Software Development



Is software development a single player game or a multi player game?



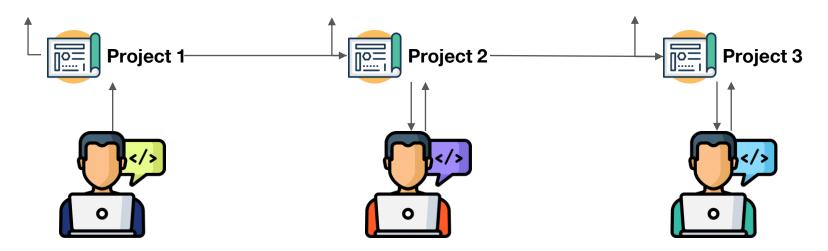


Software Development Scenario



Jim works on a project, saves it as copy1, and sends it to Peter.

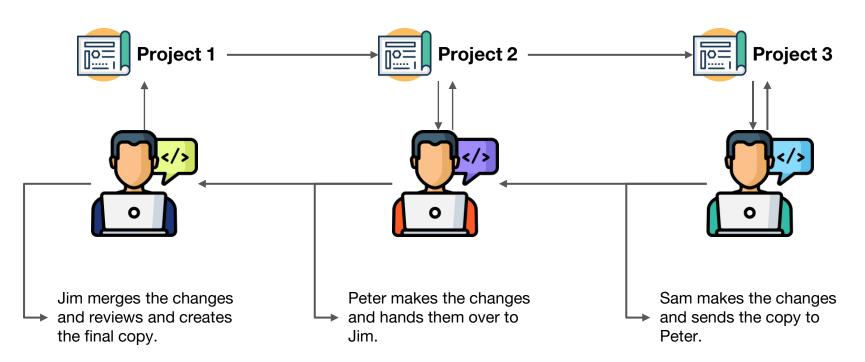
Peter makes changes to Jim's project, saves it as copy2, and sends it to Sam. Sam makes further changes to the project and saves it as copy3.



Which is the main copy of the project?
What is the problem with this approach?
How will the changes made by all three developers get incorporated in the final copy of the project?

Scenario: Possible Solution 1

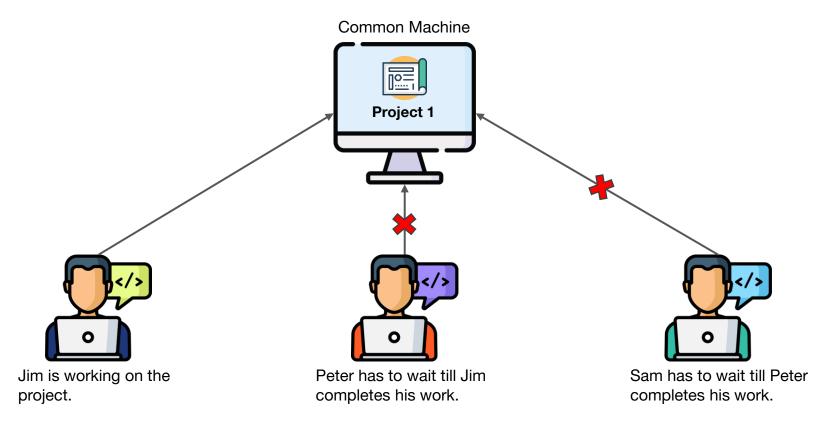




Is this an efficient way to handle this problem? Can we depend on this solution?

