Dive in to Git and GitHub

Physical Edition

https://compicampus-git-intro.website

CompiCampus

2022-10-12

Roman Plessl





Agenda and Goals for Today

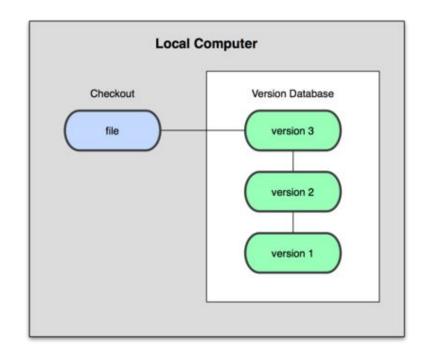
- 1. Git Introduction to Version Control Systems , Git 🔷 and GitHub 🖫
- 2. Learning Path and Exercises based on your knowledge and experience with Git and GitHub
- 3. A lot of practical Exercises:
 - a. Basic Git Workflow, Basic Git Commands
 - b. Create a GitHub Account, create new Repositories
 - c. How to use GitHub, How to use local Git with GitHub
 - d. Working with Git branches
 - e. Interact with each other's and other coders:
 Git Branching, Code Changes and Commits, Pull Requests, Merging, Comments
- 4. How to use GitHub (II):
 - a. Host your personal, organization, and project sites with GitHub Pages.
 - b. Issues Tracking and Feature Requests, Actions, Task Management and Wiki, and more:)

Introduction to Distributed Version Control Systems and Git

What is a version control system?

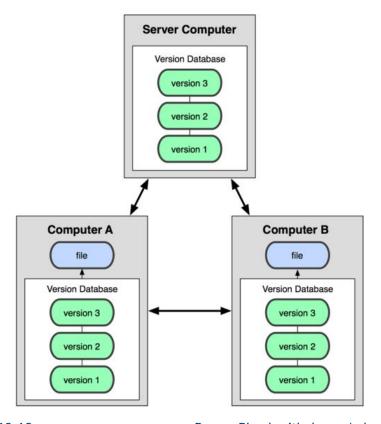
Version control system (VCS) in general

- A system that keeps records of your changes
- Allow for collaborative development
- Exchange of content or code
- Allows you to know who made what change and when
- Allows you to revert any changes and go back to previous (stable) states



What is <u>distributed</u> version control system?

- Distributed version control
- Users keep entire code and history on their location machines
- Users can make any changes without internet access
- (Except pushing and pulling changes from a remote server)
- (the access to the internet was quite different >17 years ago)



History about Git

Git started in 2005 by Linus Torvalds (Inventor of Linux)

- to aid the Linux Kernel development, and
- to help the developer to manage their code change patches (till 2002) (additional to patches in emails), and
- as a replacement for the proprietary and "free-of-charge" software BitKeeper (till 2005).



Linus Torvalds speaking at the LinuxCon Europe 2014 in Düsseldorf

(Picture by Krd, CC BY-SA 4.0)

History about Git

Design Goals for Git:

- Speed
- Simple design
- Strong support for non-linear development (thousands of parallel branches)
- Fully distributed
- Able to handle large projects like the Linux kernel efficiently (speed and data size)

Facts and Figures on the amount of Linux Kernel Changes (creator Thorsten Leemhuis, heise online)

Daten und Zahlen zu den jüngsten Versionen des Linux-Kernels

Kernel- Version	Anzahl Dateien¹	Zeilen Quelltext (Ohne Doku) ²	Entwick- lungs- zeitraum	Commits (Ohne Merges) ³	Diffstat'
Linux 4.18	61.003	25.280.872 (23.183.236)	70 Tage	14.432 (13.283)	13.141 files changed, 583.336 insertions(+), 682.028 deletions(-)
Linux 4.19	61.734	25.588.455 (23.449.221)	70 Tage	15.204 (14.043)	11,693 files changed, 552.223 insertions(+), 244.235 deletions(-)
Linux 4.20	62.481	25.955.520 (23.776.585)	63 Tage	14.995 (13.844)	11402 files changed, 685.027 insertions(+), 317.959 deletions(-)
Linux 5.0	63.135	26.203.035 (23.933.016)	70 Tage	13.921 (12.808)	12.100 files changed, 579.084 insertions(+), 331.570 deletions(-)
Linux 5.1	63.873	26.459.776 (24.141.004)	63 Tage	14.160 (13.034)	11.977 files changed, 545.423 insertions(+), 288.683 deletions(-)
Linux 5.2	64.587	26.552.127 (24.175.296)	63 Tage	15.089 (14.024)	30.888 files changed, 624.857 insertions(+), 532.510 deletions(-)
Linux 5.3	65.261	27.141.312 (24.708.822)	70 Tage	15.784 (14.605)	13.983 files changed, 1.189.832insertions(+), 600.665 deletions(-)

