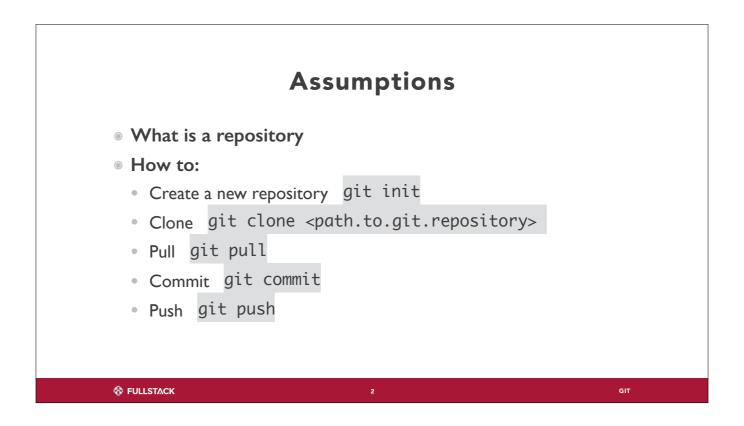
# **Gitting Confident**

♦ FULLSTACK

GIT



We assume you know these commands/operations by now. If you don't know some of these or have any questions about how they work, now is the perfect time to ask.

#### You're about to learn about

- Git Config
- Git Terminology
  - Commits
  - Head
  - Workspace & Staging area
- Undoing Changes: git reset
- Feature Branch workflow

♦ FULLSTACK 3

Git is distributed - you learn what that means & why it's good



♦ FULLSTACK 4

GIT

# Git is a <u>distributed version</u> control <u>system</u>

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GIT

- A Git repository in your machine is a first-class repo in its own right.
- In comparison to Centralized version control systems:
  - Performing actions is extremely fast (because the tool only needs to access the hard drive, not a remote server.)
  - Committing can be done locally without anyone else seeing them. Once you have a group of changesets ready, you can push all of them at once.
  - Everything (but pushing and pulling) can be done without an internet connection.



Git repo is a first-class repo in its own right: In opposition to SVN, where your commits are sent to the central repository and not stored locally. The central repository is single-point-of-failure and can make merges trickier.

- To be able to collaborate with Git, you need to manage your remote repositories.
- git remote allows you to add or remove repositories (other than the one on your local disk) which you can push & pull.

- What is Github (and similar services)?
  - A repository hosting service.
  - Usually used as the project's central repository for collaboration (all the developers add as remote to push/pull their changes)
  - Provides project management & collaboration tools, such as forking & PRs, issue tracking, wikis etc.



Github is not git: Confusing Git for Github is very common, but GitHub is just a service where you can host remote Git repositories. Similar services include gitlab and bitbucket.

# Configuring git



#### **Configuring git**

- Git is configured through .gitconfig text files.
- The git config command is a convenience function to set Git configuration values on a global or local project level.

git config <level> <configuration> <value>

#### **Configuring git - Levels**

Default option.

Local

Local level is applied to the current repository git config gets invoked in. Stored in a file that can be found in the repo's .git directory: .git/config

Applied to a user in the operating system user. Global

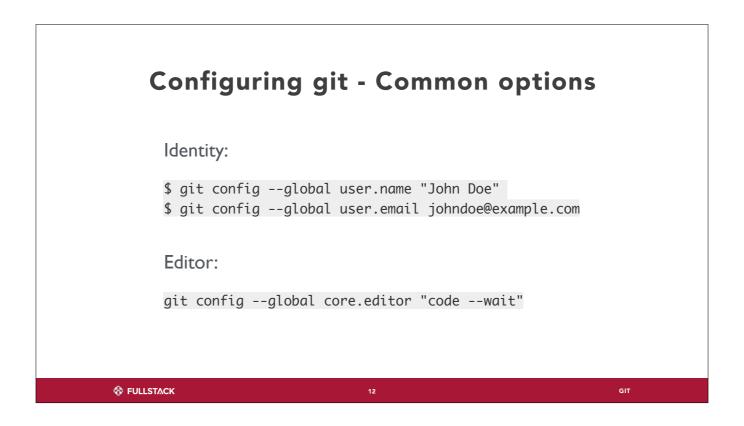
Stored at ~/.gitconfig (on unix systems).

