# git 9.20.24



A system for managing code

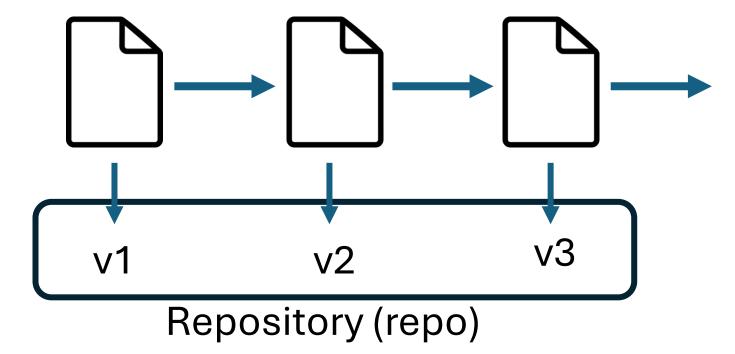
"Version Control System"



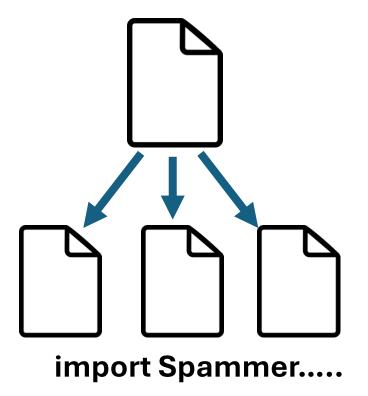
Website for storing code using git

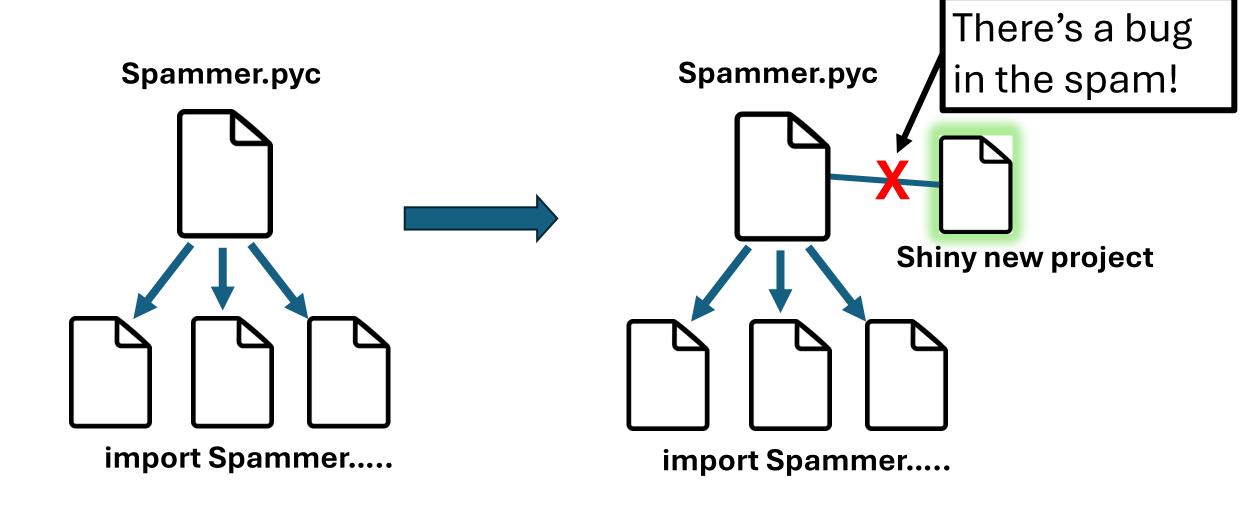
#### Version Control System (VCS)

- Store each iteration of a file
- Let you revisit old versions
- Merge code from different people

