

Homework 2

Git

Due: Wednesday, September 27th, 11:59PM (Hard Deadline)

Submission Instructions

Submit this assignment on [Gradescope](#). You may find the free online tool [PDFescape](#) helpful to edit and fill out this PDF. You may also print, handwrite, and scan this assignment.

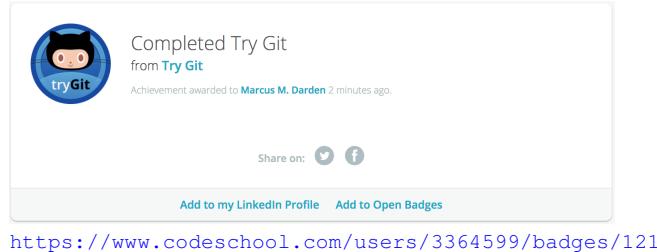
1 Git's Chicken and Egg Problem

Git has a (well-deserved) reputation as a tool with a high learning curve. There are several reasons for this. One is that git has a bad user interface – the commands and flags you use to get things done are frustratingly inconsistent and simply must be learned over time. The bigger reason, however, is that using git requires having an understanding of how git works and learning how git works requires having some experience using git. This circular dependency makes it hard to get started as there is no good way to break in. The best we can do is try to hold your hand as you get started.

Code Academy and GitHub teamed up to build a nice, online git beginners tool. As you work through the exercises, pay attention to the explanations of each step at the top of the page, and the “Advice” section at the bottom/bottom-right of the page. The text introduces several new pieces of git-specific language.

Complete the online course at <https://try.github.io>. Grab a screenshot of your badge from [here](#). Then copy and paste the image and URL below. (You will need to sign in or create an account to get your badge)

My badge and URL as an example:



Your badge here

Some other tutorials / resources

There is a *lot* written on the Internet about how to learn git. Some highlights:

- For a deeper dive into git from the basics to the very advanced, check out [Atlassian's tutorials](#) (Atlassian is the company behind BitBucket and JIRA).
- For more visual learners, check out this [interactive visual learning game](#) – caveat this game simplifies some things, but I think it's still a useful tool to learn from. There's even some [low-hanging fruit](#) lying around to improve this tool.
- A lighter, more humorous “quick-reference” [guide](#) and [a more, uh, frustrated version](#) (warning: language).

2 Using git in your own projects

This sets up the Winter 2015 EECS 280 P2 as an example. 280 students please don't get confused!!

0. Install git: `sudo apt install git`

Using version control well is a habit learned over time. As a first step, for the rest of the term, the **first** thing you should do whenever an EECS class assigns you a project is:

1. Create a repository

```
> mkdir -p eeecs280-w15/project2
> cd eeecs280-w15/project2
> git init
```

2. Grab a copy of the spec

```
> wget 'https://drive.google.com/uc?id=0B4qlH840ZwikRmQtdkRIeTZjODA&export=download' -O spec.pdf
```

3. Grab any starter code

```
> wget 'https://drive.google.com/uc?id=0B4qlH840ZwikbkZLS3Z5YTVSeW8&export=download' -O eeecs280-w15-p2.tgz
> tar -xf eeecs280-w15-p2.tgz
> rm eeecs280-w15-p2.tgz
```

4. Create a blank starter cpp file

```
> touch p2.cpp
```

5. Add it all to git and commit it

```
> git add *
> git status # Check to make sure everything looks right
> git commit
```

Do this **before** even beginning to read the spec. Make it a habit.

If you try typing `make`, you'll find that this starter code does not compile. The spec has a great tip at the bottom of page 11 that suggests adding stub functions. (No, you don't actually need to read this spec)

There are 15 functions we need to stub out. Fortunately, your c4cs staff have saved you some trouble. You should download our copy of `p2.cpp`:

```
> wget 'https://raw.githubusercontent.com/the-alex/c4cs-eeecs280/master/p2.cpp' -O p2.cpp
```

Now try running `make`. Cool; the project builds. But what changed? Fortunately, git can help us figure this out.

What command will show you the **difference** between your working directory and already committed changes?

`git diff`

Now, go ahead and commit the changes to `p2.cpp` only.

You ran `git status` before committing those changes, right? (Because it's *always* a good idea to run `git status` *all* the time). You probably noticed that annoying “Untracked Files” section that lists all of the compiled output the Makefile made. It doesn't really make sense to track compiled output in a version control system (it is hard to track changes on a binary file such as an executable).¹ Instead, we would prefer if git would **ignore** the built output.

