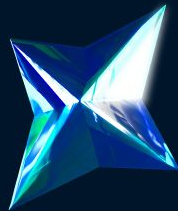


B Academy
RO



GIT



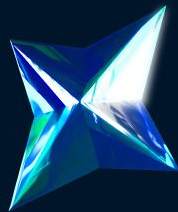
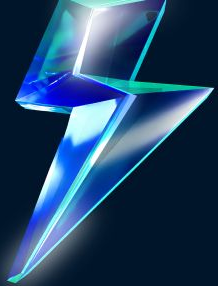
<h1>In this **LESSON**</h1>

- Remember previous lesson
- Why we need GIT?
- How to work together
- Interactive game (practice)



Let's remember HTML

Link to **Menti**



Working with Version Control Systems

HTML course: Lesson 4



Lesson Plan

1

How the development process works

2

What is a version control system and why is it used

3

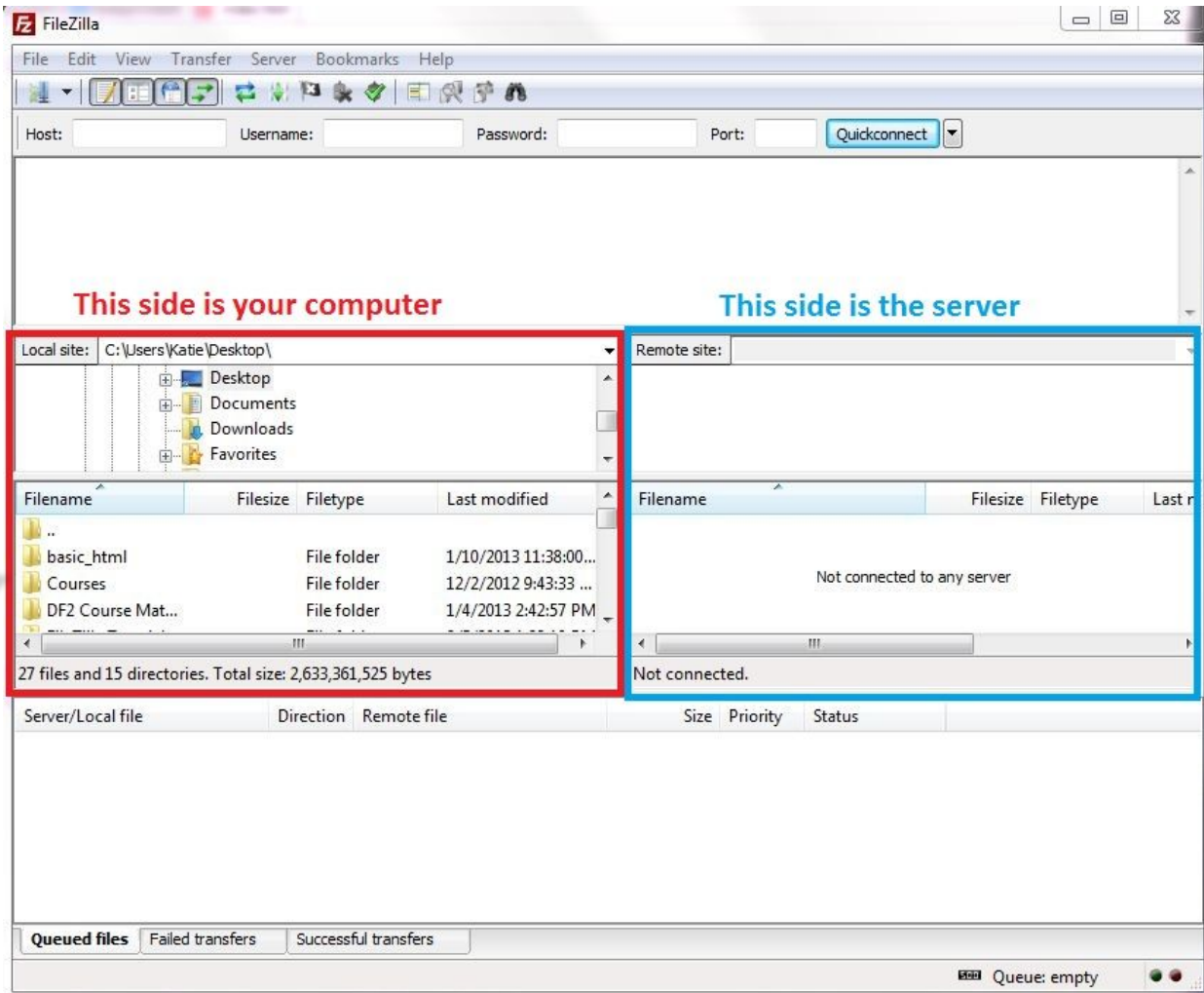
Tools for working with Git

4

Basic commands for working

**WHAT IF
WE DIDN'T
USE GIT**



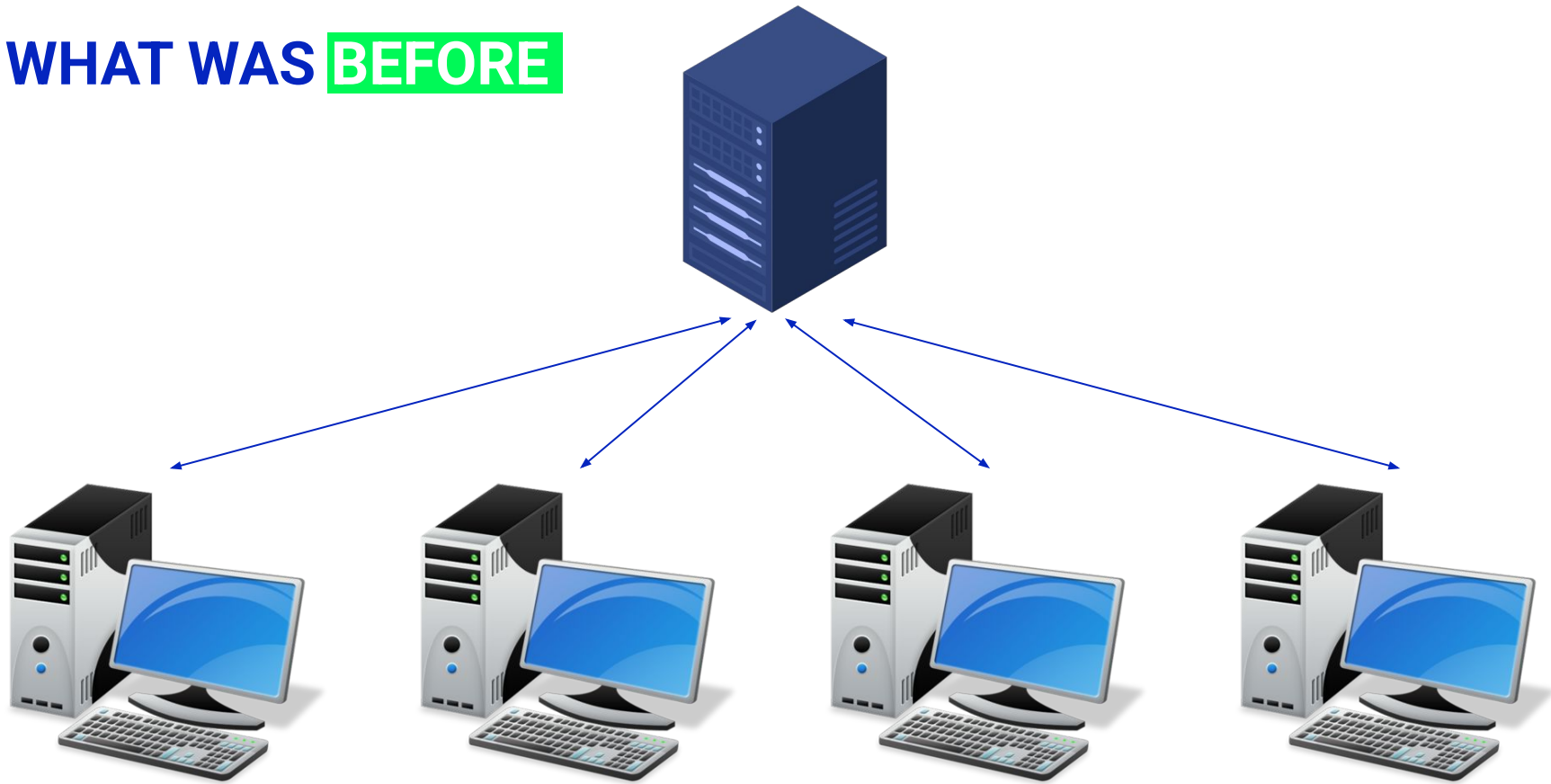


PC

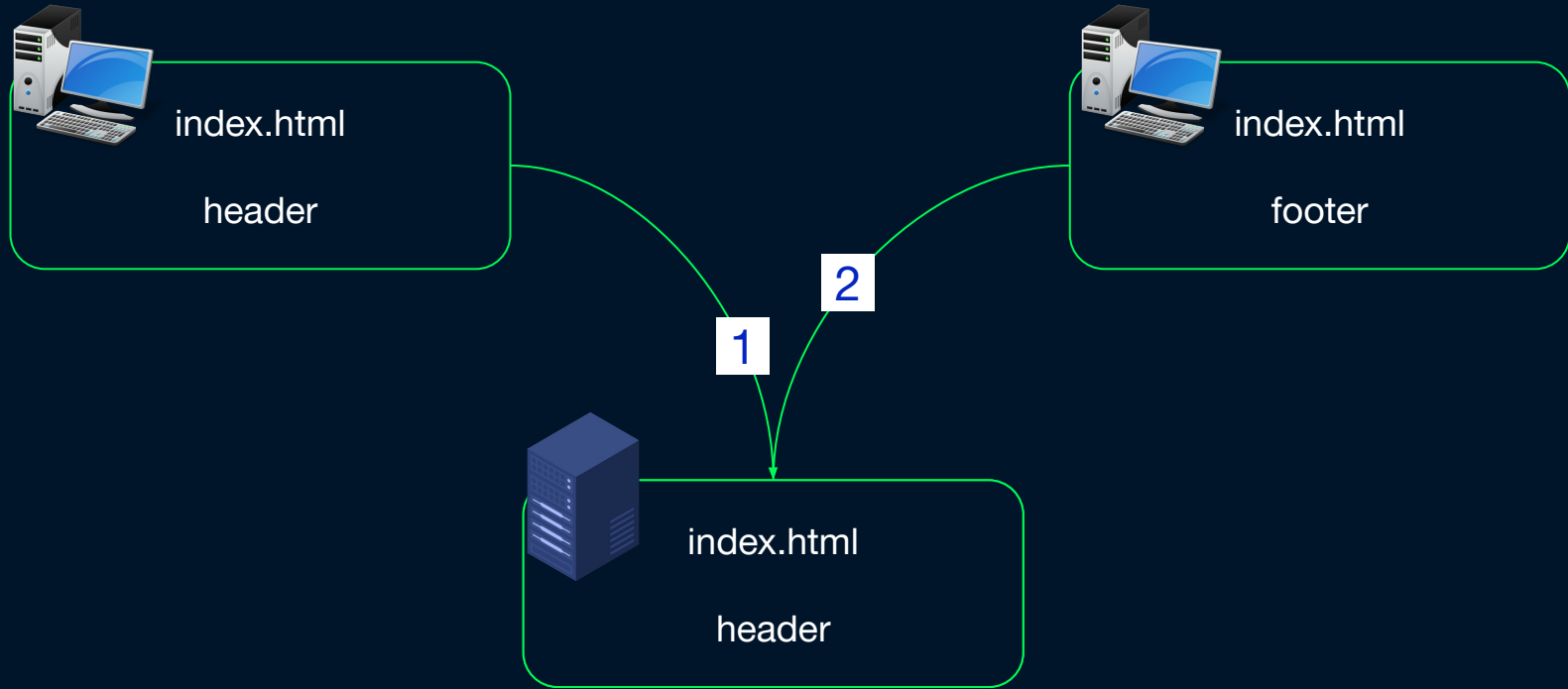


