

GIT

git happens

Git

Git tracks the **history** of all your changes.

It lets teams **collaborate**

Distributed Version Control System

Git Projects Repository

Project Directory = Git Repository

.git folder - hidden

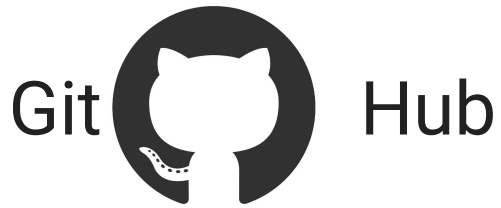
Houses the internal data structure required for version control

Sharing Project

.git contains everything git

git clone





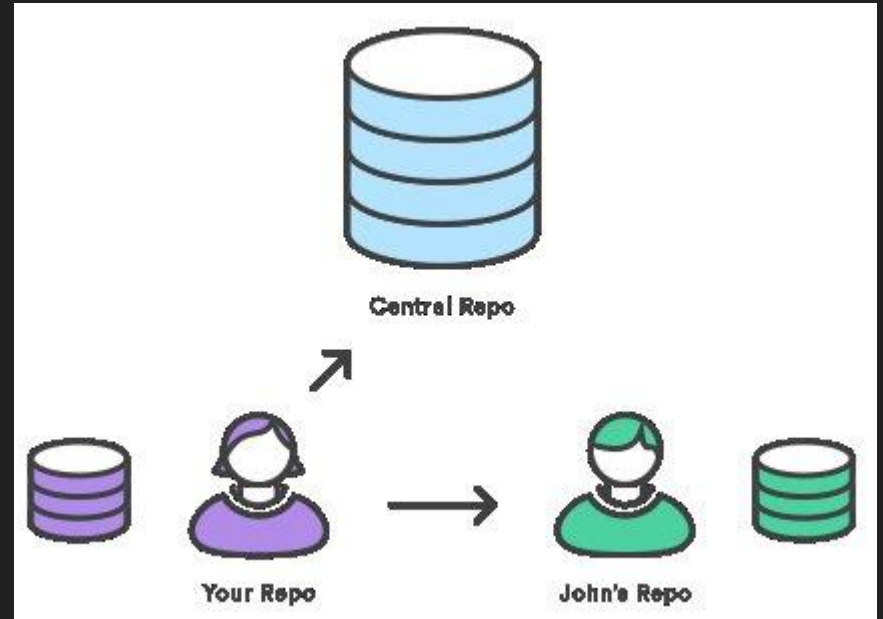
Hub for Git Repositories

Offer views of your project and special views of git topics we're about to cover

Sharing Project

.git contains everything git

git clone



Commits

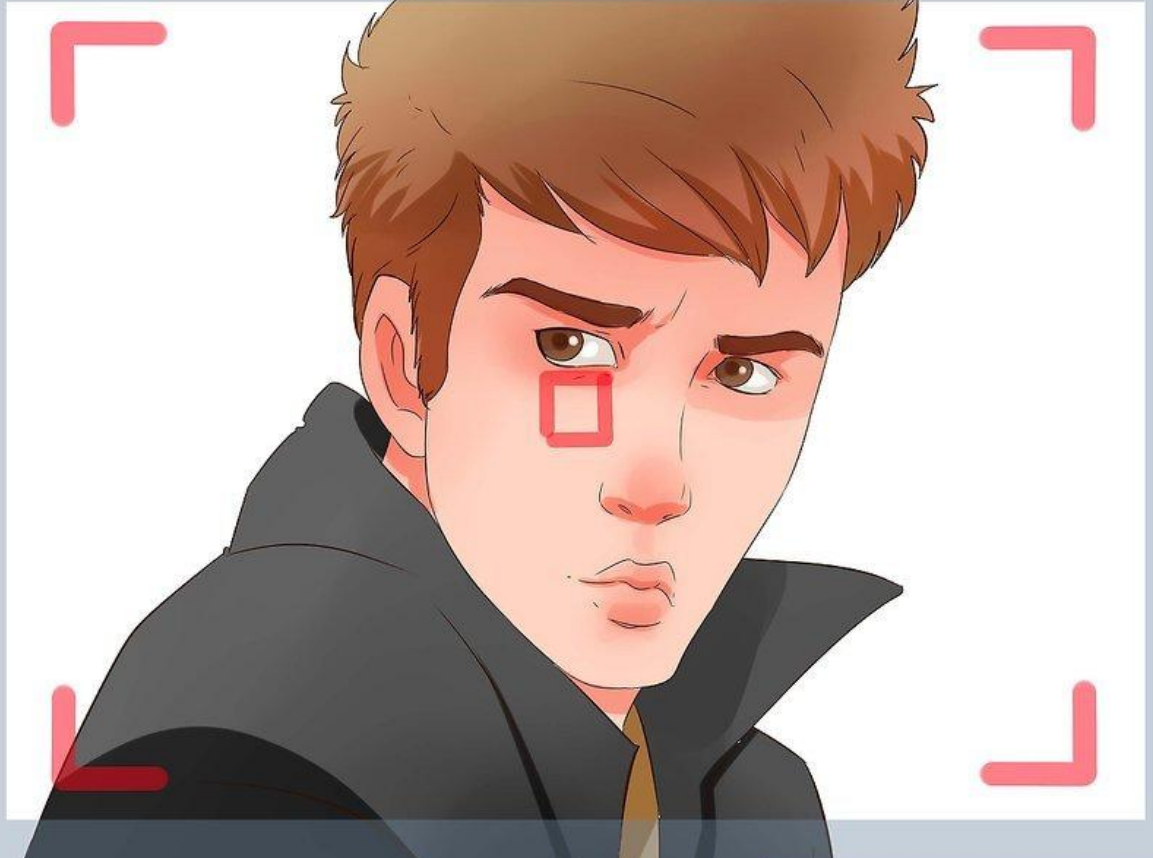
Snapshots

Message

Extra














Author

Date



History

Keeps history of all your snapshots - commits

Author	Commit	Message		Date
? unknown	115cb1d	Full Collision System!	 Saucers	2018-09-05
? unknown	4c4890b	Push from 2017!	 Saucers	2018-09-05
? unknown	18760ea	Still trying to fix	 Saucers	2018-09-05
? unknown	48cb52f	Revert "Trying to go back to 2017" This reverts commit 562ef1f192f9056d486c2377422fee4232bff243.	 Saucers	2018-09-05
? unknown	562ef1f	Trying to go back to 2017	 Saucers	2018-09-05
