

Git for Teams

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PTN
GLOBAL

Goals

- ~~Git Commands~~
- Git Workflow

Agenda

- The Good & Bad
- Access Control
- Branching Pattern
- Repository Architecture
- Maintenance Strategy
- Challenge

Part 1: The Good & Bad

The Good

Git truths you need to internalize:

- Git is a very good content tracker for text files.
- Git is very fast compared to centralized version control system.

The Bad

Git core will not solve all of your problems:

- Git is not a dependency manager.
- Git takes whole file snapshots.
- Git is not optimized for tracking binary files.
- Git does not include in-repository access control.
- Git becomes slower as your history gets very, very large.

Part 2: Access Control

When you first create a project, you will need to decide who can commit their code to the repository.

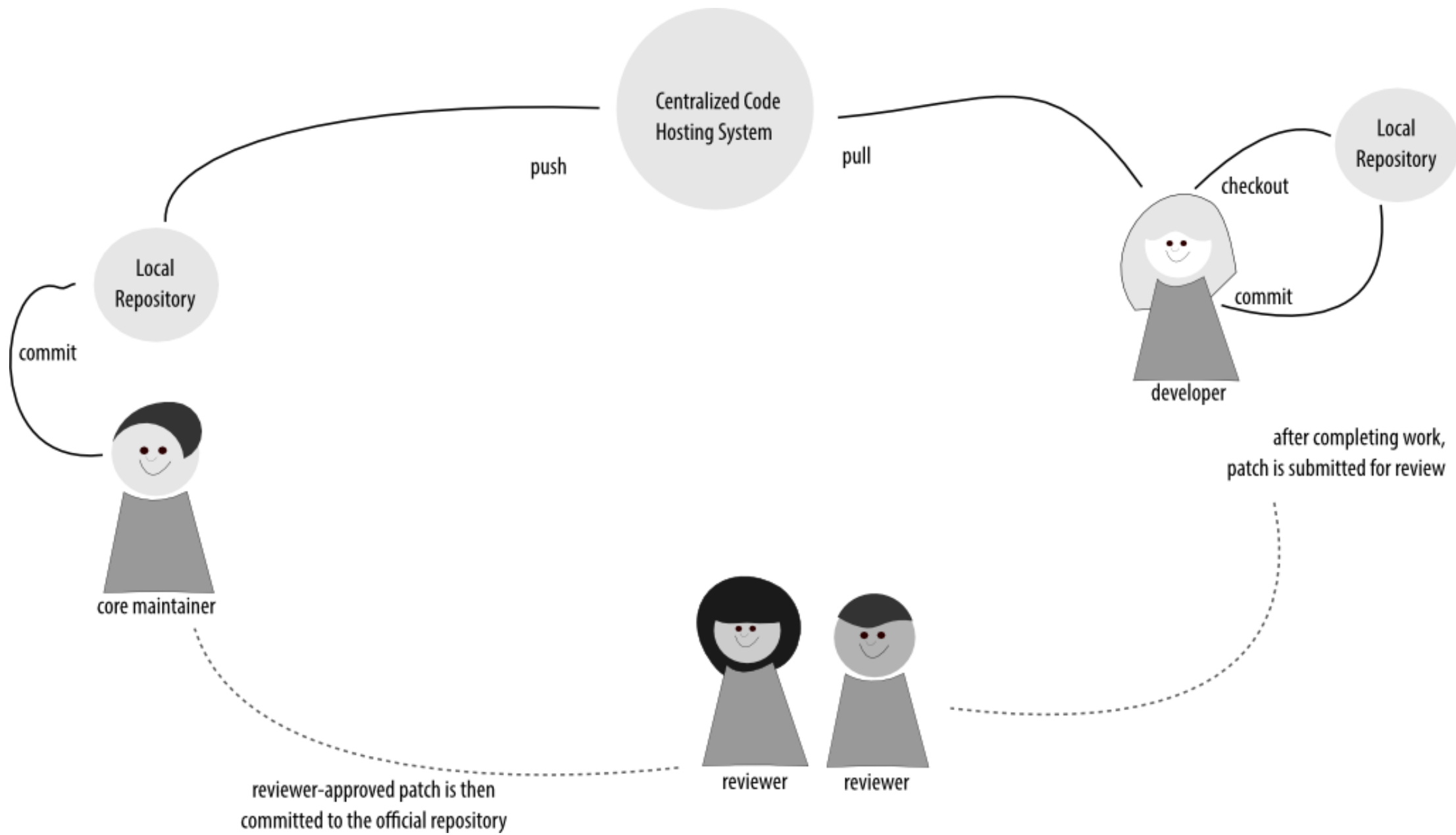
- Who gets write access?
- What can they commit to?

Strategies

- Dispersed Contributors
- Collocated Contributors
- Shared Maintenance

Strategy #1: Dispersed Contributors

- Trust No One; Propose a Solution
- Everyone has read access. Very few have written access. Suggested changes are presented as whole ideas in a single patch file for review.



Pros & Cons

Pros

- Forces a review process.
- Works well with git tools (bisect, gitk).

