## Part 4

## Remotes and pull

# Distributed version control system

Everone has their own complete copy of the repo

Github (or others) just a convenient place for sharing

## For a sole developer

Github is

- showcase
- backup
- moving between machines

# Github and keys: who can write to a repo?

## git/ssh protocol

- crypto key identifies machines
- tell Github the keys
- works seamlessly
- effort to set up

### https protocol

- no setup
- give password with every change

### **Github Desktop app**

- no setup
- no password needed
- limited

# Publishing with Github desktop

Connect to your account

Add a local repository

**Publish** 

Look on Github

# Danger: public commits shouldn't be changed

git revert "undoes" a commit

Creates a *new* commit that does the inverse changes

# **Concept: remote**

Any number of remotes

Typically, just one, nicknamed origin

\$ git show remote -v

## **Concept: remote branches**

A branch on a remote

Called <remote name>/<branch name>

- origin/master
- origin/capitals

You can't move them

- git branch ftr origin/feature to create them
- git fetch updates the pointers
- git branch -d origin/feature deletes your pointer to it

Remote branches update as others change them

# Concept: remote tracking branches

A local branch that's connected to a remote ("upstream") branch

git fetch will update remote pointers

git pull will fetch and merge changes into your local branch

git push will apply your local commits to that remote branch

git push --set-upstream origin new\_branch pushes, and sets upstream

• ...if you authenticate on the command line

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## **Update and push**

- Create, checkout a new branch
- Create a new file on this branch
- \$ git log --oneline
- Refresh gitk
- Push the changes (use Github Desktop)
- Refresh the repo on Github website
- \$ git log --oneline
- Refresh gitk

## **Concept: Fork vs clone**

Fork makes a copy of somone else's repo, places it in your account

- remembers where it came from
- Github extension (now others too)
- Not part of Git itself

Clone makes a copy of a repo, copies it to your PC

- keeps the source as the origin remote
- Don't need to fork first (but can't make changes to that repo)

## Github collaboration models

## Separate repos

- One "blessed repo"
  - Limited access
- Each person has own forked version
- Changes proposed by "pull requests"
- Maintainer adds the approved one

## Single repo

- Everyone has access to same repo
- (optional) Merging to master branch limited
- Needs trust between collaborators

# Propose a change to another's repo

- 1. Talk to the person on your left
- 2. Find their repo and fork their repo (on Github website)
- 3. Clone the fork to your PC (use Github Desktop)
- 4. Create a new branch
- 5. Add a file saying something nice about the person to your left
  - Remember this is all public
- 6. Push the change (use Github Desktop)
- 7. Create a **pull request** (use Github website)

# Handle the pull request

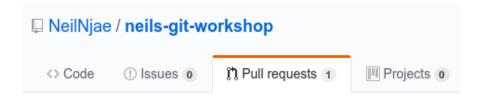
On Github website, go back to your own repo

Should see a *pull request* 

Look at the file, make comments.

## Merge the change into your repo

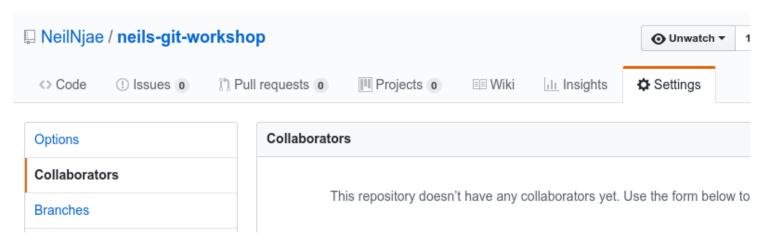
Delete the branch



# Invite another to work on your repo

- 1. Talk to the person on your right
- 2. Ask nicely if they will add you as a collaborator

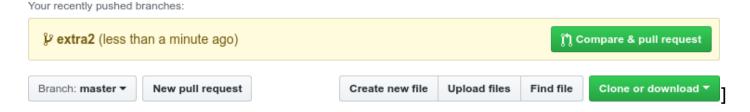
When you're asked, add the person



# Collaborating

#### Once you're a collaborator

- 1. Clone their repo (use Github desktop)
- 2. Create a new branch (however)
- 3. Add a file saying something nice about the person to your right
  - Remember this is all public
- 4. Publish or Push the change (use Github Desktop)
- 5. Open a **pull request** (use Github website)



# **End of part 4**

- local and remote
- fetch, pull, push
- fork and clone
- pull request

## We are done!



## **Good resources**

#### **Git**

- The Git book
- Official Git reference
- Atlassian Git tutorials, especially the advanced tutorials.
- Fixing mistakes with Git

#### **Workflow**

- Simple Git workflow from Atlassian
- Creative history rewriting