? unknown	ae1c0b9	Working on player body killing saucer - mid dev update	 Saucers	2018-08-31
? unknown	f2ad8af	Fixed an error with serrialization (isn't odin great?)	 Saucers	2018-08-31
? unknown	0b5040e	Now asteroids can be bumped by the player	 Saucers	2018-08-31
? unknown	deccad8	Asteroids can now bump into you! (Though in a strange twist of fate you cannot exactly bump into them. That's next.)	 Saucers	2018-08-31
? unknown	462d946	Asteroids use new collision system. I like it.	 Saucers	2018-08-31
? unknown	0098c71	Generalizing and adding saucer collision - mid dev push	 Saucers	2018-08-30
? unknown	4d#32bf	Baddies can shoot now :)	 Saucers	2018-08-30
? unknown	bebebe2	Laying out framework	 Saucers	2018-08-14
? unknown	b6b2d2d	I guess this has to happen?		2018-08-14

How to take a picture

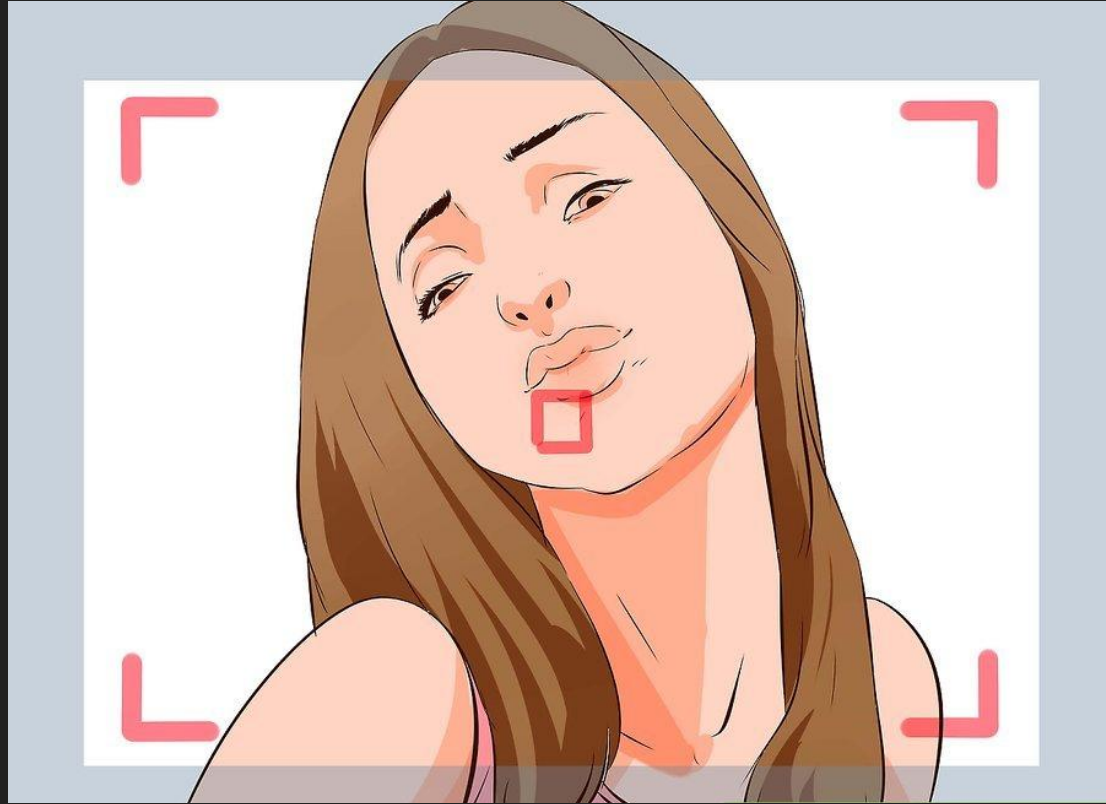
Get everyone in the picture

Get everyone on stage

In the staging area

In the index tree

WILL GET SNAPSHOTTED



Not in the picture

Working Tree

Ignorance is bliss

You can hide things

We've got this for Unity



Putting someone into the picture

Add

After every change

Remote

Add tracked ~~project~~ repo to local ~~project~~ repo.

