

AGENDA

Version Control Git intro GitHub intro



What is Version Control?

- . Aka "Source Control"
- . Keeps track of <u>your creative output</u>
- . It tracks what is changed
- . It tracks who made the change
- It tracks why changes were made

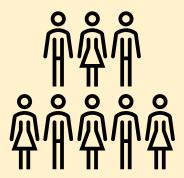
Why Version Control?

Content



Complete history of the project is trackable and available at any time

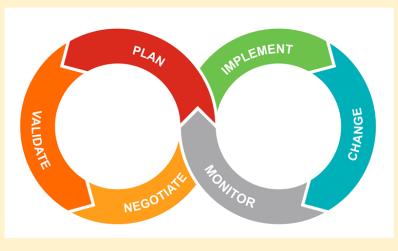
Teams



Supports many workflows:

- 1- collaboration
- 2- team review
- 3- communication

Agility



- 1. Manages small changes
- 2. Easy testing (new ideas)
- 3. Easy fix or undo changes

Who needs it?

Who is it for?

- Developers/ designers
- Writers/ producers /Artists / composers

What do it use it for?

- Source code, scripts, images, icons, style sheets
- Novels, screenplays, spreadsheets, music
- Alone, or with team

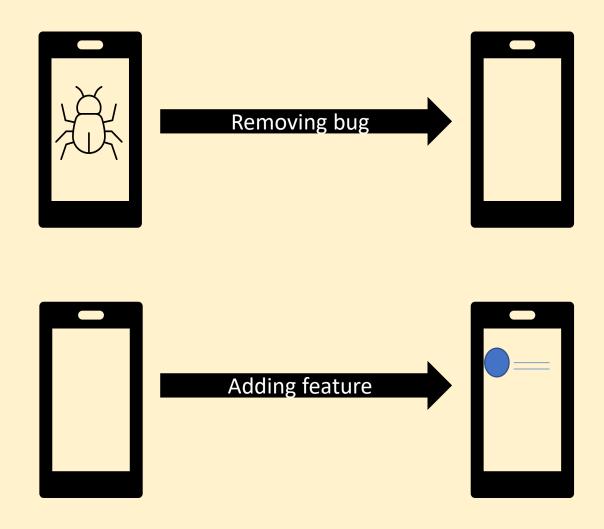
Big Idea - Collaboration

1. Team Benefits

- Synchronization
- Accountability
- Conflict Detection

2. Social Coding - open source projects

It will let you deliver different versions of the product (Continuous Improvement)



Vocabulary – general terminology

- repository your tracked project, repo
- main (used to be master) baseline repository
- check-in combining your work with master
- check-out updating your local work with latest files from master



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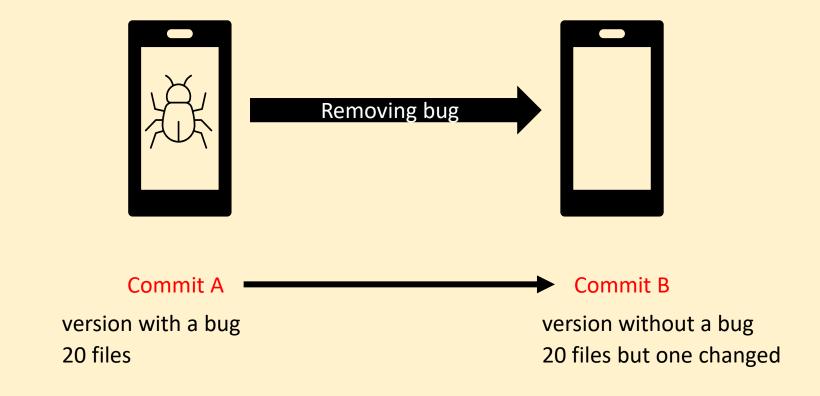




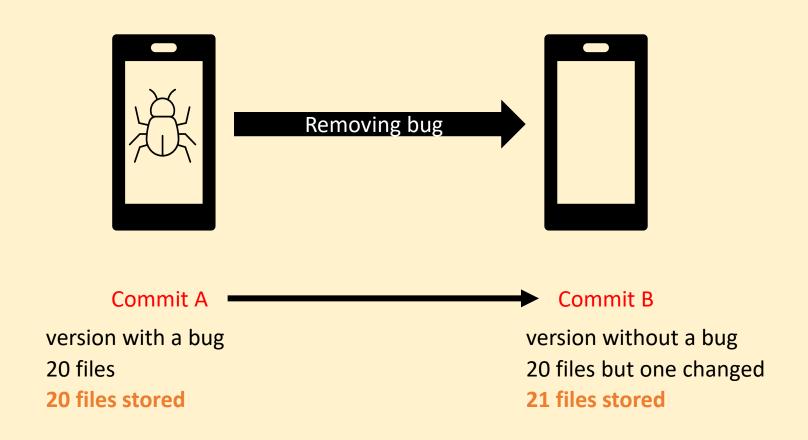
What is "git"?