System-level configuration: covers all users on an operating system. System

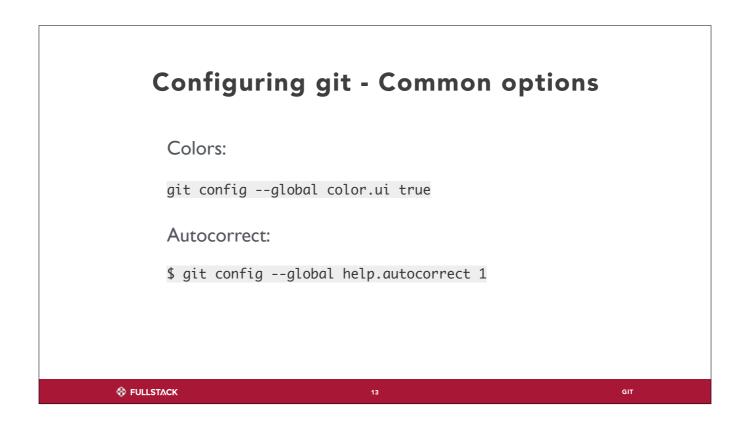
Stored at the system root path. \$(prefix)/etc/gitconfig (on unix).

GIT

Thus the order of priority for configuration levels is: local, global, system. This means when looking for a configuration value, Git will start at the local level and bubble up to the system level.



Editor: Commands such as commit and tag that let you edit messages by launching an editor use the value of this variable when it is set, and the environment variable GIT\_EDITOR is not set.



Autocorrect: If you mistype a command, git already shows something like "'chekcout' is not a git command. Did you mean 'checkout'". This config will make git actually run this suggested command for you. The value is an integer which represents tenths of a second Git will give you before executing the autocorrected command.

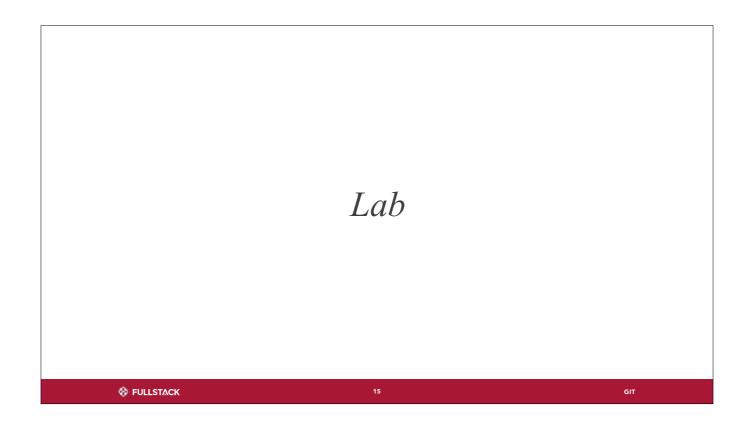
#### **Configuring git - Aliases**

- Custom shortcuts that expand to longer or combined commands.
- Stored in Git configuration files. (you can use the git config command to configure aliases)

```
git config --global alias.ci commit
git config --global alias.co checkout
git config --global alias.st status
```

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Aliases saves you the time and energy cost of typing frequently used commands.



