Software Development

Using GIT

Pr. Olivier Gruber

olivier.gruber@imag.fr

Laboratoire d'Informatique de Grenoble Université de Grenoble-Alpes

• What is GIT

- Keeping histories of the evolution of files and directories
- The ability to merge histories, working alone or in a team

• Personal usage

- Protect and evolve your code
- Look at the past

• Team work

- Dividing work and be able to merge later
- Flexible cooperation
- Keep versions

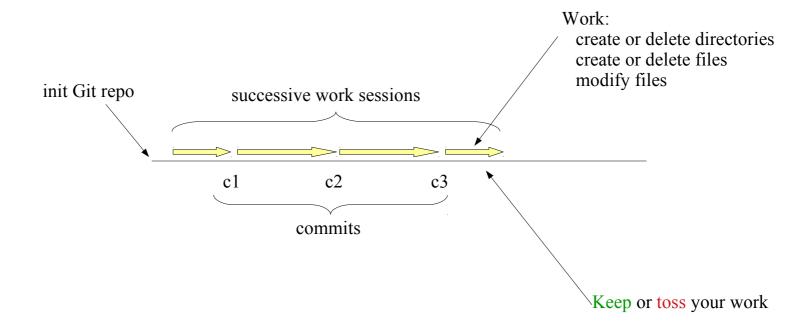
• Personal usage examples

- Last minute, last change...
- It started as a simple change, really...
- Hum, what if...

• Team work examples

- Which USB key as the last version already?
- Trust me, I tested my changes...
- What? Fix you a bug now! Can't, in the middle of something...
- Hey guys, sorry, but my machine died on me...

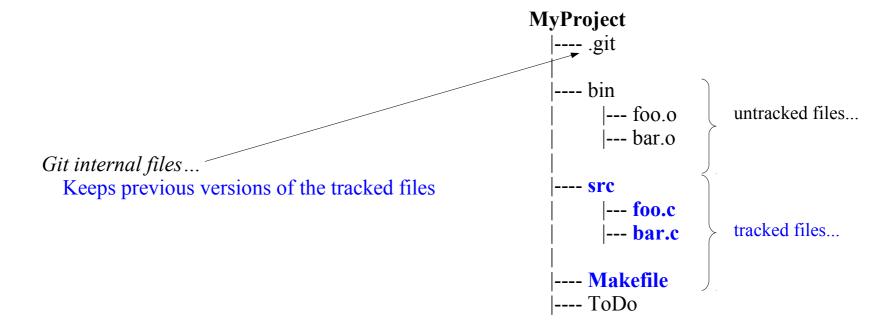
- GIT simplest workflow A saga of transactions
 - Tracks changes to a directory (its files and subdirectories)
 - A transaction: do some work, then commit or abort
 - GIT keeps the history of commits



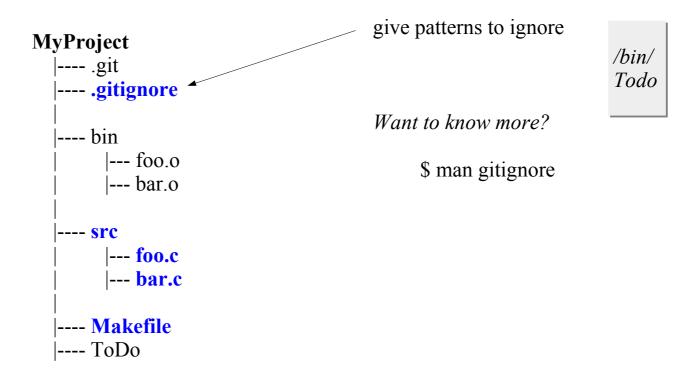
• GIT Repository

- A repository manages one tree of directories and files
- Git tracks the history of **certain files and directories**

