



Version Control Using Git

Lab 3 – CSCI 3308 – Spring 2017

In case of fire





1. git commit



2. git push



3. leave building

Version Control – Lingo

Setup

- Source Control
- Repository
- Server
- Client
- Working Copy

Actions

- Add
- Check out
- Check in / Commit
- Check in message
- Change log
- Update
- Revert

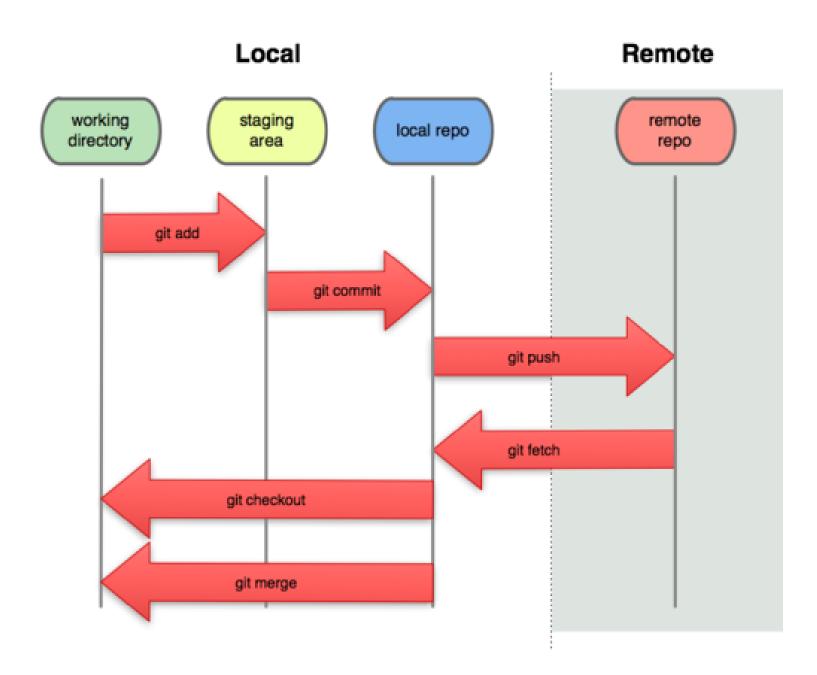
Advanced Actions

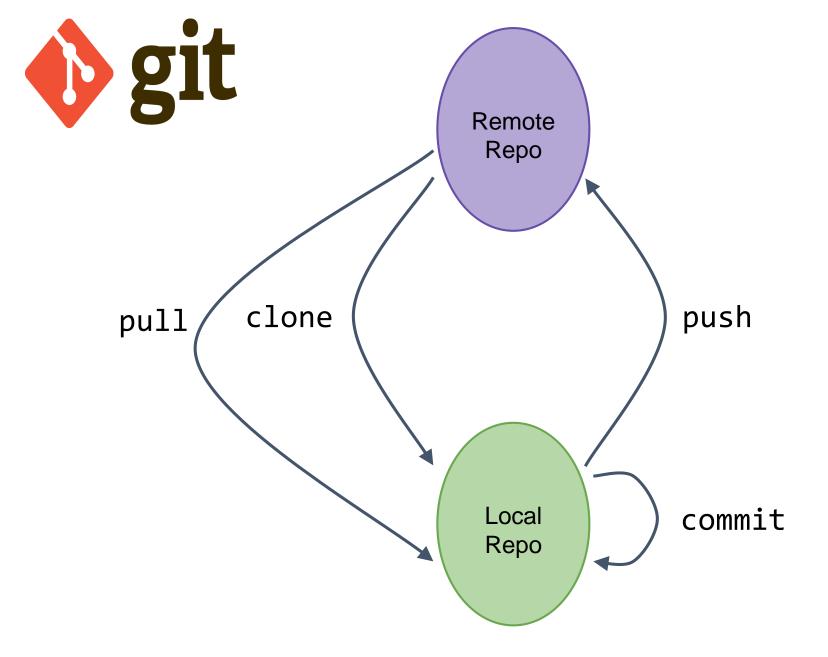
- Branch
- Diff
- Merge
- Conflict
- Resolve