Cons

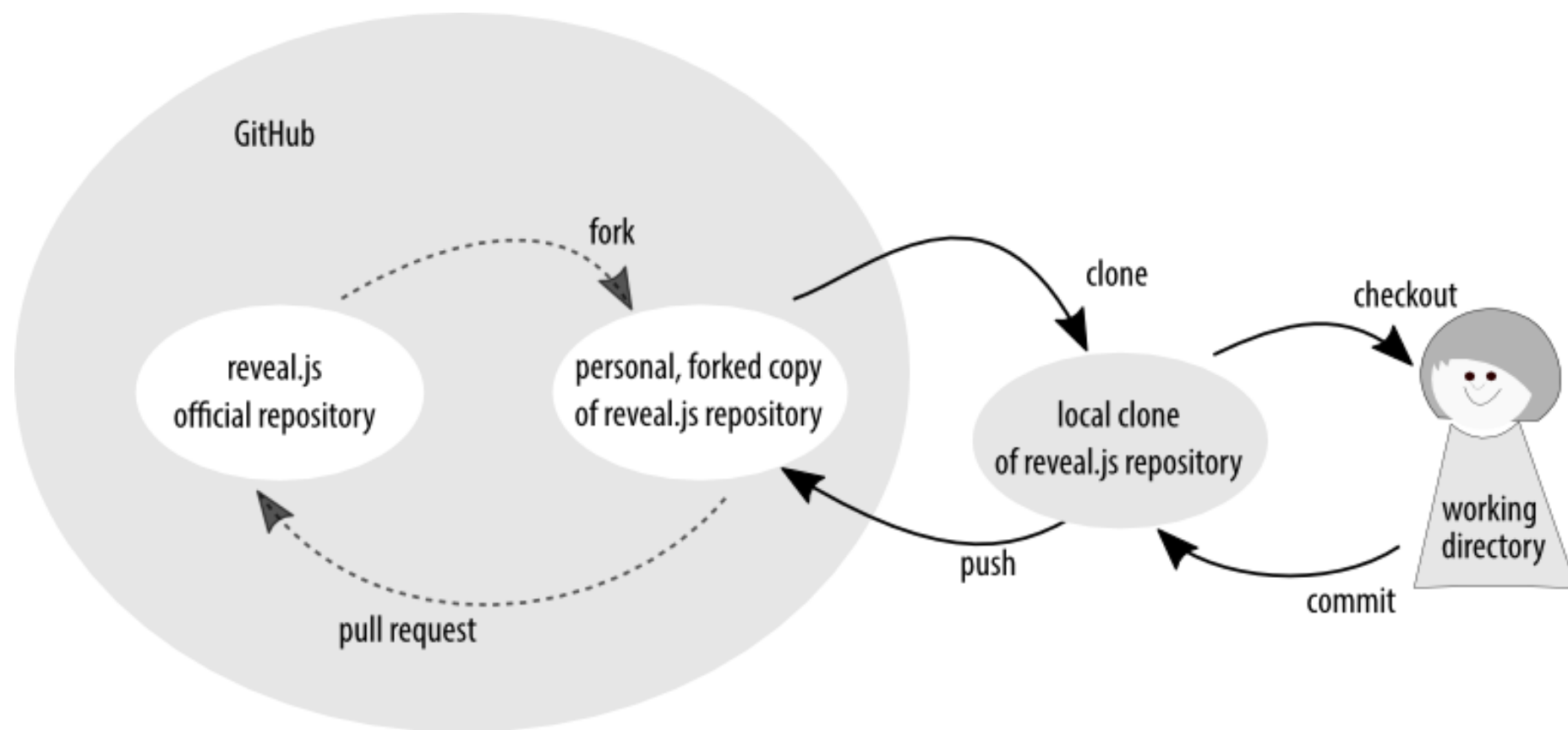
- Sharing work is more complicated than branching.
- Contributors (potentially) need to setup their own code hosting platform.

Examples

- Linux
- FOSS projects still using a centralized code hosting model OR mailing-list code sharing model

Strategy #2: Collocated Contributors

- Trust No One; Show Your Work
- Project forks give full permissions to developers so they can do work in any commit granularity they choose. New work is added to the main project through a request to the upstream project via a proposed branch of commits.



- ☒ forked the project
- ☒ cloned the remote
- ☒ created a new local branch
- ☒ checked out the new branch
- ☒ edited files to match OSCON CSS
- ☒ committed new CSS changes
- ☒ pushed branch to cloned remote
- ☒ submitted a pull request

Pros & Cons

Pros

- Forces a review process.

Cons

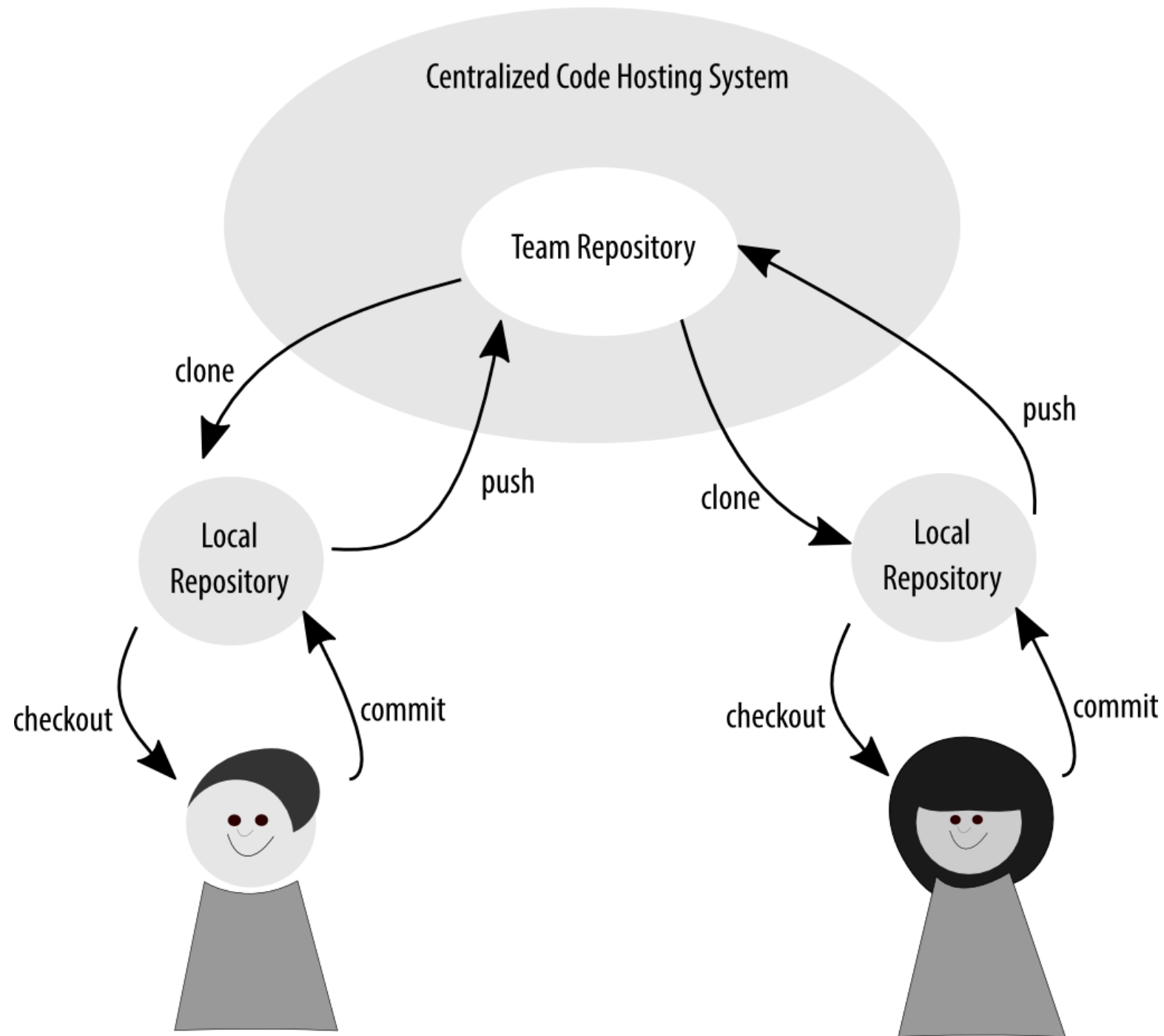
- Commit granularity may prevent effective debugging.
- Private repos must be duplicated per team member.
- More steps to incorporate new work.

