

Tooling ourselves up

2. Introduction to git and github

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Plan

- Three presentations:
 - (1. Basic of document creation with Quarto)
 - 2. Using Git and GitHub for version control**
 3. Online version control with GitHub

Today:

1. What is git?
2. The git grammar
3. A worked example
4. Introduction to GitHub
5. Publishing online content using GitHub
6. More examples

1. What is git?

What does git even mean?

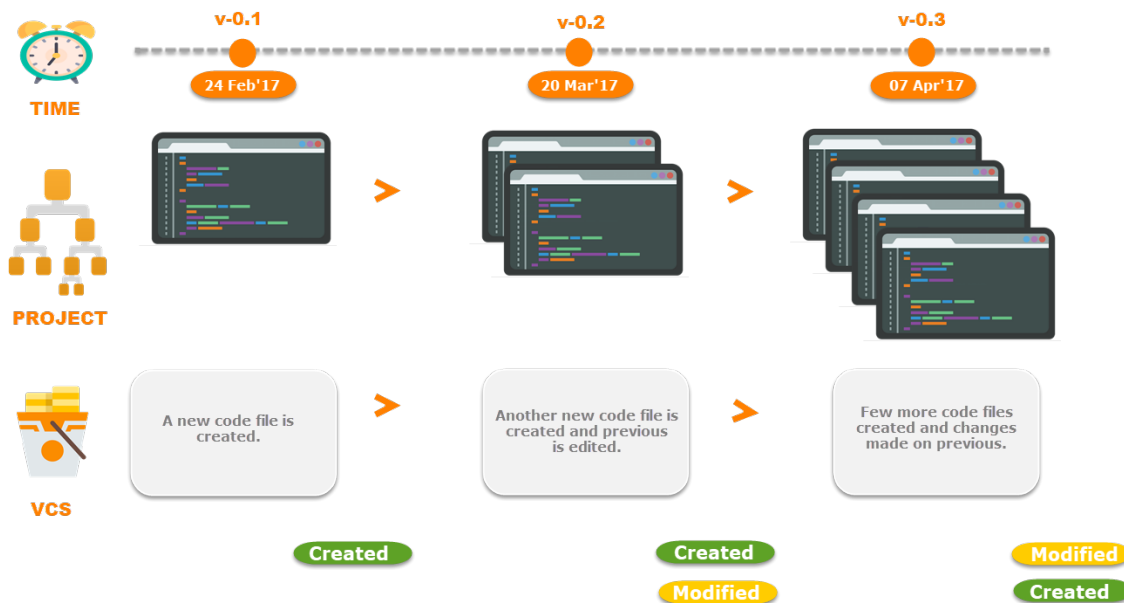
- From [Wikipedia](#):
 - “Global Information Tracker”: you’re in a good mood, and it actually works for you. Angels sing, a light suddenly fills the room.
 - (random sequence of rude words): when it breaks.

- More seriously, git is a ...
 - Distributed...
 - ... Version Control
 - ... System
- Some estimate that >90% of the version control operations globally are carried out with git