Git Basics





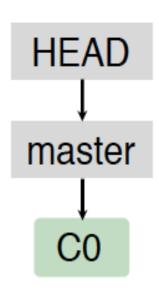
Git Workflows

From https://www.atlassian.com/git/workflows

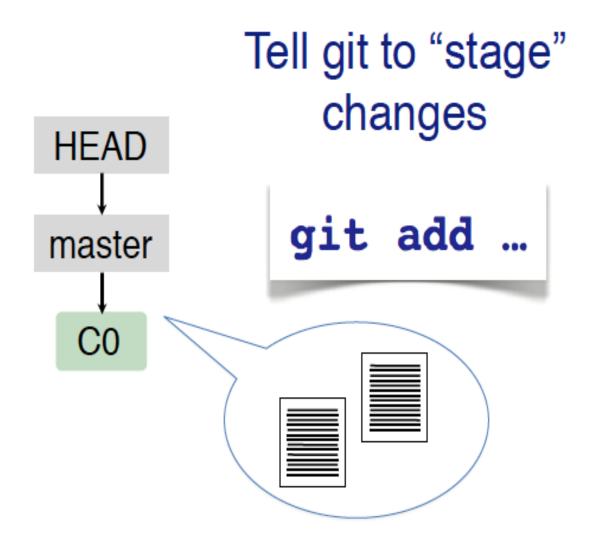
Workflows

Create a git repo

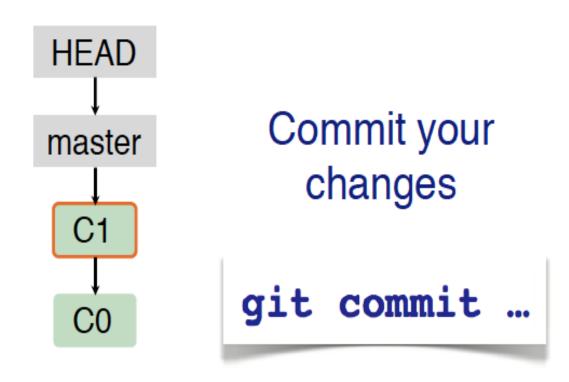
mkdir repo cd repo git init