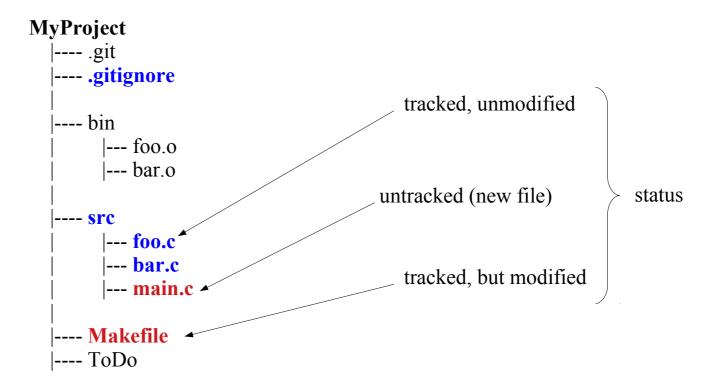
```
$ mkdir MyProject
$ cd MyProject
$ git init
Initialized empty Git repository in ../MyProject/.git/
$
```



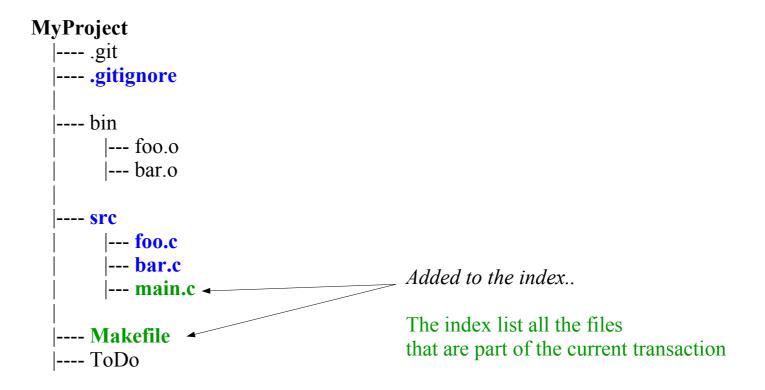
- GIT Repository
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- GIT Status
 - Git tracks the history of certain files and directories
 - Each file has a status untracked, tracked, modified

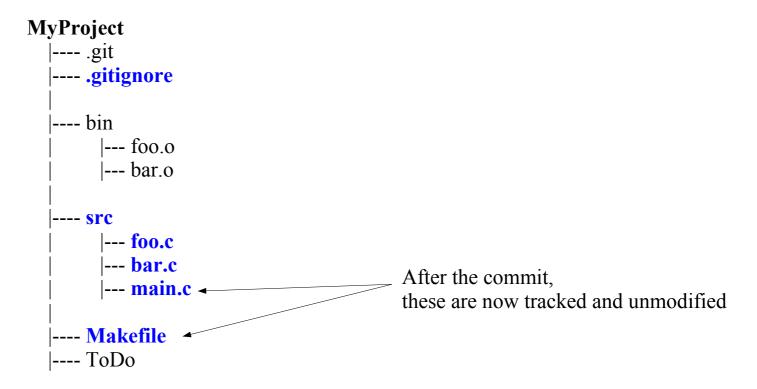


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• GIT Status

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- Each file has a status untracked, tracked, modified, indexed
- **Commit**: save changes for all the files in the index

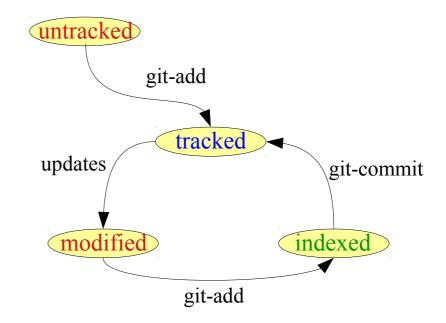


• Four commands

- Git-init
 - Create a repository
- Git-status
 - Give you the status of files
- Git-add
 - Add files to the index
 - Modified or untracked files
- Git-commit
 - Commit changes to indexed files

Want to know more?

