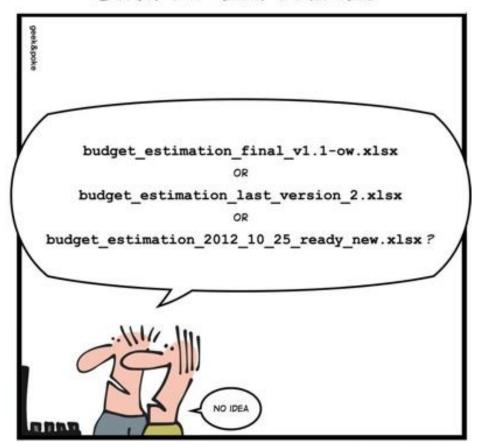
Git source control

Valdas Maksimavičius

Why source control?

- Which changes were made?
- Who made the changes?
- When were the changes made?
- Why were changes needed?

SIMPLY EXPLAINED



Why GIT?

- 1. Work Offline (local)
- 2. Difficult to Screw Things Up (distributed)
- 3. Make Useful Commits (staging)
- 4. Work in Your Own Way (flow)
- 5. Don't Mix Things Up (branching)
- 6. Go With the Flow (popularity)

Centralized vs. Decentralized

	Centralized (TFVC)	Decentralized (GIT)
Hard drive space required for history?	No	Yes
Who has latest revision?	Central "master version"	Variable, need to make rules
Where is full history?	Central machine	Local machine
Work offline?	No*	Yes
How fast are operations?	Network-dependent	Fast, most are local
Branching and merging?	Reliable, use with caution	Reliable, used often
Learning curve	Relatively simple	Relatively hard





Code Download : Create Workspace >> Map & Get

Get latest code (First Time) : Get Latest Version

Get latest code (After first Time) : Get Latest Version

Code Commit: Check In

Get latest after code commit: Check In + Get Latest Version

Check out a file for editing: Check Out

Review Code: Code Review

Shelving Code: Shelveset

Files to be included for commit: Included Changes

Files to be excluded for commit: Exclude Changes

Code Annotation : Annotate



Code Download : Create Repository >> Clone

Get latest code (First Time) : Clone

Get latest code (After first Time): Pull

Code Commit : Commit + Push

Get latest after code commit: Sync

Check out a file for editing: Just start editing

Review Code: Pull Request

Shelving Code: Stash (GUI available in VS 2019)

Files to be included for commit: Staged

Files to be excluded for commit: Unstage

Code Annotation: Blame

What's a repository?

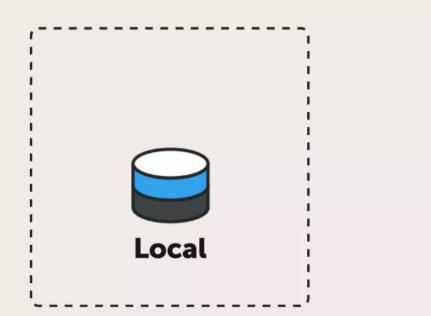
The entire collection of files and folders + each file's revision history (snapshots)

What's a commit?

Files history as a snapshot in time

What's a branch?

A linked-list of commits



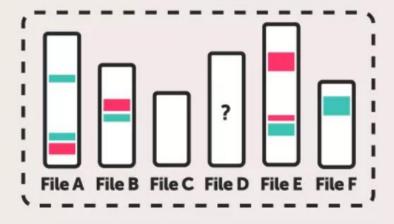


Clone a full-fledged repository.



View commit history. Offline.

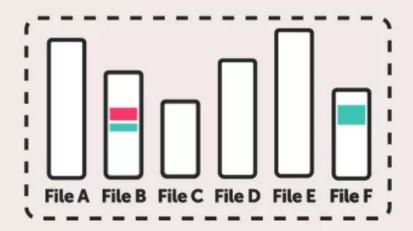
modified



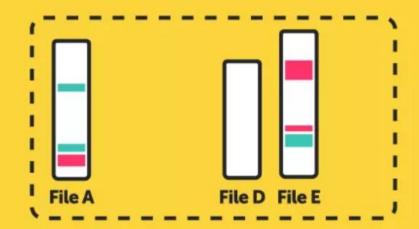
- removed line
- added line
- ? new file