Examples

- Django
- Ruby on Rails
- CakePHP
- FOSS projects hosted on GitHub

Strategy #3: Shared Maintenance

- Trust the Process
- Developers work in a branch of the centralized code repository. Only the politics of the project prevent them from committing their work to the main body of work.



Pros & Cons

Pros

- Encourages clean/working master.

Cons

- Encourages, but does not require code review.
- Must give explicit write permission to all team members.

Examples

- Internal projects with trusted developers

Summary

- Dispersed Contributors - Trust No One; Propose a Solution
- Collocated Contributors - Trust No One; Show Your Work
- Shared Maintenance - Trust the Process

So What?

- If you choose **shared maintenance**, you need to setup a **PRIVATE** repository for your code, and to push their changes to the grant permission to all team member.
- If you choose **collocated repositories**, you need to setup **PUBLIC** or **PRIVATE** repository for your code, and ensure all team members can create their own PUBLIC or PRIVATE copy of the project, AND submit merge requests to the main project.

Best Practices

- Choose and use a strategy that suits your governance model.
- Basic setup has teammates share a centralized repository.
- Pull requests are commonly used as an access gate (for specific branches).

Part 3: Branching Pattern

Identify and describe how your code is collated within your repository.

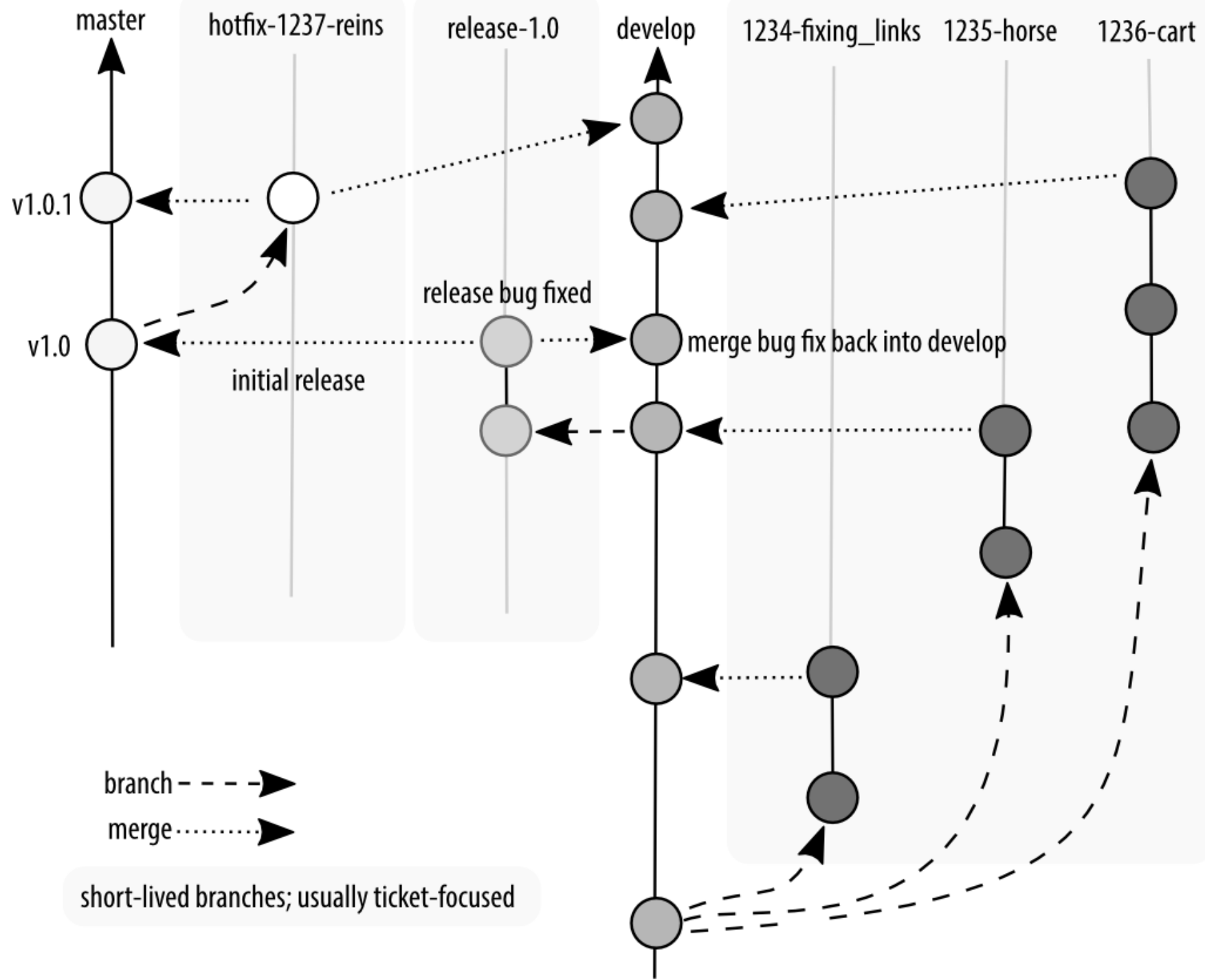
- How do you separate your work in progress from fully tested, approved work?