A D A M S A N D L E R

CLICK

KATE BECKINSALE CHRISTOPHER WALKEN

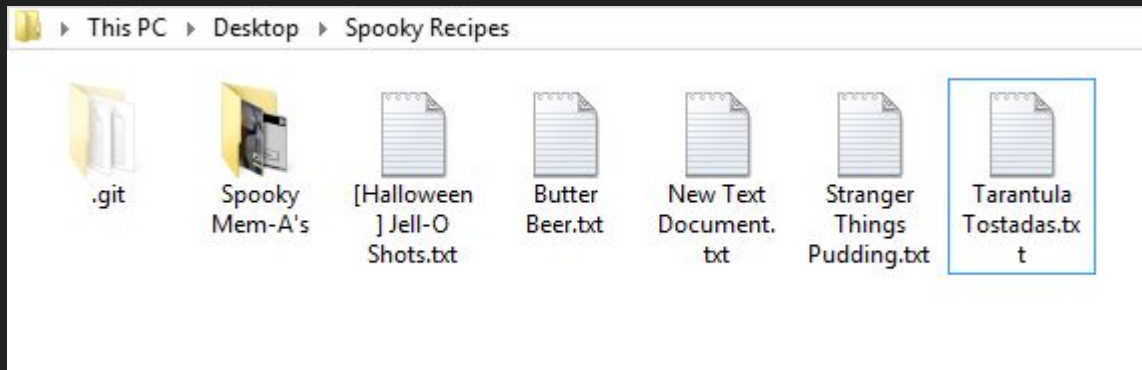


Paul McGuigan's 2009 Sci-Fi , Thriller - Push

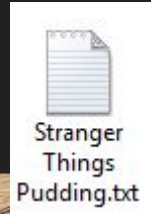
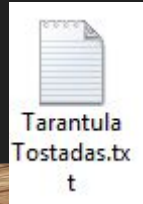
Upload commit (snapshot) history to remote (online repo - GitHub)



Workflow



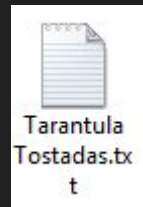
Workflow



the office
thursdays 9/8c



Workflow



Workflow



Push

Workflow

Local

Message
Full Collision System!
Push from 2017!
Still trying to fix
Revert "Trying to go back to 2017" This reverts commit 562ef1f192f9056d486c2377422fee4232bff243.
Trying to go back to 2017
Working on player body killing saucer - mid dev update
Fixed an error with serialization (isn't odin great?)
Now asteroids can be bumped by the player
Asteroids can now bump into you! (Though in a strange twist of fate you cannot exactly bump into them. That's next.)
Asteroids use new collision system. I like it.
Generalizing and adding saucer collision - mid dev push
Baddies can shoot now :)
Laying out framework
I guess this has to happen?

