

Git & friends

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UNIMORE
UNIVERSITÀ DEGLI STUDI DI
MODENA E REGGIO EMILIA

High Performance
Real Time **Lab**



They call me 007

0 LINES ADDED

0 LINES MODIFIED

7 MERGE CONFLICTS



What is a version control?

A system that keeps records of your changes

- › Allows you to revert any changes and go back to a previous state

Enables collaborative development

- › Allows you to know who made what changes and when (with a bug...)

...but not only this!!

- › Forces you to follow well-known development flows
 - (Ever heard of DevOps?)
- › Provides a set of tools to automate testing, integration and deployment
 - (Ever heard of CI/CD?)
- › Provides an easy way to write documentation

*Ultimately, let you focus on coding, coding, coding,
removing all of (what programmers think is) clutter!*



- › “Widestly” adopted version control
- › Based on distributed repositories
- › Created by Linus Torvalds to support Linux kernel development, in 2005

git LISTEN: US

UK: ^{*} /'ɡɪt/ | US: (git)

[definizione](#) | [Sinonimi inglesi](#) | [in spagnolo](#) | [in francese](#) | [Coniugatore \[IT\]](#) | [Conjugator \[EN\]](#) | [nel contesto](#) | [immagini](#)

WordReference English-Italiano Dictionary © 2022:

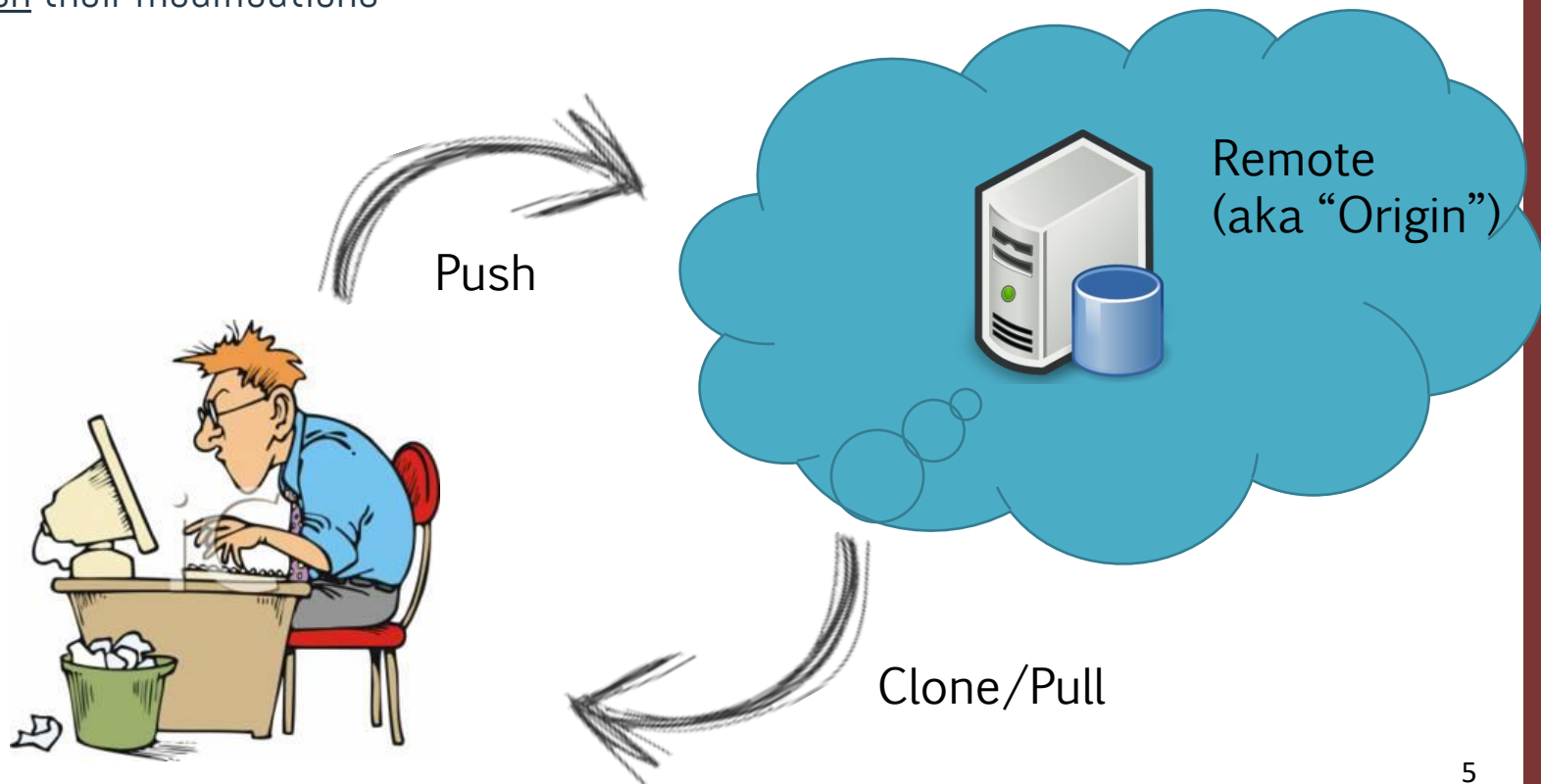
Principal Translations/Traduzioni principali		
Inglese	Italiano	
git <i>n</i>	UK, pejorative, slang (contemptible man) (colloquiale, offensivo)	cretino, idiota, scemo <i>nm</i>
George is such a git!		