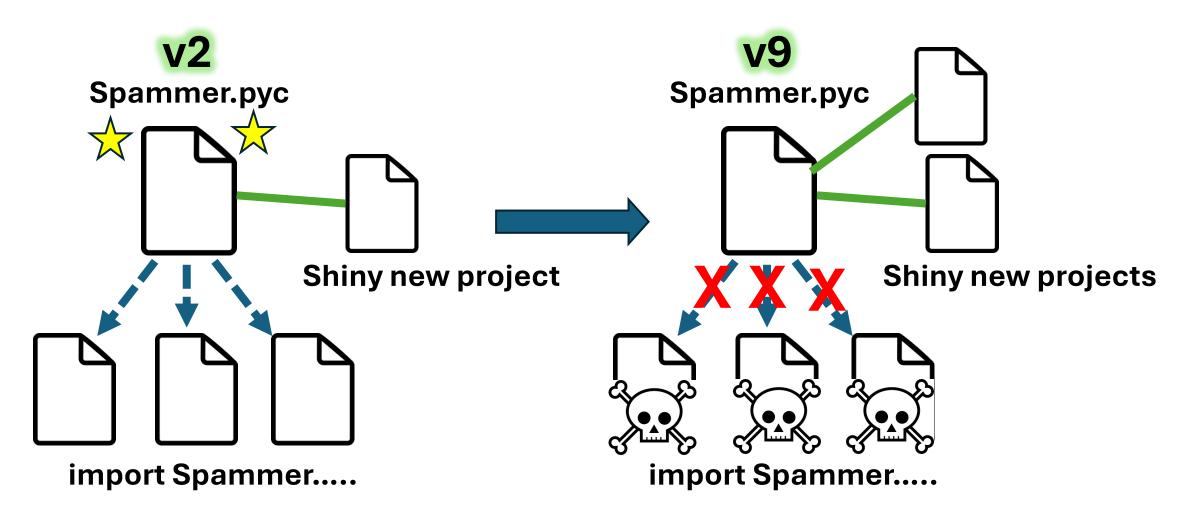


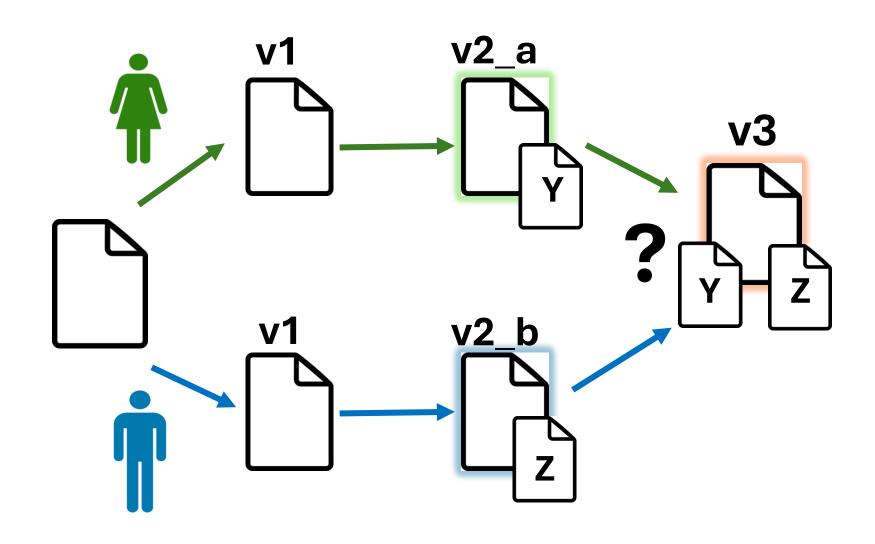
#### Spammer.pyc

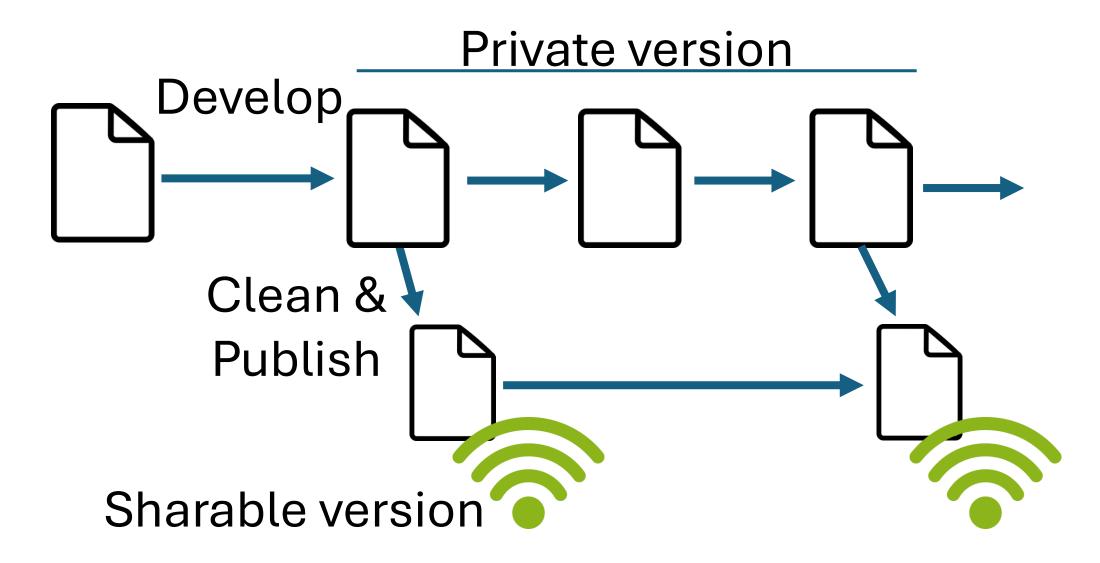




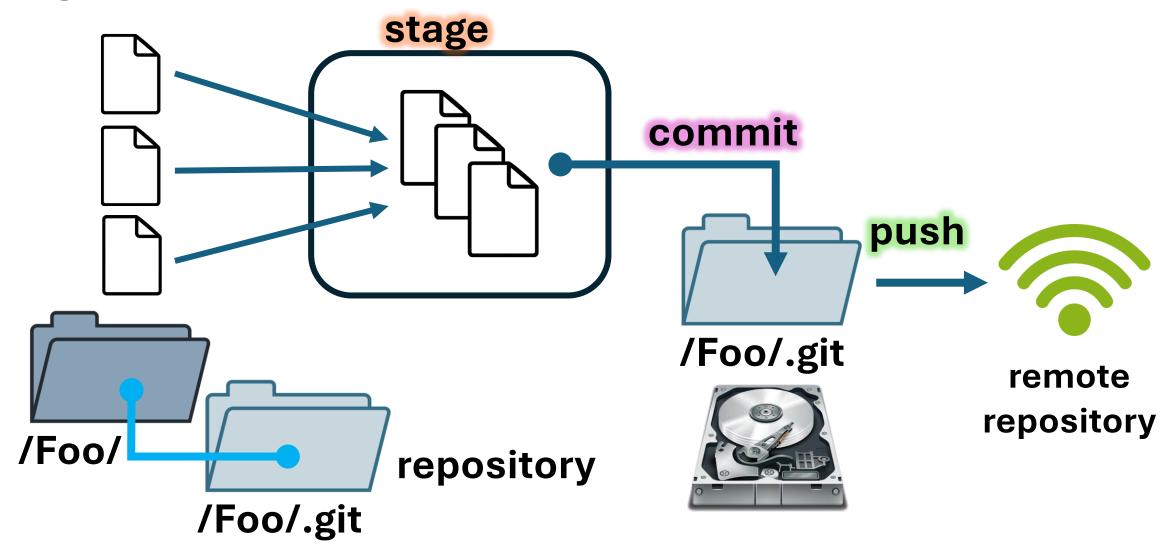
What did I change (why, when)?







#### git Backup



#### git Stores copies of changed files

 Every time you commit, git stores a copy/reference to the whole file (not just changes)

- Changed files: stored in-whole
- Unchanged files: stores a reference to the last updated copy in repo.

