

# Version Control Systems: Git & GitHub

## CMP9134: Software Engineering

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6 February 2026

# Lab Session's Agenda

- 1 Why Version Control?
- 2 Version Control Systems
- 3 The Core Cycle: Status, Add, Commit
- 4 Reverting to Previous Versions
- 5 GitHub & Remotes

# Agenda

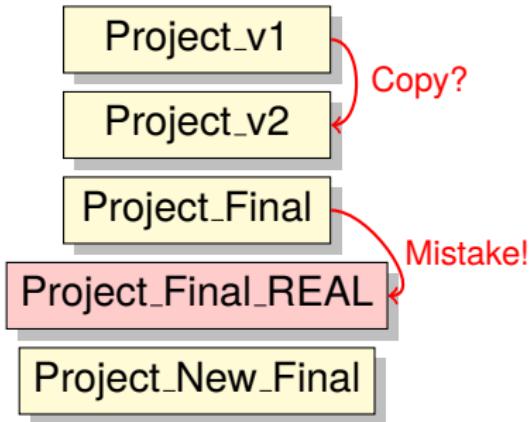
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# The "Copy-Paste" Method

*"I'll just make a copy of the folder before I try this risky change..."*

## The Result:

- Hard to find the right file.
- Wastes disk space.
- "Which 'Final' is the real one?"



# Collaboration

**The Scenario:** You and a teammate are working on the same codebase.

- You both make changes to the same file.
- You email each other the updated files.
- You accidentally overwrite each other's work.
- Now you have two conflicting versions of the same file.
- Who has the latest changes? How do you merge? How do you keep track of who did what? ...

# The Solution: Version Control Systems (VCS)

A VCS is a system that records changes to a file system over time.

## Key Benefits:

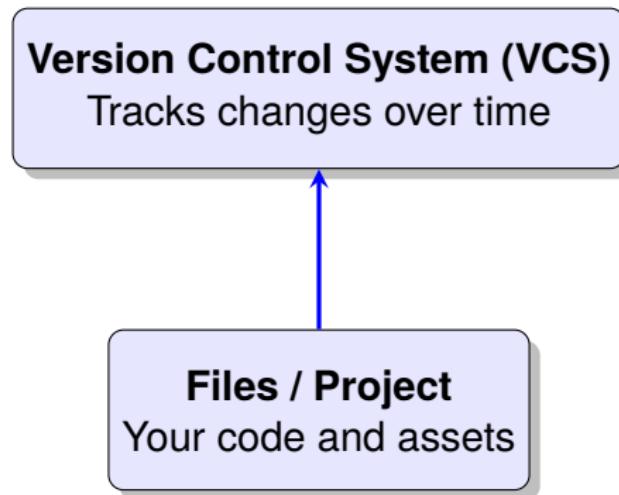
- ① **History:** You can see exactly *who* changed *what* and *when*.
- ② **Revert:** Made a mistake? Go back to yesterday's version instantly.
- ③ **Collaboration:** Multiple people can work on the same file without overwriting each other.
- ④ **Backup:** Your code exists on your machine AND the cloud.

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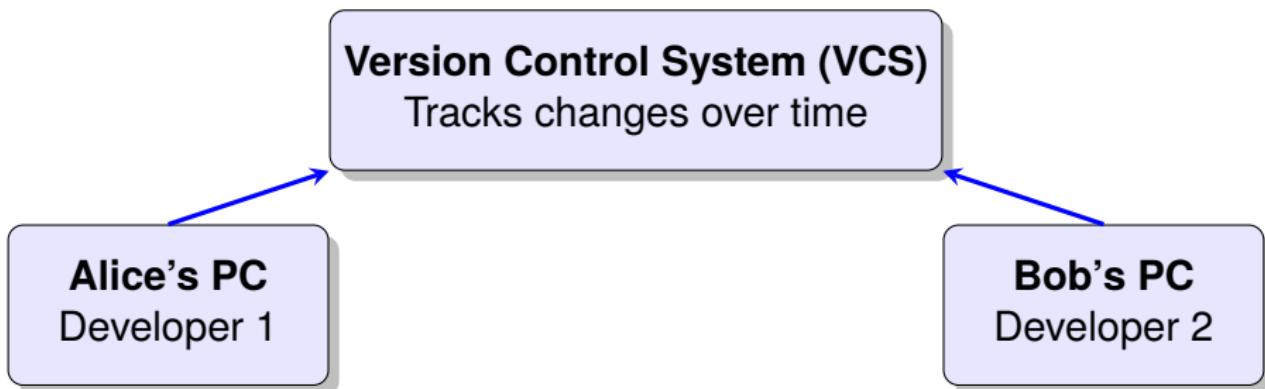
# What is a Version Control System (VSC)?

