

SWEN90016

Software Processes & Project Management

Configuration and Version Control

2020 – Semester 1 Tutorial 10

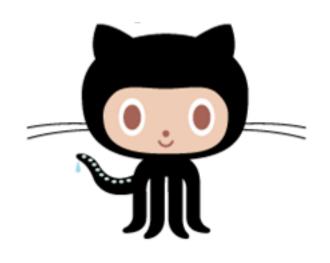


MELBOURNE Today's aim

TATE INDOMINATE

Become familiar with GIT Github

https://github.com/microsoft





Version Control System

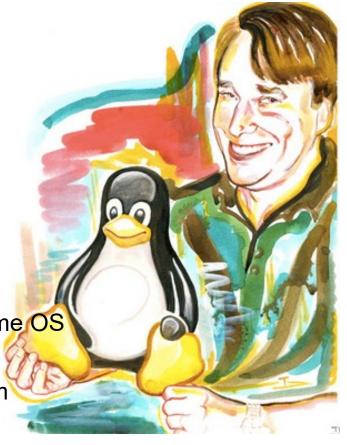
who, what, where, when of code

Made by Linus Torvalds!

famous guru - transformed technology twice

Created kernel for Linux OSs, Android and Chrome OS

Created Git, the source code management system



meet Tux, slightly overweight penguin

MELBOURNE So what is Git?

- WHAT: identify artefacts under versioning control
- WHERE: items stored in REPO: version control repository
- WHO: tags items with your name (collection remains consistent)
- WHEN: tags item with date (versions exist)
- WHY: quality code sharing, back up, roll-back, parallel branching

The "why" is recorded by your comment on the commit!

MELBOURNE Git Advantages

- Distributed (everyone has their own code repository local to them!)
- Open Source (everyone likes open source code
- Bomb proof





MELBOURNE General Git Workflow

1.git init

Initialize local repository called master

1.git add filename

Track changes made to the contents of this file

1.git commit -m "message"

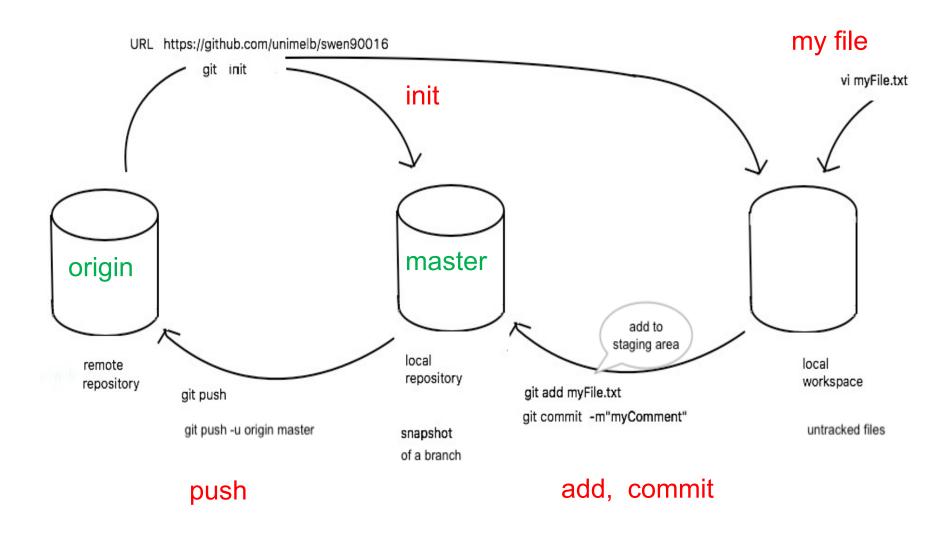
Save this file in local repository

1.git push

Save this collection

- to remote repository called origin
- from local repository called master

AVAUEJILJENUAUJIKONUE





No Coding Necessary

To complete this tutorial, you need a https://github.com/microsoft and Internet access. You don't need to know how to code, use the command line, or install Git (the version control software GitHub is built on).