Step 1: let's start simple

"Somewhere"/"on cloud" there is a remote repository with your codebase (called "origin")

- › Users clone this repo on their local machine
- › ...keep their local copy updated by pulling recent changes from the remote
- › And push their modifications





<https://github.com>



The most famous public git repo service

- › Free version + payment version
- › Acquired by BigM in 2016 (tbc)
- › Web console to access

Why do we use this?

- › Preview for slides, past exams, code...
- › Issues!! You now are a team!
- › Let's set up an account

Why GitHub?

- › And not, for instance, GitLab.com?
- › ...or HiPeRT's on-premise GitLab?





Local tools

Baseline: command line tool

- › Comes with most of the GNU/Linux distros
- › (You can always “apt” it)

Under Win, multiple options

- › <https://git-scm.com/> - also, with (very ugly) UI
- › Use WSL
- › Powershell?

Integrated in most commonly used IDEs

- › .but, soon, we'll only work on web tools



Let's start!

Do the following

- › Create a GitHub account
- › Navigate to HiPeRT Lab's page
 - <https://github.com/HiPeRT>
 - <https://github.com/pburgio> for older stuff
- › Clone the repo
 - We will use git over https, but there are also other protocols

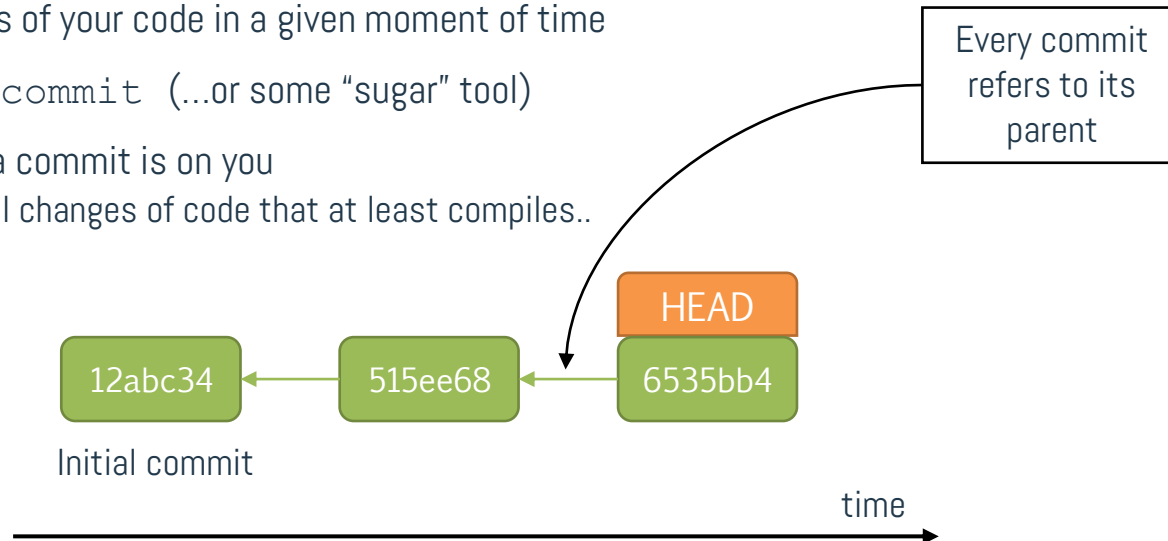
```
$ git clone https://<URL>
```




Basic workflow

A project is a sequence of commits

- › They are snapshots of your code in a given moment of time
- › Create with `git commit` (...or some "sugar" tool)
- › The granularity of a commit is on you
 - Typically, small changes of code that at least compiles..