https://learn.fullstackacademy.com/workshop/5b59dc7a0efe540004ceded6/landing

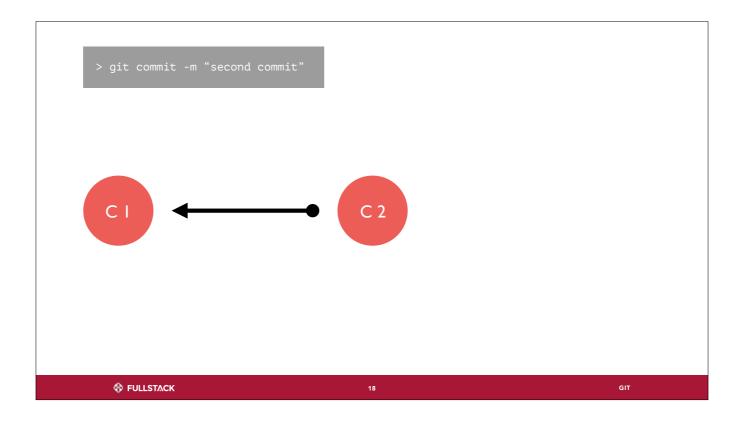
# **Git Terminology**

Commit • Head • Workspace & Staging Area

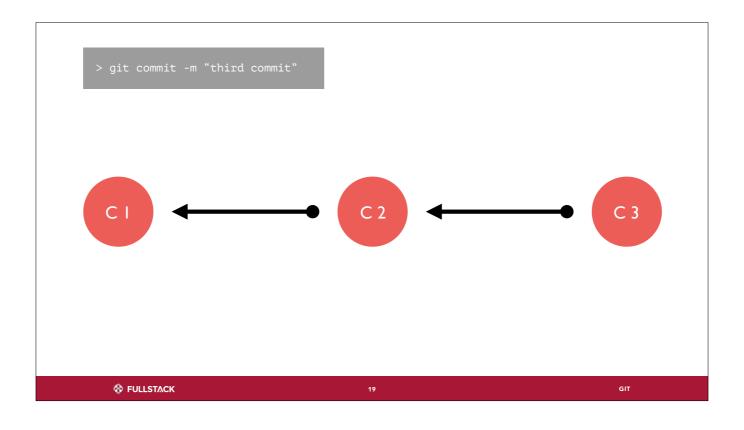
> git commit -m "initial commit"

Cl

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Each node references its parent, but not the other way around



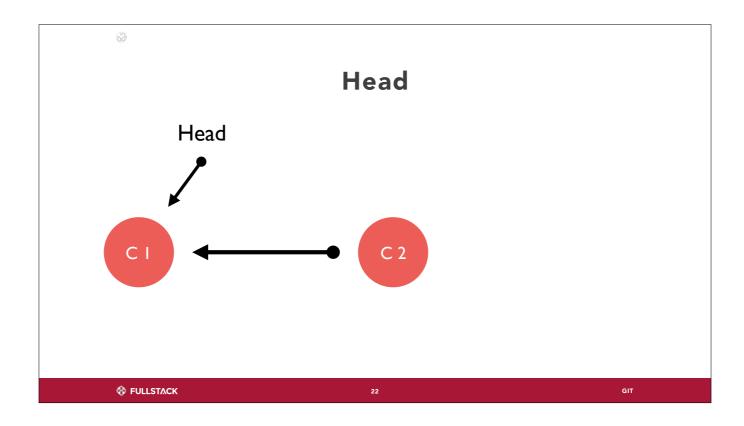
#### **Commits**

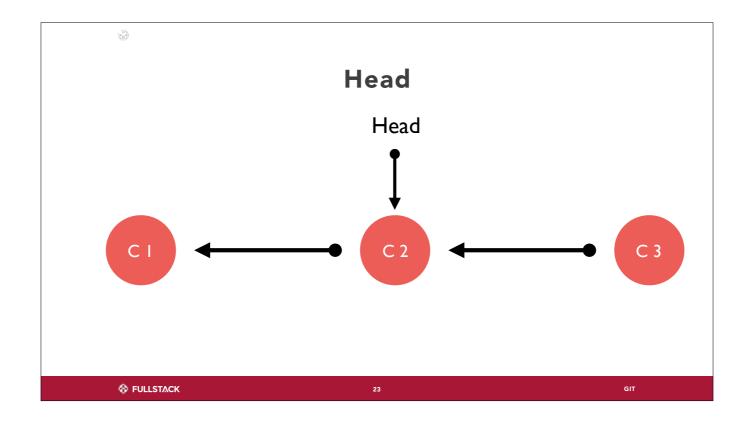
- Saves the current state of your project at that point in time
- Useful because
  - you can always go back to a previous commit if you mess up
  - documents changes that happen over time
  - organizes changes in such a fashion that makes debugging convenient (i.e. "which commit introduced this bug"?)
- © Commit early and often!

#### Head

- HEAD is a reference to the last commit in the currently checked-out branch.
- We are calling this commit "C1", but in real life commits are referenced after hashes, for example fed2da64c0efc5293610bdd892f82a58e8cbc5d8. That's why references like Head are useful.



