

Gettin' the hang of git

Version control and why git matters



What we'll talk about

- Collaborative software development
- Struggles and problems
- git – how does git work?
- Basic workflow (to *git gud*(๐_๐))
- Hints regarding RoboLab 2018

Feel free to raise your hand and ask questions.



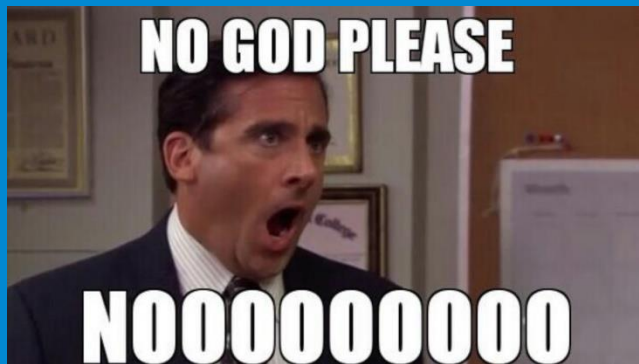
Software Engineering in a team

- Complex projects require teams of developers
 - Modern SE is collaborative and distributed
 - Division of labor as central aspect
 - Integration of sub parts to one whole
- How do you manage the code base?



Easy!

USB drives! Just share source code between colleagues via flash drives!



Problems with the “easy” solution

- Division of labor is difficult
- File corruptions and other catastrophes?
- Undo changes?
- Versioning?
- Recover from chaos, hate and despair?
- **What is the current common work base?**



Version Control System (VCS)

- Tracking of distributed documents and changes to them
- **Source code management**
- Recover previous states
- Automatic integration (merging) of changes and revisions
- Essential for organization of multi-developer-projects

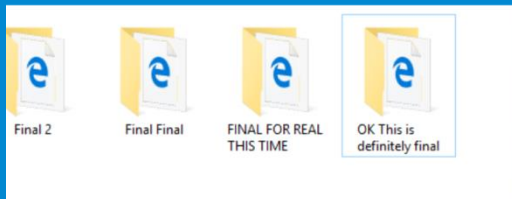




I prefer the real version control



I said the *real* version control



Perfection



git to the rescue



- Distributed VCS
- Cooperative working on a project
- Managing projects in form of repositories
- Support by web-based hosting services like GitHub or Bitbucket
- Available for Linux, Windows and macOS



The guts of git

- Every developer works on a local copy of the project (local repository)
- git manages changes in the form of commits
- Commits are published on remote repositories
- Developers can integrate changes of other devs by using the remote repository



How to get git

Debian/Ubuntu/WSL

```
sudo apt-get install git-all
```

Windows

- git bash: <https://git-scm.com/download/windows>
- WSL (Windows Subsystem for Linux)

macOS

<https://git-scm.com/download/mac>



git – basic workflow

Every directory can be managed by git.

```
git init
```

or

```
git clone <url>
```

- Initializes/copies a repository in the current working directory
- Now files can be added to the index
- git manages all files that were added to the index



git init – result

```
Sinthu@Sinthu-pc MINGW64 /d/Development/myRepository
```

```
$ git init
```

```
Initialized empty Git repository in D:/Development/myRepository/.git/
```

```
Sinthu@Sinthu-pc MINGW64 /d/Development/myRepository (master)
```

```
$ ls -lha
```

```
total 8.0K
```

```
drwxr-xr-x 1 Sinthu 197609 0 Feb 18 17:39 ./
```

```
drwxr-xr-x 1 Sinthu 197609 0 Feb 18 17:38 ../
```

```
drwxr-xr-x 1 Sinthu 197609 0 Feb 18 17:39 .git/
```

hidden folder for
git

```
Sinthu@Sinthu-pc MINGW64 /d/Development/myRepository (master)
```

```
$
```

master branch
(explained later)

git – basic workflow

```
git clone <url>
```

- Copies an existing repository in the current working directory
- URL specifies the location of the remote



