# Git Real

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- What is Git
- · Internals
- Play with Git
- Workflow
- · Q&A



### A long time ago



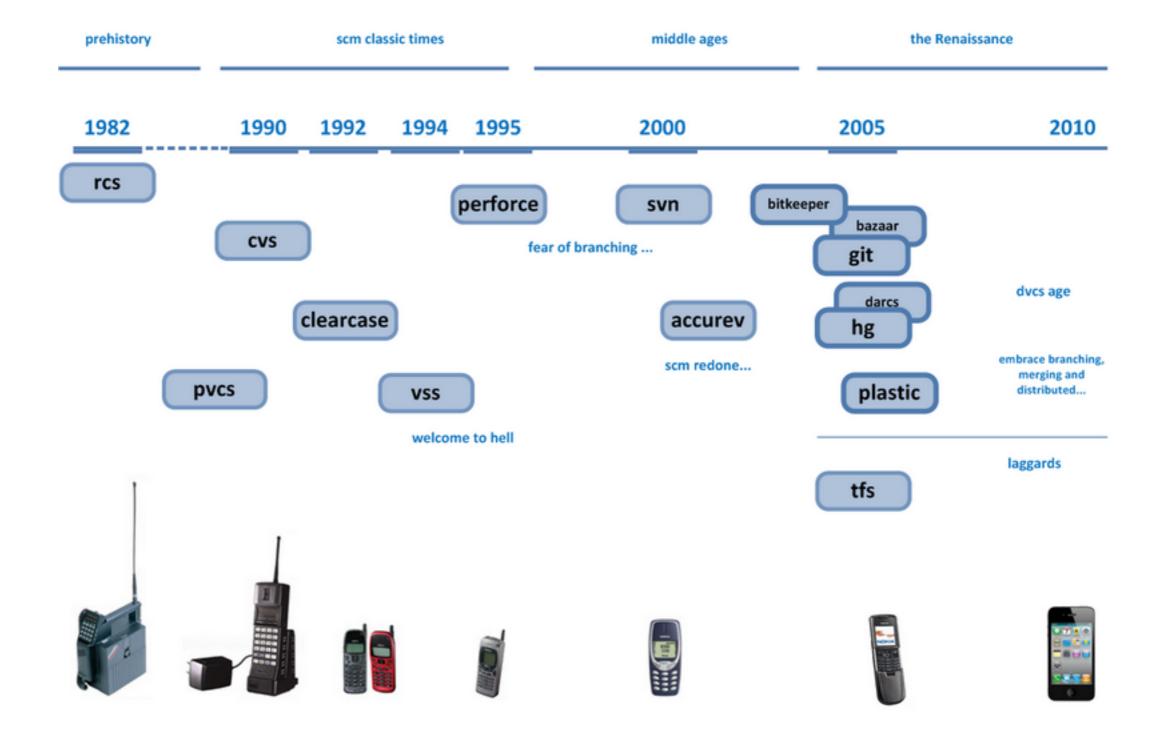
论文艰辛的创造过程 同鞋们 有末有啊^\_^有的请转发!



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### **SCM Timeline**



Git!= Subversion + Magic!

### Git != Subversion + Magic!

- Git is a stupid content tracker.
- It is simply used as an SCM, not really designed as one.
- In many ways you can just see git as a file system

"In many ways you can just see git as a file system — it's content- addressable, and it has a notion of versioning, but I really really designed it coming at the problem from the viewpoint of a file system person (hey, kernels is what I do), and I actually have absolutely zero interest in creating a traditional SCM system."

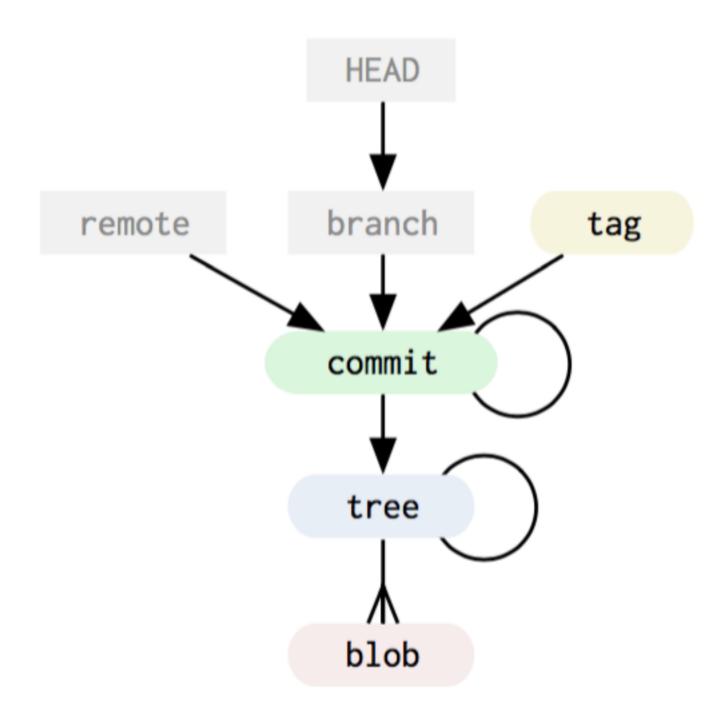
- Linus (http://marc.info/?l=linux-kernel&m=111314792424707)

# **Git Design**

- Non-Linear Development
- Distributed Development
- Efficiency



### **Internals - The Model**

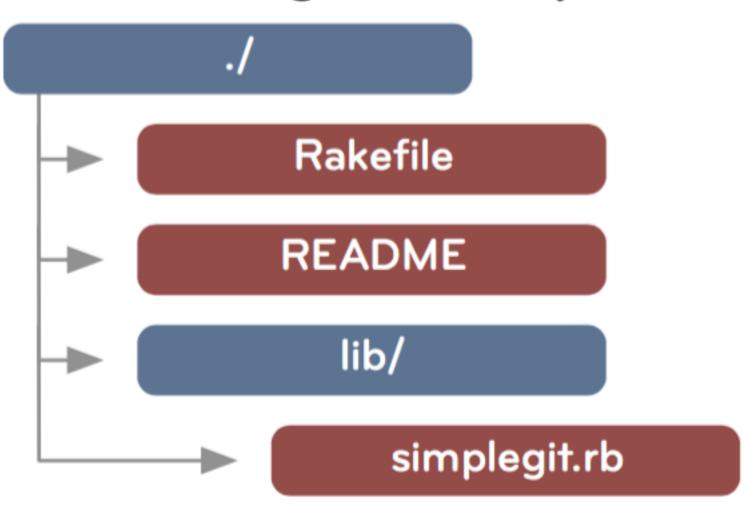


### **Internals - Git Objects**

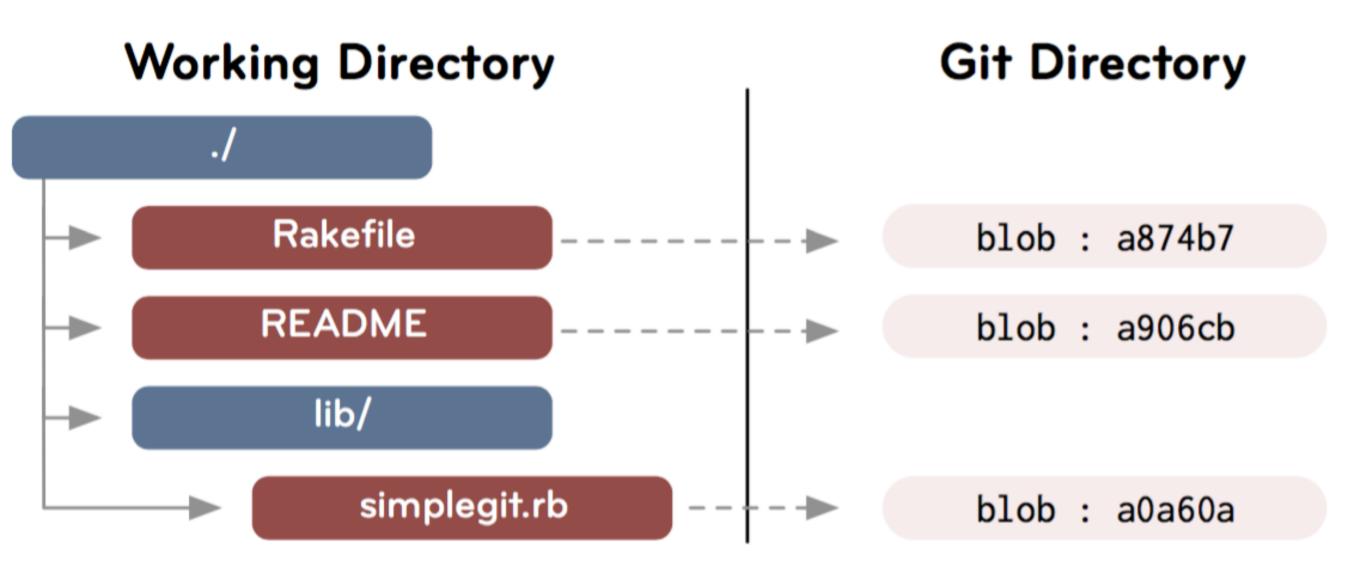
- Git objects are the actual data of Git, the main thing that the repository is made up of
- Each object is compressed (with Zlib) and referenced by the SHA-1 value of its contents plus a small header:
  - full SHA-1: dae86e1950b1277e545cee180551750029cfe735
  - partial SHA-1: dae86e
- There are four main object types in Git:
  - Blob
  - Tree
  - Commit
  - Tag