¹ git Is-tree -r --name-only HEAD | wc -l

Kernel Stats (by Colin Ian King, document licensed by CC-BY 4.0)

 $\underline{https://docs.google.com/spreadsheets/d/1\ yH7IFmZxAoSWrtsd8tGu3befG4zlcMnytB1ml4pQQM/edit\#gid=0}$

 $^{^2}$ find . -type f -not -regex '\./\.git/.*' | xargs cat | wc -l; echo "(\$(find . -name *.[hcS] -not -regex '\./\.git/.*' | xargs cat | wc -l))"

³ git-log --pretty=oneline vx.(y-1)..vx.(y) | wc -l; echo "(\$(git-log --pretty=oneline --no-merges vx.(y-1)..vx.(y) | wc -l))"

git diff --shortstat vx.(y-1)..vx.(y)

Git



GitHub



- **Git** is a (*the*) distributed version-control system for tracking changes in source code.
- Git was created by Linus Torvalds in 2005 for development of the Linux kernel, with other kernel developers contributing to its initial development.
- Git is maintained since 2005 by @gitster -Junio C Hamano v/o Jun Hamano.
- Over 90% of all Code Projects use Git (<u>featured Projects</u>)
- **Git** is now on Version 2.38

- GitHub is a web-based hosting service for version control using Git. It is mostly used for computer code.
- GitHub offers all of the distributed version control and source code management functionality of Git as well as adding its own features (continuous integration (CI) using GitHub Actions, issues / feature / bug tracking, task management, and wikis for every project)
- **GitHub** has a cloud based solution: github.com, Enterprise Version can be hosted on-prem.
- GitHub was build up in 2008 and bought 2018 by Microsoft (for 6.4 Mrd €)

GitLab



GitHub



- GitLab delivers a full DevOps life cycle from planning to creation, build, verify, security testing, deploying, and monitoring.
- GitLab allows to self-hosted the suite so code, project data and intellectual properties can be kept and secured in self-controlled perimeter: ETHZ, UZH, Switch, ... and many departments and institutions run their self-hosted GitLab Instance (e.g. https://gitlab.ethz.ch)
- **Gitlab** runs GitLab.com, a freemium product.
- GitLab Inc. was founded in 2014 by two
 Ukrainian developers and was founded multiple times by different venture capital companies.
- **GitLab Inc.** is a fully remote company, with over 1400 employes around the globe.

- GitHub is a web-based hosting service for version control using Git. It is mostly used for computer code.
- GitHub offers all of the distributed version control and source code management functionality of Git as well as adding its own features (continuous integration (CI) using GitHub Actions, issues / feature / bug tracking, task management, and wikis for every project)
- **GitHub** has a cloud based solution: github.com, Enterprise Version can be hosted on-prem.
- **GitHub** was build up in 2008 and bought 2018 by Microsoft (for 6.4 Mrd €)

Snapshots -> Commits

- Snapshots is the way git keeps track of your code history
- Essentially records what all your files look like at a given point in time
- You decide when to take a snapshot and of what files
- Have the ability to go back to visit any snapshot

Commits:

- The act of creating a snapshot
- Essentially, a project is made up of a bunch of commits
- Commits contain three pieces of information:
 - a. Information about how the files changed from previously
 - b. Reference to the commit that come before it (called the parent node)
 - c. Hash code name (looks like: edfec504eb864dc557f3f5b9d3d301617036d15f3a)
- Commits are / should be as small as possible or as big as necessary