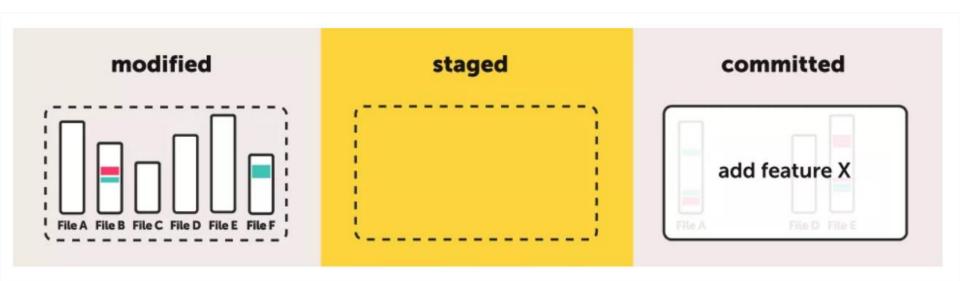


modified



staged

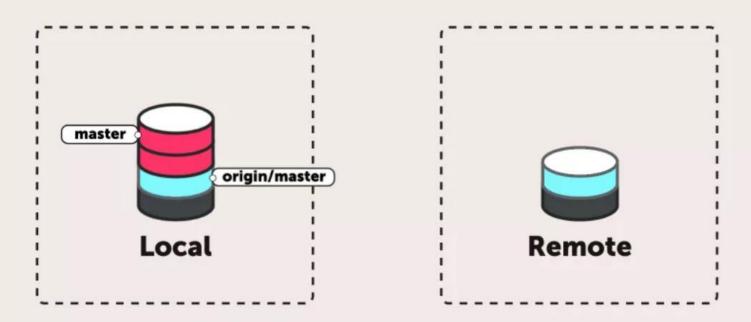




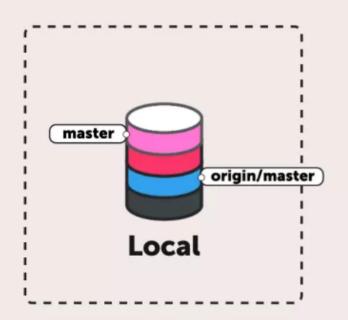




Commit locally. Push later.

