



PRESENTS

Introduction to Git (and GitHub)

18 May 2024

References

These slides are complemented by the wiki so please refer to it for more details/information

[Wiki](#)
[Slides](#)

Setup Issues

Quick check: Did anyone face any problems setting up Git on your machine or creating an account on GitHub?

If you have any issues, refer to the [setup guide provided in the wiki](#).

Things you need



GitHub

Fundamental Concepts

What is Git?

- Distributed version control system (DVCS)
- Created by Linus Torvalds in 2005 as a replacement for existing VCS for the Linux kernel

What is **version control**?

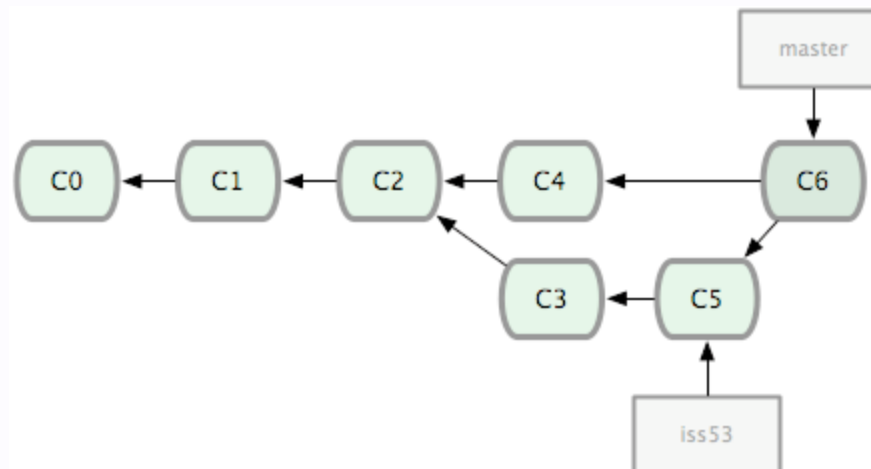
- A **version control system (VCS)** helps to record changes to a file or a set of files over time
- It allows you to revert a project to a previous state, or to compare changes over time
- Acts as an "undo" button for your code and lets your collaborate with your team

Local vs remote repositories

- **Repository:** parent folder that Git monitors for changes
- **Local:** exists on local machine
- **Remote:** exists on external server such as Github

Thinking in commits

- Snapshot of the instance of the codebase at a given point in time
- Incrementally added over past snapshots as a set of changes
- Visualized as a Directed Acyclic Graph (DAG)

