

# Git Fundamentals

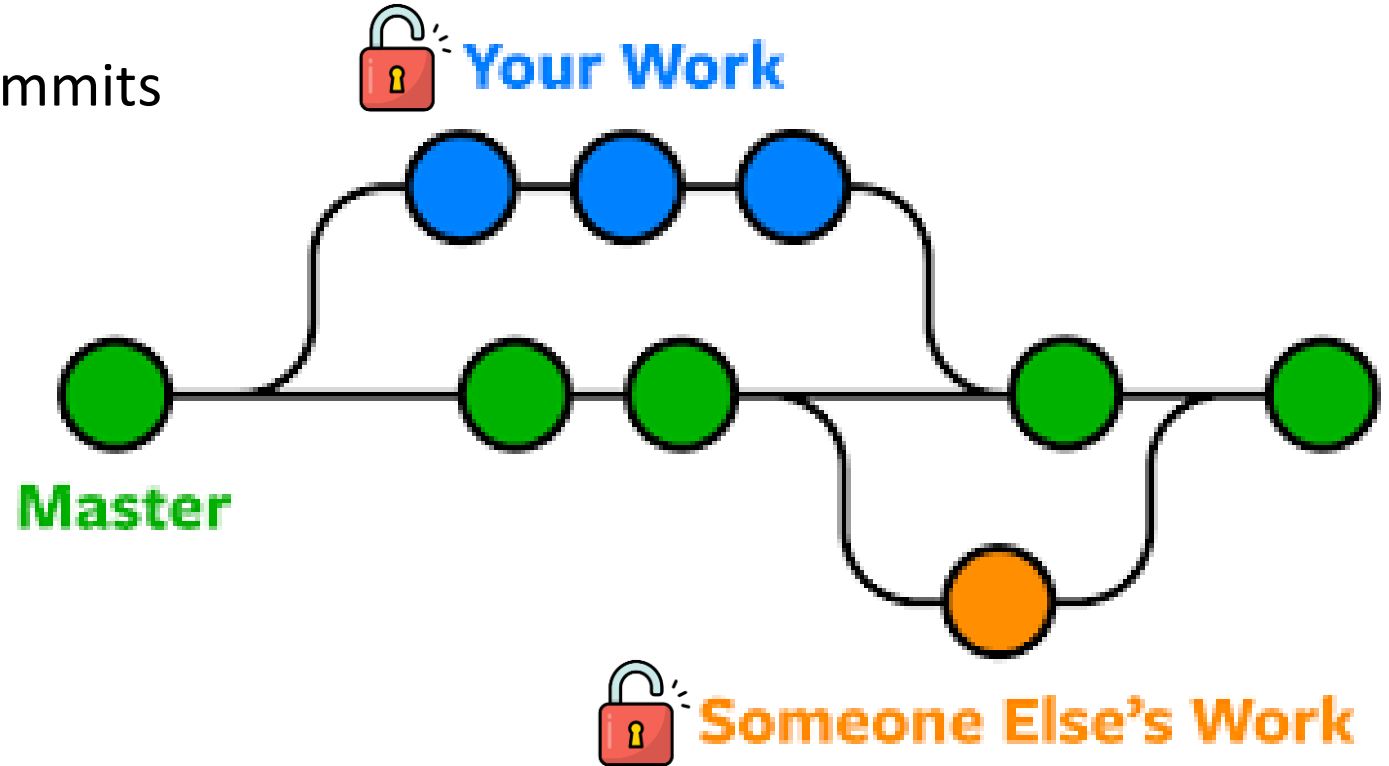
## Day 4:

## Branches



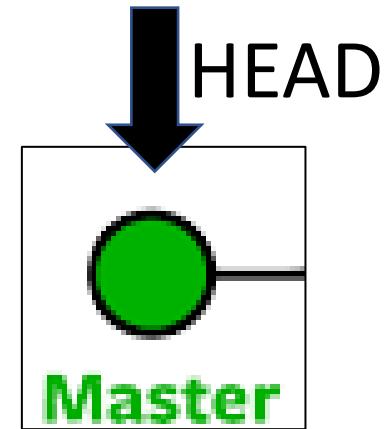
# Today:

- ✓ Day 3 Recap + amend/reset commits
- ✓ Branches
- ✓ Stashing changes
- ✓ Introduction to merging



# Recap: HEAD

- A reference to a commit
- Will follow us as we create new commits
- To what we compare versions



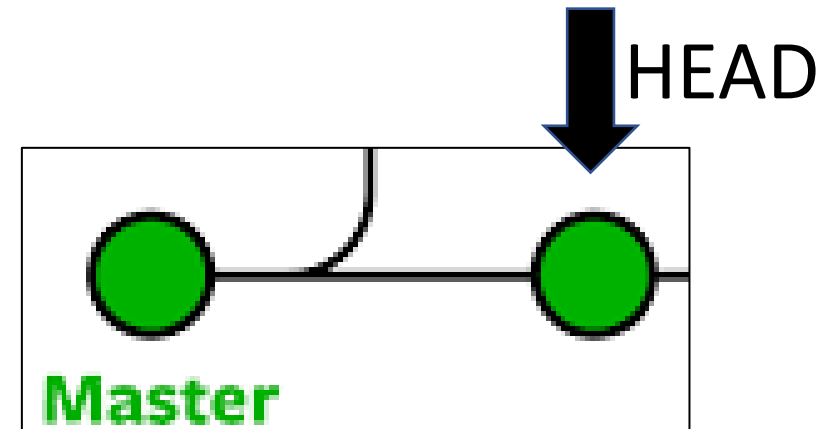
# Recap: git checkout

We can deliberately move the HEAD reference

We can navigate by:

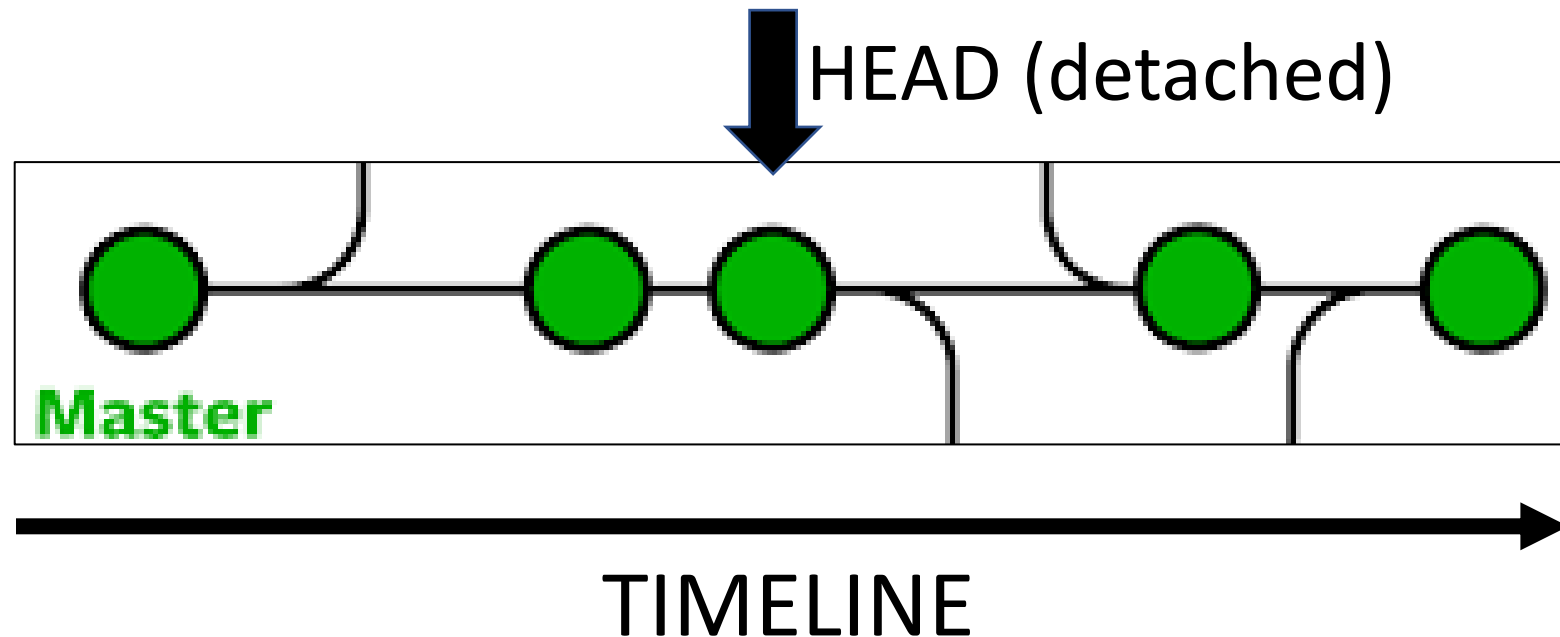
- Commit id (We can use the shortened hash)
- Relative position (HEAD~N)

