

# Change Management and Version Control

CS 35L  
Spring 2018 - Lab 3

# Software development process

- Involves making a lot of changes to code
  - New features
  - Bug fixes
  - Performance enhancements
- Many people editing code simultaneously need to:
  - Compare different versions
  - Combine different versions into a new version
  - Reference previous versions
- Multiple versions of dependencies, environments

# What Changes Are We Managing?

## Software

- Planned software development
  - team members constantly add new code
- (Un)expected problems
  - bug fixes
- Enhancements
  - Make code more efficient (memory, execution time)

“The only constant in software development is change”

# Features Required to Manage Change

- Backups
- Timestamps
- Who made the change?
- Where was the change made?
- A way to communicate changes with team

# How to achieve that

- Big project with multiple files
  - Bug fix required changing multiple files
  - Bug fix didn't work
  - How to find the problem
  - ... Or how to revert to a version before the bug
- Figure out which parts changed (**diff?**)
- Communicate changes with team (**patch?**)
- But diff and patch are not that good

# Disadvantages of diff & patch

- Diff requires keeping a copy of old file before changes
- Work with only 2 versions of a file (old & new)
  - Projects will likely be updated more than once
  - store versions of the file to see how it evolved over time

```
index.html
```

```
index-2009-04-08.html
```

```
index-2009-06-06.html
```

```
index-2009-11-04.html
```

```
index-2010-01-23.html
```

- Numbering scheme becomes more complicated if we need to store two versions for the same date

# Disadvantages of diff & patch

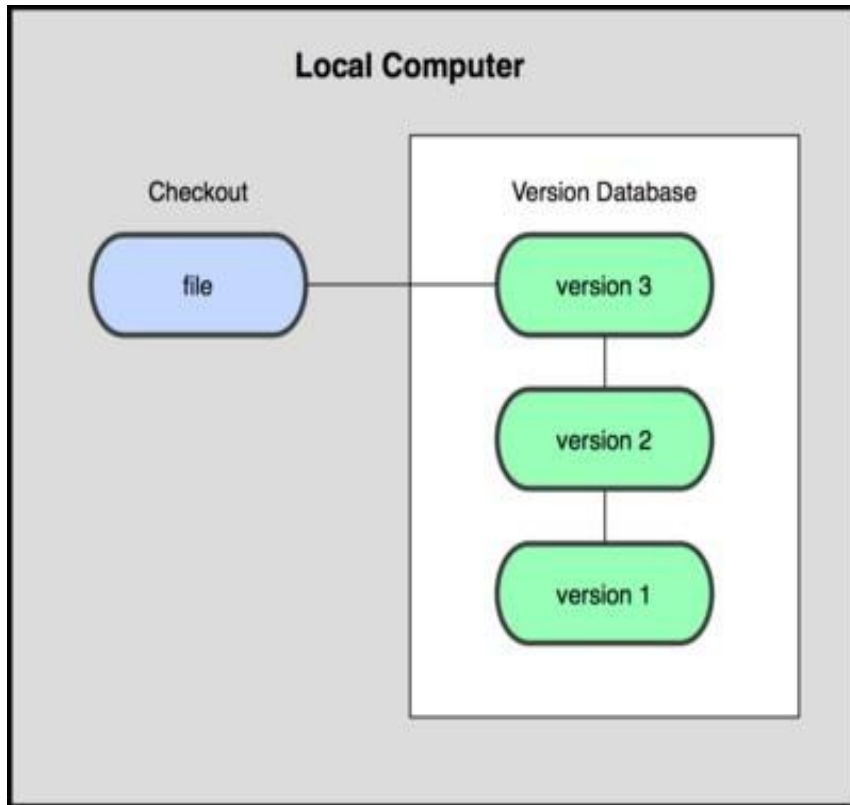
- Two people may edit the same file on the same date
  - 2 patches need to be sent and merged
- Changes to one file might affect other files (eg. .h & .c)
  - Need to make sure those versions are stored together as a group

# Source Control Software (SCS)

- Also called Version Control Software (VCS)
- Track changes to code and other files related to software
  - What new files were added?
  - What changes made to files?
  - Which version had what changes?
  - Which user made the changes?
  - Revert to previous version
- Track entire history of software
- Source control software (SCS)
  - Git, Subversion (SVN), CVS, and others