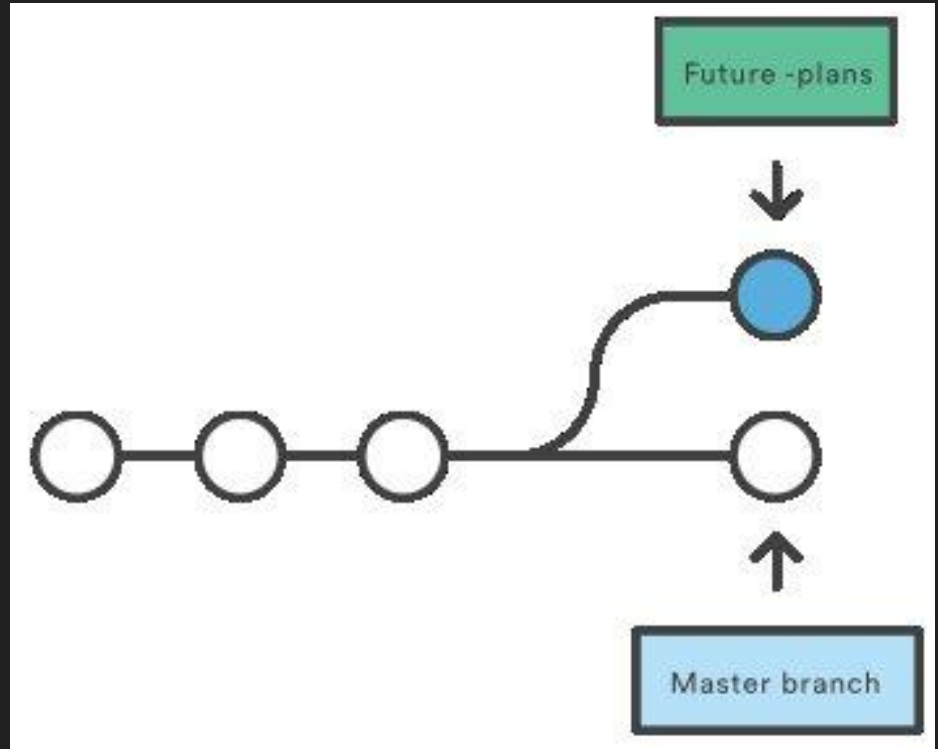
Remote

Message
Full Collision System!
Push from 2017!
Still trying to fix
Revert "Trying to go back to 2017" This reverts commit 562ef1f192f9056d486c2377422fee4232bff243.
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Baddies can shoot now :)
Laying out framework
I guess this has to happen?

