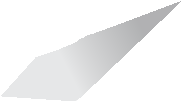
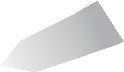
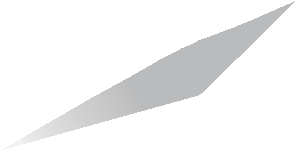
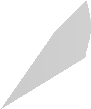
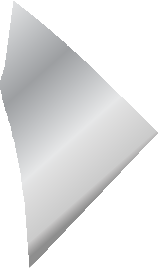
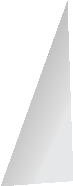
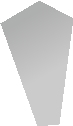
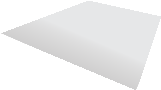
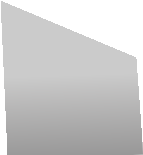
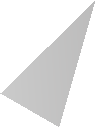
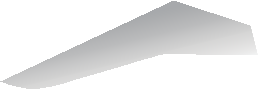
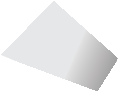
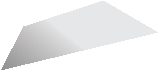
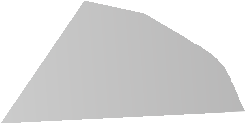
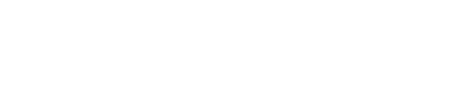
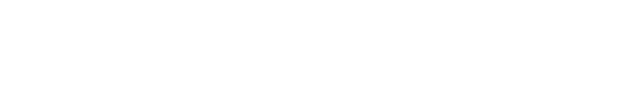
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JUMP START

GIT

BY **SHAUMIK DAITYARI**



**TAKE CONTROL OF YOUR CODE AND ASSETS**

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**Code Samples**

Code in this book will be displayed using a fixed-width font, like so:

<h1>A Perfect Summer's Day</h1>

<p>It was a lovely day for a walk in the park. The birds were singing and the kids were all back at school.</p>

If the code is to be found in the book's code archive, the name of the file will appear at the top of the program listing, like this:

**example.css**

.footer {

background-color: #CCC; border-top: 1px solid #333;

}

If only part of the file is displayed, this is indicated by the word *excerpt*:

**example.css *(excerpt)***

border-top: 1px solid #333;

If additional code is to be inserted into an existing example, the new code will be displayed in bold:

function animate() {

**new\_variable = "Hello";**

}

Where existing code is required for context, rather than repeat all of it, ⋮ will be displayed:

function animate() {

⋮

**return new\_variable;**

}

Some lines of code should be entered on one line, but we've had to wrap them be- cause of page constraints. A ➥ indicates a line break that exists for formatting pur- poses only, and should be ignored:

[URL.open("http://www.sitepoint.com/responsive-web-design-real-user-](http://www.sitepoint.com/responsive-web-design-real-user-)

➥testing/?responsive1");

**Supplementary Materials**

#### <https://www.sitepoint.com/premium/books/jsgit1>

The book's website, containing links, updates, resources, and more.

#### <http://community.sitepoint.com/>

SitePoint's forums, for help on any tricky web problems.

[**books@sitepoint.com**](mailto:books@sitepoint.com)

**Chapter1**

**Introduction**

In my freshman year in college, I started work on my first intranet application. The files in the main directory of the partially functioning application looked something like [Figure 1.1](#_bookmark10):

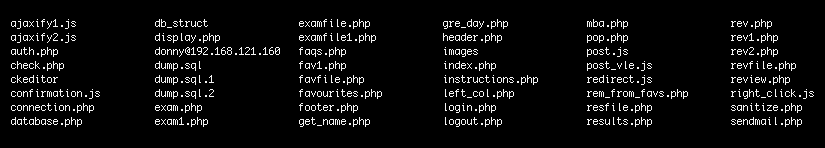


Figure 1.1. The directory structure of my first web application titled “Online Exams”

Looking at the file names in this directory, you can see that I used some very similar names, such as **exam.php**, **exam1.php** and **examfile.php**. The purpose of that naming convention was to create new versions of my application without losing the old, working logic—in case the new ideas failed! I assumed that, because I understood what each of those files did, it should be fine to have a bunch of similarly named files.

*even I* was struggling to recall what each version of these files was for. Clearly, I needed a better system for managing the various versions of my files.

If I had this much trouble working on a small, personal project, imagine how difficult it must have been for larger software projects, with thousands of files and contrib- utors distributed all over the world! Developers once used emails to coordinate changes among team members. When they made changes to a project, they would each create a “diff” file with all their changes and email it to the lead developer, who would incorporate them into the project if everything worked properly.

When you’re working on the same files as other developers, keeping track of what you’ve changed and trying to merge it with work done by your peers becomes very difficult. It can result in a lot of confusion and time wasting.

Imagine another situation, where you’re working on an idea and your boss wants to see what you’ve already completed. Ideally, you’d want to be able to do the fol- lowing:

* stash away the changes and revert to the last stable state
* show your boss the latest completed work
* resume your work with the current state once that’s done.

All of the situations I’ve described above give rise to the need for what’s known as “version control”. So let’s find out what that is.

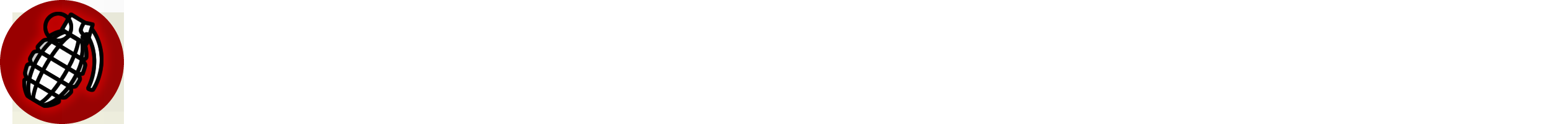
**Version Control**

**Version control** (or **revision control**) is a system that records changes to a file or a group of files and directories over time, so that you can review or go back to specific versions later. Over the course of this book, I’ll demonstrate how this works; but first, let’s examine in more detail what version control is.

Quite literally, version control means maintaining versions of your work—perhaps most commonly in the form of source code, though it can be used for other kinds of work too. You may like to think of version control as a tool that takes snapshots of your work across time, creating checkpoints. You can return to those checkpoints any time you want. Not only are the changes recorded in these checkpoints, but

also information about who made the changes, when they made them, and the reasons behind the changes.

I’ve already mentioned the first objective of version control—to backup and restore. Version control eliminates the need to create backup files like I was doing in my college days (that is, endless duplicates with different names). Version control also gives you the ability to return to previous states of your work without losing the current state.



**Version Control Doesn’t Replace the Need for a Regular Backup Solution**

The word “backup” above, as noted, refers to the process of creating multiple

copies of the same file. Git removes the need for that. However, this is different from regularly backing up your files to an external source—such as a portable drive or cloud storage—to ensure you don’t lose anything following a disk failure.

Next, version control lets you synchronize your work with peers who are working on the same projects. In other words, it enables you to collaborate with others without the possibility of someone’s changes being lost.

Version control also tracks changes to a project and other data associated with the changes. It makes the process of debugging your code easy too, which we’ll explore in some detail.

Conflicts in files can also be resolved through version control—such as when mul- tiple people have made changes to a file that clash. A version control system high- lights the conflicts and provides an opportunity to fix them.

Yet another feature of version control is that it enables work on multiple features of a project at the same time. This gives great scope for experimentation, trial and error. Each feature can be developed independently of the others, and can easily be removed if it doesn’t work out.

Now that you’ve been introduced to the concept of version control, let’s look at how we may already be using version control in our daily lives.

**Examples of Version Control in Daily Life**

You’ve probably visited the [Wikipedia](https://en.wikipedia.org/wiki/Main_Page)1 site at some point. You may even have taken the opportunity to update its content, too—as we’re all invited to do so. When editing a page, you may also have checked its history. That’s where things get really interesting.



Figure 1.2. History of Wikipedia Page for B. R. Ambedkar

The history page shown in [Figure 1.2](#_bookmark13) lists changes to that page. It also records the time of the change, the user who made it, and a message associated with the change. You can examine the complete details of each edit, and even revert back to an older version of the page. This is a good example of a simple form of version control.

1 https://en.wikipedia.org/wiki/Main\_Page

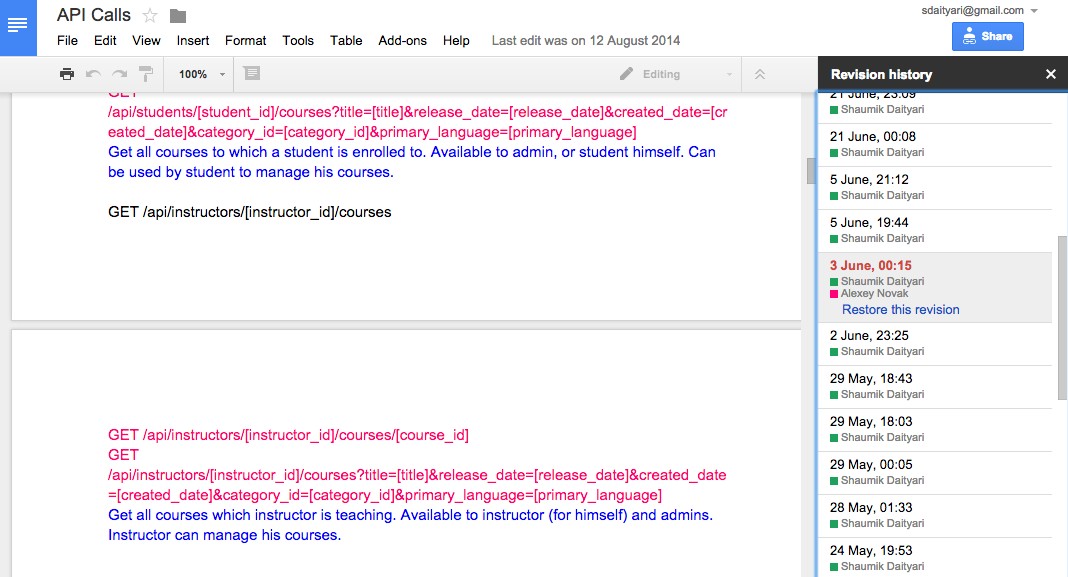


Figure 1.3. Revision history of Google Docs

Google Docs provides another example of version control that you might experience in daily life. If you check the revision history of a file in Google Docs, shown in [Figure 1.3](#_bookmark14), you’ll notice that Google saves the state of your file after every few changes. You can preview the status of the document in any of those previous states—and choose to revert back to it, if needed.

**Version Control Systems: the Options**

There are two types of version control systems (VCS), known as “centralized” and “distributed”.

**Centralized** systems have a copy of the project hosted on a centralized server, to which everyone connects to in order to make changes. Here, the “first come, first served” principle is adopted: if you’re the first to submit a change to a file, your code will be accepted.

In a **distributed** system, every developer has a copy of the entire project. Developers can make changes to their copy of the project without connecting to any centralized server, and without affecting the copies of other developers. Later, the changes can be synchronized between the various copies.

In the earliest version control systems, files were tracked only locally, and only one person could work on a file at a time. Examples of these include Source Code Control

System (SCCS) and Revision Control System (RCS), which were common in the 1970s and 1980s.

The next step forward was the introduction of client-server version control systems, which enabled multiple authors to work on the same file (although some still worked on the first come, first served basis). Examples of such systems include Concurrent Versions System (CVS) and Subversion, which are still in use today.

Since around 2005, distributed systems have gained widespread acceptance, with the emergence of systems such as [Git](http://git-scm.com/)2, [Mercurial](https://mercurial.selenic.com/)3 and [Bazaar](http://bazaar.canonical.com/en/)4.



**VCS Is Not CVS**

Don’t confuse the abbreviations VCS (Version Control System) and CVS (Concurrent Versions System). CVS is just one of the many kinds of VCS.

Back in my freshman year, version control systems were available. However, in the  example of my small project, I didn’t use one, simply because I was a beginner and didn’t know they existed. Many people first get introduced to version control systems when they start working with a team.

**Enter Git**

This book is about Git, a distributed version control system. Git tracks your project history, enabling you to access any version of it back in time. It also allows multiple people to work on the same project, helping avoid confusion when more than one person tries to edit the same file.

Git was created by Linus Torvalds (who is also known for the Linux kernel), and Junio Hamano is its primary developer. Git, as described on the Git website, is a source code management (SCM) solution, but essentially it’s just a type of version control system.

The primary objective behind Git was to implement and design a version control system that was distributed, reliable and fast. While working on Linux, Torvalds

2 <http://git-scm.com/>

3 https://mercurial.selenic.com/

4 <http://bazaar.canonical.com/en/>

needed a version control system to manage the Linux code base. BitKeeper was a distributed system at that time, but Torvalds believed that, although BitKeeper was a good option, being a commercial product made it unsuitable for the development of an open-source project like Linux.

Torvalds had three criteria for a version control system: it had to be distributed, efficient and safe from corruption. There was no open-source, distributed version control system in the mid 2000s that could satisfy all these conditions. Hence, Git was developed out of necessity.



**Git’s Philosophy**

Torvalds once explained in [a Google Tech Talk](https://www.youtube.com/watch?v=4XpnKHJAok8)5 his reasons for creating Git. He has very strong views on the subject of version control, and I suggest you go through the talk once to understand the philosophy of Git. In this talk, Torvalds explains that he came up with the name Git because he believes the silliest names are our best creations. However, I recommend that you only watch the talk after  you’re comfortable with the basic Git operations, as it’s not a tutorial: it’s aimed at users who have some knowledge of Git or other version control systems.

**Advantages of Distributed Version Control Systems**

Torvalds insisted on a distributed system because of the independence it affords to developers. With a distributed system, you can work on your copy of the code without having to worry about ongoing work on the same code by others. What makes it even better is that any distributed copy of the project can contain all the history of the project. A distributed system also lets you work offline, meaning you can make changes without having access to the server that stores the central repos- itory.

Another advantage of distributed systems is that you can sync your repositories among yourselves, bypassing the central location. Let’s say the access to the main server goes down and you have to collaborate with a colleague. You can share changes with your colleague and continue to work on the project together, and then later push all your changes to the location everyone has access to.

5 [https://www.youtube.com/watch?v=4XpnKHJAok8](http://www.youtube.com/watch?v=4XpnKHJAok8)

In a centralized system, anyone who makes a change needs to be given access to the central location. In contrast, in a distributed system, new developers can make changes to their own repositories without being granted write access, while more experienced contributors can be given write access and the ability to review other contributions before merging them into the repository. Managing access is easier in  distributed systems.

**Git and GitHub**

Since its creation, Git has become immensely popular—not only due to its own merits and the fact that Torvalds created it, but also because of the popular code sharing site [GitHub](https://github.com/)6.

People often confuse Git and GitHub, but they are quite different things. GitHub provides services that are *related to* Git. It’s a website that helps you manage Git- controlled projects.

GitHub allows users to put their Git repositories on the cloud, and to perform Git- based operations through a web interface. It also provides desktop and mobile apps that offer the same services. GitHub was launched a few years after Git, and remains very popular among open source enthusiasts.

There are many other websites like GitHub, such as [Bitbucket](https://bitbucket.org/)7 and [GitLab](https://about.gitlab.com/gitlab-com/)8. GitHub and Bitbucket are cloud-based solutions, but GitLab allows you to set up this func- tionality on your own servers. Other, similar services have come and gone, but these options have remained popular over the last few years. We’ll explore these code sharing websites in a later chapter, and discuss how you can make use of them.

**Conclusion**

**What Have You Learned?**

* What is version control?
* How do we unknowingly use version control in our lives?

6 https://github.com/

7 https://bitbucket.org/

8 https://about.gitlab.com/gitlab-com/

* What are the types of VCS?
* What is Git? What are its capabilities?

**What’s Next?**

In the next chapter, we’ll look at how to install Git and use it in your projects.

**Chapter2**

**Getting Started with Git**

Now that we have a basic concept of what a version control system does, let’s get our feet wet with Git.

**Installation**

The first step is to install Git. Git’s official website provides detailed instructions on [installing Git on your local machine](http://git-scm.com/book/en/v2/Getting-Started-Installing-Git)1, depending on your operating system.

* + If you’re using Linux, you can install Git through the terminal using a package manager. For the popular Linux distro Ubuntu, Git can be installed using apt- get:

apt-get install git

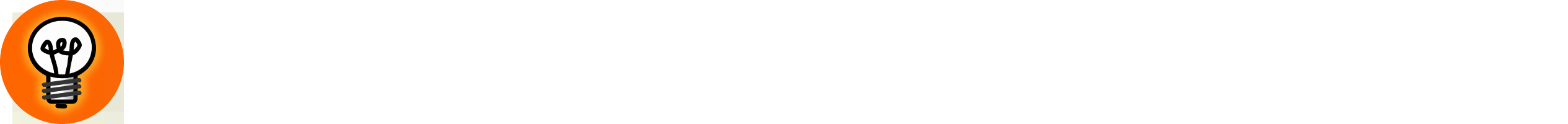
* + In OS X, if you have [Homebrew](http://brew.sh/)2, you can install Git using the command line through the following command:

1 <http://git-scm.com/book/en/v2/Getting-Started-Installing-Git>

2 <http://brew.sh/>

brew install git

* + If you’re on Windows, [the official build of Git](http://git-scm.com/download/win)3 can be downloaded from the Git website.



**GUI Tools**

For Windows and OS X, you can also install Git as a part of a GUI tool such as the [GitHub for Desktop](https://desktop.github.com/)4 and [SourceTree](https://www.sourcetreeapp.com/download/)5. We’ll cover GUI tools in detail in a later chapter. However, for most parts of the book, we’ll stick to the command line in- terface to really understand how Git works.

If you’re using an operating system other than these three, like [Minix](http://www.minix3.org/)6 or [HelenOS](http://www.helenos.org/)7, or if you want to get the latest development version of Git for testing and develop- ment, you can install Git from its source. Grab a tarball of the desired version of Git from [GitHub](https://github.com/git/git/releases)8, untar it and check the README file for instructions on how to install Git. However, I wouldn’t recommend following this unless you know what you’re doing, as this process can lead to errors, and development versions may be unstable.

**The Git Workflow**

Git doesn’t track all of the files stored on your computer. You need to instruct Git to track certain files and directories. This process is called **initialization**. The parent directory containing your project—all the files and directories to be tracked by Git—is called a **repository**. This repository might contain many files and directories, or even just a single file.

There are three basic operations performed by Git on your project (shown in [Fig-](#_bookmark25) [ure 2.1](#_bookmark25) below): track, stage, and commit.

* + **Track**. Once you’ve initialized your repository, you’ll need to add files to your project. Any files you add are initially untracked by Git. You need to specify

3 <http://git-scm.com/download/win>

4 https://desktop.github.com/

5 [https://www.sourcetreeapp.com/download/](http://www.sourcetreeapp.com/download/)

6 <http://www.minix3.org/>

7 <http://www.helenos.org/>

8 https://github.com/git/git/releases

that you want Git to **track** them. Git monitors tracked files for changes and ignores untracked files.

* **Stage**. After making the required changes to your files, you need to **stage** them. Staging is a way of tagging certain (or all) changes that you want to keep a record of.
* **Commit**. The next step is to create a **commit**. A commit is like a photograph that records the current state of your code. You can go back to a certain commit at a later time, view the status of the repository with respect to that commit, and check the changes that were made in the commit. The commit records the changes in a repository since the last commit. You can revert back to any commit at any point of time. Each commit contains a **commit hash** that uniquely identifies the commit, the author details, a commit message, and the list of changes in that commit.

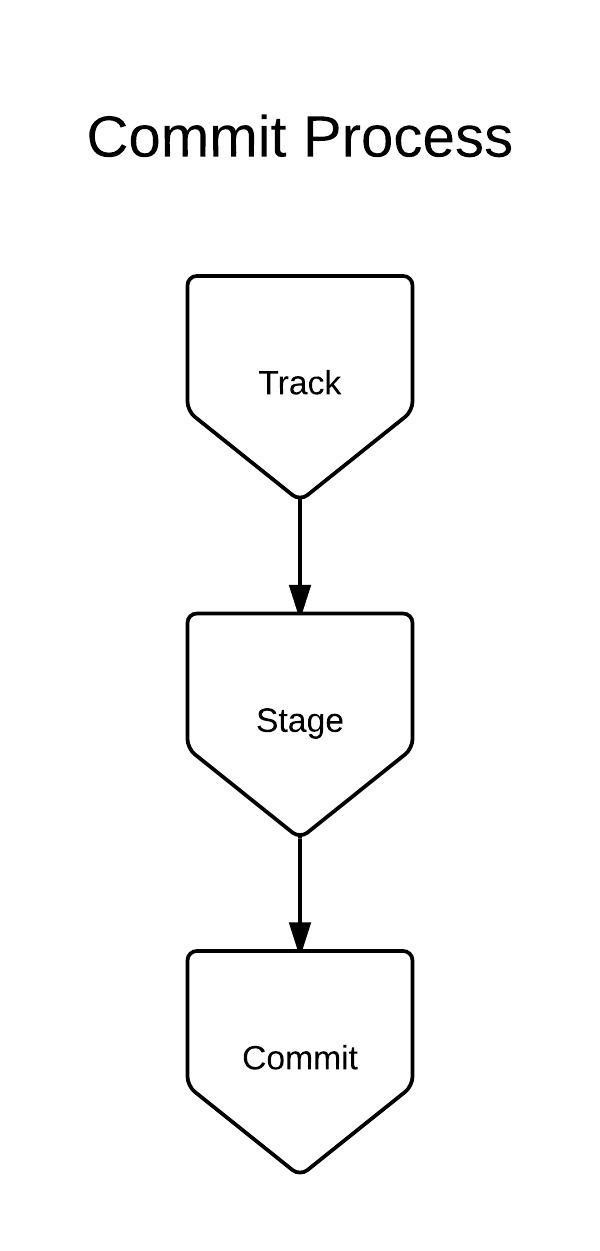


Figure 2.1. Commit workflow

Once you’ve committed your files, you may wish to **push** them to a remote location. A push refers to the process of sending the changes you’ve made in your local re- pository to a remote location. A remote location is a copy of your repository stored on a remote server. (We’ll set up a remote repository later in this chapter.)

Essentially, the flow chart in [Figure 2.2](#_bookmark26) below illustrates the steps that we’ll follow in this chapter:

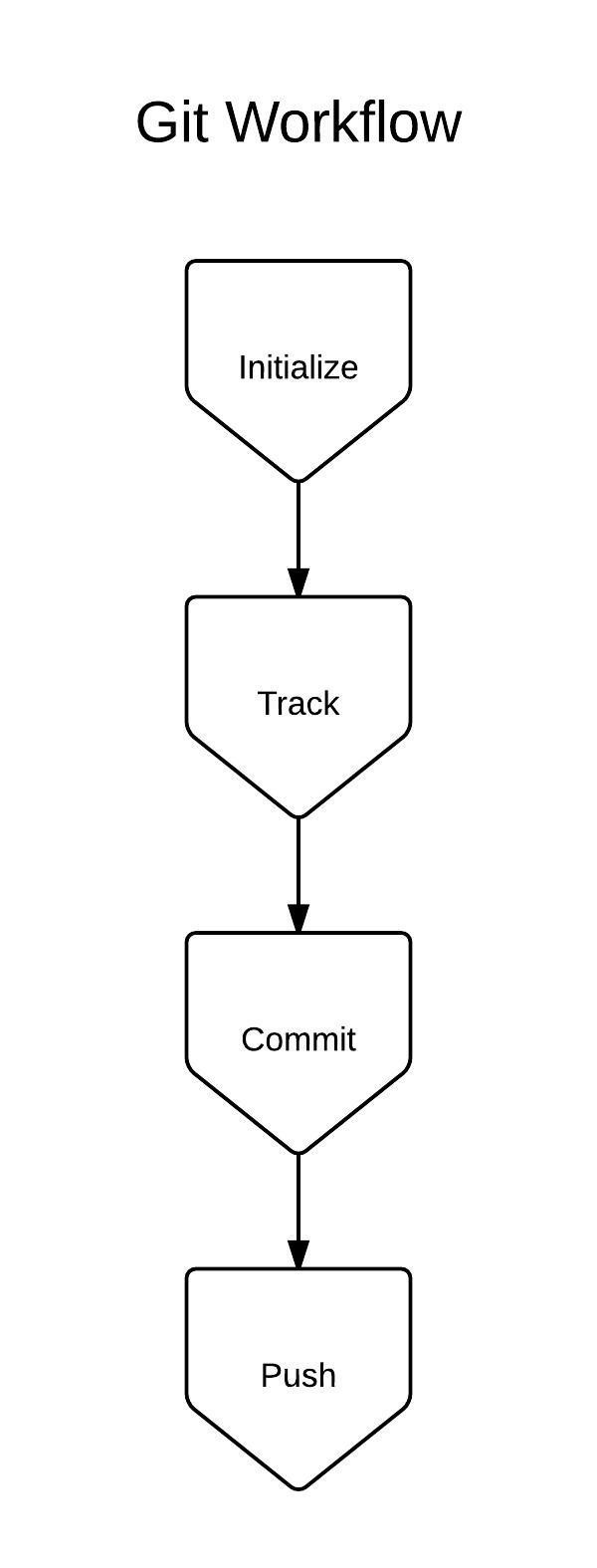


Figure 2.2. The Git workflow

**Baby Steps with Git: First Commands**

**Set Configuration Settings**

Before we proceed with using Git in a project, let’s define a few global settings:

git config --global user.name "Shaumik"

git config --global user.email ["sdaityari@gmail.com"](mailto:sdaityari@gmail.com) git config --global color.ui "auto"

The commands are fairly self-explanatory. We set the default name and email to be associated with our commits. We also set the color.ui to "auto", to enable Git to color code the output of Git commands on the terminal. The --global setting allows these settings to be applied to any other repository that you work on locally.

If you don’t set the values for name and email, they are left empty. When you make a commit, it takes different values depending on the OS or the GUI tool that you use. When you make a commit without setting these parameters, Git will automat- ically set them based on the username and hostname. For instance, the name is set to the name of the user that is logged in to the computer in OS X, whereas in Linux, the name is set to be the username of the active user account. In both cases, the email is set as username@hostname.

If you want to check all the configuration settings for your repository, you can run the following command:

git config --list

Also, if you want to edit any of your configuration settings, you can do so by editing the **~/.gitconfig** file in Linux and OS X, where **~** refers to your home directory. In Windows, it’s located in your home directory: **C:/Users/<username>/.gitconfig**.

## Create a Git Project

Let’s first create a directory where we’ll store the files for our project:

mkdir my\_git\_project cd my\_git\_project

The first command creates a new directory, and the second changes the active dir- ectory to the newly created one. These two commands work on all operating systems (Windows, OS X, and Linux).

So, **my\_git\_project** is the parent directory that will contain all the files for this project. From now on, we’ll refer to it as our project’s repository.

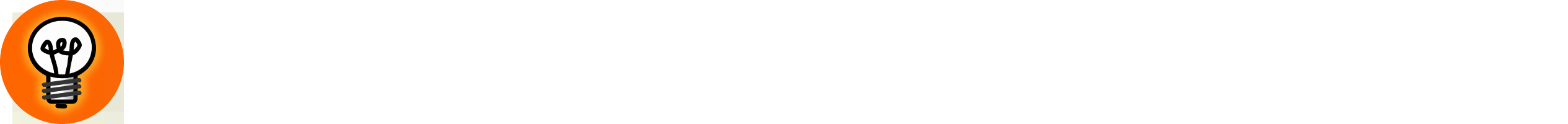
Now that we’re in the repository, we need to initiate Git for that directory using the following command:

git init



**Issuing Git Commands**

Just like git init, all Git commands start with the keyword git, followed by the command.



curl https://raw.githubusercontent.com/git/git/master/

➥contrib/completion/git-completion.bash -o

➥~/.git-completion.bash

if [ -f ~/.git-completion.bash ]; then

. ~/.git-completion.bash

fi

**Git Autocomplete**

When working in the terminal, developers often use the **Tab** key for autocomple- tion. However, this doesn’t work on Git commands by default. You can install an autocomplete script for Git using the following commands. Note that this only works on Linux and OS X.

* Download the autocomplete script and place it in your home directory:
* Add the following lines to the file ~/.**bash\_profile**:

If you’re using Git Bash on Windows, autocompletion is preconfigured. If you’re using Windows command prompt (cmd.exe), you’ll need to install [Clink](http://mridgers.github.io/clink/)9.

## Create Our First Commit

Let’s look at the repository again. Notice the newly created **.git** directory, shown in [Figure 2.3](#_bookmark31) (line 4). All information related to Git is stored in this repository. The

**.git** directory, and its contents, are normally hidden from view.

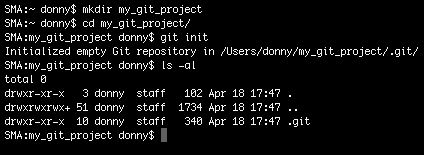
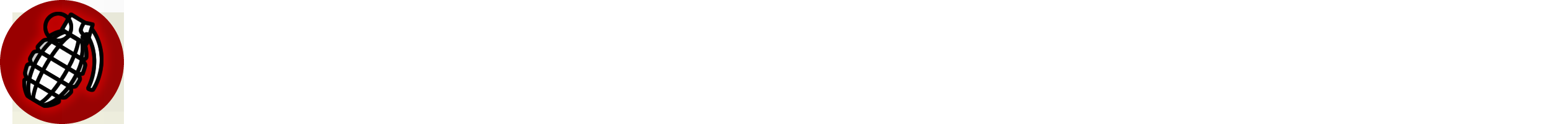


Figure 2.3. Initializing a Git repository



**Don’t Edit .git**

Never edit any files in the **.git** directory. It can corrupt the whole repository. This book doesn’t discuss the internals of Git, and thus doesn’t include working on this hidden **.git** directory.

