

GitHub Basics Workshop Sinclair Combs July 23<sup>rd</sup>, 2025

### Git is about keeping track of changes

**Version Control** 



My code broke... hopefully there's a working version somewhere

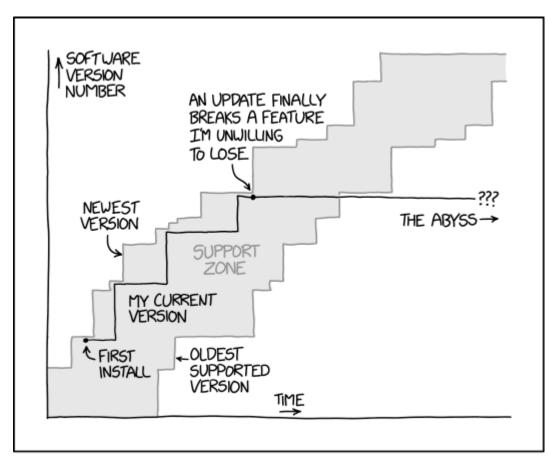
Which version are you using?

Can I reproduce my results?

I'm sure this used to work... when did it change?

How long has this bug been here?

Can you send me the latest version?

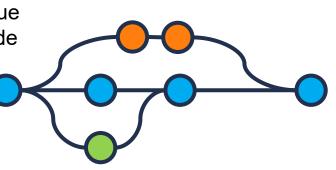


Problem: Code worked two days ago, but is now is giving an error

**Solution: r**oll-back; return to previous version & compare

**Problem:** You & your colleague want to work on the same code at the same time

**Solution:** branching & merging; simultaneous work without interference



#### Some version control vocabulary

Repository

Collection of files and their history

**Fork** 

A specific copy of a repository that is linked to the original, making it simple to send changes upstream

Clone

Local copy of a repository, including history

Push

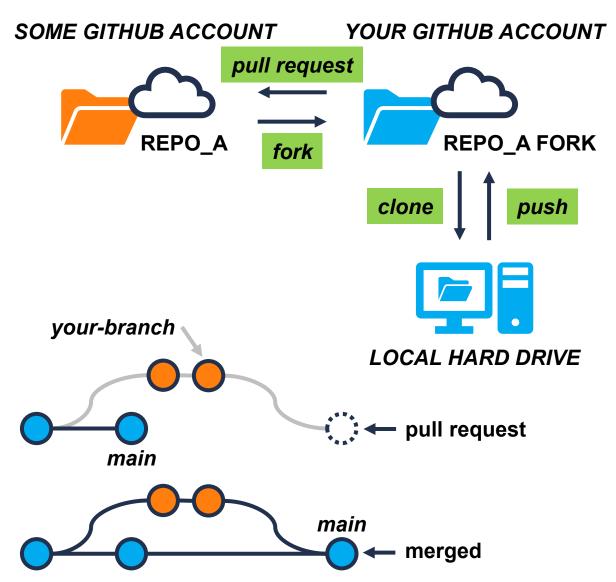
Moving changes from a local copy to another copy

Pull

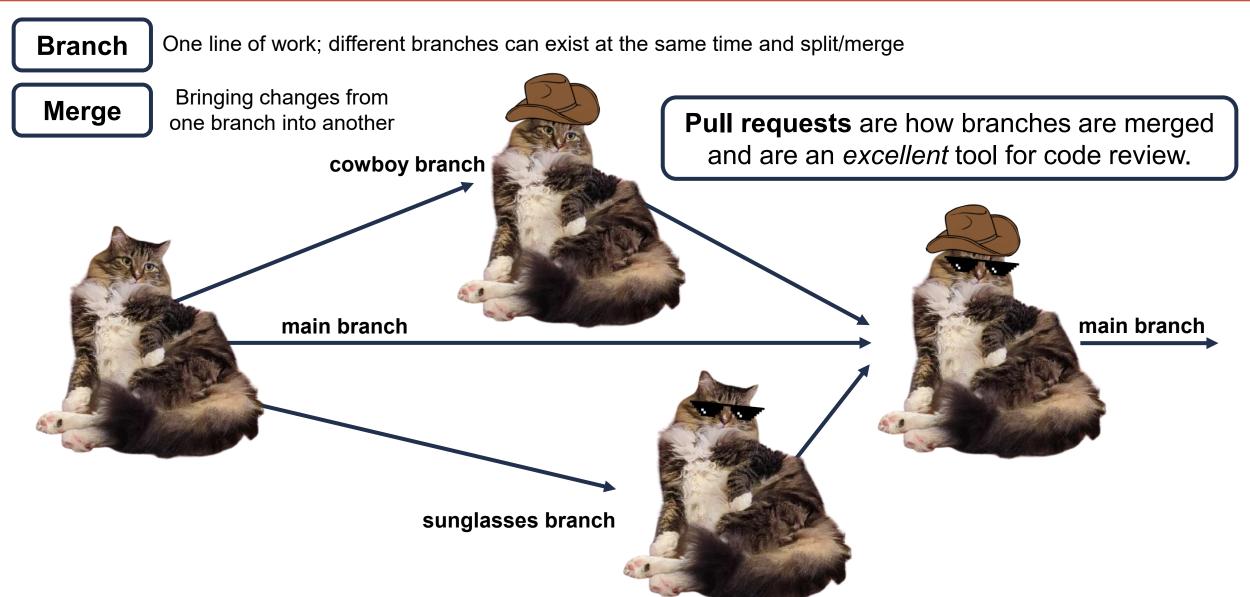
Getting changes from another copy to a local copy