Branching

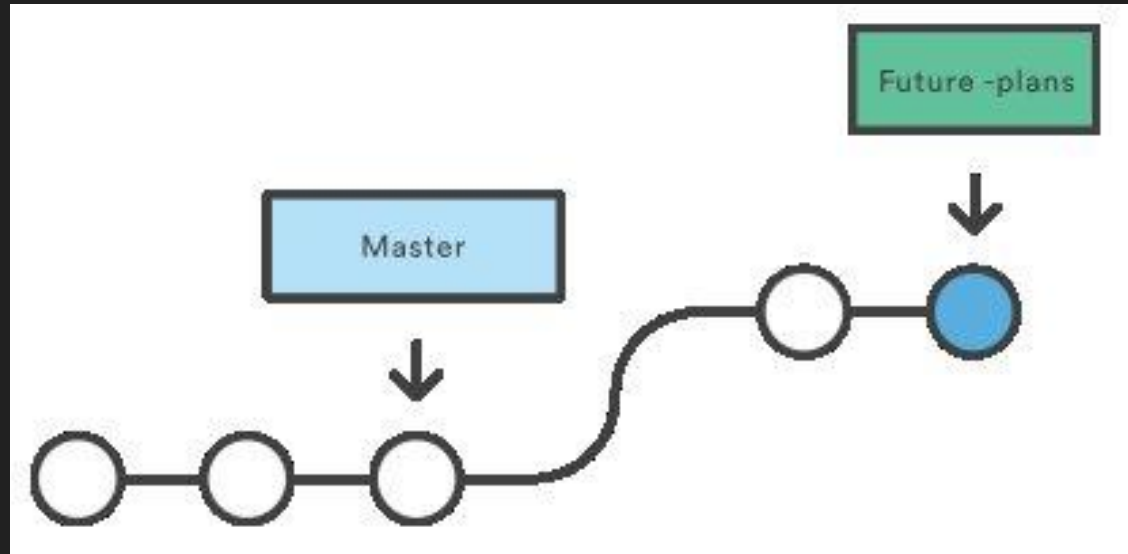
Default Master

~~Switch~~ Checkout Branches



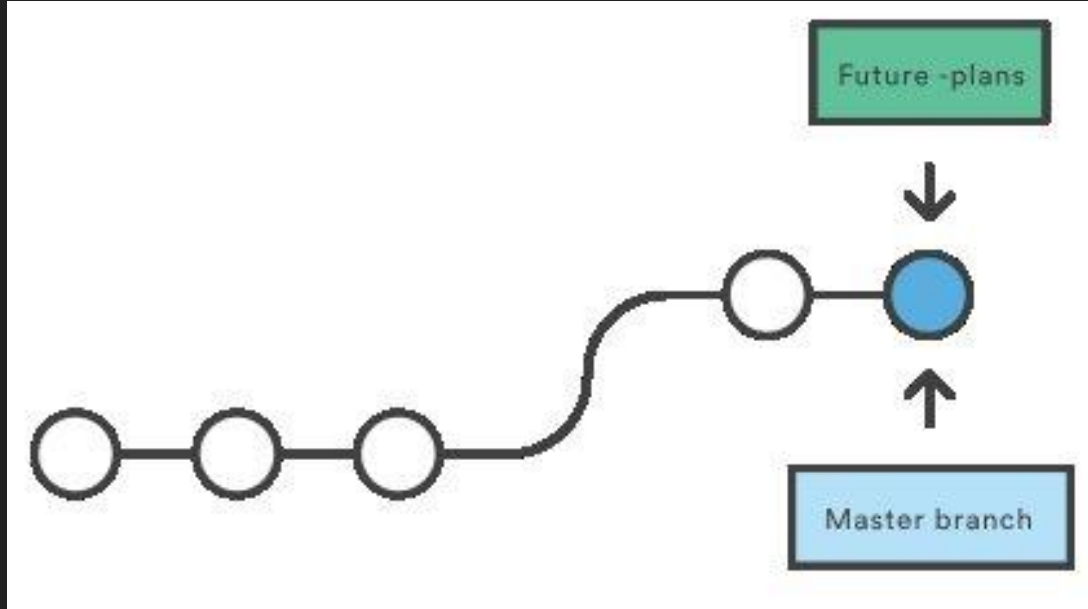
Branching

Add commits



Branching

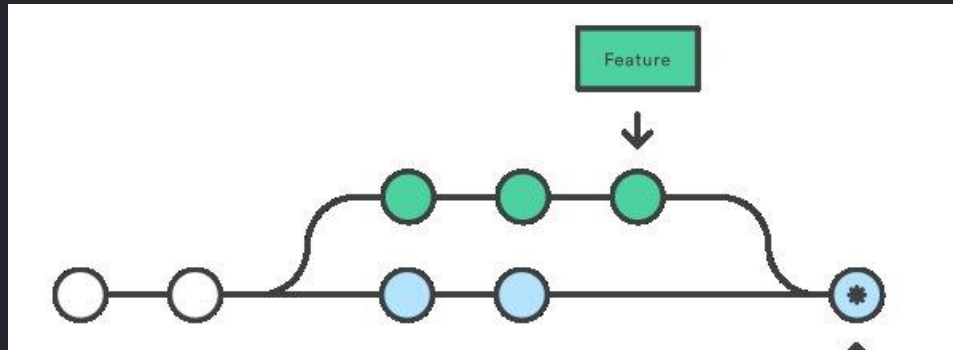
Once you know it's steady
let master catch up



Branching



Push



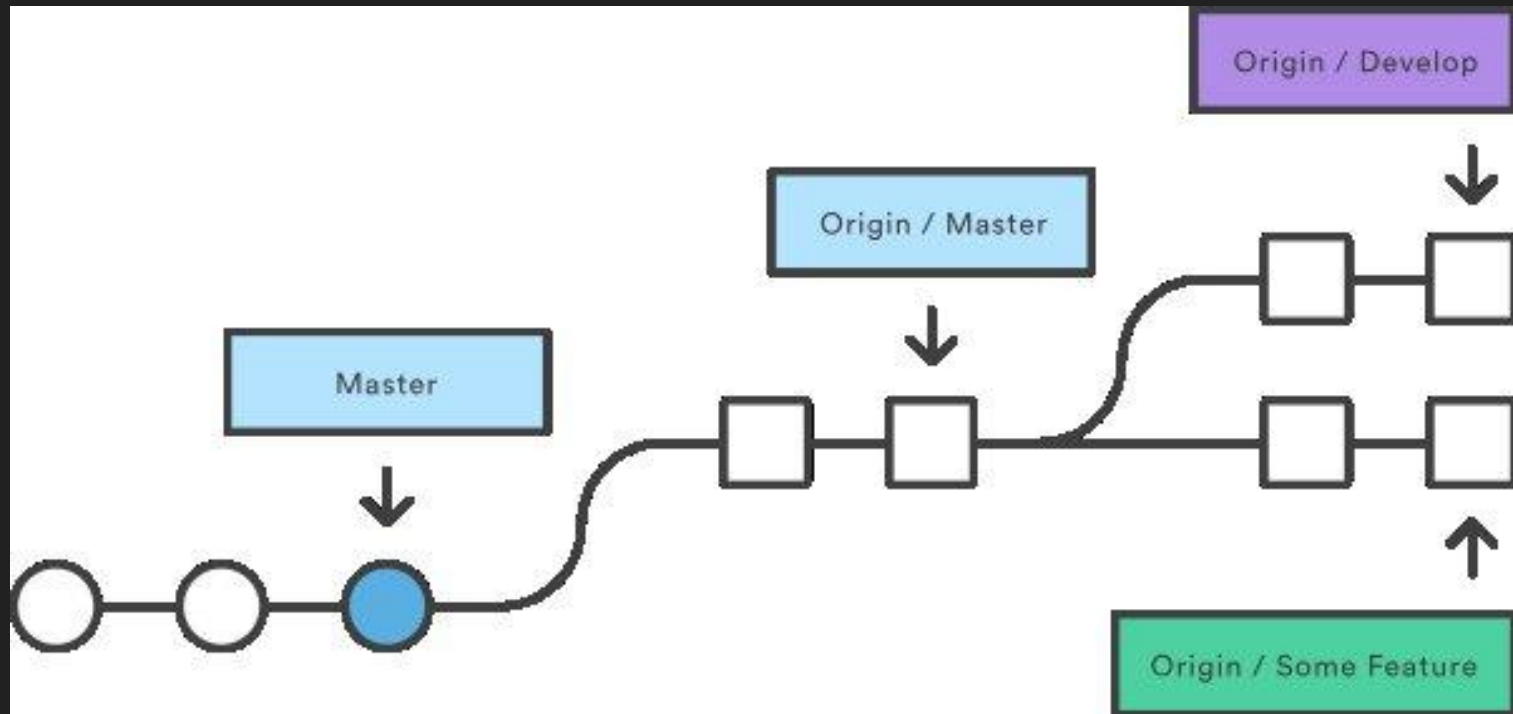
Someone Else Contributed!