Now that we’ve initialized Git, let’s add a few files to our repository. On your computer, navigate to the **my\_git\_project** directory and add three text files with the following names: **my\_file**, **myfile2** and **myfile3**. Place some content in each one, such as a simple sentence.

After adding the files, let’s return to the terminal and run the following command to see how Git reacts:

9 <http://mridgers.github.io/clink/>

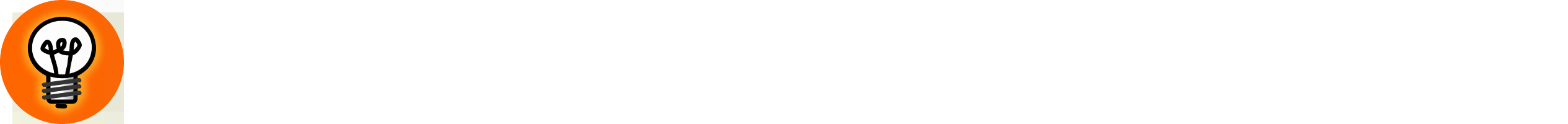
git status

You can see the output in [Figure 2.4](#_bookmark32).



**Demonstration Only**

The file names **my\_file**, **myfile2** and **myfile3** are used for demonstration purposes. They signify three different files and not the different versions of the same file.



**Checking the Status**

git status is perhaps the most used Git command—as you’ll see over the course of this book. In simple terms, this command shows the status of your repository. It provides a lot of information, such as which files are untracked, which are tracked and what their changes are, which is the current “branch”, and what the status of the current branch is with respect to a “remote” (we’ll discuss branches and remotes later). You should frequently check the status of your repository.

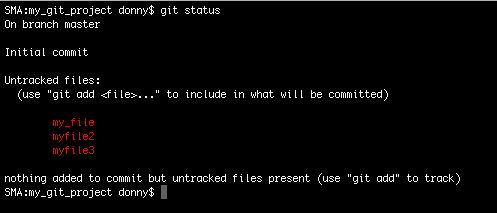


Figure 2.4. Status of the repository

In a Git repository, any file that is added is either tracked or untracked. A file is said to be tracked when Git monitors the changes being made to that file. On the other hand, the changes to an untracked file are ignored by Git and do not form a part of any commits.

Checking the status of our repository, we can see that three files are currently marked in red. They’re also grouped as untracked. Git does not track all files in a repository. You can explicitly tell Git which files to track and which to ignore.

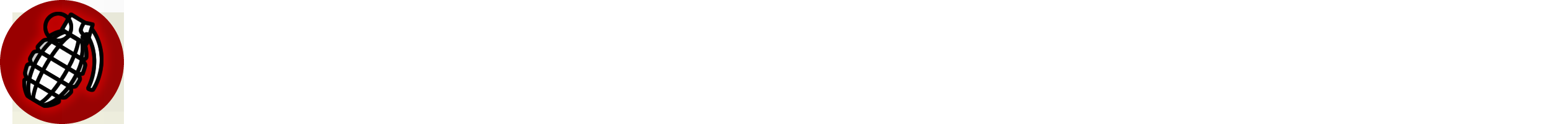
In order to track these files, we run the following command:

git add my\_file myfile2 myfile3

As an alternative, you can simply run the following:

git add .

The . (period) is an alias for the current directory. Running git add . tells Git to track the current directory, as well as any files or sub-directories within the current directory.



**Beware of Adding Unwanted Files**

Don’t make a habit of using git add . as you may end up adding unnecessary files to the repository. You should add only those files that are a part of your package. Adding files like compiled files and configuration files just increases the size of your repository. Configuration files may also contain database pass- words, which could lead to a security risk if committed to the repository.

Now that we’ve set our new files to be tracked by Git, let’s check the status of the repository again, shown in [Figure 2.5](#_bookmark33).

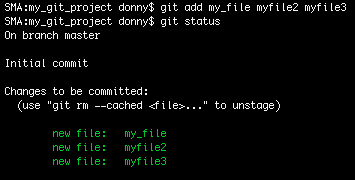
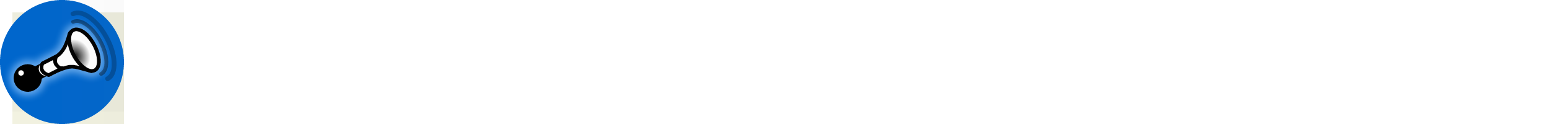


Figure 2.5. Status of the repository after tracking files

We’re now ready to make a commit:

git commit -m "First Commit"

The -m option specifies that you are going to add a message within the command. (The message is the text in quotes after -m: “First Commit”.) Alternatively, you can just run git commit, and a text editor will open up and ask you to enter a commit message.



**Make Your Commit Messages Meaningful!**

A meaningful commit message is an essential part of your commit. You can give a meaningless commit message like “Commit X”, but in the future, it might be difficult for someone else (or even you) to understand why you created that commit.



Figure 2.6. First commit message

Notice the string b6bd481 shown in [Figure 2.6](#_bookmark34) (second line). It’s the hash of the commit, or its identity. (A hash is a unique, identifying signature for each commit,  generated automatically by Git.) What’s shown here is a short version of a consider- ably longer string, which we’ll look at further below.

# Further Commits with Git

The first commit in a Git repository is a little different from subsequent commits. In subsequent commits, Git is already tracking the files you’re working on (unless you’re adding new files). So we’ll need another important command, git diff, which shows you the changes in the tracked files since the last commit.

Let’s make some changes to the files and see how Git reacts. For demonstration purposes, I’ve added a line to **my\_file**, and some extra words to an existing line in **myfile2**. Let’s check the status of the repository by running git status:

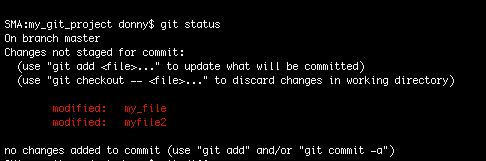


Figure 2.7. Status of the repository after making changes to files

As shown in [Figure 2.7](#_bookmark36), Git shows that certain changes have been made to two files. We can also see exactly what was changed in the files, by running the following command:

git diff

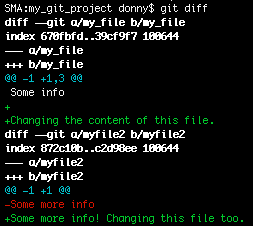


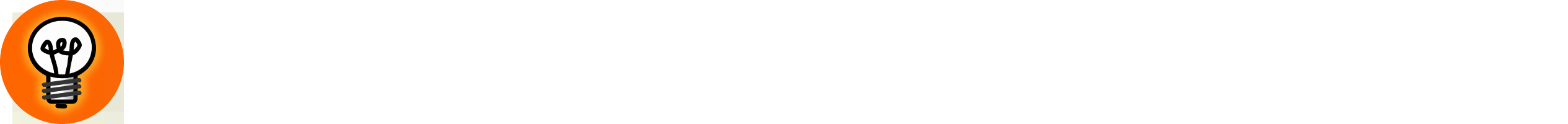
Figure 2.8. Changes in files tracked by Git

The diff command shows the changes that have been made to the tracked files in the repository since the last commit. In the output shown in [Figure 2.8](#_bookmark37), green lines starting with a + sign show what’s been added, and the red line starting with a - sign shows what’s been removed. (When you edit a line of code, the same thing happens: the old line is shown in red with a - sign, and the new version of the line is shown in green with a +.)

If you want to check the changes in a single file, add the file name after the diff

command. For instance:

git diff my\_file



**Diff Only Shows Changes In Tracked Files**

As mentioned earlier, Git tracks only the files that you ask it to. The git diff

command shows the changes only in tracked files.

After you’ve reviewed the changes you made, you need to “stage” the changes to be committed:

git add my\_file myfile2

Alternately, you can add all tracked files like so:

git add -u

You can go one step further and add only parts of the changes to a file to the commit. This process is a bit complex, though, and we’ll tackle it in a later chapter.

Now that you’ve staged the files, they’re ready to be committed:

git commit -m "Made changes to two files"

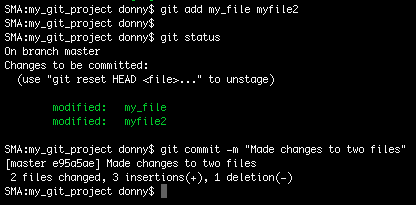
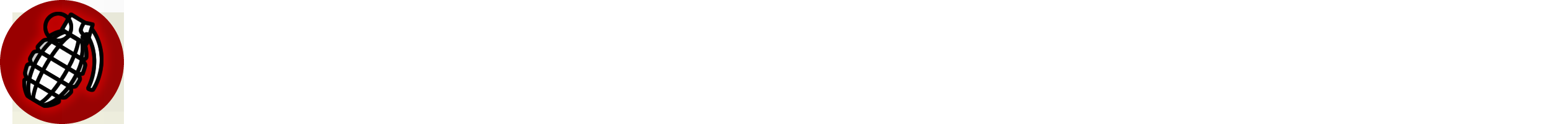
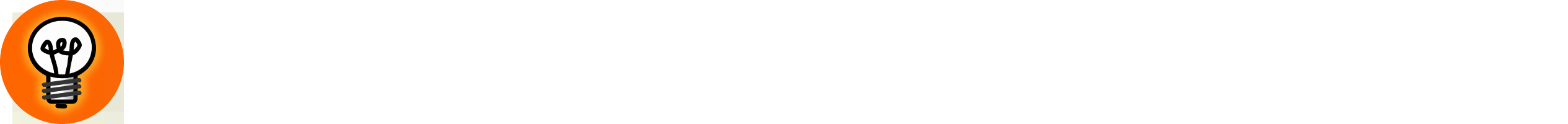


Figure 2.9. Second commit



**Be Careful of Shortcuts**

You can skip the adding (staging) of a modified file by postfixing -a to the git commit, which performs the add operation. However, you should avoid doing this, because it can lead to mistakes. Firstly, postfixing -a only adds tracked files—so you’d miss any untracked files that you may have wanted in the commit. Secondly, it may be that you’ve modified two files but want them to appear in separate commits. A git commit -a would add both files to the same commit.



**Always Review Your Changes**

I mentioned earlier that git status is perhaps the most used command. However, the most important command is probably git diff. Never stage files for commit before reviewing the changes that you’ve made in them. Also, stage files for commit individually after carefully reviewing the changes that were made to them.

**Why git add Again?**

At this point, you may think—why add tracked files again? Well, before you commit, Git needs you to specify which files you want to commit. It may happen that you’ve make changes to two files, but only want to commit one of those files.

The process is like sending a package. git add is adding an item to the package. git commit is sealing the package and writing a note on it. git push (which I’ll explain shortly) is sending the package to the recipient.

# Commit History

Now that we have more than one commit, let’s explore a new area of Git—the **history** of the project. The simplest way of reviewing the history of a project is running the following:

git log

This command shows the commits that we’ve made so far:

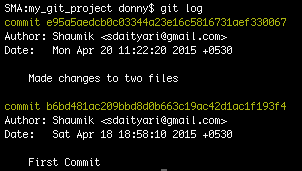


Figure 2.10. Commit history of the project

The history ([Figure 2.10](#_bookmark40)) shows the list of commits, each with a unique hash, an author, a timestamp and a commit message.

Previously in this chapter (see [Figure 2.6](#_bookmark34)), we encountered a commit hash that was truncated. Although the long 40-character commit hash uniquely identifies each commit, usually five or six characters are enough to identify them in a repository:

git show b6bd481

The git show command lists information about a commit. Let’s see how short we can go until Git fails to identify the hash:

git show b6bd481 git show b6bd48 git show b6bd4 git show b6bd git show b6b

It’s only once we’re down to the first three characters, shown in [Figure 2.12](#_bookmark42), that Git gives us a fatal error:

ambiguous argument 'b6b': unknown revision or path not in the working tree.

Although it only failed at three characters in our repository with a very short history, it will probably need to be longer in repositories with a considerably longer history.

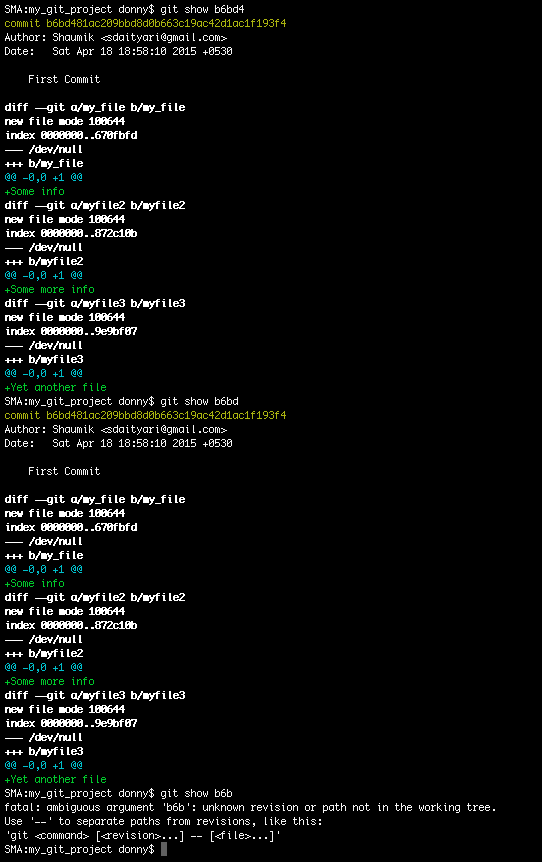


Figure 2.11. Checking how short we can go until Git fails to identify a commit hash

**The .gitignore File**

Although I’ve mentioned that Git only tracks files you explicitly ask it to, it could happen that you ask it to track some files by mistake. You need a way to hide certain files from Git that you know you’ll never want it to track. This is exactly what a

**.gitignore** file does.

A **.gitignore** file is added to the root directory of the repository, and it lists files you don’t want Git to track or display as part of git status. You can add items to the

1. **itignore** file and commit them.



**Unintentionally Tracking a File Listed in .gitignore**

Although a file listed in **.gitignore** is not meant to be tracked, it’s possible that you could accidentally tell Git to track a file that’s listed in there. If that happens, you won’t get any error message. This is another reason you should avoid running git add . as it may cause files to be tracked by Git unintentionally.

Examples of files that you might want to add to .**gitignore** include compiled files with extensions like **.exe** and **.pyc,** local configuration files, OS X **.DS\_Store** files, **Thumbs.db** on Windows, directories of modules in Node.js and build folders of Grunt or gulp.js.

Let’s have a look at what a **.gitignore** file looks like:

configuration/ some\_file.m

\*.exe

The three lines in this sample file are used to tell Git to ignore a whole repository and its contents (the **configuration** directory), a single file (**some\_file.m**), and all files with a **.exe** extension.

The screenshot in [Figure 2.12](#_bookmark42) below shows the effect of a **.gitignore** file that tells Git to ignore **\*.exe** files that has already been committed to the repository. I’ve created a new file called **b.exe** in our project directory, but Git is ignoring it. git status shows that there is nothing to commit.

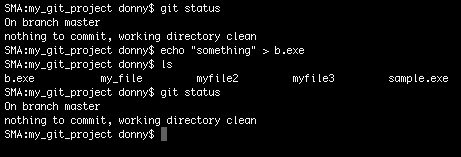


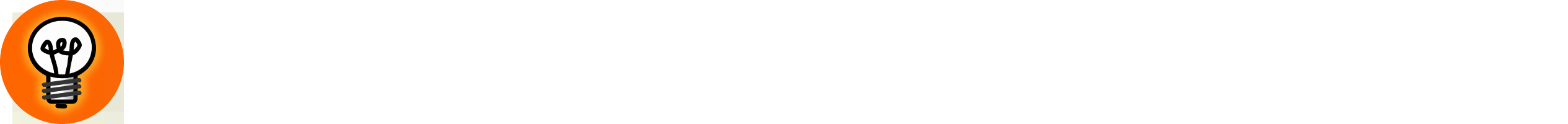
Figure 2.12. Effect of **.gitignore** file



**Hiding .gitignore from Git**

Although it’s advised to add the **.gitignore** file to your repository, you can even hide the **.gitignore** file from Git. Just add a line .gitignore to the file and Git will ignore the **.gitignore** file. However, in such a situation, the file will only reside in the local copy of the repository.

Nowadays, many **.gitignore** templates are available online, depending on the framework you’re working on, such as [Rails](https://github.com/github/gitignore/blob/master/Rails.gitignore)10. You may want to browse through this [huge collection](https://github.com/github/gitignore/)11 of **.gitignore** files on GitHub. These **.gitignore** templates serve as handy starting points for new projects.



**Set Up Your .gitignore Early**

Beginners often have a tendency to add a **.gitignore** file at the late stages of a project. However, if a file is already committed and you add it to the .gitignore file, it  will continue to be committed in your repository and tracked by Git. The only way out in this case is to explicitly untrack the file in Git—after which Git will ignore the file. We’ll discuss how to untrack a tracked file in Git in a later chapter.

# Remote Repositories

As we’ve seen so far, you can use Git on your local machine to manage versions of your work. However, because Git is a distributed version control system, many copies of the same repository can exist. So rather than just keep your repository

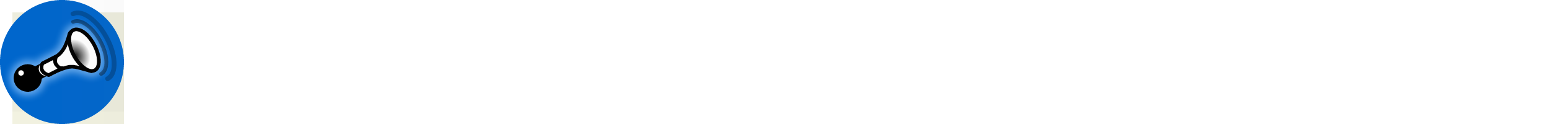
10 https://github.com/github/gitignore/blob/master/Rails.gitignore

11 https://github.com/github/gitignore/

locally, it’s common to store another copy in a centralized location on a centralized server (or in the cloud).

This also enables you to work in a team, as others can access the repository from the centralized copy. Any such copy of your repository can be linked to your repos- itory to enable synchronization. Such an external copy is called a **remote**. A remote is simply a copy of your repository. It can be on a remote server, on a peer’s system or even on a different location within your local system. Interestingly, if you have access to your co-worker’s repository (through SSH for instance), even that can be added as a remote.

For demonstration purposes, let’s create such a copy on GitHub.



**GitHub Isn’t the Only Option**

GitHub is not the only option for setting up a remote. A remote may also be on your own server. However, using cloud services like GitHub offers benefits like eliminating the need to run a separate server. You could also create remotes on GitLab or Bitbucket.

To set up a remote repository on GitHub, you first need to create an account on GitHub, or log into GitHub with your credentials if you already have an account. After login, click on the + arrow on the top right and select **New repository** to create a new repository in the cloud, shown in [Figure 2.13](#_bookmark44).

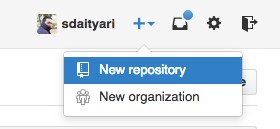
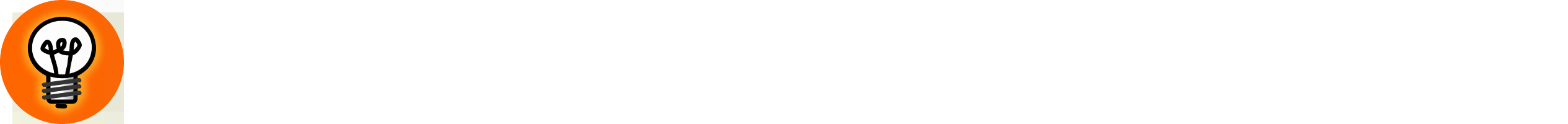


Figure 2.13. Create a new repository on GitHub

Choose a name for your repository. If you’ve chosen a paid or student account (see tip below), you can also choose whether to display your repository publicly or to keep it private.

Once the repository has been created, we have three options: create a new repository from the command line and push to GitHub; push the code from an existing repos-

itory from the command line; or import code from another GitHub repository. We’ll take the second option here.



**GitHub Offers Student Pricing**

As of June 2015, GitHub doesn’t provide free private repositories. Any repository you add is public if you are on the free plan. Micro plans start at $5 per month. However, if you’re a student, you can apply for the [GitHub Student Developer](https://education.github.com/pack) [Pack](https://education.github.com/pack)12 to get a free GitHub micro account, in addition to a lot of other ser- vices—which lasts as long as you are a student.

Returning to your local repository, run the following command to synchronize it with the remote repository:

git remote add origin https://github.com/sdaityari/my\_git\_project.git git push -u origin master

The push command sends the commits from your local repository to the cloud re- pository. The -u option stands for “upstream”. It links your repository to an upstream repository for future reference. When you add commits later, Git will show the status of your local copy in relation to the upstream repository. The master here signifies the files we want to synchronize.

# Conclusion

## What Have You Learned?

In this chapter, we’ve covered the basics of Git:

* + the various ways to install Git on your system
  + the three basic operations of track, stage, and commit
  + the Git workflow of initialization, tracking, committing and pushing a repository
  + starting a Git project from scratch
  + the history of a repository

12 https://education.github.com/pack

* the use of .gitignore
* setting up a remote on GitHub and pushing your code to the cloud.

## What’s Next?

In the next chapter, we’ll explore a few more Git commands, focusing on the use of branches in Git.

You have encountered quite a few new things in this chapter, especially if you are new to version control. I think you may want to call it a day. Get a coffee and enjoy a well deserved break!

**Chapter3**

**Branching in Git**

In [Chapter 1](#_bookmark9), I talked about my one-time fear of trying out new things in a project. What if I tried something ambitious and it broke everything that was working earlier? This problem is solved by the use of branches in Git.

# What Are Branches?

Creating a new **branch** in a project essentially means creating a new copy of that project. You can experiment with this copy without affecting the original. So if the experiment fails, you can just abandon it and return to the original—the master branch.

But if the experiment is successful, Git makes it easy to incorporate the experimental elements into the master. And if, at a later stage, you change your mind, you can easily revert back to the state of the project before this merger.

So a branch in Git is an independent path of development. You can create new commits in a branch while not affecting other branches. This ease of working with branches is one of the best features of Git. (Although other version control options like CVS had this branching option, the experience of merging branches on [CVS](https://en.wikipedia.org/wiki/Concurrent_Versions_System)1

1 https://en.wikipedia.org/wiki/Concurrent\_Versions\_System

was a very tedious one. If you've had experience with branches in other version control systems, be assured that working with branches in Git is quite different.)

In Git, you find yourself in the master branch by default. The name “master” doesn't imply that it's superior in any way. It's just the convention to call it that.



**Branch Conventions**

Although you're free to use a different branch as your base branch in Git, people usually expect to find the latest, up-to-date code on a particular project in the master branch.

You might argue that, with the ability to go back to any commit, there's no need for branches. However, imagine a situation where you need to show your work to your superior, while also working on a new, cool feature which is not a part of your completed work. As branching is used to separate different ideas, it makes the code in your repository easy to understand. Further, branching enables you to keep only the important commits in the master branch or the main branch.

Yet another use of branches is that they give you the ability to work on multiple things at the same time, without them interfering with each other. Let's say you submit feature 1 for review, but your supervisor needs some time before reviewing it. Meanwhile, you need to work on feature 2. In this scenario, branches come into play. If you work on your new idea on a separate branch, you can always switch back to your earlier branch to return the repository to its previous state, which does not contain any code related to your idea.

Let's now start working with branches in Git. To see the list of branches and the current branch you're working on, run the following command:

git branch

If you have cloned your repository or set a remote, you can see the remote branches too. Just postfix -a to the command above:



Figure 3.1. Command showing the branches the in local copy as well as the origin branch

As shown in [Figure 3.1](#_bookmark50), the branches that colored red signify that they are on a re- mote. In our case, we can see the various branches that are present in the origin remote.

# Create a Branch

There are various ways of creating a branch in Git. To create a new branch and stay in your current branch, run the following:

git branch test\_branch

Here, test\_branch is the name of the created branch. However, on running git branch, it seems that the active branch is still the master branch. To change the active branch, we can run the checkout command (shown in [Figure 3.2](#_bookmark52)):

git checkout test\_branch



Figure 3.2. Creating a new branch and making it active

You can also combine the two commands above and thereby create and checkout to a new branch in a single command by postfixing -b to the checkout command:

git checkout -b new\_test\_branch

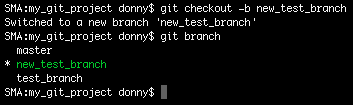


Figure 3.3. Create and checkout to a new branch in a single command

The branches we've just created are based on the latest commit of the current active branch—which in our case is master. If you want to create a branch (say old\_com- mit\_branch) based on a certain commit—such as cafb55d—you can run the following command:

git checkout -b old\_commit\_branch cafb55d

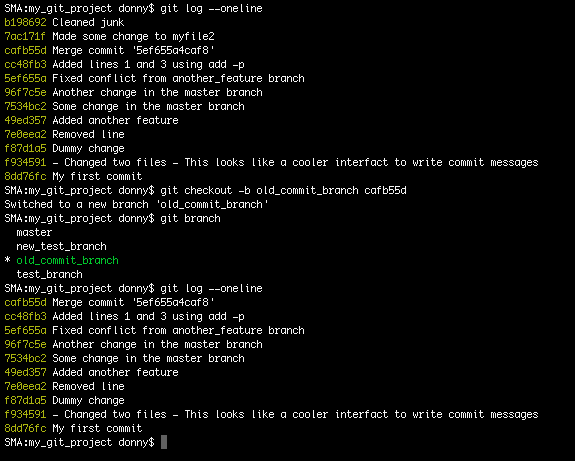


Figure 3.4. Creating a branch based on an old commit

To rename the current branch to renamed\_branch, run the following command:

git branch -m renamed\_branch

# Delete a Branch

To delete a branch, run the following command:

git branch -D new\_test\_branch

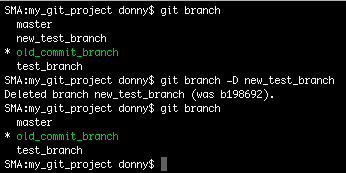


Figure 3.5. Deleting a branch in Git



**Don't Delete Branches Unless You Have To**

As there's not really any downside to keeping branches, as a precaution I'd suggest not deleting them unless the number of branches in the repository becomes too large to be manageable.

The -D option used above deletes a branch even if it hasn't been synchronized with a remote branch. This means that if you have commits in your current branch that have not been pushed yet, -D will still delete your branch without providing any warning. To ensure you don't lose data, you can postfix -d as an alternative to -D.

-d only deletes a branch if it has been synchronized with a remote branch. Since our branches haven't been synced yet, let's see what happens if we postfix -d, shown in [Figure 3.6](#_bookmark54):



Figure 3.6. Deleting a branch in Git using the -d option

As you can see, Git gives you a warning and aborts the operation, as the data hasn't been merged with a branch yet.

**Branches and HEAD**

Now that we've had a chance to experiment with the basics of branching, let's spend a little time discussing how branches work in Git, and also introduce an important concept: HEAD.

As mentioned above, a branch is just a link between different commits, or a pathway through the commits. An important thing to note is that, while working with branches, the HEAD of a branch points to the latest commit in the branch. I'll refer to HEAD a lot in upcoming chapters. In Git, the HEAD points to the latest commit in a branch. In other words, it refers to the tip of a branch.

