

# Version Control Software: git

## PHY1610 – Lecture 6

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# Today's class

Today we will discuss the following topics:

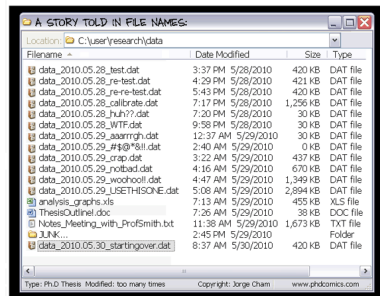
- Version control using git.

## Best Practices on Scientific/Professional Software Development

- Modularity  
implementation and header files: .cc/cpp and .h files
- Automation Building Tool  
make
- Version Control  
**git**
- Defensive Programming
- Unit Testing  
eg. boost/STL

# Version Control

- Version Control is a tool for managing changes in a set of files.
- Keeps historical versions for easy tracking.
- It essentially takes a snapshot of the files (code) at a given moment in time.



src: PhD Comics

- Why use it?
  - ▶ Makes collaborating on code easier/possible/less violent.
  - ▶ Helps you stay organized.
  - ▶ Allows you to track changes in the code.
  - ▶ Allows reproducibility in the code.

And when something goes wrong, you can back up to the last working version.

# "FINAL".doc



FINAL.doc!



FINAL\_rev.2.doc



FINAL\_rev.6.COMMENTS.doc



FINAL\_rev.8.comments5.  
CORRECTIONS.doc



FINAL\_rev.18.comments7.  
corrections9.MORE.30.doc

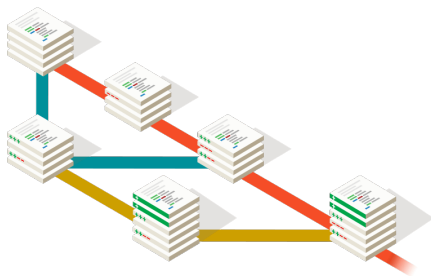


FINAL\_rev.22.comments49.  
corrections.10.#@\$%WHYDID  
ICOMETOGRADSCHOOL?????.doc



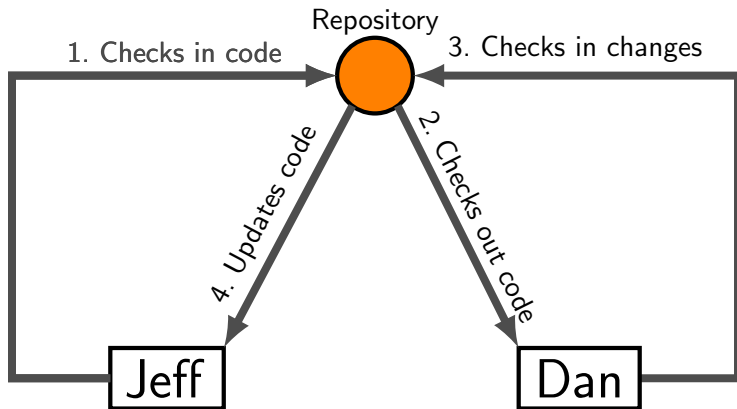
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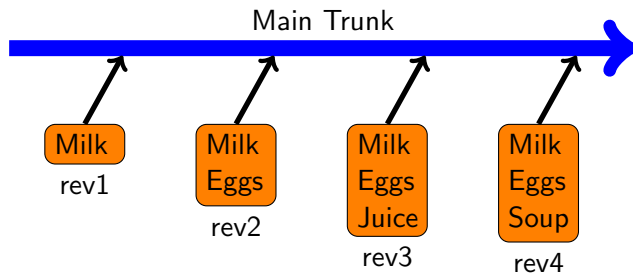


src: <https://git-scm.com>

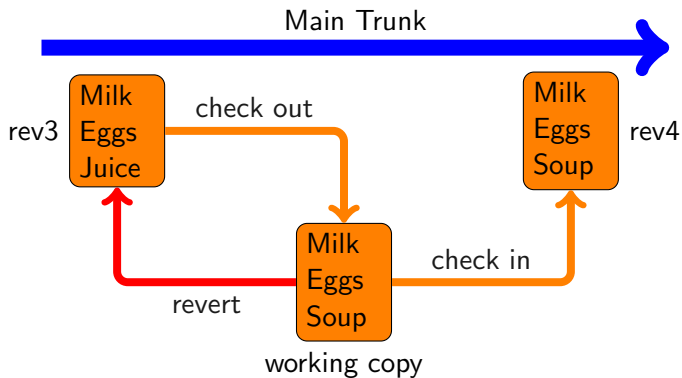
# How does version control work?