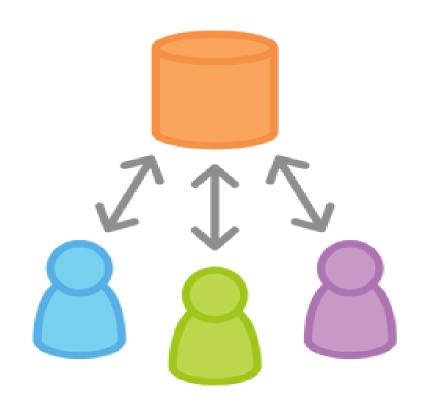
Workflows

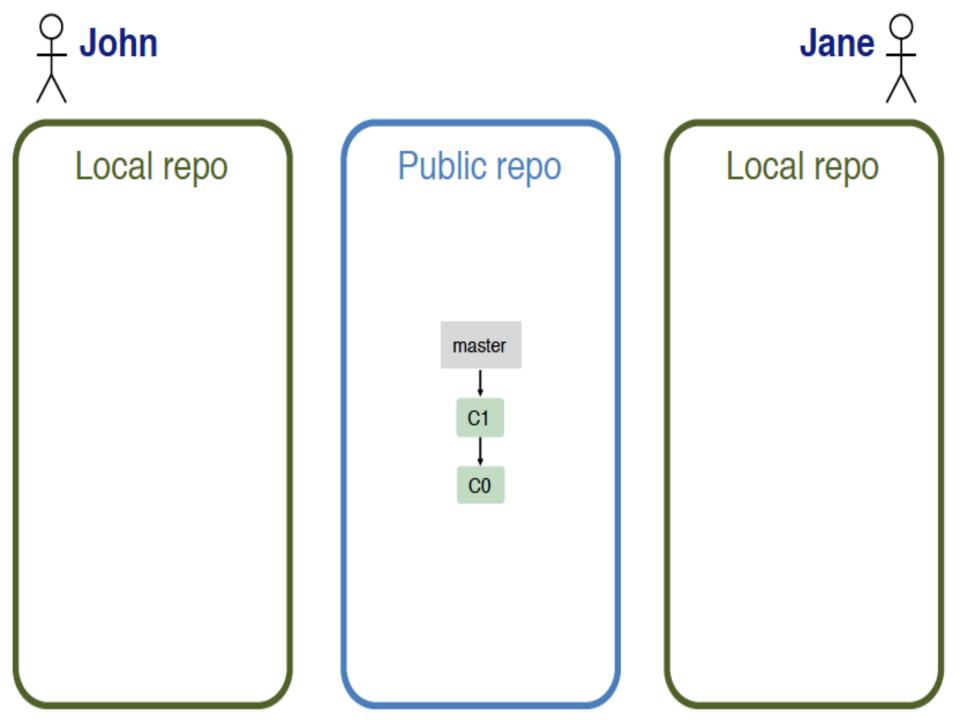


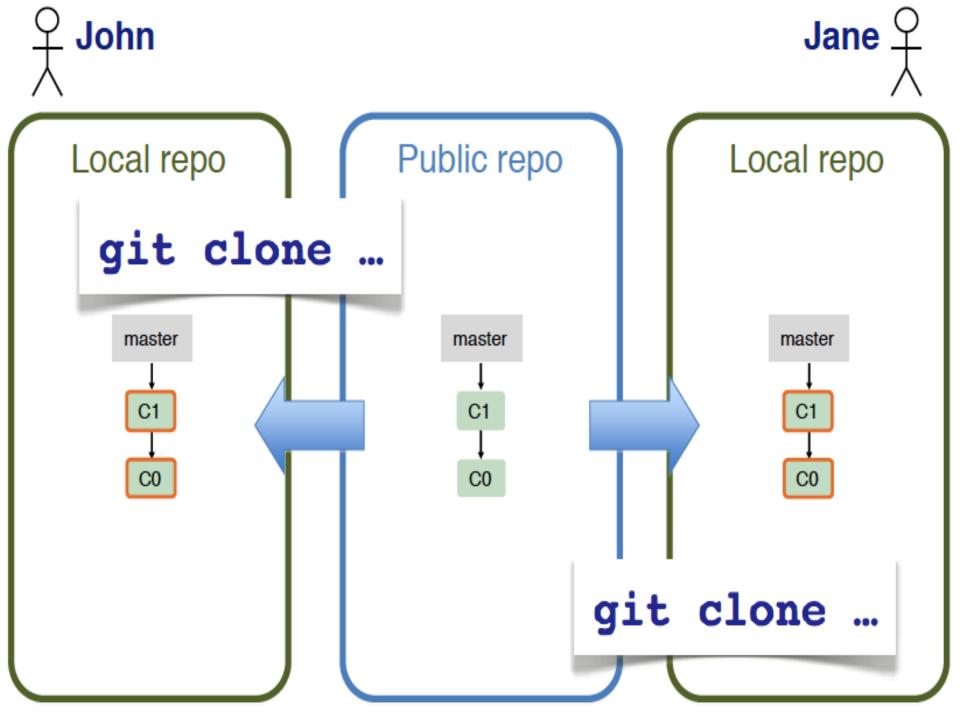
Workflows

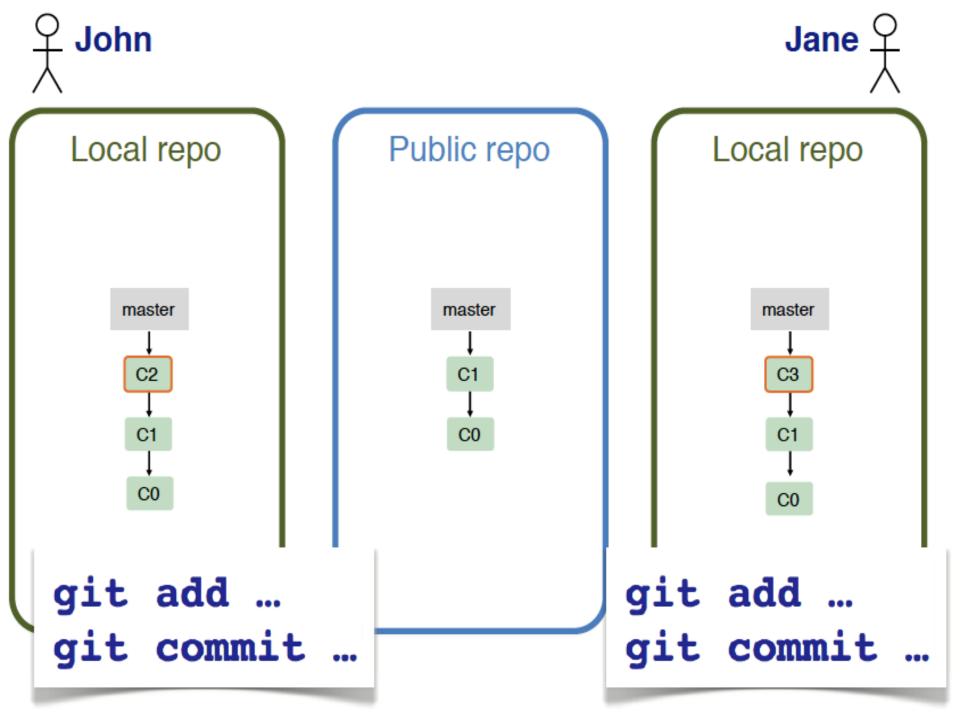


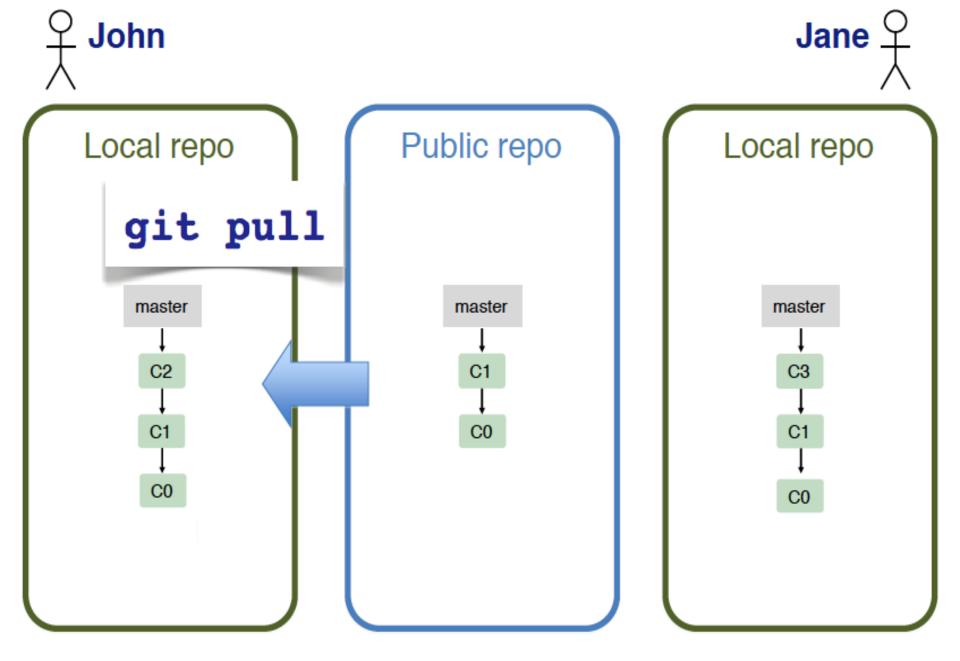
What happens when Collaborating?