A branch is essentially a pointer to a commit, which has a parent commit, a grand- parent commit, and so on. This chain of commits forms the pathway I mentioned above. How, then, do you link a branch and HEAD? Well, HEAD and the tip of the current branch point to the same commit. Let's look at a diagram to illustrate this idea ([Figure 3.7](#_bookmark56)):

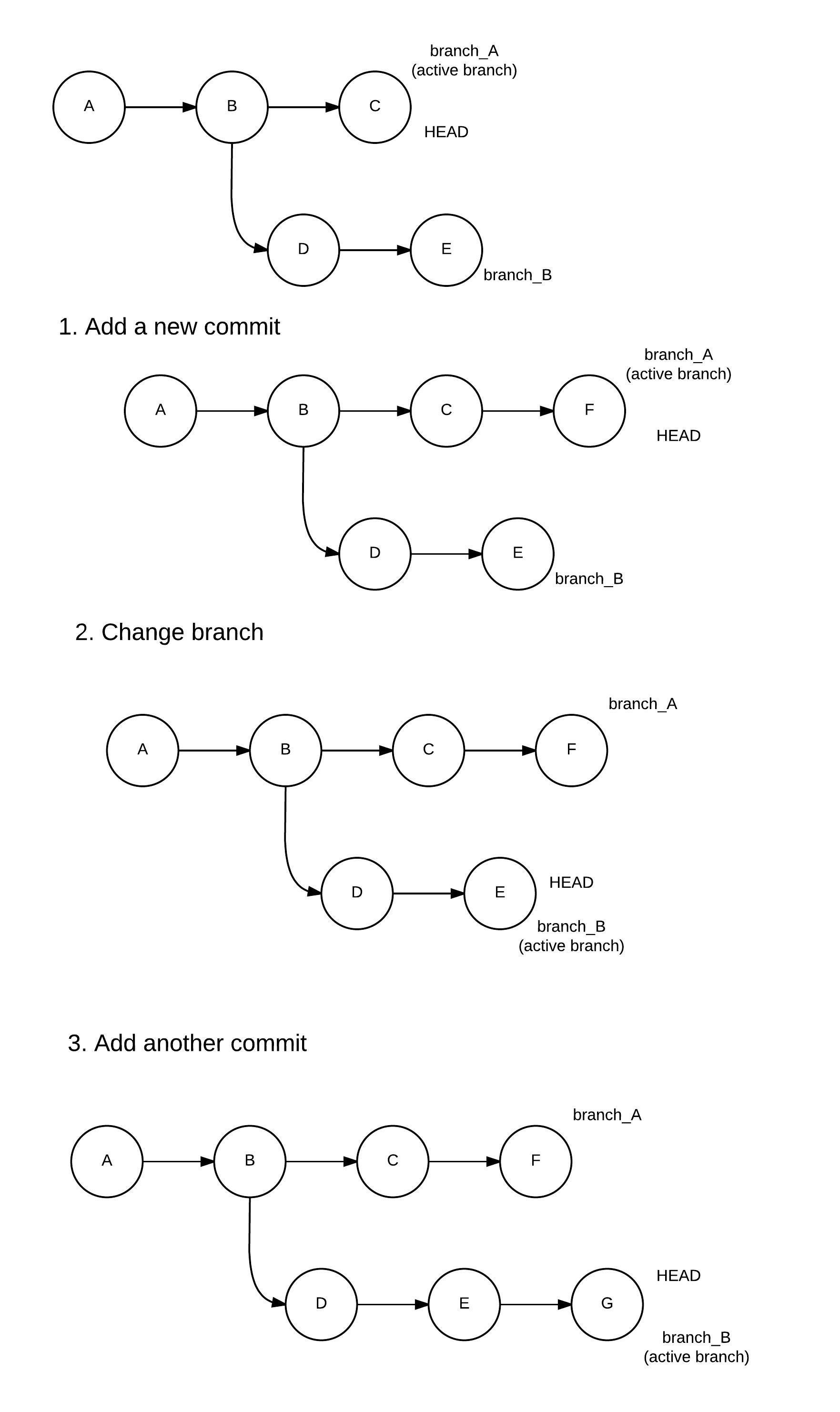


Figure 3.7. Branches and HEAD

As shown in [Figure 3.7](#_bookmark56), branch\_A initially is the active branch and HEAD points to commit C. Commit A is the base commit and doesn't have any parent commit, so the commits in branch\_A in reverse chronological order (which also forms the pathway I've talked about) are C → B → A. The commits in branch\_B are E → D → B → A. The HEAD points to the latest commit of the active branch\_A, which is commit

C. When we add a commit, it's added to the active branch. After the commit, branch\_A points to F, and the branch follows F → C → B → A, whereas branch\_B remains the same. HEAD now points to commit F. Similarly, the changes when we add yet another commit are demonstrated in the figure.

# Advanced Branching: Merging Branches

As mentioned earlier, one of Git's biggest advantages is that merging branches is especially easy. Let's now look at how it's done.

We'll create two new branches—new\_feature and another\_feature—and add a few dummy commits. Checking the history in each branch shows us that the branch another\_feature is ahead by one commit, as shown in [Figure 3.8](#_bookmark58):

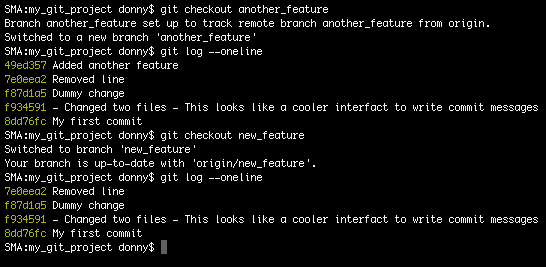


Figure 3.8. Checking the history in each branch

This situation can be visualized as shown in [Figure 3.9](#_bookmark59). Each circle represents a commit, and the branch name points to its HEAD (the tip of the branch).

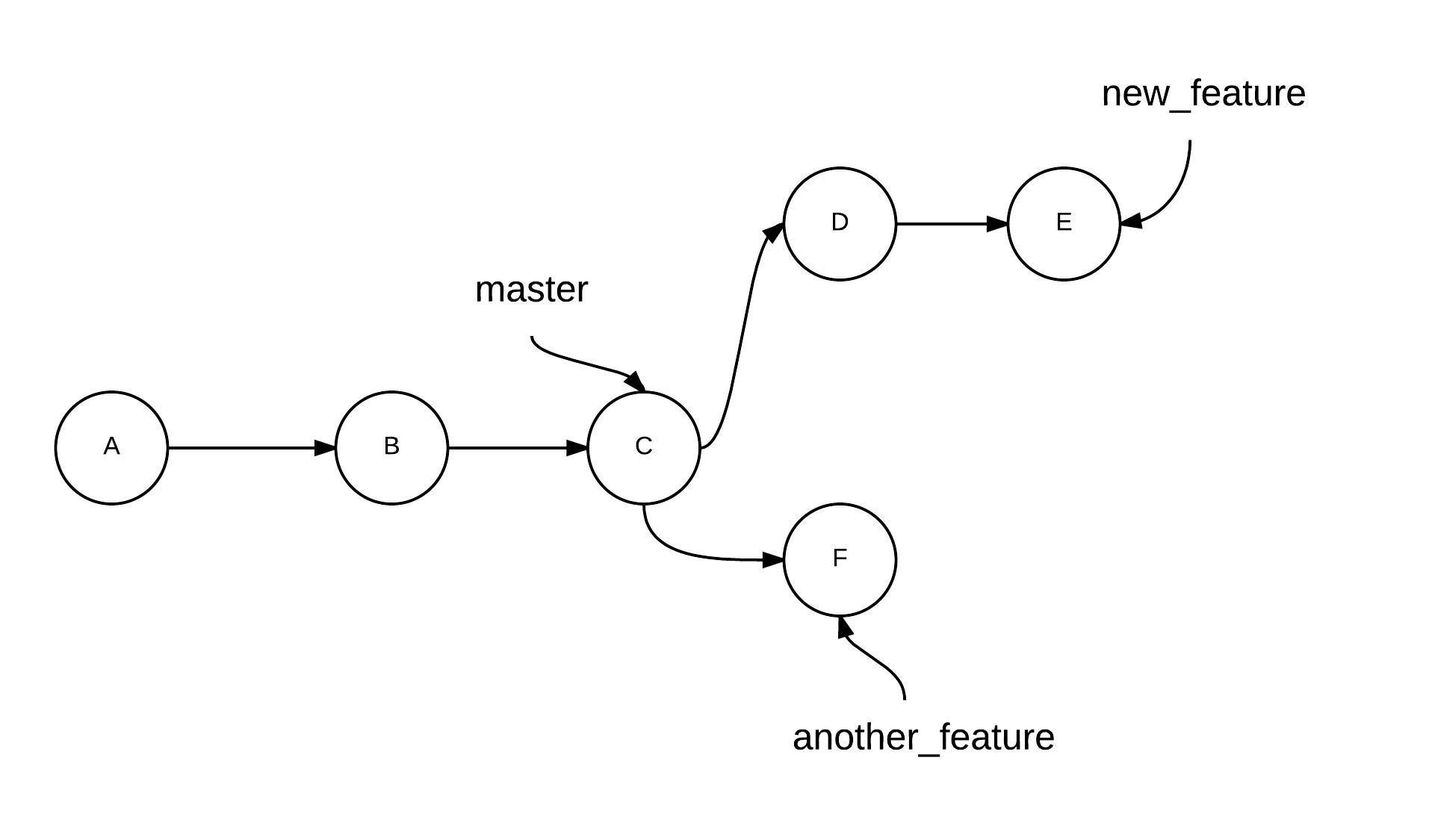


Figure 3.9. Visualizing our branches before the merge

To merge new\_feature with master, run the following (after first making sure the

master branch is active):

git checkout master git merge new\_feature

The result can be visualized as shown in [Figure 3.10](#_bookmark60):



Figure 3.10. The status of the repository after merging new\_feature into master

To merge another\_feature with new\_feature, just run the following (making sure that the branch new\_feature is active):

git checkout new\_feature git merge another\_feature

The result can be visualized as shown in [Figure 3.11](#_bookmark61):

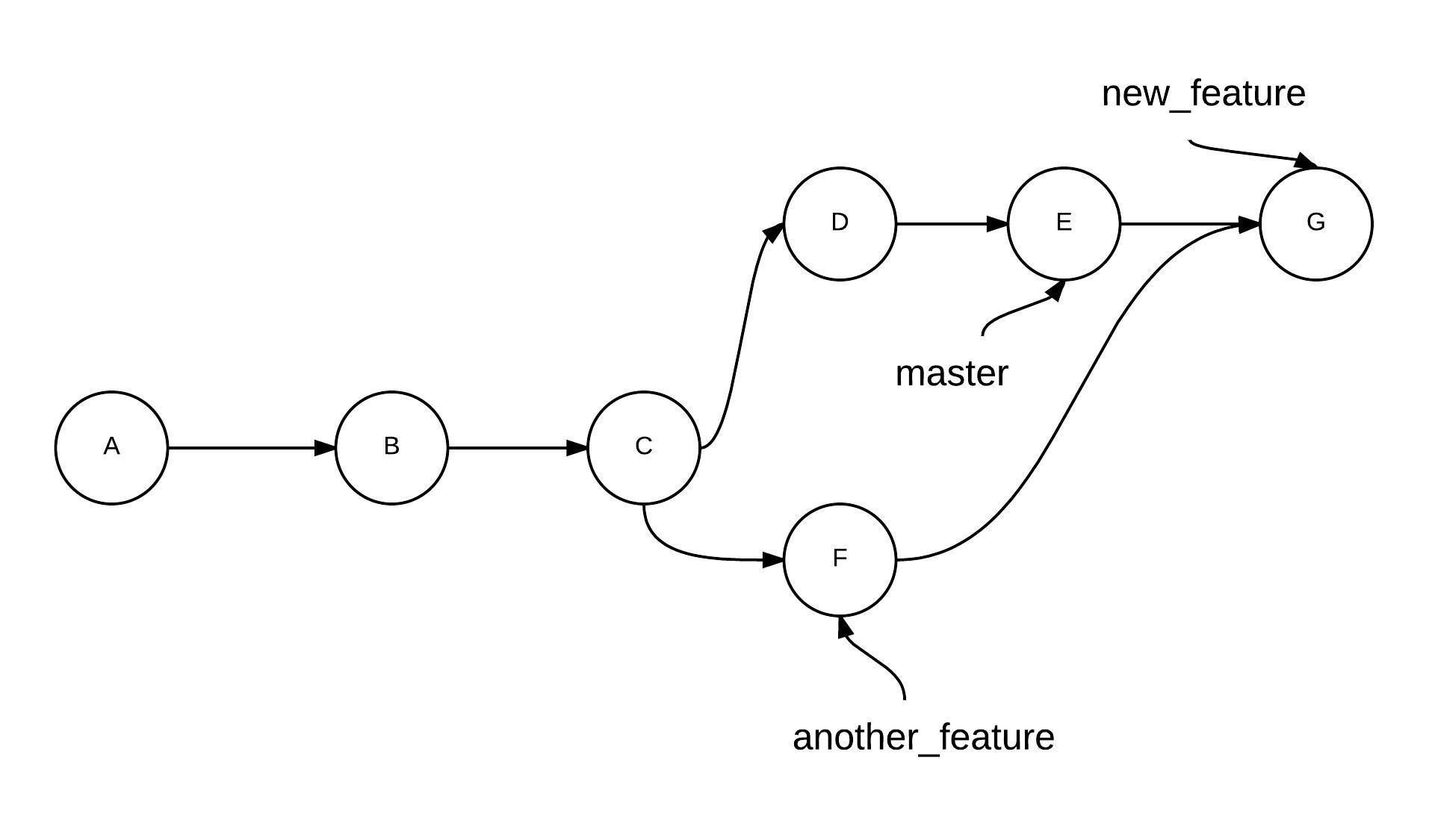
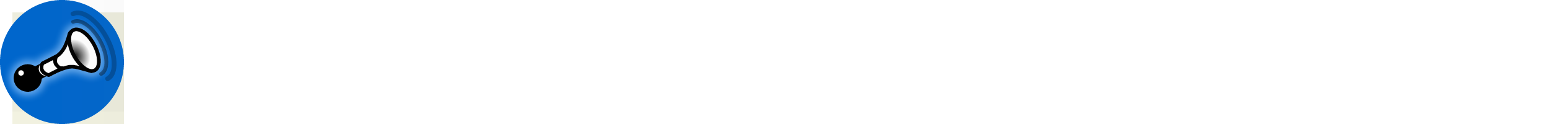


Figure 3.11. The status of the repository after merging another\_feature into new\_feature



**Watch Out for Loops**

The diagram above shows that this merge has created a loop in your project history across the two commits, where the workflows diverged and converged, respectively. While working individually or in small teams, such loops might not be an issue. However, in a larger team—where there might have been a lot of commits since the time you diverged from the main branch—such large loops make it difficult to navigate the history and understand the changes. We'll explore a way of merging branches without creating loops using the rebase command in [Chapter 6](#_bookmark116).

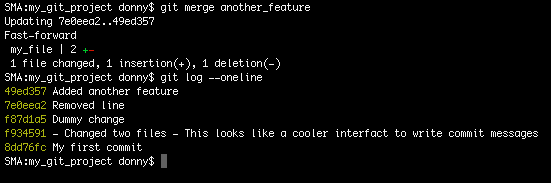


Figure 3.12. The status of branch new\_feature after the merge

This merge happened without any “conflicts”. The simple reason for that is that no new commits had been added to branch new\_feature as compared to the branch another\_feature. **Conflicts** in Git happen when the same file has been modified in non-common commits in both branches. Git raises a conflict to make sure you don’t lose any data.

We’ll discuss conflicts in detail in the next chapter. I mentioned earlier that branches can be visualized by just a simple pathway through commits. When we merge branches and there are no conflicts, such as above, only the branch pathway is changed and the HEAD of the branch is updated. This is called the **fast forward** type of merge.

The alternate way of merging branches is the **no fast forward** merge, by postfixing

--no-ff to the merge command. In this way, a new commit is created on the base branch with the changes from the other branch. You are also asked to specify a commit message:

git merge --no-ff new\_feature

In the example above, the former (merging new\_feature with master) was a fast forward merge, whereas the latter was a no fast forward merge with a merge commit.

While the fast forward style of merges is default, it’s generally a good idea to go for the no fast forward method for merges into the master branch. In the long run, a new commit that identifies a new feature merge might be beneficial, as it logically separates the part of the code that is responsible for the new feature into a commit.

# Conclusion

## What Have You Learned?

In this chapter, we discussed what branches are and how to manage them in Git. We looked at creating, modifying, deleting and merging branches.

## What’s Next?

I’ve already spoken about how Git is beneficial to developers working in teams. The next chapter will look at this in more detail, as well as specific Git actions and commands that are frequently used while working in a distributed team.

**Chapter4**

**Using Git in a Team**

So far, we've looked at managing source code by starting a Git project, working with branches, and pushing code to a remote repository. In this chapter, we’ll focus on the features of Git that help you contribute in a team.

We’ve seen how useful Git’s version control tools can be for a sole coder. Git’s power  is even more evident when it comes to managing a project with many contributors. It enables members of a team to work independently on a project and stay in sync—even when they’re located far apart from each other.

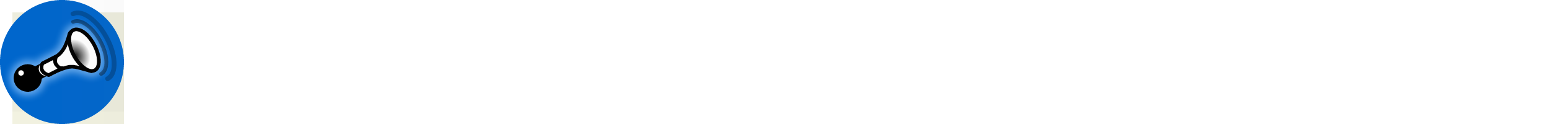
**Getting Started in a Team: Cloning from a**

**Remote**

Earlier, we performed a push operation to GitHub, sending a copy of our local re- pository to the cloud. This is the process you follow when the repository has been created on your local system.

However, if you’re working on a team, it’s possible that some work has already been done on the repository when you join. In this scenario, you need to grab a copy of the code from a central repository and work on it. The process of grabbing this re-

pository is called **cloning**. Cloning is the process of creating a copy of a remote re- pository. The copy (or clone) that you create has its own project history, and any work done on it is independent of the development on the remote.



**The Source is the origin**

If you clone a repository, the source from which you cloned it from is designated as the origin remote by default. You may modify the remote using the git re- mote command.

Think of cloning as creating photocopies of a document. If you overwrite something in the photocopy, the original document remains untouched. Similarly, if you change the original document after making the photocopy, the photocopy retains the contents of the original document. Until you merge the clone with the original remote, they are separate entities.

To clone a remote repository, you need to know its location. This location usually takes the form of a URL. In GitHub, you can find the URL of a project on the bottom right corner of the home page of that project. Let’s look at an example of a repository on my own GitHub account, as shown in [Figure 4.1](#_bookmark67):

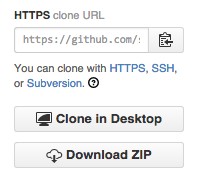


Figure 4.1. GitHub showing the location of the clone URL

To clone this project, we need to run the following command:

git clone https://github.com/sdaityari/my\_git\_project.git

When the repository is successfully cloned, a local directory is created with the same name as the project name (in our case, my\_git\_project), and all the files under the repository are present in that directory. It’s not necessary to keep the directory name; you can change it any time. If you want to change the root directory name of the repository while cloning it—let’s say to **my\_project**—you’ll need to provide the name to the clone command:

git clone https://github.com/sdaityari/my\_git\_project.git my\_project

You may also rename the directory after you’ve cloned the repository.

Once you’ve cloned the repository, you can verify that the origin remote points to the URL that you just cloned from, shown in [Figure 4.2](#_bookmark68):

git remote -v



Figure 4.2. Verifying the origin remote

The -v option is short for --verbose and tells Git to display the URLs of the remotes next to the names.

## Optional: Different Protocols While Cloning

In the command we used to clone the repository, you may have noticed that the URL starts with https. You have the option of choosing a different protocol. The available protocols for any Git remote are as follows:

* Local protocol
* Git protocol
  + HTTP/HTTPS protocol
  + SSH protocol

The local protocol involves cloning in the same system. For instance, you may clone a repository like so:

git clone /Users/donny/my\_git\_project

The biggest disadvantage is the access this protocol provides, which is limited to the local computer.

If you clone over the Git protocol, your URL starts with git instead of https: git://github.com/sdaityari/my\_git\_project.git. This doesn’t provide any se- curity. You only get read-only access over the git protocol, and therefore you can’t push changes.

With the https protocol, your connection is encrypted. GitHub allows you to clone or pull code anonymously over https if the repository is public. However, for pushing any code, your username and password are verified first. GitHub recom- mends using https over ssh, because the https option always works, even if you’re behind a firewall or a proxy.

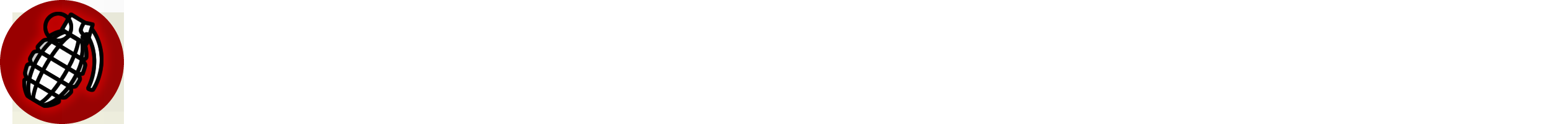
If you’re using the https protocol, you need to type in your credentials every time you push code. However, if you push your code frequently, you can make Git re- member your credentials for a given amount of time after you successfully enter them once. This is done with the credential.helper setting. Run the following to enable credential storage:

git config --global credential.helper cache

By default, Git stores your credentials for 15 minutes. You may also set the timeout limit in seconds:

git config --global credential.helper "cache --timeout=3600"

This command makes Git store your credentials for an hour.



**Alternative Credential Storage**

An alternative but less secure way of saving the username and password indefin- itely would be to store them within the remote path itself. In such a case, your remote would look like this: https://sdaityari:password@git- hub.com/sdaityari/my\_git\_project.git.

The ssh protocol, on the other hand, authenticates your requests using public key authentication1. You establish a connection with the remote server over ssh first, and then you request the resource. To set up authentication using ssh, you need to generate your public/private key pair.

In Linux or OS X, the following command generates a key pair:

ssh-keygen -t rsa -C ["sdaityari@gmail.com"](mailto:sdaityari@gmail.com)

In Windows, you need either PuTTY or Git Bash to generate the key. GitHub provides [detailed instructions on the process of generating the key pair on Windows](https://help.github.com/articles/generating-ssh-keys/#platform-windows)2.



**GitHub Desktop Can Generate Keys for You**

If you use the GitHub desktop client, the process of generating a key pair and linking it with your GitHub account is done automatically by the client. We’ll re- view clients in a later chapter.

Your public key is stored in the file **~/.ssh/id\_rsa.pub**. You can view it using the cat

command, shown in [Figure 4.3](#_bookmark70):

1 If you’re interested in learning how the public key authentication works, you may check out [this video](https://www.comodo.com/resources/small-business/digital-certificates2.php) [on public key encryption](https://www.comodo.com/resources/small-business/digital-certificates2.php) [[https://www.comodo.com/resources/small-business/digital-certificates2.php]](http://www.comodo.com/resources/small-business/digital-certificates2.php). 2 https://help.github.com/articles/generating-ssh-keys/#platform-windows

cat ~/.ssh/id\_rsa.pub

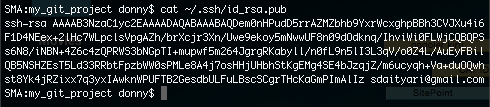


Figure 4.3. Viewing the contents of the public key

The cat command prints the contents of a file on the terminal. ~ stands for the home directory of the current active user. For instance, if your username is donny, ~ points to /Users/donny/ on OS X and /home/donny on Linux.

You need to add the contents of the public key to your [GitHub SSH settings](https://github.com/settings/ssh)3 in order to establish ssh connections to GitHub, as shown in [Figure 4.4](#_bookmark71):

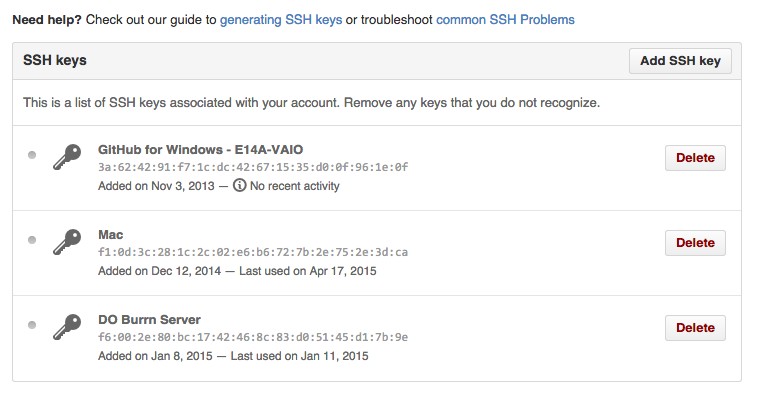


Figure 4.4. SSH Keys on a GitHub profile

3 https://github.com/settings/ssh

**Contributing to the Remote: Git Push**

**Revisited**

Earlier in this book, we created a repository in the cloud and pushed our local code to it. Once you’ve made changes to a repository, they need to be pushed to the remote if the central repository is to reflect them. git push is a simple command that does the trick:

git push

We’ll now explore push a little further. There are various ways to push code to a remote.

A git push simply pushes the code in the current branch to the origin remote branch of the same name. A branch is created if the branch with the same name as the current local branch doesn’t exist on the origin:

git push remote\_name

This command pushes the code in the current branch to the remote\_name remote branch. A branch is created on the remote if the branch with the same name as the current local branch doesn’t exist on the remote\_name remote.

git push remote\_name branch\_name

This command pushes the code on the branch\_name branch (irrespective of your current branch) to the remote branch of the same name. If branch\_name doesn’t exist on the remote, it is created. If branch\_name doesn’t exist on the local repository, an error is shown.

git push remote\_name local\_branch:remote\_branch

This command pushes the local\_branch from the local repository to the re- mote\_branch of the remote repository. Although it involves typing a longer command, I would always advise that you use this syntax for pushing your code, as it avoids mistakes.

[Figure 4.5](#_bookmark73) gives a rough idea of how the states of the master and origin/master

look before and after a push operation:

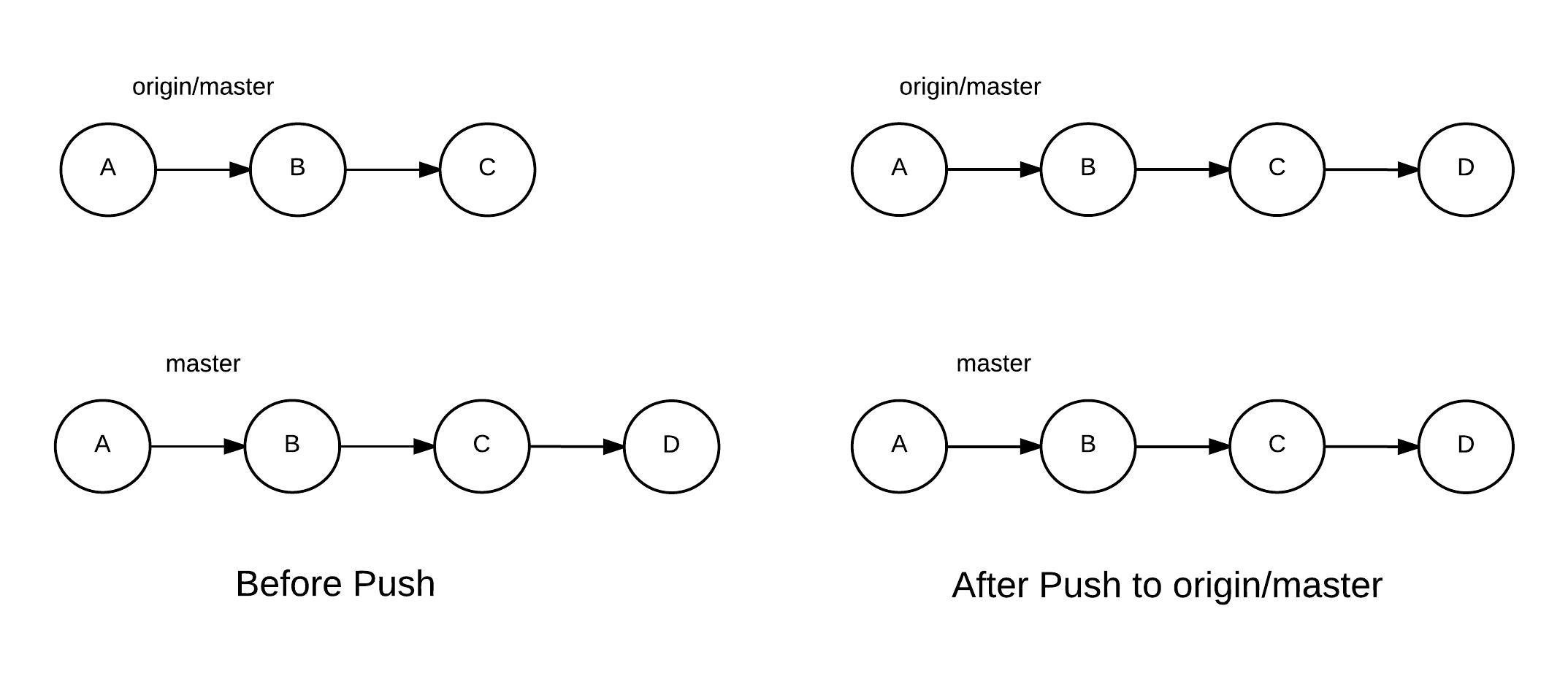
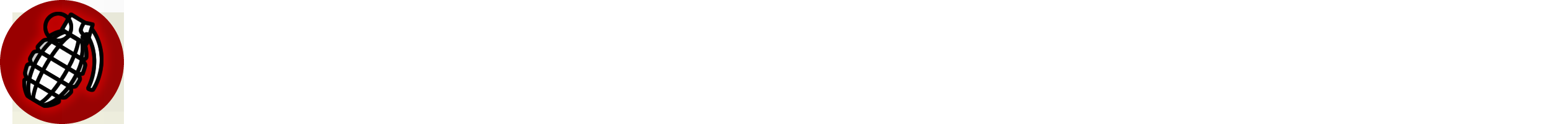


Figure 4.5. The status of a remote after a push operation



git push remote\_name :remote\_branch

**You Can Delete Branches Using git push**

You can modify the syntax listed above to delete a branch on the remote:

In this command, you are essentially sending an empty branch to the re-

mote\_branch branch of remote\_name, which empties the remote\_branch, or in other words, deletes it on the remote. You should therefore be careful while attempting this operation.