# Basic Checkins



# Checkout and edit





# Version Control: git

There are many types and approaches to version control. Here we will introduce one implementation: git.

There are four main things you need to know how to do to get started with git:

- \* Setup git on your computer.
  - Initialize a git repository.
  - Commit files to the repository.
  - Delete files from the repository.
  - Where to find more information.

- \* Linux

- > yum/.../apt-get install git

- \* MacOS

- > Xcode
  - > fink/macports/homebrew
  - > git OSX installer

- \* Windows: MobaXterm

- > apt-get install git

# Version control: setup a *\*local\** repository

The first thing to do is set up a repository for your code.

```
mponce@mycomp:~> cd code
mponce@mycomp:~/code> git init
Initialized empty Git repository in /home/s/scinet/mponce/code/.git/
mponce@mycomp:~/code>
```

This creates a `.git` directory, in the code directory, which contains the repository information.

```
mponce@mycomp:~/code> ls -a
.      ..      .git
mponce@mycomp:~/code>
```

# Version Control: setup your “id”

The first time you might try to use git to commit, it might complain if it can't identify who are you...

```
*** Please tell me who you are.  
Run  
git config --global user.email 'youremail@example.com'  
git config --global user.name 'FirstName LastName'  
to set your account's default identity.  
Omit --global to set the identity only in this repository.  
fatal: empty indent name (for <(null)>) not allowed
```

Or, just check in advance:

```
mponce@mycomp:~/code> git config user.name  
mponce@mycomp:~/code> git config user.email
```

➡ **Fix:** follow git instructions...

```
mponce@mycomp:~/code> git config --global user.email 'mponce@scinet.utoronto.ca'  
mponce@mycomp:~/code> git config --global user.name 'Marcelo Ponce'
```

# Version control: adding repository files

We now need to add files to the repository. First you must add the files to the 'staging' area, then you commit.

```
mponce@mycomp:~/code> echo "some data" > temp.txt
mponce@mycomp:~/code> cp temp.txt temp2.txt
mponce@mycomp:~/code> ls
temp2.txt      temp.txt
mponce@mycomp:~/code> git add . # include all files in the commit.
mponce@mycomp:~/code> git commit -m "First commit for my repository."
[master (root-commit) f60c07d] First commit for my repository.
2 files changed, 2 insertions(+), 0 deletions(-)
create mode 100644 temp.txt
create mode 100644 temp2.txt
mponce@mycomp:~/code>
```

Notice that you must always 'stage' the files before committing them.

# Version control: removing repository files

Let's look at what we've done so far.

```
mponce@mycomp:~/code> git log
commit f60c07da5e36c9dcd55e3e51323391e550c42920
Author: Marcelo Ponce <mponce@scinet.utoronto.ca>
Date: Wed Jan 8 14:34:31 2014 -0500

First commit for my repository.
```

But suppose you want to delete a file?

```
mponce@mycomp:~/code> git rm temp2.txt
rm 'temp2.txt'

mponce@mycomp:~/code> git add .

mponce@mycomp:~/code> git commit -m "Remove temp2.txt."
[master 95c1ef3] Remove temp2.txt
1 files changed, 0 insertions(+), 1 deletions(-)
delete mode 100644 temp2.txt
```

# Summary: Setting up a GIT-repo

➔ download and install GIT (eg. <https://git-scm.com/download>)

▶ only once, at the beginning of a new project:

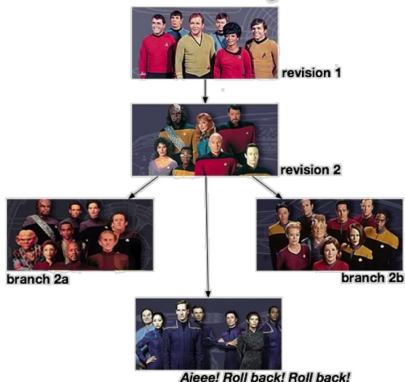
- ① start your project, eg. create a new folder or directory
  - ①.A) you may need to set up your identity  
(`git config --global user.name/user.email`)
- ② set up the repo: `git init`

▶ as many times as needed, as the project evolves and grows...