Server

WHAT WAS BEFORE

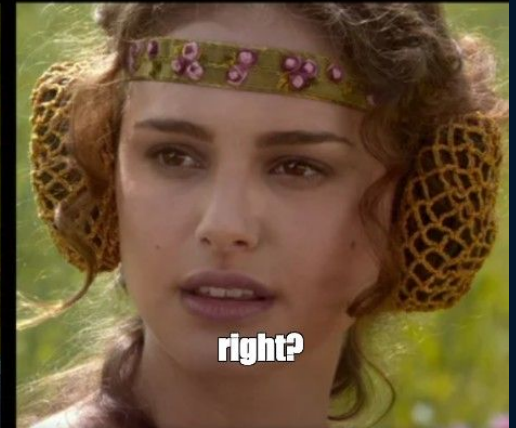


Overrides problem



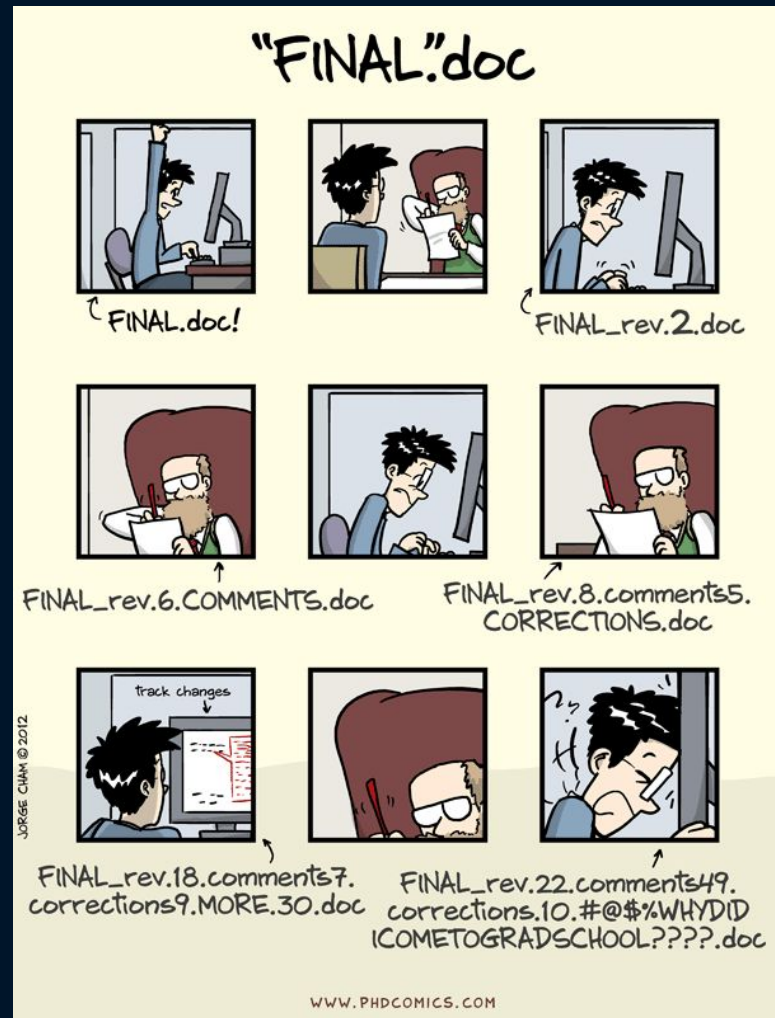
Overrides problem

How to work
together?



History problem

How to rollback
pre-pre-pre-previous
version?

