

## **Basics of Version Control**

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#### What is version control?

"A system that tracks and manages changes to a set of files (e.g. source code)."

#### → Reversibility

 Ability to revert to previous state when (not if) things go wrong

#### → History

 Ability to record explanations and intentions of changes

#### → Concurrency

 Ability to work with others, rather than against them

 $\frac{\text{https://www.gnu.org/software/emacs/manual/html\_node/emacs/Introduction-to-}{\text{-VC.html}}$ 

### Why should I care?

Avoids horror scenario of exercise1.pv, exercise1 broken.py, exercise1 maybefixed.py, exercise1 nostillbroken.pv, exercise1\_final.py, exercise1 finalfinal.py, exercise1\_submitted.py,

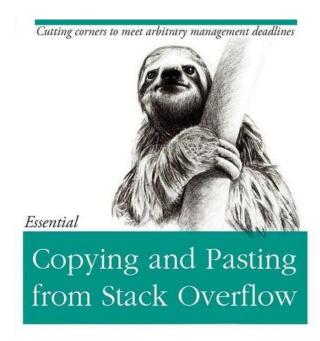
exercise1\_resubmitted.py...

- → **Revert** code to its state at any other time, i.e. when it was working.
- → Much more of a **reliable workflow** for the messy, nonlinear software development process than e.g. Dropbox, Google Drive or even *Facebook* version control.
- → Enforces personal **discipline** and can drastically affect the way you code.
- → Absolutely vital when working with multiple interdependent files,
  - e.g. consider changing a low-level function signature

### Why should I care?

An important meta-skill when programming:

- → Version control
- → Writing good tests
- → Detecting "bad code smell"
  - ◆ Just because it works, doesn't mean it's good
  - e.g. code golf or
    <a href="https://en.wikipedia.org/wiki/Esoteric programming language">https://en.wikipedia.org/wiki/Esoteric programming language</a>
- Knowing what to Google
  - And which bits to copy from Stack Overflow
  - Knowing what you don't know



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Source: @ThePracticalDev

#### Why Git?

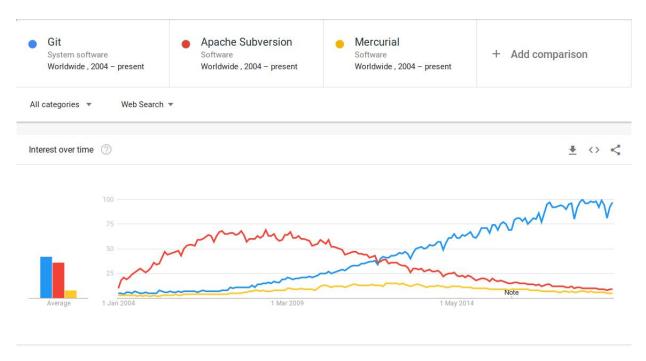
#### Git was spawned by hate

- → Fast and scalable in project size
  - both lines of code and number of developers
- → Distributed
- → Secure
- → "Simple" to learn
- → Easily the most popular, as of 2019



Linus Torvalds (image from Wikipedia)

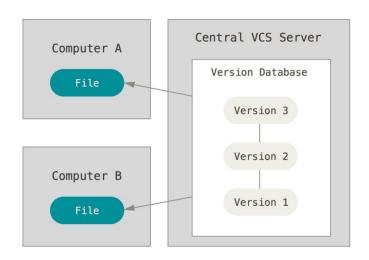
### Why Git?



