CS 433 – Advance Programming

Lecture#03 Version Control System Phase-1 (DevOps)





Google Classroom link



https://classroom.google.com/c/Mzg5MDM1MjM0NTkx?cjc=eqj6hr7



Version Control with Git

Version control systems

- Version control (or revision control, or source control) is all about managing multiple versions of documents, programs, web sites, etc.
 - Almost all "real" projects use some kind of version control
 - Essential for team projects, but also very useful for individual projects
- Some well-known version control systems are CVS, Subversion, Mercurial, and Git
 - CVS and Subversion use a "central" repository; users "check out" files, work on them, and "check them in"
 - Mercurial and Git treat all repositories as equal
- Distributed systems like Mercurial and Git are newer and are gradually replacing centralized systems like CVS and Subversion

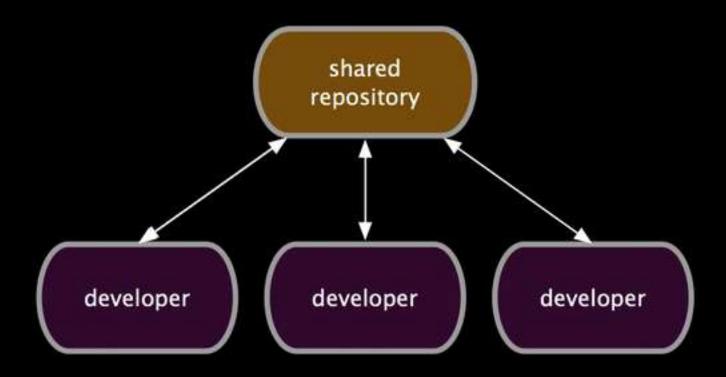
Why version control?

- For working by yourself:
 - Gives you a "time machine" for going back to earlier versions
 - Gives you great support for different versions (standalone, web app, etc.) of the same basic project
- For working with others:
 - Greatly simplifies concurrent work, merging changes

Why Git?

- Git has many advantages over earlier systems such as CVS and Subversion
 - the most commonly used version control system.
 - Git tracks the changes you make to files, so you have a record of what has been done, and you can revert to specific versions should you ever need to.
 - Git also makes collaboration easier, allowing changes by multiple people to all be merged into one source.

Collaborate: Work in parallel with teammates

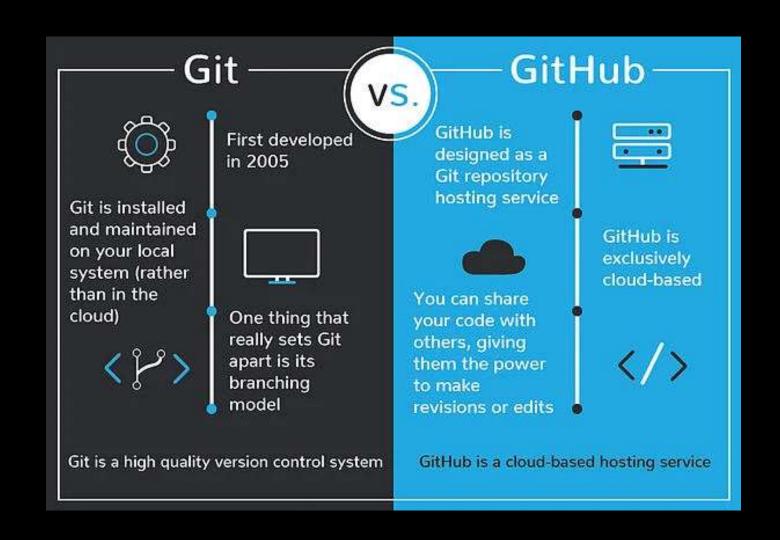


Version Control Systems (VCSs)

- Help you track/manage/distribute revisions
- Standard in modern development
- Examples:



Git and GitHub



Git and GitHub

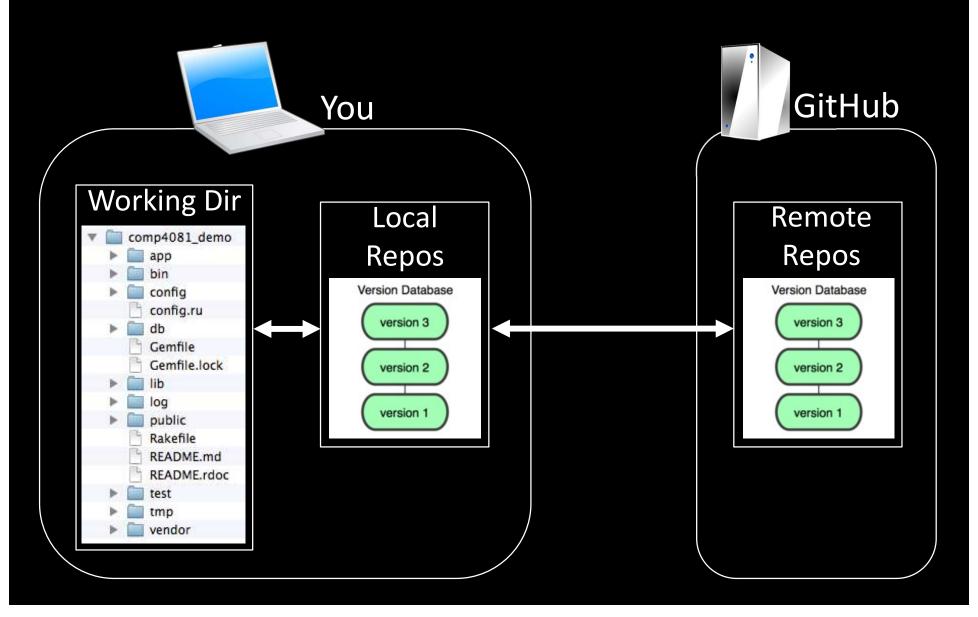
Git

- Git is a version control system that lets you manage and keep track of your source code history.
- Git is an open-source, version control tool created in 2005 by developers working on the Linux operating system.

GitHub

- GitHub is a cloud-based hosting service that lets you manage Git repositories.
 - GitHub is a company founded in 2008 that makes tools which integrate with git.