\$ man git-init \$ man git-status \$ man git-add \$ man git-commit



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\$...
Add main.c
Modify Makefile

\$ git status

Modified: Makefile Untracked: main.c

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\$ git add -all \$ git status Makefile main.c

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```
### Add main.c

Modify Makefile

$ git status

Modified: Makefile

Untracked: main.c

$ git add -all
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Makefile

main.c

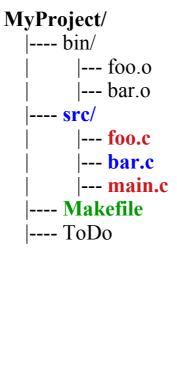
$ git commit -m "Added main.c"
```

nothing to commit, working directory clean

\$ git status

File System View

Developer View



Index View

Modified: **Makefile**Modified: **foo.c**Untracked: **main.c**

Repo View

History of all commits And the previous versions of tracked files

Using GIT for Oneself

- For what?
 - Permits trials and errors
 - Provides a safety net
 - Keep versions (v1, v2, etc.)
- Nothing is free
 - Git maintains a history, so it requires some storage space on your disk
 - It takes some practice to getting used it

• Local safety net

- Git maintains a copy of your work in the ".git" directory
- So if you corrupt or loose a file/directory, you can recover it
- As long as you do not delete or damage the contents of the ".git" directory

• Remote safety net

- This is a bit more advanced usage
- You could clone your repository on a remote machine, used as a backed-up machine
- Example
 - You could use your account at the UFR
 - Or use github
 - Or use another machine at home

- Git-checkout: undo changes
 - Undo **uncommitted** changes
 - Restore the contents of modified files
 - Restore **removed** or **renamed** files or directories

```
$ git add -all
$ git commit -m "Task2 done"

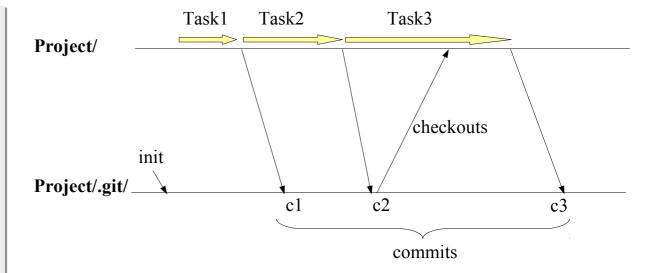
Working on Task3
Ouch:
- f***ed up file Toto.java
- removed Titi.java