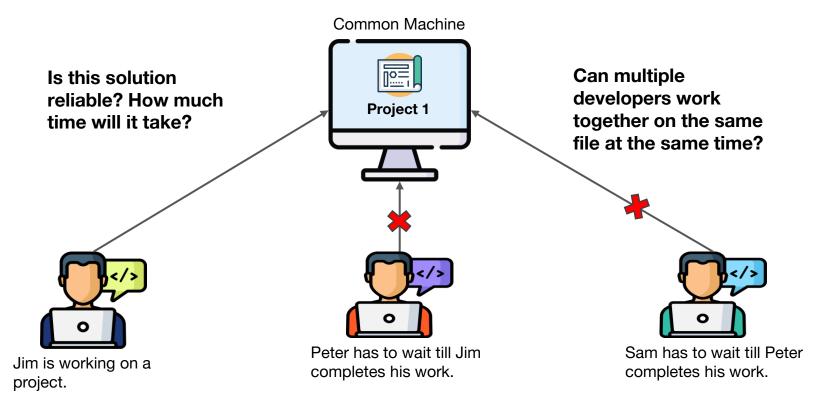
Scenario: Possible Solution 2





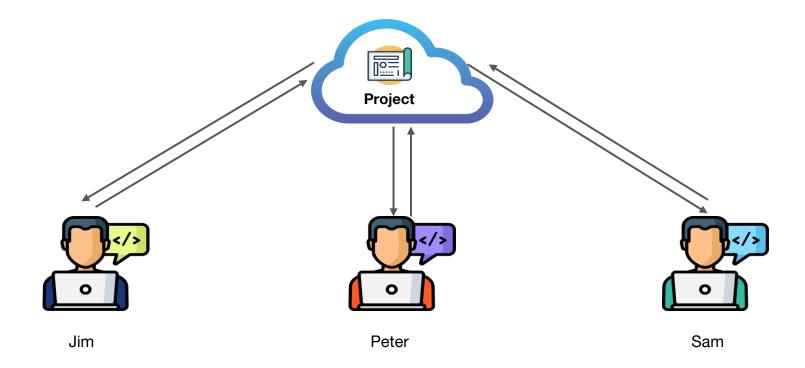
Scenario: Possible Solution 2 contd.





Introduction to a Version Control System







Create Code Repository in Git







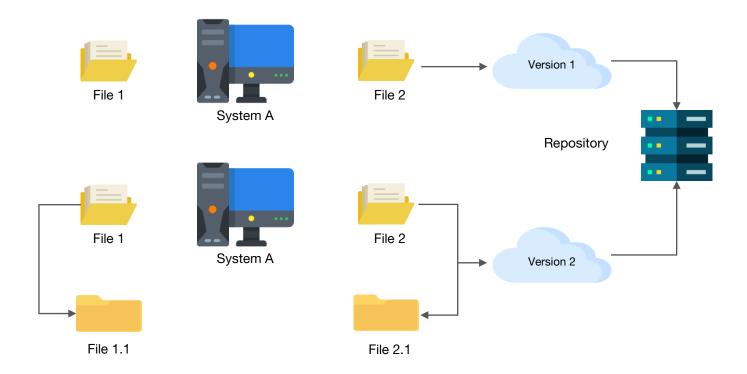


- Define a version control system
- Use Git as a distributed version control tool
- Use GitLab as a version control service
- Fork a repository
- Clone a repository
- Modify, commit, and push the changes to the repository



Working of a Version Control System





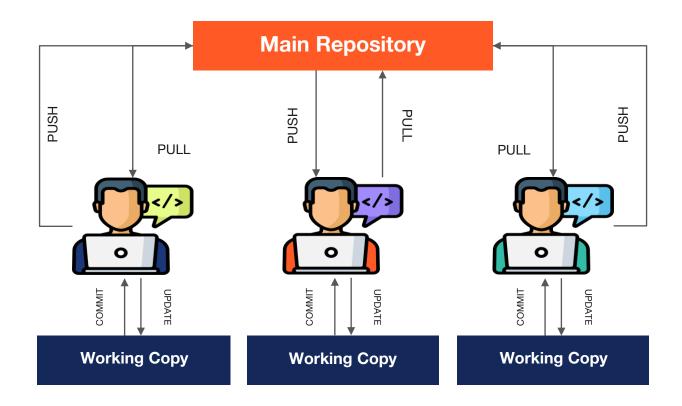






A Distributed Version Control System





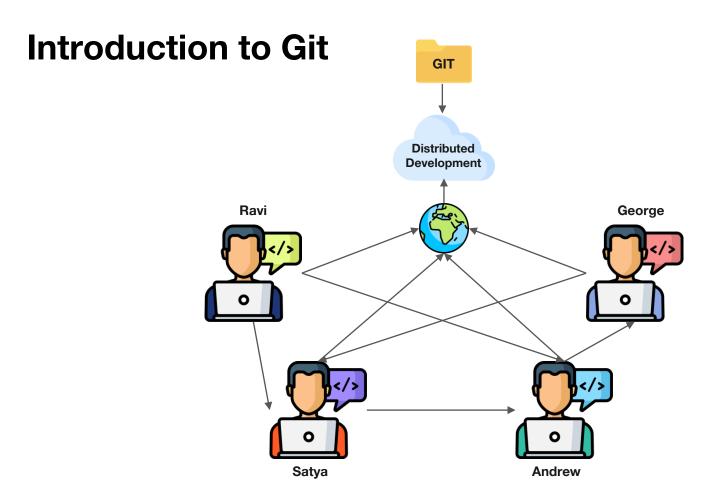
Distributed Version Control System



I am planning to use a distributed version control system for my project.
Which tool should I use?











Source: http://blogofcode.com/

Features of Git

- It uses SHA1 generated hashes to protect codes and identify revisions.
- It easily detects data corruption caused due to external reasons.
- It is fast, flexible, and freely available.
- It supports easy branching and parallel development.

What is GitHub?