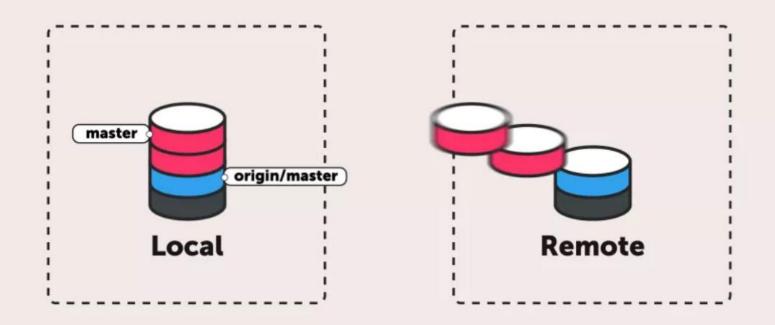


origin/master points to the latest synced version

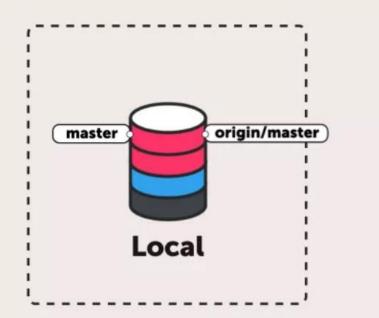


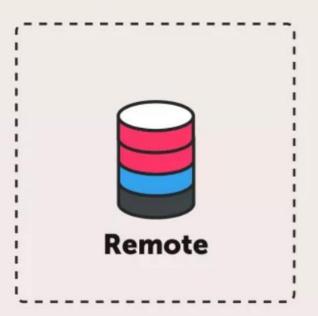


master points to the latest local version

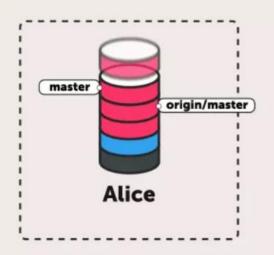


Push local changes

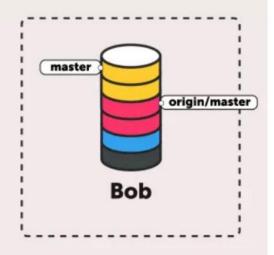




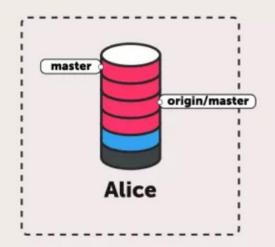
origin/master is updated

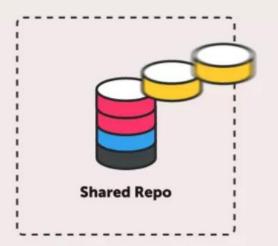


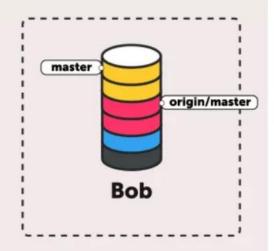




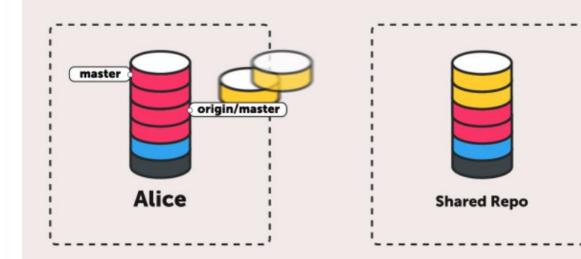
Alice and Bob commit in parallel

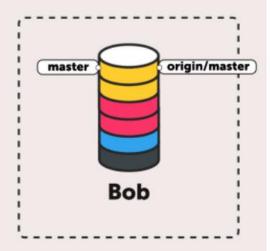






Bob pushes his work first

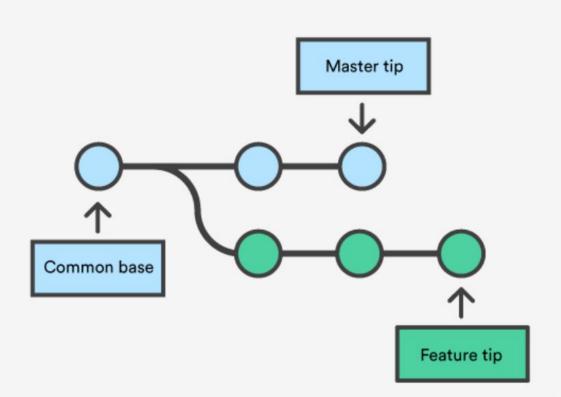




Alice must fetch the latest changes



Alice has two divergent branches



Fast forward merge (default)

It happens in a situation when there are no commits in an another branch. Then it just updates the branch pointer to the last commit.

Merge

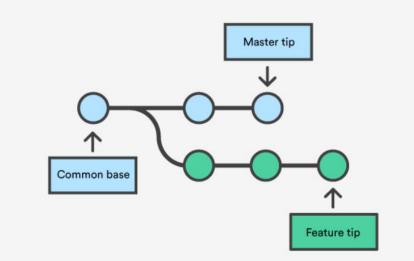
Merge is a new commit. It is a simple commit with one difference – it has two parents. Possible to commit immediately if there is no conflicts

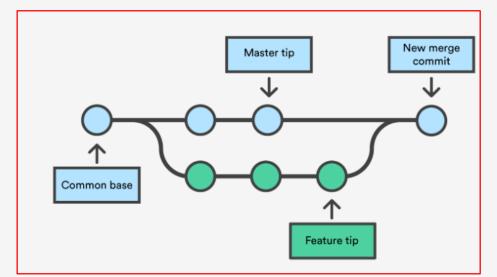
Rebase (hiding the sausage)

A user can simulate a fast-forward by rebasing rather than merging. Rebase is recreating your work of one branch onto another. For every commit that you have on the feature branch and not in master, new commit will be created on top of the master. **New commit for every old one, with the same changes**

