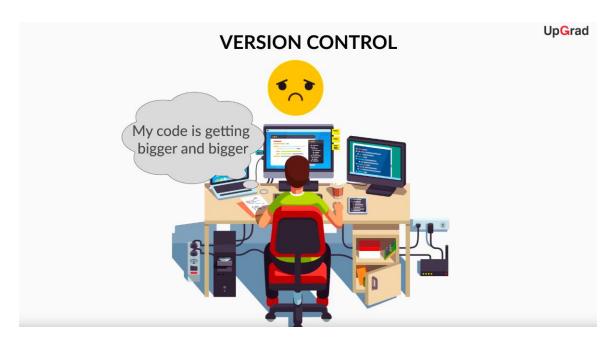
Why version control?

In this session we gave you a brief on the issues which you would have faced without version control.

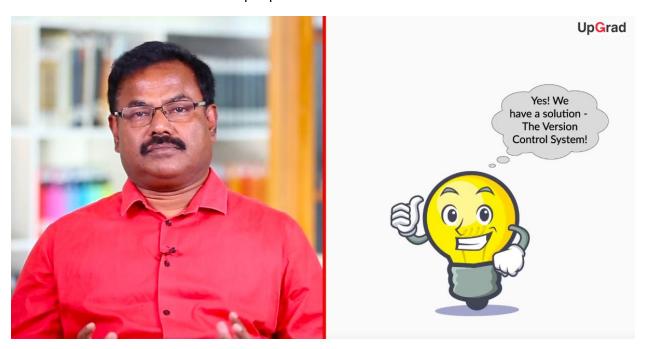


How to manage your code if its getting bigger and bigger?

How to go back to the last good version of your code?



How can we share our files to other people in our team?



To summarize Version control is a solution to all the issues mentioned above like-

• Reverting back to an older version of your project in case you think that you have messed up things

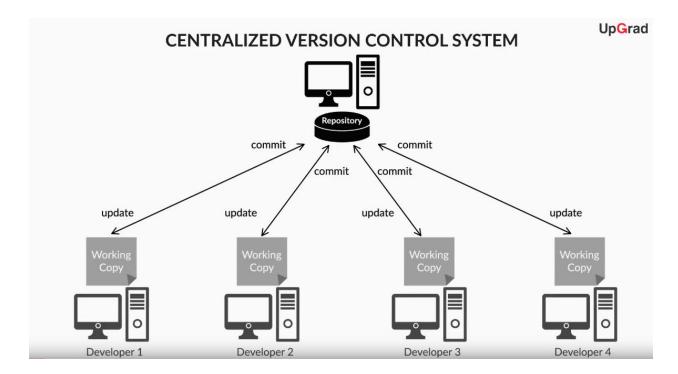
 An efficient way of keeping track of changes or additions to the project files by the various team members

Overview of version control?

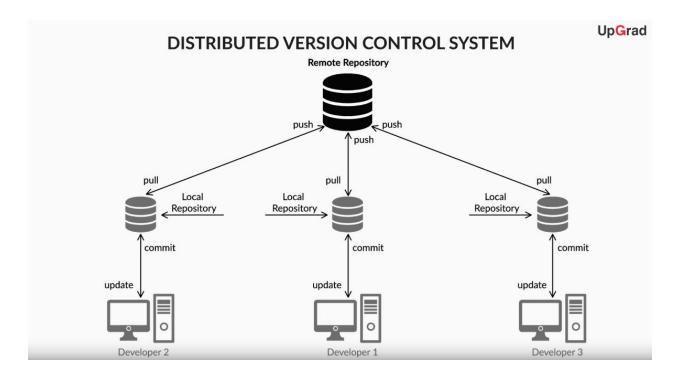
In this segment you learnt what is version control system and how version control works. You learnt the mechanism that goes behind it.

You learnt that version control system is the management of changes to collection of information like documents, project code.

- There are two major types of version control model namely
 - o a. Centralized
 - o b. Distributed
- The **centralized version control system** is working as a client-server model. Here we have one centralized server and a localized repository filesystem that is accessible by a number of clients



• In the **distributed version control system** model, all developers have their own local filesystem, and changes between file system are implemented locally on their machines.



