WTF is GIT?

a humble talk by Sergey Arkhipov in MERA on 15 Nov 2011

WTF is GIT?

- 1. What is GIT?
- 2. GIT vs ClearCase
- 3. Fully distributed
- 4. GIT workflow
- 5. Musthave commands
- 6. Credits

Git is an open source, distributed version control system designed for speed and efficiency.

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distributed version control
system designed for speed
and efficiency.

What is GIT? Snapshots, not patches!

Delta storage

Snapshots, not patches!

Delta storage

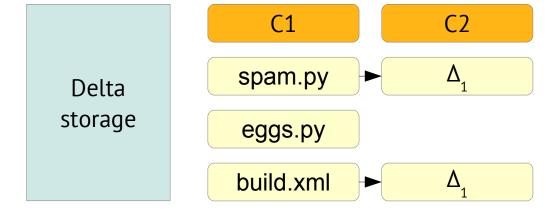
C1

spam.py

eggs.py

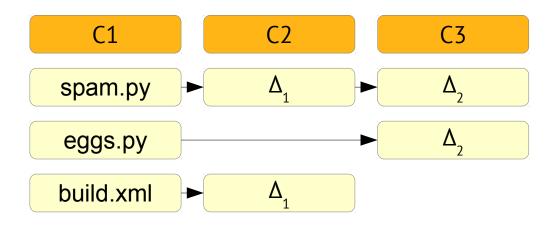
build.xml

Snapshots, not patches!



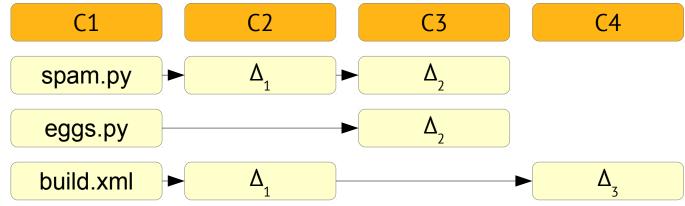
Snapshots, not patches!

Delta storage



Snapshots, not patches!

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Snapshots, not patches!

Delta storage C1

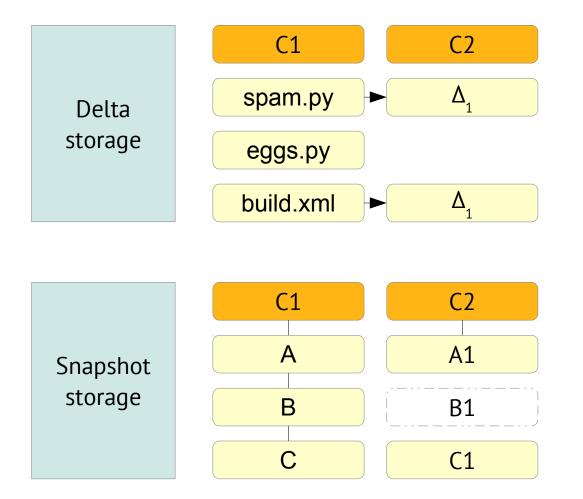
spam.py

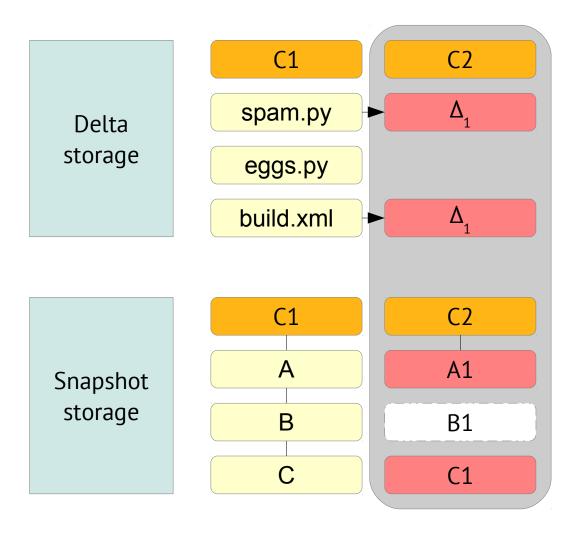
eggs.py

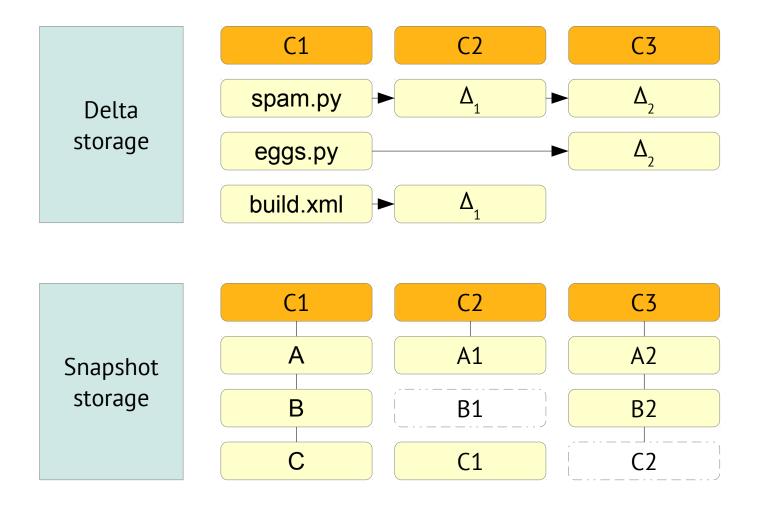
build.xml

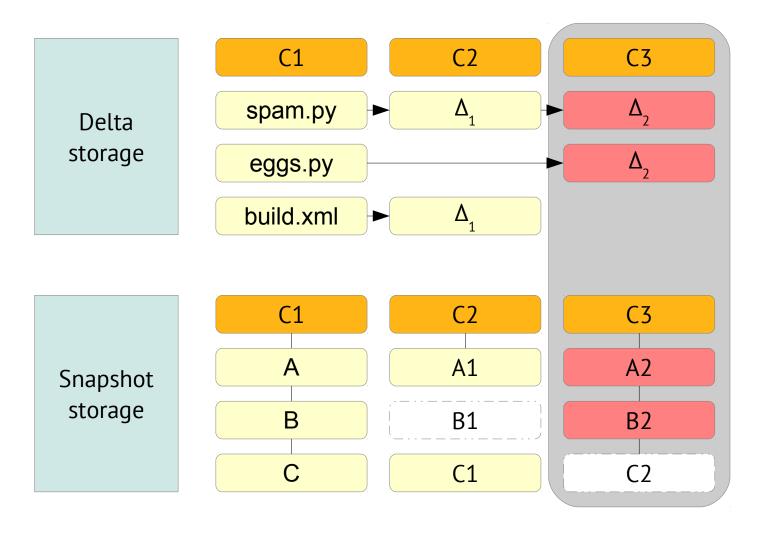
Snapshot storage

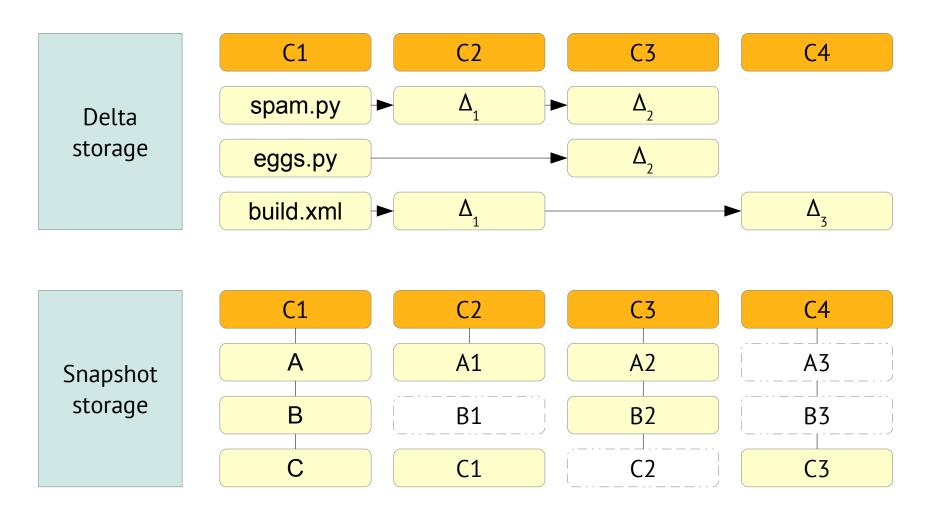
C1
A
B
C

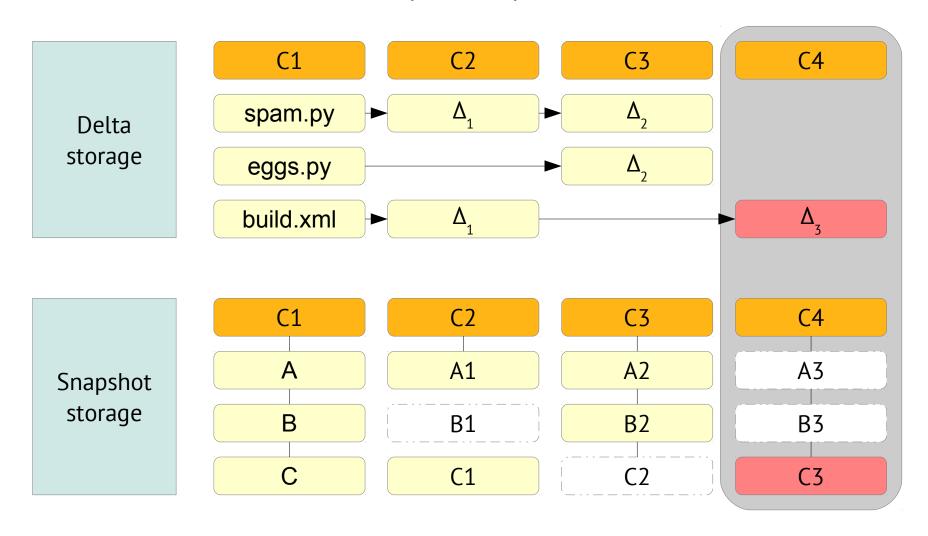


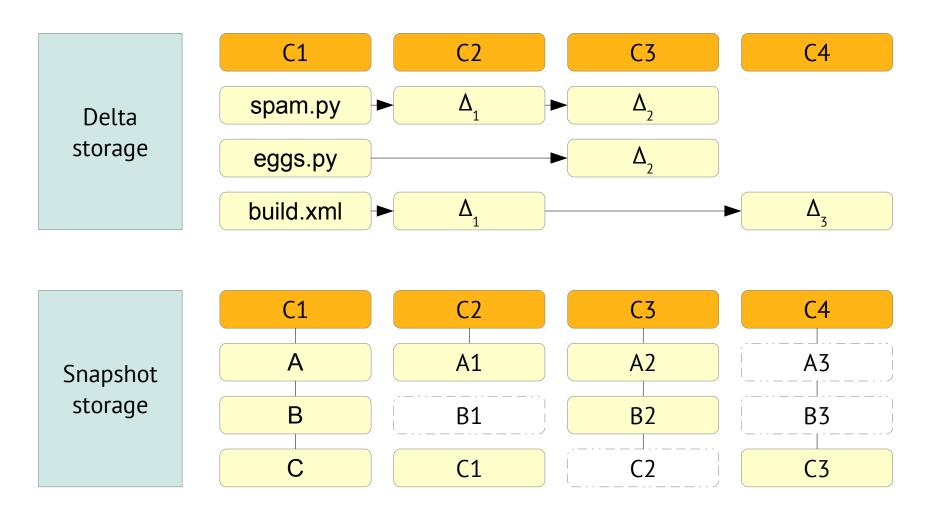


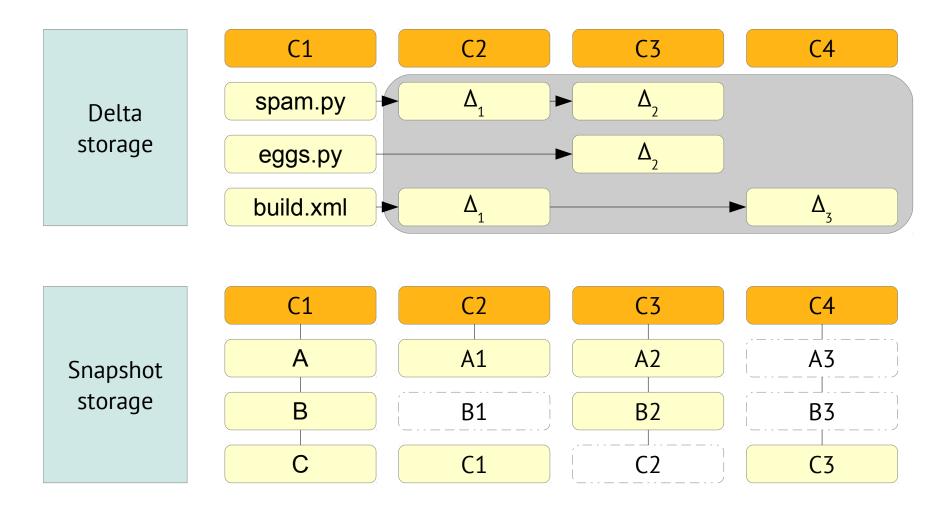


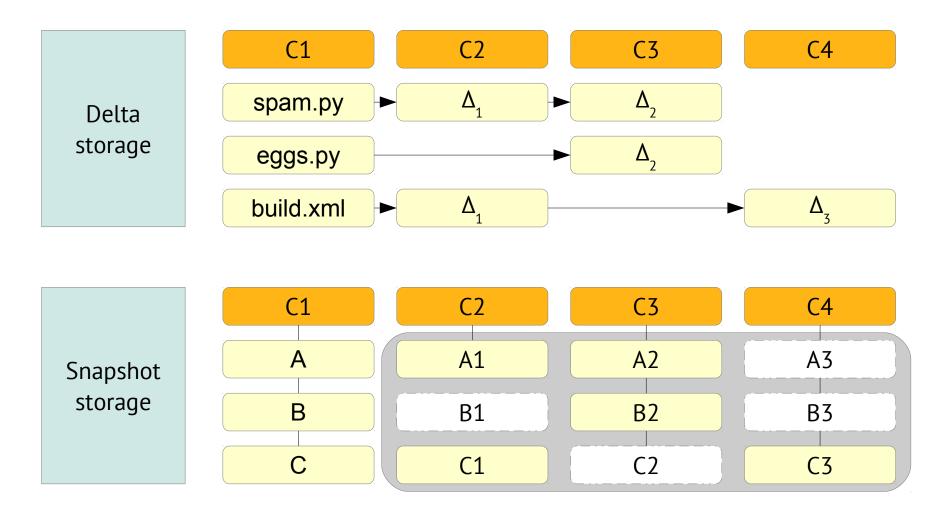






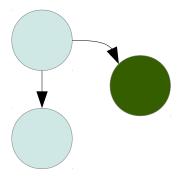


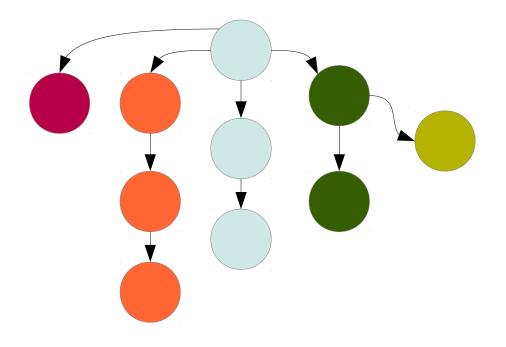


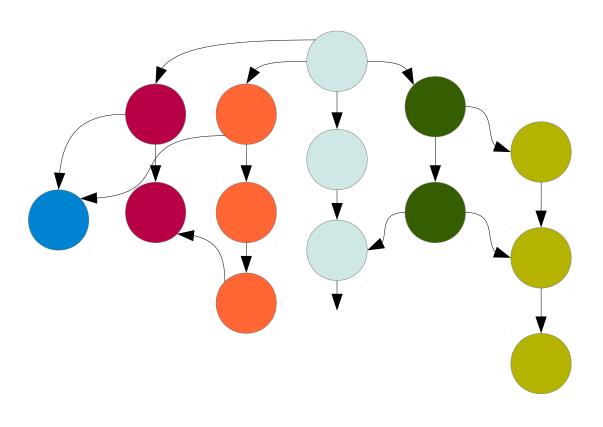


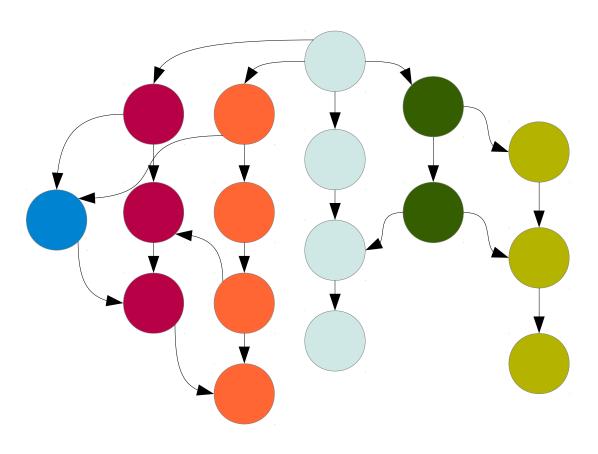
OK. But how is this different to our beloved ClearCase?

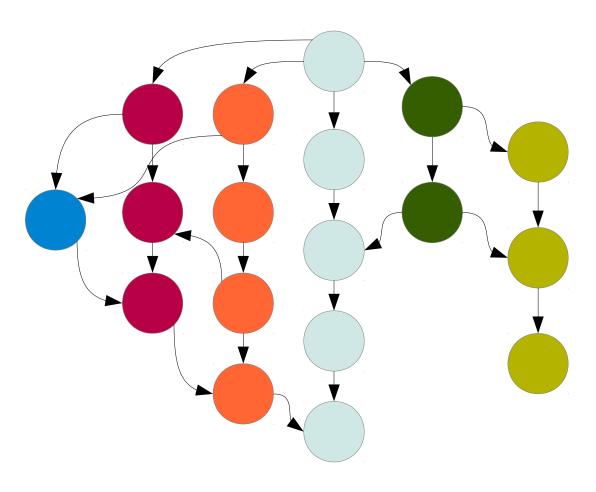


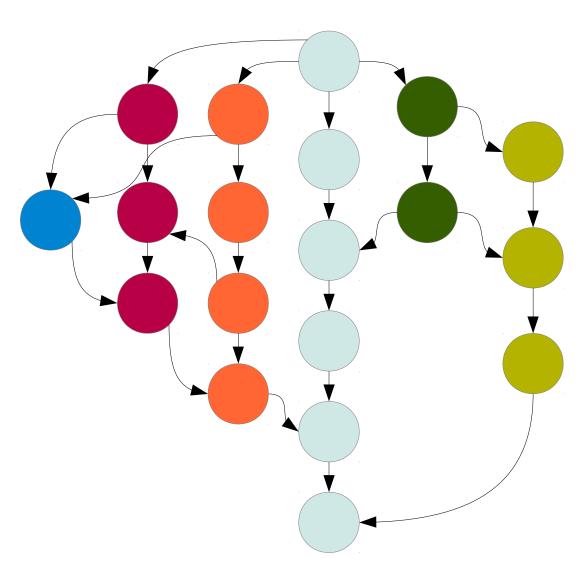




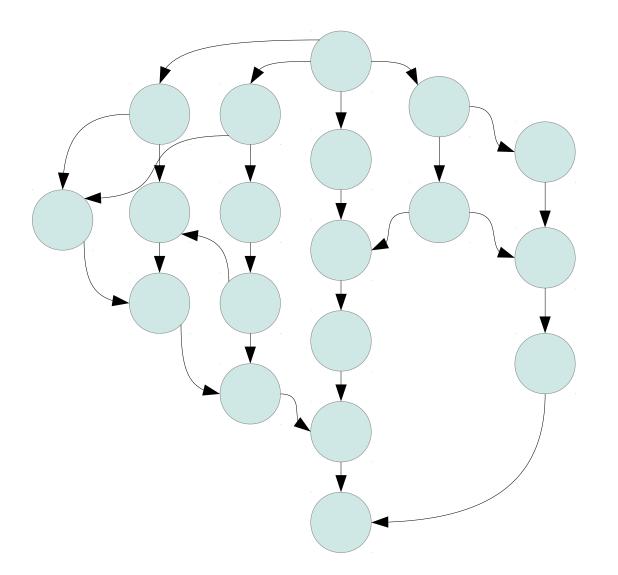








Everything looks great, but...



After 1 year...

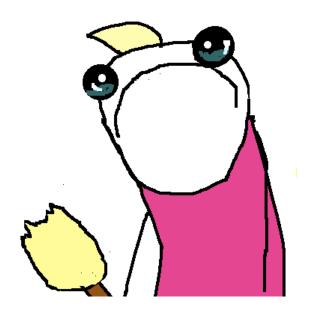
Where did Ivan introduce his correction?



How could I give my beautiful patch to Nikolay?

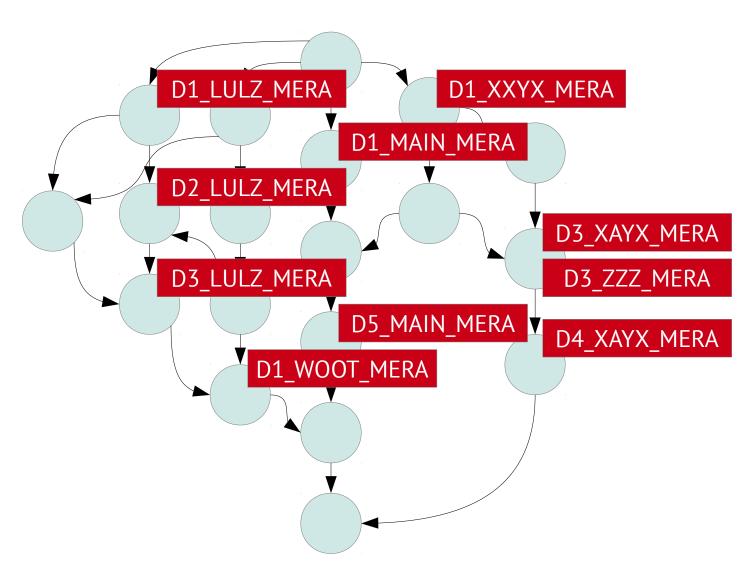


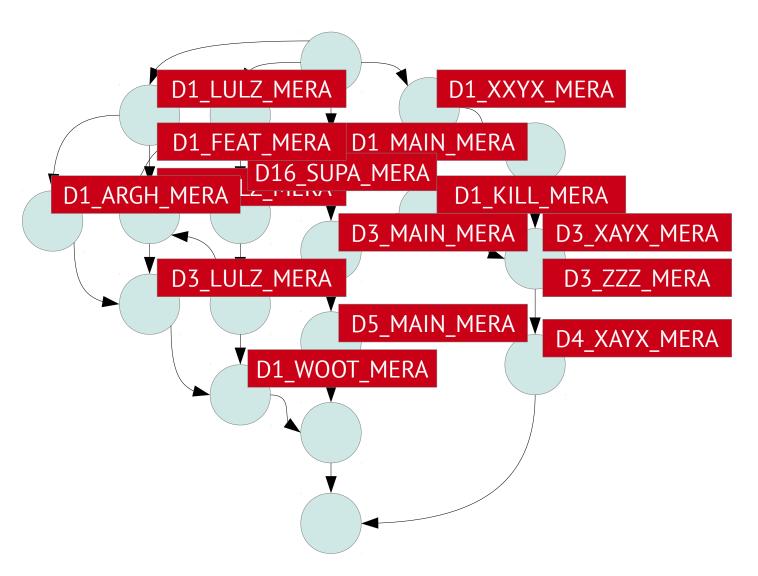
How should I manage all the things?

