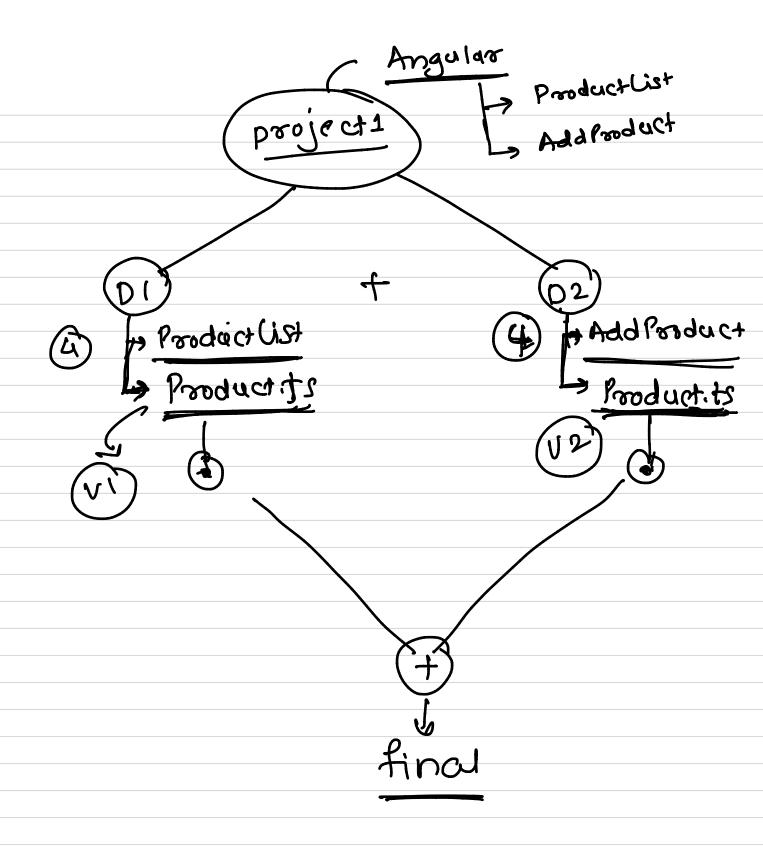
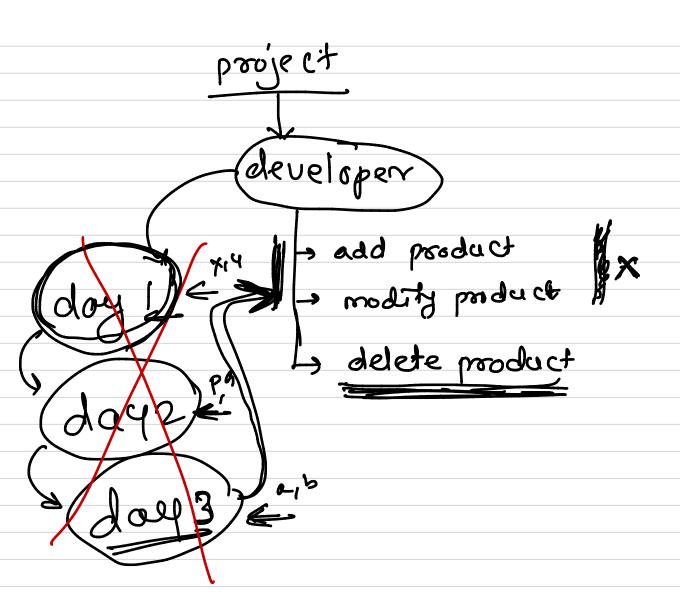
Version Control System

- source code management (scm)

- versions revisions
- also known as revision control or source code control system
- is the management of documents (source code)
- logical way to organize and control the revisions of source code
- tracks and provides control over the changes made in the code
- - ~ CVS Concurrent Versioning System
 - ~ SUN Subversion
 - ✓ Git →
 - ✓ Bazar →
- Types
 - Client<u>-Server</u>





