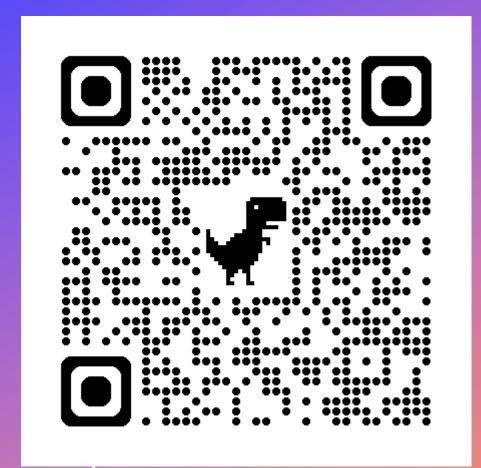
INTRO TO GIT & GITHUB

https://github.com/Abertay-University-SDI/Github





Erin Michno Hughes
Lecturer Games Tech and Mathematics

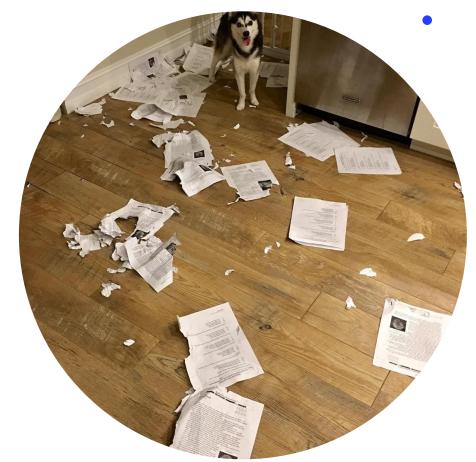
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AGENDA

Why?!?!
What is Git / Github
Installation(s) / student accounts
Create a repository
Push/Pull/Branch/Merge
Extras!

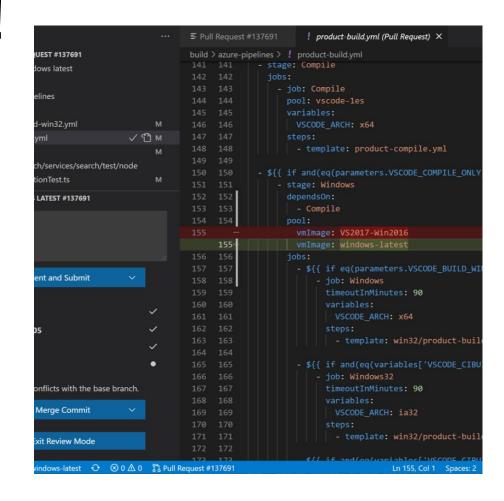
Why are we talking source control?,

- Access anywhere (potentially) with distributed source control
- Track changes
- Prevent conflicts
- Protect/Backup source code
- Improve collaboration
- Improve development



Don't trust me - verify!

- https://www.freecodecamp.org/news/introduction-to-git-and-github/
- https://learn.microsoft.com/en-us/training/modules/introduction-to-github/
- https://product.hubspot.com/blog/git-and-github-tutorial-for-beginners
- https://github.com/skills/introduction-to-github
- https://docs.github.com/en/get-started/start-your-journey/hello-world
- https://github.com/education/students
- https://visualstudio.microsoft.com/vs/github/
- https://learn.microsoft.com/en-gb/visualstudio/version-control/git-with-visual-studio?view=vs-2022
- https://visualstudio.microsoft.com/vs/github/
- https://learn.microsoft.com/en-gb/visualstudio/version-control/git-resolve-conflicts?view=vs-2022
- https://www.datacamp.com/tutorial/github-and-git-tutorial-for-beginners
- https://www.datacamp.com/blog/what-is-github

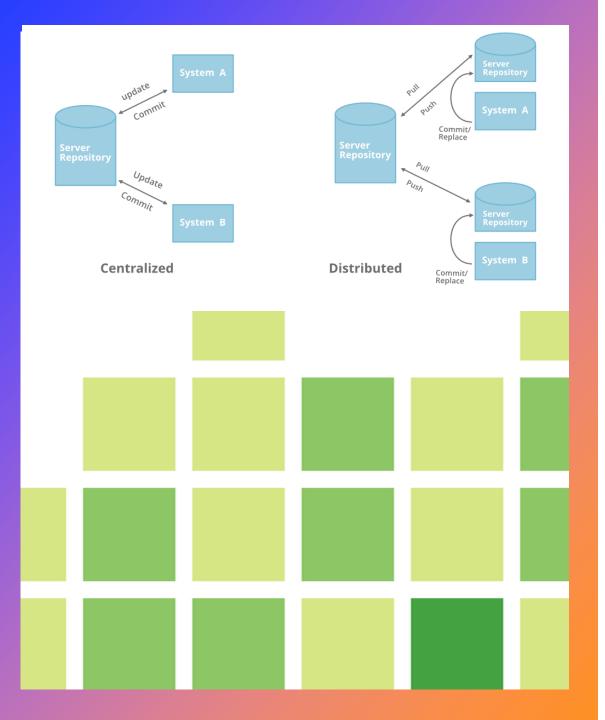






Open Source Version Control





Git

- Is a DVCS (Distributed Version Control System
- Distributed (not Centralized) allows for offline work
- Open source
- 2005 Linus Torvalds
- Tracks changes of files and is specialised for code and software projects
- Similar to the software that tracks changes in a shared google document but with many more features
- Easily have "branches" or different versions of the in progress software "repository" or data structure that stores the project