Data from Google trends: <a href="https://bit.ly/2DBqUZ5">https://bit.ly/2DBqUZ5</a>

https://github.com/ml-evs/git-tutorial

### **Anatomy of Git: Distributed Version Control**



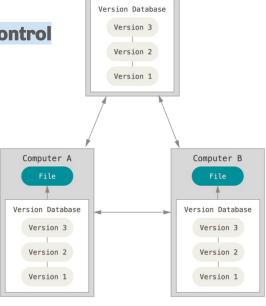
tired: **centralised version control** e.g. Subversion

Images from Chapter 1.1 of Pro Git https://git-scm.com/book/en/v2

wired: **distributed version control** e.g. Git, Mercurial

#### Advantages:

- Redundancy: every local repository has all the history
- → Don't need to be online
- → More flexible hierarchy



Server Computer

### Anatomy of Git: Repositories

- → Any top-level directory that is version controlled is called a repository.
- → The VC magic happens inside the .git folder.
- → Git blobs all objects, computes an SHA-1 hash and compresses
  - ◆ See Chapter 10 of Pro Git

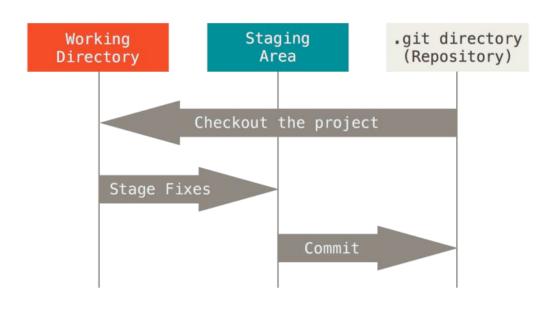


Image from Chapter 1.3 of Pro Git https://git-scm.com/book/en/v2

### **Anatomy of Git: Commits**

- → Changes to files are tracked in the repository via commits.
- → A set of **thematically linked changes** given a descriptive message.
- Each commit defines a whole snapshot of the repository.

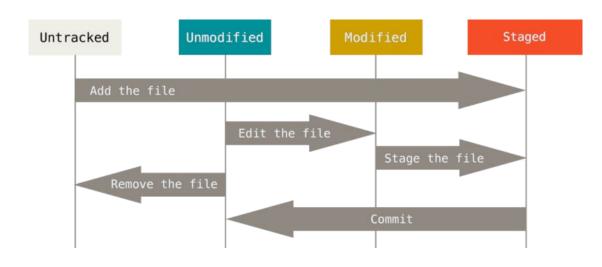


Image from Chapter 2.2 of Pro Git https://git-scm.com/book/en/v2

### **Anatomy of Git: Commits**

- → Commits **stack** (in the computing sense) on top of each other.
- → In this sense, commits cannot be undone, but can be reverted to.
- → The granularity of your commits is up to personal preference
  - or is agreed upon for a particular project

	COMMENT	DATE
Q	CREATED MAIN LOOP & TIMING CONTROL	14 HOURS AGO
Ò	ENABLED CONFIG FILE PARSING	9 HOURS AGO
<b>o</b>	MISC BUGFIXES	5 HOURS AGO
0	CODE ADDITIONS/EDITS	4 HOURS AGO
Q	MORE CODE	4 HOURS AGO
0	HERE HAVE CODE	4 HOURS AGO
0	ARAAAAA	3 HOURS AGO
0	ADKFJ5LKDFJ5DKLFJ	3 HOURS AGO
0	MY HANDS ARE TYPING WORDS	2 HOURS AGO
þ	HAAAAAAAANDS	2 HOURS AGO

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

https://xkcd.com/1296/

#### Anatomy of Git: User Interface

- → Cross-platform command-line program git with several subcommands, each with their own options
  - e.g. git commit --help or git clone --help.
- → Sheer number of commands gives it a reputation for being hard to use, but can get away with only using a small subset regularly:
  - add/commit/push/pull.
- → GUIs also exist, such as GitKraken. A more complete list can be found at <a href="https://git-scm.com/downloads/guis/">https://git-scm.com/downloads/guis/</a>
- → Our examples will use the command line, which should be installed on the MCS already.