$ git checkout Toto.java
$ git checkout Titi.java

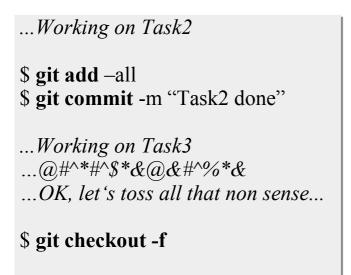
$ git checkout Titi.java

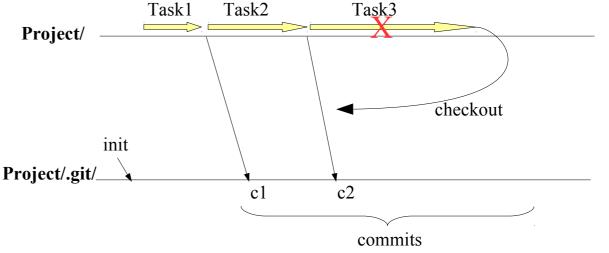
...Finish Task3

$ git add -all
$ git commit -m "Task3 done"
```



- Git-checkout: undo changes
 - Undo all **uncommitted** changes **only** in **tracked** files
 - Be careful here, it cannot be undone





- Git-checkout: undo changes
 - Backing up several commits using git-log and git-revert

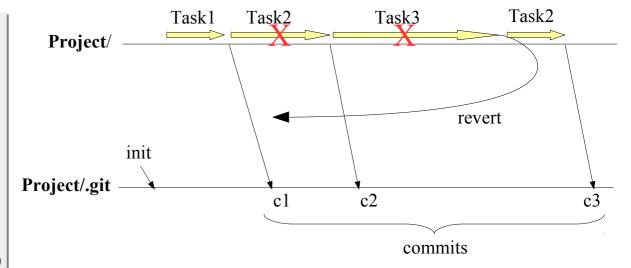
... Oh oh...
Task2 and Task3 were a mistake
Let's scratch that work.

\$ git log commit 75c027 c2 commit 35c025

\$ git revert --no-commit 35c025..HEAD

...now do it right

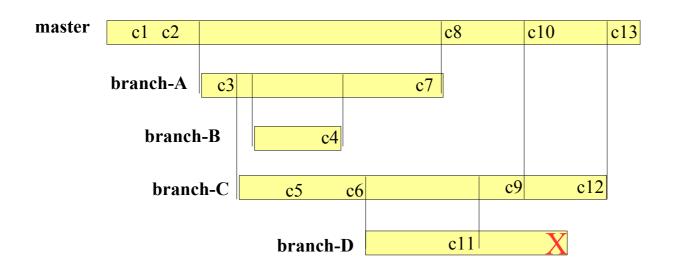
\$ git add --all \$ git commit -m "Ouf..."



You can do it this way, but using branches is **much** easier... and **much** safer

• GIT history

- Branch: fork and merge your work
- Yields a tree of commits, on various branches



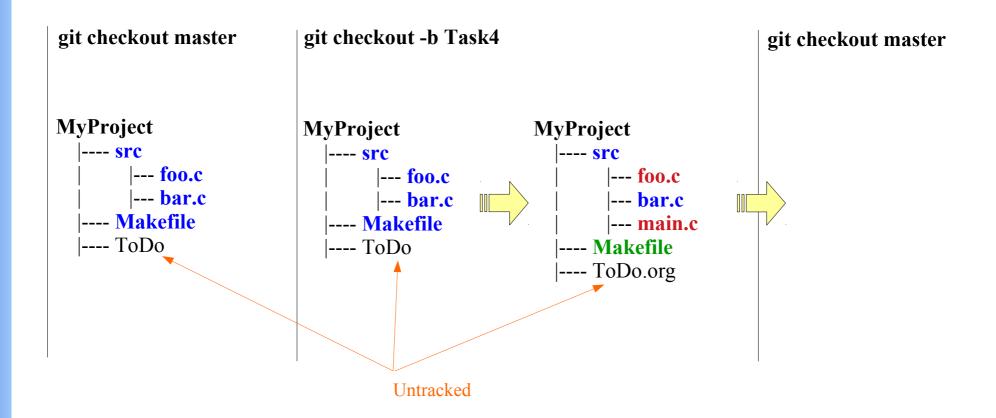
WARNING:

this may become complex...

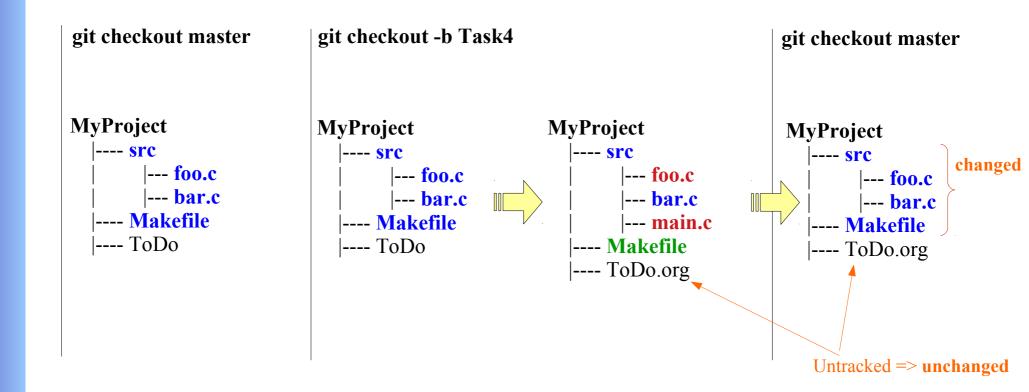
ADVICE:

keep it simple

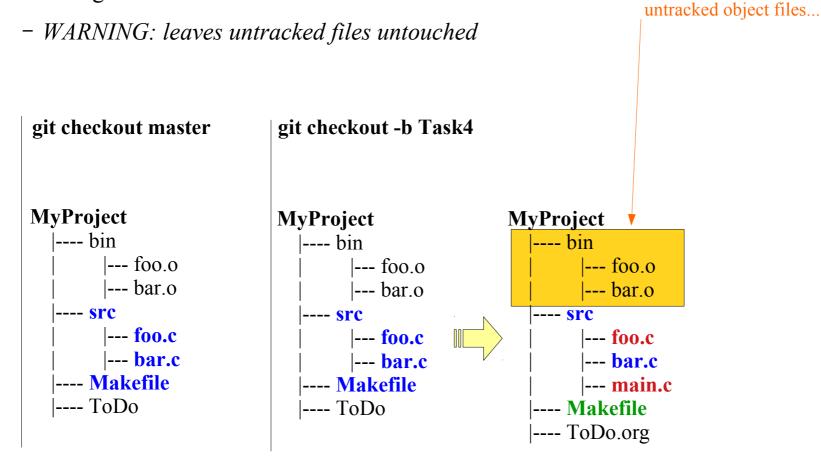
- Switching between branches