git – basic workflow

- After initialization or cloning, work can be done on files
- Creating/updating/deleting files
- git registers changes in the current working directory
- Changes can then be published
- add, commit, branch, push , pull and merge are elementary commands



status of the repository

```
git status
```

- Summary of changes since the last commit
- Lists new, deleted and changed files
- Tool to decide which changes should be included in the next commit



git status - result

```
Sinthu@Sinthu-pc MINGW64 /d/Development/myRepository (master)
```

```
$ git status
```

```
On branch master
```

```
Changes not staged for commit:
```

```
(use "git add <file>..." to update what will be committed)
```

```
(use "git checkout -- <file>..." to discard changes in working directory)
```

```
modified: sourcecode.py
```

Tracked, but modified

```
Untracked files:
```

```
(use "git add <file>..." to include in what will be committed)
```

```
newfile.py
```

Not in the
index yet

```
no changes added to commit (use "git add" and/or "git commit -a")
```


git – basic workflow

Adding files to the git index is called staging.

```
git add <filename>
```

adds file <filename>
to the index

```
git add *.<extension>
```

adds all files of extension
<extension> to the index

```
git add .
```

adds all files to the index



Adding changes and status check

```
Sinthu@Sinthu-pc MINGW64 /d/Development/myRepository (master)
```

```
$ git add newfile.py
```

adding
newfile.py

```
Sinthu@Sinthu-pc MINGW64 /d/Development/myRepository (master)
```

```
$ git status
```

```
On branch master
```

```
Changes to be committed:
```

```
(use "git reset HEAD <file>..." to unstage)
```

```
    new file:   newfile.py
```

A new file in the
commit
appeared!

```
Changes not staged for commit:
```

```
(use "git add <file>..." to update what will be committed)
```

```
(use "git checkout -- <file>..." to discard changes in working directory)
```

```
    modified:   sourcecode.py
```

I'm not new, but
different

git commit

„A commit describes and adds a set of changes on resources to a repository.“



git commit

```
git commit -m "commit message"
```

- Bundles changes to a commit
- Changes are committed to the VCS and saved locally
- commit message
 - Should be a meaningful description of changes made by the dev
 - Is visible information for other developers



The emphasis lays on meaningful...

Bad commit messages I encountered @robolab and/or @work:

```
git commit -m "still crashes -.- pls end me!"
```

```
git commit -m "fixed some merge conflict sh*t"
```

```
git commit -m "kill it! just kill it with fire."
```

```
git commit -m "what am even I doing with my life?"
```



Preppin' a little commit...

```
Sinthu@TrentsThinkpad MINGW64 /c/Development/myRepository (master)
$ git status
On branch master
Changes not staged for commit:
  (use "git add <file>..." to update what will be committed)
  (use "git checkout -- <file>..." to discard changes in working directory)
```

```
        modified:   modified.py
```

```
no changes added to commit (use "git add" and/or "git commit -a")
```

```
Sinthu@TrentsThinkpad MINGW64 /c/Development/myRepository (master)
$ git add modified.py
```

```
Sinthu@TrentsThinkpad MINGW64 /c/Development/myRepository (master)
$ git status
On branch master
Changes to be committed:
  (use "git reset HEAD <file>..." to unstage)
```

```
        modified:   modified.py
```

```
Sinthu@TrentsThinkpad MINGW64 /c/Development/myRepository (master)
$ git commit -m "fixed issue #25. introduced unicorns"
[master b26661f] fixed issue #25. introduced unicorns
1 file changed, 4 insertions(+)
```

git commit

- Every commit can be identified by a hash value associated to it
- Repositories can be reset to a previous state with the hash values
- Commits are initially local and only influence your own working directory

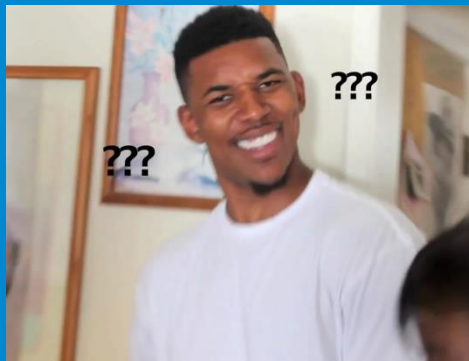


Now, you might ask yourself...