Commits track incremental changes! (`git diff`)

- › Every commit is identified by a hashcode, and has a parent
- › Most recent (...) commit is also called HEAD
- › It is **mandatory** to add a comment to every commit

\$ `git log` to see all information





The git flow

Working with commits

- › Before committing, files must be added to the staging area

```
$ git add <file> <file> && git commit
```

..or...

```
$ git commit -a
```

To check the status of your staging area and commits

```
$ git status
```

Watch out

- › `-a` options does not apply to new files
- › Empty folders are never added by git
- › You can always amend a previous commit, if you forgot to add something

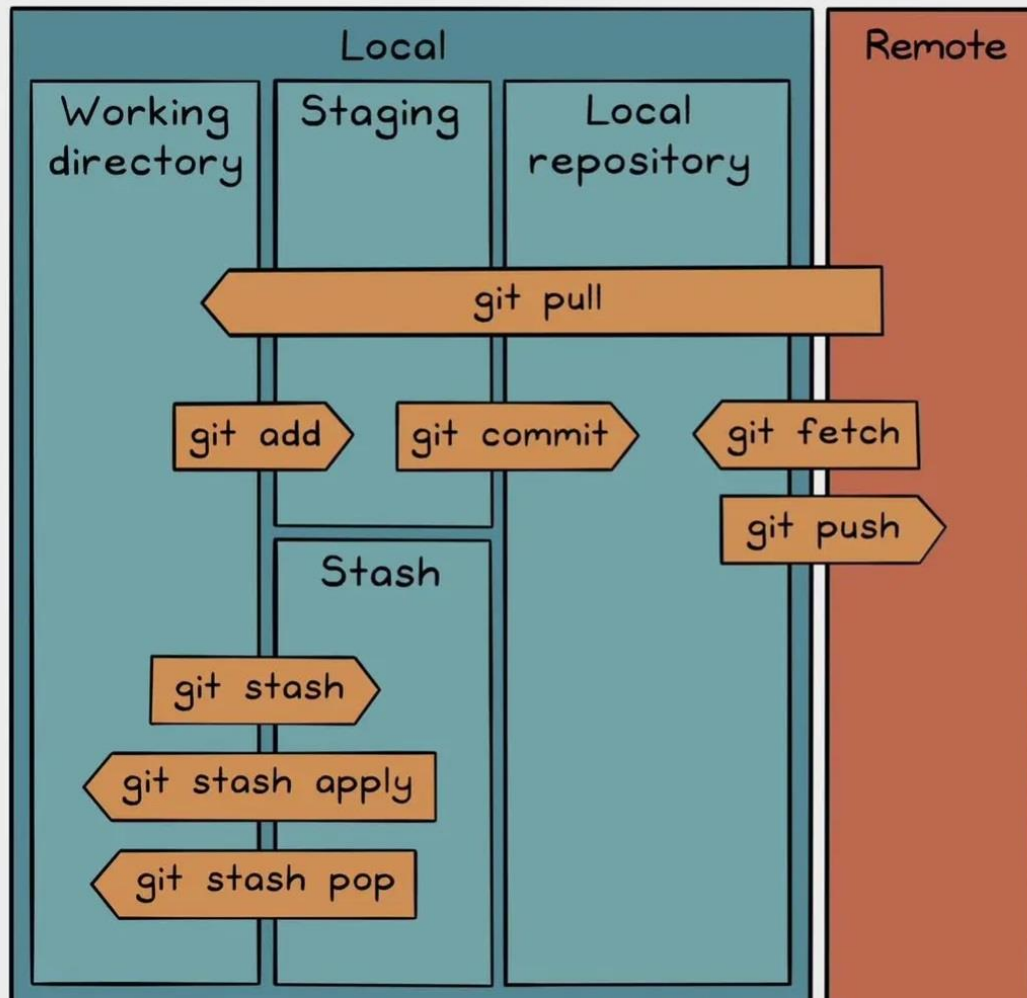
```
$ git commit --amend
```



The git flow (cont'd)

Git workflow

by nikkiandchris.io





The git flow (cont'd)