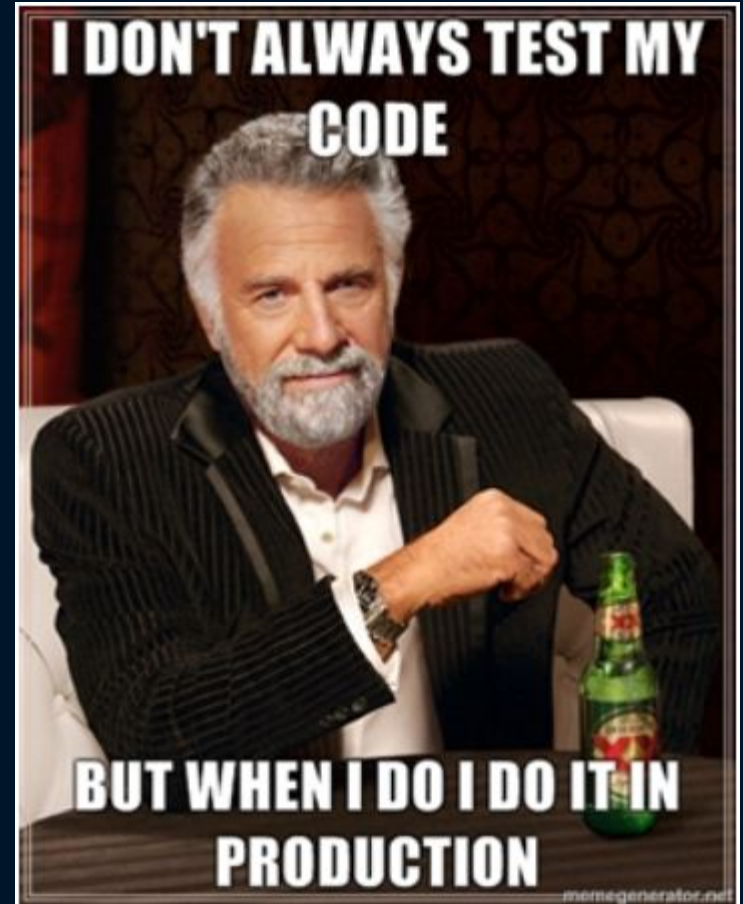


History problem

something about backups

Quality problem

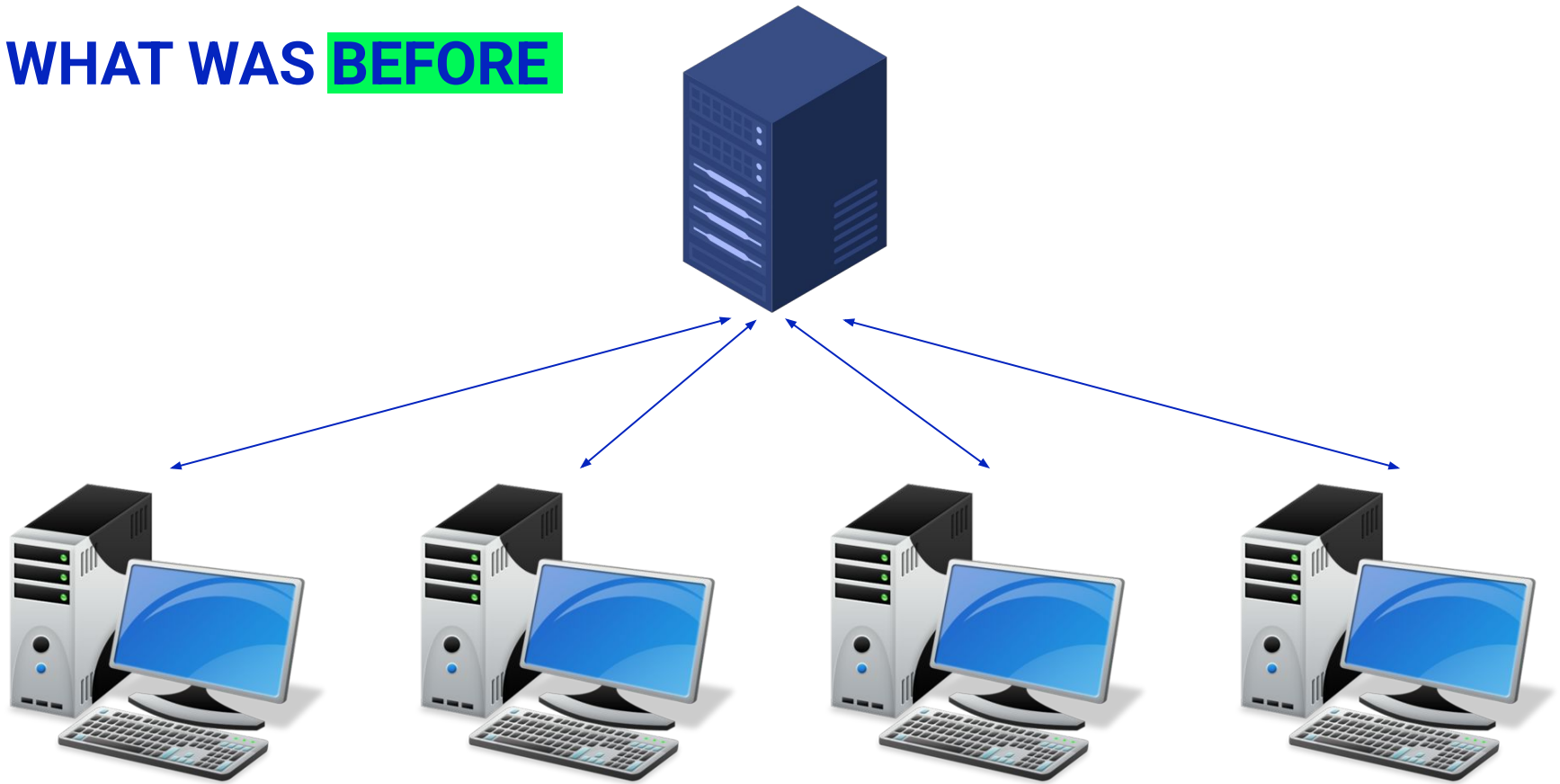
How to be sure in code
and product quality?