 - Changes the contents of **tracked** files
 - WARNING: git-checkout leaves untracked files untouched



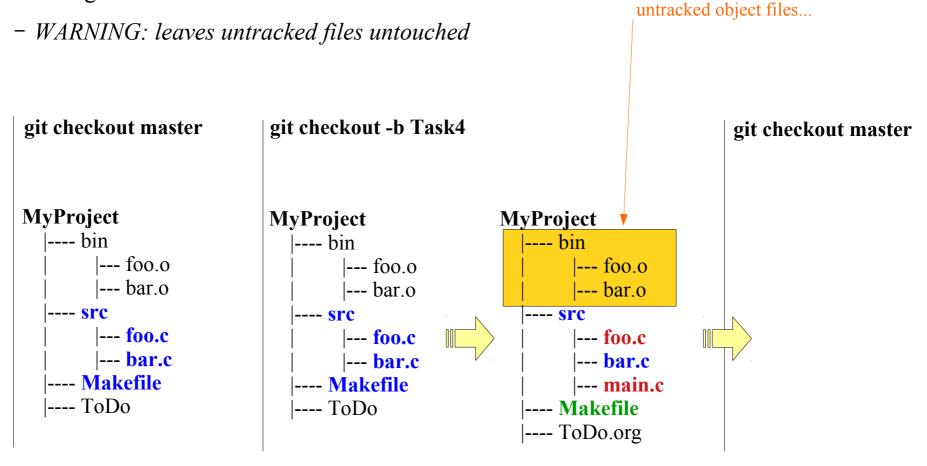
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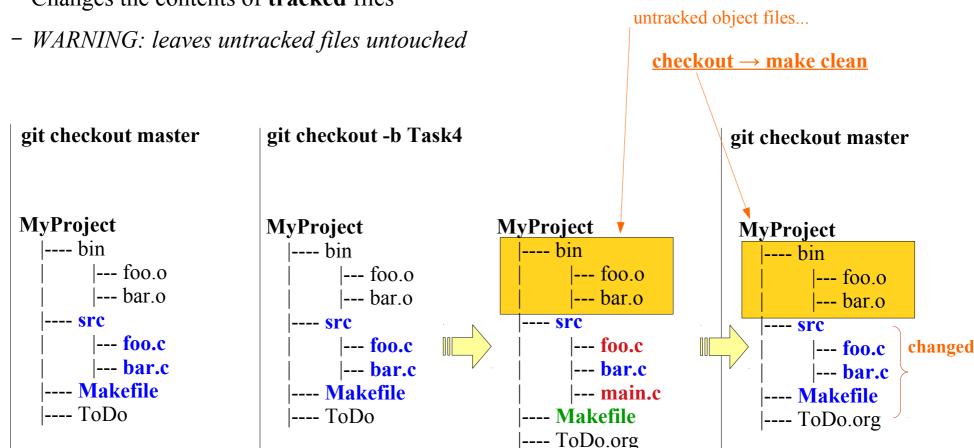
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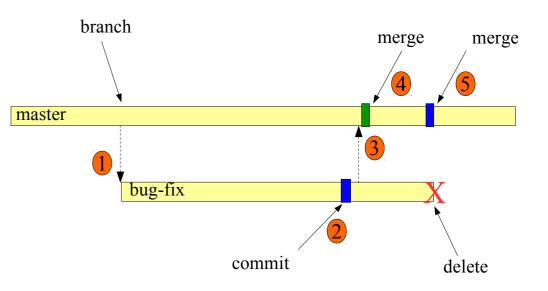
- Switching between branches
 - Changes the contents of **tracked** files



- The simplest pattern
 - Create a branch and later merge it
 - Delete the branch if no longer needed
- \$ git branch bug-fix \$ git checkout bug-fix

... work on fixing the bug

- \$ git add -all \$ git commit -m "Bug fixed"
- 3 \$ git checkout master ——
- 4 \$ git merge bug-fix 🧠
- \$ git add -all \$ git commit -m "Bug fixed merged"
 - \$ git branch -d bug-fix



Come back on the branch *master*

Merge the branch bug-fix into master **No conflicts, if master is never worked on**

Optional delete of the branch

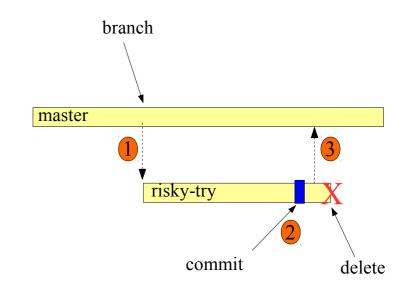
- The simplest pattern A great safety net
 - Create a branch, do some work...
 - And then toss your work at any time
- 1 \$ git checkout -b risky-try

... work on trying something risky...

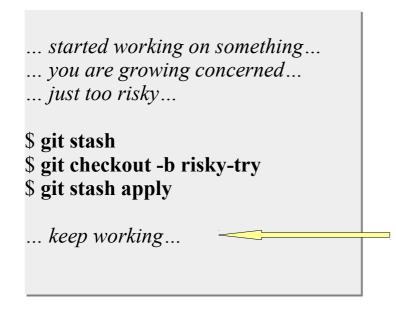