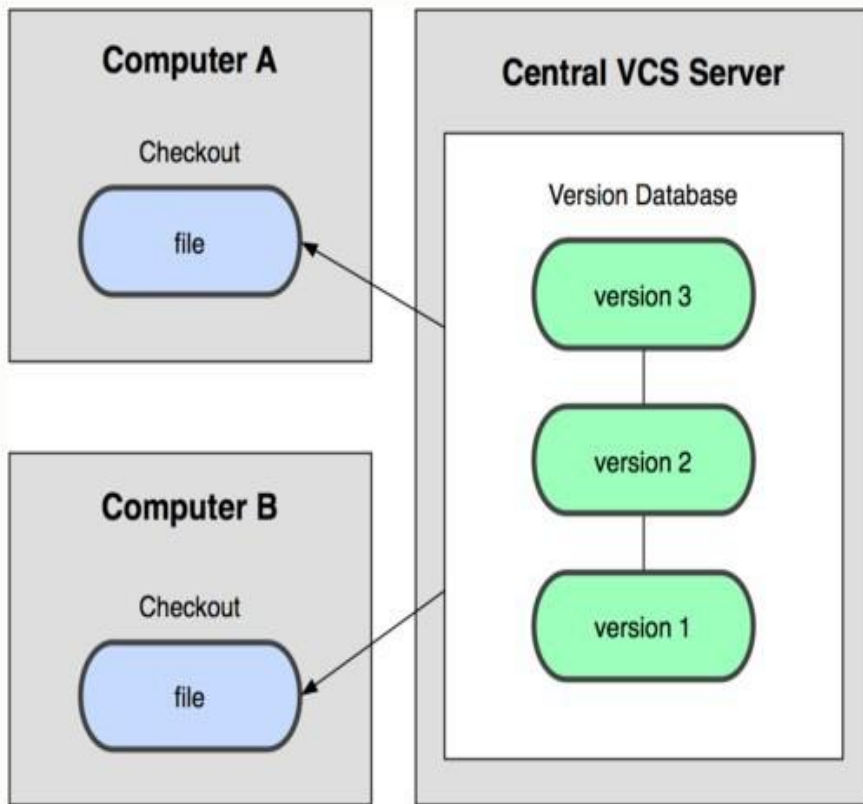
# Local SCS



- Organize different versions as folders on the local machine
- No server involved
- Other users copy with disk/network

Image Source: [git-scm.com](http://git-scm.com)

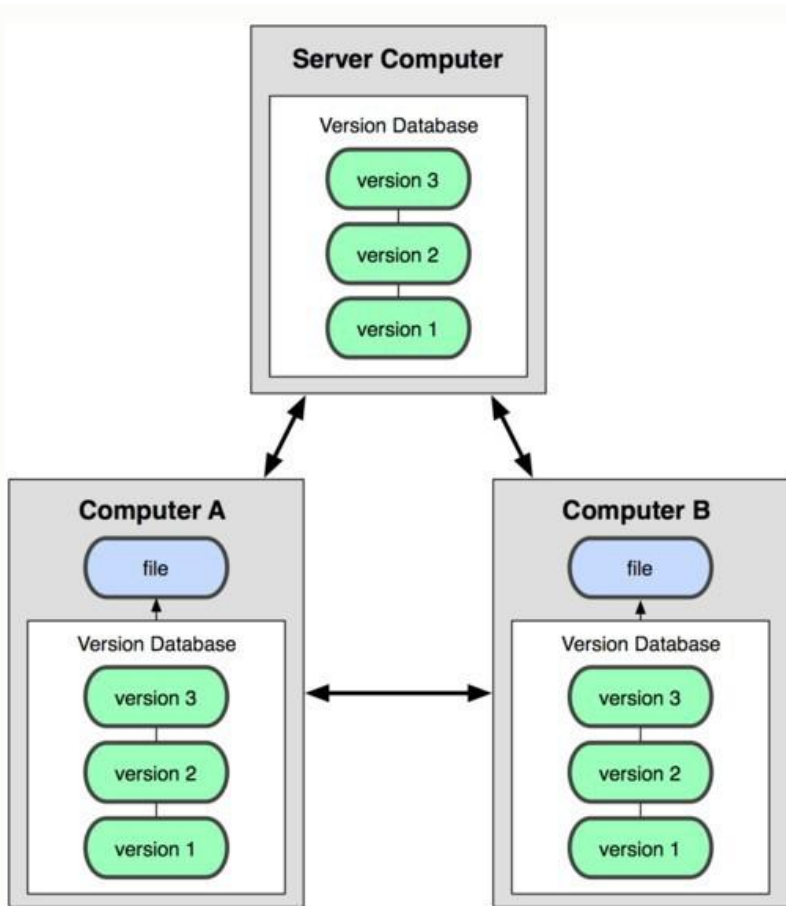
# Centralized SCS



- Version history sits on a central server
- Users will get a working copy of the files
- Changes have to be committed to the server
- All users can get the changes

Image Source: [git-scm.com](http://git-scm.com)

# Distributed SCS



- Version history is replicated on every user's machine
- Users have version control all the time
- Changes can be communicated between users
- Git is distributed

Image Source: [git-scm.com](http://git-scm.com)