Commit a change so that built output is ignored. When you are done, `git status` should print

```
On branch master
nothing to commit, working directory clean
```

Once you have completed all of the steps on the previous page, copy the output of:

```
> git log -n2 -p | head -n 40
```

The only real question here required you to go learn about the `.gitignore` file. This file is a convenience that tells git about the files that you explicitly do not want to track, such as built output. The purpose is to prevent them from showing up as “Untracked Files” all of the time in `git status`.

While you can list files explicitly one-by-one, it's often more useful to use wildcards (the `*` operator). My solution does this to automatically ignore any file ending in “`_text`”.

GitHub maintains a [list of template gitignore files](#) that can be a good place to start from.

```
ppannuto@ppannuto-c4cs-vm:~/hw4$ git log -n2 -p | head -n 40
commit 8f614fbf43150236055000b53a27ba8748f8438f
Author: Pat Pannuto <ppannuto@umich.edu>
Date: Thu Feb 4 23:34:18 2016 -0500
```

```
Add gitignore
```

```
diff --git a/.gitignore b/.gitignore
new file mode 100644
index 0000000..eaac059
--- /dev/null
+++ b/.gitignore
@@ -0,0 +1,2 @@
+p2-tests
+*_test

commit 7cf44db2e47b13a402d10d404448a811d84f0c78
Author: Pat Pannuto <ppannuto@umich.edu>
Date: Thu Feb 4 23:33:21 2016 -0500
```

```
Stubs
```

```
diff --git a/p2.cpp b/p2.cpp
new file mode 100644
index 0000000..55cc9eb
--- /dev/null
+++ b/p2.cpp
@@ -0,0 +1,54 @@
+#include <cassert>
+#include "p2.h"
+
+int sum(list_t list) {
+    assert(false);
+}
+int product(list_t list) {
+    assert(false);
+}
+int accumulate(list_t list, int (*fn)(int, int), int identity) {
+    assert(false);
+}
```

¹Some binary files are good to check in though, such as the project specification, which will rarely or never change.

3 A little about shells and your *environment*

Try the following:

```
# The /tmp directory holds temporary files. It's a great place to do some
# quick tests or experiments, however it is automatically emptied every time
# the machine reboots. This means if your machine crashes, you will lose
# everything in /tmp.
#
# Don't ever put anything you care about in /tmp !!

> mkdir /tmp/throwaway
> cd /tmp/throwaway
> git init
> echo hello > world
> git add world
> git commit
```

Git automatically opens a text editor for you to enter a commit message.

What text editor did git open for you? _____

This will change depending on whether you've installed a vim package previously. The vim packages will set up vim to be the default system editor, in which case this will open vim. If you haven't installed vim, it will open nano.

Git is not the only program that will open an editor automatically. If you don't like the default choice, we can change it using an *environment variable* called EDITOR. Try the following:

```
> echo "it's a small" > world
> git add world
> export EDITOR="emacs -nw"
> git commit
```

*Note: Shells are fussy about spaces, **do not** put spaces around the = in these commands*

What text editor did git open for you? _____

What does the **-nw** flag do? (Hint: Try it without **-nw**)

It will now open emacs as the editor for commit messages.

The **-nw**, or “**-no-window-system**”, option tells Emacs not to create a new window, rather to open in the existing terminal, like the default behavior of vim.

You can also go the other direction and ask vim to open in its own window like Emacs by running **gvim** instead of vim.

Perhaps, however, you do not want to change the editor used for every program, but only for git. We can do that too. Try the following:

```
> echo "on top of the" > world
> GIT_EDITOR=gedit git commit world
```

If you set **EDITOR** and **GIT_EDITOR** to different values, which takes priority?

Usually, more specific things take priority over more general things, so **GIT_EDITOR** takes priority here.

Roughly how long did you spend on this assignment? _____

Some extra things to think about (i.e. not graded): Notice that we used two different approaches for setting environment variables. In the second example, we set the environment variable in-line, which means it only lasts for the lifetime of that command. If you run `git commit` again without the `GIT_EDITOR=` part, git will use the old editor.

In the first case we used the `export` command, which sets that variable permanently for the lifetime *of that shell*. If you make another commit in that shell, git will use the same value of `EDITOR`. What happens if you open a new terminal? Which editor gets used?

It would be annoying to manually set `EDITOR` every time you open a new shell. When `bash` (the shell program) starts, it reads the file `~/.bashrc`, that is the “hidden file” (leading `.`) named `.bashrc` in your home directory (`~` is a shortcut to your home). Try adding `export EDITOR="gedit"` to your `~/.bashrc` file and then make some new commits. Does the editor in your *current* shell change? What about if you open a *new* shell? What if you don’t include the “`export`”?