Tip: Open this guide in a separate browser window (or tab) so you can see it while you complete the steps in the tutorial.



Step 1. Create a Repository

A **repository** is usually used to organise a single project. Repositories can contain folders and files, images, videos, spreadsheets, and data sets – anything your project needs.

GitHub makes it easy to add one at the same time you create your new repository. *It also offers other common options such as a license file.*

Your hello-world repository can be a place where you store ideas, resources, or even share and discuss things with others.



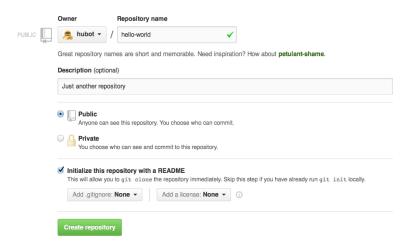
To Create a New Repository

In the upper right corner, next to your avatar or identicon, click + and then select **New repository**.

Name your repository hello-world.

Write a short description.

Select Initialize this repository with a README.



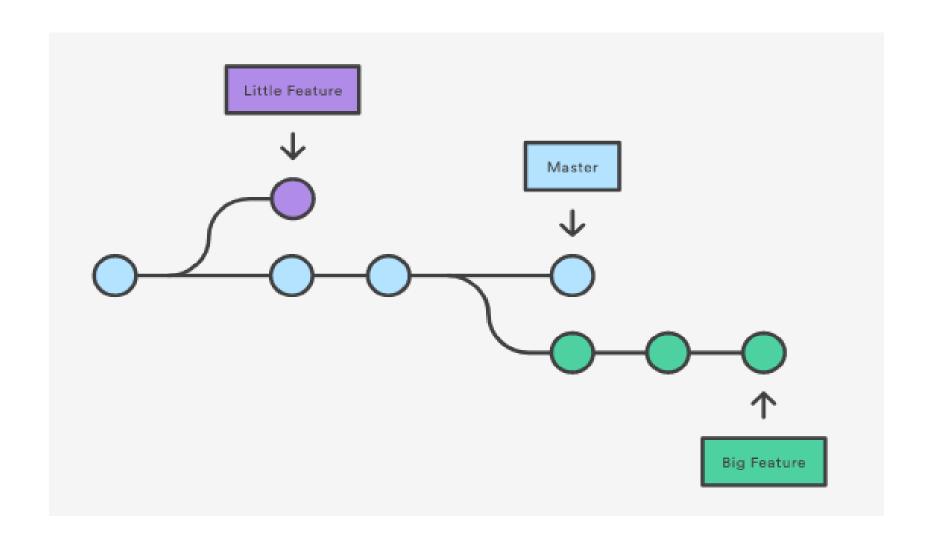
Step 2. Create a Branch **Branching** is the way to work on different versions of a repository at one time.

By default, your repository has one branch named master which is considered to be the definitive branch. We use branches to experiment and make edits before committing them to master.

When you create a branch off the master branch, you're making a copy, or snapshot, of master as it was at that point in time. If someone else made changes to the master branch while you were working on your branch, you could pull in those updates.