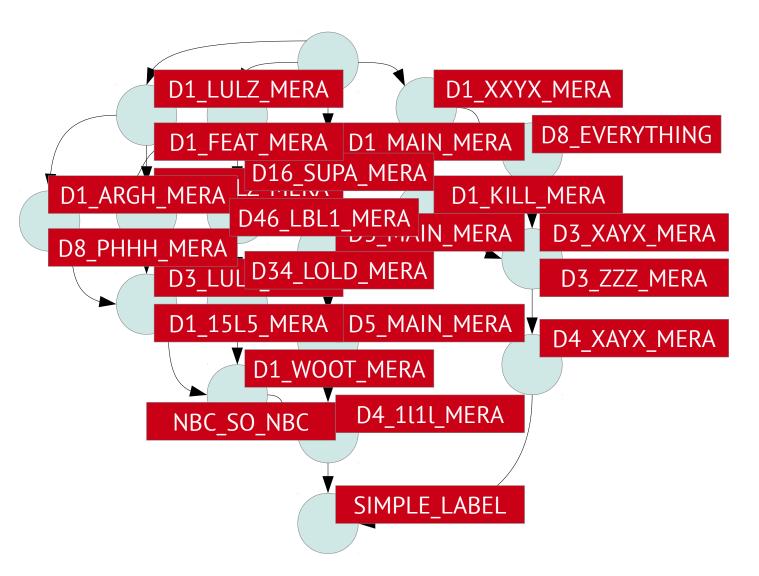


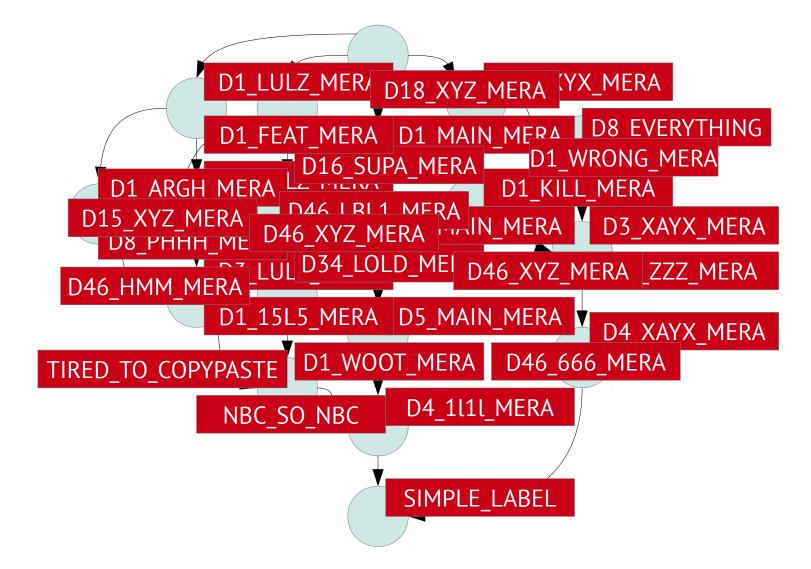
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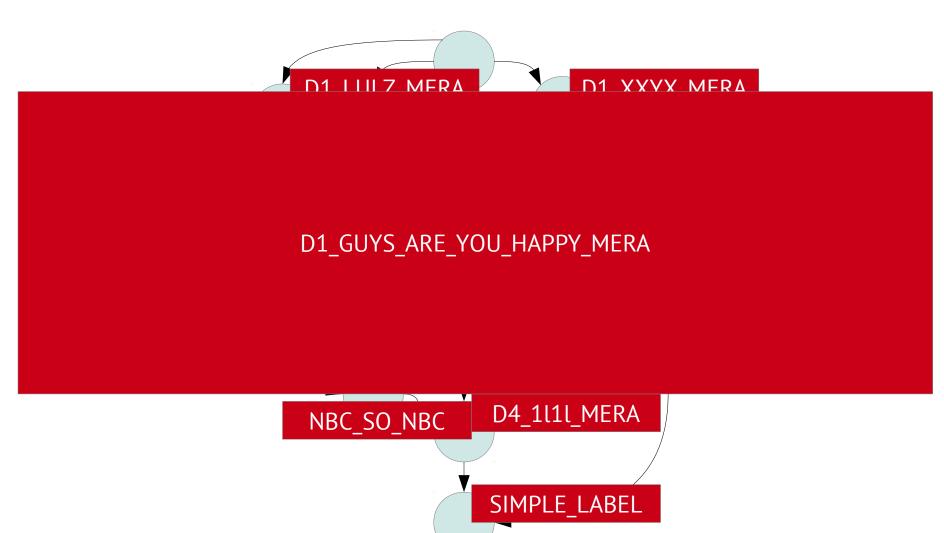












Are you really happy?

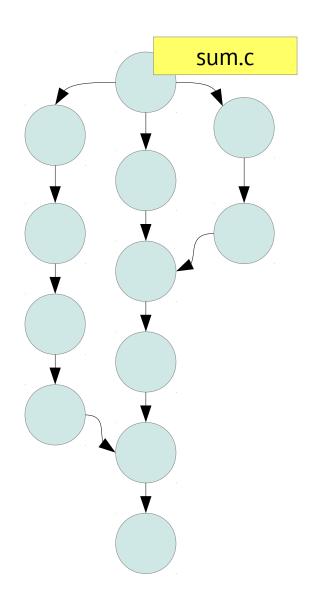


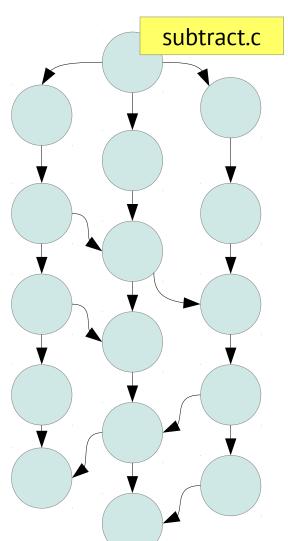
Ordinary ClearCase user

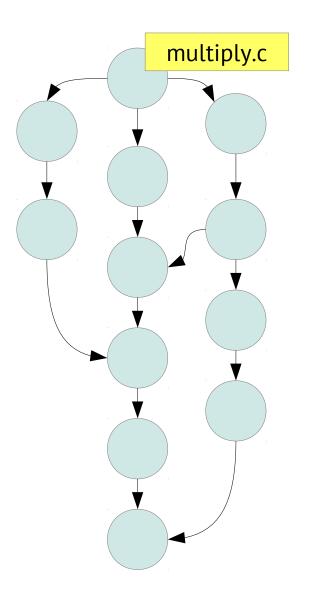


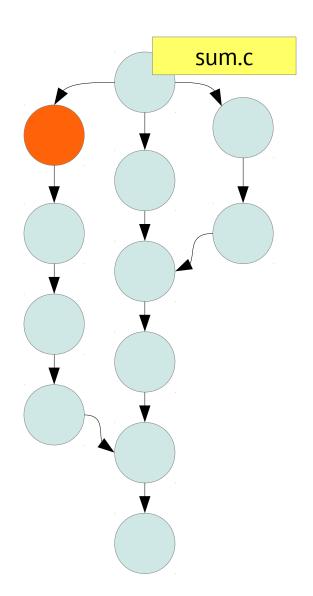
Ordinary GIT user

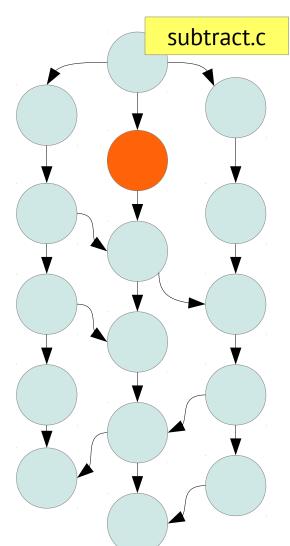
Have you ever realized what your ClearCase view really is?

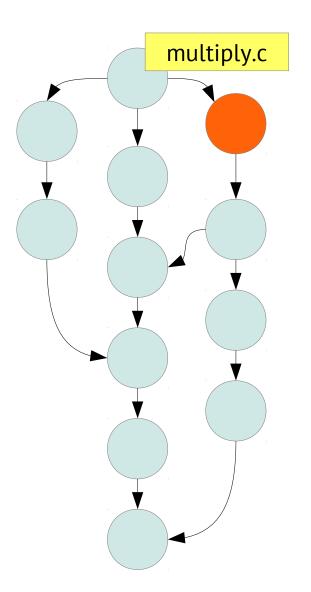


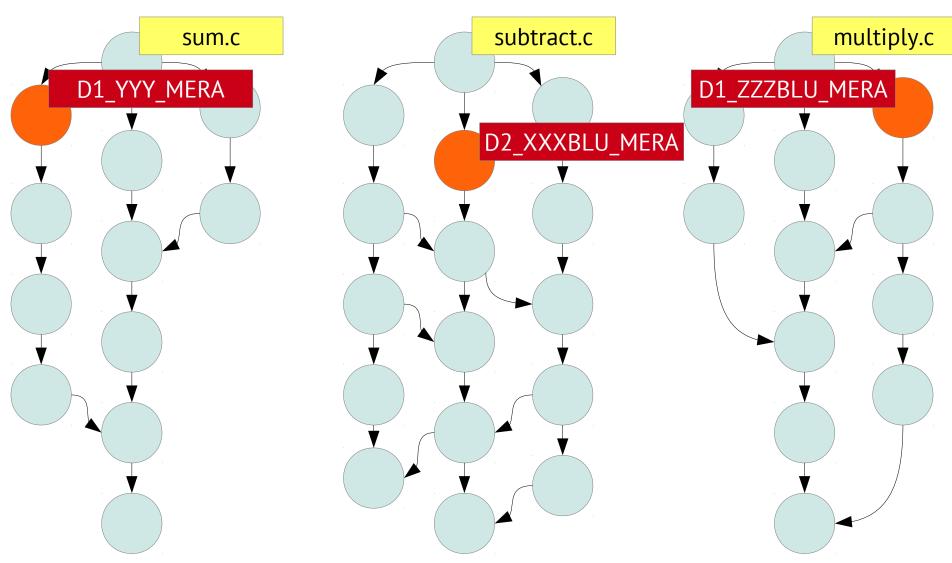


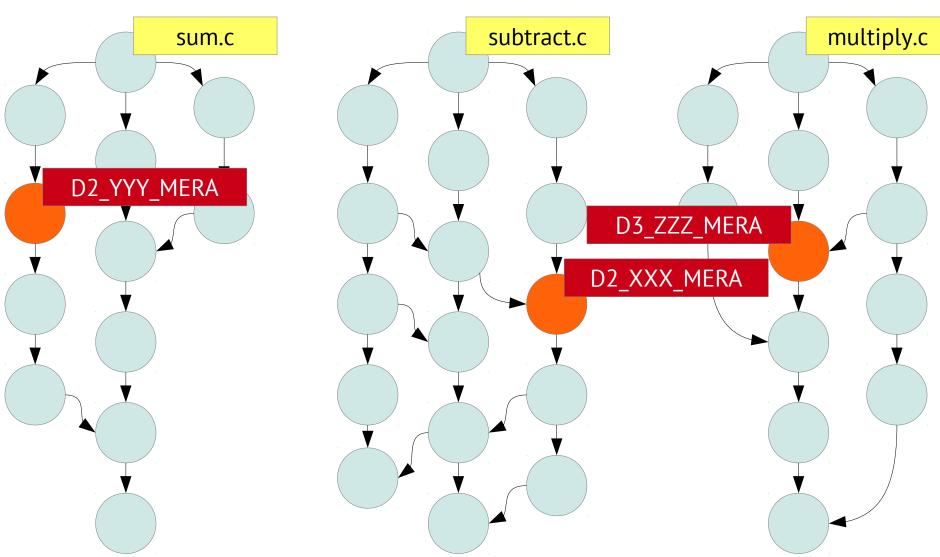


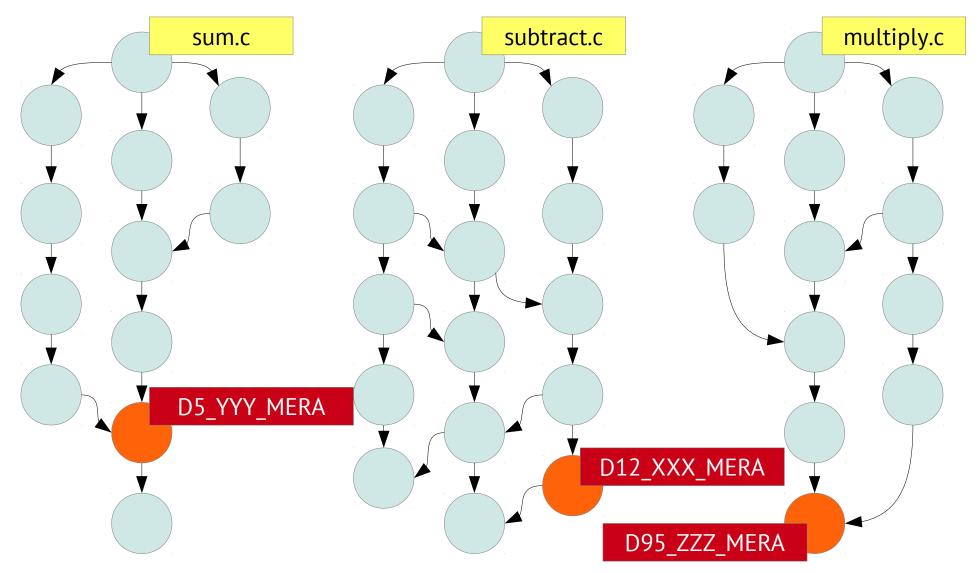




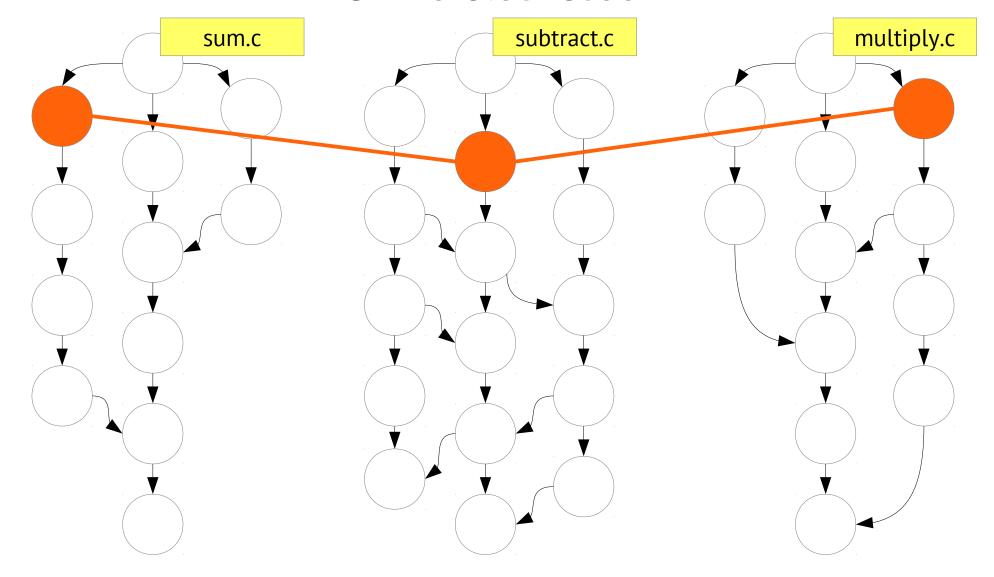


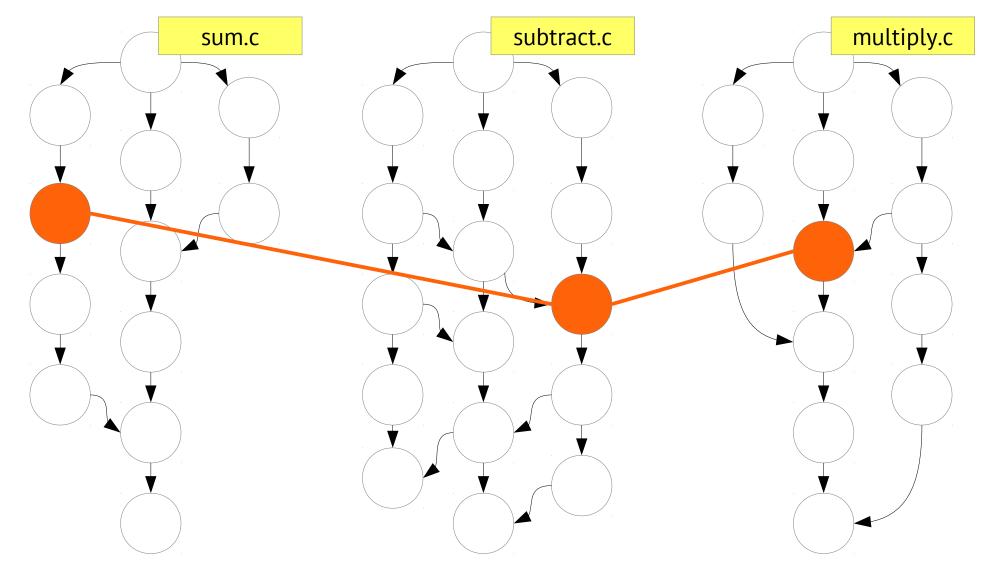


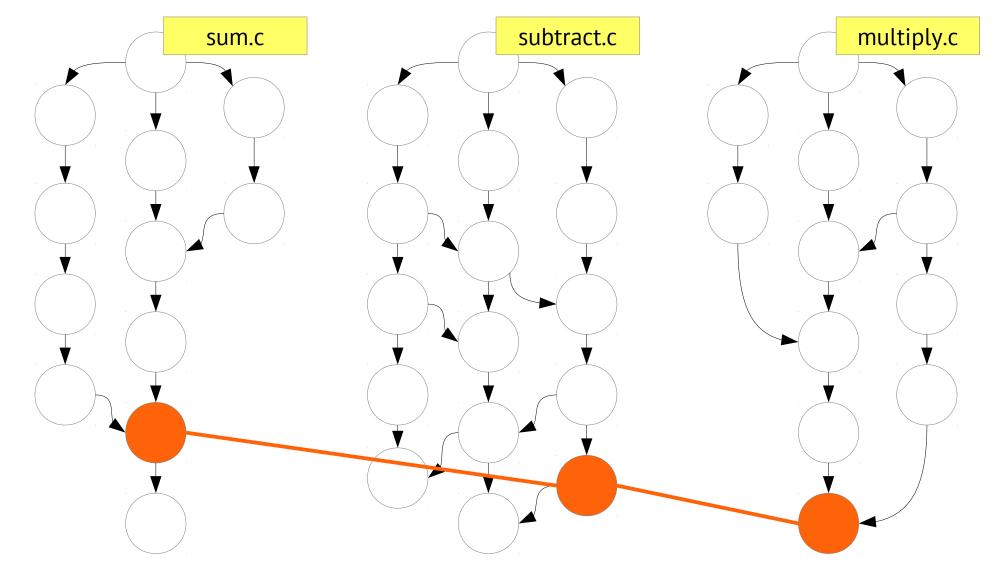


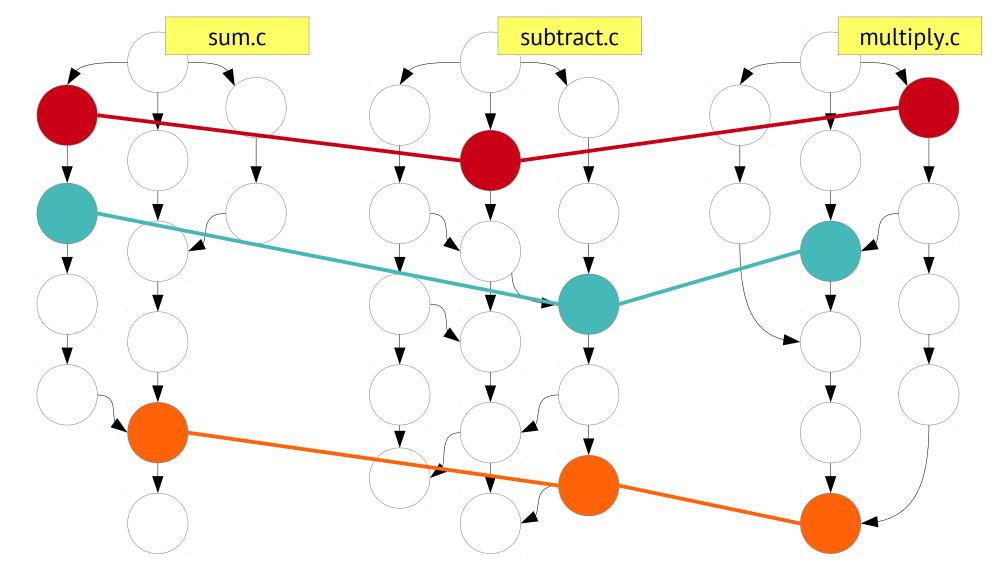


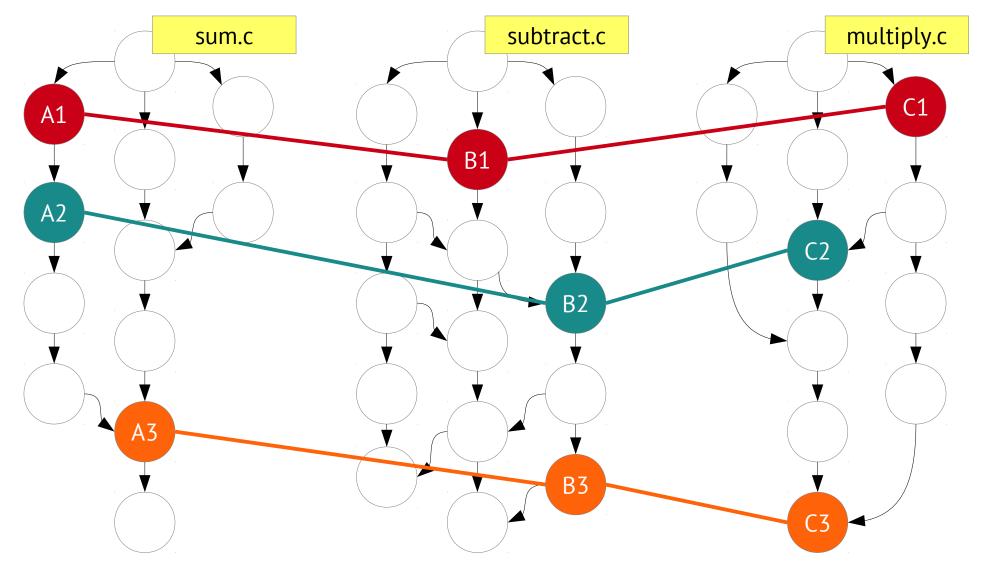
Any ideas about evolution of your view?