GIT

HOW IT SOLVES PROBLEMS

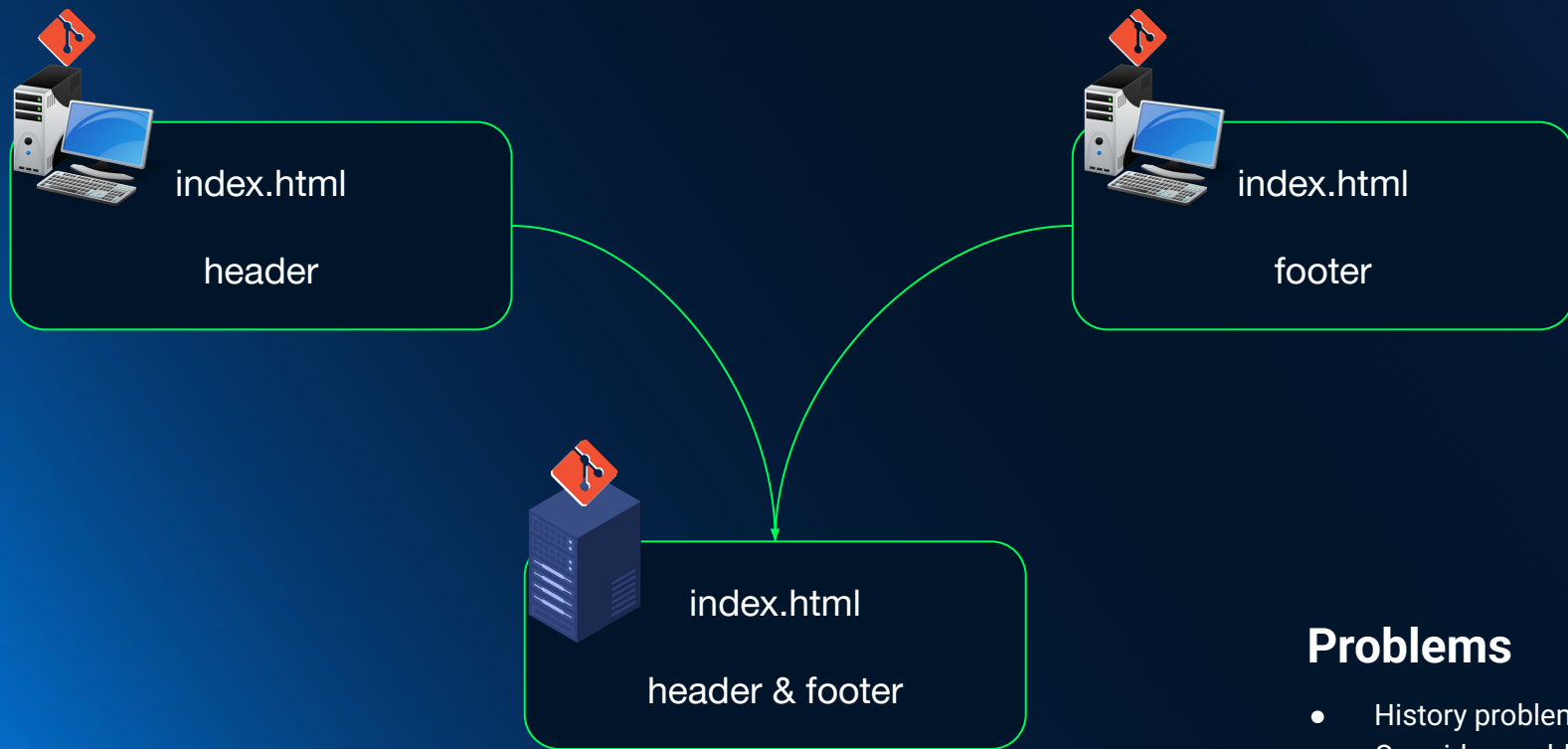
WHAT WAS BEFORE



WHAT **GIT** OFFERS



GIT IS ABOUT **CHANGES**



Problems

- History problem
- Overrides problem ✓
- Quality problem



▼ Staged Changes

scm-provider-category.png docs\editor\ima... M

▼ Changes

↓ versioncontrol.md docs\editor M

scm-providers-list.png docs\editor\images\ve... M

↓ versioncontrol.md (Working Tree) X

```
docs > editor > versioncontrol.md > # Using Version Control in VS Code > ##
```

35 35

```
36 — ![Git overview](images/versioncontrol/overview.png)
```

```
36+ ![[Overview of Git](images/versioncontrol/overview.png)]
```

37 37

38 38

20 20

10 10

```
> Note: VS Code will leverage your machine's Git ins  
git-scm.com/download) first before you get these featur
```

```
> **👉** When you commit, be aware that if your username is not set, Git will fall back to using information from your local configuration file. [https://git-scm.com/docs/git-commit#_commit_message]
```