How is this process collaborative?

How do you publish your changes?

And most important: where do you publish your changes to?



git remote got you covered

```
git remote add <alias> <url>
```

- Connects local repository with a remote repository
- <alias>: alias, under which the remote is known locally
- <url>: location of the remote repository

```
git remote -v
```

- Lists all available remote repositories



Establishing some connections

```
Sinthu@Sinthu-pc MINGW64 ~/Desktop/git slides (master)
```

```
$ git remote -v
```

```
Sinthu@Sinthu-pc MINGW64 ~/Desktop/git slides (master)
```

```
$ git remote add origin https://github.com/edisonrent1337/gitslides.git
```

```
Sinthu@Sinthu-pc MINGW64 ~/Desktop/git slides (master)
```

```
$ git remote -v
```

```
origin https://github.com/edisonrent1337/gitslides.git (fetch)
```

```
origin https://github.com/edisonrent1337/gitslides.git (push)
```



Mapping of aliases and remote
URLs

git remote – update URL

```
git remote set-url <alias> <url>
```

- Updates the remote URL of a given alias
- You need this instruction later when starting to work with the template



Share your bugs with the world!™

```
git push <alias> <branch>
```

- Pushes all unpublished commits on the branch <branch> of the remote repository called <alias>
- origin is default local alias for remote repository
- Alias simplifies pushes, fully qualifying the URL is not required
- Authentication is required every time when using https



A successful push

```
Sinthu@Sinthu-pc MINGW64 ~/Desktop/git slides (master)
$ git push origin master
Counting objects: 3, done.
Delta compression using up to 4 threads.
Compressing objects: 100% (2/2), done.
Writing objects: 100% (3/3), 94.24 KiB | 0 bytes/s, done.
Total 3 (delta 1), reused 0 (delta 0)
remote: Resolving deltas: 100% (1/1), completed with 1 local object.
To https://github.com/edisontrrent1337/gitslides.git
   c36ffce..f7d7803  master -> master
```

Commits on Dec 13, 2017

fixed #53 and #59



edisontrent1337 committed on 13 Dec 2017



1d04f88



fixed #40



edisontrent1337 committed on 13 Dec 2017



6a85698



Commits on Dec 10, 2017

fixed button issue with a hack



edisontrent1337 committed on 10 Dec 2017



2f57f7d



added image button support to all views.



edisontrent1337 committed on 10 Dec 2017



b1501f7



householding before changes



edisontrent1337 committed on 10 Dec 2017



929f67c



Commits on Dec 9, 2017

further bug fixes: fixed zoom related issues with distance markers.



edisontrent1337 committed on 9 Dec 2017



31eec8a



Branches – let's get crazy

- Represent **separate history** of a state of the repository
 - Separate **views** on the same repository
- Used to develop features **independently** from other branches and developers
- **master** is the default branch



git branch

```
git branch <name>
```

- Creates a new branch called <name>
- Branch is an exact copy of the current branch
→ both branches are even

```
git checkout <branch>
```

- Changes the current branch to <branch>
- Future changes now only apply to new branch



Dude... check out 'git checkout'