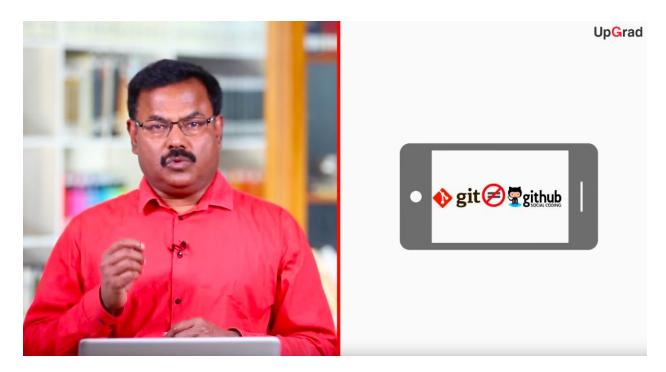
- You also learnt why we use Git over all the other distributed version control systems.
- You did the git installation on your system

Git and Github

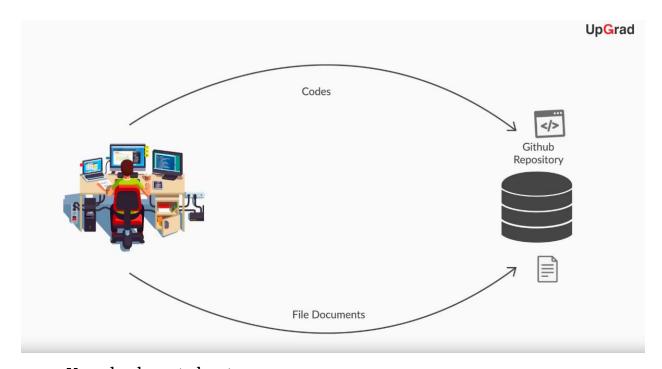
So far you just worked with Git and you had files in your local systems, there was no way by which you could share your files with your team members or other developers.

In this video you were introduced to Github.

• You learnt that using Github you can share your file system like files, documents etc with others, access other user's file system and store remote files and projects of other developers on your local system.

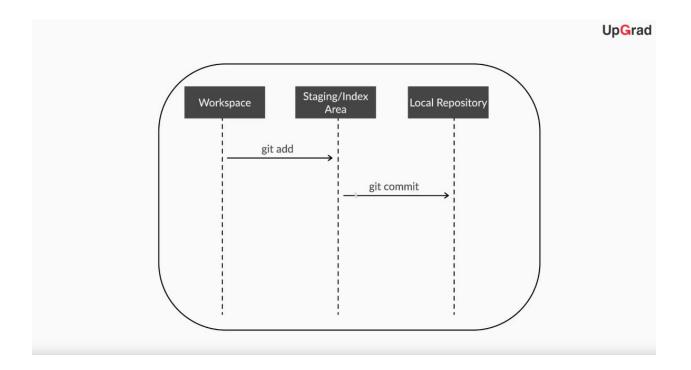


- You learnt about the differences between Git and Github
- You learnt a new term which is known as a **Repository**.
- A **repository** is a directory which will contain our project work. All the files in the repository can then be uploaded to Github and shared with other people either publicly or privately.

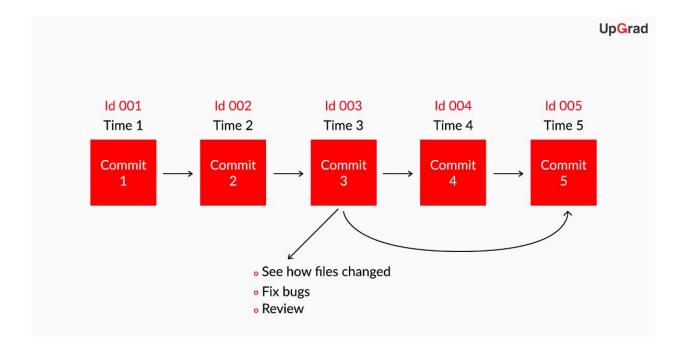


• You also learnt about - The steps our files might be going through internally. The three steps being -

1) Modified
2) Staged
3)Committed



You learnt that each commit has a unique id or SHA and that is how they are distinguished from each other.

