

**Software Engineering  
Bootcamp**

Hyperiondev

# Introduction to Git and Version Control

# Lecture – Housekeeping

- ❑ The use of disrespectful language is prohibited in the questions, this is a supportive, learning environment for all - please engage accordingly. (FBV)
- ❑ No question is daft or silly - **ask them!**
- ❑ There are Q/A sessions midway and at the end of the session, should you wish to ask any follow-up questions.
- ❑ You can also submit questions here:  
<http://hyperiondev.com/sbc4-se-questions>
- ❑ For all non-academic questions, please submit a query:  
[www.hyperiondev.com/support](http://www.hyperiondev.com/support)
- ❑ Report a safeguarding incident:  
<http://hyperiondev.com/safeguardreporting>
- ❑ We would love your feedback on lectures:(FBV)  
<https://hyperiondev.wufoo.com/forms/zsgv4m40ui4i0g/>

# Github Repository – Lecture Examples/Slides

[https://github.com/HyperionDevBootcamps/C4\\_SE\\_lecture\\_examples](https://github.com/HyperionDevBootcamps/C4_SE_lecture_examples)

## Github Download/Cheat sheet

<https://git-scm.com/downloads>

<https://github.com/git-guides/install-git>

<https://education.github.com/git-cheat-sheet-education.pdf>

# Objectives

1. Version control
  - a. What is version control?
  - b. Why do we use it?
2. Git
  - a. What is git?
  - b. How do we use it?

# What is Version control?

- Also referred to as source control
- It is a system that tracks and manages changes to software code.

# Why Version Control?

- **Collaboration**
  - Multiple people working on the same file at the same time.
  - Hard to keep track of what changes happen when.
  - Certain changes can be accidentally overwritten.
- **Storing Versions**
  - Being able to rollback code becomes a great emergency tactic, when bugs become too difficult to handle.
- **Understanding What Happened**
  - Full history of who made what changes.

# Some Terminology

- **Version**
  - Code at a particular state.
- **Repository**
  - The collection of all files at all versions.
- **History**
  - The list of all changes made to a set of files.
- **Commit**
  - Stores a set of changes to the repository.
- **Staging Area**
  - A file containing changes to be added to the next commit.

# Introducing Git

- Most widely used version control system.
- Free and open-source. Designed to handle a large variety of systems.
- Distributed architecture:
  - When you download a repository, you download the full history of changes to your local computer.
- Everything is run from the command-line using the git application.



# Repositories

- Two types: local and remote.
- All changes stored in a hidden file called “.git”.
- Two ways to get a repository:
  - Create a new one using **git init**.
  - Get a remote one using **git clone** **<repository-url>**.

# Committing Code

- First, you need to add your files to the staging area.
  - **git add <file-name>**
- Once you have added all files to the staging area, then you can commit your code.
  - **git commit -m <commit-message>**
  - NB: Each commit has to have a message attached to it.
  - This just explains what what changed.

# Viewing the Status of your Commit

- **git status**
- Shows all new files, changed files, and files added to the current commit.
- E.g:

On branch master

Your branch is up-to-date with 'origin/master'.

Changes to be committed:

(use "git reset HEAD <file>..." to unstage)

```
new file:   newFile.py
```

# Viewing your Version History

- **git log**
- Shows the commit hash (a unique identifier for the commit), Author, Date and the commit message.
- E.g:

```
commit a9ca2c9f4e1e0061075aa47cbb97201a43b0f66f
```

```
Author: HyperionDev Student <hyperiondevstudent@gmail.com>
```

```
Date: Mon Sep 8 6:49:17 2017 +0200
```

```
Initial commit.
```

