

Git/Github for Collaborative Engineering

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Hello World (Again)

- Why me?
 - I've given many intro-to-Github talks?
 - I learned it a few years ago and have used it for an array of projects.



What Is This?

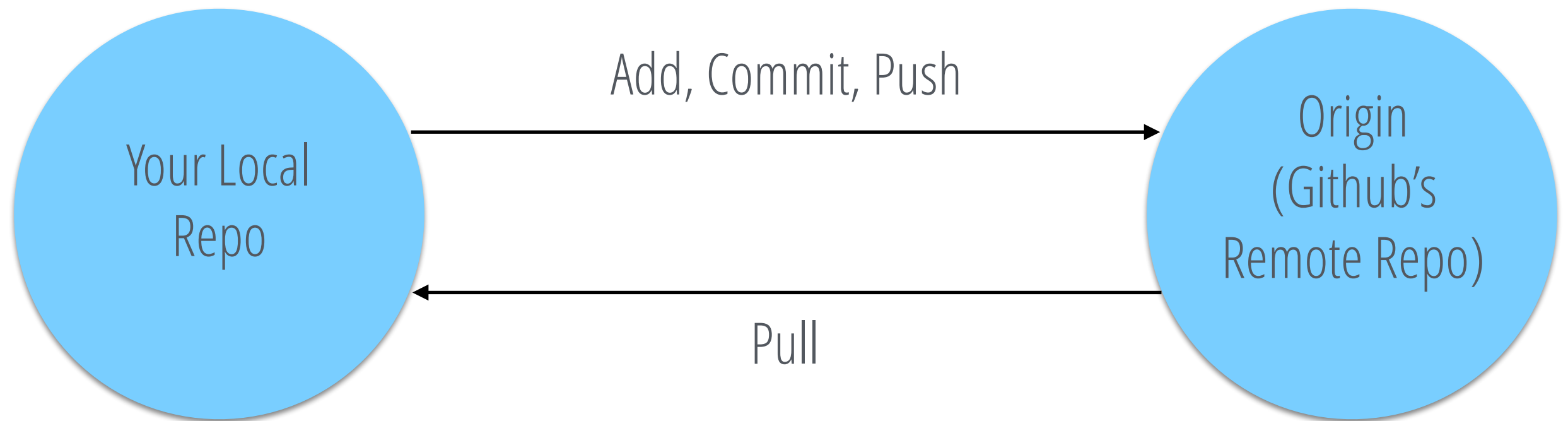
- Git and Github Workshop
 - Please ask questions whenever!
 - Start out with a basic tutorial.
 - Move into a discussion of how to use Github on a professional engineering team
 - Actually playing with Github.
- Why?
 - One of the most important things Android Summit students learned.

Set Up Git/Github

- Create an account: github.com
- Set-up: <https://help.github.com/articles/set-up-git/>
- Windows: Make sure you have Git Bash
- Mac/Linux: Make sure command line git is installed and working



What Is Git/Github?



Take Our Course to Learn More!

- Topics I don't want to cover again:
 - Branching
 - Merging
 - Pull Requests
 - The details of pulling/pushing

Using Gitflow

- How serious coding projects are structured—a system of branches
 - “Feature” - New addition you’re working on
 - “Develop” - Where all of the new features come together
 - “Release” - When you’ve all made substantial changes
 - “Master” - Production version
 - “Hotfix” - Bug fixes in the production branch

Got a Problem?

- Create an issue.
 - Just notifying the owner of a problem.
 - Know what your company's policy is!
- Create a pull request.
 - You've already fixed the issue!
 - Get someone to read over it, and add updates if necessary before merging.

Catching Up with Rebasing

- Updating your code so it's based on a more recent version of the base.
- The opposite—cherrypicking.
 - Merging another updated branch into yours.

Oops! I Did It Again.

- Use “git stash” if you haven’t committed yet and want to go back to a version that worked.
- If you want to go back to an old commit, use git reset —hard HEAD
- <https://git-scm.com/blog/2011/07/11/reset.html>

Workshop Time!

- Goal: Form teams of 5. Each team needs to:
 - Show off your knowledge of Gitflow with a README.
 - Look through another teammates repos, star it, and leave an issue.
 - <https://github.com/brynn-udacity/github-tutorial/>