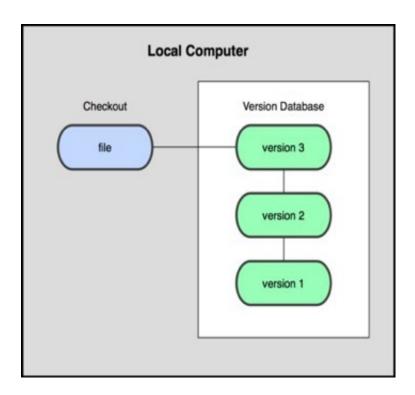
Software Development Process

- involves making a lot of changes to code
 - new features added
 - bugs fixed
 - performance enhancements
- software team has many people working on the same/different parts of code
- · many versions of software released
 - Ubuntu 10, Ubuntu 12, etc.
 - need to be able to fix bugs for Ubuntu 10 for customers using it
 - even though you've shipped Ubuntu 12

Source/Version Control

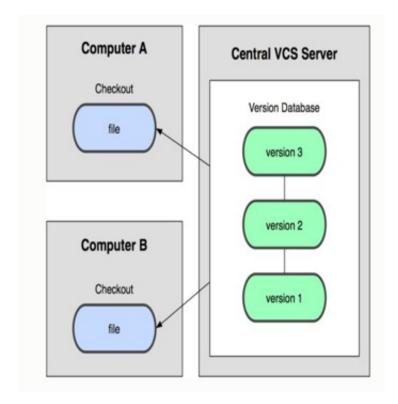
- track changes to code and other files related to the software
 - What new files were added?
 - What changes made to files?
 - Which version had what changes?
 - Which user made the changes?
- · track entire history of the software
- · version control software
 - · GIT, Subversion, Perforce

Local VCS



- organize different versions as folders on the local machine
- no server involved
- other users should copy it via disk/network

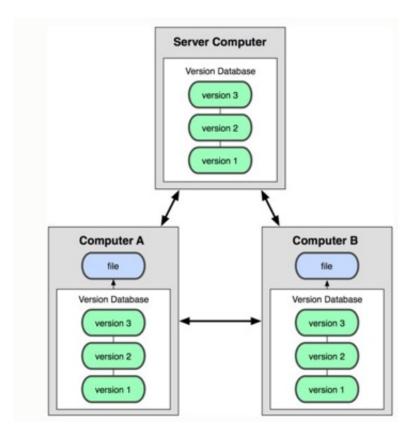
Centralized VCS



- version history sits on a central server
- users will get a working copy of the files

- changes have to be committed to the server
- all users can get the changes

Distributed VCS



- version history is replicated at every user's machine
- users have version control all the time
- changes can be communicated between users
- · git is distributed

Terminology

- repository
 - files and folders related to the software code
 - full history of the software
- · working copy
 - copy of software's files in the repository at a specified version
- check-out
 - to create a working copy of the repository
- check-in/commit
 - write the changes made in the working copy to the repository
 - · commits are recorded by the VCS

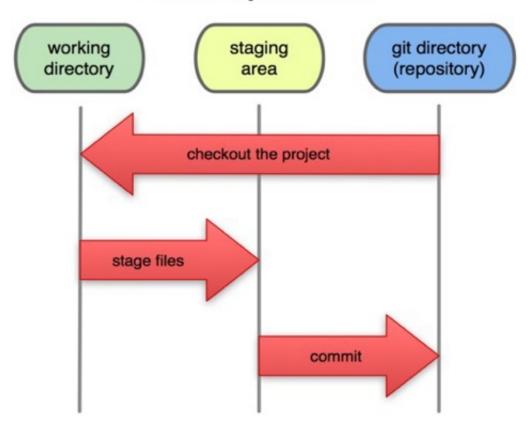
Git Source Control

Git Repository Objects

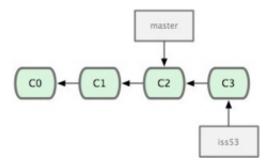
- objects used by GIT to implement source control
 - blobs
 - sequence of bytes
 - trees
 - groups blobs/trees together
 - o commit
 - a particular version of the software
 - refers to a particular "git commit"
 - contains all information about the commit
 - tags
 - just a named commit object for convenience
 - ex: versions of the software
- · objects uniquely identified with hashes

