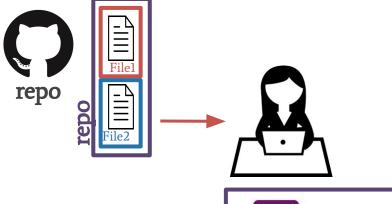


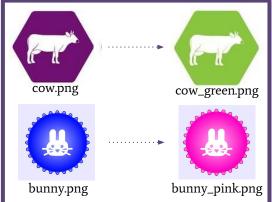


Yay! Everyone can work on the project!



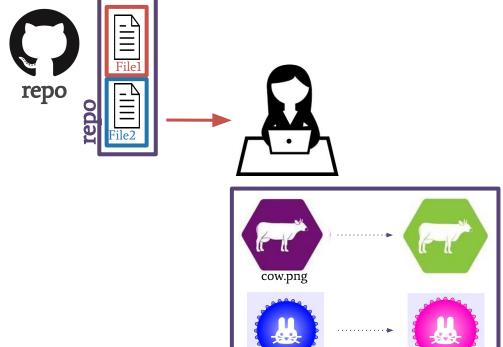






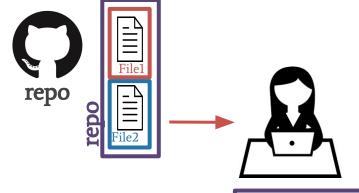
without git...you'd likely rename these files....



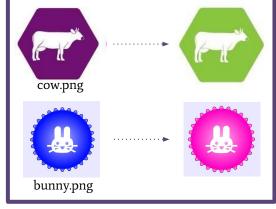


bunny.png

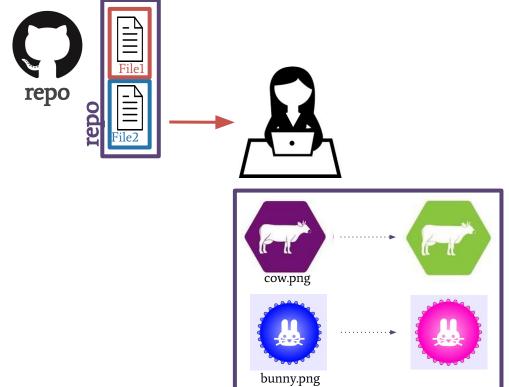
Instead, you tell git which files you'd like to keep track of using **add**. This process is called *staging*.



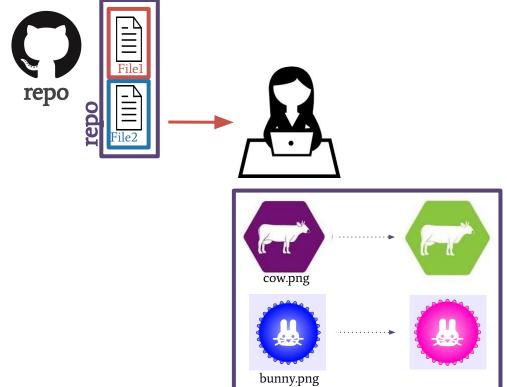
git add file	stages specified file (or folder)
git add .	stages new and modified files
git add -u	stages modified and deleted files
git add -A	stages new , modified , and deleted files
git add *.csv	Stages any files with .csv extension
git add *	Use with caution: stages everything



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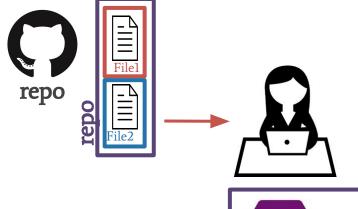


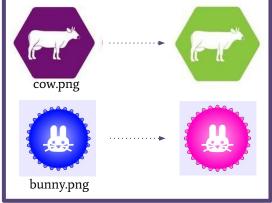
Then, you create a snapshot of your files at this point. This snapshot is called a **commit**.



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A **commit** tracks who, what, and when



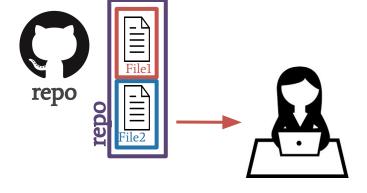


You can make commits more informative by adding a **commit message**.