Popular Convention

- Scheduled Release
- Branch-per-Feature
- State/Environment Branching

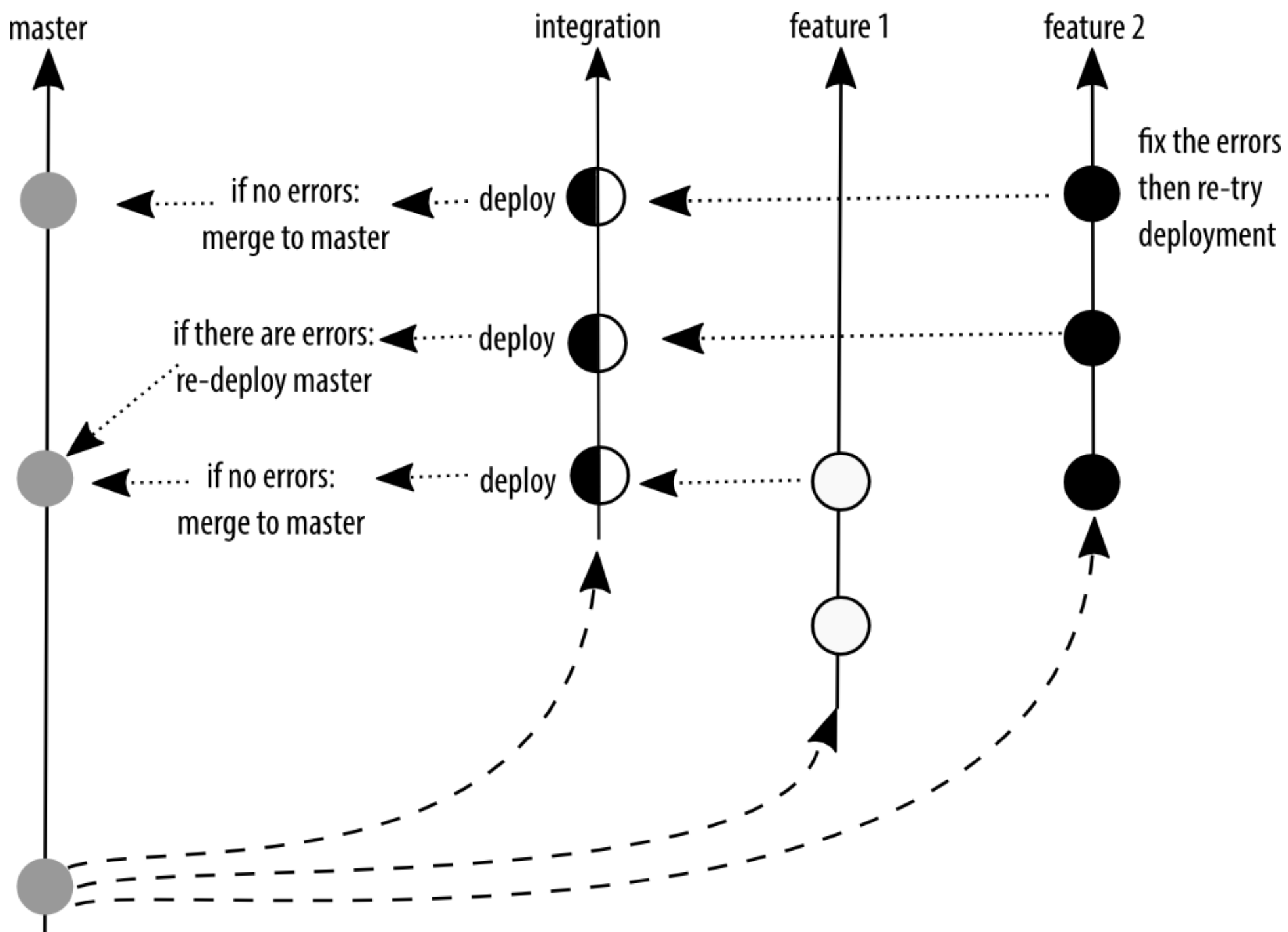
Scheduled Release

- Optimized for the collation of many smaller changes into a single release.
- Typically used for a download-able product; or web site with a scheduled release cycle (e.g. "Wednesdays").
- Incorporates human-reviews, and possibly automated tests.

