ADVANCED SOFTWARE ENGINEERING CMP9134

WEEK 1 – DR MOHAMMED AL-KHAFAJIY

Version control in git
(and Github)

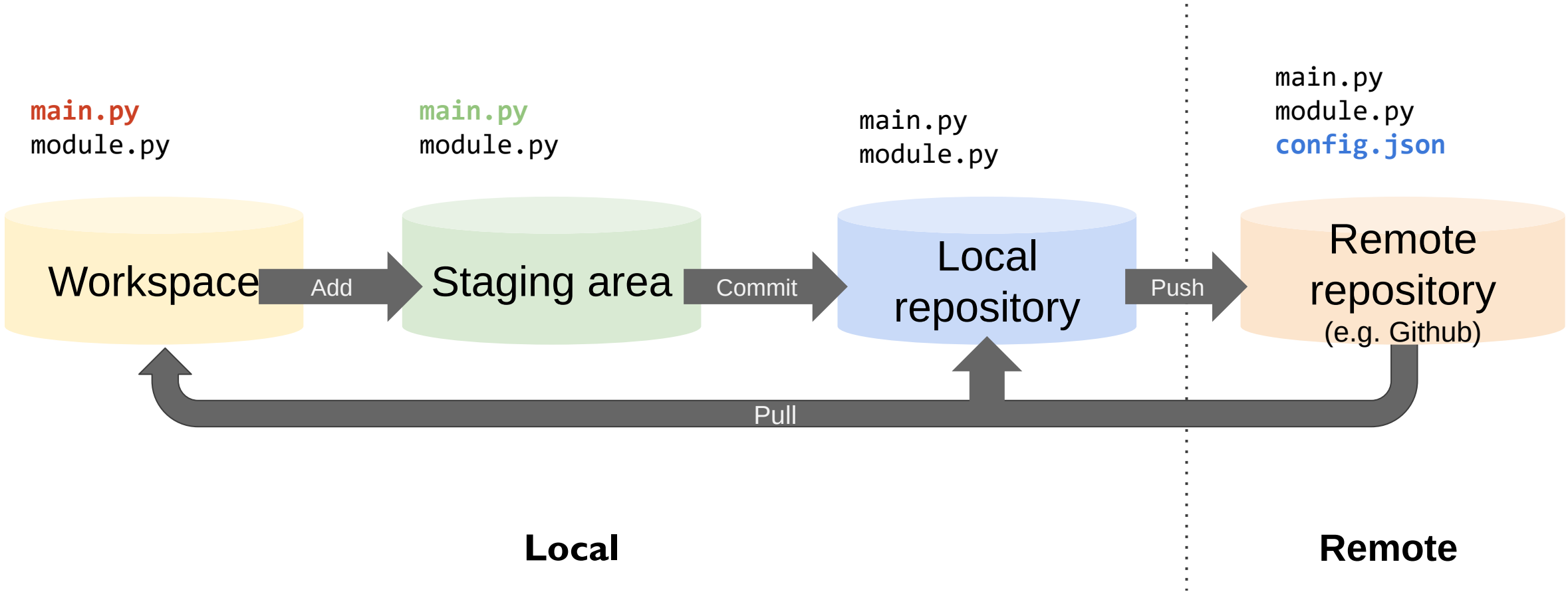
What is `git`?

- A **version control system (VCS)** for tracking changes in source code
  - You can also track changes in LaTeX documents for papers/dissertations
  - Avoid using it to version large files (images, videos) – use Git LFS instead
- It is free, open-source, and cross-platform:
  - Windows: https://git-scm.com/download/win
  - Linux: `sudo apt install git`
  - mac OS: install the Xcode Command Line Tools
- It is an essential tool in the armory of a software developer!

Repositories

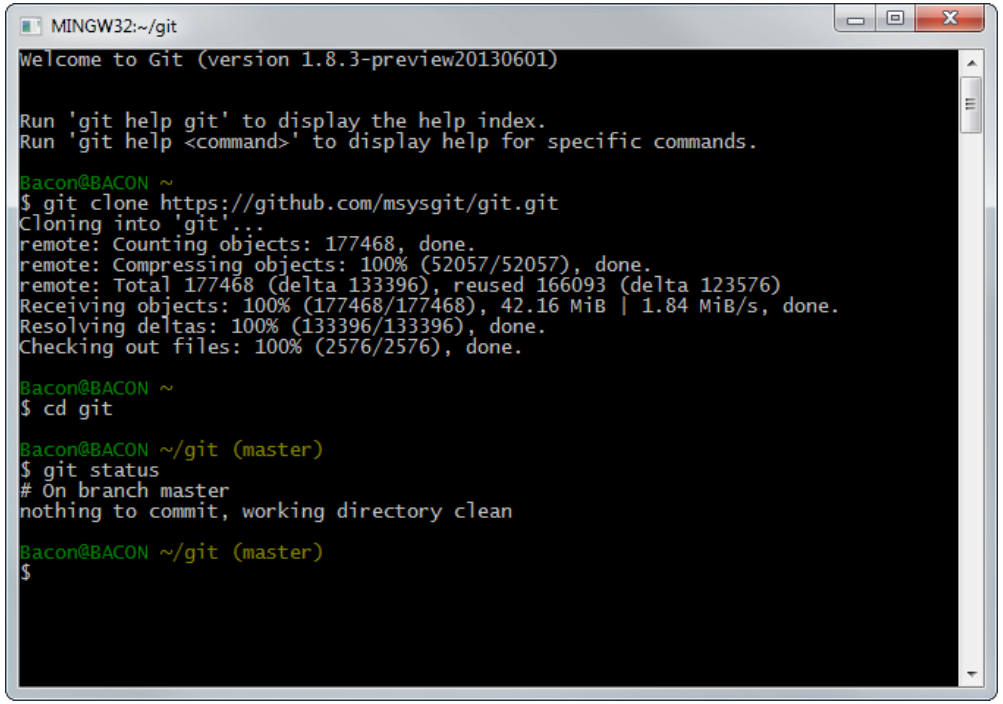
- Individual “projects” are referred as repositories (**repos**)
- By using a git repo, you can:
  - maintain a backup of your source code
  - keep track of changes made by you and others
  - rollback to earlier versions of your software
  - have multiple people work on the code at a same time
  - merge several different working versions, or “branches”
- Let’s take a brief look at how a repository works