Each commit saves the whole staging-area

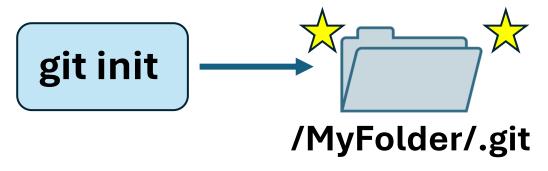
#### Setting up local git

• BASH terminal (default for UNIX), gitBash for Windows

ID = git config --global user.name "samplename" git config --global user.email "abc@hotmail.com"

• Go to your project's folder

cd C:/Users/.../MyFolder (note slash direction)



#### Staging Files

- Staging a file only prepares the current copy.
- If you change before committing, you'll need to restage.

```
git add filename.py
git add foldername
```

To stage all files:

```
git add. or git add -A
```

Remove from the staging area:

git restore filename.py or foldername

#### Check status before committing...

Check status:

#### git status

```
$ git status
On branch main
Your branch is up to date with 'origin/main'.
Changes to be committed:
  (use "git restore --staged <file>..." to unstage)
        new file: tmpFolder/asdf.txt
Untracked files:
  (use "git add <file>..." to include in what will be committed)
        gitSSH
        gitSSH.pub
```

#### Committing

- Commits all staged files at once
- Doesn't stage/commit empty folders

Include a useful description

git commit -m "A useful description of changes"

```
[main eff91a9] Test
1 file changed, 0 insertions(+), 0 deletions(-)
  create mode 100644 tmpFolder/asdf.txt
```

#### git structure

View history of commits using:

```
commit ee403f8d0dddd828e9af02e48bea254bb38b9519 (HEAD)
            Author: burnerspam447 <stats447uiuc@gmail.com>
                     Thu Sep 19 21:58:58 2024 -0500
            Date:
                 newone
git log commit eff91a9f14fc935a4ea9ca61aff35bb8d87ae297
            Author: burnerspam447 <stats447uiuc@gmail.com>
Date: Thu Sep 19 21:23:38 2024 -0500
                 Test
```

```
git log --oneline
$ git log --oneline
ee403f8 (HEAD) newone
eff91a9 Test
854d762 (origin/main, tmpBranch)
```

- HEAD denotes the commit git is currently "pointing" at
- (last commit by default)

#### **Tagging**

- git is natively addressed using a hash system
- This means your commits are named stuff like:

#### 854d762d59ed28644d7174e155d55a9310bdbc99

Although you can (usually) reference with shortened: 854d76

- Tags make it easier to reference major timepoints git tag tagname (commitname)
- You can also reference chronologically
   HEAD~2 is 2 steps before current HEAD/ active commit

#### git Checkout

- "Checkout" restores your repository to the state at that commit
- Files will rollback
- Deleted files will be restored
- However, new files (since that commit) will remain unchanged
   git checkout commitname
- This also repoints HEAD to commitname
   You can repeat: git checkout HEAD~1
   to go back through commits one-at-a time