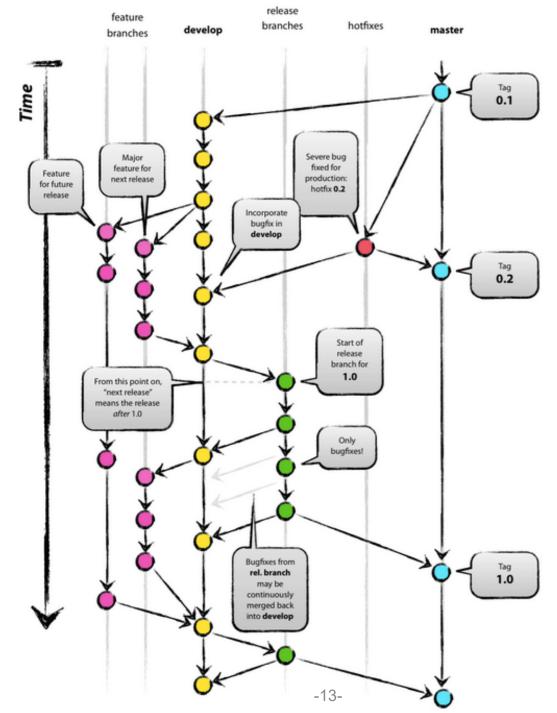


MELBOURNE git concept: branching





TATE I'D O O IKIN I





Step 2. Create a Branch

This diagram shows:

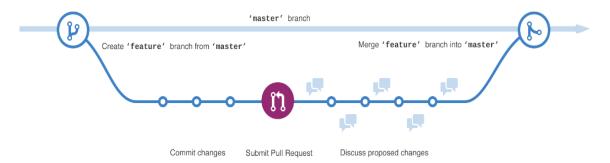
The master branch

A new branch called feature (because we're doing 'feature work' on this branch)

The journey that feature takes before it's merged into master

Have you ever saved different versions of a file? Something like:

story.txt story-joe-edit.txt

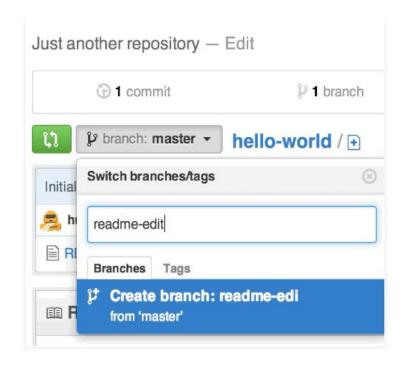




To Create a New Branch

- Go to your new repository hello-world.
- 2. Click the drop down at the top of the file list that says **branch**: **master**.
- 3. Type a branch name, readme-edits, into the new branch text box.
- 4. Select the blue **Create branch** box or hit "Enter" on your keyboard.
- 5. Now you have two branches, master and readme-edits. They look exactly the same, but not for long! Next, we'll add our changes to the new branch. story-joe-edit-reviewed.txt





Now you have two branches, <code>master</code> and <code>readme-edits</code>. They look exactly the same, but not for long! Next we'll add our changes to the new branch.



Step 3. Make and Commit Changes

Bravo! Now, you're on the code view for your *readme-edits* branch, which is a copy of *master*. Let's make some edits.

On GitHub, saved changes are called *commits*. Each commit has an associated *commit message*, which is a description explaining why a particular change was made. Commit messages capture the history of your changes, so other contributors can understand what you've done and why.



MILLIDUUKNE

Step 3. Make and Commit Changes

Click the README.md file.

Click the pencil icon in the upper right corner of the file view to edit.

In the editor, write a bit about yourself.

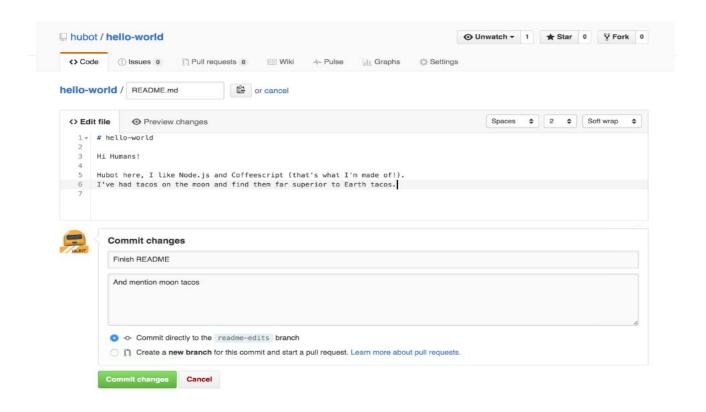
Write a commit message that describes your changes.