Overview


main.py
module.py
main.py
module.py
main.py
module.py
main.py
module.py
config.json
Workspace
Add
Staging area
Commit
Local repository
Push
Remote repository
(e.g. Github)
Pull
Local
Remote

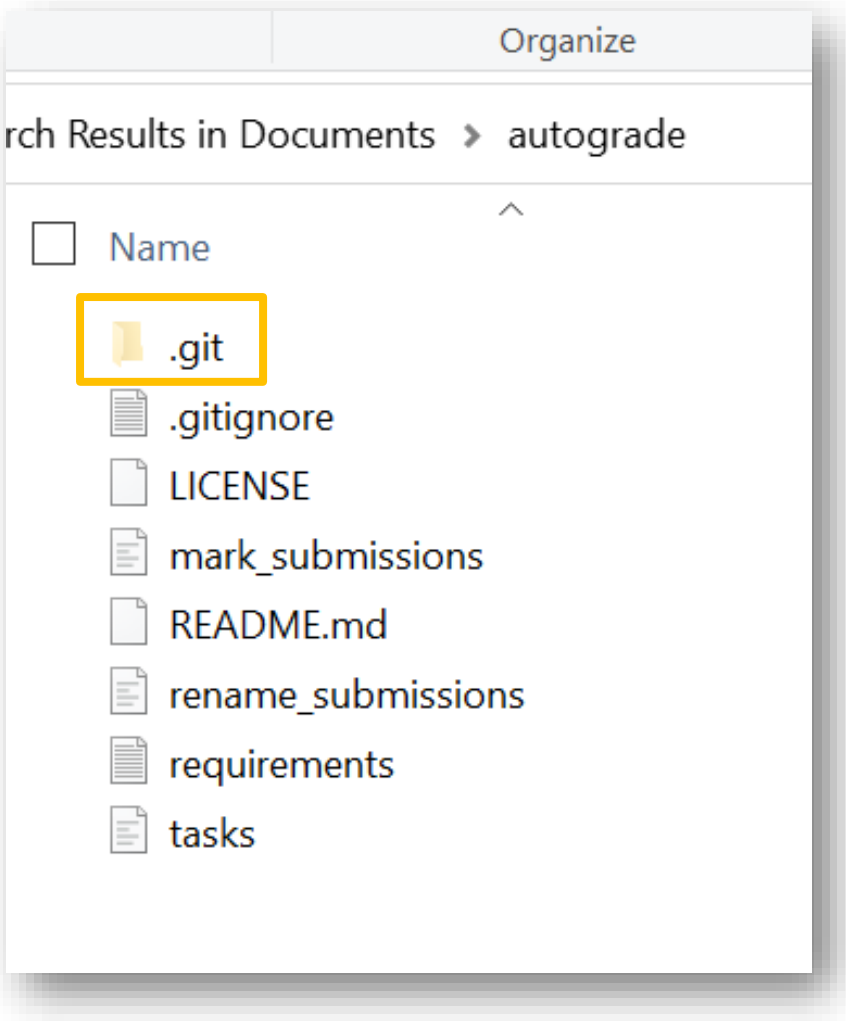
The terminal

- In this session we'll mostly focus on terminal usage of `git` - but fear not!
- The GUI is perfectly fine, but getting used to the commands helps a lot
- The practical session (later) will show both the command line and GUI-based usage