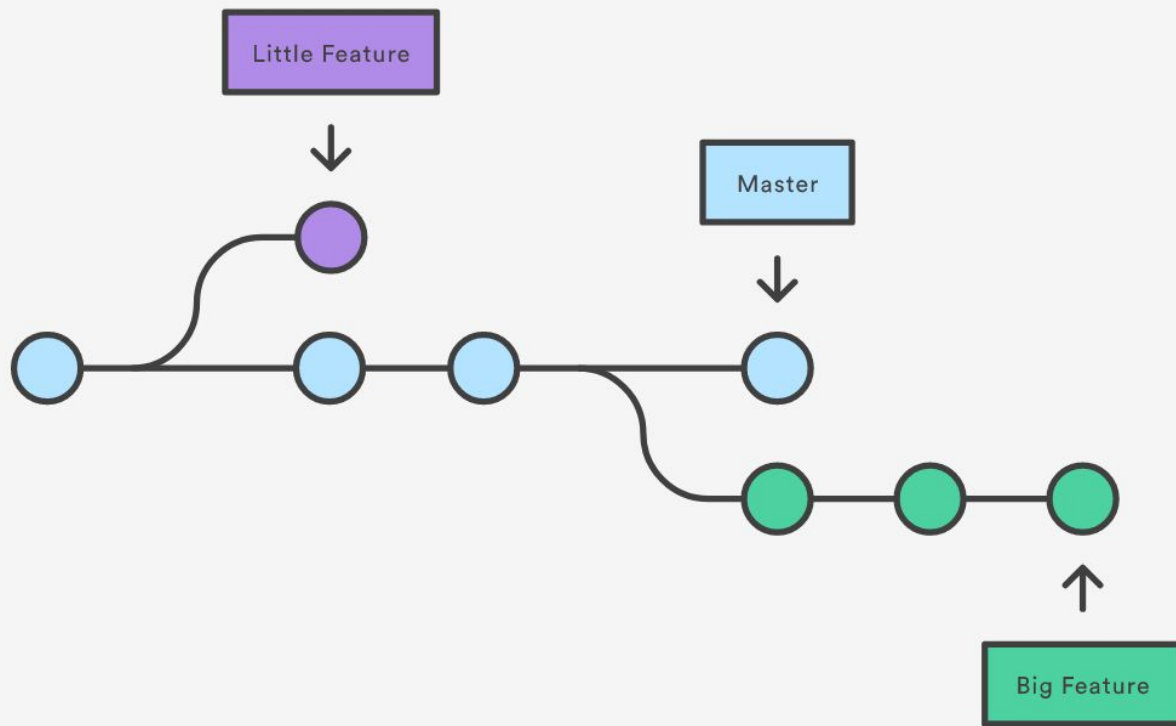
# Branching

- Sometimes, a developer needs to work independently on the same code base.
- For example: adding a new feature.
- With other changes constantly being made, this can sometimes be difficult and cause many merge conflicts.
- Solution: branching.

# Branching (cont.)

- **git branch <branch-name>**
- To switch branches:
  - **git checkout <branch-name>**
- By default, Git uses **master** as the name of the main branch.

# Branching Visualised



# Stashing Changes

- When switching branches, Git will throw up a fuss if you have uncommitted changes.
- However, sometimes your changes are not yet ready for a commit.
- You can use **git stash** to temporarily save your changes to a clipboard without committing.
- To get your changes back, **git stash pop** will get the latest stash on the clipboard.



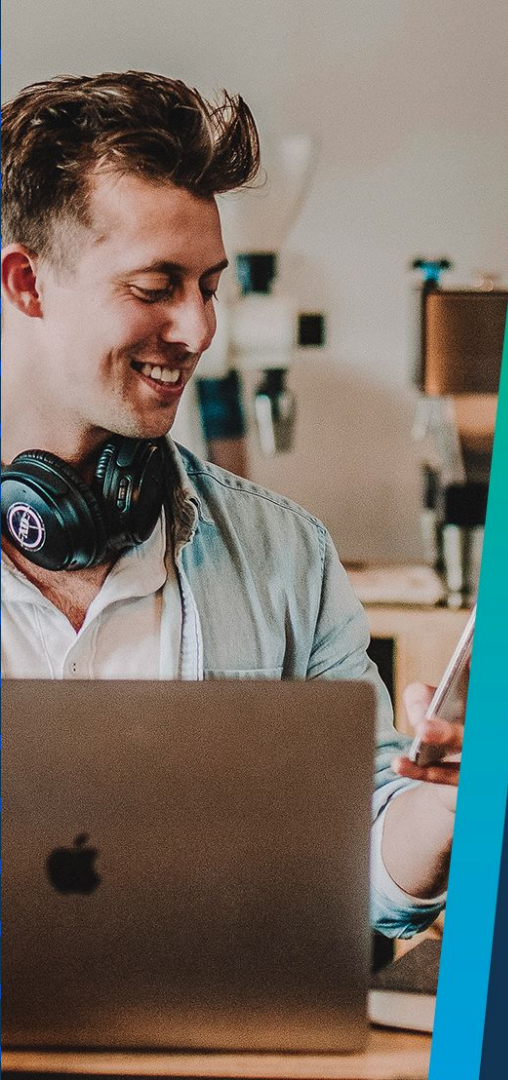
# Merging

- There is no use in branching code to make a new feature without being able to make it a part of the main branch.
- Merging allows you to take the changes that you have made in your branch and apply them to the main branch (or another branch of your choice).
- To merge bug-fix branch into master branch:
  - **git checkout master**
  - **git merge bug-fix**

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# Q & A Section

**Please use this time to ask any questions relating to the topic explained, should you have any**



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# Thank you for joining us

**Take regular breaks.  
Stay hydrated.  
Avoid prolonged screen time.  
Remember to have fun :)**