GitHub-User Perspective



Configure your Git client

(Tutorial 2.33.0)

- Install Git (https://git-scm.com/downloads
- Check config info:

```
$ git config --list
user.name=Scott Fleming
user.email=Scott.Fleming@memphis.edu
```

• Fix if necessary:

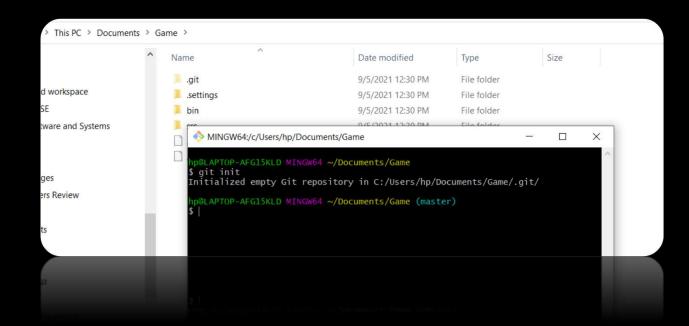
```
$ git config --global user.name "John Doe"
$ git config --global user.email jdoe@memphis.edu
```

Steps

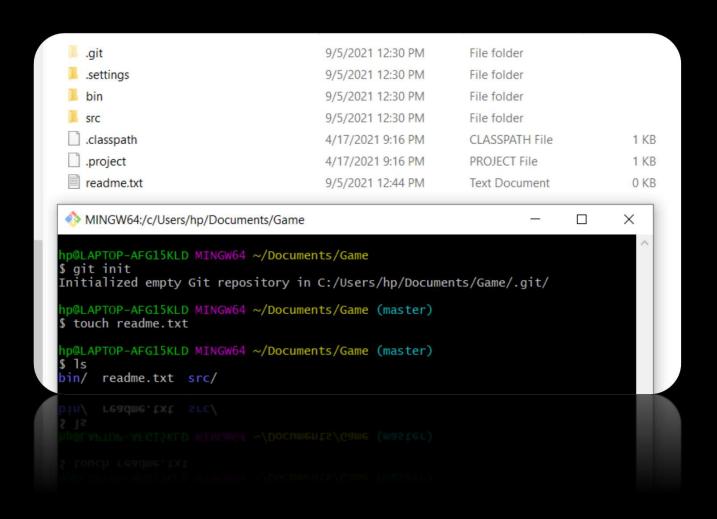
- Step 1: Create a local git repository
- Step 2: Add a new file to the repo
- Step 3: Add a file to the staging environment
- Step 4: Create a commit
- Step 5: Create a new branch
- Step 6: Create a new repository on GitHub
- Step 7: Push a branch to GitHub
- Step 8: Create a pull request (PR)
- Step 9: Merge a PR
- Step 10: Get changes on GitHub back to your computer

Step 1: Create a local git repository

- When creating a new project on your local machine using git, you'll first create a new repository.
- 1. cd to the project directory you want to use
- 2. Type in git init
 - This creates the repository (a directory named .git)



Step 2: Add a new file to the repo



Git status command

The git status command displays the state of the working directory and the staging area.

Step 3: Add a file to the staging environment

- 1. Type in git add.
 - This adds all your current files to the repository

```
MINGW64:/c/Users/hp/Documents/Game
hp@LAPTOP-AFG15KLD MINGW64 ~/Documents/Game (master)
$ git status
On branch master
No commits yet
Changes to be committed:
  (use "git rm --cached <file>..." to unstage)
        new file:
                    .classpath
        new file:
                   .settings/org.eclipse.jdt.core.prefs
        new file:
        new file:
                   bin/FireMonster.class
                   bin/Monster.class
        new file:
        new file:
                   bin/StoneMonster.class
        new file:
                   bin/TestMonster.class
        new file:
                   bin/WaterMonster.class
        new file:
                   readme.txt
                   src/FireMonster.java
        new file:
        new file:
                   src/Monster.java
                   src/StoneMonster.java
        new file:
                   src/TestMonster.java
        new file:
                   src/WaterMonster.java
hp@LAPTOP-AFG15KLD MINGW64 ~/Documents/Game (master)
```

Step 4: Create a commit

- 1. Type in git commit -m "Initial commit"
 - You can use a different commit message, if you like

```
MINGW64:/c/Users/hp/Documents/Game
hp@LAPTOP-AFG15KLD MINGW64 ~/Documents/Game (master)
$ git commit -m "ReadMe.txt file is added!"
[master (root-commit) 1dbf500] ReadMe.txt file is added!
14 files changed, 229 insertions(+)
create mode 100644 .classpath
create mode 100644 .project
create mode 100644 .settings/org.eclipse.jdt.core.prefs
create mode 100644 bin/FireMonster.class
create mode 100644 bin/Monster.class
create mode 100644 bin/StoneMonster.class
create mode 100644 bin/TestMonster.class
create mode 100644 bin/WaterMonster.class
create mode 100644 readme.txt
create mode 100644 src/FireMonster.java
create mode 100644 src/Monster.java
create mode 100644 src/StoneMonster.java
create mode 100644 src/TestMonster.java
create mode 100644 src/WaterMonster.java
hp@LAPTOP-AFG15KLD MINGW64 ~/Documents/Game (master)
```

Step 5: Create a new branch

- You want to make a new feature but are worried about making changes to the main project while developing the feature. This is where git branches come in.
- For instance, if you want to add a new page to your website you can create a new branch just for that page without affecting the main part of the project. Once you're done with the page, you can merge your changes from your branch into the primary branch.
- When you create a new branch, Git keeps track of which commit your branch 'branched' off of, so it knows the history behind all the files.

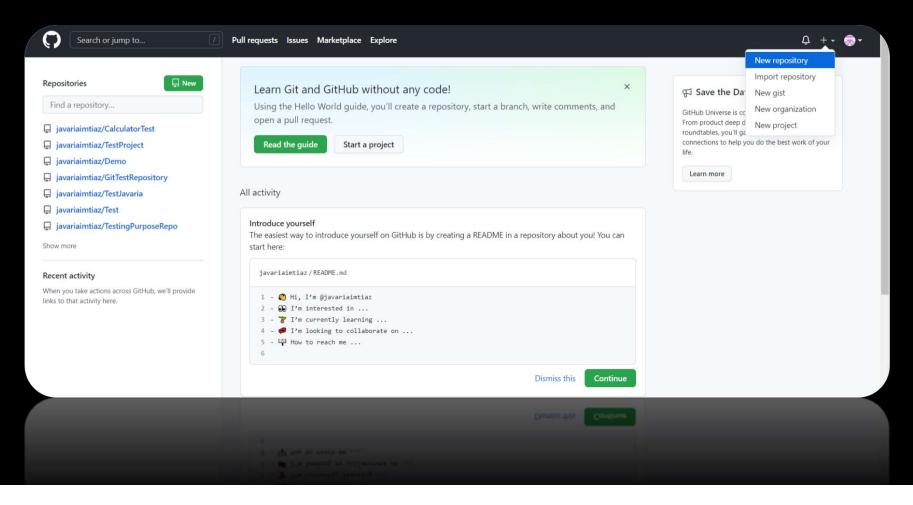
Create New Branch

• Run git checkout -b <my branch name>.

