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Git Workflow

Git workflow *is a recipe or recommendation for how to use Git to accomplish work in a consistent and productive manner*. It is essentially just using the Github program to better the uploading process of your code. By using Github you can upload your code to a public file and allow others to work on it and suggest different ways of going about things within your code such as what methods to use, better arguments to set, etc. Github is essential in an environment where multiple programmers are working on a project together. This is because whenever one person generally uploads some code usually everyone else has to use that code as well or else their program stops to work but with Github we can avoid this issue entirely. One person could upload their code using the commit feature, and then the rest of the team can see what is being uploaded and why. They can then determine if this is necessary to their code or not. Any mistakes that occur might usually give most programming teams a headache trying to figure out what went wrong and why. Except when using Github you can essentially undo your steps in the code to go back to where you believe the problem may be by undoing the commits made to the code. Another feature about the Git workflow I like is how if there is a project leader, the programmers can submit their code through and the project leader can determine whether or not the code gets pushed through to the main program running. This encourages clean code and less mistakes. Following the Git Workflow is vital to any company’s success but all must ensure they understand what the workflow is for that project. Massive undertakings such as creating games, applications for large financial companies, etc, all are more than likely to have someone watching commits that are made since the code needs to be concise to ensure no bugs are in place.