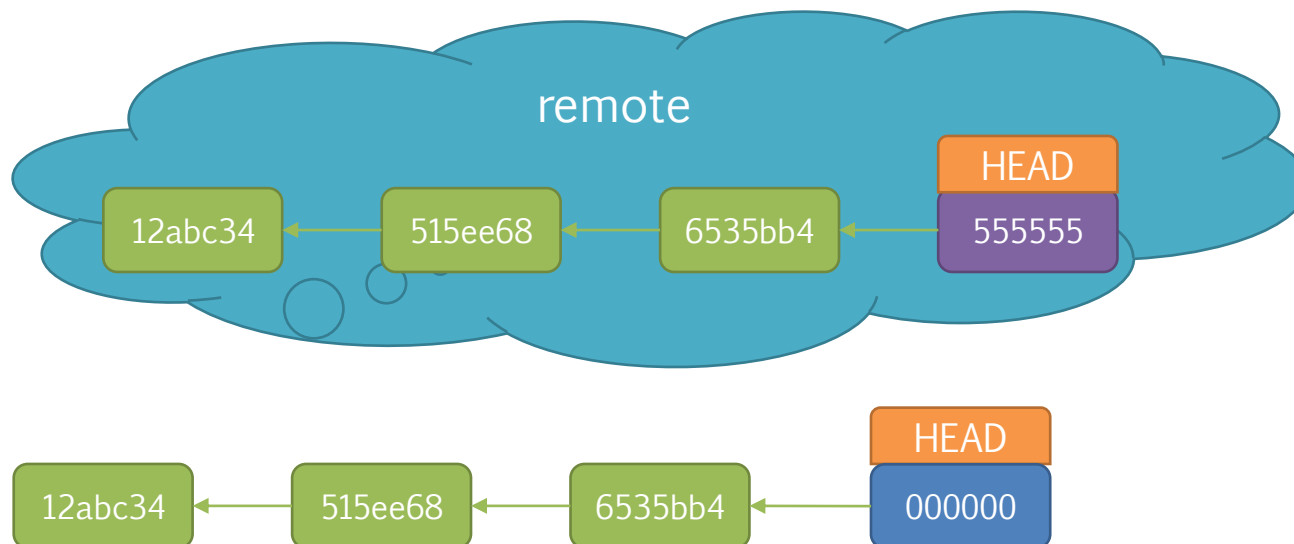
- › You can remove/delete files
- › Renaming files means deleting + adding

When you're done, transfer files to the remote repo by

```
$ git push [origin] [master]
```

Always make sure you have the latest version!

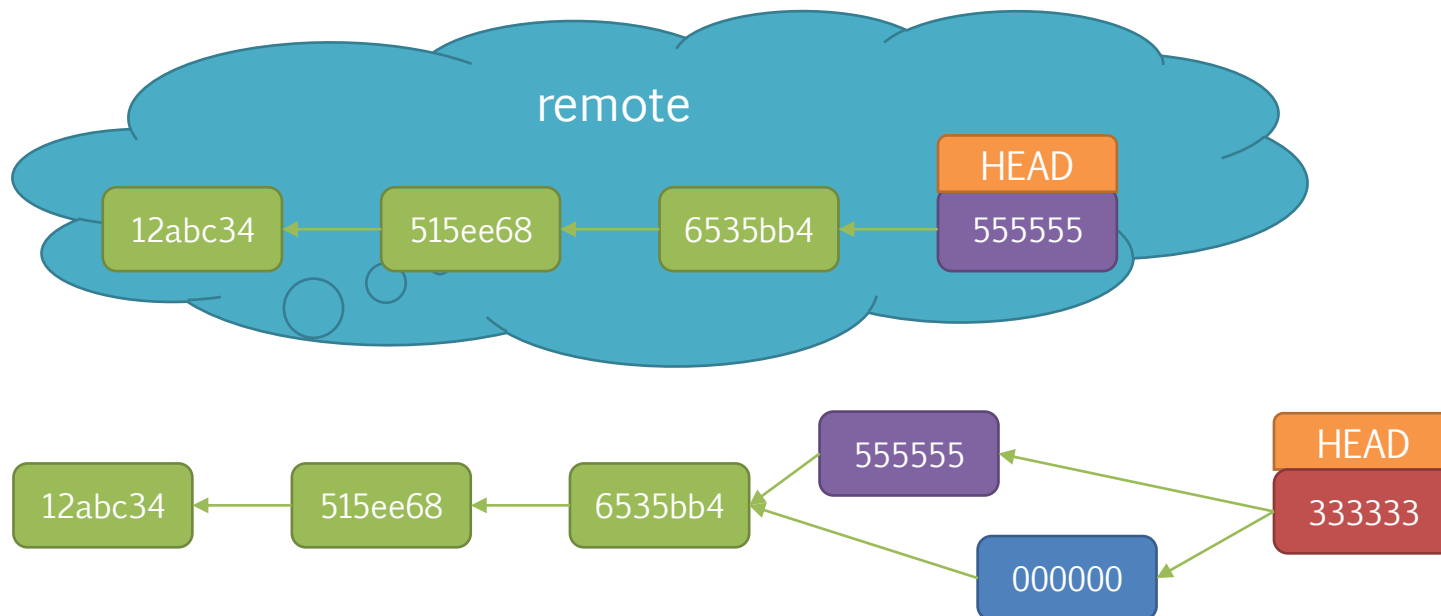
```
$ git pull [origin] [master]
```





Pulling and auto-merging

- › Based on the actual time of commit, local history is updated
- › The local codebase is automatically updated (aka: files are merged), including modifications both from local and remote
- › A new commit is created



Let's assume this is the most recent of the two



Merge...and conflicts



- › It is extremely easy to mess things up, if codebases are significantly different!!!
- › Git works at the code line level
 - What if we modify the same code line?
 - Some modern systems track also single words

If there are merge conflicts, the local repo stays in conflicting state

- › Until you solve the conflicts locally, and manually merge them
 - Easier if you do it on IDEs
 - Using appropriate flags in the checkout command

Tips & tricks

- › Frequently pull changes
- › Always make sure your code works by re-running the testing automation
- › Create small commits, “packed” by “working area” (ex: one for the code, one for the makefiles, one for the scripts...)
 - This also forces you to keep the workspace clean and well structured!!