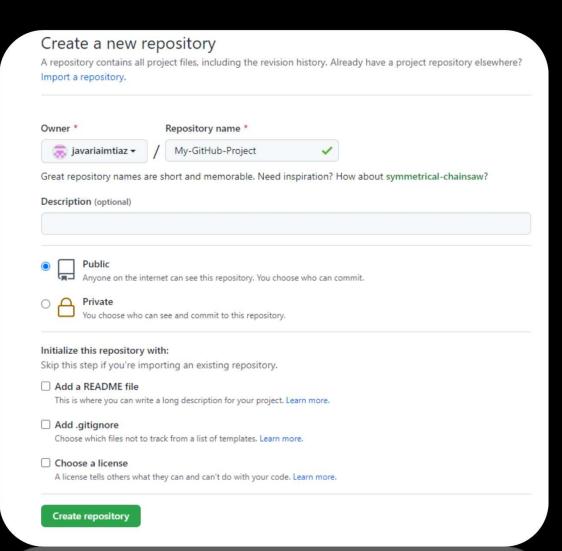
```
MINGW64:/c/Users/hp/Documents/Game
 create mode 100644 bin/StoneMonster.class
 create mode 100644 bin/TestMonster.class
 create mode 100644 bin/WaterMonster.class
 create mode 100644 readme.txt
 create mode 100644 src/FireMonster.java
 create mode 100644 src/Monster.java
 create mode 100644 src/StoneMonster.java
 create mode 100644 src/TestMonster.java
 create mode 100644 src/WaterMonster.java
hp@LAPTOP-AFG15KLD MINGW64 ~/Documents/Game (master)
$ git branch
* master
hp@LAPTOP-AFG15KLD MINGW64 ~/Documents/Game (master)
$ git checkout -b TestBranch
Switched to a new branch 'TestBranch'
hp@LAPTOP-AFG15KLD MINGW64 ~/Documents/Game (TestBranch)
$ git branch
* TestBranch
  master
```

Step 6: Create a new repository on GitHub

• if you want to work with a team, you can use GitHub to collaboratively modify the project's code.



Create New Repository

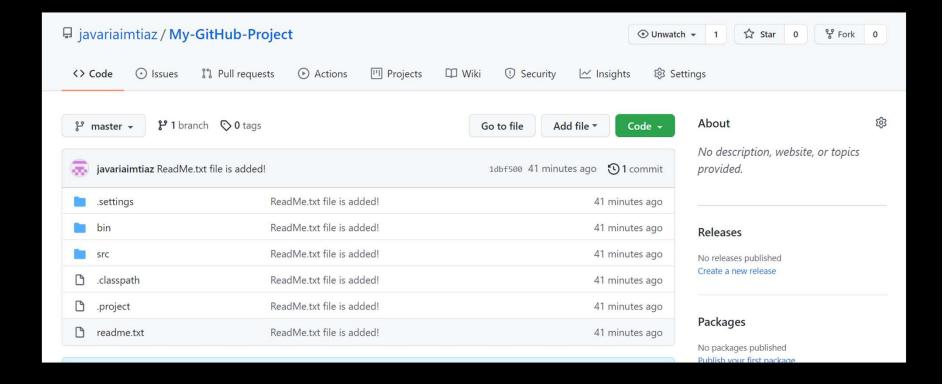


Step 7: Push a branch to GitHub

- Type git remote add origin remote-repo-URL
- Type git push -u origin master

```
MINGW64:/c/Users/hp/Documents/Game
hp@LAPTOP-AFG15KLD MINGW64 ~/Documents/Game (master)
$ git remote add origin https://github.com/javariaimtiaz/My-GitHub-Project.git
hp@LAPTOP-AFG15KLD MINGW64 ~/Documents/Game (master)
$ git push -u origin master
Enumerating objects: 19, done.
Counting objects: 100% (19/19), done.
Delta compression using up to 12 threads
Compressing objects: 100% (18/18), done.
Writing objects: 100% (19/19), 5.55 KiB | 1.85 MiB/s, done.
Total 19 (delta 3), reused 0 (delta 0), pack-reused 0
remote: Resolving deltas: 100% (3/3), done.
To https://github.com/javariaimtiaz/My-GitHub-Project.git
* [new branch]
                    master -> master
Branch 'master' set up to track remote branch 'master' from 'origin'.
hp@LAPTOP-AFG15KLD MINGW64 ~/Documents/Game (master)
```

GitHub Repository View

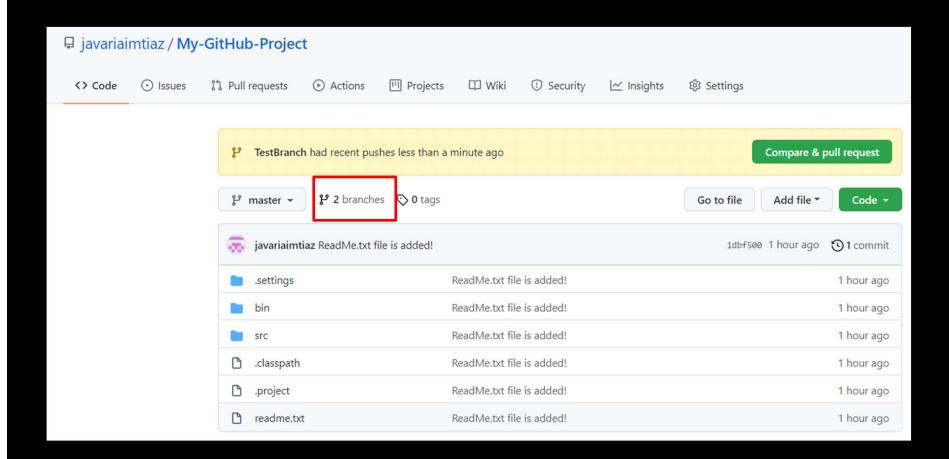


Push Branch to GitHub

• Type git push origin Branch-Name

```
MINGW64:/c/Users/hp/Documents/Game
hp@LAPTOP-AFG15KLD MINGW64 ~/Documents/Game (master)
$ git push -u origin master
Enumerating objects: 19, done.
Counting objects: 100% (19/19), done.
Delta compression using up to 12 threads
Compressing objects: 100% (18/18), done.
Writing objects: 100% (19/19), 5.55 KiB | 1.85 MiB/s, done.
Total 19 (delta 3), reused 0 (delta 0), pack-reused 0
remote: Resolving deltas: 100% (3/3), done.
To https://github.com/javariaimtiaz/My-GitHub-Project.git
 * [new branch]
                     master -> master
Branch 'master' set up to track remote branch 'master' from 'origin'.
hp@LAPTOP-AFG15KLD MINGW64 ~/Documents/Game (master)
$ git push origin TestBranch
Total 0 (delta 0), reused 0 (delta 0), pack-reused 0
remote:
remote: Create a pull request for 'TestBranch' on GitHub by visiting:
             https://github.com/javariaimtiaz/My-GitHub-Project/pull/new/TestBranch
remote:
remote:
To https://github.com/javariaimtiaz/My-GitHub-Project.git
   [new branch]
                     TestBranch -> TestBranch
```