Example: git commit -m "changed colors for animal icons"

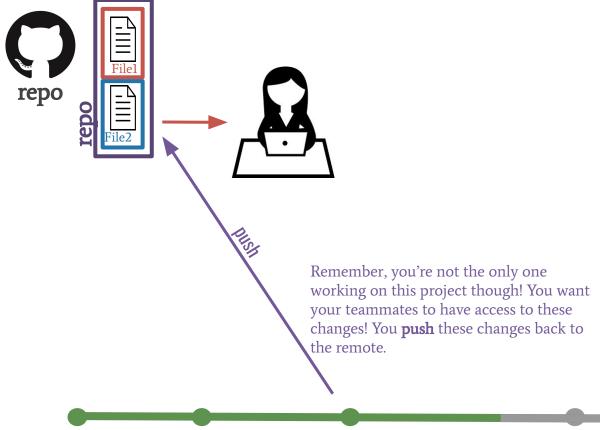
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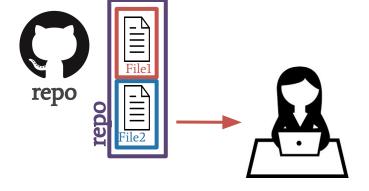
Shannon Ellis *11/28/18 3:28pm*

changed colors for animal icons



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changed colors for animal icons



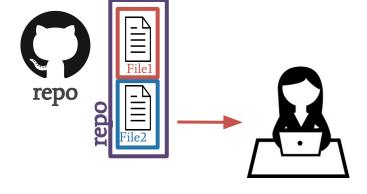
Shannon Ellis *11/28/18 3:28pm*

changed colors for animal icons



Your teammate is still working with the (out-of-date) copy he cloned earlier!

Shannon Ellis *11/28/18 3:28pm*



To catch up, your teammate will have to **pull** the changes from GitHub (remote)

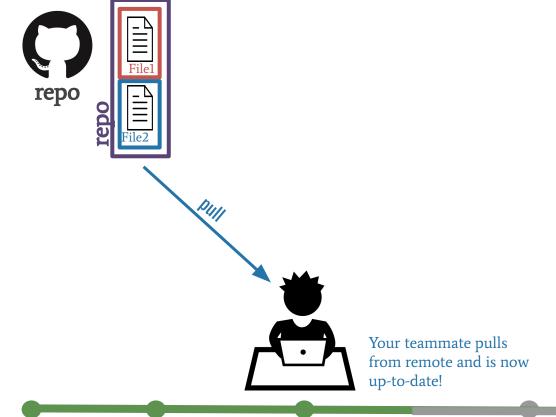
Shannon Ellis *11/28/18 3:28pm*

changed colors for animal icons

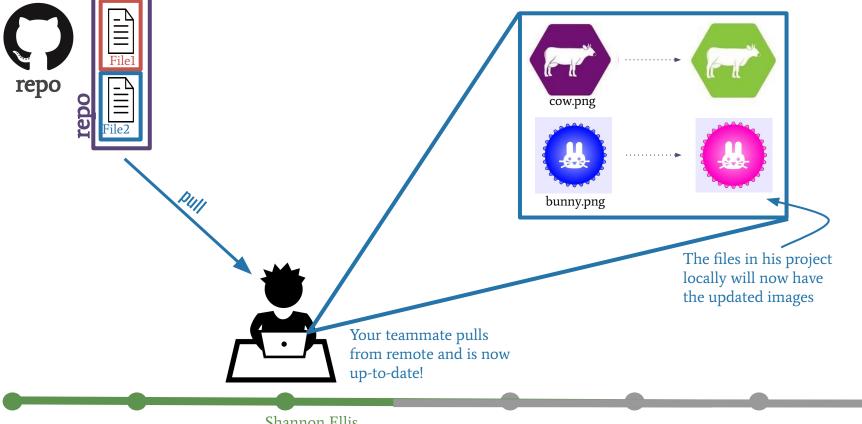


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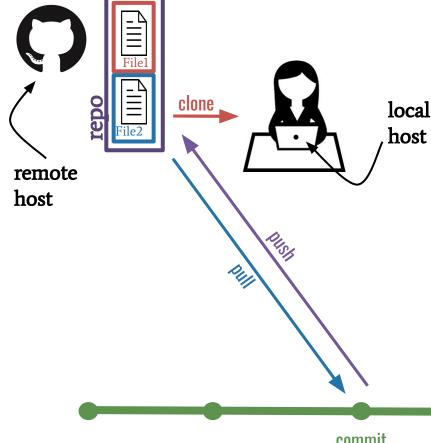
Shannon Ellis *11/28/18 3:28pm*



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Let's recap real quick!

