# Git: Collaborative coding How do we work with others?

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#### Last time

- ► We introduced Git
- We showed you how to make a commit
- ▶ We talked about remotes
- ▶ We mentioned branches

#### This time

- ► How do we collaborate with others?
- ► How do we fetch other people's changes?
- ▶ How do we send them our own changes?

## I've cloned a repo!

```
$ git status
```

```
On branch main
Your branch is up to date with 'origin/main'.
nothing to commit, working tree clean
```

```
$ git remote -v
```

```
origin /home/jo/Repos/Talks/COMS10012-Software-Tools/2024/05-git/Origin-Counting/ (fetch) origin /home/jo/Repos/Talks/COMS10012-Software-Tools/2024/05-git/Origin-Counting/ (push)
```

```
$ git log --oneline
```

```
4e8e34a Adds 3
46c4069 Adds 2
cc36517 Adds 1
```

#### Lets fetch

#### Last time when we fetched there was nothing new...

```
$ git fetch
```

```
From /home/jo/Repos/Talks/COMS10012-Software-Tools/2024/05-git/Origin-Counting
4e8e34a..582d983 main -> origin/main
```

```
$ git status
```

```
On branch main
Your branch is behind 'origin/main' by 2 commits, and can be fast-forwarded.

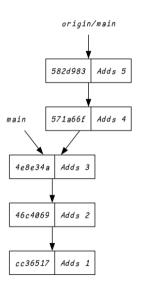
(use "git_pull" to update your local branch)

nothing to commit, working tree clean
```

```
$ git log --remotes --oneline
```

```
582d983 Adds 5
571a66f Adds 4
4e8e34a Adds 3
46c4069 Adds 2
cc36517 Adds 1
```

## What's going on?



## We want to update main to include the work in origin/main.

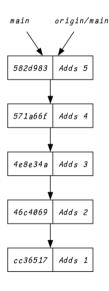
\$ git merge origin/main

```
Updating 4e8e34a..582d983
Fast-forward
4 | 0
5 | 0
2 files changed, 0 insertions(+), 0 deletions(-)
create mode 100644 4
create mode 100644 5
```

\$ git status

```
On branch main
Your branch is up to date with 'origin/main'.
nothing to commit, working tree clean
```

#### And now



#### And now our graph looks correct!

- ...but Git advised us earlier to run git pull
- ▶ We ran git fetch and git merge?

#### Git commands are built on other commands

- The porcelain commands are those that are for people
- The plumbing commands are those for building porcelains with
- Over time the distinction has become blurred!

git pull does the same as a git fetch and a git merge  $\!\!\!\!^a$ 

There are a lot of commands like this

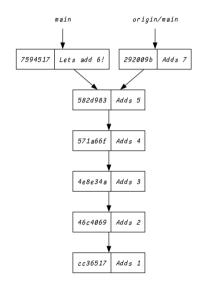
<sup>&</sup>lt;sup>a</sup>Usually, it can also do a rebase instead of a merge if you prefer that, but we're getting ahead of ourselves.

#### Collaboration

In the last example, the only difference between our two histories was that there was more work on the remote.

- ► Git could bring main up to origin/main just by fast-forward-ing it through the history What happens if we've also done some work?
  - Lets pretend we're working with someone else...
  - ▶ They're gonna work on adding 7... we're gonna work on adding 6...

## What's going on?



\$ git fetch

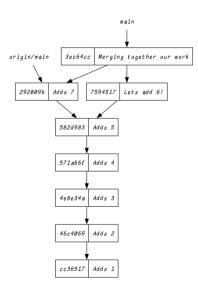
582d983..292009b main -> origin/main

\$ git status

On branch main
Your branch and 'origin/main' have diverged,
and have 1 and 1 different commits each, respectively.
(use "git\_pull" if you want to integrate the remote bra

\$ git merge -m "Merging $_{\sqcup}$ together $_{\sqcup}$ our $_{\sqcup}$ work"

#### And now?



Now our tree looks like this!

