# Introduction to git Part I





## git is a version control system

Provides a framework for keeping snapshots, known in git as commits, of your project over time

We call a given project that git is tracking a repository (repo for short)

Repositories are usually used to track code, but they can track other files

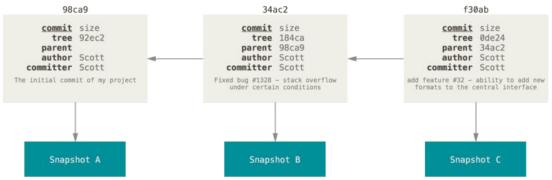


Image from git-scm

## git repositories hold a living record of your project

By storing project snapshots, you can safely\* overwrite and/or remove files but still be able to recover them \*Unless you don't do it safely

Although git is not technically a backup, it's not not a backup!

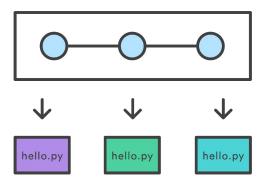


Image from Atlassian

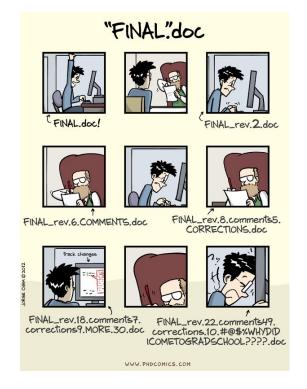


Image from PhD Comics

## GitHub is a popular website for hosting and managing git repositories



## git is both a powerful individual and collaborative tool

Working independently in a git repository and with a team can look a little different!

We'll come back to different approaches for collaborative git workflows later

**For the individual**, git provides a record of your work, allows you to make changes without losing past work (reversion is possible!)

**For the team**, git provides a common framework and structure for collaborating without conflicts (if properly coordinated!)

 Some project management is baked into git and/or GitHub, but other aspects you'll need to bring to the table yourself

## git repositories are similar to lab notebooks



If used well, git (along with certain GitHub features!) can store a precise history of project development and changes, not unlike a lab notebook

But without any context, this history has limited utility!

- Why did you write the code? What role does it play in your project?
- How does this code fit into the overall project? How does it relate to other pieces of code?
- Does the code output results, figures, etc? Why do you need those results? How do you interpret those results?
- What dependencies/environment are needed to be able to run the code?
- How do you run the code? How can others run the code?

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- How do you run the code?
   w can et 30 cme code?



Documentation is critical for you, your team, and the broader research community.

### What should you add to a repository?

#### Code, sometimes results, and sometimes data

- In particular for scientific analyses, you may have figures and tables that code creates
- Depending on the scope & size of results/data files, they may or may not be suitable for a repository

#### A LICENSE file

- Protects both the rights of you (the authors) and the code itself
- If you are writing software, make sure that your LICENSE is compatible with your dependencies
- https://choosealicense.com/

#### That's right you guessed it - documentation

- What are the contents of your repository? How do you navigate the repository?
- What is the relationship among pieces of code? What is the relationship between code and other types of files?
- Are there any specific contribution guidelines folks need to follow?

## What shouldn't you add to a repository?

Large files: GitHub cannot accommodate files >= 100 MB without extra (less reproducible) steps

• If your colleague has stored large files but you haven't taken the extra steps, you're going to have a bad time.

#### Unreleased/private data or results files, including PII/PHI data or results

• Although it is possible to delete sensitive data from a repository's history, you really don't want to find yourself in that position

#### Any items that you don't have the permission to distribute

Always check the LICENSE details of your dependencies, third-party datasets, etc.

## git repositories do not replace project management tools

Think of git & GitHub as providing complementary frameworks to your overall project management strategy

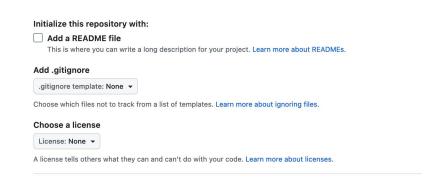
You'll also need to develop (and document!) external processes that help your team work together in git & GitHub

## The fundamental git flow

## Creating a repository

You can create repositories locally, but it's usually easier to make them on GitHub (github.com/new) and then clone them to your computer.

#### 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 (\*). Repository template No template -Start your repository with a template repository's contents. Owner \* Repository name \* Great repository names are short and memorable. Need inspiration? How about scaling-octo-adventure? Description (optional) Anyone on the internet can see this repository. You choose who can commit



## Set up your credentials locally

If you followed the pre-workshop setup instructions, you will have set up GitKraken's GitHub integration.

