Git Workshop

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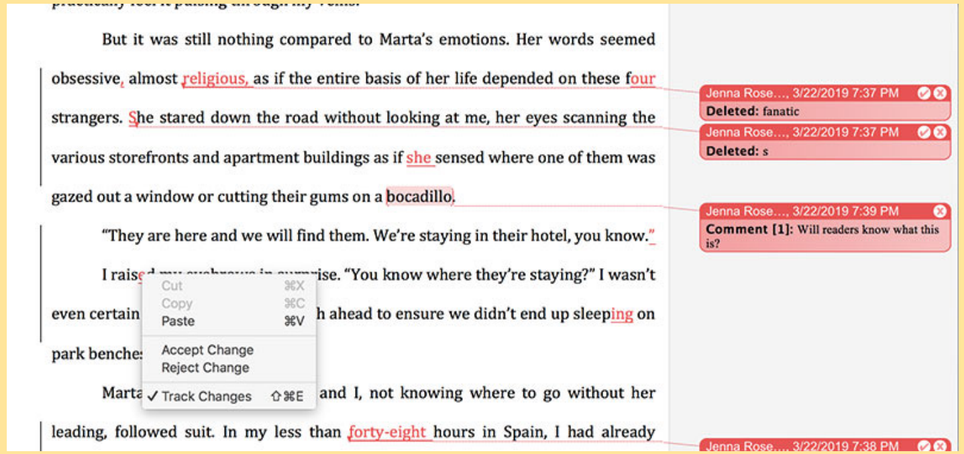
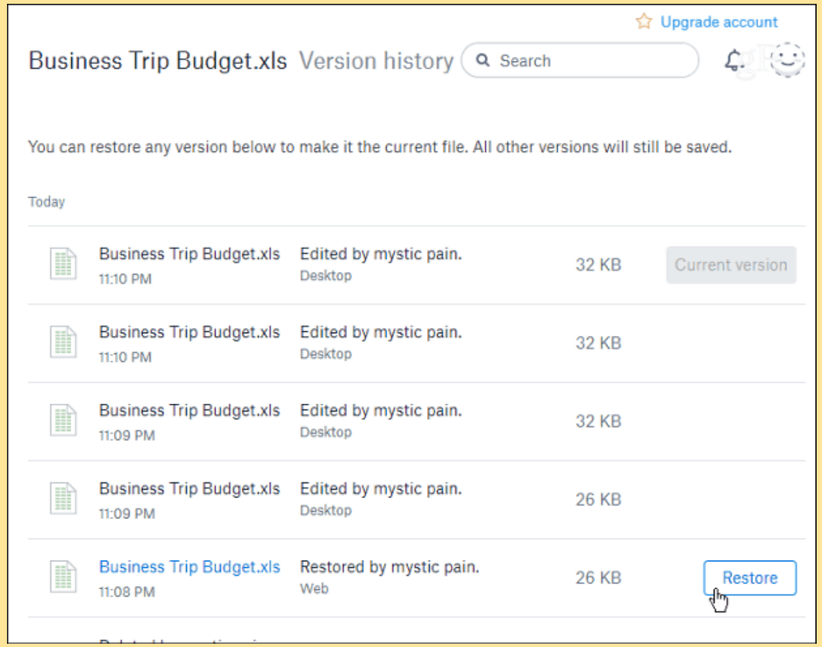
Key Concepts

1. Version Control
2. Git
3. GitHub

What is Version Control?

- A system of managing a set of files – keeping track of their versions
- VCS you might already be using:
  - Word processor track changes
  - Cloud storage versions (Google Drive, Dropbox, etc)





Common features of VCS

1.Track changes to a file

2.Create checkpoint (version) for a file state

3.Revert to an older version of a file (rollback)

4.Ignore files if you don’t want to track changes to them

- Advantages of using VCS:

1. Compare the changes made to a file
2. Revert the project to an older state
3. See who made what changes to the files
4. Recover files if you lose them by mistake**
5. Collaborate with others

Popular VCS

Especially for Software development

- Git and subversion (svn) are the most popular
- Svn was very dominant maybe 15-20 years ago
    - R programming language
    - Linux kernel

What is Git?