▶ But there's a problem!

## Sending our changes out

#### The origin doesn't know about our merge!

▶ We need to send our changes up to it

```
$ git push
```

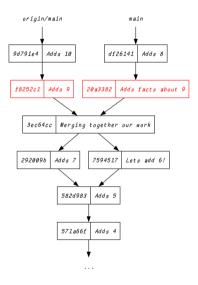
```
To /home/jo/Repos/Talks/COM510012-Software-Tools/2024/05-git/Origin-Counting/ 292009b..3ec64cc main -> main
```

#### This does not change our collaborators' code tree!

- No one can do work on a remote repo directly<sup>1</sup>
- They need to run git pull to fetch and merge the changes in their local copy

¹Technically they're called bare repos and are basically the contents of the invisible .git/folder. Create them with git clone --bare and read the Git book.

## Lets keep going!



```
$ git pull
```

```
Auto-merging 9
CONFLICT (add/add): Merge conflict in 9
Recorded preimage for '9'
Automatic merge failed; fix conflicts and then commit the
```

```
$ git status
```

```
On branch main

Your branch and 'origin/main' have diverged,
and have 4 and 3 different commits each, respectively.

(use "git_pull" if you want to integrate the remote bra

You have unmerged paths.

(fix conflicts and run "git_commit")

(use "git_merge_--abort" to abort the merge)

Changes to be committed:

new file: 10

Unmerged paths:

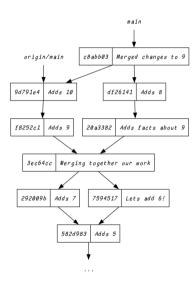
(use "git_add_<file>..." to mark resolution)

both added: 9
```

## A merge conflict!

```
Inside 9 we'll see:
<<<<<< HFAD
Nine is semi-prime
Nine is the biggest single digit number
This is 91
It is a square number.
It Looks a bit like a 6
>>>>> 5422771c6ceee14c9758c3073f97f43f9aa92244
<<< HEAD to the equals Stuff on your end</p>
equals to the >>> id Stuff on the remote end
Your job is now to edit it back to being correct!
 ► (A good merge tool like Meld (or Emacs) really helps!)
```

#### Fix it



This is 9! It is a square, semi-prime number. It looks a bit like a 6

```
$ git add 9
$ git commit -m "Merged<sub>u</sub>changes<sub>u</sub>to<sub>u</sub>9"
```

[main c8abb03] Merged changes to 9

## Messy

Some people really don't like the merge commits...

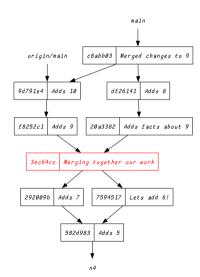
- They think they look messy
- Not the way older version controls did it

Wouldn't it be neater if instead of merging the work we rewrote the history so it was done later?

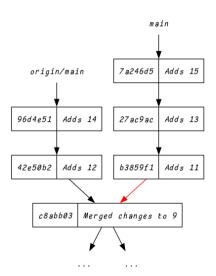
► Then we keep a nice straight line?!

The command you want for this is git rebase

Here be dragons

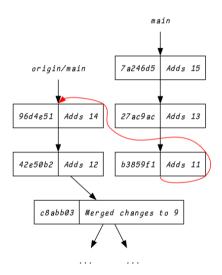


#### Lets rebase!



We want to cut this edge between  ${\tt b3859f1}$  and  ${\tt c8abb03}$  and move it...

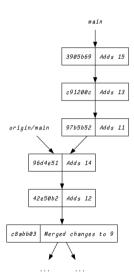
## Threading the needle



#### And reattach it up here

- Then you should just be able to fast-forward origin/main
- ► No need for a merge!