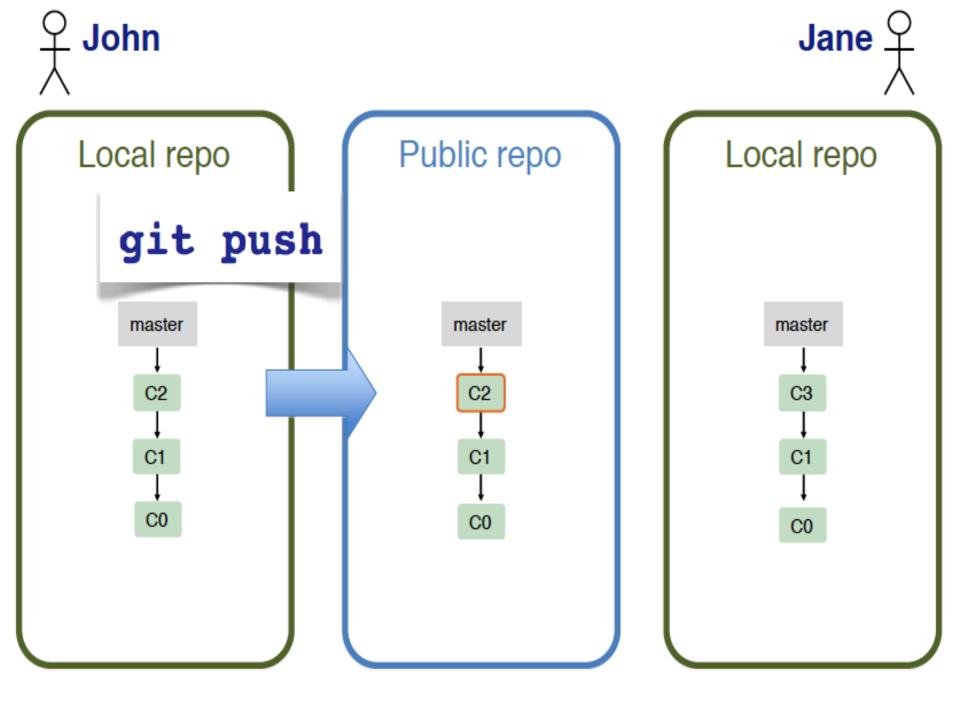


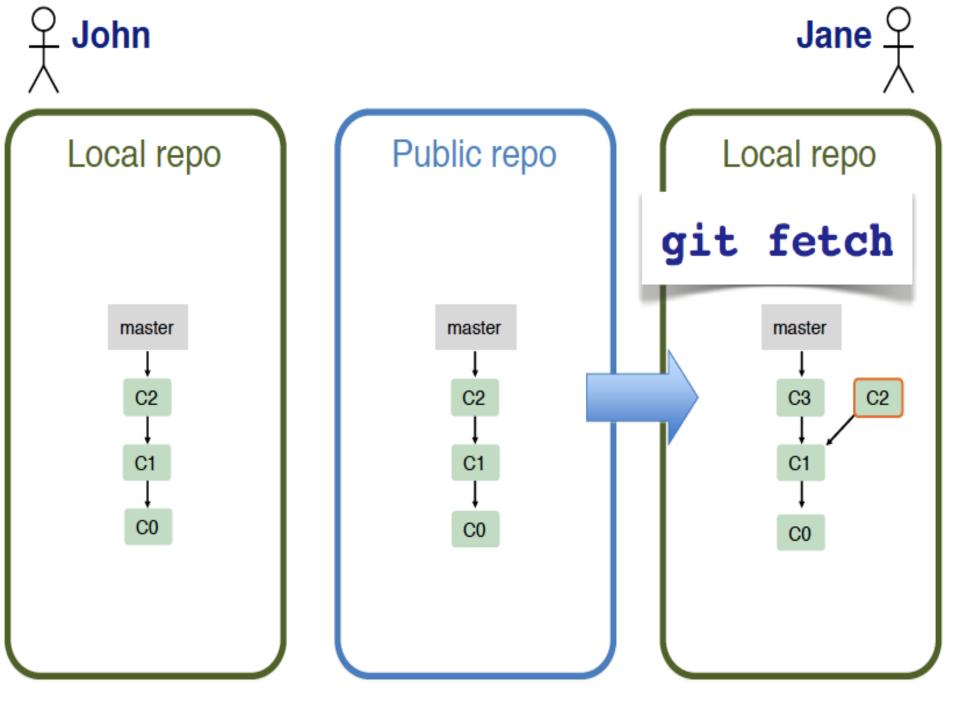