Introduction to GitHub

Introduction to GitHub

https://github.com

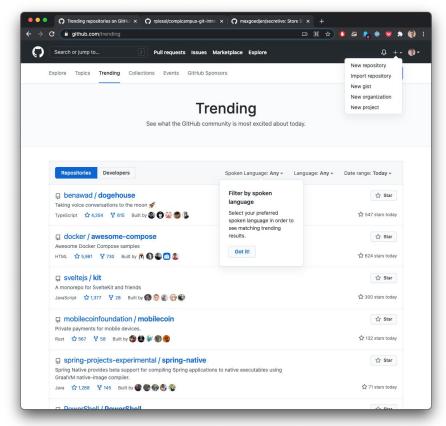
https://skills.github.com/

https://github.com/trending

Examples GitHub Repositories:

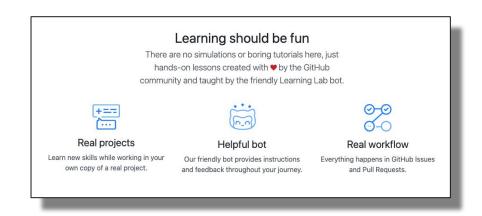
https://github.com/freeCodeCamp/freeCodeCamp

https://github.com/warpdotdev

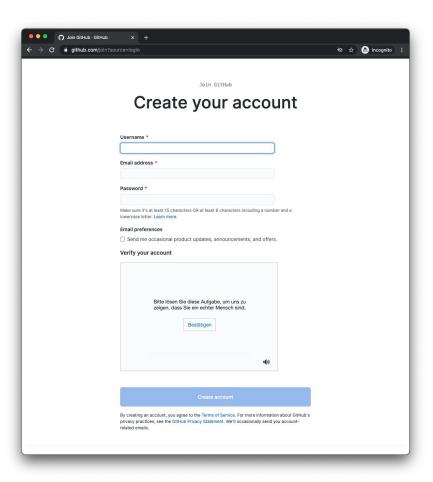


Introduction to GitHub

Quote from the former self paced learning plattform of GitHub https://lab.github.com



Sign-In to GitHub https://github.com



Learning Path and Exercises

Exercises & Support

- Git and GitHub Exercises
 - <u>Information</u> Slides are in blue
 - <u>Exercise</u> Slides are in red
- You could work in alone or together in small groups with the following levels:
 - Git Beginners
 - GitHub Beginners
 - GitHub Intermediate Users
- Raise your hand if you have questions or need help

Based on your level with Git / GitHub:

My Idea of your Learning-Path:

- 1. See and touch how GitHub looks like and could be used
- 2. Touch and see how Git can be used locally using git commands in command line:
 - Basic Git Commands and Basic Git Workflow
- 3. GitHub A. Setup your GitHub Environment
 - B. New Repositories can be done by hand and using GitHub in a Basic way
 - C. How to use Git together with GitHub (incl. Branching and Merging)
 - D. Collaborative Working and Coding GitHub

Beginners in Git and GitHub should start with p. 19 and following

- Install Git (p. 19), Config (p. 21), Basic Git Workflow (p. 24) and Basic Git Commands (p. 29)
- then with the How To Use GitHub (p. 36).

Intermediate and Advanced users, see next slide.

Based on your level with Git / GitHub:

Intermediate Git and GitHub Users should start with:

- Understanding Git Cheat-Sheet (p. 34) and Git Architecture (p. 35)
- GitHub Setup (p. 36) and local-remote Exercises (p. 42 and ff)
- Git Branching, Merging and Rebase Exercise and Riddles (p. 49)

More Intermediate Git and GitHub Users should start with:

- Understanding Git Cheat-Sheet (p. 34) and Git Architecture (p. 35)
- GitHub and local-remote Git Exercises (p. 42 and ff)
- Git Branching, Merging and Rebase Exercise and Riddles (p. 49)
- Collaborative Working (p. 51) and GitHub Feature like Actions (p. 59)
- Setup a Website with GitHub Pages (p. 54)

Install Git locally

If necessary: Install Git locally

(check if already installed with git status)

mac OS (preinstalled):

- https://git-scm.com/download/mac
- I recommend to choose the Homebrew way install https://example.com/homebrew and then brew install git

Windows (sometimes preinstalled, check if git status works when you open "cmd.exe"):

