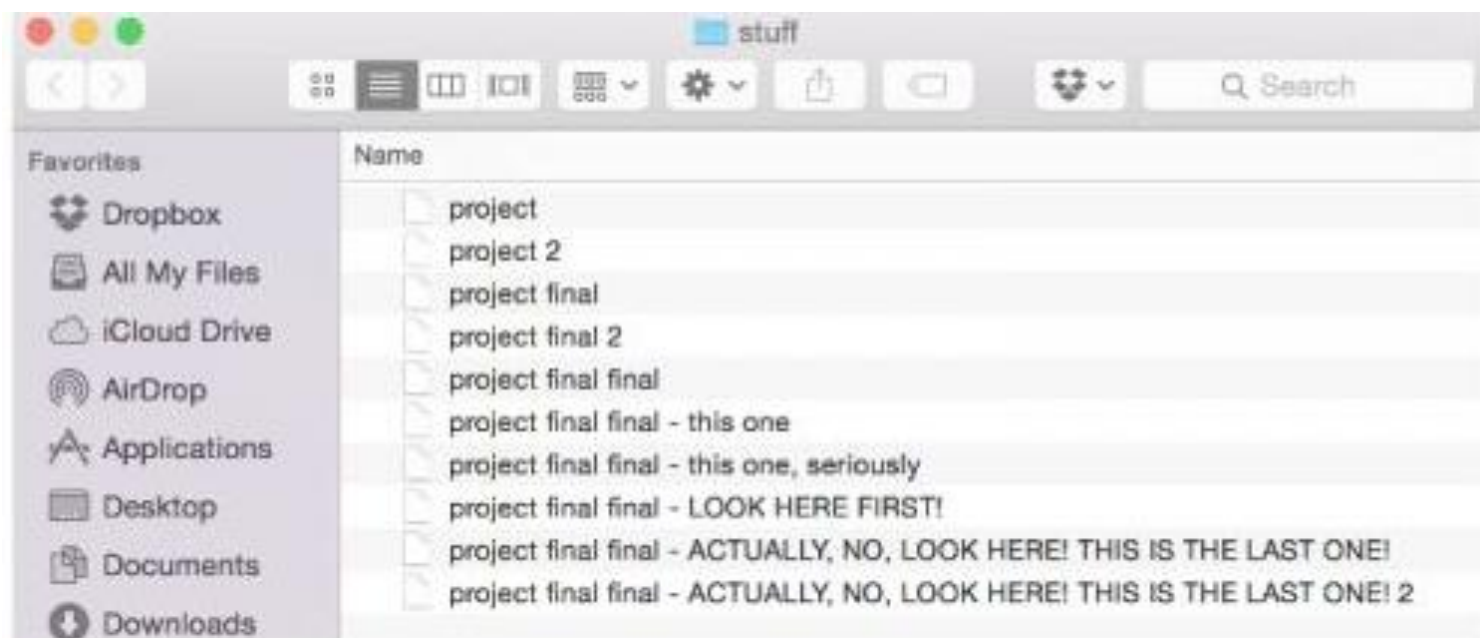

Git

— Boston University CS 506 - Lance Galletti —



Motivation

For each codebase (repository) I own, I want to write code where:

1. Progress loss is minimized
2. Iterating on different versions of the code is easy
3. Collaboration is productive

GitHub vs Git

GitHub --> [[browser](#)] a **website** to **backup** of your files online

Git --> [terminal] a **version control system**

Minimal Progress Loss

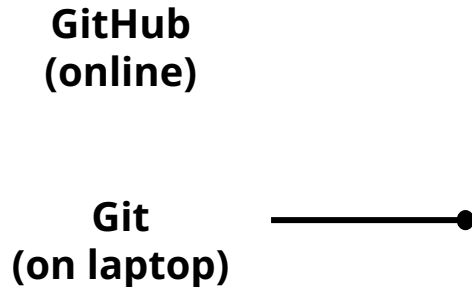
This is achieved by effectively “backing up your work”.

By creating regular save points (called **commits**) and **pushing** them up to GitHub (from your laptop), if your laptop is destroyed you will only lose the commits you did not upload to GitHub.

Minimal Progress Loss

This is achieved by effectively “backing up your work”.

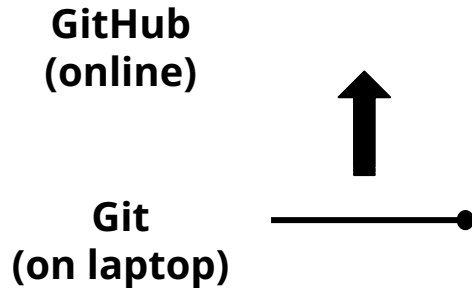
By creating regular save points (called **commits**) and pushing them up to GitHub (from your laptop), if your laptop is destroyed you will only lose the commits you did not upload to GitHub.



Minimal Progress Loss

This is achieved by effectively “backing up your work”.

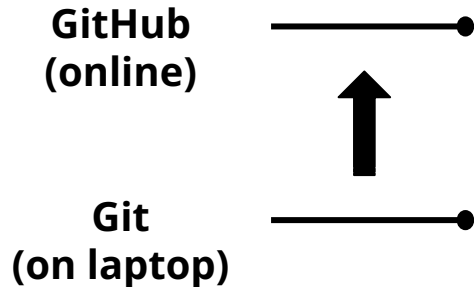
By creating regular save points (called **commits**) and pushing them up to GitHub (from your laptop), if your laptop is destroyed you will only lose the commits you did not upload to GitHub.



Minimal Progress Loss

This is achieved by effectively “backing up your work”.

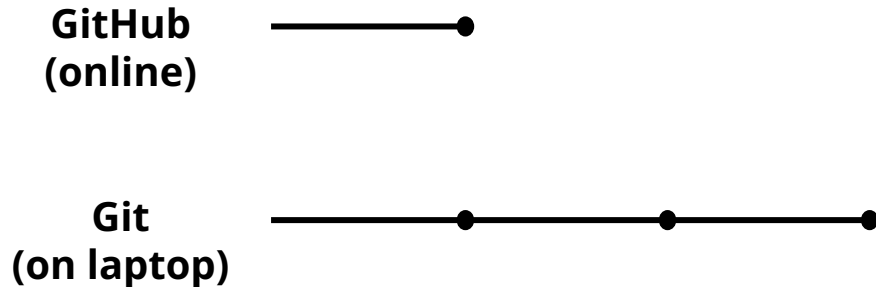
By creating regular save points (called **commits**) and pushing them up to GitHub (from your laptop), if your laptop is destroyed you will only lose the commits you did not upload to GitHub.



Minimal Progress Loss

This is achieved by effectively “backing up your work”.

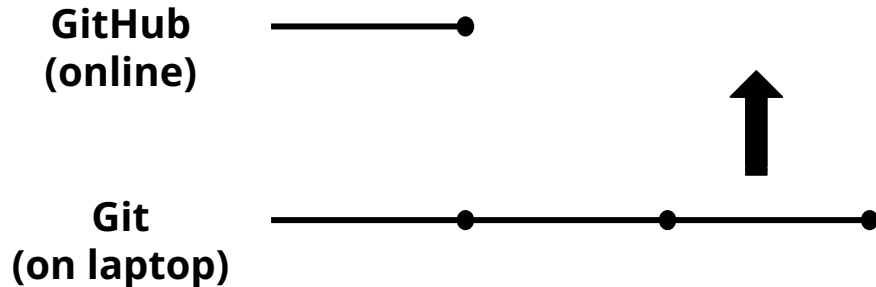
By creating regular save points (called **commits**) and pushing them up to GitHub (from your laptop), if your laptop is destroyed you will only lose the commits you did not upload to GitHub.



Minimal Progress Loss

This is achieved by effectively “backing up your work”.

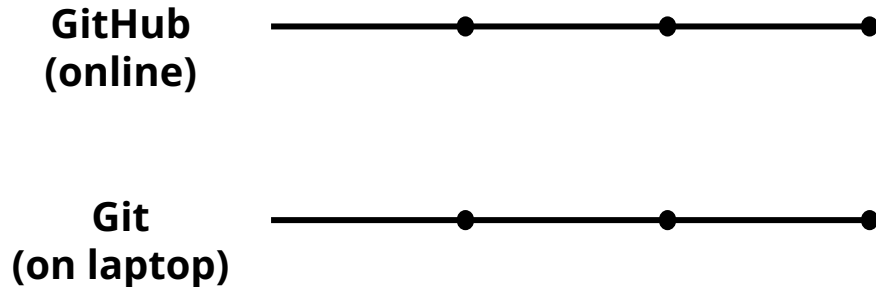
By creating regular save points (called **commits**) and pushing them up to GitHub (from your laptop), if your laptop is destroyed you will only lose the commits you did not upload to GitHub.



Minimal Progress Loss

This is achieved by effectively “backing up your work”.

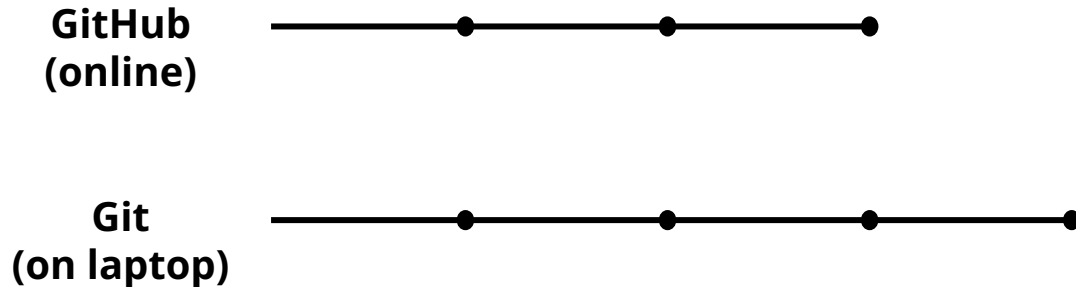
By creating regular save points (called **commits**) and pushing them up to GitHub (from your laptop), if your laptop is destroyed you will only lose the commits you did not upload to GitHub.



Minimal Progress Loss

This is achieved by effectively “backing up your work”.

By creating regular save points (called **commits**) and pushing them up to GitHub (from your laptop), if your laptop is destroyed you will only lose the commits you did not upload to GitHub.



Minimal Progress Loss

This is achieved by effectively “backing up your work”.

By creating regular save points (called **commits**) and pushing them up to GitHub (from your laptop), if your laptop is destroyed you will only lose the commits you did not upload to GitHub.

GitHub
(online)



~~Git
(on laptop)~~



Demo

Iterating on Different Versions

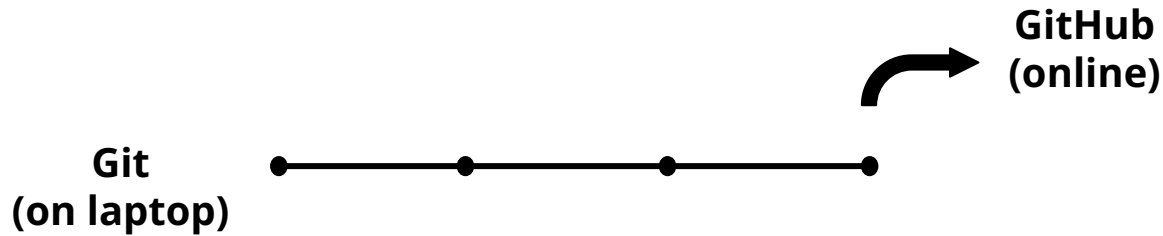
The ease or difficulty of adding a new feature to the code base may depend on the state / version of the codebase.

It may be easiest to add this feature at a specific commit.

Iterating on Different Versions

The ease or difficulty of adding a new feature to the code base may depend on the state / version of the codebase.

It may be easiest to add this feature at a specific commit.



Iterating on Different Versions

The ease or difficulty of adding a new feature to the code base may depend on the state / version of the codebase.

It may be easiest to add this feature at a specific commit.

GitHub
(online)



Git
(on laptop)



Iterating on Different Versions

The ease or difficulty of adding a new feature to the code base may depend on the state / version of the codebase.

It may be easiest to add this feature at a specific commit.

GitHub
(online)



Git
(on laptop)



Iterating on Different Versions

The ease or difficulty of adding a new feature to the code base may depend on the state / version of the codebase.

It may be easiest to add this feature at a specific commit.

GitHub
(online)



Git
(on laptop)



Iterating on Different Versions

What happens now?

GitHub
(online)



GitHub
(online)



Git
(on laptop)



Iterating on Different Versions


Looks like we need:

1. A way to preserve both versions of history
2. A way to overwrite history if we choose (this is dangerous as we will lose that history)


Iterating on Different Versions

Let's try that again!

GitHub
(online)



Git
(on laptop)



Iterating on Different Versions

We will **branch** off of that particular commit

GitHub
(online)

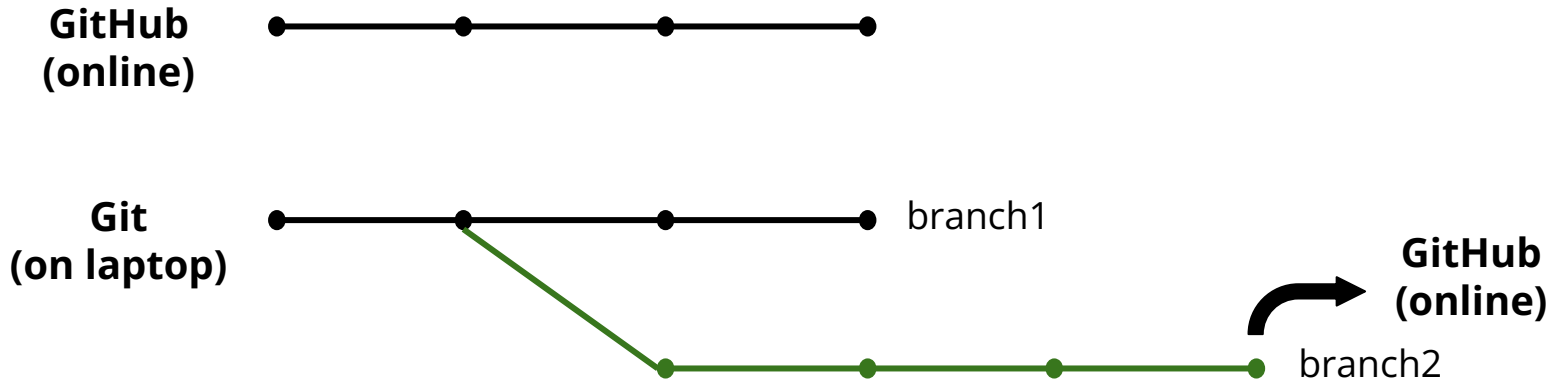


Git
(on laptop)