Note: N is the number of commits before current HEAD position



# Recap: git checkout

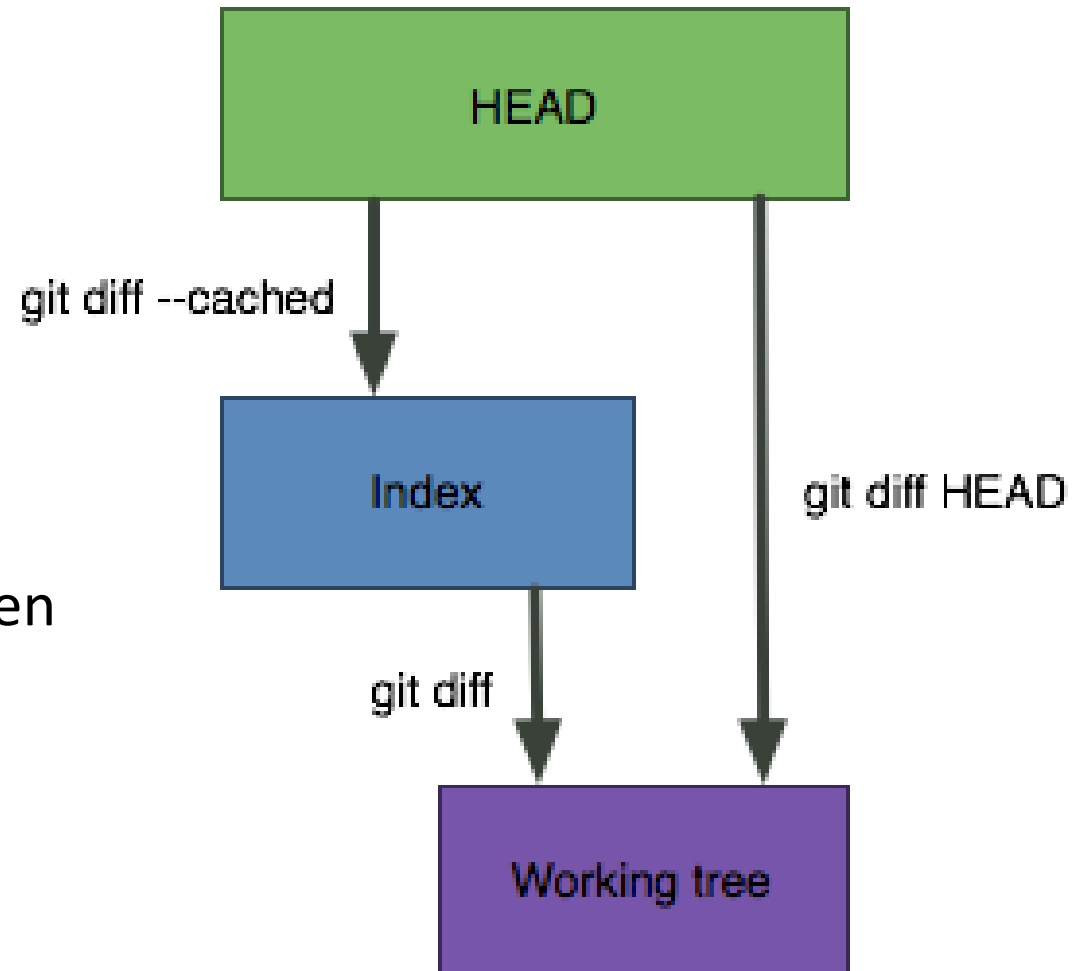
- When not pointing to the last commit is called detached HEAD



# Recap: git diff

It is posible to view changes between commits

- By default `git diff` (without arguments) compares work tree with stage area
- Other use cases are viewing changes between commits, timelines, ...



# Recap: git diff

However ... there are some nice GUI options:



