# ACE592 – TA Session

Hanna Willwerth

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### Git & GitHub

#### Git:

- Distributed version control system → Imagine Dropbox and "track changes" of MS Word together.
- But, it is better than that!
- Git is optimized for coding (e.g. Revert back to older versions of your code if you need, without messing up things)

#### GitHub:

- Git ≠ GitHub
- GitHub is an online hosting platform that provides services built on top of the git system

## Git terminology

- Stage (or add) "Filename": Tell git that you want to add changes to the repohistory.
- Commit -m "Message of what has been changed": tell git YES! You are sure that these changes should be part of the respository
- Push: push any (and committed) local changes to the GitHub repository.
- Pull: Get any changes made on Github (remote) on another machine
- Clone: Have a copy of a remote repository in your local directory. In this case, you can work on the repository from your desktop and sync the changes (if you have permission).

## Why bother with the shell?

More flexible and efficient! We don't need to deal with interfaces (memory usage).

### Some basic commands:

- pwd: print working directory
- cd <directory>: change directory
- cd .. : Go to parent directory
- Is listing files/folders in the current directory
  - Is –a (listing all including hidden files)
- mkdir <dir> : create new directory
- rm <file> : remove file
- rm –r <directory> : remove a directory and contents

### Git terminal commands

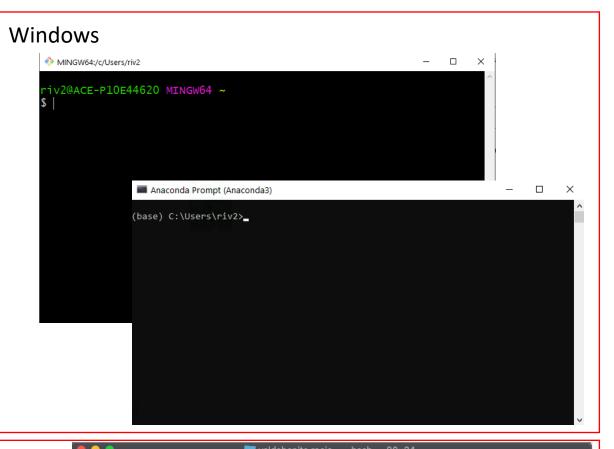
- git clone REPOSITORY-URL clone a repository
- git log see commit history
- git init Convert a local directory into a new repository
- git status show which files have been added and not added
  - Red: the file hasn't been added to our staging area
  - Green: the file has been added to our staging area (ready to be added)
- git add NAME-OR-FILE-OR-FOLDER add file/ stage (prepare files to commit)
  - We can use wildcards here too:
    - git add –A stage all files
    - git add –u Stage updated files only (modified or deleted, but not new)
    - git add . Stage new files only (not updated)
- git commit –m "Some helpful message": commit a file (or a set of files) that has been added previously.
- git push push any local changes that you've committed to the upstream repository
- git pull fetch and merge any commit from the remote repository (upstream repository)

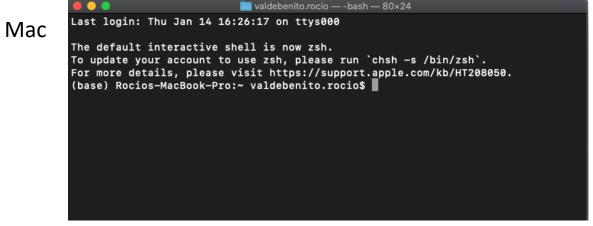
For more commands: <a href="https://education.github.com/git-cheat-sheet-education.pdf">https://education.github.com/git-cheat-sheet-education.pdf</a>

### Activity

Before doing this activity, you should have:

- A Github Account
- Installed Git
- Installed Anaconda





### Activity — Part I

- 1. Go to github.com and create a repository named "test" with a README file and .gitignore file (using python template)
- 2. Open terminal and clone your repository to a local directory by typing the following:
  - git clone <URL>
- 3. Now, in the local directory we will launch a Jupyter Notebook:
  - Mac Users: type (in the terminal) jupyter notebook
  - Windows Users: open anaconda prompt. Use cd to set the same local directory as before. Now type: jupyter notebook Your internet browser should open jupyter:



- 4. Create a jupyter notebook (python 3) named "notebook\_test", make title using markdown and save the file.
- 5. Go to kernel tab and click on shutdown or go to main jupyter page and go to 'Running' tab and hit 'Shutdown'. Close the notebook.

- Mac Users: Open terminal and press "Ctrl +c" → To shutdown jupyter notebook
- 2. On the terminal/bash check directory with Is and check new file is there.
- We need to update remote repository: Remember → Stage(add) → Commit → Push
- 4. Write git status → red file means file is not added to the stage.
- Type git add "notebook\_test.ipynb"
- 6. Check git status again. Now, it should be green. → Ready to commit!
- Write: git commit –m "Upload first notebook"

### Activity — Part II

- 11. Type: git push (\*)
- 12. Now, go to github.com and check the new file is there!
- 13. Let's make a change from the github.com repository (modify README file). You will need to make a commit to finalize it.
- 14. And now, go to terminal and type git status (nothing is there, so how can we know that there is a pull needed?)
- 15. Type: git remote update
- 16. Now: git status → you should see that there is pull needed
- 17. Pull the changes from repository to local files typing git pull
- 18. Now, your README file is updated in your local directory.

## Activity – (BONUS)

- Let's say that we did a mistake in our repository and we want to go back.
- Type: git log to see the history of our commits
- (Mac Users Only: type :q to exit that screen)
- Let's say that our last commit was a mistake. i.e., we didn't want to update the README file.
- Go to github.com and check the README file (see history)
- See the code of the commit (example of code: 9de2b2e)
- Now, type in the terminal: git revert 9de2b2e
- (Mac Users Only: type :q )
- Type: git status, we should see that we need to do a push
- Type git push
- Now, go to your remote repository and check that the README was reverted

### ACE592 Repo & Environment

- 1. Clone ACE592 Repository (in your preferred local directory) git clone <a href="https://github.com/jphutch/ACE\_592.git">https://github.com/jphutch/ACE\_592.git</a>
- 2. Now, let's activate the environment.yml of the class.
- 3. Before, type: conda env list (This will tell us which environments we have. If this is your first time doing this, you should have base \*)
- 4. Type: conda env create –f environment.yml
- 5. Check if the environment was installed correctly conda env list
- 6. Let's activate the environment conda activate ace592
- 7. Check again conda env list (we should see an \* in ace592)
- 8. We can see name/version of the libraries by typing: conda list