**A new foe
has appeared!**

CHALLENGER APPROACHING

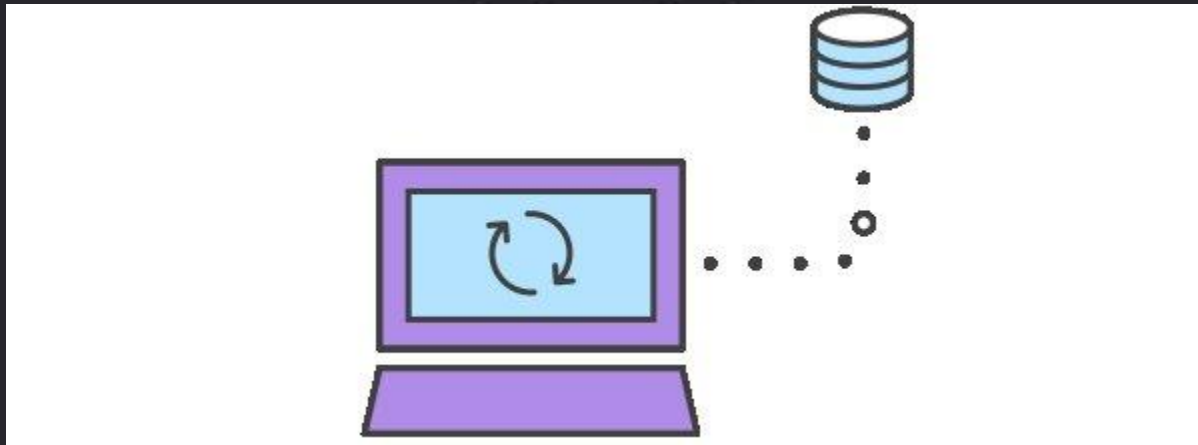


You're Behind



Mr. Mister's 2010 Rock Album - Pull

Download onto your repo



Merging Again

DODGE BALL TUTORIAL

RULE II PLAYING PROCEDURES

Play will be 4 on 4. A minimum of 3 is required to start the game.

Play will be held inside the racquetball courts.

No substitutions will be allowed once a game has started, except for injuries. There is a 15 second stoppage for injuries.

Team may substitute between games.

Ten (10) minute time limit. Team with the most wins in the 10 minutes will be deemed the winner. If tied, a 5 minute overtime period will be played.

All players must wear non-marking rubber-soled athletic shoes.

Game time is forfeit time, if your team is not there at your scheduled time you will forfeit.

Team will switch ends of the court between every game.

RULE II THE GAME

SEC. 1 Objective

The objective of dodge ball is to eliminate all players of the opposing team by throwing one of four game balls.

SEC. 2 Starting a Game

Each team starts with ONE (1) ball and then there are TWO (2) balls evenly spread on the center line at the center of the court.

Each team member must start with one hand on their back wall. Play begins on the referees signal of "Go".

SEC. 3 Eliminating the Opposing Players

A player is out if:

- They throw a ball that is caught by the other team.
- They get hit by a ball thrown by the other team. (If the ball does bounce off an opposing player and hit another player, the player who was hit is out.)
- They hit another player above the shoulders.
- They cross the center line.

A player is not out if:

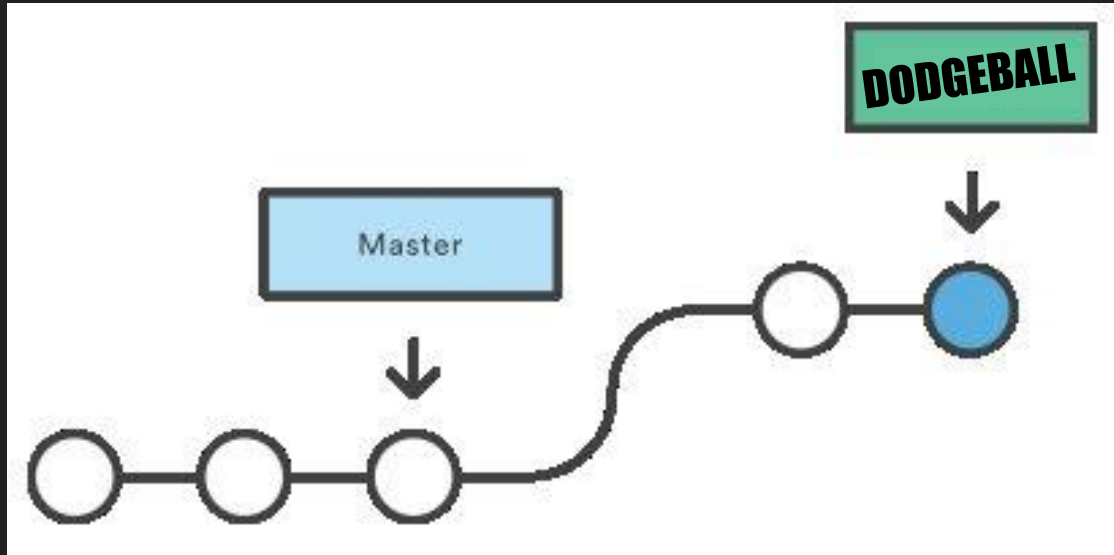
- Their ball is caught off the wall or ceiling.
- They get hit above the shoulders.