- \$ git add -all \$ git commit -m "First commit"
 - ... If you do not like it at some point
- \$ git checkout master Come back on the branch master

\$ git branch -d risky-try

— Optional delete of the branch



- What if your already started to work...
 - Then you realize this is going to be risky stuff...
 - No problem! (but avoid this situation nevertheless)



nevertheless)

started stash & branch

master

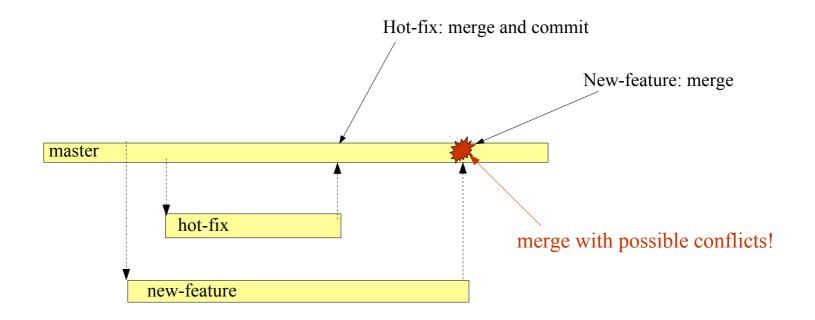
risky-try

commit or toss

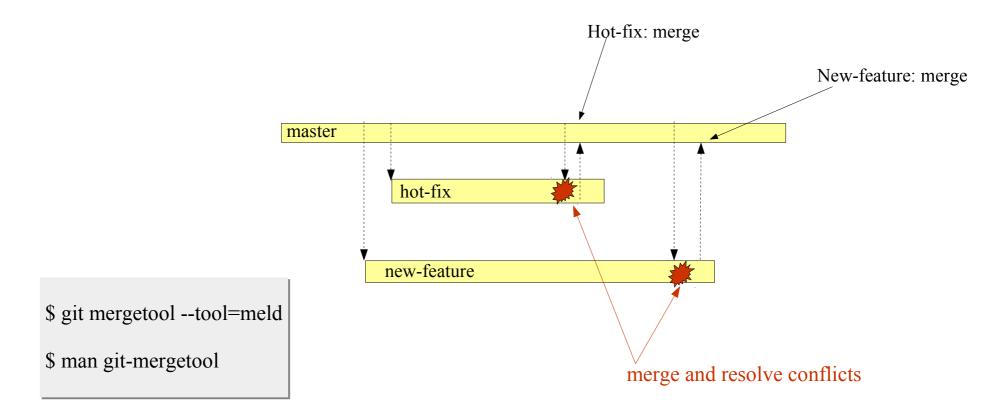
Then comit and merge

or toss your branch...

- Merge conflicts the hot-fix syndrome
 - You are working on a new feature... hoping for a few days of quiet dev-time
 - Of course, a bug is found in your committed code \rightarrow a hot fix is necessary
 - When done with the hot-fix, you commit and merge onto master
 - Going back to your new feature and you finish it
 - When done, can you merge to master?

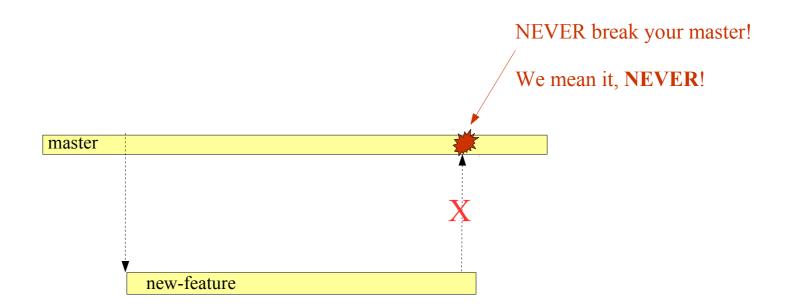


- Always merge *master* on your local branch first
 - Most updates on the same files are merged without conflicts
 - Sometimes a manual merge is necessary
 - You will need to practice it, with your favorite merge tool