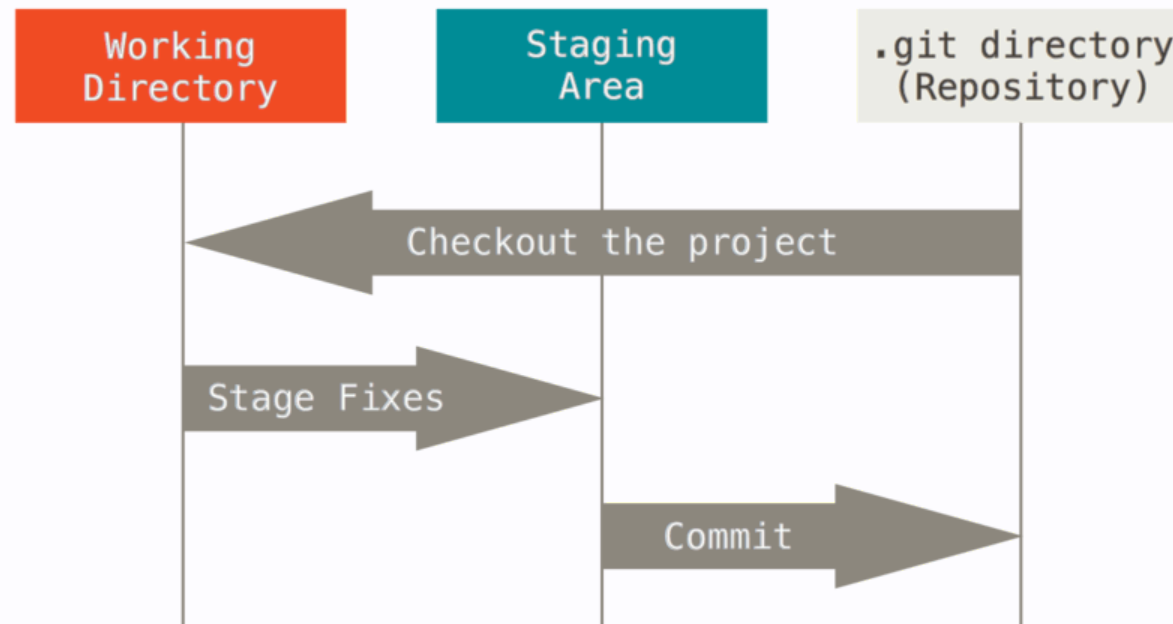


Branching away

- Independent line of work that stems/branches off from a point in development
- Useful for isolating bug fixes/features
- Default branch: `main`

Adding files to a snapshot

- Working directory: where you actually work
- Index/"staging" area: where you construct a commit
- Repository/commit: the repository itself



Getting Started

Creating a local repository

```
mkdir new-folder/  
cd new-folder/  
git init
```

Adding a file

```
echo 'Hello world' >> hello.txt
```

Adding `hello.txt` to your snapshot

```
git add hello.txt
```

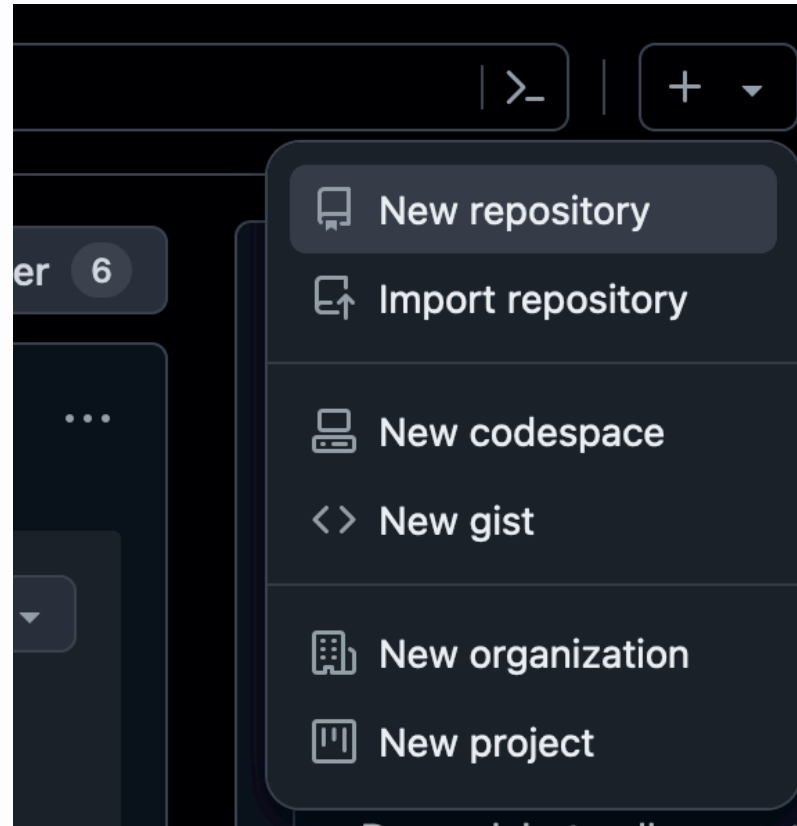
Taking the snapshot

```
git commit -m "First commit"
```


Integrating Remote Repositories

Creating a new GitHub repository

Go to <https://github.com/new>



Creating a new GitHub repository

New repository

Type to search

+>🔍📄📧👤

Create a new repository

A repository contains all project files, including the revision history. Already have a project repository elsewhere? [Import a repository](#).