- Install https://git-scm.com/download/win
- or use the WSL 2 https://docs.microsoft.com/en-us/windows/wsl/install-win10
- or use the Windows Shell Integration https://tortoisegit.org/
- For SSH and SSH Agent Help follow: https://cutt.ly/dhEnIH5 and https://cutt.ly/dhEnIH5 and https://cutt.ly/dhEnIH5

Linux (preinstalled):

Debian/Ubuntu: sudo apt install git
 Fedora/RHEL: sudo dnf install git
 Fedora/RHEL(older): sudo yum install git

Basic Configuration of local Git

Global Settings for locally installed Git

Really recommended step after installation of local installed Git:

After the installation of Git, open a terminal (if you're using Linux or Mac) or command prompt (if using Windows). Now let's tell git things about you and your preferred settings:

```
git config --global user.name "Your Name Comes Here"
git config --global user.email "you@yourdomain.example.com" (same as on GitHub)

cat ~/.gitconfig
# [user]
# name = Hans Muster
# email = hans.muster@prunux.ch
```

(Further Info see Customizing Git: https://git-scm.com/book/en/v2/Customizing-Git-Git-Configuration)

Depending on your wished / needed Editor Here: Install Visual Studio Code and Change Editor for Git

My preferred editor is Visual Studio Code which has Git commands built-in.

- Usable on all platforms (mac, win, linux)
- Install Visual Studio Code from https://code.visualstudio.com/

Git needs an Editor to submit Changes, normally - if not set differently - this is vi!

By default, Git uses whatever you've set as your default text editor via one of the shell environment variables VISUAL or EDITOR, or else falls back to the vi editor to create and edit your commit and tag messages. To change that default to something else, you should use the core.editor setting:

```
$ git config --global core.editor "code --wait"
$ git config --global core.editor "nano"
```

Now, no matter what is set as your default shell editor, Git will fire up Code to edit messages. (See also <u>Hints on Stack-Overflow</u>)

Basic Git Workflow

Basic Git Workflow (I)

Short overview in Basic Git Workflow, the practical exercises will follow in the next chapter

Tell Git to track **that folder** that houses your project files.

Use the following command to convert your project folder into a local git repository:

git init

(Important: do not execute git init more than once in a project folder.)

Basic Git Workflow (II)

You can tell Git to mark certain files for saving. The git add command is responsible for this. At the end of the command, enter the path to the files you want to mark (relative to the project folder), separating each file's relative path with a space.

The command below tells git to MARK 2 files for saving (changed_file_1 and changed_file_2 in the subfolder named folder1):

```
git add changed_file_1 folder1/changed_file_2
```

You can also tell Git to MARK ALL CHANGED/EDITED files for saving. The code below does just that:

```
git add .
```

There are times when you want to use the git add . command to MARK ALL edited files. **Actually, most times that's what you should do.** But there may be some files and folders that have no business whatsoever in a git repository.

Basic Git Workflow (III)

To finally save the **MARKED** files to the local repository, enter the following code in your terminal / command prompt:

```
git commit -m "short descriptive message"
```

If you want to exclude files, create a file on the top level with the name ".gitignore", with the file names to exclude.

In GitHub you can add a new file -> type ".gitignore" in the text field and -> choose best fitting template.

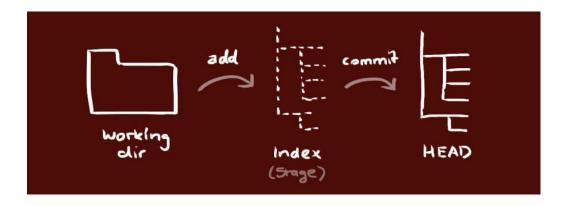
For further detail look at these examples and helping tool:

- https://help.github.com/en/articles/ignoring-files
- https://www.gitignore.io

Basic Git Workflow (IV)

Your local repository consists of three "trees" maintained by git.

- the first one is your **Working Directory** which holds the actual files.
- the second one is the **Index** which acts as a staging area
- and finally the **HEAD** which points to the last commit you've made.



- git init initializes a brand new Git repository and begins tracking an existing directory.

 It adds a hidden subfolder within the existing directory that houses the internal data structure required for version control.
- git clone creates a local copy of a project that already exists remotely.
 The clone includes all the project's files, history, and branches.
- git add stages a change.