# Terms used

- **Repository**
  - Files and folders related to the software code
  - Full history of the software
- **Working copy**
  - Copy of software's files in the repository
- **Check-out**
  - To create a working copy of the repository
- **Check-in/Commit**
  - Write the changes made in the working copy to the repository
  - Commits are recorded by the SCS

# Centralized vs. Distributed SCS

- Single central copy of the project history on a server
  - Changes are uploaded to the server
  - Other programmers can get changes from the server
  - Examples: SVN, CVS
- Each developer gets the full history of a project on their own hard drive
  - Developers can communicate changes between each other without going through a central server
  - Examples: **Git**, Mercurial, Bazaar, Bitkeeper

# Centralized: Pros and Cons

*“The full project history is only stored in one central place.”*

## Pros

- Everyone can see changes at the same time
- Simple to design

## Cons

- Single point of failure (no backups!)
- Communicating changes between users requires physical or P2P connection

# Distributed: Pros and Cons

*“The entire project history is downloaded to the hard drive”*

## Pros

- Commit changes/revert to an old version while offline
- Commands run extremely fast because tool accesses the hard drive and not a remote server
- Share changes with a few people before showing changes to everyone

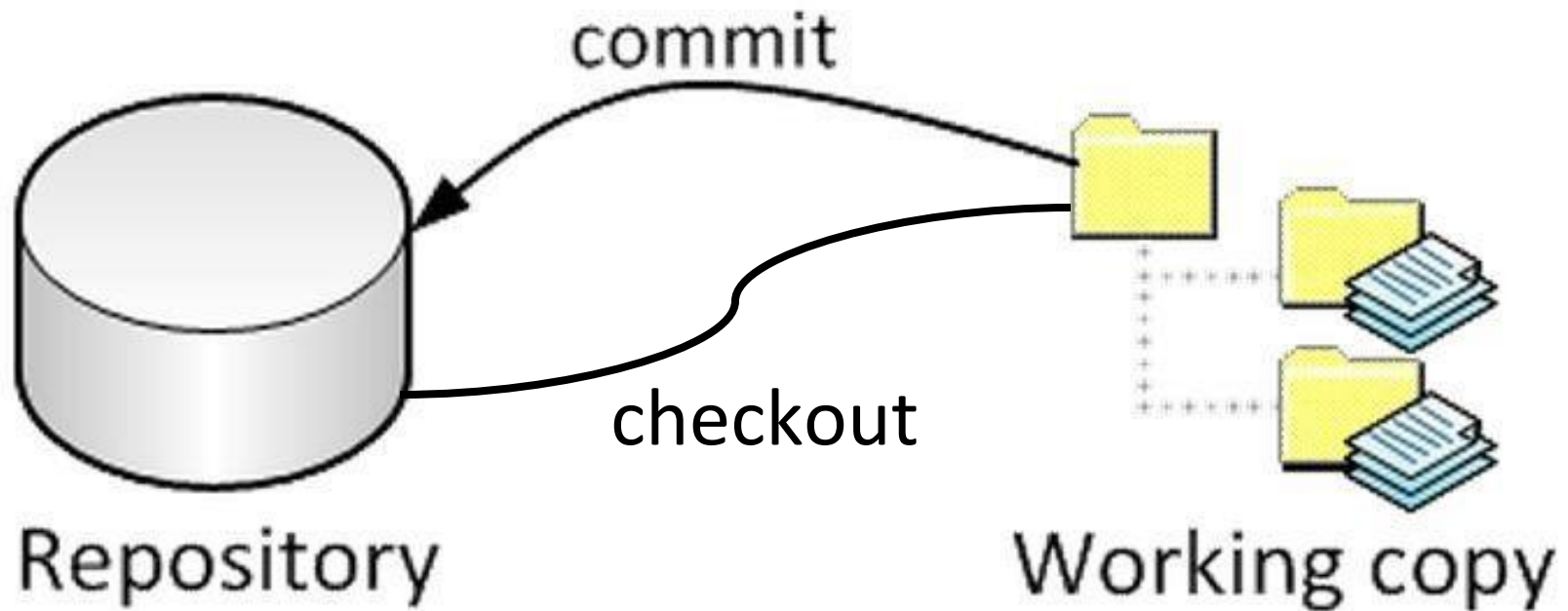
## Cons

- Long time to download
- A lot of disk space to store all versions

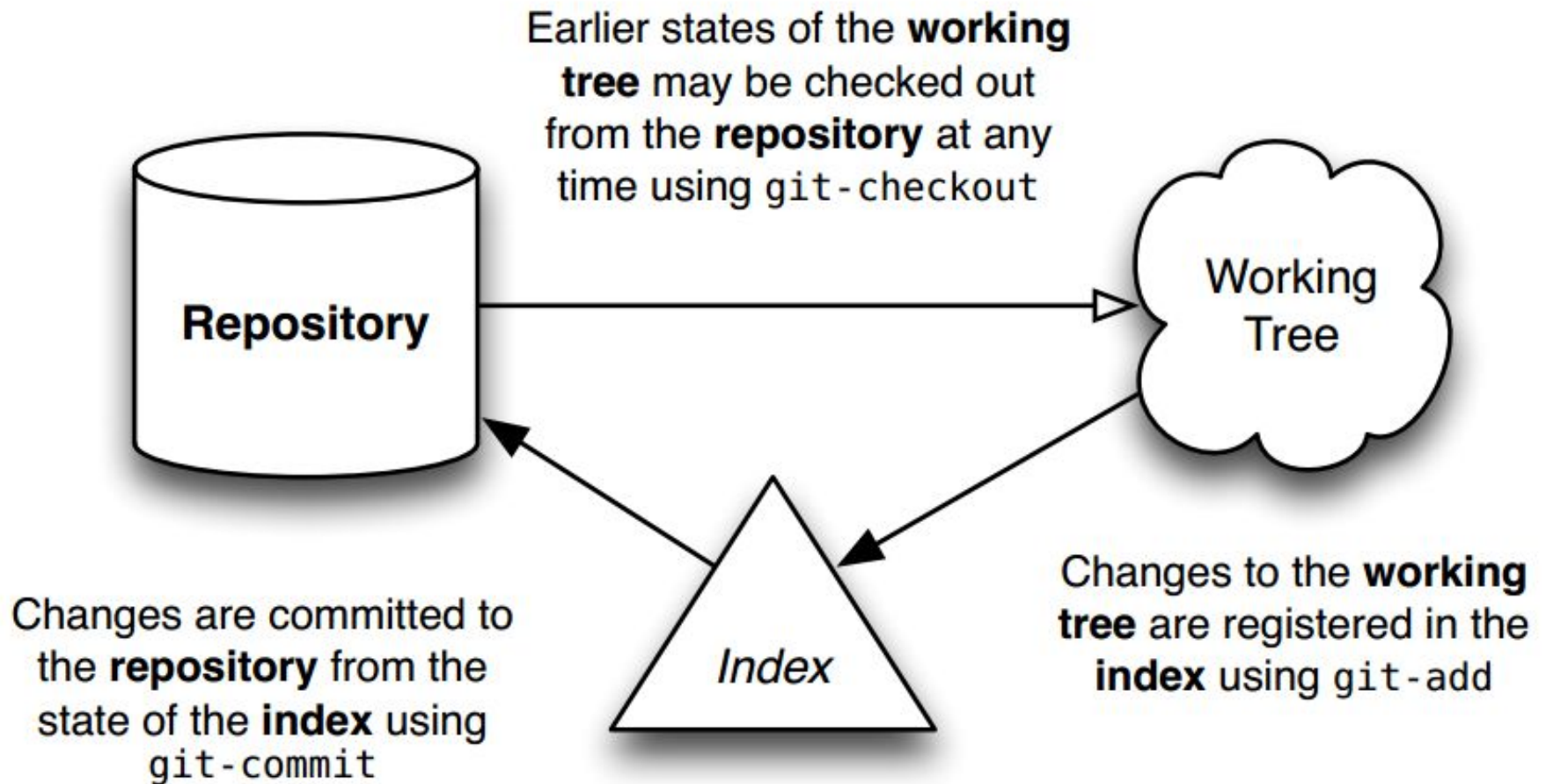
# Git Source Control



# Big Picture



# Git Workflow



# Git commands

- Repository creation