Merge

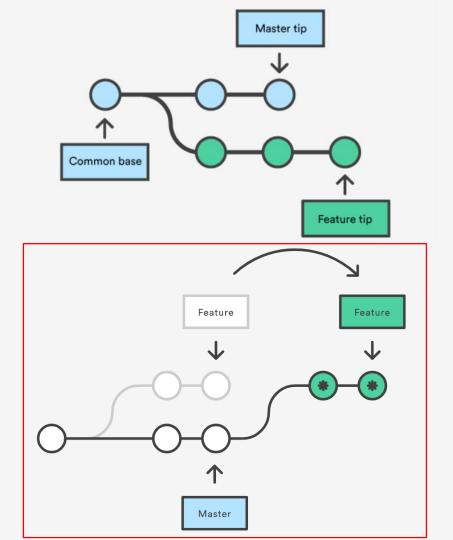
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Rebase

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Conflict markers

```
If you have questions, please
<<<<<< HEAD
ask your question on Skype.
======
ask your question on Teams.
>>>>>> branch-a
```

Git **prevents** you from **overwriting** the central repository's **history** by refusing push requests when they result in a non-fast-forward merge.



git fetch

Downloads the remote content but doesn't update your local repo's working state, leaving your current work intact. Safe option

git pull

More aggressive alternative, it will download the remote content for the active local branch and immediately execute git merge to create a merge commit for the new remote content. Eventually, it runs two commands: git fetch + git merge

git push

It's used to write to a remote repository. Pushes local commits to remote branches

git reset

A simple way to undo commits that haven't been shared with anyone else. Rewrites history.

git revert

Reverting undoes a commit by creating a new commit. This is a safe way to undo shared with others changes, as it has no chance of re-writing the commit history

git checkout

Switch between branches or inspect old snapshots. Don't add new commits on top of old snapshots!!!

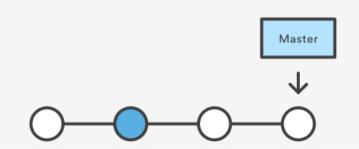
DANGER – git checkout

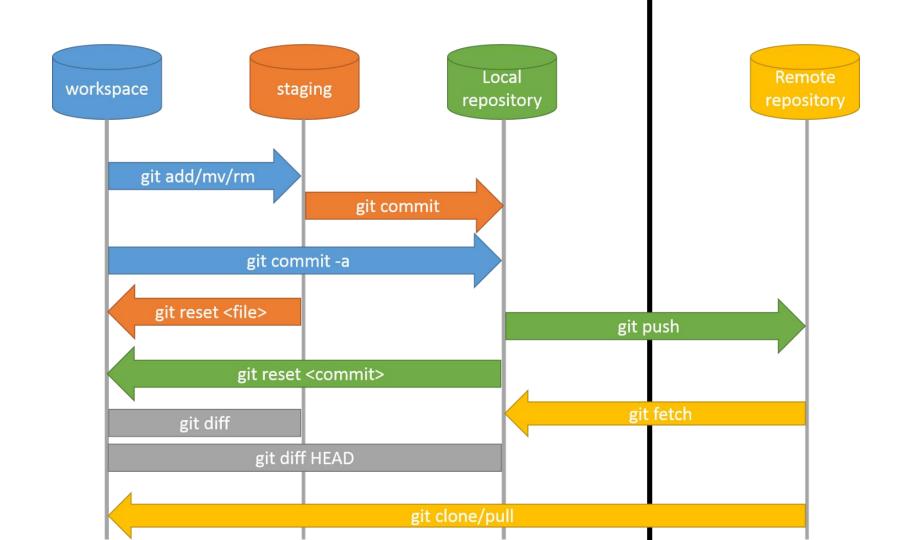
- git checkout <branchname>
- git checkout 911e8c9 #detached head
- git checkout <branchname> #remember to pick latest

The point is, your development should always take place on a branch - never on a detached HEAD.