- GitKraken

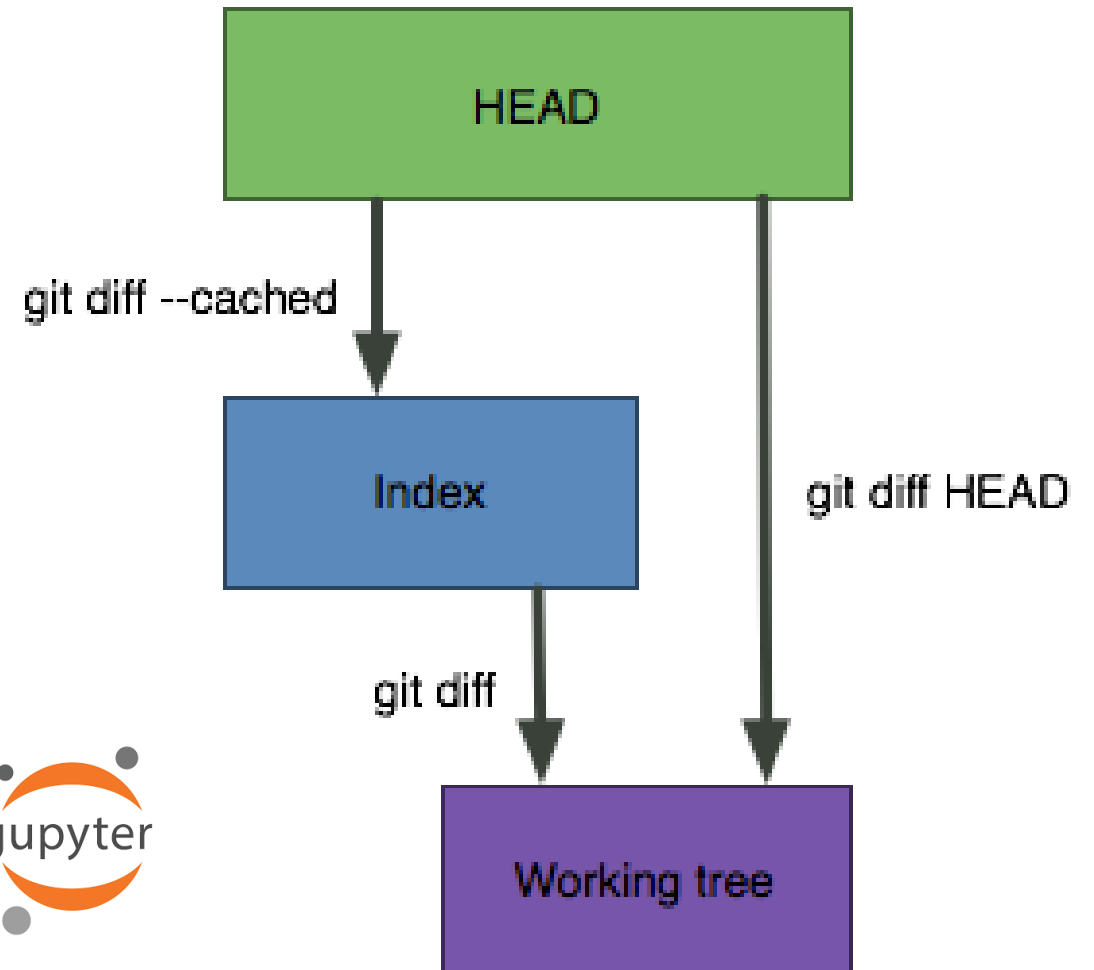


- Git Lens



- VS Code

Note: Jupyter notebooks not easy to visualize

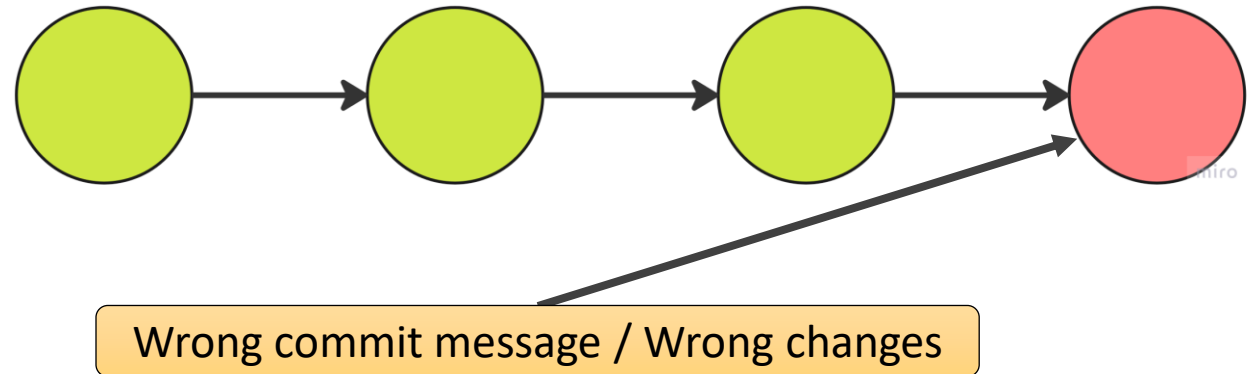


# Commits: Amending

We can replace last commit with a modified one

Command `git commit --amend` allows:

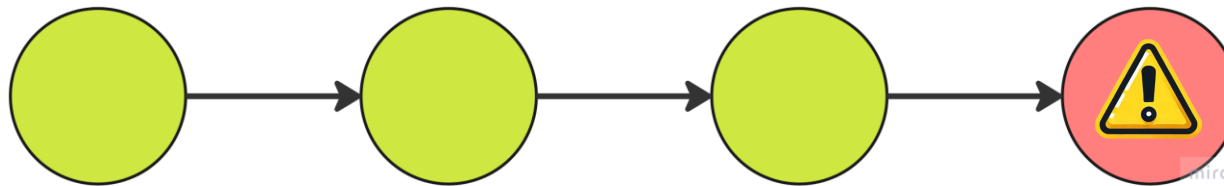
- Modifying commit message
- Modifying selected changes



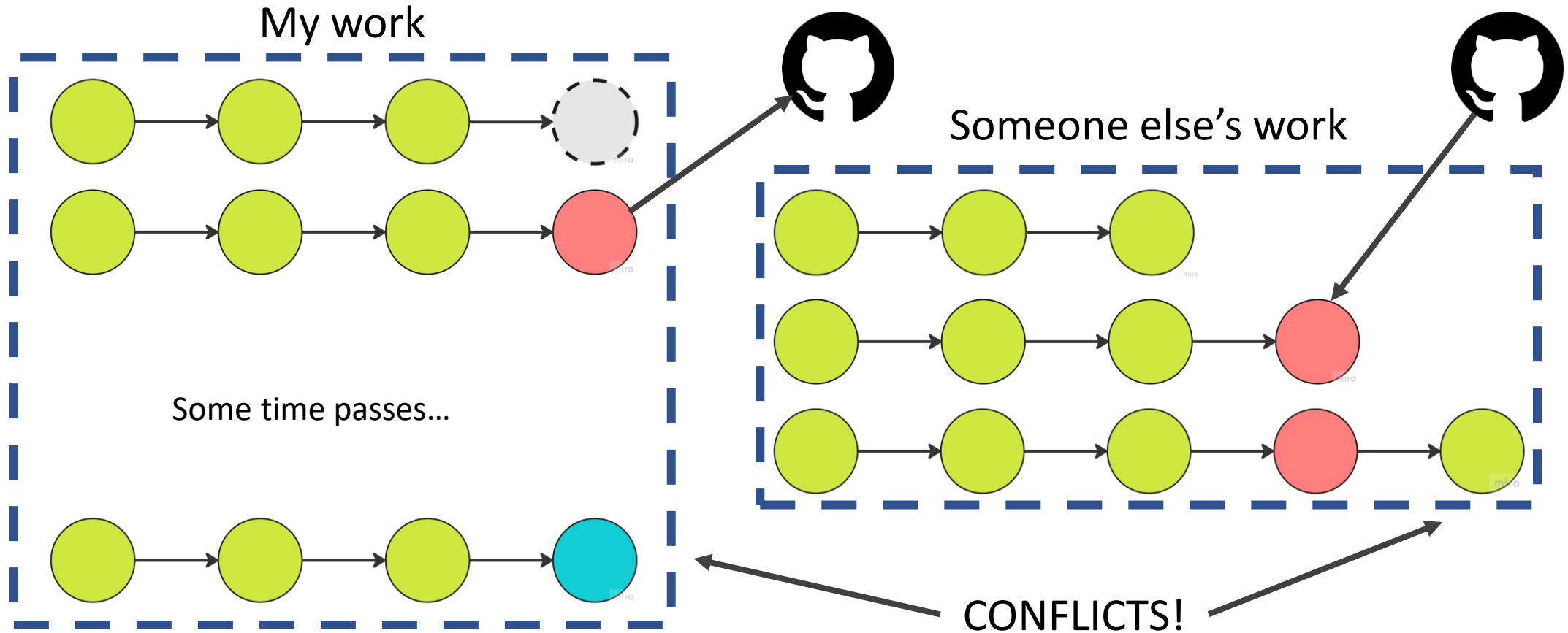


# Beware: Amending

- Modifying the commit history is not always safe when working with others
- Amending commits is useful before publishing commits
- In general we only want to append to the commit history without further modifications

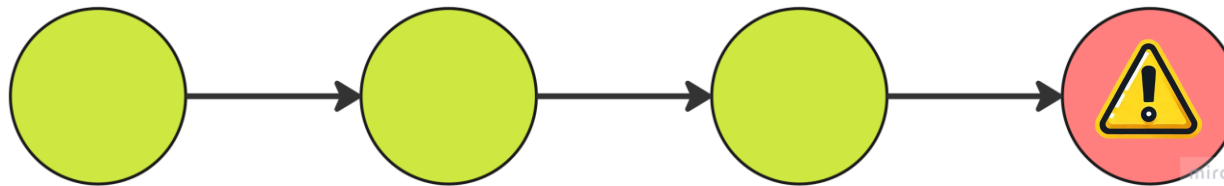


# Beware: Amending Example



# Solving conflicts

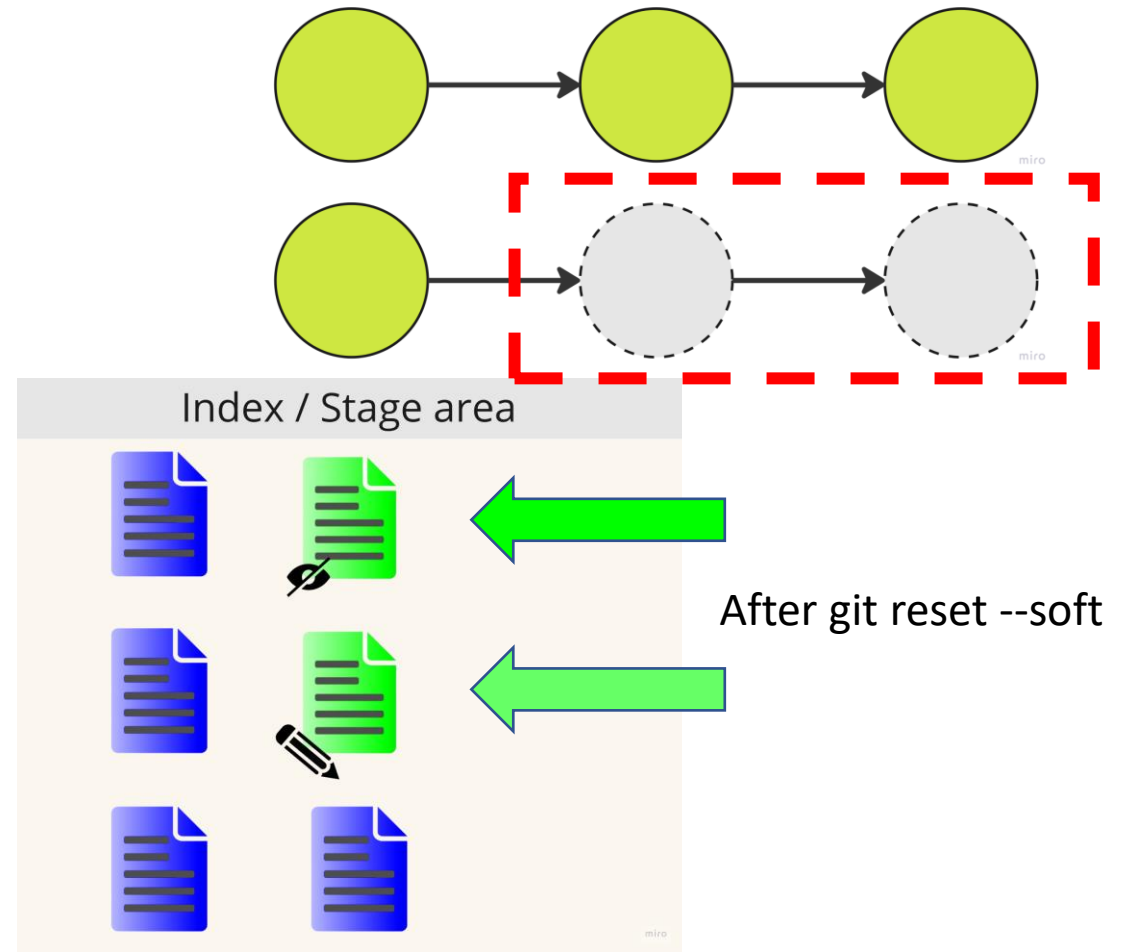
- Amending commits is useful before publishing commits
- In general we only want to append to the commit history without further modifications