**Keeping Yourself Updated with the Remote:**

**Git Pull**

Now that we’ve looked at how to push the changes to the remote, let’s explore the situation where others are working on the same project and you need to update your local repository with the changes other contributors have made.

The ideal way to update your local repository with the commits others have made to the remote is, firstly, by downloading the new data, and then by merging it with the appropriate branches.

To download the changes that have appeared in the remote, we run the following command:

git fetch remote\_name

This updates our local branches from the remote remote\_name. (We can skip the name of the remote by running just git fetch, and the command will update the branches of the local repository from the remote origin.)

When you clone a repository or set an upstream, local versions of their branches are also maintained. The fetch command updates these local versions with the latest commits from the remote.

Following a fetch, to update your local branch you need to merge it with the appro- priate branch from the remote. For instance, if you’re planning to update the local master branch with the remote’s master branch, run the following command:

git merge origin/master

This is basically merging the branch origin/master with your current active branch. Following the fetch, your origin/master is updated with the latest commits of the branch on the remote. You have therefore succeeded in updating a local branch with the latest commits from a remote branch.

To understand what’s going on, let’s explore further with the help of a diagram ([Figure 4.6](#_bookmark75)):

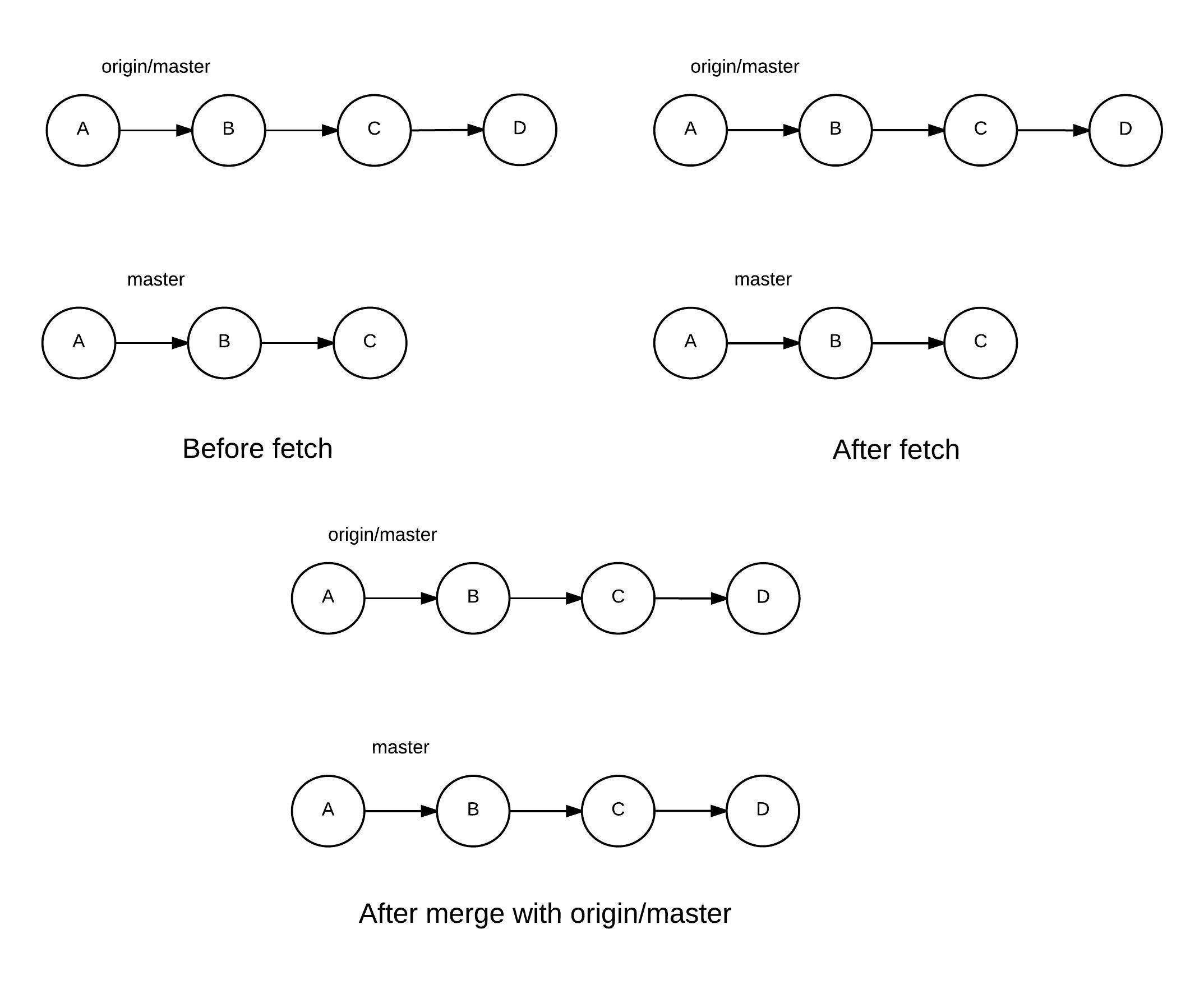
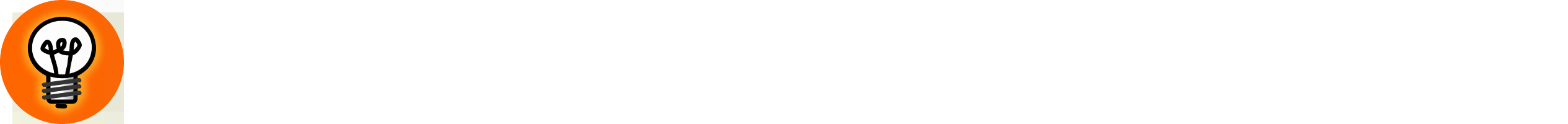


Figure 4.6. Status of the repositories before and after the fetch/merge process

Alternatively, a shorter way of updating the local branch by downloading and merging a remote branch is by using pull. The git pull command is essentially a git fetch followed by a git merge. To update the current active branch through pull, run the following:

git pull origin master



**Pulls Are Fast Forward by Default**

Just as with merging, you can specify whether or not a pull should be a fast-for- ward. It *is* by default, but this can be overridden with the --no-ff postfix.

As with git push, it’s possible to specify different local and remote branches for

git pull too:

git pull

A git pull simply downloads the code from the master branch of the origin remote branch. It then merges the code with the current active branch.

git pull remote\_name

The command above first downloads the code from the master branch of the re- mote\_name remote branch. It then merges the code with the current active branch.

git pull remote\_name branch\_name

The command above first downloads the code from the branch\_name branch of the

remote\_name remote branch. It then merges the code with the current active branch.

git pull remote\_name local\_branch:remote\_branch

This command first downloads the code from the remote\_branch branch of the remote\_name remote branch. It then merges the code with the local\_branch in the local repository.

To help visualize the process of a git pull, the following diagram shows the status of the local repository before and after a pull ([Figure 4.7](#_bookmark76)):

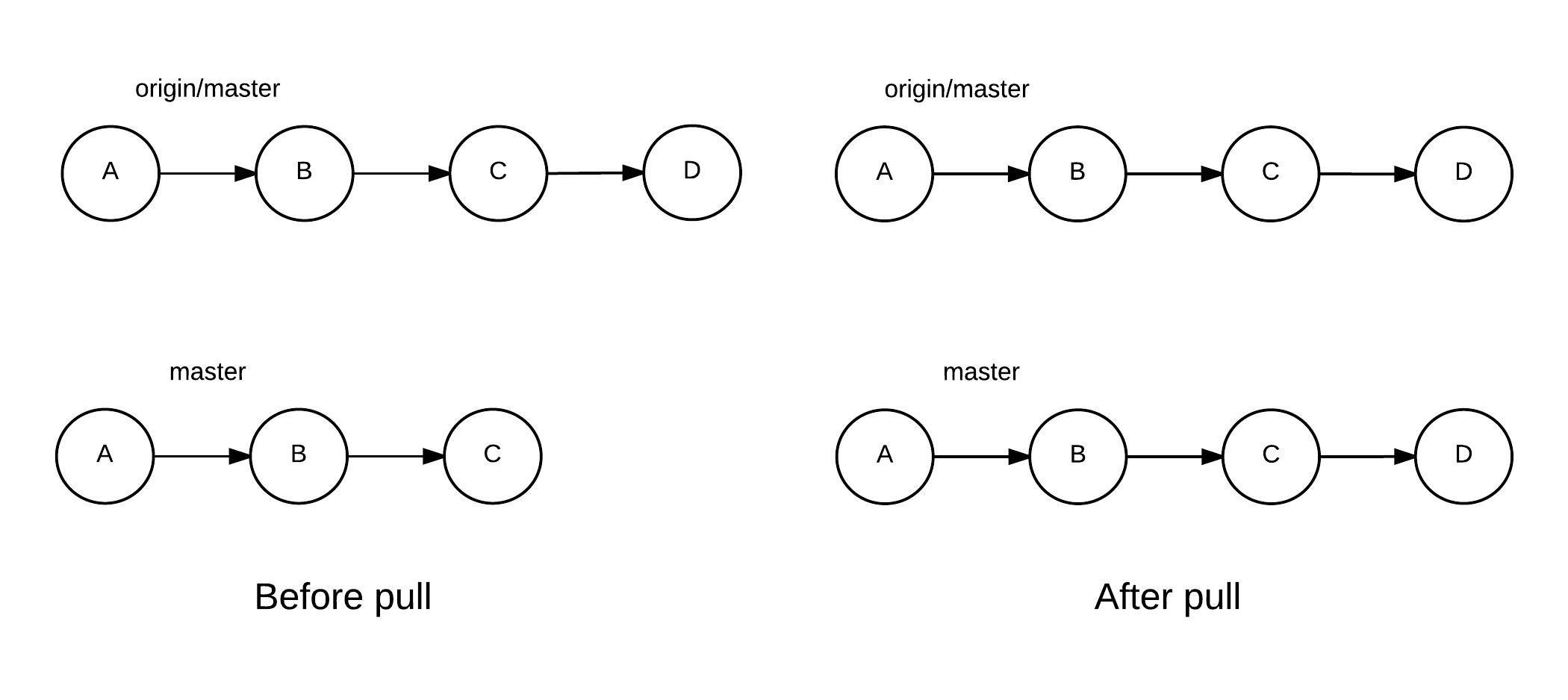
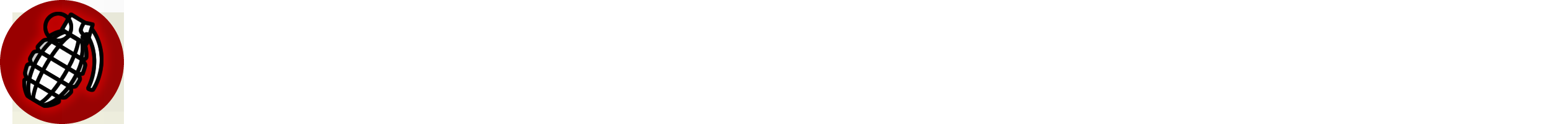


Figure 4.7. Illustration of the status of a local repository before and after a pull



**Here Be Conflicts!**

A fetch-merge or pull may result in conflicts, in which case you will need to resolve the conflicts before completing the merge or pull. We’ll discuss conflicts later in this chapter.

# Dealing With a Rejected Git Push

Now that you have the knowledge of both sending and receiving updates in your local repository, let’s look at a special situation. It involves pushing new code to a remote branch that’s been updated since your last synchronization. In this case, your push would be rejected—with the message that “it is non-fast-forward”. This simply means that, since changes were made to both the remote and your local copy, Git is not able to determine how to merge them.

In such a situation, you last synced the master branch from origin (hence referred to as origin/master) when it was at commit B (as named in the diagram below). You’ve proceeded with two commits, D and E. Since your last sync, a new commit C has been added to origin/master. Git doesn’t merge both these workflows, as they’ve taken different pathways. Therefore, you should first pull from origin/mas- ter and merge it with master, resolving any conflicts that appear. This would make commit C appear in your master branch. Git will then be able to accept the push.

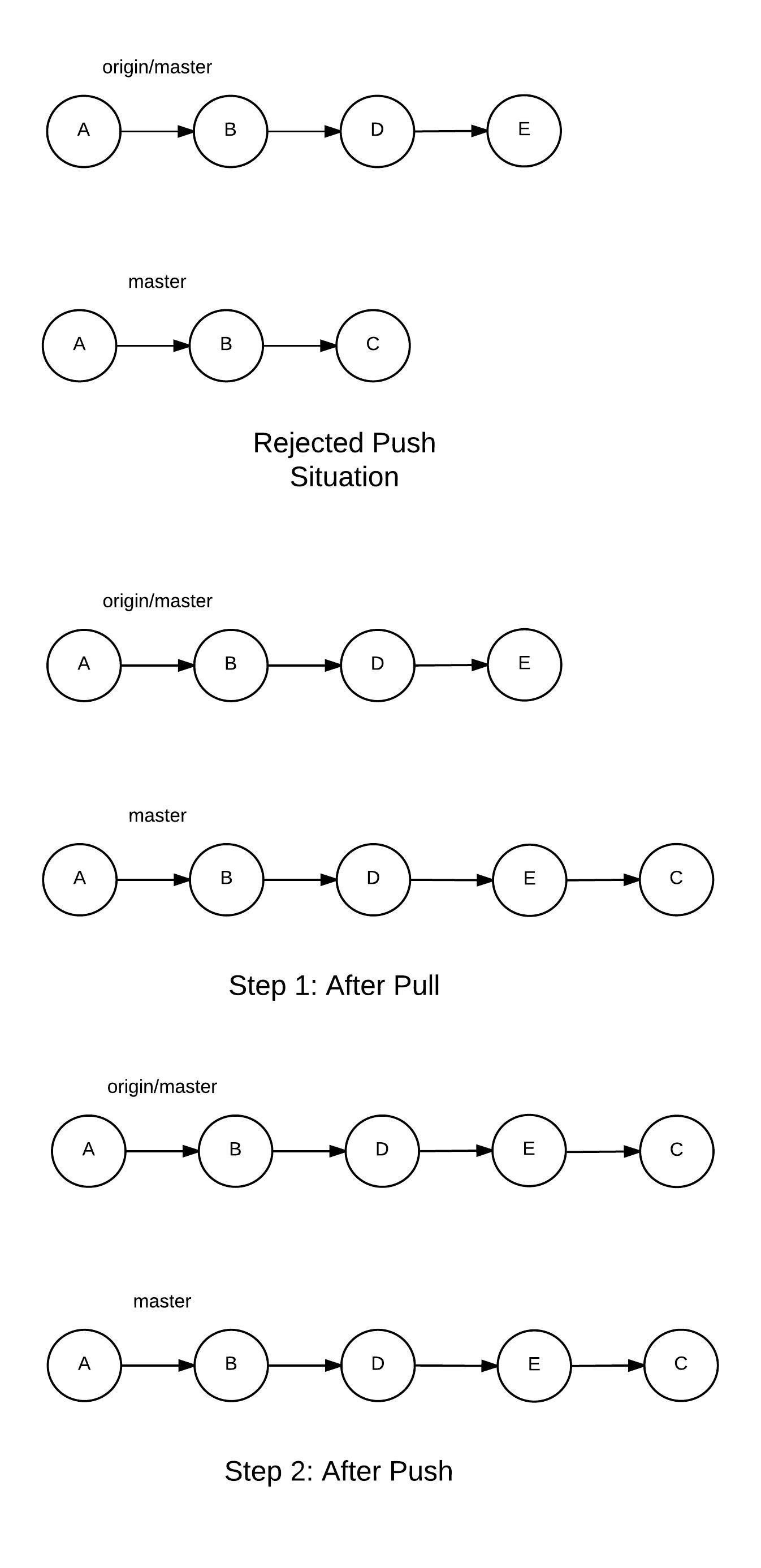


Figure 4.8. Example of a situation where a push is rejected



**Rebase?**

In this example, we demonstrate a pull --rebase in [Figure 4.8](#_bookmark78) rather than just a pull. For now, just ignore this, as I’ll explain rebase in [Chapter 6](#_bookmark116).

# Conflicts

Let’s now address conflicts—the topic perhaps most dreaded by people working with Git.

Conflicts can occur when you’re trying to merge two branches or to perform a pull. However, as a pull operation essentially involves merging, we’ll address conflicts only during a merge. If you encounter a conflict during a pull, the process of resolving it remains the same.

A **conflict** arises when your current branch and the branch to be merged have di- verged, and there are commits in your current branch that aren’t present in the other branch, and vice versa. Git isn’t able to determine which changes to keep, so it raises a conflict to ask the user to review the changes. The last common commit between the two branches—which is also the point where they diverged—is called the **base commit**.

When Git merges the two branches, it looks at the changes in each branch since the base commit. When there are unambiguous differences—like changes to different files, and sometimes different parts of the same file—the changes are applied.

However, if there are changes to the same parts of the same file, and Git can’t de- termine which changes to keep, it raises a conflict.

To understand conflicts properly, let’s try to create an example conflict ourselves. We’ll create a reference branch named base\_branch. Let’s also create a sample program in Python—**sample.py**—the contents of which are shown below:

CONSTANT = 5

def add\_constant(number): return CONSTANT + number

It’s a simple program that adds a constant to a provided number. Now imagine a scenario where you make a branch, conflict\_branch, where you change the value of CONSTANT to 7. And suppose a friend has worked on the same line numbers of the same file on the branch friend\_branch, and changed the CONSTANT to 9. We can visualize this with [Figure 4.9](#_bookmark80):

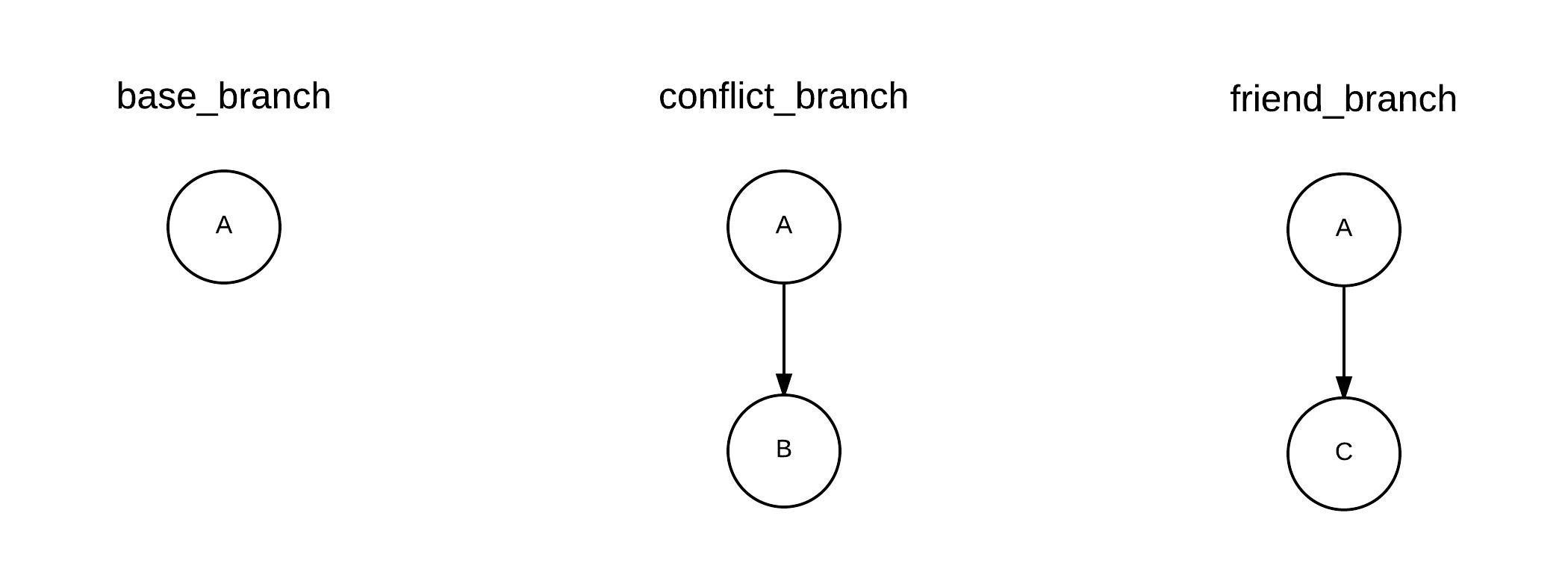


Figure 4.9. A situation where a merge raises a conflict

Now, let’s see what happens when we try to merge the friend\_branch with our

conflict\_branch:

git merge friend\_branch

Git shows a message that the automatic merge failed, and that there are conflicts in

**sample.py** that need to be resolved ([Figure 4.10](#_bookmark81)):

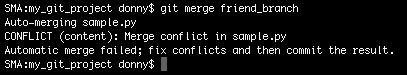


Figure 4.10. Failed merge due to conflicts

That doesn’t sound so great! Let’s do a git status to see what’s wrong ([Figure 4.11](#_bookmark82)):

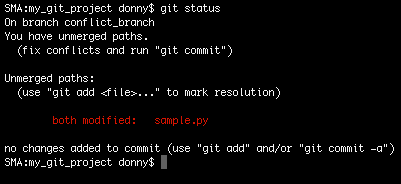


Figure 4.11. Status during a failed merge

Git shows that both files have been modified, and that we need to make a commit after fixing the conflicts. Naturally, this isn’t a fast-forward commit, as Git has failed to automatically resolve the merge. A new commit will be created once you fix the conflicts and commit your changes.

Note that a conflict arises only when Git is unable to determine which lines to keep. To make sure no data is lost, you’re asked which lines should be kept. [Figure 4.12](#_bookmark83) shows the contents of the file in Sublime Text:

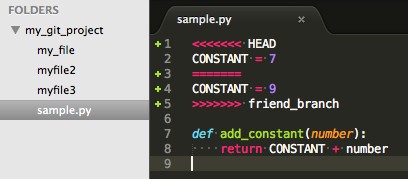


Figure 4.12. Contents of conflict file

Look at the contents of the file now. Since you initiated the merge, Git has modified the file to show you the changes in the two versions of the same file:

<<<<<<< HEAD CONSTANT = 7

======= CONSTANT = 9

>>>>>>> friend\_branch

def add\_constant(number): return CONSTANT + number

The lines between <<<<<<< HEAD and ======= contain your version of the part of the file, whereas the lines between ======= and >>>>>>> friend\_branch contain the part of the file that is present in the friend\_branch. You should review these lines and decide which lines to keep. You may need to take up the issue with your team before you decide which version to keep. In our case, let’s keep the change we made.



**Multiple Conflicts**

In our simple example, there was just one conflict in a single file. If there are conflicts in multiple files, they’ll appear when you run git status. You need to edit them individually to check which version to keep. If there are multiple conflicts in the same file, you should search for the word HEAD or <<<<< (multiple “less than” signs together are rarely used in your source code) to find out the in- stances within a file where conflicts have arisen, and then work on them individu- ally.

After you’ve resolved the conflicts, you should stage the changed files for commit. In our case, there’s only a single file:

git add sample.py

You should then proceed to making a commit, as shown in the line of code below and in [Figure 4.13](#_bookmark84):

git commit -m "Concluded merge with friend\_branch"

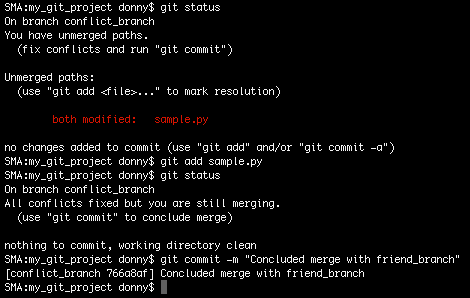
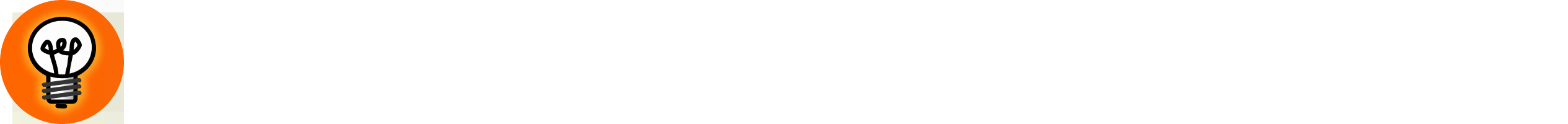
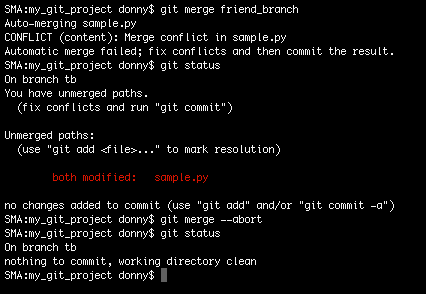


Figure 4.13. Successful commit after resolving conflicts



**Aborting a Merge with Conflicts**

After initiating a merge that’s resulted in conflicts, if you’re overwhelmed and want to go back to the pre-merge state, you can do so by aborting the merge:



git merge --abort

Figure 4.14. Aborting a merge with conflicts

# Git Workflows

With the knowledge of branches, merges and conflicts, I believe we’re now in a position to discuss the best practices of using Git in a team.

Ideally, if you’re working in an organization, you should clone the repository, but you should never change anything in your master branch. Any new addition—be it a bug fix or a new feature—should be started in a new branch. Once you’ve com- pleted your work on the new branch, merge it with your updated master branch and ask your organization to pull from your branch. If your code is accepted, it will appear in your master branch when you pull from the main repository next time. If your code is still under review or not accepted, you can start work on a new feature by creating a new branch from the master branch.

Let’s now look at a few workflows.

## Centralized Workflow

In the centralized workflow, a centralized repository is created and every contributor has a clone of the repository. Contributors work on their own copy independently and push new commits to the centralized repository when necessary. If the push fails, the local branch is updated; conflicts, if any, are resolved; and a new push is initiated.

This workflow suits organizations migrating to Git from a centralized version control  system like Subversion. The workflow remains the same, but every developer works on a local copy of the code.

## Feature Branch Workflow

The feature branch workflow is an extension of the centralized workflow. However, instead of working on the master branch, the development of each new feature or bug fix is initiated in a new branch.

Essentially, you should avoid committing directly to your master branch, but only keep it updated with the central repository. You work on your feature branch, and  push the feature branch to the central repository once you complete your work. If your feature is accepted to the master branch of the central repository, this will be reflected in your local master once you pull changes from origin/master.

**Forking and Pull Requests: The Open-source Workflow**

The next workflow is followed generally in open-source projects. For projects that use code sharing websites like GitHub, there’s the concept of forking. When you **fork** a project, you’re creating your own copy of the repository on the cloud. This is required for two reasons: it’s difficult for the organization to pull directly from your local machine, and it’s not practical to give write access for their main repos- itory to every would-be contributor. A fork is a personal copy of a repository on a code sharing website like GitHub, BitBucket or GitLab. You have full write access to your fork, although you may not have write access to the main repository which was the source of the fork.

Although open-source organizations follow this workflow strictly, every organization with a good project delivery line and team organization needs code reviews and

merges through pull requests. This open-source workflow helps organizations to performing such code reviews before merging any new code into their repository.

Once you’ve created a fork and cloned it to your local machine, you can experiment with it as you please. You can create branches, push them to your fork, and submit pull requests to the organization that maintains the original repository. If the organ- ization chooses to merge your changes, those changes will become a part of the central repository.

Regarding the use of the master branch, ideally, the feature branch workflow idea applies here. You never make changes to the master branch of your fork. You pull the changes from the main repository and keep your master branch updated.

In the example above, your fork is assigned the remote origin (since you clone your local repository from the fork), and the organization’s main repository is assigned the remote upstream. You usually pull from the upstream to get the latest commits, whereas you push to your origin before creating a pull request.

In general, the feature branch and forking workflows are supersets of the centralized workflow. You may or may not follow the feature branch workflow in the forking workflow strictly. However, the general advice is to use a combination of the forking and feature branch workflows, because the development process of each developer stays in the fork, and only the code that needs to be merged gets into the centralized repository.

**Conclusion**

With this, we come to the end of another fairly lengthy chapter. Let’s briefly review the things that we learned.

**What Have You Learned?**

In this chapter, we’ve covered how to:

* + - clone from a remote repository
    - create, update, merge and delete branches
    - keep a local repository updated
  + send the changes from a local repository to a remote
  + manage conflicts during merges.

We’ve also looked at general workflows while working with organizations.

**What’s Next?**

In the next chapter, we’ll explore common mistakes in Git. First, we’ll focus on amending errors while working with Git. Then, we’ll move on to debugging in Git with two useful commands—blame and bisect.

**Chapter5**

**Correcting Errors While Working With**

**Git**

In the last few chapters, we’ve built a good foundation in Git basics. We’ve gone through the basic Git commands, followed by some more advanced processes that help you contribute to an organization. Up to this point, we haven’t discussed how to fix mistakes you might make while working with Git.

Alexander Pope once said “To err is human”—and it’s only human to commit mistakes during the Git workflow. Git makes it possible to correct mistakes at each stage of a project—which is yet another reason why it’s so popular with developers.