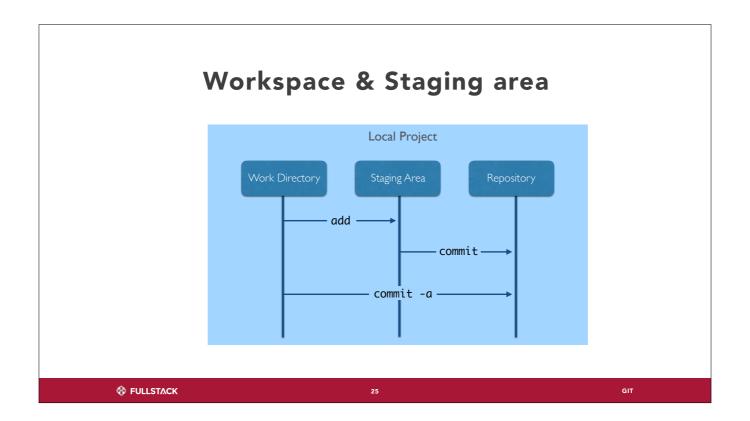




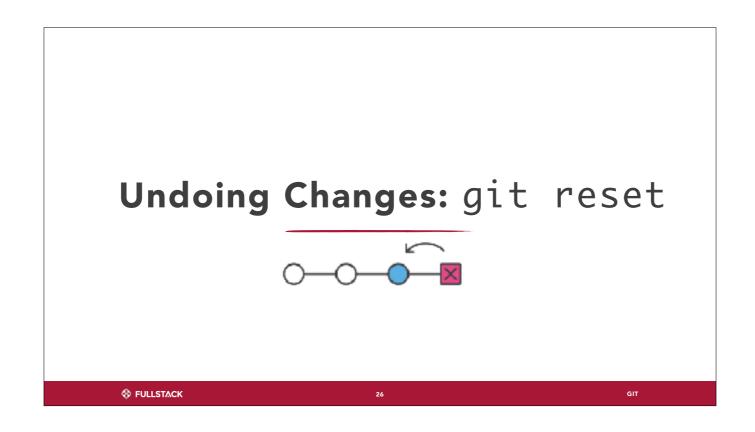
#### Workspace & Staging area

- Workspace: Your local working directory (where you do your actual work). It contains tracked files, untracked files and a special directory ".git".
- Staging area: Used for preparing commits. You can add files to the next commit.
- The Repository itself is the virtual storage of your project. It allows you to save versions of your code, which you can access when needed.

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For example, when you run "git add", you're putting a file in staging area. When you commit, the current state in the stage area is saved in the repository.

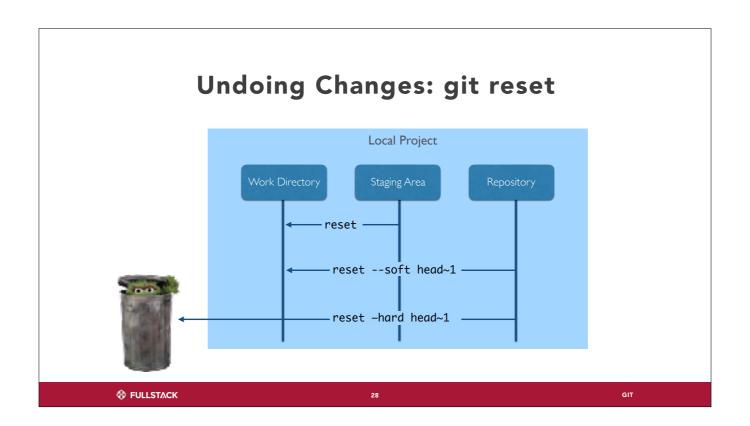


Git add & git commit are pretty basic in the git workflow: They let you move your changes in one direction: From the working directory to staging to the repo. But how to move in the other direction (removing from staging area or undoing a commit)?

#### git reset

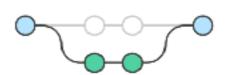
- A complex and versatile tool for undoing changes:
  - Undo Staging: git reset
  - Undo Commit (or Commits): git reset <commit>
    - soft: Keep changed files
    - hard: Delete changes files

♦ FULLSTACK 27 G



"head~1" meaning the parent of the tip of the master branch. You can travel further back (head~2...head~n)