# Commits: Reseting

Another option to modify the history and that is “non destructive” is `git reset --soft`

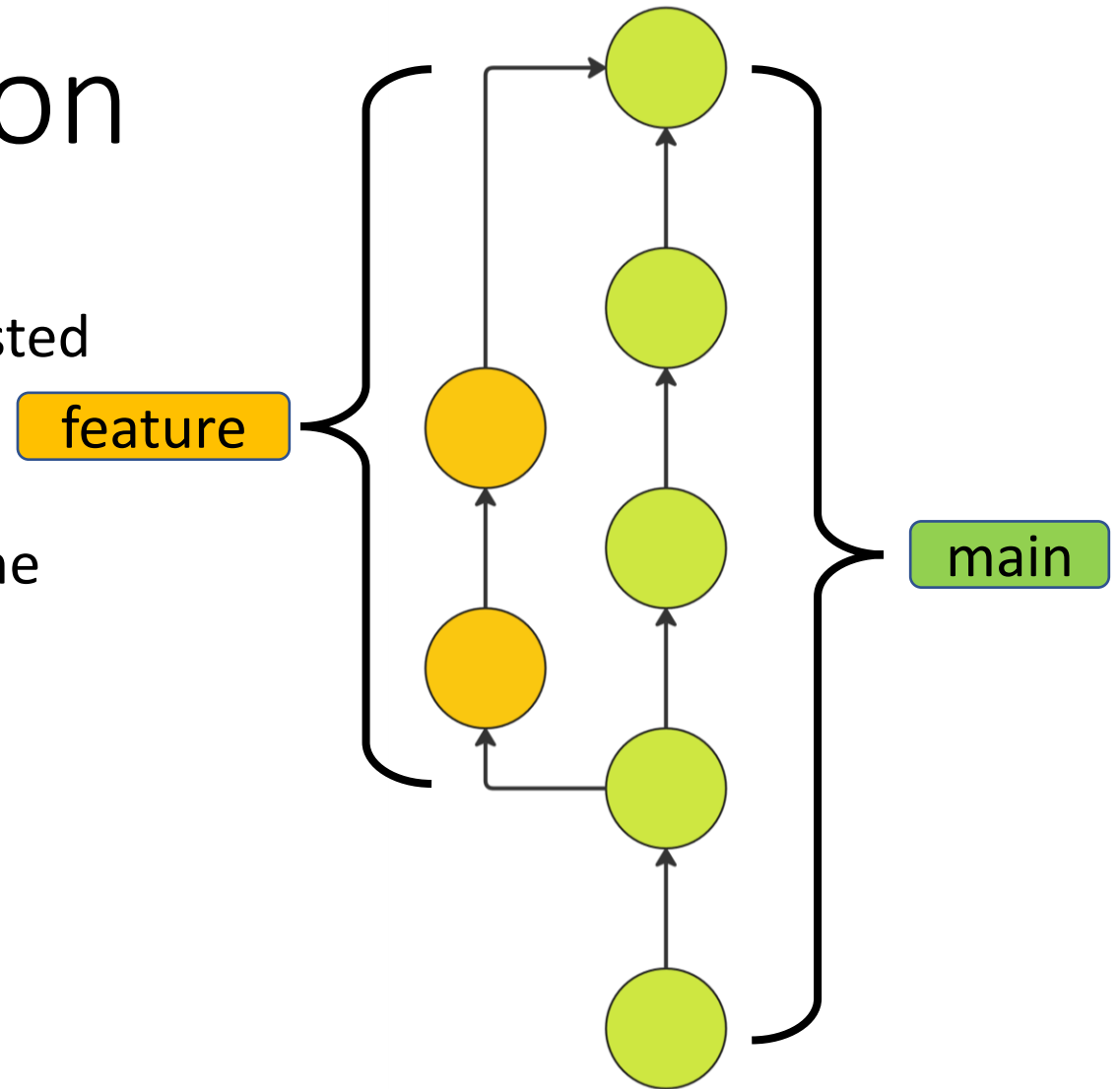
- Move HEAD pointer backwards and move the reseted commits to the Stage area
- Leaves working directory untouched



# Branches: Introduction

When working in a project, we may be interested on working in parallel for 2 reasons:

- Do changes in different places of a file at the “same time”
- Modify already existent code to obtain behaviours that diverge