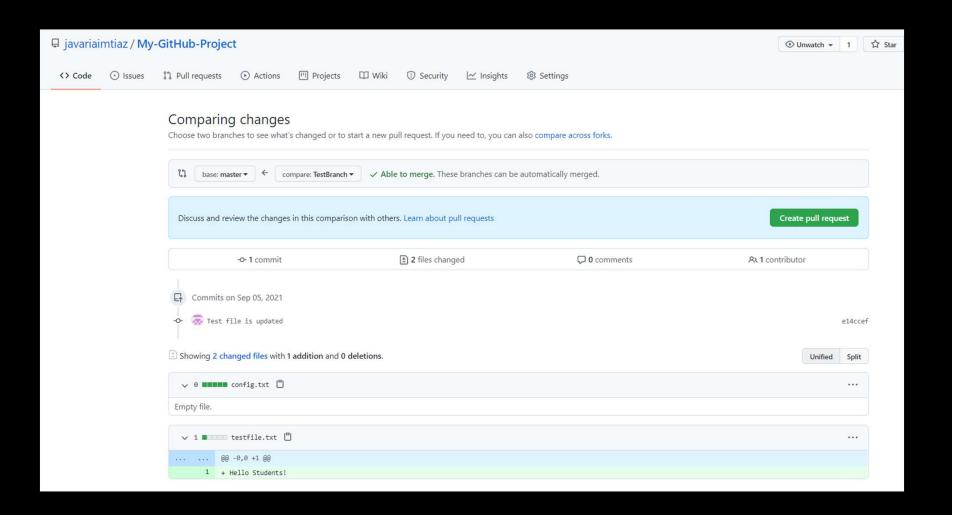
GitHub Repository View



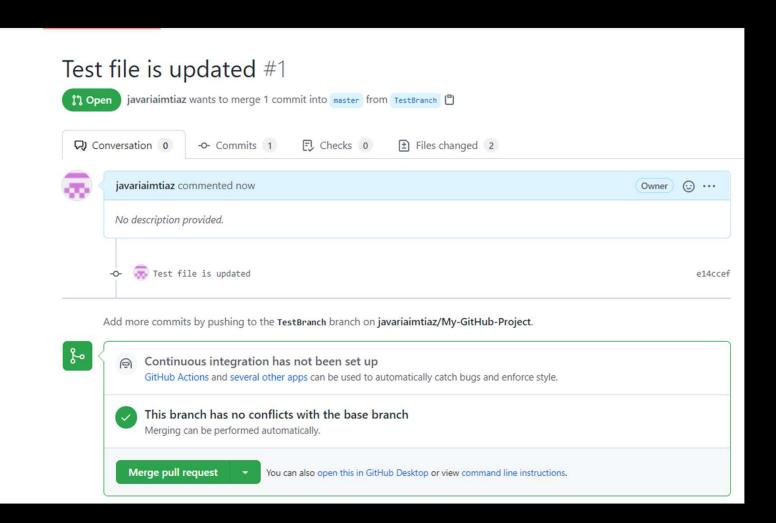
Step 8: Create a pull request (PR)

 A pull request (or PR) is a way to alert a repo's owners that you want to make some changes to their code. It allows them to review the code and make sure it looks good before putting your changes on the primary branch.