Is a program/set of tools that help you manage changes to files over time.



# What is a Version Control System (VCS)?

VSC systems allow several team members to work on the same project simultaneously.



Each developer has a local copy of the project and can make changes independently.

# Popular Version Control Systems

- **Git:** The most widely used VCS today. Created by Linus Torvalds (creator of linux) in 2005 for Linux kernel development.
- **Subversion (SVN):** An older centralized VCS, still used in some legacy projects.
- **Mercurial:** Similar to Git, but with a different design philosophy.
- **Perforce:** A commercial VCS often used in large enterprises and game development.

In this lecture, we will focus on **Git** and its cloud counterpart, **GitHub**.

If you are curious about what “git” stands for, have a look at the first definition from the creator: <https://github.com/git/git/blob/e83c5163316f89bfbd7d9ab23ca2e25604af290/README>

# Centralized vs Distributed VCS

## Centralized VCS:

- A single central server stores all versions of the project.
- Developers check out files from this central place.
- Examples: Subversion (SVN), Perforce.

## Distributed VCS:

- Every developer has a full copy of the entire repository (including history).
- Changes can be shared between repositories.
- Examples: Git, Mercurial.

Most modern VCS (including Git) are distributed, offering greater flexibility and offline capabilities.

# Git vs GitHub: The Distinction

## Git (The Engine)

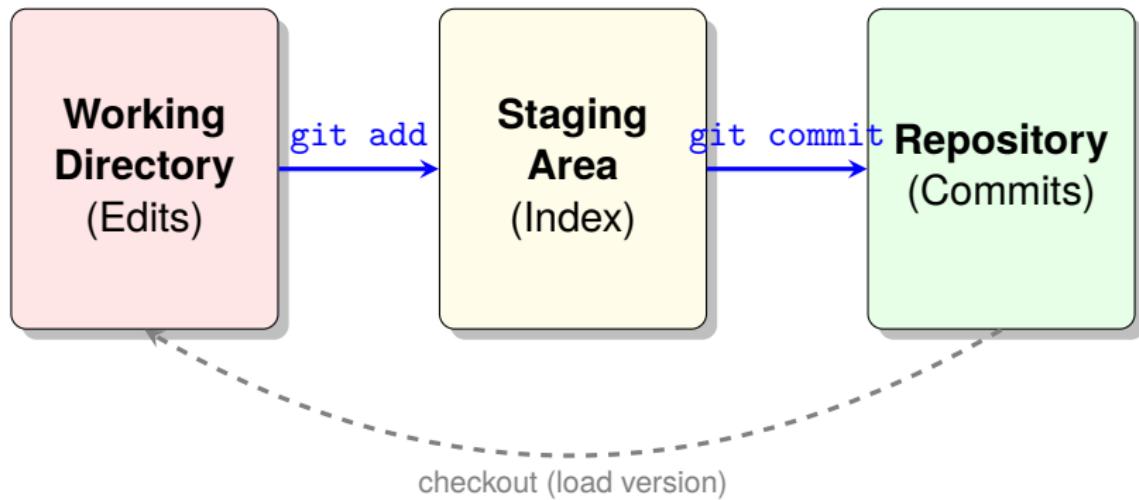
- A command-line tool installed on your laptop.
- Tracks history locally.
- Does not need internet.
- *Analogy: Microsoft Word*

## GitHub (The Host)

- A website (cloud service).
- Hosts Git repositories online.
- Adds social features (Teams, Pull Requests).
- *Analogy: Google Drive / Dropbox*

# The Three States of Git

Files move through three "zones".



- **1. Working:** Where you create and edit files.
- **2. Staging:** Where you select files to be saved.
- **3. Repository:** Where the permanent snapshot is stored.

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# The Terminal: Your New Best Friend

Git is primarily a **Command Line Interface (CLI)** tool.