Introduction to Gitlab









| Git | GitLab |
|---|---|
| Git is a distributed version control system tool. | GitLab is a cloud-based collaboration platform used to host a Git repository. |
| It can be installed in a local system. | It is hosted on the web. |
| It is a command-line tool. | It is administered through the web. |
| No user management | Built-in user and access management |

Using Git and GitLab



How can we implement Git and GitLab?

- Configure Git to your local system.
- Create a new project using the GitLab service.
- Fork the repository you wish to work on.
- Clone the repository in your local system after forking.
- Make the changes in the repository.
- Push the changes to the remote repository.

Interactive Demo

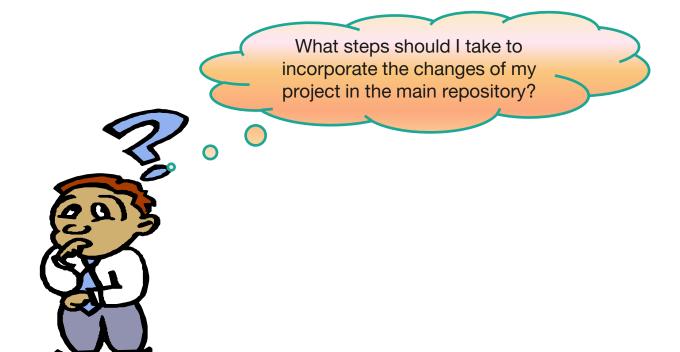
Let us try to

- Configure the Git environment in the local system.
- Create a new project in GitLab.



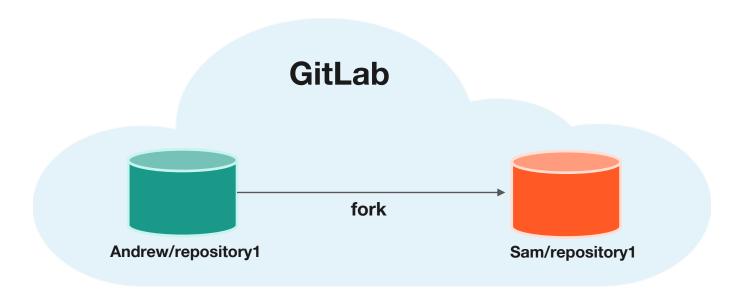
How Do I Make Changes in the Main Repository?





Forking a Repository

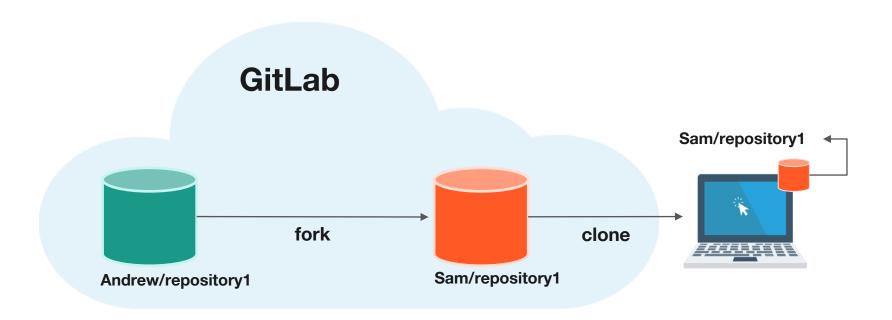




Users can fork a centralized repository by using Git. They can create a copy of the repository and make changes into their GitLab account without affecting the main repository.

Cloning a Repository





Users can clone a repository to their local system.

Interactive Demo

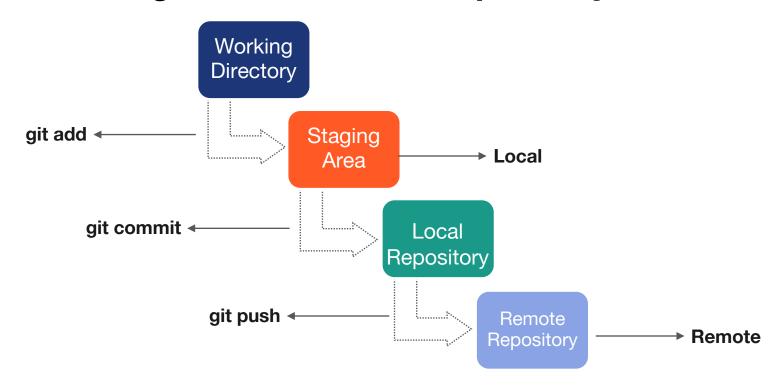
Let us try to

- Fork a repository
- Clone a repository



Push Changes to a Remote Repository





You can push the committed files to the remote repository.

Interactive Demo

Let us try to

- Make changes to the local repository that has been cloned.
- Commit changes to the repository.
- Push changes to the remote repository.





Key Takeaways

- Types of version control systems
- Working of a distributed version control system
- Differentiate between Git, GitHub, and GitLab
- Forking and cloning a repository
- Modify, commit, and push the changes to the repository