# **Branches and Merging**



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GIT

# Scenario: two people are working on a project

♦ FULLSTACK

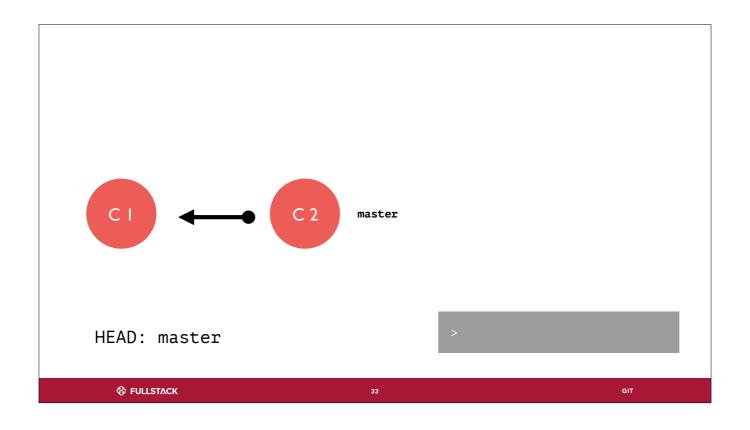
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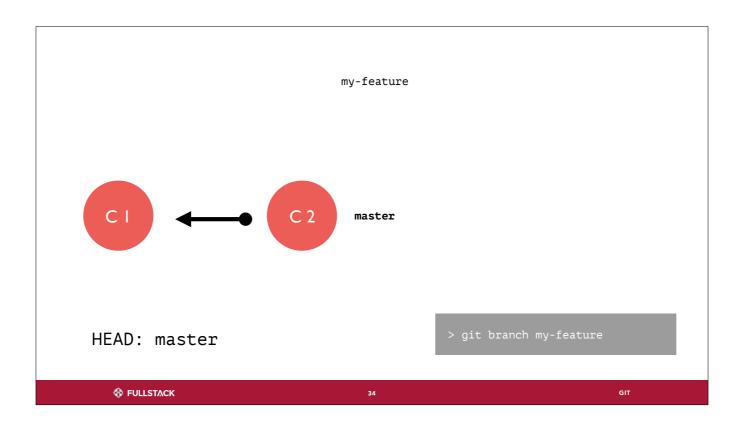
GIT

#### **Problems**

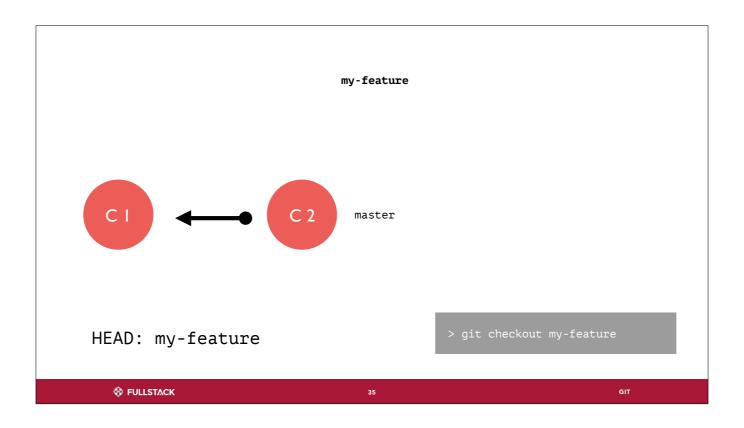
- How can I show what I've done in an efficient manner?
- If we don't like my work, how can I easily get back to where I was?
- If we do like my work, how can I integrate it together with your work?