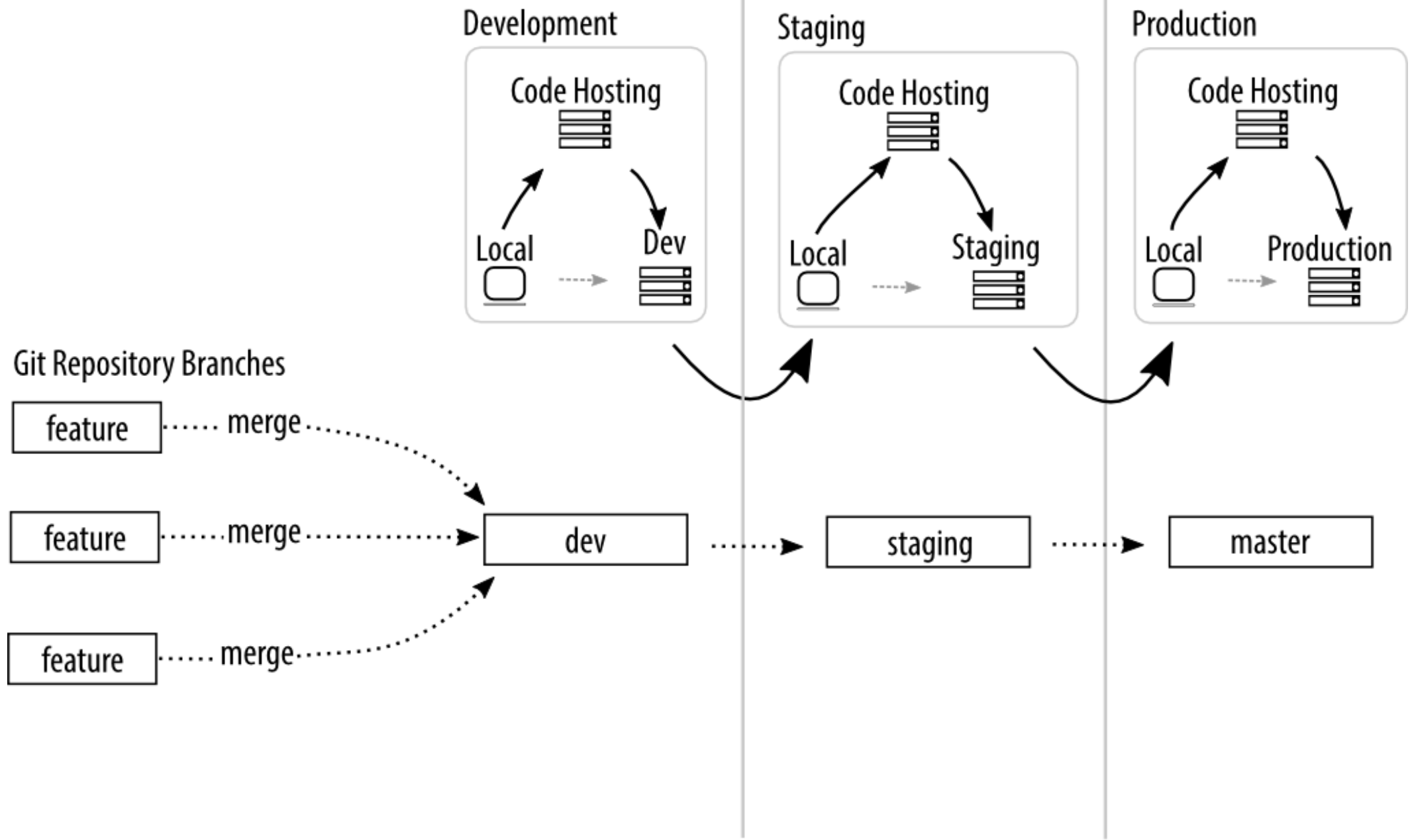


Branch-per-Feature

- Code is deployed faster than scheduled releases; assumes all check-ins are deployable.
- Requires (trusted) test coverage.
- Typically uses a mechanical gatekeeper (CI) to check in code to the master branch.
- Often has flippers/flags for fine grained access to in-progress features.
- Fewer branches to maintain / keep updated.



State/Environment Branching



So What?

- If you choose **SCHEDULED DEPLOYMENT**, streamline how your code is collated for release.
- If you choose **BRANCH-PER-FEATURE**, codify how trust is deployed in your code.
- If you choose **STATE BRANCHING**, establish your infrastructure and automate where possible.

Best Practices

- Pick a branching strategy which suits your deployment schedule.
- It doesn't really matter which strategy you use.
- Document the exact steps people should use. Ensure documentation is followed.

Part 4: Repository Architecture

- How do you manage dependencies?
- Where do you store very large files?
- How do optimize your build process for very fast deployments?

Dependency Management

- "Vendor branches" -- named branches for upstream work.
- Version your build manifest.
- Subtrees -- nest repositories without tracking.
- Submodules -- nested repositories with hierarchical tracking.

Monolith and Microservices

Monolith:

- Consider your audience: if you don't need to scale, and it's easier for your team, use a single repository to store all knowledge for a project.
- If you don't know exactly what you're building, stick to one repo for your code.
- If the language you're working in doesn't have a package manager, consider using one repo for deployments.

Monolith and Microservices

Microservices:

- Think OOP: For separate functionality, use separate repositories.
- Pull together related pieces at build time.

Very Large Files

- Compiled dependencies: i.e., libraries your program needs to run.
- Asset binaries: e.g., source files for images, video files.

Use Offsite Storage for Very Large Files

Do not version binaries in the repository; reference them from another location.

- [git-annex](#)
- [git-bigfiles](#)
- [GLFS](#)

Use Shallow Clones for Faster Deployments

Avoid grabbing all versions of a file for the deployment.

```
$ git clone --depth [depth] [remote-url]
```

```
$ git clone [URL] --branch [branch_name] --single-branch  
[folder]
```


Best Practices

- Store very large files outside of the repository.
- Speed up deployments with shallow clones.
- Start with a single repository while you finalize your architecture.
- Refactor into stand-alone repositories when you can identify discrete operations.

Part 5: Maintenance Strategies

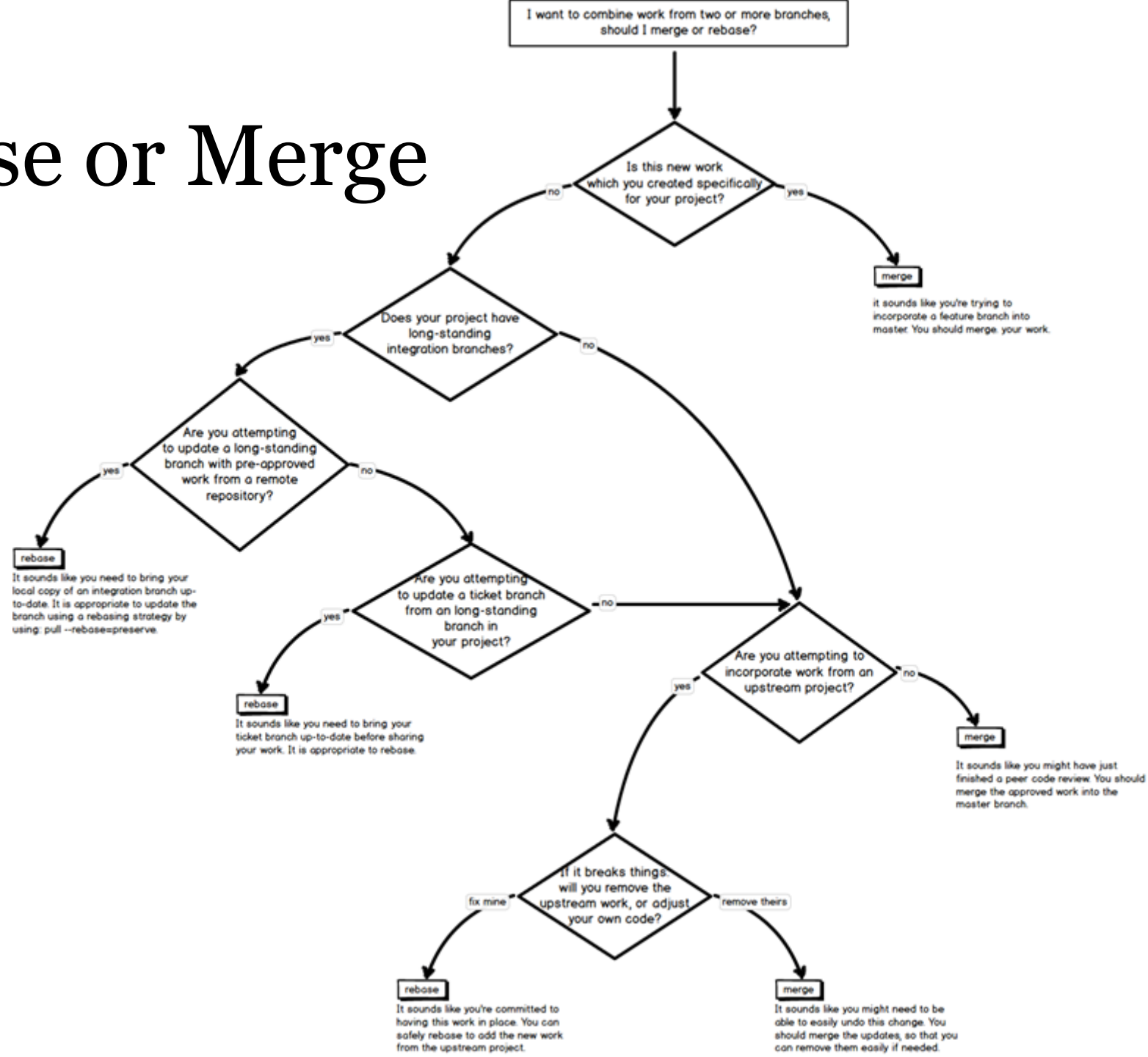
- How do you incorporate upstream work? aka How do you bring branches up to date?
- How do you combine newly approved work into your project's stable branch?