repo - set of files and folders for a project **remote** - where the repo lives **clone** - get the repo from the remote for the first time add - specify which files you want to stage (add to repo) **commit** - snapshot of your files at a point in time pull - get new commits to the repo from the remote

push - send your new commits to the remote

commit

```
On branch master
Your branch is up to date with 'origin/master'.
Untracked files:
  (use "git add <file>..." to include in what will be committed)
        FinalProject_Guidelines.pdf
nothing added to commit but untracked files present (use "ait add" to track)
(base) sellis:Projects shannonellis$ ait add FinalProject_Guidelines.pdf
(base) sellis:Projects shannonellis$ git commit -m "update Project Guidelines"
[master 264e91a] update Project Guidelines
 1 file changed, 0 insertions(+), 0 deletions(-)
 create mode 100644 FinalProject_Guidelines.pdf
(base) sellis:Projects shannonellis$ git push
Counting objects: 3, done.
Delta compression using up to 8 threads.
Compressing objects: 100% (3/3), done.
Writing objects: 100% (3/3), 148.21 KiB | 29.64 MiB/s, done.
Total 3 (delta 1), reused 0 (delta 0)
remote: Resolving deltas: 100% (1/1), completed with 1 local object.
To https://github.com/COGS108/Projects.git
   6931768..264e91a master -> master
```

(base) sellis:Projects shannonellis git status

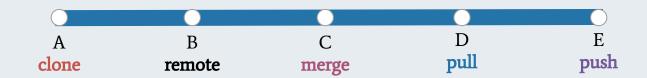
Review & Question Time



Version Controller I

You've been working with a team on a project in a repo. You've made changes locally and you want to see them on the remote.

What do you do to get them on the remote?



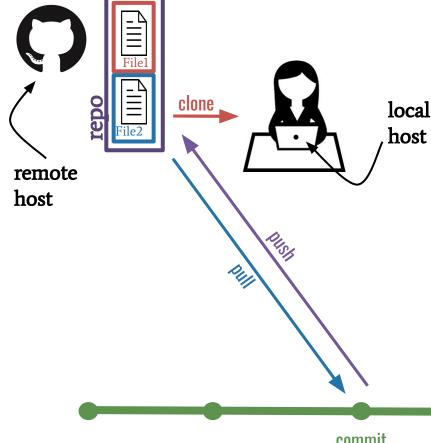


Version Controller II

Your teammate has given you access to a GitHub repository to work on a project together. You want to get them for the first time on your computer locally.

What do you do to get the repo on your computer?



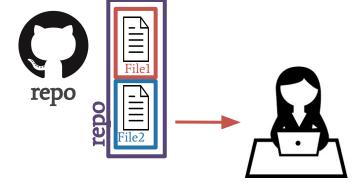


Let's recap real quick!

repo - set of files and folders for a project **remote** - where the repo lives **clone** - get the repo from the remote for the first time add - specify which files you want to stage (add to repo) **commit** - snapshot of your files at a point in time pull - get new commits to the repo from the remote

push - send your new commits to the remote

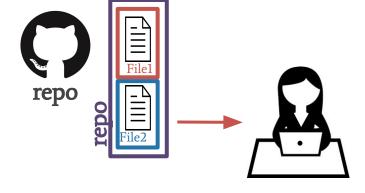
commit



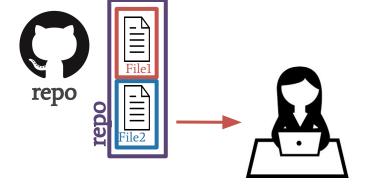
Each time you create a commit, git tracks the changes made automatically.

Angela Martin 11,25/18 Martin 11:11an Shannon Ellis Revin Malone 11/20/10 9:10am Included analysis files Initial CORDINA Changed colors for animal icons

Shannon Ellis 11/28/18 S.O. O. D. edired to include survival analysis



By committing each time you make changes, git allows you to time travel!



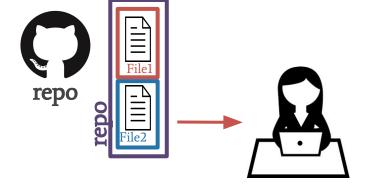
By committing each time you make changes, git allows you to time travel!

377dfcd00dd057542b112cf13be6cf1380b292ad

439301fe69e8f875c049ad0718386516b4878e22

There's a unique id, known as a **hash**, associated with each commit.

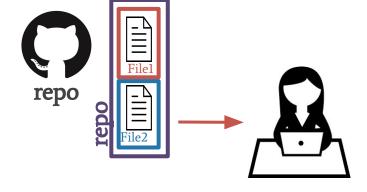
456722223e9f9e0ee0a92917ba80163028d89251



You can return to the state of the repository at any commit. Future commits don't disappear. They just aren't visible when you **check out** an older commit.