Git States

Local Operations



More Terminology



Head

- refers to a commit object
- there can be many heads in a repository

• HEAD

refers to the currently active head

detached HEAD

- if a commit is not pointed to by a branch
- this is okay if you want to just take a look at the code and if you don't commit any new changes
- if new commits have to be preserved, a new branch has to be created
 - git checkout v3.0 -b BranchVersion3.1

branch

refers to a head and its entire set of ancestor commits

master

default branch

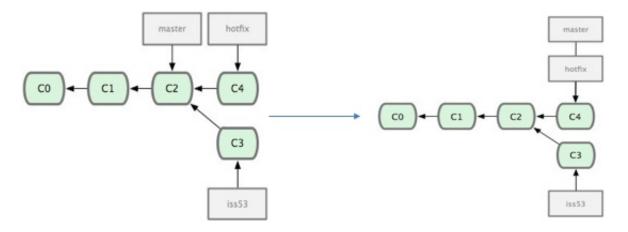
Basic Git Commands

Command	Action
\$ git init	create a new repository (.git directory)
\$ git clone	create a copy of an existing repository
<pre>\$ git checkout <tag commit=""> -b <new_branch_name></new_branch_name></tag></pre>	creates a new branch
\$ git add	stage modified/new files
\$ git commit	check-in the changes to the repository
\$ git status	shows modified files, new files, etc.
\$ git diff	compares working copy with staged files
\$ git log	shows history of commits
\$ git show	show a certain object in the repository

Git Example

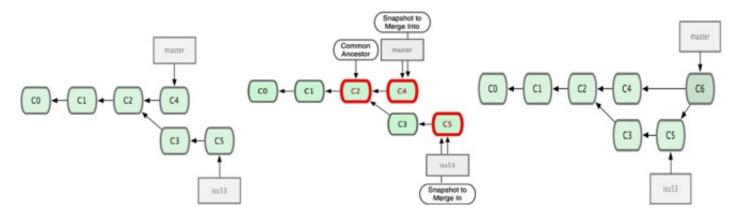
```
1 $ mkdir gitroot
 2
 3 $ cd gitroot
 4
 5 $ git init
 6 # creates an empty git repo (.git directory with all necessary subdirectories)
 8 $ echo "Hello World" > hello.txt
 9
10 $ git add .
11 # Adds content to the index
12 # Must be run prior to a commit
13
14 $ git commit -m 'Check in number one'
15
16 $ echo "I love Git" >> hello.txt
17
18 $ git status
19 # Shows list of modified files
20 # hello.txt
21
22 $ git diff
23 # Shows changes we made compared to index
25 $ git add hello.txt
26
27 $ git diff
28 # No changes shown as diff compares to the index
30 $ git diff HEAD
31 # Now we can see changes in working version
32
33 $ git commit -m "Second commit"
```

Merging



- · merging hotfix into master
 - \$ git checkout master
 - ∘ \$ git merge hotfix
- Git tries to merge automatically
 - simple if its a forward merge
 - foward merge: moves forward on the arrows
 - o therwise, you have to manually resolve conflicts

Merging (complex)

