Git Tutorial

Part I: Basics

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Outline

- Introduction
- Git Basics
- Basic operations, tips and examples
- Ignore file and what to ignore
- Read-Me file and markdown language
- Basic branching, best practices and examples
- Tagging
- Diff tools and example
- Basic merging, best practices and examples

Introduction

- Git vs. Github, Gitlab, Mercurial, SVN and etc
- Created by Linus Torvalds in 2005
- Designed for <u>FAST</u> for synchronization of source code across a distributed network:
 - A patch could require 250 atomic operations and all must be applied under 3 seconds, otherwise not scalable → Journaling File System (similar to Linux Kernel)
- Other design criteria [wiki/Git]:
 - Take Concurrent Versions System (CVS) as an example of what not to do; if in doubt, make the exact opposite decision.
 - Support a distributed, BitKeeper-like workflow.
 - Include very strong safeguards against corruption, either accidental or malicious.

Git Basics

- 1. Create or clone a repo:
 - Create repo on web then clone it to local (recommended for beginners)
 - Create repo on server, init local clone then push it
 - Clone an existing repo to local
- 2. Add git-ignore and read me files
- 3. Update git-ignore file per project needs
- 4. Add initial files and make initial commit before starting development

Basic Operations

- 1. Create or clone a repo:
 - Create repo on web then clone it to local

```
cd git
git clone https://BardiaMojra@github.com/BardiaMojra/test001.git
```

Basic Operations

- 1. Create or clone a repo:
 - Create repo on server, init local clone then push it

```
cd git
mkdir test001
cd test001/
echo '# test001' >> README.md
git init
git add README.md
git commit -m 'first commit'
git branch -M main
git remote add origin https://BardiaMojra@github.com/BardiaMojra/test001.git
git push -u origin main
```

Git Ignore

- What to ignore?
 - Almost everything
 - All binary files except the final output file!
 - Data
 - Dev and build files
 - Any file with unknown extensions
- What not to ignore?
 - Source code
 - Final output file (yes even if it is binary)
 - Dev meta data

Git Ignore Example

• https://github.com/github/gitignore/blob/main/TeX.gitignore

Read-Me File and Markdown Language

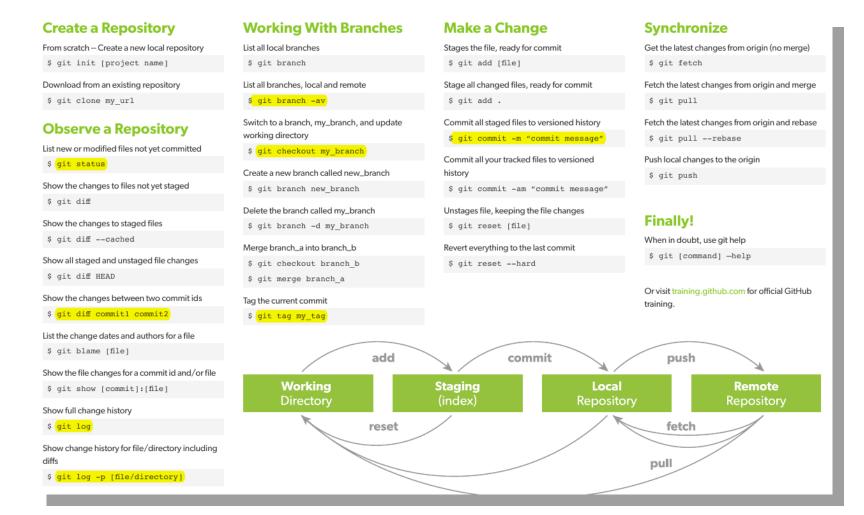
- Cheat sheet:
 - https://www.markdownguide.org/cheat-sheet/
- Basic Syntax:
 - https://www.markdownguide.org/basic-syntax
- Extended Syntax:
 - https://www.markdownguide.org/extended-syntax

Branching

- This is the core feature that support git agility
- Developers can create unlimited number of branches
- Developers can use arbitrary and long names for naming branches
- That's it...
 - So the idea is that...
 - Each developer:
 - First creates their own branch to work on a specific task
 - Keep developing in an isolated branch while being able to see and compare source code in other branches
 - Once the feature is ready in a separate branch, only then it should be queued for merging in coordination with a *maintainer*!

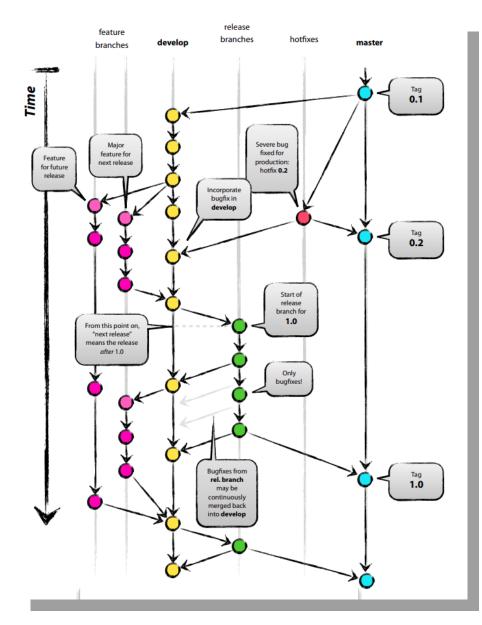
Branching Basics

https://zeroturnaround.com/rebellabs/git-commands-and-best-practices-cheat-sheet/



Branching Strategies

- Essentially a hierarchical naming strategy
 - e.g. our paper repository branches would be something like:
 - Main (master) unique
 - Journal Papers 2021 Archive unique
 - Use for backups or manually commit every 3-6 months
 - Performs no merge operation, simply archiving
 - Journal Papers 2021 Active unique
 - Use for active merging of paper/project directories
 - Adds extra layer of protection for active merging operation
 - JP 2021 QEKF dev 00x many
 - JP_2021_QEKF_update_00x very few
 - For source code, use hotfix
 - I use dev branch instead
 - JP_2021_QEKF_merge_00x few
 - JP_2021_QEKF_review_00x few
 - JP_2021_QEKF_release_00x very few
- https://nvie.com/posts/a-successful-git-branching-model/



> Thank you!