Required fields are marked with an asterisk (*).

Repository template

No template

Start your repository with a template repository's contents.

Owner *

Repository name *

woojiahao / new-folder

new-folder is available.

Great repository names are short and memorable. Need inspiration? How about [musical-octo-lamp](#) ?

Description (optional)

Something descriptive

☒ Public

Anyone on the internet can see this repository. You choose who can commit.

☐ Private

You choose who can see and commit to this repository.

Initialize this repository with:

☐ Add a README file

This is where you can write a long description for your project. [Learn more about READMEs](#).

Add .gitignore

.gitignore template: None

Choose which files not to track from a list of templates. [Learn more about ignoring files](#).

Choose a license

License: None

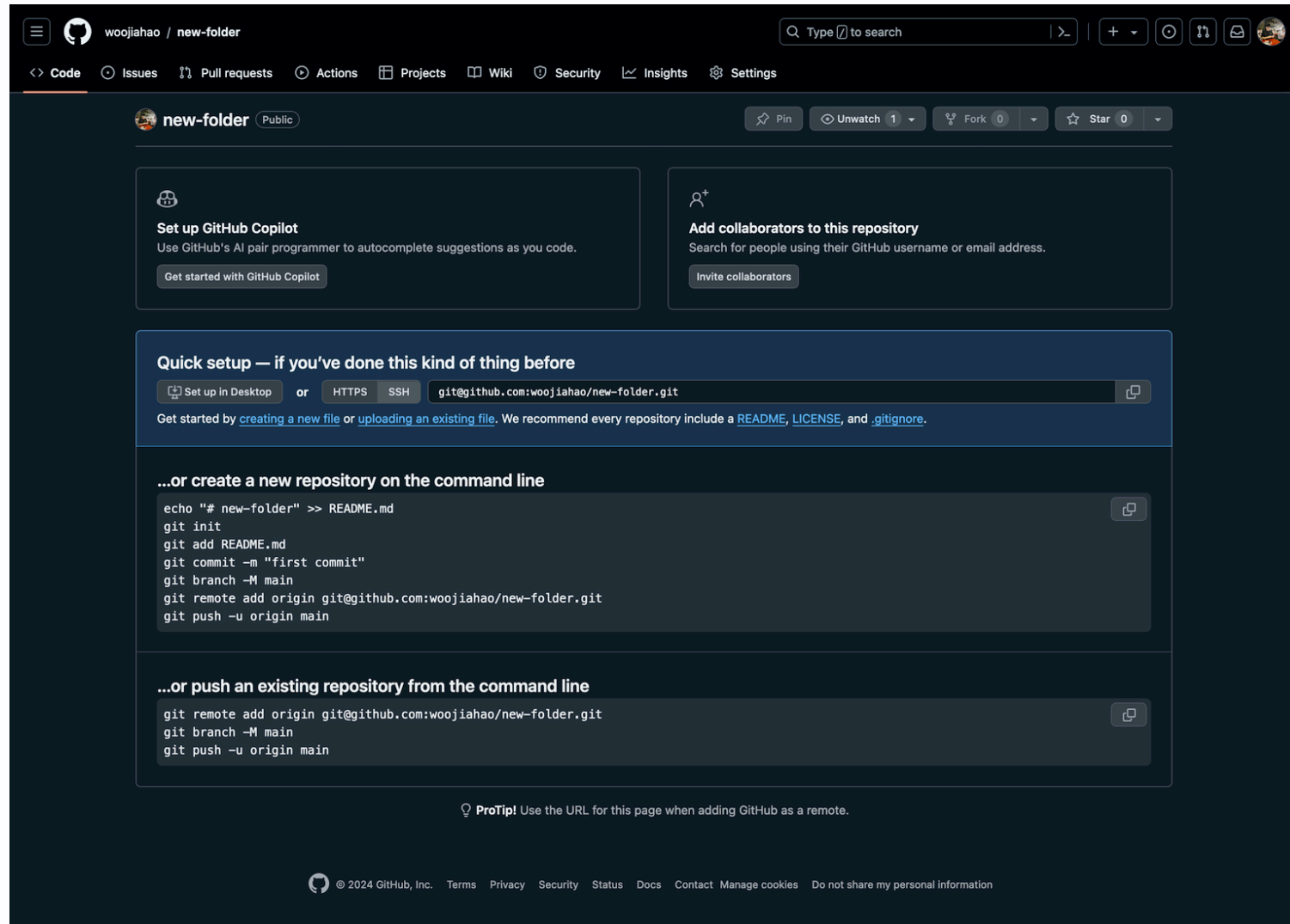
A license tells others what they can and can't do with your code. [Learn more about licenses](#).

