

- simplified approach to Git through the lecture
- don't fear the git, we'll cover everything in lecture

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Why Git?

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Best versioning tool out there



- decentralized
- better branching and merging
- open source
- practically industry standard
- supported by a lot of services (GitHub, Bitbucket, GitLab...)
- .git folder

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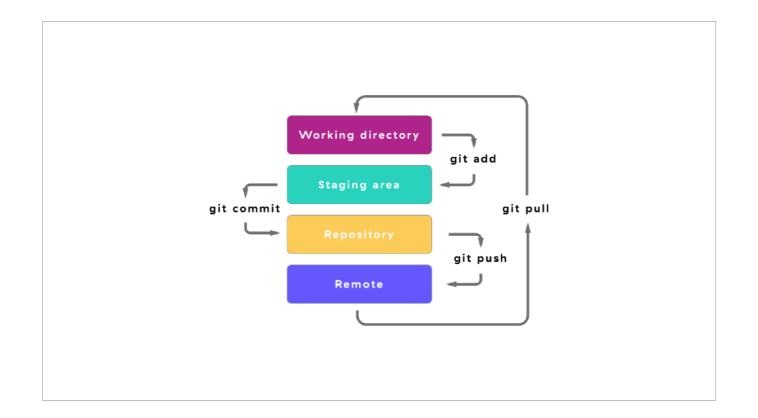
- by Linus Torvalds for Linux Kernel
- versioning tool, organize the work in meaningful section aka branches
- code saved locally and remotely
- pull request and merging
- .git folder technical details
- Git can be visualised as a tree structure, where each commit creates a new node.
- most commands are used to navigate through that

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How it works?

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- working directory
 - current state of the code on your disk
 - whenever you save the file
- git add groups files in logical entities
- with commit you give it a name
- for example, login -> some backend call, some logic, some UI, will commit multiple files as one commit
- navigate through history through commits
- save on remote repository

Git clone

- creates a working local copy of a repository
- you can use git init if you just want to create a local repo

git clone git@github.com:infinum-academy/ios-materials-2022.git

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- first git command you'll use on course

Git add • adds file to versioning, aka staging area (index) • you do this every time you create a new file git add <filename> git add -A neverstop ∞

- "-A" will add all changes and new files
- a bit more granular approach, so you would use `git add -p`
 in Xcode GUI there is no git add, but git add is part where you can select files and changes before commit
- still not saved if you change something, you cannot get it back

Git commit

- this stores changes to your local files to your local repository (HEAD)
- remember, on your disk, not on the server
- Commit early, commit often!

git commit -m "Add pagination to page"

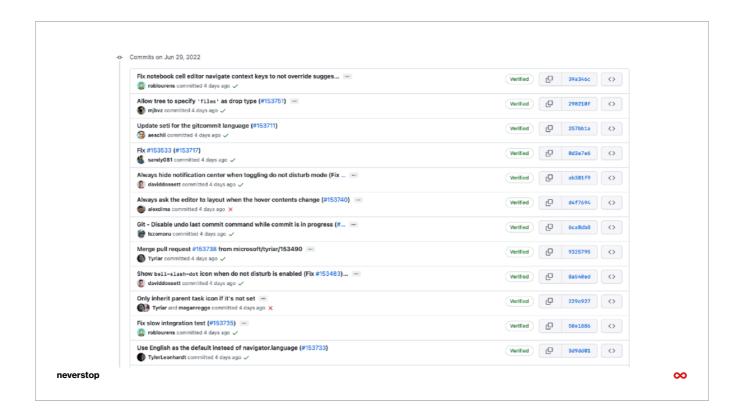
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- every commit has a message
- more granular commits
- ability to return in point in history

Commit message • this is where you type what has been done • keep it descriptive • https://cbea.ms/git-commit/

- commit often and early in development
- Git commit message is the best way to communicate context about a change to fellow developers
- diff will tell you what changed, but only the commit message can properly tell you why



- commits example

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Git checkout • switch branches or restore working tree files • reverts any changes to your local files • works if the file has not been staged yet (e.g. not committed) • remember, on your disk, not on the server git checkout fileName git checkout -- . neverstop ∞

- two uses, not so similar
 - one is for discarding changes in working directory, similar to closing the word document without saving the doc
 - other is for switching or creating a new branch

Git push • syncs your local repository with the one on the server • out your changes (aka commits) up where everyone can read them git push neverstop 00

- changing history on the remote is not recommendedalso git will not let you do that, you will need to force push.