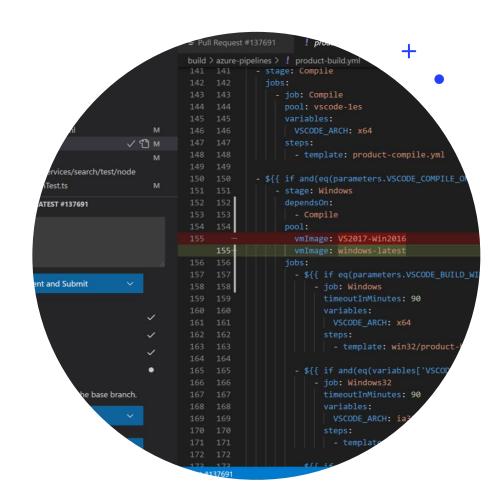
GITHUB

Website / Hosting Service / Microsoft



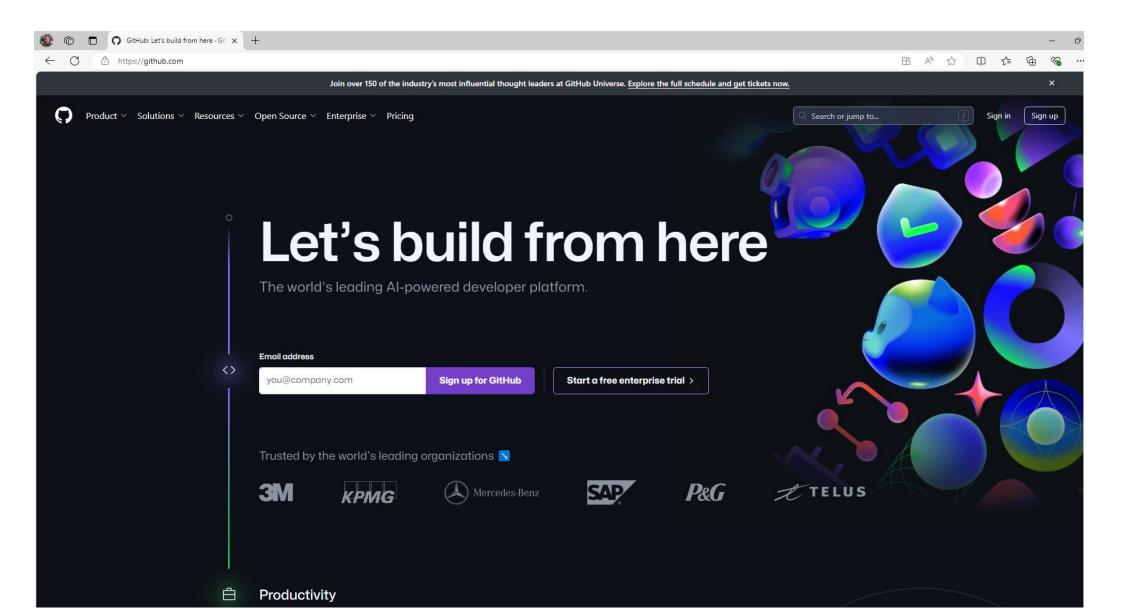
Github

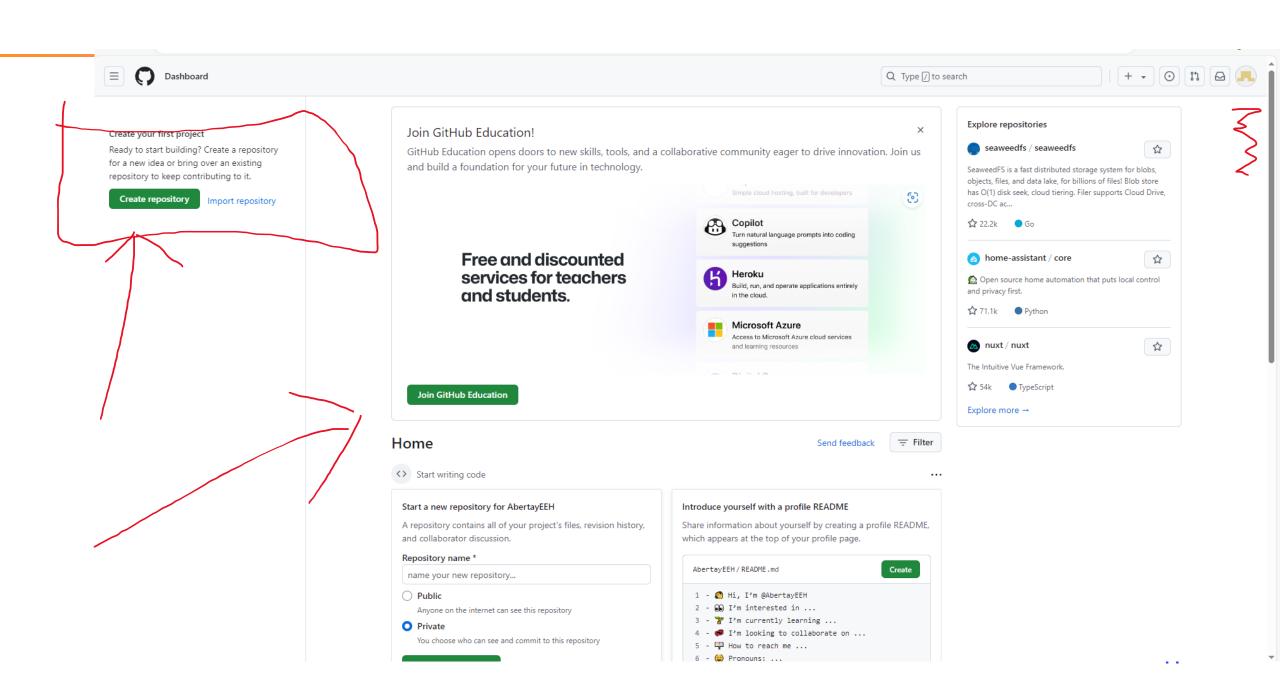
- "a cloud-based platform"
- "allows users to store, share, and collaborate on code"
- "a developer platform to share code"
- It's a website, with user accounts where you can upload code projects and share them or edit – not just your projects but other users too
- Think YouTube for code projects, but it's not just the final project it's the whole timeline of progress with edit privileges





- If you do not have an existing account
- Create one
- If you HAVE an existing account
- Think if you might want to have a "uni" based account that is linked to your student number / email and will be a clean portfolio