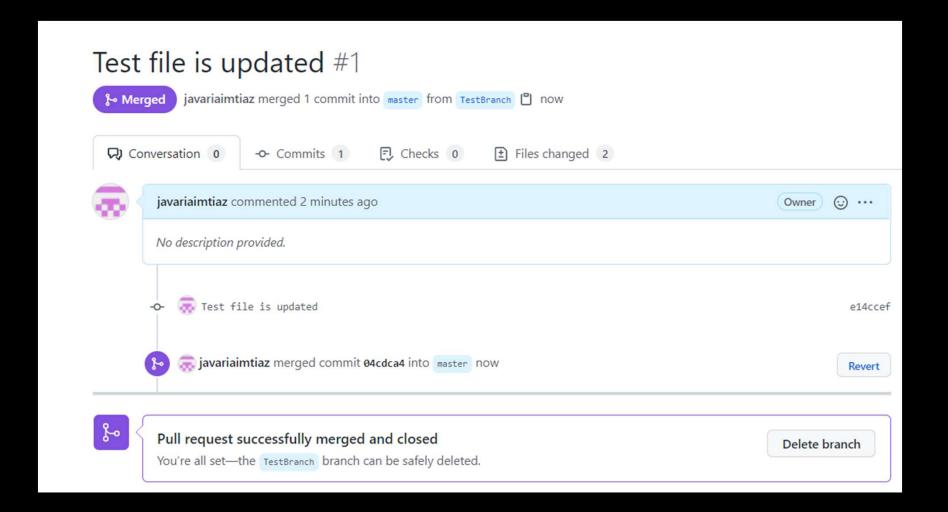
GitHub Repository View



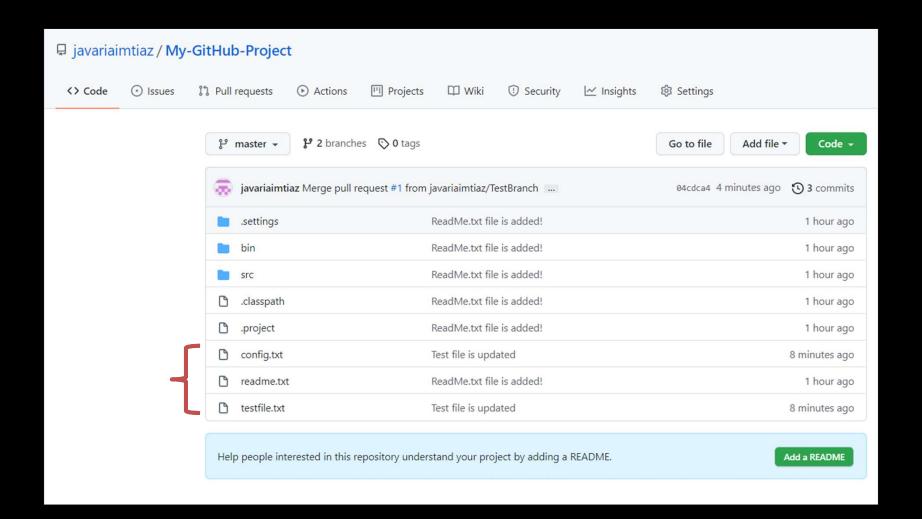
Step 9: Merge a PR



GitHub Repository View



GitHub Repository View

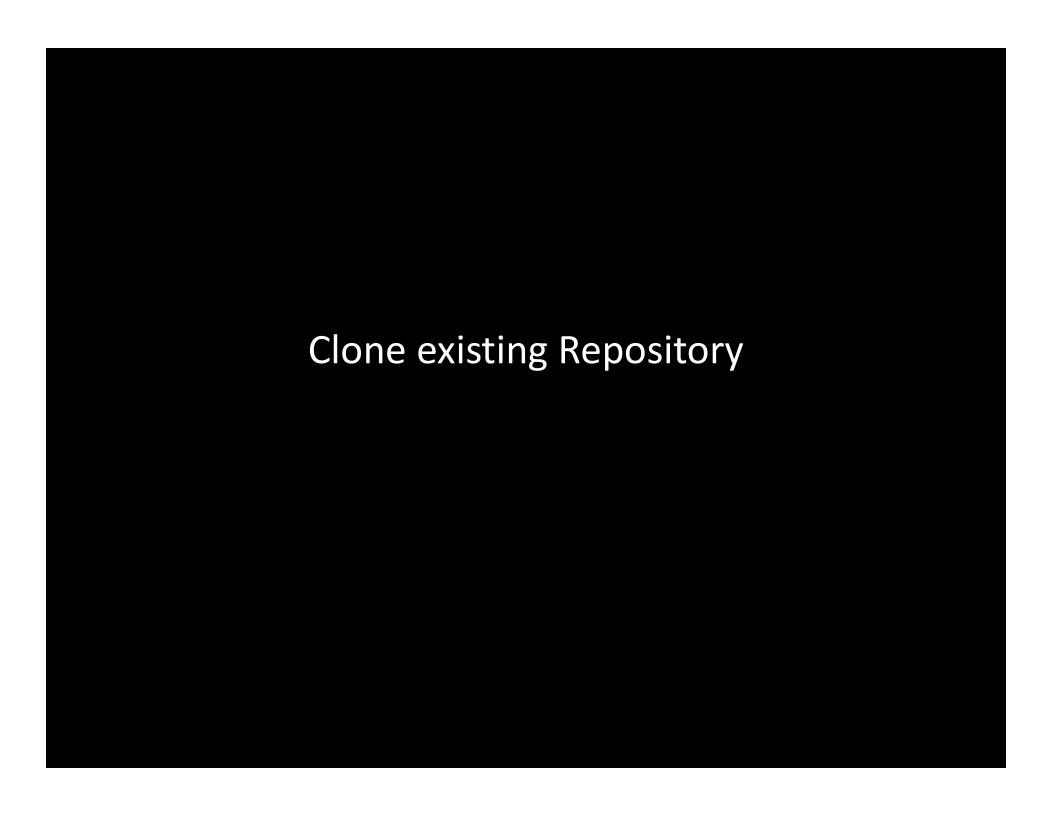


Step 10: Get changes on GitHub back to your computer

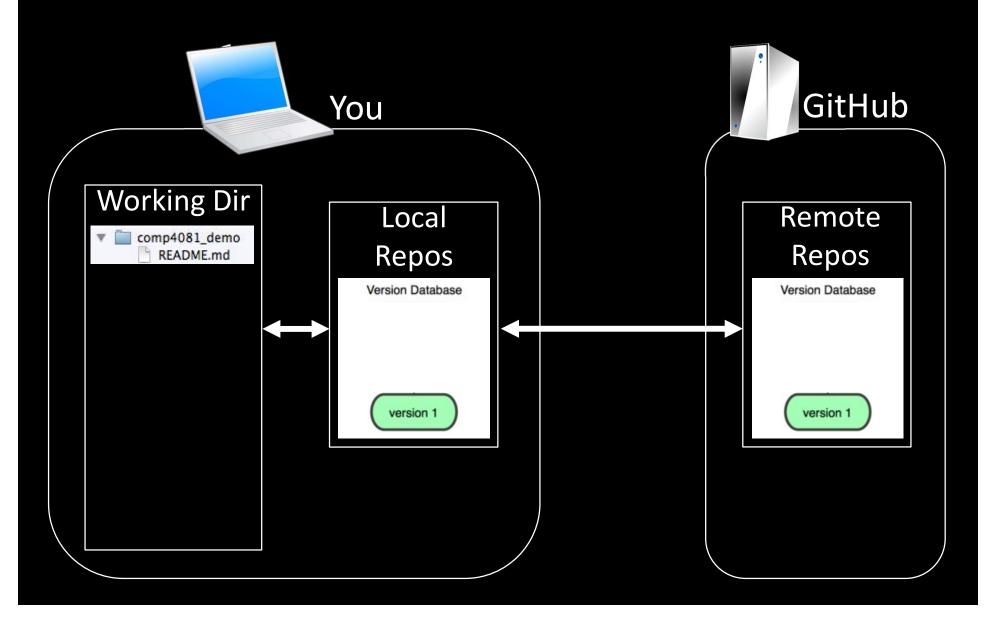
- The repo on GitHub looks a little different than what you have on your local machine. For example, the commit you made in your branch and merged into the primary branch doesn't exist in the primary branch on your local machine.
- In order to get the most recent changes that you or others have merged on GitHub, use the git pull origin master command (when working on the primary branch).

Get back changes to computer

```
MINGW64:/c/Users/hp/Documents/Game
hp@LAPTOP-AFG15KLD MINGW64 ~/Documents/Game (master)
$ 1s
bin/ readme.txt src/
hp@LAPTOP-AFG15KLD MINGW64 ~/Documents/Game (master)
$ git pull origin master
remote: Enumerating objects: 1, done.
remote: Counting objects: 100% (1/1), done.
remote: Total 1 (delta 0), reused 0 (delta 0), pack-reused 0
Unpacking objects: 100% (1/1), 637 bytes | 318.00 KiB/s, done.
From https://github.com/javariaimtiaz/My-GitHub-Project
 * branch
                    master
                                -> FETCH_HEAD
   1dbf500..04cdca4 master
                                -> origin/master
Updating 1dbf500..04cdca4
Fast-forward
 config.txt
 testfile.txt | 1 +
 2 files changed, 1 insertion(+)
 create mode 100644 config.txt
 create mode 100644 testfile.txt
hp@LAPTOP-AFG15KLD MINGW64 ~/Documents/Game (master)
$ 1s
bin/ config.txt readme.txt src/ testfile.txt
hp@LAPTOP-AFG15KLD MINGW64 ~/Documents/Game (master)
$
```

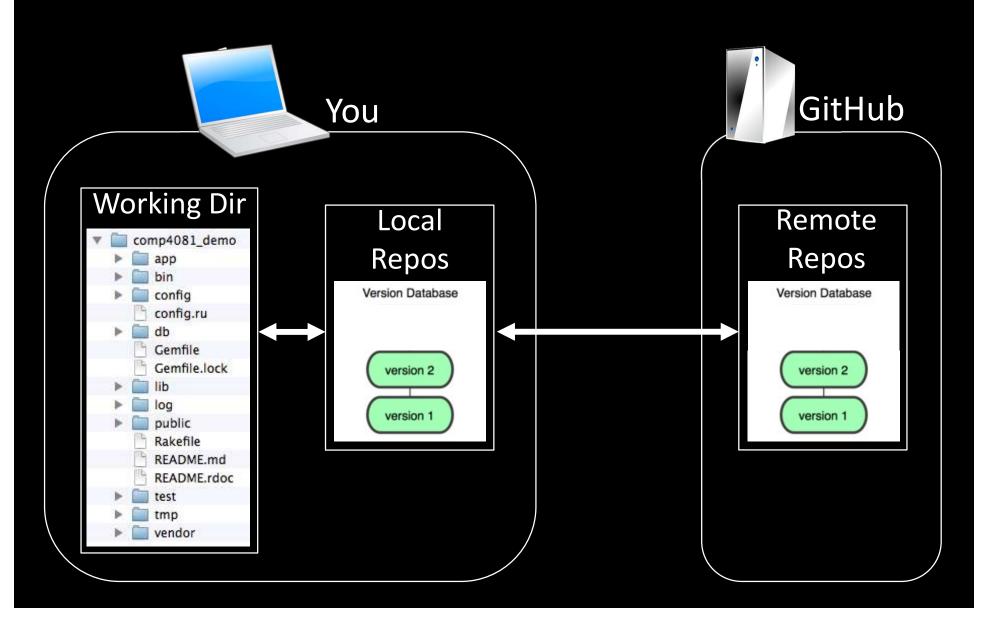


\$ git clone https://github.com/sdflem/comp4081_demo.git



```
cd comp4081 demo
$ git add -A
  git commit -m "Created java project"
                                                                           GitHub
                            You
    Working Dir
                                 Local
                                                                         Remote
        comp4081_demo
                                                                          Repos
                                Repos
                                                                         Version Database
                               Version Database
          config
          config.ru
          Gemfile
          Gemfile.lock
                                  version 2
                                  version 1
                                                                            version 1
          public
          Rakefile
          README.md
          README.rdoc
          tmp
          vendor
```

