

# Preamble

<http://bit.ly/2yZWVpX>

**First 10 minutes** will be used to ensure

1. `git` installed on your computer.
2. `Github` account setup & give username to the TAs

Please sit in front of room if you haven't yet setup your environment

*If you didn't bring a computer, or are unfamiliar with terminal commands, make a friend*

# Portland DSG

Thanks to New Relic for hosting this talk!



# Intro to Git

<http://bit.ly/2yZWVpX>

This talk will not cover, or expect, specific programming languages

1. Introduce collaborative demo
2. We will introduce vocabulary
3. Understand Simplest Workflow
4. Attendants will contribute to collaborative demo
5. Talk about access control and Github

# Goals

If you successfully finish workshop, you will

- be able to collaborate on simple projects
- understand basic vocabulary for git
- know how/what to study next

# Why do you Care?

- No more emailing document revisions
- Simpler local directory/file structures
- Remote storage
- Stable workflow
- Easily add new collaborators to project

# Your Project!

- After I assign you a **panel** of content,
- add **panel** contents to the `README.md` file
- belonging to an **existing repository**
- in **alphabetical order**.
- Finally, share your changes

```
A is for Alice who fell down the stairs  
B is for Basil assaulted by bears  
C is for Clara who wasted away  
...  
Z is for Zillah who drank to much gin
```

# What is Git?

- Source and version control
- Ledger of work
- Collaboration tool
- Workflow management software

competes with : **hg**, **svn**, **cvs**

# What is Github?

- Git service provider
- Account management and access control
- Hosting platform
- Ticket tracker / project management tool

competes with : **GitLab**, **bitbucket**, [\*\*coding.net\*\*](https://www.coding.net)



# What to store (Github)?

- source code (language ambiguous)
- markdown / Jupyter / pdf
- small or static images & data-sets

# What NOT to store?

- PASSWORDS, access tokens, or private keys
- compiled binaries
- large images & data-sets
- Non-pars-able documents (Word, Photoshop, ...)

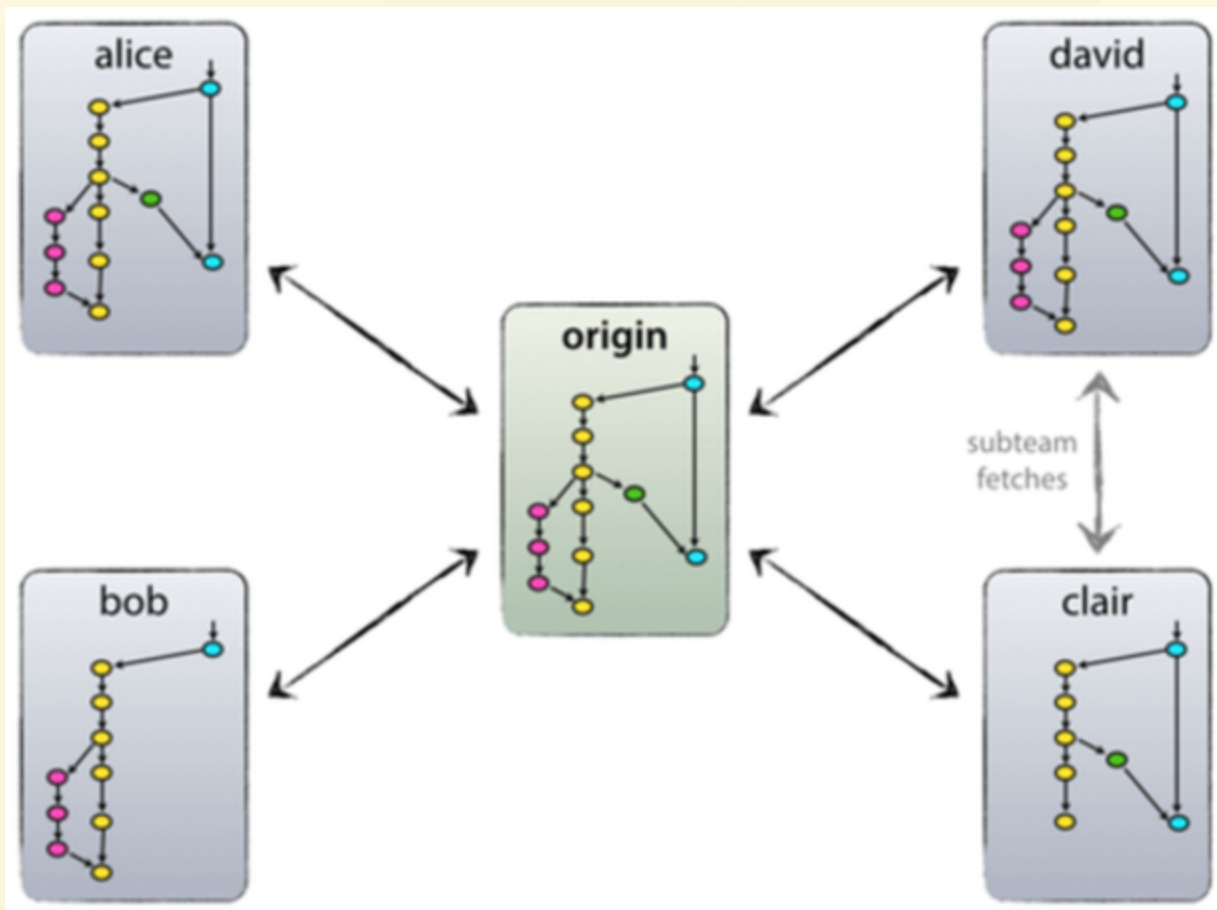
# Passwords

```
$ cat secrets.json # this file should not be committed  
{  
    "password": "MySuperNeatoPassword!#"   
}
```

```
import json  
  
# this file should be committed  
  
with open('secrets.json') as fd:  
    pwd = json.load(fd)['password']  
  
print(pwd)
```