  - **git init** (start a new repository)
  - **git clone** (create a copy of an existing repository)
- Branching
  - **git branch <new\_branch\_name>** (creates a new branch)
  - **git checkout <name>** (switch to a branch or commit with name)
  - **git checkout -b <new\_branch\_name>** (creates and checks out a new branch)
- Commits
  - **git add** (stage modified files)
  - **git commit** (check-in changes on the current branch)
- Getting info
  - **git status** (shows modified files, new files, etc)
  - **git diff** (compares working copy with staged files)
  - **git log** (shows history of commits)
- Get help with: **git help** (or with [git's online documentation](#))

# Git Repository Objects

- Objects used by Git to implement source control
  - **Blobs**
    - Sequence of bytes
  - **Trees**
    - Groups blobs/trees together
  - **Commit**
    - Refers to a particular “git commit”
    - Contains all information about the commit
  - **Tags**
    - A named commit object for convenience (e.g. versions of software)
- Objects uniquely identified with **hashes**

# *Terms used*

- **Head**
  - Refers to a commit object
  - There can be many heads in a repository
- **HEAD**
  - Refers to the currently active head
- **Detached HEAD**
  - If a commit is not pointed to by a branch
  - This is okay if you want to just take a look at the code and if you don't commit any new changes
  - If the new commits have to be preserved then a new branch has to be created
    - `git checkout v3.0 -b BranchVersion3.1`
- **Branch**
  - Refers to a head and its entire set of ancestor commits
- **Master**
  - Default branch