Detatched HEAD

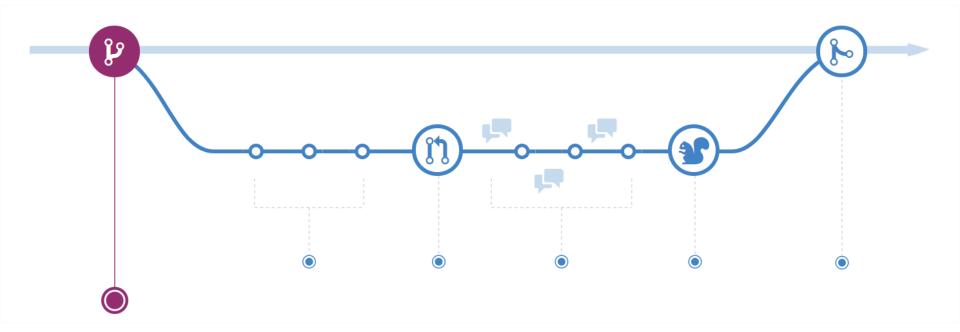




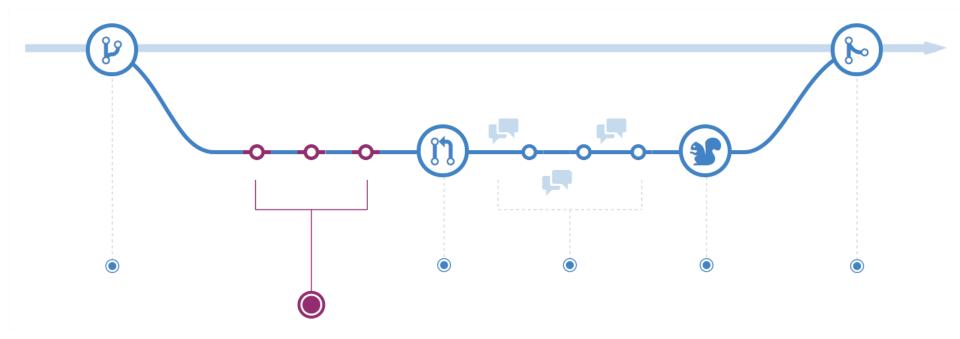
GitHub flow

- 1. Create a branch: Topic branches created from the canonical deployment branch (usually master) allow teams to contribute to many parallel efforts. Short-lived topic branches, in particular, keep teams focused and results in quick ships.
- **2. Add commits:** Snapshots of development efforts within a branch create safe, revertible points in the project's history.
- **3. Open a pull request:** Pull requests publicize a project's ongoing efforts and set the tone for a transparent development process.
- **4. Discuss and review code:** Teams participate in code reviews by commenting, testing, and reviewing open pull requests. Code review is at the core of an open and participatory culture.
- **5. Merge:** Upon clicking merge, GitHub automatically performs the equivalent of a local 'git merge' operation. GitHub also keeps the entire branch development history on the merged pull request.
- **6. Deploy:** Teams can choose the best release cycles or incorporate continuous integration tools and operate with the assurance that code on the deployment branch has gone through a robust workflow.