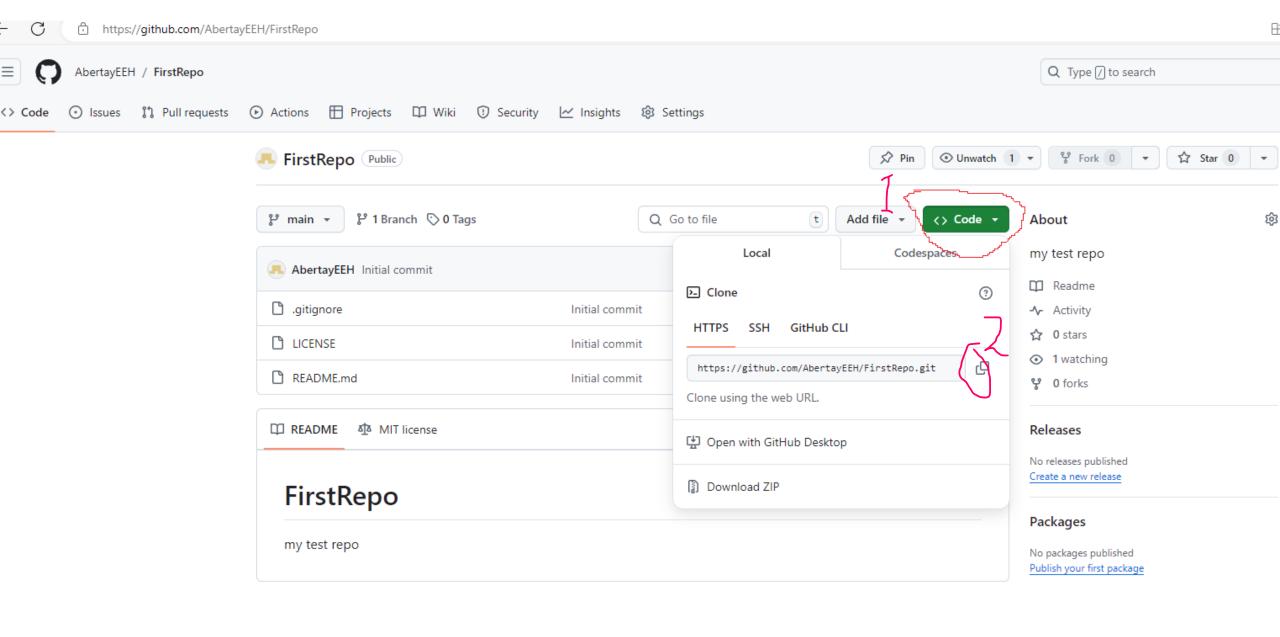




Create a new repository

A repository contains all project files, including the revision history. Already have a project repository elsewhere?

Import a repository. Required fields are marked with an asterisk (*). Owner * Repository name AbertayEEH FirstRepo FirstRepo is available. Great repository names are short and memorable. Need inspiration? How about sturdy-potato? Description (optional) my test repo Anyone on the internet can see this repository. You choose who can commit. You choose who can see and commit to this repository. Initialize this repository with: dd a README file This is where you can write a long description for your project. Learn more about READMES. Add .gitignore .gitignore template: VisualStudio * Choose which files not to track from a list of templates. Learn more about ignoring files. Choose a license License: MIT License ▼ A license tells others what they can and can't do with your code. Learn more about licenses. This will set **Pmain** as the default branch. Change the default name in your <u>settings</u>. (i) You are creating a public repository in your personal account.



Visual Studio 2022

Open recent

۔ م

■ Today

github-fundamentals-erinmichno
C:\Users\Erin Hughes\Source\Repos

10/09/2024 11:27

welcome2024_25-github_fundamentals-github-starter-c... 10/09/2024 11:22

C:\Users\Erin Hughes\Source\Repos

■ This month

mpiSendRecv.sln

02/09/2024 10:42

C:\Users\Erin Hughes\source\repos\mpiSendRecv

NVENC_ABM_BASE.sln

22/08/2024 14:34

C:\Users\Erin Hughes\source\repos\erinmichno\NVENC_ABM_BASEGIT\source

M

Samples_VS2019.sln

22/08/2024 14:20

C:\Users\Erin Hughes\source\repos\cuda-samples12

M

CudaRuntime12.sln

22/08/2024 14:19

C:\Users\Erin Hughes\source\repos\CudaRuntime12

Get started



Clone a repository

Get code from an online repository like GitHub or Azure DevOps



Open a project or solution

Open a local Visual Studio project or .sln file



Open a local folder

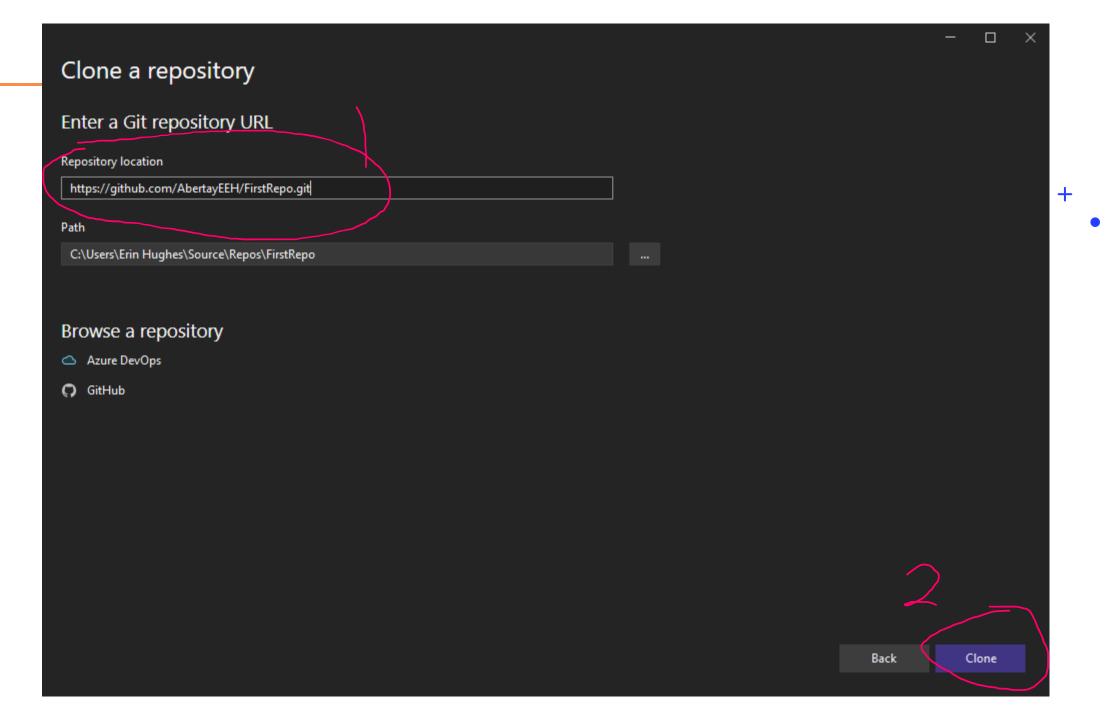
Navigate and edit code within any folder