## 1. Where am I?

```
pwd # Print Working Directory  
ls # List Files
```

## 2. Moving Around

```
cd FolderName # Enter folder  
cd .. # Go back/up
```

## 3. Creating

```
mkdir NewProject # Make folder  
touch file.txt # Create file
```

```
user@laptop:~$ pwd  
/home/user  
user@laptop:~$ ls  
Documents Downloads  
user@laptop:~$ cd Documents  
user@laptop: /Documents$ _
```

## Step 1: Check Status

**Rule #1 of Git:** If you are confused, type `git status`.

```
git status
```

It tells you:

- **Red Files:** Modified but not staged (Working Directory).
- **Green Files:** Staged and ready to commit (Staging Area).
- "Nothing to commit": Everything is saved.

## Step 2: Staging Files (Add)

We move files from "Working" to "Staging".

*# Add a single file*

```
git add Program.cs
```

*# Add EVERYTHING (The most common command)*

```
git add .
```

**Why separate steps?** Sometimes you modify 10 files, but you only want to save 5 of them as a specific update (e.g., "Fix login bug"). You stage only the login files.

## Step 3: Committing (Save)

We seal the Staged files into a permanent snapshot.

```
git commit -m "Added the main menu logic"
```

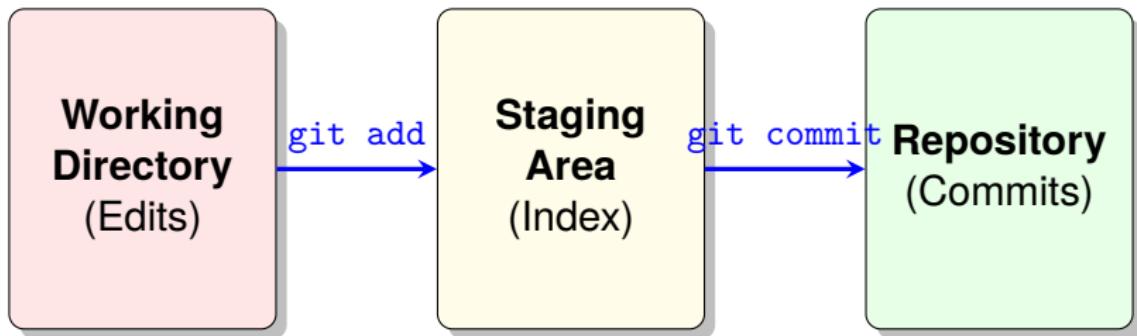
### The Commit Message (-m):

- Mandatory.
- Be descriptive! "Fixed bug" is bad. "Fixed divide-by-zero error" is good.

You can check the history of commits in your repository with:

```
git log
```

# The Core Cycle Recap



- **1. Status:** Check what's happening (`git status`).
- **2. Add:** Stage files (`git add .`).
- **3. Commit:** Save snapshot (`git commit -m "..."`).

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# Understanding Commits

Each commit has a unique ID (hash).

## View Commit History:

```
git log
```

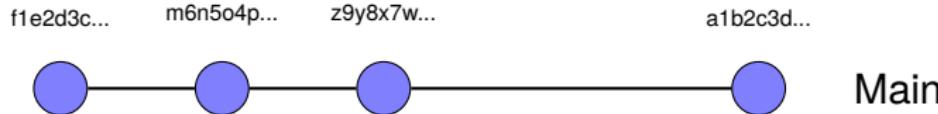
## Sample Output:

```
commit a1b2c3d4e5f6g7h8i90jklmnopqrstuvwxyz
```

```
Author: Your Name <email>
```

```
Date: Mon Jan 12 10:00:00 2026 +0000
```

```
Added the main menu logic
```



# Branches

**Branches:** Pointers to specific commits, allowing parallel development.

- `main`: The default branch.
- `feature-x`: A branch for a new feature.
- ...

**You will see something like:**

```
commit a1b2c3d4e5f6g7h8i90jklmnopqrstuvwxyz (HEAD -> main)
```

Author: ...

Which means you are currently on the `main` branch. `HEAD` points to the latest commit on that branch.