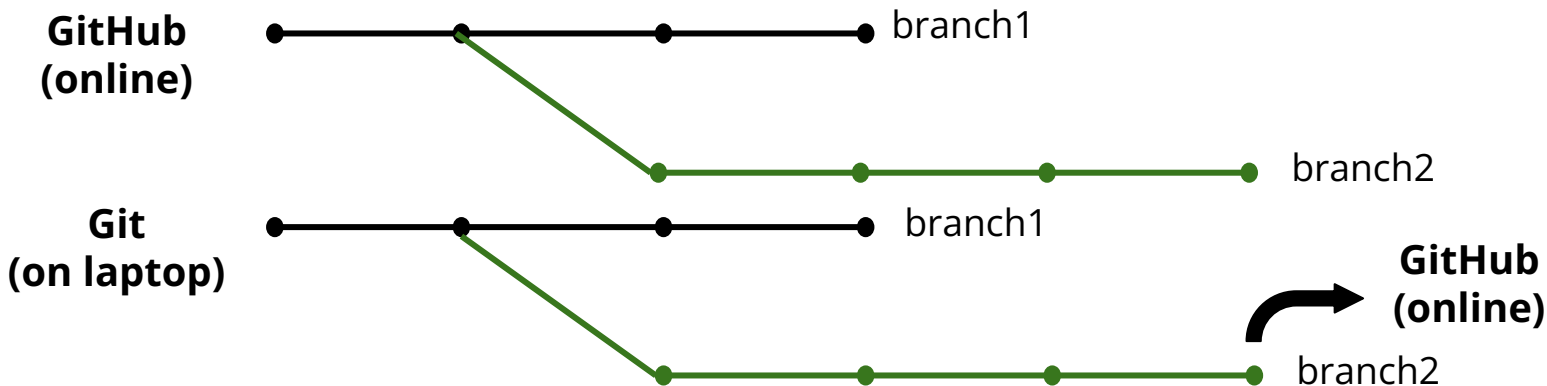
Iterating on Different Versions

We can push **commits** per **branch**



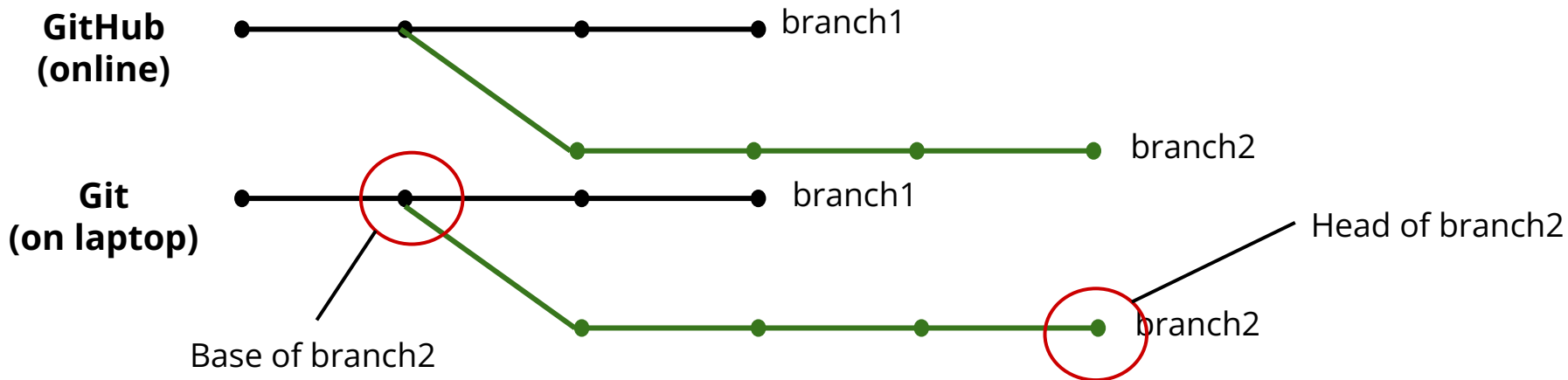
Iterating on Different Versions

We can push **commits** per **branch**



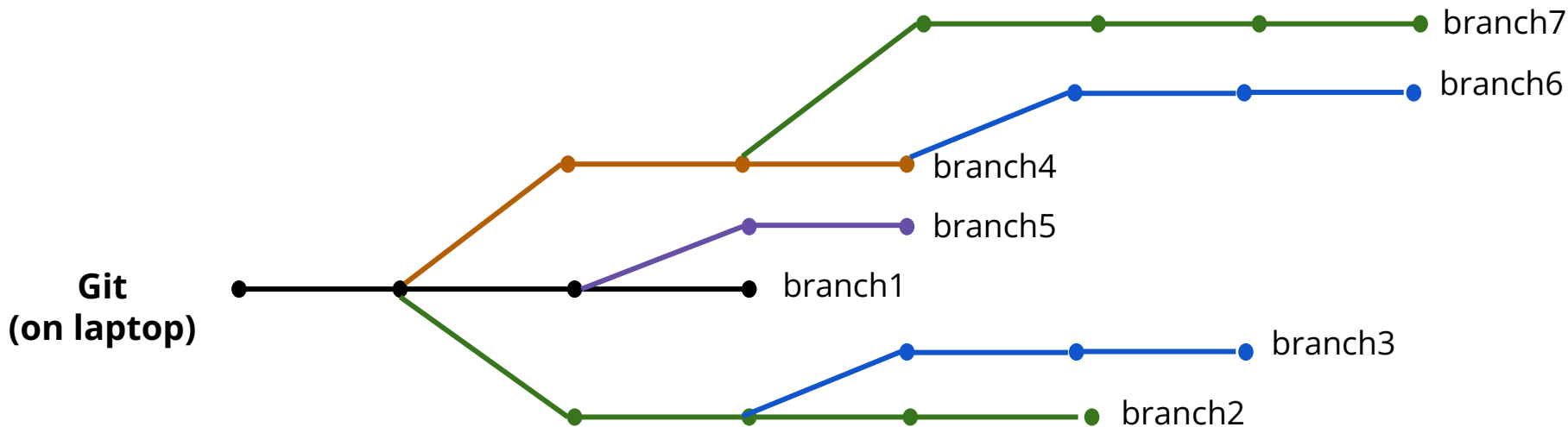
Iterating on Different Versions

We can push **commits** per **branch**



Iterating on Different Versions

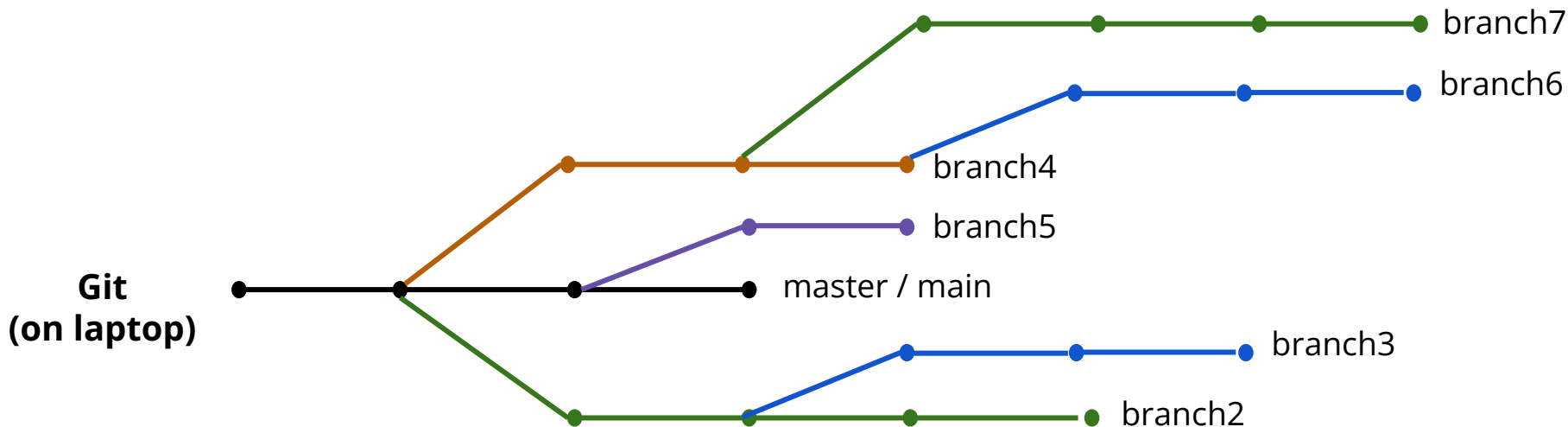
We can create lots of **branches**



Iterating on Different Versions

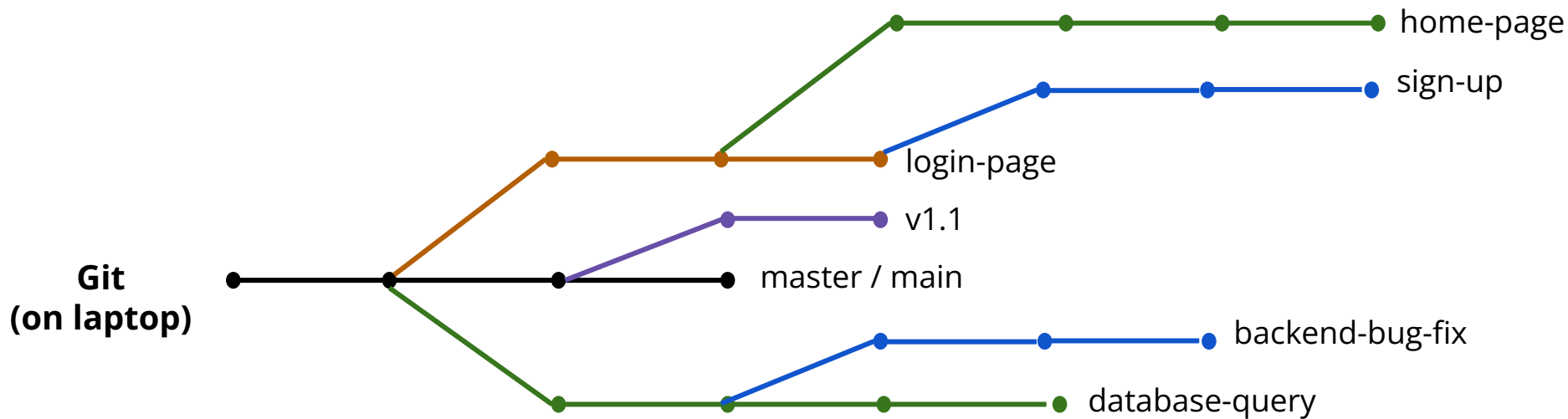
But one branch needs to be chosen as the primary, stable branch

This branch is typically called the “master” or “main” branch



Iterating on Different Versions

Other branches are usually named after either the feature that is being developed on or the major or minor version of the software / product

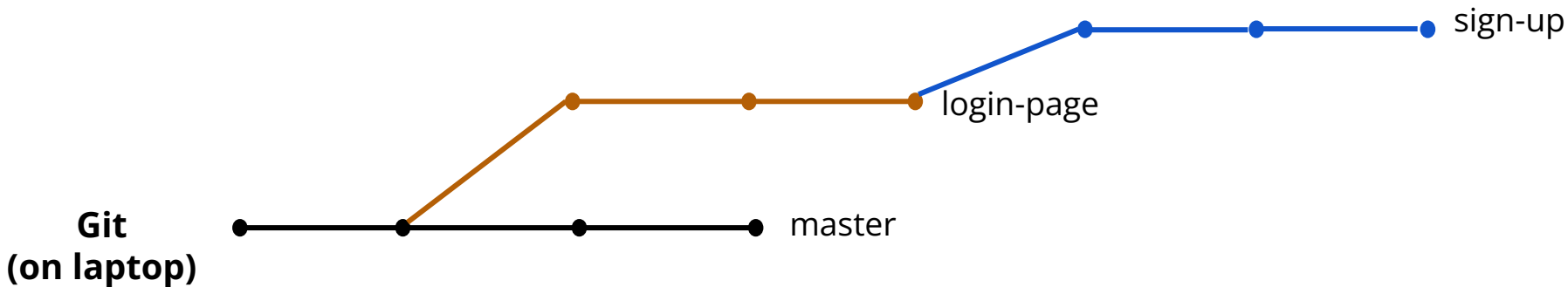


Iterating on Different Versions

At some point we will want to clean up certain branches by **merging** them with the master / main branch or with each other.

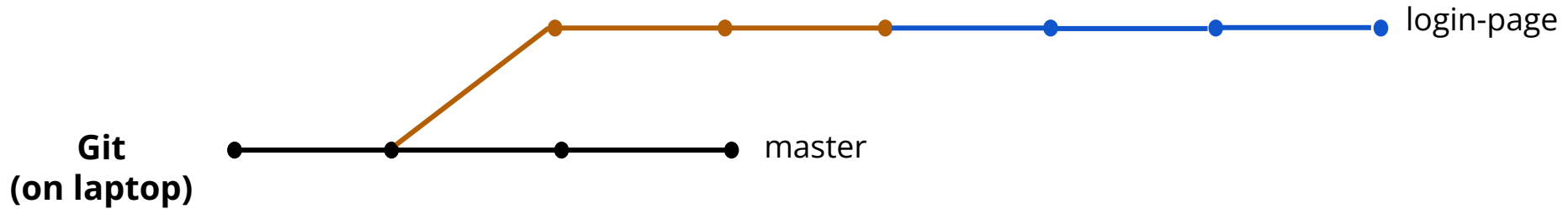
Iterating on Different Versions

At some point we will want to clean up certain branches by **merging** them with the master / main branch or with each other.



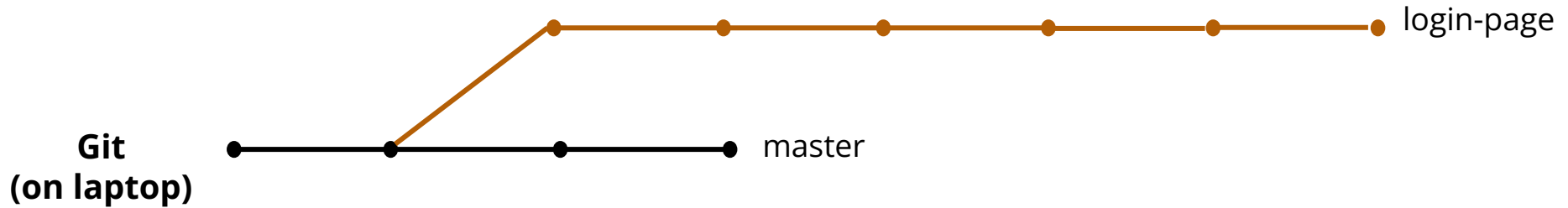
Iterating on Different Versions

Merging is trivial if the **base** of one branch is the **head** of the other - the changes are “simply” appended.



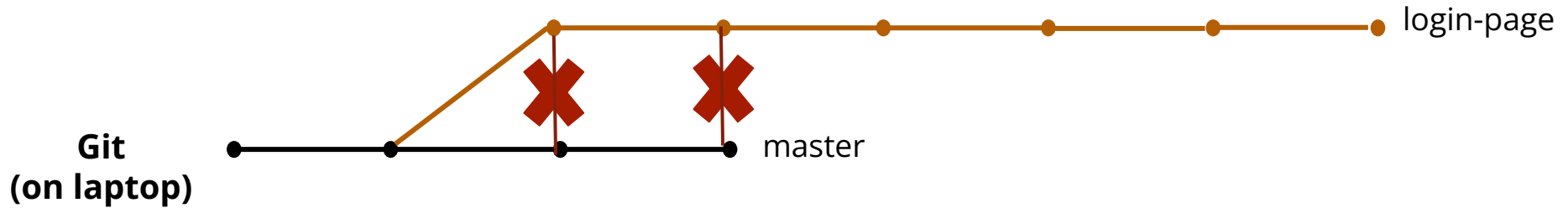
Iterating on Different Versions

When this is not the case, commits can conflict with each other



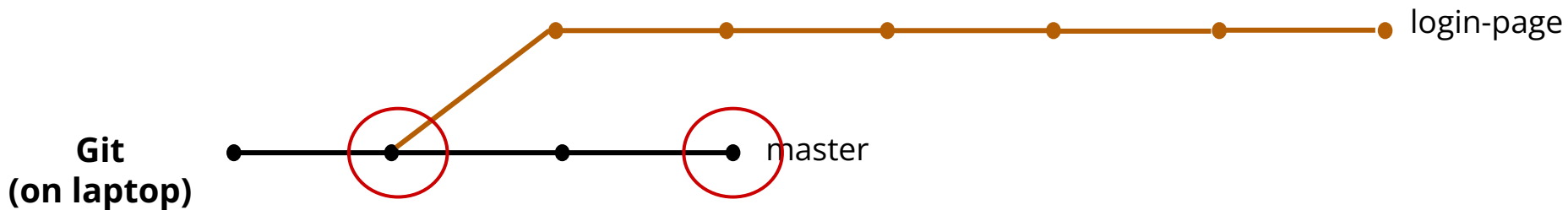
Iterating on Different Versions

When this is not the case, commits can conflict with each other



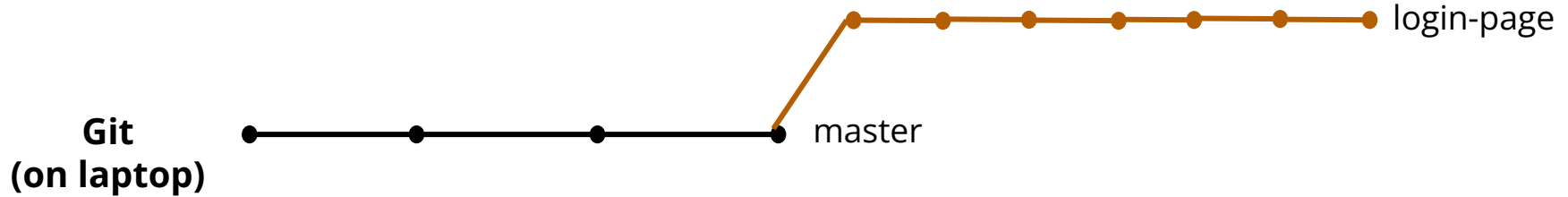
Iterating on Different Versions

We need to change the **base** of the login-page branch (**rebase**) to be at the **head** of the master branch



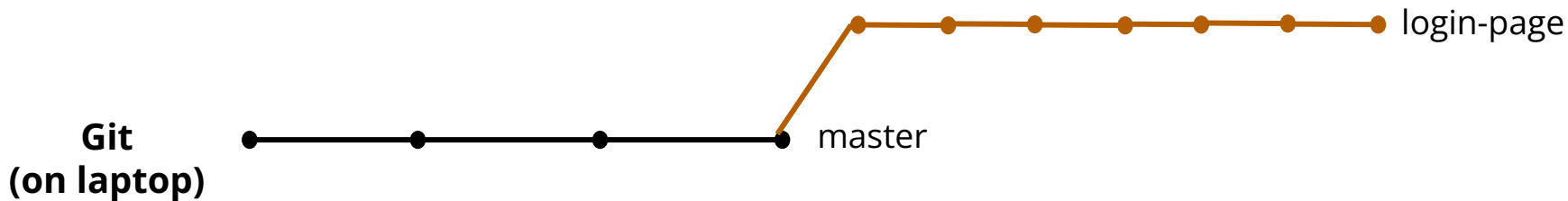
Iterating on Different Versions

We need to change the base of the login-page branch (**rebase**) to be at the head of the master branch



Iterating on Different Versions

This is not a simple operation! It will often require **manual intervention** to resolve the conflicts.