Git tracks changes to a developer's codebase, but it's necessary to stage and take a snapshot of the changes to include them in the project's history. This command performs staging, the first part of that two-step process. Any changes that are staged will become a part of the next snapshot and a part of the project's history. Staging and committing separately gives developers complete control over the history of their project without changing how they code and work.

• git commit saves the snapshot to the project history and completes the change-tracking process.

In short, a commit functions like taking a photo. Anything that's been staged with git add will become a part of the snapshot with git commit.

- git status shows the status of changes as untracked, modified, or staged.
- git branch shows the branches being worked on locally.
- git merge merges lines of development together.

This command is typically used to combine changes made on two distinct branches. For example, a developer would merge when they want to combine changes from a feature branch into the master branch for deployment.

- git pull updates the local line of development with updates from its remote counterpart. Developers use this command if a teammate has made commits to a branch on a remote, and they would like to reflect those changes in their local environment.
- git push updates the remote repository with any commits made locally to a branch.

For practical examples of these commands have a look and try these commands:

https://git-scm.com/book/en/v2/Git-Basics-Recording-Changes-to-the-Repository

Git Cheat Sheet

From GitHub:

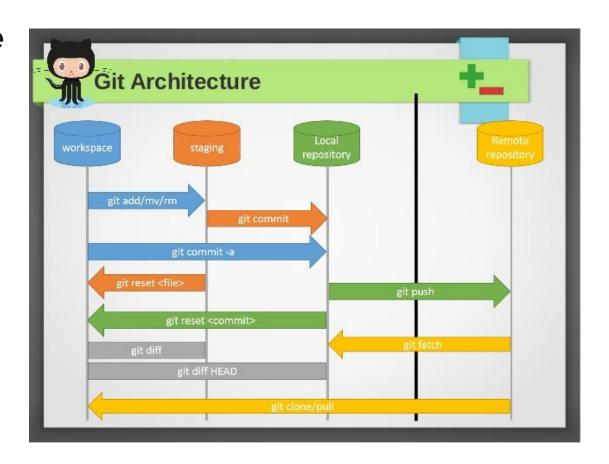
https://services.github.com/on-demand/resources/cheatsheets/

From GitLab:

https://about.gitlab.com/images/press/git-cheat-sheet.pd



Git Architecture



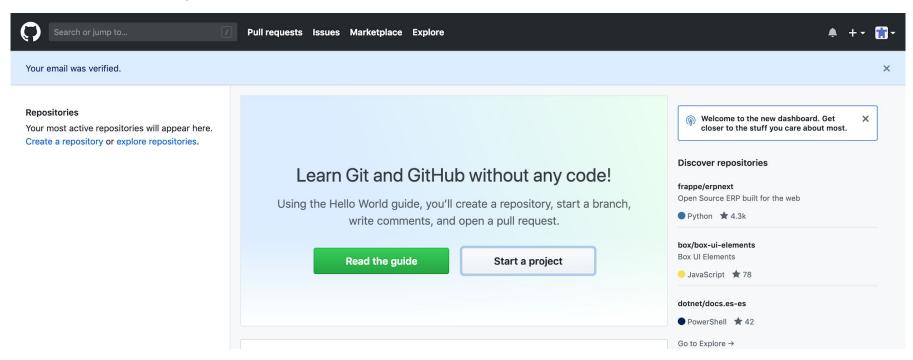
How to use GitHub (I)

How to use GitHub (I): Create a GitHub Account, create new repositories

If you haven't already a GitHub account -> create one:

- Login to https://github.com/join
- Choose a not already taken username for the account and fill in your personal data in "Create your personal account". To complete, solve the riddle.
- "Choose your plan": Select the "Free" plan
- Enter your experience in "Tailor your experience"
- Verify your Email Address in your Email Account.