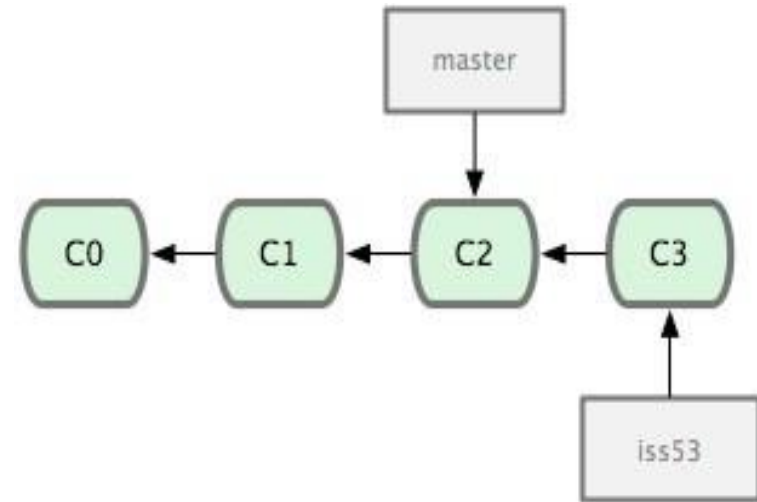
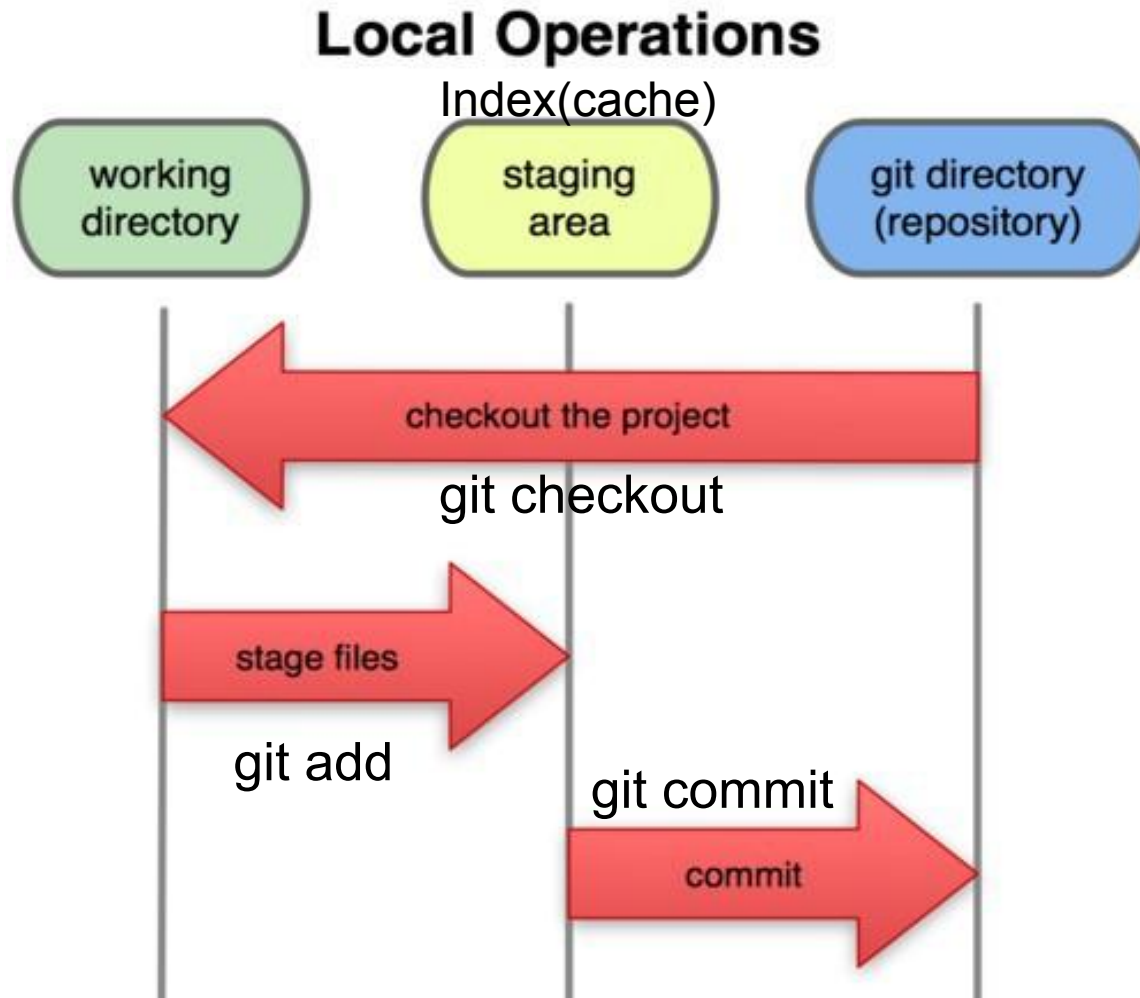