# **Internals - Working Directory**

# **Working Directory**



#### The Blob



### The Blob

#### blob [content size]\0

SimpleGit Ruby Library

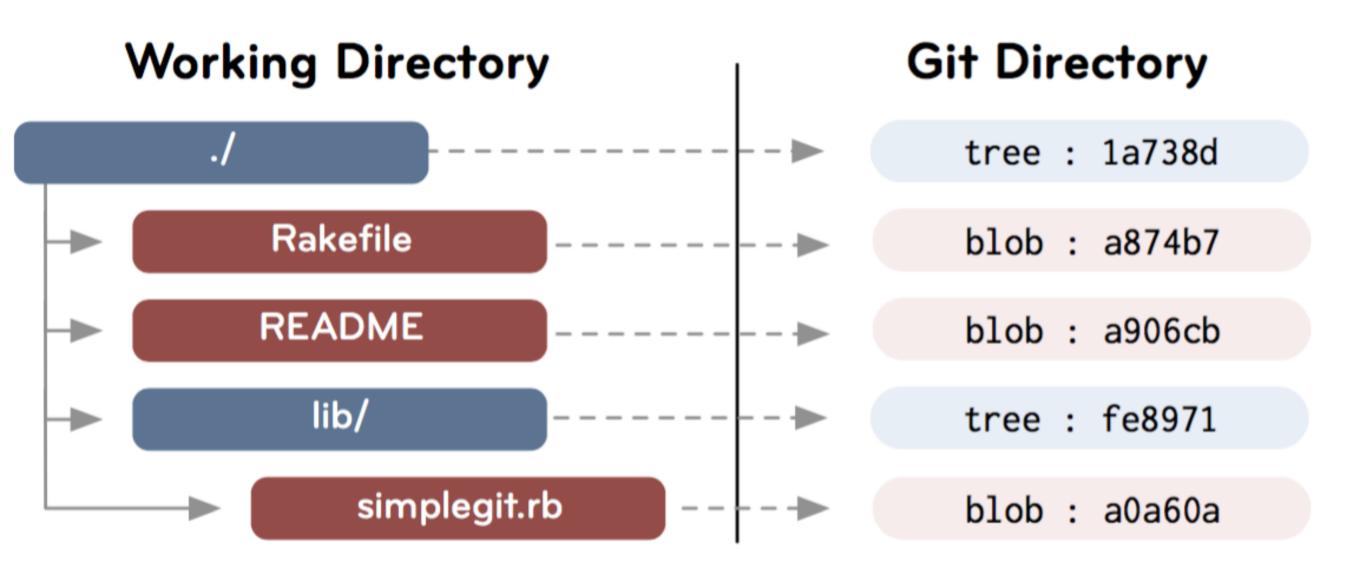
This library calls git commands and returns the output.

Author: Scott Chacon

blob: a906cb

Zlib::Deflate

#### The Tree



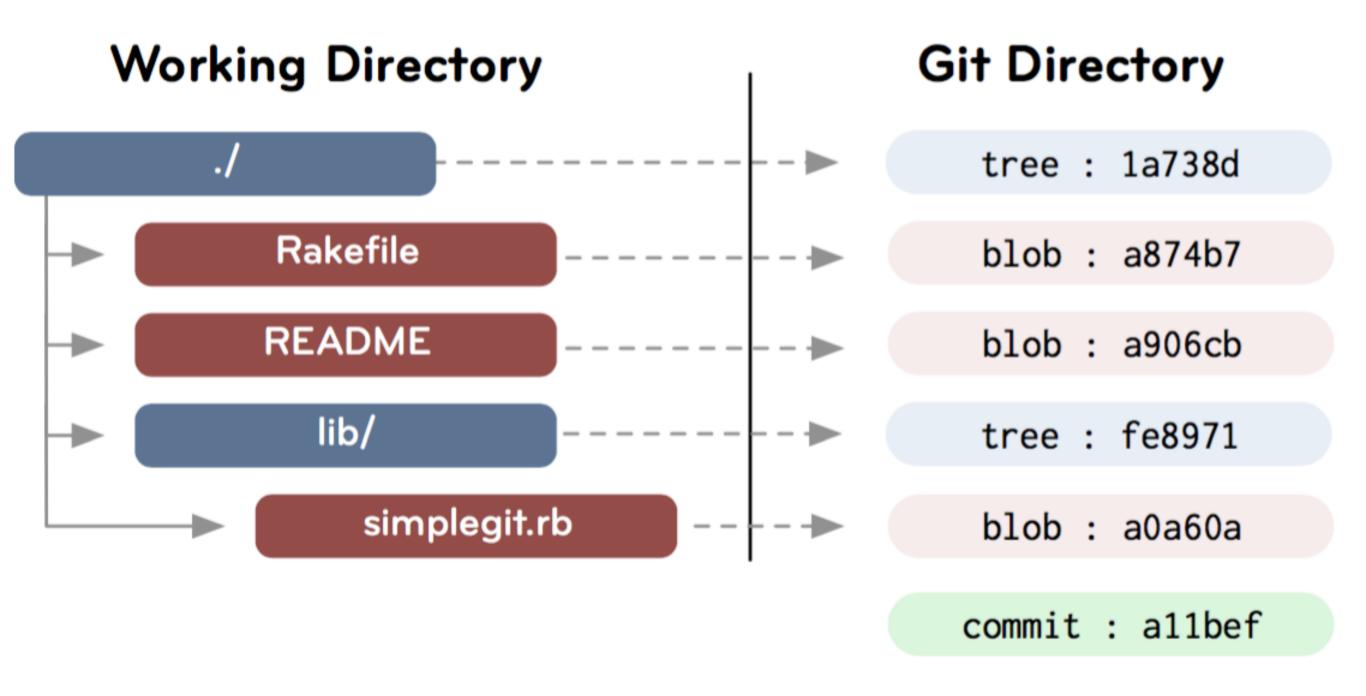
### The Tree

tree [content size]\0

100644 blob a906cb README 100644 blob a874b7 Rakefile 040000 tree fe8971 lib Zlib::Deflate