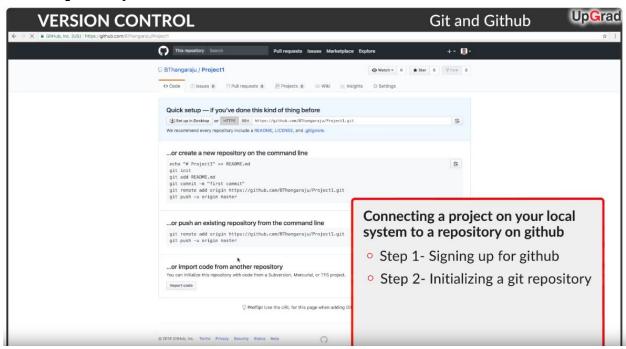


Now don't you want to know how to sign up for a github account and upload your code to github?

Making your project remote

In this segment you learnt the following -

- 1. How to set up our github account
- 2. Making a repository on Github
- 3. Configuring Git for the very first time
- 4. How to make a commit
- 5. How to push commits in our local repository from command line to our repository on Github



You did the first time git setup

- For the first time git configuration we use the following commands
- o git config --global user.name "random"
- Here we will enter our Github username
- o git config --global user.email "random@example.com"

- Here we will enter our Github email id
- Commands to be followed to connect your local repository to remote repository on github
 - o git init
 - o git add filename
 - o git commit -m "my first commit"
 - git remote add origin url
 - o git push -u origin master



UpGrad

PUTTING UP OUR PROJECT ON GITHUB

- 1. Git remote add origin url
- 2. This command gathers all the committed files from your local repository
- 3. And uploads them to our repository we created on github account
- 4. Not all files are included in the upload
- 5. Only new files and files that contain changes get uploaded

- Some important Git commands which are used very frequently
 - o git status
 - o git log

Note:

We will only need to run the following git commands to commit any changes into our git repository and push those changes up to github:

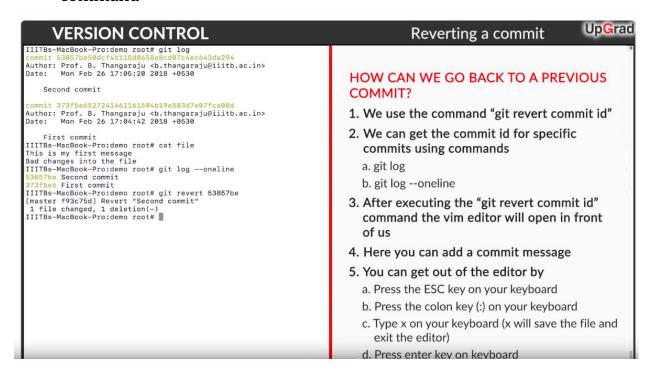
- git status to check which files are changed and not yet moved to the staging area
- 2) **git add filename** or **git add**. to add specific files giving the filename or using **git add**. to add all the unstaged files to the staging area
- 3) **git commit -m "New commit message" -** Give a new commit message and commit all the files sitting in the staging area

4) **git push -u origin master** or **git push** - To upload all the files and changes that were included in the most recent commit to your remote repository on Github

Accessing previous commits

In this segment you learnt the following-

- If you have been working on a project and you realize that you have messed up your code
- You can go back to your previous working version and start from that point, rather than starting from scratch
- We can go back to our commits with help of commit id or SHA
- We can get these ids or SHA using **git log** command or **git log --oneline** command

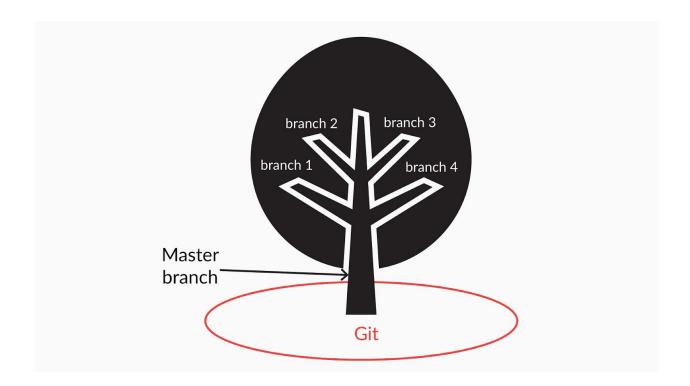


- We learnt commands like
 - git checkout -- filename This command helps us when we have made some modifications to our file say file1 and we have not