Iterating on Different Versions

This is not a simple operation! It will often require **manual intervention** to resolve the conflicts.



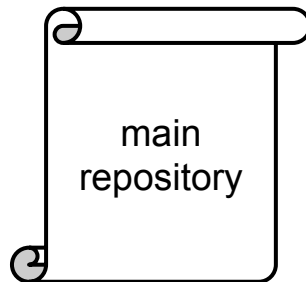
Demo

Collaboration

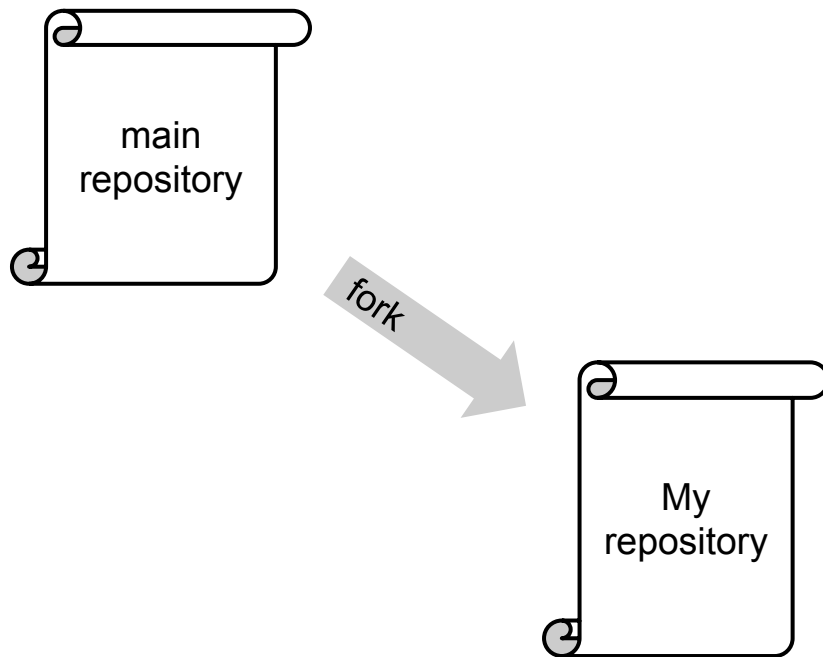
In order to contribute code, collaborators must:

1. Make a copy of (**fork**) the main repository
2. Make all the changes they want to this copy
3. Request that part of their copy be merged into the main repository via a **Pull Request** (PR)

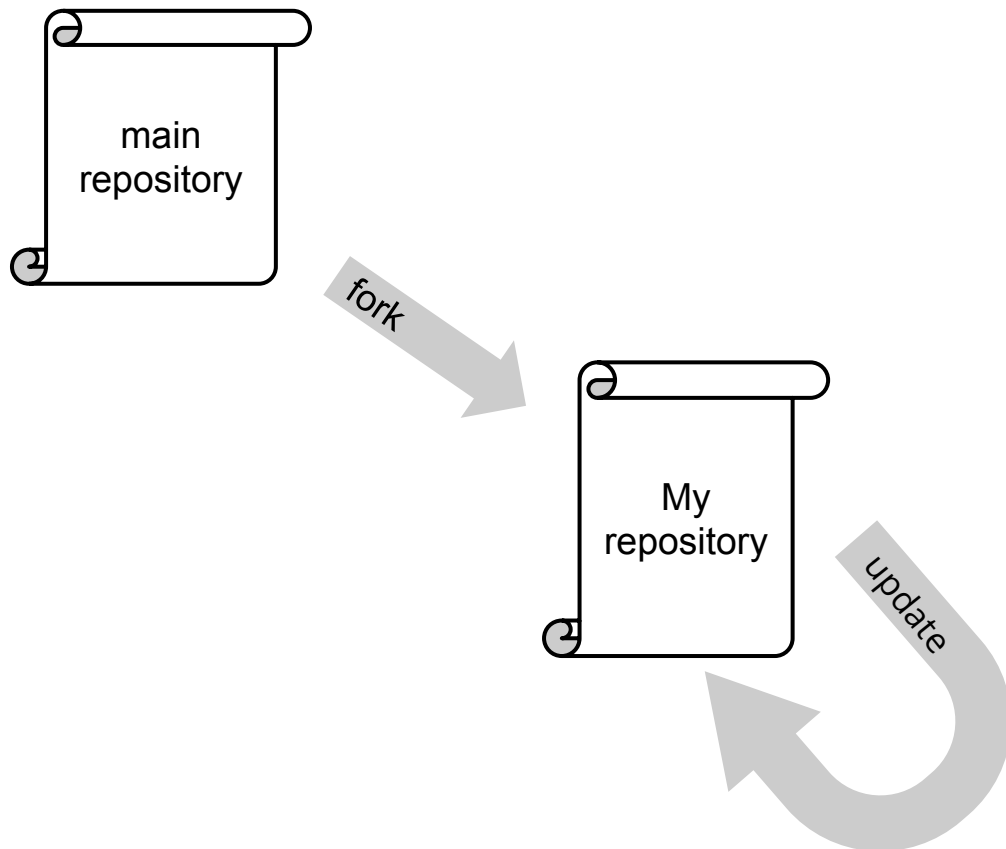
Collaboration



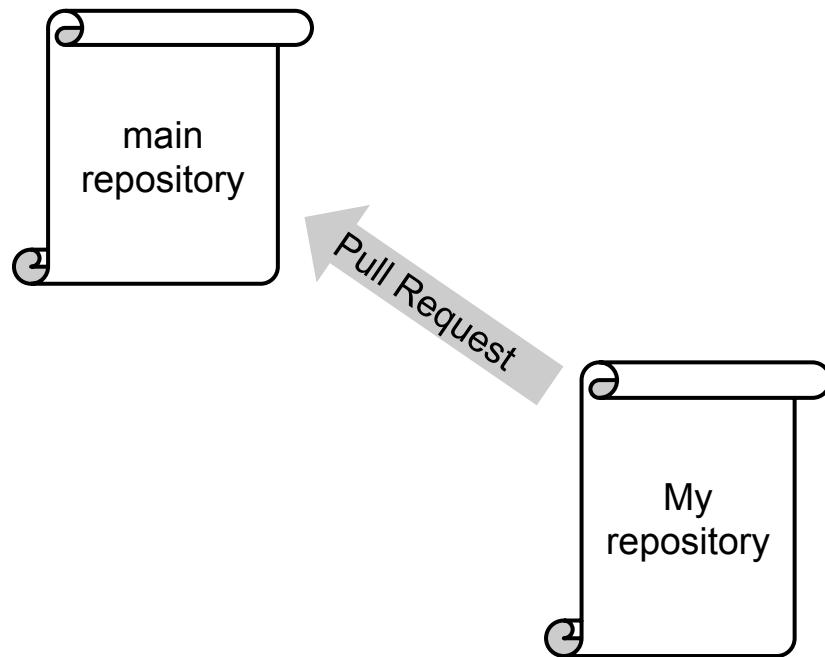
Collaboration



Collaboration



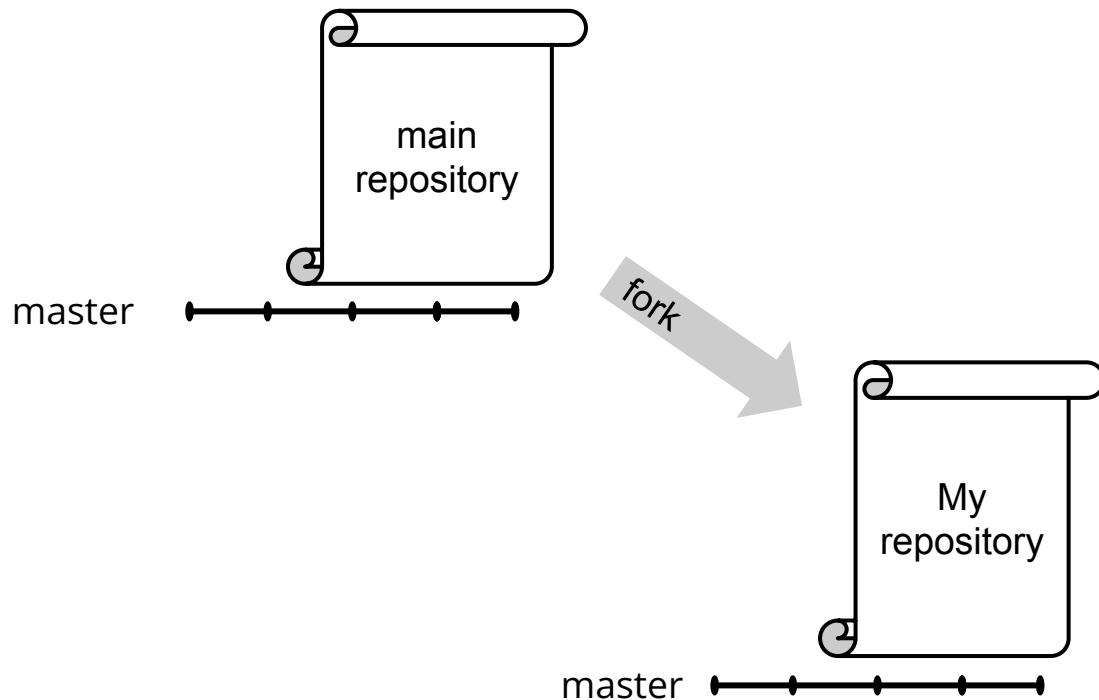
Collaboration



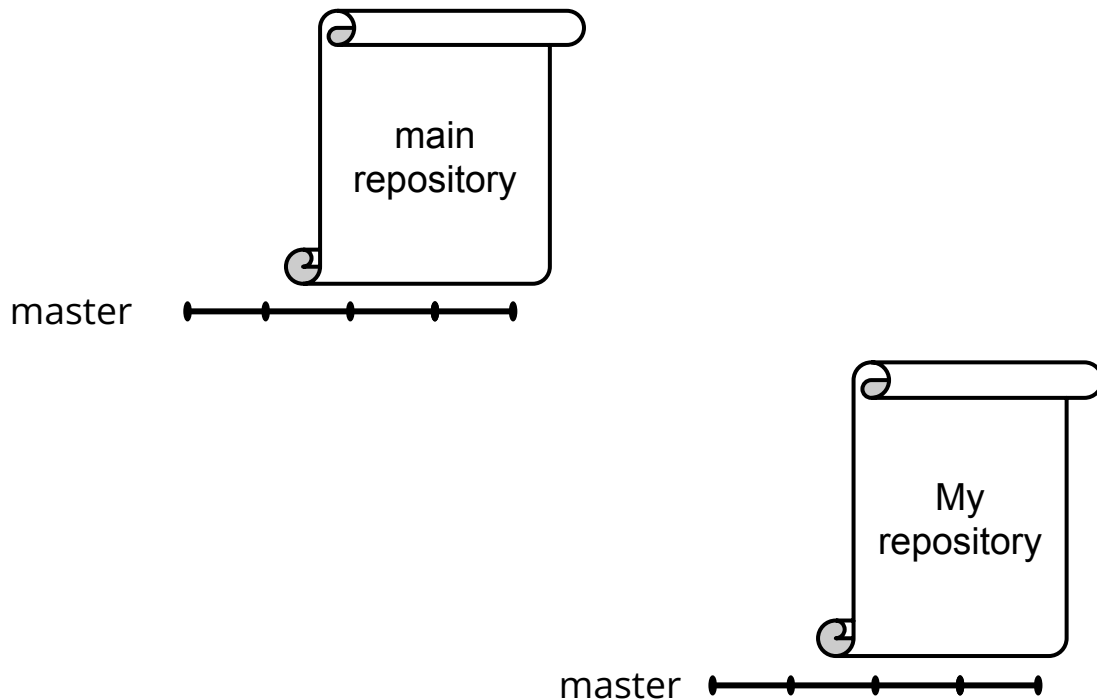
Collaboration

How do you keep your copy up to date?