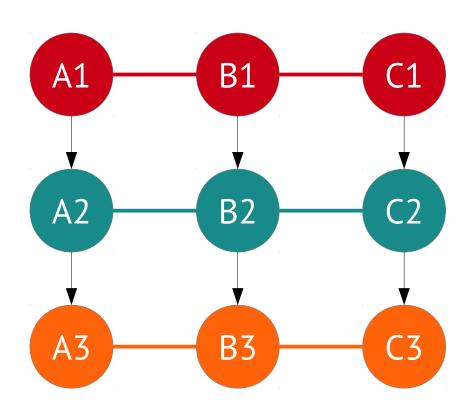


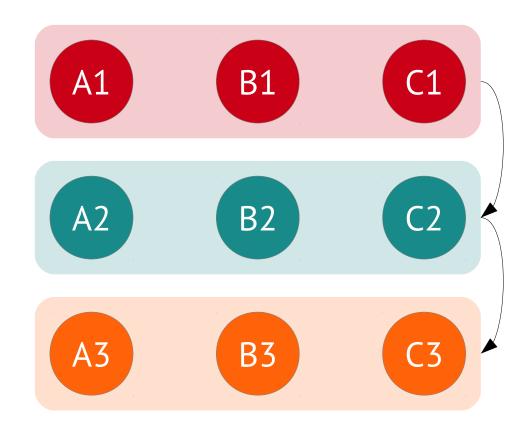


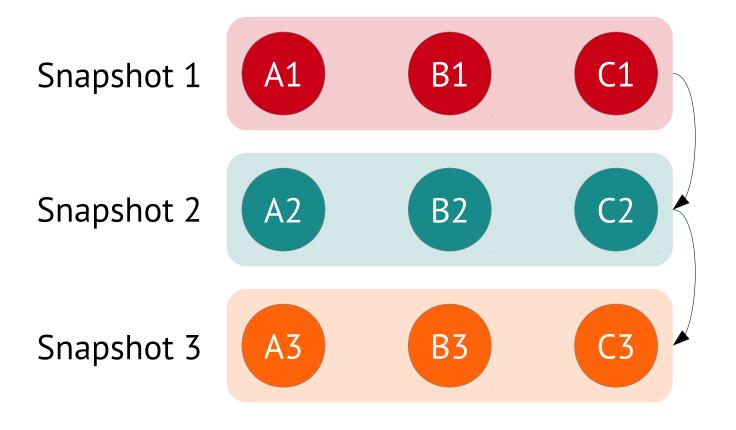


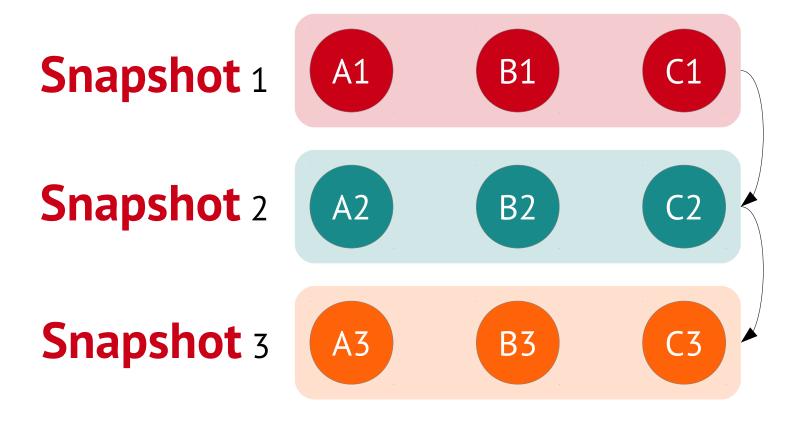












Do not lie yourself. You do not deal with labels. You deal with snapshots.

- 'Baseline' means 'snapshot' in GIT terms.
- But to deliver you correct snapshots there is the team of masterminds who supports label system and makes centralized system redundant.
- Each config spec includes over 9000 different labels to create 1 snapshot.

Over 9000 labels to create 1 snapshot

- And if you want to extend your snapshot, you need to add much more additional rules.
- Each rule defines how your local copy of ClearCase will have to request information about certain file or diff by network.
- Each operation is performed over the network which causes mortal delays. Everything is very slow.
- Without network you cannot even open file or build something.
- You need to explain your ClearCase by unreadable labels and awkward rules time after time which snapshot you need instead of straight using it.

GIT have no such restrictions by design

- GIT initially operates snapshots, there is no need in any explicit determining which set of labels you need.
- Everything is local. You may pull changes from master repository and continue your work even in aircraft, with branches and whole development story. You may check earliest version even you lost in Tundra without any internet signs.
- Your repository is your own game. You can develop in any way you want. Just send your changes into central repository at time.
- Operations are really rapid and easy. If you want to select LSV or branch, you do
 not need to ask central repository for proper set of rules. Just use it!

Examples

Choosing baseline

ClearCase way

Git way

\$ select_config CPP_DESIGN

waiting for 2 minutes

selecting latest baseline

having a cup of tea

excluding components

Pushing 'Set' button

waiting for 2 minutes

closing application

waiting for 1 minute

working

\$ git checkout BASELINE

working

GIT vs ClearCase Branching

ClearCase way

Git way

\$ ct mkbrtype hardcore_branch
\$ ctedcs

\$ git checkout -b hardcore_branch
working

Typing something like

element * CHECKEDOUT
element <path> .../hardcore_branch/LATEST
element <path> /main/cppdev/LATEST
-mkbranch hardcore_branch

\$ ct co -nc <path>/<file>

Working if noone checkedout a file

Building your software

ClearCase

\$ cat ./cc_build.sh

ct_set_needed_cs -version
<LSV> -baseline <BASELINE>

cd <path to one our famed
component>

<build command>

GIT

\$ cat ./git_build.sh

git checkout BASELINE

cd <path to one our famed
component>

<build command>

Building your software

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GIT

```
$ time -p ./cc_build.sh >
/dev/null

real 1053

user 266

sys 78.72
$ time -p ./git_build.sh >
/dev/null

real 58.28

user 21.20

sys 35.14
```

Building your software

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GIT

```
$ time -p ./cc_build.sh >
/dev/null
```

real 1053

user 266

sys 78.72

\$ time -p ./git_build.sh >
/dev/null

real 58.28

user 21.20

sys 35.14

17.5 minutes vs 1 minute!

Do you really like ClearCase?

Or you just have not used something completely different before?

GIT vs ClearCase

- GIT support your **actual way** of developing software **by design**. You do not need to juggle tons of labels being in a jail of ClearCase ancient restrictions.
- ClearCase does not allow to use modern convenient ways of developing 'out of box'. It provides you with hardcore methods for hacking it only.
- Everytime you need something from ClearCase, you need to modify your config spec which already contains text with size around a two volumes of 'War and Peace' book instead of telling it what you really want to get.

You do not use ClearCase to simplify your job, everytime you appeal to it to get anything.

What is GIT?

Git is an open source,

distributed version control
system designed for speed
and efficiency.

(almost) everything is local

which means

- everything is fast;
- every clone is backup;
- work offline;
- every known remote repo is branch;