Useful commands

Checkout and (hard or soft) reset

- › To unstage/delete local modifications and/or commits

Revert

- › To switch back to a specific commit

Cherry-pick

- › Commits are incremental. They simply trace the difference against parent commit
- › You can apply a commit/difference also to any other commit (not only parent)
- › By cherry-picking



The history of my project

A typical sw project is structured in quite a rigid way

- › A main branch ("master"), containing the latest released version (with full commit history)
- › Multiple branches that correspond to specific works/subprojects
- › You have total freedom on branches. Company-specific rules apply here
 - "develop", "bugfix/", "hotfix/", "features/", "pb_<SOMETHING>" (initials of the developer)

Once a project is started, you might **never** push onto the master branch

- › You typically fork the master, or the "Development" branch, and then issue a pull request
- › Which is served by the repo Maintainer
 - Typically a sadist, with very limited empathy and sense of humour
 - Sysadmins are good candidates for this role
- › There are access rules and user roles, both at the org and repo level, and also at the branch level, etc



Torvalds is a nice person....

```
On Sun, Sep 18, 2011 at 1:35 PM, Eric Dumazet <eric.dumazet@gmail.com> wrote:  
> [PATCH] tcp: fix build error if !CONFIG_SYN_COOKIE  
> commit 946cedccbd7387 (tcp: Change possible SYN flooding  
> messages) added a build error if CONFIG_SYN_COOKIE=n
```

Christ Eric, you clearly didn't even compile-test this one either. Which is pretty bad, considering that the whole and only **point** of the patch is to make it compile. The config option is CONFIG SYN COOKIES (with an 'S' at the end), but your patch has 'CONFIG SYN COOKIE' (without the S). Which means that now it doesn't compile when syncookies are **enabled**. I really wanted to release -rc7 today. But no way am I applying these kinds of totally untested patches. Can you guys please get your act Together?

PLEASE?

Stop with the "this might just work" crap. Because -rc7 is just too late to dick around like that.

Linus





...sometimes he really is

```
On Thu, Aug 25, 2011 at 1:21 PM, Arnaud Lacombe  
<lacombar@gmail.com> wrote:  
> On Thu, Aug 25, 2011 at 4:10 PM, Andy Lutomirski  
<luto@mit.edu> wrote:  
>>  
>> Arnaud, can you test this?  
>>  
> All good.  
>  
> Tested-by: Arnaud Lacombe <lacombar@gmail.com>
```

Thanks guys. Applied and pushed out,

Linus





What typically happens...

- › Developers clone a branch from an updated repo
 - Typically, you clone Master, or Develop
- › Anyway: your starting point

```
$ git clone <SOME_URL>
```

```
$ git checkout Develop # Assume it exists
```

```
$ git branch MY_LOCAL # Create from the Develop  
branch
```

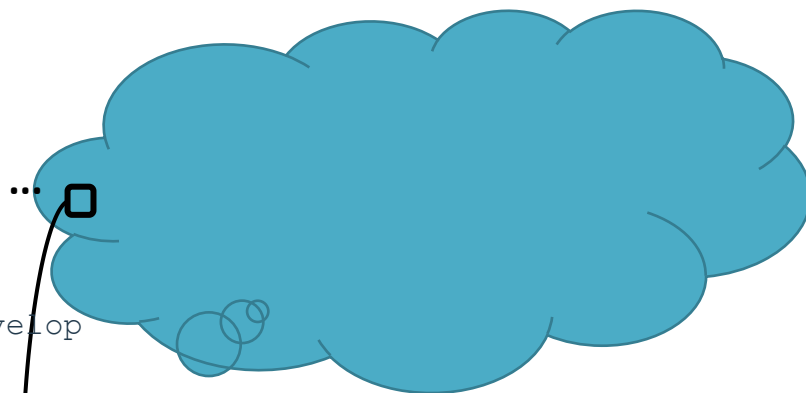
```
$ git branch -l # To check
```

```
$ git checkout MY_LOCAL # Switch to it
```