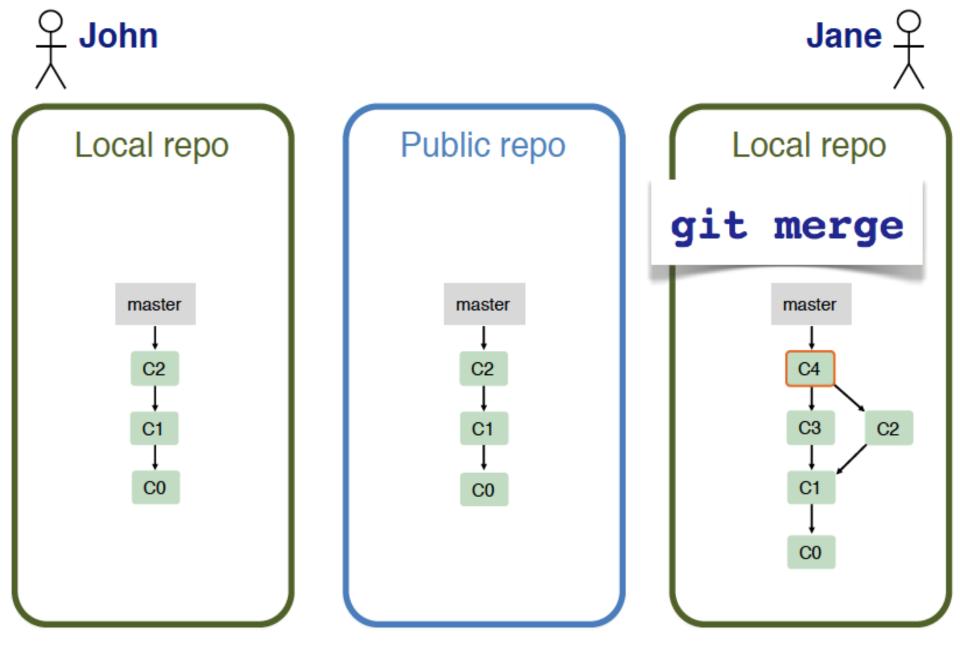




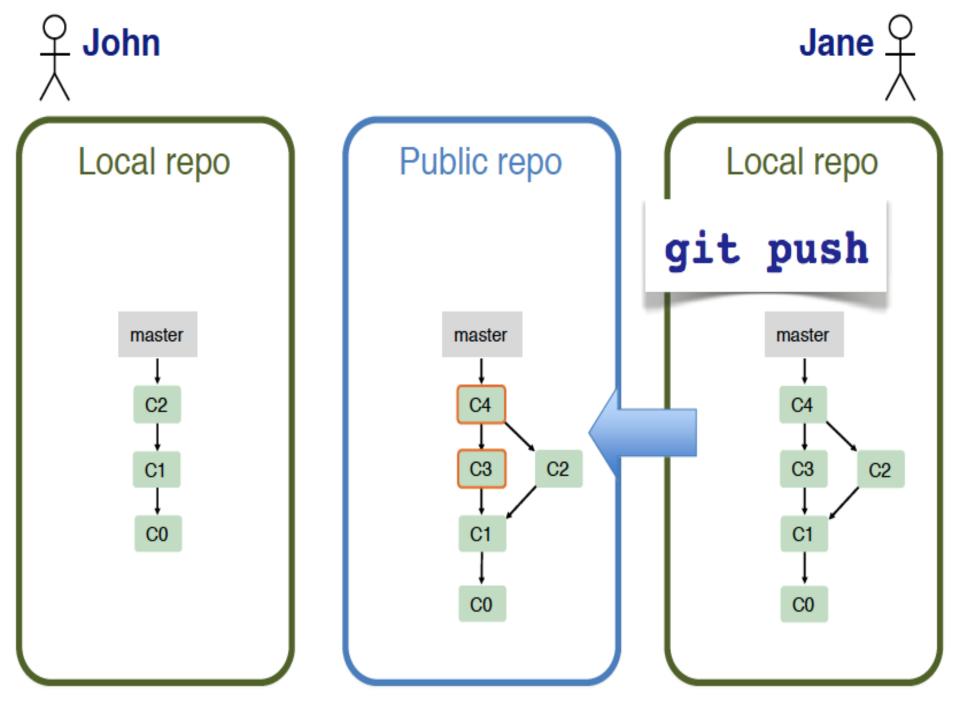
(nothing new to pull)

