# Intro to git / github.com

Version control and code sharing

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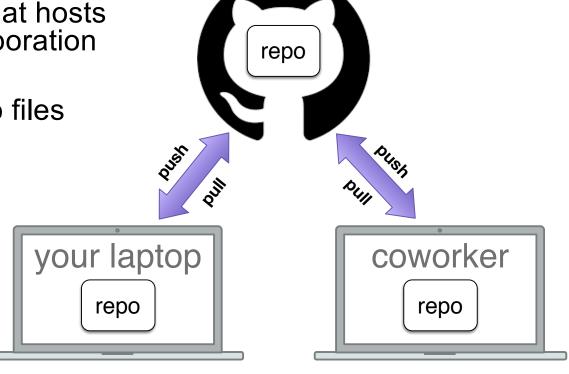
# What is git?

- Git is a version control system that tracks changes to files and directories within a repository
- A repository is just a subtree containing files and directories that we tell git to treat as a repository
- Git allows multiple workers to operate on two different copies of the repository without getting confused or losing changes
- Workers push/pull changes from a repo on one machine to a repo on a collaborator's machine
- Git is a program that runs on your laptop



# What is github.com?

- Github.com is a website that hosts repositories, making collaboration much easier
- Web interface to your repo files
- A free backup!
- Note: git != github.com
  - git is program
  - github is a web site/server
- For our purposes, we'll ignore the advanced capabilities, such as branching and merging



github.com



#### Motivation

- Every commercial developer uses revision control at work
- Every company you will encounter uses it
- For that reason alone, you need to learn revision control to be functional in a commercial setting, such as your practicum
- In this class and future classes, you will also use revision control to submit your work

### An analogy to backup systems

- If your laptop is stolen, we will be sympathetic but not excuse missing projects
  - github doubles as a backup
  - but I recommend you also get <u>backblaze</u> to keep off-site backups of your disk
- Personally, I also have a local Timemachine OS X backup drive sitting next to my computer that takes a snapshot every hour
- Using this multi-tiered backup strategy is a good way to think about how programmers use revision control
  - git is kind of like Time Machine, a local backup (that tracks changes)
  - github.com is kind of like the off-site backblaze cloud-based backup
- The difference between git and a backup system is that we tell git when to take a snapshot
- Each snapshot should be a logical chunk of work done to your files



### Repositories (Repos)

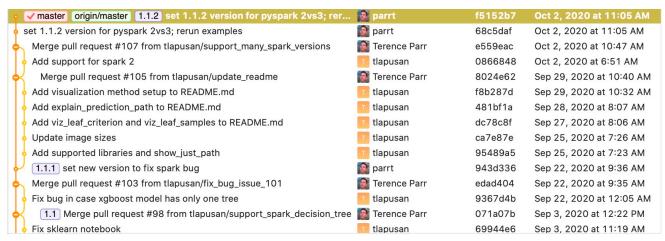
- Not only do we have to tell git when to take a snapshot, we also tell it what files to pay attention to (in the repo directory)
- Each project you work on is in a directory and all of the files associated with that project sit somewhere under that subtree
- The file set is called a repository and at any given time, my computer has lots and lots of these repositories
- A git repository instance is just a directory but it also has a \_git (hidden) directory, with a database of all changes
- To remove a repo, just rm the whole repo directory; there is no central server to notify

# Committing changes

- As with the Time Machine backup, git tracks snapshots as the difference from the last time you requested a snapshot
- Each snapshot is called a commit (and programmers think of these commits as transactions)
- Perform a commit to lock in a logical chunk of work, such as the addition of a feature or fixing of a bug

# Commit log (history)

- Having a complete list of changes is extremely useful
- We can revert those change sets later
- We can discover who created or when a bug was introduced
- Can temporarily reset your repository to a moment in time





# Cloning from, pushing to github

- Continuing with the analogy now, github.com is like the off-site cloud-based backup
- Each repo you mirror at github is like a free backup
- We'll likely create a repo using a web interface at github then clone that repo to an (initially empty) directory on our laptop
- As with committing changes, we also have to specifically push changes to the local repository back to github
- Every push ensures that the complete file set and git change database (in .git subdirectory) is mirrored at github

#### Collaboration

- I can access your repos mirrored on github, whereas I have no access to your laptop hard drive
- To grade projects, I will clone your repository onto my hard disk
- If you make changes, I can pull those in after you commit/push
- I can make comments and then push back to your github repo, which you can then **pull** down to your laptop
- This is how multiple programmers communicate, and how I share work between my work and home machines

#### Key commands summary

- I recommend using a git GUI like fork in practice, but we'll use the command line to learn the actual operations and sequence
- git clone github\_url
- git add file\_or\_dir
- git commit -a -m 'commit message'
- git status
- git push origin main (main could be called master)
- git pull origin main
- git rm filename
- git mv from filename to filename
- git reset --hard HEAD
- git checkout filename





# Typical startup sequence

 Click on the invitation URL sent to you by instructor to create a repository, which creates repo at github:

https://github.com/USF-MSDS501/images-parrt

 Get the URL from "Code" dialog at github, which looks similar to repo's github web page URL:

https://github.com/USF-MSDS501/images-parrt.git

Clone that (empty) repo onto your laptop from command line:

```
beast:~/classes/msds501 $ git clone https://github.com/USF-MSDS501/images-parrt.git Cloning into 'images-parrt'... warning: You appear to have cloned an empty repository. beast:~/classes/msds501 $ ■
```



### Getting some initial files

- In the directory created during cloning, you will create and edit files associated with the repository
- Let's download and unzip some images needed for your project