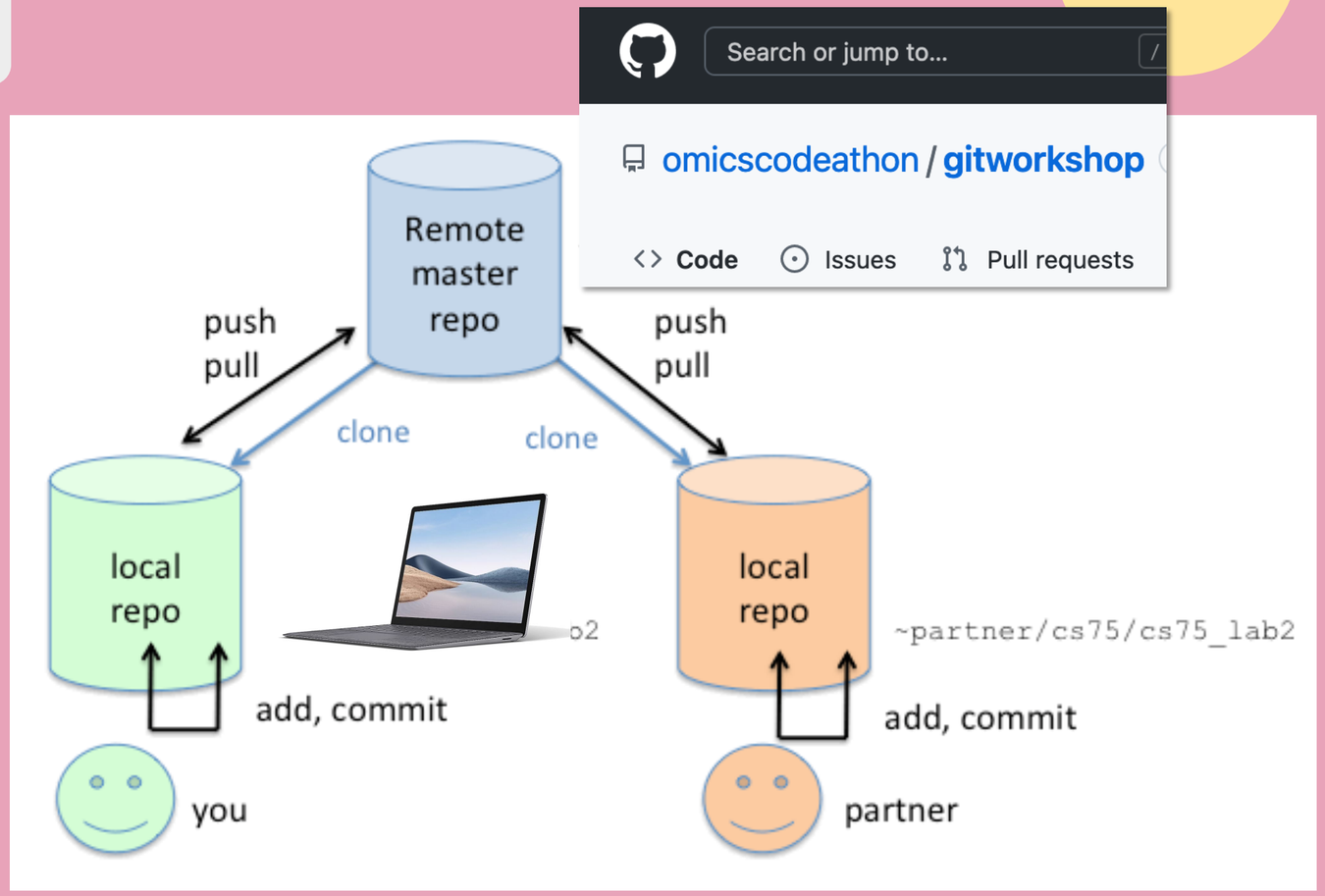
- Git is a particular VCS program
- Mostly used for software development, but could be used to track and manage most files**
- Open source and free program
- Written in C with some shell & Perl – for the command line, and has an API in many languages
- Where do I get git?
- https://git-scm.com/downloads
- Package manager – some OS include it (macOS and some flavors of Linux)

What is GitHub?