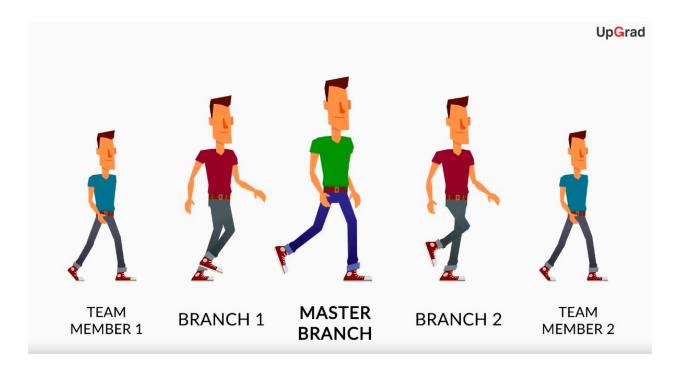
- added those changes to our staging area/development history, then we can use this command and will go back to its previous state
- git revert commit_id This command helps us when we have already staged our files and committed our changes and we want to go back to our previous commit. This command let's us go back to our previous version while preserving the current version
- git reset --hard commit_id -This command helps us when we have already staged our files and committed our changes and we want to go back to our previous commit and we want to remove our present commit.

Branching

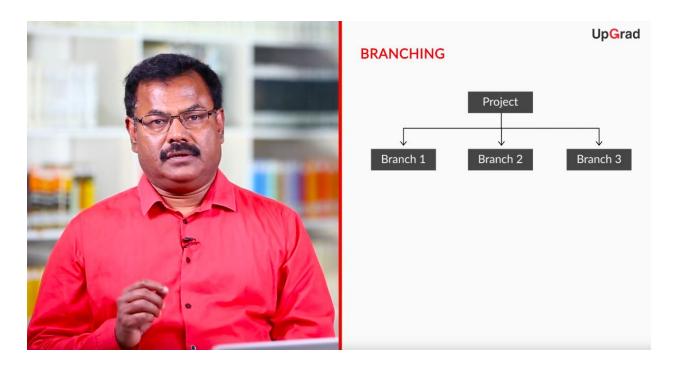
You learnt that if you want to do parallel development with the existing project code, without making any changes to your initial/original branch then you can create different branches based on your need



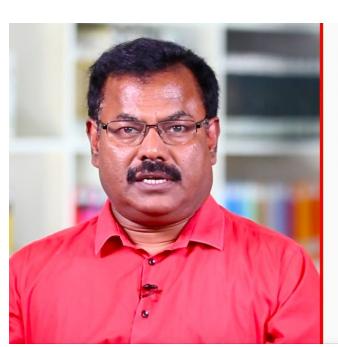
And each branch will have the same copy of the initial/original branch project source code.



You can have your own copy and work on that, make modifications to it, and if the changes look fine you can merge them back to you master branch.



Next we had a recap of the steps we would be following in the next segment.



UpGrad

STEPS FOR BRANCHING AND MERGING

- 1. Create branches
- 2. View the created branches
- 3. Working with different branches
- 4. Merge branches with master branch
- 5. Deleting a branch

Working with branches

In this video we executed the following steps-

- Creating branches
- Viewing the created branches
- Working concurrently with different branches

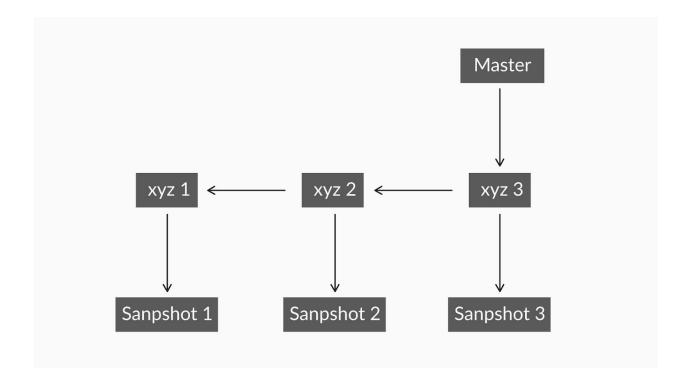
In this video we learnt the following commands-