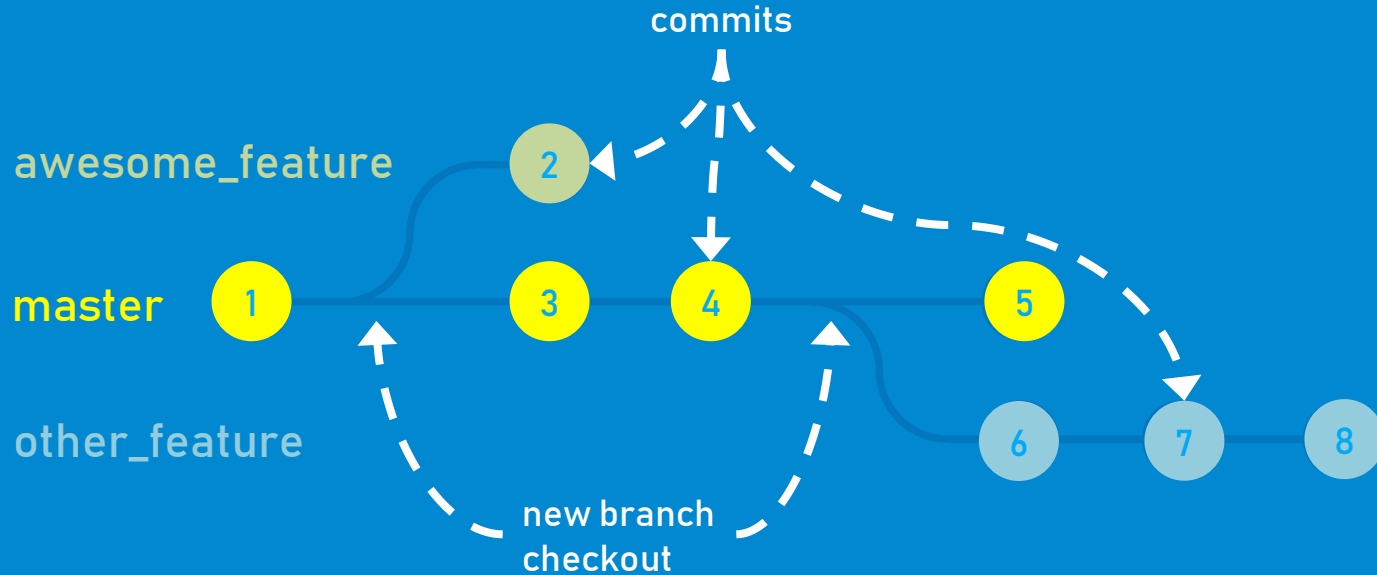
- Enables changing between views of different objects in the repository
- git checkout works for single files, commits and branches

```
git checkout -b <branch>
```

- Short form for creating a branch and changing to it immediately



Branching visualized



Staying up-to-date

How to integrate the new bugs my colleague just programmed?



git pull

```
git pull
```

- Fetches the most recent state of the remote repository
- Local view of the repository gets updated
- Short hand for fetching remote state and auto merging
- git tries to auto-merge both versions of the codebase

What could possibly go wrong?



Sinthu@Sinthu-pc MINGW64 /d/Development/ANDROID/Split (master)

\$ git pull

Removing core/src/com/trent/split/utils/colors/HSLColor.java

Removing core/src/com/trent/split/utils/colors/DynamicColor.java

Auto-merging core/src/com/trent/split/controller/eventhandling/EventBus.java

Merge made by the 'recursive' strategy.

android/assets/ui/uiSkin.json	6	+-
core/src/com/trent/split/controller/AssetUser.java	4	+-
.../com/trent/split/controller/ParticleEngine.java	5	+-
.../trent/split/controller/WorldController.java	32	+++--
.../controller/collision/CollisionController.java	16	+-
.../split/controller/eventhandling/DataEvent.java	22	+++
.../{EventManager.java => EventBus.java}	149	+++++++-----
.../split/controller/input/InputController.java	43	++++-
.../split/controller/level/LevelGenerator.java	44	++++--
.../split/models/barricades/DoubleBarricade.java	3	+
.../split/models/barricades/SingleBarricade.java	3	-
.../trent/split/models/camera/InGameCamera.java	65	+++++--
.../split/models/collectibles/Collectible.java	11	+-
.../com/trent/split/models/particles/Particle.java	1	-
core/src/com/trent/split/screens/AssetLoader.java	3	+
core/src/com/trent/split/ui/actions/UIActions.java	2	+-
.../src/com/trent/split/ui/views/GameOverView.java	72	++++-----
.../src/com/trent/split/ui/views/MainMenuView.java	117	+++++++-----
core/src/com/trent/split/ui/views/TestView.java	5	+
core/src/com/trent/split/ui/views/UIView.java	31	+++--
core/src/com/trent/split/utils/Utils.java	24	++--
.../com/trent/split/utils/colors/DynamicColor.java	89	-----
.../src/com/trent/split/utils/colors/HSLColor.java	116	-----