Click Commit changes button.

These changes will be made to just the README file on your *readme-edits* branch, so now this branch contains content that's different from *master*.



MATERIAL





Step 4. Open a Pull Request

Pull Requests are the heart of collaboration on GitHub. When you open a *pull request*, you're proposing your changes and requesting that someone review and pull in your contribution and merge them into their branch. Pull requests show *diffs*, or differences, of the content from both branches. The changes, additions, and subtractions are shown in green and red.

As soon as you make a commit, you can open a pull request and start a discussion, even before the code is finished.

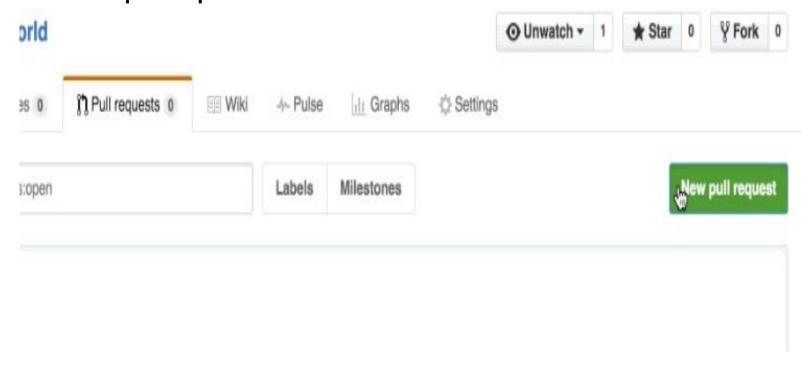
By using GitHub's <u>@mention system</u> in your pull request message, you can ask for feedback from specific people or teams, whether they're down the hall or 10 time zones away.

You can even open pull requests in your own repository and merge them yourself. It's a great way to learn the GitHub flow before working on larger projects.



Open a Pull Request for Changes to the README

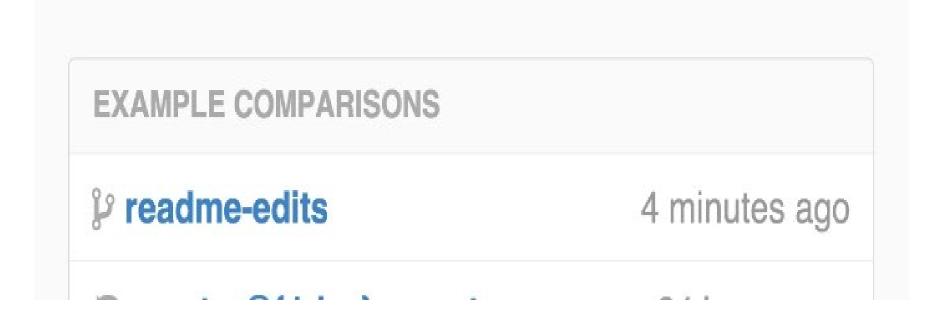
Click the Pull Request tab, then from the Pull Request page, click the green New pull request button.





Open a Pull Request for Changes to the README

In the **Example Comparisons** box, select the branch you made, readmeedits, to compare with master (the original).