\$ git push



- Create temp local branch
- Checkout temp branch
- 3. Edit/Add/Commit on temp branch
- Checkout master branch
- Pull to update master branch
- Merge temp branch with updated
- Delete temp branch
- Push to update server repos

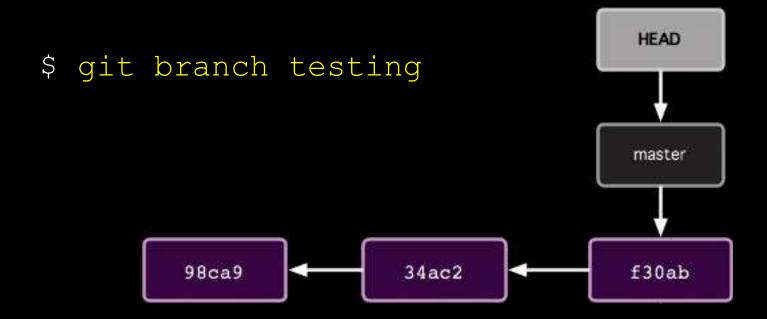
Make changes in local branch

Merge with GitHub repos

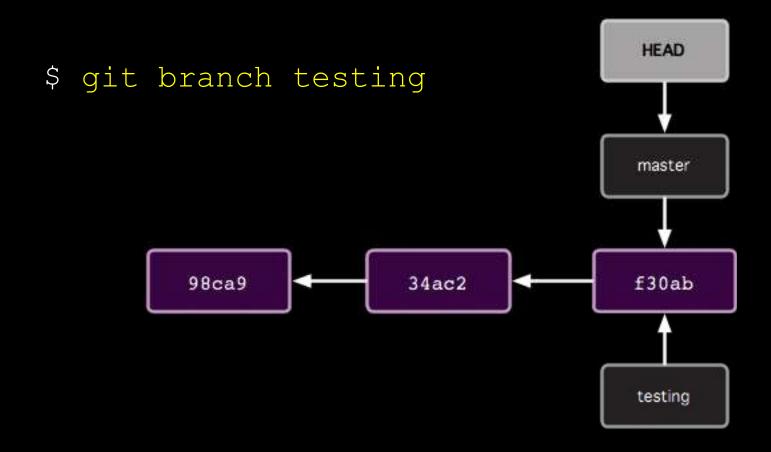
master

- 1. Create temp local branch
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- 4. Checkout master branch
- 5. Pull to update master branch
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- 7. Delete temp branch
- 8. Push to update server repos

How git branch works



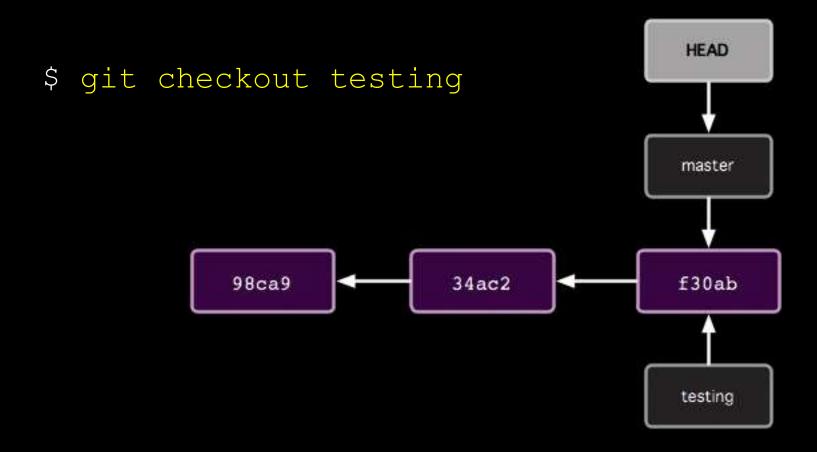
How git branch works



After

- 1. Create temp local branch
- 2. Checkout temp branch
- 3. Edit/Add/Commit on temp branch
- 4. Checkout master branch
- 5. Pull to update master branch
- 6. Merge temp branch with updated master
- 7. Delete temp branch
- 8. Push to update server repos