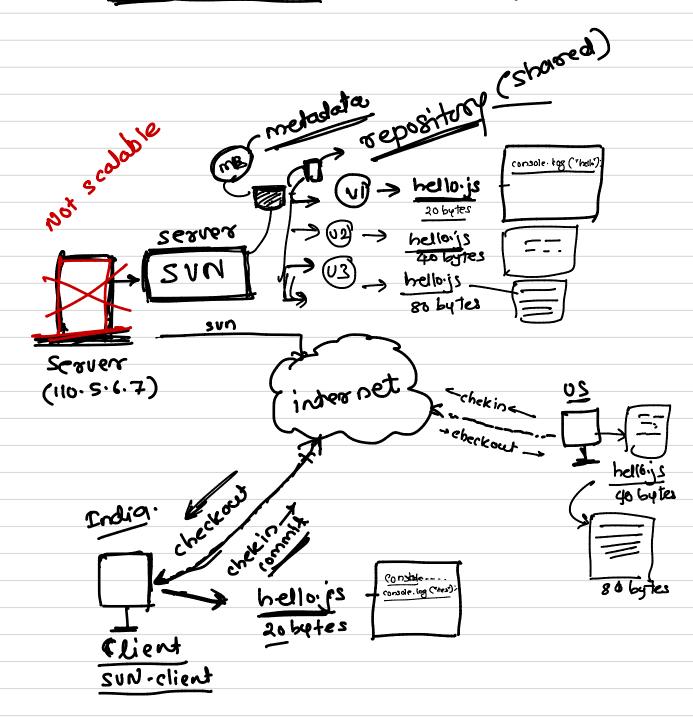
Client-Server model

- Directory which conding source code • only one server maintains shared repository (repo)
- every developer sends the changes to the same repository
- disadvantages
- not scalable.
- (a) we dependency on the server
- E.g.
 - open source
 - CVS (Concurrent Version System)
 - SVN (Subversion)
 - Proprietary
 - AccuRev
 - Razor
 - TeamCity
 - Vault
 - ✓ Visual SourceSafe

(checkin)

3 client needs connectivity with the server to checkin the code

client-server som (sun)



(1) a server will host som server process

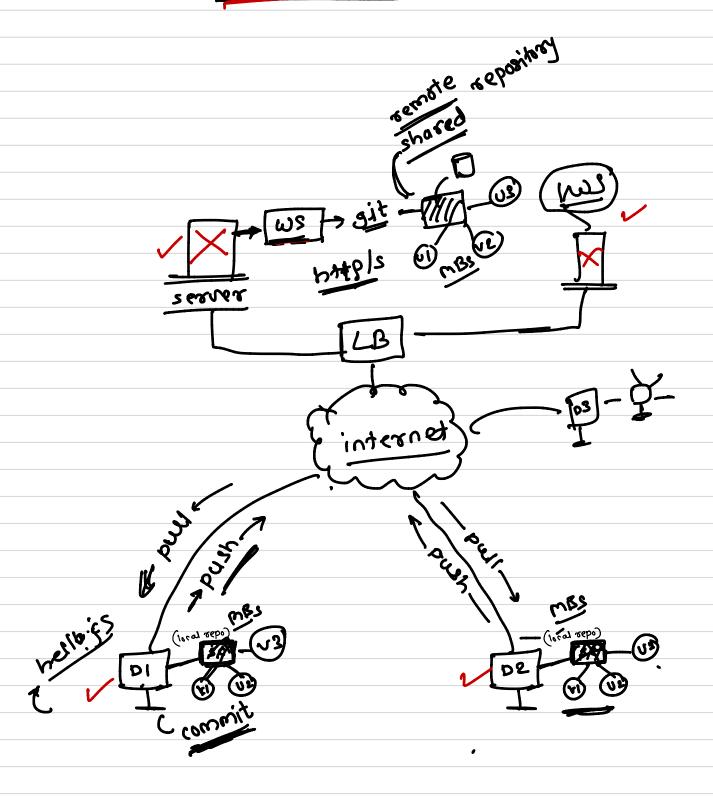
a developer

to checkout the latest code from server to the server

Distributed model

- takes peer-to-peer approach to version control
- synchronizes repositories by exchanging patches from peer to peer
- there is <u>no single server which maintains the code</u>, rather user has a working copy and full change history

Distributed som (git)

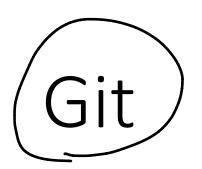


Distributed model – advantages

- allows users to work productively even when not connected to internet
- common operations like commit, version history etc. are faster because there is no need to communicate with server
- communication with server is necessary only when developer wants to share the changes with others
- allows private work, users don't need to publish the changes for early drafts
- working copies function effectively as backups
- permits centralized control of the release version of code

Distributed model – disadvantages

- initial checkout of repository is slower than client-server version control system
- additional storage is required for every user



History

- Linux Kernel developers were using BitKeeper till 2005
- The copyright holder of BitKeeper, Larry McVoy, had withdrawn free use of the product after claiming that Andrew Tridgell had reverse-engineered the BitKeeper protocols
- Linus Torvalds wanted
 - To take Concurrent Versions System (CVS) as an example of what not to do
 - To support a distributed, BitKeeper-like workflow
 - To include very strong safeguards against corruption, either accidental or malicious
- But none of the available free systems met his needs