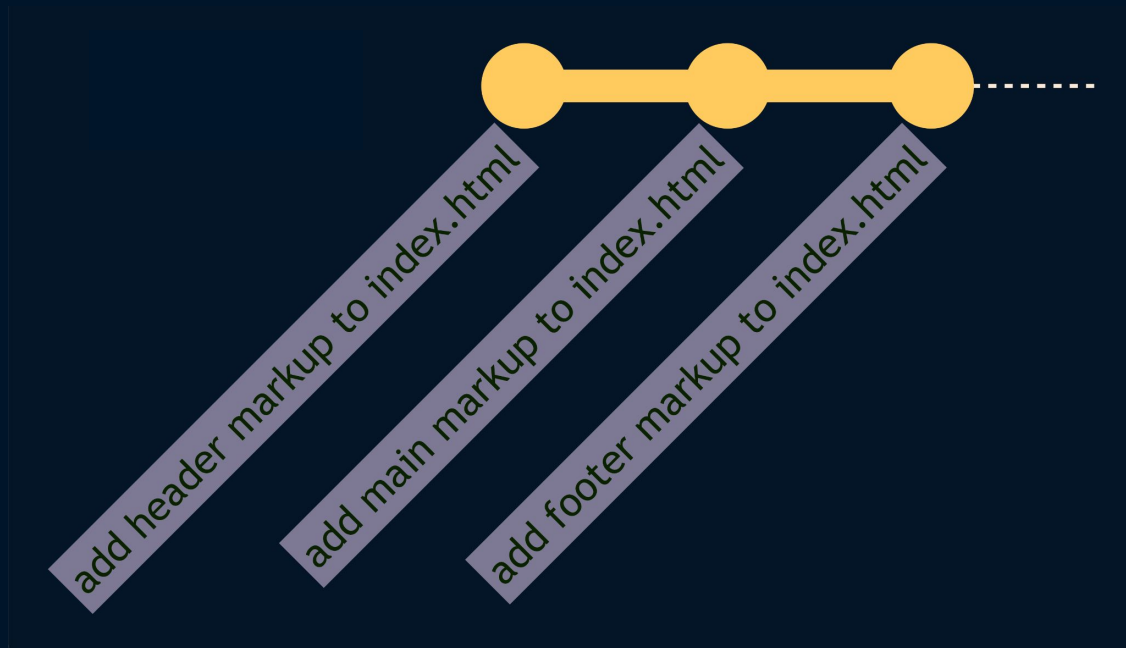
Program.cs \

```
1 using System;
2
3 // This is a new line
4 class Program
5 {
6     ....// this is a comment
7     ....public static void Main()
8     ....{
9         .....var x = 123;
10        .....Console.WriteLine();
11        .....Console.WriteLine("hello world!");
12    ....}
13 }
```

CHANGES SEPARATED PER **COMMIT** INTO **HISTORY**

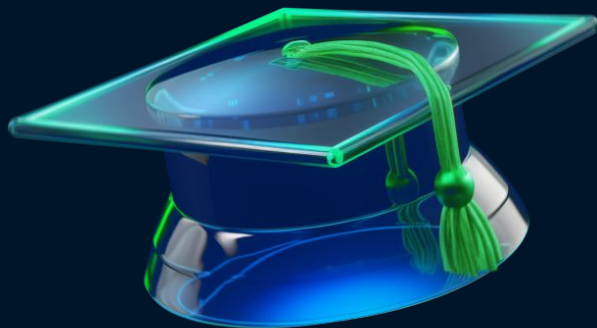
GIT HISTORY

Each change is stored as a commit
and together in a row they're
the git history



COMMIT RULES

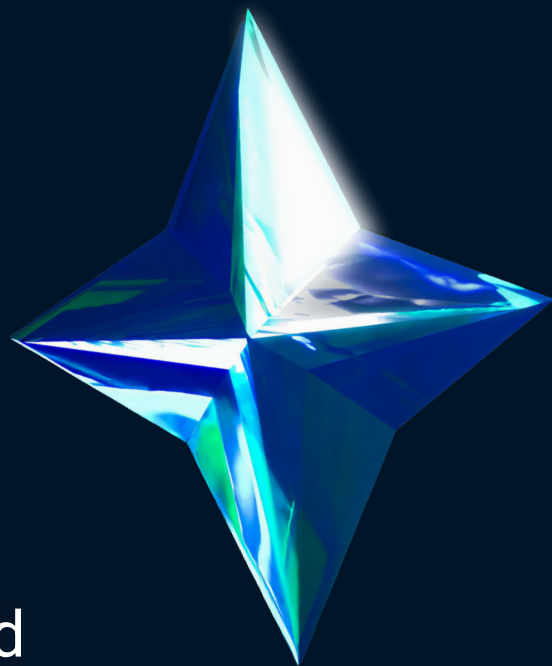
- **Use a descriptive commit message**
✓ good: "fix validation in contact form", ✗ bad: "fix", "sdf sdf"
- **Use the imperative mood**
✓ good: "fix validation", ✗ bad: "fixed validation"
- **Make each commit a logical unit**
don't commit more than described
- **Make atomic commits**
logical units, the smallest possible size
- **Strive to use no more than 60 symbols**
to be visible in GitHub UI



TAKE CARE OF TEAMMATES

What or how to commit

- Pull before all new commits
- Coordinate with your co-workers
- Remember that the tools are line-based



**SO LET'S
USE GIT**



B Academy
RO



BREAK TIME

LET'S PLAY A GAME

This is a funny kids **game**, maybe you know it.

Each player must write a response to a question using their imagination.

Encourage **creativity and humor** to make the final stories more entertaining.