In this chapter, we’ll look first at how you can correct your own mistakes. Then we’ll look at how to weed out bugs introduced at various points into repository either by you or by others.

**Amending Errors in the Git Workflow**

With Git, it’s fairly easy to undo changes you’ve made. In this section, we’ll look at three examples: undoing a stage operation; undoing a commit, by reverting back to an older commit; and undoing a push, by rewriting the history of a remote repository.

**Undo Git Add**

The git add command either tells Git to track an untracked file, or to stage the changes in a tracked file for a commit.

If you’ve just asked Git to track a new file that you’ve created but not yet commit- ted—let’s call it **mistake\_file**—you can undo the operation by running the following command:

git rm --cached mistake\_file

Here, rm stands for remove (just like the regular terminal command rm). When we postfix --cached, we ask Git to untrack the file, but let it remain in the file system.



**Why Can’t I Just Delete the File?**

If we simply delete the file, Git will show that a tracked file has been deleted—a change that needs to be staged and committed to appear in the history.

You can check the status of the repository to confirm that the file is untracked again ([Figure 5.1](#_bookmark95)):

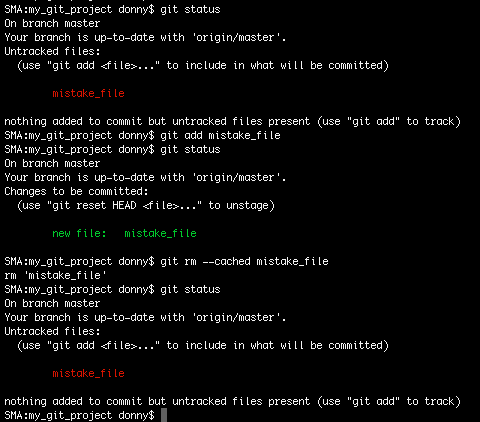


Figure 5.1. Undoing git add

The command git rm --cached can also be used to remove a file from the reposit- ory. Once a file has been removed, you need to commit the changes to take effect. [Figure 5.2](#_bookmark96) shows this in action:

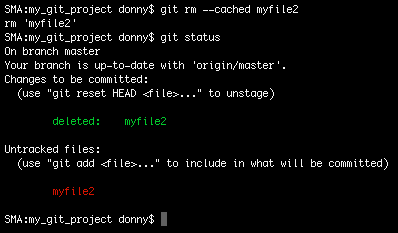
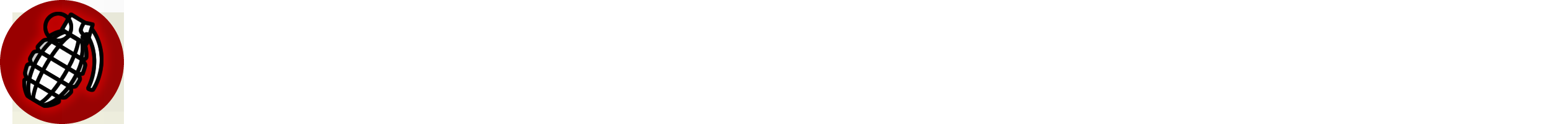


Figure 5.2. Removing a tracked file from the Git repository



**Forced Removal**

If you run just git rm without the --cached option, it will lead to an error. The other option that can be postfixed with git rm is -f for forced removal. The -f option untracks the file and then removes it from your local system altogether. Therefore, you should be careful when you’re removing tracked files if you use this option. All the same, there is way to backtrack from rm -f too. Even if you commit after using rm -f on a file, you can still get the file back by reverting to an old commit. We’ll discuss the process of reset and reverting to an old commit shortly.

Let’s say you make changes to a tracked file (**myfile2**), and then run git add to stage it for commit. Then you realize you made a mistake before committing it. You can run the following command to unstage the changes:

git reset HEAD myfile2

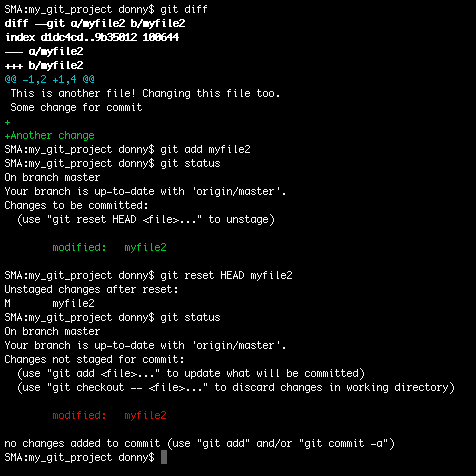


Figure 5.3. Unstaging changes

This command resets a file to the state where the HEAD, or the last commit, points to. This is the same as “unstaging” the changes in a file.

Once you’ve unstaged the changes in a file, you can undo the changes you made in the file as well, reverting it back to the state during the last commit. This is where the following command comes in:

git checkout myfile2

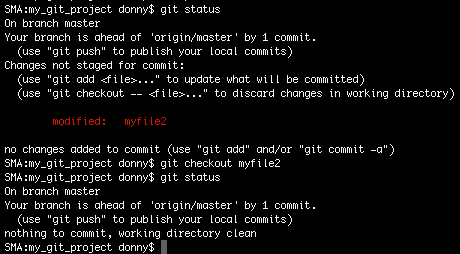


Figure 5.4. Undo changes in a tracked file

We’ve seen the checkout command used previously during the process of branching. It’s also used to restore any unstaged changes in a file, as seen in [Figure 5.4](#_bookmark97).



**So What Does checkout Really Do?**

Basically, checkout updates the file(s) in the current status of the repository to an earlier version.

When we were changing branches, checkout changed the status of files to a dif- ferent branch. In this case, checkout restores the file to its version at the time of the last commit.

**Undo Git Commit**

If you’ve already committed your changes and then realize your mistake, there’s a way to undo that too. Let’s do an unnecessary commit and try to revert back to the original. Run the following command to see Git do some magic:

git reset --soft HEAD~1

We can see the result in [Figure 5.5](#_bookmark99):



Figure 5.5. The result of undoing a Git commit

The --soft option undoes a commit, but lets the changes you made in that commit remain staged for you to review. The HEAD~1 means that you want to go back one commit from where your current HEAD points (which is the last commit).



**What’s with HEAD~1?**

We encountered HEAD earlier, and we know that it points to the last commit in the current branch. I’ve added ~ to HEAD in the example above. This refers to the parent of the last commit in the current branch. You can also use ^. Using either

~ or ^ refers to the parent of the last commit in the current branch, while ~~ and

^^ both refer to the grandparent of the last commit in the current branch. You can also add numbers to move back a specific number of commites the hierarchy.

However, adding numbers after either ~ or ^ can mean different things:

* ~2 goes up two levels in the hierarchy of commits, via the first parent if a commit has more than one parent.
* ^2 refers to the second parent where a commit has more than one parent (which could be the result of a merge).

You can also combine these postfixes. For instance, HEAD~3^2 refers to the second parent of the great-grandparent commit, which you reached through the first parent and grandparent.

The second option here is postfixing the --hard option to permanently undo com- mits. It’s generally advised that you avoid using the --hard option—unless you’re absolutely sure you want to do away with the commits.

A third option of reset is --mixed, which is also the default option. In this option, the commit is reverted, and the changes are unstaged.

The process of committing involves three steps: making changes in a file, staging it for a commit, and performing a commit operation. The --soft option takes us back to just before the commit, when the changes are staged. The --mixed option takes us back to just before the staging of the files, where the files have just been changed. The --hard option takes us to a state even before you changed the files.

There’s yet another Git command that could help you in case you’ve committed changes by mistake. This is a the revert command. The reset command changes the history of the project, but revert undoes the changes made by the faulty commit by creating a new commit that reverses the changes. [Figure 5.6](#_bookmark100) shows the difference between revert and reset:



Figure 5.6. The difference between a revert and a reset

Here’s how to go back one commit using revert:

git revert HEAD~1

It also asks you whether you want to modify the commit message for the commit that reverses the changes of the unwanted commits:

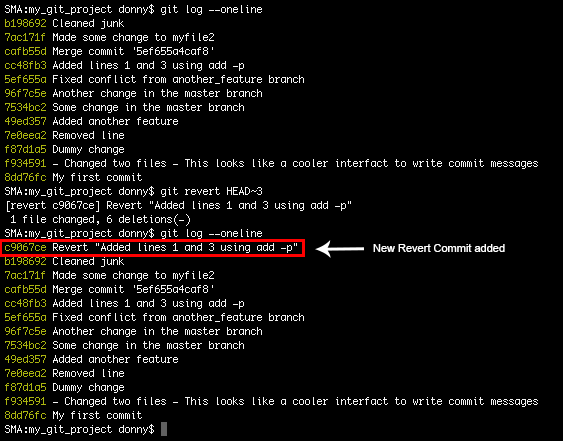


Figure 5.7. Example of revert

You can change the commit message of the last commit by running the following command:

git commit --amend -m "New Message"

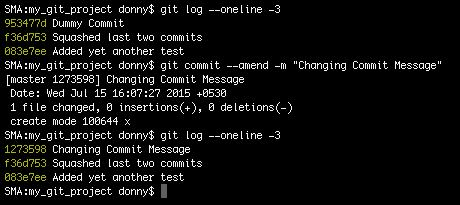


Figure 5.8. Changing a commit message

The --amend -m option changes the commit message of the last commit. Notice in [Figure 5.8](#_bookmark101) that the hash changes too, effectively rewriting the history.

**Undo Git Push**

In case you’ve also pushed your changes to a central repository, it’s possible to revert changes in the push too.

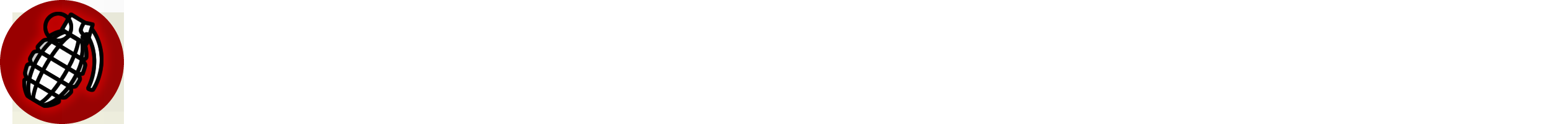
The simplest way is to go for a revert and push the new commit that undoes the changes:

git revert HEAD~1

git push origin master

However, if you also want the other commit(s) to vanish from the remote repository, you first need to go for a reset command—deleting the unwanted commit—and then push the changes to the remote. If you perform a normal git push, the push will be rejected—because the origin HEAD is at a more advanced position than your local branch. Therefore, you need to force the change with a postfix, -f, which forces the push on the remote origin:

git reset --hard HEAD~2 git push -f origin master



**Use -f With Caution**

Postfixing -f is a dangerous move, as it rewrites the remote without confirming it. Make sure you double check your local changes before going for an -f push.

**Debugging Tools**

The scenarios we’ve discussed so far help you to undo changes in Git. They’ve dealt with mistakes you’ve committed in the near past and want to correct. Now we’ll look at dealing with bugs introduced by you or others in the past. This will involve exploring tools in Git that help in the process of debugging. These tools are required when you’re working on a relatively large code base with a large number of contrib- utors.

You may or may not know the location of the bug. If you know which file or set of files is the source of the bug, you can debug with git blame. If you don’t know the source of the bug, you can debug with git bisect. If you’ve written unit tests, you can also automate the process of debugging. So let’s explore the different ways of debugging your code in Git.

**Git Blame**

Running the git blame command on a file gives you detailed information about each line in the file. git blame lists the commits that introduced changes in a file, along with basic information about the commit, like the commit hash, author and date1.

git blame is usually used when you know which file is causing a bug. Let’s see how it works:

1 Some people may feel that “blame” is a harsh way to put it. Perhaps a better name for the command would have been “attribute”.

git blame my\_file

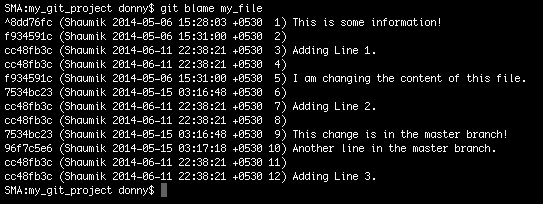


Figure 5.9. Results of git blame on **my\_file**

As you can see in [Figure 5.9](#_bookmark105), the command git blame displays each line of the file. These lines are prepended with information in the following order: the hash of the commit that added the line, and the commit author, date, time and time zone.

In this scenario, as you already know where the faulty code is, you can just display the details of the required commit to find out more about the bug that was created. Let’s assume it was commit f934591c that introduced the bug. You should therefore run the following:

git show f934591c

Once you’ve figured out what caused the error, you can go ahead and fix it in your  repository and then commit the changes.

Normally, though, you’ll most likely have no idea what caused the bug. So we need to explore some more debugging tools.

**Git Bisect**

There’s probably no better way to search for a bug than with bisect. Even if you have a thousand commits to check, bisect can help you do it in just a few steps.

Let’s assume you have no idea what’s causing an error. However, you *do* know that at a certain point in time—after a particular commit—the bug wasn’t present in your code. Git’s bisect helps you quickly traverse between these stages to identify the

commit that introduced the bug. bisect essentially performs a binary search through these commits.

To start the process, you select a “good” commit from the history, where you know the bug wasn’t present, and a “bad” commit (which is usually the latest commit). Git then changes the state of your repository to an intermediate commit and asks you if the bug is present there. You search for the bug and assign that commit as “good” or “bad”. This process continues until Git finds the faulty commit. Since a binary search algorithm is used, the number of steps required is a logarithmic value of the number of commits in between the initial “good” and “bad” commits.

An example will help explain how git bisect works. Let’s create a file in our re- pository, **sum.py**, containing a function that adds two numbers in Python. The con- tents of the file are as follows:

#sum.py

def add\_two\_numbers(a, b): '''

Function to add two numbers

'''

addition = a + b return addition

if name == ' main ': a = 5

b = 7

print add\_two\_numbers(a, b)

I’ve intentionally added the second block of code to print the response of the function to two dummy values. To run the program, just run the following:

python sum.py

After adding a few more commits, let’s change the file **sum.py** to introduce an error:

#sum.py

def add\_two\_numbers(a, b): '''

Function to add two numbers

'''

addition = 0 + b

return addition

if name == ' main ': a = 5

b = 7

print add\_two\_numbers(a, b)

Running the program now, we can see that the result is not 12, but 7. Let’s now demonstrate the use of git bisect. To decide the good and bad commits, we need to have a look at the commit history:

git log

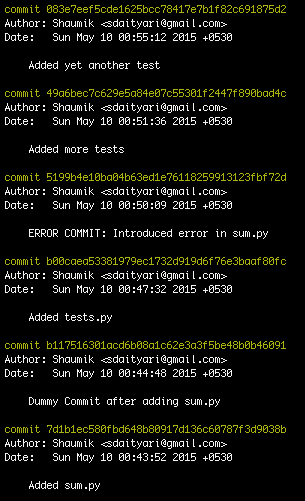


Figure 5.10. Project history after adding our sample program to add two numbers

As is evident from the history in [Figure 5.10](#_bookmark107), the latest commit 083e7eef5cd (at the top) is “bad”, whereas the commit two positions before we introduced the bug 7d1b1ec580 is “good”. To better identify the bug, I’ve mentioned in the commit message which commit introduced the error. We must now undertake the following steps to find out the bug:

* + start the Git Bisect wizard
  + select a good commit
* select a bad commit
* assign commits as good or bad as the wizard takes you through the commits
* end the Git Bisect wizard.

Let’s go ahead and start the Git bisect wizard:

git bisect start

This takes Git into a binary search mode. Next, we need to tell Git the last known commit where the bug was absent, which in our case is 7d1b1ec580:

git bisect good 7d1b1ec580

Now assign the latest commit as the bad one:

git bisect bad 083e7eef5cd



Figure 5.11. Start of the Git bisect wizard



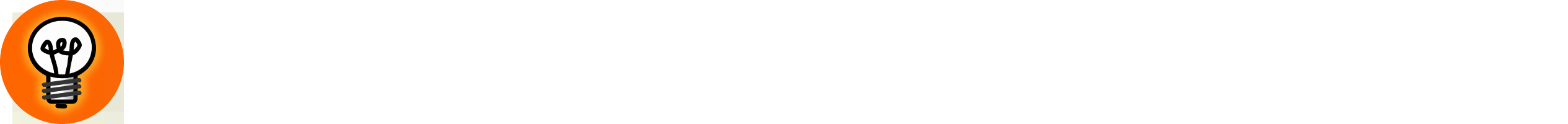
**Why is git bisect So Fast?**

Notice that in [Figure 5.11](#_bookmark108) the bisect wizard tells you that there are two revisions left for us to perform in this process until it ends. Because bisect essentially per- forms a binary search, at each step it tries to cut the number of revisions to check by half. In our case, there are six commits to check, which will take about two steps. But 100 commits would require roughly 7 steps, and 1000 commits would require about 10 steps.

To combine the last three commands (start, good, and bad) into one, you may in- stead start the wizard with the following command:

git bisect start 083e7eef5cd 7d1b1ec580

As soon as you assign the good and bad commits, git bisect starts its work and takes the state of your repository to an intermediate commit. At this point, you’re shown the commit hash and commit message, and you’re asked whether or not the bug is present in that commit.



**Learn More About Each Commit**

If you want to know more about a commit during the time the bisect wizard is running, you can run git show for the commit.

In our situation, we just run the file **sum.py** to find out if the bug is present. For the commit b00caea5, we see that the output is 12. So the bug is absent. We mark it as good, as shown in [Figure 5.12](#_bookmark109):

git bisect good



Figure 5.12. Assigning a commit as good during the bisect process

In the next step, we’re asked whether commit 49a6bec7c6 is good. We check the commit by running **sum.py** again and assign it as bad:

git bisect bad

Once we’re done with this, Git shows us the faulty commit as 7a3d629df, which is also evident from the commit message that I added when I introduced the error:

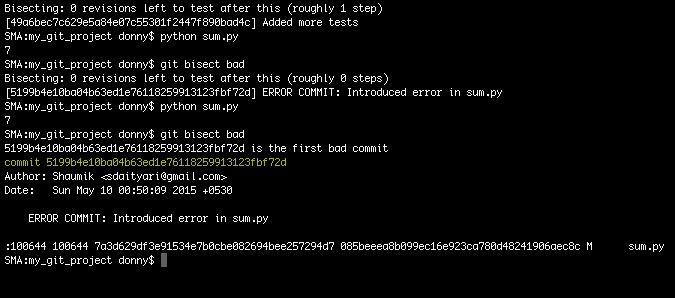


Figure 5.13. Bisect results

Once you’ve found your faulty commit, you can exit the wizard by running the following:

git bisect reset

In this case, the use of git bisect was overkill and not necessary (as we knew the source of the bug already). However, in real life there are often bugs that are difficult to trace back to a file, but the bug is visible only in the way your code functions. For instance, you have a complex algorithm to find out the popularity of a person in social media and you find out that the results are not right. In such cases, you employ the bisect tool to find out which commit first introduced the error to rectify it.

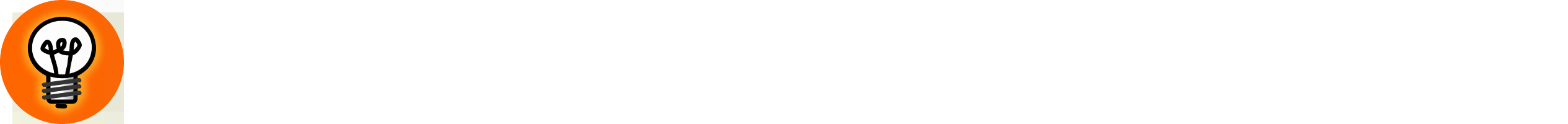
**Automated Bisect with Unit Tests**

We’ve just seen how bisect helps you find the commit that introduced a bug. How- ever, this process is tedious, as you need to check for the bug at every single step of the wizard.

The easiest way to automate the process is to write unit tests. You can also write custom scripts that test the required functionalities. In our case, we’ll write a custom file, **test\_sum.py**, that tests the functionality of the function in sum.py. This file is just for demonstration of the functionality of bisect. (You don’t need to understand

the code here. To learn more about testing in Python, you can read about Python’s

[unittest module](https://docs.python.org/2/library/unittest.html)2.)



**Exit Codes in Custom Shell Scripts**

If you create a custom shell script to perform your tests, make sure it has custom exit codes, in addition to printing messages on the terminal about the status of the tests. In general, the 0 exit code is considered a success, whereas everything else is a failure.

#test\_sum.py import unittest

from sum import add\_two\_numbers

class TestsForAddFunction(unittest.TestCase): def test\_zeros(self):

result = add\_two\_numbers(0, 0) self.assertEqual(0, result)

def test\_both\_positive(self): result = add\_two\_numbers(5, 7) self.assertEqual(12, result)

def test\_both\_negative(self):

result = add\_two\_numbers(-5, -7) self.assertEqual(-12, result)

def test\_one\_negative(self):

result = add\_two\_numbers(5, -7) self.assertEqual(-2, result)

if name == ' main ': unittest.main()

Running the file **test\_sum.py** runs the tests specified in it. Running it on our current code shows errors, as seen in [Figure 5.14](#_bookmark111):

2 https://docs.python.org/2/library/unittest.html

python test\_sum.py

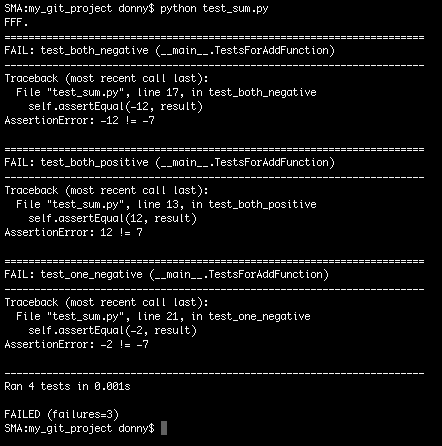


Figure 5.14. Running tests on the current code

Let’s start the bisect process again:

git bisect start 083e7eef5cd 7d1b1ec580

We next inform Git about the command that runs the tests:

git bisect run python test\_sum.py

If you have a custom command to run your tests, replace **python test\_sum.py** with your command.

On informing Git about the command that tests our code, the wizard runs it against the remaining commits and figures out which commit introduced the error, as shown in [Figure 5.15](#_bookmark112):

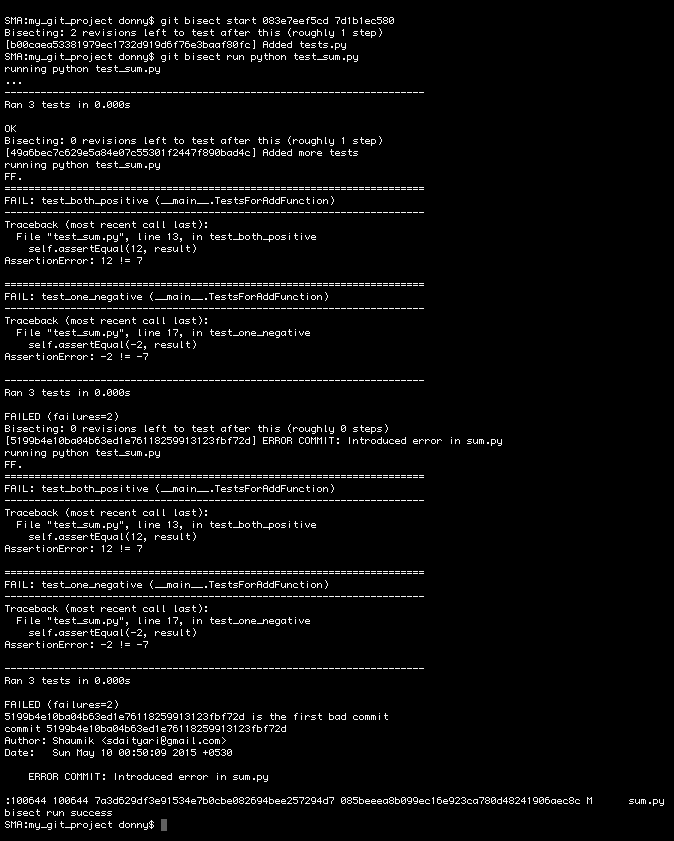
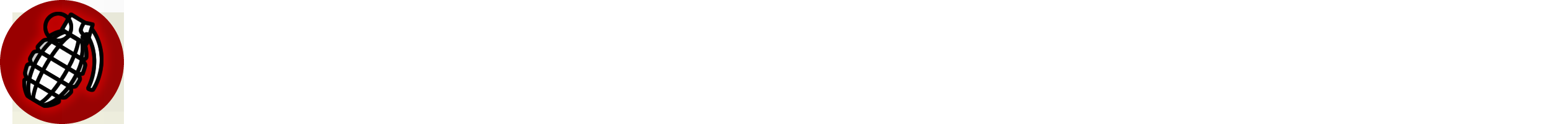


Figure 5.15. Automating the process of git bisect

Once the bug has been identified, reset the wizard:



**Beware of Using Old Test Files**

If you’re using a testing script for the process of running bisect, be aware that when Git is testing an old commit, it’s checking against the old version of the testing script, too.

You can instead provide new test files, which are not a part of the repository. Even when old commits are being tested, your latest script would be used for the process.

Once you’ve found out which commit introduced the error, you can look carefully into it to see the faulty code. Once you identify that, you can fix it and commit it to the repository.

**Conclusion**

**What Have You Learned?**

In this chapter, we looked at how Git lets you undo mistakes:

* + Undo Git Add
  + Undo Git Commit
  + Undo Git Push

We also looked at two debugging tools, which help you find bugs in your Git workflow:

* + Blame
  + Bisect

**What’s Next?**

In the next chapter, we’ll look at a list of useful commands that help you use Git to its fullest.

**Chapter6**

**Unlocking Git’s Full Potential**

So far in this book, we’ve covered the fundamentals of Git and some of its advanced commands. In this chapter, we’ll look at more of these advanced commands.

**Advanced Use of log**

We’ve seen earlier that you can view the history of your project in Git using the log command. However, in busy repositories that handle hundreds to thousands of commits each day, a long list of commits is not going to be useful unless you know how to navigate through them. The [manual entry for the log command](http://git-scm.com/docs/git-log)1 shows the different options that can be postfixed to this command to get a desired output.

We’ll look at a few tweaks to the log command, which could prove useful in such situations.

Since [our dummy project](https://github.com/sdaityari/my_git_project)2 doesn’t have a considerable number of commits, we’re going to use the open-source repository of an e-learning management system, [ATutor](https://github.com/atutor/atutor/)3, to explore the different capabilities of the log command.

1 <http://git-scm.com/docs/git-log>

2 https://github.com/sdaityari/my\_git\_project

3 https://github.com/atutor/atutor/

**Short Version**

In general, the log command shows a list of commits in the active branch, each with the commit hash, author, date and commit message. Depending on your screen size and text size of the output, you get around five to ten commit details in a screen. Each commit occupies four to five lines on the screen, or even more if the size of the commit message is large.