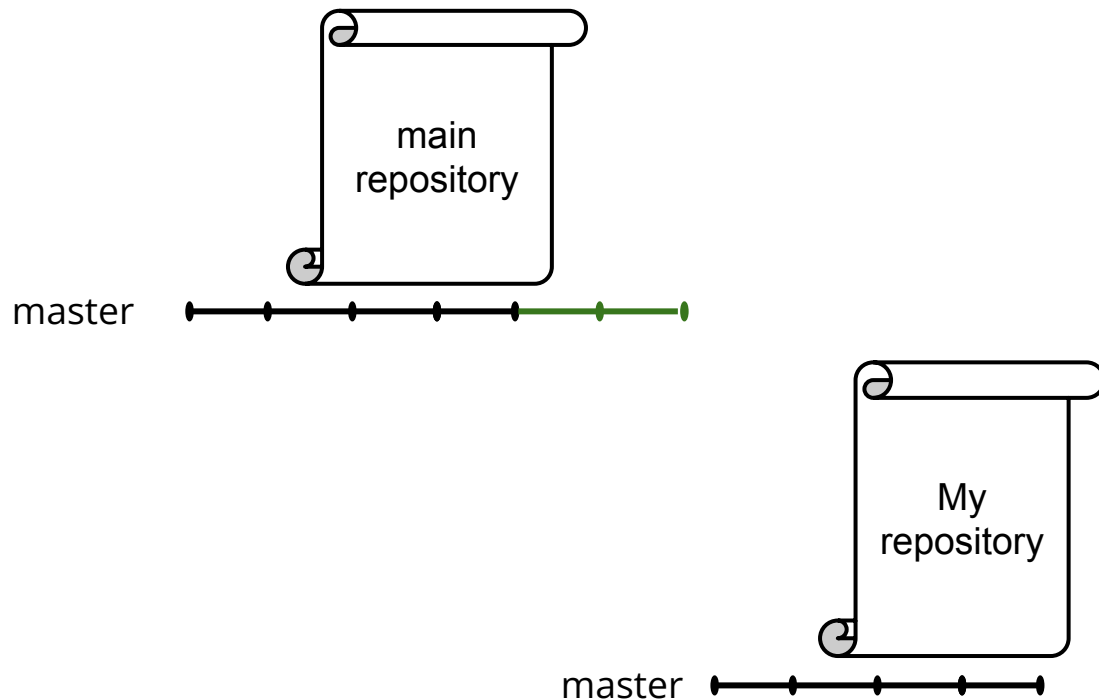
Collaboration



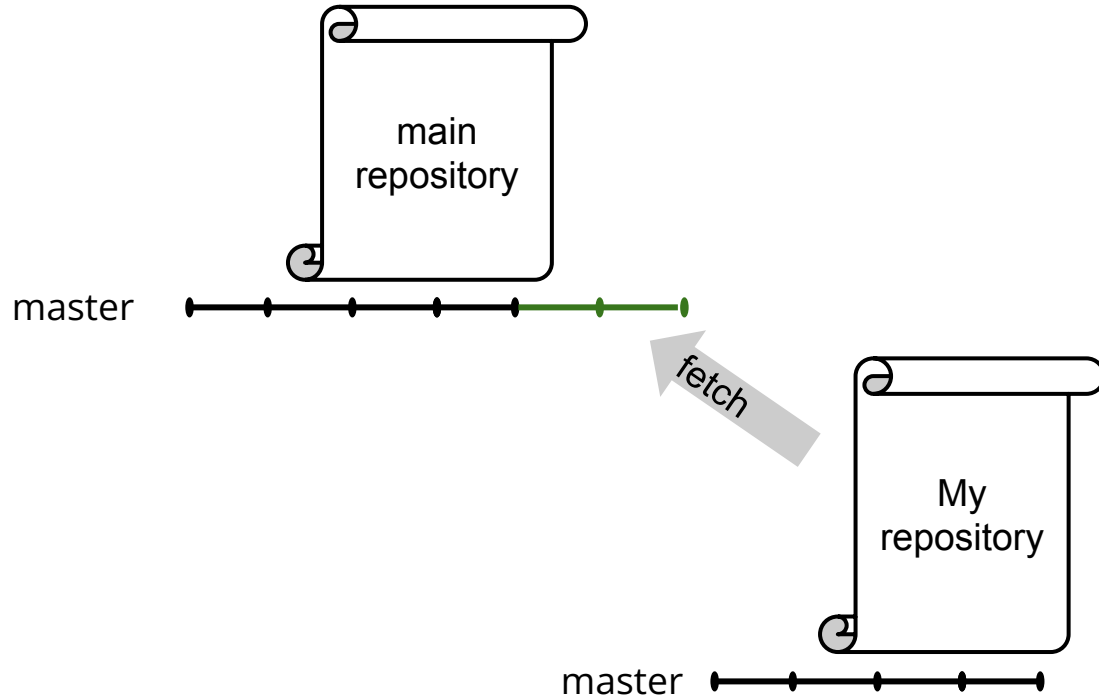
Collaboration



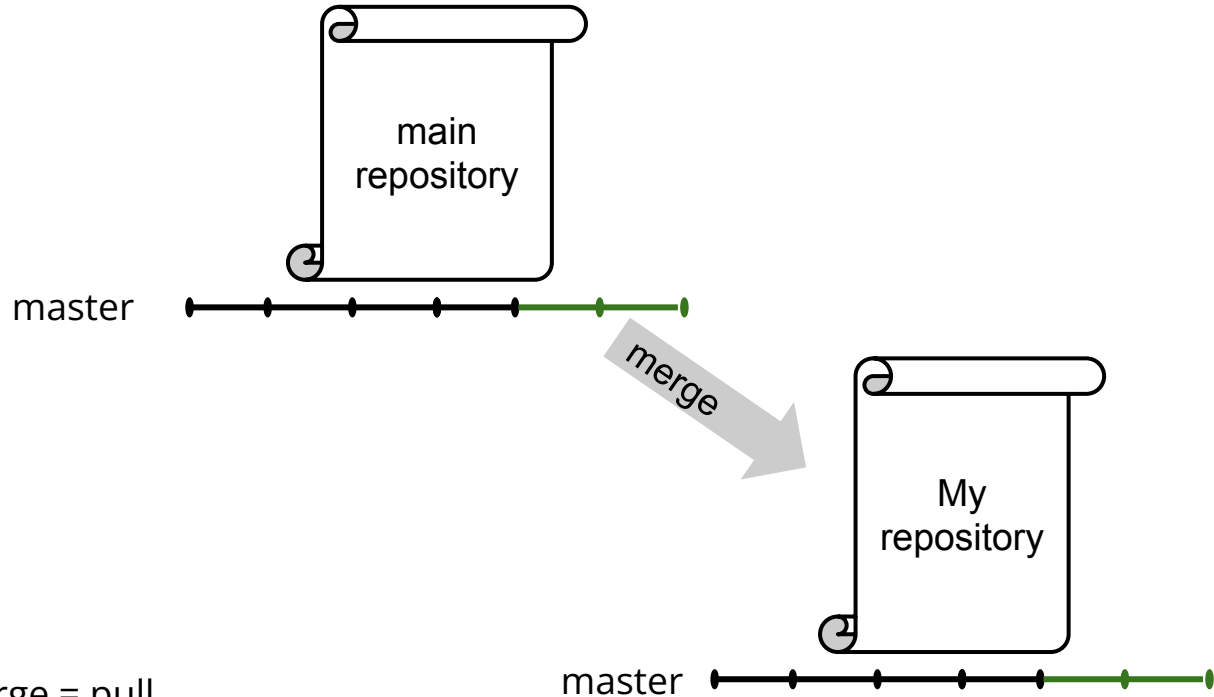
Collaboration



Collaboration



Collaboration

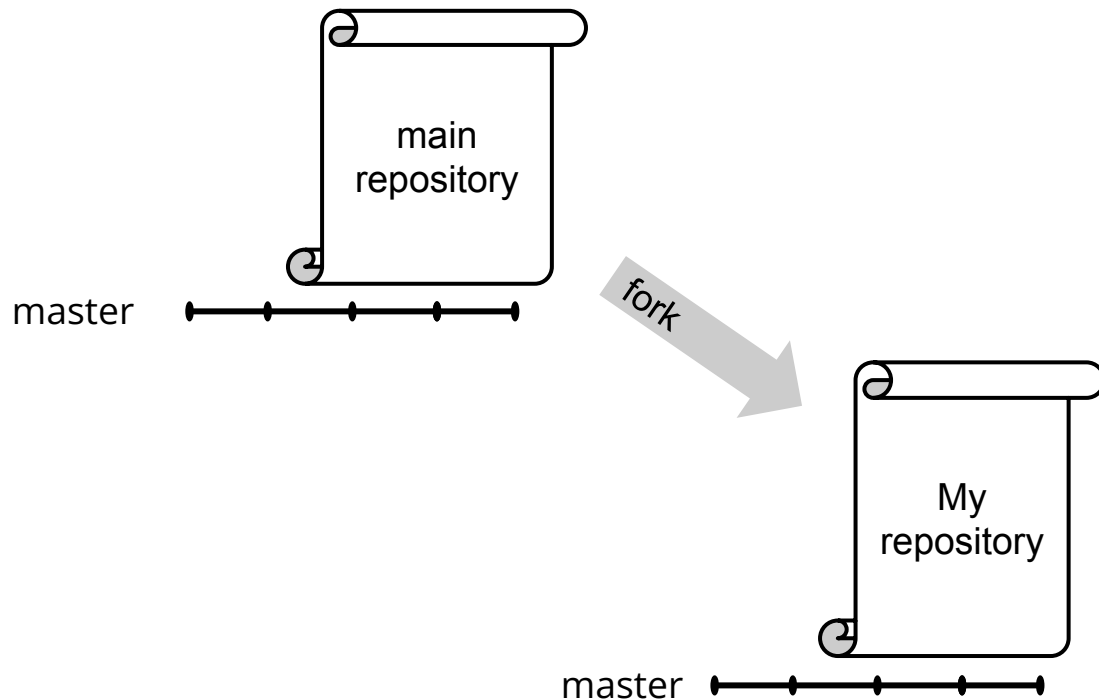


Note: fetch + merge = pull

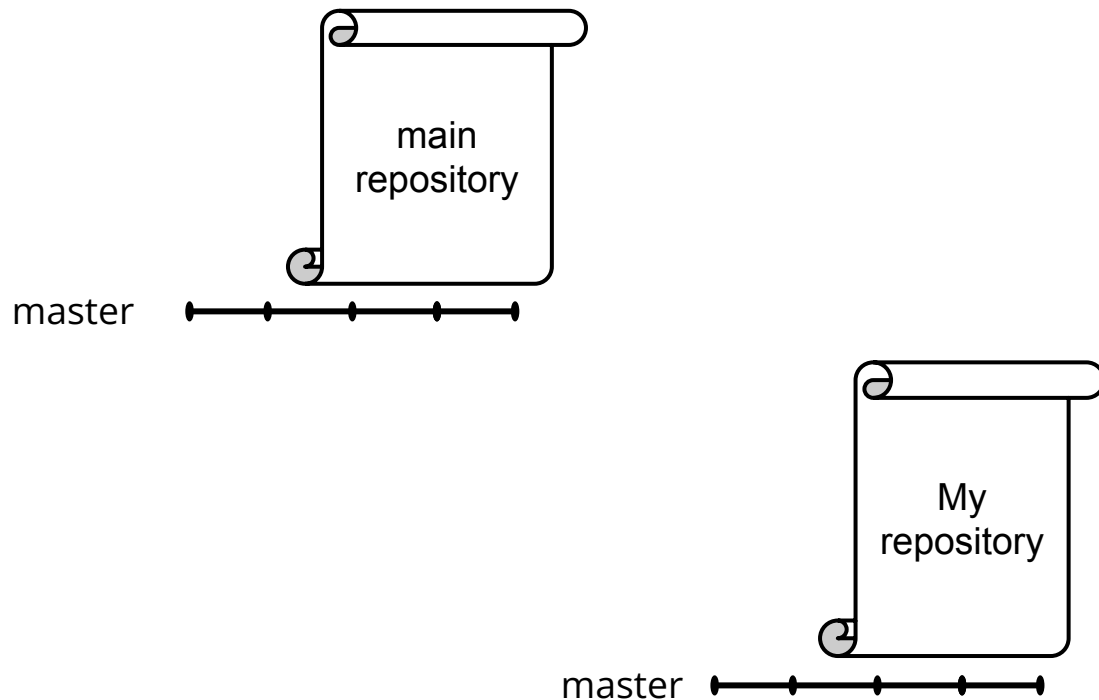
Collaboration

This is trivial when the **base** of one branch matches the **head** of the other.

