Version Control



Version Control

Purpose

- Maintain a history of changes to files and directories in a way that you can
 - Compare current files with past files
 - Revert work to the content of past files
 - Create paths to explore changes to files and, if you like the changes, make those changes be the "most current" files
- Allow collaborators to develop code independently and merge their work easily



Repositories

A repository is a collection of files that are managed under version control.

- A repository will have one main / master copy of the files and may have multiple branches for exploratory work
 - ► A branch is a duplication of files to allow for independent development



Content

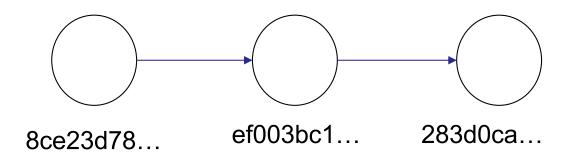
- What goes in?
 - Any source element that is important to the project
 - Source code
 - Documentation files
 - Images
 - Test plans
 - ...
- What doesn't go in?
 - ► Any file that is derived from something already in the repository
 - Java .class files, which are compiled versions of the .java files
 - PDF files where you have the .docx file in the repository

- ...



GIT mental model

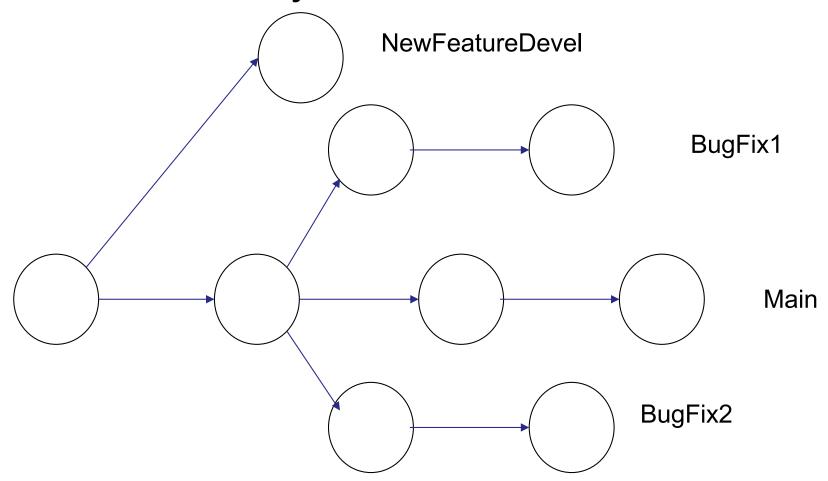
- The repository consists of checkpoints of the files.
 - You decide on when the work you are doing makes up a checkpoint.
- Each checkpoint is identified by a hash value
 - ► Can typically use just the first 8 characters of the hash value





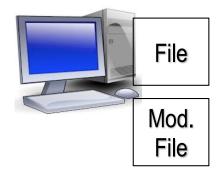
GIT mental model

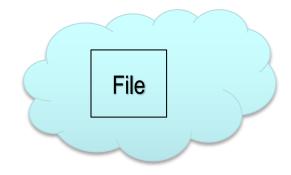
- You create branch points from any of the checkpoints
- There can be many branches



Working on files

- GitHub / GitLab stores a repository on a server
- You have 3 levels of files available to you
 - ► The copy of the file on the server
 - ► A local copy known to be the latest checkpoint
 - A working copy that you are modifying
- You need to tell Git when to move your working copy to the local checkpoint (commit) and to the server (push)







Common tasks

- Connect to a server's copy of the files
- Look at the state of your files relative to the repository
- Send your changes to the repository
- Get someone else's changes from the repository
- Create and work in a branch



Connect to the server

Get a copy with

git clone <repository address>

Make a local directory into a local Git repository

git init



State of the repository

git status
Report on the files being tracked in the repository

```
git log
git log --oneline
Report on the different checkpoints in the repository
```



Make changes

git add <filename>
 Add a filename to the changes to send to the repository

git commit –m "message"

Move your "add"ed files to the local checkpoint

git push origin

Move your local checkpoint to the server

git pull

Retrieve all changes in the server's checkpoint



Not all goes into the repository

- Create a file called .gitignore
- Include patterns of filenames that you do not want to include into the repository
 - ► Eg .class files, .pdf files
- Can exclude some files from the patterns
 - ► Eg. .pdf! Assignment.pdf
 Will exclude all PDF files except Assignment.pdf



Compare changes

git diff <version1> <version2> <filename>
 Compare the contents of two versions of the files.



Remove files

git rm <filename>git rm -r <directoryname>

Remove a file or directory from the repository



Branches

git checkout –b <newBranchName>
Create a new branch

git checkout

branchName>
Make "branchName" your current working branch

git branch
List all the branches that exist

git branch –d
branchName>
Delete the given branch

git merge

Merge the changes into the current branch



Going back in time

git revert <hashValue>
 Make the checkpoint with the given hash value the current "most recent" copy of files. Keeps all the previous file changes.

git reset --hard <hashValue>
git reset --soft <hashValue>
Like revert, but removes all previous file changes.
The -hard will reset your local files while -soft will keep the latest version in your local files.



Command summary

clone

add commit -m ".." push origin master pull

rm diff

status log checkout -b ...

checkout ...

branch

branch -d ...

merge ...

revert <hash> ...