Why the Fuss?

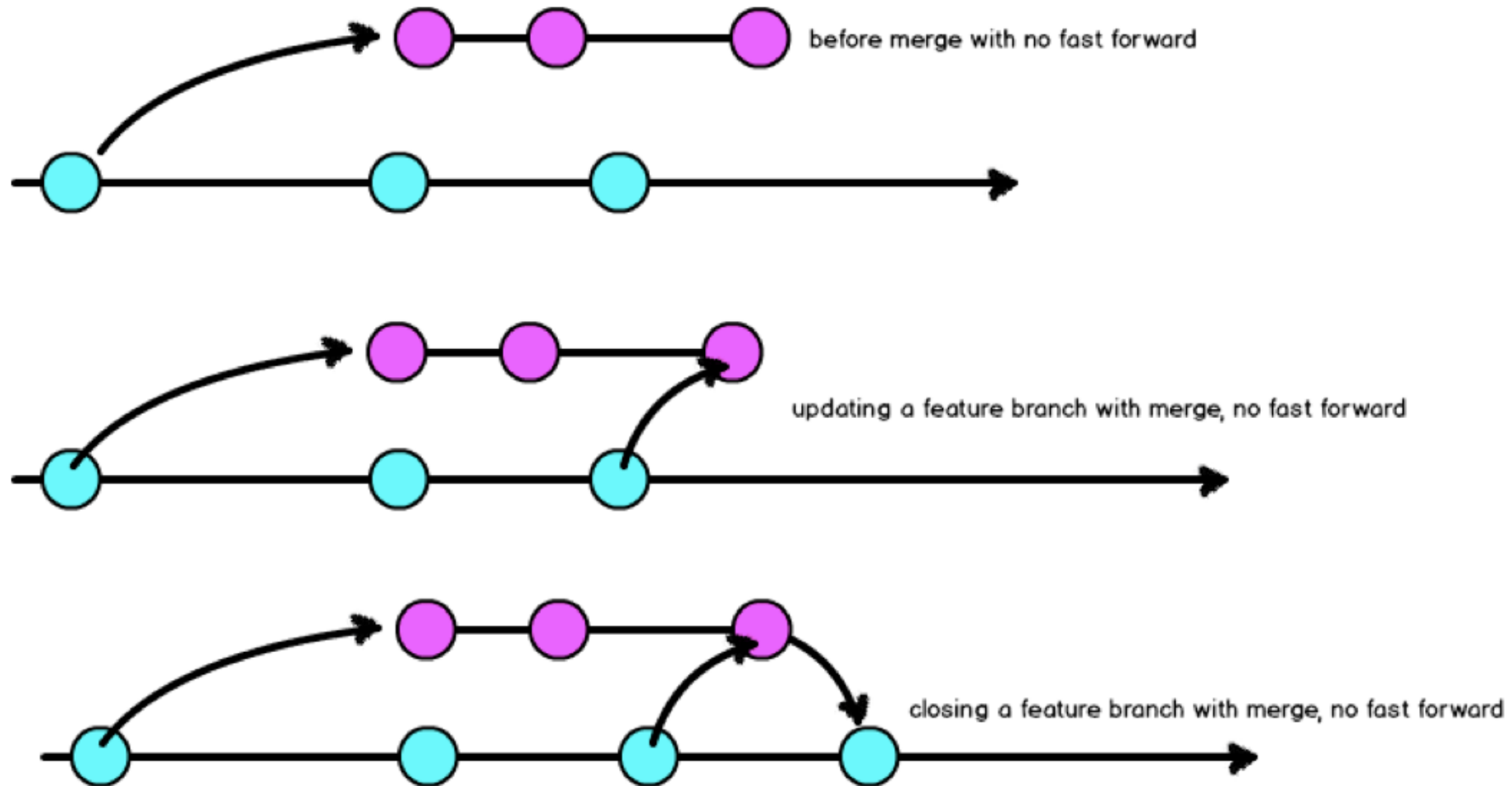
Because TIMTOWTDI

- `pull => fetch + merge`
- `pull --rebase=preserve => fetch + rebase`
- `merge --no-ff => forces a merge commit object (“true merge”)`
- `merge --ff-only => fast forward (graph looks like rebase)`
- `merge --squash => compress commits to one; then merge`
- `rebase => forward-port local commits`
- `cherry-pick => merge individual commits`