Defining features

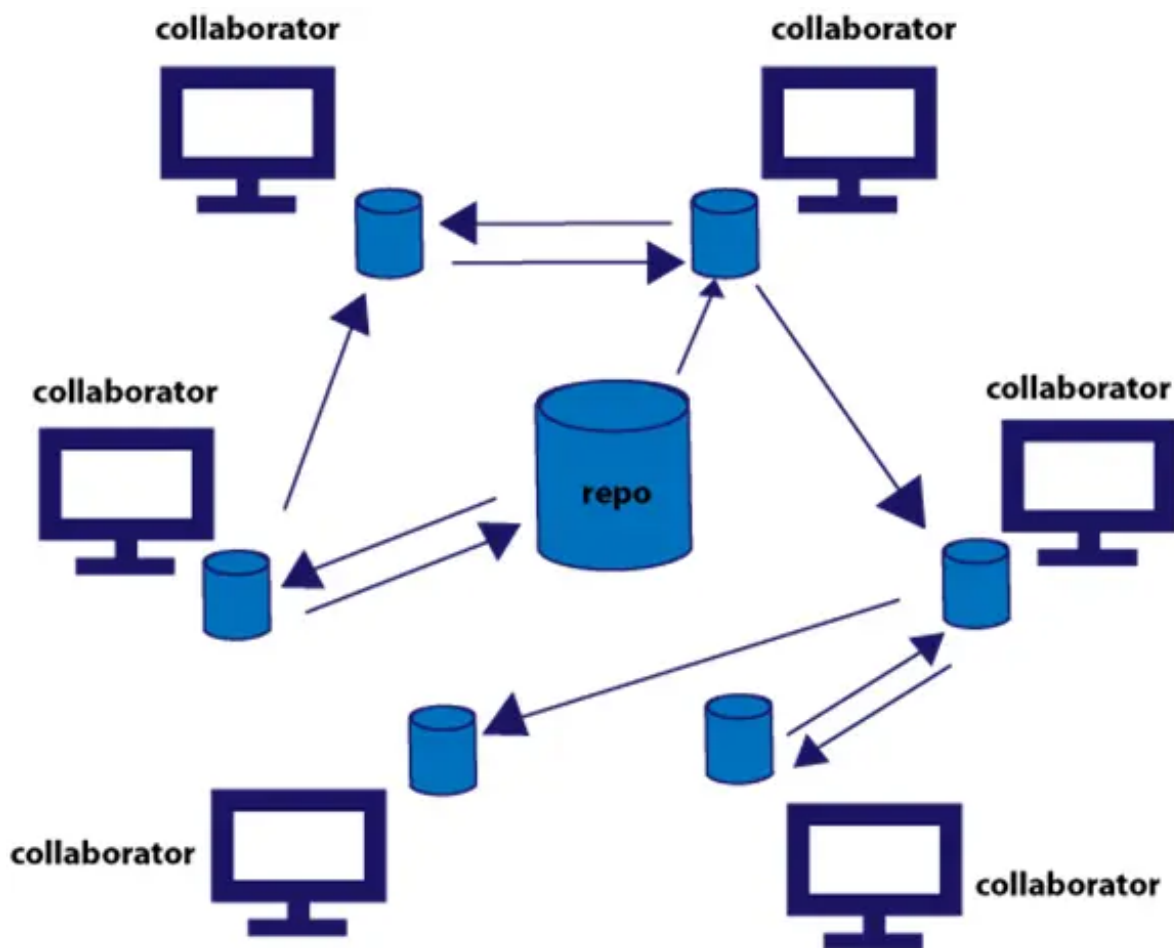
- **Version Control:**
 - < software engineering
 - ... *practice of controlling (...) files and versions of files; primarily source code text files, but generally any type of file.*
 - Required when building complex software projects and when several - potentially many – developers collaborate together

What it looks like



Distributed version control

- Everyone has access to all files at all times. Each user has an up to date, copy of the repository* and its version history* :
- Hierarchical client-server vs a 'mushrooming' approach
 - Users independently amend their copy of the repository on their local computer
 - In principle, no need for an 'official' project server, but in practice often retained
- Users have to agree on changes before they are merged into a 'master' version.



In a nutshell...

- What git does
 - git records changes to some content (file/files) so that all team members have access to the current version on their local machine
 - git only records the changes (differences between versions) as opposed to entire versions of files
 - keeps a reversible history of a project through which users can navigate
- What it is for:
 - A single user works on a project, wants to keep track of corrected errors and/or explore further developments/ideas;
 - A team collaborates on (different sections of) a project, in parallel or sequentially;

Do we really need git at UKDS □?