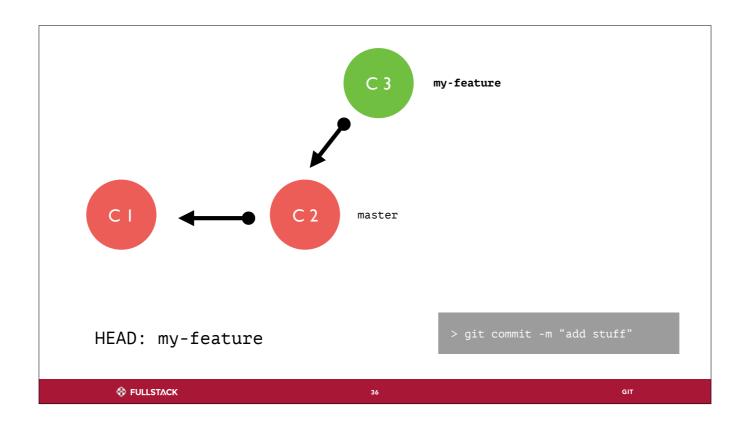


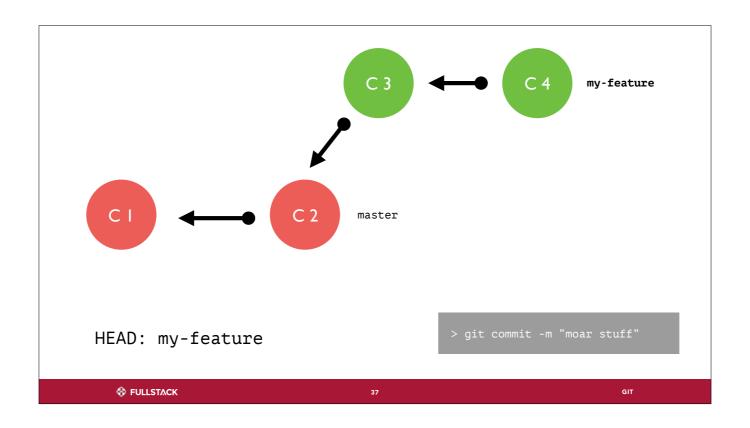


git branch: creates a new branch

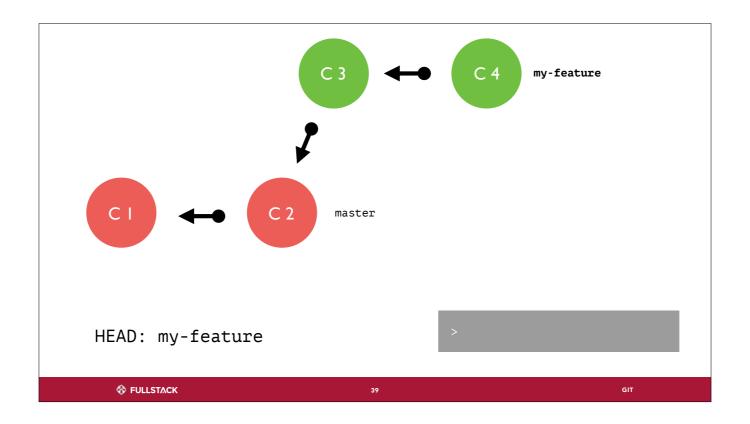


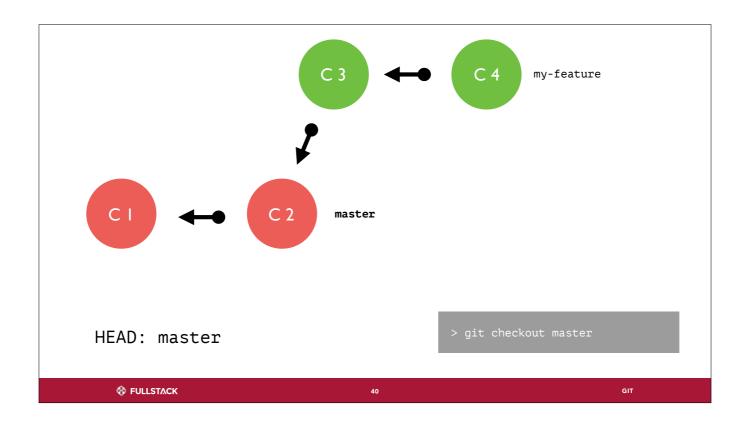
git checkout: switch to a branch

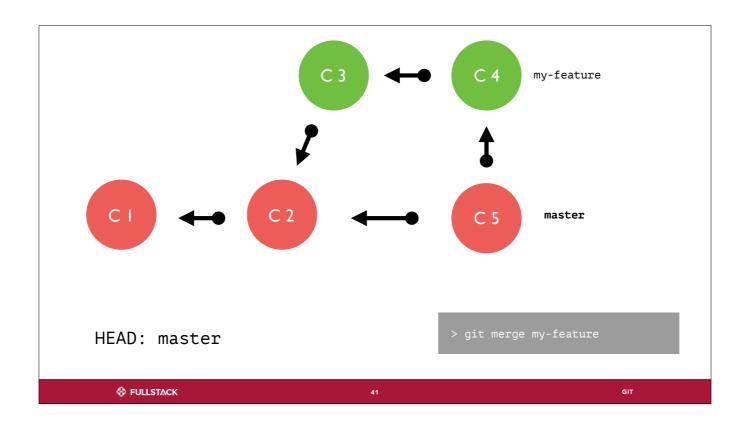










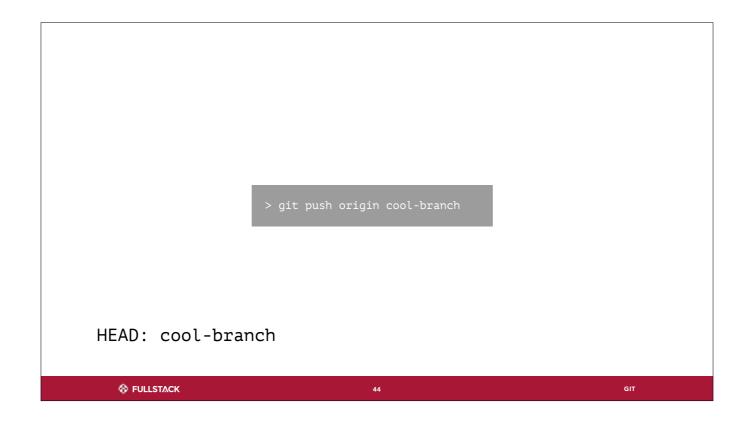