tree : 1a738d

#### **The Commit**



#### **The Commit**

#### commit [content size]\0

first commit

commit : allbef

# The Tag

#### tag [content size]\0

this is my v0.1 tag

```
object 0576fa

type commit

tag v0.1

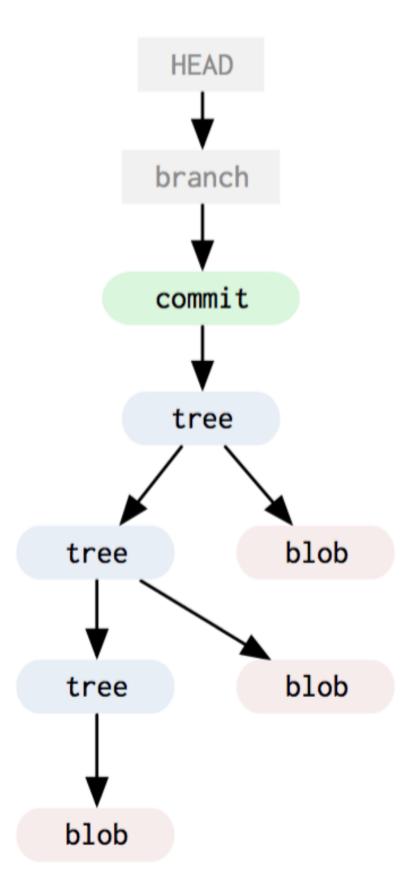
tagger Scott Chacon

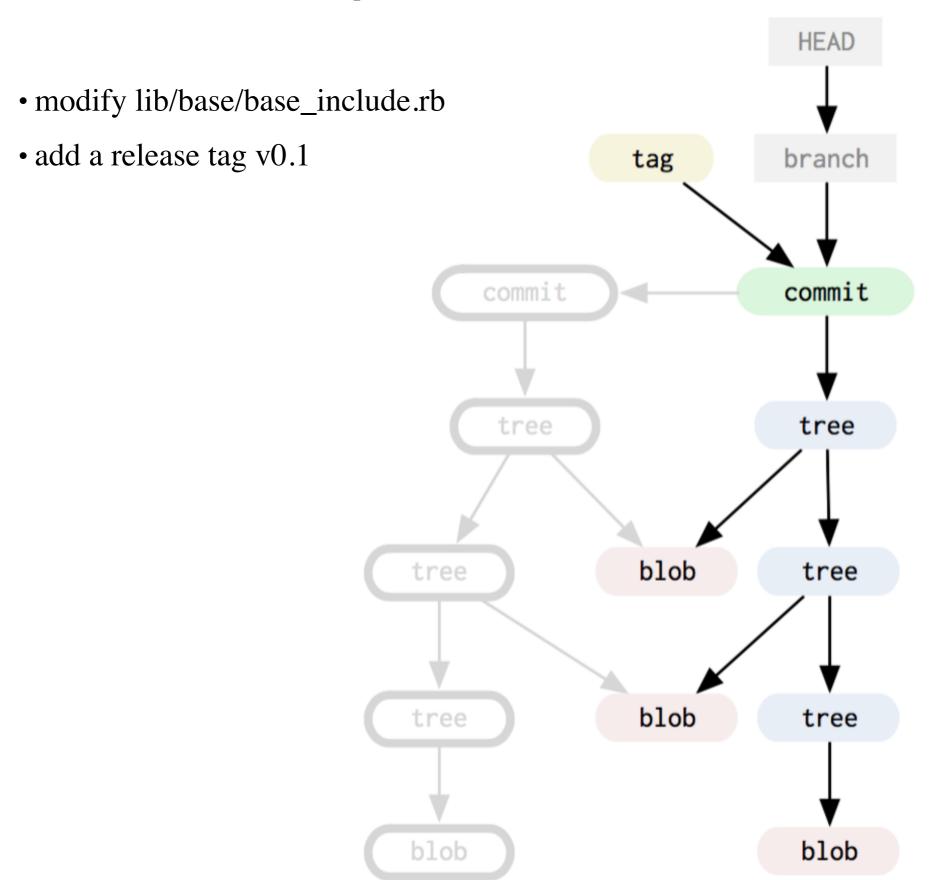
<schacon@gmail.com> 1205624655
```

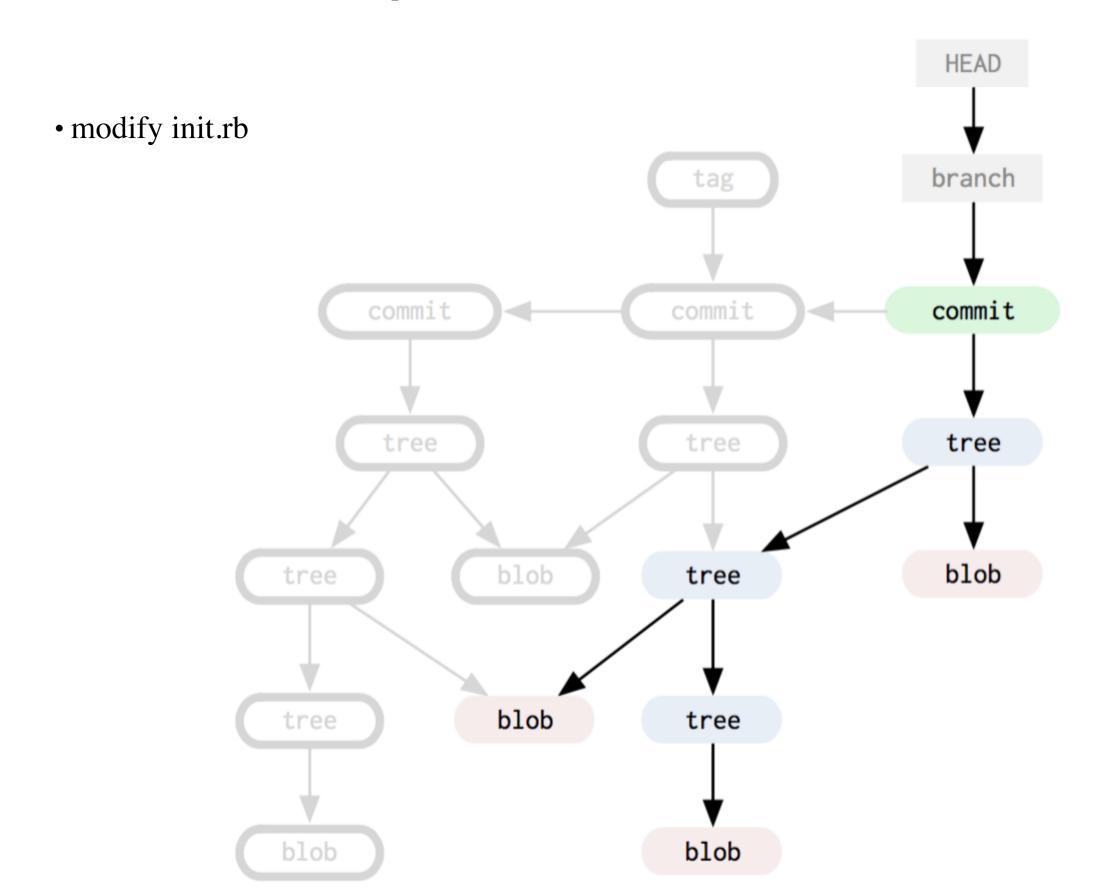
tag : 0c819c

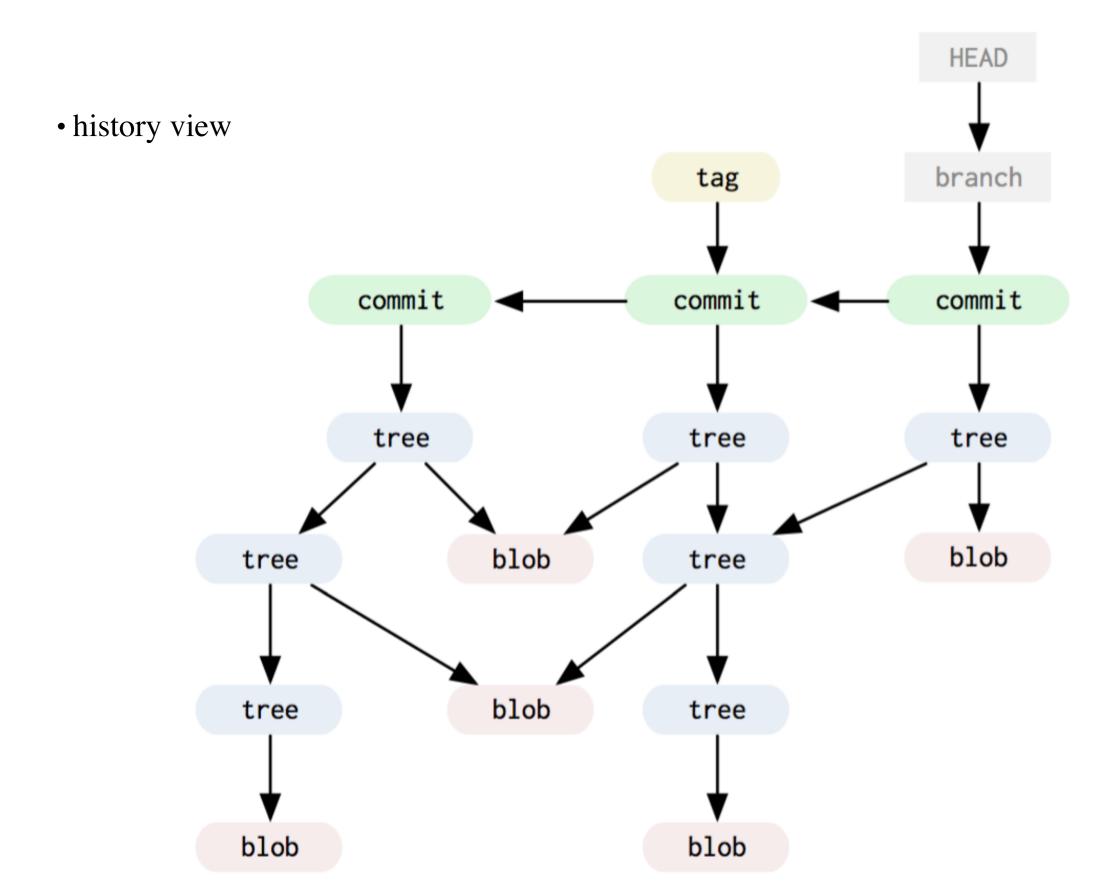
- current repository with one commit
- and its' logical structure

```
.
|-- init.rb
|-- lib
|-- base
| `-- base_include.rb
`-- my_plugin.rb
```





