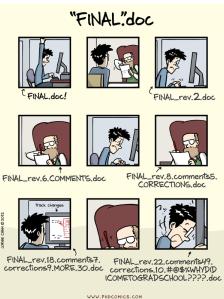
GIT tutorial

Pauline Hubert and Nadia Lafrenière

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Motivations



What software to use? Pros and cons

	Pros	Cons
Email	"Easy" to use	So many!
Overleaf	Many people can work	Only online, latex only
	at the same time	
Dropbox	Easy to use	No two people can work
		at the same time, no
		version control
Git	Version control, auto-	More difficult to start
	matic fusion of modifi-	
	cations, any file type	

What is Git?

Git is a version control software.

- ▶ It keeps track of every modifications.
- ▶ You can go back in time to a previous version.
- ▶ It allows many people to work in parallel.

Online servers for Git

Store your data somewhere.

- Local: on your computer.
- Online servers: Github, Bitbucket, GitLab, your university server, etc.

If you use an online server, you will also have a local version on your computer. If you want to work with other people, you have to use a server.

Now that you are convinced... Installation

- Linux: Type in shell sudo apt install git
- ► MacOS: Go to https://git-scm.com/download/mac
- Windows: Go to https://gitforwindows.org

Configuration

config

To share code, you need to identify yourself:

```
$ git config --global user.name "John Doe"
```

\$ git config --global user.email "john.doe@email.com"

Please, do not use this example as is, put your real name instead!

To get code from a remote repository:

\$ git clone https://address-of-the-repo.git

Maybe some of you did, yesterday,

```
nadia@xps:~/software$ git clone git://github.com/sagemath/sage.git
Cloning into 'sage'...
remote: Enumerating objects: 1, done.
remote: Counting objects: 100% (1/1), done.
Receiving objects: 4% (25444/636096), 4.81 MiB | 3.20 MiB/s
```

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```

Exercise

Clone the repository containing this talk.

https://github.com/phubert/git_sagedays2019.git

Lost? You wanna check if everything went well? This command is your friend!

\$ git status

First steps: Starting to use Git on a project

init

Two ways to start:

- Use an existing local project.
- Create a new project on a server (e.g. Github) and clone it.

If your already have a project.

- In the directory containing your files, run the command git init.
- (optional, recommended) Then, you can put your files on the server. For that, create a new *empty* repository on the server and follow the instructions.

The commands you will need are

- \$ git remote add origin REPO_URL
- \$ git push -u origin master

add

Once you worked on your code/text, you will want to save the modifications.

To select the (new or modified) files that will be added to the modification use the command

\$ git add FILE_NAME1 FILE_NAME2 ...

To save modifications, use the command git commit.

Each time you make a commit, a text editor appears in your terminal and you have to write a short (but *meaningful*) comment to describe your modifications.

If you modified only files that were already in the git repository you can also list the files directly in the commit command.

\$ git commit FILE_NAME1 FILE_NAME2 ...

Two usefull options: git commit -OPTS, where -OPTS is -a allows you to save all the modified files with the same commit message.

-m "Comment" allows you to directly write your commit message in the command.

Sharing modifications

push

For the moment, all your modifications are only saved in your local copy of your project.

After committing, you may want to share your modifications by adding them to the online repository. The command for that is

\$ git push

You may be asked to enter your username and password at this point.

You don't have to push every time you commit. You can push several commits at once, but your collaborators will not see the changes until you push.

Getting updated code & solving conflicts

pull

To obtain the updated version of the project, use

\$ git pull

"What if one of my collaborator worked at the same time as me?" If this happens, you will get an error message when you try to push. Then, read and follow the instructions!

You can look at what other people did:

on a software

```
diff --qit a/src/sage/dynamics/arithmetic dynamics/projective ds.py b/src/sage/dynamics/arithmetic dynamics/projective ds.py
index f227882...179468a 100644
--- a/src/sage/dynamics/arithmetic dynamics/projective ds.py
+++ b/src/sage/dynamics/arithmetic dynamics/projective ds.py
@@ -53,7 +53,7 @@ AUTHORS:
 from future import print function, absolute import
-from sage.arith.misc import is prime
+from sage.arith.misc import (is prime, is square)
 from sage.categories.fields import Fields
 from sage.categories.function fields import FunctionFields
 from sage.categories.number fields import NumberFields
@@ -3408,7 +3408,7 @@ class DynamicalSystem projective(SchemeMorphism polynomial projective space,
                         return points
                 else:
                     raise NotImplementedError("ring must a number field or finite field")
                     raise NotImplementedError("ring must be a number field or finite field")
             else: #a higher dimensional scheme
                 raise TypeError("use return scheme=True")
         else:
@@ -5199.9 +5199.11 @@ class DynamicalSystem projective field(DynamicalSystem projective.
         return Coni
     def is conjugate(self, other):
     def is conjugate(self, other, R=None):
         Return whether or not two dynamical systems are conjugate.
         Return whether two dynamical systems are conjugate over their
         base ring (by default) or over the ring R entered as an
         optional parameter.
```

You can look at what other people did:

on your files

```
Soit $G$ un groupe fini et soit $S$ un $G$-module simple. Soit $\chi^s$ le caractère de $S$. Alors, on note $p_$$ l'élément de $\( C \)$

\[ \p_ S = \frac{\dim(s)}{\dim(s)} \\  \] [G] \sum_{\gamma} \\  \] \sup_{\gamma} \\  \] \[ \p_ S = \frac{\dim(s)}{\dim(s)} \\  \] \[ \p_ S = \frac{\dim(s)}{\dim(s)} \\  \] \\ \[ \p_ S = \frac{\dim(s)}{\dim(s)} \\ \] \\ \[ \p_ S = \frac{\dim(s)}{\dim(s)} \\ \] \\ \[ \p_ S = \frac{\dim(s)}{\dim(s)} \\ \] \\ \[ \p_ S = \frac{\dim(s)}{\dim(s)} \\ \] \\ \[ \p_ S = \frac{\dim(s)}{\dim(s)} \\ \] \\ \[ \p_ S = \frac{\dim(s)}{\dim(s)} \\ \] \\ \[ \p_ S = \frac{\dim(s)}{\dim(s)} \\ \] \\ \[ \p_ S = \frac{\dim(s)}{\dim(s)} \\ \] \\ \[ \p_ S = \frac{\dim(s)}{\dim(s)} \\ \] \\ \[ \p_ S = \frac{\dim(s)}{\dim(s)} \\ \] \\ \[ \p_ S = \frac{\dim(s)}{\dim(s)
```

To know what has been change since last commit:

```
$ git diff
or since commit1
```

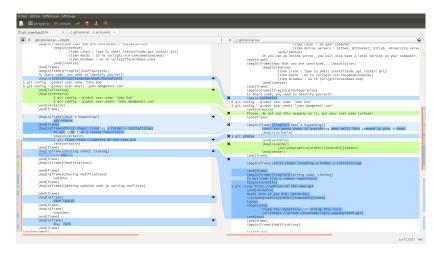
```
$ git diff commit1
or between commit1 and commit2
```

```
$ git diff commit1 commit2
```

To recover the "name" of commit1, you must type git log (this is the history of the repository). The name is very long! (e.g.: df14e25763073c18e30ebeede3d34ef466dd08c8)

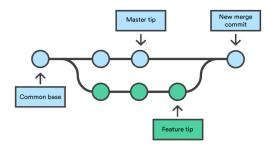
Reviewing changes

You can do it with a graphical user interface (e.g. Meld).



Branches

Image from Bitbucket web site



Create a new branch: \$ git branch BRANCH_NAME
Navigate between branches: \$ git checkout BRANCH_NAME

 $Merge\ branches: \$\ git\ merge\ BRANCH_NAME$

Conclusion/Moral

PLEASE, PLEASE! Read the error messages and outputs.

Conclusion/Moral

PLEASE, PLEASE! Read the error messages and outputs.

Some references

- An awesome tutorial: swcarpentry.github.io/git-novice/
- More tutorials, by Github and BitBucket
- Some cheatsheets, by Software Carpentry and Github
- Bitbucket, Github and Gitlab all have extended documentation on their website

Your turn!

Two-by-two, try the following:

- Go to the Exercise folder of our repository (you need to clone the repository from https://github.com/phubert/git_sagedays2019.git).
- Create your own branch (name it after the concatenation of your names).
- Edit three of the files.
- Send your files to the server. Don't forget to put a relevant commit message!
- ► We will add mistakes in your files.
- ► Get the modifications and correct the mistakes. Send everything back to us (not by email, of course...)