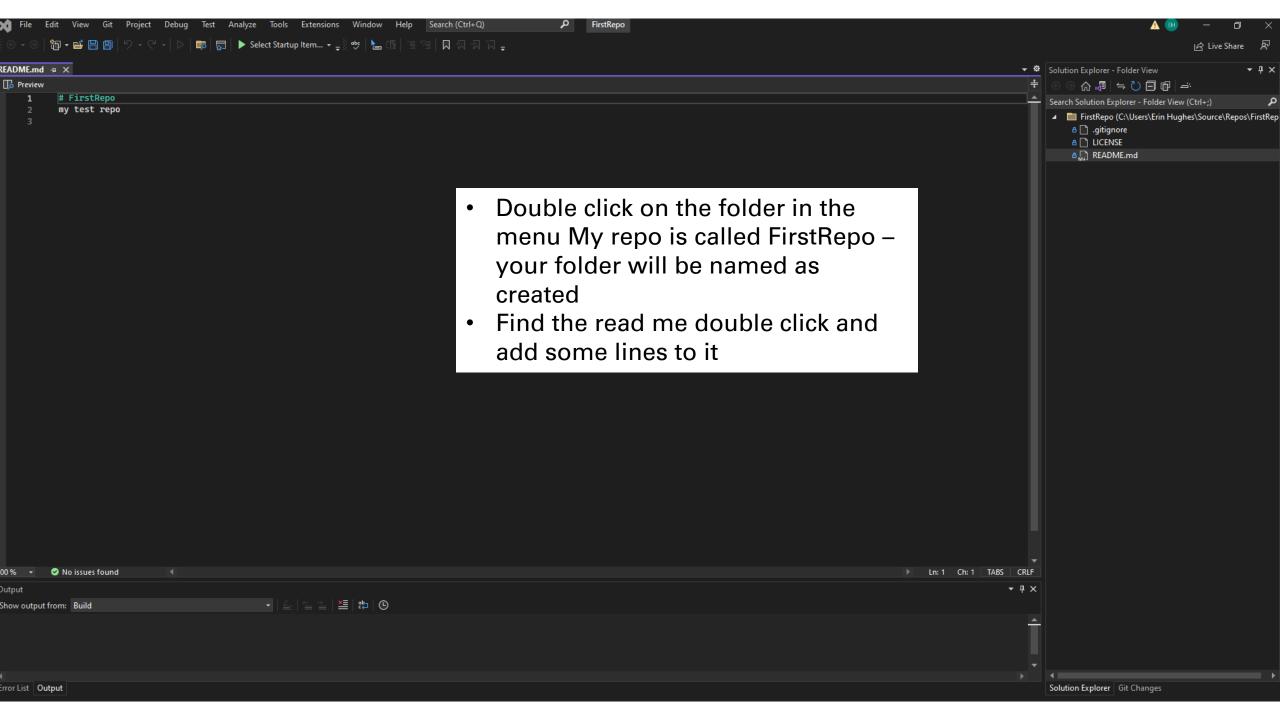


Create a new project

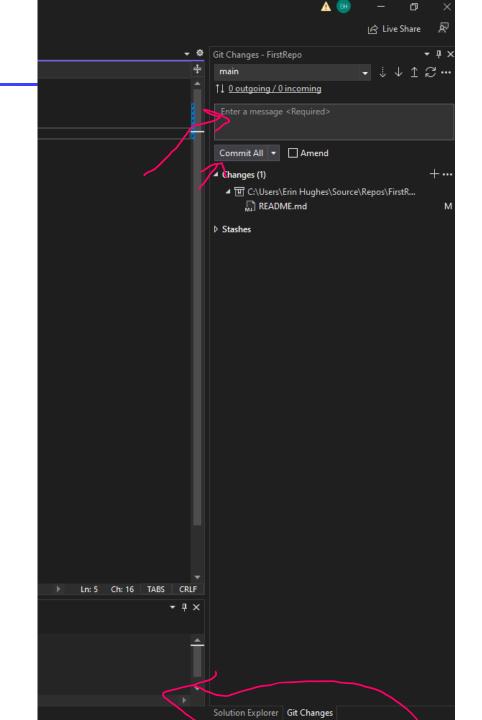
Choose a project template with code scaffolding to get started

Continue without code →





- After adding some text to the Readme save it
- See how the lock symbol has changed to a red check – this means changes have been made
- Find the git changed tab or from the top menu View->Git Changes
- Also check out View->Git Repository
- We SHOULD see that readme file is in the change list
- Write a small message to let yourself and others know what the change is in the message box such as "edited readme file"
- Then click commit all button



Link!

 https://learn.microsoft. com/en- us/visualstudio/ide/wor k-with-github- accounts?view=vs-2022

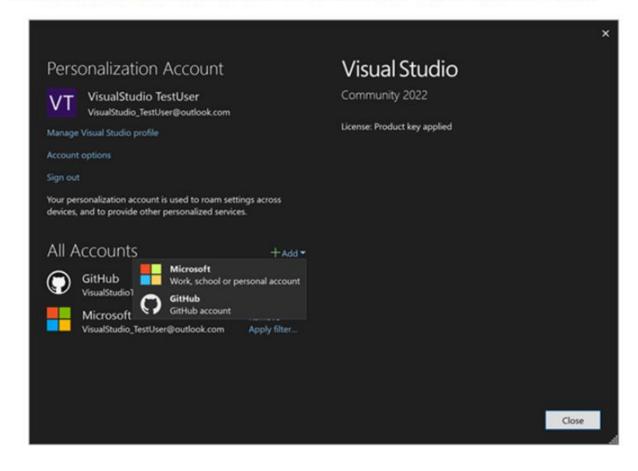
 You will need to add your account to push your work up to your account on github.com

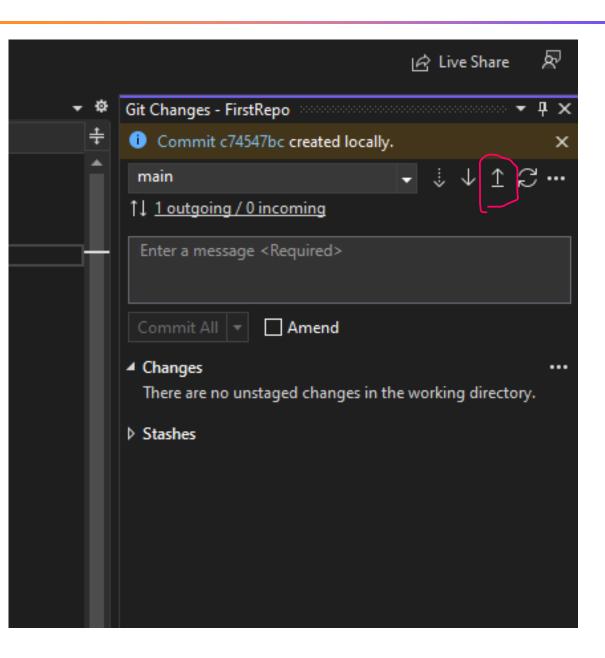
Adding public GitHub accounts

You can add your public GitHub account at any point, even if you haven't signed into Visual Studio with a Microsoft account, work account, or school account.