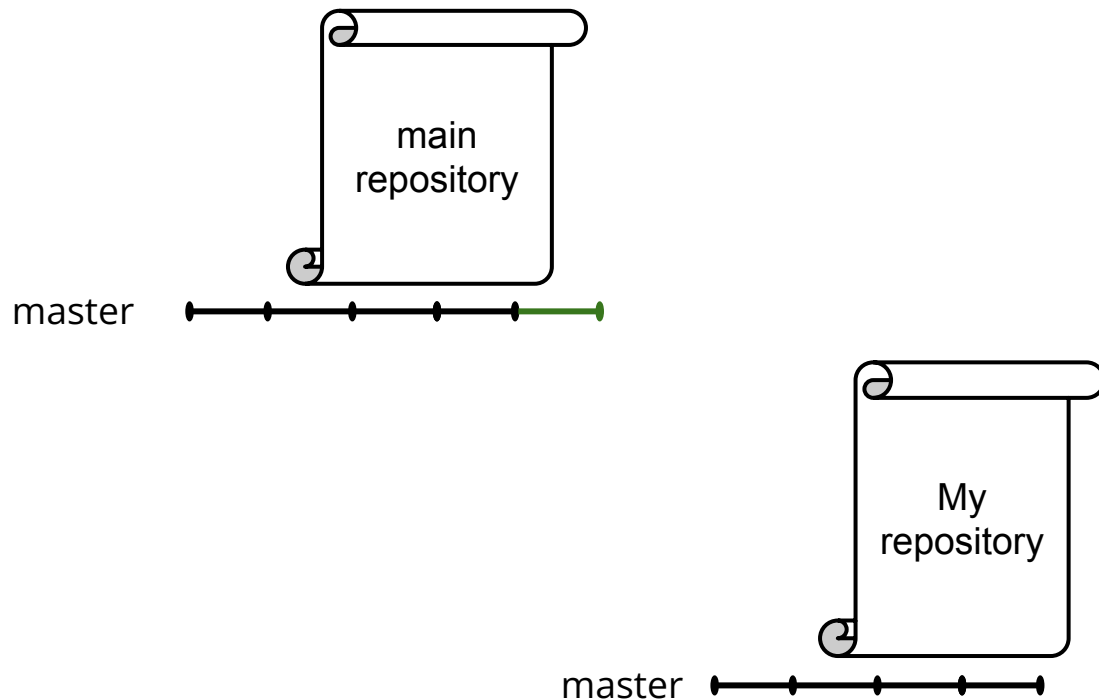
Collaboration



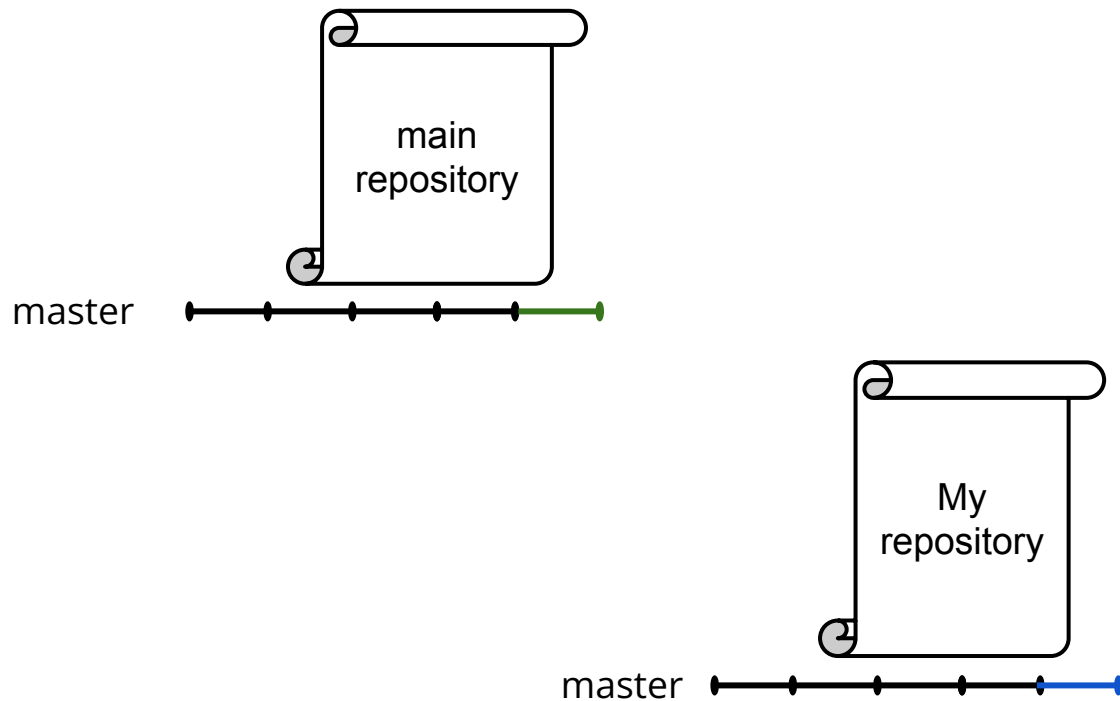
Collaboration



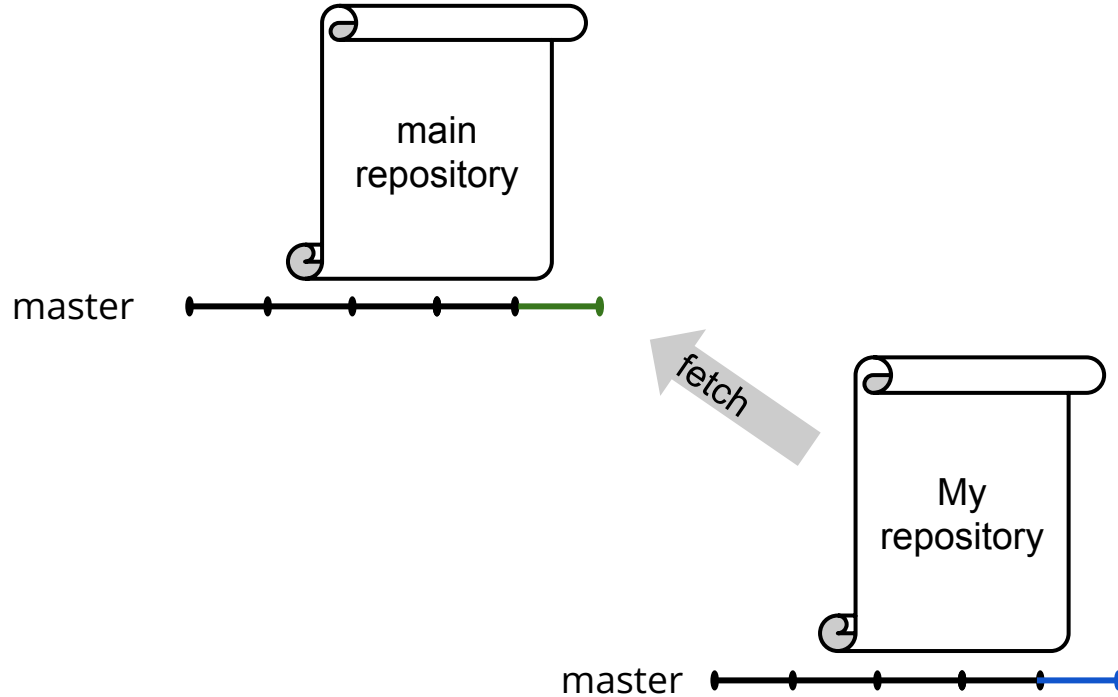
Collaboration



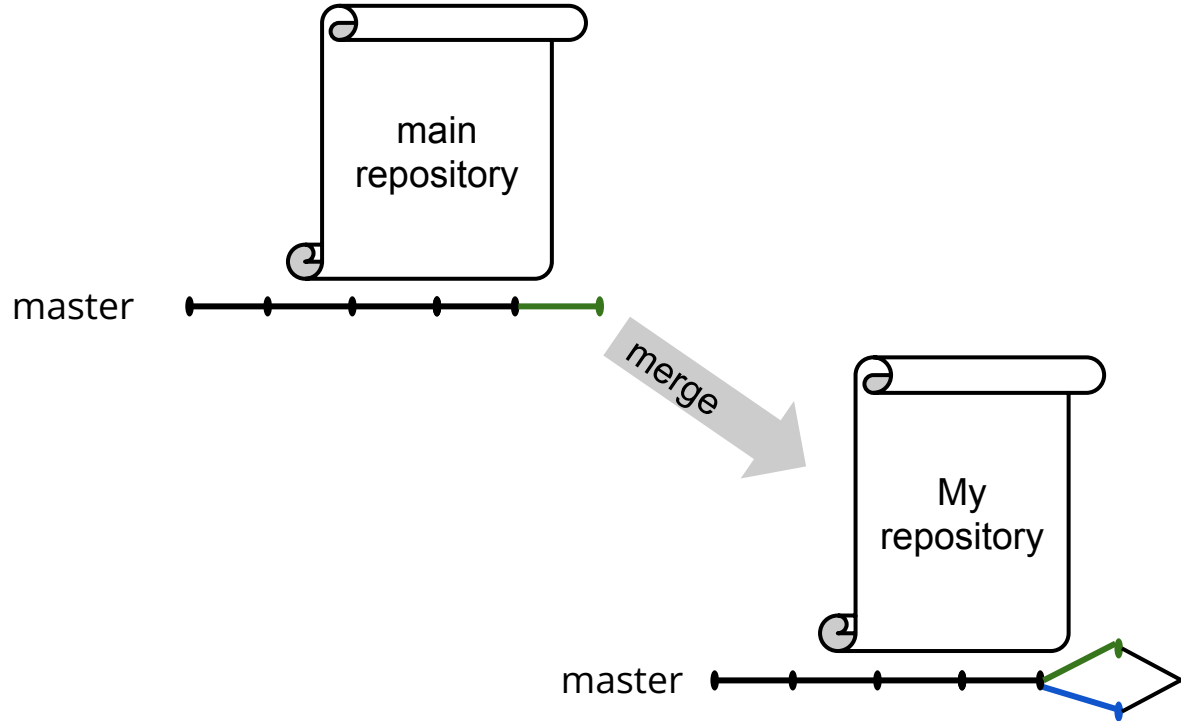
Collaboration



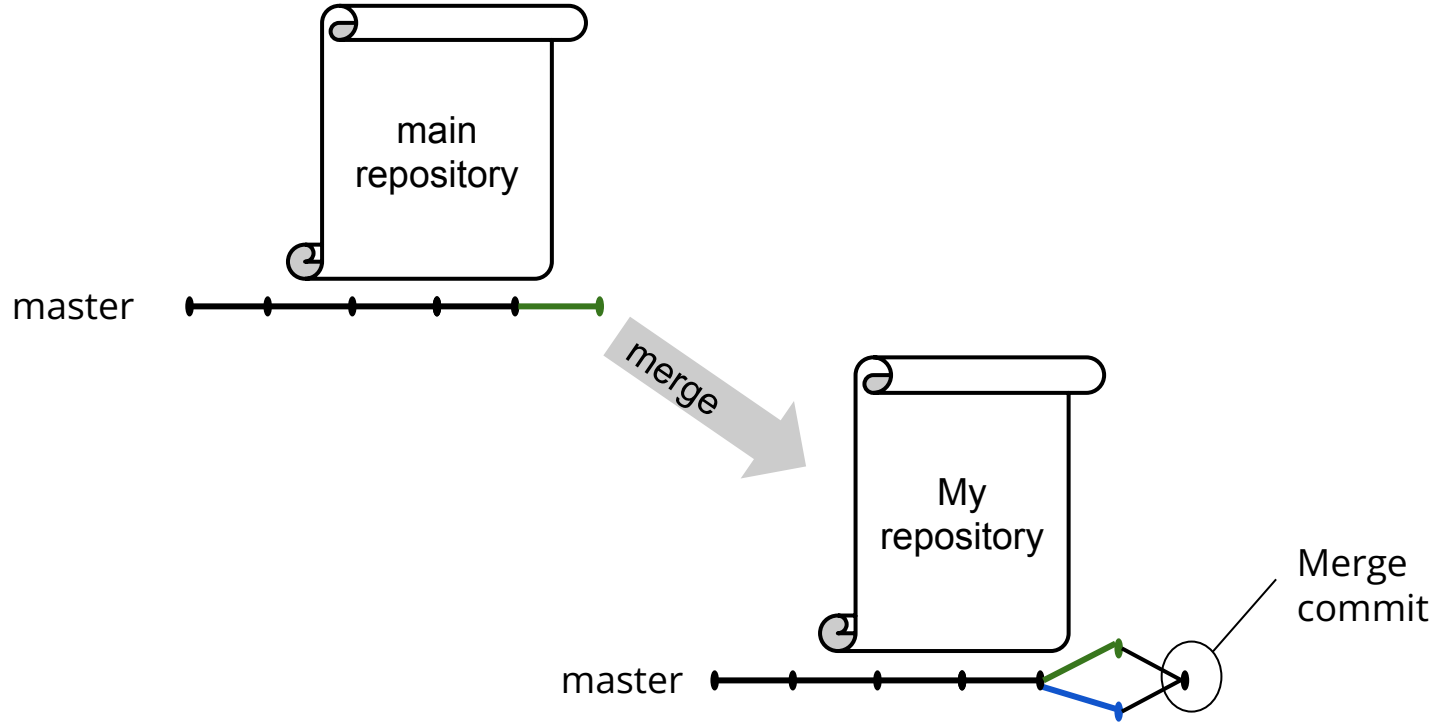
Collaboration



Collaboration



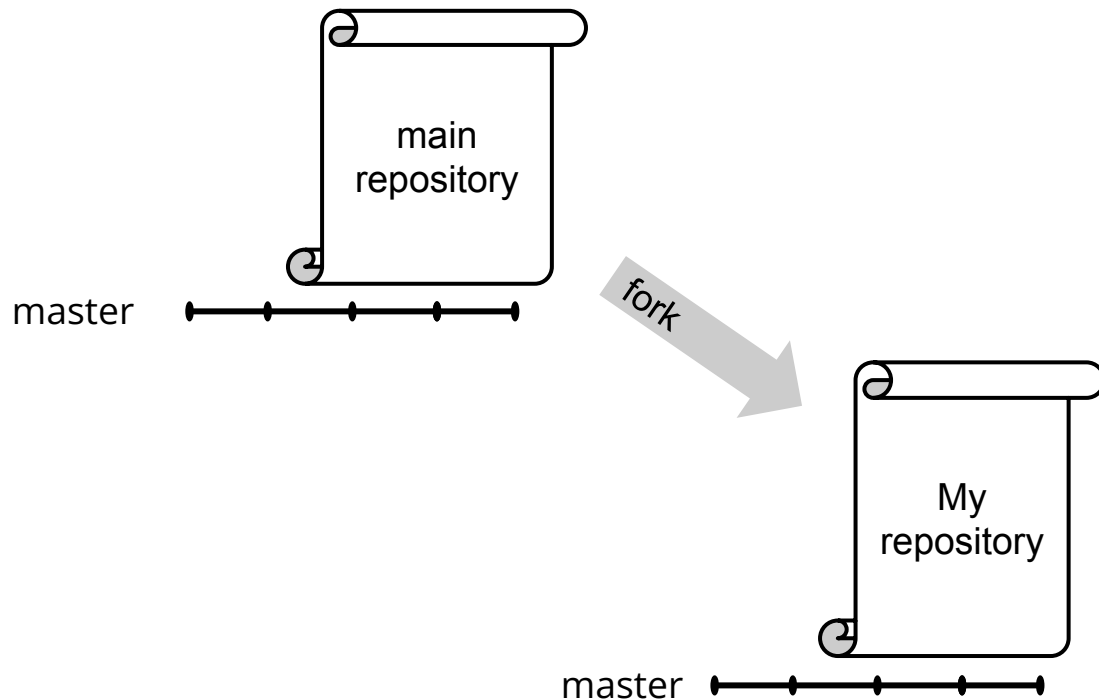
Collaboration



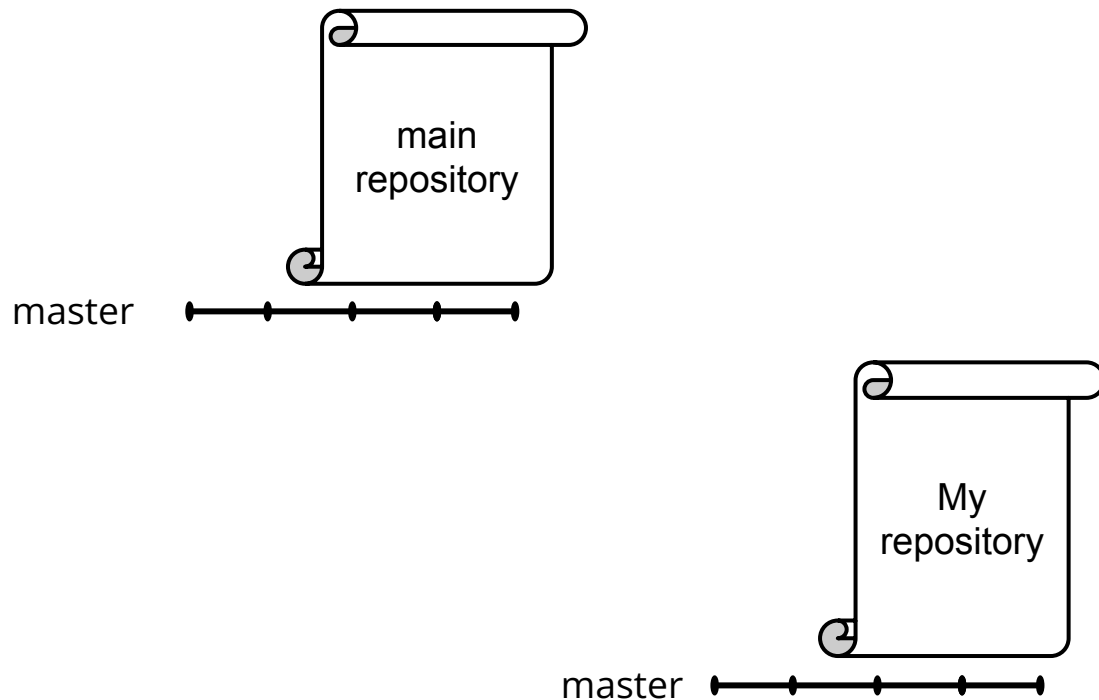
Collaboration

- Having merge commits and diamond shapes in the version history is confusing
- But it preserves both versions exactly as they are so it's handy for public branches that others depend on (they won't get conflicts)
- Commits should be logical steps in the creation of a code base. A merge commit on your local development branch for the time that you decided to keep it in sync does not align with that philosophy.
- Try rebasing instead