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Integration repository

Trunk repository

Central network repositories

Ivan's repository

Natasha's repository

Nikolay's repository

Integration repository

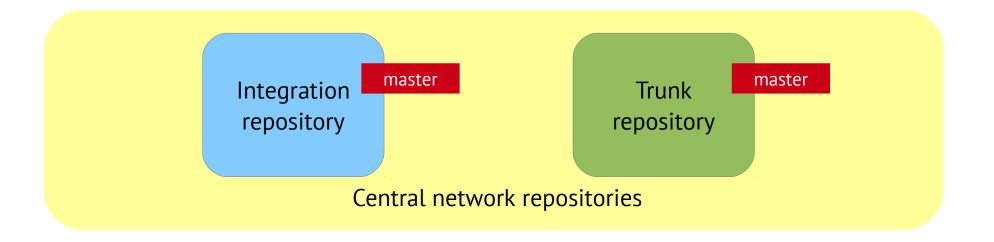
Central network repositories

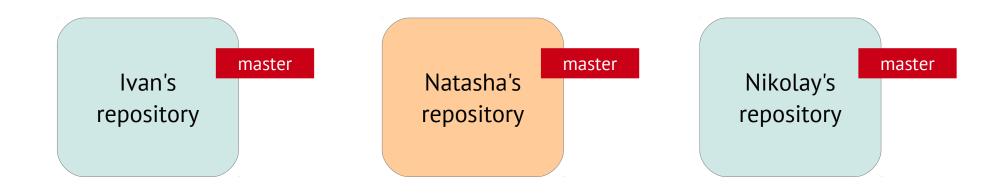
lvan's repository

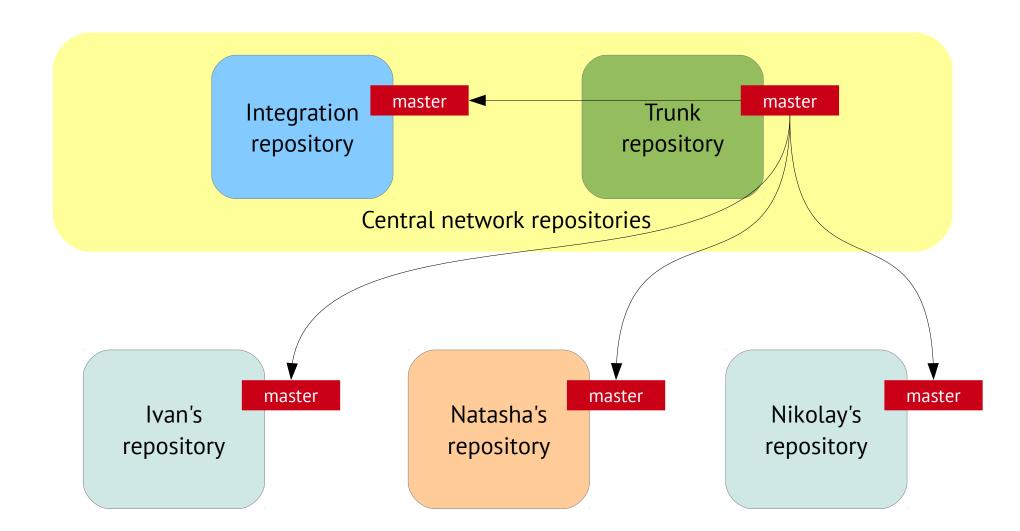
Designer

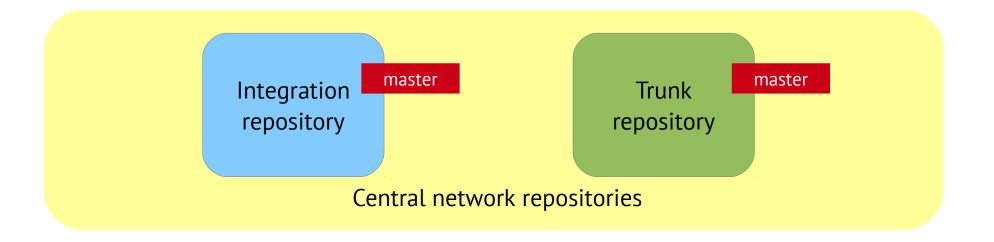
QA Natasha's repository Designer

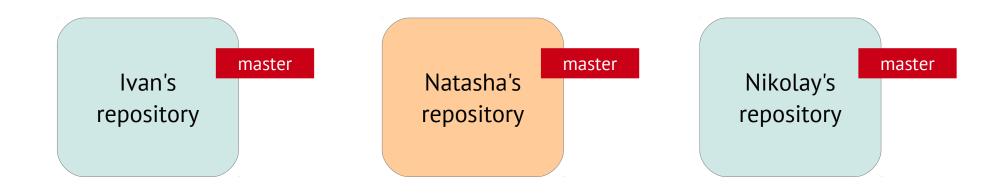
Nikolay's
repository

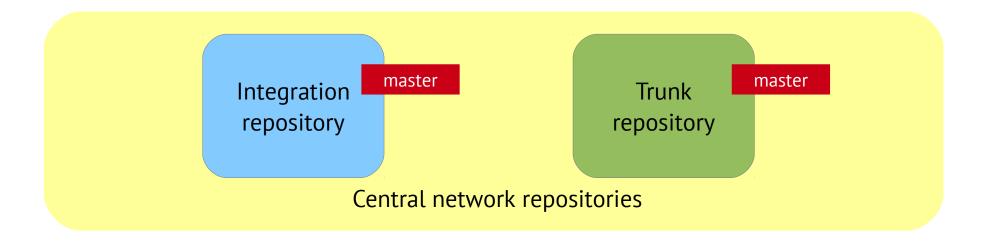


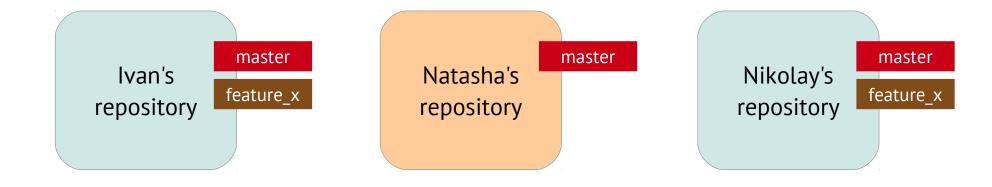


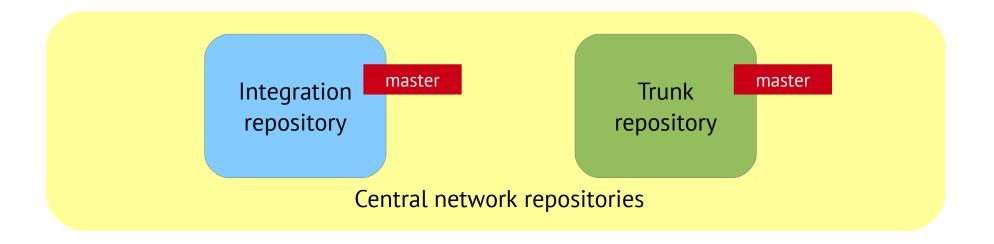


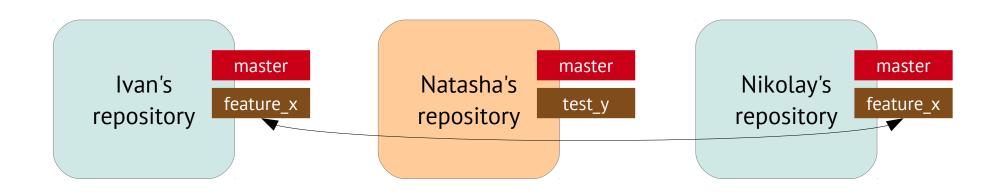


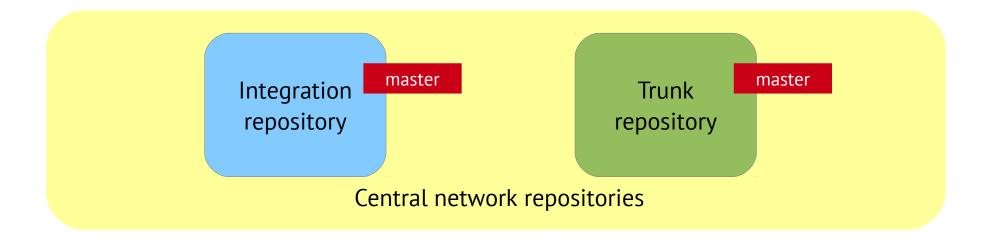


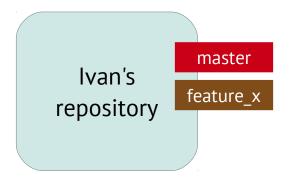






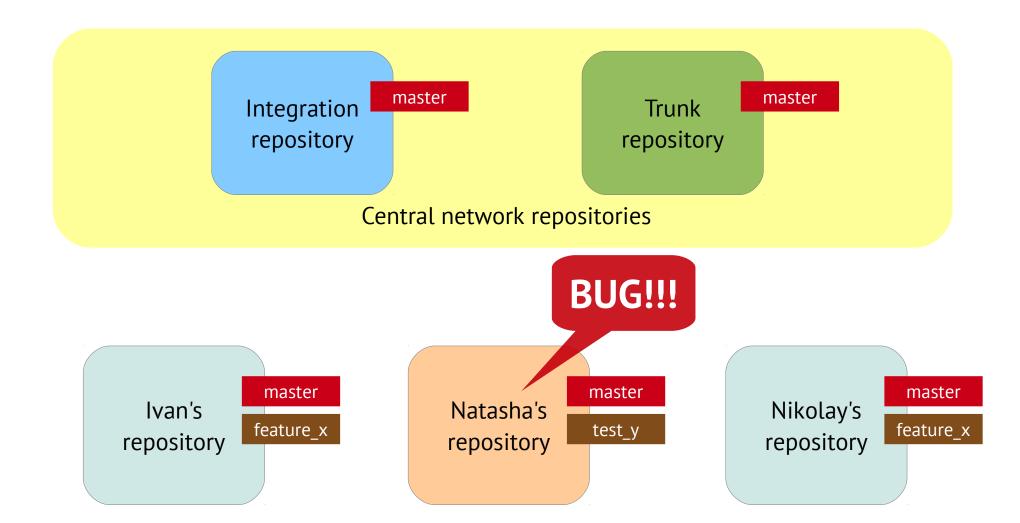


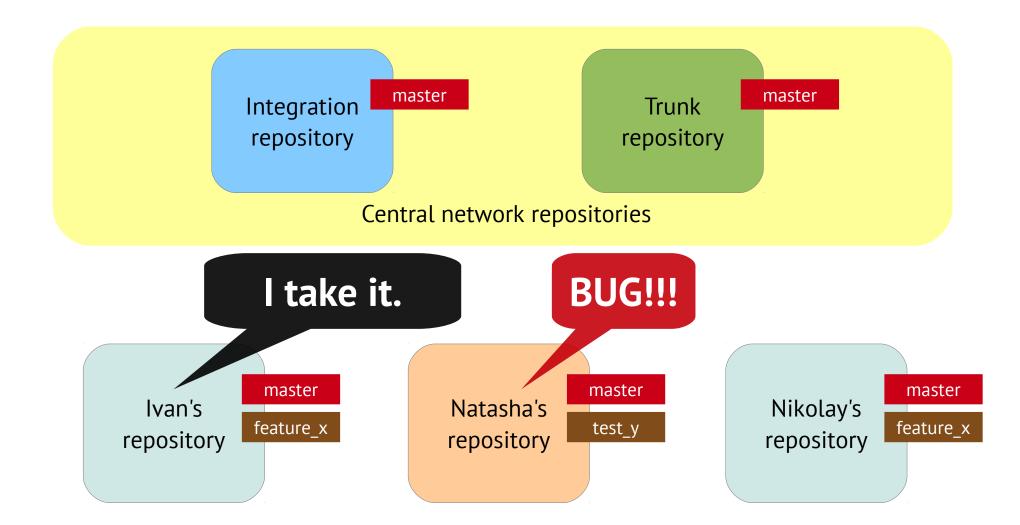


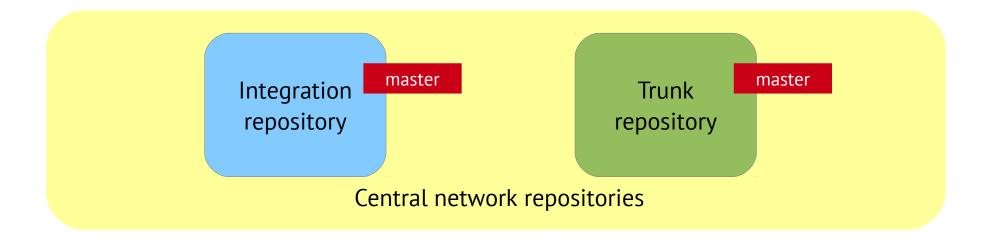


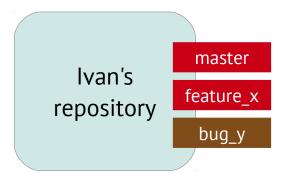


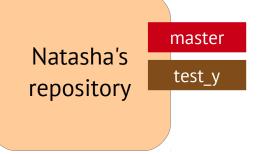




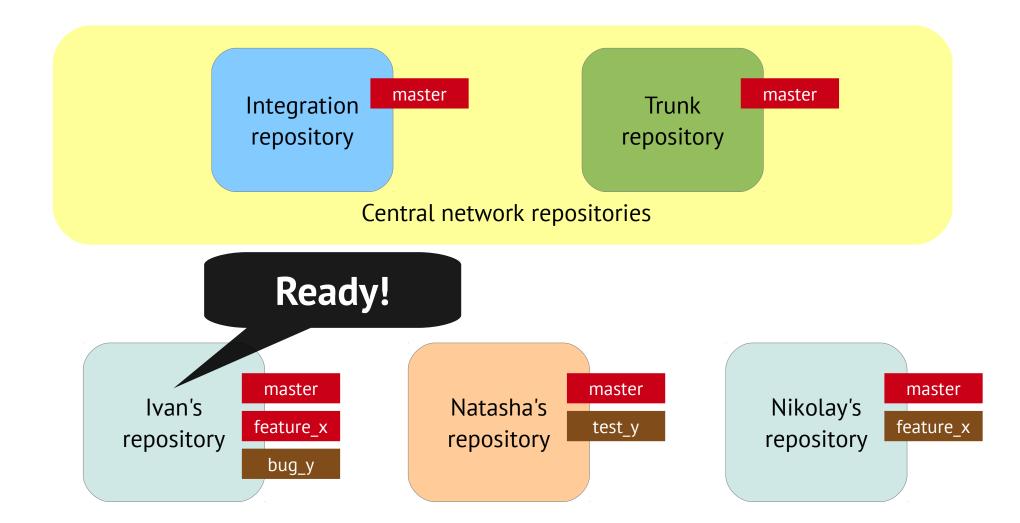


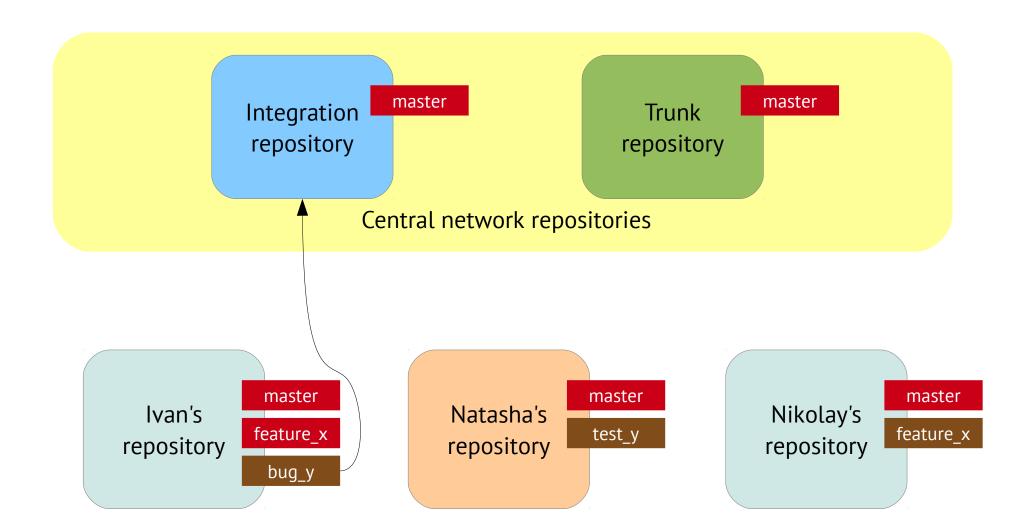


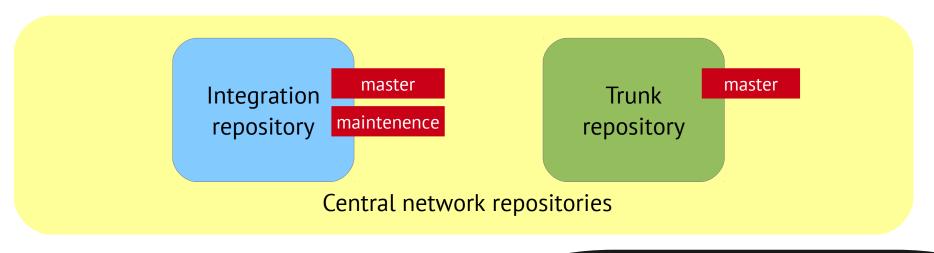


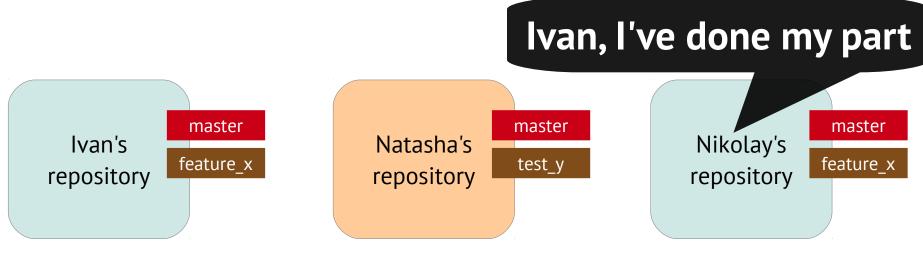


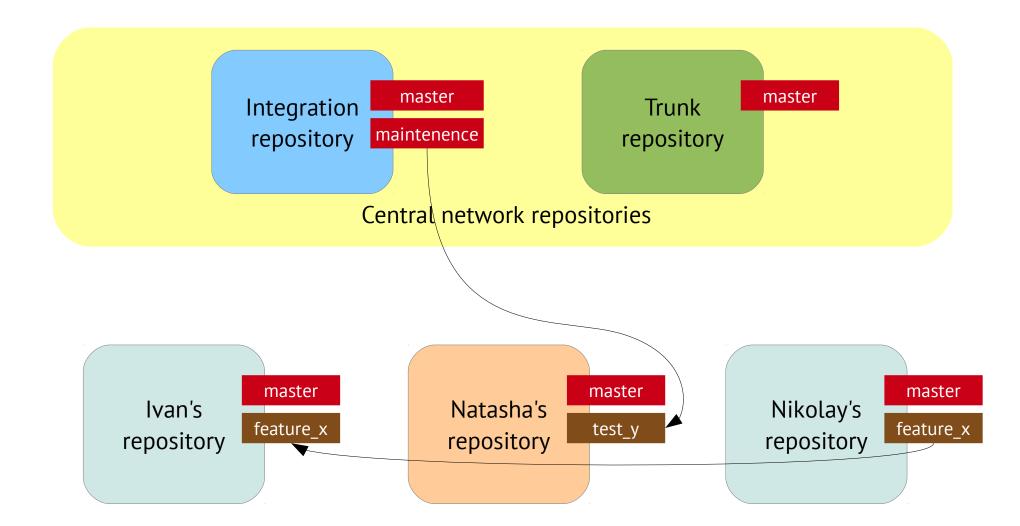


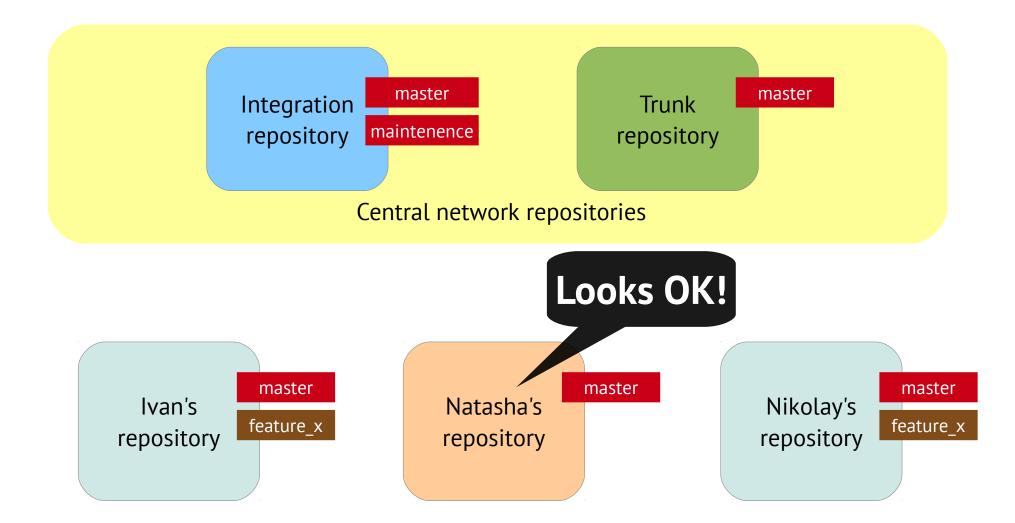


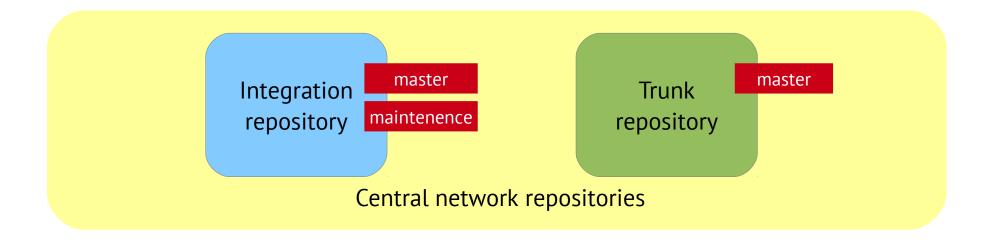


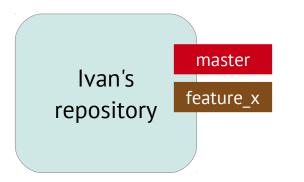






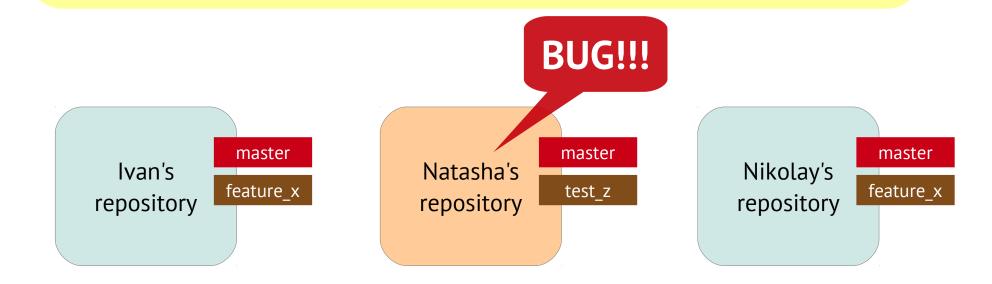


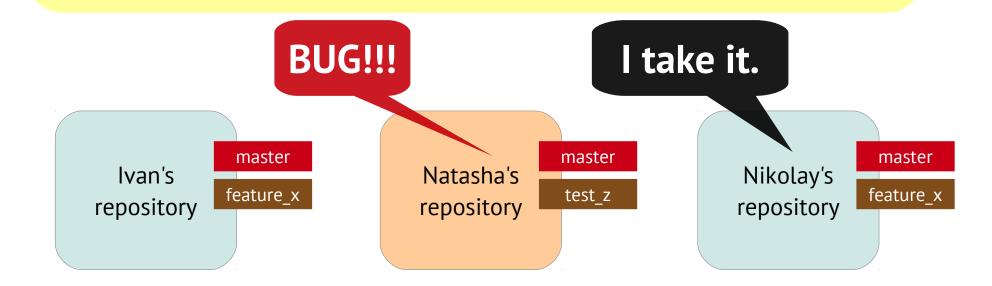


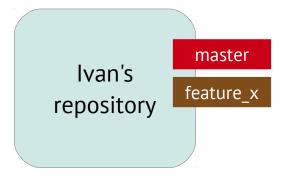






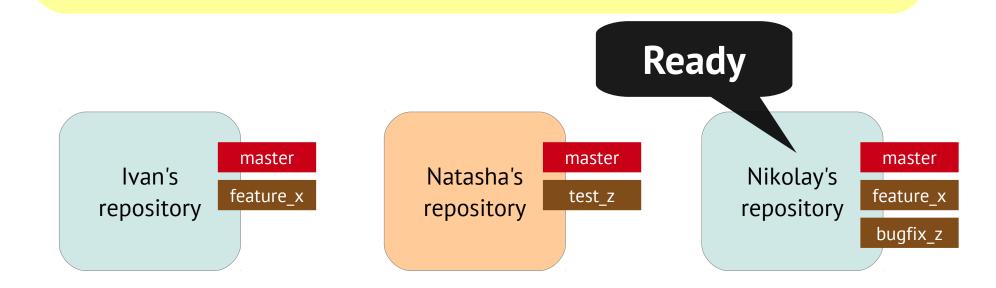


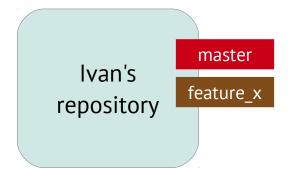


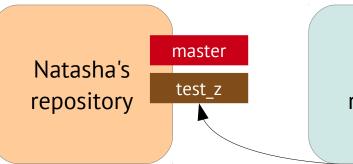




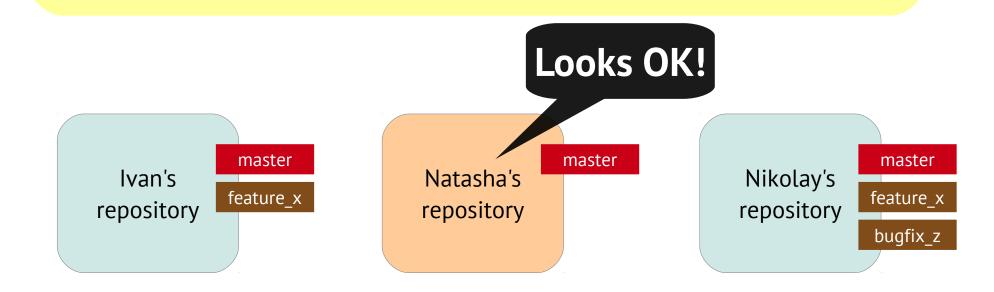


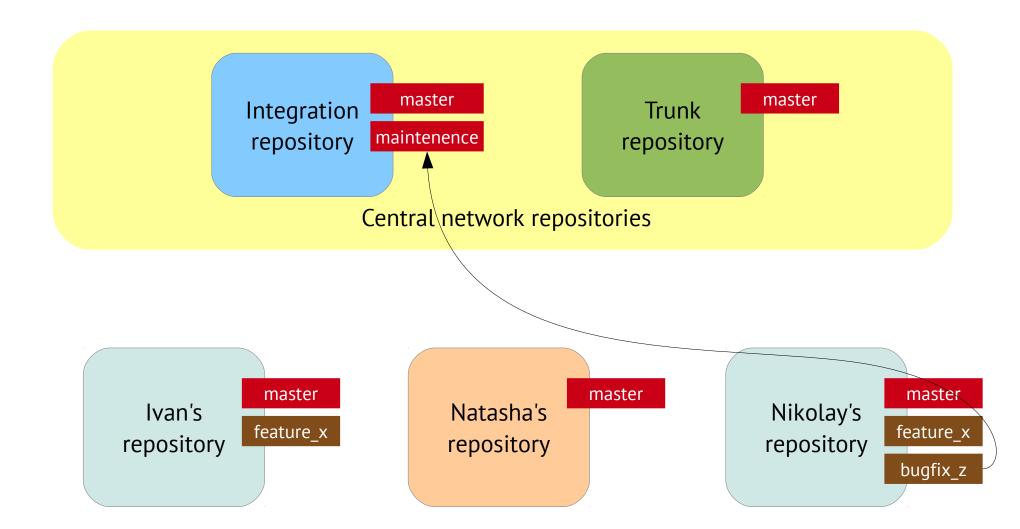


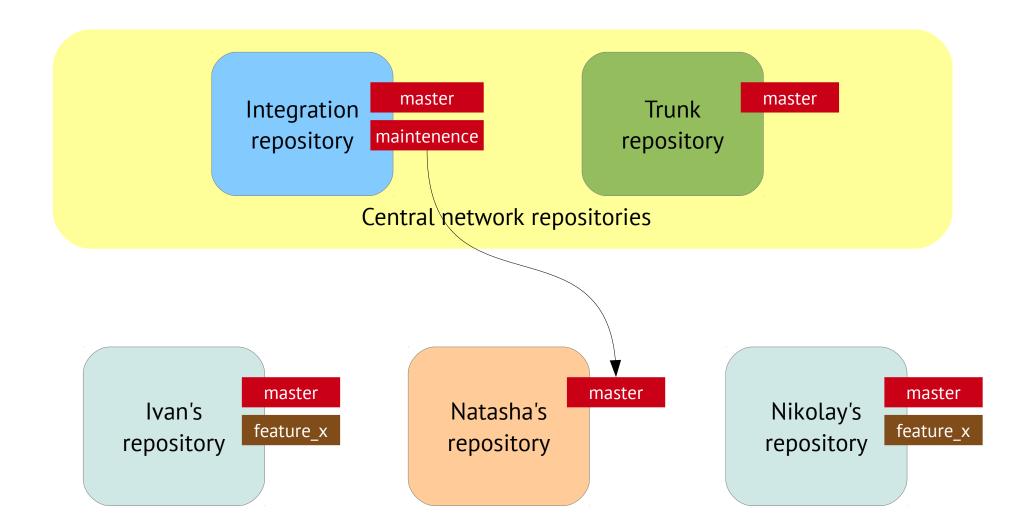


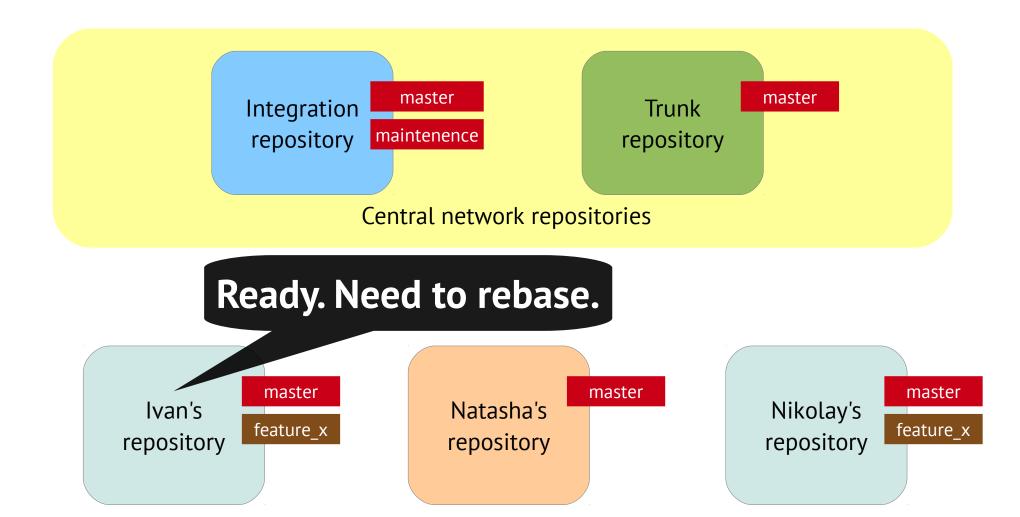