377dfcd00dd057542b112cf13be6cf1380b292ad

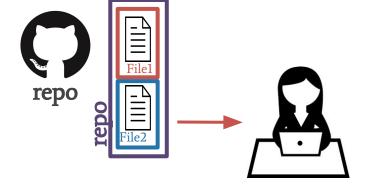


But...not everything is always linear.

Sometimes you want to try something out and you're not sure it's going to work. This is where you'll want to use a **branch**.

main branch

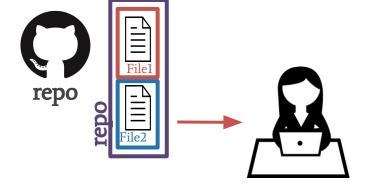
try-something-cool



It's a good way to experiment. It's pretty easy to get rid of a branch later on should you not want to include the commits on that branch.

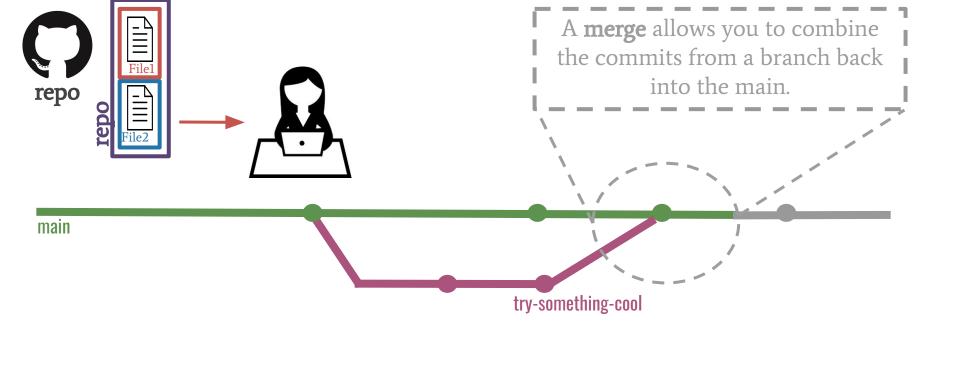
main branch

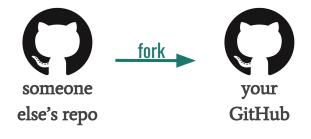
try-something-cool



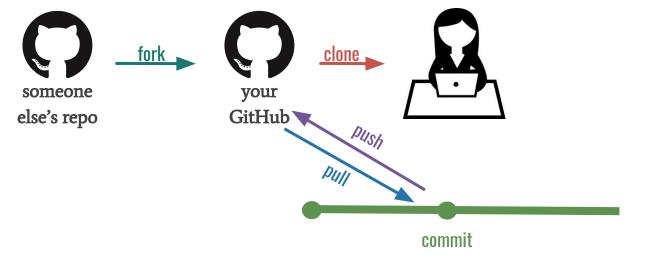
But...what if you DO want to include the changes you've made on your **try-something-cool** branch into the **main** branch?

try-something-cool

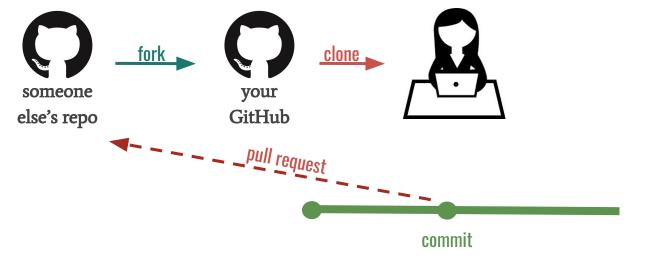




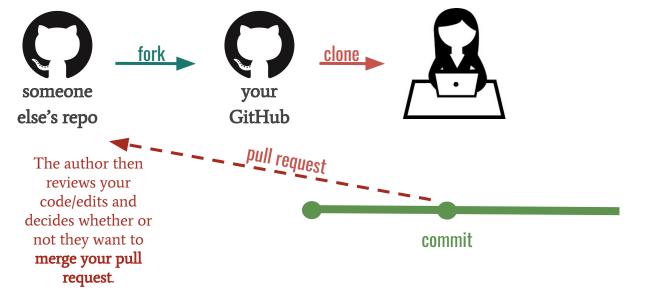
What if someone else is working on something cool and you want to play around with it? You'll have to **fork** their repo.



After you fork their repo, you can play around with it however you want, using the workflow we've already discussed.



But what if you think you've found a bug in their code, a typo, or want to add a new feature to their software? For this, you'll submit a **pull** request (aka **PR**).