# Reverting to Previous Versions

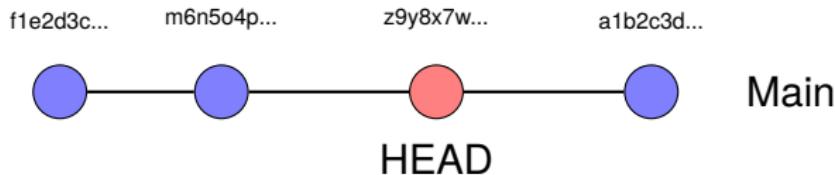
If you made a mistake, you can revert to a previous commit.

## Find the Commit ID:

```
git log
```

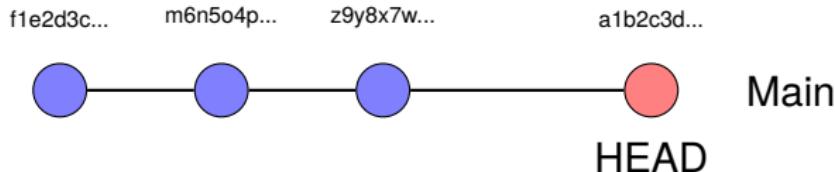
## Revert to that Commit:

```
git checkout z9y8x7w...
```

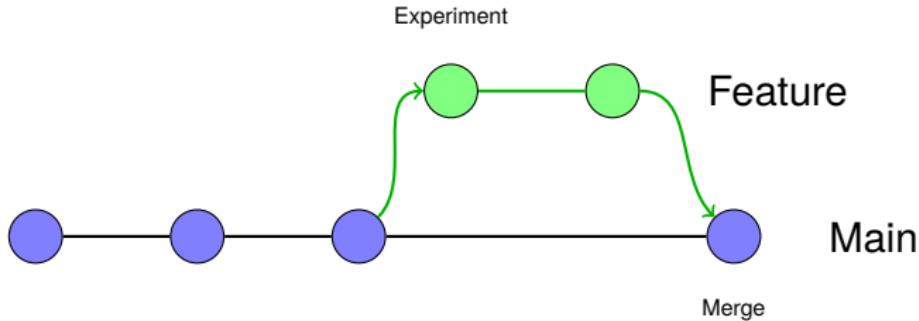


## To return to the latest commit on the main branch:

```
git checkout main
```



# Branching: Parallel Universes



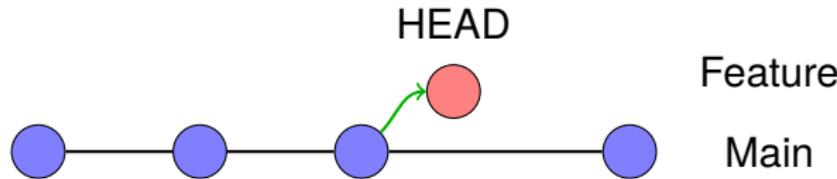
**The Scenario:** You want to add a feature.

- You work in the **Feature Branch** (Green).
- The **Main Branch** (Blue) stays safe.
- If it works, you **Merge** it back.

# Branching Commands

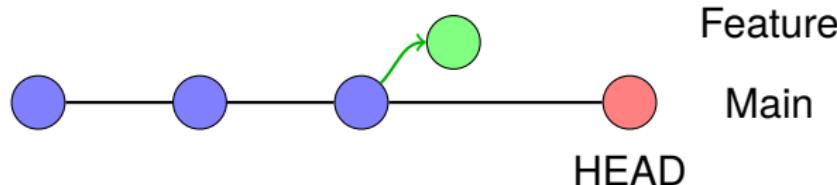
## Create and switch to a new branch:

```
# Create and Switch to a new branch  
git checkout -b feature  
# ... write code, add, commit ...
```



## Switch back to an existing branch:

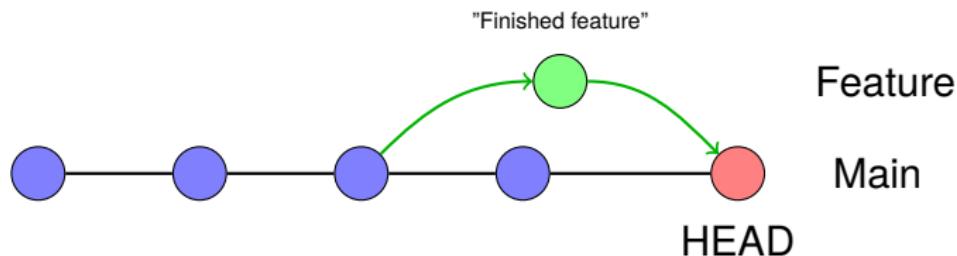
```
git checkout main
```



## Merging Branches

Once the feature is complete and tested, merge it back into main.

```
# while on the feature branch, commit your changes
git checkout feature
# ... make changes ...
git add .
git commit -m "Finished feature"
# Switch to main branch
git checkout main
# Merge feature branch into main
git merge feature
```



## Reverting with Reset (Advanced)

### Warning

This can rewrite history. Use with caution.