📘 You are creating a public repository in your personal account.

Create repository

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Creating a new GitHub repository



Connecting local repository to remote repository

```
git remote add origin git@github.com:<github username>/<repository name>.git  
git branch -M main
```

Uploading local repository snapshots

```
git push -u origin main
```

Cloning remote repositories

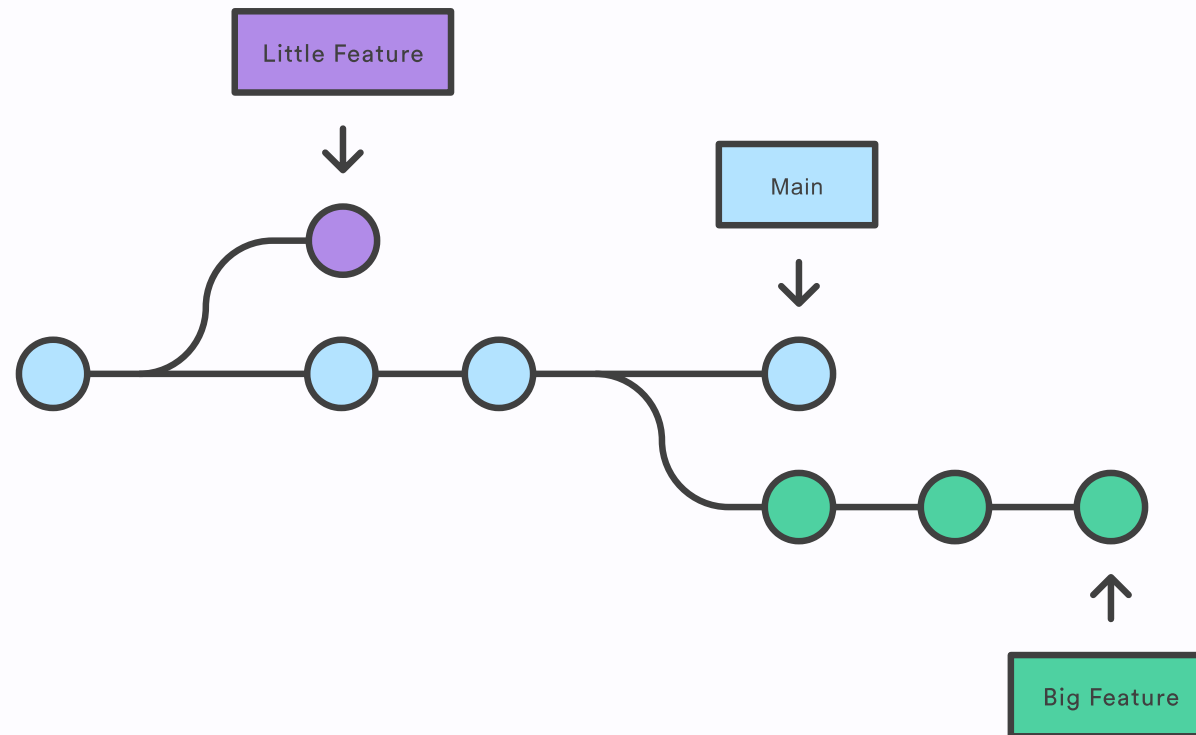
Downloading a local copy of the repository

```
cd ../  
git clone git@github.com:<github username>/<repository name>.git another-folder/
```

