

# Versioning with Git





#### Teacher

### **Daniel Harty**

Infrastructure and Big Data engineer at Adaltas

daniel@adaltas.com

GitHub <u>- github.com/DanielJohnHarty</u>

Versioning with Git 2



#### We will learn Git basics

#### Plan:

- What is versioning
- Git introduction
- Lab: practicing Git



# What is Versioning?

#### Also known as:

- Version Control or Version Control System (VCS)
- Source Control Management (SCM)



# What is Versioning?

It is the practice of tracking and managing changes to software code.

**SCM (or VCS)** - tools that help you keep track of your code with a complete history of changes.

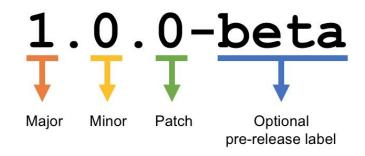


## What do they manage?

- Code (or any text-based documents)
- Project versions:
  - Global project version (tags:1.2.4-beta)
  - Each modification is a «version»
- Change requests



### Semantic Versioning (tag names)



- MAJOR when incompatible API changes
- MINOR when new functionality
- PATCH when bug fixes
- LABEL optional, for pre-releases



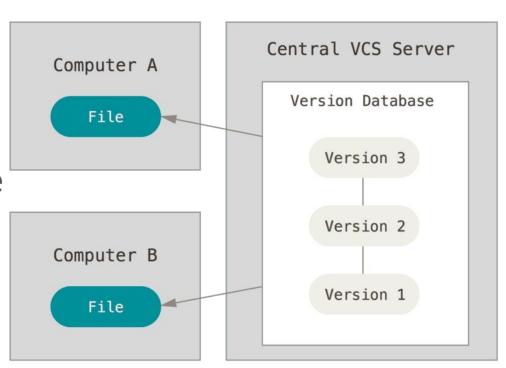


- Centralized
- Decentralized



### Centralized VCS

- Needs network
- Single Point of Failure

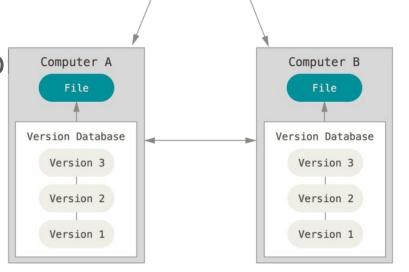


### **Decentralized VCS**



+ Local work is possible

- Workflow is more comp



Server Computer

Version Database

Version 3

Version 2

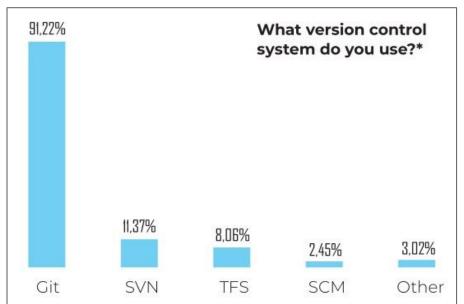
Version 1

Versioning with Git



## Why learning Git?

• Alternative to **SVN** (Subversion, created in 2000)



From <u>State of software</u> <u>development in 2019</u>, codingsans.com

#### What is Git?



- The most popular VCS
- Decentralized
- Open Source and free
- Created in **2005** by Linus Torvalds





## Git repository

Is a set of versioned files

With entire history of changes

Copied to a local folder

".git" folder at the root of a project

The users choose the files to version



#### Common scenario

- 1. Checking out remote changes git clone or git pull
- 2. Editing a file

eg: add a new function "attack()" to the "player.js" file

3. Adding a file to "staging area" for the next commit git add player.js



#### Common scenario

- 4. Commit the modification to the local repository:

  git commit -m "Add player attack"
- 5. Send local modifications to the **remote** repository git push
- 6. Resolution of any conflicts:

Code modification + commit



#### Conflict resolution

Conflicts - are modifications made on the same line

Must be resolved manually:

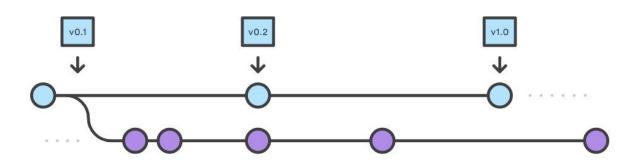
- edit files with a resolver tool (or text editor)
- commit the files
- push to the remote branch



#### Branches

1 branch = 1 separate versioning space
 → isolation of changes







# Managing a git repository

- Git commands:
  - pull, push, merge ...
  - through a graphical interface: GitHub Desktop, Fork GitKraken...
- Git remote repositories:
  - on GitHub, GitLab, self-hosted...



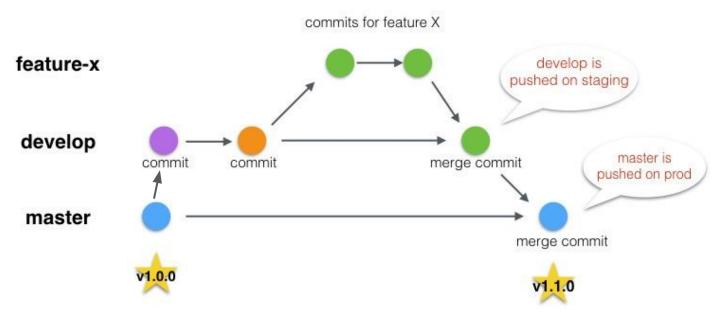
# Git ignore

- The ".gitignore" file contains the files to ignore
- Works with wildcards
  - .\* : ignore all files starting with a "."
- Useful for ignoring files specific to your environment:
  - codeblocks or VScode files
  - "node\_modules" folder in Node.js



### Git Flow

### Typical organization of versioning:



Versioning with Git 20



## Where can you use Git?

- Software development
- Writing (books, articles, theses)
- Whatever requires tracking the history...



### Go further

- 1. Learn the difference between **merge and rebase**:
  - https://dzone.com/articles/merging-vs-rebasing
- 2. Learn **Conventional Commits** a specification for writing commit messages:
- https://www.conventionalcommits.org/en/v1.0.0-beta.2/