SEC. 4 Out of Bounds

A ball that hit any wall or ceiling is considered dead and is not back in play until someone has picked it up.

Small text block containing additional rules or instructions, likely a continuation of the tutorial or a separate section.

New Branch



Merging Again

DODGE BALL TUTORIAL

RULE II PLAYING PROCEDURES

Play will be 4 on 4. A minimum of 3 is required to start the game.

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Team may substitute between games.

Ten (10) minute time limit. Team with the most wins in the 10 minutes will be deemed the winner. If tea

All players must wear non-marking rubber-soled athletic shoes.

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SEC. 4 Out of Bounds

A ball that hit any wall or ceiling is considered dead and is not back in play until someone has picked

THE OBJECTIVE OF DODGE BALL IS TO ELIMINATE ALL PLAYERS OF THE OPPOSING TEAM BY THROWING ONE OF FOUR GAMES. PLAY WILL BE HELD INSIDE THE RACQUETBALL COURTS. NO SUBSTITUTIONS WILL BE ALLOWED ONCE A GAME HAS STARTED, EXCEPT FOR INJURIES. THERE IS A 15 SECOND STOPPAGE. TEAM MAY SUBSTITUTE BETWEEN GAMES. TEN (10) MINUTE TIME LIMIT. TEAM WITH THE MOST WINS IN THE 10 MINUTES WILL BE DEEMED THE WINNER. IF TEAMS ARE TIED, A 5 MINUTE OVERTIME PERIOD WILL BE HELD. ALL PLAYERS MUST WEAR NON-MARKING RUBBER-SOLED ATHLETIC SHOES. GAME TIME IS FORFEIT TIME, IF YOUR TEAM IS NOT THERE AT YOUR SCHEDULED TIME YOU WILL FORFEIT. TEAM WILL SWITCH ENDS OF THE COURT BETWEEN EVERY GAME.