In case you want to have a quick glance at the list of commits, you can format the output to show only the commit hashes and single line messages. A single commit is displayed on each line, and thus many more commits fit onto the screen at once:

git log --oneline

The screenshots in [Figure 6.1](#_bookmark119) illustrate the effect of this command:

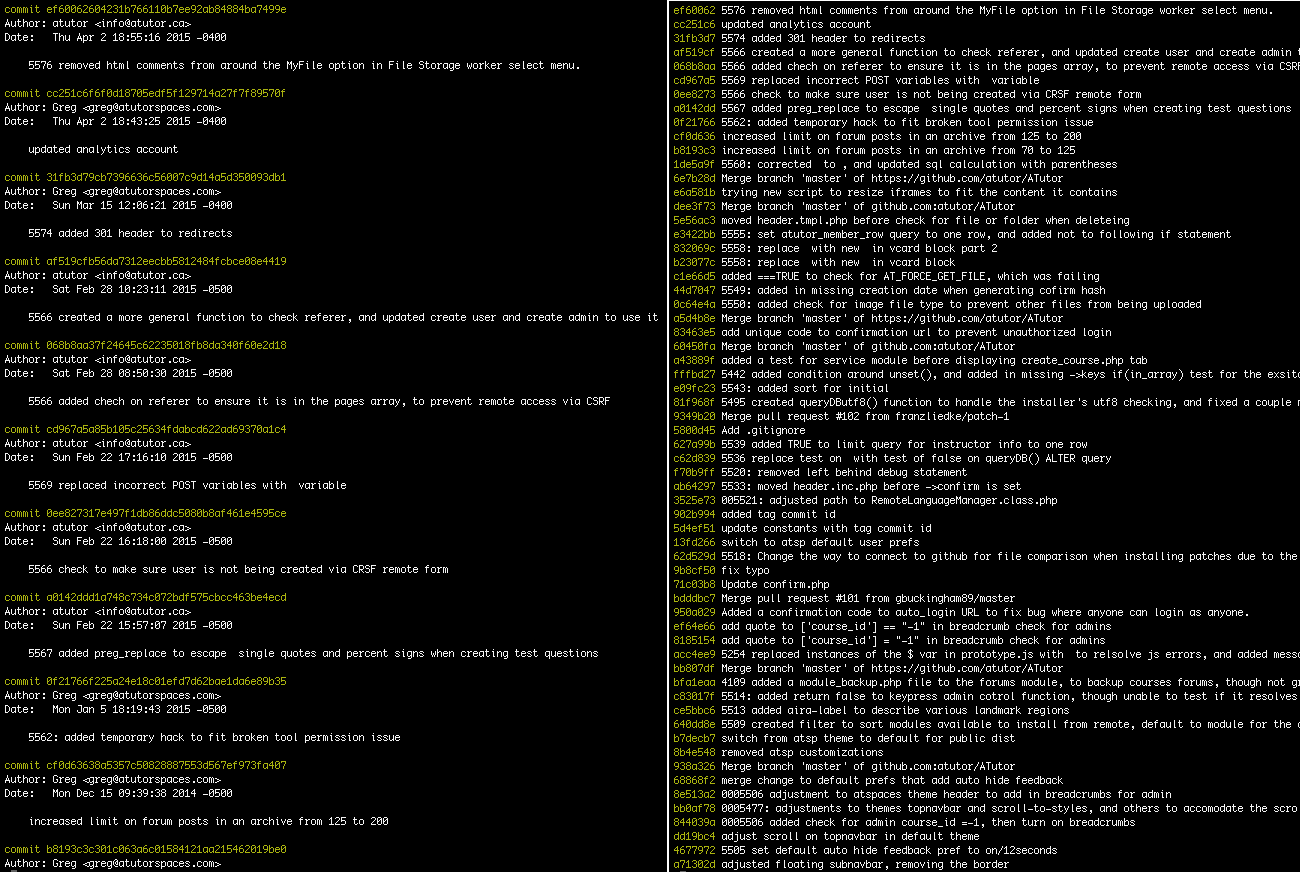


Figure 6.1. Comparison of the log command without (left) and with (right) the use of --oneline

**Branches and History**

The log command can also be used to view the workflow and commits in branches other than the current active branch. If you want to view the commits in all branches, just postfix --all to the command:

git log --all

As our dummy repository contains only a few commits for every branch, let’s go back and see the effect of postfixing --all to the log command ([Figure 6.2](#_bookmark121)):



Figure 6.2. Showing commits in all branches

This doesn’t look very appealing, as you have no idea which commit came from which branch. You can add the --decorate option to view which branch each commit belongs to. It also shows the remote branches. Note that I have used

--oneline to accommodate more commits in the screenshot in [Figure 6.3](#_bookmark122):

git log --all --decorate --oneline

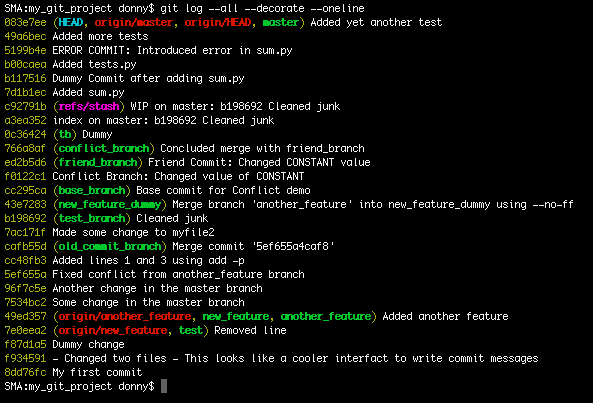


Figure 6.3. Showing commits with the branches they belong to

The --graph option shows you the commit history, with a graphical representation interconnecting the links between commits of different branches (if any). Combining it with --all shows you how the different branches in your repository have pro- gressed:

git log --all --decorate --oneline --graph

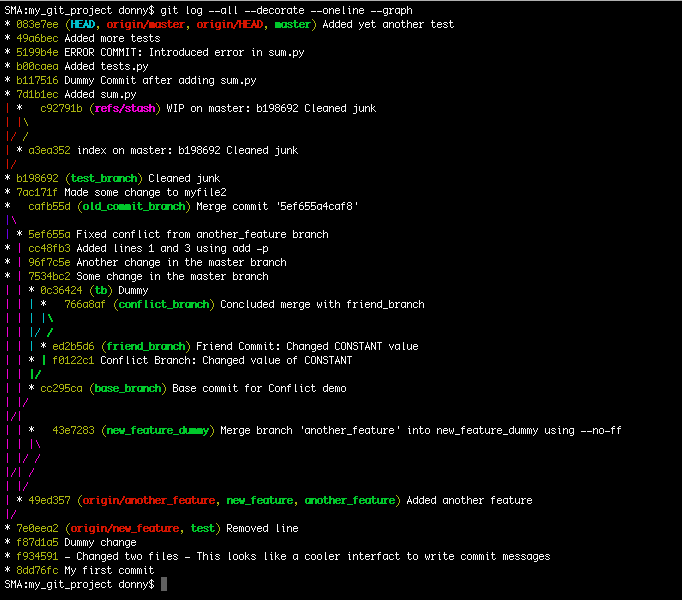


Figure 6.4. Graphical representation of commits of all branches

To understand this concept better, let’s take a look at [Figure 6.4](#_bookmark123). 8dd76fc is the first commit of this repository, which appears at the bottom of the output. As you traverse  upwards from the bottom of the figure, notice that commit 49ed357 diverges from the master branch into a new branch, another\_feature. Following the path of an- other\_feature shows us that commit 53f655a is the last commit in the branch, before it merges back with master at commit cafb55d.

**Filter Commits**

When you view the history, you’re shown all the commits in the history’s branch. However, if you wish to view only a few of the latest commits, postfix -n, followed by the number of commits you wish to see:

git log -n 2

Alternatively, you can use the following command as well, which serves as a shortcut for the previous command:

git log -2

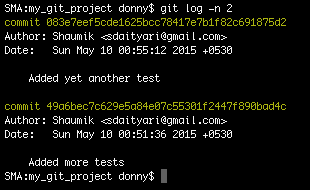


Figure 6.5. Showing a specified number of commits in history

You can also view the commits in a specified time range. This can be achieved by postfixing --after and --before to the log command:

git log --after='2015-3-1' --before='2015-5-1'

--after and --before can be replaced by --since and --until. For instance, the following pairs of commands will produce the same results:

git log --after='2015-3-1' git log --since='2015-3-1'

git log --before='2015-3-1' git log --until='2015-3-1'

git log --after='2015-3-1' --before='2015-6-1' git log --since='2015-3-1' --until='2015-6-1'

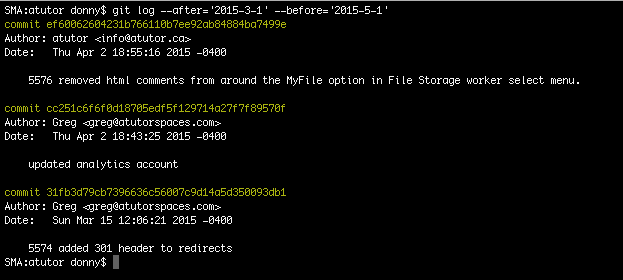


Figure 6.6. Showing commits in a time range



**You Must Specify a Range**

The specified dates have to signify a date range, as it doesn’t make sense for Git to search for a commit at a point in time. If you want to find the commits on a particular day, you need to specify the whole day in the range.

You can also use date references such as “Yesterday” or “1 week ago”, as explained by [Alex Peattie on his blog](http://alexpeattie.com/blog/working-with-dates-in-git/)4.

**Trace Changes in a Single File**

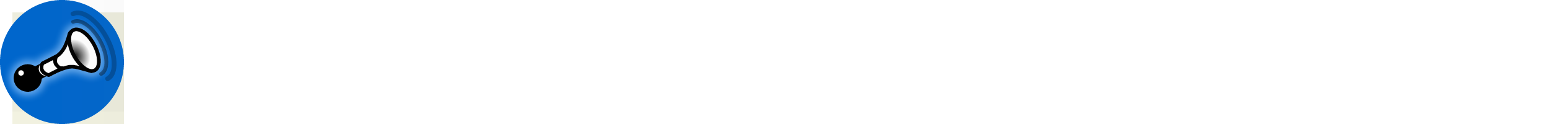
If you want to check the commits that resulted in changes in a single file, you can use the --follow option:

4 <http://alexpeattie.com/blog/working-with-dates-in-git/>



Figure 6.7. Tracking a single file

Tracing the changes in a file may be useful while debugging, especially if you want to see if anyone has changed a particular file since a certain time. It also helps you to check if parts of a file were removed in previous commits.



**How Is Tracing Different From git blame?**

We used the blame command earlier to get more information about each line in a file, and which commit it is associated with. blame enables you to check only the current contents of a file. The log --follow command, on the other hand, lists the changes the file has gone through since Git started tracking the file.

Therefore, any part of the file that was removed in an earlier commit would show up on the output of log --follow, but not on blame.

**Track Your Peers**

The shortlog is a command that shows the authors who’ve contributed to the re- pository, their commits and commit messages. You may use this command if you’re interested in knowing the contributions of different developers.

The output of this command is sorted by name, and you can postfix -n to sort it by the number of commits5:

5 We used -n earlier too. Note that -n is often postfixed to a command when you want to limit the number of outputs.

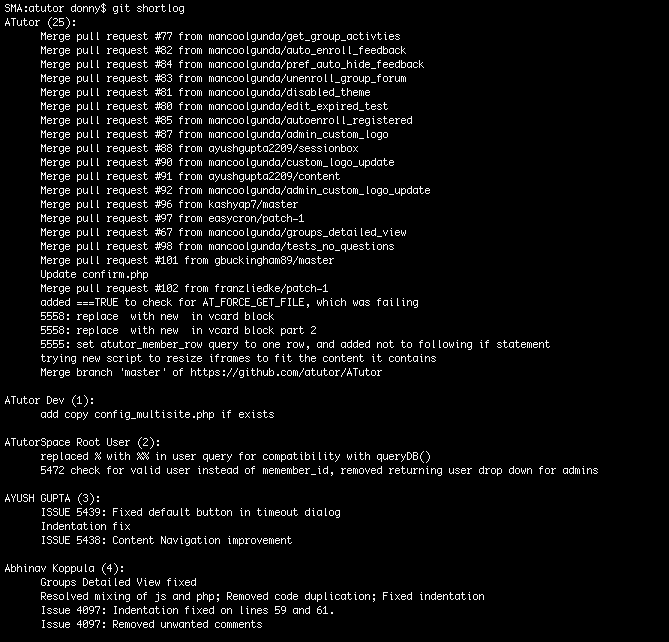


Figure 6.8. Displaying all authors and their contributions

You can view the commits by a single author too, by using the --author option:

git log --author='Alexey'

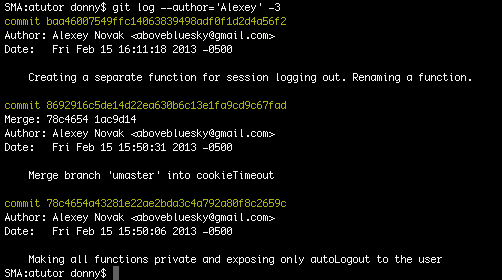


Figure 6.9. Display commits by a single author

You only need to type just enough of the name for Git to identify the author. If there are two authors matching the string you’ve provided, both their commits will be displayed. If there are two authors with the same name committing to the same re- pository, Git differentiates them through other details—such as their email address, or the system from which the commit was generated.

**Search in Commit Messages**

Imagine a situation where you’d like to know when a certain feature was introduced. Searching for a commit through its commit message would be useful. Git enables searching in the commit messages by using the --grep option. For instance, if you want to search for the word “redirect” in your commit history, you should use the following command:

git log --grep='redirect'

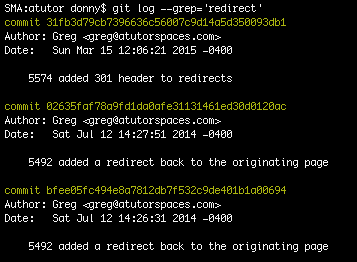
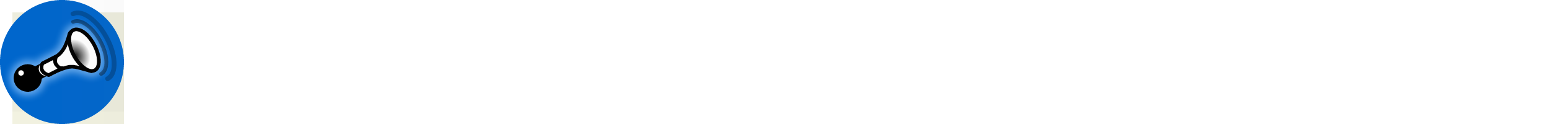


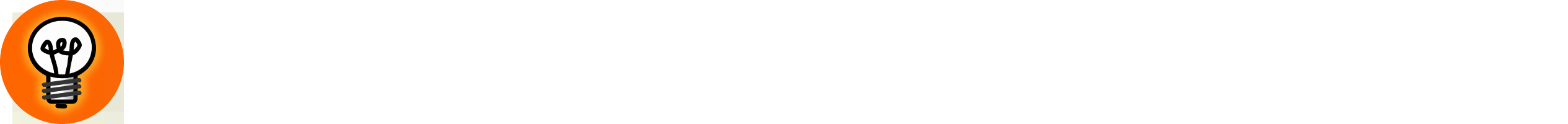
Figure 6.10. Search within commit messages



**On the Importance of Meaningful Commit Messages**

When I introduced commits in this book, I mentioned the importance of writing meaningful commit messages, even though it’s not mandatory. Imagine how diffi- cult it would be to search through commits if your commit messages weren’t meaningful!

You can also use regular expressions while using the grep command.



git log --oneline | grep 'redirect'

**Using the grep Terminal Command**

You can use the terminal command grep (not to be confused with Git's grep

option!) to search commit messages too. The command for that is:

The pipe (|) passes on the output of the command git log --oneline to the

second part, which searches for the word “redirect” in it.

The terminal grep command works on Linux and OS X, but has no native com- mand substitute in Windows, although there’s a [Findstr](https://technet.microsoft.com/en-us/library/bb490907.aspx?f=255&amp;MSPPError=-2147217396)6 command that performs

6 https://technet.microsoft.com/en-us/library/bb490907.aspx?f=255&MSPPError=-2147217396

a similar task. You can, however, install third party utilities like [Cygwin](http://www.cygwin.com/)7 and

[UnxUtils](http://unxutils.sourceforge.net/)8, which enable the use of the grep command on Windows.

**Tagging in Git**

You’ve most likely noticed that software updates normally come with a version number. For instance, as of August 5th, 2015, the version number of Google’s Chrome browser is 44.0.2403.130.

Git allows you to associate these version numbers with specific milestone commits in your repositories, by attaching labels to these commits. The labels are called **tags**. Let’s again visit the ATutor repository to check its use of tags.

Tagging can be used to easily find any commit that’s important to a developer. Tags can also be used to mark a breakthrough after debugging, or a milestone in develop- ment. They can also be used to mark changes being made without creating an extra branch. Tags provide an easy way to go back in branch history if something didn’t work out right.

To list the tags in alphabetical order, run the following command:

git tag



Figure 6.11. List of tags in the ATutor project

There are two types of tags—**lightweight** and **annotated**. Lightweight tags contain only the tag name and point to a commit. Annotated tags contain the tag name, in- formation about the tagger, and a message associated with the tag.

7 <http://www.cygwin.com/>

8 <http://unxutils.sourceforge.net/>

Annotated tags are generally preferred in organizations, because they contain in- formation about the tagger, when the tag was created, and why. Lightweight tags are handy for tagging special commits when you’re working on your personal pro- jects.

To view the details of a tag—say Atutor\_1.4.1—run the following command:

git show Atutor\_1.4.1

You can create a lightweight tag latest\_commit, associated with the latest commit, by running the following:

git tag latest\_commit

To create an annotated tag, you need to postfix -a for annotated and -m for an asso- ciated message:

git tag -a latest\_commit -m "this is the latest commit"



Figure 6.12. Details of an annotated tag

You can also checkout to a tag Atutor\_1.4.1 by creating a new branch ver- sion\_1\_4\_1 (just like you checkout to a commit):

git checkout -b version\_1\_4\_1 Atutor\_1.4.1

When you push your code, your tags aren’t pushed to the remote. If you specifically want to push newly created tags to the remote origin, you can run the following:

git push origin --tags

If you specifically want to push a tag to a remote, run the following:

git push origin Atutor\_1.4.1

**Refs and reflog**

Now that we’ve explored the log command in detail, let’s now have a look at something new—refs. You already know that a commit is identified by its hash, a long string unique to a commit. A **ref**, short for a reference, is a way of referencing a commit. In other words, the hash is a name, whereas a ref is a pointer.

Refs are stored internally in Git, and we won’t go into how Git treats refs. We will, however, use the reflog command to utilize refs.

We’ve discussed what a HEAD in Git points to. At this point, it’s important to note that HEAD is also a ref. There are other such special refs like ORIG\_HEAD, MERGE\_HEAD and FETCH\_HEAD.

This brings us to the reflog. It’s a “log of refs”. That is, any change you make in Git is recorded and accessible via the reflog command. For instance, if you create a commit, checkout to a new branch, merge two branches, pull, push or even make a failed merge, reflog records them all:

git reflog

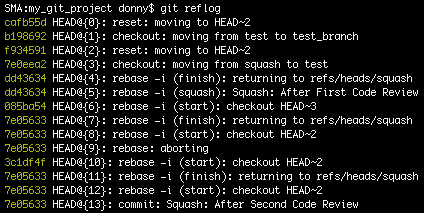
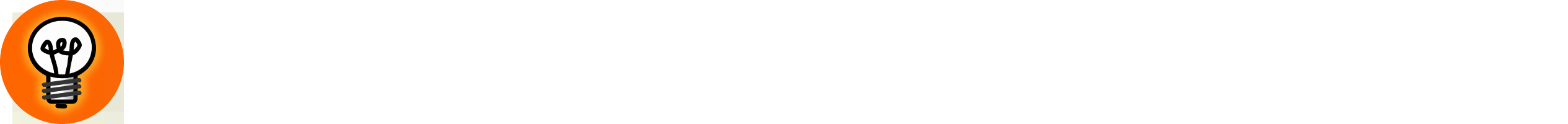


Figure 6.13. Changes in a repository visible through reflog

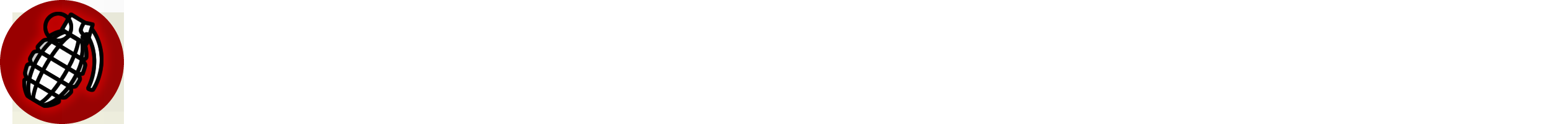
The reflog command stores the records for each action you perform in your repos- itory. When you push the changes, this data isn’t synced with the server. Using the reflog command is necessary if you want to review changes to your local repository. It could also be used to recover lost commits.



**reflog Can Act as Insurance**

If you make a hard reset and lose a commit or two, you can safely go back to any commit you made earlier. For instance, you can run the reflog command, which would have a record corresponding to the time when the commit was created, mentioning the commit hash. When you know the hash, you can start a new branch based on that commit to go back to the state of that commit.

The reflog is like an insurance policy in Git.



**reflog Only Tracks Commits for a Certain Period of Time**

The reflog command only tracks back changes for a certain amount of time. Git is responsible for cleaning up the reflog data periodically, which by default is 90 days. You may modify this value by specifying the expire option of the command. If you want reflog never to forget any action, run the following command:

git reflog expire --expire=never

**Checking for Lost Commits**

We’ve just seen how reflog can help you search for commits that might be lost because of the use of a hard reset. However, it’s difficult to search specifically for lost commits in a repository with a huge history.

A commit is *lost* when it’s not a part of any branch. The log command fails to search and show lost commits. One way of losing commits from your branch history is to do a hard reset, but deleting a branch without merging it with a different one can also lead to commits that are recorded by Git, but not present anywhere in any of your branches.

You can search for commits that aren’t a part of any branch by using the fsck (file system check) command:

git fsck --lost-found



Figure 6.14. Finding lost commits through git fsck

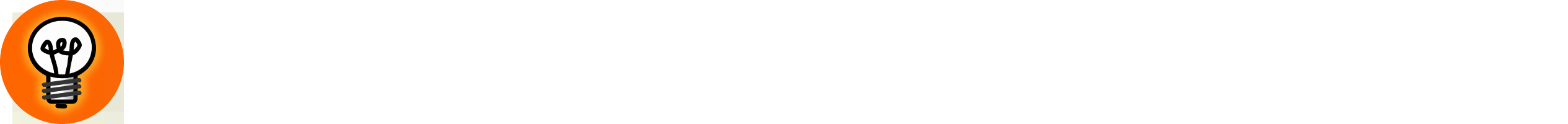


**Not to be Confused with the Unix Command**

fsck is also a Unix command to check for and repair inconsistencies in your file system. Don’t confuse it with the git fsck command, which checks for incon- sistencies in your commits.

If you want to recover a lost commit c9067 from the list to your current branch, you can run the following:

git merge c9067



**fsck Versus reflog**

There’s an advantage of fsck over reflog. Imagine you cloned a remote branch and deleted it. The commits present there would never show up on reflog, be- cause they were never done on your local system. However, fsck will list all the  lost commits from that branch.

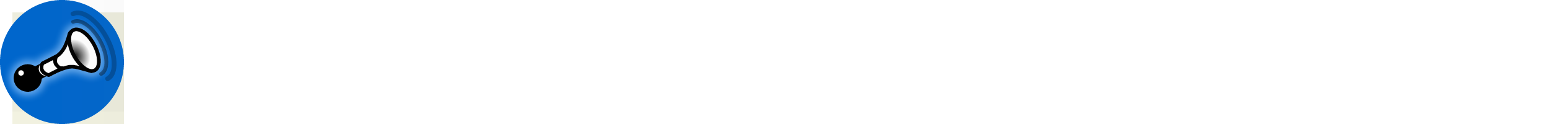
**Rebase**

We saw earlier how merge works: it creates loops in the commit history of a project. These loops don’t really cause any problems for Git, though over time, they can make project histories difficult to understand and navigate. For the central repository of a project, it’s preferable to have a linear history, rather than a bunch of intercon- nected loops.

In this section, we’ll discuss a merging mechanism—rebase—that avoids loops in the project history. I mentioned rebase earlier, when I used it with the git pull command. Quite literally, the process of “rebasing” is a way of rewriting the history of a branch by moving it to a new “base” commit.

If you’re rebasing a master into new\_feature, the new commits in master are put before the new commits in new\_feature that are not common to master. To do so, run the following command from the new\_feature branch:

git rebase master



**Working in a Team**

If you’re working in a team, you should first checkout to master, pull from the upstream branch to update your master with the latest commits, and then switch back to new\_feature before running the above command.

This can also be accomplished by the following:

git merge --rebase master

Let me illustrate the above command in [Figure 6.15](#_bookmark132):

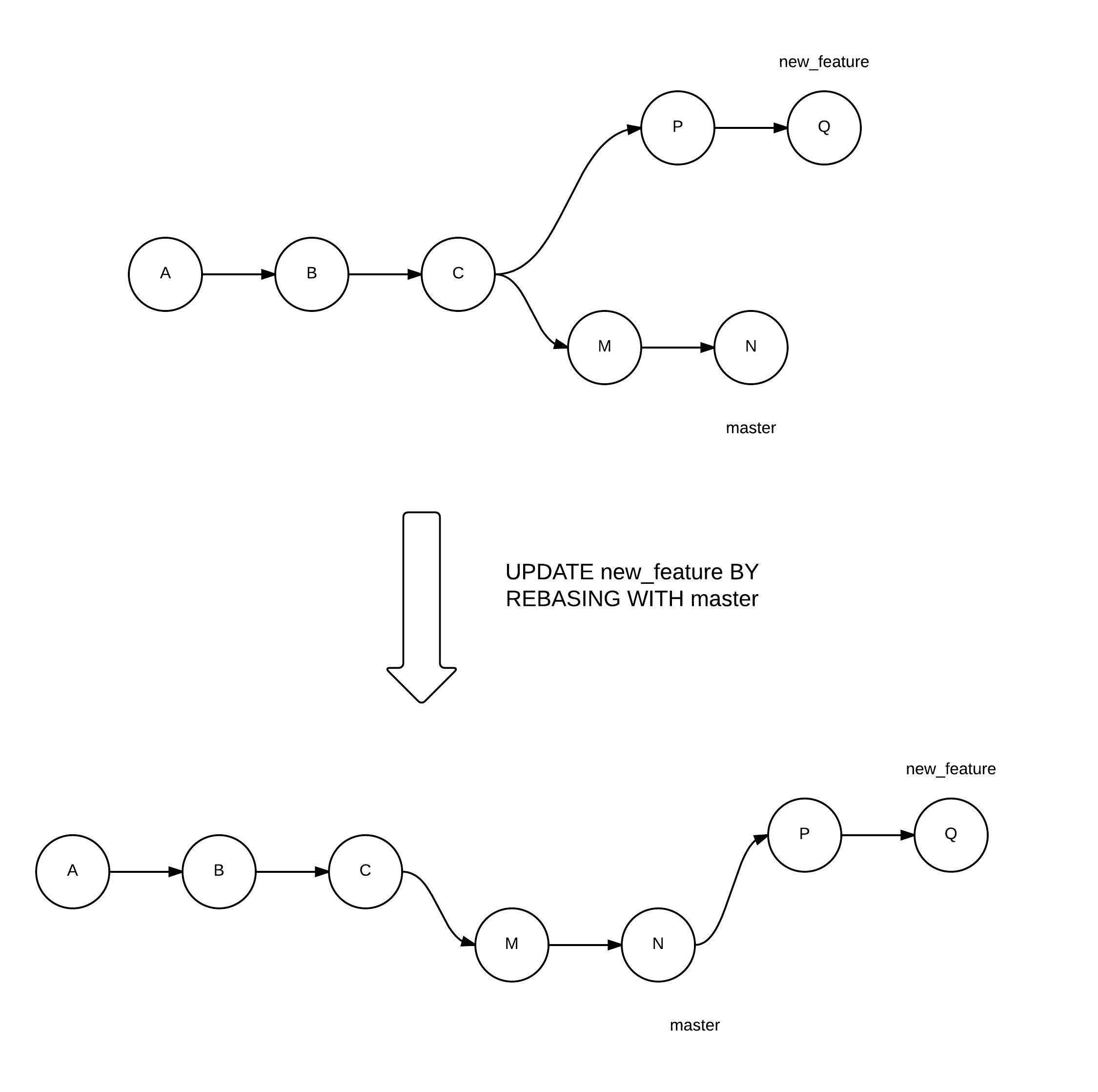


Figure 6.15. Rebase master into new\_feature

One important observation from the diagram is the presence of a linear commit history, which is not present in a merge. Let’s see the difference between a merge and a rebase for two branches ([Figure 6.16](#_bookmark133)):

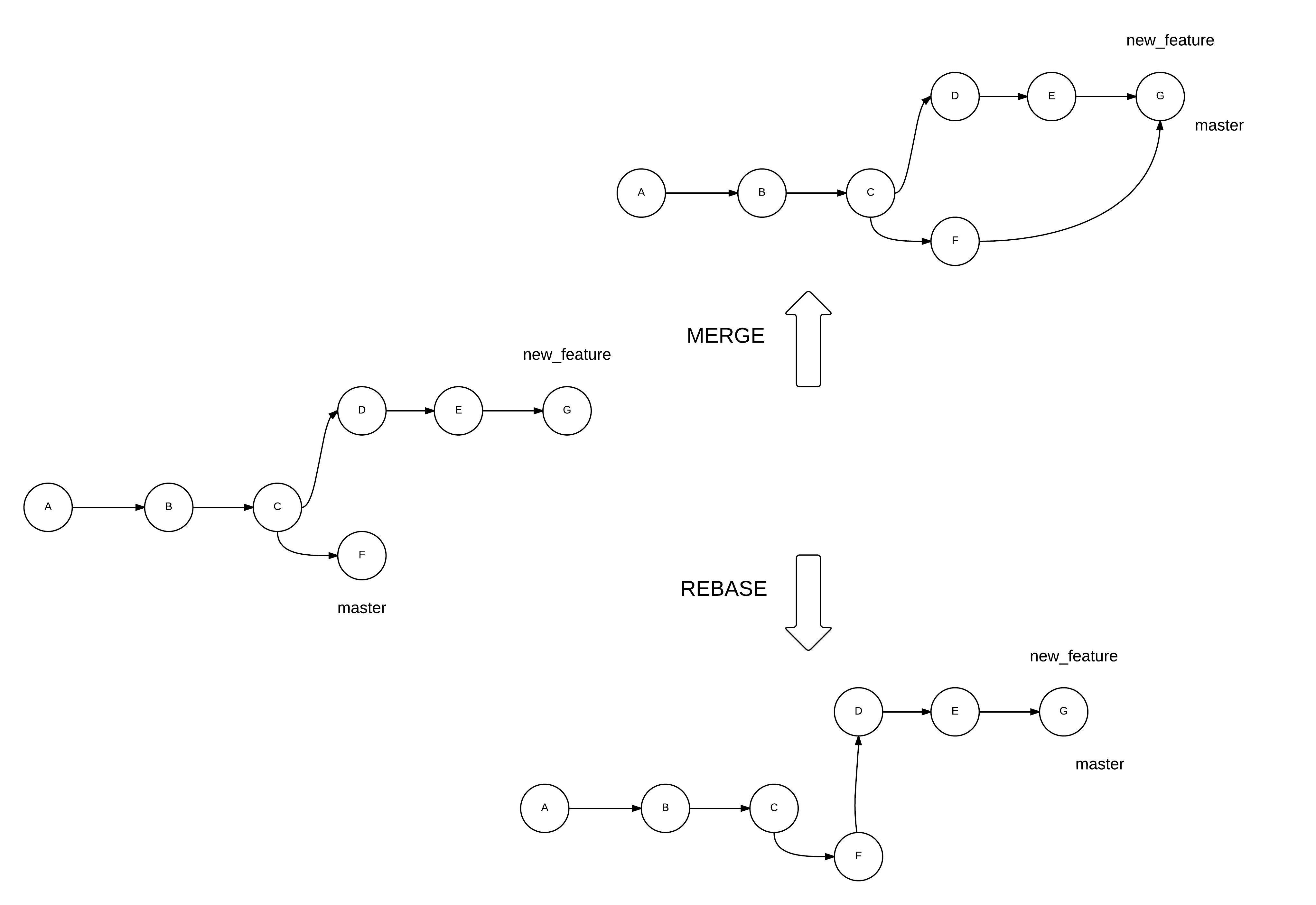
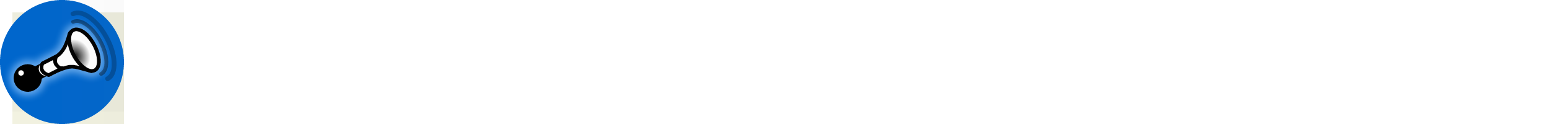


Figure 6.16. Illustrating the difference between merge and rebase

A rebase operation may lead to conflicts, just like a merge operation. The process of resolving a conflict is exactly the same as we discussed earlier.