This is one (relatively easy) way of many ways you can configure your credentials locally, which is a matter of letting GitHub know who you are!

## Set up your credentials with SSH keys



#### Reference:

https://docs.github.com/en/authentication/connecting-to-github-with-ssh/about-ssh

The Data Lab has started using 1Password to manage creds and it's 🔥 🔥





https://developer.1password.com/docs/ssh/

## Clone the repository to "download" it

You only do this one time.

cd directory/to/store/your/repo

git clone https://github.com/ACCOUNT-NAME/REPO-NAME

Future interaction between your remote and local repositories is done with...

- git push: Send changes from local repo to remote repo
- git pull: Get changes from remote repo into your local repo

We'll show you how to push and pull with GitKraken!

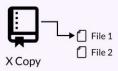


## The "stage/commit/push" flow

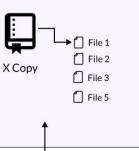
- 1. **Pull** changes from GitHub to make sure your local repo is up-to-date, and ensure you're in the right branch (*stay tuned!*)
- 2. Make code changes, in small bites!
- 3. **Stage** the changes you want to be part of the next commit
  - a. Stage with git add, git rm, etc.
  - b. Best practice to stage <u>one</u> new/modified/removed file at a time to avoid problems
- 4. **Commit** your code changes with an informative message
  - a. Commit with git commit -m "informative message"\*

    (\*we know there are lots of choices here!)
- 5. **Push** your local commit(s) to the **remote repository** you cloned from GitHub
  - a. Push with git push

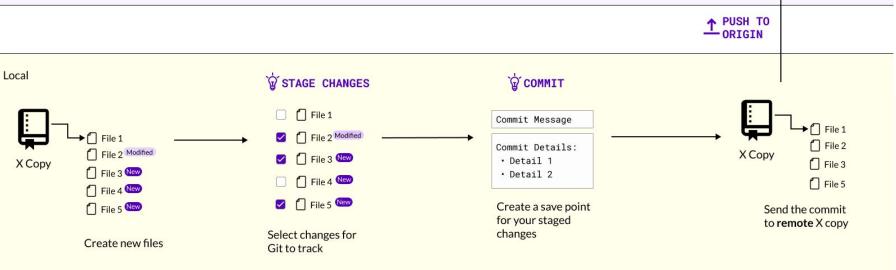








Remote



### When it comes to commits, less is more

#### Smaller units of work are better for...

- You, when writing your code
- You, when reviewing someone else's code
- Your teammate, when reviewing your code

#### If you are reviewing someone's work, which commit message is most helpful?

- All the work I did on Tuesday
- Update notebook
- Modified notebook to change plot size

#### Which scenario is easier to look through?

- 1-3 changed files in a commit, or 25 changed files
- 400 lines of new code, or 4000 lines of new code

	COMMENT	DATE
Q	CREATED MAIN LOOP & TIMING CONTROL	14 HOURS AGO
ø	ENABLED CONFIG FILE PARSING	9 HOURS AGO
\( \dots\)	MISC BUGFIXES	5 HOURS AGO
ø	CODE ADDITIONS/EDITS	4 HOURS AGO
Q.	MORE CODE	4 HOURS AGO
þ	HERE HAVE CODE	4 HOURS AGO
0	ARAAAAAA	3 HOURS AGO
0	ADKFJ5LKDFJ5DKLFJ	3 HOURS AGO
\( \dots\)	MY HANDS ARE TYPING WORDS	2 HOURS AGO
þ	HAAAAAAAANDS	2 HOURS AGO

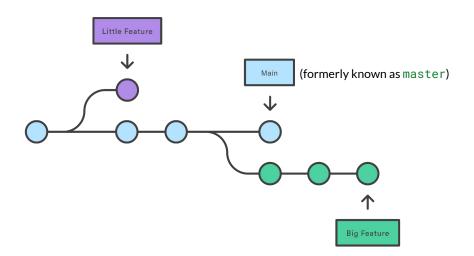
AS A PROJECT DRAGS ON, MY GIT COMMIT MESSAGES GET LESS AND LESS INFORMATIVE.