- **git branch branchname** This command will create a branch with the given branch name
- git branch This command will show us all the branches, along with the HEAD
 pointing to the branch we are currently on
- **git checkout
branchname>** If we want to move from one branch to other we can run the command

In-depth concept of branching

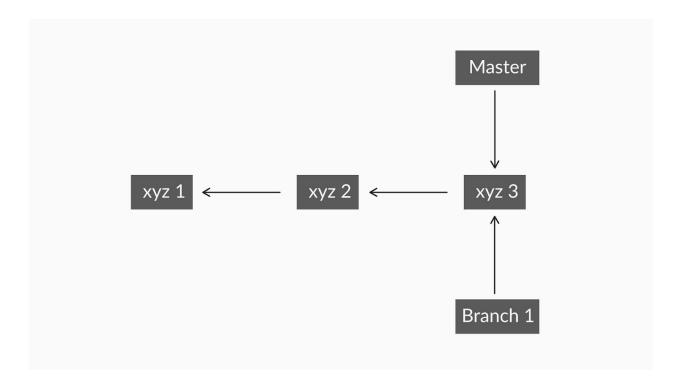
A branch in Git is simply a lightweight movable pointer to one of these commits.
 The default branch name in Git is master. Master will point to the last commit.
 Every time you make a commit, the master will move forward to that commit.

Figure 1. Here the master (branch) is pointing to our last commit



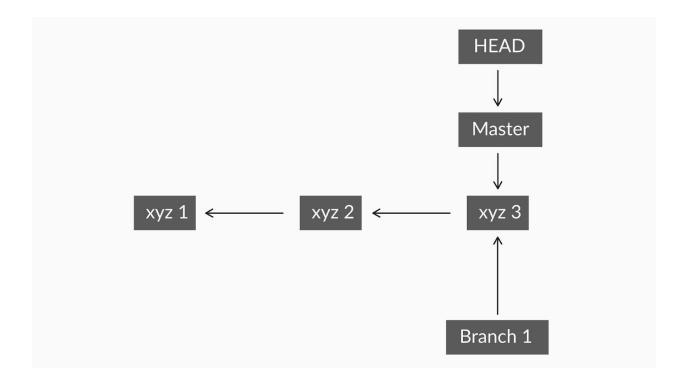
Now if you create another branch what do you think will happen? When you
create a new branch, this will now create a new pointer at the same commit
you're currently on

Figure 2. A new pointer at the same commit is created

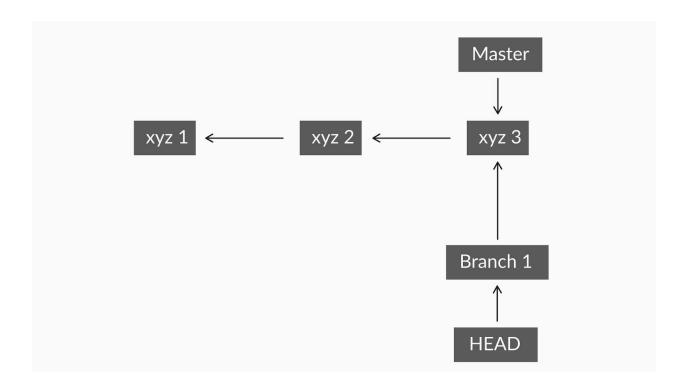


Now how do you think Git knows what branch you're currently on?

 Git keeps a special pointer called **HEAD**. HEAD will point to the branch we are currently on. To make HEAD point to the new branch i.e. **branch1**, we will have to switch to that branch — it didn't switch to that branch.