When you’re pulling changes, you can use rebase too. It essentially puts the new commits in the master of the remote in your history, and then superimposes your commits on them. Any conflicts that arise can be fixed easily, because they’ve been raised by your code. You can rebase with a pull using the following command:

git pull --rebase origin master



**Just for Illustration**

The last command assumes that you added commits to your master branch and then updated it from the central repository. This is just for the sake of argument, and not the best way to work in Git. Ideally, when you work in your own branch and keep it updated using pull operations, no conflicts would arise in the master branch.

**Squash Commits Together**

When you’re contributing to a codebase by working on a different branch, the code may not be accepted at the first go. Once changes in your code have been suggested, you create a new commit with the changes. You may, however, be asked to make more changes and, before you know it, you may have added multiple commits to the pull request. Since you created the pull request asking for your code to be merged, all of the commits would also get merged.

In such a situation, you might have a list of commits, the first of which was an at- tempt to resolve a bug, whereas the latter were attempts at refactoring the code to follow best coding practices. The group of commits as a whole signifies a single task that has been accomplished, and hence, it makes logical sense to package them together as a single commit (rather than merging these multiple commits into the main project history).

This can also be done through the rebase command (essentially rebasing your current branch). If you want to squash the last two commits, run the following command:

git rebase -i HEAD~2

The HEAD~2 refers to the last two commits in the current branch, and the -i option stands for interactive (which can be replaced by --interactive). You’re then taken to an interactive screen, where you need to pick the old commit and squash the latest commit ([Figure 6.17](#_bookmark135)):

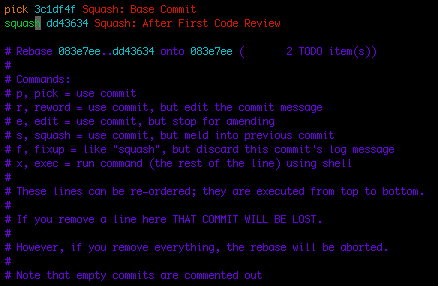


Figure 6.17. Git showing a list of commits to squash

You then proceed to provide a commit message ([Figure 6.18](#_bookmark136)):

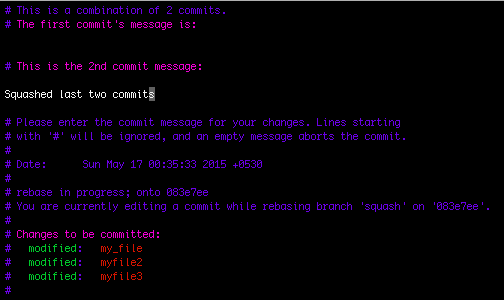


Figure 6.18. Git asking for a commit message for the squashed commit

Let’s look at the repository after the squash operation, to make sure the last two commits have been converted into one ([Figure 6.18](#_bookmark136)):

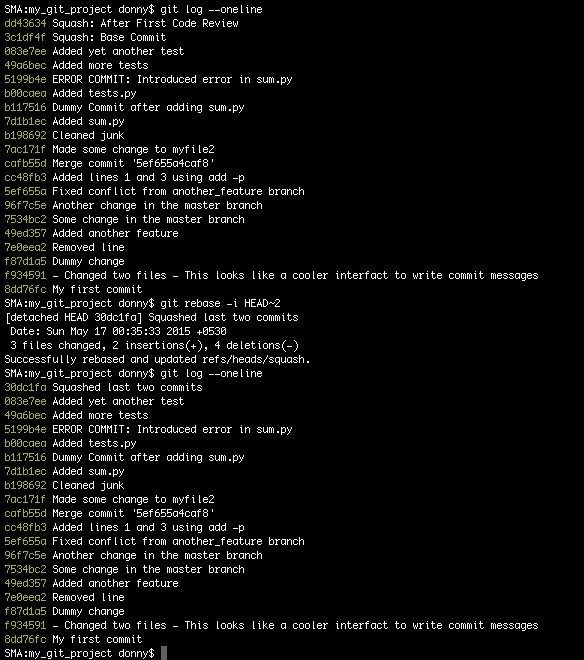
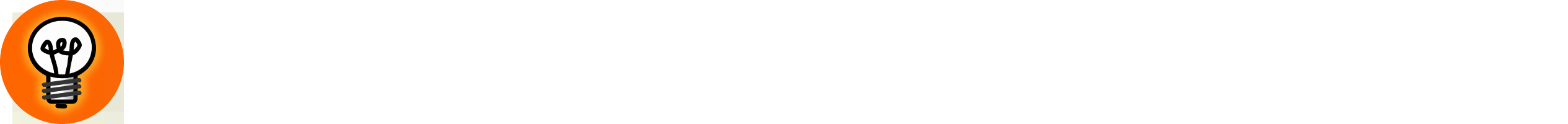
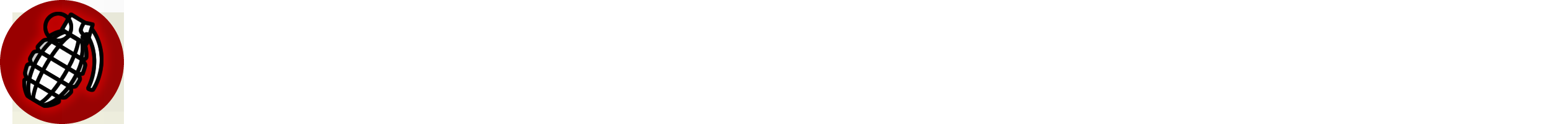


Figure 6.19. Status of repository before and after squash



**Aborting a Squash**

If a squash operation gets overwhelming, you can safely run git rebase -- abort to get back to the pre-squash state.



**Squash Modifies the Branch History**

A squash operation changes the history of your branch. If you need to push your changes after a squash operation, you need to use the -f option, or your push will be rejected.

**Stash Changes**

Imagine a situation where you’re working on a bug or a feature, and many files have been edited since the last commit. However, you need to switch branches to work on something else, or you need to demonstrate the state of your last commit. You can’t commit your current changes, as they’re not complete yet. How do you solve this problem? stash allows you to save the changes you’ve made in your repository and revert back to the state of the last commit. At a later stage, you can get back your changes if you wish. To stash uncommitted changes, run the following com- mand:

git stash

You can check the list of stashes in your Git repository by running the following:

git stash list



Figure 6.20. List of stashes in a repository

Do note in [Figure 6.20](#_bookmark138) the serial numbers associated with each stash, which Git uses to identify it. The commit hash and message refer to the last commit of the active branch when you stashed the changes.

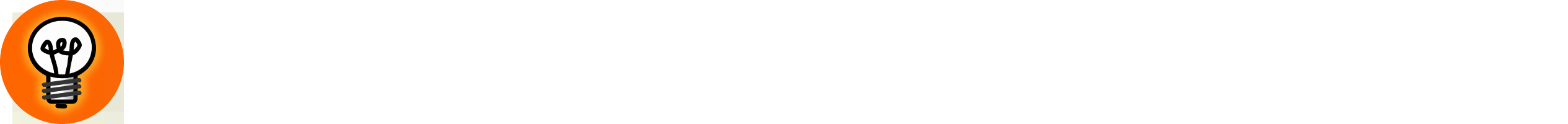
To apply the changes that were stored in the last stash, you can use the following command:

git stash apply

To restore an old stash, you need to mention the serial number next to the stash in the list of stashes:

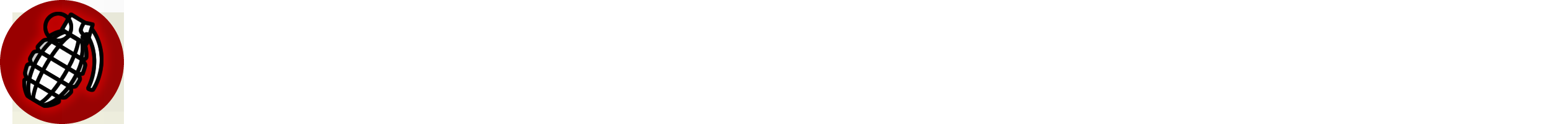
git stash apply stash@{1}

You can apply multiple stashes too.



**stash Only Stashes Tracked Files**

The stash command stashes the changes that have been made to tracked files only. If you want to add an untracked file to the stash as well, just start tracking it with git add before running the stash command.



**Don’t Use the -u Option Just Yet**

In newer versions of Git (1.7.7+), you can add the -u option to stash untracked files without tracking them. However, you should avoid its usage, as many users  have reported bugs where ignored files from the **.gitignore** file have been deleted on using the -u option with stash.

**Advanced Use of add**

We saw earlier that we can instruct Git to track a new file, or stage changes to a modified tracked file using the add command. In this section, we go a step further and see how we can stage only a part of our modifications to the same file.

It’s generally a good idea to associate a commit with a single bug fix or feature, as commits can then be used to separate different logical ideas. If you solved two bugs by changing parts of the same file and want those changes to appear in different commits, you can do so as follows.

To simplify the process, I’ll add three lines at three different positions in the same file and view the changes that I’ve just added ([Figure 6.21](#_bookmark140)):

git diff

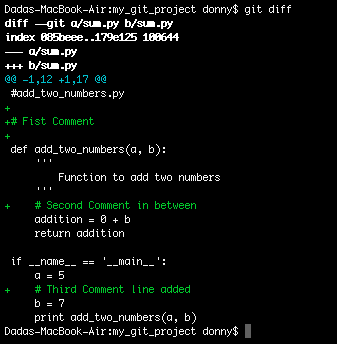


Figure 6.21. Adding three lines at different positions in a file

Let’s say I want to add the second line among the three added lines to my commit. We can start the process with git add. Note the -p postfix to the add command to initiate this process ([Figure 6.22](#_bookmark141)):

git add -p

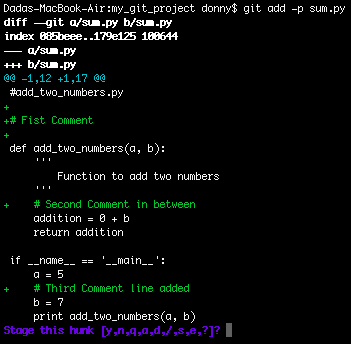


Figure 6.22. Initiate the process of adding part of a modified file

Git has clubbed all the changes together into a hunk. Notice that Git now asks us to enter an option. These are the options and their uses:

* y — stage the hunk
* n — don’t stage the hunk
* e — edit the hunk
* d — exit the process
* s — split the hunk

In this case, we want to add only the second line, but because all three lines are a part of the same hunk, we need to split it ([Figure 6.23](#_bookmark142)):

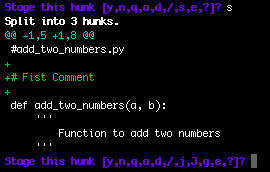


Figure 6.23. Smaller hunk after splitting the larger hunk

After splitting the larger hunk, we’re provided the first of the three smaller hunks. We wish to add only the second one. Therefore, we go to the next one by selecting option n ([Figure 6.24](#_bookmark143)):

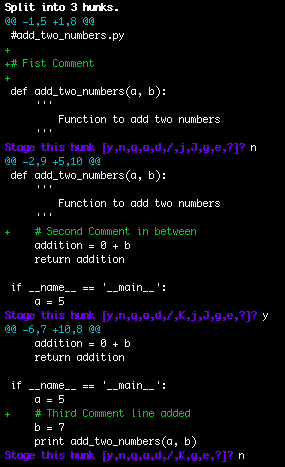


Figure 6.24. Adding the desired hunk

Next, we’re asked if we want to stage the second line. Therefore, we select option y, followed by option n for the third line. Let’s see how the status of the repository looks ([Figure 6.25](#_bookmark144)):

git status

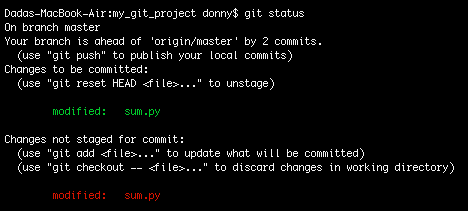
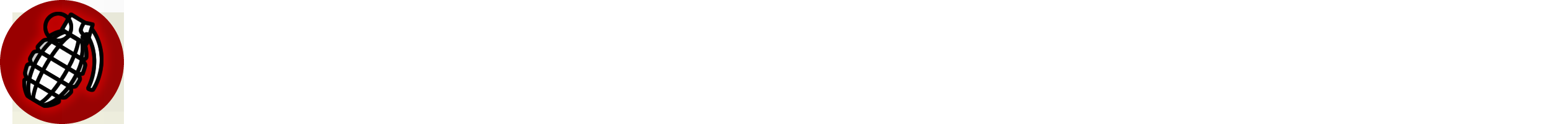


Figure 6.25. Status of the repository after staging part of a modified file

As you can see, the same file shows up in the list of modified files and in files staged for commit. This means that you successfully staged a part of a modified file. You can proceed to commit your changes now.

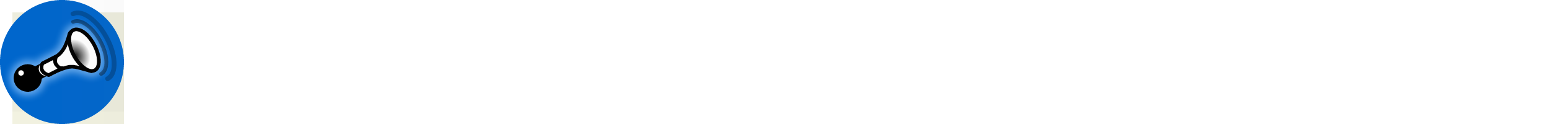


**Don’t Commit With the -a Option**

After staging a part of a modified file, you shouldn’t commit the changes by postfixing -a. This would add the rest of the modified file too!

**Cherry Pick**

Let’s say our work is progressing in two branches. If you wanted to merge a single commit from one branch into another, merge or rebase won’t suffice. The cherry- pick command allows you to pick a certain commit from a different branch and merge it into your current branch. Just like in merging and rebasing, cherry-pick can also result in conflicts, which should be resolved as discussed earlier.



**How Does cherry-pick Differ From merge or rebase?**

In merge or rebase, you join your current branch with a different branch. All the commits of the other branch—that have happened since it diverged from your branch—appear in your branch after the merge. However, as the name suggests,

you can pick a single commit from a different branch and make it appear in your branch using cherry-pick.

The idea of a cherry-pick is illustrated in [Figure 6.26](#_bookmark146):

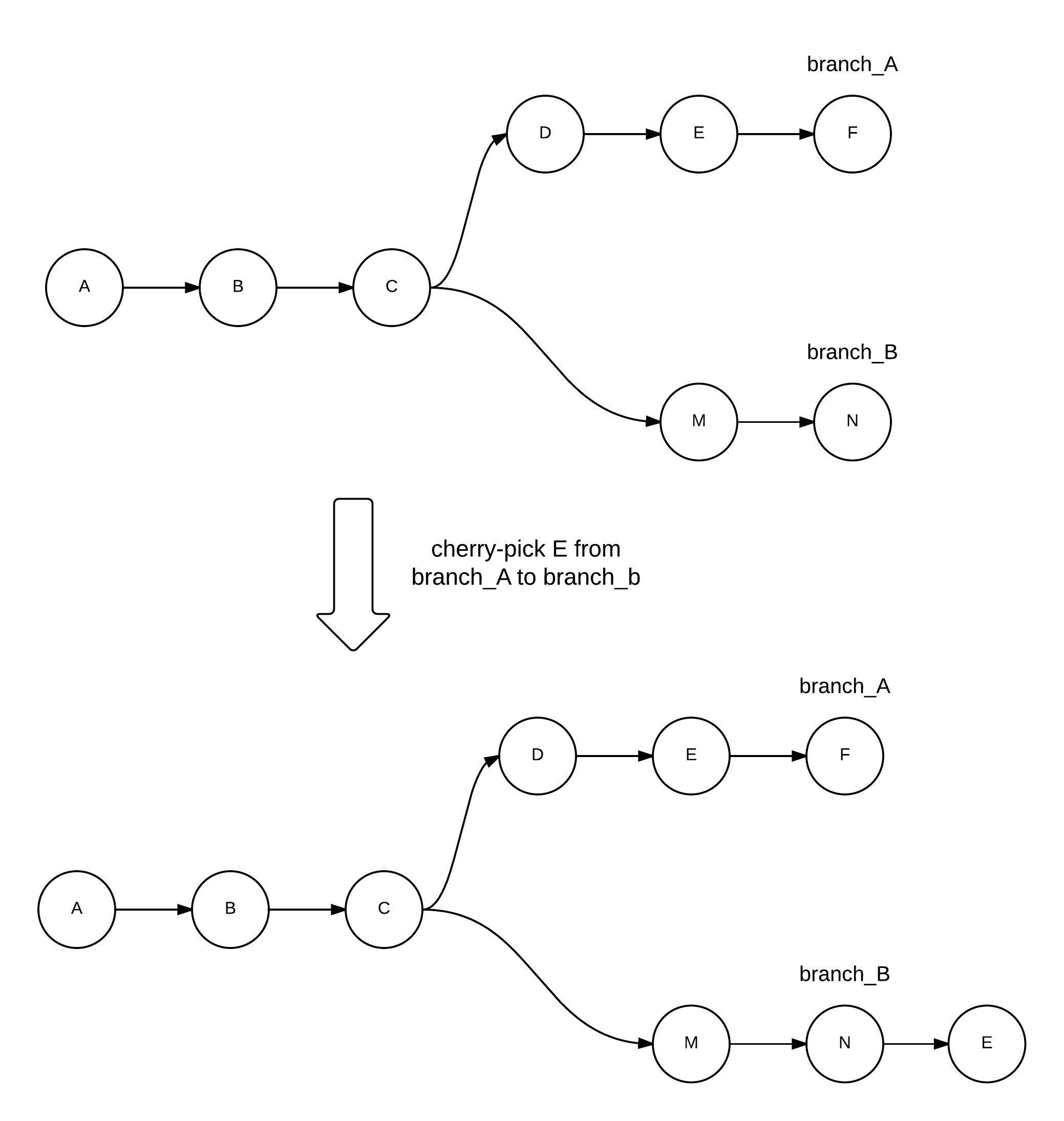


Figure 6.26. Illustration of cherry-pick

To merge a commit 30dc1fa2d from a different branch to your current branch, run the following ([Figure 6.27](#_bookmark149)):

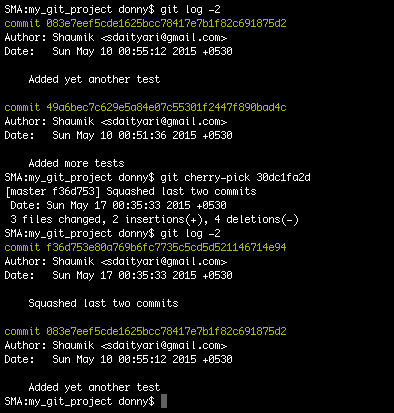


Figure 6.27. Illustrating the use of cherry-pick in a repository

**Conclusion**

**What Have You Learned?**

We’ve reached the end of another chapter! In this chapter, we discussed various commands and their uses to make your Git experience easier. Here’s a list of the commands we covered:

* log
* shortlog
* reflog
* fsck
* rebase
* stash
* add
* cherry-pick

You should try to incorporate these into your daily workflow to gain the most out of them.

**What’s Next?**

In the next chapter, we’ll look at some GUI tools for Git, examining how they handle the commands we've already discussed.

**Chapter7**

**Git GUI Tools**

Up till now, we've performed all our Git-related actions through the terminal, looking in detail at what each command does. The advantage of terminal commands is that they work across all platforms. In Chapter 1, I mentioned that there are various GUI tools that can be used instead of the terminal. Although GUI tools can appear to make life simpler, they work differently across the three major operating systems, which is why I’ve avoided their use so far.

In this chapter, we’ll look at the GUI tools that serve as Git clients. First, we’ll review [GitHub Desktop](https://desktop.github.com/)1, GitHub’s own GUI tool, and then [SourceTree](https://www.sourcetreeapp.com/)2, by Atlassian. Both of these applications have Mac and Windows versions, but neither supports Linux. Other popular GUI clients are [Tower (Mac)](http://www.git-tower.com/)3, [GitBox (Mac)](http://www.gitboxapp.com/)4, [SmartGit (Windows,](http://www.syntevo.com/smartgit/index.html) [Mac, Linux)](http://www.syntevo.com/smartgit/index.html)5 and [GitEye (Windows, Mac, Linux)](http://www.giteyeapp.com/)6. All of these applications are either free or have free trial versions.

1 https://desktop.github.com/

2 [https://www.sourcetreeapp.com/](http://www.sourcetreeapp.com/)

3 <http://www.git-tower.com/>

4 <http://www.gitboxapp.com/>

5 <http://www.syntevo.com/smartgit/index.html>

6 <http://www.giteyeapp.com/>

GUI tools are an attractive option to many developers, as they provide an easy inter- face for managing a project with Git. Though we arguably gain a deeper understand- ing of Git by learning it through the command line, GUI tools have their place, es- pecially in simple situations. One issue with using GUI tools is that it’s easy to forget proper Git commands. This is problematic if you find yourself in an environ- ment without GUI software, or if you need to run emergency commands from the command line, like working on a remote server. I suggest using a combination of GUI tools and the command line, utilizing the advantages of each.

I’ll now look at GitHub Desktop and SourceTree in turn, evaluating their features and ease of use.

**GitHub Desktop**

Let’s first take a look at the GUI client of GitHub itself. It supports both Windows and Mac. Previously, the Windows and Mac versions were different, but in August 2015, GitHub launched a new unified client, [GitHub Desktop](https://desktop.github.com/)7, for both platforms.8

After installation, you should add your GitHub account details.



**Not Just for GitHub**

You can manage other local Git repositories with GitHub Desktop too, but it’s tailor made for GitHub repositories. Although a bit confusing, you can even [manage Bitbucket repositories through the GitHub GUI tool](http://www.binarymoon.co.uk/2013/10/use-bitbucket-github-mac/)9!

When you successfully log in to your account, all your repositories are linked to your GUI tool. On clicking the **+** button on the top left, you can see a list of your repositories under the **Clone** option ([Figure 7.1](#_bookmark153)):

7 https://desktop.github.com/

8 If you want to know about more about this tool, you can check its [online documentation](https://help.github.com/desktop/) [https://help.github.com/desktop/].

9 <http://www.binarymoon.co.uk/2013/10/use-bitbucket-github-mac/>

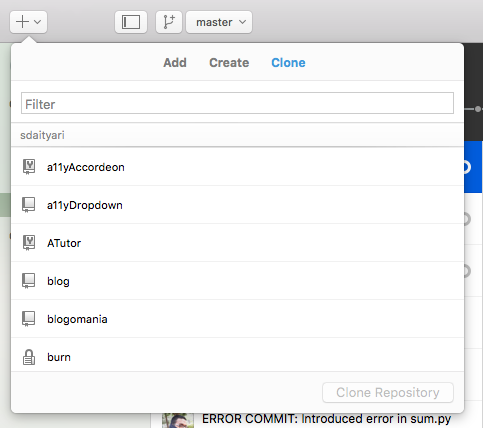


Figure 7.1. List of repositories to be cloned

Select the repository you want to clone, and click on **Clone Repository** to clone it. Alternatively, you can add a local Git repository by choosing the **Add** instead of the

**Clone** option. You’re then asked to select the path to an existing Git repository on your local system ([Figure 7.2](#_bookmark154)):

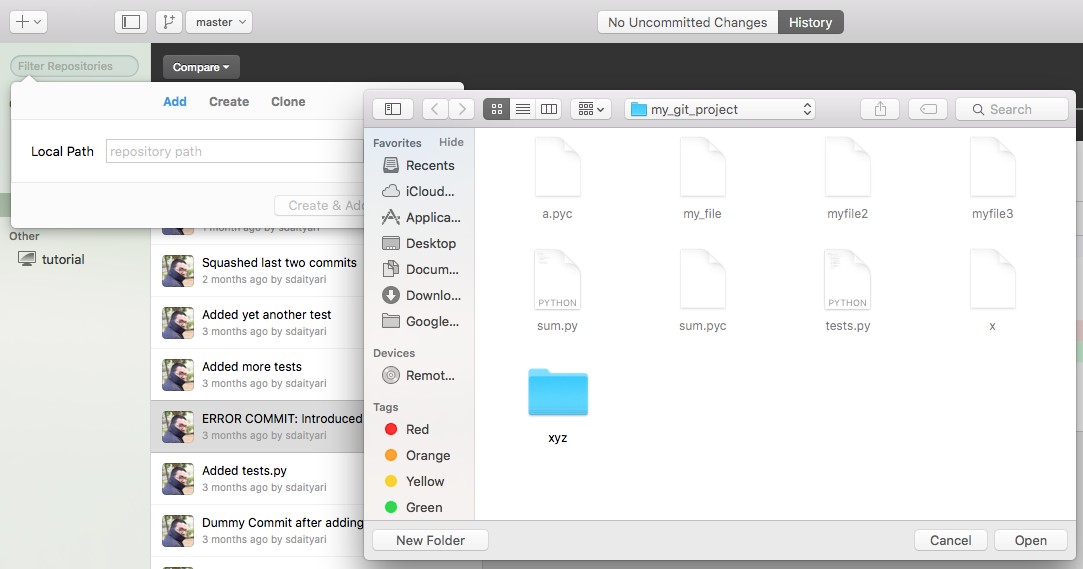


Figure 7.2. Add a local repository to be managed by GitHub Desktop

Once you’ve added your repository, you’ll notice that it’s now listed among the tracked repositories on the left of the window. If you added a GitHub repository, it will be listed under **GitHub**, whereas if you added a local repository, it will be listed under **Other**.



**Tutorial Repository**

There’s a repository named “tutorial” listed under **Other**, which helps you get used to the features of the new GitHub Desktop. This is helpful if you were a user of the old GitHub GUI tools for Mac or Windows before the release of the unified desktop client.

Once a repository is selected, the commits in the current branch are listed. The UI resembles the GitHub website. If any commit is selected, the commit details are shown too. The workflow in the current branch is shown at the top.

On selecting the **History** tab at the top, you’re shown the commits in the active branch ([Figure 7.3](#_bookmark155)). On selecting a specific commit, you’re shown the changes that were made in that commit:

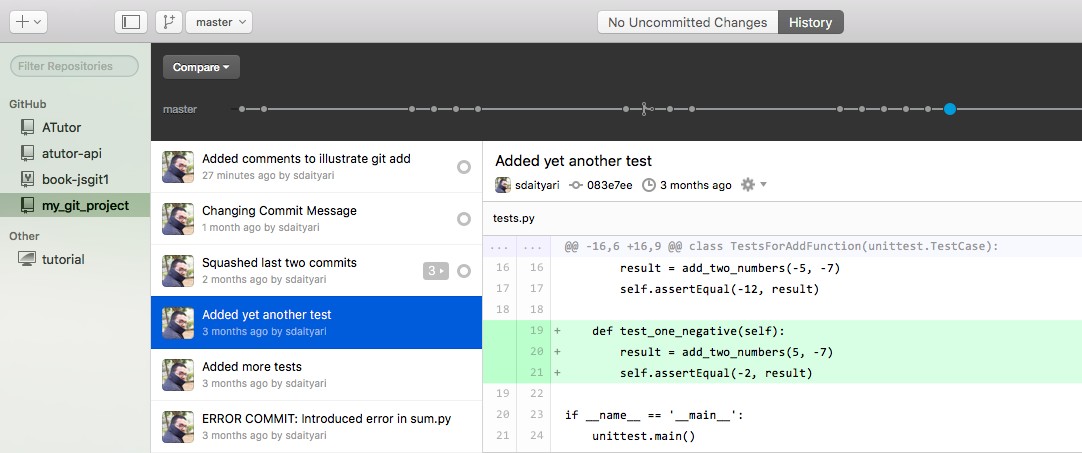


Figure 7.3. Listing the commits in the active branch

If you look at the workflow of the current branch at the top of the window, you can see that there’s a **Compare** option, which enables you to compare your current branch with another. For instance, if we select friend\_branch, we’re shown the develop- ment of both branches with respect to each other. You can merge the branches by using the **Update from friend\_branch** button.