You can also do all of these together

```
$ git checkout -b MY_LOCAL
```

Maintainer



Developer



■ Master, or Develop branch

■ MY_LOCAL branch





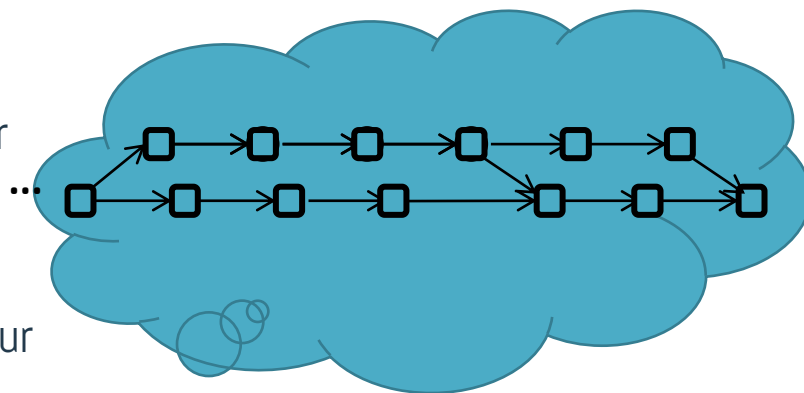
What typically happens...

- › Developer starts his work, producing new commits
- › In a local branch
- › Similarly, remote repo gets some updates for some reason

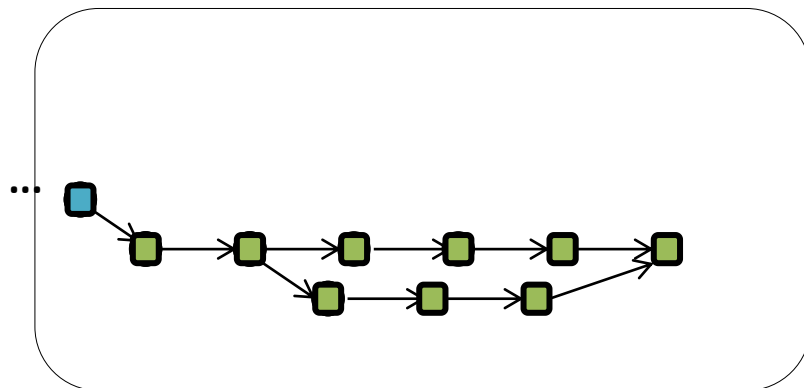
(You can push your local branch to back up your work on the cloud)

```
$ git push origin MY_LOCAL
```

Maintainer



Developer



■ Develop branch

■ MY_LOCAL branch





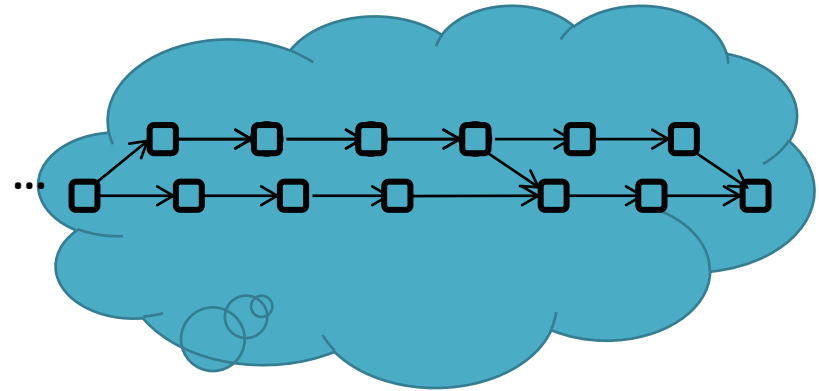
What typically happens...

- › When developer is ready, he pulls to update with whatever is in the cloud
- › He's in charge of "making his commits consistent" with the whole story
- › This implies re-testing the whole thing!!

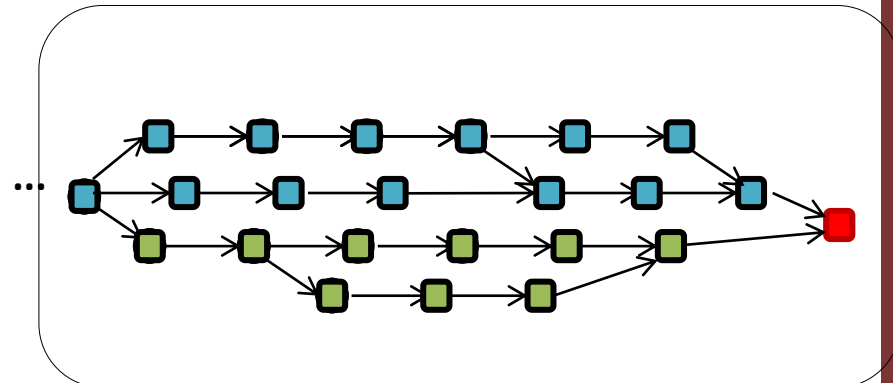
```
$ git pull origin Develop
```

```
$ git merge Develop
```

