Introduction to Git

Alessandro Sciarra

ZO2 – Software Development Center

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Outline of the talk

- 1 Why should you use it?
- 2 What is Git?
- 3 How does it work?

Why should you use it?

OK, let's do it without git



Writing a review or a Ph.D. thesis

How do you make writing experiments?

- How do you make writing experiments?
 - You make a backup of your file
 - You comment out a block of text in your source
 - o If the old version was better, you restore by hand
 - o If the new version is better, you clean by hand

- How do you make writing experiments?
- How do you create/view checkpoints?

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 - Create a .tar or .zip file
 - o Copy it somewhere and uncompress if needed

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- Which version did you send to your supervisor/colleagues?

- How do you make writing experiments?
- How do you create/view checkpoints?
- Which version did you send to your supervisor/colleagues?
 - Put a copy of the PDF file or of the compressed folder somewhere
 - Keep the sent email for later use

- How do you make writing experiments?
- How do you create/view checkpoints?
- Which version did you send to your supervisor/colleagues?
- How long did it take to write this section?
- When did I start writing this chapter?
- How much did I write on average per day?

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Everything by hand, error-prone and big overhead!

Collaborating on a project

• How can you work on the same project?

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 - You work on separate parts at the same time
 - Only one person works at the same time

- How can you work on the same project?
- How do you merge work from other people in the team?

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- How do you merge work from other people in the team?
 - You send the changed files per email and put them in the folder by hand
 - Copy/Rsync in some shared place the new status of the project
 - If only one person at once works, a compressed archive can be exchanged

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- How do you work on different machines?

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- How do you work on different machines?
 - You don't, use SSH
 - Different machines are as different people, see above

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- How do you know who did what?

- How can you work on the same project?
- How do you merge work from other people in the team?
- How do you work on different machines?
- How do you know who did what?
 - This information is not important
 - Sending work around per email allows to trace this...
 - Put comments into the source!

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- How can you work on the same project?
- How do you merge work from other people in the team?
- How do you work on different machines?
- How do you know who did what?
- How do you give credit to authors?
 - Detailed information is not important
 - A rough idea about who worked on what is enough
 - See comments into the source!

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- How do you go back in history e.g. in case of a bug?

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 - Again, use the archive sent around per email
 - Using a shared place, this is not possible → debug!



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OK, and how would it be with Git?

Writing a review or a Ph.D. thesis

- How do you make writing experiments?
 - Just do them (staging/stash area)
 - o git-branch
- How do you create/view checkpoints?
 - o git-log git-tag git-checkout
- Which version did you send to your supervisor/colleagues?
 - o git-log git-tag
- How long did it take to write this section?
- When did I start writing this chapter?
- How much did I write on average per day?

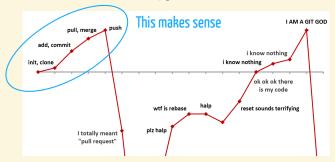
git-shortlog
git-log
gitstats*

^{*} This is just one of the pletora of libraries to make statistics based on a git repository.

- How can you work on the same project?
 - o git-pull git-push git-branch
- How do you merge work from other people in the team?
 - o git-merge
- How do you work on different machines?
 - o git-pull git-push
- How do you know who did what?
 - o git-blame
- How do you give credit to authors?
 - o git-shortlog
- How do you go back in history e.g. in case of a bug?
 - o git-checkout git-bisect

Yes, but I have to learn all those commands!

There are many jokes on the web...



...but after all it is about having the correct mental set up!

Yes, but I have to learn all those commands!

- As any new tool, it needs some practice
- The short- to long-term payoff is worth the effort
- It is plenty of @GUI clients
 - Sourcetree: A Free GIT Client For Windows And Mac
 - Aurees: Easy-Fast-Free {Windows, Mac & Linux}
 - O Git-Cola: Powerful GUI For GIT {Windows, Mac, Ubuntu & Linux}
 - o [...]
- You can work in the terminal
 - → after this (and next) talk it will be possible!

Last but not least



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And if I do not have so large projects?

It doesn't matter! There are too many advantages having a writing or coding project under a source code management tool. Even alone. **Simply use one (Git).** Now.

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For collaborative projects like maintaining code in a group, handing it over from person to person and so on, Git is simply a must. As project leader, you should think about requiring everybody to work in a Git repository.

What is Git?

How does Git define itself?

«Git is a free and open source distributed version control system designed to handle everything from small to very large projects with speed and efficiency. Git is easy to learn and has a tiny footprint with lightning fast performance.»

Git homepage

- Free and open
- Distributed version control system
- From small to very large projects
- With speed and efficiency
- Easy to learn

How does it work?

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