Git diff

* git diff filename -

Forking

* A GitHub fork is a copy of your repository. Forking a repository allows you to freely experiment with changes without affecting the original project. Forking copies all files at their current version, along with all commits up to that point. Forking does not affect the original repo, this is just your own copy.

Git Log

* Shows all commits that have been made into the branch.
* Use git log –oneline to show sha and first line of commit message.
* Use –decorate to display references (branches, tags, etc) that point to each commit. Use

git log –oneline –decorate for example to show on one line.

Cloning

* A repository on GitHub is called a remote. You can clone your remote to your local computer, and then sync the two up. After cloning, you can add/edit files, and push and pull updates. This is a one time process, like git init. Git makes no distinction between working and central repo.

Commit and File Details

* git show shaID – Shows you the commit message, with the diff itself. Also see changes made in the files. This is essentially a combination of git log and git diff, however you can show a singular commit.
* git show HEAD – Shows the most recent commit.
* git show HEAD~3 – Show 3 commits before head commit. Just replace the number.
* git diff HEAD~1 HEAD~4 is a valid command. Don’t need sha’s anymore.
* git annotate – Shows git log but for a particular file. You can see changes line by line in the file.

Undoing Changes and Reverting Commits

* **git checkout --filename** - Undo’s the changes in a file if not staged. If the file is staged, unstage the changes with **git reset HEAD filename**. Then execute the git checkout command and you will undo the changes.
* **git checkout commitHash filename** - This will take you to another commit. Say you committed and pushed changes to a remote, but the code doesn’t work. You just checkout a prior commit, and the changes in the most recent commit can be corrected.

Best Practices

* You should always have a working version of your project.
* You have Master, Test, and Dev branch normally.
* The dev branch merges into the test branch, and the test into the master. Features will be in the dev branch.
* When a branch is created, the new branch contains all the commit history of the original branch up to that point.
* GitHub calls merges “pull requests”. They’re used for repositories and branches.

Branches

* You can create a branch by the command: **git branch branchName**
* **git branch** will list all branches that exist locally.
* Switch branches, you do **git checkout branchName**
* You can create and switch to the new branch with: **git checkout -b branchName**

gitIgnore

* If you have a file that you don’t want to be public, use gitignore. For example **/filename.extension** will not be included by git to be tracked.
* To ignore a folder, put forward slash first: **/folderName**
* To ignore files with a certain extension in a folder, say txt files, say **folderName/\*.txt**

Sync Branches

* If a branch exists locally, and not remotely, just push it up, and the remote will now have that branch.
* Say you create a branch called “test” in remote. You can create a new branch called test locally, and sync the local and remote branches with: **git checkout --track origin/test**
* You can also **git fetch** and then **git checkout test** if test is an existing branch in remote. Either works.

Graph Branches in Terminal

* **git log --graph** will create a graphical representation of the branch you’re in

Merging Branches

* In order to merge branches, use: **git merge branch-to-be-merged destination-branch** Make sure you get the order correct.
* When branch-to-be-merged has been merged, you can delete it with: **git branch -d branch-name**

Merge Conflicts

* When merges don’t happen automatically. For example, if same file has different code on the same line in two different branches is merged.