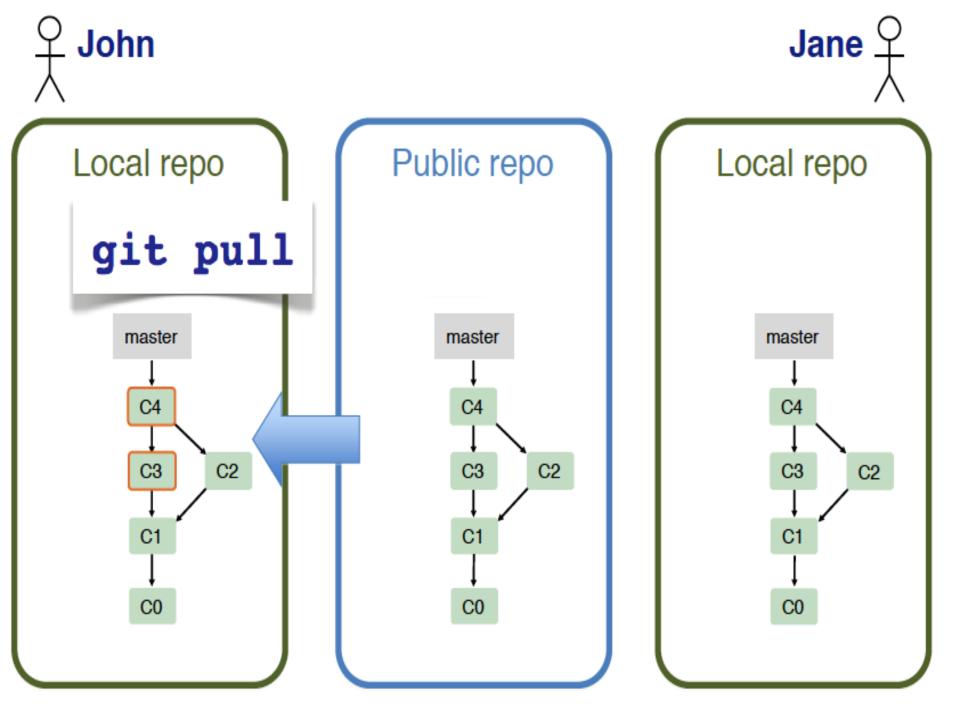






NB: git pull = fetch + merge





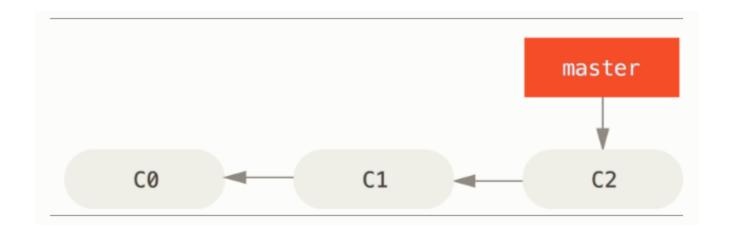
Branches are a part of your everyday development process.

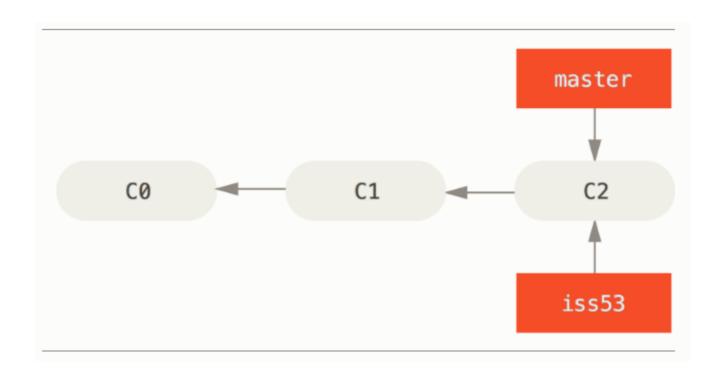
When you want to add a new feature or fix a bug—no matter how big or how small—you spawn a new branch to encapsulate your changes.