## History rewritten!



git rebase --onto origin/main

Successfully rebased and updated refs/heads/main.

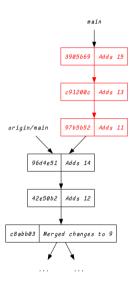
The ids of the rebased commits have changed!

- Git commits id's are based off their own data...
- And the commit before them...

If you prefer this approach to merging

- ▶ git pull --rebase
- Or set it as the default
- Do whichever your boss tells you

## Still messy



Do we really need one commit per file?

► Seems like a lot of noise?

More normally you'd see this when hacking about

- Did some work
- ► Did some more work
- Argh that last commit had a mistake
- Fxied the mistayk
- ...its Friday and I'm tired

Again we can fix this with git rebase

## Interactive rebasing

```
git rebase -i origin/main
```

#### And it will kick you into your text editor ...

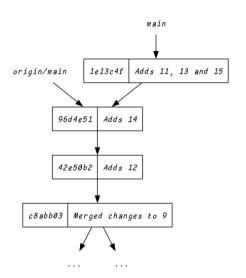
```
nick 97b5b52 Adds 11
pick c91200c Adds 13
pick 3905b69 Adds 15
# Rebase 96d4e51..3905b69 onto 96d4e51 (3 commands)
# Commands:
# p, pick <commit> = use commit
# r, reword <commit> = use commit, but edit the commit message
# e, edit <commit> = use commit, but stop for amending
# s, squash <commit> = use commit, but meld into previous commit
# f, fixup [-C | -c] <commit> = like "squash" but keep only the previous
                 commit's log message, unless -C is used, in which case
                 keep only this commit's message: -c is same as -C but
                 opens the editor
# x. exec <command> = run command (the rest of the line) using shell
# b, break = stop here (continue rebase later with 'git rebase --continue')
# d, drop <commit> = remove commit
# l, label <label> = label current HEAD with a name
# t, reset <label> = reset HEAD to a label
# m, merge [-C <commit> | -c <commit>] <label> [# <oneline>]
        create a merge commit using the original merge commit's
        message (or the oneline, if no original merge commit was
        specified): use -c (commit) to reword the commit message
                                                                              イロト イプト イミト イミト 一臣
# u, update-ref <ref> = track a placeholder for the <ref> to be updated
```

## Edit the rebase script

#### Save and quit when done...

```
r 97b5b52 Adds 11
f c91200c Adds 13
f 3905b69 Adds 15
# Rebase 96d4e51..3905b69 onto 96d4e51 (3 commands)
# Commands:
# p, pick <commit> = use commit
# r. reword <commit> = use commit, but edit the commit message
# e, edit <commit> = use commit, but stop for amending
# s, squash <commit> = use commit, but meld into previous commit
# f. fixup [-C \mid -c] <commit> = like "squash" but keep only the previous
                 commit's log message, unless -C is used, in which case
                 keep only this commit's message; -c is same as -C but
                 opens the editor
# x, exec <command> = run command (the rest of the line) using shell
# b, break = stop here (continue rebase later with 'qit rebase --continue')
# d. drop <commit> = remove commit
# L. Label <Label> = Label current HEAD with a name
# t. reset <label> = reset HEAD to a label
# m. merge [-C < commit> | -c < commit>] < label> [# < oneline>]
        create a merge commit using the original merge commit's
        message (or the oneline, if no original merge commit was
        specified): use -c <commit> to reword the commit message
  u, update-ref <ref> = track a placeholder for the <ref> to be updated
#
                    to this position in the new commits. The <ref> is
                    updated at the end of the rebase
```

#### Neater



#### Much neater!

- Rebasing like this to tidy your commits up is a professional curtesy.
- People will think less of you if you don't
- Companies and open source maintainers will probably make you

## Why not go further?

Why not rebase and squash a whole lot more commits?