31 files changed, 563 insertions(+), 540 deletions(-)

create mode 100644 core/src/com/trent/split/controller/eventhandling/DataEvent.java

rename core/src/com/trent/split/controller/eventhandling/{EventManager.java => EventBus.java} (89%)

delete mode 100644 core/src/com/trent/split/utils/colors/DynamicColor.java

delete mode 100644 core/src/com/trent/split/utils/colors/HSLColor.java

git merge



git merge – The integration step

```
git merge <otherbranch>
```

- Integrates state of <otherbranch> into current branch
- Is always triggered on a pull
- If merge fails (and boy they do), you are presented with merge-conflicts

That sounds terrifying, because at first, it is!



A simple file in conflict

conflict resolution
markers

```
<<<<<< HEAD:hello_world.py
```

```
print("Hello World!")
```

```
=====
```

```
print("Hello!")
```

```
print("Good Bye, World!")
```

```
>>>>>> 24b9b78:hello_world.py
```

} local version

} remote version

hello_world.py



Resolve the conflict by hand

- Remove the conflict resolution markers
- Craft a solution of the code that fits your needs
- Solution can be a mix of the local and remote state
- Add the resolved files, commit and push them



Faith in humanity restored

```
print("Hello World!")  
print("Good Bye, World!")
```

hello_world.py



local version

remote version



merged version



Merge conflicts

- Conflicts occur if...
 - Remote changes were not integrated properly
 - Remote and local state of files or branches differ “too much”
- So please...
 - Always pull remote changes before you start working
 - Communicate in your team to avoid merge conflicts
 - Use branches to divide work
 - Avoid multiple people working on the same file



Undoing your screwing

```
git reset
```

- Unstages a commit in progress but your local changes stay

```
git reset --hard
```

- Unstages all files and **deletes** all changes since last commit
- Do not do this if there is work you want to keep!



Almost done

Any general questions before we tackle details to git during RoboLab2018?



Hints regarding the internship

- The use of git is mandatory
- Commit on a regular basis, avoid 1000 line monolithic commits
- Commit quality and frequency can influence your grade
- Commits should be evenly distributed between all team members
- On exam day, the last state of the master branch counts



Gettin' started

1. Create a **Bitbucket** account & tell your tutor your username, also install git (🙏🙏)
2. You will be granted access to the **robolab-template** repository
3. Only one of the team members **clones** the repository using the following instruction (recursively!!)

```
git clone --recursive  
"https://github.com/7HAL32/robolab-template"
```



Gettin' started

4. Change the remote URL to point to your own team repository on Bitbucket that we prepared for you, using

```
git remote set-url origin  
"https://bitbucket.org/robofab-spring-18/group-<id>"
```

Replace <id> with your group id with leading zeros!

5. Verify that the remote now points to your team repo with

```
git remote -v
```



Getting' started

6. Perform an initial commit and push it using

```
git push origin master
```

7. All remaining team members clone the freshly populated team repo using:

```
git clone "https://bitbucket.org/robofab-spring-18/group-<id>"
```



Last advice for working with git

- Be careful!
- Read the documentation!
- Do not blame the software, blame yourself!
- Talk to each other to avoid conflicts!

And of course: Have fun!



Done. It's time to GIT GUD

Any questions remaining?

Please ask!