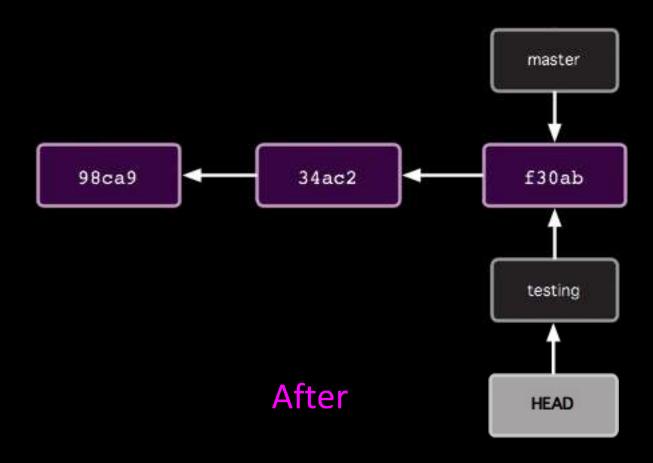
How git checkout works



Before

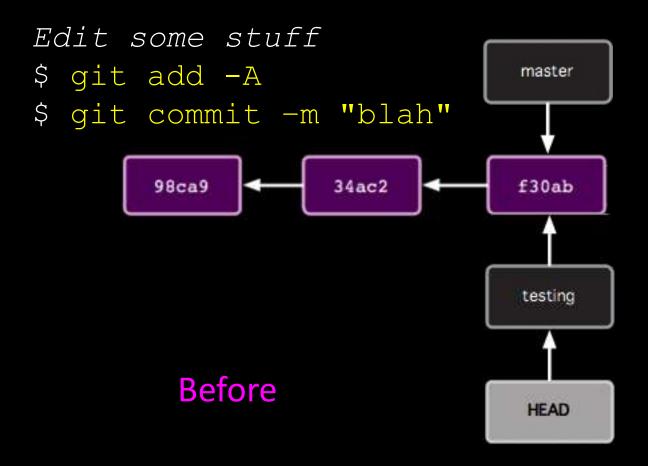
How git checkout works

\$ git checkout testing

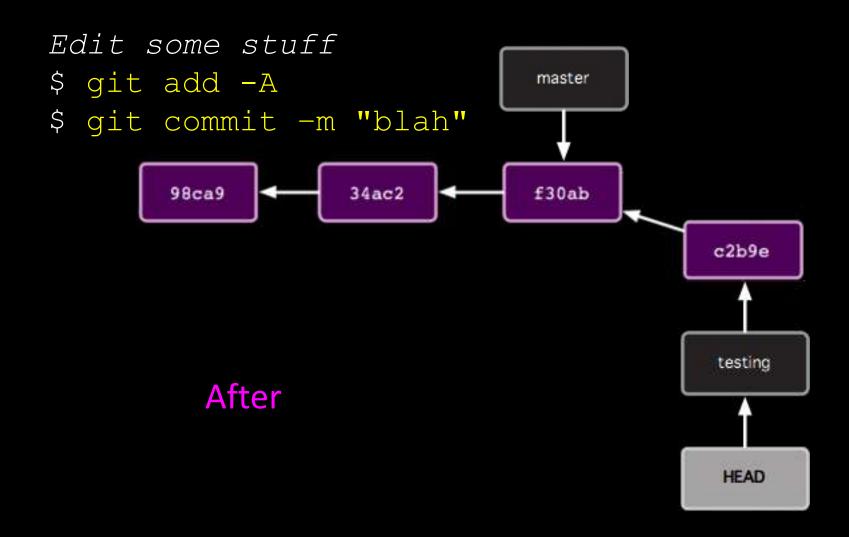


- 1. Create temp local branch
- 2. Checkout temp branch
- 3. Edit/Add/Commit on temp branch
- 4. Checkout master branch
- 5. Pull to update master branch
- 6. Merge temp branch with updated master
- 7. Delete temp branch
- 8. Push to update server repos

How git <u>commit</u> works with <u>multiple branches</u>

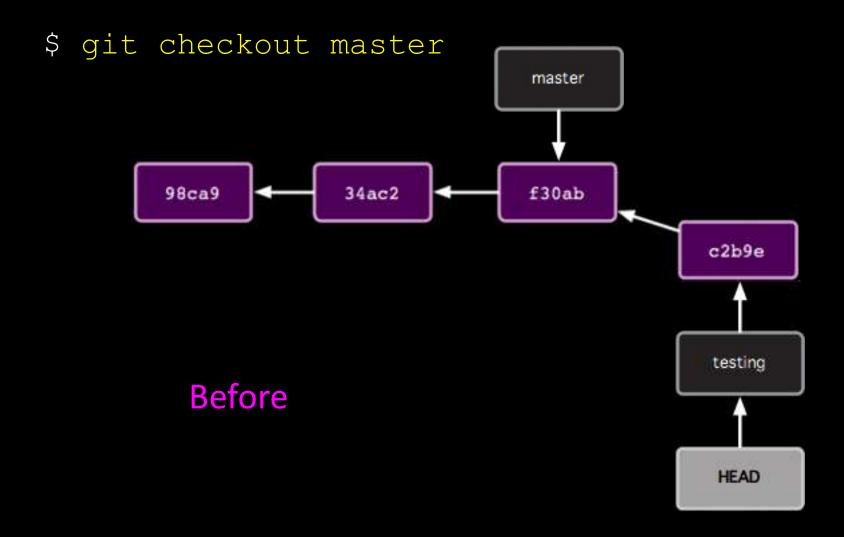


How git <u>commit</u> works with <u>multiple branches</u>



- 1. Create temp local branch
- 2. Checkout temp branch
- 3. Edit/Add/Commit on temp branch
- 4. Checkout master branch
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How git <u>checkout</u> works

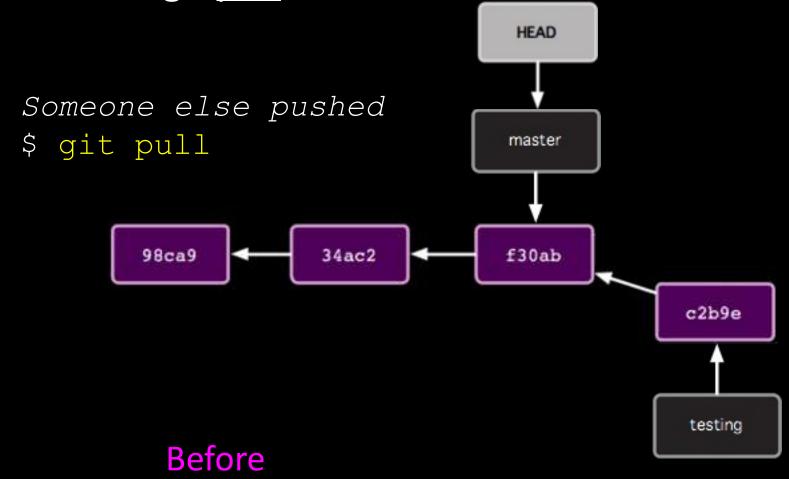


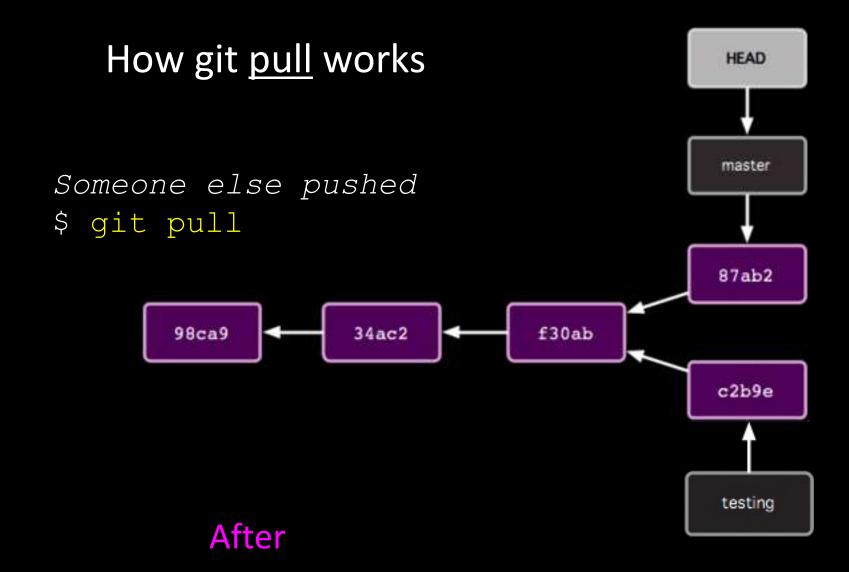
How git <u>checkout</u> works

HEAD \$ git checkout master master 34ac2 98ca9 f30ab c2b9e testing **After**

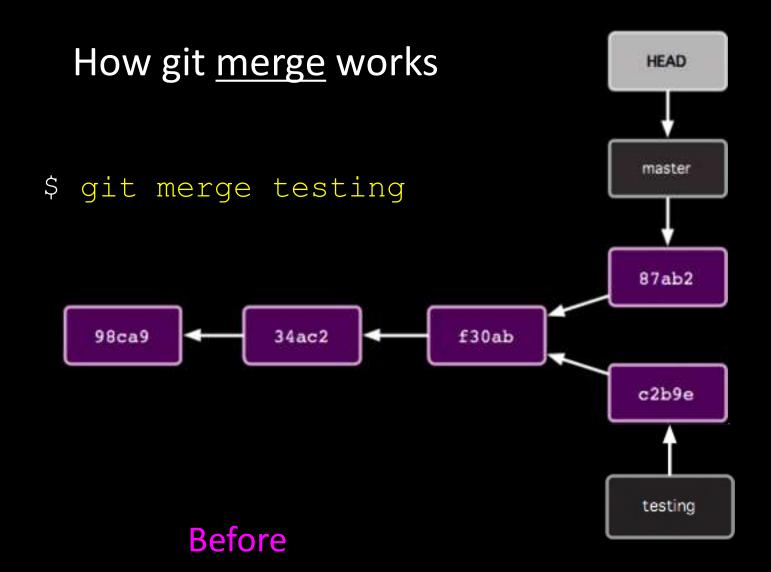
- 1. Create temp local branch
- 2. Checkout temp branch
- 3. Edit/Add/Commit on temp branch
- 4. Checkout master branch
- 5. Pull to update master branch
- 6. Merge temp branch with updated master
- 7. Delete temp branch
- 8. Push to update server repos