## The one thing I hate is talking to people...

If you go beyond what has already been pushed

- Git won't let you push again, because it looks like work is being lost
- ▶ If you run git push --force and there isn't any protection it will do it though

At this point all your colleagues need to fix a bunch of stuff when they pull

- ► Couple of hours cherry-pick-ing their work onto your updated tree
- ► They now hate you
- You owe them beer/blood/money
- ► You are a bad person

Similarly if you push broken code onto the main branch

- Any build automation tools will fail
- Your colleagues now hate you
- You will be made to stay late to fix it
- ► You are a bad person
- ▶ You might be fired (if you work for IBM/Google... s/might/will/)



## Collaborating with strangers

So far we've been dealing with repositories where you can push to them.

- ▶ If your building code with your friends or colleagues that is fine
- ▶ If you want to do opensource work that isn't going to be the case²

How do you work with other people when you don't know them?



## Pull requests

This is the way Github wants you to collaborate.

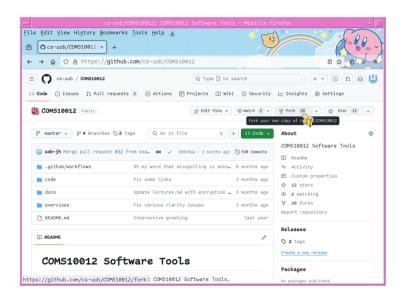
Very similar process for other forges

The process goes:

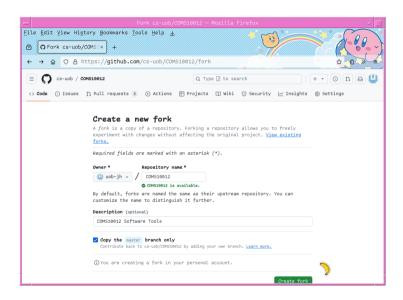
- ► Clone someone else's repo on the forge
- ► Do your work
- Send a pull request back to the original repo to merge
- Discuss the changes
- Owner merges maybe?

If you spot a mistake in the slides or labs this is what we'll ask you to do!

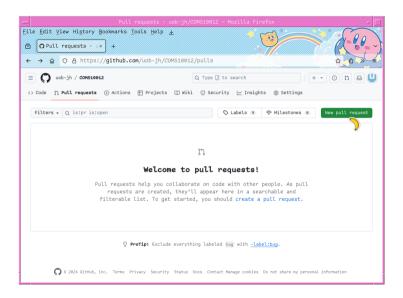
#### Clone



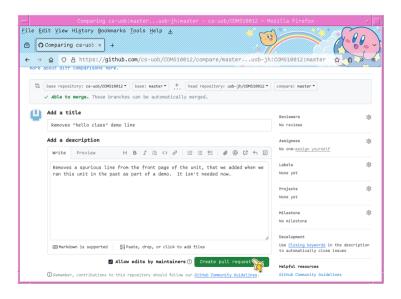
#### Work



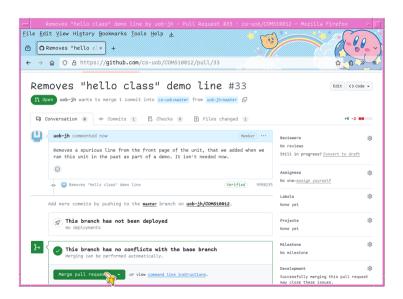
#### Pull?



#### Discuss



## Merge



## Not everyone uses Github

#### $Git \neq Github$

Not everyone uses forges

- Especially since Github is owned my Microsoft
- Using GUIs is clunky (if you're quick with a commandline)

Git's default way of sharing changes is by emailing patches

Kinda old skool now, but can be really powerful

### Sending patches

```
$ git status
```

On branch main
Your branch is ahead of 'origin/main' by 1 commit.
(use "git⊔push" to publish your local commits)
nothing to commit, working tree clean