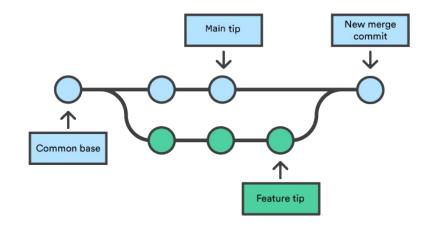
ttps://xkcd.com/1296

### We often like to work in feature branches

Collaborative work in different branches is a key feature\* of git version control \*Pun intended, with apologies.

We'll talk much more about branches soon!





## The unsung heroes git diff and git status

git diff should be run for each change before you stage it

- You think you know what code you've written, but you have no idea.
- git diff alone will show you changes for all modified files
- git diff <modified file> will show just your file of interest

git status should be run ~as often as possible, and then maybe more. It tells you...

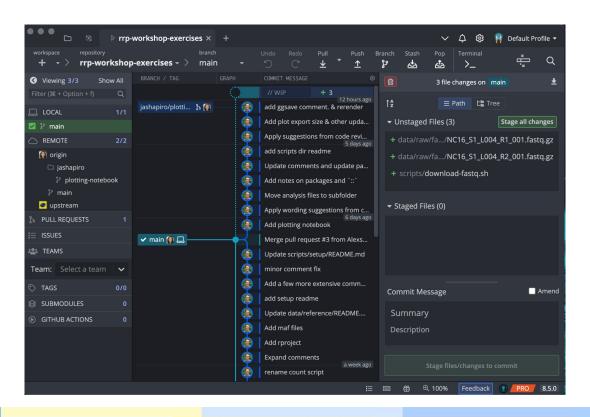
- Which branch you are on
- Which files are modified/added/removed but unstaged
- Which changes are staged but not committed
- How many local (unpushed) commits you have

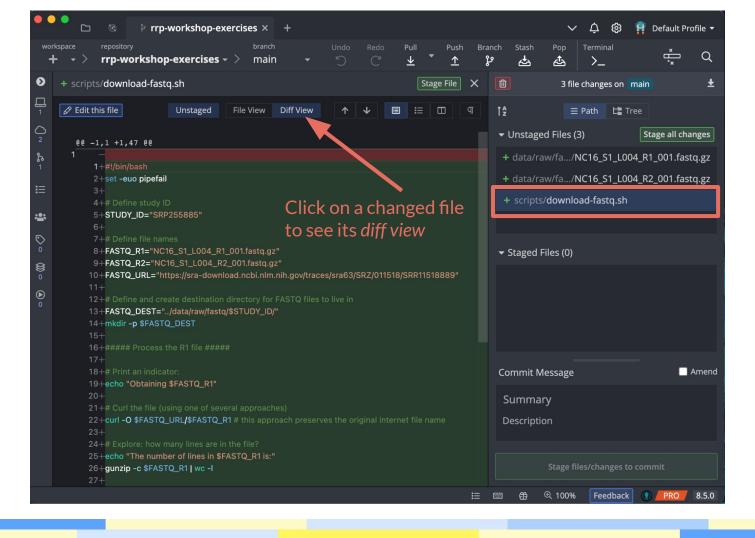
## The improved "stage/commit/push" flow

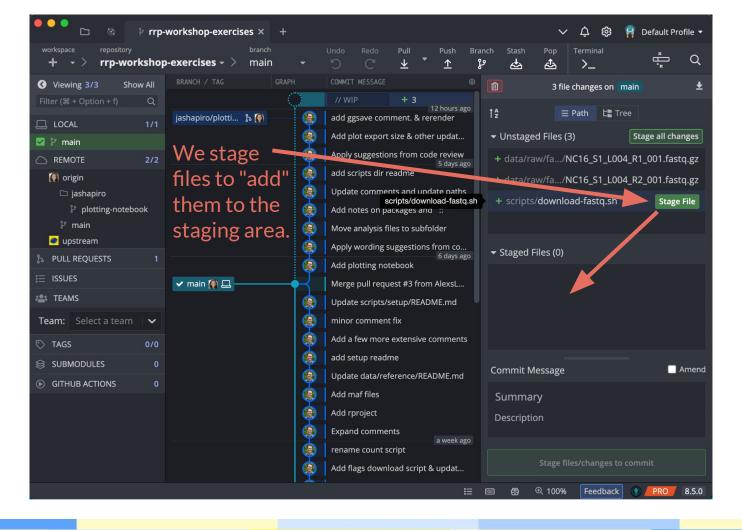
- 1. Rungit status
- 2. Make code changes
- 3. Rungit status
- 4. **Stage** the changes you want to be part of the next commit
  - a. git diff first, make any necessary changes, and then stage
- 5. Rungit status
- 6. **Commit** your code changes with an informative message
- 7. Rungit status
- 8. **Push** your local commit(s) to the **remote repository** you cloned from GitHub
- 9. Rungit status