How git <u>pull</u> works

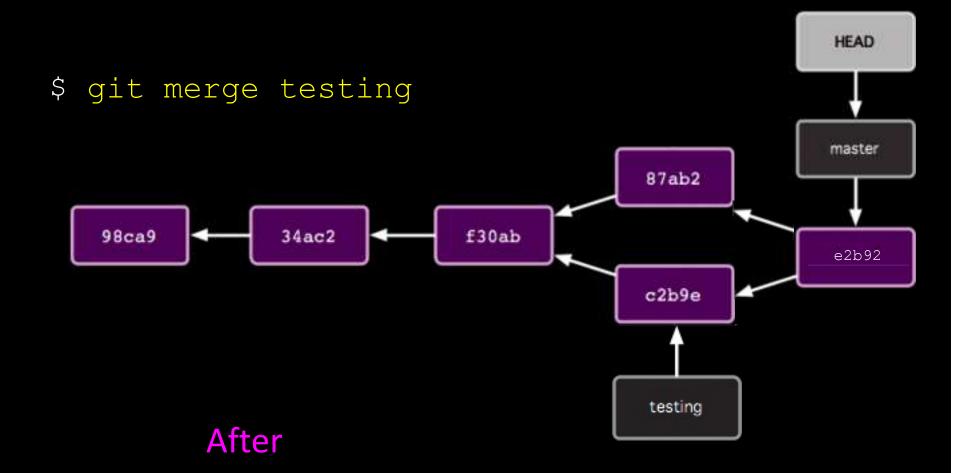




- 1. Create temp local branch
- 2. Checkout temp branch
- 3. Edit/Add/Commit on temp branch
- 4. Checkout master branch
- 5. Pull to update master branch
- 6. Merge temp branch with updated master
- 7. Delete temp branch
- 8. Push to update server repos

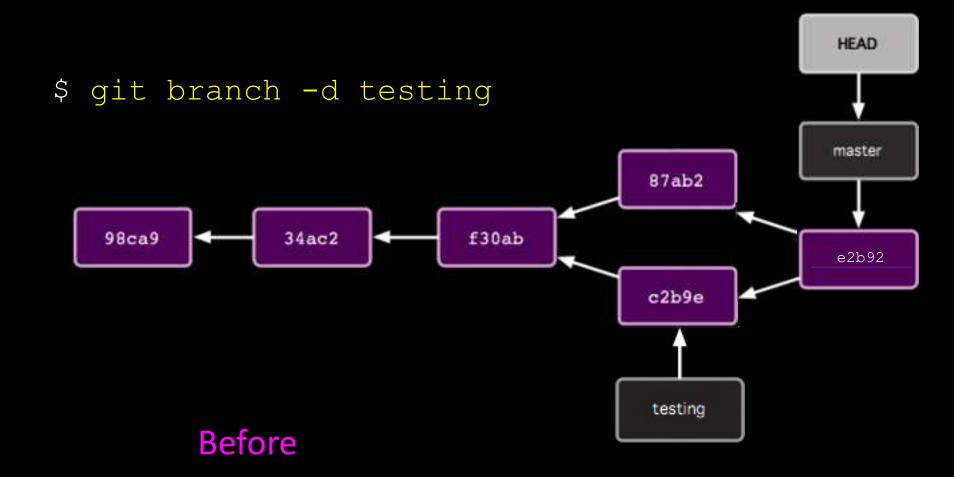


How git merge works

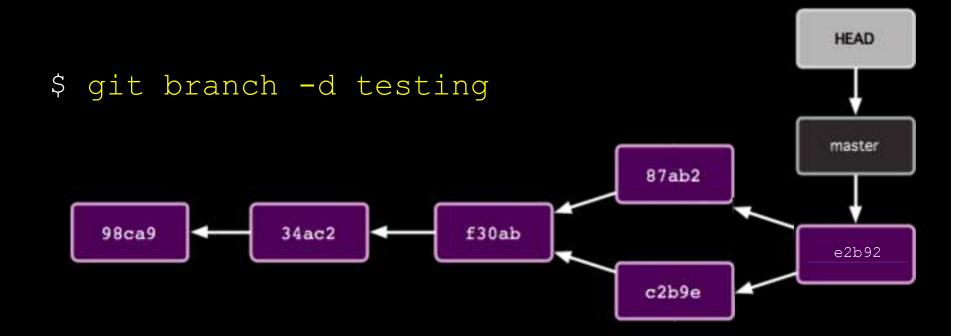


- 1. Create temp local branch
- 2. Checkout temp branch
- 3. Edit/Add/Commit on temp branch
- 4. Checkout master branch
- 5. Pull to update master branch
- 6. Merge temp branch with updated master
- 7. Delete temp branch
- 8. Push to update server repos

How to delete branches



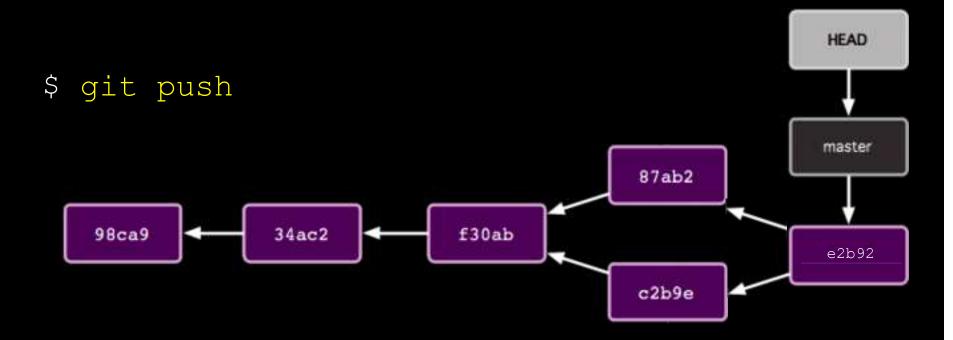
How to delete branches



After

- 1. Create temp local branch
- 2. Checkout temp branch
- 3. Edit/Add/Commit on temp branch
- 4. Checkout master branch
- 5. Pull to update master branch
- 6. Merge temp branch with updated master
- 7. Delete temp branch
- 8. Push to update server repos

How git <u>push</u> works



Should update server repos

(if no one else has pushed commits to master branch since last pull)

Task#01

- Configure Git on your machine
- Create a GitHub account and send me a link on Google Classroom (GC).
- System and push it on your GitHub Account.
- ➤ Description of Account Management System is present on GC.