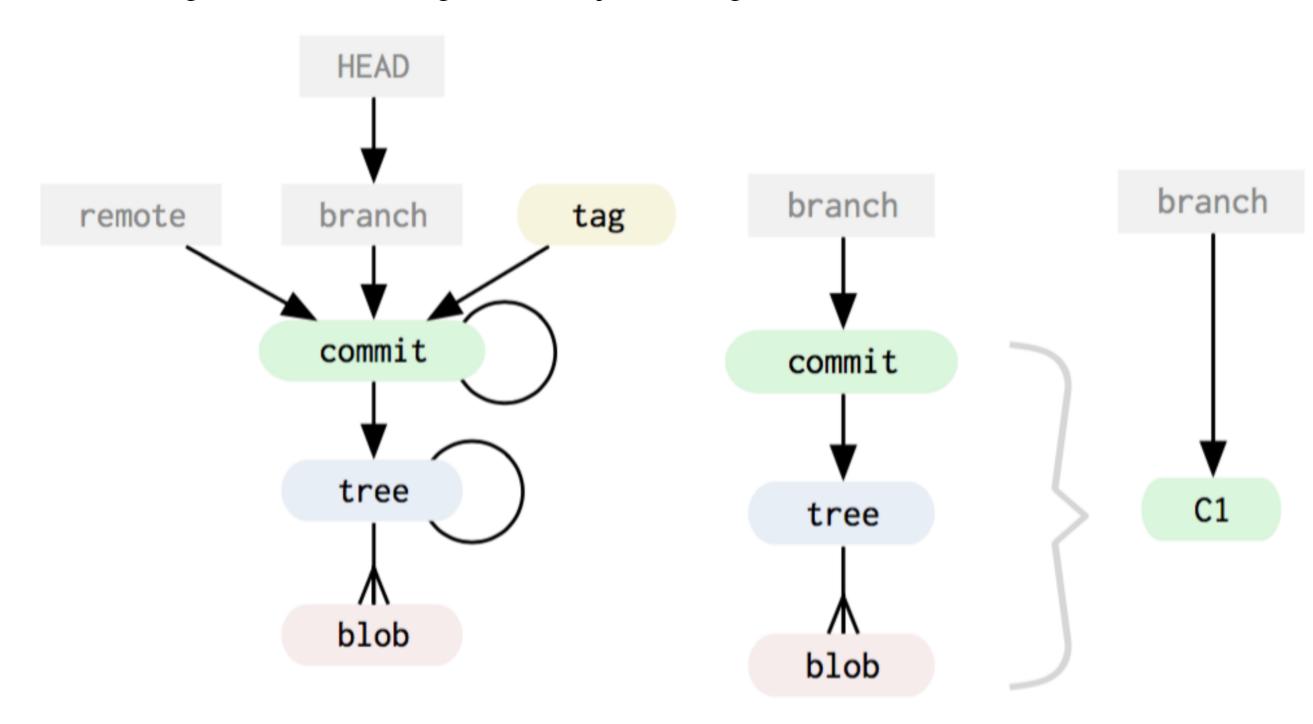




\$ git checkout v0.1 • git checkout v0.1 .git/refs/tags/v0.1 "0c819c" tag : 0c819c commit : allbef tree : 1a738d Rakefile blob : a874b7 **README** blob: a906cb lib tree : fe8971 simplegit.rb blob: a0a60a

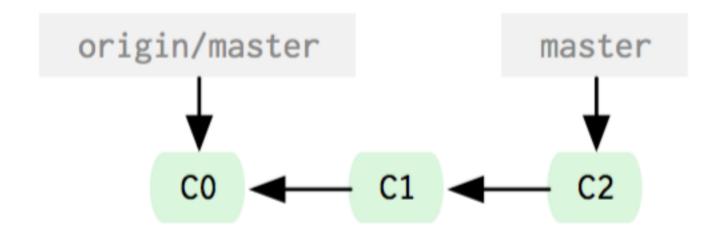
### **Internals - Branching and Merging**

- Branches resident in .git/ refs/heads
- Creating a branch is nothing more than just writing 40 characters to a file