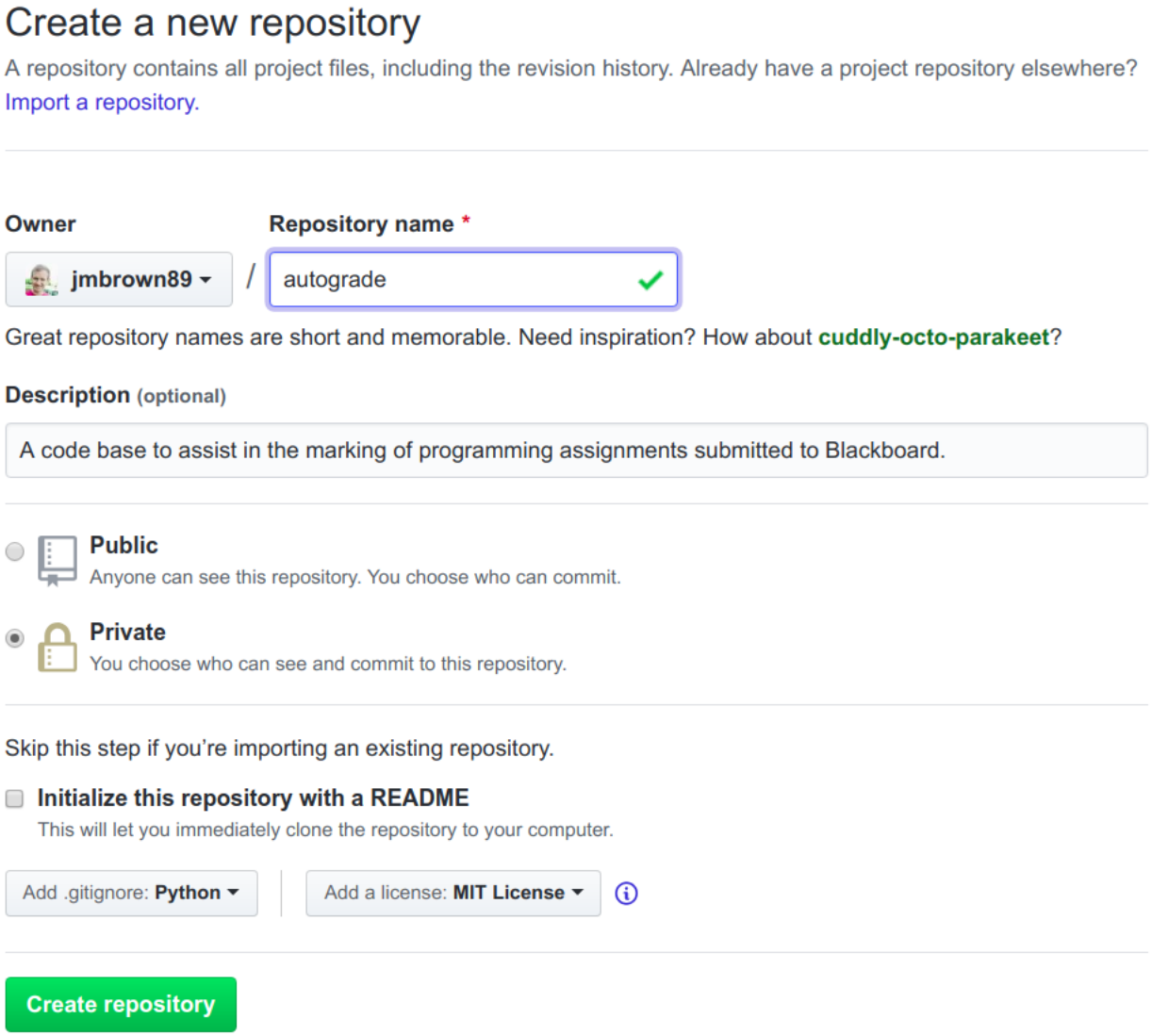
Initialise a repo

- The `git init` command is used to create an “empty” repository
- You can do this in any empty folder, or in an existing (unversioned) project
- All this does is create a hidden folder called `.git` **– do not touch this!**
- This folder contains all the versioning information for your project



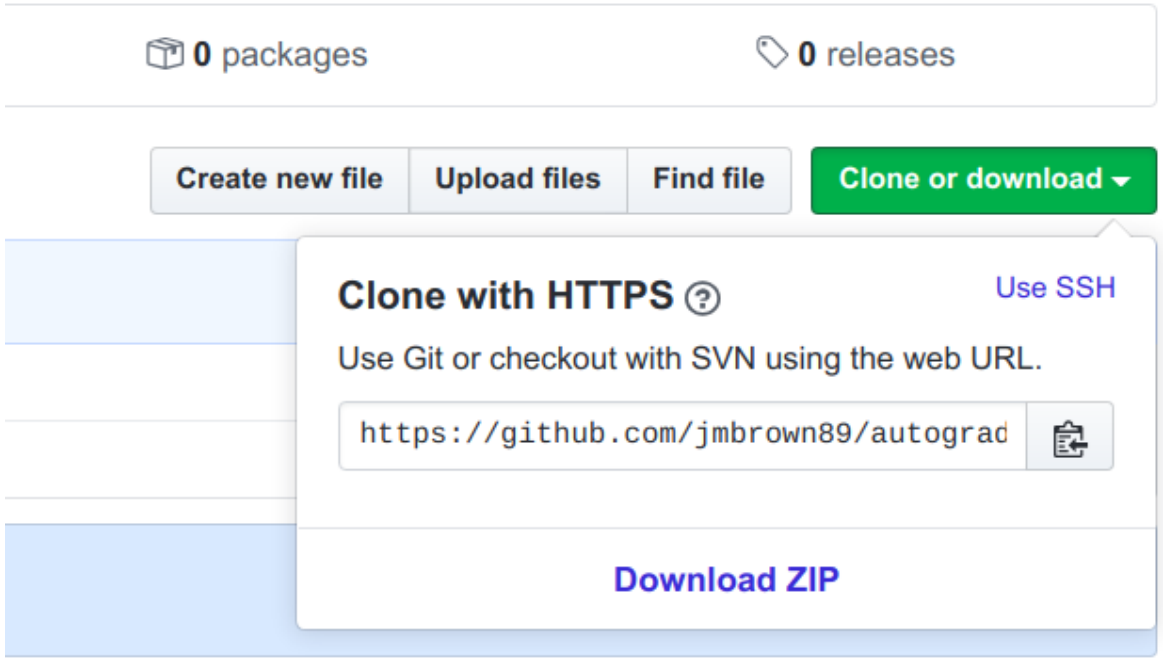
Using Github

- GitHub provides free private repositories you can use, plus some other nice tools
- You don’t have to; git itself is independent of the host
- Create an account on Github, and go to https://github.com/new



Cloning your repository

- When you create a repo, the version on GitHub is the “remote”
- When you clone a repo, you are creating a local copy of it
- To clone, first copy the web URL and type: `git clone <url>`



My local repository

```
james@james-Aspire-S5-371: ~/Documents/Academia/Admin/Development
File  Edit  View  Search  Terminal  Help
(base) james@james-Aspire-S5-371:~/Documents/Academia/Admin/Development$ git clone https://github.com/jmbrown89/autograde.git
```

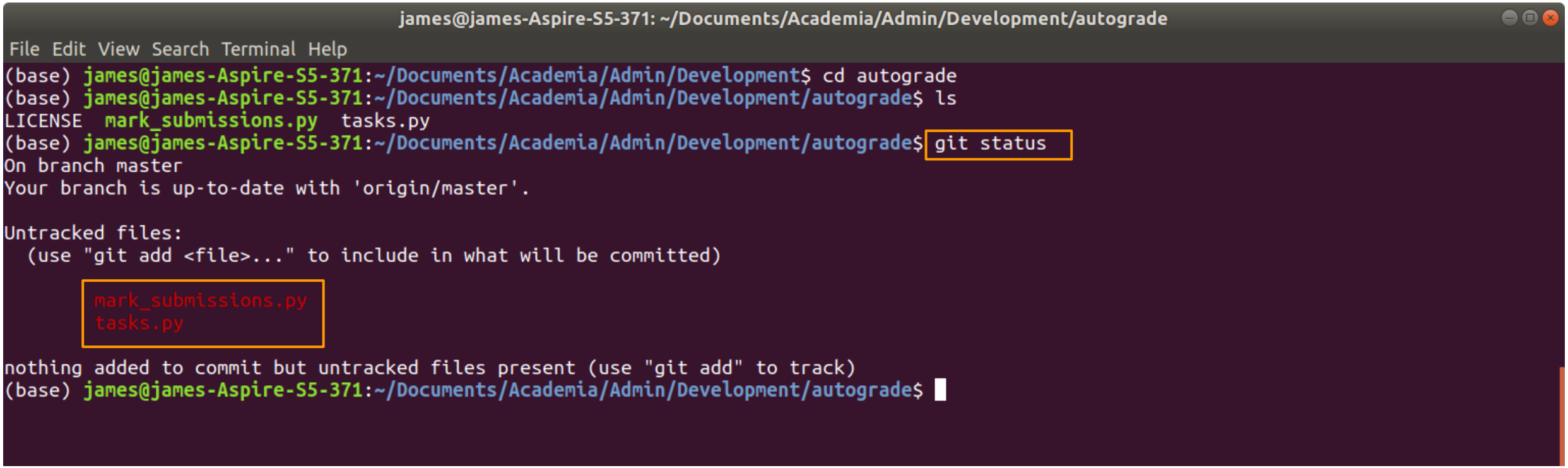
```
james@james-Aspire-S5-371: ~/Documents/Academia/Admin/Development
File  Edit  View  Search  Terminal  Help
(base) james@james-Aspire-S5-371:~/Documents/Academia/Admin/Development$ git clone https://github.com/jmbrown89/autograde.git
Cloning into 'autograde'...
Username for 'https://github.com': jmbrown89
Password for 'https://jmbrown89@github.com':
remote: Enumerating objects: 4, done.
remote: Counting objects: 100% (4/4), done.
remote: Compressing objects: 100% (4/4), done.
remote: Total 4 (delta 0), reused 0 (delta 0), pack-reused 0
Unpacking objects: 100% (4/4), done.
(base) james@james-Aspire-S5-371:~/Documents/Academia/Admin/Development$
```

Note: login needs to be via ssh keys nowadays – see later slide for information on setting this up

Making contributions

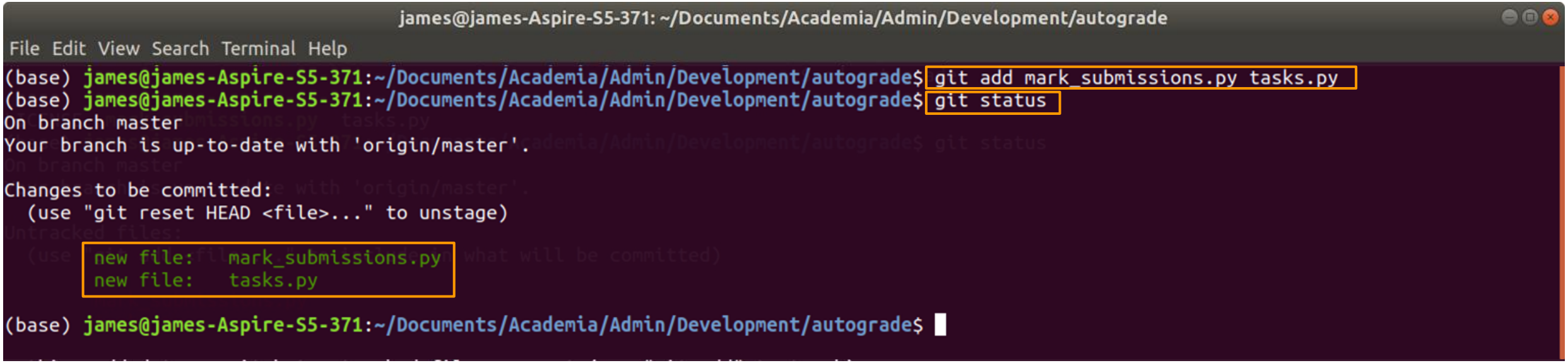
- Let’s say you’ve added some code, how do you version it?
  1. Stage (add) which files you wish to version
  2. Commit those changes in your local repo
  3. Update your remote repo to reflect your local
- Each steps involves a different command:
  1. `git add <various-options>`
  2. `git commit <various-options>`
  3. `git push <various-options>`

Checking what's been changed



Use `git status` to check the current state of your repo's files

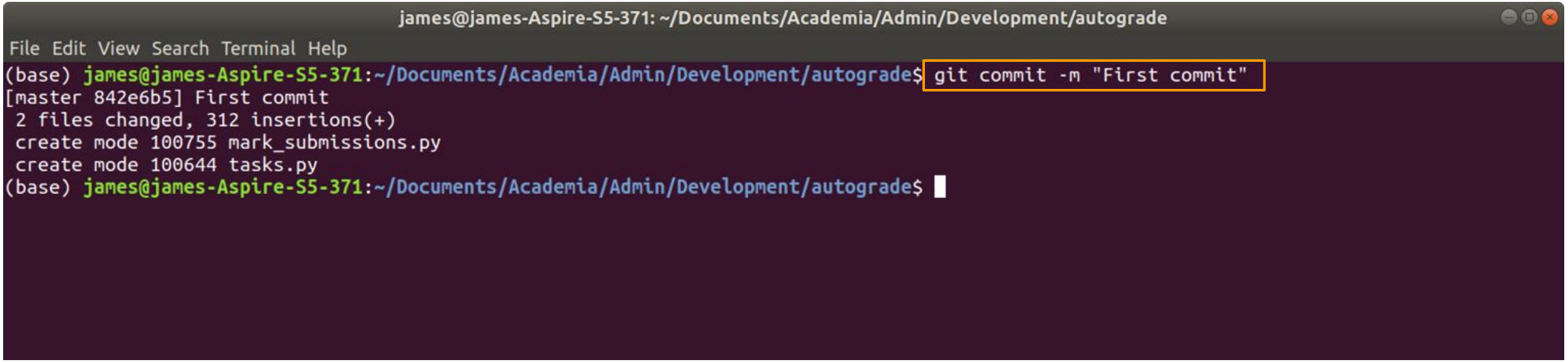
Staging files



Use `git add <file1> <file2>` (or `git add -A` to stage all changes)

You can run `git status` to see them change from red to green

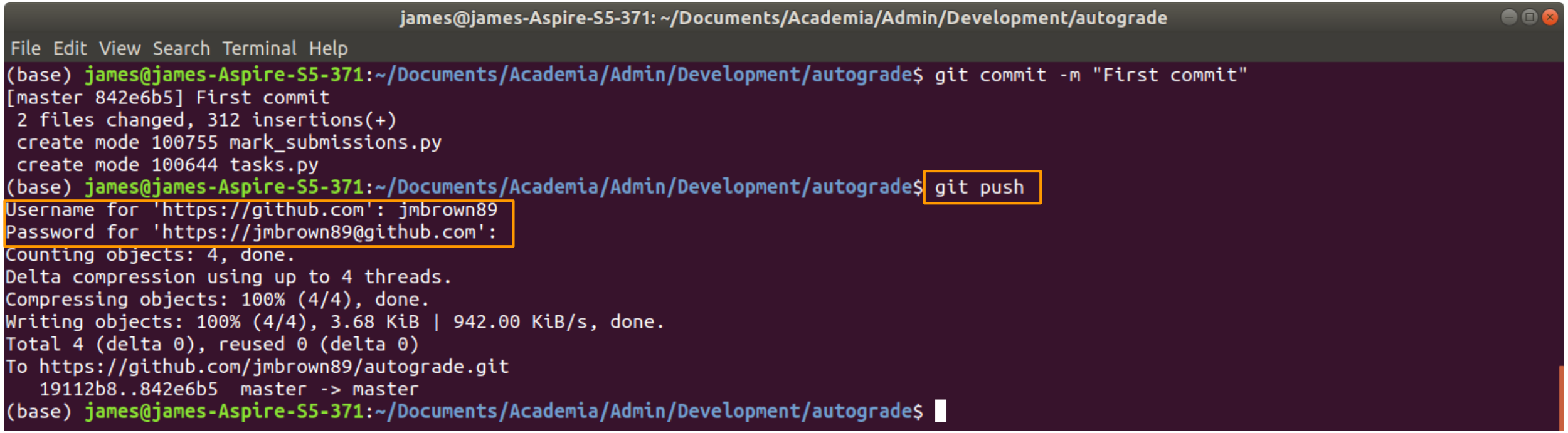
Staging



Use `git commit -m “<message>”` to make your commitment

Write a meaningful message to state what you’ve been working on!

Pushing to remote



Use `git push` to upload your code to the remote repository

Good and bad practice

- It is probably good practice to do things *like*
  - Making commits per individual feature (with meaningful messages)
  - Writing tests to verify that a feature works before pushing it to remote
  - Only push a few times a day (besides “hotfixes”)
- It is probably bad practice to do things *like*
  - Make one big commit that combines several *major* feature changes
  - Pushing every minor change, rather than just committing locally
  - Making untested changes that break everything

Bringing your code up-to-date

- If someone else makes a change (or you want to work from a different machine, say) you can pull the latest remote repo to your local
- Some things to keep in mind:
  - If you have local unstaged changes then it *might* fail
    - git won't overwrite your local changes unless you force it
    - there are commands to do so - but be **very** wary of this!
  - Your repo may end up "ahead" if you have unpushed commits
    - You can push your stuff once remote is pulled

Pulling from remote

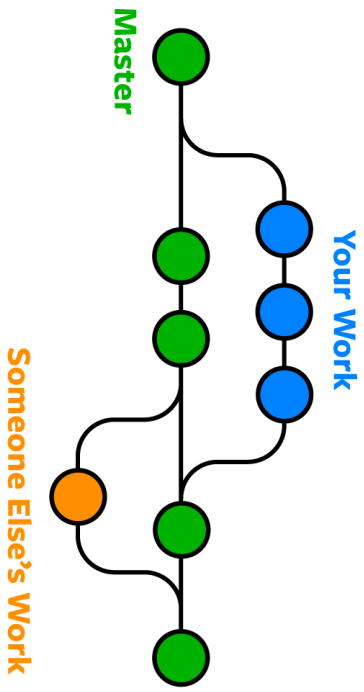
`git` indicates that there have been two lines of code added in `tasks.py`

Avoiding conflicts

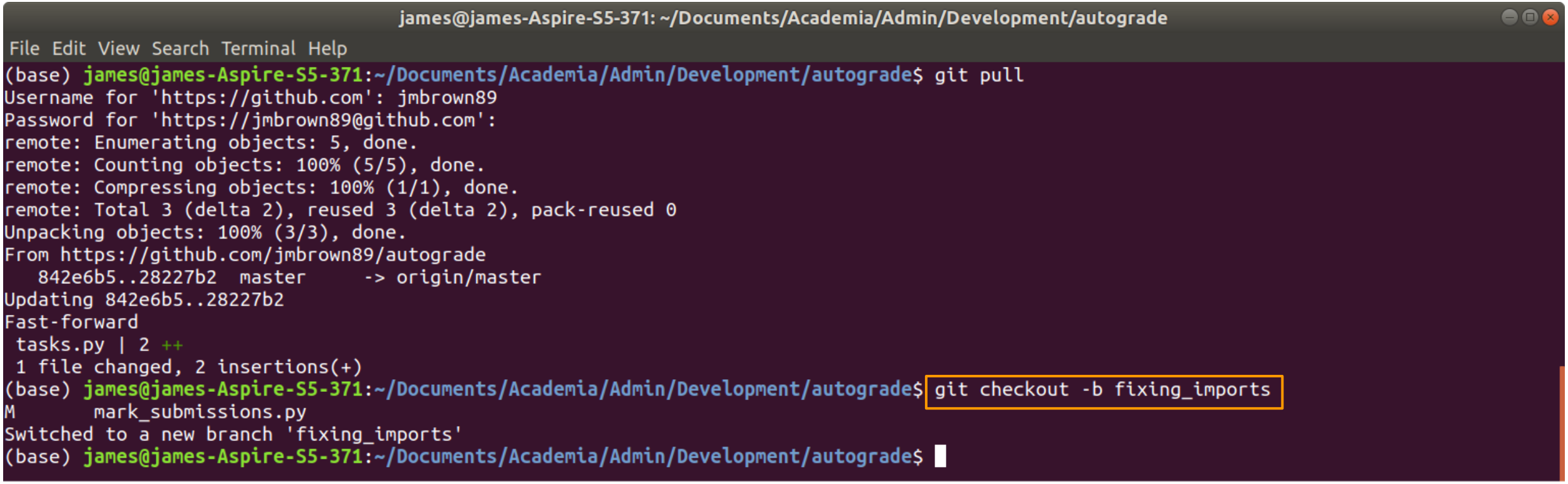
- When working as a team, make it clear who is working on what
  - If you can avoid working on the same files, it helps manage the repo
  - As you grow more confident as a team, it will get easier!
- Another way of avoiding conflicts with each other/yourself is via **branches**
- The default (and only) branch when you create a `git` repo is master
  - The `master` branch should always have your “production code”
  - Try to avoid doing anything too experimental here, it should always *work*

Creating branches

- Let’s say you’re looking to develop a new feature. The master branch has:
  - A main script used to run the software from the command line
  - Several modules with various parts that run the backend
- Here’s what you need to consider:
  - Does my new feature use existing code/files?
  - Will I need to modify other bits of code for it to work?
  - Is there a risk of it breaking other parts of the software?
- If the answer to any of the above is ‘yes’, create a new branch

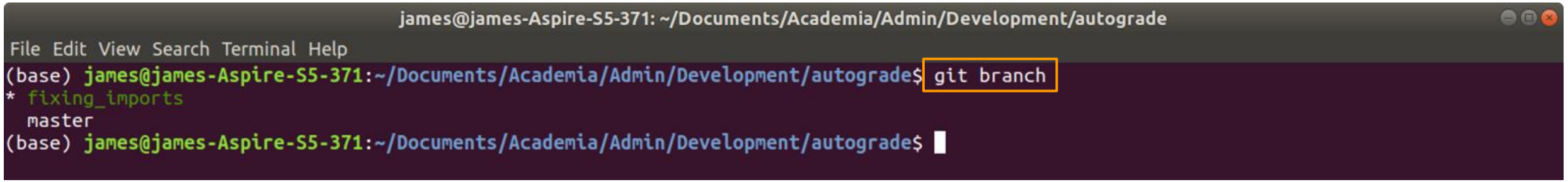


Creating branches

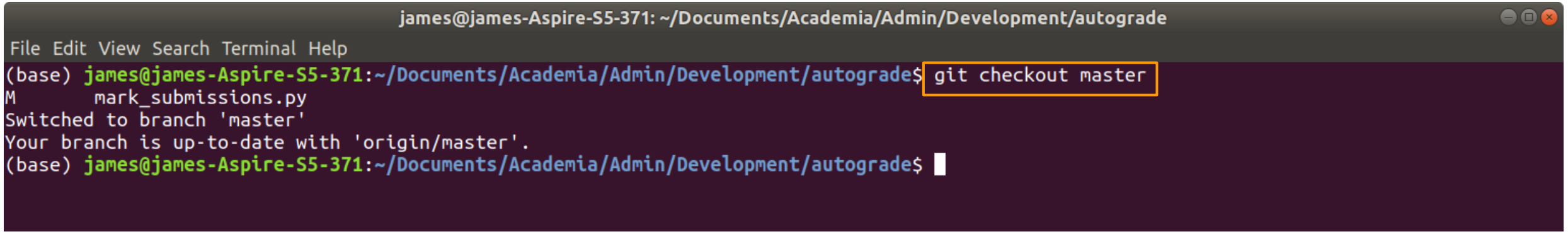


Use `git checkout -b <branch_name>` to create a local branch and automatically start using it (it will switch you automatically)