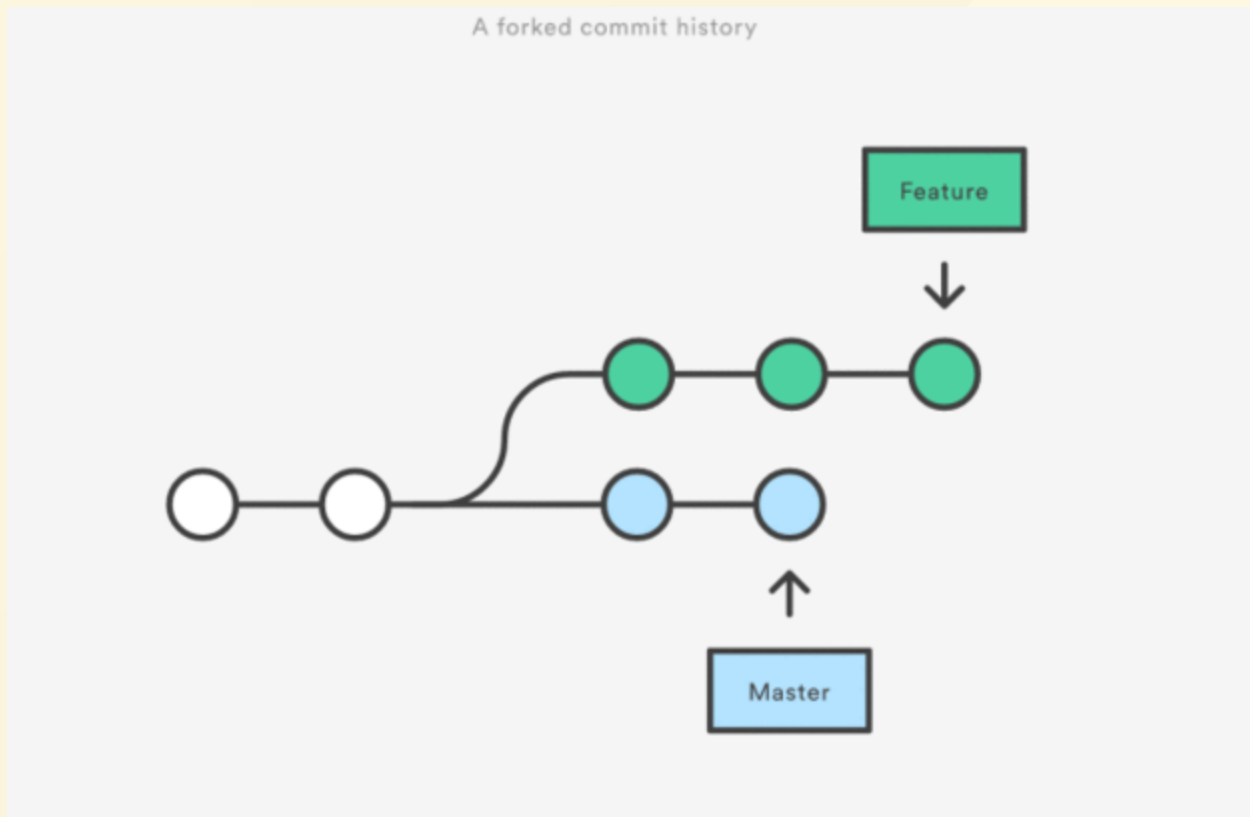
# Vocabulary (I)