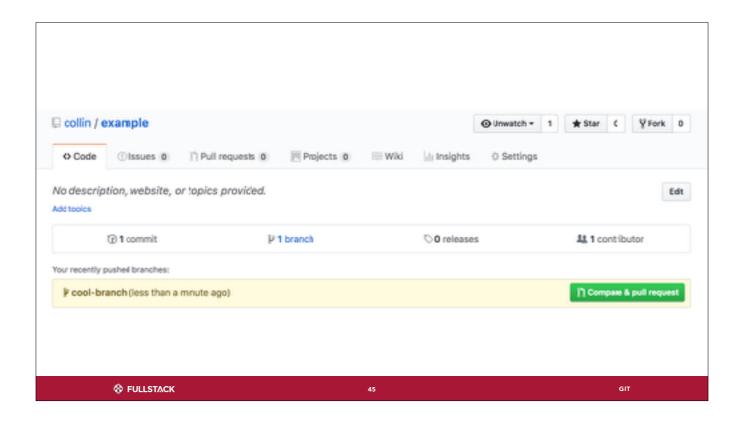


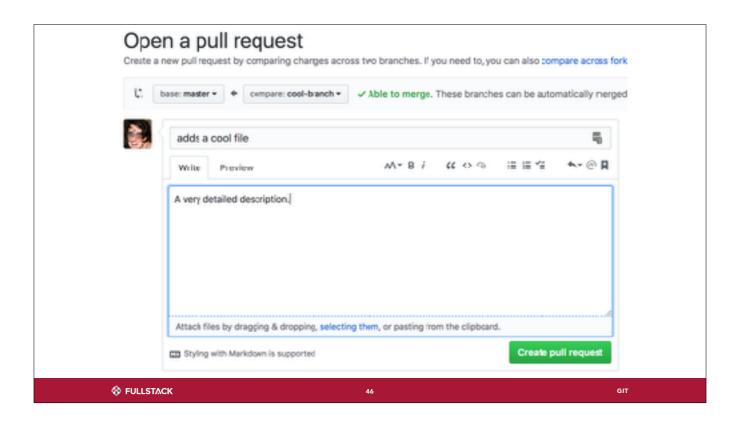
## **Pull Requests**

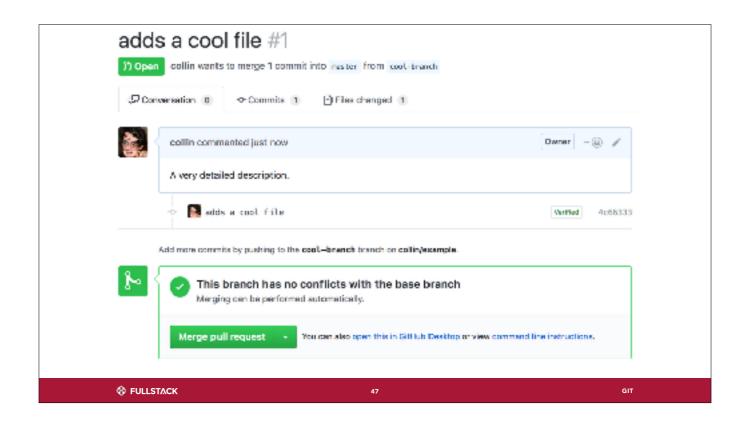
- Merging a branch on the remote, plus some ceremony (ex. code review by another team member)
- Feature of Github, not explicitly part of Git