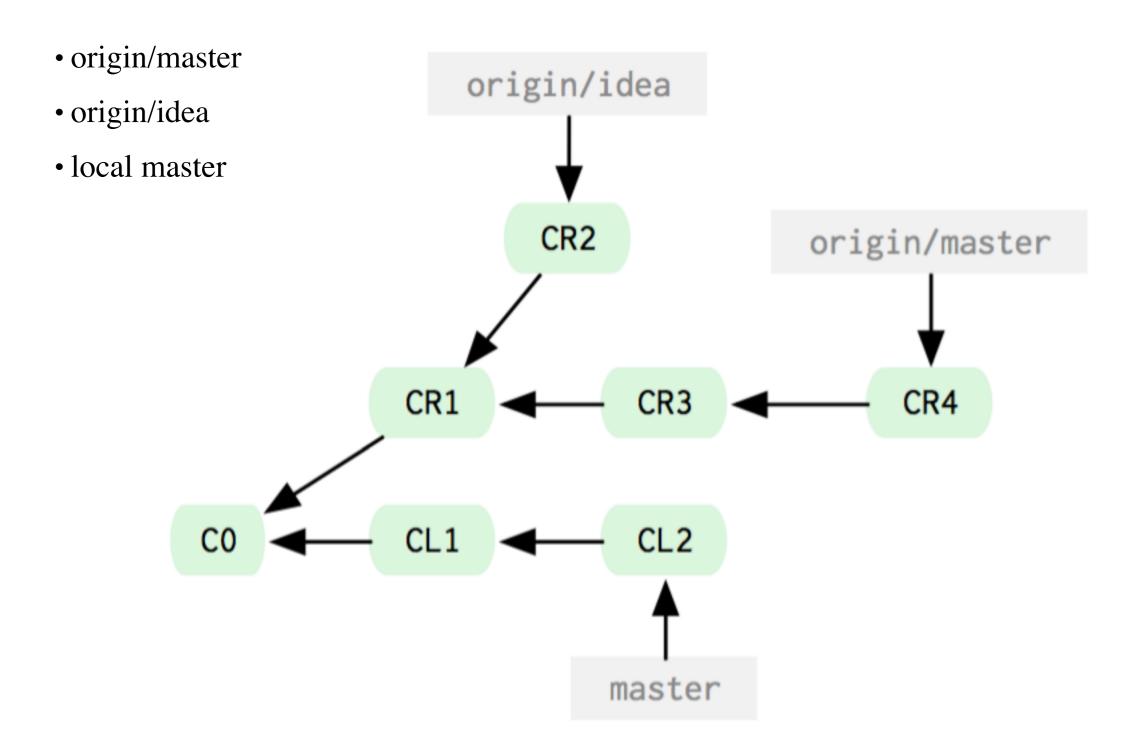


### **Internals - Remotes**

- origin/master
- local master

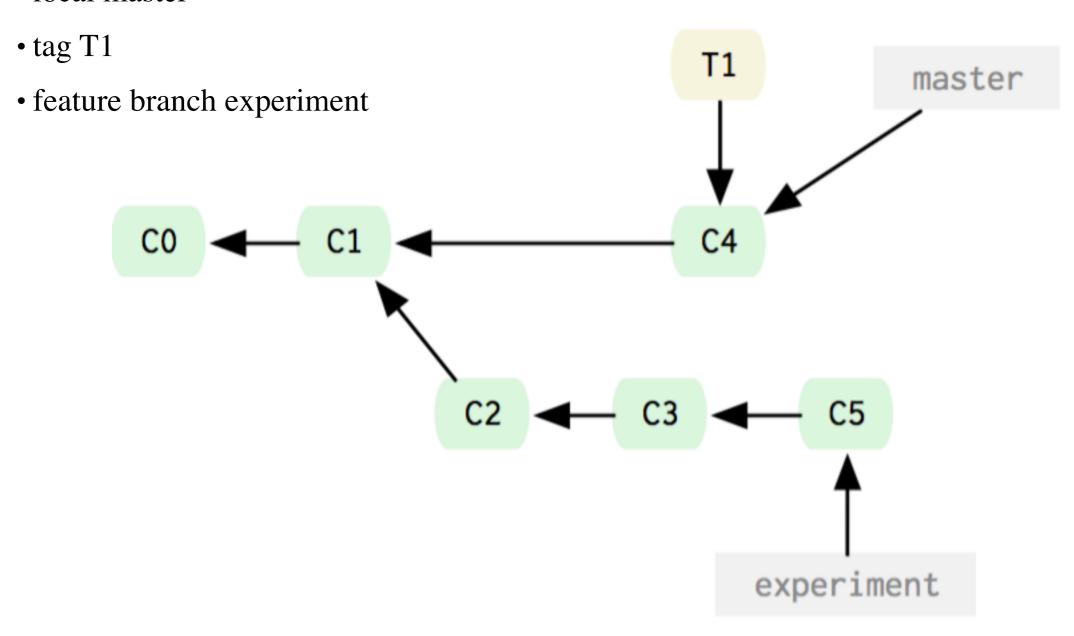


### **Internals - Remotes**



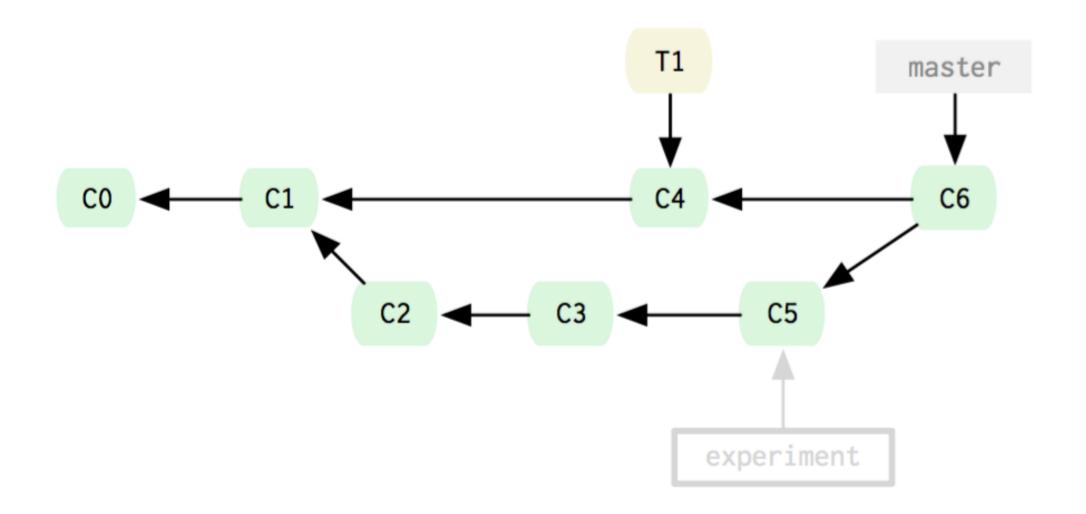
# **Internals - Merge**

• local master

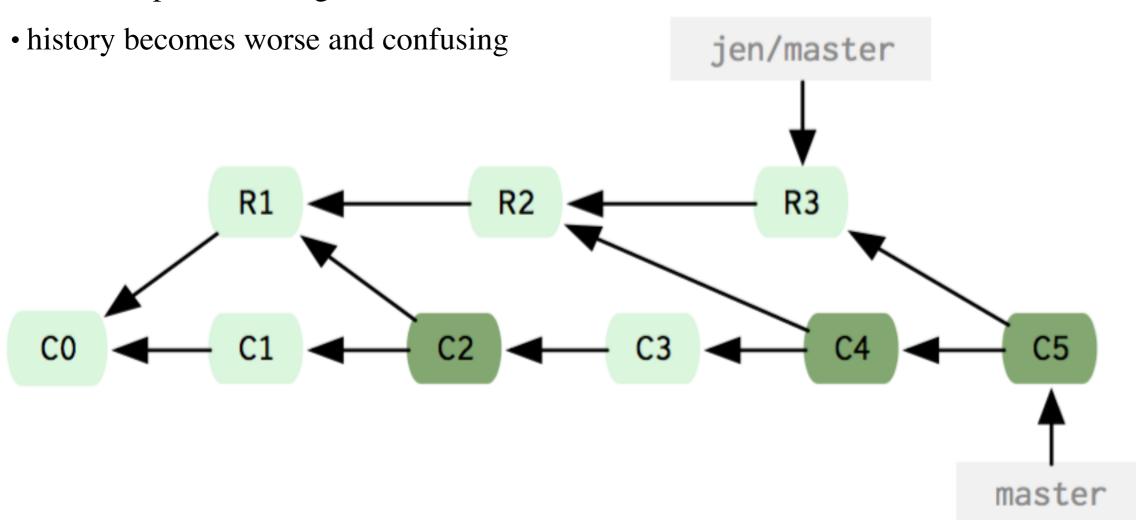


# **Internals - Merge**

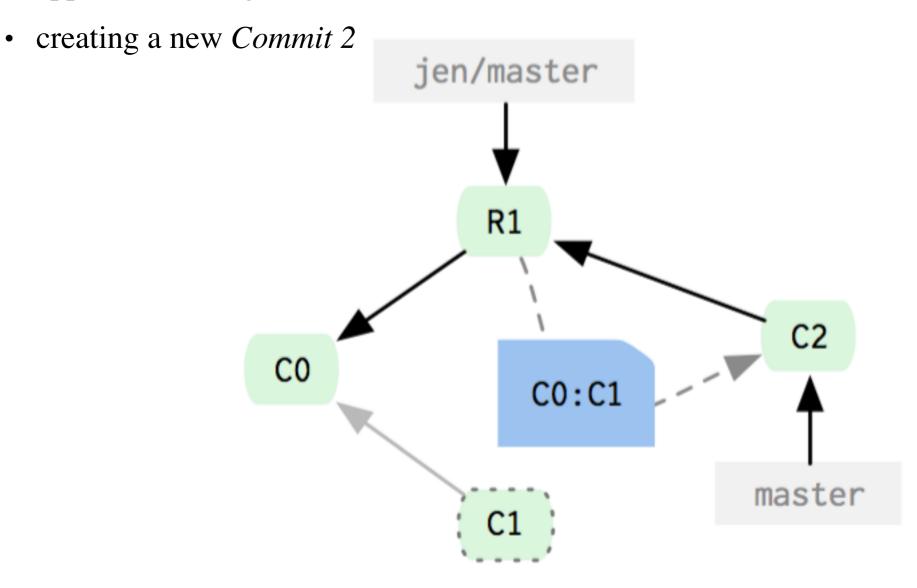
- merge experiment into master
- delete experiment branch