Previous Commit



Working directory



Staged files



Committed files

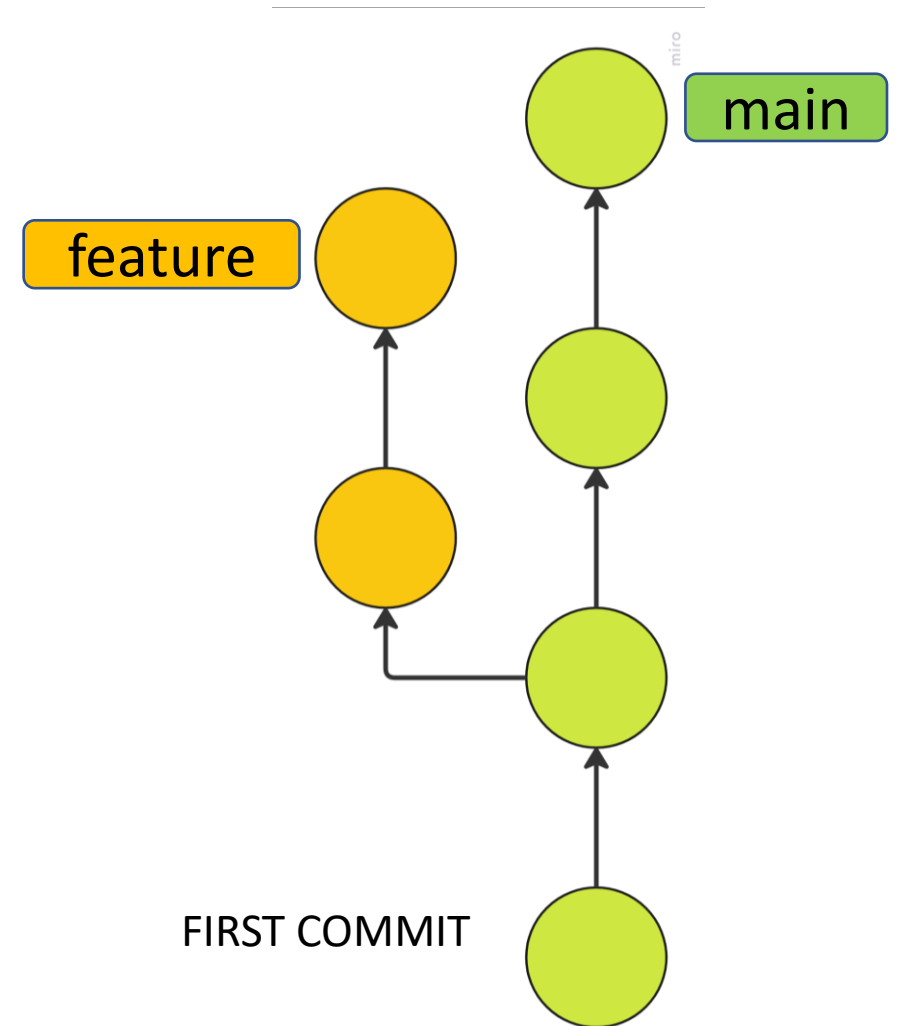


miro

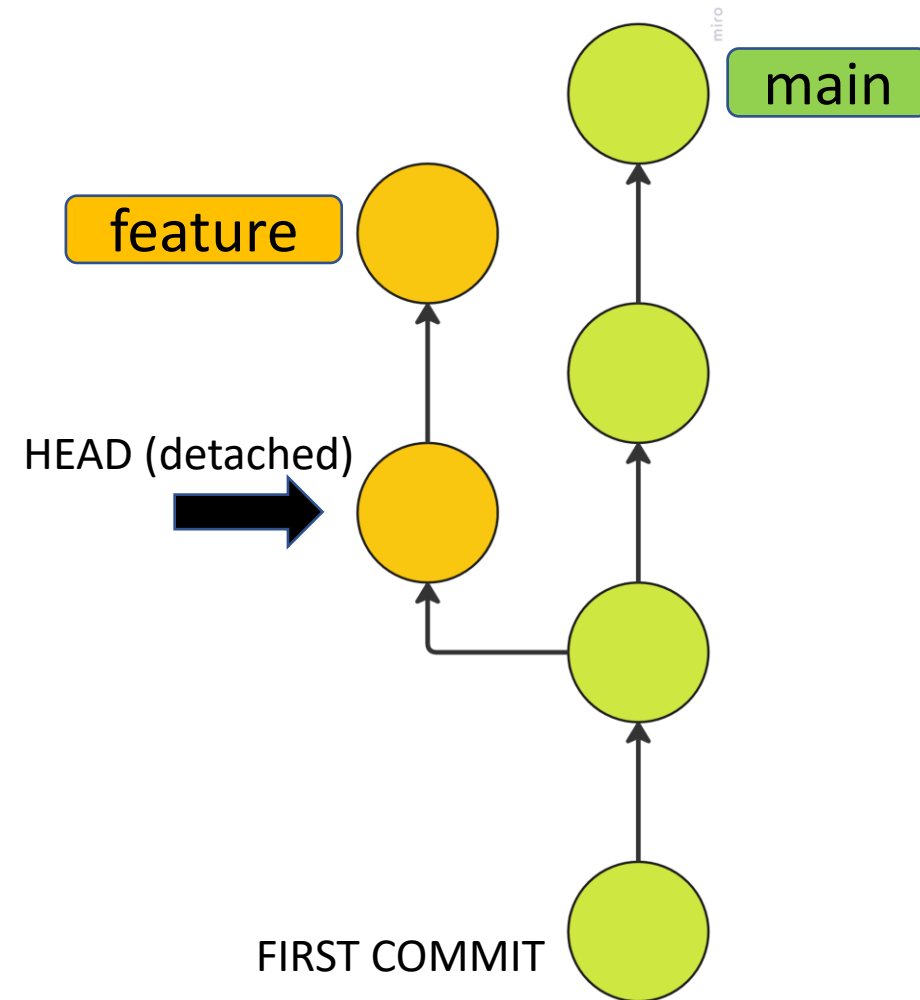
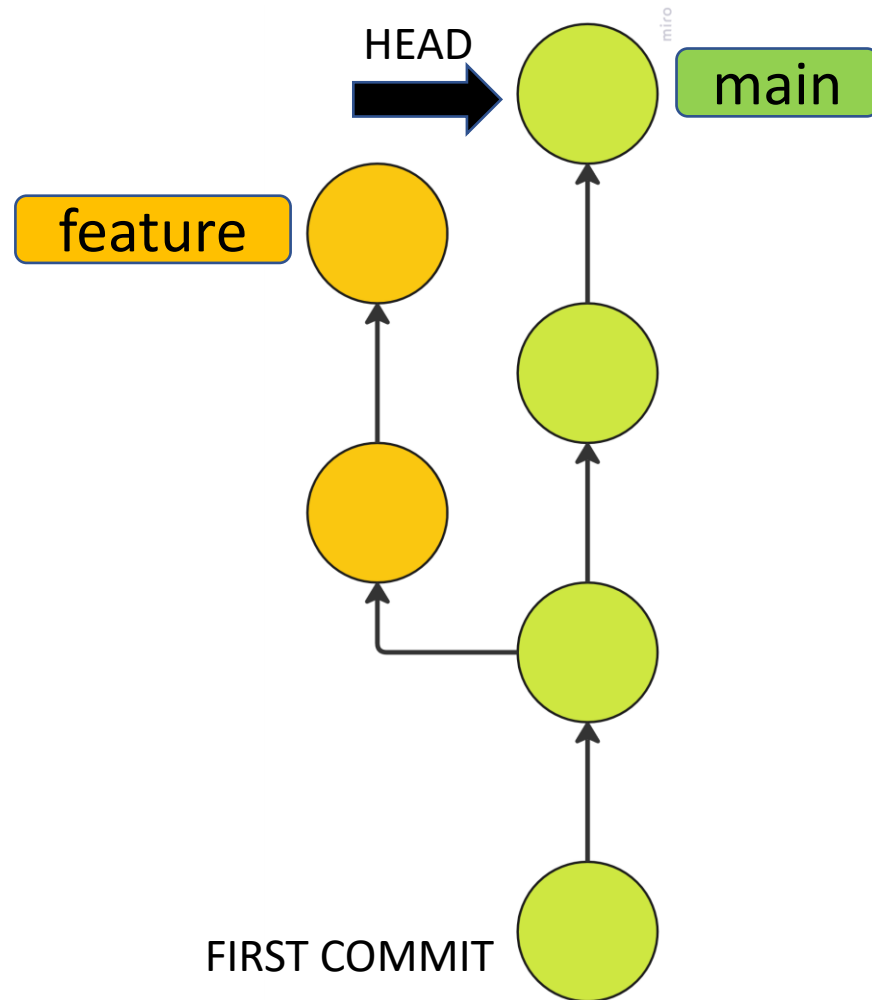
# Branches: Switch

A branch is simply a pointer to a commit, that is at the end of a line of development

- We can create branch from a commit as its starting point with `git switch -c branch-name`
- Switching between branches can be achieved with `git switch branch-name`