#### Online version control providers

- → Allow you to add a mirror of your git repository on a reliable server and provide a place to **distribute your code** (see git clone).
- → Big three:
  - ♦ GitHub https://github.com
  - ◆ BitBucket <a href="https://bitbucket.org">https://bitbucket.org</a>
  - GitLab <a href="https://gitlab.com">https://gitlab.com</a>
- → All offer **free plans** for students/academics/open source, your choice which to use (see "Useful Links" in the notes)
- → Now exist software journals let you submit your code repository for review, e.g. Journal of Open Source Software: <a href="http://joss.theoj.org">http://joss.theoj.org</a>

### git <3 open source

#### → Scientific software is powered by open source

- → The majority of open source software projects use Git...
  - Often open source software is developed by many remote collaborators (see e.g. Linux <a href="https://github.com/torvalds/linux">https://github.com/torvalds/linux</a>)
  - but companies also host their stuff (e.g. Google-developed programming language Go https://github.com/golang/go).
  - ♦ Have a look for the source of NumPy or even CPython itself

#### → Anyone can contribute!

- Many projects have "good first issues" tags
- → Most are hosted on GitHub.
  - Brands itself as a "social platform for software".
  - Recently acquired by Microsoft...

### Collaboration with Git: Branching & Merging

- → Multi-developer projects always use branches, but they can be useful for solo devs too
- → Allows developers to work on separate features without fear of conflicting code
- → There are lots of possible branching strategies:
  - typically have a master branch that contains agreed upon changes
  - New features are "merged" in, either manually, or via pull requests

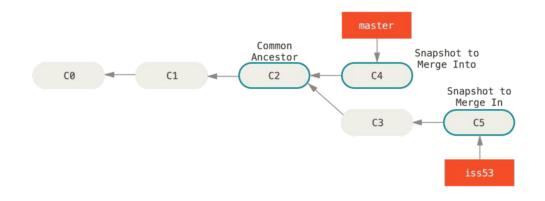


Image from Chapter 3.1 of Pro Git

### Collaboration with Git: Issues & Pull Requests

- → Pull Requests (also known as merge requests) and Issues are extra features implemented by online version control providers.
- → **Issues** allow users to submit bug reports, ask for help, or request features.
- → Pull Requests allow developers to review each others changes before merging into the main branch, and can become discussion points for new features.
  - PRs form an important part of open source etiquette

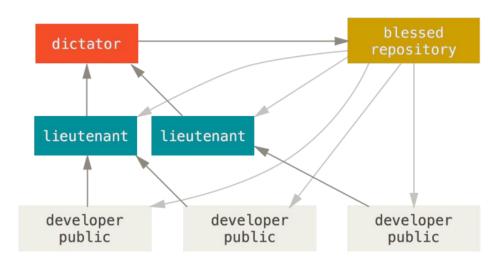


Image from Chapter 5.1 of Pro Git

### Collaboration with Git: Continuous Integration (CI)

- Often development is test-driven:
  - When the input and desired output of a function is known ahead of time, write some test cases first!
  - Crucial when working with other people to avoid unintended consequences of new features.
- → Commonplace to run a test suite for every "push"; can be automated through web services; this is called

#### **Continuous Integration.**

- Many services provided free for open source/academic software (e.g. Travis, Bitbucket Pipelines), which are closely integrated with e.g. GitHub, GitLab or BitBucket.
- These often allow you to test in environments not available to you, e.g. on macOS/Windows/Linux all at once.

Git also has its own useful local testing feature: git bisect

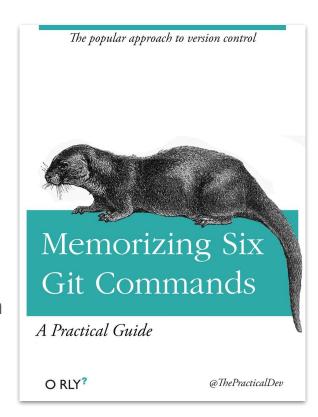
Performs a binary search of commits to find which changes "broke the build".

# \$ ./live\_demo

#### Conclusions

- → Version control is a useful tool for protecting yourself against your own stupidity and that of others
- → **Git** is the *de fαcto* standard for version control throughout industry and academia
- → Have a go at Example 1 from the GitHub repo for yourself, and if you're sold you can try putting your exercise solutions under VCS.

Thank you for listening, any questions?



Source: @ThePracticalDev