**Pull Request** 

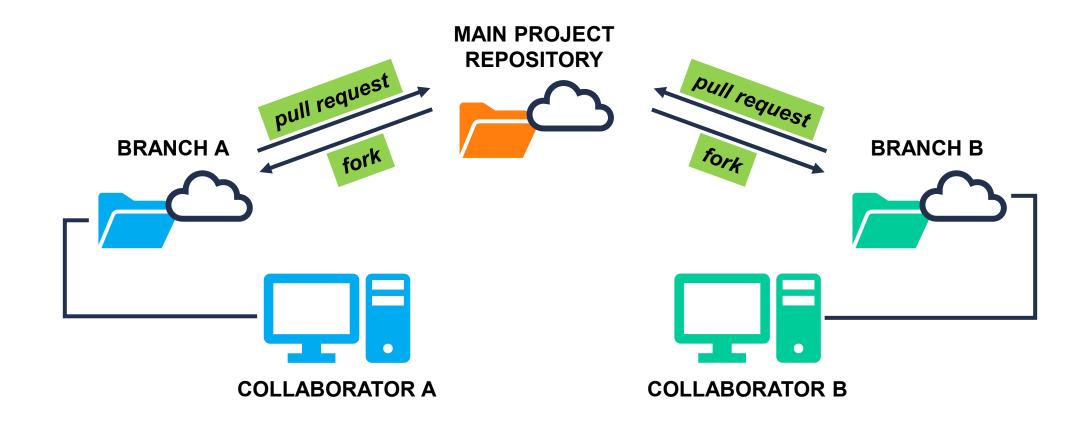
Change proposal to merge one branch into another, usually upstream



# Basics of branching & merging

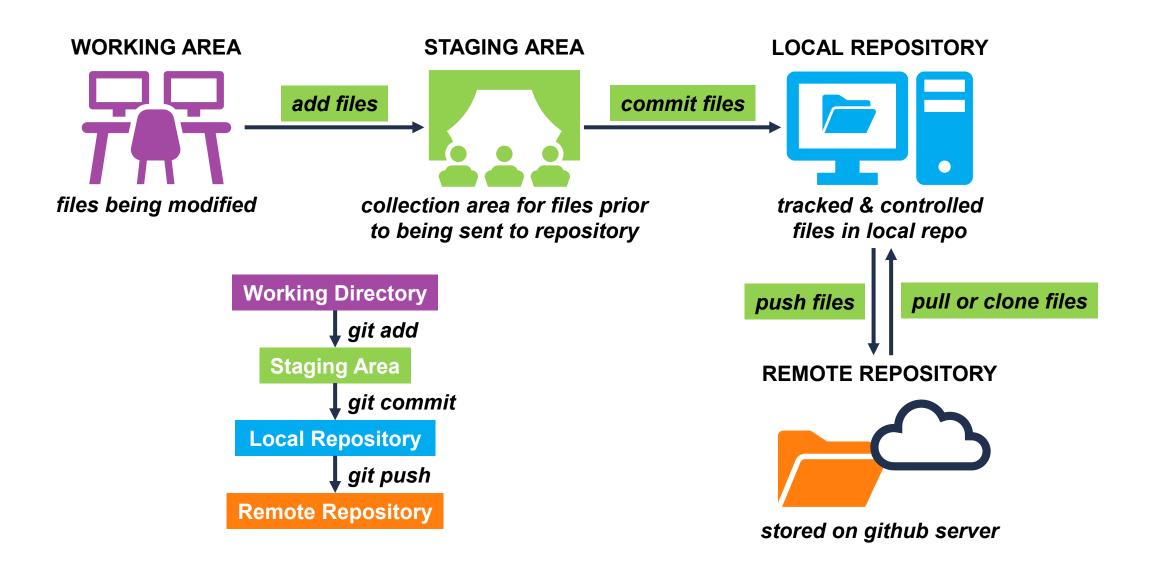


### Forking workflow for collaboration

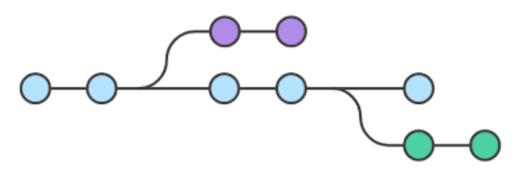


- Everyone has a fork of a "central" repository
- Add commits to branches for new features
- Send pull requests from feature branches to the central repository