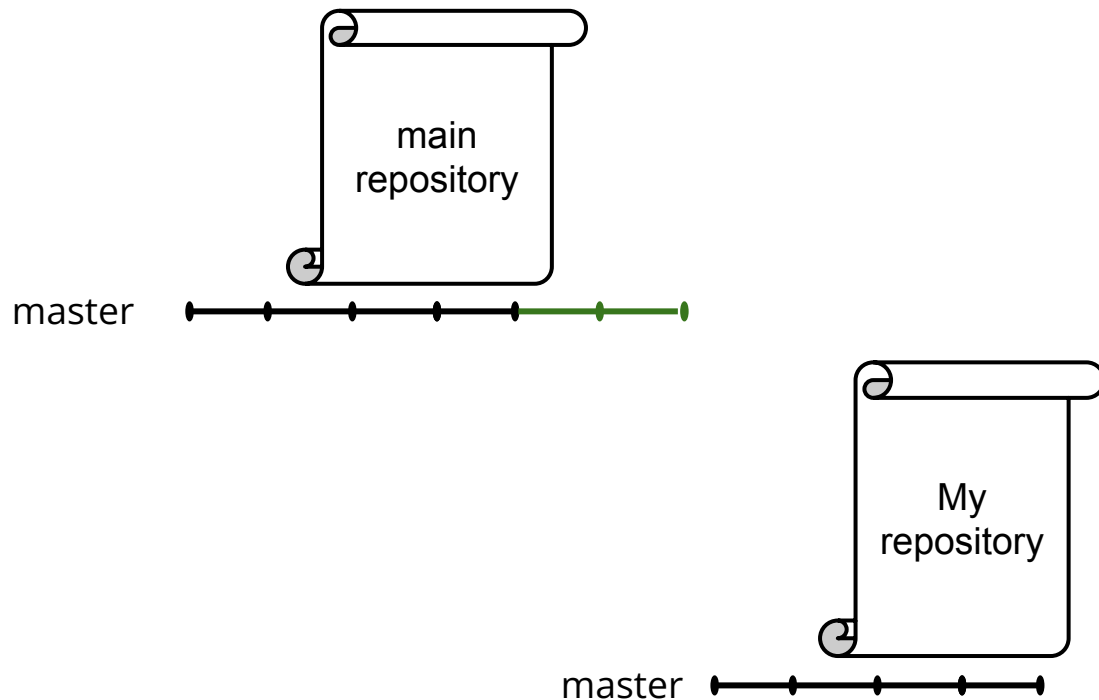
Collaboration



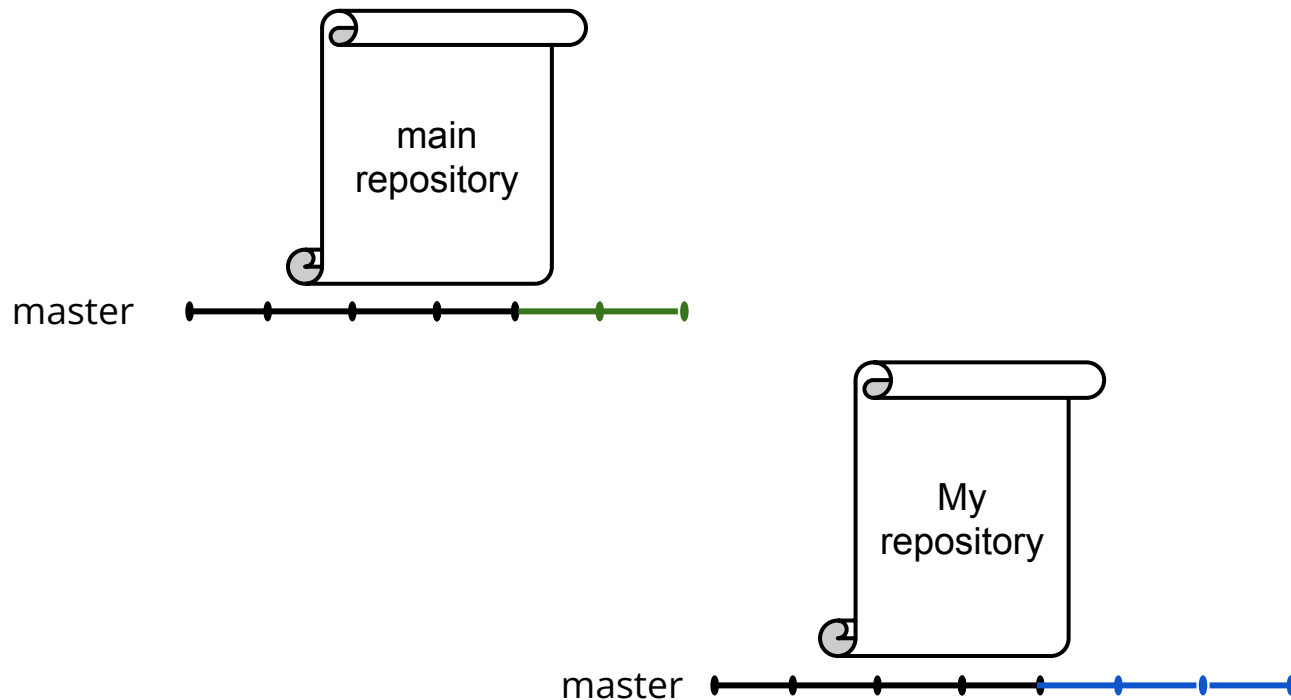
Collaboration



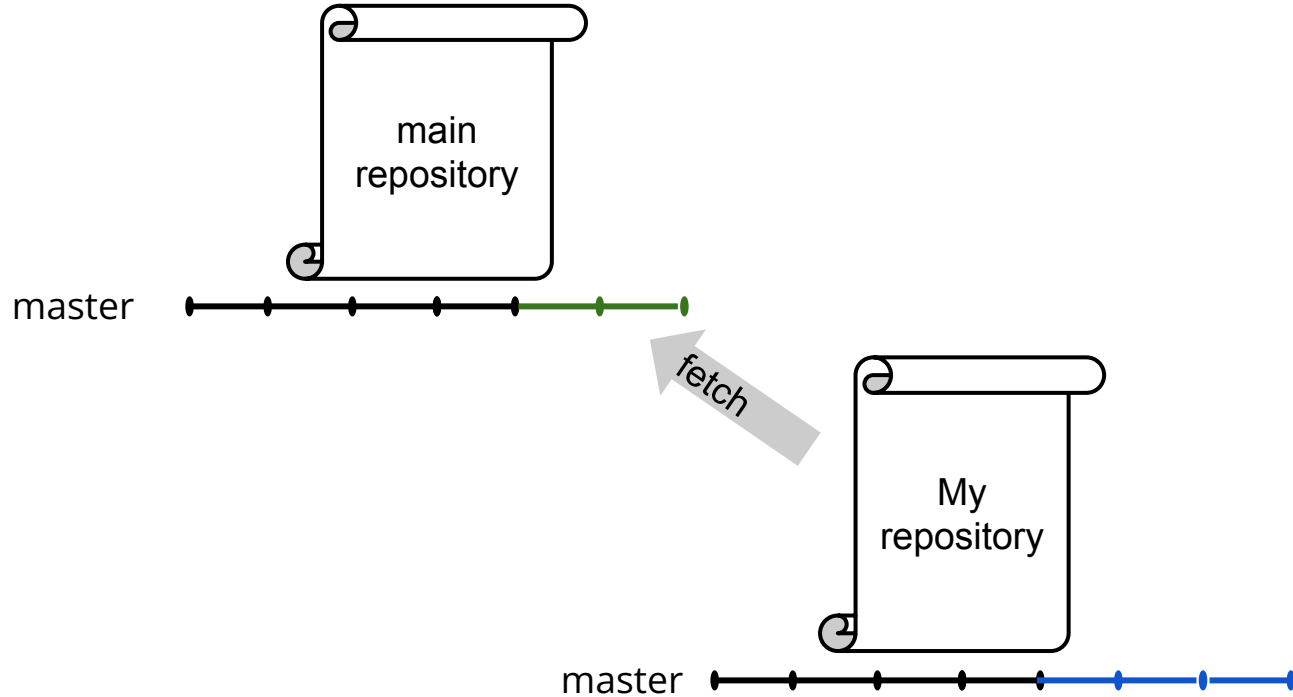
Collaboration



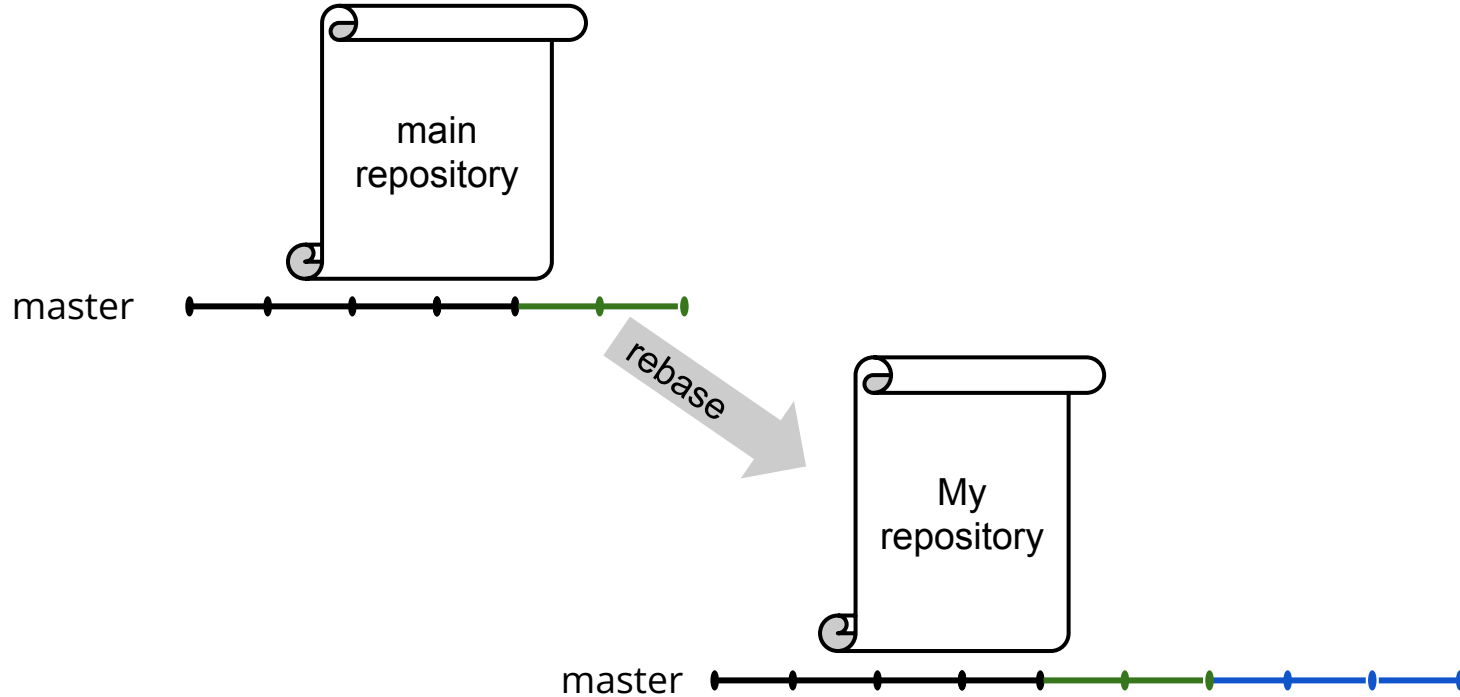
Collaboration



Collaboration



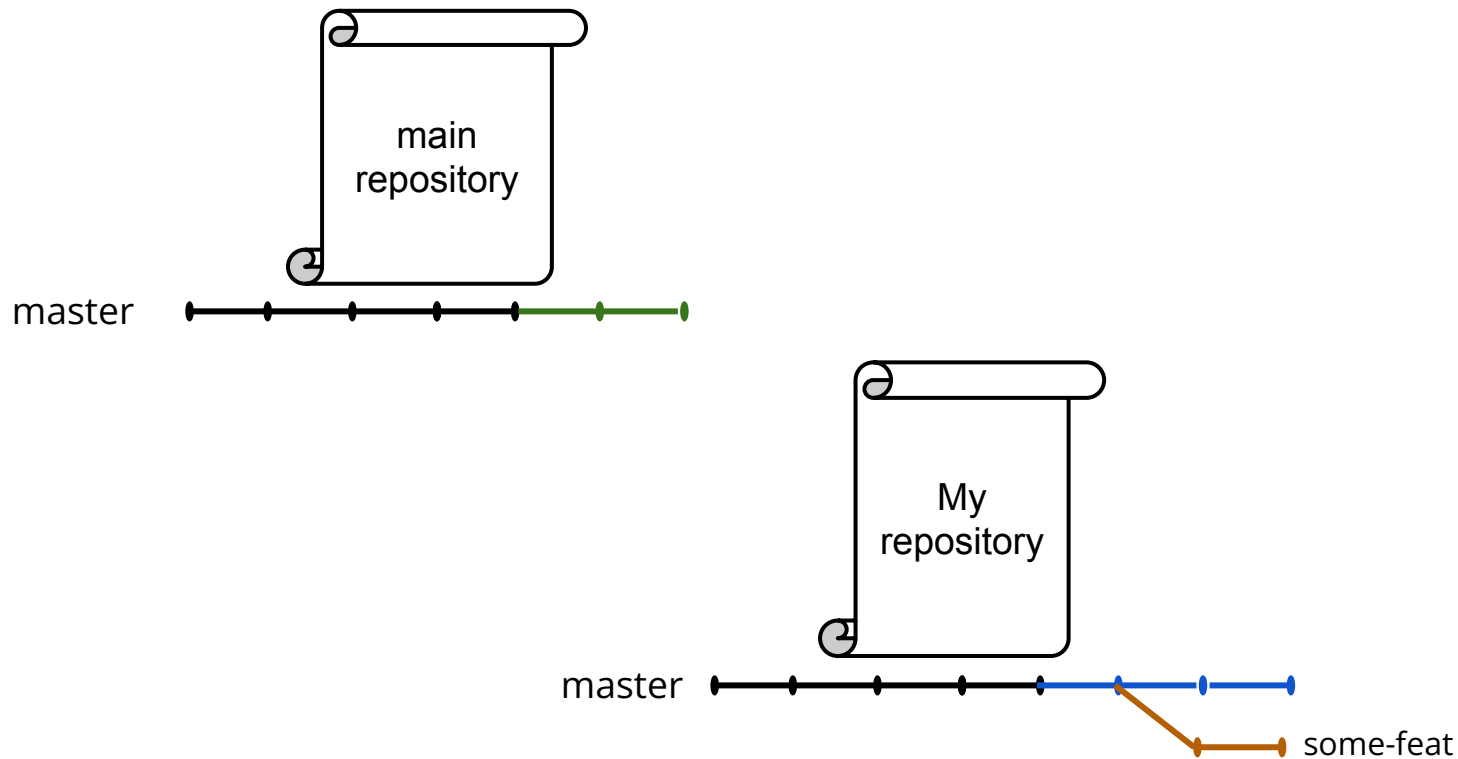
Collaboration



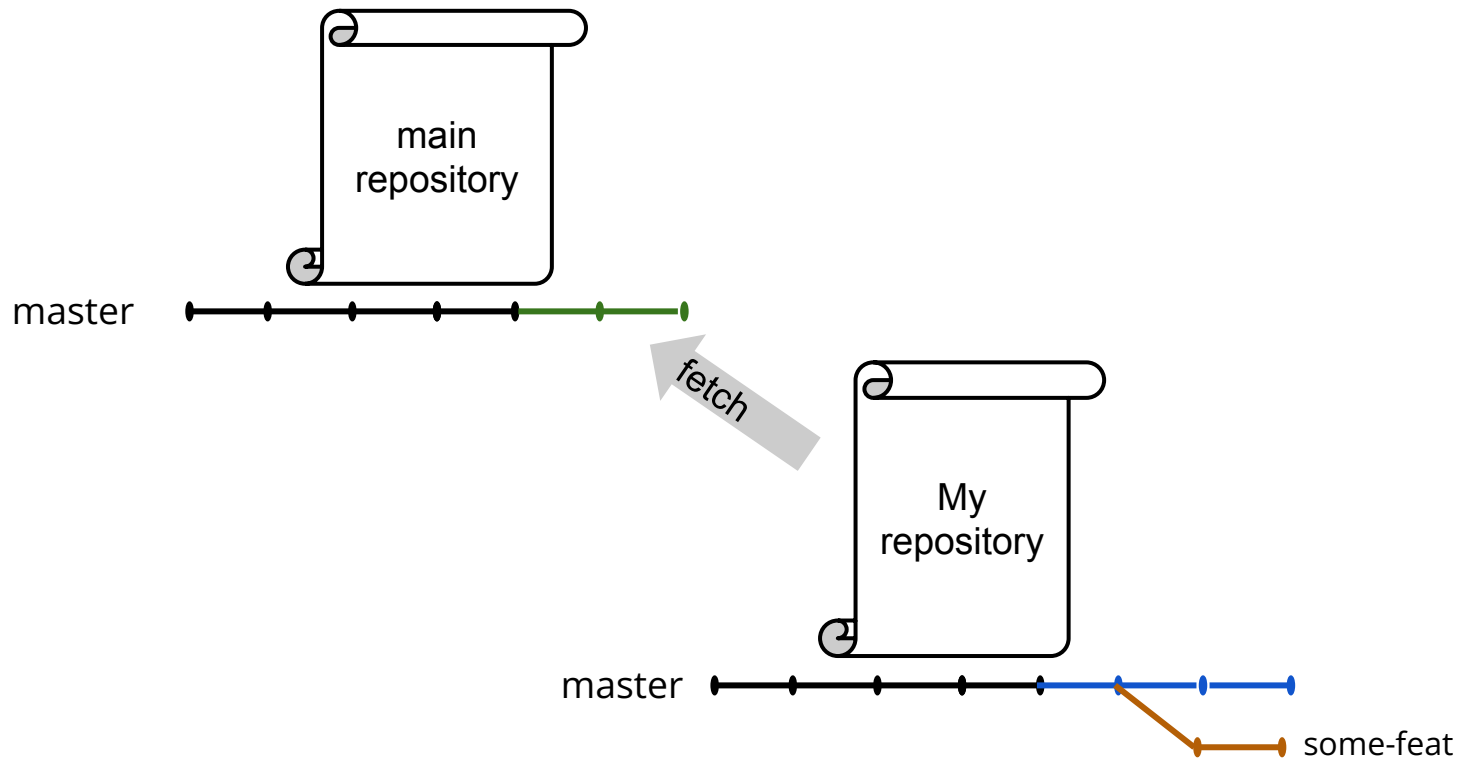
Collaboration

What happens to other branches?