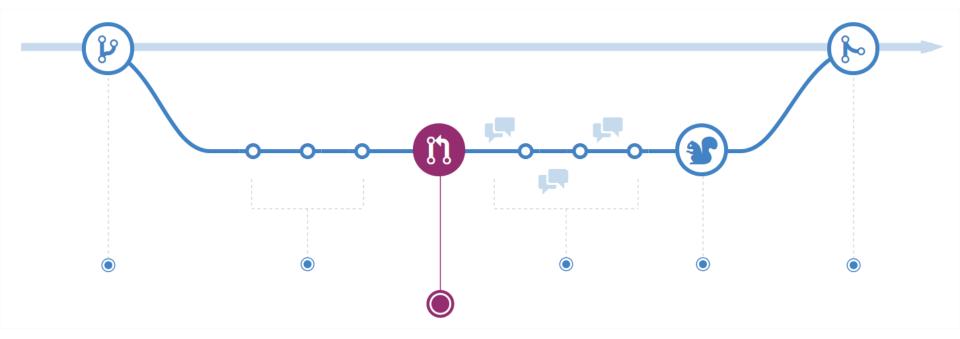
Create a branch



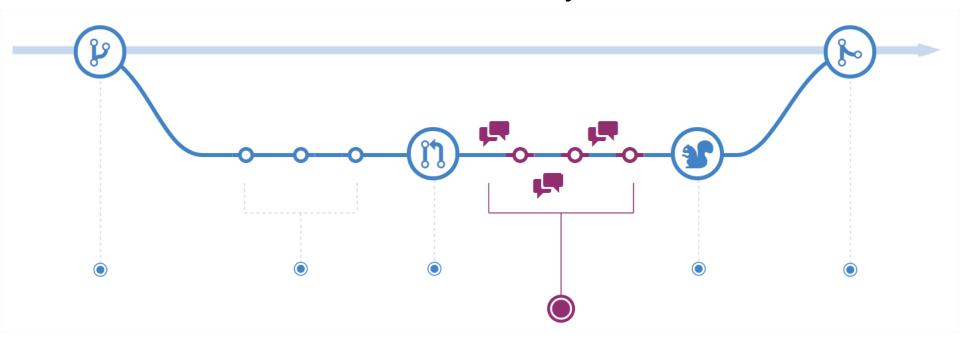
Add commits



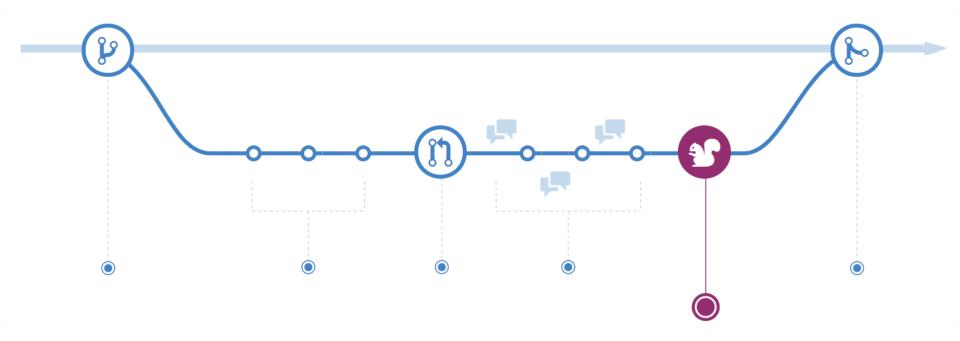
Open a Pull Request



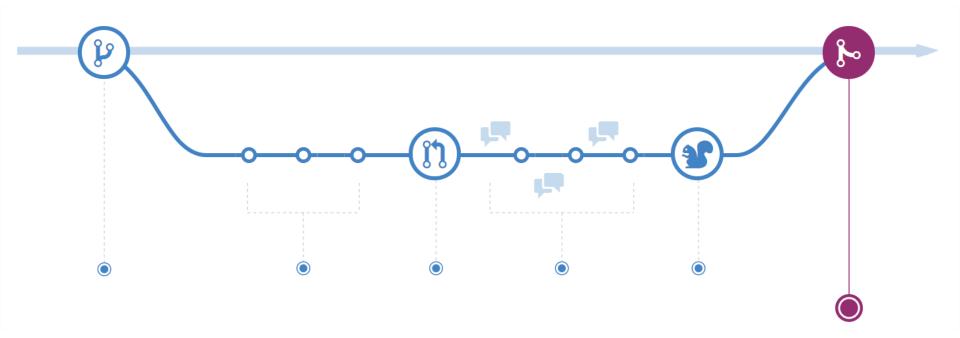
Discuss and review your code



Final testing



Merge



Single Responsibility Principle – does that ring a bell?

- Fix misspelling (separate, dedicated commit)
- Fix line ending to CR / LF (separate, dedicated commit)
- Little refactoring (separate, dedicated commit)
- Do commit early and often
- git add --patch to select parts of file what you need to commit



	COMMENT	DATE
Q	CREATED MAIN LOOP & TIMING CONTROL	14 HOURS AGO
¢	ENABLED CONFIG FILE PARSING	9 HOURS AGO
þ	MISC BUGFIXES	5 HOURS AGO
þ	CODE ADDITIONS/EDITS	4 HOURS AGO
Q	MORE CODE	4 HOURS AGO
9	HERE HAVE CODE	4 HOURS AGO
0	ARAAAAA	3 HOURS AGO
0	ADKFJSLKDFJSDKLFJ	3 HOURS AGO
0	MY HANDS ARE TYPING WORDS	2 HOURS AGO
$\overline{}$	HAAAAAAAAANDG	2 HOUDE AGO

AS A PROJECT DRAGS ON, MY GIT COMMIT MESSAGES GET LESS AND LESS INFORMATIVE.