- More, more diverse and more complex training materials:
 - need for unique versions of documents, easily transferable between people, computers, etc
- Increase in the number of 'software' materials we produce: ie syntax files; quarto documents; shiny apps
- Need for 'agile' publication of content at the same time as flexibility to amend them
- → git/github as a possible way forward

Software implementation

- git command line: standalone program that runs from a console (terminal)
- Several GUI implementations:
 - GitHub Desktop, RStudio, GitKraken...
- Available on all major OS: Windows, MacOS, Linux
- *Open source*, free, created by Linus Torvald (< Linux kernel)

2. The git grammar

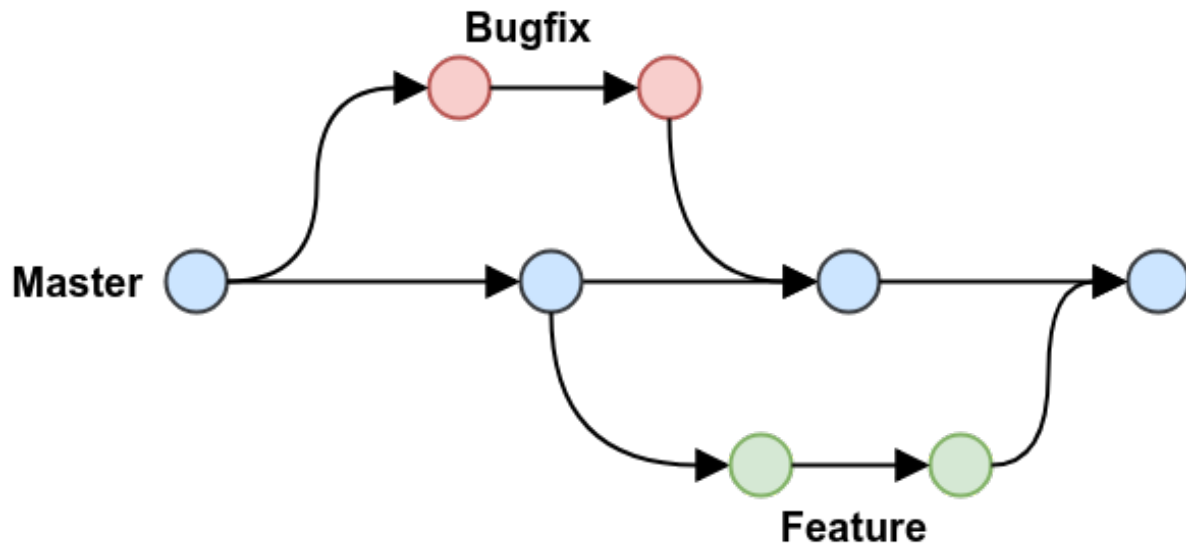
Essential concepts...

- *Working directory/tree*: contains the current file(s) of the project
- *Repository*: where tracked project files and their version history are stored
 - located in a *.git* folder inside the working directory
 - Not all files inside a working tree need to be tracked
- *Staging area*: buffer zone where (version of) files can be manipulated before being added to the repository
- *Branch*: a copy of the working directory to be worked on/modified without altering the master branch

Essential actions

- `git init`: create a new repository inside a working directory
- `git add`: adds files (new and modified ones) to the staging area
- `git commit`: records the version of the files in the staging area into the repository
 - A 'commit' is a snapshot of a working tree at a given point in time.
- `git branch`: creates/manipulate branches for working on a project without altering the current ie *master* branch
- `git switch`: moves between branches
- `git merge`: merges commits from a branch into the *master* branch
- `git status`, `git log`, `git diff`: inspect the status of repositories and files, monitor changes

The git workflow



3. A worked example

What we will cover

- Creating a single file repository
- Initial commit
- Amending content and committing changes
- Keeping track of what happened
- Amending a project via a branch