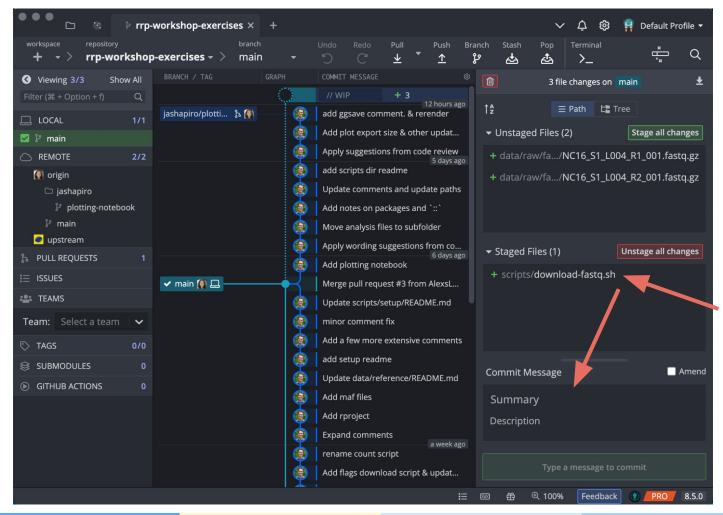


## GitKraken keeps git diff and git status top of mind automatically

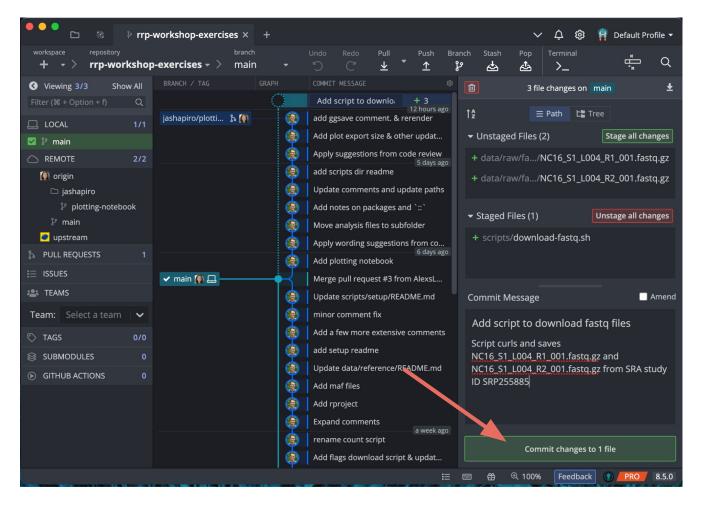


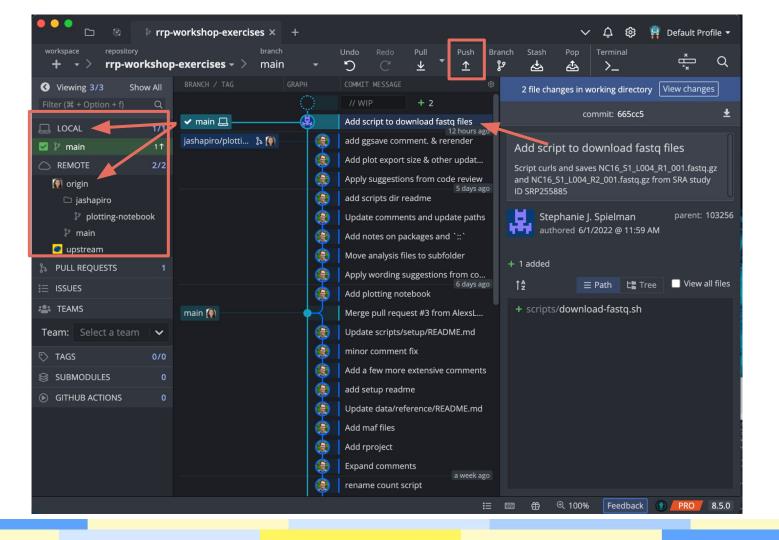


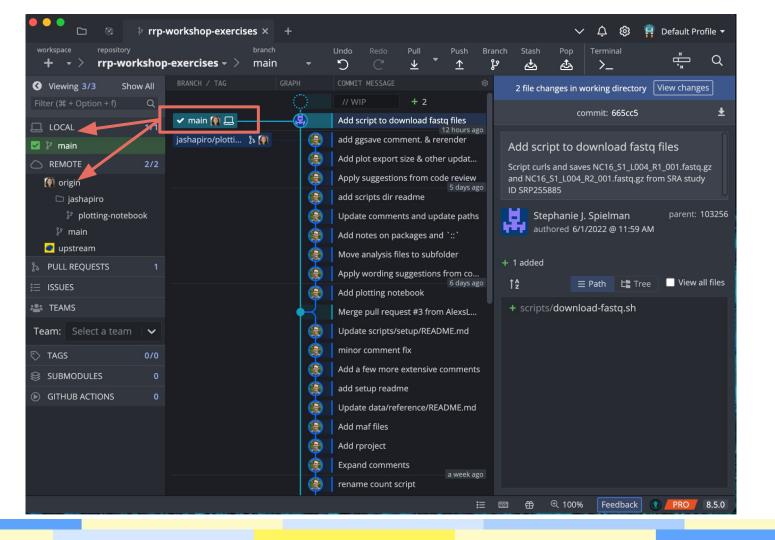




Now we are ready to <u>commit</u> these staged changes.







## Safely undoing changes: A non-comprehensive introduction

Woops! I modified a file that I didn't mean to modify, and I know this because I ran git status

- git checkout <filename>
- git restore <filename> (git >= 2.23)

Woops! I committed a file that I didn't mean to modify, and I know this because I ran git status

• git restore --staged <filename>

Woops! I staged files that I wasn't ready to stage yet, which I know because I ran git status; can I undo the staging?

- git reset
- See here for more ways to use git reset, some of which are destructive (will undo previous commits!)

## Safely undoing changes: A non-comprehensive introduction

Woops! My commit message should have been different!

• git commit --amend

Woops! I want to undo the changes in a previous commit, but still preserve the project history and avoid destructive actions!

git revert <commit hash>

For more inspiration and/or commiseration, may I suggest <a href="https://dangitgit.com/">https://dangitgit.com/</a>

## Using .gitkeep files

git, in general, does not store empty directories, but sometimes we need them

By convention (not a formal git feature!), we add empty hidden files called .gitkeep into empty directories we want to retain. For example....