DODGEBALL RULES

DODGE BALL TUTORIAL

1) Dodge

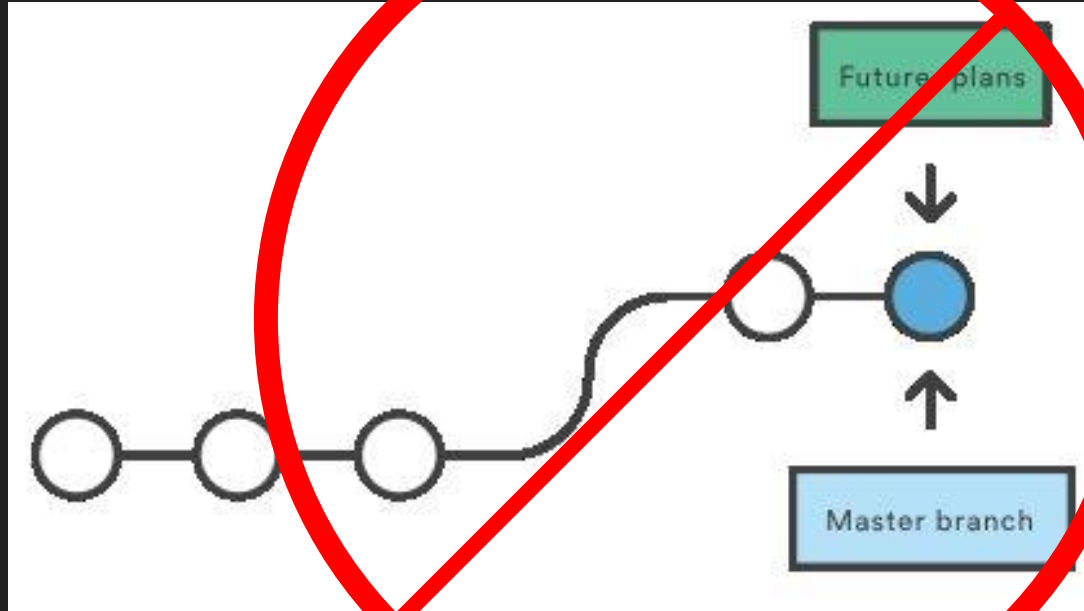
2) Duck

3) Dip

4) Dive

5) Dodge





Merging Again

DODGE BALL TUTORIAL

RULE II PLAYING PROCEDURES

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DODGEBALL RULES

DODGE BALL TUTORIAL

1) Dodge

2) Duck

3) Dip

4) Dive

5) Dodge



Merging Again

```
1  DODGE BALL TUTORIAL --
2  <<<<<<< master --
3  1) Dodge --
4  2) Duck --
5  3) Dip --
6  4) Dive --
7  5) Dodge|
8  ===== --
9  --
10 RULE II          PLAYING PROCEDURES --
11 --
12 Play will be 4 on 4. A minimum of 3 is required to start the game. --
13 Play will be held inside the racquetball courts. --
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28 --
29 SEC. 3 Eliminating the Opposing Players --
30 A player is out if: --
31 • They throw a ball that is caught by the other team. --
32 • They get hit by a ball thrown by the other team. (If the ball does bounce off an opposing player and
33 • They hit another player above the shoulders. --
34 • They cross the center line. --
35 --
36 --
37 --
38 A player is not out if: --
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36 --
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```

Merging Again

1	DODGE BALL TUTORIAL	
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3	RULE II PLAYING PROCEDURES	
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26	• They hit another player above the shoulders.	
27	• They cross the center line.	
28	==	
29	==	
30	==	
31	A player is not out if:	
32	• Their ball is caught off the wall or ceiling.	
33	• They get hit above the shoulders.	
34	==	
35	SEC. 4 Out of Bounds	
36	A ball that hit any wall or ceiling is considered dead and is not back in play until someone has picked	
37	==	

Commit and Push

```
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```

Fetch

Download from repository



but... pull you called that pull before...

Push's Secret

Git Pull is

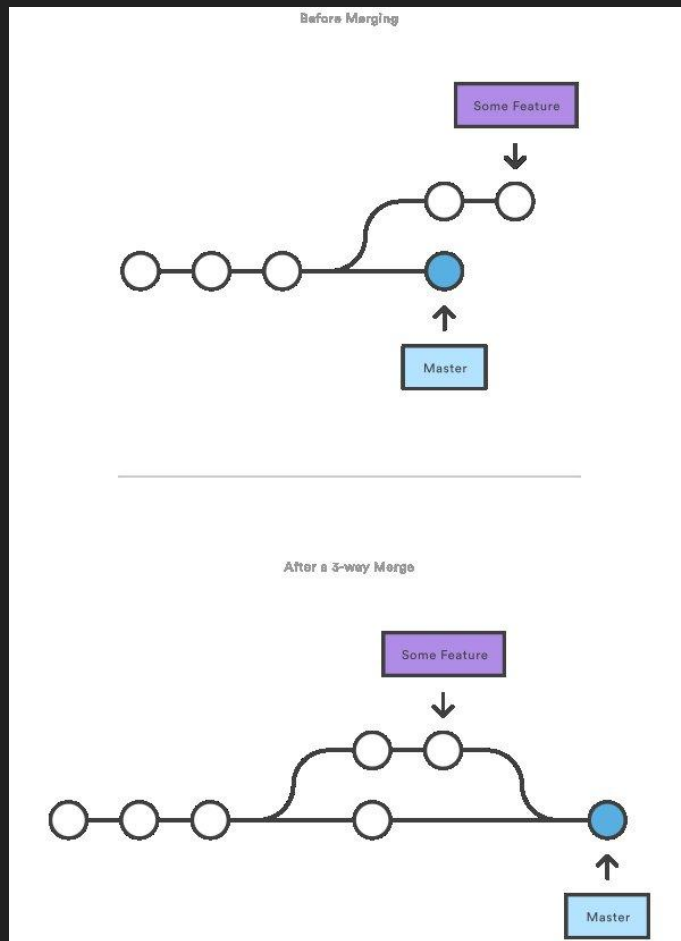
Git Fetch

then

Git Merge



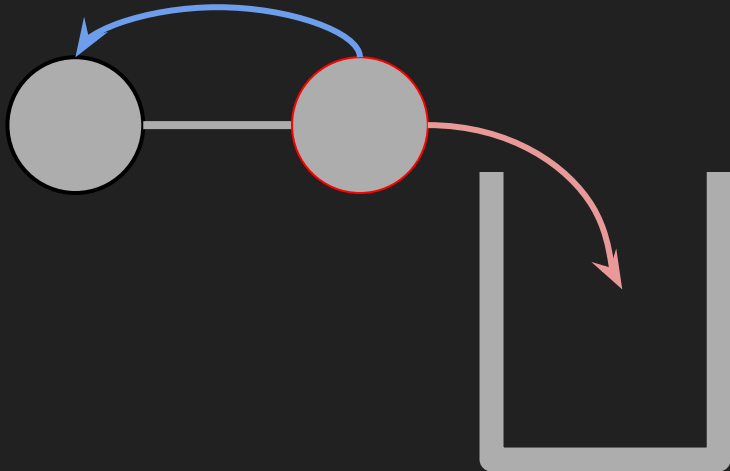
Quick full features



Extra Git Tools

Stash

Record the current working directory. Go back to clean



Extra Git Tools

checkout (file)

Grabs the file from the current HEAD. AKA last push

Good for fixing reverting before committing

Extra Git Tools

```
git reset --hard HEAD
```

Throws away all your uncommitted changes and matches the latest commit

Doesn't change any untracked files in the working tree. To get rid of those...

Extra Git Tools

`git clean`

Remove untracked files from the working tree

`-i` very nice

QA