**Soft Reset:** Moves HEAD but keeps changes in Working Directory.

```
git reset --soft <commit-id>
```

**Hard Reset:** Moves HEAD and discards changes in Working Directory.

```
git reset --hard <commit-id>
```

## Questions on Git so far?

Let's Try the interactive "Visualizing Git" demo in your browser to explore commits, branches and checkouts:

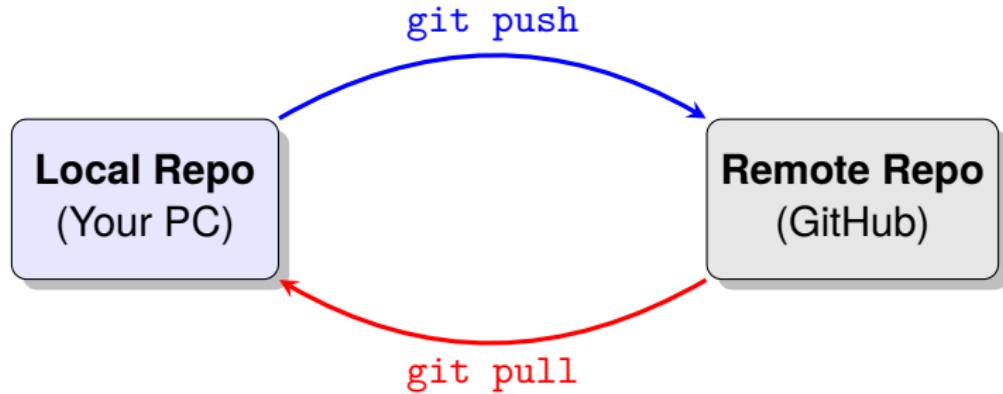
<https://git-school.github.io/visualizing-git/>

Any questions before we move on to GitHub?

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# Moving to the Cloud



- **Origin:** The default nickname Git gives to your remote server.
- **Push:** Upload changes (Local → Remote).
- **Pull:** Download changes (Remote → Local).

# Create Repo and Connecting to GitHub

## If you create a new existing local repo:

```
# 0. Initialize Git (if not done yet)
git init
# 1. Stage and commit your files
git add .
git commit -m "Initial commit"
# 2. Link your local folder to GitHub (need to create
# an empty repo on GitHub first)
git remote add origin https://github.com/User/Repo.git
# 3. Rename branch to 'main' (modern standard)
git branch -M main
# 4. Push your code!
git push -u origin main
```

## If you are starting from an existing repo on GitHub:

**Clone** to download a repo from scratch (e.g., on a new PC):

```
git clone <url>
```

# Pulling Changes

If others have pushed changes, you need to pull them first.

**Pull the latest changes:**

```
git pull origin main
```

**Good practice**

Always pull before you push to avoid conflicts!

# Merging

If there are changes both locally and remotely, Git will try to merge them.

**Automatic Merge:** Git combines changes automatically.

```
git pull origin main
```

**Manual Merge (Conflict):** If changes overlap, Git will mark conflicts in the files. You must resolve them manually.

*# After resolving conflicts in files*

```
git add conflicted-files # replace with actual file names  
git commit -m "Resolved merge conflicts"
```

# Pull Requests

On GitHub, changes are often proposed via **Pull Requests (PRs)**.

- A way to review and discuss changes before merging them into the main branch.
- Typically used in collaborative projects.
- Enables code review, comments, and approval workflows.

# GitHub Features

- **Issues:** Track bugs and feature requests.
- **Actions:** Automate workflows (e.g., testing, deployment).
- **Wiki:** Documentation for your project.
- **Projects:** Kanban boards for task management.

# Your Turn Now!

- ① Open the Workshop1\_tasks.pdf file from blackboard
- ② Start working on the git/github exercises!
- ③ Ask for help if you get stuck!