**Git**

1. Diff
   1. $ **diff old\_file.py new\_file.py**
   2. ‘<’ Removed from the file.
   3. ‘>’ Added to the file
   4. ‘c’ Changed.
   5. ‘a’ Added
   6. $ **diff -u old\_file.py new\_file.py** (Unified format=> show diff with more context)
   7. $ **wdiff** (shows changes in words instead of working lines of the code)
   8. Graphical diff examples. **Meld, kDiff3, vimdiff**
   9. $ **diff -u old\_file new\_file > change.diff** (‘>’ Storing result from diff -u to change.diff)
   10. The results of diff could be stored in a diff file or patch file.
   11. $ **git diff** (shows modifications in all the files that **changes before staging**)
   12. $ **git diff -staged** (shows modifications in all the files that are **in Staging area**)
2. Patch
   1. $ **patch new\_file.py < changes.diff** (If you want to reflect/apply the changes mentioned in change.diff to your original py file)
3. Making Copies
   1. $ **cp original.py original\_unmodified.py**

$ **cp original.py original \_fixed.py**

1. Check Git version
   1. $ **git –version (current 2.27)**
2. Basic Configurations (Identify user)
   1. $ **git config --global user.email “you email address Here”**
   2. $ **git config --global user.name “Your Name Here”**
   3. $ **git config -l** (to show config)
3. Making Directory
   1. $ **mkdir test** (make directory)
   2. $ **cd test** (current directory)
   3. $ **git init** (git initialize)
   4. $ **ls -l** (no. of files)
   5. $ **ls -la** (show file starting a dot)
   6. $ **ls -l .git/** (show more details of the directory)
4. Working tree
   1. $ **cp ../file1.py**
   2. $ **ls -l**
5. Adding to Staging Area & Commit
   1. $ **git add file1.py**
   2. $ **git status** (commits, to be committed, untracked)
   3. $ **git commit** (commit everything on staging area)
   4. ESC and then :wq (to exit vim)
   5. $ **git commit -m ‘message here’** (Or add commit message)
   6. $ **git commit -m ‘1st msg’ -m ‘2nd msg’** (For multiple lines)
   7. $ **git add -p** (shows modified lines and ‘y’, ’n’ to stage the changes, All tracked files)
   8. $ **git add \*** (Add all the files to staging area)
6. Modifying a file
   1. $ **vim file1.py** (open a file in vim)
7. Log
   1. $ **git log** (shows history, commit messages)
   2. $ **git log -p** (shows changed lines, p from created patch)
   3. $ **git log --stat** (shows no. of changed lines in all the commits)
   4. $ **git log -2** (shows last 2 commits. Add any no. you like)
   5. $ **git show** (view the log message and diff output the last commit if we don't know the commit ID)
   6. $ **git show insert\_commit\_id\_here** (shows changed lines for specific commit, you can also just use first 6-8 characters of commit id to work)
8. Skipping Staging Area
   1. $ **git commit -a**

It is not an add then commit feature, instead it only directly commits the files those are tracked. Untracked files are not committed.

1. House keeping
   1. $ **git rm file\_name\_here** (To delete files that are committed)
   2. $ **git commit -m ‘Deleted file’** (Commit this deletion)
   3. $ **git mv old\_file\_name new\_file\_name** (To rename files)
   4. $ **git commit -m ‘Renamed old file name’** (Commit this renaming)
2. Creating a hidden file
   1. $ **git > .gitignore** (Creates Gitignore type file, here dot means hidden)
   2. $ **git > hello.txt** (Creates a text file)
   3. $ **echo “hello” > hello.txt** (Copy text to hello.txt file)
   4. $ **echo .datfiles > .gitignore** (Copy names of .datfiles to .gitignore)
3. Undoing Changes before Committing
   1. $ **git checkout file\_name\_here** (Will restore to its latest commit, restore changes that **are not staged yet**)
   2. $ **git checkout file\_name\_here -p** (Will restore asking each lines changed)
   3. $ **git reset HEAD file\_name\_here** (Will restore changes **in the staging area** to it’s HEAD)
   4. $ **git reset -p** (Asks what changes need to be reset)
4. Amending Commits
   1. $ **git commit --amend** (opens the last commit msg along with updated staging area before this and last commit. Overrides last commit)
   2. $ **git revert HEAD** (Revert back the last commit and hence the changes made. It makes a new commit with a msg containing revert details and ID reverted, **Rollback**)
   3. $ **git revert commit\_id\_here** (Revert back any commit and hence the changes made. It makes a new commit with a msg containing revert details and ID reverted)
5. Branches
   1. $ **git branch** (list all the branches present, \* shows current branch we’re on)
   2. $ **git branch new\_branch\_name\_here** (Create new branch)
   3. $ **git checkout new\_branch\_name\_here** ( To select this particular branch, \* points to this branch now)
   4. $ **git checkout -b new\_branch\_name\_here** ( To create and select this particular branch, Shortcut)
   5. When switching back to the master branch, the actual files also change to the latest working position of the master branch. Hence the directory changes with the branch currently we are pointing to. Also, the commit history changes too.
   6. $ **git branch -d branch\_name** (Delete this branch. Gives error if unmerged changes with the master, you can force deletion just use **-D** instead of -d)
   7. $ **git merge branch\_name** (Merge this branch with master. Make sure you are currently pointing to master branch and then do this. Head points to now the Master and the merged branch\_name)
6. Merge Conflicts
   1. $ **git status** (Use this to locate where merge conflicts are present. Git also automatically add conflict details to the actual file for faster corrections)
   2. $ **git add** (Add the rectification done and then use git status to check if all the conflicts are resolved)
   3. $ **git commit** (different commit style as resolving merge conflict. Automatically merged now)
   4. $ **git log --graph --oneline** (graphical way to represent the merge)
   5. $ **git merge --abort** (Stop the merge if conflict is too complicated for now)

**NOTES**

1. Git-scm.com ( SCM – Source Control Management, similar term for VCS)
2. Other VCSs (Ex: Subversion, Mercurial)
3. MinGW64 – Environment in Windows to let us use same command lines as in Linux.
4. IDE- Integrated Development Environments
5. GPL Version 2 License – free license to use and modify
6. .git – Configuration file open with text and .sh file open with bash
7. Git directory – Contains changes
8. Working tree – uncommitted files (current working files)
9. Git project have three areas:
   1. Git directory
   2. Staging Area
   3. Working Tree
10. A file in the directory could be:
    1. Untracked
    2. Tracked
       1. Modified
       2. Staged
       3. Committed
11. Commit without a message is aborted. No commit without message.
12. Good Commit Message :
    1. First line – short description (<50 characters)
    2. Second line – Empty
    3. Follows a paragraph (<72 characters) for detailed description
13. HEAD – points to current commit (could be in different branch, like bookmark)
14. $ clear – to clear screen
15. .gitignore files are used to tell the git tool to intentionally ignore some files in a given Git repository. For example, this can be useful for configuration files or metadata files that a user may not want to check into the master branch.
16. Avoid amending commits that are already public. Good for local commits though.
17. Commit ID : 40 char long string (Hash key generated by SHA1 algorithm)
18. Branch – A pointer to a particular commit (independent line of development)
19. Git Checkout – To check out the latest snapshot for both files and for branches
20. Branch Merge – two different algorithms for this: **fast forward** and **three-way merge**
21. Three-way merge activates when there some kind of divergence between two branches. From their most recent common ancestor, git combines the changes in both the branches. If the changes are in the same part of a file, **merge conflicts** arise.
22. Github, BitBucket, Gitlab are some examples of remote web based repository hosting.
23. .md – Markdown file