- add/modify/... files within your repo
  - ① update changes (`git add`)
  - ② commit your changes (`git commit -m "..."`)
- \* check your commits and file status, by using  
`git log` and `git status`

# [ADV] Version Control - git: branches

## Version Control, Star Trek Style



```
#shows current branch
git branch

#shows all branches
git branch -a

#shows all remote branches
git branch -r

# creates the branch "myNEWbranch"
git branch myNEWbranch

# switch to the branch "myNEWbranch"
git checkout branchname
```

```
git branch [--color[=<when>] | --no-color] [-r | -a] [--list] [-v [--abbrev=<length> | --no-abbrev]] [--column[=<options>] | --no-column] [(--merged | --no-merged | --contains) [<commit>]] [--sort=<key>] [--points-at <object>] [<pattern>...]

git branch [--set-upstream | --track | --no-track] [-l] [-f] <branchname> [<start-point>]

git branch (--set-upstream-to=<upstream> | -u <upstream>) [<branchname>]

git branch --unset-upstream [<branchname>]
```

# [ADV] Version Control - git: remote repos...

\* "remote" machine (server):

```
ssh USR@myServer.somewhere.IP
mkdir my_project.git
cd my_project.git
git init --bare
git update-server-info # If
                        # planning to serve via HTTP
exit
```

\* local machine:

```
cd my_project
git init
git add *
git commit -m "My initial commit message"
git remote add origin
git@example.com:my_project.git
git push -u origin master
```

- other copies:

```
git clone USR@myServer.somewhere.IP:my_project.git
```

\* pulling & committing changes to/from the repo...

```
#check for diffs between local version
and committed version in the repo...
git diff
#retrieve changes from the repo
git pull
```

```
#commit local changes to the repo
git add ...
git commit -m "...
git push
```



# Version Control: git ...

```
mponce@mycomp:~/code> man git
```

```
mponce@mycomp:~/code> git --help
```

<b>add</b>	Add file contents to the index
<b>bisect</b>	Find by binary search the change that introduced a bug
<b>branch</b>	List, create, or delete branches
<b>checkout</b>	Checkout a branch or paths to the working tree
<b>clone</b>	Clone a repository into a new directory
<b>commit</b>	Record changes to the repository
<b>diff</b>	Show changes between commits, commit and working tree, etc
<b>fetch</b>	Download objects and refs from another repository
<b>grep</b>	Print lines matching a pattern
<b>init</b>	Create an empty Git repository or reinitialize an existing one
<b>log</b>	Show commit logs
<b>merge</b>	Join two or more development histories together
<b>mv</b>	Move or rename a file, a directory, or a symlink
<b>pull</b>	Fetch from and integrate with another repository or a local branch
<b>push</b>	Update remote refs along with associated objects
<b>rebase</b>	Forward-port local commits to the updated upstream head
<b>reset</b>	Reset current HEAD to the specified state
<b>rm</b>	Remove files from the working tree and from the index
<b>show</b>	Show various types of objects
<b>status</b>	Show the working tree status
<b>tag</b>	Create, list, delete or verify a tag object signed with GPG

'git help -a' and 'git help -g' list available subcommands and some concept guides. See 'git help <command>' or 'git help <concep>' to read about a specific subcommand or concept.

# Version Control: a few tips

- Use it, will save you trouble.
  - Commit often.
  - Include sensible comment messages.
  - Do not commit derivative stuff (eg log files, executables, compiled modules, ...)
  - can be used for several different kind of projects: code development, collaborations, papers, ...
- Various different VC systems: git, hg, svn, cvs, ...

# Version control: more information

There are many other things that can be done with git:

- Review differences between files in different commits.
- Go back to a previous version of the code.
- Branch the code to add new and wonderful features.
- Reconcile different branches of the code.

For a very extensive tutorial, go here:

<http://www.vogella.com/tutorials/Git/article.html>

Web-based options:

- GitHub: <https://github.com/>
- Bitbucket: <https://bitbucket.org>