4. GitHub

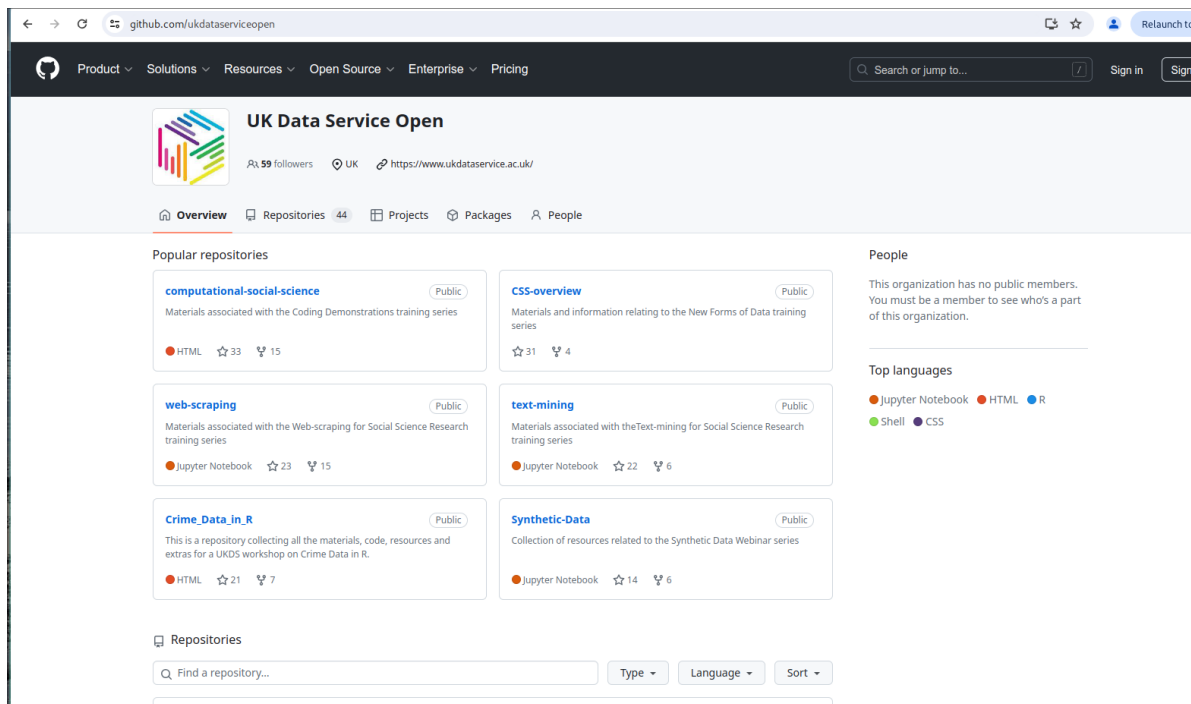
What is GitHub?

- One among several online extensions of git
 - Online VC & collaboration platform relying on git
- Other platforms include [gitlab](#), [Codeberg](#), [gitea](#), etc
- Owned by Microsoft since 2018, content used for AI training.

- De facto standard, digital commons: 200,000M+ public repositories
- Convenient platform for:
 - sharing source UKDS content with a large audience
 - flexibly publish training material as web pages
 - Possibly also collecting user feedback and suggestions

Features

- All of git functionalities plus:
 - Online storage of git repositories
 - Multi-user online collaboration
 - Basic web server capabilities via GitHub Pages
 - Advanced security policies
 - Via UoM subscription: more features – private web server



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PierreWal

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Public

JavaScript

164 contributions in the last year

Aug

Sep

Oct

Nov

Dec

Jan

Feb

Mar

Apr

May

Jun

Jul

Mon

Wed

Fri

[Learn how we count contributions](#)