# Branches: HEAD vs branch

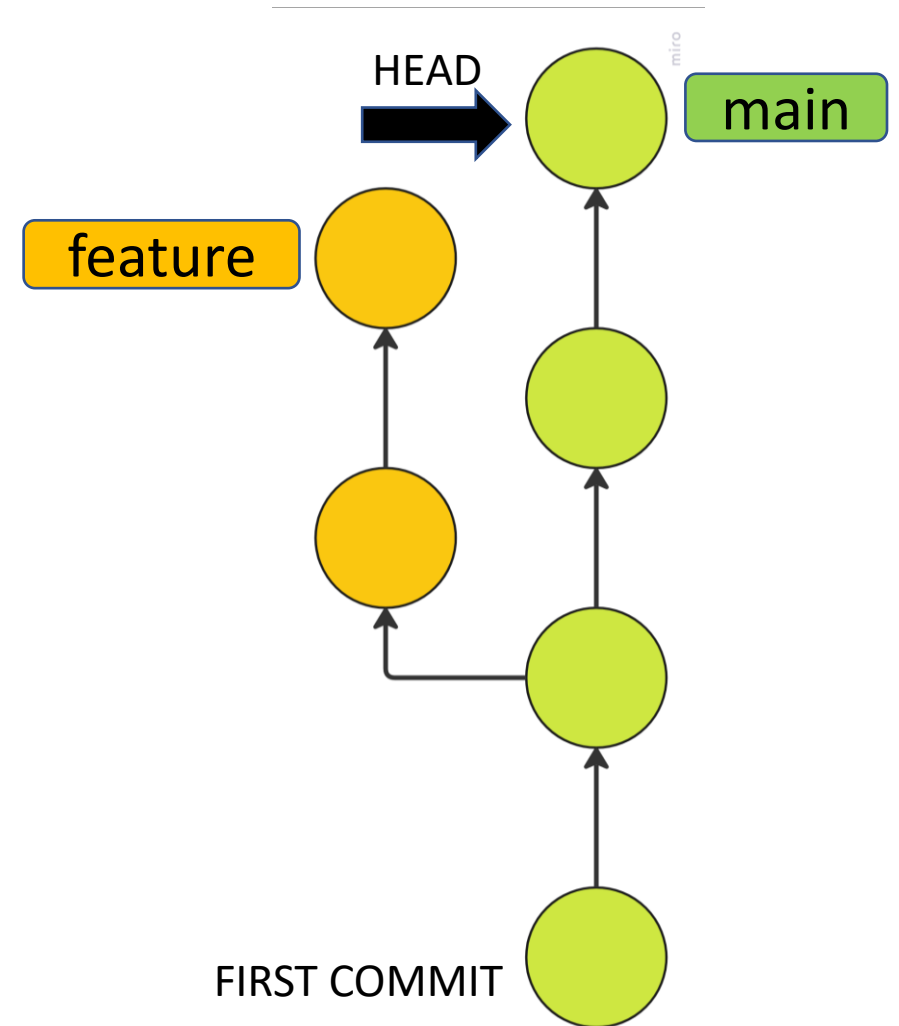


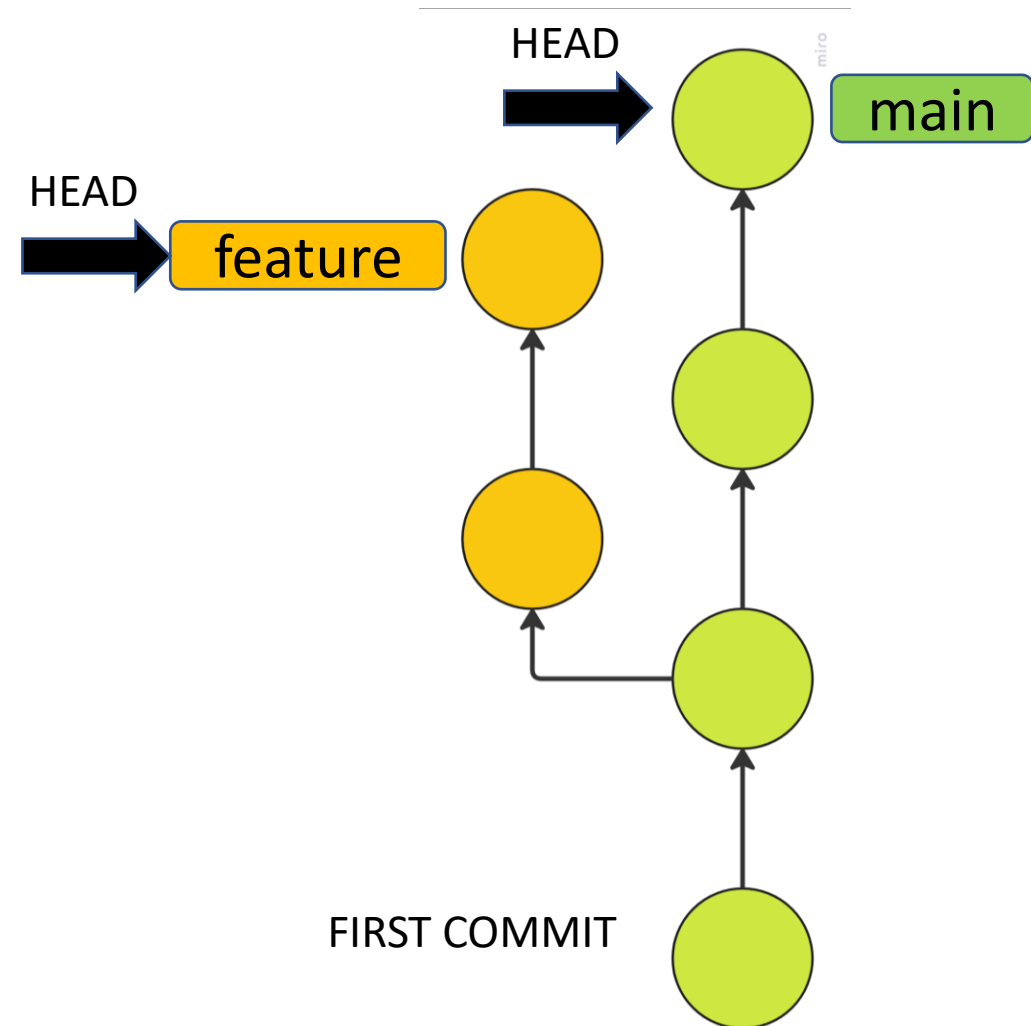
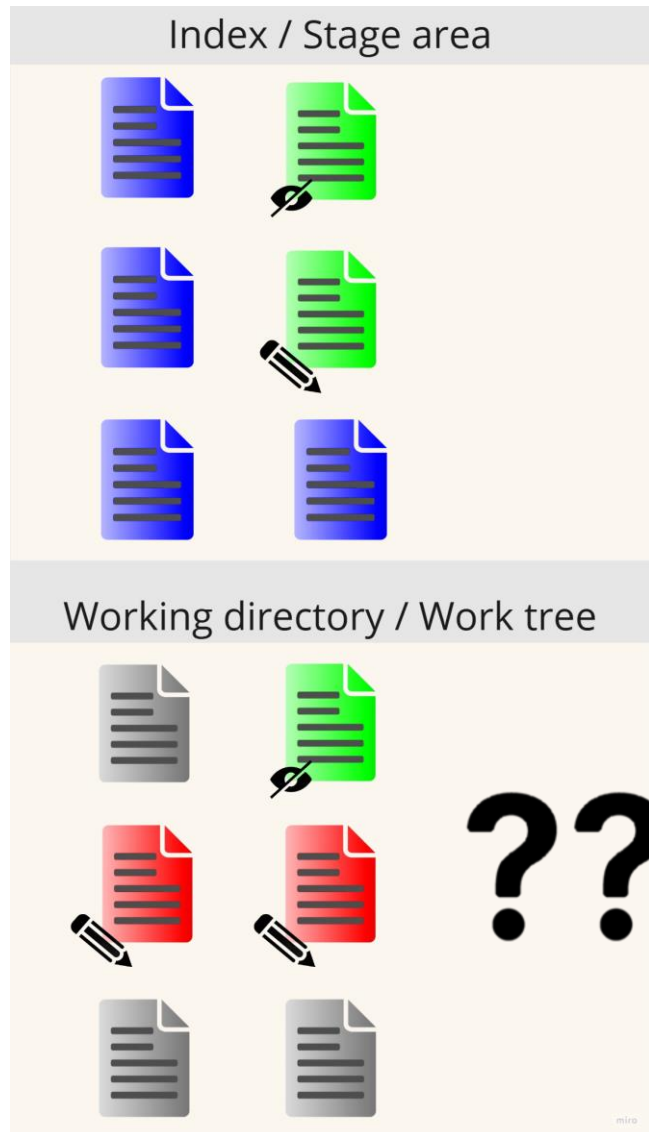


# Stashing changes

We can't always move the HEAD reference to a commit if there are changes in our working or staging area, for both:

- Commits (git checkout)
- Branches (git switch)