Rebase or Merge

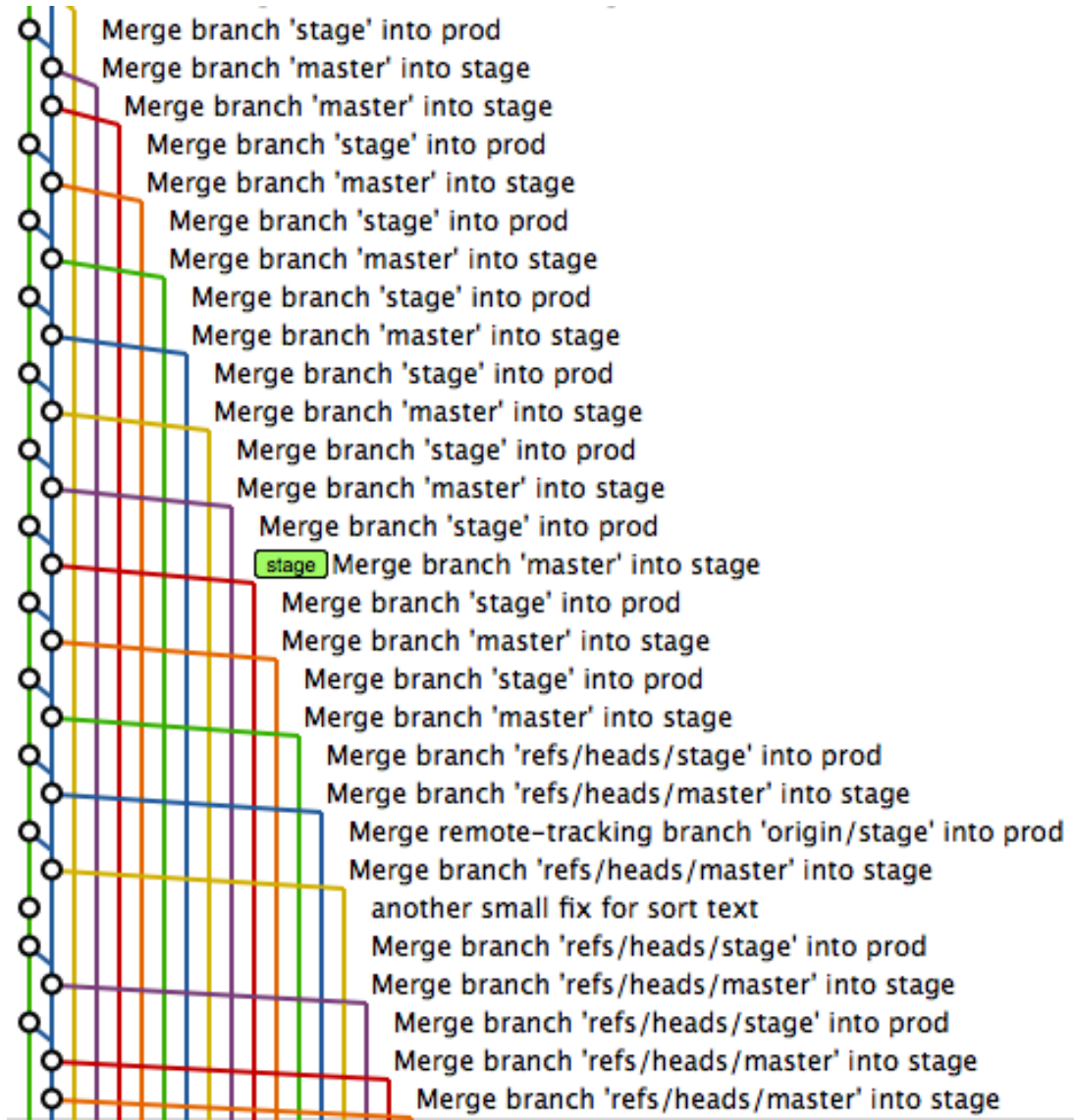


Merging to Update is "Messy"



Make ATO
Copyright da
Merge pull n
Add atom
Merge pull n
added site
First pass at
Updated dep
No need for
Merge pull n
Spelling fi
Merge p
Spelling
Merge p
Fix cate
Merge p
Fix typo
Post navig
Merge pul
Add missi
Add a fen
Migrate fully
More robust
Download pl
No more ass
Additional fl
Migrate to p
Merge pull n
Throw hel
Fixed forc
Load s3.c
Updated dep
Merge pull n
Removing

Merge Commits to Combine are "Messy"



Commit to Whole Thoughts

Reshape commit objects so that they are:

- just the right size
- contain only related code
- conforming to coding standards

\$ git rebase --interactive HEAD~n

Convert Conversations to Conclusions

If the review process has resulted in additional commits, squash these commits into logical conclusions.

- Prior to merge:

```
$ git rebase --interactive HEAD~n
```

- At merge:

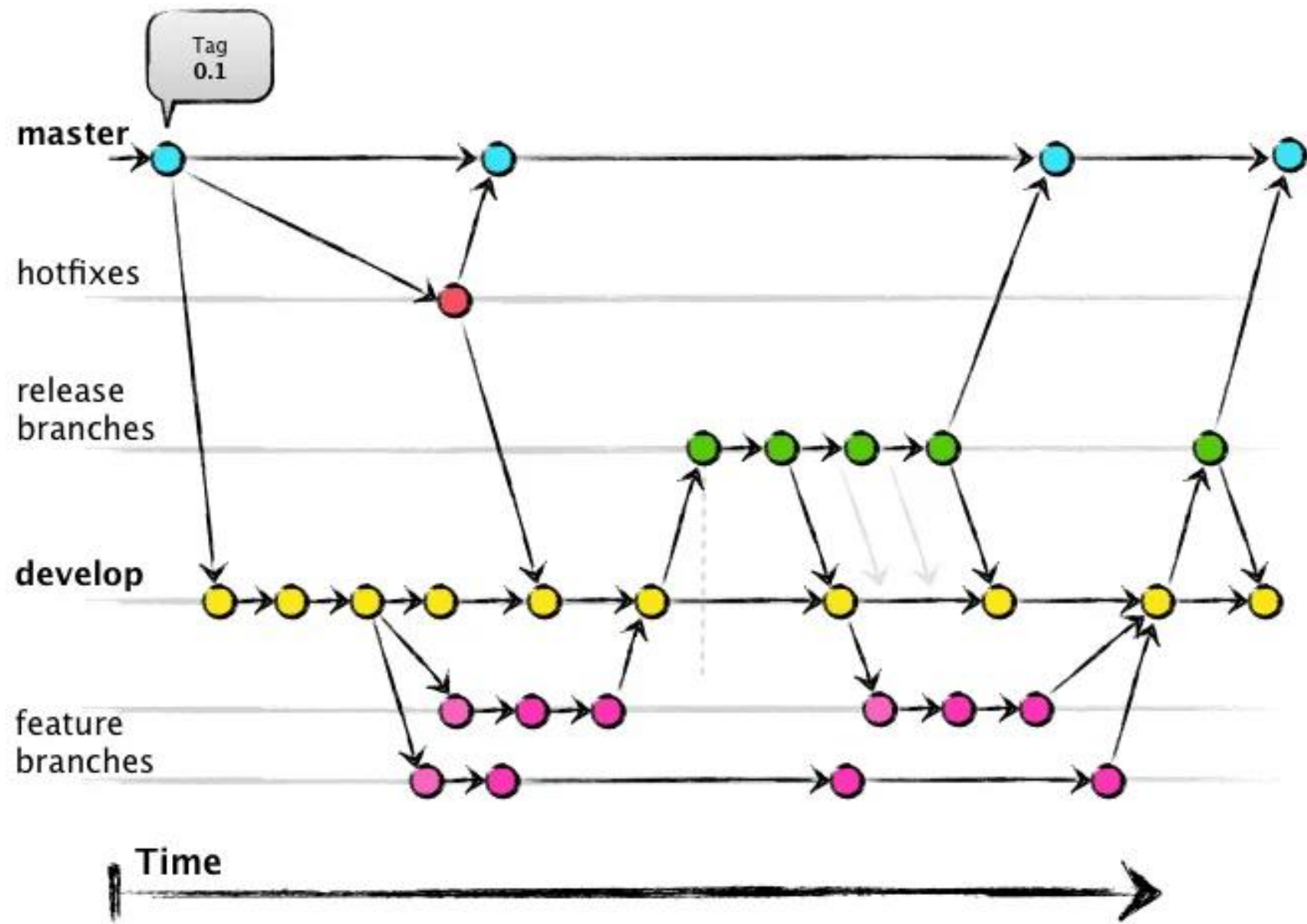
```
$ git merge --squash NNNN-pull_request_branch
```


Best Practices

- When submitting work for review: Commit to whole thoughts.
- When merging work: Convert conversations to conclusions.
- By default pull will merge. This is hard to read in a graph.
- (if it matters): use `pull --rebase=preserve` to update your branches.

