Git Cheat Sheet

Remember: git command --help

Global Git configuration is stored in \$HOME/.gitconfig (git config --help)

Create

From existing data

cd ~/projects/myproject git init git add .

From existing repo

rforn existing repo git clone ~/existing/repo ~/new/repo git clone git://host.org/project.git git clone ssh://you@host.org/proj.git

Show

Files changed in working directory

Changes to tracked files

What changed between \$ID1 and \$ID2

History of changes

History of changes for file with diffs

Who changed what and when in a file

A commit identified by \$ID git show \$id

A specific file from a specific \$ID

All local branches

Cheat Sheet Notation

Concepts

Git Basics

Return to the last committed state

git reset --hard

Revert the last commit git revert HEAD Cre

Revert specific commit

Fix the last commit

Checkout the \$id version of a file git checkout \$id \$file

Branch

Switch to the \$id branch

git checkout \$id

Merge branch1 into branch2

git checkout \$branch2 git merge branch1

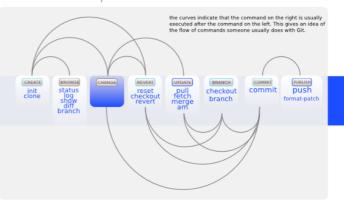
Create branch named \$branch based on the HEAD git branch \$branch

Create branch \$new_branch based on

branch \$other and switch to it git checkout -b \$new_branch \$other

Delete branch \$branch

Commands Sequence



Update

Fetch latest changes from origin

Pull latest changes from origin

Apply a patch that some sent you git am -3 patch.mbox
(in case of a conflict, resolve git am --resolved)

Publish

Commit all your local changes

Prepare a patch for other developers git format-patch origin

Push changes to origin

Mark a version / milestone

Finding regressions

git bisect start (to start) git bisect good \$id (\$id is the git bisect bad \$id (\$id is a br

Check for errors and cleanup repository

git fsck git gc --prune

Commands

Useful

Search working directory for foo()

git grep "foo()"

To view the merge conclicts

To discard conflicting patch

git reset --hard git rebase --skip

After resolving conflicts, merge with

git add \$conflicting_file (do for all res git rebase --continue