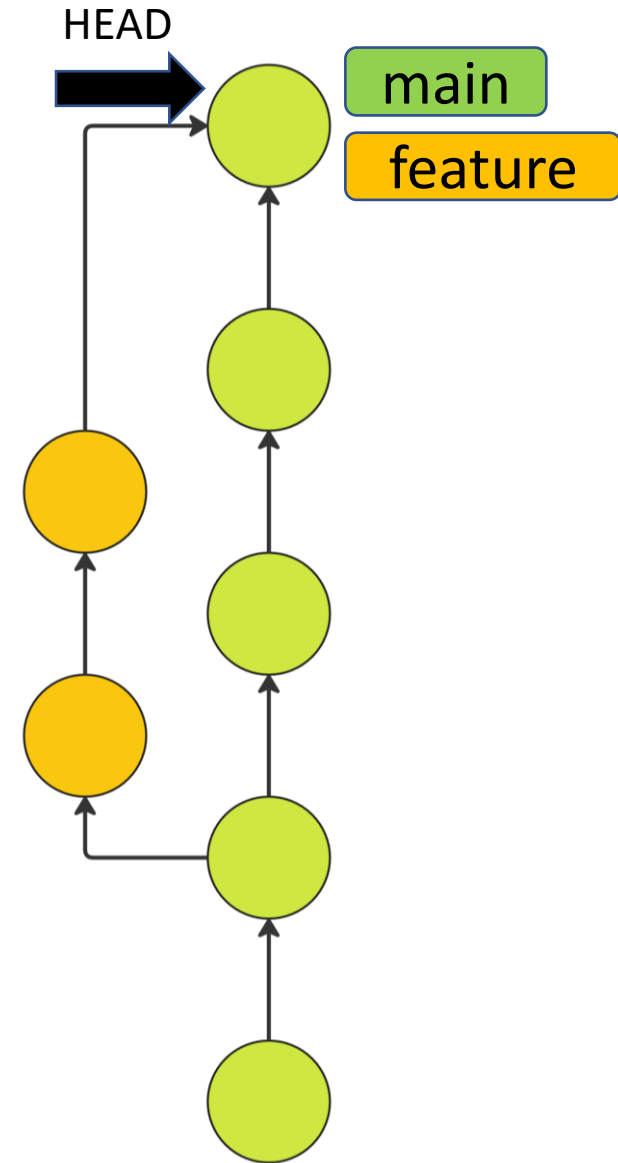




# Stashing changes

`git stash` allows us to save in a changes in a stack for later use

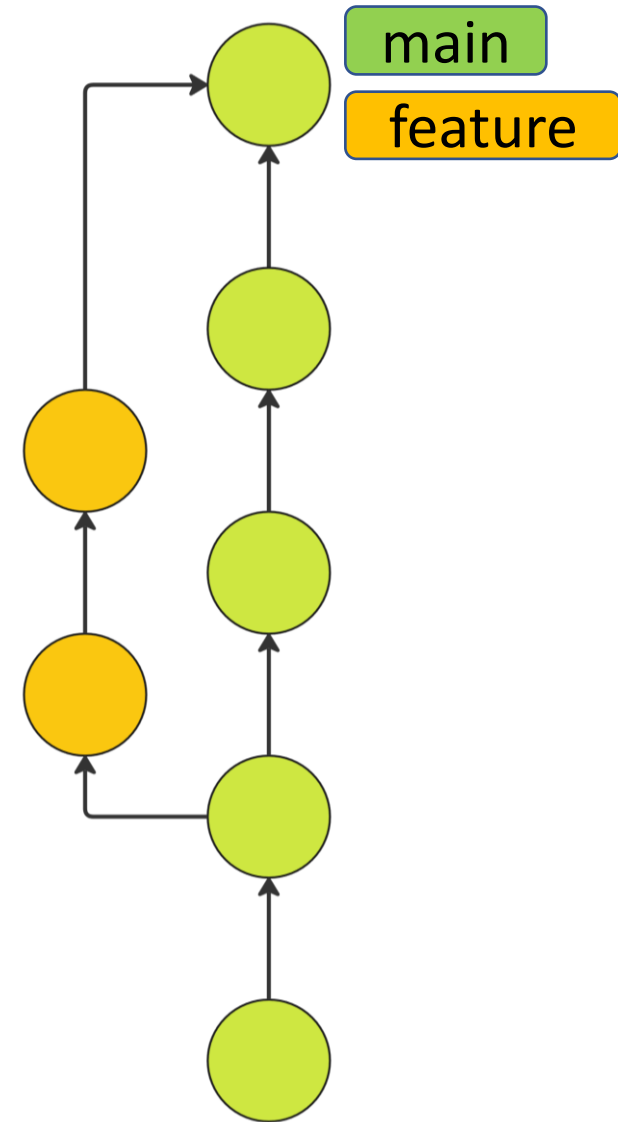
- Jump faster to a different line of development (otherwise discard or commit changes)
- We can pop stashed changes with `git stash pop`



# Branches: Mixing changes

Once done working in a parallel line of development we want to integrate with other lines of development. There are 3 strategies:

