



Following are the lifecycle stages of files in Git

Working Directory



Staging Area



Commit





Working Directory

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The place where your project resides in your local disk



This project may or may not be tracked by git



In either case, the directory is called the working directory



The project can be tracked by git, by using the command git init



By doing git init, it automatically creates a hidden .git folder



Working Directory

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Commit

- Once we are in the working directory, we have to specify which files are to be tracked by git
- We do not specify all files to be tracked in git, because some files could be temporary data which is being generated while execution
- To add files in the staging area, we use the command git add



Working Directory

Staging Area

Commit



Once the files are selected and are ready in the staging area, they can now be saved in repository



Saving a file in the repository of git is known as doing a commit

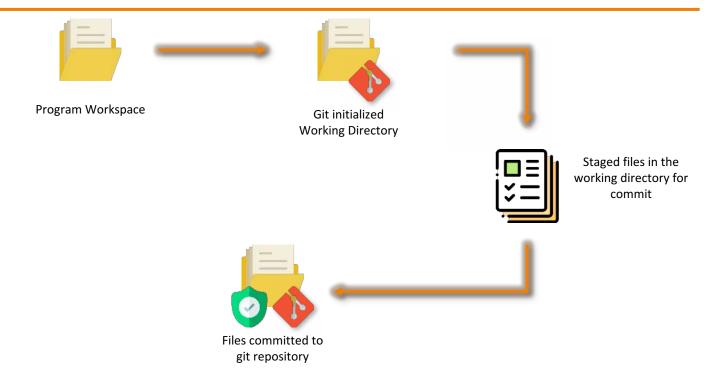


When we commit a repository in git, the commit is identified by a commit id

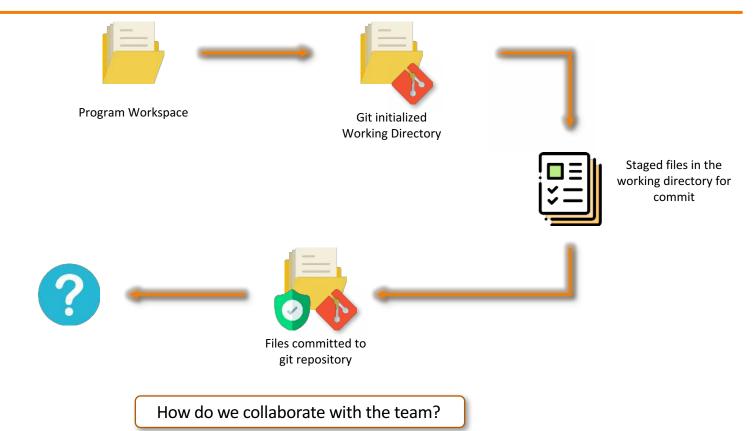


The command for initializing this process is *git commit –m "message"*

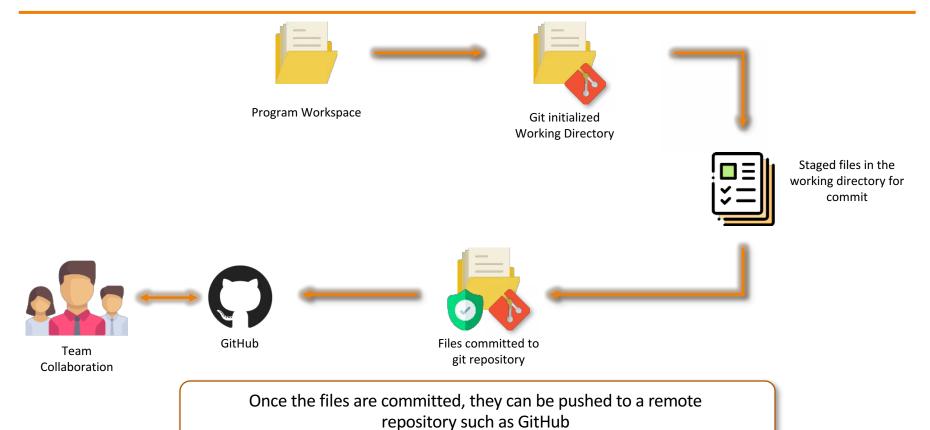






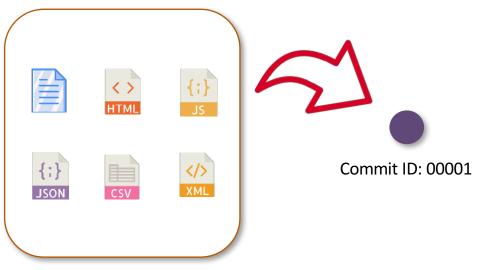








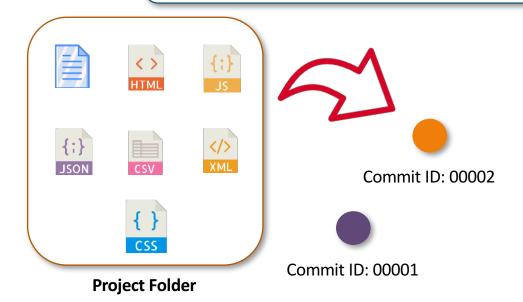
Any project which is saved on git, is saved using a commit. The commit is identified using a commit ID.