Add a GitHub account from the Account settings dialog:

- 1. Open the Account Settings dialog by going to File > Account Settings....
- 2. From the All Accounts submenu, select + Add to add an account, and then select GitHub.





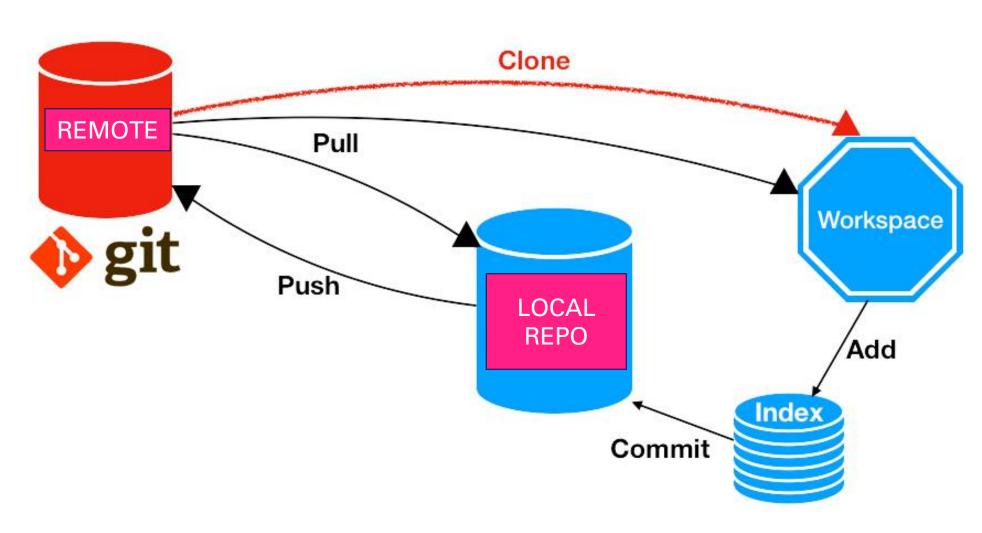
- Notice the new information
- A "commit" or snapshot has been created locally
- Locally means only on the current machine – it's not up on the server yet
- We need to push it to the server
- In our case github.com is our server
- Find the push button (up arrow with a ground line) and push your code change up so it is available to anyone with the repo link
- Follow up find the symbols for fetch, pull and sync search the resources to see what/when/why to use these commands
- Go to github.com page to check if it's uploaded!



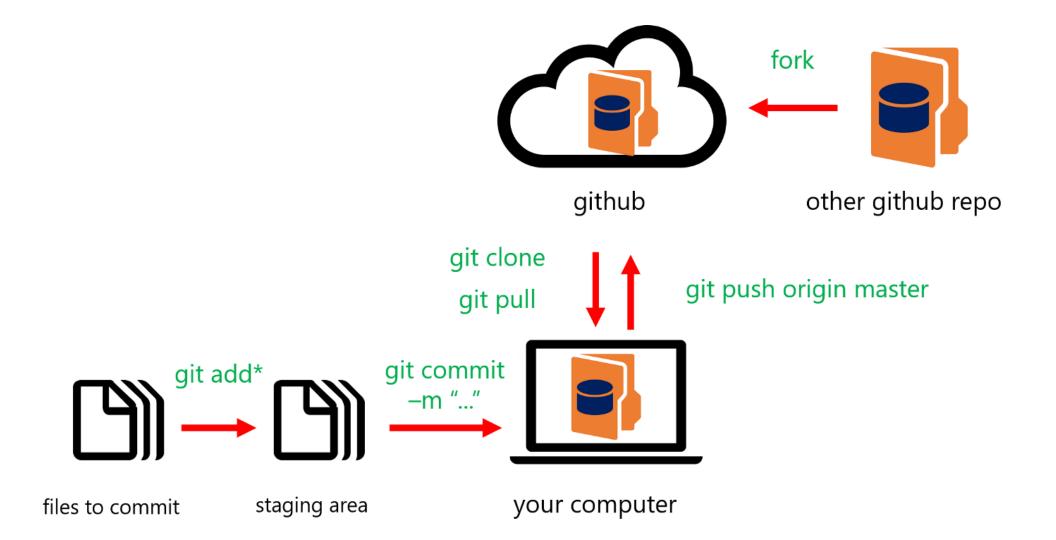
Success!

Your authorization was successful. You can now return to Visual Studio.

Why commit and push?



Why commit and push?



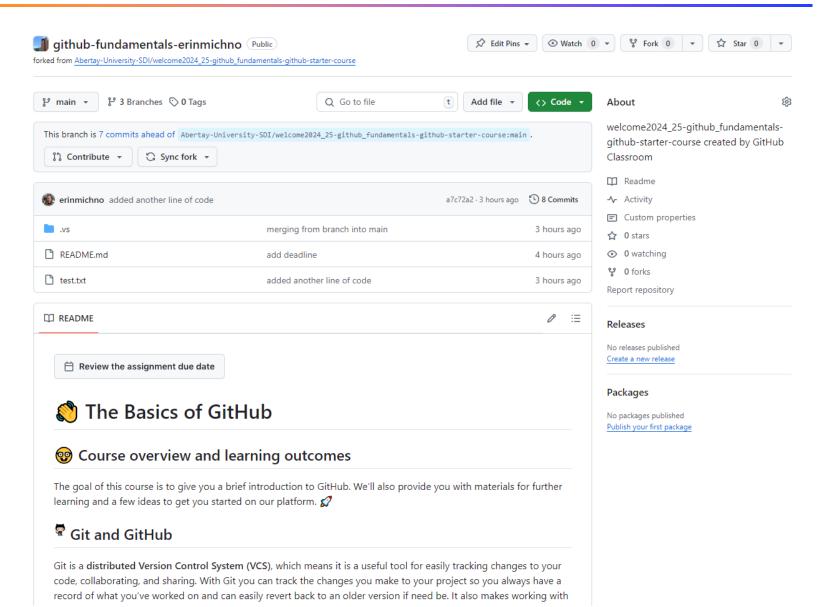
Cheat sheet!