- To switch to **branch1** you need to run the command.
 - o git checkout branch1
- This will now move HEAD to point to our newly created branch i.e **branch1**



Managing Conflicts

IN this segment we learnt that merging is not always as easy as it looks. If two people change the same lines of code, don't you think git will get confused? Yes! To get out of this conflict we follow the steps below-

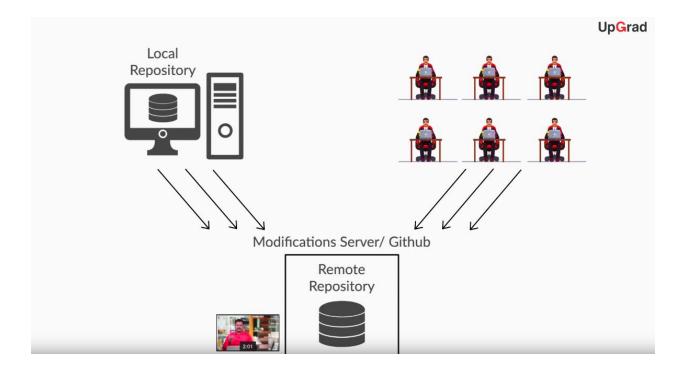
```
UpGrad
   BRANCHING
                                                                                                                    Conflicts
import java.util.Scanner;
public class calculator
   public static void main(String args[])
       float a, b, res;
       char choice, ch;
Scanner scan = new Scanner(System.in);
System.out.print("1. Addition\n");
           System.out.print("2. Subtraction\n");
           System.out.print("2. Multiplication\n");
           System.out.print("3. Exit\n\n");
System.out.print("Enter Your Choice : ");
choice = scan.next().charAt(0);
                                                                                          NOTE
           switch(choice)
              case '1' : System.out.print("Enter Two Number : ");
                                                                                          HEAD will point to the lines where
                 a = scan.nextFloat();
b = scan.nextFloat();
res = a + b;
                                                                                          conflicts are found
                         System.out.print("Result = " + res);
case '2' : System.out.print("Enter Two Number : ");
                          a = scan.nextFloat();
b = scan.nextFloat();
res = a - b;
                          System.out.print("Result = " + res);
```

The best way to deal with a merge conflict is to use your best decision that is -

- You can keep all the changes by making necessary modifications
- Or simply discard some changes

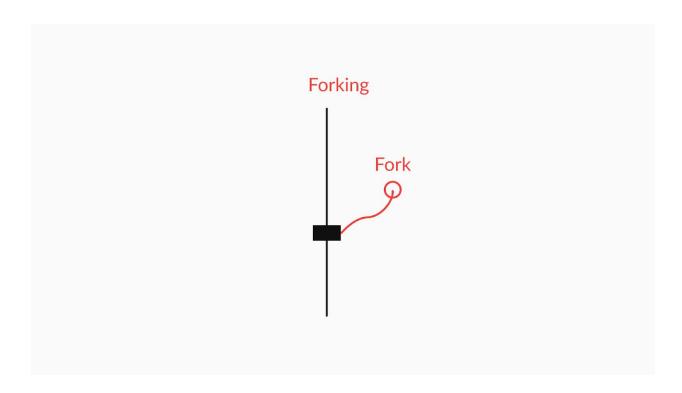
Collaboration

In this segment we learnt that collaboration helps you to work with people around you and produce something even better than before. You can help add features or improvise some of the features in someone's project who is sitting miles away from you.

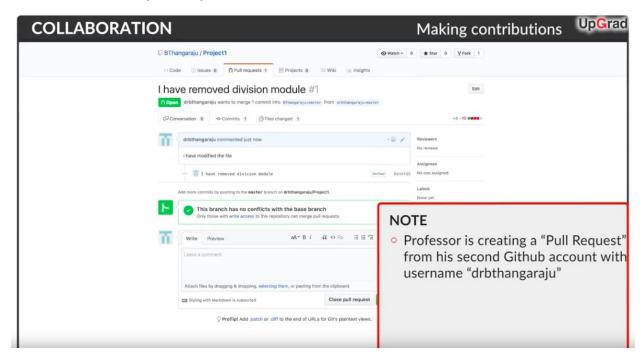


To contribute to someone's project we need to follow the steps below-

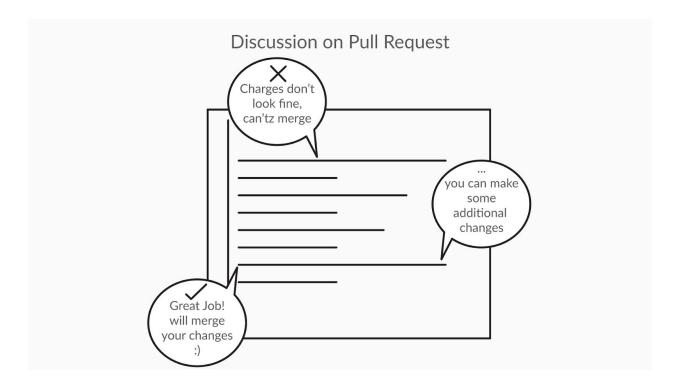
• To contribute to someone's project we first need to **fork** it. Forking will get you that project on your github account.