Maintainer



Developer



■ Develop branch

■ MY_LOCAL branch





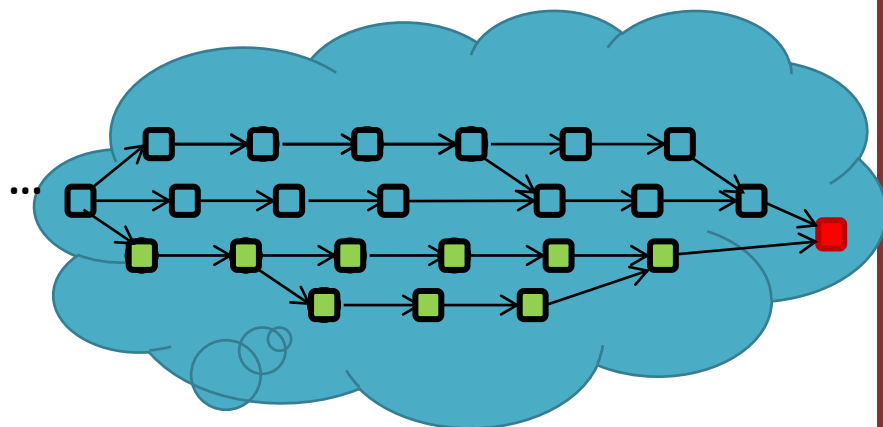
What typically happens...

- › After the merge is done, the “final commit” is created
- › And then we can push on the cloud
- › And issue a pull request
 - By email, or by automated tools

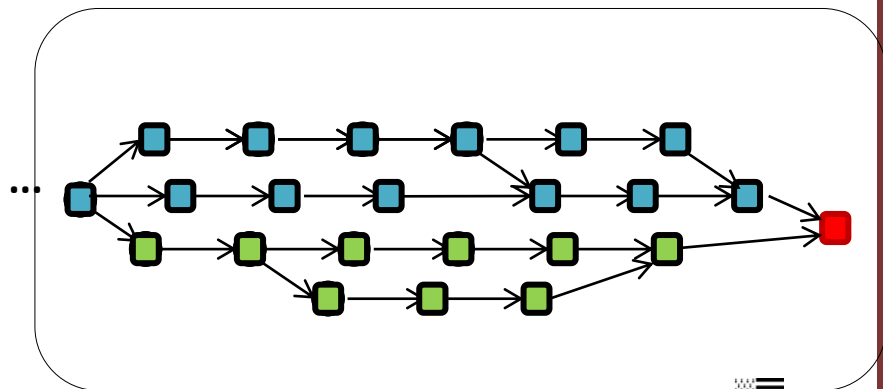
```
$ git push origin MY_LOCAL
```

(Remember, you cannot push Master)

Maintainer



Developer



■ Develop branch

■ MY_LOCAL branch

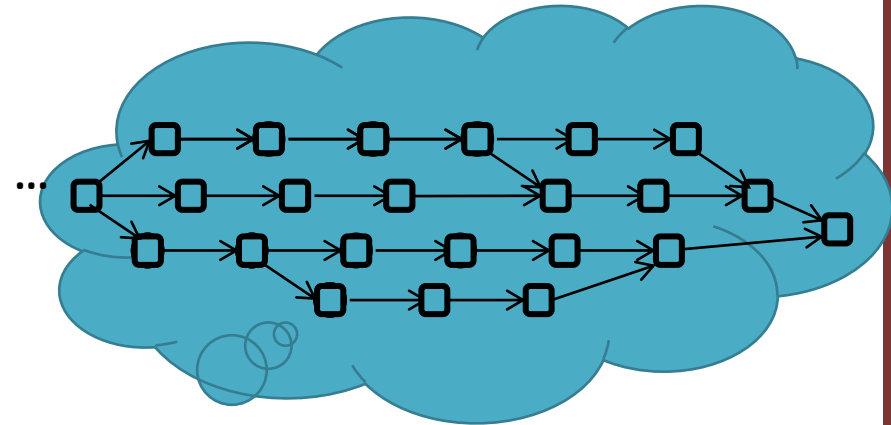




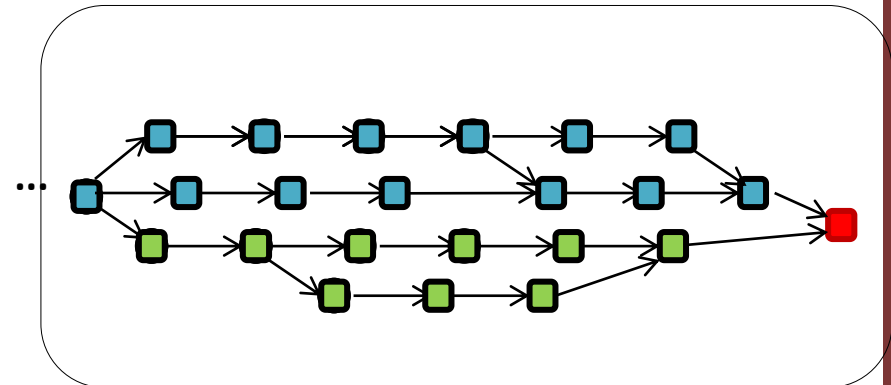
What typically happens...