Branching

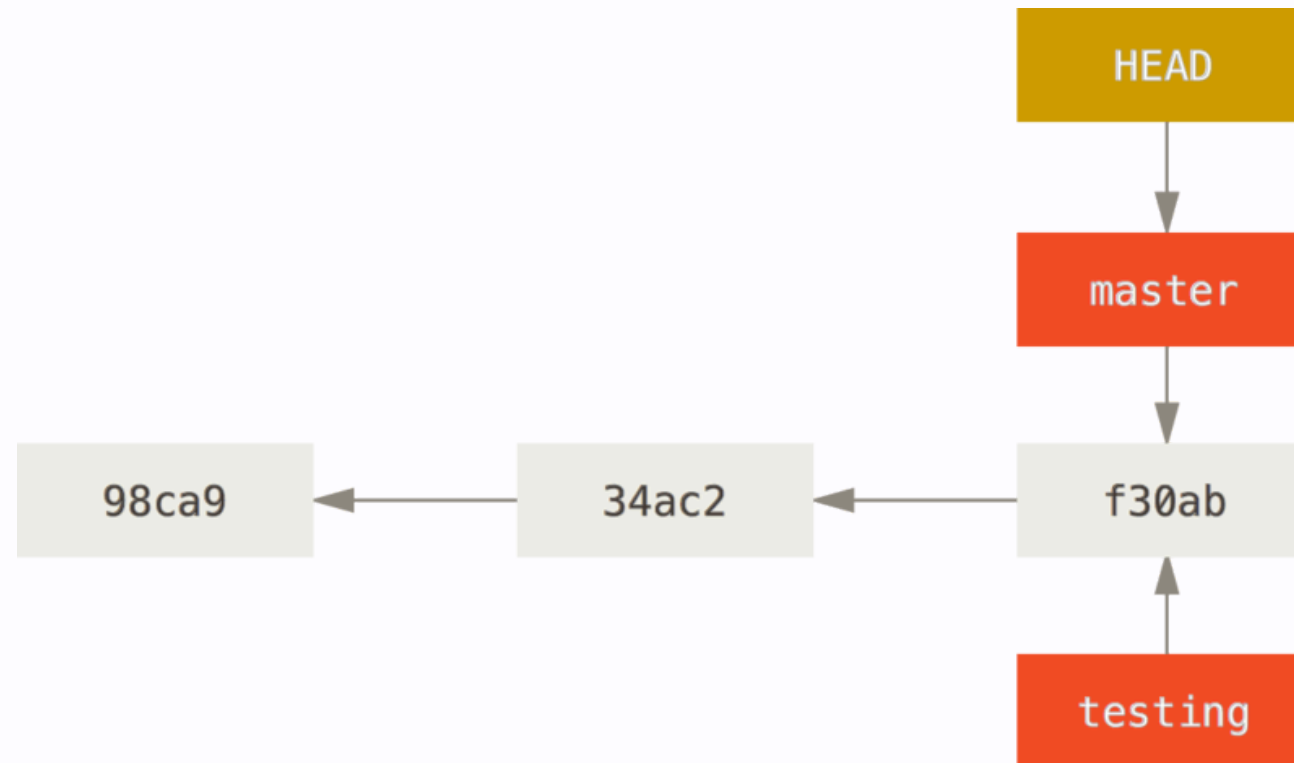
What is a branch?