History

- 5
- The development of Git began on 3 April 2005
- Torvalds announced the project on 6 April
- It became self-hosting as of 7 April
- The first merge of multiple branches took place on 18 April
- Torvalds achieved his performance goals on 29 April
- On 16 June Git managed the kernel 2.6.12 release
- Torvalds turned over maintenance on 26 July 2005 to Junio Hamano, a major contributor to the project

Characteristics

- Strong support for non-linear development
- Distributed development
- Compatibility with existent systems and protocols
- Efficient handling of large projects
- Cryptographic authentication of history
- Toolkit-based design
- Pluggable merge strategies

- Repository
 - Directory containing .git folder
- Object
 - Collection of key-value pairs
- Blobs (Binary Large Object)
 - Each version of a file is represented by blob
 - A blob holds the file data but doesn't contain any metadata about the file

1000

remote (shared)

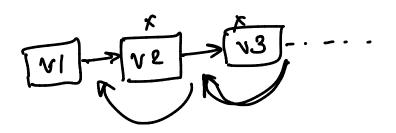
- It is a binary file, and in Git database, it is named as SHA1 hash of that file
- In Git, files are not addressed by names. Everything is content-addressed



- Clone operation creates the instance of the repository
- Clone operation not only checks out the working copy, but it also mirrors the complete repository
- Users can perform many operations with this local repository
- The only time networking gets involved is when the repository instances are being synchronized

Pull

- Pull operation copies the changes from a remote repository instance to a local
- The pull operation is used for synchronization between two repository instances



🥕 Push 🥕

- Push operation copies changes from a local repository instance to a remote
- This is used to store the changes permanently into the Git repository

HEAD^{*}

Lcommit

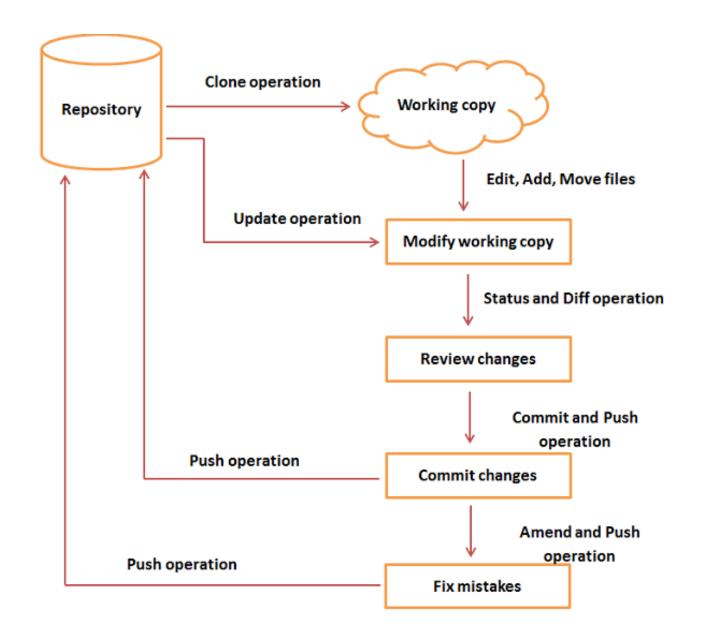
- HEAD is a pointer, which always points to the latest commit in the branch
- Whenever you make a commit, HEAD is updated with the latest commit
- The heads of the branches are stored in .git/refs/heads/ directory

Commits

- Commit holds the current state of the repository.
- A commit is also named by SHA1 hash
- A commit object as a node of the linked list
- Every commit object has a pointer to the parent commit object
- From a given commit, you can traverse back by looking at the parent pointer to view the history of the commit

- Branches
 - Branches are used to create another line of development
 - By default, Git has a master branch
 - Usually, a branch is created to work on a new feature
 - Once the feature is completed, it is merged back with the master branch and we delete the branch
 - Every branch is referenced by HEAD, which points to the latest commit in the branch
 - Whenever you make a commit, HEAD is updated with the latest commit

Life Cycle



Installation

On Ubuntu
sudo apt-get install git

First time setup

> git config --global --list

- > git config --global user.name <user name>
- > git config --global user.email <user email>
- > git config --global core.editor <editor>
- > git config –global merge.tool vimdiff

Basic Commands

- Initialize a repository
 - > git init
- Checking status
 - > git status
- Adding files to commit
 - > git add.
- Committing the changes
 - > git commit -m '<log>'

Basic Commands

- Checking logs
 - > git log

- Checking difference
 - > git diff

- Moving item
 - > git mv <source> <destination>

Basic Commands

- Rename item
 - > git mv <old> <new>

- Delete Item
 - > git rm <item>

- Remove unwanted changes
 - > git checkout file