- "Distributed version control"
- Free, open source (2005, Linus Torvalds)
- Command-line tool
- Runs on all OS's
- Efficient, simple, distributed, scalable, "light"

- Git manages versions of the project
- Each version called a commit. (even a small change)
- Each commit is a new snapshot of the entire project.

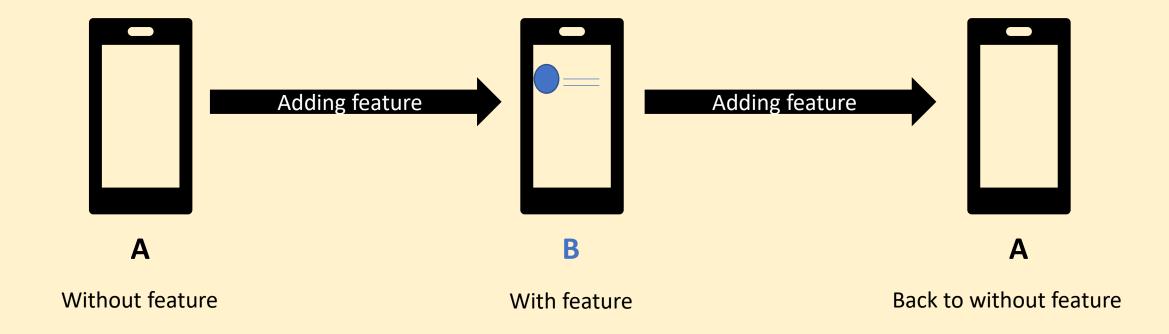


- Behind the scene, git is very efficient in storing commits (versions)
- Each unique file is stored only once



Collection of commits contain the history of the project.

- You can review the history
- You can "undo" a change (travel back in time)



Why remove a feature?

- User Testing shows that it is not useful
- Add problem you didn't foresee
- Client didn't like the feature
- . . .

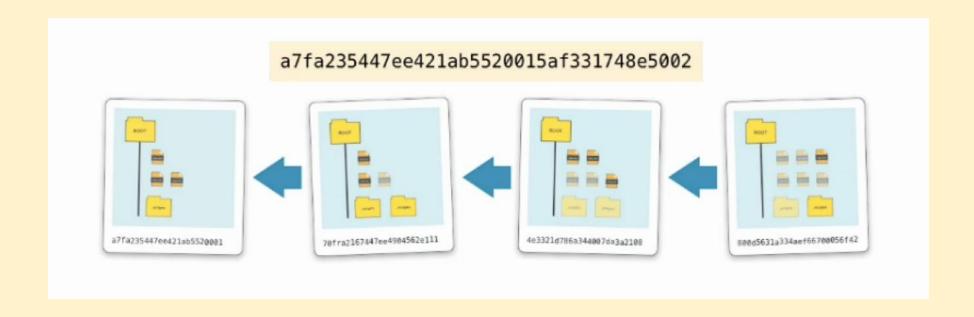
Basic commands and actions...

- "git clone" to replicate remote repo to local computer
 "git init" to turn a local dir into a local repo
- 2. "git add" to add (stage) files from your local dir to the stage/index
- 3. "git commit" to move what's on stage/index to local repo
- 4. "git push" to replicate local repo to remote repo

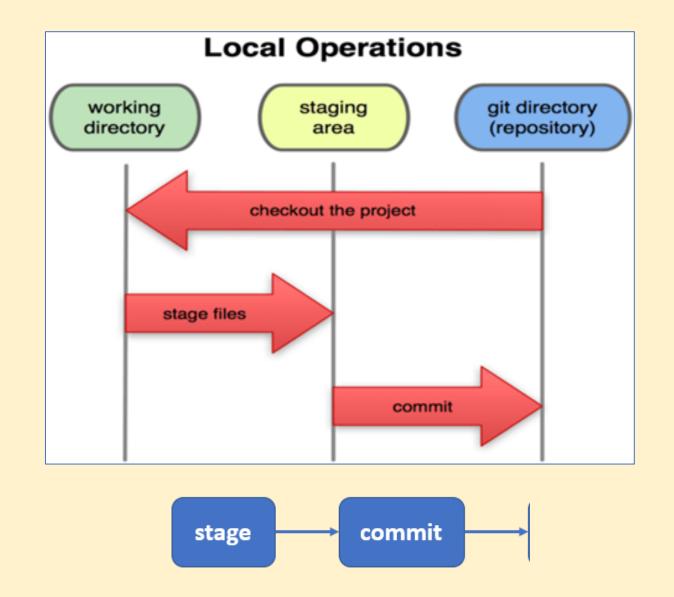
Memorize this pattern: stage commit push