How to Write a Git Commit Message

- 1. Use the imperative mood in the subject line, e.g. "Add ..."
- 2. Include issue tracker references
- 3. Limit the subject line to 50 characters
- 4. Capitalize the subject line
- 5. Do not end the subject line with a period
- 6. Use the body to explain what and why vs. how
- 7. Separate subject from body with a blank line
- 8. Wrap the body at 72 characters

Dealing with passwords in git repositories

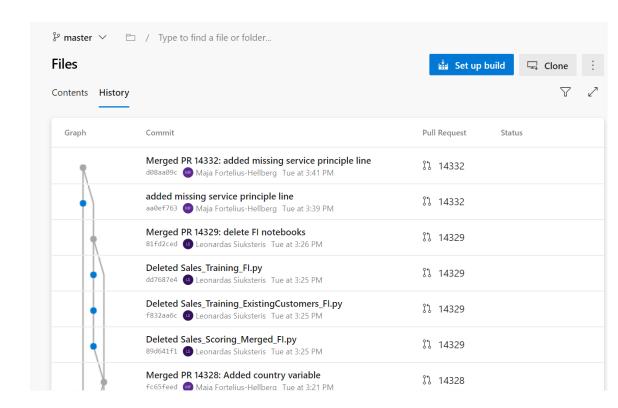
- Your config: foobar.config <- add to .gitignore
- Instead commit foobar.config.example, without sensitive info
- There are tricks to remove sensitive data from previous commits
 https://help.github.com/articles/removing-sensitive-data-from-a-repository/