- There are lots of commands and we will practice a few more
- But: https://education.github.com/git-cheat-sheet-education.pdf has a great list
- You should have a physical print out of this to take away

GITHUB CLASSROOM LINK

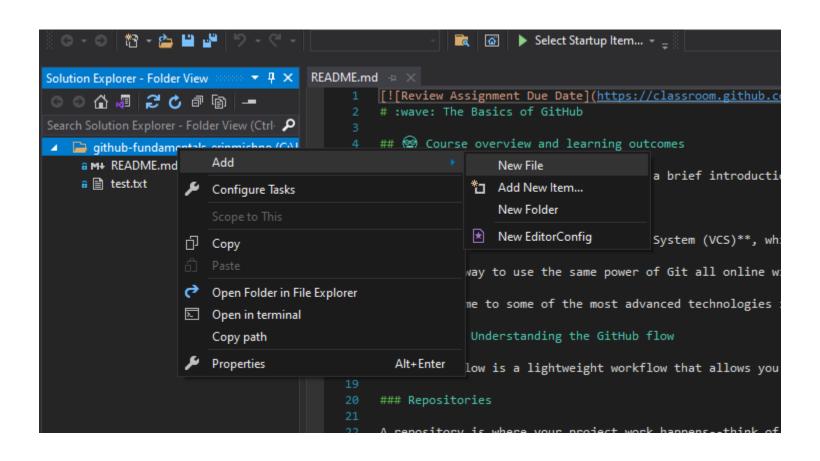


https://classroom.github.com/a/4qllgOjW

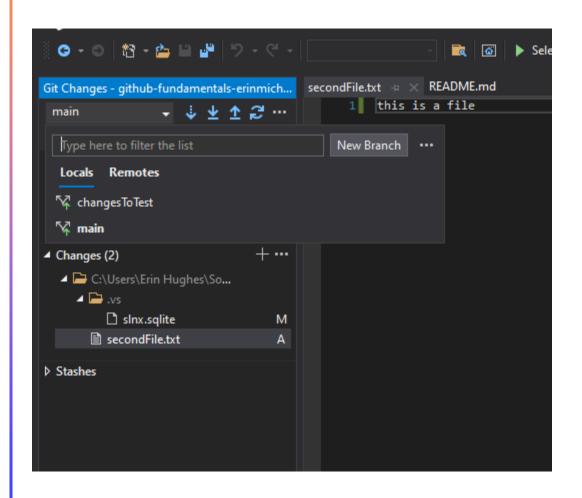


- Add your student id to the list if it is not there
- Accept the assignment
- Read the ReadMe it has the basics of Github right there!
- Click on the green code button and copy the repo git location as we did before or select open with visual studio

Add a new file – add some text

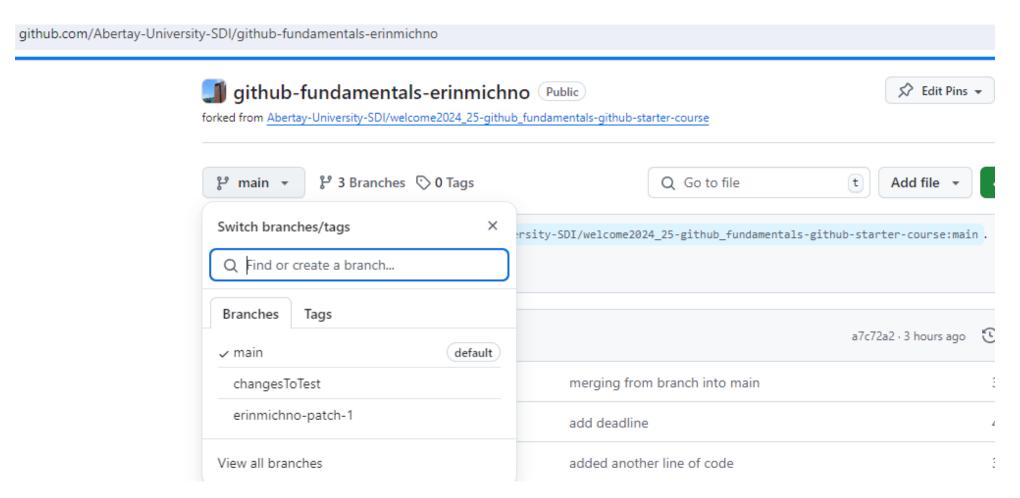


Create a branch

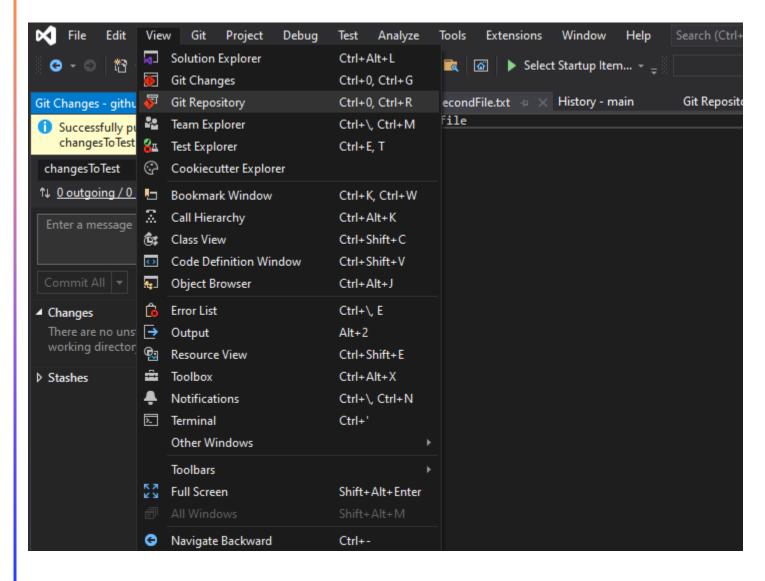


- Find the "main" drop down text – this is the branch you are working on at first there is only one
- Create a new branch this is a new timeline
- Commit and push the new file and new work to this new branch
- Check it is there on github.com
- See if you can see both branches

On server – after commit and PUSH!