- GitHub is a web application that uses git extensively under the hood
- It hosts ***remote repositories***
- There are other web apps:
  - Gitlab.com
  - Bitbucket.com

Simple Workflow

1. *Clone* a *remote* repo
2. *Add* a file
3. *Commit* (save) the changes
4. *Pull* any changes that might have happened while we were working
5. *Push* our changes



How big of a change should I commit?

- The changes in a commit should all relate to each other
  - They should aim to solve a single, small, discrete problem
- If they are unrelated, then rolling back to different versions becomes tricky if just part of the commit is bad or good
- Sometimes useful to break a problem/task into smaller steps and then commit each of those separately
- In general, more small commits are better than fewer, big ones

What kinds of files can I keep in git?

- Git does not track files *per se*. It tracks ***the content of those files***
- It stores the incremental changes that you make
- OR IT TRIES TO
- It is easy to track changes for plain text files – it just has to save the particular lines that have changed – this is more efficient than saving multiple copies of the whole file.
- This is harder to do for binary blobs – png files, etc. It may just keep multiple copies of the file ☹. GitHub and git have improved a little in this regard
- *But you should still not commit binary-type files that will be changing often*, esp if you share the repo with others – as it may make the repo VERY LARGE

What kinds of files should I keep in GitHub?

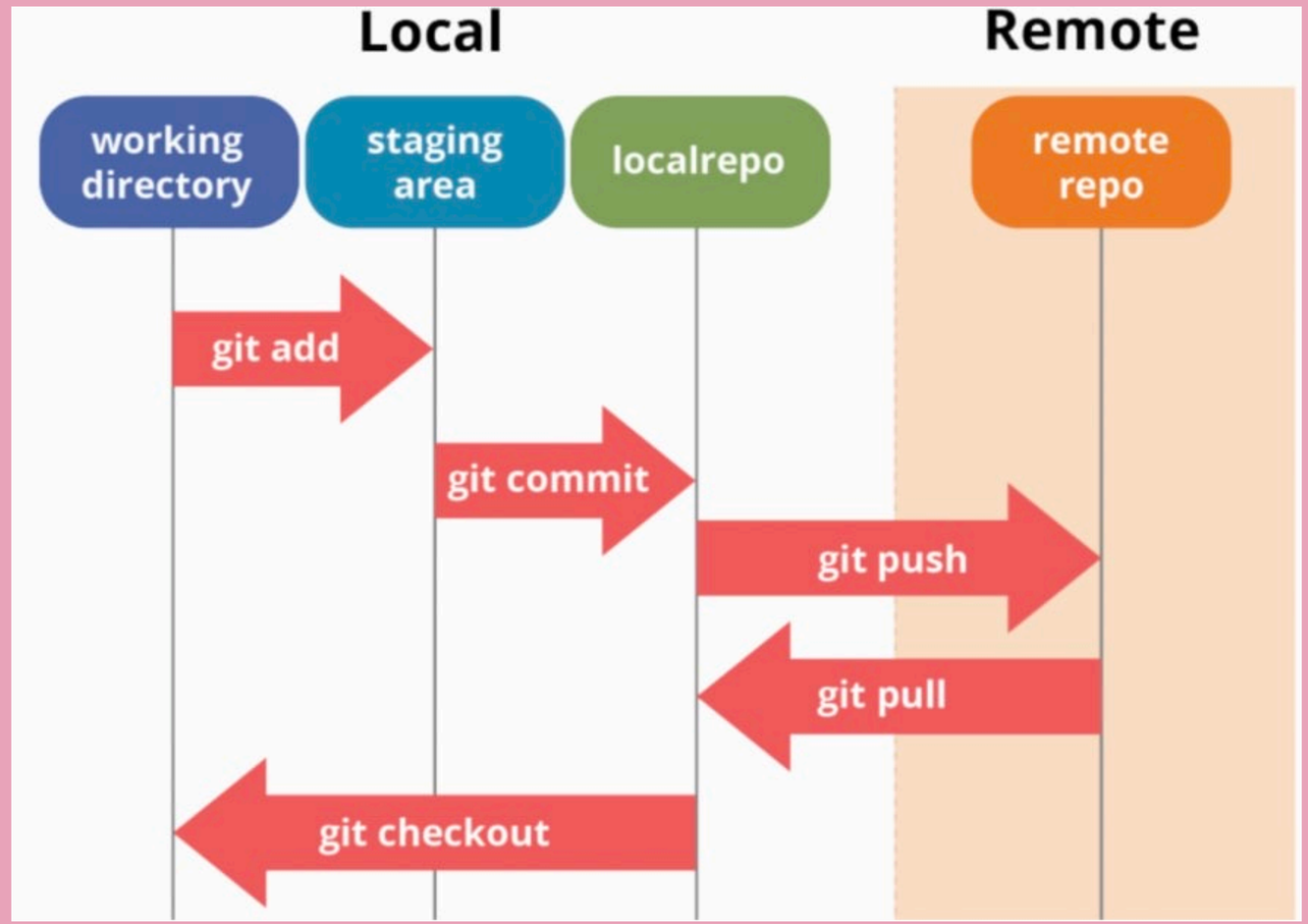
- Considerations for people in bioinformatics
  - Not suited for large sequence files
  - Or binary compiled programs
- Free GitHub accounts don’t have strict privacy protections
  - Make sure to sanitize any identifiable information from data
- Don’t save passwords (you would be surprised how many people do!!)