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Last but not least...what if you find a bug in someone else's code OR you want to make a suggestion but aren't going to submit a suggestion with a PR. For this, you can file an **issue** on GitHub.



Last but not least...what if you find a bug in someone else's code OR you want to make a suggestion but aren't going to submit a suggestion with a PR. For this, you can file an **issue** on GitHub.

Issues are *bug trackers*. While, they can include bugs, they can also include feature requests, to-dos, whatever you want, really!

They can be assigned to people.

They can be closed once addressedor if the software maintainer doesn't like the suggestion



377dfcd00dd057542b112cf13be6cf1380b292ad

commits allow you to time travel because each commit is assigned a unique **hash**

One more git recap...



commits allow you to time travel because each commit is assigned a unique **hash**

master branch
try-something-cool

branches allow you to experiment. branches can be abandoned or merged

One more git recap...



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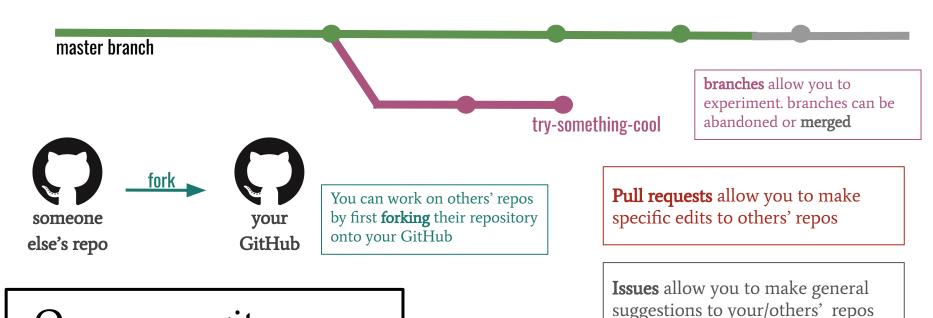
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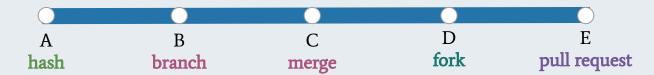
Review & Question Time



Version Controller III

To experiment within your own repo (test out a new feature, make some changes you're not sure will work)...

what should you do?

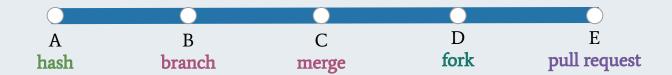




Version Controller IV

If you've made edits to someone else's repo that you're not a collaborator on...

what would *they* have to do to incorporate your changes?



Version Control: Practice

- Assignment 1: Part 1
 - This will get you practice with git & GitHub
 - Understand what you're doing in the assignment!
 - You may have to google, ask others, spend some time with this!
 - Part II is a Python review; each part of this assignment is self-contained
 - Do this part of the assignment ASAP
- git & Github == How to get the course lectures/materials
 - Assignment 1 will have you fork the Lectures and Project repos
 - You can <u>keep the lectures up-to-date</u> throughout the quarter
- you'll be using GitHub for your final projects

Note: You're encouraged to put projects on GitHub.
Please do <u>not</u> put assignments on GitHub.

COGS 108 Final Projects

The **COGS 108 Final Project** will give you the chance to explore a topic of your choice and to expand your analytical skills. By working with real data of your choosing you can examine questions of particular interest to you.

- You are encouraged to work on a topic that <u>matters</u> to the world (your family, your neighborhood, a state/province, country, etc).
- Taboo Topics: Movie Predictions/Recommendation System; YouTube Data Analysis

Final Project: Objectives

- Identify the problems and goals of a real situation and dataset.
- Choose an appropriate approach for formalizing and testing the problems and goals, and be able to articulate the reasoning for that selection.
- Implement your analysis choices on the dataset(s).
- Interpret the results of the analyses.
- Contextualize those results within a greater scientific and social context, acknowledging and addressing any potential issues related to privacy and ethics.
- Work effectively to manage a project as part of a team.

Deadlines & Action Items

Project Proposal: Due Fri, Jan 31st @ 11:59 PM (Week 4)

Project Check-In: Due Fri, Feb 21st @ 11:59 PM (Week 7)

Project Survey: Due Fri, Mar 13st @ 11:59 PM (Week 10)

Final Project: Due THURS, Mar 19th @ 11:59 PM (Finals Week)

Project Proposal (10%)

https://github.com/COGS108/Projects/blob/master/ProjectProposal.ipynb

Full project guidelines are here: https://github.com/COGS108/Projects/blob/master/FinalProject_Guidelines.pdf