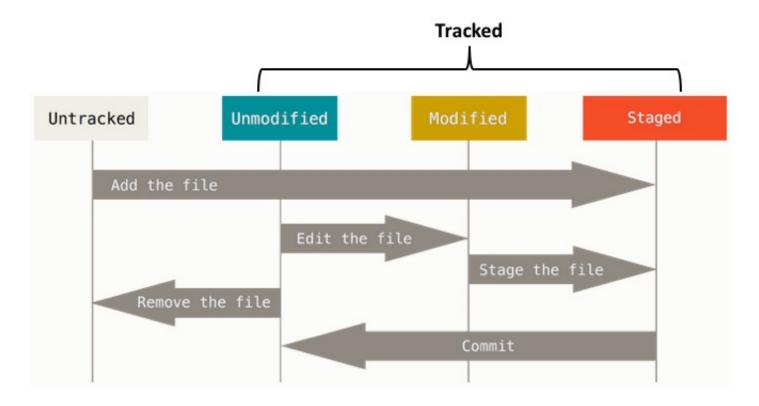


- merge iss53 into master
- git tries to merge automatically by looking at the changes since the common ancestor
- manually merge using 3-way merge or 2-way merge
 - merge conflicts same part of the file was changed differently
- refer to mutliple parts
 - \$ git show hash
 - ∘ \$ git show hash^2
 - shows second parent
 - HEAD^^ HEAD~2

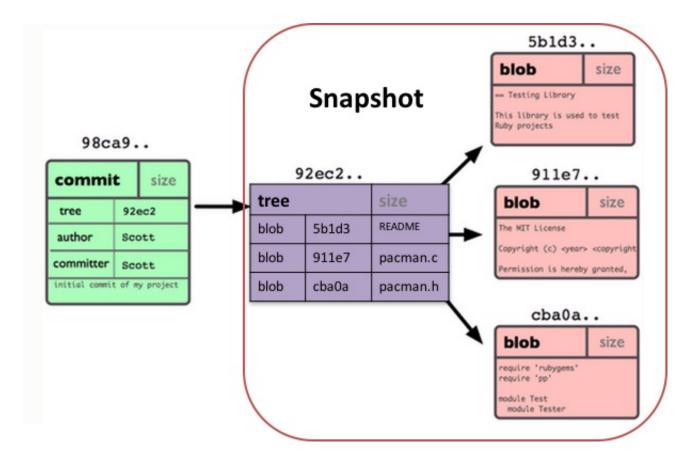
More Git Commands

Command	Action
<pre>\$ git checkout HEAD main.cpp</pre>	gets the HEAD revision for the working copy
<pre>\$ git checkout - main.cpp</pre>	reverts changes in the working directory
\$ git revert	reverts commits (this creates new commits)
\$ git clean	cleans up untracked files
\$ git tag —a v1.0 —m 'Version 1.0'	names the HEAD commit as v1.0

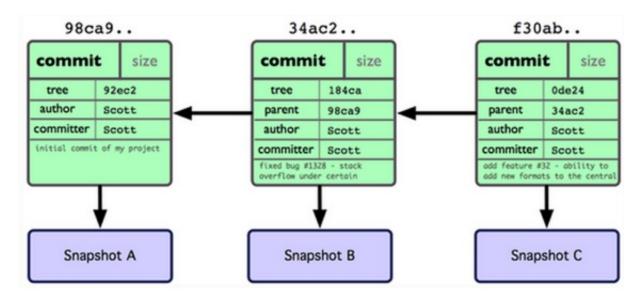
Git File Status Lifecycle



Git Repo Structure



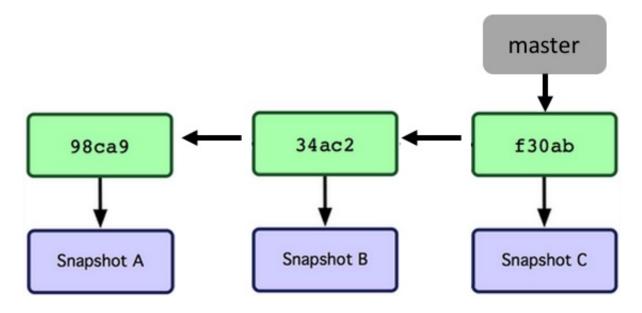
After two more commits...



What is a Branch?