Markdown for Readme files

- # This is an <h1> tag
- **This text will be bold**
- ![GitHub Logo](/images/logo.png)
- ```javascriptfunction fancyAlert(arg) {}
- - [] this is an incomplete item

Git implementations – hosting your repos

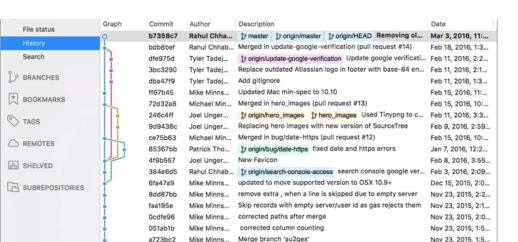
- Azure DevOps Repos
- GitHub
- BitBucket

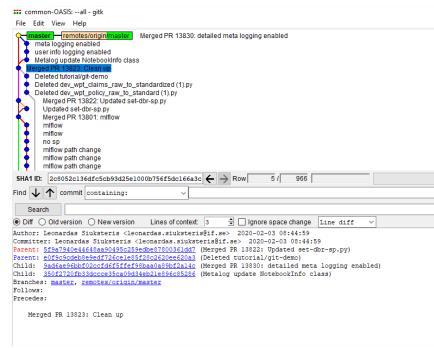


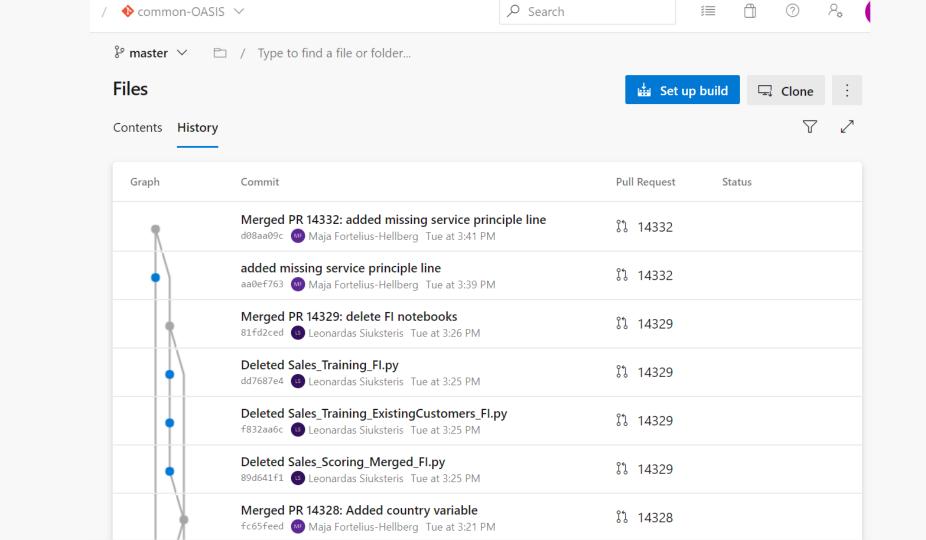
Tools – making commits + tree visualization

Up to developer:

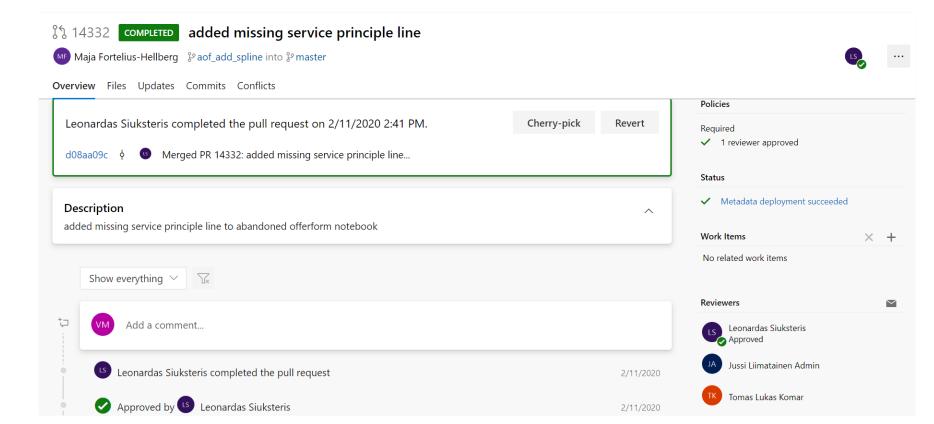
- Git bash command line
- Visual Studio
- Source Tree







Azure DevOps – Pull requests

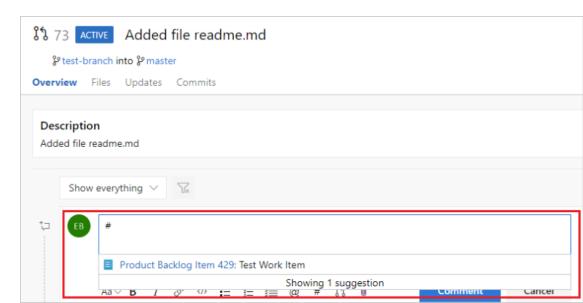


Azure DevOps – Link tasks and user stories

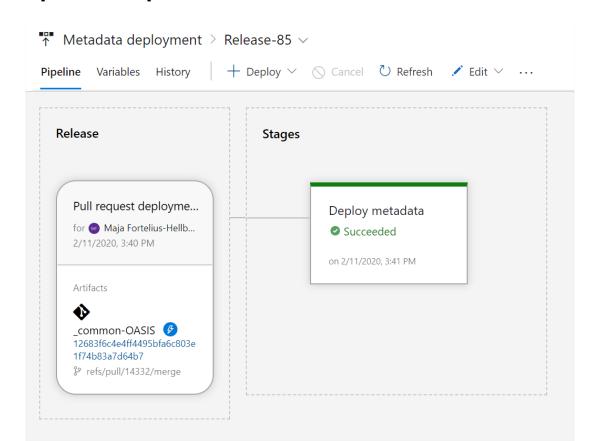
https://docs.microsoft.com/en-us/azure/devops/notifications/add-links-to-work-items?view=azure-devops

Use the **#ID** control within the following areas:

- A work item discussion or any rich-text field
- A pull request discussion
- Commit comments
- Changeset or shelveset comments
- Wiki page.



AzureDevOps - Pipelines



Azure DevOps Repos - limitations

- Repositories should generally be no larger than 10GB
- Pushes are limited to 5GB at a time