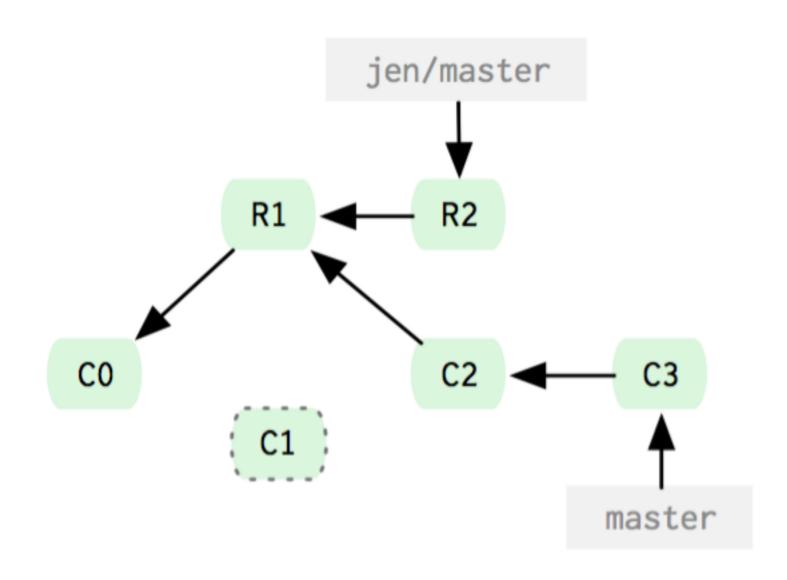
• commits, pull and merge

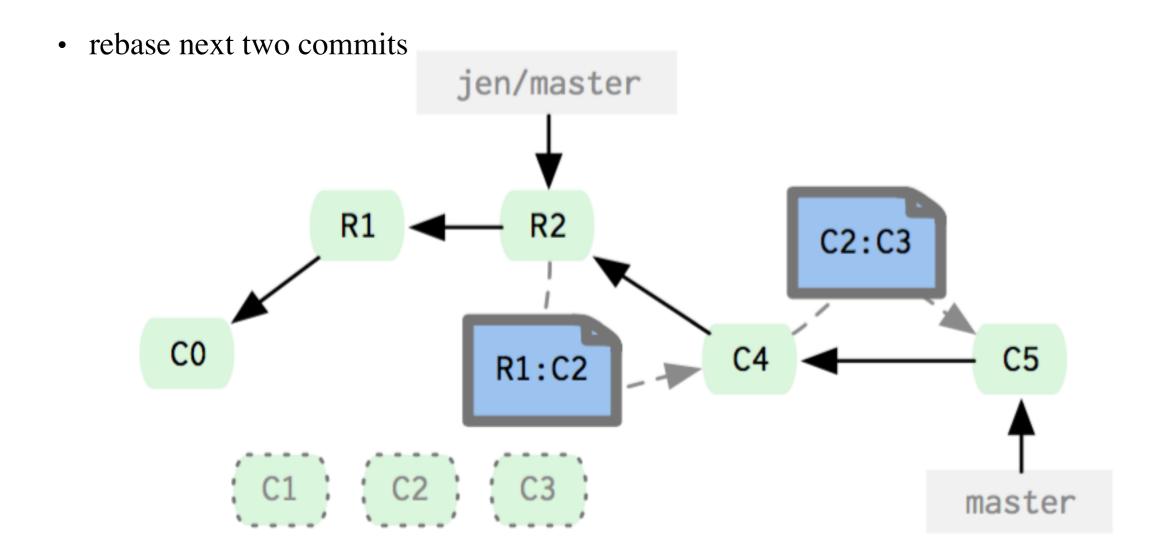


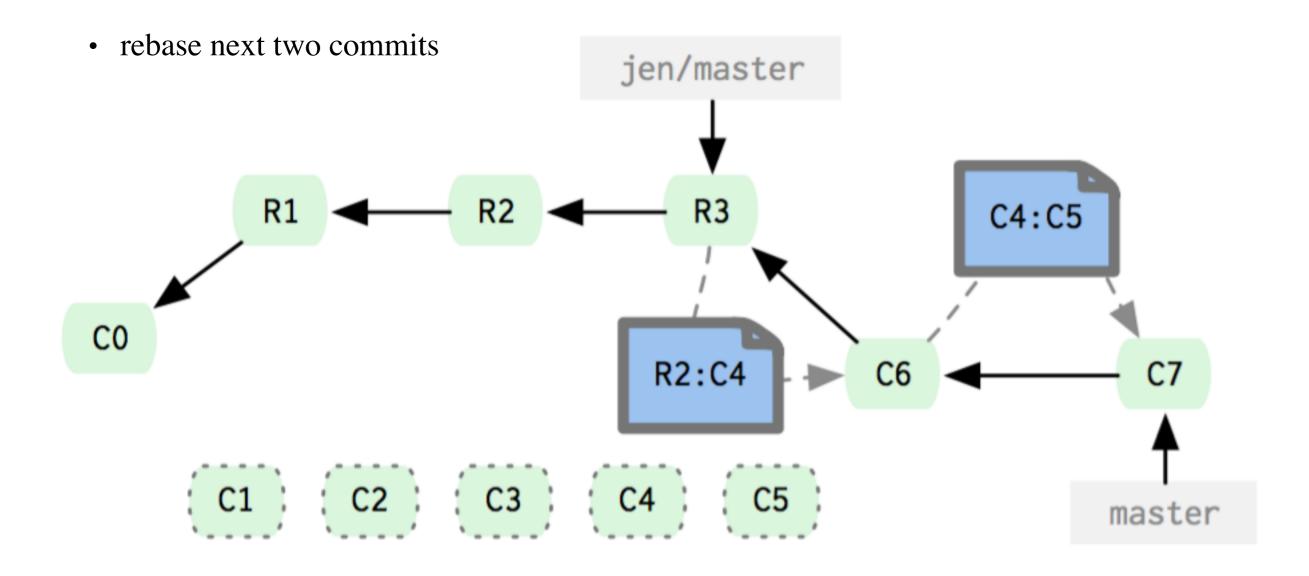
- orphans Commit 1
- applies the changes between Commit 0 and Commit 1 to the files in Remote Commit 1



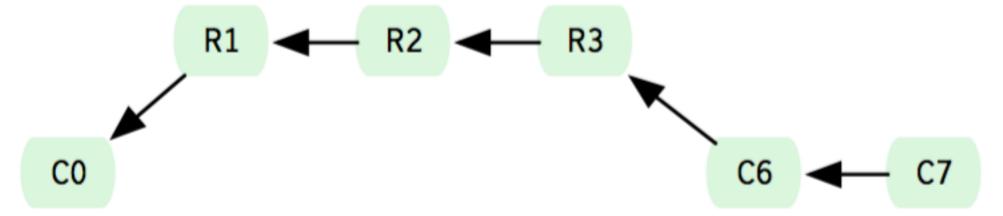
• as you'll remember, you and Jen both commit again



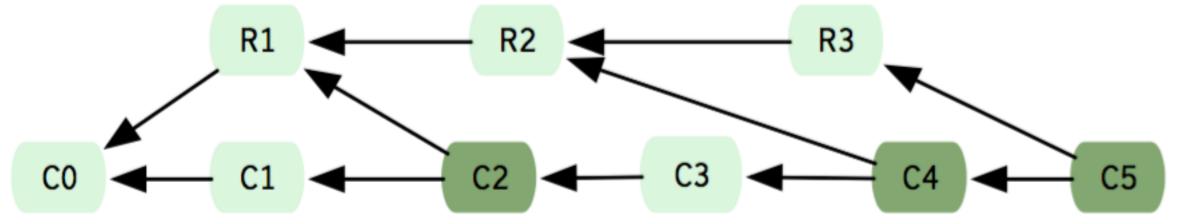




rebase with linear history



merge sucks a lot



**Play with Git** 

# Play with Git - config

- git config —global user.name "Dylan"
- git config —global user.email "dylanninin@gmail.com