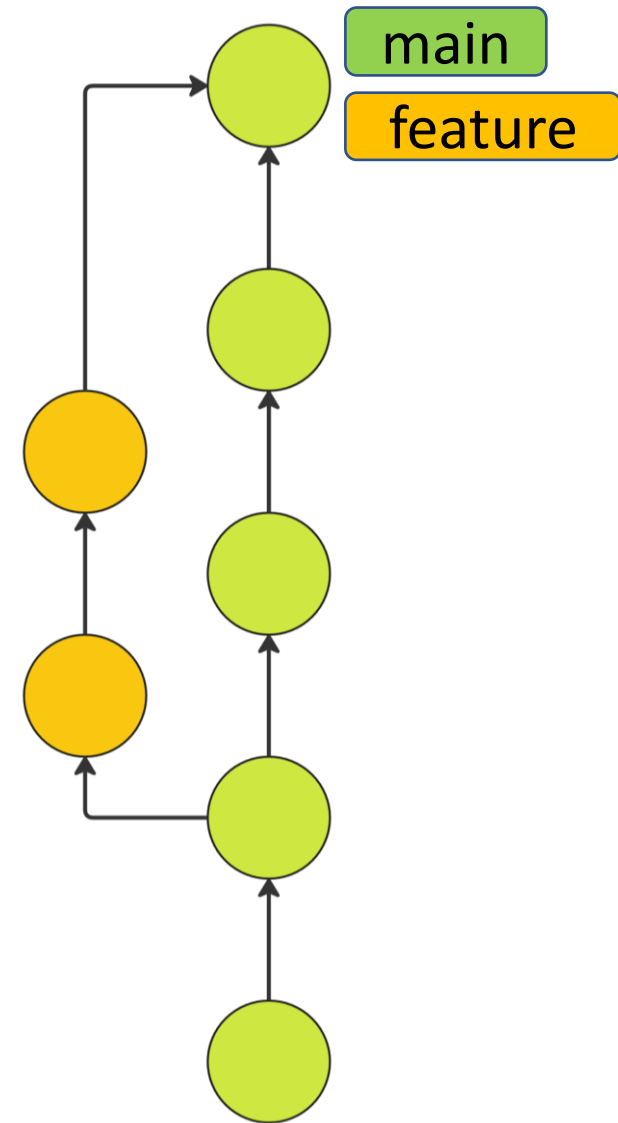
- Merge
- Rebase
- Squash and merge



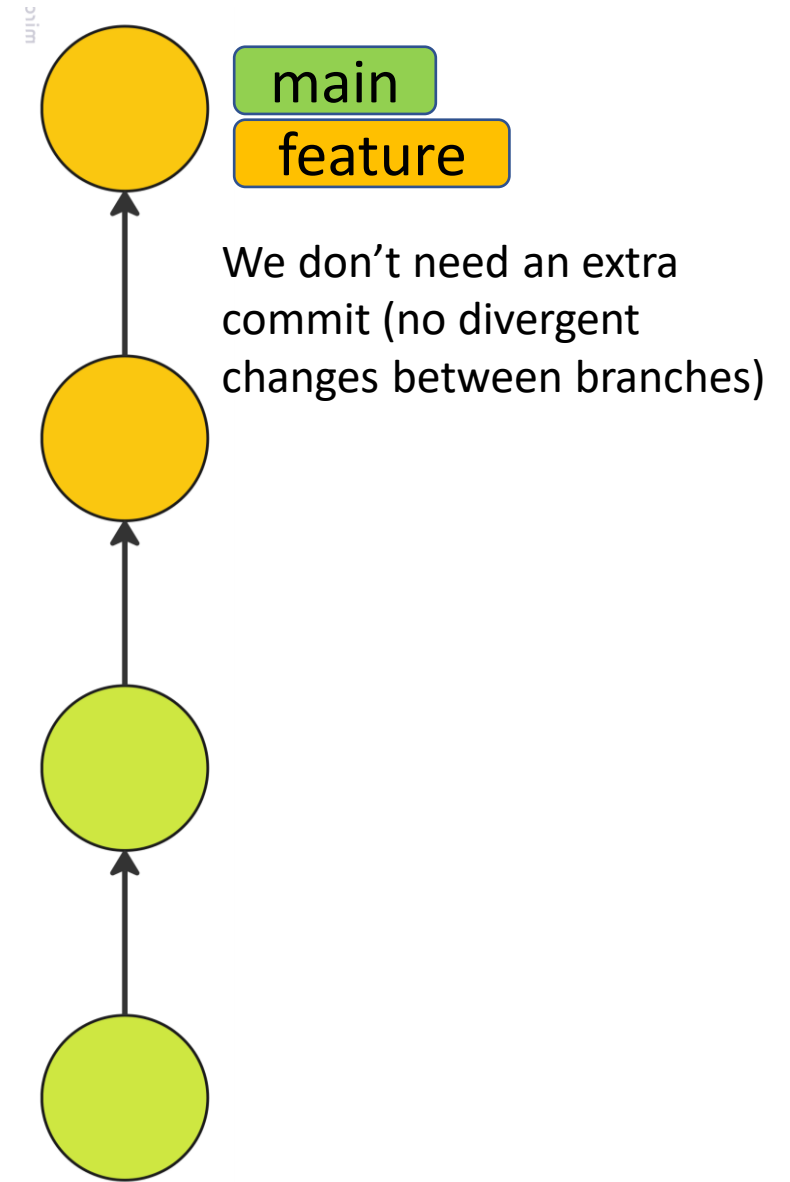
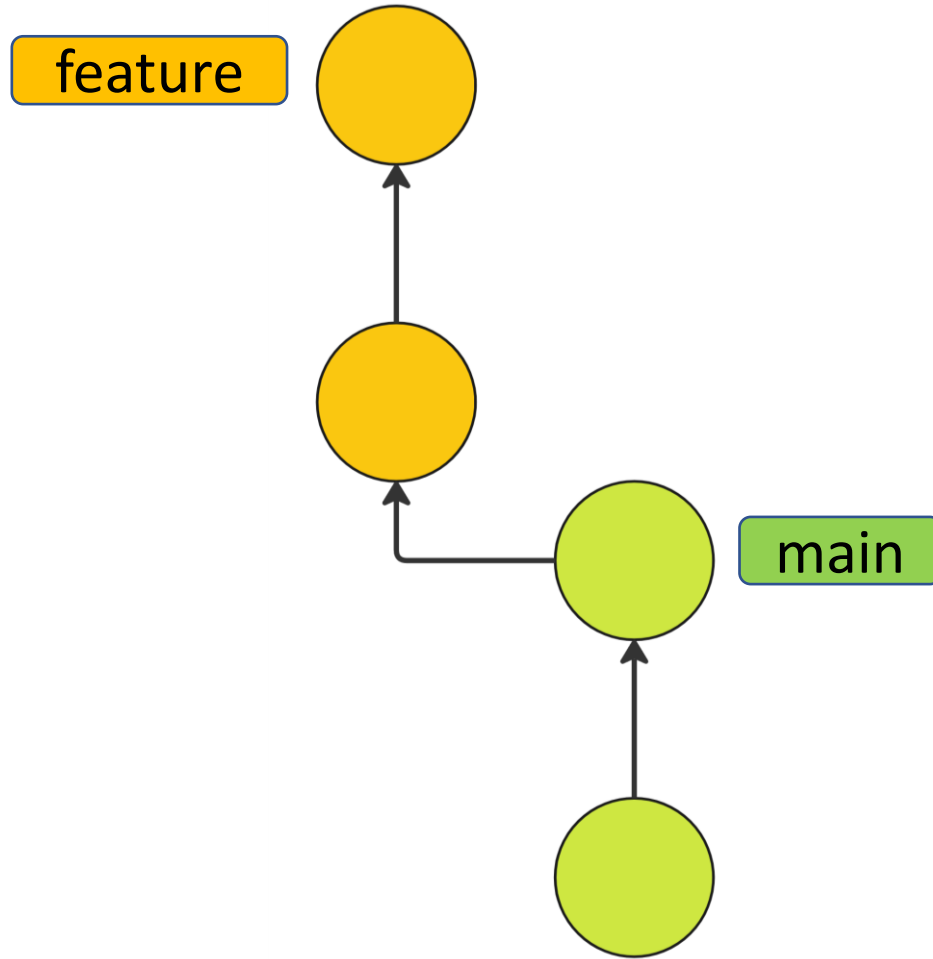
# Branches: Merging

We will see 2 types of merge:

- Fast-forward (argument usually is --ff)
- 3 way merge



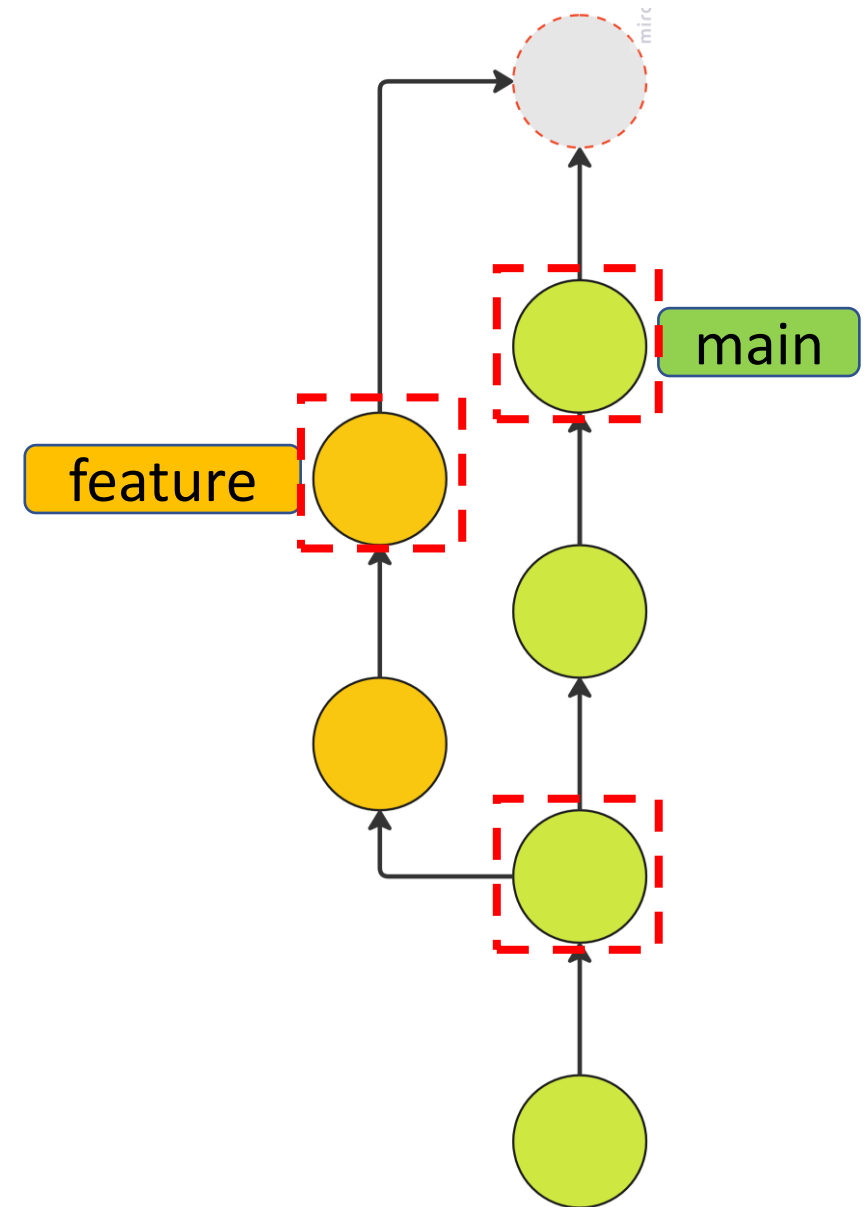
# Merge: Fast forward



# Merging conflicts

We can't use fast forward because there are divergent changes between branches:

- Modifications in files that are incompatible
- With `git merge` we enter a merge state in our working directory (git modifies conflictive files)
- We can stop this state with `git merge --abort`



# TODO: Practice

- ✓ Amend/Reset commits
- ✓ Create branches
- ✓ Stash changes
- ✓ Merge fast forward and 3 way