Simple Workflow

How do we collaborate?

Agree on a common workflow.

This workflow works well for small teams (1-3 people) working asynchronously and on separate parts of the project



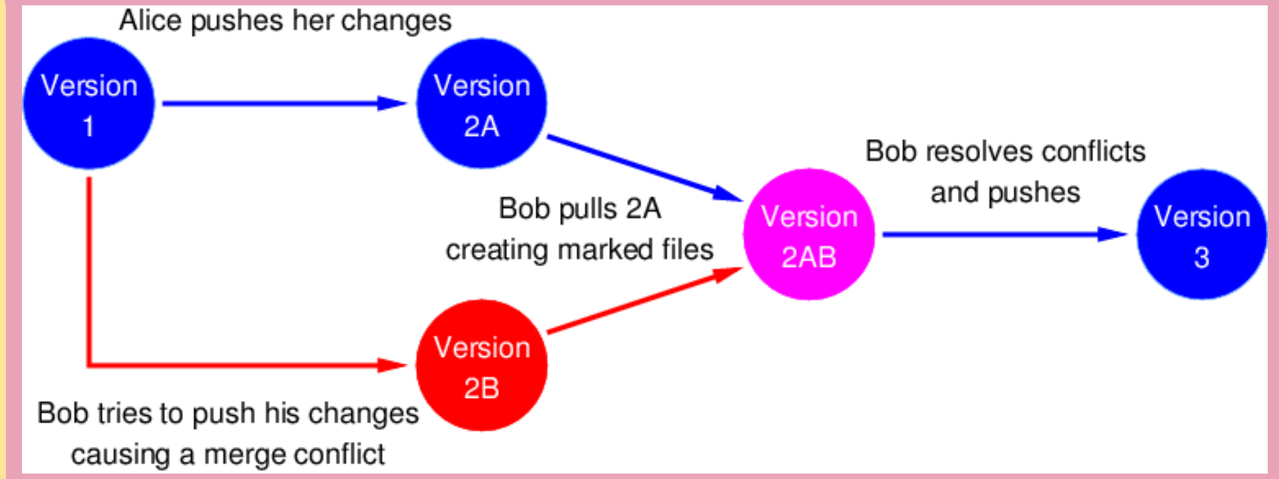
Downsides of Simple Workflow?