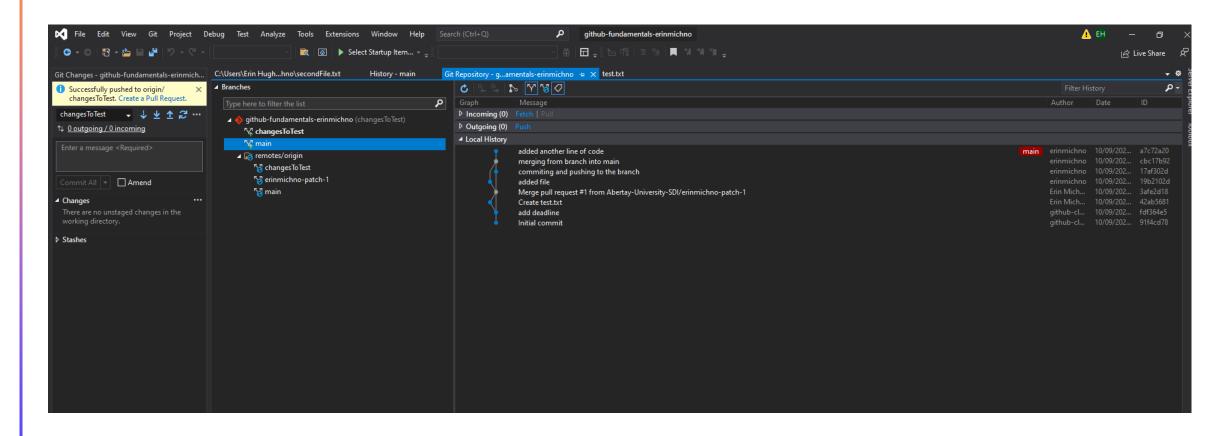


On Local machine VisualStudio

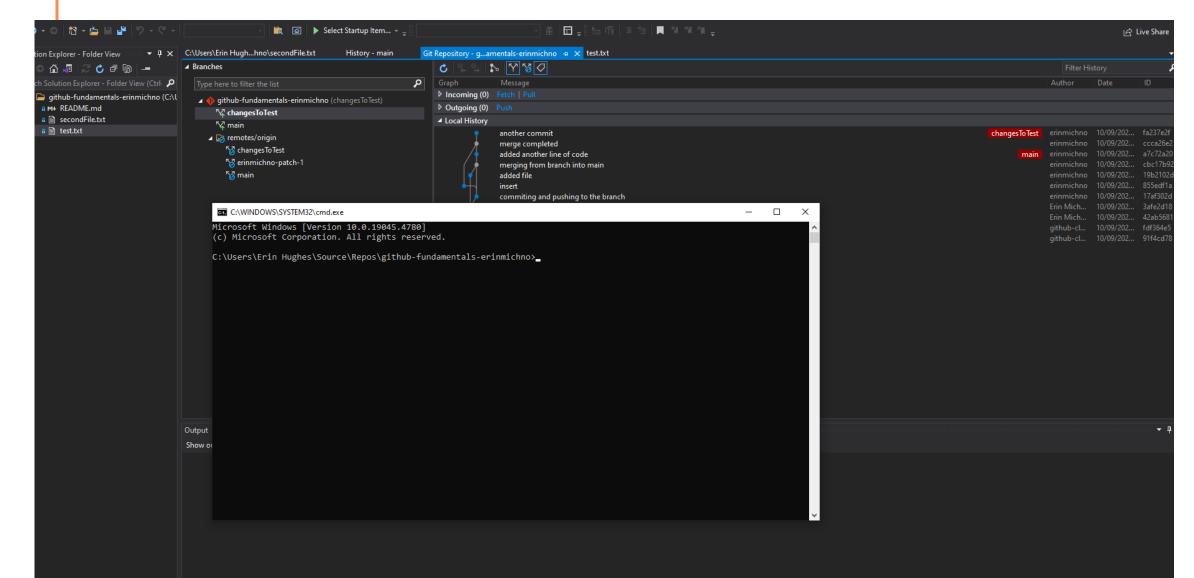


 Let's look at the branches on Git Repository view

Timeline / History



Git -> Open In Command Prompt



git <command> <params>

C:\WINDOWS\SYSTEM32\cmd.exe

```
licrosoft Windows [Version 10.0.19045.4780]
(c) Microsoft Corporation. All rights reserved.
:\Users\Erin Hughes\Source\Repos\github-fundamentals-erinmichno>git branch
 main
:\Users\Erin Hughes\Source\Repos\github-fundamentals-erinmichno>git checkout main
witched to branch 'main'
our branch is up to date with 'origin/main'.
:\Users\Erin Hughes\Source\Repos\github-fundamentals-erinmichno>git merge changesToTest
Jpdating a7c72a2..fa237e2
ast-forward
.vs/VSWorkspaceState.json
                                               7 ++++++
.vs/github-fundamentals-erinmichno/v16/.suo
                                              Bin 0 -> 21504 bytes
.vs/slnx.sqlite
                                              Bin 90112 -> 90112 bytes
secondFile.txt
                                                1 +
                                                1 +
test.txt
5 files changed, 9 insertions(+)
create mode 100644 .vs/VSWorkspaceState.json
create mode 100644 .vs/github-fundamentals-erinmichno/v16/.suo
create mode 100644 secondFile.txt
:\Users\Erin Hughes\Source\Repos\github-fundamentals-erinmichno>git push origin main
Total 0 (delta 0), reused 0 (delta 0)
To https://github.com/Abertay-University-SDI/github-fundamentals-erinmichno.git
  a7c72a2..fa237e2 main -> main
:\Users\Erin Hughes\Source\Repos\github-fundamentals-erinmichno>
```

Try a few commands from the command line

git branch

git checkout main

git merge MyOTHERbranch

git push origin

Most commands will have a button / visual counter part in VISUAL studio – but note all commands can be handled from command prompt and may be faster as you level up



BRANCHING

Wait haven't we already made a branch?



Branches

- In Git, a branch is a new/separate version of the main repository. It has all the dependencies and can switch between versions with a single command all while ensuring not files get muddled or missed and can keep feature development separate and safe!
- Branches allow you to develop features, fix bugs, or safely experiment with new ideas in a contained area of your repository.
- You always create a branch from an existing branch.
 Typically, you might create a new branch from the default branch of your repository.