In case of fire



-0- 1. git commit



2. git push



3. leave building

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Git pull • pulls all changes from the server to your local copy for the branch you're working in • you'll need this after your pull requests get merged git pull neverstop ∞

- we'll use it rarely
- mostly when fetching the main branch
- opposite to push

Further reading

- http://rogerdudler.github.io/git-guide/
- https://learngitbranching.js.org/ <--- interactive tutorial

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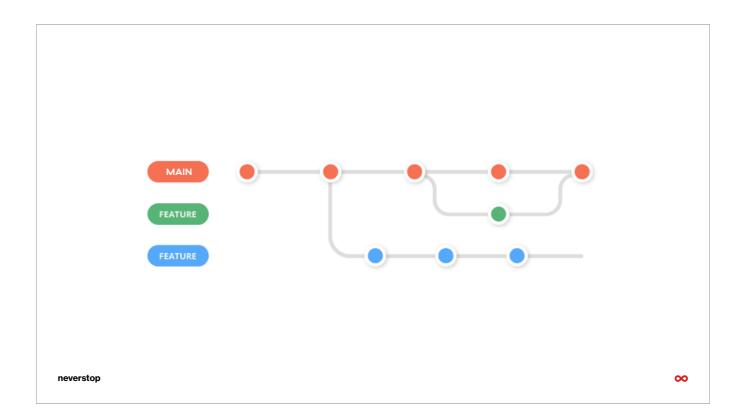
Branching

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Preverstop • pointer to a specific commit • moves along with each new commit • develop features isolated from each other • possibly in parallel • the main branch is the "default" branch when you create a repository • upon the feature completion, merge them back to the main ■ **The completion of the completion of

- git works with branches
- commit is the smallest node in git, while branch is named pointer to some commit
- branch pointer moves along with each new commit you make



- basic Git workflow, it doesn't have to be like thatmain branch must be buildable
- from feature to main with pull request
- review

Branches

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- every homework has to be in its own branch.
- keep the naming consistent
 - e.g. feature/login-screen, bugfix/showsapi-call
- once finished
 - submit a pull request
 - assign us as the reviewers and assignees

- how we'll use branches during the course
- per each homework
- for example in case of bugfix but merged, open a new branch

Git checkout

 switch (create) branches or restore working tree files

git checkout feature/existing-branch
git checkout -b feature/new-branch

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- another purpose of git checkout
- create branch, and switch branch

Terminology

- main/master the repository's main branch. Depending on the work flow it is the one people work on or the one where the integration happens
- · clone copies an existing git repository, normally from some remote location to your local environment
- · commit submitting files to the repository (the local one); in other VCS it is often referred to as "checkin"
- fetch or pull is like "update" or "get latest" in other VCS. The difference between fetch and pull is that pull combines both, fetching the latest code from a remote repo as well as performs the merging
- · push is used to submit the code to a remote repository
- remote these are "remote" locations of your repository, normally on some central server
- SHA every commit or node in the Git tree is identified by a unique SHA key. You can use them in various commands in order to manipulate a specific node
- head is a reference to the node to which our working space of the repository currently points
- branch is just like in other VCS with the difference that a branch in Git is actually nothing more special than a particular label on a given node. It is not a physical copy of the files as in other popular VCS

- terminology
- every commit has has, you can navigate through history

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.gitignore

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Starts with a dot

- .gitignore
- tells what's being ignored by version control not added nor committed
- system files (.DS_Store), Xcode files (user related data last opened file, ...)
- always put this file in with your initial commit
- no need to do it manually
- https://www.gitignore.io/

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- main purpose tells which files to ignore
- important for binary files conflict resolution not possible with git
- dot files hidden on Unix based systems
- you usually don't want to publish user defined settings, build artefacts, secrets...
- we'll create one on the next lecture
- how to decide what to ignore?

Pull request

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- PR a polite way to ask...
- Staple of open source
- example: you found an issue on some public repository
- example: in team, you want someone to review your code
- example: static checks, tests

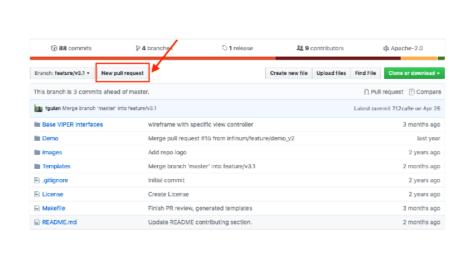
A pull request

- a polite way to ask for your changes to be merged in to the main codebase
- the staple of Open Source!
- pull requests are easy to review
 - keep them clean
 - keep each homework in its own branch
- open up a pull request only, and only if your code is working

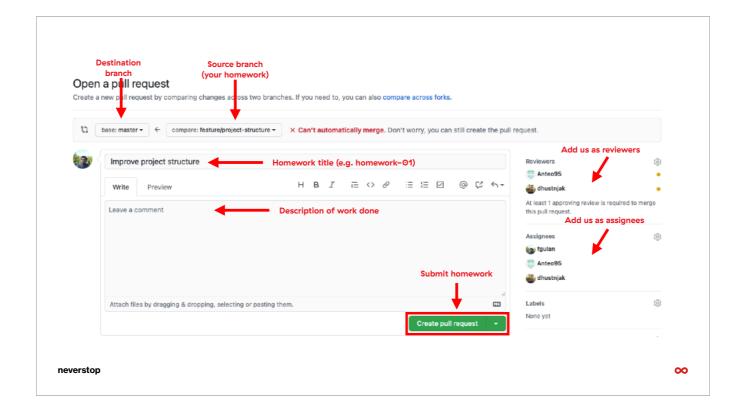
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Pull request cookbook For GitHub

- we won't go over this today but you'll find it useful when opening the PR



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Appendix

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Links

- .gitignore
- https://www.gitignore.io/
- Simple Git guide
 - http://rogerdudler.github.io/git-guide/
 - https://cbea.ms/git-commit/
- Practice Git
 - https://learngitbranching.js.org/

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- if you don't have much experience with Git:

