### An Introduction To **ogit**



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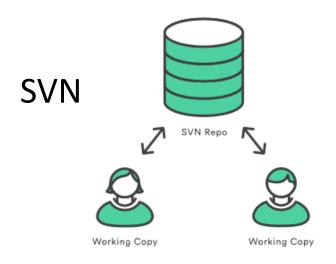
Adrian.coveney@stfc.ac.uk

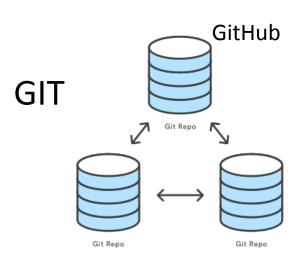
Some favourite Git tag lines

"everything-is-local" "local-branching-on-the-cheap" "fast-version-control" "distributed-is-the-new-centralized"

#### Git vs Svn

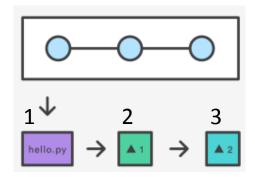
- SVN: Centralised VCS (<u>CentralRepo-to-WorkingCopy</u>)
  - Svn checkout revisions, not a full copy of the repository
- Git: Distributed VCS (Repo-to-Repo)
  - Unlike SVN, Git makes no distinction between the working copy and the central repo, both are all full-fledged Git repositories.
    - No single point of failure
  - Convention is to designate (bless) one repo as central, eg GitHub





#### Repository Revisions / History

 Svn commit: Svn stores file changes as a set of DIFFs

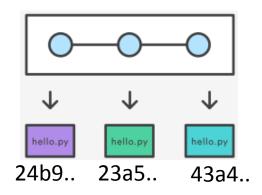


- <u>Git commit</u>: Git stores *state of <u>all files</u> in repo* as a <u>FS snapshot</u>
  - For efficiency, if a file is unchanged a pointer is stored to previous version
  - A SHA-1 checksum is calculated over whole snapshot before it is stored:

'24b9da6552252987aa493b52f8696cd6d3b00373'

- a) Ensures the integrity of the entire snapshot
- b) Serves as a unique ID for the commit

Git operations faster than SVN, as a specific version of a file doesn't have to be "re-assembled" from its diffs.



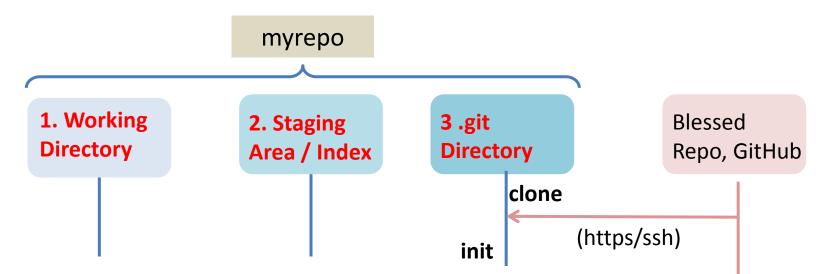
### Repository Structure

- Establish repo: a) clone an existing repo or b) init new/empty
- Useful to then think of repo as having 3 different file system trees:
  - 1. Working Directory
  - 2. Staging Area / Index
    - A buffer between the WorkDir and the .git repository
    - Used to prepare files for your next commit

#### 3. <u>.git Directory</u>

- Located in top level repository root directory
- Holds the internal Git DB (snapshots, Index, checksums...)

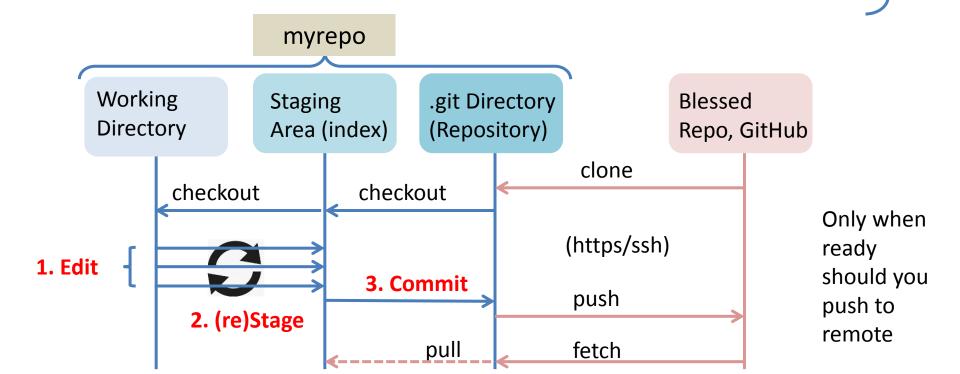
No .git subdirs unlike .svn



## Basic Workflow (edit, stage, commit)

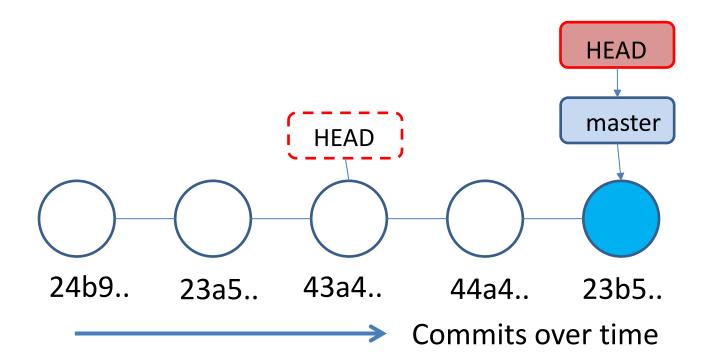
After repo is established, we 'checkout' a snapshot:

- Index is updated to mirror snapshot and files copied from index into workingDir
- 1. Edit local Working Dir files
  - Modify tracked files, create new untracked files, del/rename files
- 2. (re)Stage modifications into Index to prepare for next commit
- 3. Commit a set of modifications that are logically related



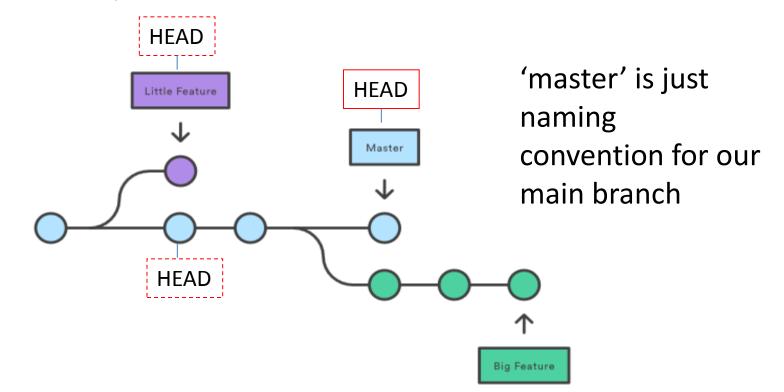
#### BranchRef and HEAD

- BranchRef: a pointer to a named branch e.g. 'master'
  - BranchRef usually points to the last commit on the branch
- HEAD: a pointer to our current position
- HEAD is moved using 'git checkout' so that it points to:
  - A <u>branchRef</u> or a <u>historical commit</u> (detached-head-state)



## Branching

- (Topic)Branch: represents an independent line of development for the edit/stage/commit process
- Purpose: to isolate the changes to a branch without affecting other branches ('myFix,' 'dev,' 'preRelease')
- Branch early, branch often (cheap to create branches)
- Only when ready, should branches be combined



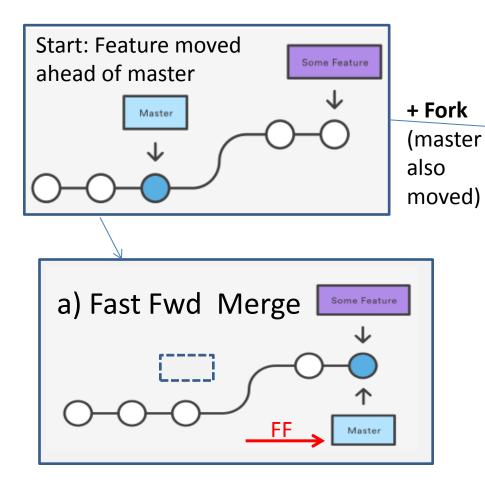
## **Combining Branches**

2 main ways to combine the changes from different branches:

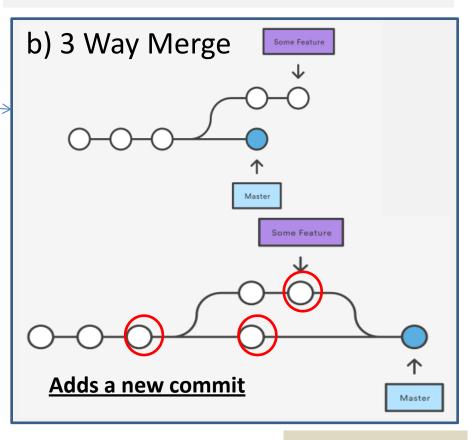
- 1. Merging Merge changes between branches and keep branch history
- 2. Rebasing Move a branch to the tip of another branch to flatten branch history

## Merging

- Merge combines changes from specified branch into current branch
- 2 types of merge depending on branch history
  - A) Fast Forward Merge
  - B) 3 Way Merge

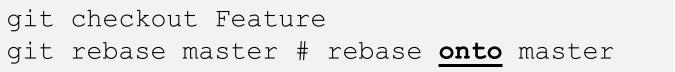


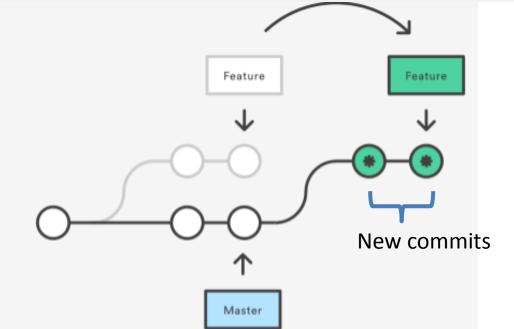
git checkout master git merge Feature (merges Feature branch into master branch)



## Rebasing

- Moves a branch onto the end of another branch by adding a series of patches to reproduce the changes
- This flattens a forked branch
  - Produces a simple linear history
  - Often to clean-up several <u>local</u> topic branches before pushing to a remote





Note, don't rebase branch that has already been pushed to a public repo – you need to preserve shared branch history.

## Dealing with Merge Conflicts

- When merging/rebasing, conflicts are possible if there are changes to the same lines in two different versions of the same file
- Git adds standard conflict markers to the affected file(s) for you to manually resolve

 After fixing conflict markers, you need to restage affected files and re-commit to resolve conflict

## Stashing

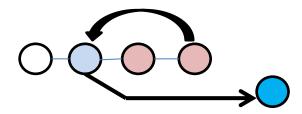
- Consider following common scenario:
  - Working on 'dev' branch with local changes,
  - A bug fix is reported and you need to immediately switch (checkout) to 'master' branch to apply a fix
- If a file has diverged between two branches, and you have local modifications in same file, checkout is not allowed (git prevents clobbering local changes), options:
  - Commit changes on dev (but may not by ready yet!) ☺
  - − Stash changes ☺
- Stashing allows you to checkout a diverged branch and come back to stashed changes later on

Demo 7

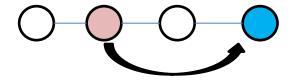
## **Undoing History**

2 main ways to undo the changes of former commits to undo mistakes

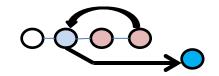
1. Reset – rollback over a full sequence of commits



2. Revert - undoes a specified commit(s)

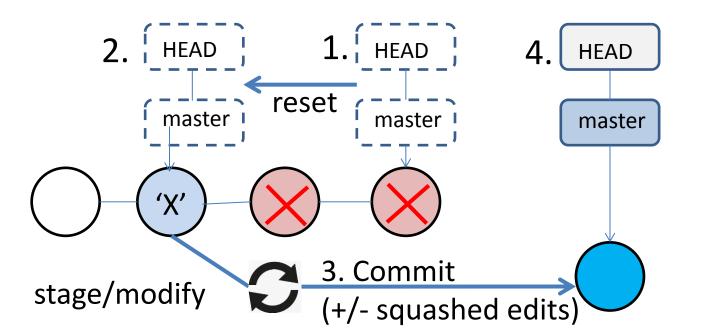


#### Reset



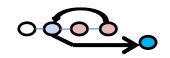
- Undoes a full <u>sequence of commits</u>
- Moves <u>branchRef</u> + <u>HEAD</u> back to commit 'X'
- Optionally squash all of the changes of the reset commits into the Index/WorkDir to edit before next commit:

```
--soft <u>BranchRef</u> + <u>HEAD</u> (not Index/WrkDir) => changes remain in Index+WrkDir => changes remain in WrkDir => changes remain in WrkDir => no changes remain in WrkDir => no changes remain in WrkDir
```



Never reset commits that have been shared remotely (reset local commits only)

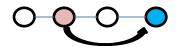
#### Reset



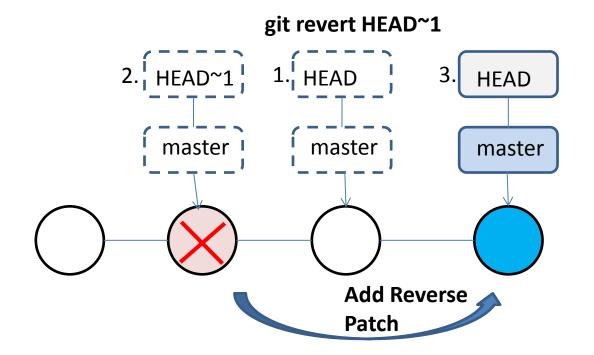
```
1. (HEAD, master)
          0336
                                        f0e282!
                                                  3. (HEAD, master)
                                        * 1162<u>9</u>
          00e6
                                          00e6t
            бе
                                                       Reset/rolled-
                                            6e!
          * dc
                                          * dc1
                                            31t
         2156
                                        * 2156t
                                        * 7beb!
          7beb
               2. (HEAD, master)
            dc
                                          dcb7d
          * 3b
                                          3b1al
            b1
                                          b1721
                                       d8b5cet
         d8b5
                                        9611814
          0611
                                        09cbe21
          09cb
                                      * 2ffc84(
       * 2ffc
git reset <dc..>
                               git commit
```

back commit sequence is preserved

#### Revert



- Undoes all of the changes introduced by <u>specified commit(s)</u> by adding a new commit to the branch tip that applies a set of <u>reverse patches</u>
- Only undoes the specified commit(s), it <u>does not rollback</u> a full sequence of commits like reset does
- E.g. a bug was introduced by a specific commit, we can revert just that commit to remove its changes



## Working With Remote Repos (Setup)

Optional: First create a remote repo on e.g. GitHub / BitBucket (usually via web interface)

Two ways to work with a remote repo:

1. For existing remote repo: Clone the repo

```
git clone https://github.com/owner/repoName.git
```

2. For existing <u>local repo</u>: Add a reference to a remote repo and push local branches up to the remote:

```
git remote add origin https://github.com/owner/repoName.git
git push -u origin <localBranch>
```

## Working With Remote Repos (local and remote branches)

- 2 types of branch in your local repo:
  - Local branch e.g. master, dev
  - <u>Remote</u> branch that are prefixed with name of remote e.g. origin/master, origin/dev
    - 'origin' is default tag name for a remote repo's URL
    - Read only, can't directly edit/commit a remote branch
  - Important: Local + Remote branches are <u>distinct</u>:

```
[gocdb]$git branch -a
    dev
    master

* rolelog
    remotes/origin/dev
    remotes/origin/master
    remotes/origin/rolelog
Remote branches
```

#### Workflow: fetch, merge, (edit, stage, cmt), push

1. <u>Fetch</u> remote branch into local-repo

```
git fetch <remoteRepoName> <remoteBranch>
```

2. Merge changes in remote branch into local branch

```
git checkout master
git merge origin/master

Same as merging
between 2 local
branches
```

- C Local branch edit, stage, commit
- 3. Push local changes to remote branch

```
git push [-u] <remoteRepoName> <remoteBranch>
```

Can assign local branch as a remote-tracking-branch with [-u]

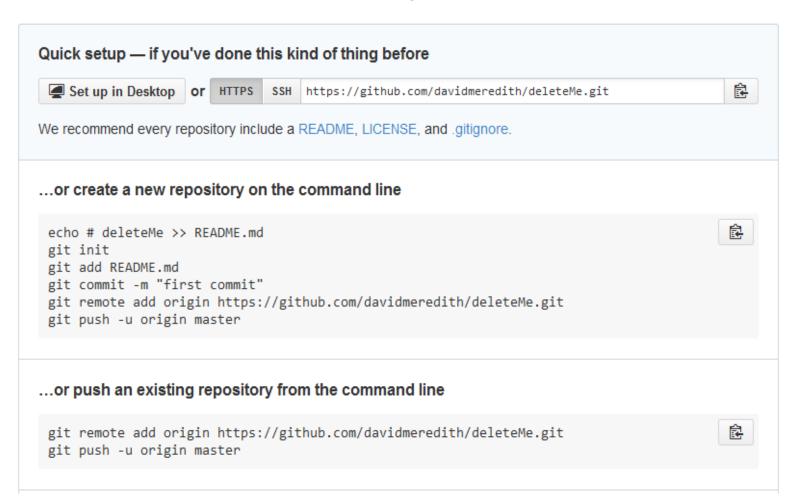
```
Simplify steps 1+2 via git pull (automatic merging into local B)
```

```
[gocdb]$git branch -vv
  dev 6976f08 [origin/dev: ahe
  master 62462eb [origin/master]
* rolelog d3dc85f [origin/rolelog:
```

# Create a new personal Repo in GitHUB and then push to it

Create new empty repo via portal + copy repo URL

GitHub then tells us how to create a new repo and push from the command line



#### Resources

- http://git-scm.com/book/en/v2
- https://www.atlassian.com/git/
- http://pcottle.github.io/learnGitBranching/