Image Source:  
git-scm.com

# Git States



# First Git Repository

- `$ mkdir gitroot`
- `$ cd gitroot`
- `$ git init`
  - creates an empty git repo (.git directory with all necessary subdirectories)
- `$ echo "Hello World" > hello.txt`
- `$ git add .`
  - Adds content to the index
  - Must be run prior to a commit
- `$ git commit -m 'Check in number one'`

# Working With Git

- `$ echo "I love Git" >> hello.txt`
- `$ git status`
  - Shows list of modified files
  - `hello.txt`
- `$ git diff`
  - Shows changes we made compared to index
- `$ git add hello.txt`
- `$ git diff`
  - No changes shown as diff compares to the index
- `$ git diff HEAD`
  - Now we can see changes in working version
- `$git commit -m 'Second commit'`



# Undoing What Is Done

- **git checkout**
  - Used to checkout a specific version/branch of the tree
  - `git rebase master` (returns to current working version)
- **git revert**
  - Reverts a commit
  - Does not delete the commit object, just applies a patch
  - Reverts can themselves be reverted!
- **Git never deletes a commit object**
  - It is very hard to lose data

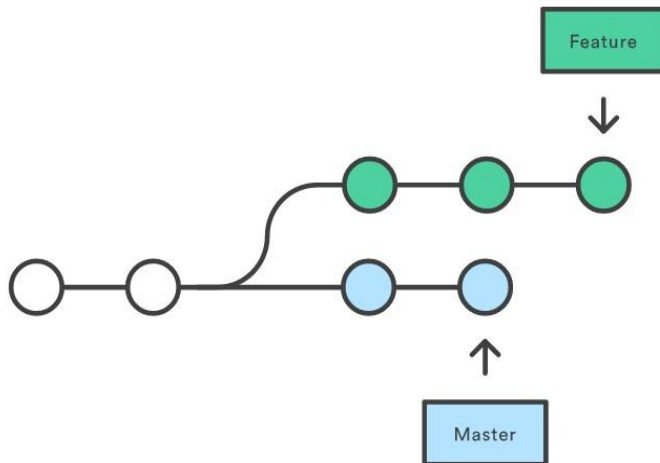
# Git Rebase

- Rewrites commit history.
- Loses context
- Never use this on public branches!
- How to rebase?

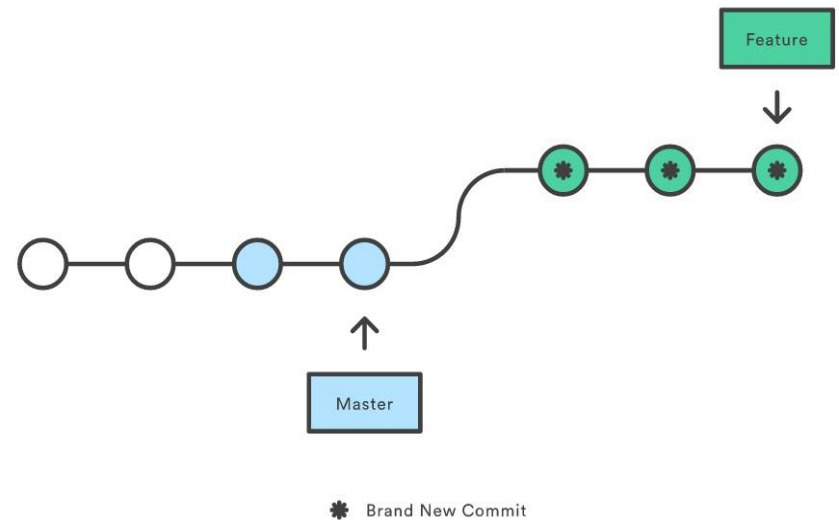
```
$ git checkout feature
```

```
$ git rebase master
```