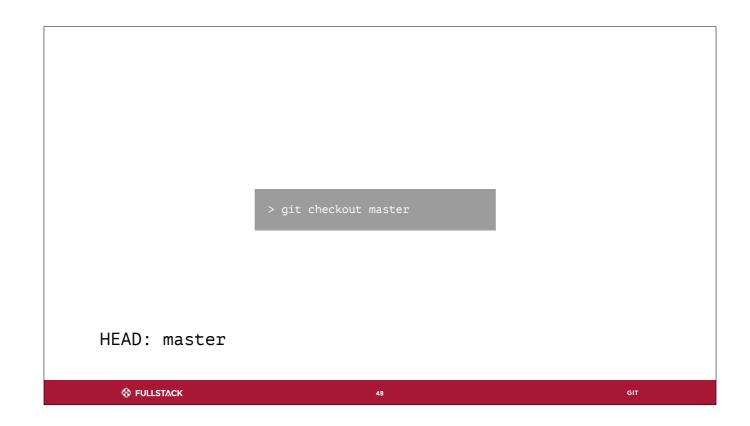
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Now to get up to date locally





## Merge conflicts

- Fairly common: not the end of the world
- Happens when Git can't automatically resolve two commits into one - needs a human to decide what version to keep
- Makes sure someone else's work doesn't overwrite another's unintentionally

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## script.js - master

console.log('hello world')

♦ FULLSTACK 52 G

```
script.js - f/howdy

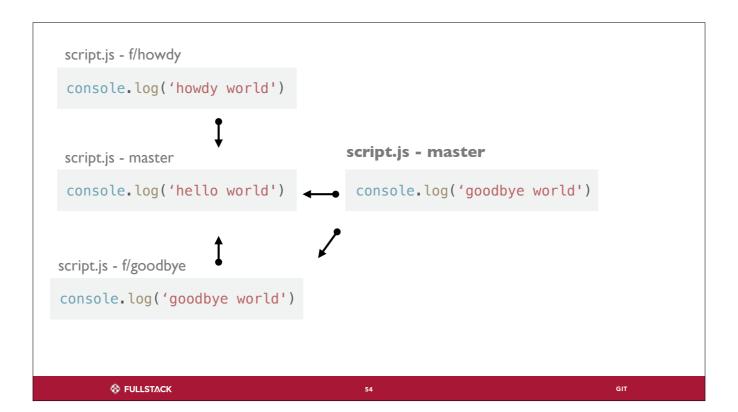
console.log('howdy world')

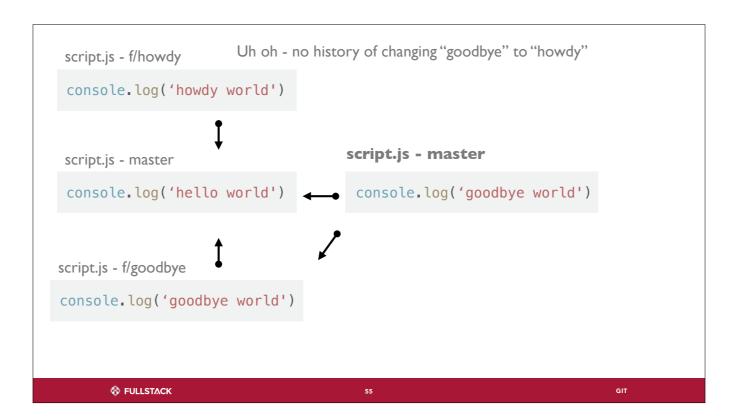
script.js - master

console.log('hello world')

script.js - f/goodbye

console.log('goodbye world')
```





Now let's say we want to merge in our howdy branch

```
<//>
<//>
<//>

<
```

Our job now is to decide which one we want, and then commit