- A data / directory that stores data locally and that code expects, but data itself is far too big to actually keep under version control
- Directories that you create for future use when setting up your project, but don't yet have contents, e.g. plots/

## Using .gitignore files

. gitignore files are hidden files that tell git to ignore certain files. They can stay in your repository folder, but won't be part of the repository itself.

Telling git to ignore certain files will....

 Make git stop telling you about untracked changes when you run git status

 Prevent you from staging/committing these files by accident, and running git status liberally will help key you into which files need to be ignored

## Using .gitignore files

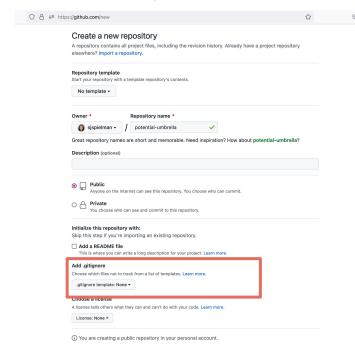
You can have many .gitignore files in a repo (in different directories) and/or a single .gitignore at the top of your repo that all subdirectories "inherit"

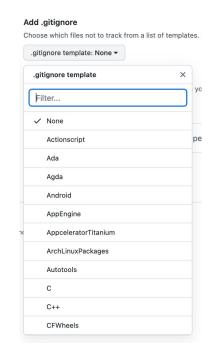
- You can also have a global file in ~/.gitignore that will apply to all repos on your computer
- But caution: Your collaborators probably don't have that file.
- A But caution again: You probably don't have that file synced up among machines (e.g., your computer and your lab server)

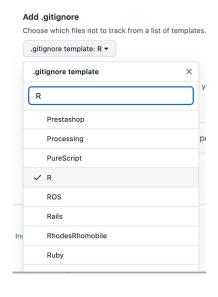
Protip! Working on a Mac? .DS\_Store does not spark joy. Ignore it!

## GitHub has some useful .gitignore templates

This is one example of a GitHub feature that helps you organize your projects







## Let's see some git in action