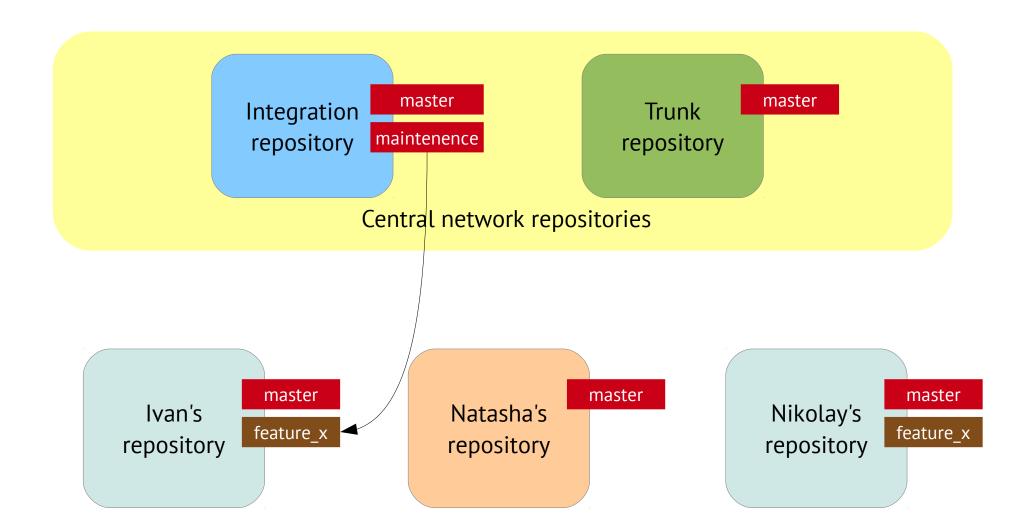


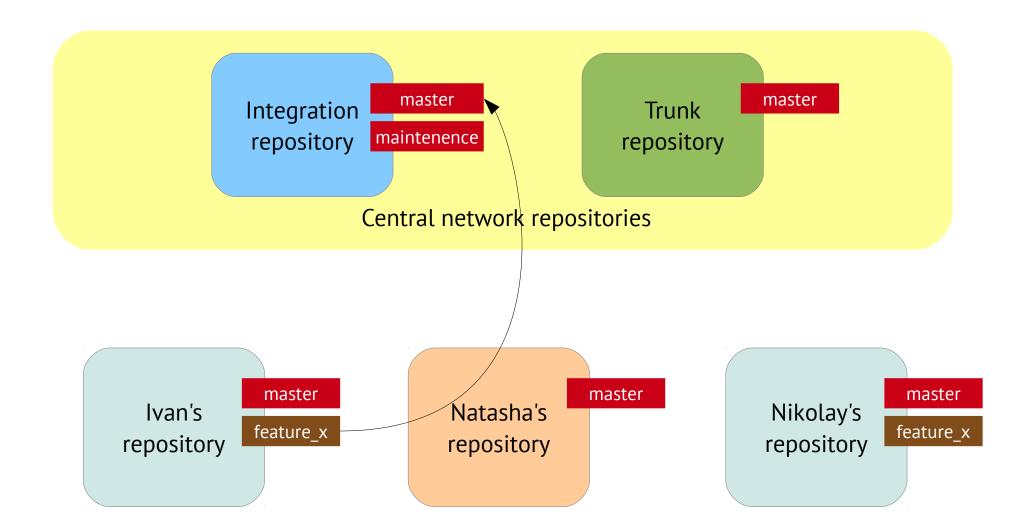


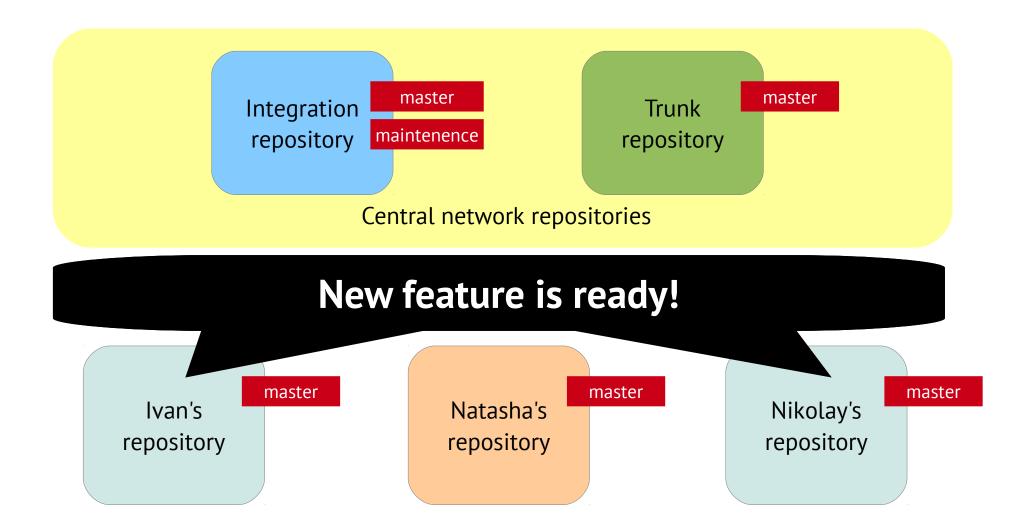


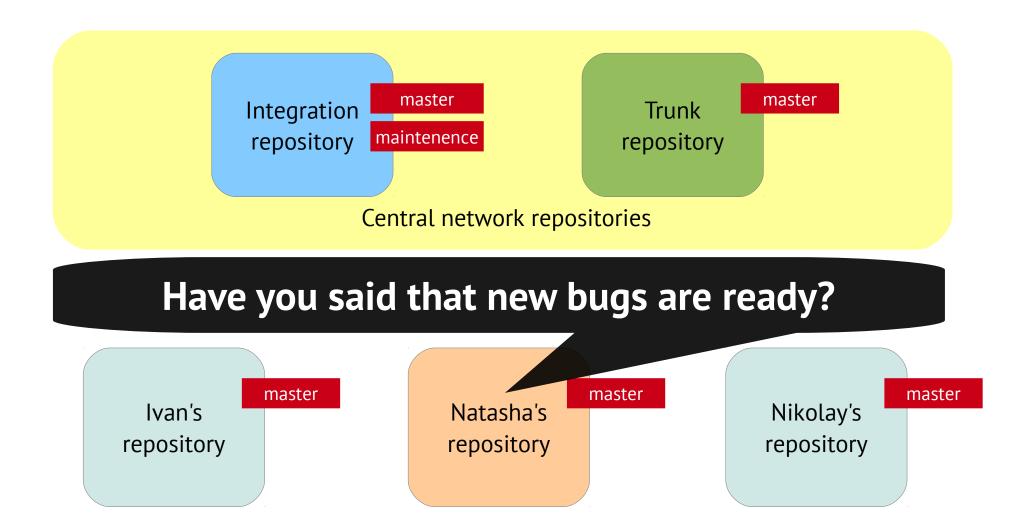


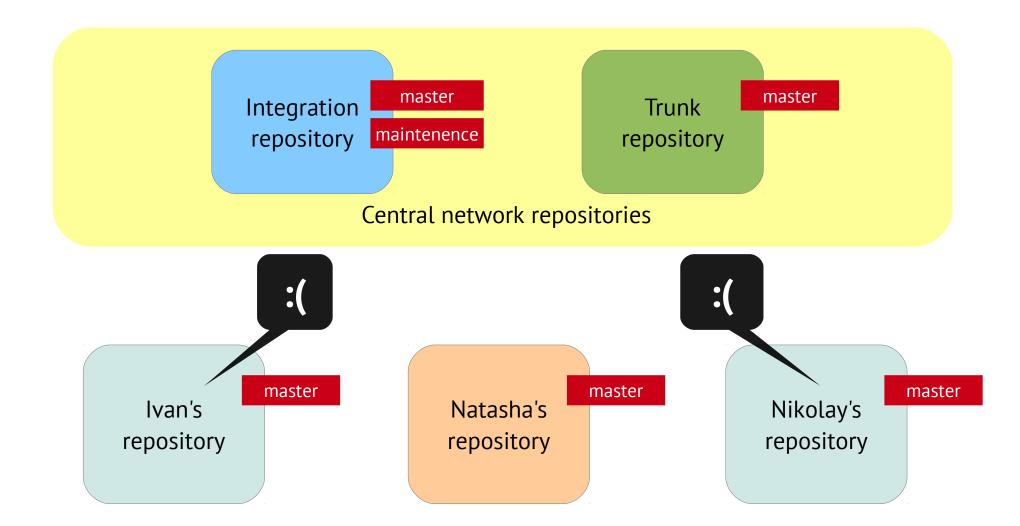


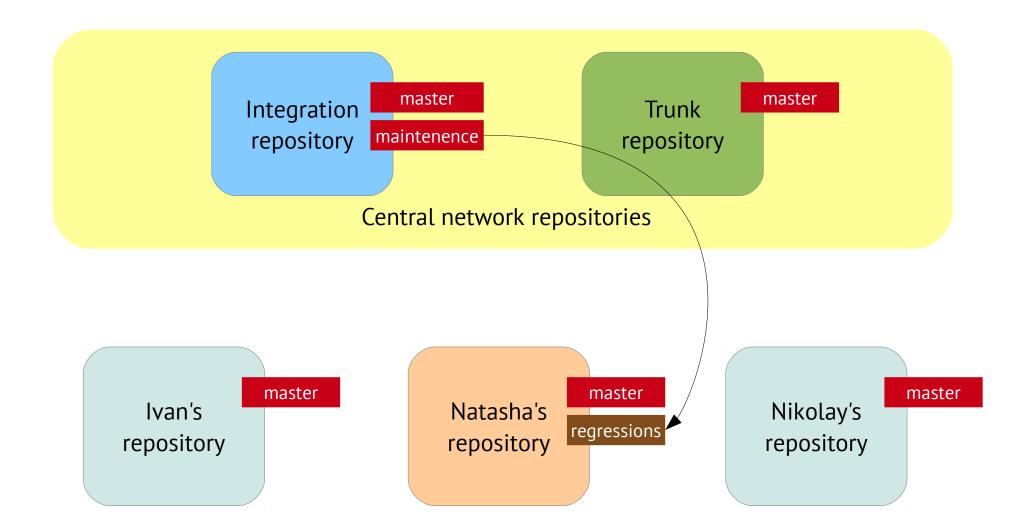


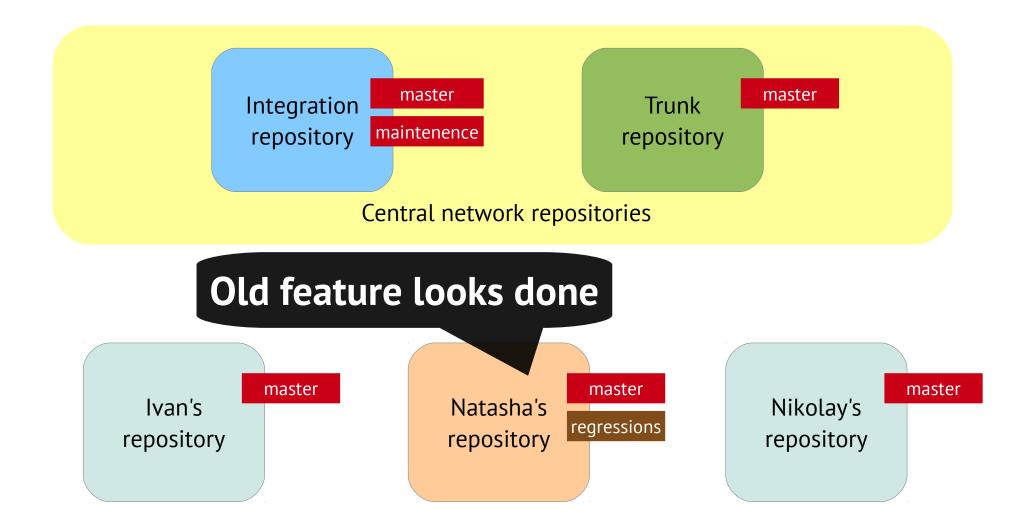


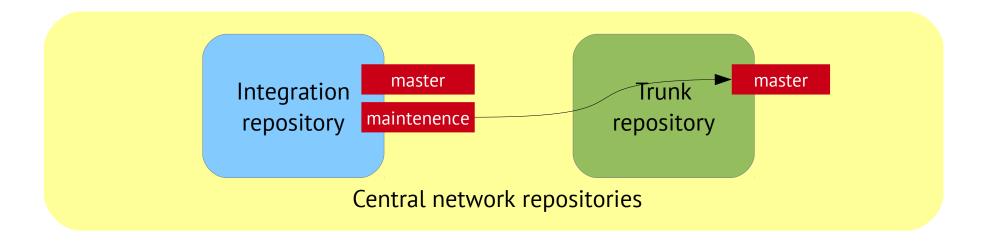


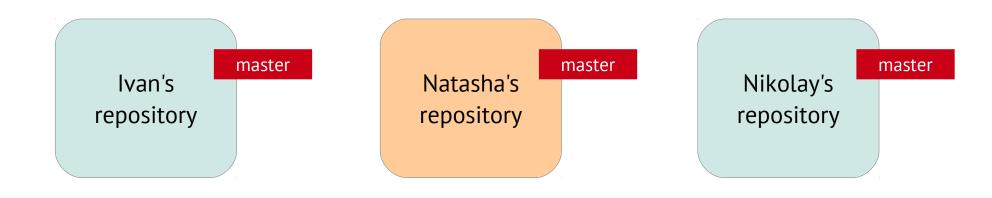


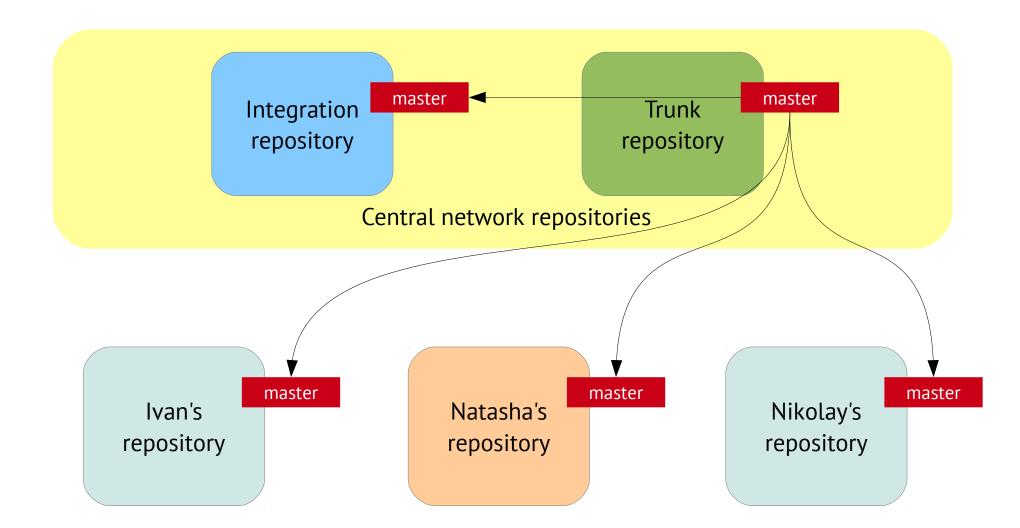








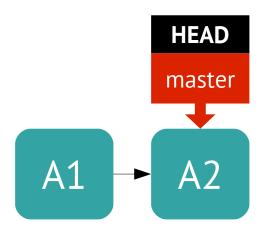




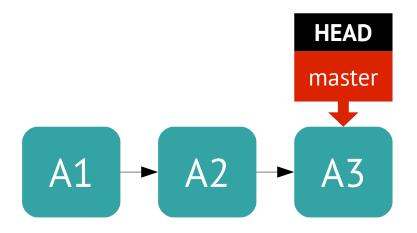
- Create your branch
- Edit files
- Stage your changes
- Commit the changes
- Rebase your branch from master
- Merge to master
- Push to central repository

Branches

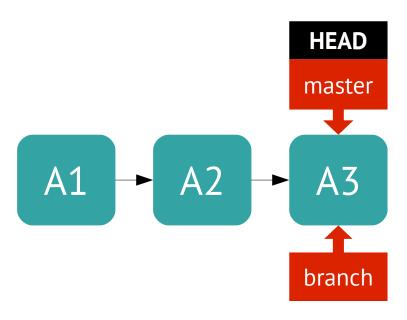




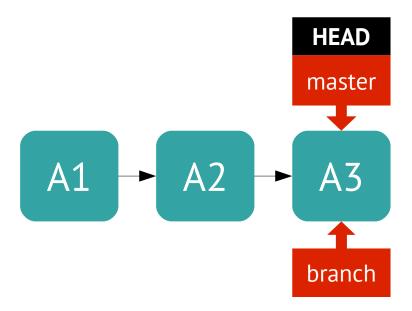
GIT workflow Branching in details



git branch branch

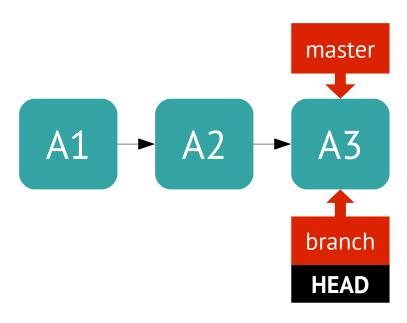


GIT workflow Branching in details

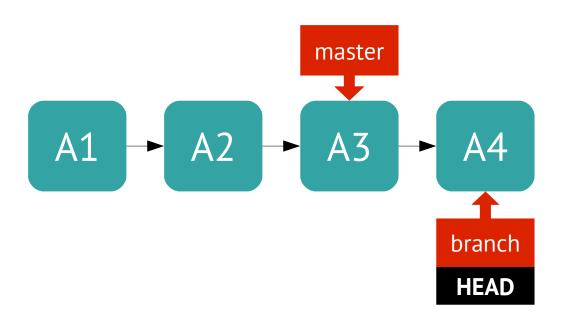


git checkout branch

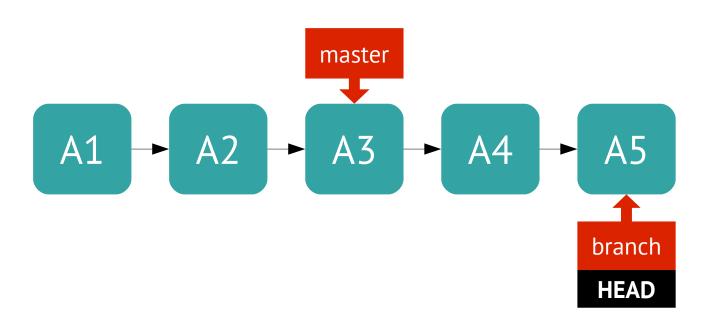
GIT workflow Branching in details



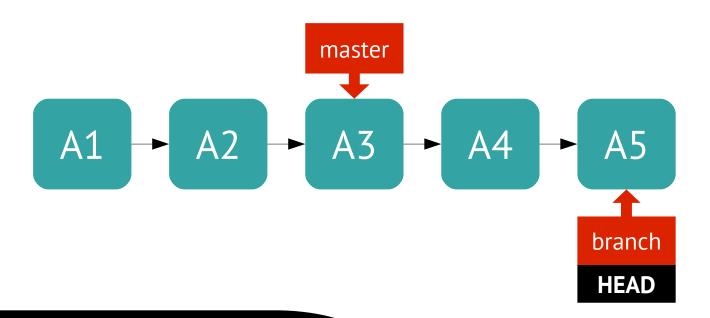
GIT workflow Branching in details



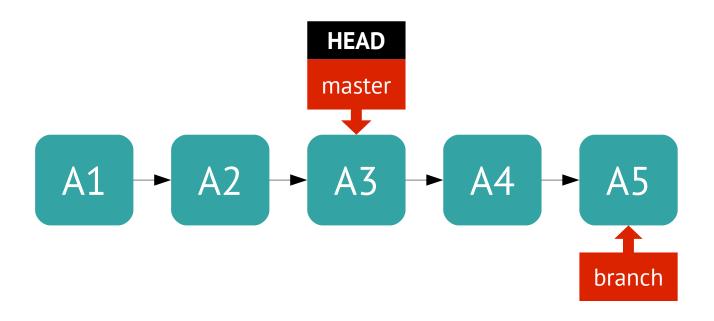
GIT workflow Branching in details



GIT workflow Branching in details



git checkout master

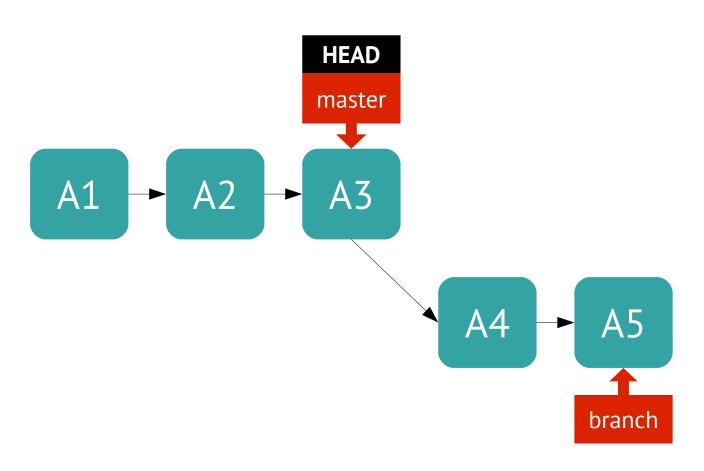


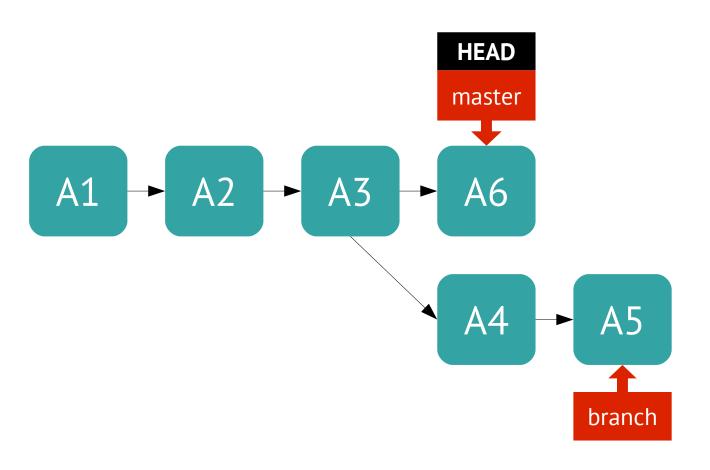
What's up, folks?

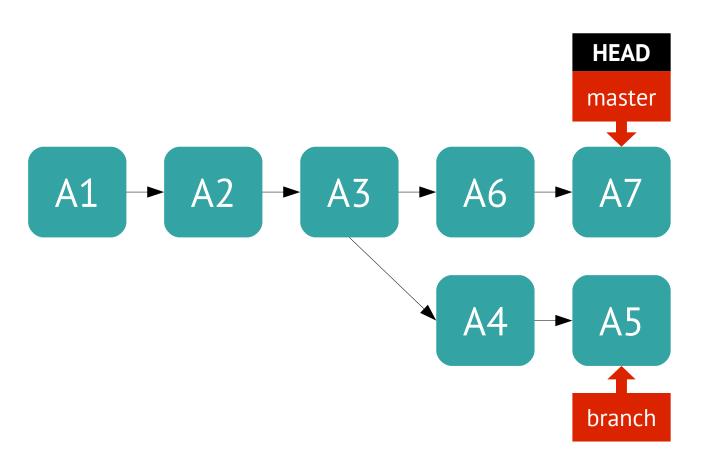
This presentation contains 255 slides and looks like that you have reached the midway.

Congrats!









- Branch pointer always points on the head of a branch;
- Creating branch = creating pointer to commit. 41 bytes on your disk;
- Removing branch is removing pointer.
- Obsolete commits is removed by GIT's GC;
- HEAD meta-tag points to a current active branch;
- One task = one branch.