## Or

• ~/.gitconfig

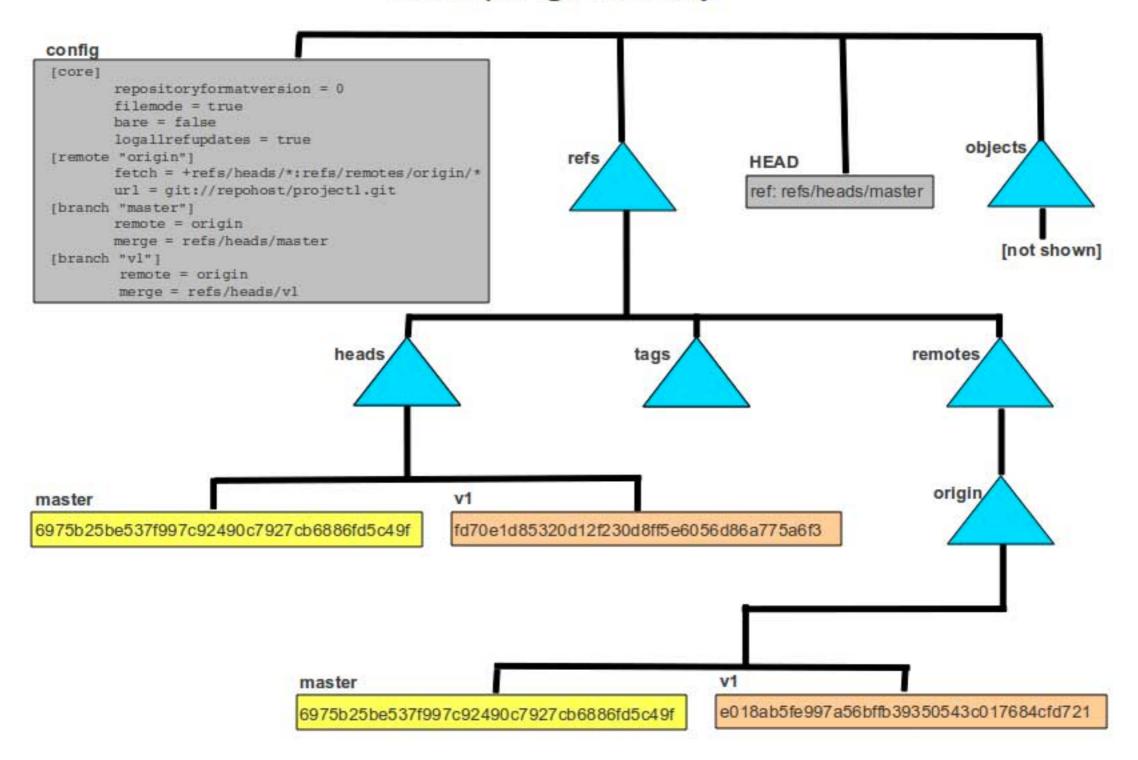
```
[user]
  name = Dylan
  email = dylanninin@gmail.com
[core]
  excludesfile = ~/.gitignore
  editor = vim
[alias]
  co = checkout
[log]
  date = relative
```

## More such example

https://gist.github.com/pksunkara/988716

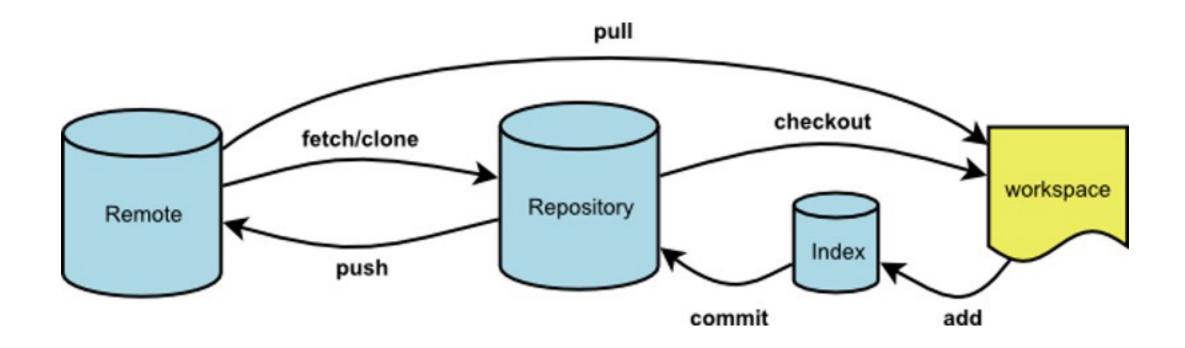
# Play with Git - .git directory

## A sample .git directory



# Play with Git - model

- repository/remote/workspace
- index area



# Play with Git - work hard

# Play with Git - help

- git help <command>|<concept>
- git help -a
- git help -g

## The common Git guides are:

```
attributes Defining attributes per path
everyday Everyday Git With 20 Commands Or So
glossary A Git glossary
ignore Specifies intentionally untracked files to ignore
modules Defining submodule properties
revisions Specifying revisions and ranges for Git
tutorial A tutorial introduction to Git (for version 1.5.1 or newer)
workflows An overview of recommended workflows with Git
```

'git help -a' and 'git help -g' list available subcommands and some concept guides. See 'git help <command>' or 'git help <concept>' to read about a specific subcommand or concept.

# Git Cheat Sheet

http://git.or.cz/

Remember: git command --help

Global Git configuration is stored in \$HOME/.gitconfig (git config --help)

#### Create

#### From existing data

cd ~/projects/myproject git init git add .

#### From existing repo

git clone ~/existing/repo ~/new/repo git clone git://host.org/project.git git clone ssh://you@host.org/proj.git

#### Show

Files changed in working directory git status

Changes to tracked files git diff

What changed between \$ID1 and \$ID2 git diff \$id1 \$id2

History of changes git log

History of changes for file with diffs git log -p \$file \$dir/ec/tory/

Who changed what and when in a file git blame \$file

A commit identified by \$ID git show \$id

A specific file from a specific \$ID git show \$id:\$file

All local branches

git branch

(star '\*' marks the current branch)

#### **Cheat Sheet Notation**

\$id : notation used in this sheet to represent either a commit id, branch or a tag name \$file : arbitrary file name \$branch : arbitrary branch name

#### Concepts

#### Git Basics

master : default development branch origin : default upstream repository HEAD : current branch

HEAD : current branch HEAD^ : parent of HEAD

HEAD~4: the great-great grandparent of HEAD

#### Revert

Return to the last committed state ait reset --hard



you cannot undo a hard reset

Revert the last commit

git revert HEAD Creates a new commit

Revert specific commit

git revert \$id

Creates a new commit

Fix the last commit

git commit -a --amend

(after editing the broken files)

Checkout the \$id version of a file git checkout \$id \$file

#### Branch

Switch to the \$id branch git checkout \$id

Merge branch1 into branch2 git checkout \$branch2 git merge branch1

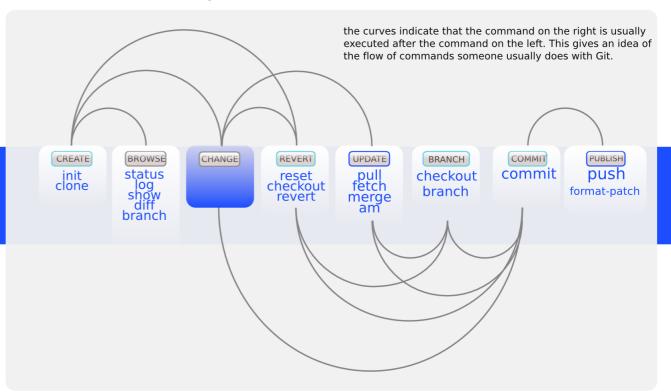
Create branch named \$branch based on the HEAD

git branch \$branch

Create branch \$new\_branch based on branch \$other and switch to it git checkout -b \$new branch \$other

Delete branch \$branch git branch -d \$branch

## Commands Sequence



### Update

Fetch latest changes from origin

git fetch

(but this does not merge them)

Pull latest changes from origin git pull (does a fetch followed by a merge)

Apply a patch that some sent you

git am -3 patch.mbox (in case of a conflict, resolve and use git am --resolved)

#### Publish

Commit all your local changes git commit -a

Prepare a patch for other developers git format-patch origin

Push changes to origin git push

Mark a version / milestone git tag v1.0

# eful Command

S

#### Finding regressions

git bisect start (to start)
git bisect good \$id(\$id is the last working version)
git bisect bad \$id (\$id is a broken version)

git bisect bad/good (to mark it as bad or good) git bisect visualize (to launch gitk and mark it) git bisect reset (once you're done)

