

The background features a collection of various 3D geometric shapes in a light sage green color. These include spheres, cubes, cylinders, cones, a rectangular frame, and wavy lines. The shapes are scattered across the white background, creating a modern, abstract aesthetic.

# Git- GitBash-Bitbucket

Devops Product

# Agenda

- **What is VCS**
- **What is Git**
- **Git Workflow**
- **Configuration**
- **Branching**





# VCS- VERSION CONTROL SYSTEM

**Centralized systems have a copy of the project hosted on a centralized server, to which everyone connects to in order to make changes. Here, the “first come, first served” principle is adopted: if you’re the first to submit a change to a file, your code will be accepted.**

**Distributed system, every developer has a copy of the entire project. Developers can make changes to their copy of the project without connecting to any centralized server, and without affecting the copies of other developers. Later, the changes can be synchronized between the various copies.**



# Git Installation

**yum install git**

- **Debian based OS**

**apt-get install git**

- **Windows based**

**<https://git-scm.com/download/win>**

# Git Config and command

## Typical Work Flow:

- Create a project specific config, you have to execute this under the project's directory.
- `$ git config user.name "Abhishek Sharma"`
- Create a global config
- `$ git config --global user.name "Abhishek Sharma"`
- Create a system config
- `$ git config --system user.name "Abhishek Sharma"`
- And as you may guess, project overrides global and global overrides system

## GIT Configurations

### □ Master Branch

-> Coding never occurs in the master branch

### □ Branches

-> Development is done in branches

# Git Commands Cont..

- **git version** - Display git version.
- **git init** - Create a new repo.
- **git add .** - Add all files in the current folder to repo.
- **git status** - Show the current status of the repo.
- **git commit** - Commit the staged files to the repo.
- **git push**
- **git pull**