Project Folder



When we edit the project or add any new functionality, the new code is again committed to git, a new commit ID is assigned to this modified project. The older code is stored by git, and will be accessible by it's assigned Commit ID

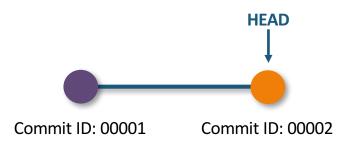




All these commits are bound to a **branch.** Any new commits made will be added to this branch. A branch always points to the latest commit. The pointer to the latest commit is known as **HEAD**



Project Folder

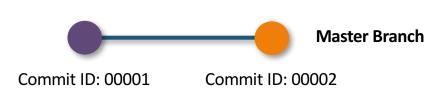




The default branch in a git repository is called the Master Branch



Project Folder

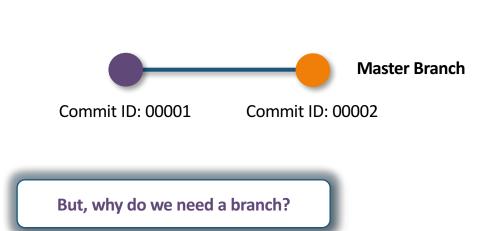




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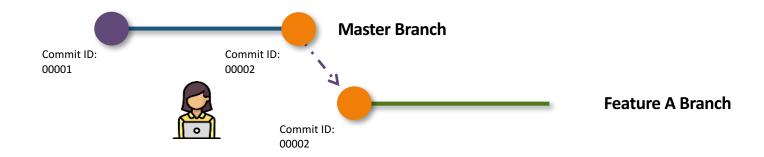


Project Folder



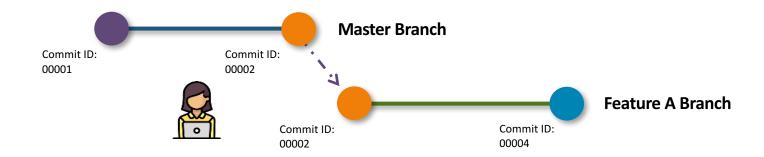


Say, a developer has been assigned enhance this code by adding Feature A. The code is assigned to this developer in a separate branch "Feature A". This is done, so that master contains only the code which is finished, finalized and is on production



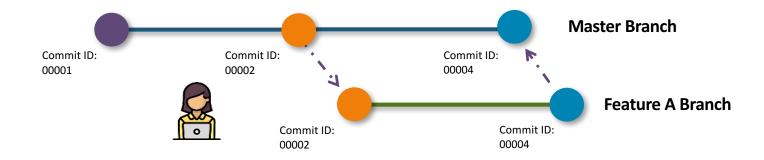


Therefore, no matter how many commits are made by this developer on Feature A branch, it will not affect the Master Branch.





Once the code is finished, tested and ready we can merge the Feature A branch, with the master branch and now the code is available on the production servers as well















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