- a pointer to one of the commits in the repo (head) + all ancestor commits
- when you first create a repo, are there any branches?
 - default branch named "master"
- · the default master branch
 - points to last commit made
 - o moves forward automatically, every time you commit

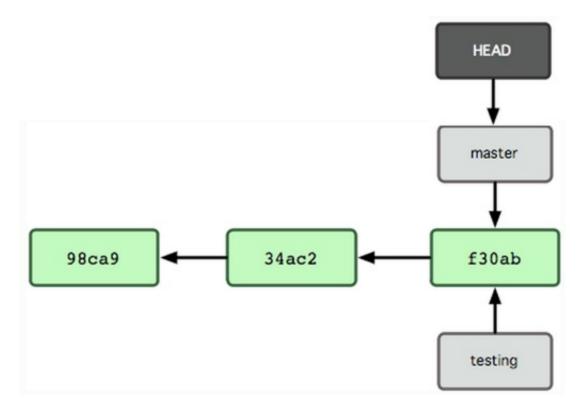
Where is Master?



- as new commits to master are added, the master pointer follows along
 - 98ca9 ➤ 34ac2 ➤ f30ab

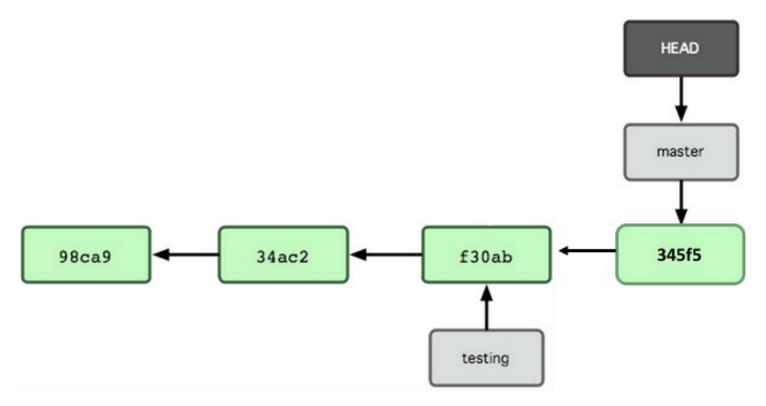
New Branch

- creating a new branch creates a new pointer
 - \$git branch testing
 - new branch, testing, created pointing to same commit that the branch at **HEAD** is pointing to



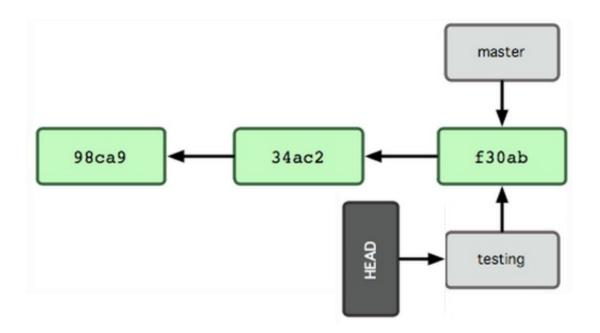
New Commit

- What happens when we make another commit to **master**?
 - master will move to 345f5 while "testing" branch stays put
 - only master moves because that is the current branch (HEAD)

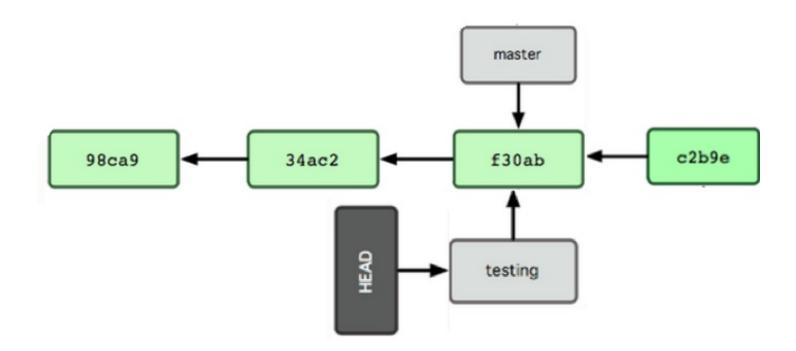


Switching to New Branch

- · check out new branch
 - \$ git checkout <branch_name>
 - \$ git checkout testing
- moves **HEAD** to point to *testing* branch



Commit After Switch



Why is Branching So Useful?

- experiment with code without affecting main branch
- separate projects that once had a common code base
- 2 versions of the project
- branching is very cheap