# Recording changes with commit

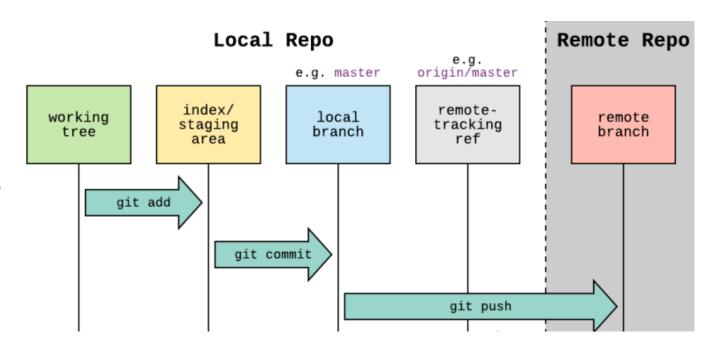


## How do I use branches and commits effectively?



- Use branches for unfinished or untested ideas
- Use branches when you are not sure about a change
- If you are unsure what to do with unfinished and/or not working code, commit to a branch
- Use branches for code that will be **reviewed** by others

- Commit early and often, it's better to create too many commits than too few
- Better too small than too large
- Once you commit, it's very hard to lose code
- Always fully commit before doing dangerous things
- Good practice to commit after ending any session of coding
- Imperfect commits are better than no commits
- Do not commit unrelated changes together, this makes it difficult to undo changes



#### Writing useful commit messages

#### Summarize the change & provide context

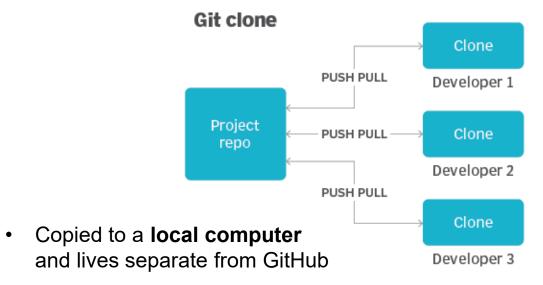
- Why something changed is usually more important than what has changed
- Cross-reference to issues/discussions if relevant
- Write messages that will be understood 20 years from now by someone other than you. Or your future self.
- Bad commit messages: "fix", "oops", "save work"



	COMMENT	DATE
Q	CREATED MAIN LOOP & TIMING CONTROL	14 HOURS AGO
<b> </b>	ENABLED CONFIG FILE PARSING	9 HOURS AGO
<b> </b>	MISC BUGFIXES	5 HOURS AGO
<b> </b>	CODE ADDITIONS/EDITS	4 HOURS AGO
Q.	MORE CODE	4 HOURS AGO
0	HERE HAVE CODE	4 HOURS AGO
0	AAAAAAAA	3 HOURS AGO
0	ADKFJ5LKDFJ5DKLFJ	3 HOURS AGO
<b>♦</b>	MY HANDS ARE TYPING WORDS	2 HOURS AGO
þ	HAAAAAAAANDS	2 HOURS AGO

AS A PROJECT DRAGS ON, MY GIT COMMIT MESSAGES GET LESS AND LESS INFORMATIVE.

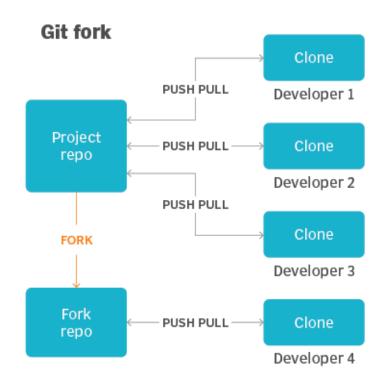
### Collaborative workflow—Cloning vs. forking



 Relevant for small team development where everyone has read and write access to the parent repository

**Remember:** Forked or cloned repositories do not automatically synchronize themselves!

- We pull updates from remote repositories
- We **push** updates **to** remote repositories
- We can suggest changes within and across repositories on GitHub with pull requests



- Copied to a different <u>GitHub</u> account
- Relevant for working on a repository to which you do not have write access
- In the fork, commits can be made to the main branch
- Commits from the fork can be contributed back to the parent repository via pull requests

#### **Tutorials!**



#### **Tutorial topics:**

- 1. Copy and browse
- 2. Commits
- 3. Merging
- 4. Sharing



github.com/Maughan-Lab/github\_workshop/tree/main/tutorials