Creating branches



Use `git branch` to check which branches you have and are currently on



Use `git checkout <branch_name>` to switch between existing branches

Creating branches

```
(base) james@james-Aspire-S5-371:~/Documents/Academia/Admin/Development/autograde$ git push -u origin fixing_imports
Username for 'https://github.com': jmbrown89
Password for 'https://jmbrown89@github.com':
Total 0 (delta 0), reused 0 (delta 0)
remote:
remote: Create a pull request for 'fixing_imports' on GitHub by visiting:
remote:      https://github.com/jmbrown89/autograde/pull/new/fixing_imports
remote:
To https://github.com/jmbrown89/autograde.git
 * [new branch]      fixing_imports -> fixing_imports
Branch 'fixing_imports' set up to track remote branch 'fixing_imports' from 'origin'.
(base) james@james-Aspire-S5-371:~/Documents/Academia/Admin/Development/autograde$
```

Make sure you **explicitly** push new branches - not done by default!

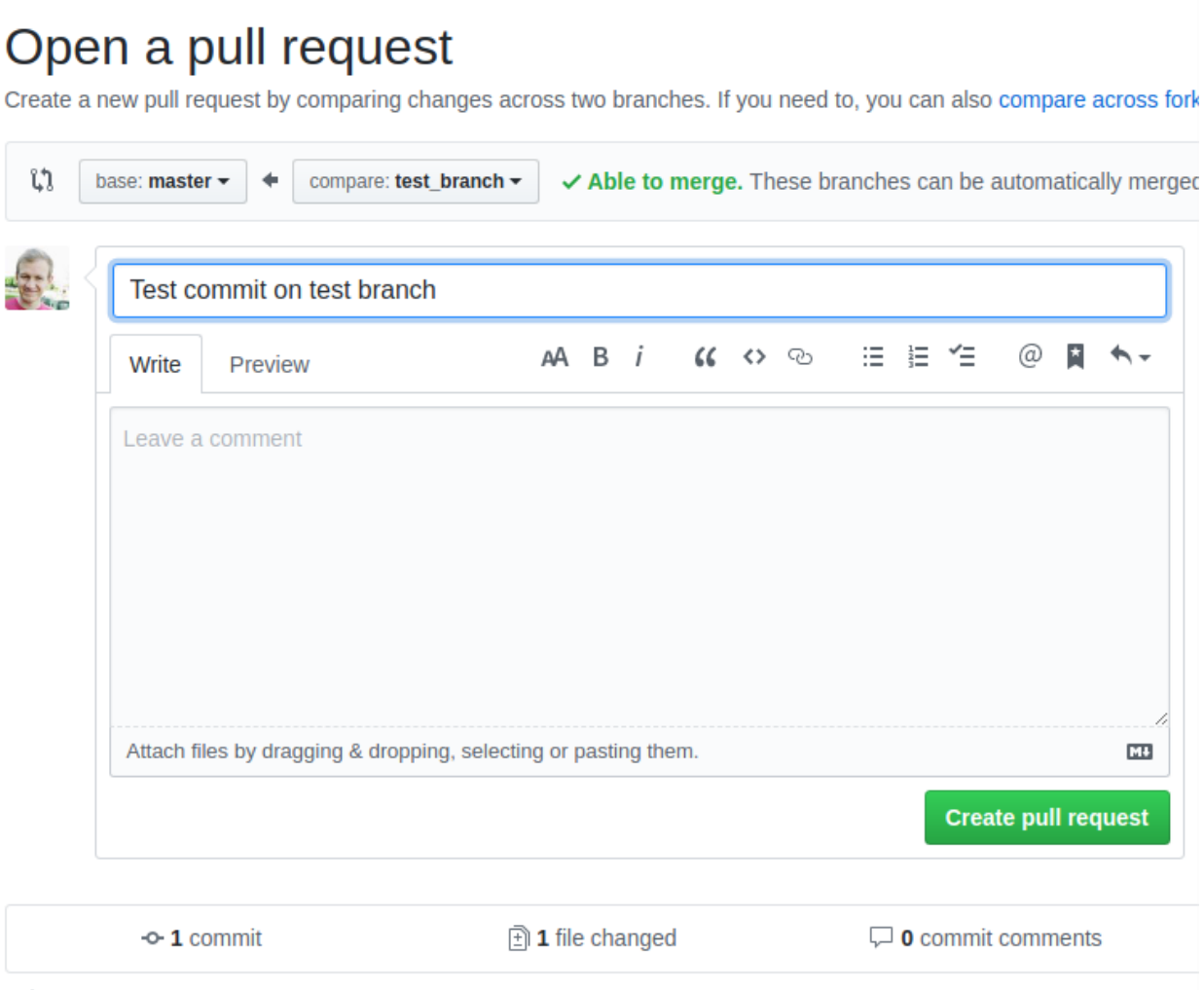
`git push -u origin <branch_name>`

Being careful with branches

- Be sure to check which branch you're on before starting any work
  - You can always commit what you're working on to "save it" and then switch to another branch to work on something else
  - It takes careful management which only comes through experience
- Check that everyone is happy before you incorporate a branch into master
  - Can be done and discussed via "pull requests" in GitHub
  - You can discuss these at your meetings - always a good idea

Pull requests (Github)

- Open pull requests are used to discuss proposed merging of branches prior to doing so
- You can keep making commits to open pull requests order to resolve potential conflicts



Pull requests

Commits on Nov 18, 2019

jmbrown89 Test commit on test branch `bd5180d`

Showing **1 changed file** with **1 addition** and **0 deletions**.