Create your first "hello-world" example (I)



Create your first "hello-world" example (II)

- Open the "Read the Guide" Website ...:
 https://docs.github.com/en/get-started/quickstart/hello-world
- ... AND Open the "Start a project" Website <u>https://github.com/new</u>
- follow the "hello world" example of GitHub,

but name the repository "my-compicampus-hello-world" instead of "hello world"

Create your first "hello-world" example (III)

You should have

- edited your README.md file and enhanced the content with Text (see also next slide)
- created a new branch
- created a pull request
- merged the branch to the master branch

Enhance your README.md with Markdown

- Open your README.md in your "compicampus-git-intro" Repository and enhance this with more Markdown
 - https://guides.github.com/features/mastering-markdown/
 - https://github.com/ikatyang/emoji-cheat-sheet/blob/master/README.md
- (More on GitHub Markdown including more examples:
 - https://docs.github.com/en/get-started/writing-on-github/getting-started-with-writing-and-formatting-on-github/quickstart-for-writing-on-github)

How to use local Git with GitHub

How to use local Git with GitHub (I): Cloning using HTTPS

- Create a new Repository on GitHub including your GitHub Username "compicampus-USERNAME" (e.g. compicampus-rpless1)
- New user / re-open the shell or prompt with the git command line interface
- Clone your new GitHub Repository locally with HTTPS as documented here: https://help.github.com/en/articles/cloning-a-repository
- Delete the Repository on GitHub as documented here:
 https://help.github.com/en/articles/deleting-a-repository
- Delete your local checkout

How to use local Git with GitHub (II): Cloning using HTTPS Exercise: Contribute to an existing repository

 Create a new Repository on GitHub including your GitHub Username "compicampus-USERNAME" (e.g. compicampus-rplessl)

Contribute to an existing repository

```
# clone a repository on GitHub.com to your machine
git clone https://github.com/<USERNAME>/compicampus-<USERNAME>.git
# change into the `compicampus-<USERNAME>` directory
cd compicampus-<USERNAME>
# create a new branch to store any new changes
git branch my-branch
```

How to use local Git with GitHub (III): Cloning using HTTPS Exercise: Contribute to an existing repository

```
# switch to that branch (line of development)
git checkout my-branch
# make changes, for example, edit `README.md` and `index.html` using
# the text editor (like visual studio code, nano, vim,...)
# stage the changed files
git add README.md index.html
# take a snapshot of the staging area (anything that's been added)
git commit -m "my snapshot"
# if you get "remote: Password authentication is temporarily disabled as part of a brownout. Please use a personal access token
# instead." have a look at the solution here:
# https://stackoverflow.com/questions/68191392/password-authentication-is-temporarily-disabled-as-part-of-a-brownout-please-us
# push changes to github
git push --set-upstream origin my-branch
# afterwards that code changes can be merged by a "merge request"
```

How to use local Git with GitHub (IV): Push Content using HTTPS Exercise: Start a new repository and publish it to GitHub

• Start a new repository and publish it to GitHub

```
# First, you will need to create a new repository on GitHub (by clicking the Website).
```

You can learn how to create a new repository in our Hello World guide. Do not initialize the # repository with a README, .gitignore or License. This empty repository will await your code.

create a new directory, and initialize it with git-specific functions
git init my-repo

```
# change into the `my-repo` directory
cd my-repo
```

create the first file in the project touch README.md

How to use local Git with GitHub (V): Initialisation using HTTPS Exercise: Start a new repository and publish it to GitHub

```
# git isn't aware of the file, stage it
git add README.md

# take a snapshot of the staging area
git commit -m "add README to initial commit"

# provide the path for the repository you created on github
git remote add origin https://github.com/YOUR-USERNAME/YOUR-REPOSITORY.git

# push changes to github
git push --set-upstream origin master
```

Advanced: How to "git reset" (spare time)

A good explanation of how to reset a checkout to a previous version is described here:

https://www.atlassian.com/git/tutorials/undoing-changes/git-reset

Git is operating on branches

Working with Git branches

Branching: After the basic using Git and GitLab we now learn how Git is meant to be used: Using Git branches and making changes in the project safely off to one side, and merging them back into the original project (master) once they have been proved to be correct.

A very good online tutorial on Git Branches and how they behave is here

https://learngitbranching.js.org/?locale=en_US

A very popular Version of using Git Branches (by meaning full names main aka master, develop, hotfix, feature) is documented here by the inventor:

https://nvie.com/posts/a-successful-git-branching-model/

Interact with each other and other coders

Interact with each others and other coders

Forking: After using Git and GitHub by yourself for a while, you may find yourself wanting to contribute to someone else's project. This process is known as **forking**.