Let’s move on from comparing branches to creating or changing a branch. To create a branch, click on the Create New Branch button (an icon resembling a diverged workflow with a plus sign on top, as shown in [Figure 7.4](#_bookmark156)), and enter the name of the branch and the existing branch you want it to branch from:

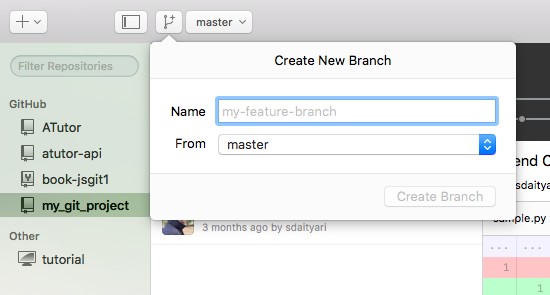


Figure 7.4. Creating a new branch

To change your current active branch to a different one, click on the button to the right of the new branch button, which also displays the name of your current active branch ([Figure 7.5](#_bookmark157)):

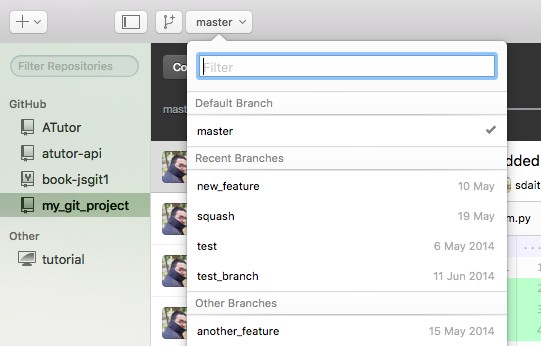


Figure 7.5. Changing the active branch

On the top right of the window there are **Pull Request** and **Sync** options. You can create a pull request from within the GUI client by first comparing two branches and then creating the pull request, just like you do on the GitHub website.

The Sync option, on the other hand, is interesting. It performs a pull and a push together, as it effectively “syncs” the commits in the local and remote.

When you select a commit, you can perform commit-level operations by selecting the gear option an the top right, as shown in [Figure 7.6](#_bookmark158). However, as you’ll see later, you have more options in the GUI tool we’ll look at next, SourceTree.

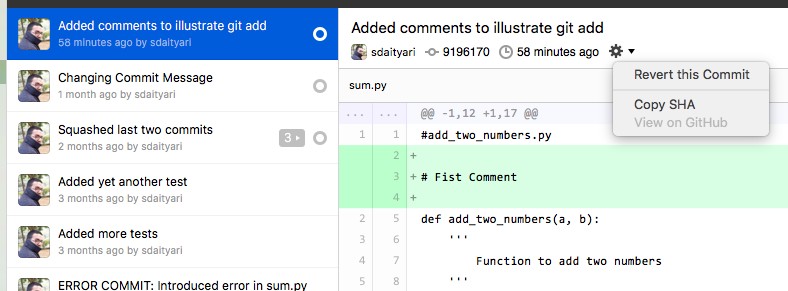


Figure 7.6. Commit options

On making any changes to the repository, the changes are visible by selecting the **Uncommitted Changes** tab at the top, shown in [Figure 7.7](#_bookmark159). It lists the changes in the files, but note that there’s no mention of the term “staging”. You simply select the files you want to include in the commit and add a commit message before committing the changes. It makes the process simpler for beginners:

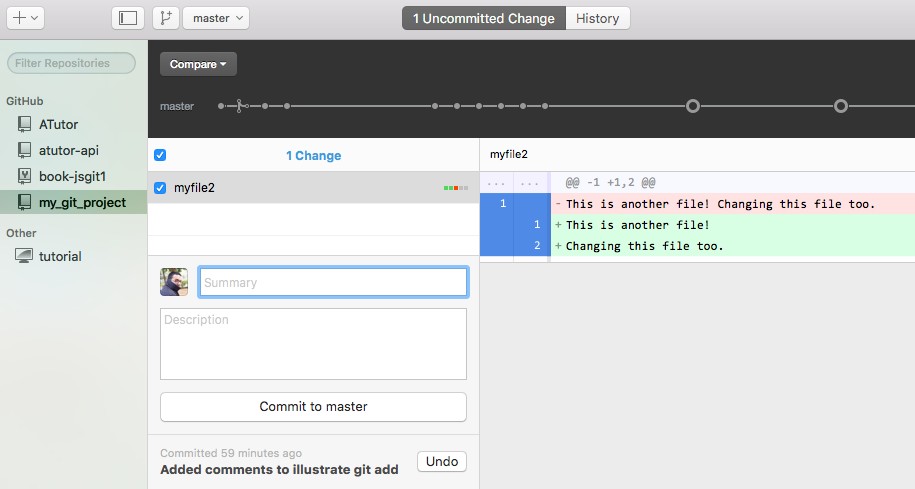


Figure 7.7. Committing changes in GitHub Desktop

GitHub Desktop tries to simplify the process of source code management, which is good for a beginner who’s trying to learn Git. Let’s now explore SourceTree, which has a wider range of functions.

**SourceTree**

SourceTree is a GUI client developed by Atlassian. It’s compatible with repositories managed by both Git and Mercurial, another distributed VCS. SourceTree can use the version of Git already installed on your local system, or a version that’s bundled with SourceTree itself. You can download and install the application from [the](https://www.sourcetreeapp.com/) [SourceTree website](https://www.sourcetreeapp.com/)10.

SourceTree offers a wider range of features than GitHub’s tool, and gives you more control over your repositories. Its various options also better match the corresponding terminal commands.

During installation, you’re invited to add details of any accounts you hold at code sharing websites like GitHub and Bitbucket. If you skip this step, you can add ac- counts later by selecting **Settings** → **Add/Edit Account** ([Figure 7.8](#_bookmark161)):

10 [https://www.sourcetreeapp.com/](http://www.sourcetreeapp.com/)

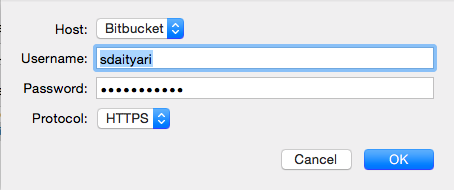


Figure 7.8. Adding a Bitbucket account in SourceTree

When adding a Bitbucket account, you’re shown the list of repositories in your ac- count, and likewise when adding a GitHub account. These repositories are listed under your **Remote** section, which you can see highlighted on the top left ([Figure 7.9](#_bookmark162)):

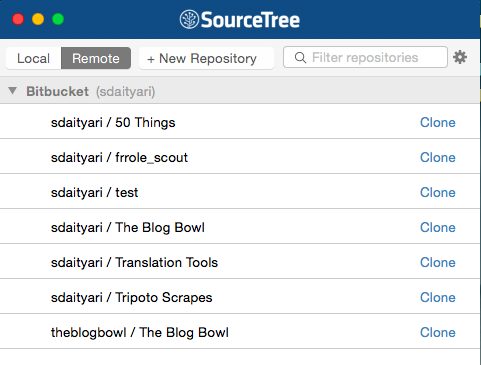


Figure 7.9. Repositories in Bitbucket

The repositories listed here are present only on the cloud, so they need to be cloned before you can start working on them locally. Click on the **Clone** link on the right of any repository to clone it ([Figure 7.10](#_bookmark163)):

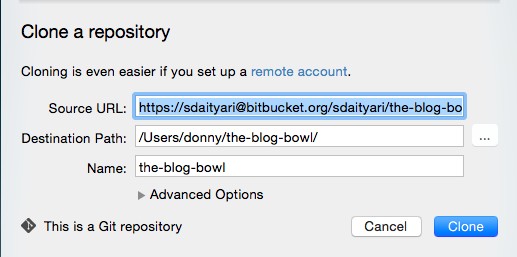


Figure 7.10. Confirming details of the repository to be cloned

After confirming the details, the remote repository is cloned to the location you specified in the last step.

Alternatively, you can add a local repository to SourceTree by clicking on the **+New Repository** button. Once you’ve added a repository, a new window opens with the details of the repository ([Figure 7.11](#_bookmark164)):

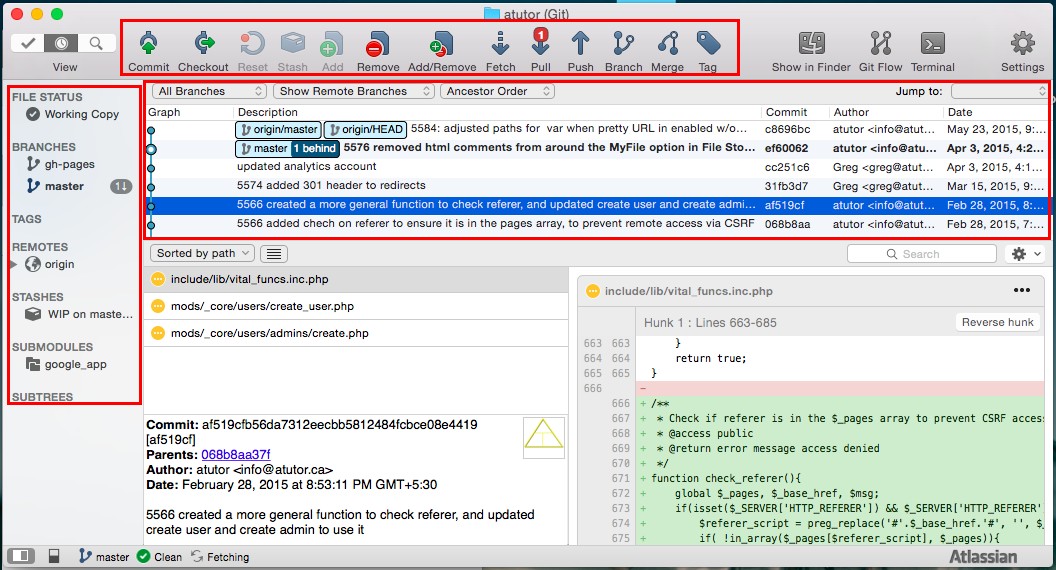


Figure 7.11. Repository details

As highlighted in the image above, the window has three parts—the top menu, the left menu and the central part. The top menu contains buttons that perform important actions in Git. The left menu lists the branches, remotes, stashes and submodules. The central part contains the list of commits in the active branch and the details of each commit.

If you look at the top menu ([Figure 7.12](#_bookmark165)), you’ll notice that it contains the buttons to perform basic Git actions like commit, pull and push. There’s also an option to open up a terminal in case you want to run a custom command.



Figure 7.12. SourceTree’s top menu

The **Checkout** button helps you checkout to a new or an existing branch ([Figure 7.13](#_bookmark166)):

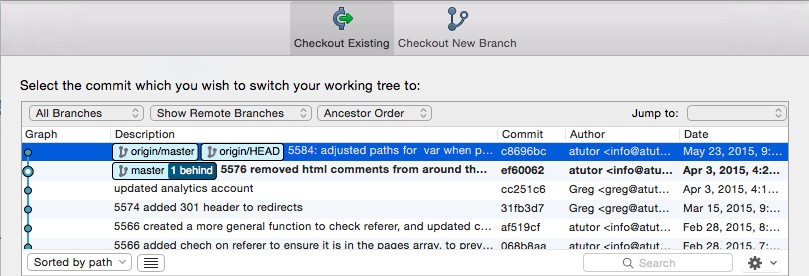


Figure 7.13. Checkout to new or existing branch

When you make changes to any file, the list of changed files pops up in the space for unstaged files ([Figure 7.14](#_bookmark167)). You can stage them by clicking the **Add** button on the top—after which they appear in the staged list. You can also removed staged files using the **Remove** button at the top.

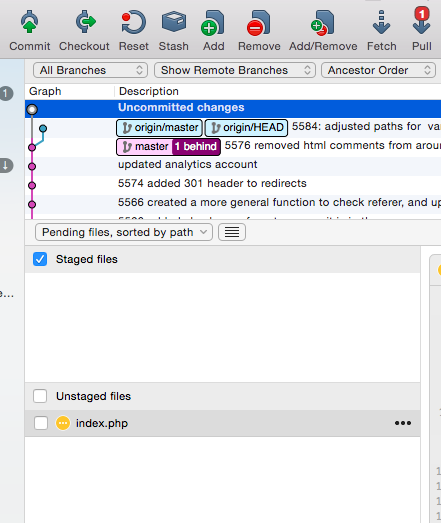


Figure 7.14. Staged and unstaged files following changes to your repository

Once you’re ready to make a commit, click on the **Commit** button. For your first commit, you’re asked to nominate a name and email address to be associated with your commits ([Figure 7.15](#_bookmark168)). This is similar to setting the global configuration settings through the terminal. From now on, your email address and name will be associated with this commit, as well as any future commits:

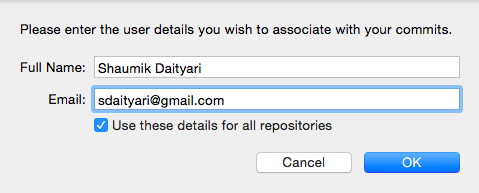


Figure 7.15. Adding name and email

After adding your name and email, you’re asked to add a message describing your commit ([Figure 7.16](#_bookmark169)):

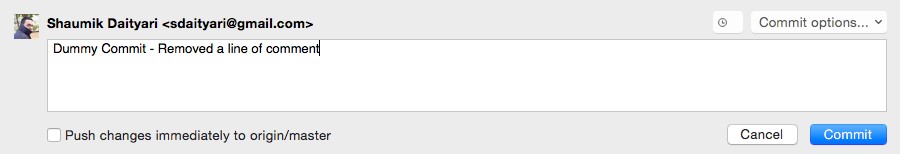


Figure 7.16. Adding a commit message

After a successful commit, notice the state of the repository and the change in the branch workflows: the blue color shows the current commit—which hasn’t been merged with origin/master, denoted by purple ([Figure 7.17](#_bookmark170)):



Figure 7.17. Status of the repository after a commit

You can add or remove branches by clicking the **Branch** button in the top menu. You can force delete a branch even if it hasn’t been merged yet, as shown in [Fig-](#_bookmark171) [ure 7.18](#_bookmark171) (which is analogous to the -D option in the terminal). You can merge branches through the **Merge** button in the top menu. If you want to merge branch\_A into branch\_B, make sure branch\_B is active when you perform the merge operation.

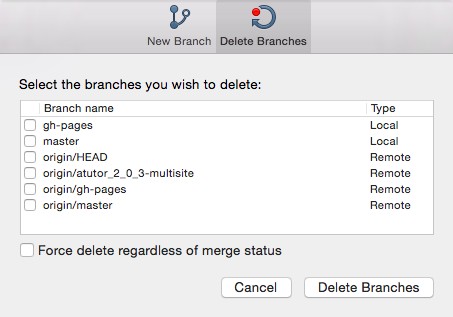


Figure 7.18. Branching in SourceTree: add and delete branches

Let’s now have a look at the left menu, shown in [Figure 7.19](#_bookmark172). It shows a list of branches, tags, remotes, stashes and submodules.

In this case, master and gh-pages are the two branches, and origin is the only re- mote. We also have one stash created on the master branch, which is shown in the screenshot below. SourceTree’s stash option is a powerful, easy-to-use feature. You can apply any stash to your HEAD, with the option of keeping or removing the stash. Submodules are Git repositories within a parent repository. We haven’t covered submodules in this book. This repository uses a google\_app submodule.



Figure 7.19. Left menu buttons

In addition, commit-based actions like checking out to the commit, cherry picking or creating a patch can be performed by right-clicking on a commit, as shown in [Figure 7.20](#_bookmark174):

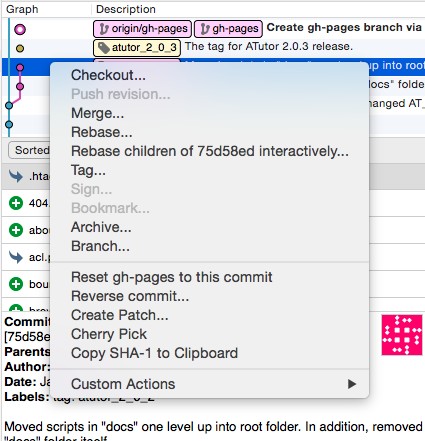


Figure 7.20. Specific operations for a commit

**SourceTree Versus GitHub Desktop**

Both SourceTree and GitHub Desktop are free to use.

SourceTree has a lot of features, with an information-rich display that directly relates to Git’s terminal commands. Desktop, on the other hand, focuses more on bridging the gap between a local GitHub repository and the GitHub website, often substituting standard Git terms and processes with easier terms for beginners. It eases the process of hosting your repositories on GitHub, but makes it diffi- cult—though not impossible—to host your repository elsewhere.

Finally, Desktop simplifies the whole process by cutting down on certain features, whereas SourceTree offers a fully-featured dashboard that might be overwhelming for beginners. I encourage you to try both GUI tools, in addition to a few more listed above, to work out which best suits your needs.

**Conclusion**

In this chapter, I reviewed two GUI tools for Git—SourceTree and GitHub Desktop.

GUI tools are definitely useful. The history of a project, with respect to the different branches, is easily visualized. Even when you’re working on a project, it’s useful to graphically analyze the changes you’ve made before committing them into the project history. Even when you’re reviewing the work of others, it’s a good idea of use a GUI tool to quickly review the changes.

Even though I find GUI tools to be great, if you’re a beginner, I’d still recommend you learn the terminal commands first. As I mentioned above, GUI tools aren’t cross platform, whereas terminal commands are. There’s no single tool that works in Linux, Windows and OS X. Also, if you’re working on a remote server (which is often a virtual machine), only command line tools can help you work with Git.

So for beginners and experienced users alike, I recommend using a combination of GUI tools and the terminal. Each has its pros and cons, which you’ll discover through practice.

**Chapter8**

**Conclusion**

As this book has guided you through the uses of Git, the focus has been on using it to manage a codebase. This is the most common use for Git, but certainly not the only one. In this concluding chapter, I’d like to discuss Git's meteoric rise, and then give you a glimpse of other innovative uses of Git, as well as its limitations, altern- atives to Git, and what the future holds.

**Git’s Meteoric Rise**

Back in 2009, over 57.5% of repositories used Subversion, whereas Git only had a 2.4% share of the SCM market, according to [the Eclipse Community Survey](http://www.eclipse.org/org/press-release/Eclipse_Survey_2009_final.pdf)1. In 2014, the same [Eclipse Community Survey](http://www.slideshare.net/IanSkerrett/eclipse-community-survey-2014)2 showed that Git (at 33.3% market share) had surpassed Subversion (30.7%), as shown in ([Figure 8.1](#_bookmark178)). It’s true that the figures are just an indication of global usage. But the Eclipse community represents a good sample, since it consists not just of open-source enthusiasts, but also of developers in the industry.

1 <http://www.eclipse.org/org/press-release/Eclipse_Survey_2009_final.pdf>

2 <http://www.slideshare.net/IanSkerrett/eclipse-community-survey-2014>

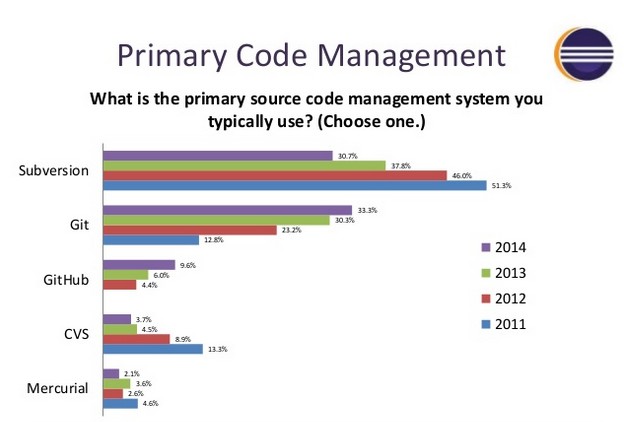


Figure 8.1. Trend of VCS usage over the years (Eclipse Community Surveys)

[Google Search trends](http://www.google.com/trends/explore#q%3Dgit%2Csvn)3 indicate that Git and Subversion had roughly the same interest around the year 2011 ([Figure 8.2](#_bookmark179)). However, since then, the popularity of Subversion has declined, whereas that of Git has grown steadily.

3 [http://www.google.com/trends/explore#q=git,svn](http://www.google.com/trends/explore#q%3Dgit%2Csvn)

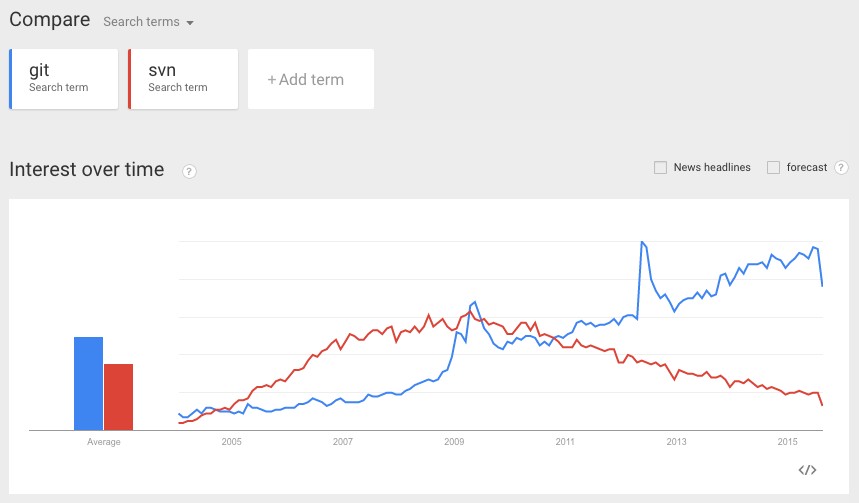


Figure 8.2. Google Search trends for Git and Subversion

Finally, if you look at [job trends on indeed.com](http://www.indeed.com/jobtrends?q=git%2C%2Bsubversion%2C%2Bmercurial%2C%2Bperforce&amp;l)4 ([Figure 8.3](#_bookmark180)), Git overtook subversion in early 2013, and there’s been no turning back:

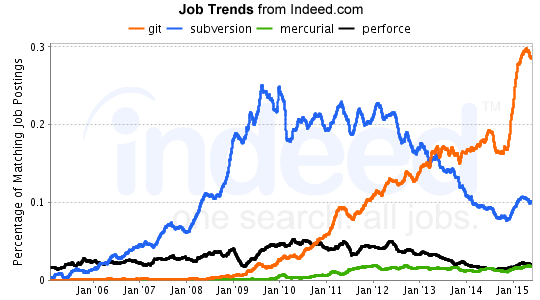


Figure 8.3. Git, Subversion, Mercurial and Perforce job trends

4 [http://www.indeed.com/jobtrends?q=git%2C+subversion%2C+mercurial%2C+perforce&l=](http://www.indeed.com/jobtrends?q=git%2C%2Bsubversion%2C%2Bmercurial%2C%2Bperforce&amp;l)

From all of these data sources, one thing is obvious: Git’s meteoric rise proves it’s  doing the right thing. The future is definitely Git.

**Could Git Fail?**

Git is a great tool, and is often the first choice among developers. Naturally, organ- izations big and small choose Git to manage their projects, which is evident from the “Companies & Projects Using Git” section of the [Git website](http://git-scm.com/#companies-projects)5. But with wide- spread adoption, and being used in some very large projects, one of Git’s major failings becomes evident: it doesn’t manage very large repositories in the most effi- cient way. How large are we talking about here? [Facebook large](https://code.facebook.com/posts/218678814984400/scaling-mercurial-at-facebook/)6. Facebook eventually shifted from Git to Mercurial, another distributed VCS. Let’s look at why.

When engineers at Facebook extrapolated their growth in the near future, they found that file status operations in Git would become a major bottleneck, as Git examines each file for changes. With thousands of commits every day, it would have taken a few seconds to run even a git status. Integrating their own file monitor with Mercurial made for a much more efficient process, which is why Facebook shifted to Mercurial, and why their developers still contribute significantly to its develop- ment. However, even though Facebook shifted its main codebase to Mercurial, it’s interesting that many of their important side projects like [React](http://facebook.github.io/react/)7 and [RocksDB](http://rocksdb.org/)8 are still managed through Git.

Prasoon Shukla, a Mercurial contributor, has described [the differences between](http://blog.prasoonshukla.com/mercurial-vs-git-scaling) [how Git and Mercurial work](http://blog.prasoonshukla.com/mercurial-vs-git-scaling)9, and why Mercurial is more efficient when you scale to the size of Facebook.

In recent times, however, Git has made progress in the management of large repos- itories—both in terms of history, and the size of files in a repository. If you have a codebase with a very large history, you can perform a shallow clone, which enables you to clone only a specified number of latest commits. For instance, if you want to clone only the ten latest commits from our dummy project, you can specify 10 using the --depth option:

5 <http://git-scm.com/#companies-projects>

6 https://code.facebook.com/posts/218678814984400/scaling-mercurial-at-facebook/

7 <http://facebook.github.io/react/>

8 <http://rocksdb.org/>

9 <http://blog.prasoonshukla.com/mercurial-vs-git-scaling>

git clone --depth 10 https://github.com/sdaityari/my\_git\_project

Previously, Git had only limited support for shallow clones, especially if your shallow history wasn’t long enough. You would often not be able to push from your shallow clone. However, recent versions (Git 1.9+) give you a greater ability to push and pull.

Another way of managing a large repository is to clone only a single branch. You can do so using the --single-branch option. To clone only the master branch of your dummy project, run the following:

git clone https://github.com/sdaityari/my\_git\_project --branch

➥ master --single-branch

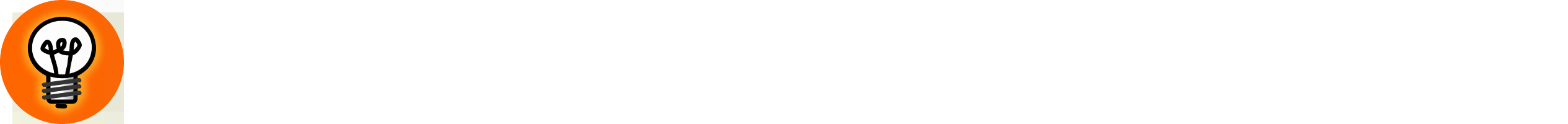
**Beyond Source Code Management**

After reading this book, you hopefully feel very safe with Git. Once you create a commit, there’s no way you can lose it (unless, of course, someone messes with the

**.git** directory). You’ve seen the potential of Git. So isn’t it natural that people are

starting to use Git for tasks other than just managing code?

One very common example of using Git for a new purpose is to manage databases. There’s no Git-like technology that tracks changes in a database. What developers have come up with is to take database dumps (which contain all the data in a database in the form of queries) and add them to a Git repository with regular commits. This enables one to track the changes in a database through the changes made in the dumps. With the algorithms used by Git to compress the data, this task doesn’t use up as much space as you might imagine.



**Git and MySQL**

If you plan to back up your MySQL database, use the mysqldump command, with the options -u for username and -D for database. The -p prompts for a password for the user my\_user.

mysqldump -u my\_user -p -D my\_database > dump\_file

The dump\_file that’s created contains all the SQL queries needed to restore the database. Commit this file to Git and use the same command to update the contents of this file.

Git can also be useful for designers. Even though Photoshop or CorelDRAW files aren’t comparable to source code, they can be tracked by Git. Design files are binary files, rather than meaningful text files like database dumps. Git doesn’t easily recog- nize differences in two versions of these types of files, so the whole file is commit- ted—which increases the size of repositories, making them more difficult to manage. While Git might remain practical for this purpose, the benefits are less significant. However, this hasn’t discouraged [enthusiastic designers from trying out Git](http://courtnycotten.com/git-for-design/)10.

Git’s also being used in publishing. In fact, the team behind this book worked using Git too! I would create pull requests on GitHub, where the editors would suggest changes.

I mentioned in the [first chapter](#_bookmark9) that Google Docs is a good example of version control  in action. There are applications built using Git on a similar premise of enabling change tracking. An example would be the WordPress plugin [VersionPress](http://versionpress.net/)11, which tracks changes in a WordPress site using Git in the background.

**The End**

With this, we come to the end of the book. Although the book is ending, it’s just the start of your journey. Get out there and do some amazing things with version control! I hope you’ve enjoyed reading the book as much as I’ve enjoyed writing it.

10 <http://courtnycotten.com/git-for-design/>

11 [http://versionpress.net](http://versionpress.net/)