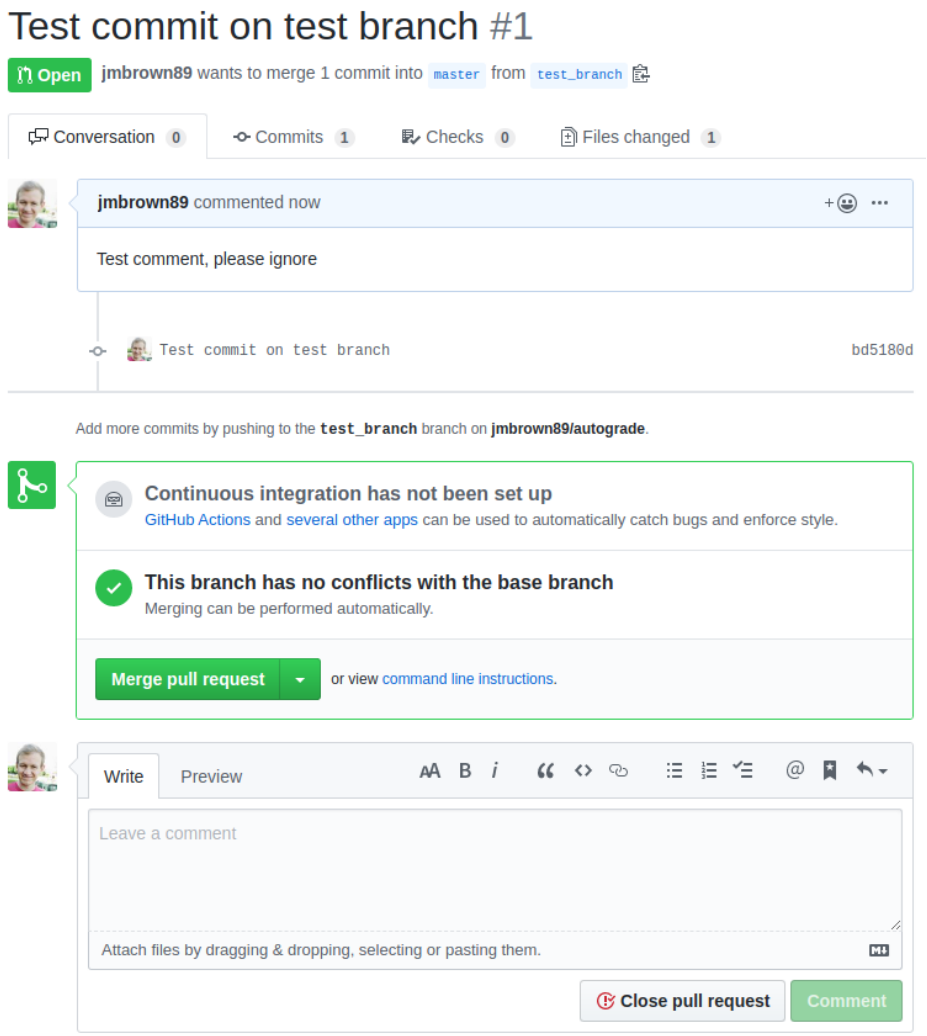
Unified | Split

1 tasks.py

```
@@ -10,6 +10,7 @@
10 10                          6: ('no_three_sum.py', 15)}
11 11
12 12   # TODO fix this code so that only the function is imported
   13 + # Adding in a line here to demonstration a pull request
13 14   def task1(module):
14 15
15 16         returned, output = std_in_out(module.str_abba, "Hi\nAnne")
```

Merging

- Once everyone is happy, you can merge the pull request
- This will incorporate the “feature branch” into the master branch
- This is generally safer than just using git merge - conflict resolution can be a nightmare!



Getting to grips with git

- Practice, practice, practice!
  - Try things out with a “fake” repository, there’s no risk involved!
  - Keep in mind it’s actually quite hard to ruin a repo beyond repair
- Rule: *never* use a command unless you know what it’s doing
  - You can mostly get away with just knowing the basics, though
- If all else fails, use a cheat sheet:

  https://github.github.com/training-kit/downloads/github-git-cheat-sheet.pdf

Stuff you might want to study yourself

- `.gitignore` files
  - Super useful if you want to avoid accidentally versioning certain file types
- Some other useful commands:
  - `git merge` – merge a development branch into your master branch
  - `git log` - show version history for your current branch
  - `git diff` - visualise differences between old/new version of code
  - `git config` - avoid having to type your username/password all the time
  - `git stash` - temporarily shelf your changes to work on something else
  - ssh keys – necessary nowadays for authentication (link below)

https://help.github.com/en/enterprise/2.17/user/authenticating-to-github/generating-a-new-ssh-key-and-adding-it-to-the-ssh-agent

END

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