#### the git Multiverse

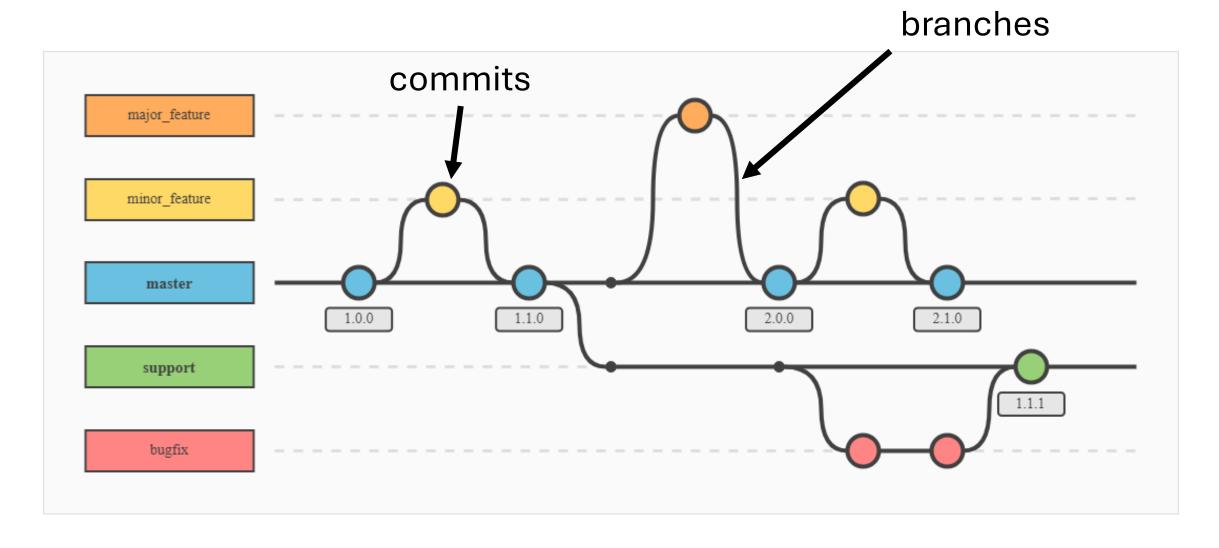


is git checkout more similar to Rick & Morty time travel or to time travel in the Disney Avenger's cinematic universe?

#### Verdict:

git checkout is more like the Avengers' approach to time travel. You're revisiting points in time or branching off without causing chaos to the main timeline—unless you make significant changes, which can spawn a new branch of history (like an alternate universe in *Endgame*). Meanwhile, *Rick & Morty*'s time travel is a bit more akin to reckless exploration, akin to chaotic operations like force-pushing, rebasing, or resetting!

## the git Multiverse



#### Creating a branch

 If you want to put your current progress in a new branch (splitting at last commit)

```
git branch branchname git commit .....
```

- To start a branch at a specific point
   git checkout commitmame –b branchname
- Switch branches

git switch branchname

#### Merging

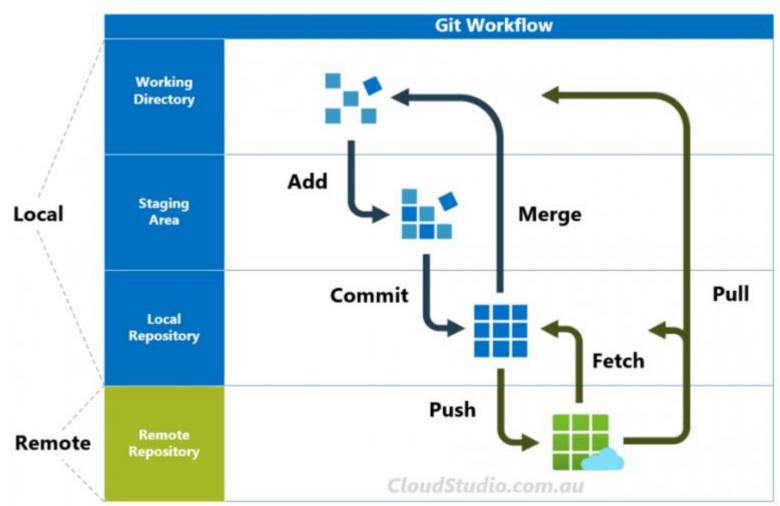
- Git merges are directed (A into B) rather than mixing A+B
   git switch branch1
   git merge branch2
- Conflicts will prevent merging:
   git merge -X ours branch2 defer to branch1
   git merge -X theirs branch2 defer to branch2
- To resolve each conflict in vimdiff:
  - git mergetool -tool=vimdiff

## gitHub concepts

- Setup:
- Create SSH key & link (Instructions online)

git remote add origin git@github.com:....git~

- Push: upload a commit git push –u origin etc.
- Pull: switch & download
- Fetch: download
- Clone: download full repo



vsCode demo.....

## Fin