- Merge conflicts
 - **Never** merge on your master with potential conflicts

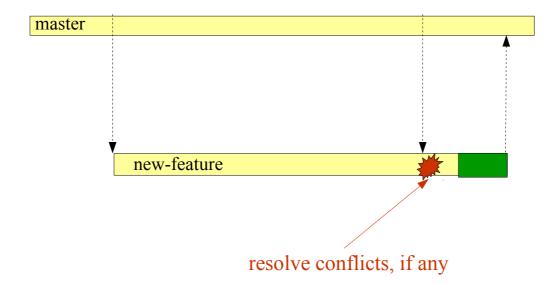
- ...



• Never break your master branch

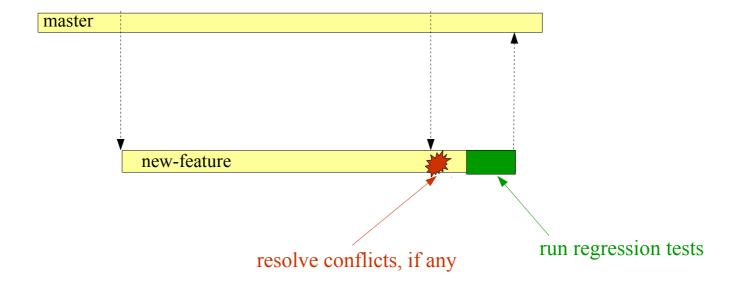
- **Never** merge on your master with potential conflicts
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- ...



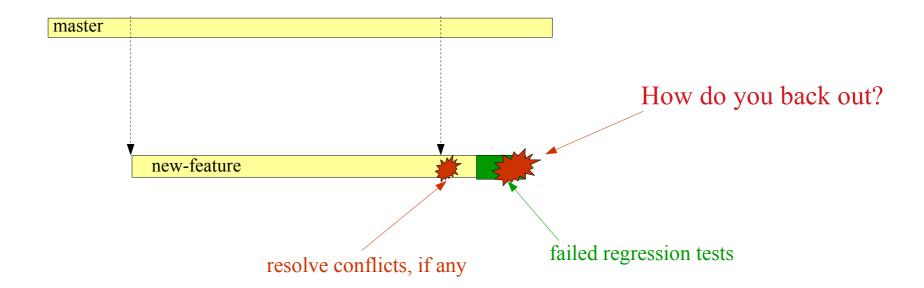
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- Never merge on your master with potential conflicts
- Always merge on your branch first
- Always run regression tests before merging back on master

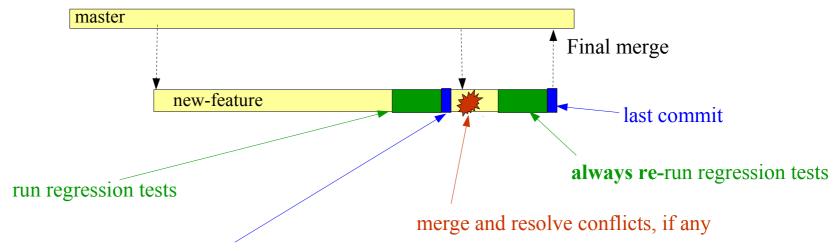


• Never break your master branch

- Never merge on your master with potential conflicts
- Always merge on your branch first
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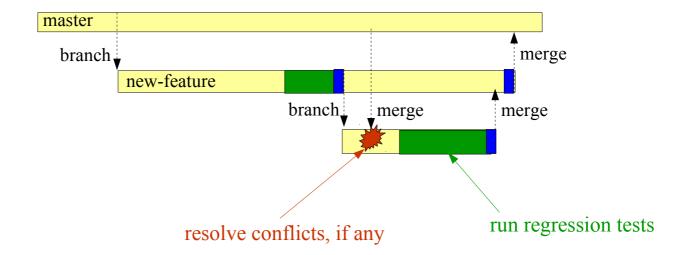


- Safe Merge Workflow
 - (1) run regression tests, they must pass before you can considering your work done
 - (2) commit on your branch
 - (3) merge the master branch on your branch
 - (4) run regression tests, again
 - (5) commit or toss the merge
 - OK: **commit** and **merge** your branch in the master branch
 - KO: toss the merge, everything since the last commit, using "git checkout -f"



last commit before merging with master

- Safe Merge Workflow Option two
 - You can always use a temporary "merge" branch
 - Easy toss of the "merge" branch, if the merge should fail
 - Easier if you ever need to checkout back and forth across branches (hot-fix for examples)



Using GIT – Practice makes perfect

• Do practice

- Again and again, until you are confortable with GIT
- Scared of making a mistake use branches
- Do not procrastinate
 - Until you have a team project
- Do not fear merges and conflicts
 - Most merges happen without conflicts
 - Create branches, work concurrently, experience merges
- Goals
 - Never break your master
 - Always have undoability

Using GIT – Practice makes perfect

- Running tests
 - Merge, compile, and a quick run does not mean correct
 - JUnit is great for automating tests
 - **Remember:** your tests are the only real guardians of your master...
- Keep doing your backups
 - Better safe than sorry
- Keep it simple keep using branches
 - Despite all these websites telling you to mess with the commit history tree
 - You will be happy you did, believe us