- Branch pointer always points on the head of a branch;
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- HEAD meta-tag points to a current active branch;
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- Create your branch
- Edit files
- Stage your changes
- Commit the changes
- Rebase your branch from master
- Merge to master
- Push to central repository

Staging and commiting

Working directory

Index

Repository

Working directory

A working copy of your project

Index

Repository

Working directory

Index

Staging area

Repository

Working directory

Index

Repository

Object database

\$ git status

```
# On branch master
#
# Initial commit
#
nothing to commit (create/copy files and use "git add" to track)
```

\$ git status

```
# On branch master
#
# Initial commit
#
nothing to commit (create/copy files and use "git add" to track)
```

```
$ emacs helloworld.c
$ cat helloworld.c
/* This is a classic 'hello world' app */
int
main (int argc, char** argv) {
   puts("Hello, brave new world!");
    return 0;
```

Staging and commiting

\$ git status # On branch master # # Initial commit # # Untracked files: (use "git add <file>..." to include in what will be committed) # # helloworld.c # nothing added to commit but untracked files present (use "git add" to track)

Staging and commiting

```
$ git status
# On branch master
#
# Initial commit
#
 Untracked files:
    (use "git add <file>..." to include in what will be committed)
#
#
   helloworld.c
#
nothing added to commit but untracked files present (use "git add"
to track)
```

```
$ git add helloworld.c
$ git status
# On branch master
#
# Initial commit
#
# Changes to be committed:
   (use "git rm --cached <file>..." to unstage)
#
#
   new file: helloworld.c
#
#
```

```
$ git add helloworld.c
$ git status
# On branch master
#
# Initial commit
#
# Changes to be committed:
   (use "git rm --cached <file>..." to unstage)
#
#
   new file: helloworld.c
#
#
```

Staging and commiting

\$ git commit -m "Useful comment"

```
[master (root-commit) 23409d6] Useful comment
1 files changed, 7 insertions(+), 0 deletions(-)
create mode 100644 helloworld.c
```

```
$ emacs helloworld.c
$ cat helloworld.c
/* This is a classic 'hello world' app */
#include <stdio.h>
int
main (int argc, char** argv) {
   puts("Hello, brave new world!");
   return 0;
```

Staging and commiting

```
# On branch master
# Changes not staged for commit:
# (use "git add <file>..." to update what will be committed)
# (use "git checkout -- <file>..." to discard changes in working directory)
# 
# modified: helloworld.c
#
no changes added to commit (use "git add" and/or "git commit -a")
```

Staging and commiting

```
# On branch master
# Changes not staged for commit:
# (use "git add <file>..." to update what will be committed)
# (use "git checkout -- <file>..." to discard changes in working directory)
#
# modified: helloworld.c
#
no changes added to commit (use "git add" and/or "git commit -a")
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Staging and commiting

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# On branch master
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# (use "git checkout -- <file>..." to discard changes in working directory)
#
# modified: helloworld.c
#
no changes added to commit (use "git add" and/or "git commit -a")
```

Staging and commiting

\$ git diff

```
--- a/helloworld.c
+++ b/helloworld.c
00 - 1,5 + 1,7 00
 /* This is a classic 'hello world' app */
+#include <stdio.h>
+
int
main (int argc, char** argv) {
     puts("Hello, brave new world!");
```

Staging and commiting

\$ git diff --- a/helloworld.c +++ b/helloworld.c 00 - 1,5 + 1,7 00/* This is a classic 'hello world' app */ +#include <stdio.h> + int main (int argc, char** argv) { puts("Hello, brave new world!");

```
$ git add helloworld.c
$ git status
# On branch master
# Changes to be committed:
# (use "git reset HEAD <file>..." to unstage)
#
# modified: helloworld.c
#
```

```
$ emacs helloworld.c
$ cat helloworld.c
/* This is a classic 'hello world' app */
#include <stdio.h>
int
main (int argc, char** argv) {
   printf("Hello, brave new world!\n");
   return 0;
```

Staging and commiting

```
# On branch master
# Changes to be committed:
#
    (use "git reset HEAD <file>..." to unstage)
#
              helloworld.c
   modified:
#
#
# Changes not staged for commit:
    (use "git add <file>..." to update what will be committed)
#
    (use "git checkout -- <file>..." to discard changes in working directory)
#
#
   modified: helloworld.c
#
#
```

Staging and commiting

```
# On branch master
# Changes to be committed:
#
    (use "git reset HEAD <file>..." to unstage)
#
   modified: helloworld.c
#
#
# Changes <u>not staged for commit:</u>
    (use "git add <file>..." to update what will be committed)
#
    (use "git checkout -- <file>..." to discard changes in working directory)
#
#
   modified: helloworld.c
#
#
```

Staging and commiting

\$ git diff

```
--- a/helloworld.c
+++ b/helloworld.c
00 - 4,6 + 4,6 00
 int
 main (int argc, char** argv) {
     puts("Hello, brave new world!");
     printf("Hello, brave new world!\n");
     return 0;
```

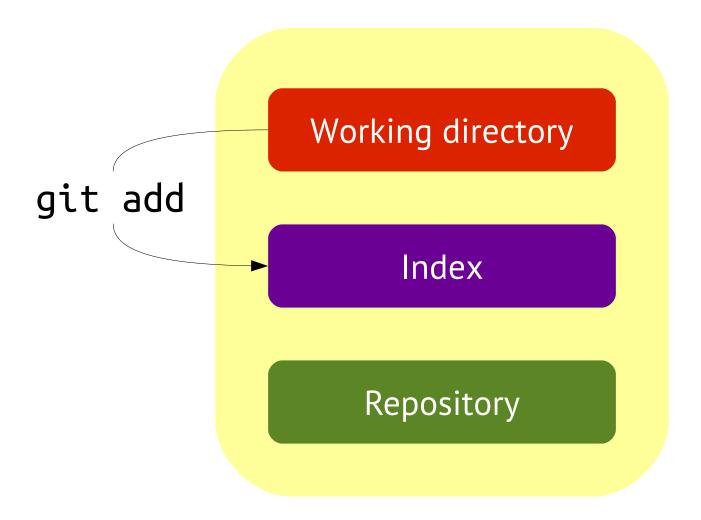
```
$ git diff
--- a/helloworld.c
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00 - 4,6 + 4,6 00
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 main (int argc, char** argv) {
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     return 0;
```

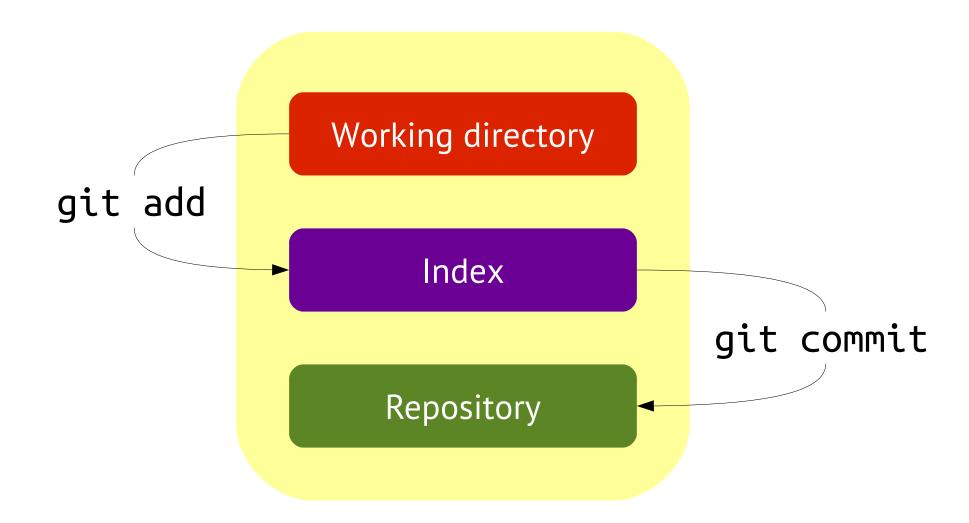
WTF?

Working directory

Index

Repository





Staging and commiting

```
# On branch master
# Changes to be committed:
#
    (use "git reset HEAD <file>..." to unstage)
#
              helloworld.c
   modified:
#
#
# Changes not staged for commit:
    (use "git add <file>..." to update what will be committed)
#
    (use "git checkout -- <file>..." to discard changes in working directory)
#
#
   modified: helloworld.c
#
#
```

Staging and commiting

```
# On branch master
# Changes that are staged:
   (use "git reset HEAD <file>..." to unstage)
#
   modified:
             helloworld.c
#
#
# Changes that are not staged:
   (use "git add <file>..." to update what will be committed)
#
   (use "qit checkout -- <file>..." to discard changes in working directory)
#
#
   modified:
              helloworld.c
#
#
```

Staging and commiting

```
# On branch master
# Changes to be committed:
#
   (use "git reset HEAD <file>..." to unstage)
#
                                                                     Staged
   modified: helloworld.c
#
#
# Changes not staged for commit:
   (use "git add <file>..." to update what will be committed)
#
#
   (use "git checkout -- <file>..." to discard changes in working directory)
#
   modified: helloworld.c
#
#
```

Staging and commiting

```
# On branch master
# Changes to be committed:
#
   (use "git reset HEAD <file>..." to unstage)
#
              helloworld.c
   modified:
#
#
# Changes not staged for commit:
   (use "git add <file>..." to update what will be committed)
#
#
   (use "git checkout -- <file>..." to discard changes in working directory)
#
                                                          Not staged
   modified: helloworld.c
#
#
```



You have to stage a file after you edit it



You have to stage a file **after** you edit it



You have to stage a file after you edit it

Staging and commiting

\$ git commit -a

```
Hello world of a new generation.
# Please enter the commit message for your changes. Lines starting
# with '#' will be ignored, and an empty message aborts the commit.
# On branch master
# Changes to be committed:
    (use "git reset HEAD <file>..." to unstage)
#
#
        modified: helloworld.c
#
#
```

```
[master 4bbbef9] Hello world of a new generation.
1 files changed, 3 insertions(+), 1 deletions(-)
```

```
[master 4bbbef9] Hello world of a new generation.
1 files changed, 3 insertions(+), 1 deletions(-)
```

4bbbef9

Staging and commiting

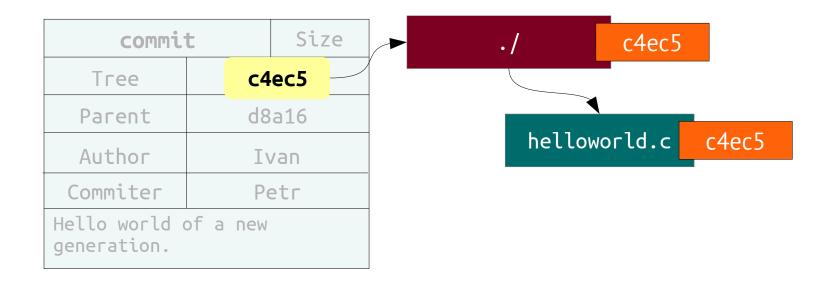
Staging and commiting

\$ tree -a

```
├─ .git
 - branches
 ├─ COMMIT_EDITMSG
 ├─ config
 ├─ description
 - HEAD
 ├— hooks
    — applypatch-msg.sample
   ├— index
 ├— info
     └─ exclude
   ├— logs
    ├─ HEAD
    └─ refs
         └─ heads
            └─ master
   ├─ objects
         └── 409d6895e7cb65306d4ed7d0c558ced6c82753
     ├─ info
     └─ pack
      - heads
      | └─ master
      └─ tags
└─ helloworld.c
```

Staging and commiting

commit		Size		
Tree	c4ec5			
Parent	d8a16			
Author	Ivan			
Commiter	Petr			
Hello world of a new generation.				

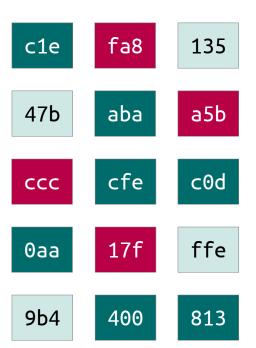


Staging and commiting

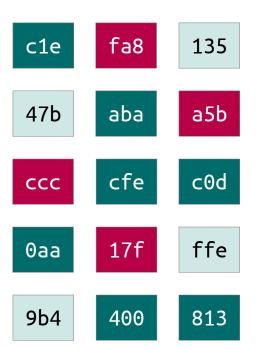
commit		Size			
Tree	cfbb1				
Parent	cae87				
Author	Ivan				
Commiter	Petr				
Initial commit.					

	commit			Size	
\	Tree		c 4	ec5	
	Parent		d8	a16	
	Author	Ivan Petr			
	Commiter				
Hello world of a new generation.					