- Follow this tutorial with the additional informations below:
 - https://guides.github.com/activities/forking/
- Clone the forked repository to your local machine:
 - git clone https://github.com/<username>/Spoon-Knife.git
- Open the Visual Code Editor on your machine (or whatever your prefered Editor is)
- Change files locally
- git commit and git push them to your Repository on GitHub
- Create a compare and pull request as described in the Guide

Interact with each others and other coders

Pull Requests, Comments on Pull Requests, Merging:

Now we are working together on our own repositories and work together

- 1. Build Groups of 2
- 2. Ask your colleague for his github username and for a repository-name
- 3. Fork the Repository of your colleague on GitHub
- 4. Clone it to your local machine
- 5. Change some code and text parts in the Repository
- 6. Commit your changes
- 7. Push it to GitHub back
- 8. Create a pull request https://help.github.com/en/articles/creating-a-pull-request
- 9. And comment parts of the code changes in the pull request to you https://help.github.com/en/articles/commenting-on-a-pull-request

GitHub Pages Host your static website

GitHub Page Website

GitHub Pages are public webpages hosted and easily published through GitHub

- GitHub Pages are free of charge static websites
- The GitHub Page Website is build with the Jekyll Framework
- Websites are themeable
- Content and Style can be modified remotely via the GitHub Website or locally in the checkout on your computer
- Website Content is given in Markdown
- A custom Website Address (Domain) can be chosen (incl. SSL Certificate from Letsencrypt)
 https://help.github.com/en/articles/using-a-custom-domain-with-github-pages

Create your personal GitHub Page Website

- Login and go to your GitHub Dashboard
- Create a repository called '<username>.github.io'
- Add a Repository Description
- Select the 'Jekyll' Template from the .gitignore Select-Box
- Select a License (<u>Apache License 2.0</u>)
- And follow this guide to create your public https://<username>.github.io Website https://guides.github.com/features/pages/
- Additional: If you have a unused spare DNS Domain try to setup the a custom domain website: https://help.github.com/en/articles/using-a-custom-domain-with-github-pages
 and activate force HTTPS afterwards

Issues Tracking and Feature Requests, Actions, Task Management and Wiki, and more

Collaborative Features included in GitHub

GitHub includes several collaborative features for collaborative coding, automation & CI/CD, Security, Project Management and so one.

All Features in one big page

https://github.com/features

• Issue and Feature Request Tracker

https://github.com/USERNAME/REPOSITORY/issues

-> See Guide: https://guides.github.com/features/issues

Project Board (handling 1 or more repositories)

https://github.com/USERNAME/REPOSITORY/projects

-> See Guides: https://help.github.com/en/articles/about-project-boards and

https://github.com/features/project-management/

Collaborative Features included in GitHub

Automation and CI/CD:

• GitHub Actions: Automate all your software development workflows. Write tasks and combine them to build, test, and deploy faster from GitHub

https://docs.github.com/en/actions

Package and Release Code

https://docs.github.com/en/packages

Further Reading and Exercises

Git / GitHub Specialites

Git Large File Storage (LFS):

Large Git repositories become very slow and put a lot of strain on the GitHub server. The Large File
 Storage (LFS) extension is used to off-load large files from a repository to a separate storage.
 https://docs.github.com/en/github/managing-large-files

Protected Branches:

• https://docs.github.com/en/github/administering-a-repository/about-protected-branches

Further Exercises and Reading

Book Recommendation:

• The complete "Pro Git" book is available at: https://git-scm.com/book/en/v2/

Especially read and test the stuff written in the branching chapter:

• https://git-scm.com/book/en/v2/Git-Branching-Branches-in-a-Nutshell

Further Exercises and Reading

Further Exercises:

- Nearly always after forking a repository, a re-synchronisation is necessary https://help.github.com/en/articles/syncing-a-fork
- Also nearly always resolving merge conflicts
 <u>https://help.github.com/en/articles/resolving-a-merge-conflict-using-the-command-line-https://help.github.com/en/articles/resolving-a-merge-conflict-on-github-</u>
- A good explanation of how to git reset a checkout to a previous version is described here: https://www.atlassian.com/git/tutorials/undoing-changes/git-reset

In case of fire





1. git commit



2. git push



3. leave building

Thank you for being part of this class!

Roman Plessl

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https://github.com/rplessl