\$ git format-patch origin/main

0001-Adds-note-about-sending-pull-requests.patch

#### Patch files

```
From 8a955e579d64b82dd7c5ae832e3ca88f36d24a83 Mon Sep 17 00:00:00 2001
From: Jo Hallett <bogwonch@bogwonch.net>
Date: Mon, 15 Jul 2024 13:56:52 +0100
Subject: [PATCH] Adds note about sending pull requests
 README.md | 4 +++-
 1 file changed, 3 insertions(+), 1 deletion(-)
diff -- git a/README.md b/README.md
index 4e549e0 af9bb04 100644
--- a/README.md
+++ b/README md
@@ -4,4 +4,6 @@ This is the repository for the unit COM510012 Software Tools.
 If you are looking for the unit website, it is at https://cs-uob.github.io/COMS10012.
-To clone this repository to your computer, type `qit clone https://qithub.com/cs-
uob/COMS10012` in a terminal. This repository is public, so you do not need an account
+To clone this repository to your computer, type `qit clone https://qithub.com/cs-
uob/COMS10012` in a terminal. This repository is public, so you do not need an account
+If you spot a mistake send us a pull request!
                                                             4 D > 4 A > 4 B > 4 B > B 9 9 9
```

## Applying patch files

```
$ git apply 0001-Adds-note-about-sending-pull-requests.patch
```

```
$ git status
```

```
On branch main

Changes not staged for commit:
    (use "git_add_<file>..." to update what will be committed)
    (use "git_restore_<file>..." to discard changes in working directory)
    modified: README.md

Untracked files:
    (use "git_add_<file>..." to include in what will be committed)
        0001-Adds-note-about-sending-pull-requests.patch

no changes added to commit (use "git_add" and/or "git_commit_a")
```

## Or if you wanna go fast...

```
$ git am 0001-Adds-note-about-sending-pull-requests.patch
```

```
Applying: Adds note about sending pull requests
```

```
$ git log --oneline
```

```
c8cd974 Adds note about sending pull requests
db70366 Build and deploy mdbook
6abb5d0 Merge pull request #33 from uob-jh/main
9f08235 Removes "hello⊔class" demo line
```

(Checkout git send-email to automate the patch sending process ;-))

#### That's the basics...

I know this is a lot to take in but that's the basics

- ▶ The only way to get comfortable with this is to actually do it
- ► ...see you in the lab ; -)

#### Bonus

As you use Git more and more, little things are going to start to annoy you. If you compile code you'll end up with a load of object files (e.g. .o or .class) around

- You don't want to add these to Git.
- Every time you recompile they'll change.
- If someone needs them they can recompile but they won't usually work on their system unmodified

If you work with Mac user's they will eventually commit a .DS\_Store file

What even are they?

We would like Git to ignore all of these files...

.gitignore

At the root of your repo, you can create a file called .gitignore

▶ If you add this file (or commit it) then everyting it mentions will be ignored

\*.class

\*.0

.DS\_Store

build/

!build/README.txt

## Git repos for ignoring git files

If you go to https://github.com/github/gitignore

```
▶ You can find a huge list for every programming language under the sun
  # Compiled class file
  *.class
  # Log file
  *.log
  # BlueJ files
  *.ctxt
  # Mobile Tools for Java (J2ME)
  .mtj.tmp/
  # Package Files #
  *.jar
  * war
  *.nar
  *.ear
  *.zip
  *.tar.qz
```

## What if I want to apply these everywhere?

Setting a .gitignore per repo is pretty useful

▶ But what if you want to always ignore certain files?

You can set:

```
$ git config --global core.excludesFile
```

But this will just apply to your machine

- ▶ Per repo .gitignore will get sent to contributors too
- ▶ So good for editor/OS specific ignores, less good for repo specific ones

## That's all, folks!

#### We talked about:

- ► Merging branches
- Dealing with conflicts
- Rebasing
- ► Github pull requests
- ► Sending patches
- ► Git ignores