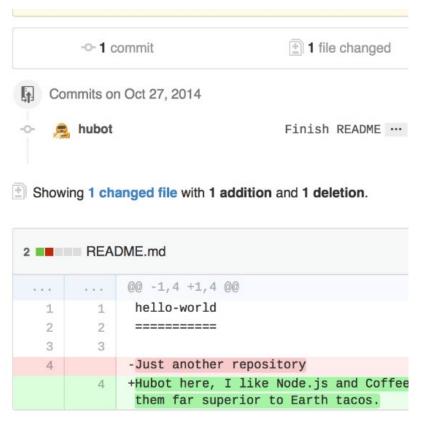




MELBUUKNE

Open a Pull Request for Changes to the README

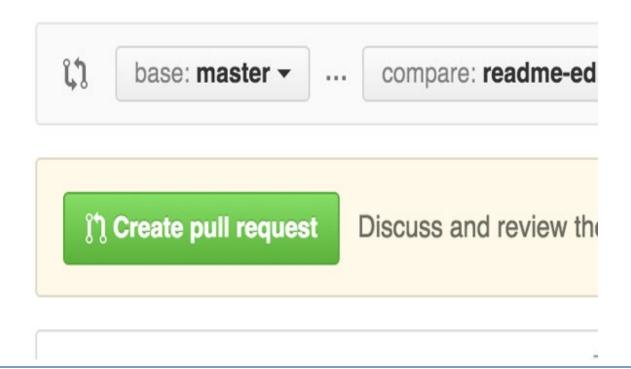
Look over your changes in the diffs on the Compare page, make sure they're what you want to submit.





Open a Pull Request for Changes to the README

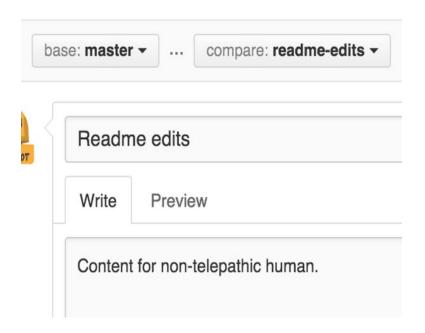
When you're satisfied that these are the changes you want to submit, click the big green **Create Pull Request** button.





Open a Pull Request for Changes to the README

Give your pull request a title and write a brief description of your changes When you're done with your message, click **Create pull request!**

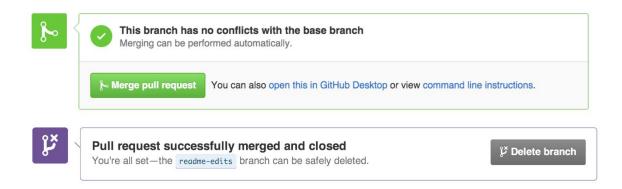




Step 5. Merge Your Pull Request

In this final step, it's time to bring your changes together – merging your readmeedits branch into the master branch.

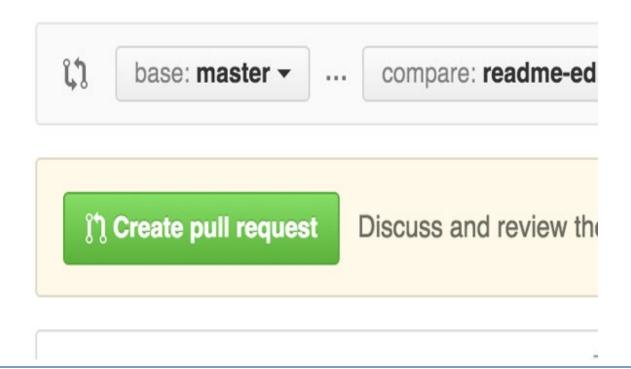
- Click the green Merge pull request button to merge the changes into master.
- 2. Click Confirm merge.
- 3. Go ahead and delete the branch, since its changes have been incorporated, with the **Delete branch** button in the purple box.





Open a Pull Request for Changes to the README

When you're satisfied that these are the changes you want to submit, click the big green **Create Pull Request** button.





MELBOURNE Assignment 2- Group Presentations

Due in your respective week 12 workshop

What to expect:

- All team members need to be at the workshop
- Nominate a team member to share their screen and present the website
- You have 5-7 minutes to present
- The tutor will ask you to demonstrate the following functionalities:
 - Logging into your website and create an order (the tutor will ask you to create a specific order which you will email to him/her)
 - 2. Cancelling an order
 - 3. Modifying an order
 - 4. Logging in as admin and viewing all the bookings



Done!

References:

https://www.atlassian.com/git/tutorials

https://git-scm.com/

http://thehackernews.com/2015/03/github-hit-by-massive-ddos-attack from 27.html