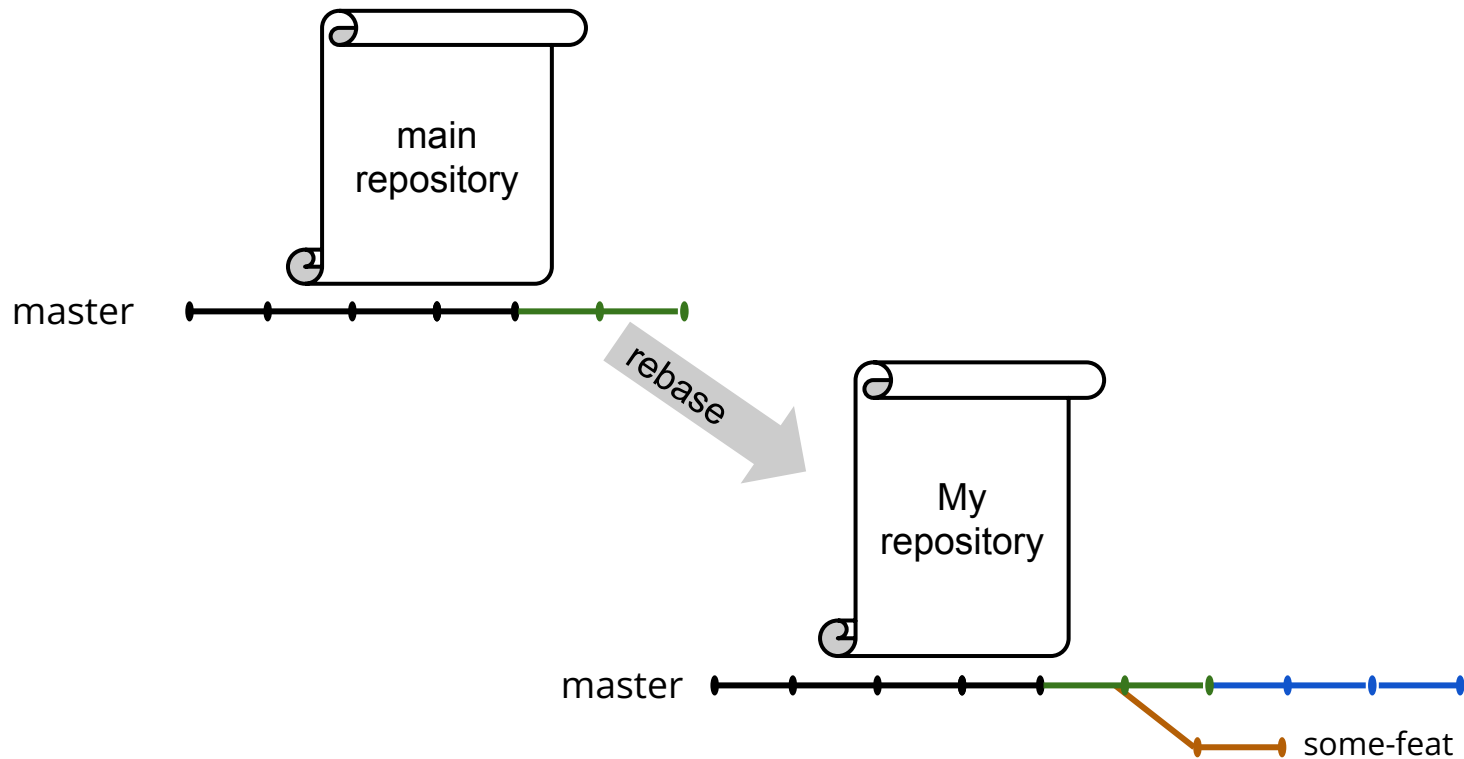
Collaboration



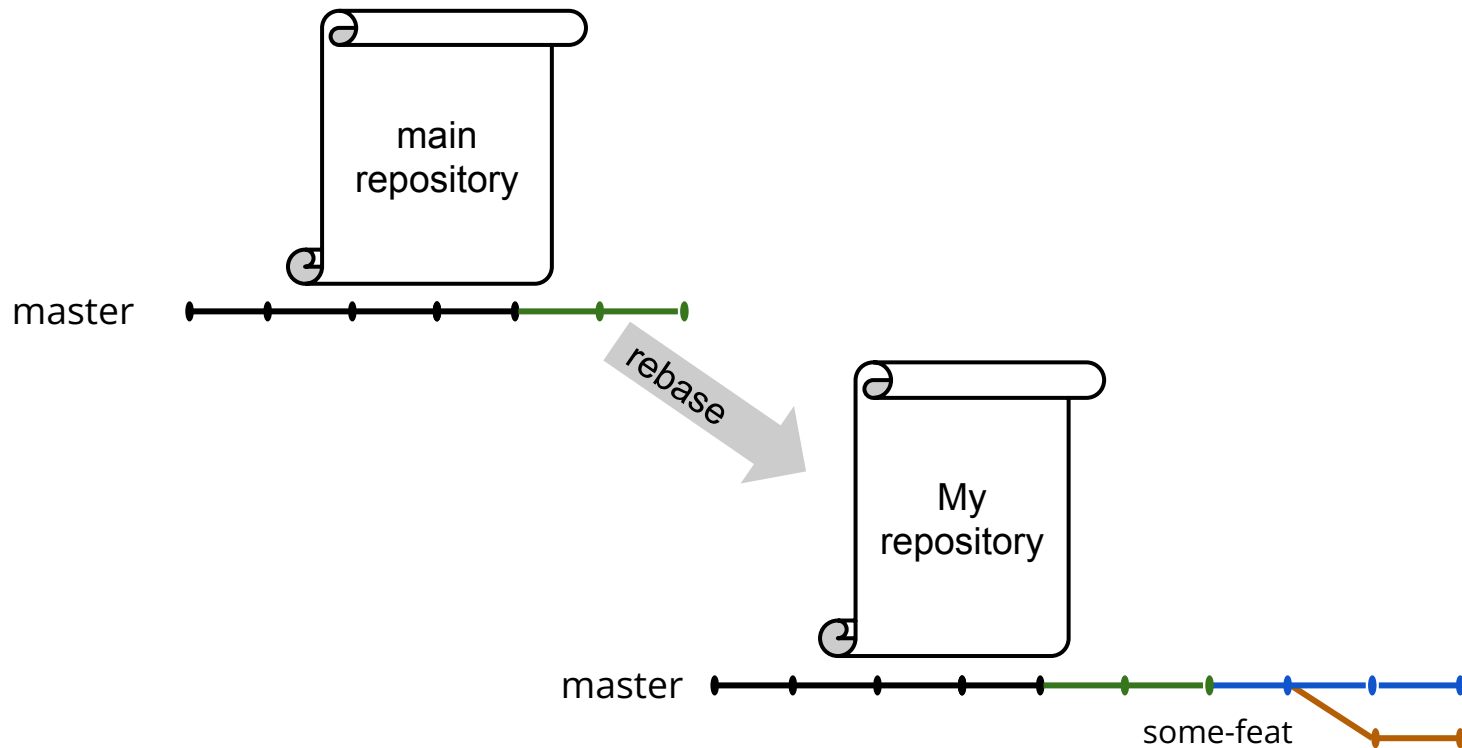
Collaboration



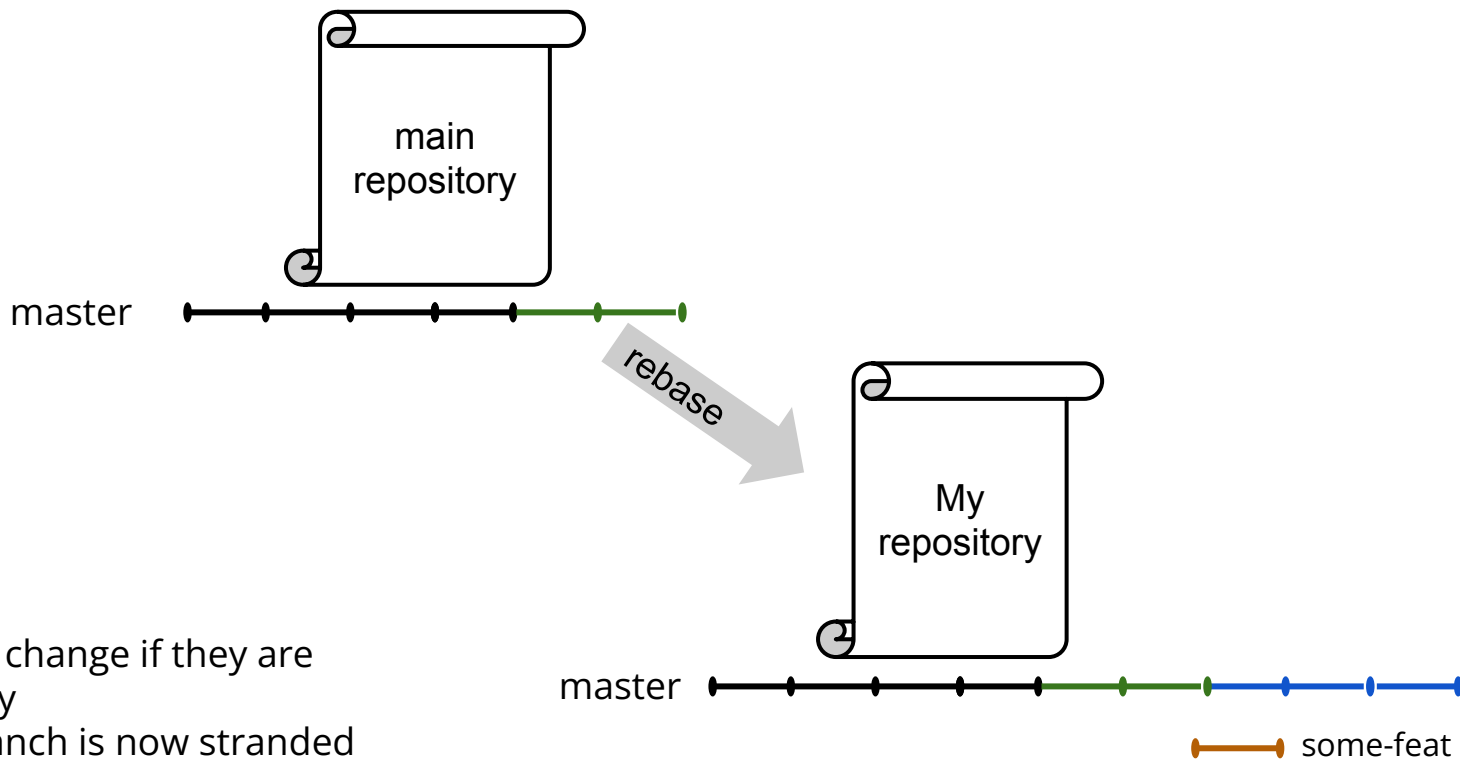
Collaboration



Collaboration



Collaboration



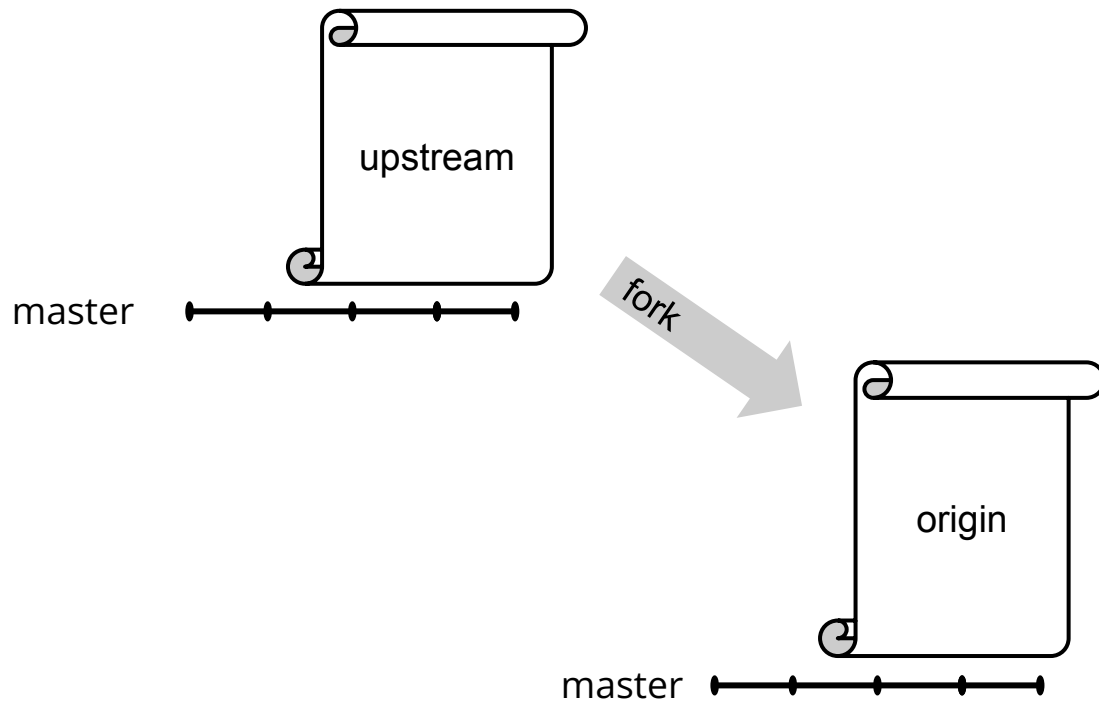
commit IDs (shas) change if they are
ordered differently
The some-feat branch is now stranded

Collaboration

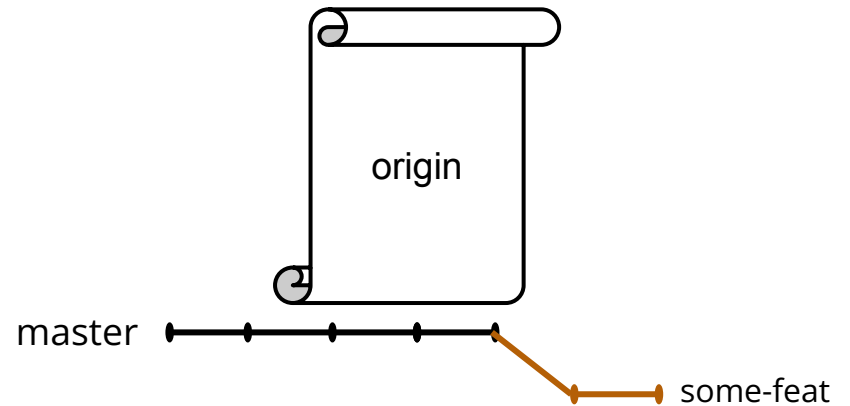
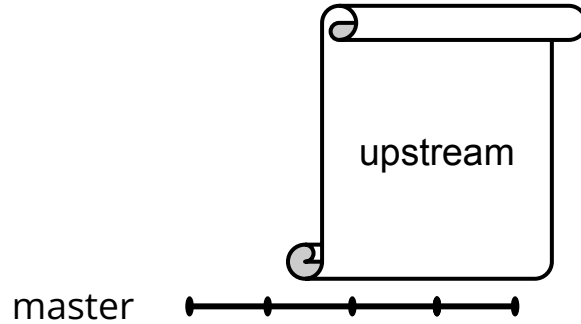
If you **never commit anything to your master branch**, keeping your master branch in sync with the main repository's is easy! And keeping all branches attached comes for free!

As a rule, always create a new branch when developing - **never commit directly to the master branch**