A forked commit history



Rebasing the feature branch onto master



# Merging

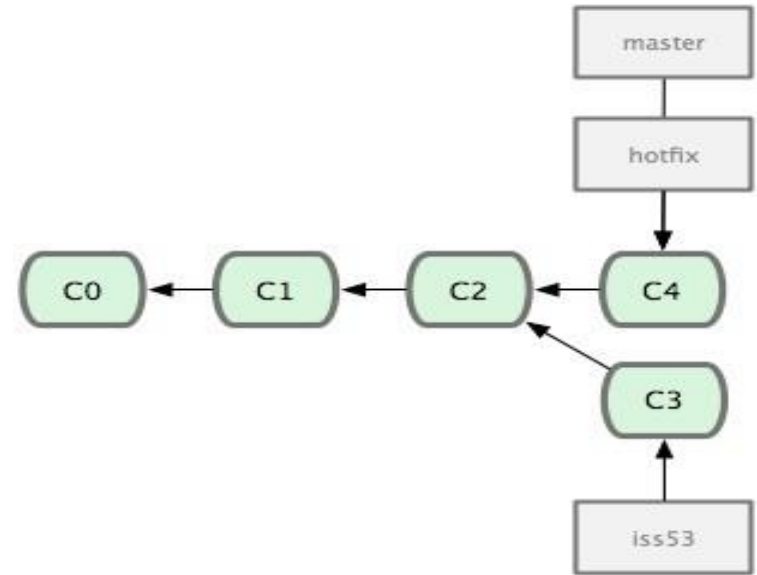
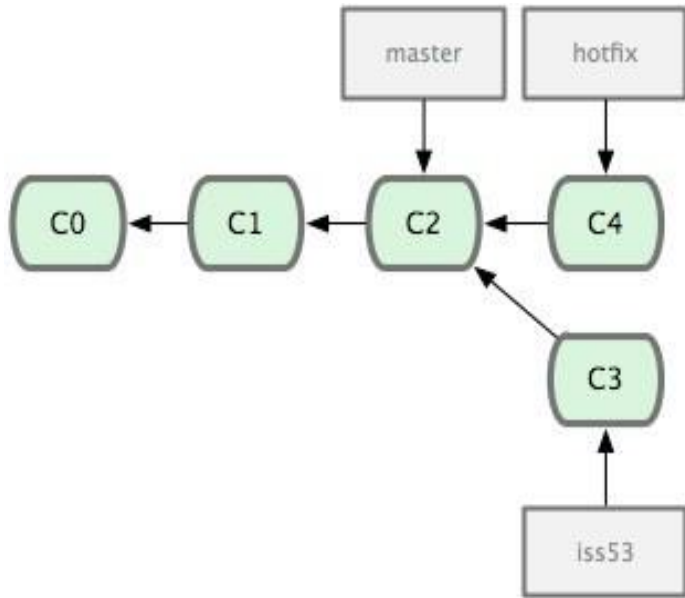


Image Source: git-scm.com

- Merging hotfix branch into master
  - git checkout master
  - git merge hotfix
- Git tries to merge automatically
  - Simple if it is a forward merge
  - Otherwise, you have to manually resolve conflicts

# Merging

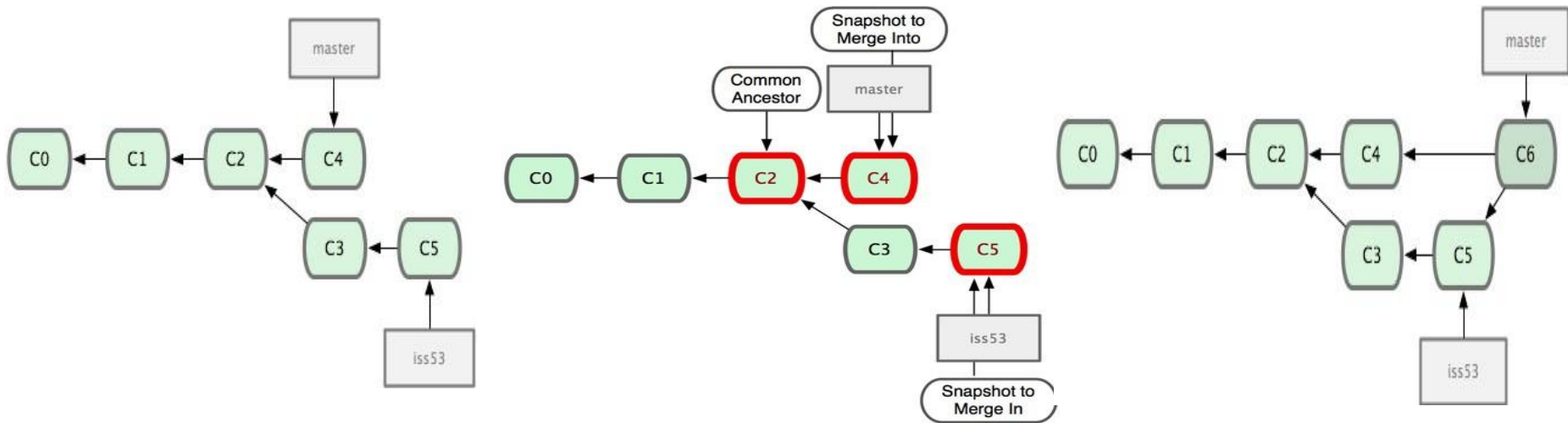


Image Source: git-scm.com

- Merge iss53 into master
- Git tries to merge automatically by looking at the changes since the common ancestor commit
- Manually merge using 3-way merge or 2-way merge
  - Merge conflicts - Same part of the file was changed differently