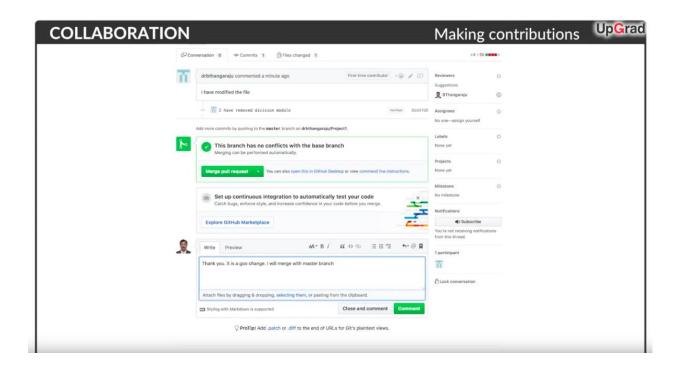
- Now to bring that project to your local system you need to clone it.
- Next you will make modifications and push the changes back to your Github account.
- Now to inform the owner of the project about new changes that you made you will create a **pull request**



• There will be discussion on your changes



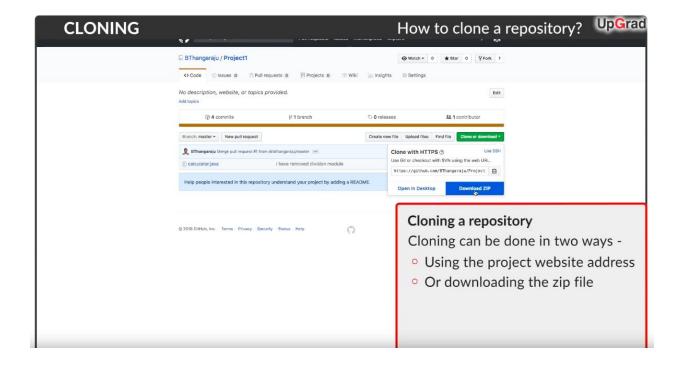
If your changes are good, the owner will merge your changes :)



Cloning

In this segment we learn what cloning is?

Cloning means making an identical copy. This video will help you clone a github project and bring it to you local machine.



We learnt that there are two ways of cloning

- Cloning from your github account
- Cloning on command line using command
 - git clone url(of git repository)

Staying in sync with a remote repository

In this segment you learnt how can you keep your local repository in sync with the remote repository

To do so there are two commands -

- git fetch
- git pull

The differences between them are as follows:-

git fetch	git pull
 git fetch will check your remote repository and retrieve any new changes made to the remote repository. The changes downloaded by git fetch is read only, which means you can only look at the changes and not modify the changes. Fetch is great for checking out any new changes that may have happened in a remote repository. Since git fetch only presents you with a "read-only" view of the changes, you can rest assured when using the fetch command. It will never manipulate, destroy, or screw up anything. Note: It is recommended to do a git 	 git pull is similar to git fetch In addition to downloading the new changes from the remote repository, it will also update your current HEAD branch to include the latest changes that have been made to the remote repository. This means that git pull not only downloads new changes; it also directly merge those changes into your current working copy files. git pull = git fetch + git merge Note: git pull might create a merge
fetch very often in order to know	conflict

about the occured	changes that	have

Keeping your forked repository on github in sync with the remote repository

To keep your fork up to date follow the steps below-

- Checkout to the branch you wish to merge to. For example if you want to merge to master do a
 - o git checkout master
- Pull the desired branch from the upstream repository. This method will retain the commit history without modification.
- If there are any conflicts, resolve them using your best judgement
- Make a git commit with the appropriate commit message
- Push the merge to your GitHub repository using the command
 - o git push origin *master*