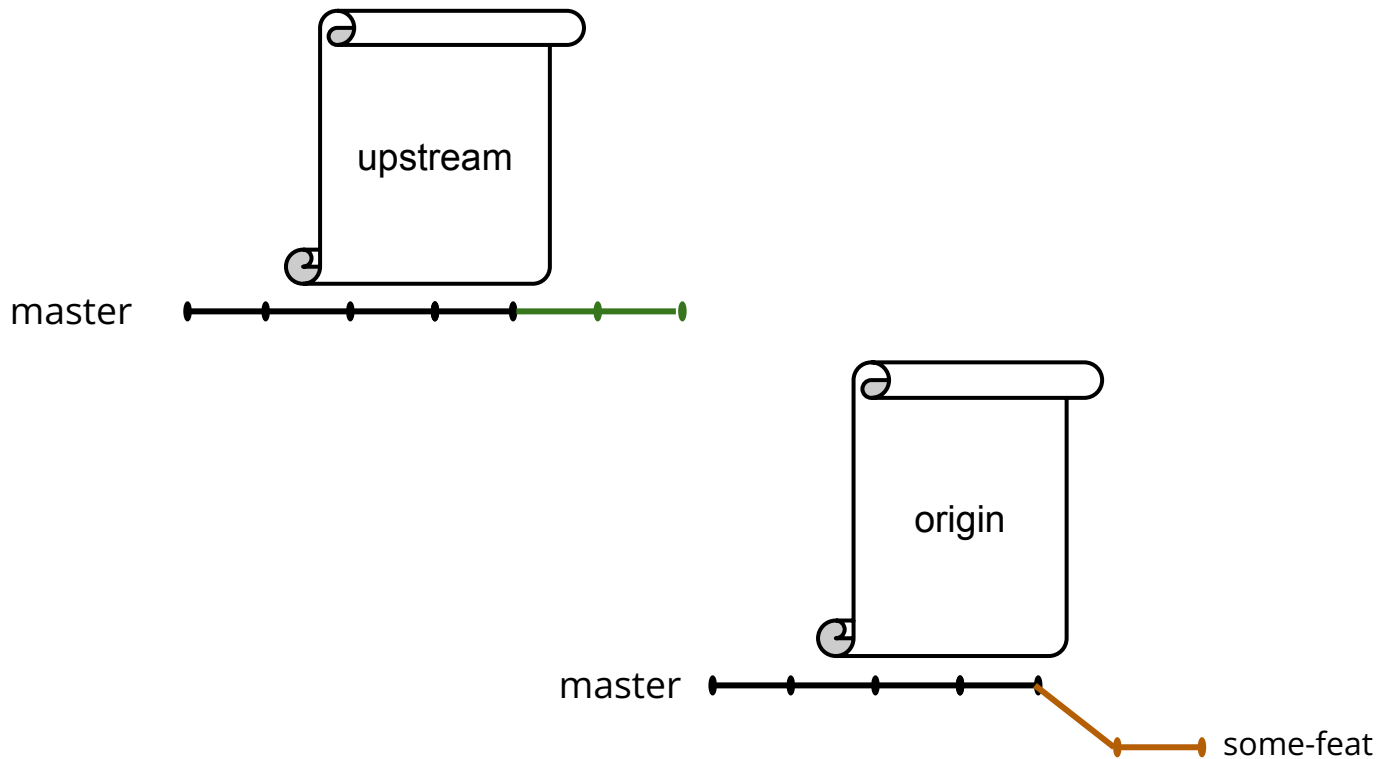
Collaboration



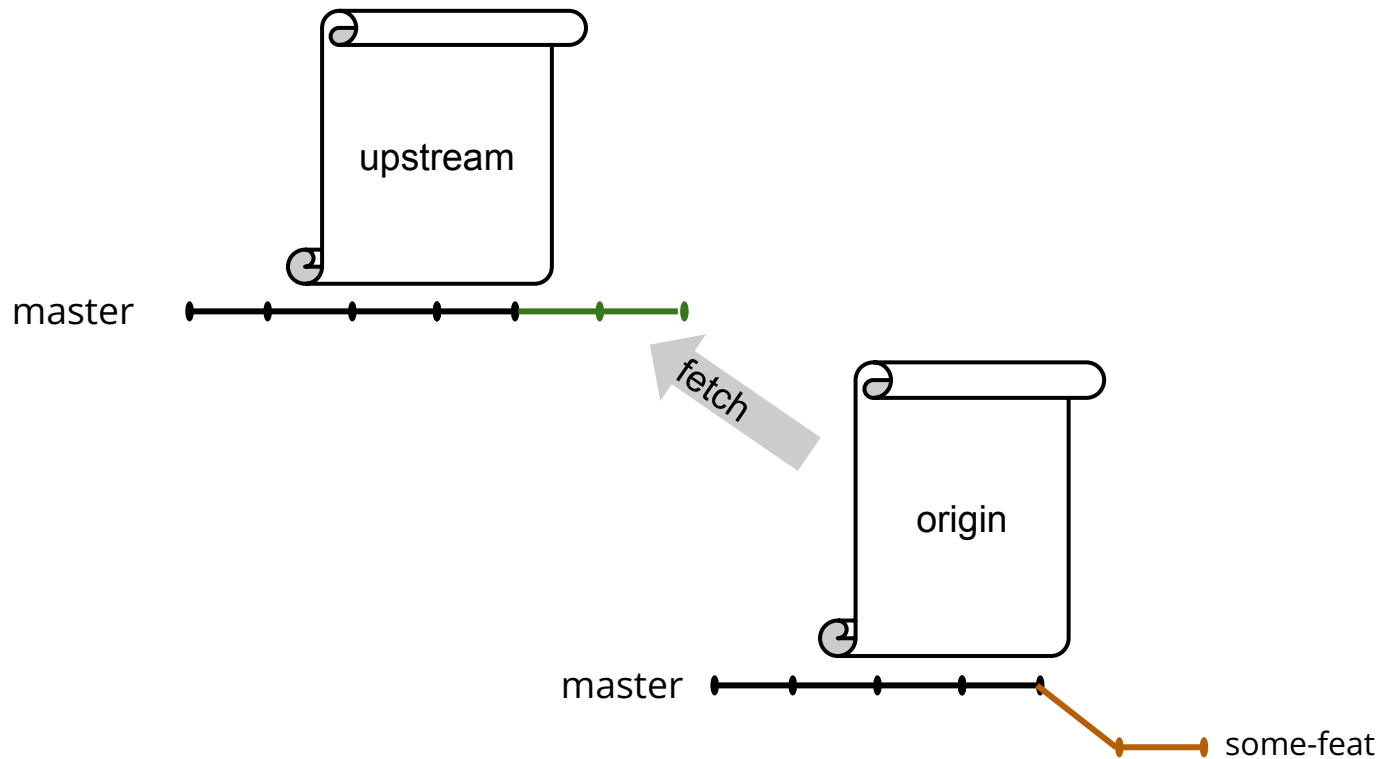
Collaboration



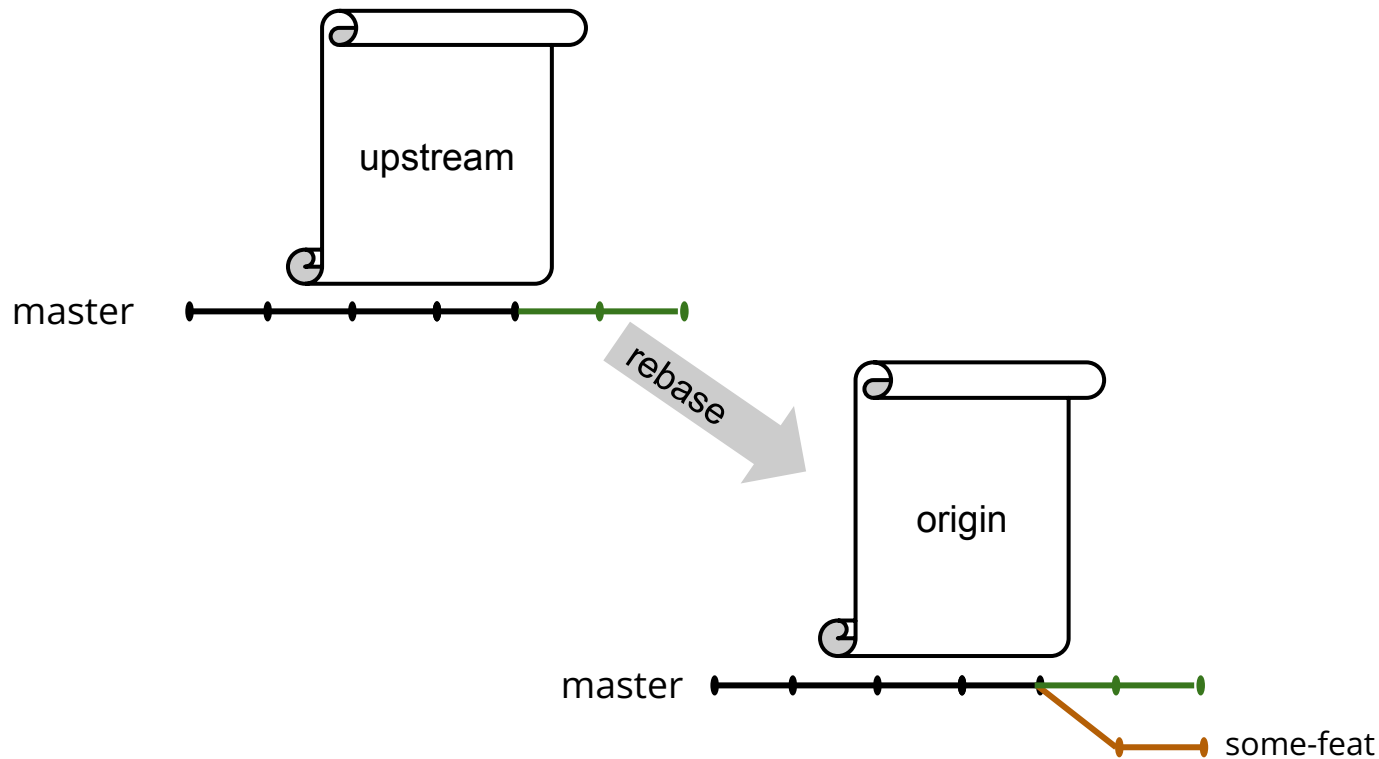
Collaboration



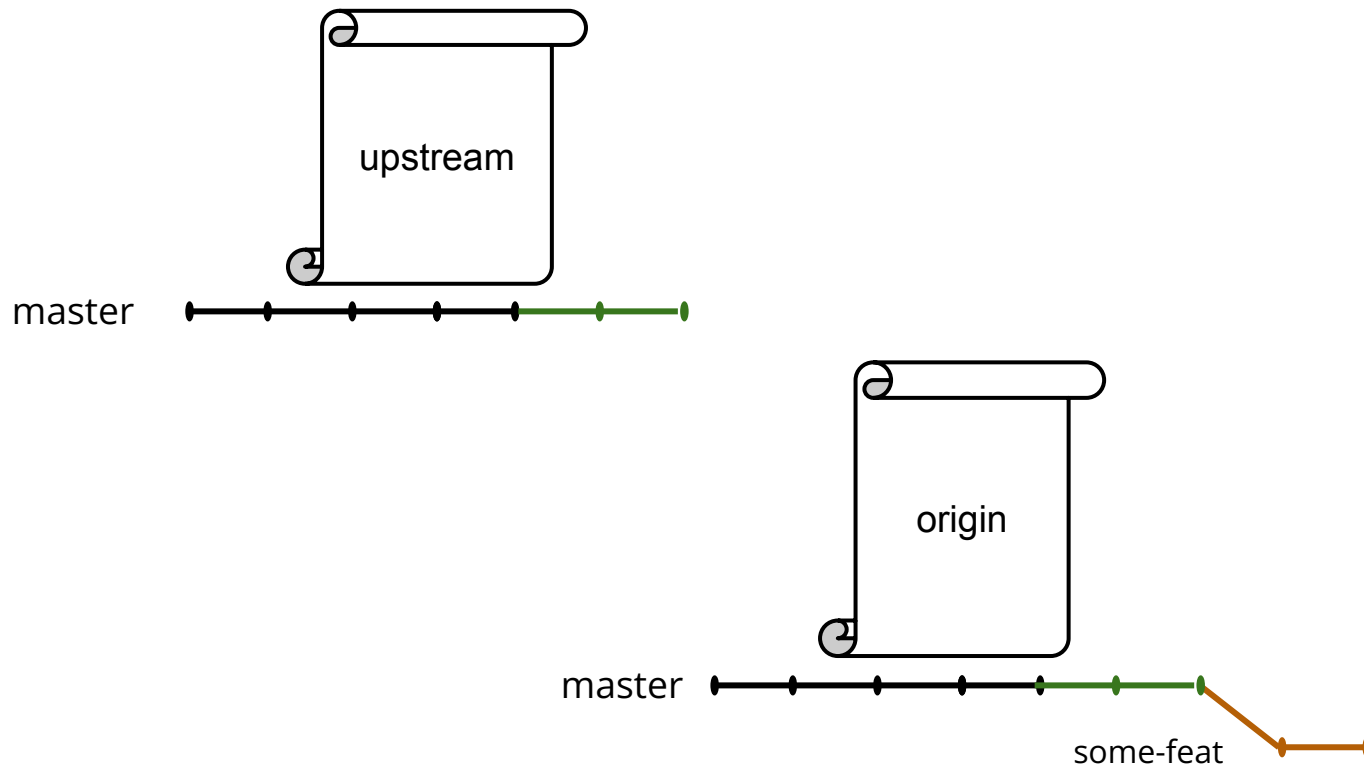
Collaboration



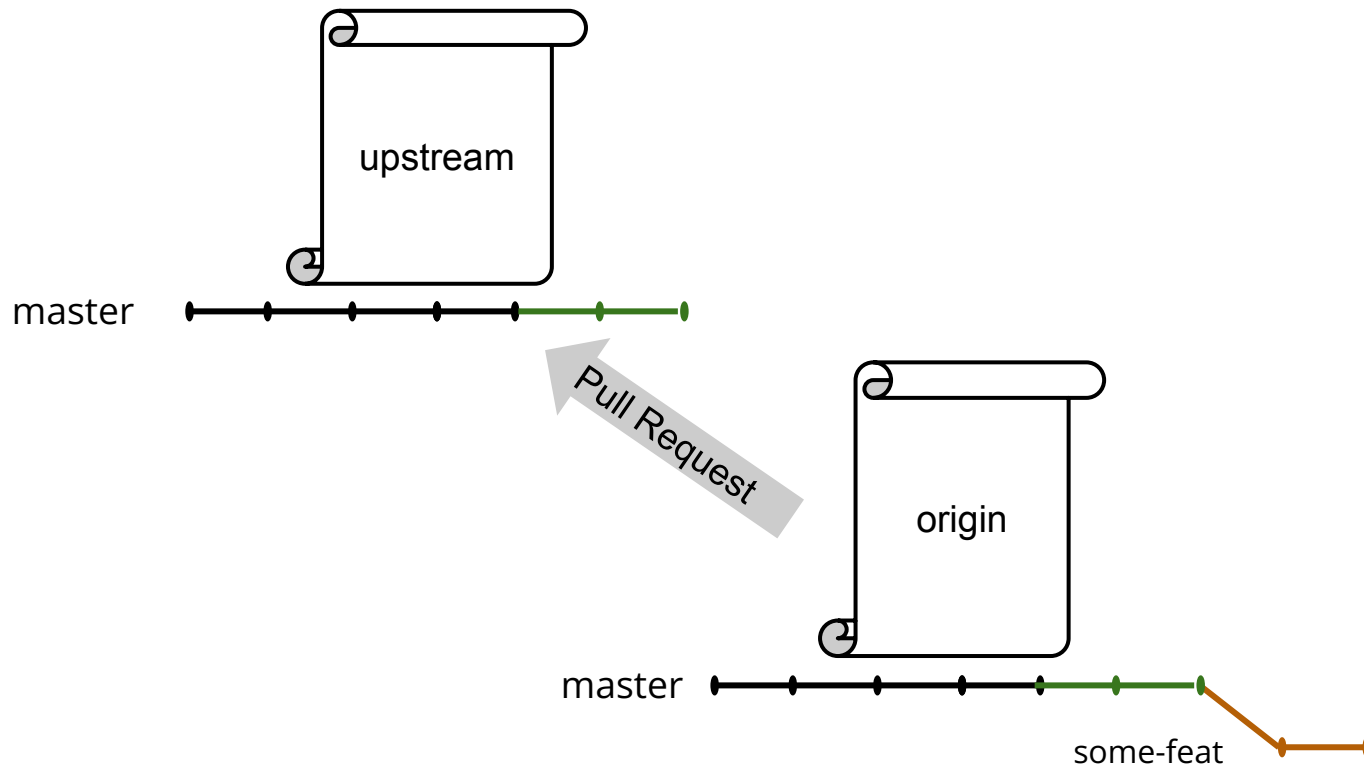
Collaboration



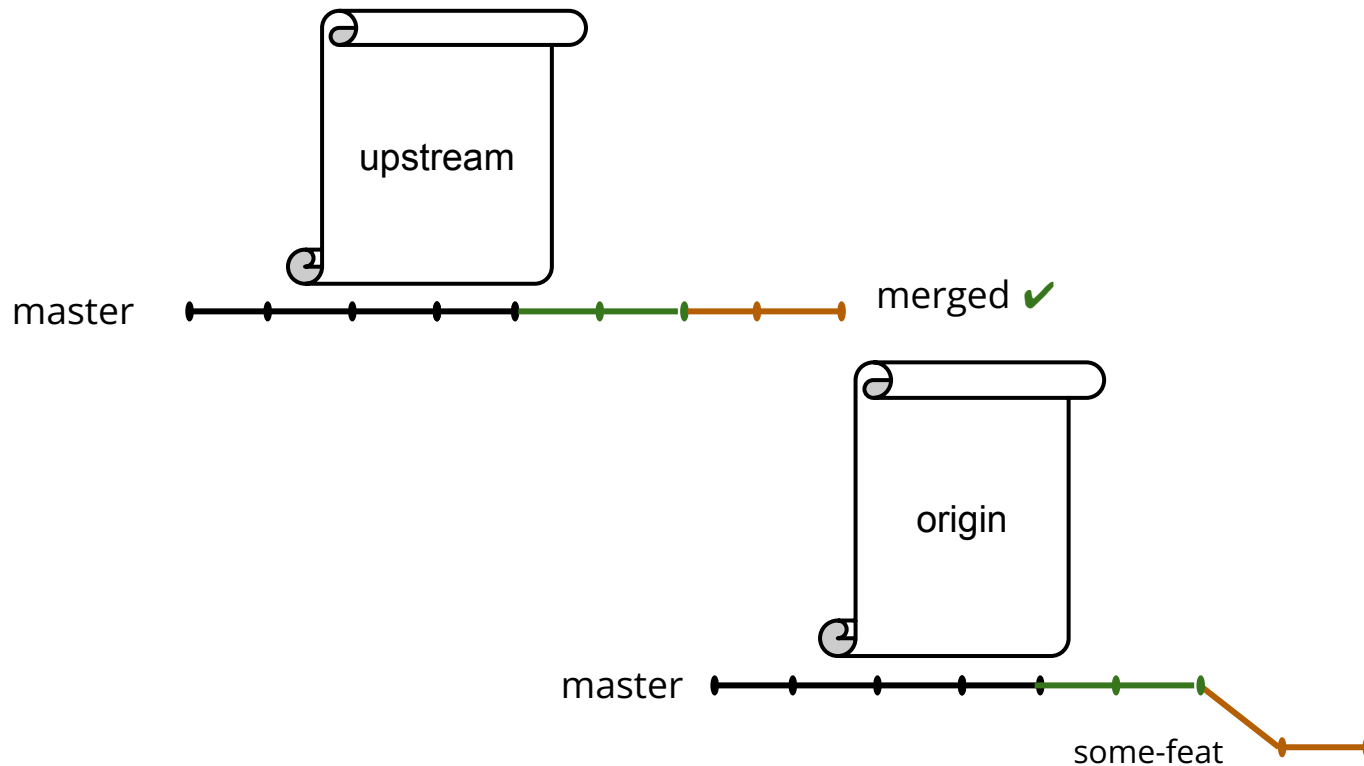
Collaboration



Collaboration



Collaboration



Demo