Check for errors and cleanup repository

git fsck git gc --prune

Search working directory for foo() git grep "foo()"

#### To view the merge conclicts

git diff (complete conflict diff)
git diff --base \$file (against base file)
git diff --ours \$file (against your changes)
git diff --theirs \$file (against other changes)

To discard conflicting patch

git reset --hard git rebase --skip

erg

 $\geq$ 

esol

 $\alpha$ 

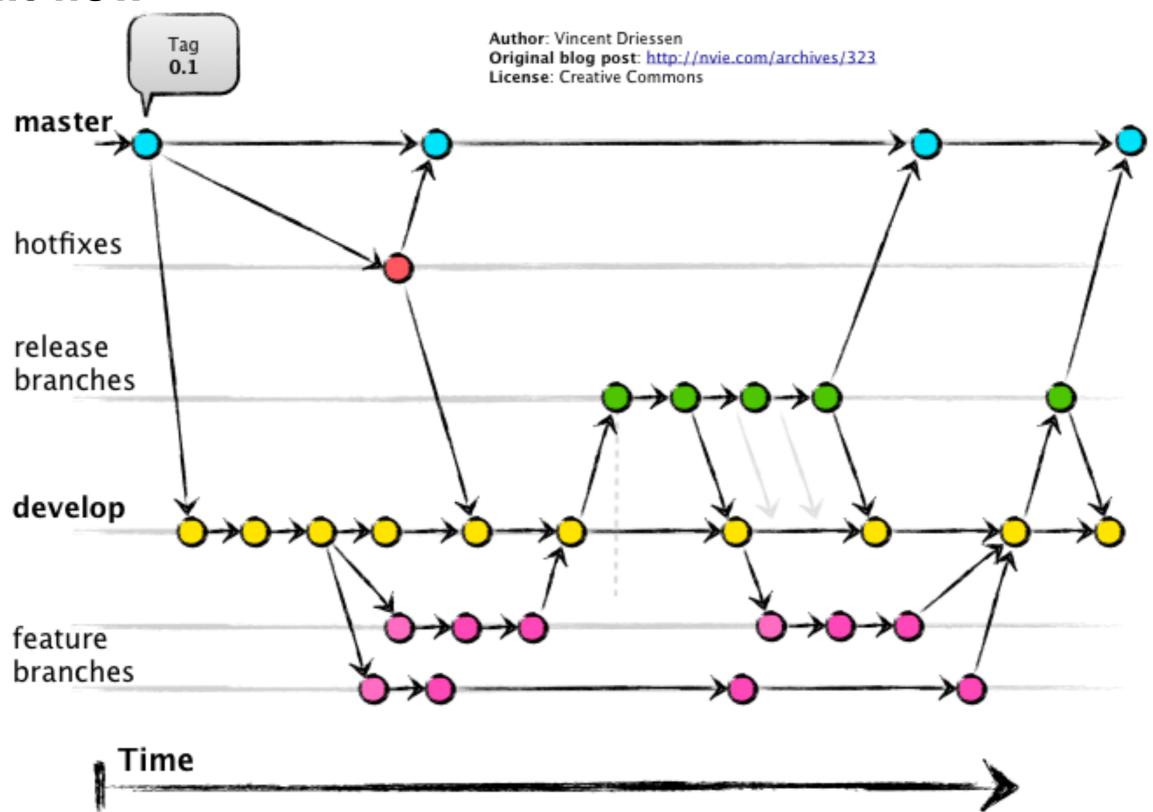
After resolving conflicts, merge with

git add \$conflicting\_file (do for all resolved files) git rebase --continue

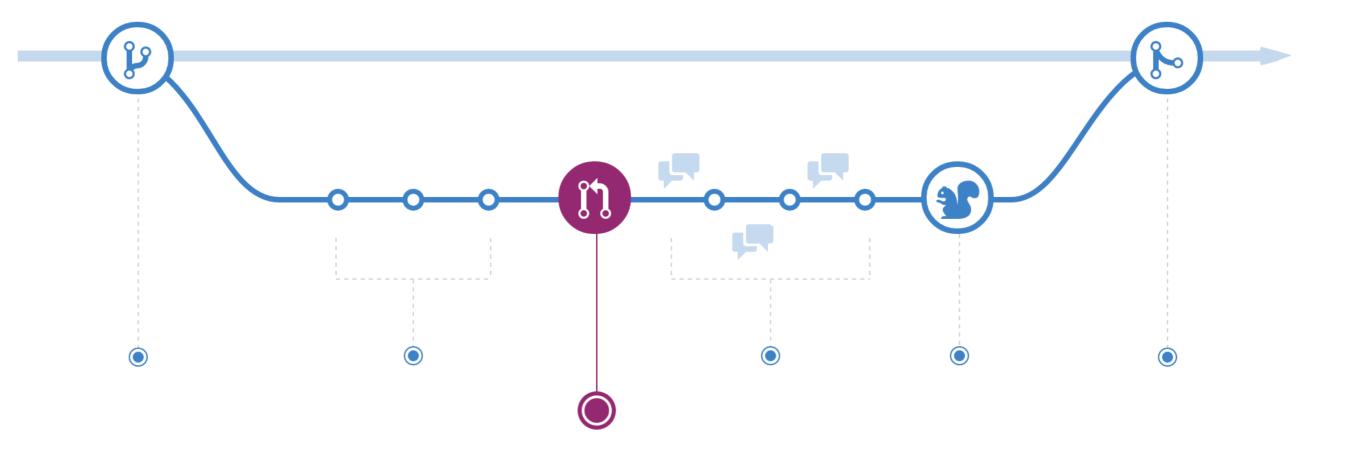
Zack Rusin Based on the work of Sébastien Pierre Xprima Corp.



## **Git-flow**



## **Github Flow**



create a branch

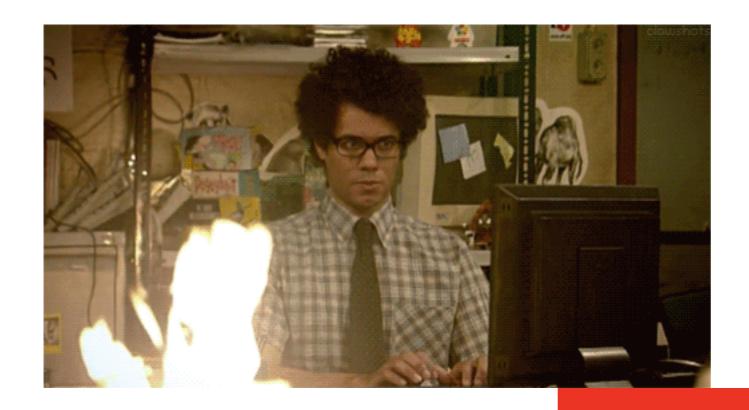
add commit s open a pull request

discuss & review

deploy

merge into master

## In case of fire



# In case of fire



- → 1. git commit
- 2. git push
- 3. leave building

**Q & A** 

## Reference

- Git: <a href="https://en.wikipedia.org/wiki/Git\_(software)">https://en.wikipedia.org/wiki/Git\_(software)</a>
- Linus on Git: <a href="https://www.youtube.com/watch?v=4XpnKHJAok8">https://www.youtube.com/watch?v=4XpnKHJAok8</a>
- Pro Git: <a href="http://git-scm.com/book">http://git-scm.com/book</a>
- Git Internals: http://git-scm.com/book/en/v1/Git-Internals
- Peepcode Git Internals: <a href="https://github.com/pluralsight/git-internals-pdf">https://github.com/pluralsight/git-internals-pdf</a>
- SHA-1: <a href="https://en.wikipedia.org/wiki/SHA-1">https://en.wikipedia.org/wiki/SHA-1</a>
- Facebook's git repo is 54GB: <a href="https://news.ycombinator.com/item?id=7648237">https://news.ycombinator.com/item?id=7648237</a>
- Git Branching model: <a href="http://nvie.com/posts/a-successful-git-branching-model/">http://nvie.com/posts/a-successful-git-branching-model/</a>
- Github Flow:
  - http://scottchacon.com/2011/08/31/github-flow.html
  - https://guides.github.com/introduction/flow/