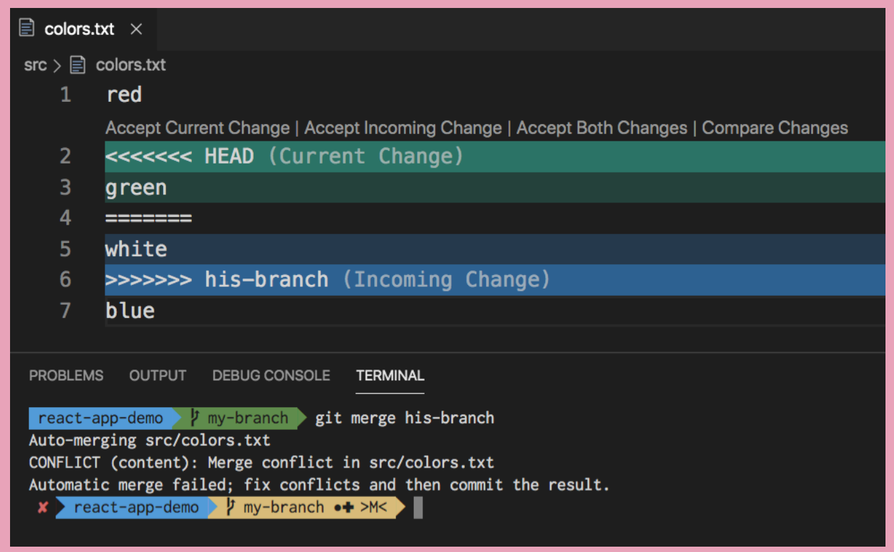
Merge Conflicts –

When editing same file

Why we pull before we push

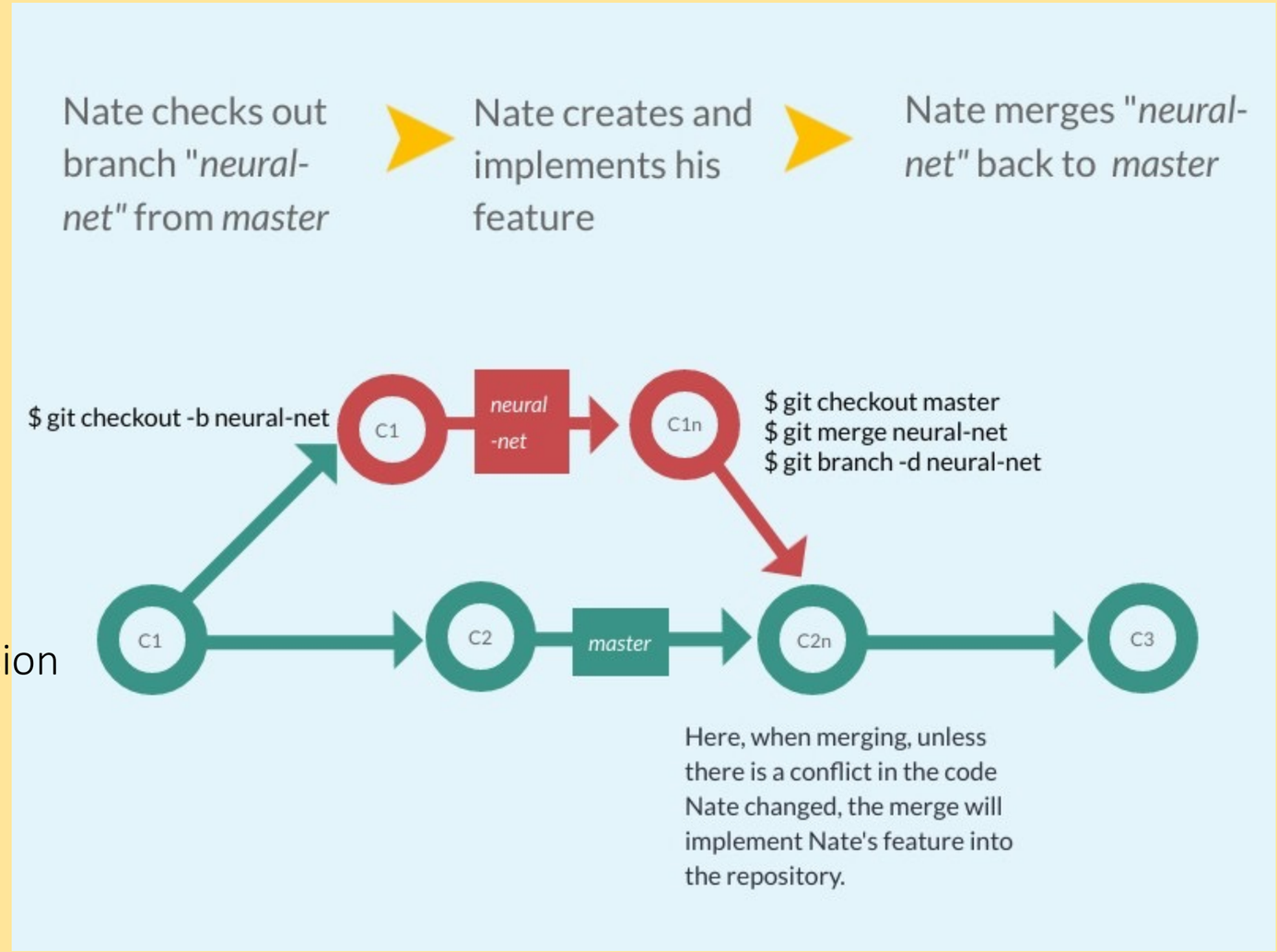
Want all conflicts to take place locally!