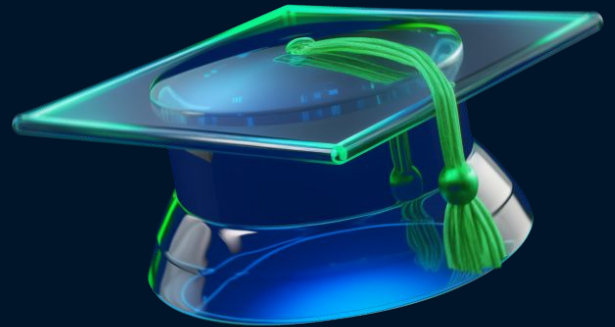
Theme for this play session: **fairytale**.

1. **Fork** game repository and **clone** to your computer.
2. You have your own number. **Answer the question** with the same line number in `README.md` and **commit and push** the changes to your repository.
3. Create a **pull request** from your repository to the original repository.
4. Next we will **merge** the pull requests and get the text.

Try not to look at others' PRs to maintain the suspense.

Summary

1. What a version control system is and why it is needed.
2. What Git and GitHub are.
3. How to work with repositories.
4. Basic Git terms.
5. The process of working with Git on the course project.



Homework

Made two iterations of pull requests

1. Git lesson (add readme)

- 1.1. Create a branch with your task about git lesson
- 1.2. Add yourself and your mentor into README.md
- 1.3. Commit and push these changes
- 1.4. Create a pull request and set your mentor as a reviewer
- 1.5. Wait until your mentor will merge your branch into target branch

2. Save results of HTML lesson

- 2.1. Move back to target branch
- 2.2. Create another branch with your task about html lesson
- 2.3. Add your HTML files (index.html, blog.html)
- 2.4. Commit and push
- 2.5. Create a pull request and set your mentor as a reviewer
- 2.6. Wait until your mentor will merge your branch into target branch



Quality Criteria for HTML Course

♥ The site should have a GitHub repository

♥ There's no system file

No .DS_Store or Thumbs.db files in the repository

♥ There are no commits in the target branch

Target branch (usually main) contains only merge commits

♥ Commit messages are descriptive

✓ good: "fix validation in contact form" ✗ bad: "fix", "sdfsd"

♥ Use the imperative mood

✓ good: "fix validation" ✗ bad: "fixed validation"

♥ Each commit is a logical unit

don't commit more than described

♥ Commits are atomic

logical units, the smallest possible size

♥ Commit message no longer than 60 symbols

to be visible in GitHub UI



♥ Mandatory for passing the course

♥ Required for the highest grade

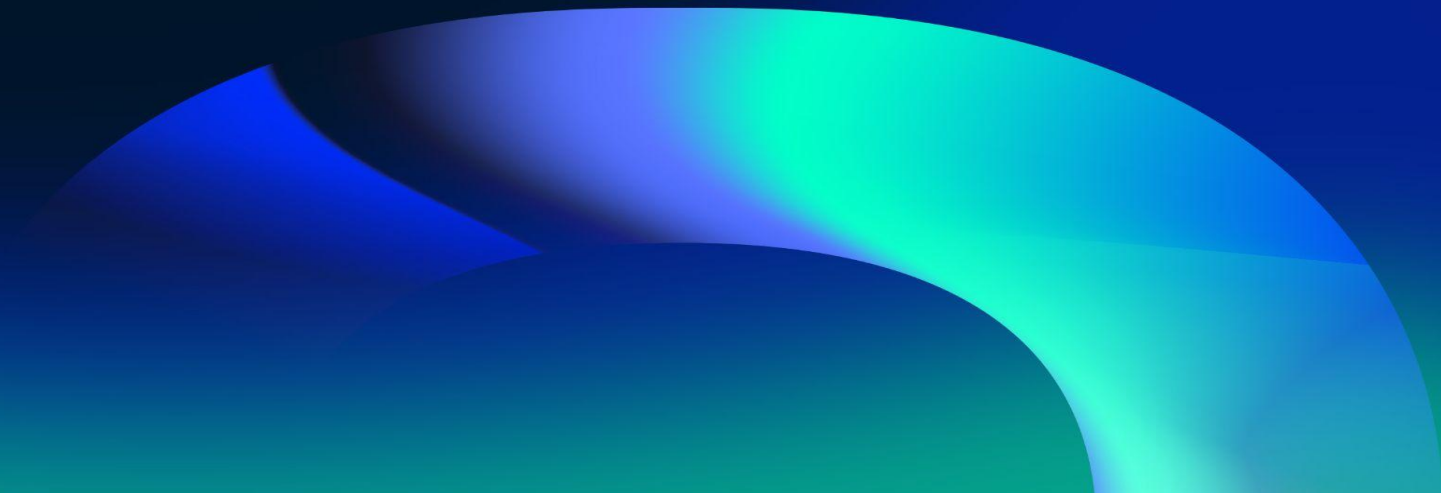
♥ Optional

B Academy
RO



QUESTIONS?

Please fill out the feedback form
It's very important for us





THANK YOU!

Have a good evening!