Repository

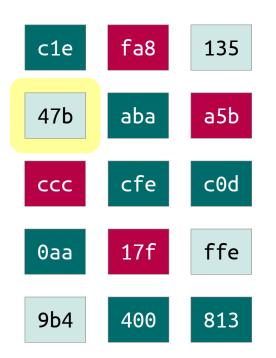


Repository



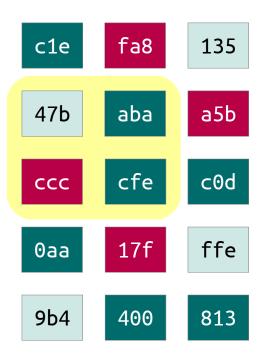
git checkout 47b

Repository





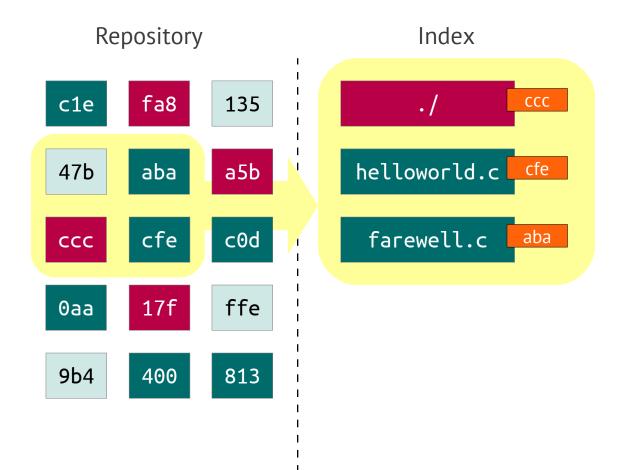
Repository

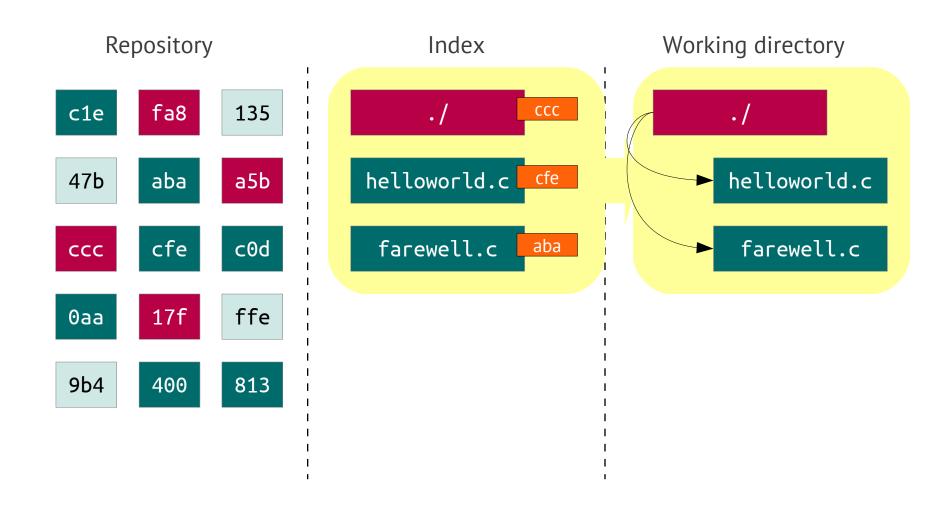


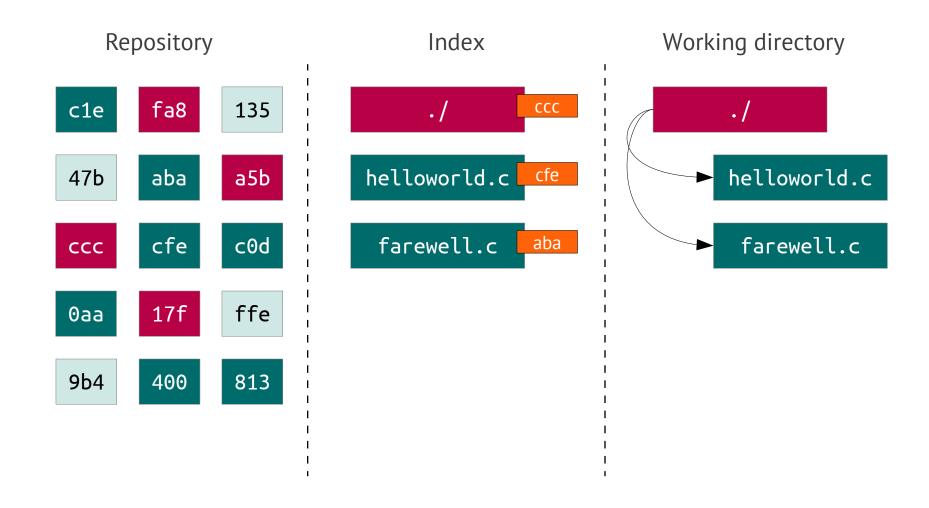


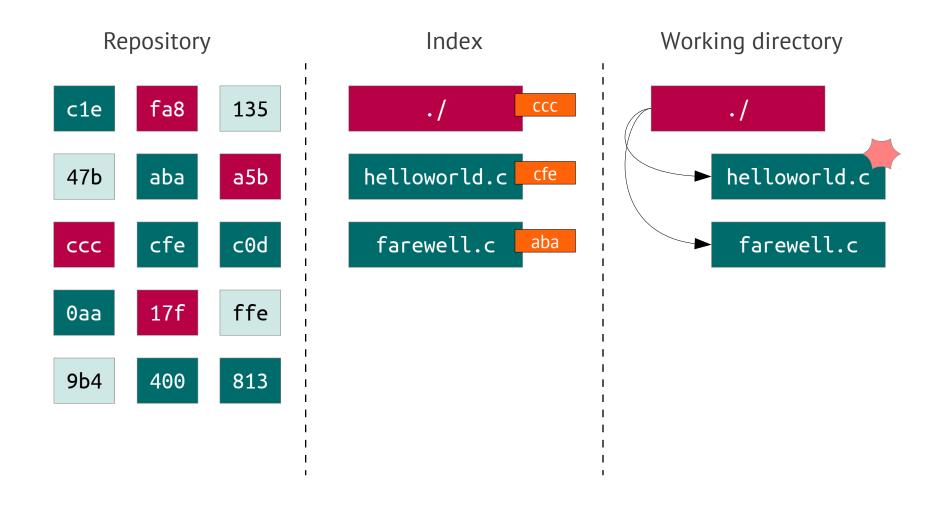
GIT workflow

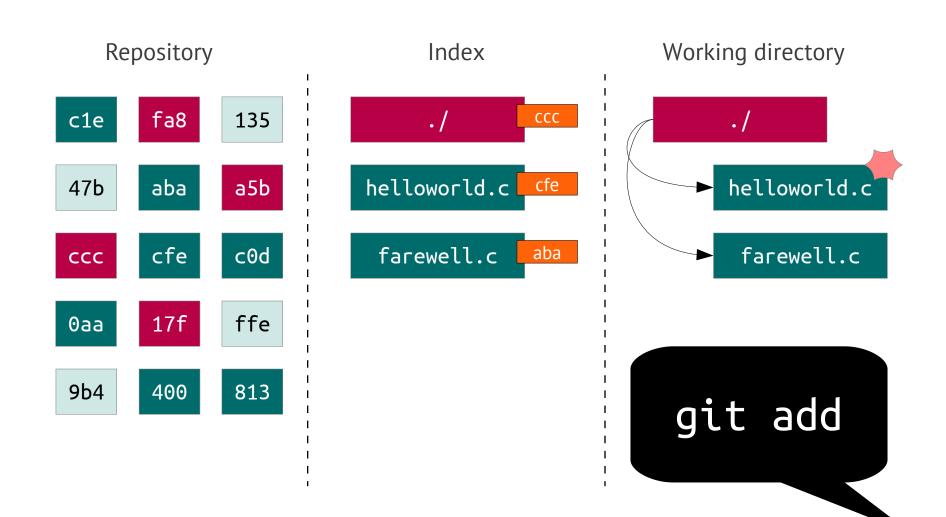
Staging and commiting

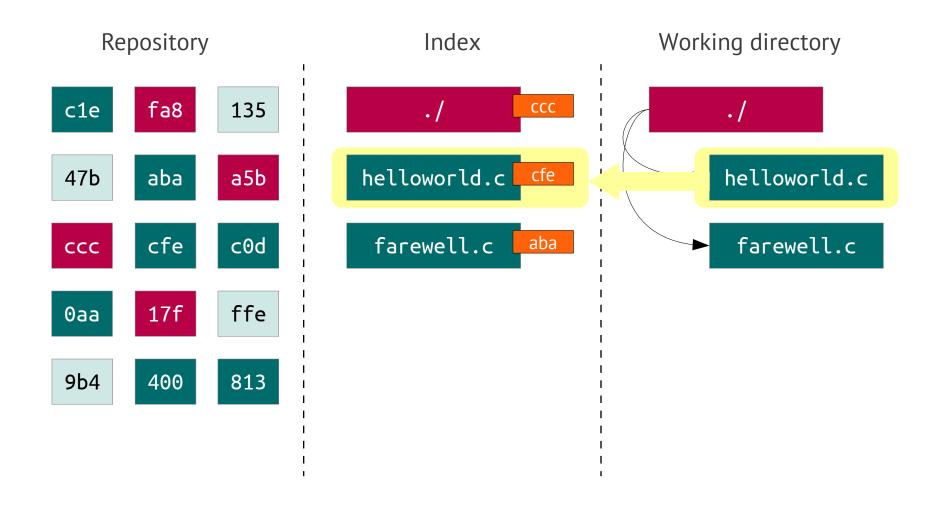


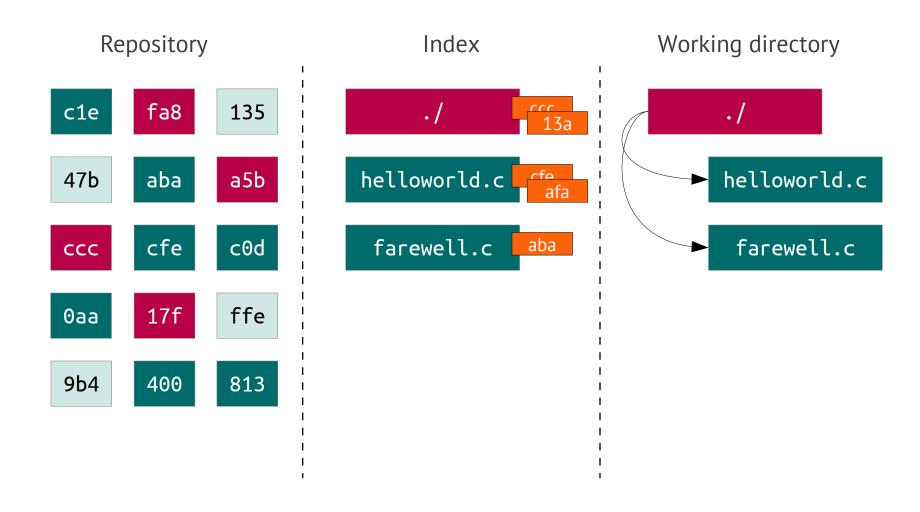


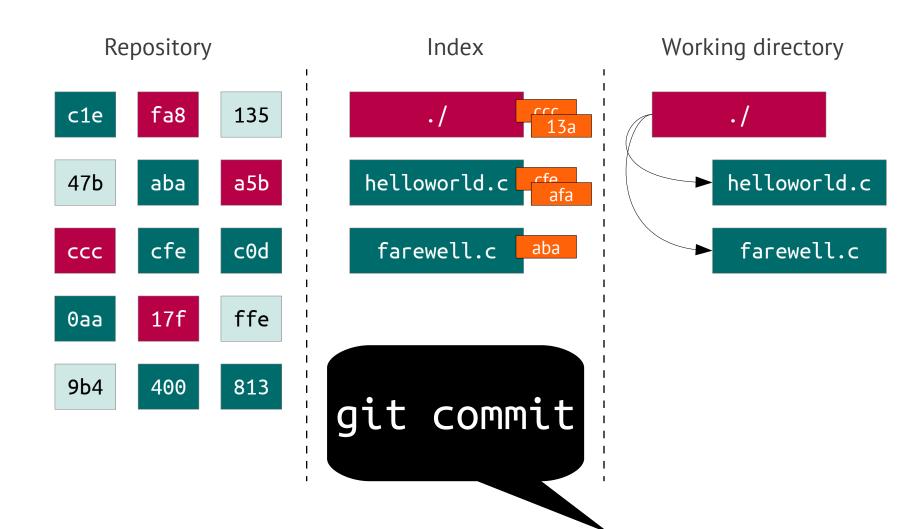






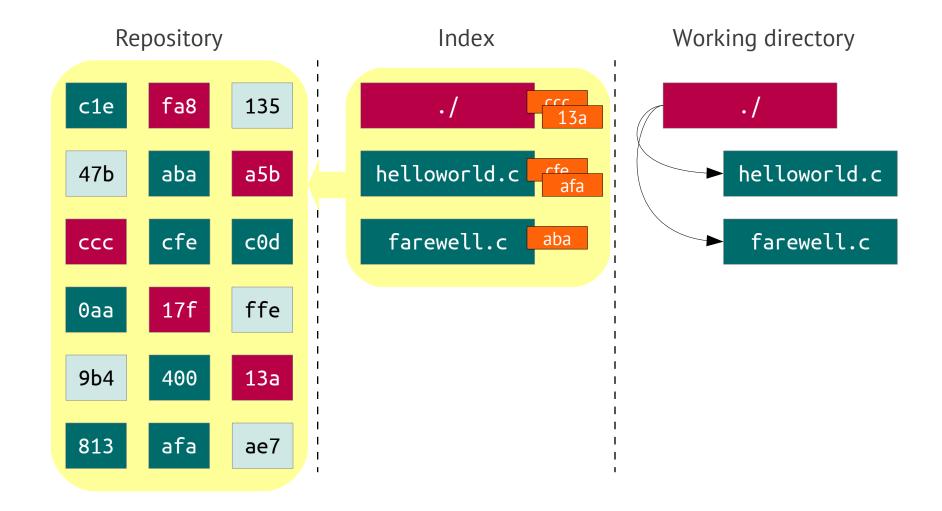


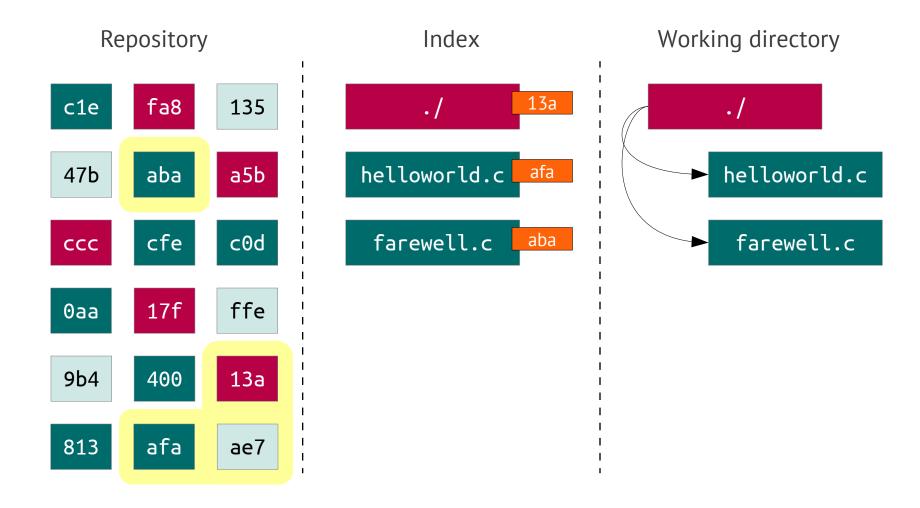


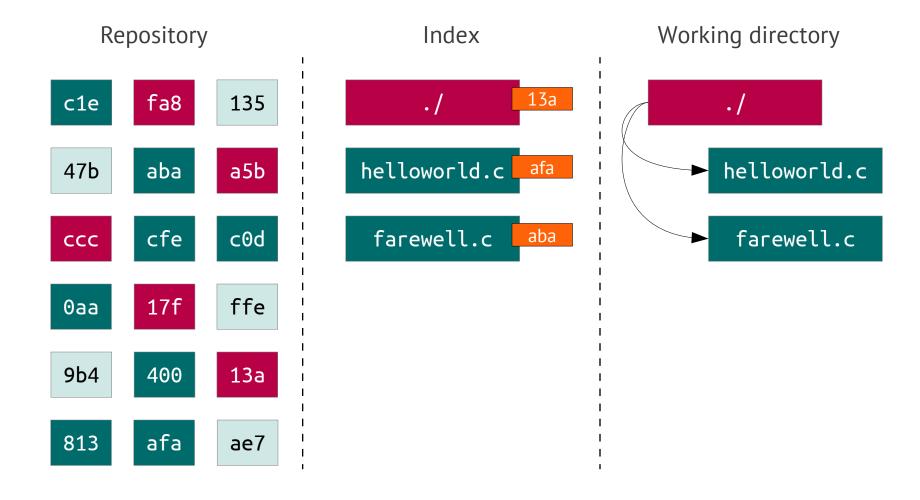


GIT workflow

Staging and commiting



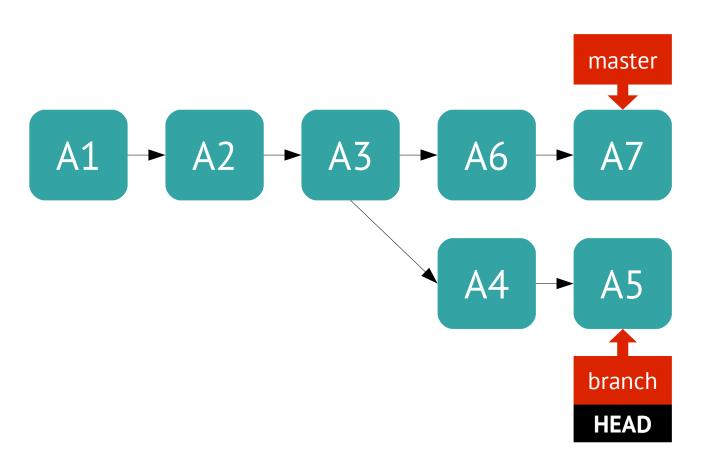


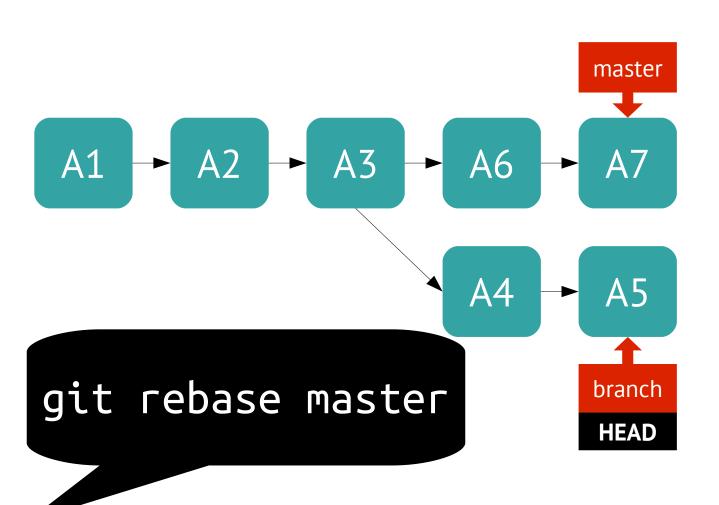


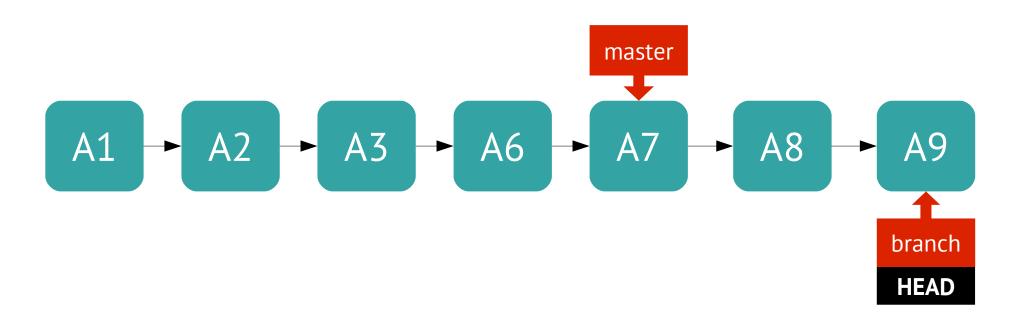
GIT workflow

- Create your branch
- Edit files
- Stage your changes
- Commit the changes
- Rebase your branch from master
- Merge to master
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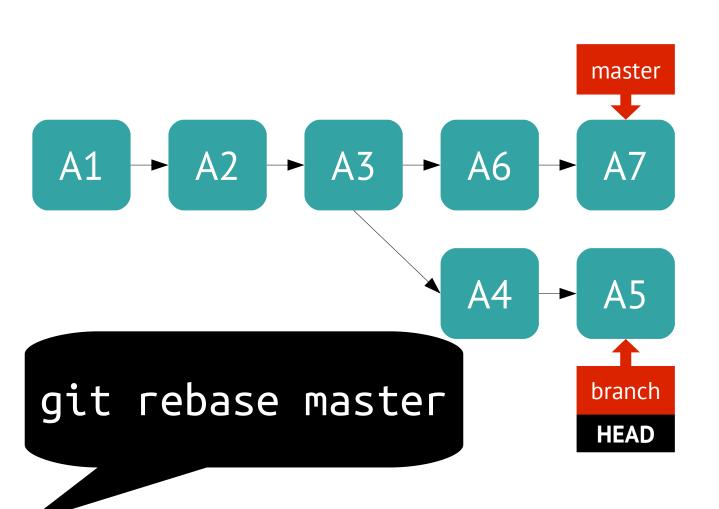
Rebasing

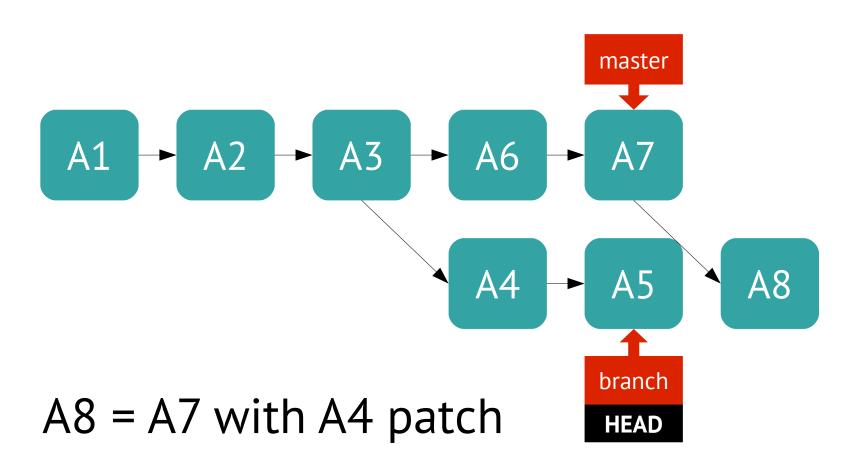


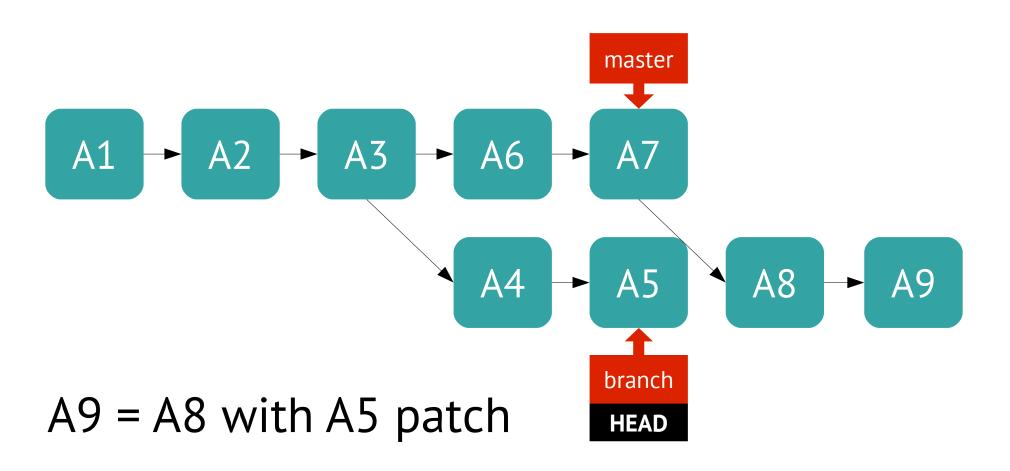


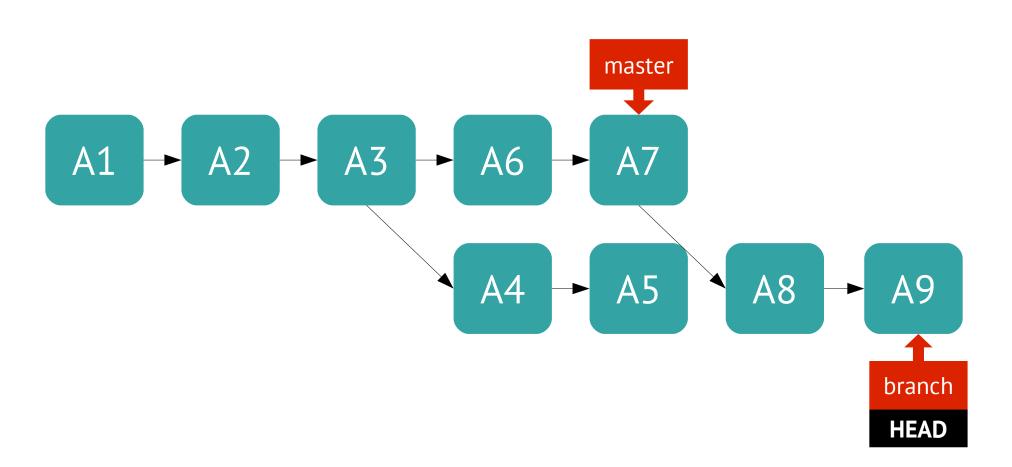


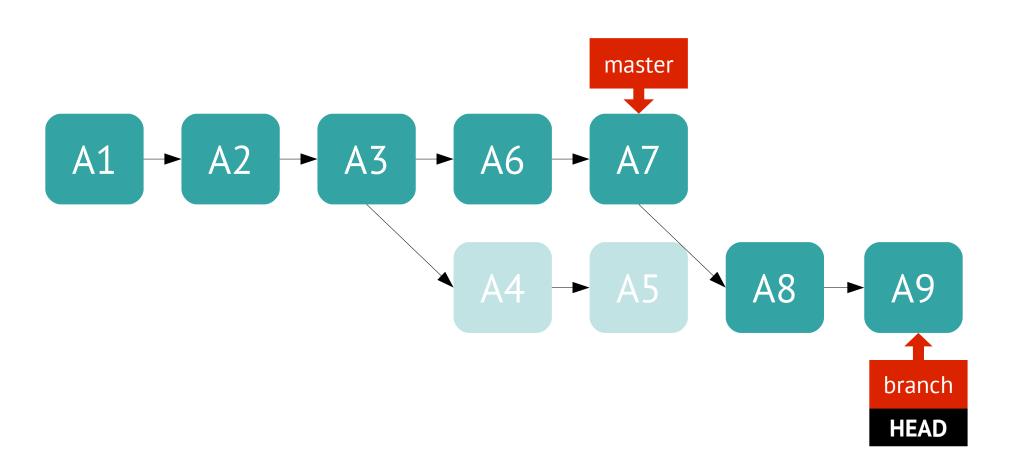
Huh? Where is my A4 and A5? What is happening?

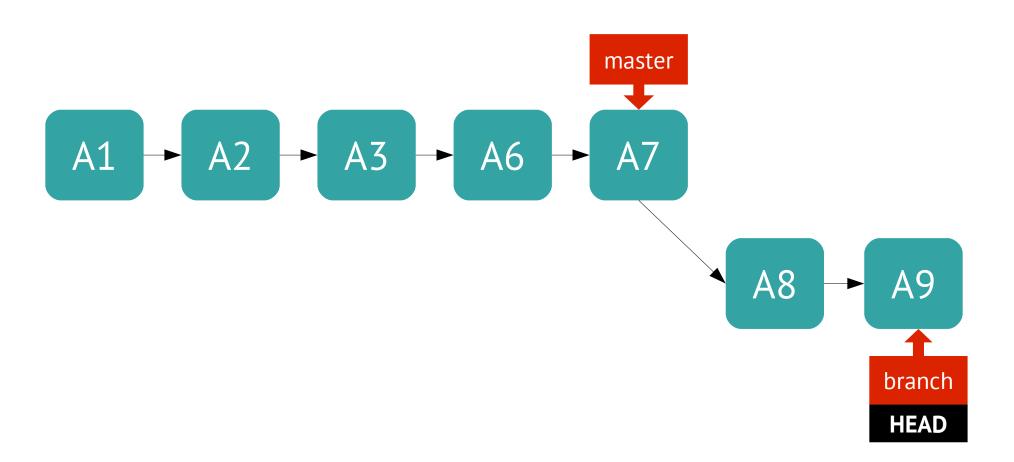


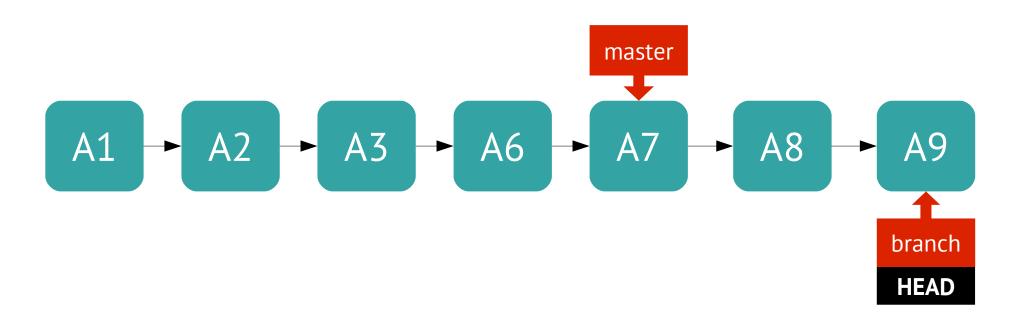














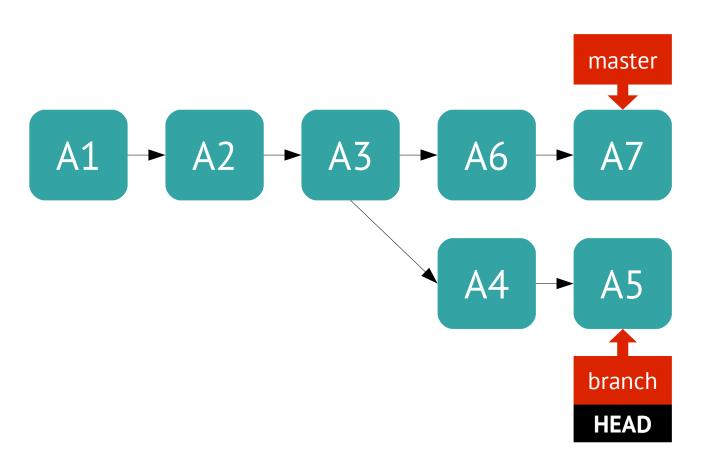
Never rebase when you are on a shared branch

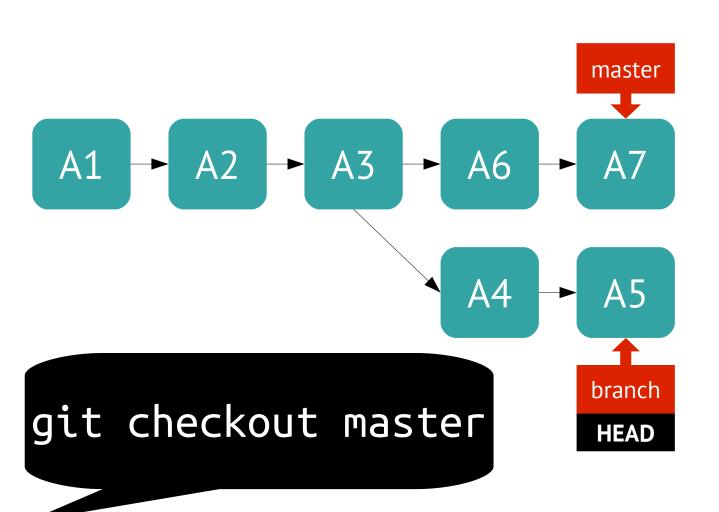


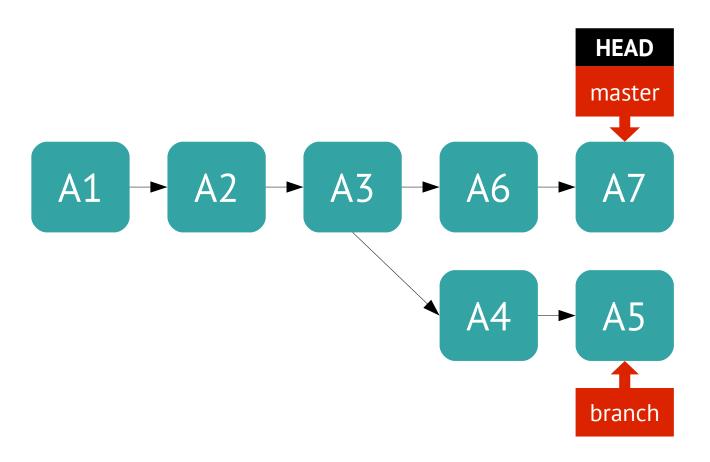
Never rebase when you are on a shared branch