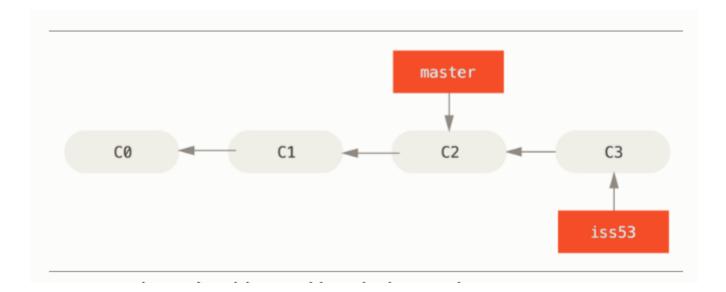
Branching & Merging

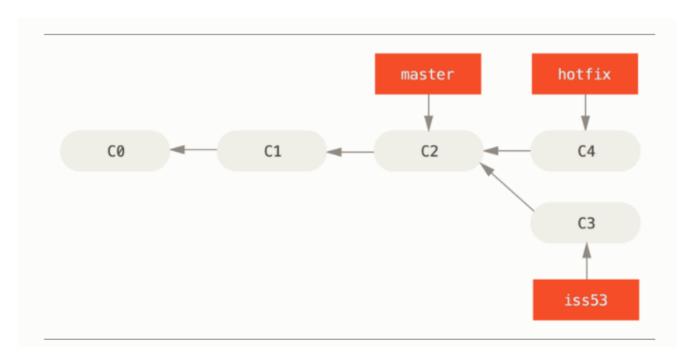
And allows your team to work on the same files in parallel!

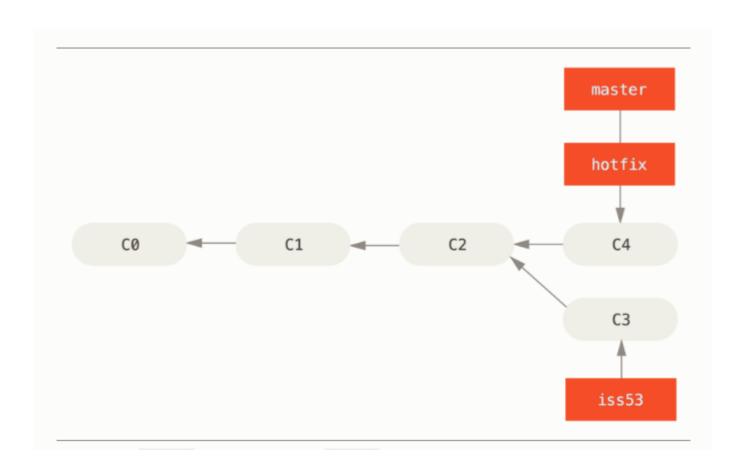
This makes sure that unstable code is never committed to the main code base, and it gives you the chance to clean up your feature's history before merging it into the main branch.