A branch is an independent line of development, often used for features or bug fixes



HEAD

HEAD is a special name given to the current commit of your current branch for ease of reference



Creating a branch

```
git checkout -b new-feature
```

Alternatively:

```
git branch new-feature  
git checkout new-feature
```

Changing branches

```
git checkout main
```

Viewing all branches

```
git branch -v
```

Deleting a branch

```
git branch -d <branch name>
```

Renaming a branch

```
git branch -m <new branch name>
```

Combining changes of branches

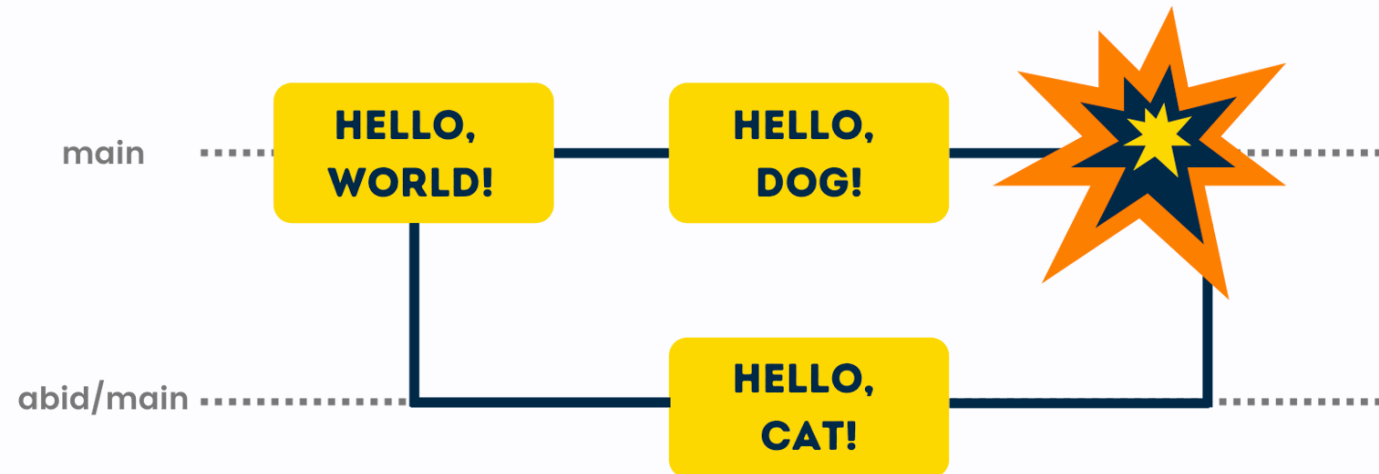
`main` is the target branch, `feature-A` is the source branch

```
git checkout main  
git merge feature-A
```

Merge Conflicts

Merge conflicts

Occur when two (or more) modifications are made to the same line of a file; creating a state of confusion for Git



Simulating merge conflicts

In your repository, create branch `conflict-1` from `main` and edit the first line of `hello.txt`

```
git checkout -b conflict-1
```

Return to `main` and create another branch `conflict-2` from `main` and edit the first line of `hello.txt` again

```
git checkout main  
git checkout -b conflict-2
```

Merge conflicts

Now, try to merge `conflict-1` and `conflict-2` into `main`.

```
git merge conflict-1
```

```
Updating b53e9cf..87a92c3
```

```
Fast-forward
```

```
hello.txt | 2 +-  
1 file changed, 1 insertion(+), 1 deletion(-)
```

Merge conflicts

```
git merge conflict-2
```

```
Auto-merging hello.txt  
CONFLICT (content): Merge conflict in hello.txt  
Automatic merge failed; fix conflicts and then commit the result.
```

Handling merge conflicts

On branch master

Your branch is ahead of 'origin/master' by 1 commit.

(use "git push" to publish your local commits)

You have unmerged paths.

(fix conflicts and run "git commit")

(use "git merge --abort" to abort the merge)

Unmerged paths:

(use "git add <file>..." to mark resolution)

both modified: hello.txt

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

Handling merge conflicts

```
$ cat hello.txt  
<<<<<< HEAD  
Goodbye!  
=====  
Farewell!  
>>>>>> conflict-2
```

Top half: current content in branch

Bottom half: content that is about to be merged

Handling merge conflicts

Edit `hello.txt` as such...