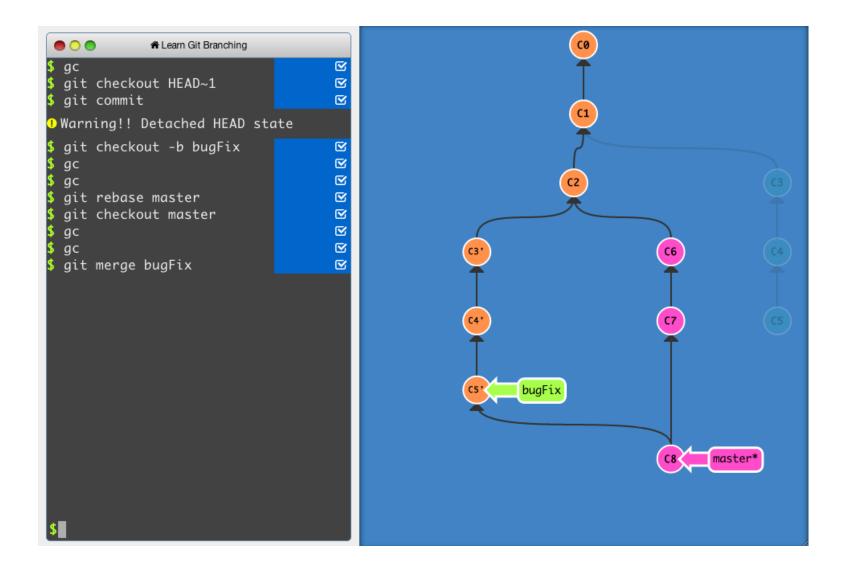
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LEARN GIT BRANCHING



https://learngitbranching.js.org/

Try lots of combinations

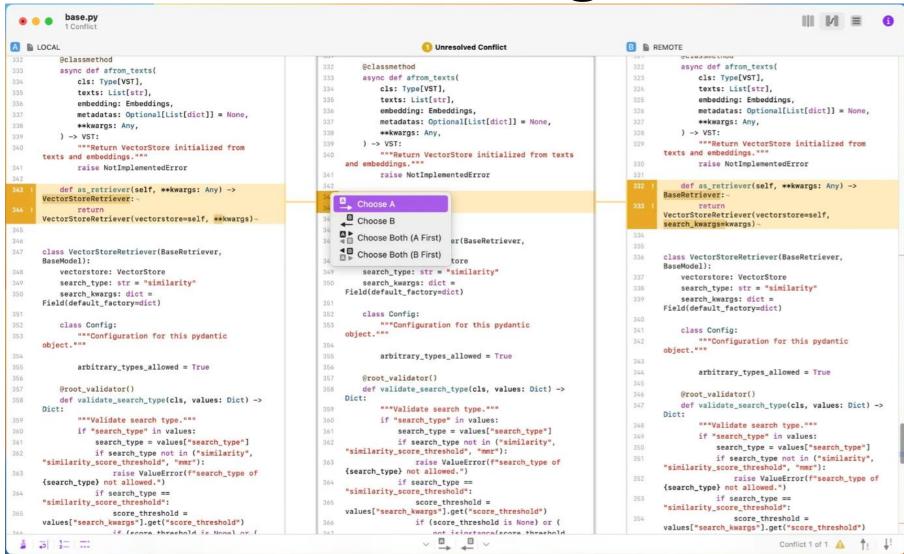


INTRO TO GIT & GITHUB

EXTRAS



Diff Tools and Merge Conflicts

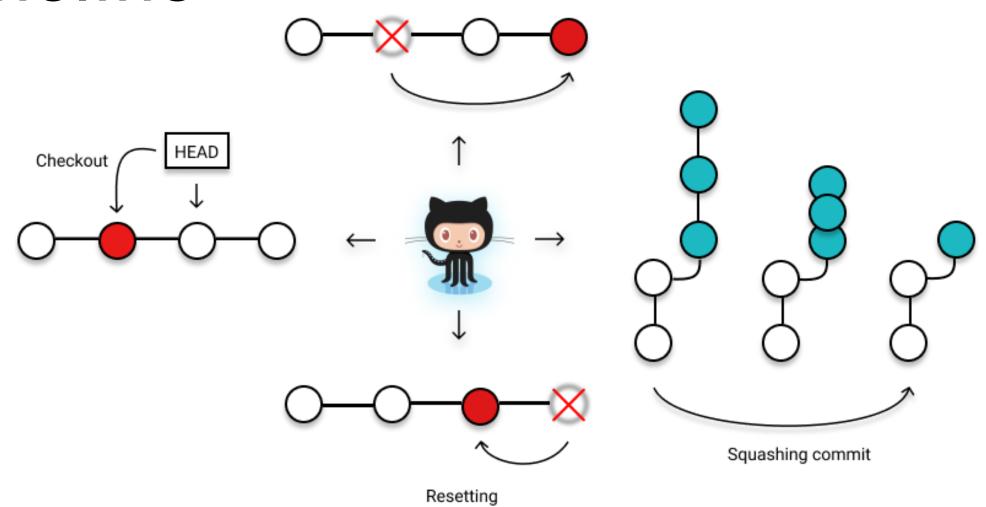


Undo Mistakes: Yours or others!

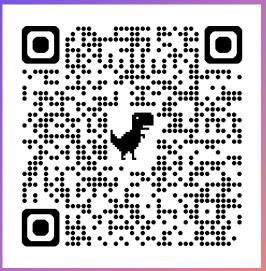
- Checkout different commits
- Revert changes that have already been committed
- Git reset HEAD will undo uncommited changes
- Stash allows you to hide away stuff you're working on that might be not ready to commit so you can grab or show off other work then return the stash to your working code later

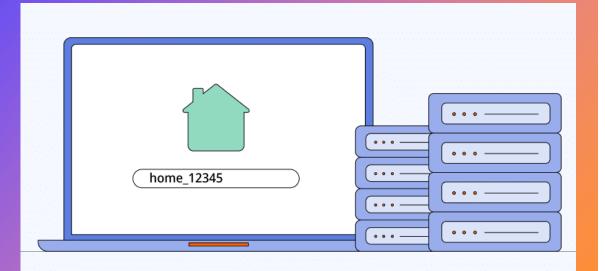
Timeline

Reverting









Hosting

- You may not want to use a Microsoft based service to host your own code
- You might want to host your own code
- Upside: Unlimited Power/Control
- Downside: reliability / maintenance
 - knowledge base
- https://github.com/PowerShell/Win32-OpenSSH/wiki/Setting-up-a-Git-server-on-Windows-using-Git-for-Windows-and-Win32 OpenSSH
- https://www.linuxfoundation.org/blog/blog/cla ssic-sysadmin-how-to-run-your-own-git-server

Swag! Get free stuff

https://education.github.com/pack