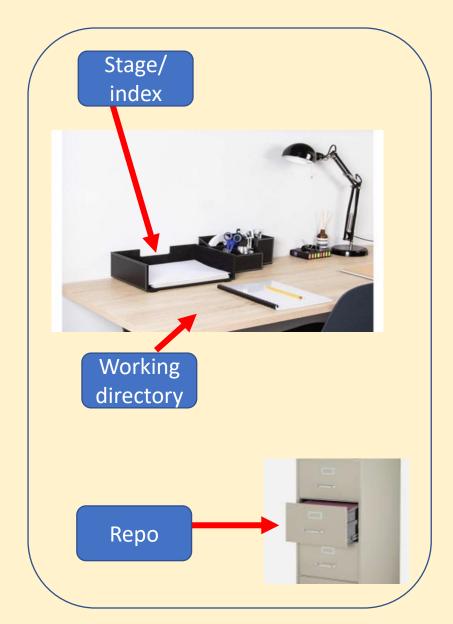
To "commit" (a verb and a noun)

- 40 character string hash reference for each commit.
- Git reduces it to 7 characters in the log
- Each commit references an older commit.



Key "git" concepts, visually...





Key "git" concepts...

The files (in your working set) have 3 possible status:

- Modified/Untracked (files are modified/new)
- 2. Staged (modified files are set aside)
- 3. Committed (staged files are safely stored into repo)

Another way to look at it: files belong to 3 virtual spaces:

- Working Directory (untracked files, or modified files)
- 2. Stage (Index) (modified files are set aside here)
- 3. **Repository** ("the" project)



All on Local Machine



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What is "GitHub"



- "Web-based git repo hosting service"
- (Git is command line tool)
- Github is remote server, graphical, and ...
- Flagship features: fork, merge, pull

To let others see your work ...

git push

- Copy your local, committed, repo to a remote location.
- Can push either a whole project, or one branch
- You could be "unable to push". Solution:
 - Pull (fetch and merge), Fix conflict,
 - Push again

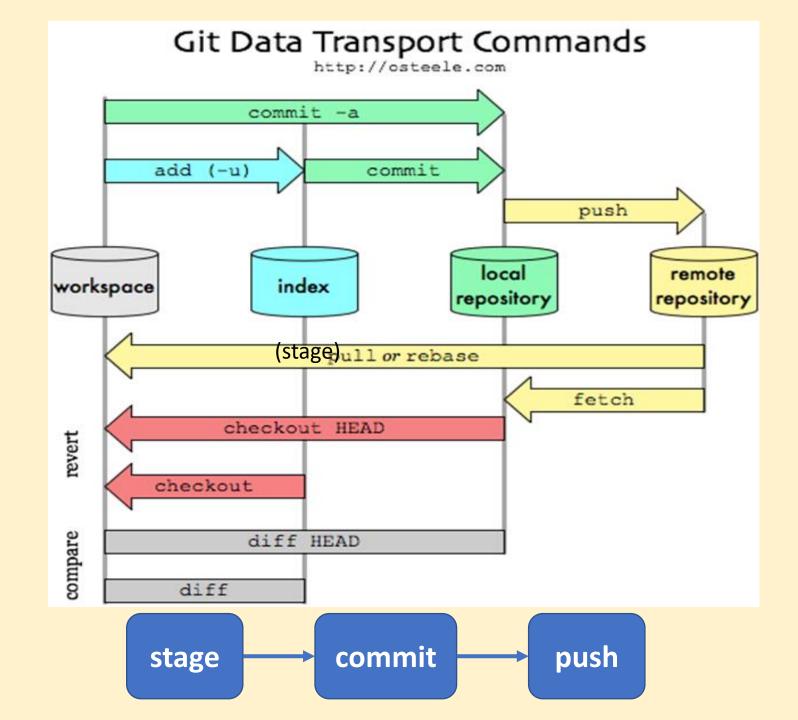
Synching local machine with remote

What is ".gitignore"



- This is a "hidden" text file at your top level
- List of files (or file formats) you don't want to include when you "push" to remote.
- Some machines or programming languages have intermediate or local config files others don't need to see.
- Examples: .DS_Store, *.class, *.obj

Recap
Big
Picture





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Demo:
Getting started
locally

Demo

- 1. Follow the demo
- 2. Submit your final work