Completing the process

Commit the conflicting file

```
git commit
```

Intermission

5 minutes...

In the meantime, try out the commands that you have learnt!

Add new files, edit them, commit them, and stage them!

Collaborative Workflows

Common Workflows

1. Fork & PR
2. Branch & PR

This workshop focuses on the former - "Fork & PR"

The wiki contains more information about [Branch & PR](#)

What is a PR?

Pull requests are like a Request for Comments for a set of changes made on a separate branch

Allows developers and contributors to share their comments on the changes

Creating a PR

Push a local branch to a remote repository

```
git checkout -b sample-pr  
vim hello.txt  
git add hello.txt  
git commit -m "new changes"  
git push origin sample-pr
```

Visit GitHub to create the PR ([screenshots on the wiki](#))

Fork & PR workflow

Forking: creating an at-the-time copy of a remote repository (only needs to be done once per remote repository)

Upstream: common name for the original repository

Hands-on time!

1. Create a fork of the demo repository
2. Clone the fork to local machine
3. Make changes to the repository
4. Commit changes
5. Push changes to forked repository
6. Create PR through Github

Intermission!

5 minute break and Q&A!

Additional concepts

Commit manipulation

Revert

Undo accidental changes made

```
$ git log --graph --oneline
* d1f4fcc (HEAD -> master, origin/master, origin/HEAD) Add file3
* 643aec6 Update file to c
* 4ec21c7 Update file to b
* 055cab4 Initial commit
```

Suppose we want to revert to commit **643aec6** .

Revert

```
$ git revert 643aec6
[master 7b73baf] Revert "Update file to c"
    1 file changed, 1 insertion(+), 1 deletion(-)
$ git show
commit 7b73baf229e2b8db19bc594c450743b50adf649d (HEAD -> master)
Author: Your Name <your@email.com>
Date:   Tue May 11 01:21:31 2021 +0800
```

Revert "Update file to c"

This reverts commit 643aec6d2a1b4cd485d678886fc1cef25b15bee0.

```
diff --git a/file b/file
index f2ad6c7..6178079 100644
--- a/file
+++ b/file
@@ -1,1 +1,1 @@
-C
+b
```

Reset

Undo `git add` .

```
$ git status
On branch master
Changes to be committed:
  (use "git restore --staged <file>..." to unstage)
    modified:   file
$ git reset file
Unstaged changes after reset:
M   file
$ git status
On branch master
Changes not staged for commit:
  (use "git add <file>..." to update what will be committed)
  (use "git restore <file>..." to discard changes in working directory)
    modified:   file
no changes added to commit (use "git add" and/or "git commit -a")
```

Checkout

Undo changes to a file in the working tree.

```
$ echo e > file
$ git status
On branch master
Changes not staged for commit:
  (use "git add <file>..." to update what will be committed)
  (use "git restore <file>..." to discard changes in working directory)
    modified:   file

no changes added to commit (use "git add" and/or "git commit -a")
$ git checkout -- file
$ git status
On branch master
nothing to commit, working tree clean
```

Ignoring files

Sometimes we don't want Git to track a certain file

```
$ touch ignore-me  
$ git status
```

On branch master

Untracked files:

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

ignore-me

nothing added to commit but untracked files present (use "git add" to track)

Ignoring files

We can add it to `.gitignore`

```
$ echo "/ignore-me" >> .gitignore  
$ git status
```

On branch master

Untracked files:

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

`.gitignore`

nothing added to commit but untracked files present (use "git add" to track)

`.gitignore` should be committed.

Viewing ignored files

```
$ git status --ignored
```

```
On branch master
```

```
Ignored files:
```

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

```
ignore-me
```

```
nothing to commit, working tree clean
```


What to ignore?

Typically, we ignore files like build artifacts and generated files that are usually derived from the human-authored code in the repository. E.g.

