



# Remote Work and Collaboration

AI Engineering - Recitation 2



# Outline

- Introduction to Git
- Git Best Practices
- Branching Strategies
- Pull Requests & Merge conflicts
- Things to consider for remote collaboration



# Introduction to Git

- Distributed version control system
- Centralized code repository
- Users can have local copies of the code
- Local updates get pushed to the central repo
- Commits to the central repo are authenticated
- Git is line-based
- Version control provides traceability benefits
- Desktop/GUI support



# Common Git Operations

- Clone : Make a local copy of a remote repository
- Pull : Download latest code from a remote repository to a local repository
- Commit : Update code/ create a new revision in the local repository
- Push : Update the remote repository with the changes on the local repository
- Checkout : Switch to a branch / make a branch as your working branch
- Merge : Merge code from two branches



# Git: Best Practices

- Use meaningful, descriptive commit messages
  - Commit frequently (for completion of a small logical unit of code)
  - Avoid committing generating files
  - Use branches wisely
  - Make use of pull requests (add description to help the reviewer)
  - Have a defined process (or) Git workflow
  - Aim to version control all code (IaaS, configurations, etc.)
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- Cheatsheet to fix git screw-ups (SFW version) - <https://dangitgit.com/>



# Branching Strategies

- Many strategies out there, it's important to pick one and stick with it
  - Even if it is something simple, having one is a must
- My recommendation is to use GitLab flow:
  - Cut feature branches from master, and never make direct commits to master
  - Pull Requests made should have a code review before merging to master
  - Run unit tests before merging to master
  - Releases made by tags
  - Advantages: Git history is clean, CI/CD is easier, ideal for single version in production
- Generally speaking,
  - Branch names must indicate a purpose
  - Branches should be deleted upon merging



# Pull Requests

- We looked at branching strategies earlier
- Well, how would you merge code from a child branch back to the parent?
  - Do you merge directly?
  - Ideally, there should be a 'process' in place
  - Pull request is a widely adopted way to do this
  - Pull requests have their own set of good practices



# Pull Requests: Best Practices

- One pull request is a complete update to the code
  - May be a feature or bugfix, should be a complete unit
- It should not have multiple features intertwined
  - While delivering feature A, avoid committing code related to feature B
  - Use stash/branching strategies to avoid this
- Always sync with target branch before raising a pull request
  - Always check for other open pull requests, and only open one if your changes are higher priority
  - Any conflicts in the code should be resolved before raising a pull request





# Resolving merge conflicts

- A merge conflict happens when two or more commits contradict each other
  - For example, the commits editing the same line in the code
- Even with outstanding communication, conflicts are going to happen
- Easiest way to avoid is to pull from remote repository regularly
  - Typically done at the start of a workday
- With clean git practices, it may not be as hard as you think to fix
- Typical process is as follows-
  - Git highlights the conflicted area, and retains the lines from both branches
  - You decide which line to keep (you may keep both, one or none)
  - Remove the highlighted portion inserted by git
  - After all conflicts are resolved, commit the changes



## **Demo - Pull requests and merge conflicts**



## Activity - Remote Work Barriers & Mitigation Tactics

- In your breakout rooms
  - Think about potential barriers to remote collaboration and teamwork
  - What are potential strategies that you can adopt to mitigate these problems?
- After 5 minutes, come back to the main room, and
  - Explain what problems you identified
  - What strategies did you come up with to resolve those problems



# Things to Consider

- Communication [why? what? how? When?]
  - Consider availability of team members
  - Document discussions, key decisions, work to be done, commitments, etc.
- Areas of expertise
  - Get to know the strengths of each team member
- Representation of work
  - Break down your work into smaller tasks
  - Spend some time to identify dependencies
  - Is everyone aware of what they need to work on, and what is the status of the team as a whole?
- Pair programming can actually be fun to try



# Things to Consider

- Plan for the future
- Help each other
- Don't rush to implementation
  - Spend adequate time to design your system
  - Consider current and future requirements
- Clarify any assumptions you make
- Make choices considering the time available, expertise in the technology used, etc.

# Tool recommendation - Trello