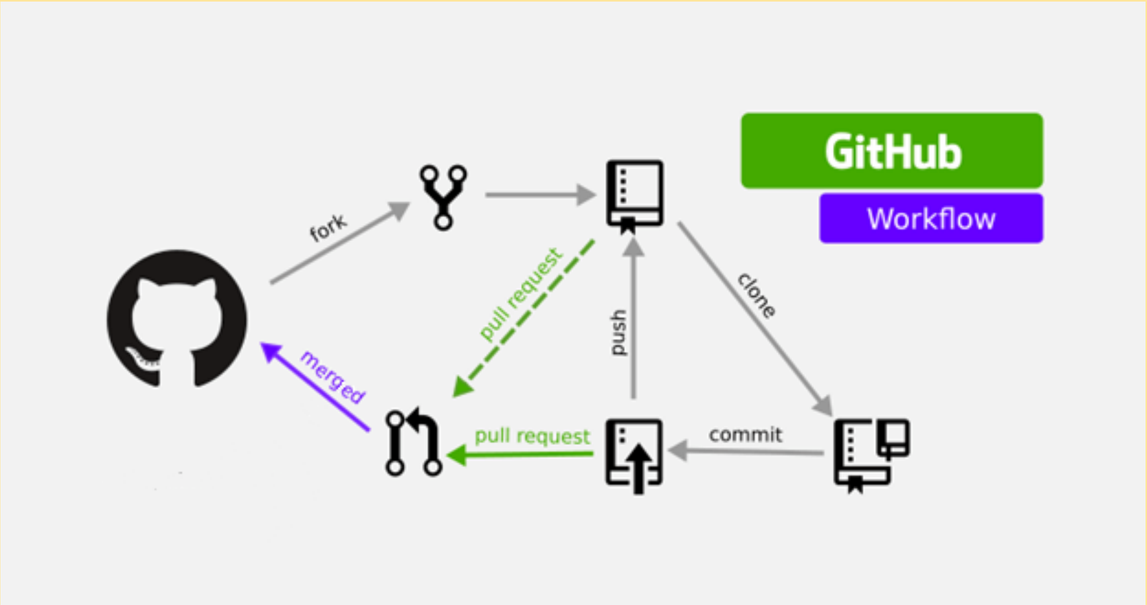
Branch Workflow

- One step up
- Create a branch with your changes
- Once you are satisfied – have a discussion with your colleagues
- Then merge into the main branch



Fork workflow

- Good for very large projects
- Or ones where developers are not working closely together all the time (like a lot of bioinformatics projects!)
- For contributing to others' open source code – be a good citizen!



Helpful Tools

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Thank you!