Thanks!

- Question & Answer
- Demonstration



Part 6: Challenge

Set up a Git project for team

- Development team: 3+ developers, 1 scrum master
- Operation team: 2 operators
- Management team: 1 project manager

Delivery Plan

- 1 Feature Package/2 weeks
- 1 Patch Package/4 weeks
- 1 Production Package/3 months

How to

- Describe the work your team does.
- Map your network of repositories.
- Diagram your branching strategy.
- Defend what gets stored in the repo.
- Simulate delivery plan.
- Submit your team result: link of repositories, diagrams, team members.

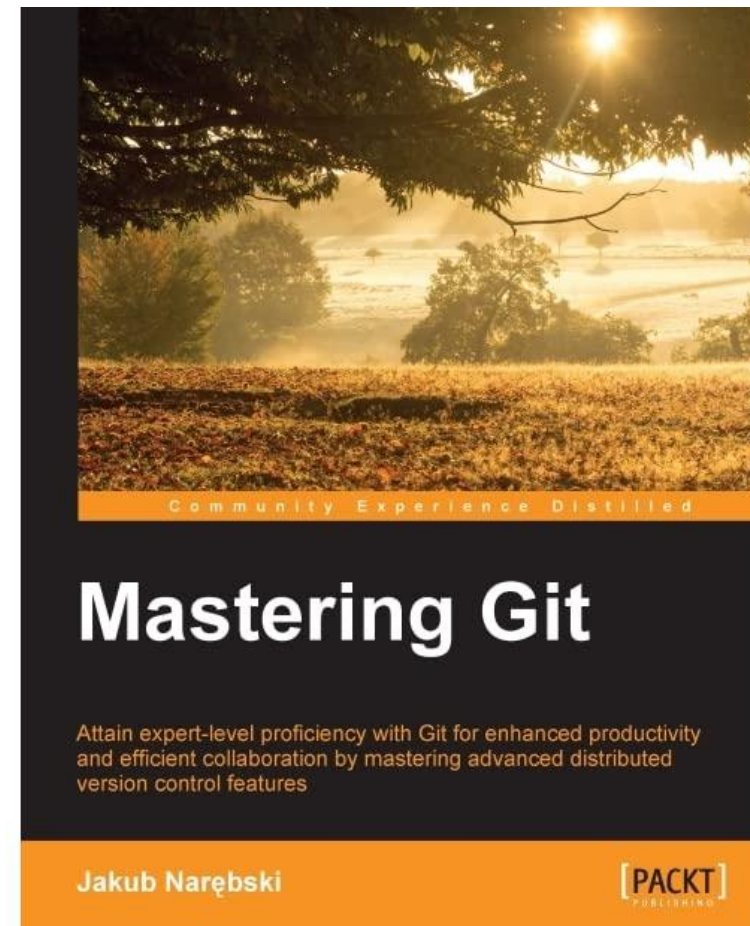
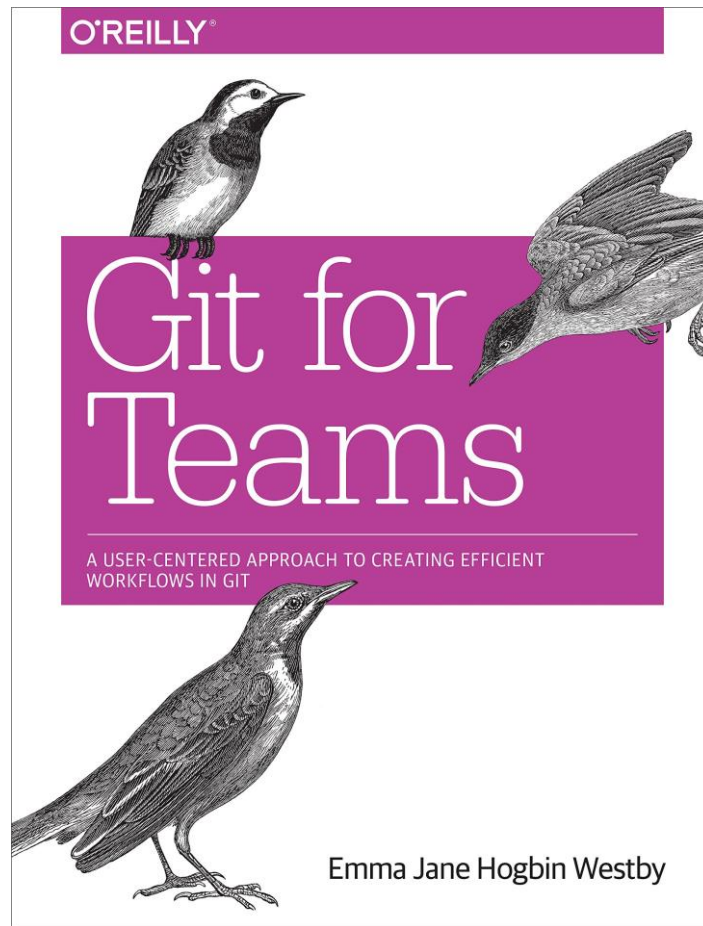
Required Using

- cherry-pick
- rebase
- merge
- tag
- branch
- pull request
- code review

Resources

Books, References and so on.

Books



References

- [Introduction to Git](#)
- [Git Documentation](#)
- [Pro Git](#)
- [ungit](#)

- [How to Handle Big Repositories with Git](#)
- [HackerNews: How do you handle your microservices](#)
- [StackExchange: How do you handle external dependencies?](#)
- [Organizing Microservices in a Single Repository](#)
- [Mastering Submodules](#)

Retrospective

- What did you learn?
- What is (still) confusing?
- What do you think would have made this workshop better?
- What is your interesting topic for the next workshop?