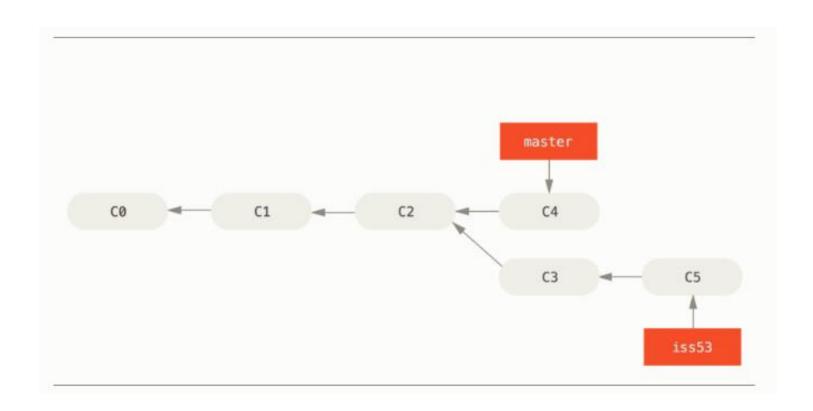


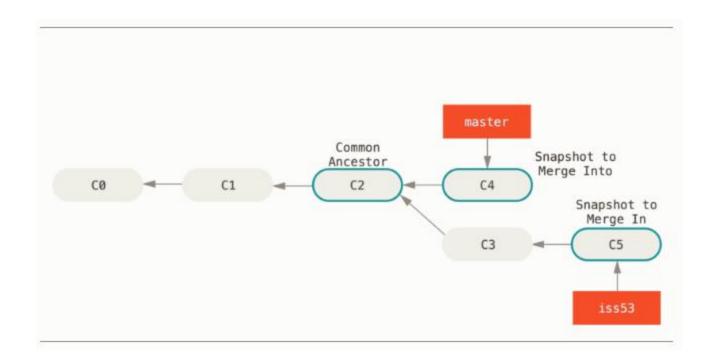


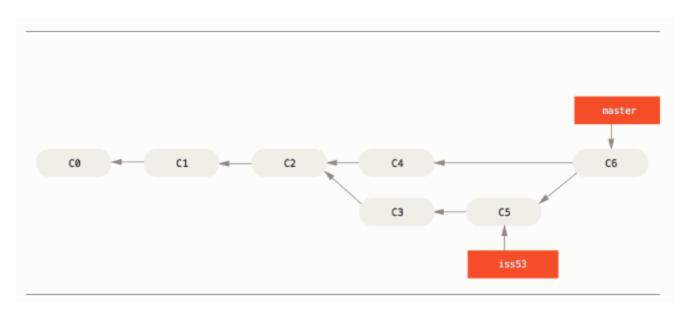




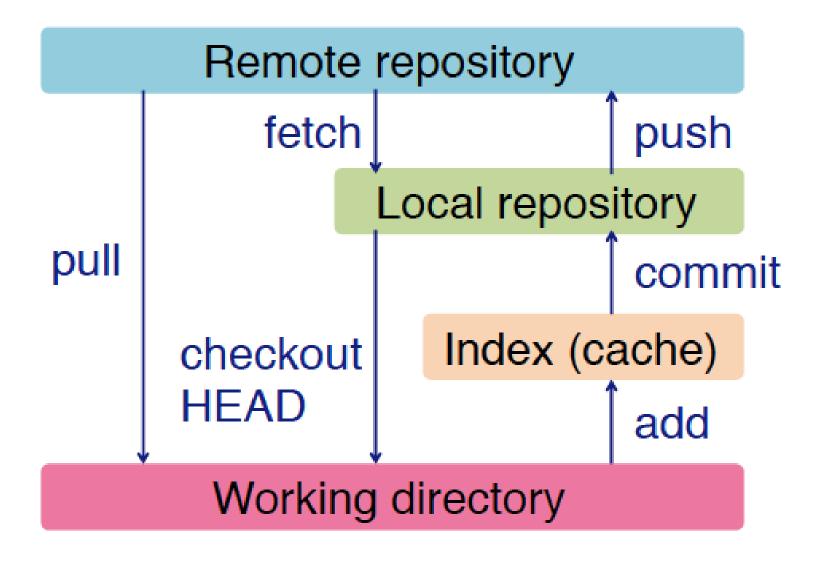








Overview Git Workflow



Git Workflow Summary

Initial Setup

- Install git if not installed
 - git config --global user.name "Your Name"
 - git config --global user.email yourname@colorado.edu
 - git config --global color.ui true
- Create an account on GitHub
- Set up ssh https://help.github.com/articles/generating-ssh-keys/
- Access existing project on GitHub
 - git remote add origin https://github.com/username/myproject.git

Typical Workflow

- Write code
- Get ready, verify branch
 - git status
- If we created new files, add them
 - git add filename
- Commit changes
 - git commit –a
 - [add commit message in editor]
 - Or git commit -m "msg"
- Abandon all changes since last commit
 - git reset –hard HEAD

git tag 'v0.0.1' <commit id>
Commit id can be got by running the git log command

git push origin master git push --tags

Branching

- Pull the master branch
 - git checkout master
 - git pull
- Branching. When starting a new task, we create a new branch. If we are continuing previous work, we simply switch to an existing branch.
- Creating a new branch. The command below both creates a new branch and switches to it.
 - git checkout -b branchname
 where branchname is the name of the branch we're creating.
- Switching to an existing branch
 - git checkout branchname

Typical Workflow

- Merging from master at least once per day
 - git checkout master
 - git pull
 - git checkout branchname
 - git merge master
 - [if edit files to resolve conflicts then commit again]
 - git push origin branchname
- Merging into master
 - git checkout master
 - git merge branchname
 - git push origin master

Version Control – Best Practices

Do

- + Commit Early, Commit Often
- + Use Good Commit Messages
- + Play Nice with Others (e.g. fix your own merge conflicts)

Don't

- Commit Generated/Compiled/Output Files (Source Only)
- Commit Secrets (e.g. credentials, passwords, etc)
- Merge Broken Code (i.e. don't break the main branch)



Git Hosting

Git Hosting

GitHub: https://github.com/

Git Only

Unlimited Free Public Repos

5 Free Private Repos (with Student Discount)

Unlimited Team Size

Issue Tracking + Pull Requests/Reviews + Wiki + Websites



Git or Hg

Unlimited Free Public Repos

Unlimited Free Private Repos

Unlimited Team Size (with **Student Discount**)

Issue Tracking + Pull Requests/Reviews + Code Reviews





Git

CU CS GitLab: https://git.cs.colorado.edu/
Git Only
Unlimited Free Public Repos
Unlimited Free Private Repos
Unlimited Team Size
Issue Tracking + Pull Requests/Reviews + Wiki
Free and Open Source