Less

More

Contribution activity

2024

2023

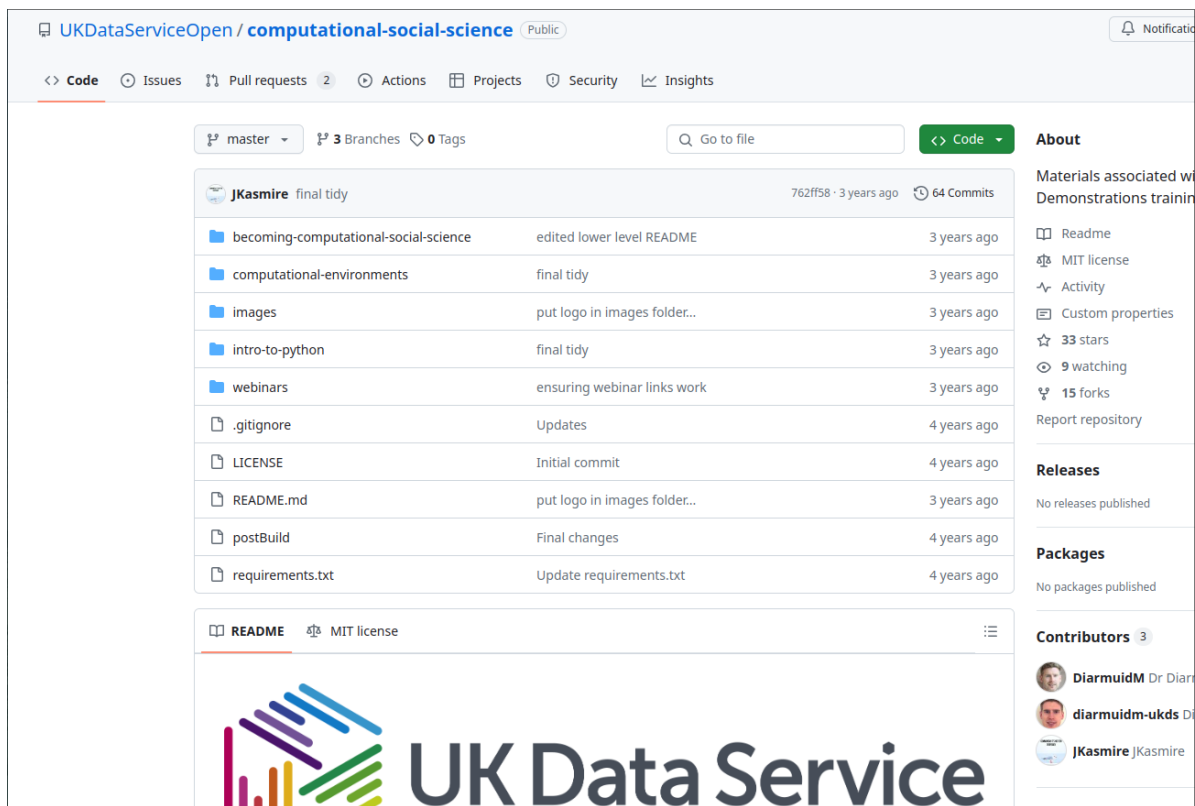
2022

July 2024

Created 8 commits in 1 repository

[PierreWal/new_repo](#) 8 commits

8



Working with GitHub

- New conventions:
 - **Main:** local version of the repository branch (instead of *master*)
 - **Origin:** remote version of the branch on GitHub or other
- New commands:
 - To pair a new *empty* online repository with a local one:
 - * `git remote add origin * address of the online repository*`
 - To upload local changes (including a new repo) to an online repo:
 - * `git push origin main`
 - To retrieve locally the newest version of a project from an online repo:

- * `git pull` or `git fetch`
- To download locally an online repo and start working on it:
 - * `git clone` * address of the repository*
- These commands can be run from a terminal, from a GUI app, or RStudio

5. Workflow examples

1. Start a new project tracked on GitHub

- Create an online repository
- Clone it with RStudio
- Create content
- Add files to the staging area and commit changes
- Push the commit to the online repository

2. Upload existing work into a new online repository

- Create an empty online repository
- Initialise the local git repository;
- Add files and commit changes
- Declare the online repo
- Push the commit on GitHub

3. Publishing simple websites

- Setting up GitHub Pages
- Extra considerations:
 - Choosing the location of the content: *root* vs *docs* subdirectory
 - `index.html` vs specified page name
 - Using `Readme.md` as an landing page

Final note

- **Next time**

- More on interfaces
- Fetching/pulling commits
- Interacting with other users

- **Additional resources**

- [gittutorial](#) Basic introduction to the main functionalities of git
- [Git Tutorial on W3 School](#) (In-depth introduction to Quarto)
- For RStudio and GitHub, see [this tutorial](#)
- Lots of YouTube videos

Thank you for your attention

- Any comments: pierre.walthery@manchester.ac.uk