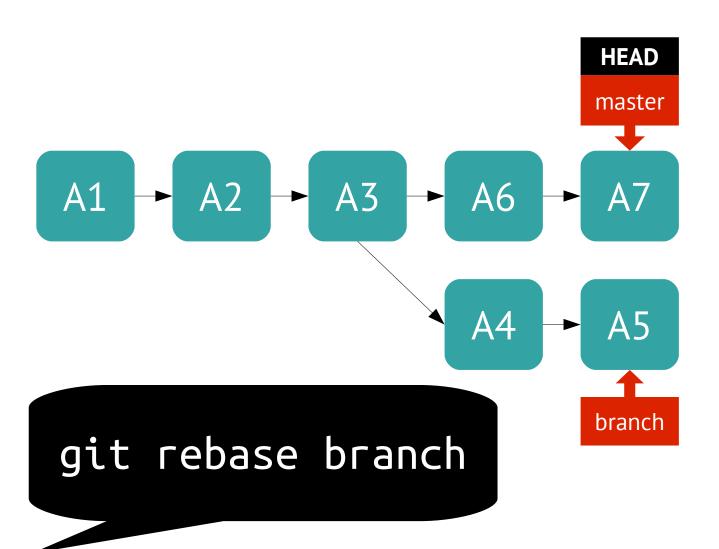


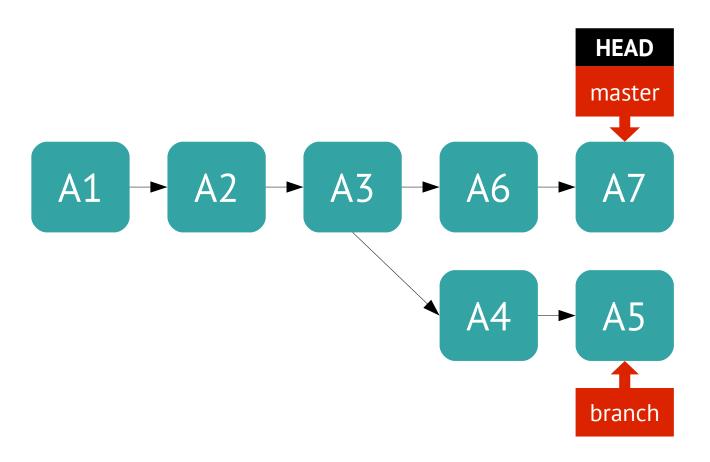
Never rebase a shared branch

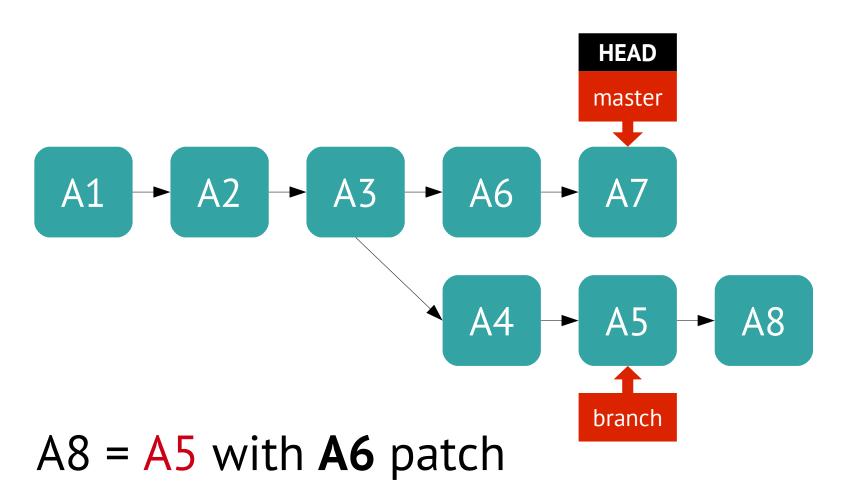




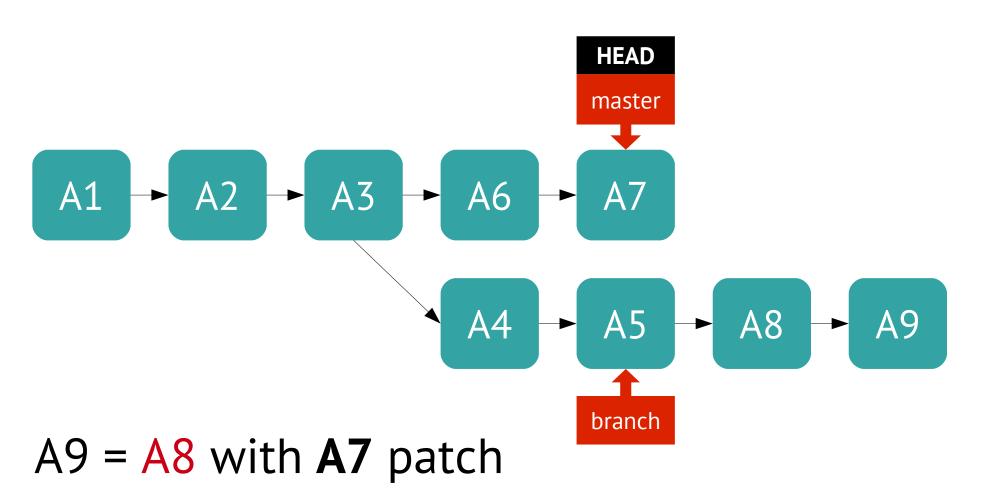




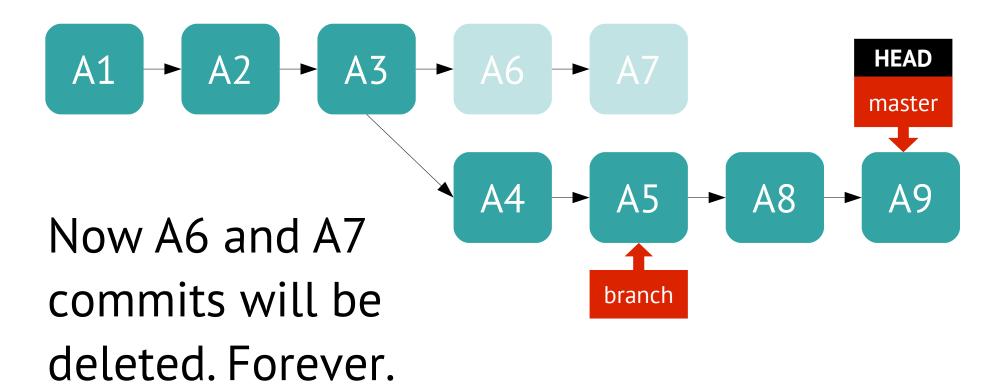




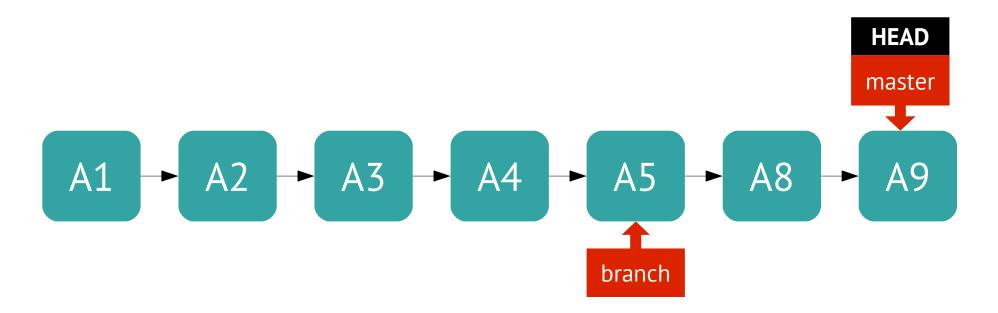
GIT workflow Rebasing



GIT workflow Rebasing



GIT workflow Rebasing



You have broken common branch. If you push it somewhere, it will break other's ones.

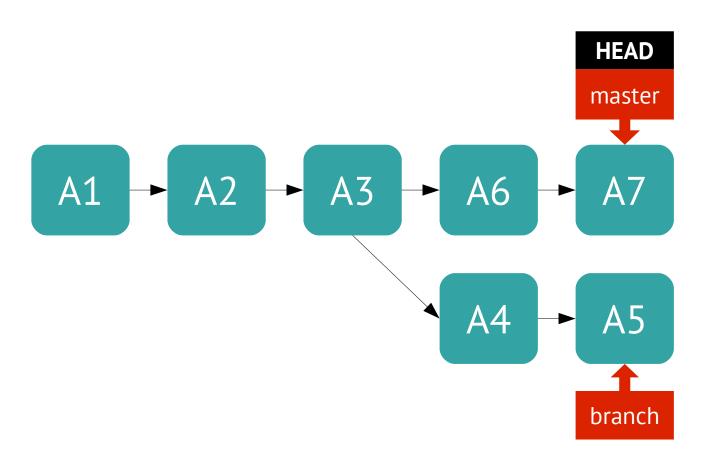


Never rebase a shared branch, you idiot!

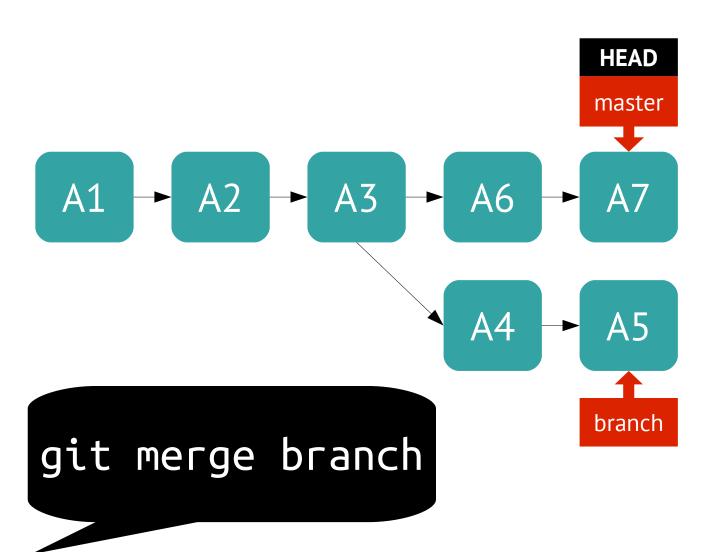
- Create your branch
- Edit files
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Merges

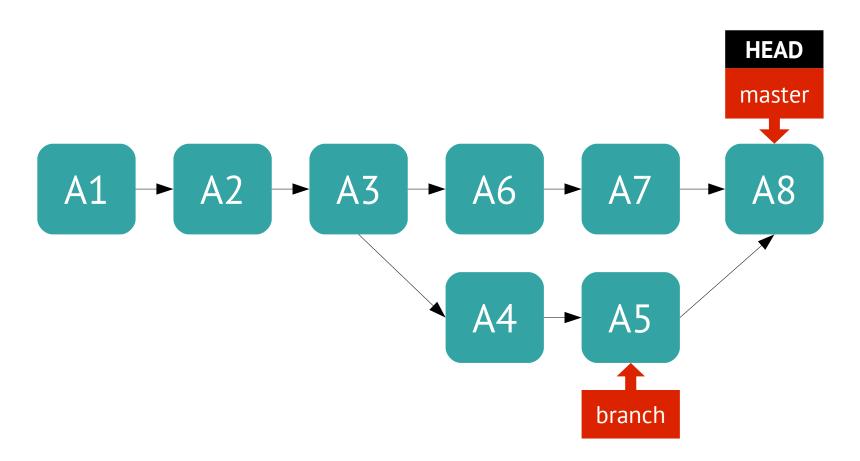
GIT workflow Merges



GIT workflow Merges



GIT workflow Merges

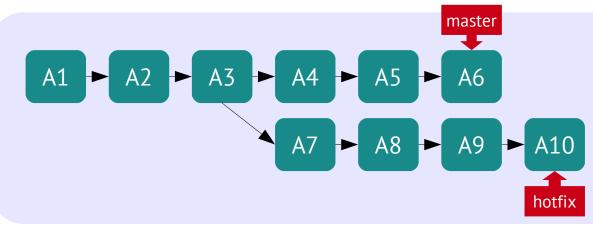


Have you really thought that GIT have complicated merges?

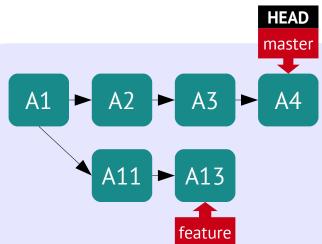
- Create your branch
- Edit files
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- Commit the changes
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- Merge to master
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Push and pull

Push and pull



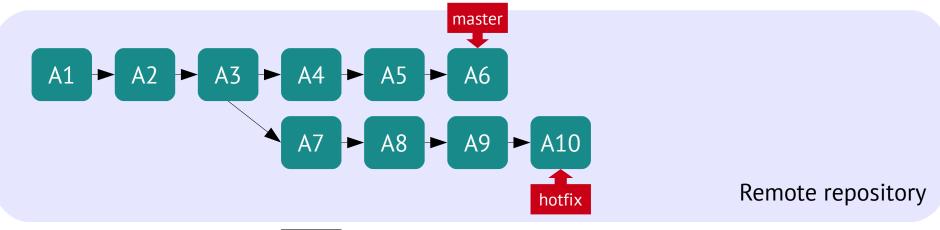
Remote repository

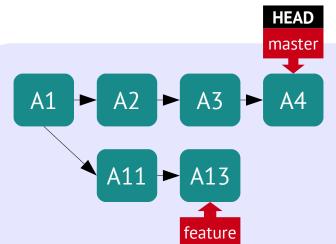


GIT workflow Push and pull

git fetch

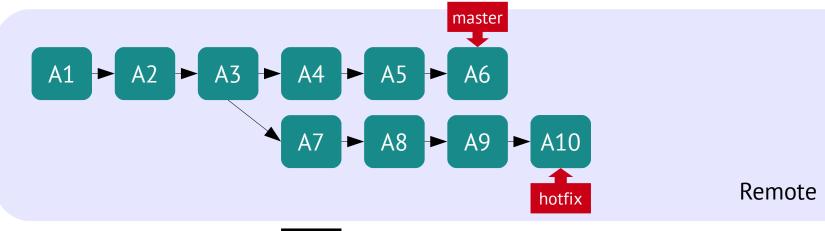
Push and pull



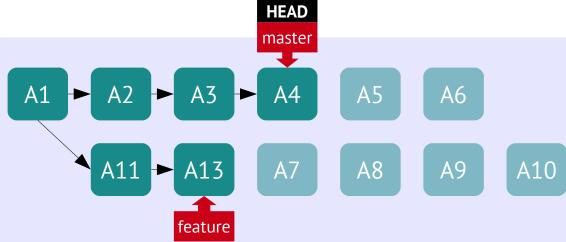


git fetch remote

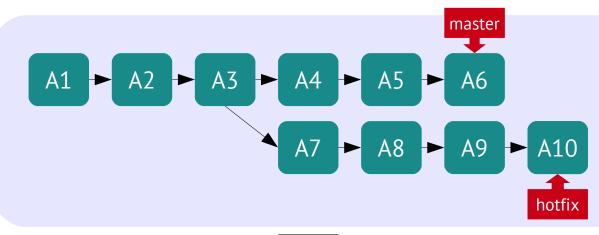
Push and pull



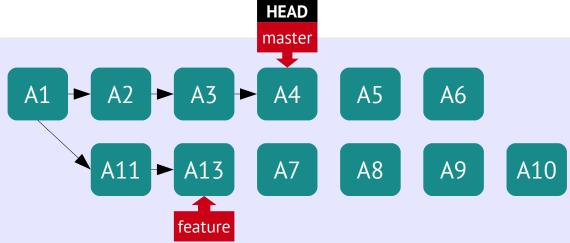
Remote repository



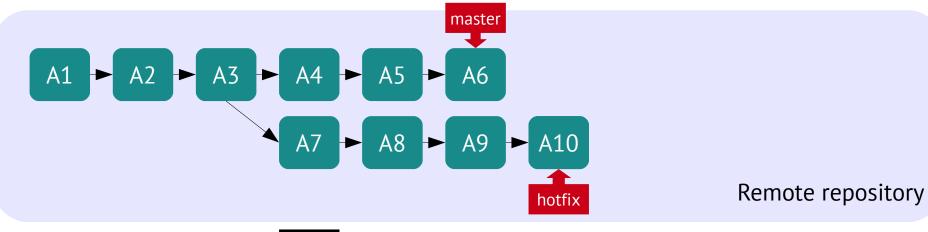
Push and pull

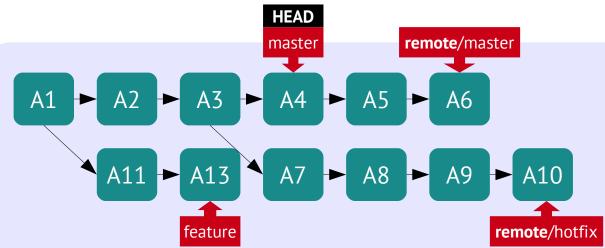


Remote repository



Push and pull





GIT workflow Push and pull

git pull

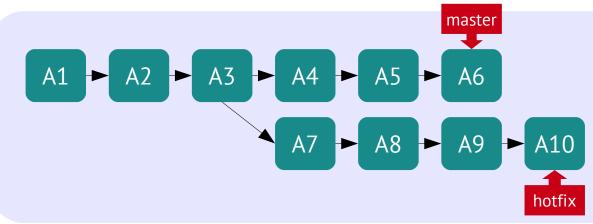
GIT workflow Push and pull

pull = fetch + merge

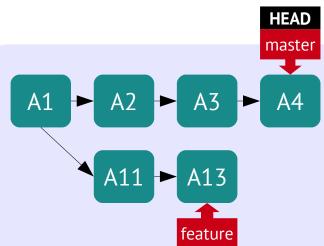
GIT workflow Push and pull

git push

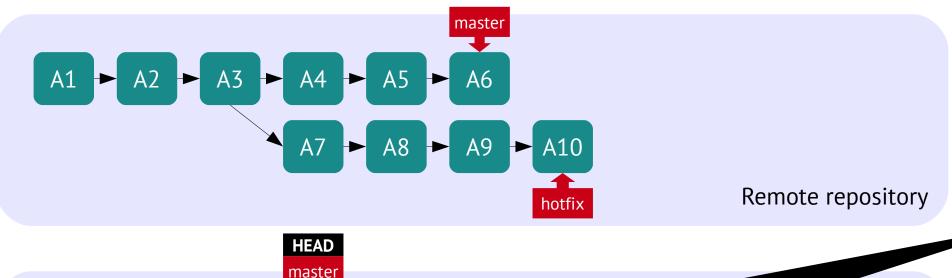
Push and pull



Remote repository

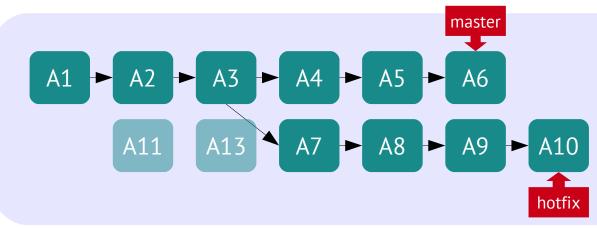


Push and pull

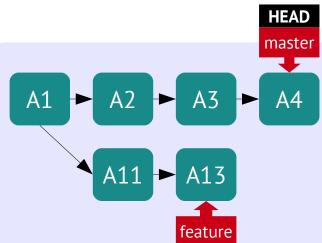




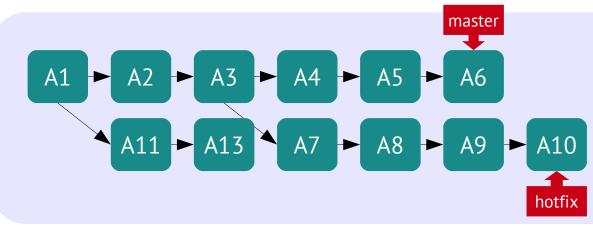
Push and pull



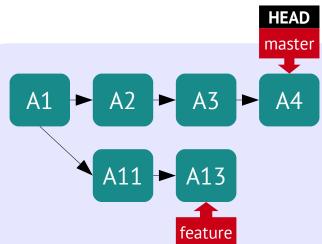
Remote repository



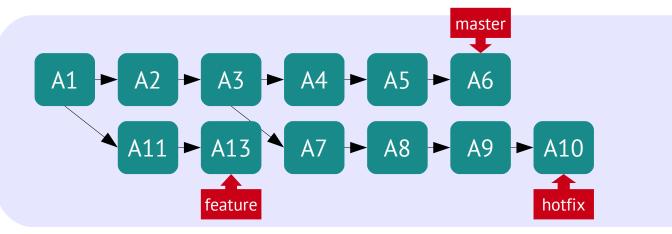
Push and pull



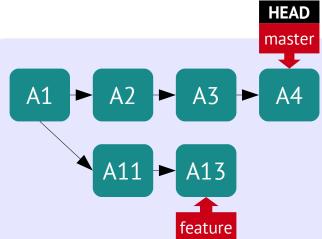
Remote repository



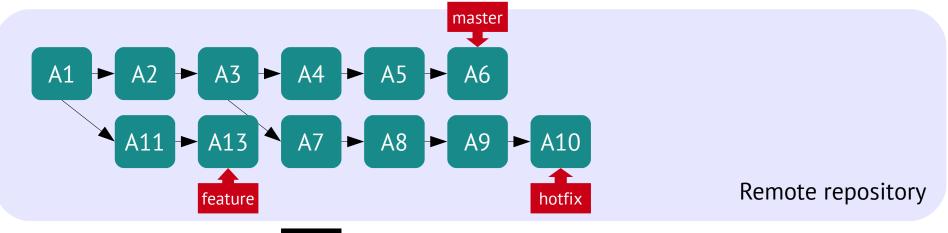
Push and pull

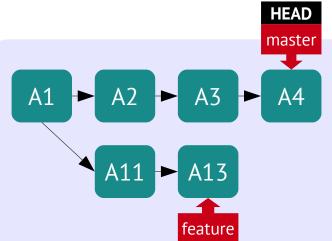


Remote repository



Push and pull





git push remote master

Push and pull

master To <url> ! [rejected] master -> master (non-fast-forward) error: failed to push some refs to '<url>' To prevent you from losing history, ository Non-fast-forward updates were rejected Merge the remote changes (e.g. 'git pull') before pushing again. See the 'Note about fast-forwards' section of 'git push —help' for details. at repository

Push and pull

master

A1

To <url>
! [rejected] master -> master (non-fast-forward)
error: failed to push some refs to '<url>'

To prevent you from losing history, more repository Non-fast-forward updates were rejected

A1

Merge the remote changes (e.g. 'git pull') before pushing again. See the 'Note about fast-forwards' section of 'git push —help' for details.

cat repository



git push is about fast-forward merges



Always pull before push!



Always pull before push!

- Create your branch
- Edit files
- Stage your changes
- Commit the changes
- Rebase your branch from master
- Merge to master
- Push to central repository

There are only 5 slides left. Cheer up!

Must-have commands

Must-have commands

git diff git status

git clone git merge

git add git log

git commit git push

git branch git pull

git commit git fetch

12

commands

Credits

Credits

Git Community Book GIT Immersion

ProGit GITCasts

Help on GitHub GIT Wizardry

Linus Torvalds on GIT GIT Manual

StackOverflow GIT tag GIT official site

GIT Magic GIT Reference

that's it!