- **remote** labels alias another location



# Vocabulary (II)

- **branch** - encapsulates a split in ledger of work
- **checkout** - swaps current working copy to a target



# Vocabulary (III)

- `init` / `clone` - Starts Project
- `add` / `commit` and Commit History - Tracks Changes
- `fetch` / `merge` and Merge Conflicts
- `push` - Share Changes
- `diff`, `status`, `log` - What state am I in?

# Inspecting the Repository

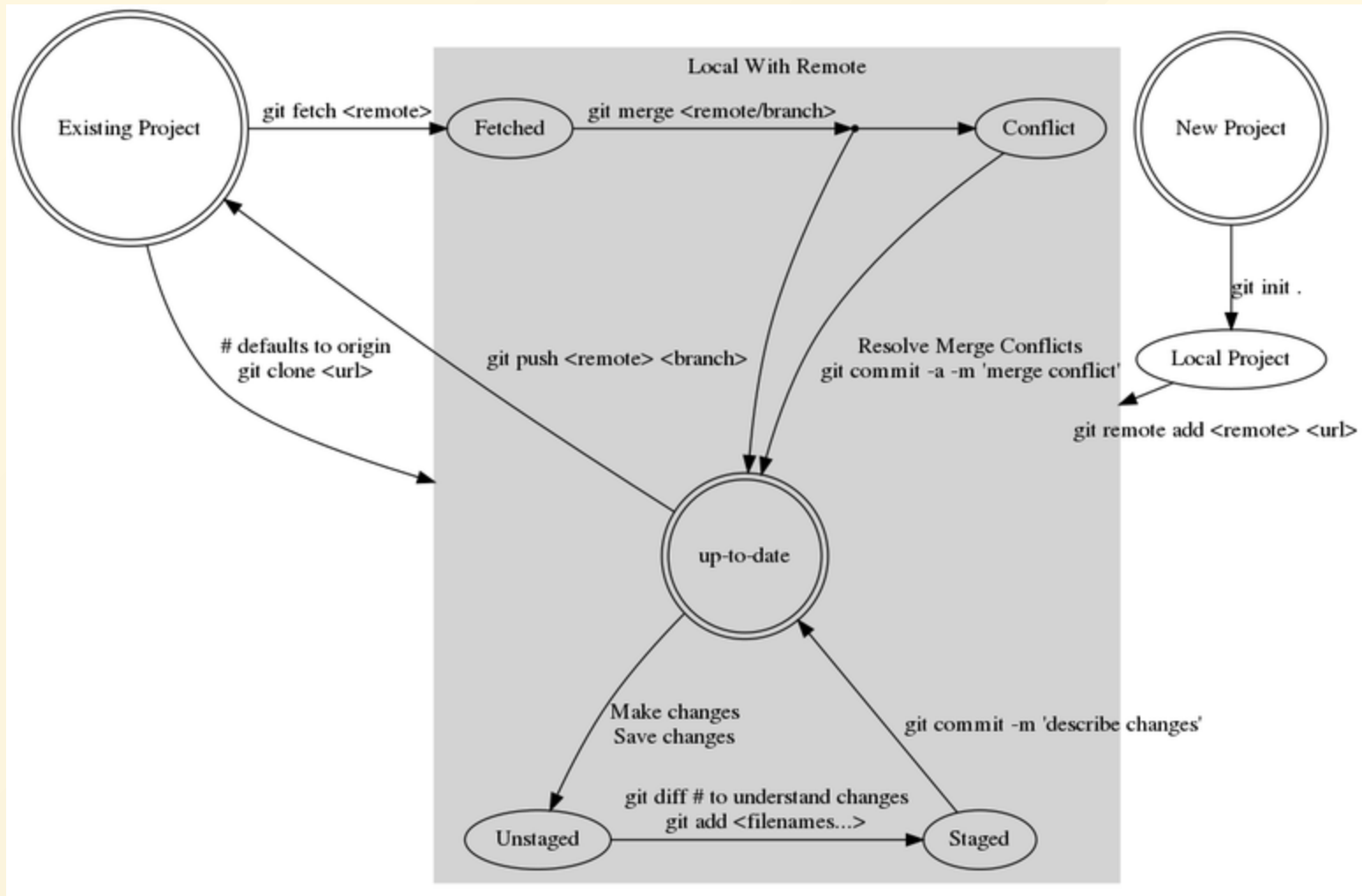
# Merge Conflicts

```
$ git status
# On branch branch-b
...
# both modified:
```

```
$ cat styleguide.md
If you have questions, please
<<<<<<< HEAD
open an issue
=====
ask your question in IRC.
>>>>>>> branch-a
```

```
$ cat styleguide.md
If you have questions, please open an issue or
ask your question in IRC.
```