- dependency caches like `/node_modules`
- compiled code like `.o` , `.pyc` files
- build output directories like `/bin` , `/out`
- runtime-generated files like log files
- personal configuration files e.g. of your IDE

.gitignore format

```
/logs/*/*.log  
/logs/**/*.log  
**/logs  
**/logs/debug.log  
*.log  
/debug.log  
debug.log
```

See the full pattern format.

HTTPS vs SSH

It doesn't really matter.

Use HTTPS if you don't have an SSH key set up with GitHub, or if it is a repository that you cannot write to.

Use SSH if you have an SSH key set up, and you can write to the repository.

Or it kinda does

Using your GitHub password is no longer allowed after **August 13, 2021**. If you use HTTPS, you'll need to create a Personal Access Token (PAT).

In your GitHub account, go to

Settings > Developer Settings > Personal
Access Token

to generate one.

Or does it?

Some enterprise network/universities may block SSH connections. However, you can try using SSH over HTTPS port (443).

```
$ ssh -T -p 443 git@ssh.github.com  
> Hi USERNAME! You've successfully authenticated, but GitHub does not  
> provide shell access.
```

Or does it?

If you get the success message, you can proceed to set SSH over HTTPS as a default connection by adding this to your `.ssh/config`

```
Host github.com  
  Hostname ssh.github.com  
  Port 443  
  User git
```

Commit message discipline

First line: 80-character title, phrased imperatively

Then if your change is complex, elaborate on the change in prose.

Change greeting from "Hi" to "Hello"

"Hi" is a bit too informal for a greeting. We should change it to "Hello" instead, so that our users don't feel like we are being too informal. Blah blah blah blah. Blah blah.

Branch & PR Workflow

Each member owns their copy of the repository locally
(through cloning)

When working on a new feature or bug fix, each member
will

Branch & PR Workflow

1. Pull the latest changes from the remote repository
2. Create a branch per feature/bug fix on their local copy
3. Edit the files in their respective branch
4. Push their local branch to the repository
5. Make a pull request of their feature/bug fix branch to the `main` branch (remote copy)

Commit message from the **Linux** kernel

```
net_sched: sch_fq: handle non connected flows
FQ packet scheduler assumed that packets could be classified
based on their owning socket.
```

This means that if a UDP server uses one UDP socket to send packets to different destinations, packets all land in one FQ flow.

This is unfair, since each TCP flow has a unique bucket, meaning that in case of pressure (fully utilised uplink), TCP flows have more share of the bandwidth.

If we instead detect unconnected sockets, we can use a stochastic hash based on the 4-tuple hash.

This also means a QUIC server using one UDP socket will properly spread the outgoing packets to different buckets, and in-kernel pacing based on EDT model will no longer risk having big rb-tree on one flow.

Note that UDP application might provide the skb->hash in an ancillary message at sendmsg() time to avoid the cost of a dissection in fq packet scheduler.

```
Signed-off-by: Eric Dumazet edumazet@google.com
Signed-off-by: David S. Miller davem@davemloft.net
```

Where to go from here?

Additional readings:

- [Git manual](#)
- [Pro Git](#)
- [NUS Hackers Git Cheatsheet](#)
- [NUS Hackers Git Wiki](#)
- Look into [Gitworkflows](#)
- [Atlassian's collaboration guide](#)

Where to go from here?

- If you're interested in how version control works with lots of technical details, look into [Customizing Git](#) and [Git Internals](#)
- GitHub isn't the only way you can share your repositories online! You could even self host your own Git servers.
- Why stop at learning? [Build your own Git!](#)

Where to go from here?

Check out Hackerschool: Advanced Git
(last run on 7 Nov 2020)

Recording: <https://www.youtube.com/watch?v=pGAorBdZ6Y8>

Slides: <https://hs2010-git.github.io/adv>

Feedback

Remember to give us feedback here:
<https://bit.ly/orbital24-mc1-feedback>



End