- › Request is accepted, and modifications apply to the Develop branch
- › Hopefully

Maintainer



Developer



■ Develop branch

■ MY_LOCAL branch





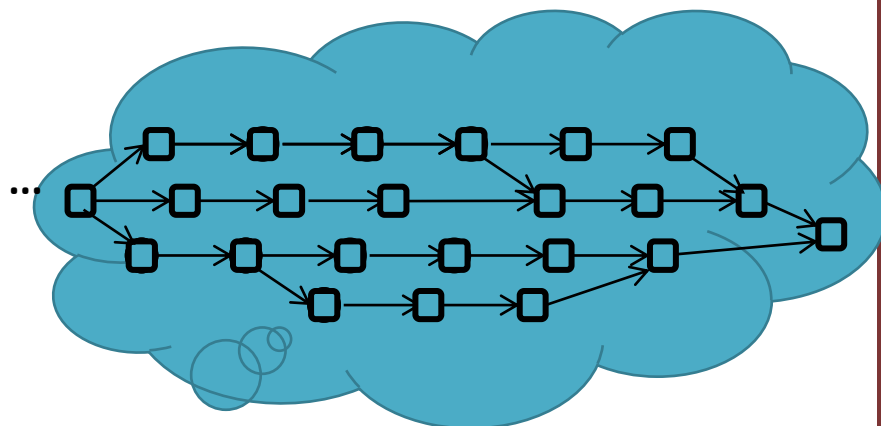
What typically happens...

- › We need to pull the Develop branch one more time, to make my local copy consistent
- › Typically, the “other” branch is then deleted

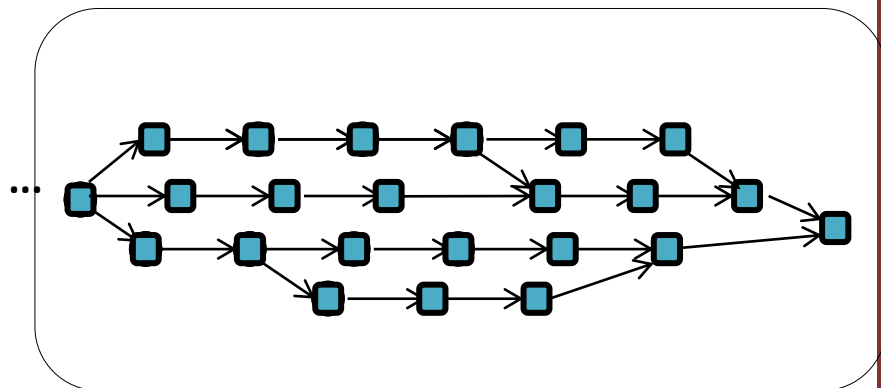
```
$ git pull origin Develop
```

```
$ git branch -d MY_LOCAL
```

Maintainer



Developer



■ Develop branch

■ MY_LOCAL branch





Step 2: multiple repos

- › You can add as many remote repos you want
- › In Git philosophy, all repos are equal!
- › At least, from the tech viewpoint
- › Each of them has a maintainer

Origin (created by default when you clone)



```
$ git remote -v # To list them
```

```
$ git remote add <name> <url>
```



repo1



pburgio



Ignore files



Some folders and files are not useful for your projects!

- › `.vscode`
- › `ROS2:install/ build/ log/ ...`

So, why adding them to the repo?

Add `.gitignore` file in your repo (or in some subfolder)..

- › Specify files to ignore
- › Can use wildcards
- › Comments start with `#`

Remember to commit your
`.gitignore` file!

```
# Ignore VSCode local configurations
.vscode/*

# Ignore ROS2 temp folders
install/*
logs/*
build/*

# Ignore specific file
i_love_maneskin.txt
```



Submodules



You can include a git repo as part of another git repo!

- › Maintainability, scalability, etc...

Syntax

- › ..from the folder where you want to include...
- › `$ git submodule add <REPO-URL>`
- › It will create a `.gitmodules` file in the root folder

```
[submodule "my_module"]
  path = src/my_module
  url = https://github.com/something/my_module.git
```

Where:

- › `url` can also be relative
- › You will also need to commit the `.gitmodules` file
- › Update with `$ git submodules update -init --recursive`

References



Course website

- › <http://hipert.unimore.it/people/paolob/pub/ProgSW/index.html>

My contacts

- › paolo.burgio@unimore.it
- › <http://hipert.mat.unimore.it/people/paolob/>