# Workflow Map





# Message Flag and Editor

If you don't use the `-m` message flag, you will likely be subject to `vim`. `vim` can be a very frustrating file editor, if you don't bother to learn it.

*Look into how to change your default `EDITOR` for your operating system.*

# Vim

To exit `vim`, Hit the `Esc` key to enter "Command mode". Then you can type `:` to enter "Command-line mode". A colon (`:`) will appear at the bottom of the screen and you can type in one of the following commands. To execute a command, press the `Enter` key.

- `:q` to quit (short for `:quit`)
- `:q!` to quit without saving (short for `:quit!`)
- `:wq` to write and `quit`

# Defaults and `config`

```
$ git config --global user.name "John Doe"  
$ git config --global user.email johndoe@example.com
```

**Give me your Username in  
Exchange for A Panel**

# *THE FATAL LOZENGE*

*by Edward Gorey*



# Rules of the Game (15 min)

- 10 people per repository team {red, blue, black}
- Each panel represents one entry from poem
- Split panel text lines with  $\leq 80$  characters
- Panels ordered alphabetically (by second word)
- Your team is done when all panels added
- Do a `diff` against `origin/master` before a `merge`
- Review the `log` at least once (`q` to quit)

team == red

<https://github.com/PortlandDataScienceGroup/red.git>

# Git Commands

- `status`, `diff`, `log`
- `clone`, `init`
- `fetch`, `merge`, `commit`, `push`, `fetch`

```
$ git clone https://github.com/PortlandDataScienceGroup/ABC
Cloning into 'ABC' ...
remote: Counting objects: 500, done.
remote: Compressing objects: 100% (36/36), done.
remote: Total 500 (delta 27), reused 33 (delta 12), pack-re
Receiving objects: 100% (500/500), 6.72 MiB | 1.71 MiB/s, d
Resolving deltas: 100% (286/286), done.
Checking connectivity... done.
$
```

**Intermission**



# Github activities

- Code reviews
- Create / destroy user and organization accounts
- Access control
- Create / destroy repository
- Issue creation / assignment / management
- Gists

# Collaborating without Permission

*Collaboration within a team is different than from outside, as a consequence of access control.*

- `fork` - Copies repository
- `pull request` - Shares changes back to source

# Steps

1. `fork` repository on Github
2. `clone` forked repository to local directory
3. `add upstream` directed toward original repository
4. Edit files, save, `commit`, then `push` changes forked repository
5. `pull request` against original repository

# Branching

Branching allows

- encapsulation of features
- simple `diff`s between features
- easier `pull requests`

# Collaboration Etiquette

- Look for a `CONTRIBUTORS.md` file
- Look for style guides
- Read documentation before collaborating
- Take code review feedback seriously and not personally
- Identify an appropriate `issue` for your skill level
- `rebase -i` to encapsulate solution to single `issue`

# To Learn Next

- Github `issues`
- `checkout` - use another version as working copy
- `branch` - encapsulate work
- `rebase`/`rebase -i` - edit branch history
- Learn about branching models
- Learn about version numbers

# Additional Resources

- **GitFlow** <http://nvie.com/posts/a-successful-git-branching-model/>
- *Cheatsheet* <https://the-awesome-git-cheat-sheet.com/>
- *Data Camp* <https://www.datacamp.com/courses/introduction-to-git-for-data-science>
- *Udacity* <https://www.udacity.com/course/how-to-use-git-and-github--ud775>