#### Adding files to the repo

- git ignores files unless we tell ask it to pay attention; it's not enough just to put files into the repository directory
- Add the files of interest so git knows to manage them
- Check status; git now sees files

```
$ git add *.jpg *.png
$ git status
On branch master
No commits yet
Changes to be committed:
  (use "git rm --cached <file>..." to unstage)
        new file:
                    Veggies_noise.jpg
        new file:
                    bonkers.png
        new file:
                    eye.png
        new file:
                    guesswho.png
        new file:
                    obama.png
                    pcb.png
        new file:
        new file:
                    phobos2.jpg
```

#### Commit a transaction

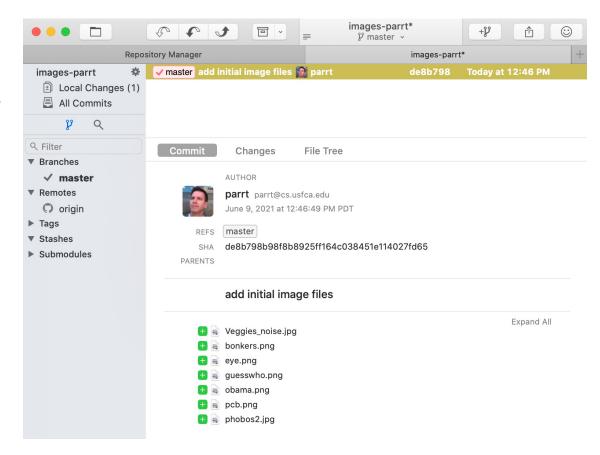
- Commit tells git to take a snapshot and record it in its log of changes
- Additions, deletions, renamings are all considered (reversible) changes
- Use a decent commit message and don't forget the "-a" argument which means "do what this command should do by default"

```
$ git commit -a -m 'add initial image files'
[master (root-commit) de8b798] add initial image files
7 files changed, 0 insertions(+), 0 deletions(-)
create mode 100644 Veggies_noise.jpg
create mode 100644 bonkers.png
create mode 100644 eye.png
create mode 100644 guesswho.png
create mode 100644 obama.png
create mode 100644 pcb.png
create mode 100644 phobos2.jpg
$ ■
```



#### The fork GUI view

- There is only one commit but you can see the commit message and the files involved in the transaction
- You can also see the origin remote repository is connected because it's listed in the left gutter

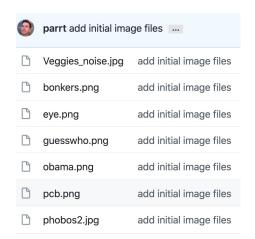




# Push to github to mirror repo

- Github does not know about your changes unless you explicitly push after committing
  - We're ignoring branches but we need to know what the main branch is called; it's either master or main (legacy is master)
- Check github webpage for your repo and you'll see the files

```
$ git push origin master
Enumerating objects: 9, done.
Counting objects: 100% (9/9), done.
Delta compression using up to 8 threads
Compressing objects: 100% (9/9), done.
Writing objects: 100% (9/9), 862.12 KiB | 28.74 MiB/s, done.
Total 9 (delta 0), reused 0 (delta 0), pack-reused 0
To https://github.com/USF-MSDS501/images-parrt.git
  * [new branch] master -> master
```



github.com

coworker

repo



your laptop

repo

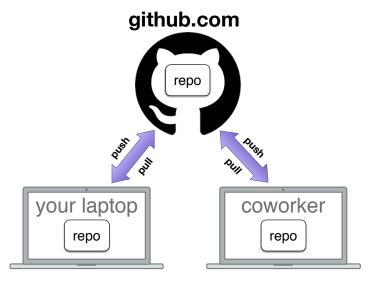
# Making edits, mirroring on github

- During the normal course of software development, you will edit files and then commit these changes, pushing to github
- Here, I'm editing an image to make it a bit smaller

```
$ open eye.png
[$ git commit -a -m 'make eye image smaller'
[master 573a6be] make eye image smaller
 1 file changed, 0 insertions(+), 0 deletions(-)
 rewrite eye.png (99%)
$ git push origin master
Enumerating objects: 5, done.
Counting objects: 100% (5/5), done.
Delta compression using up to 8 threads
Compressing objects: 100% (3/3), done.
Writing objects: 100% (3/3), 13.61 KiB | 13.61 MiB/s, done.
Total 3 (delta 1), reused 0 (delta 0), pack-reused 0
remote: Resolving deltas: 100% (1/1), completed with 1 local object.
To https://github.com/USF-MSDS501/images-parrt.git
   de8b798..573a6be master -> master
$
```

# Pull in changes from github

- If there are changes pushed to github that you do not have in your laptop copy, you must pull in those changes with: git pull origin main
- This happens when I have cloned and added grading results to your repository and pushed them back, or you are working with a partner on a project; both of you push/pull via same github repo



#### Miscellaneous but useful commands

- git rm filename
   Remove a file from the directory and from git repo tracking
- git mv from\_filename to\_filename
   Rename a file or directory managed by git
- git reset --hard HEAD
   Wipe out any changes you've made to managed files, resetting the repository to the most recent commit
- git checkout -- filename
   Undo changes made to a single file managed by git, resetting to the state of that file at the most recent commit

#### A warning

- git is ridiculously complicated and has a terrible interface in my opinion
- I recommend sticking with a few commands: clone/add/commit/push/pull/rm/mv
- Do NOT do branching/merging until you are much more comfortable with git and version control systems
- Anything beyond these simple commands, I avoid or use very carefully after reading the manual