# Merging

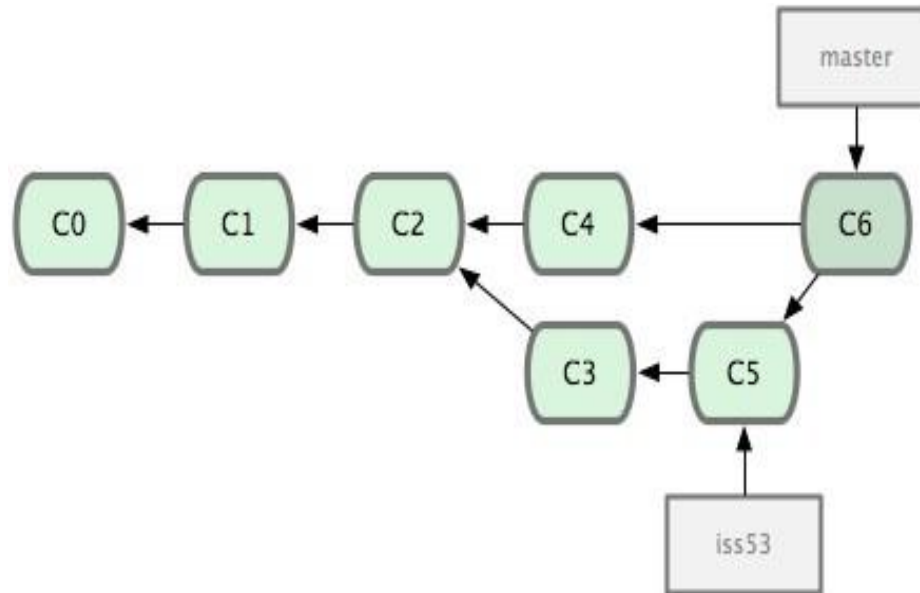


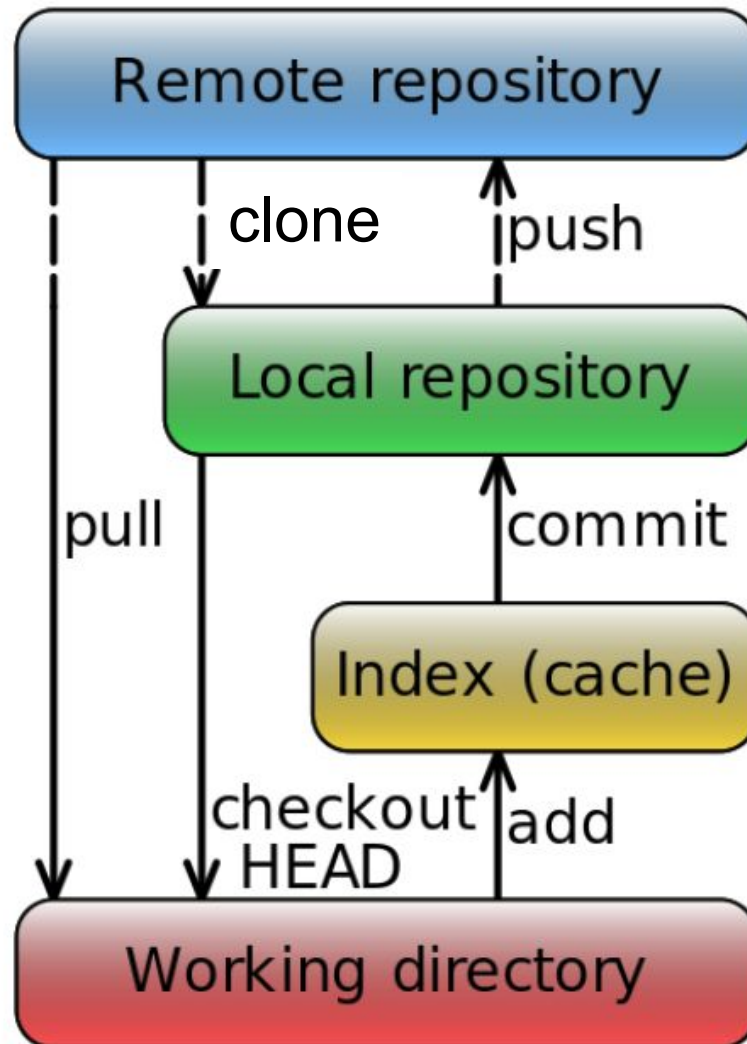
Image Source: git-scm.com

- Refer to multiple parents
  - `git show hash`
  - `git show hash^2` (shows second parent)
- `HEAD^^ == HEAD~2`

# More Git commands

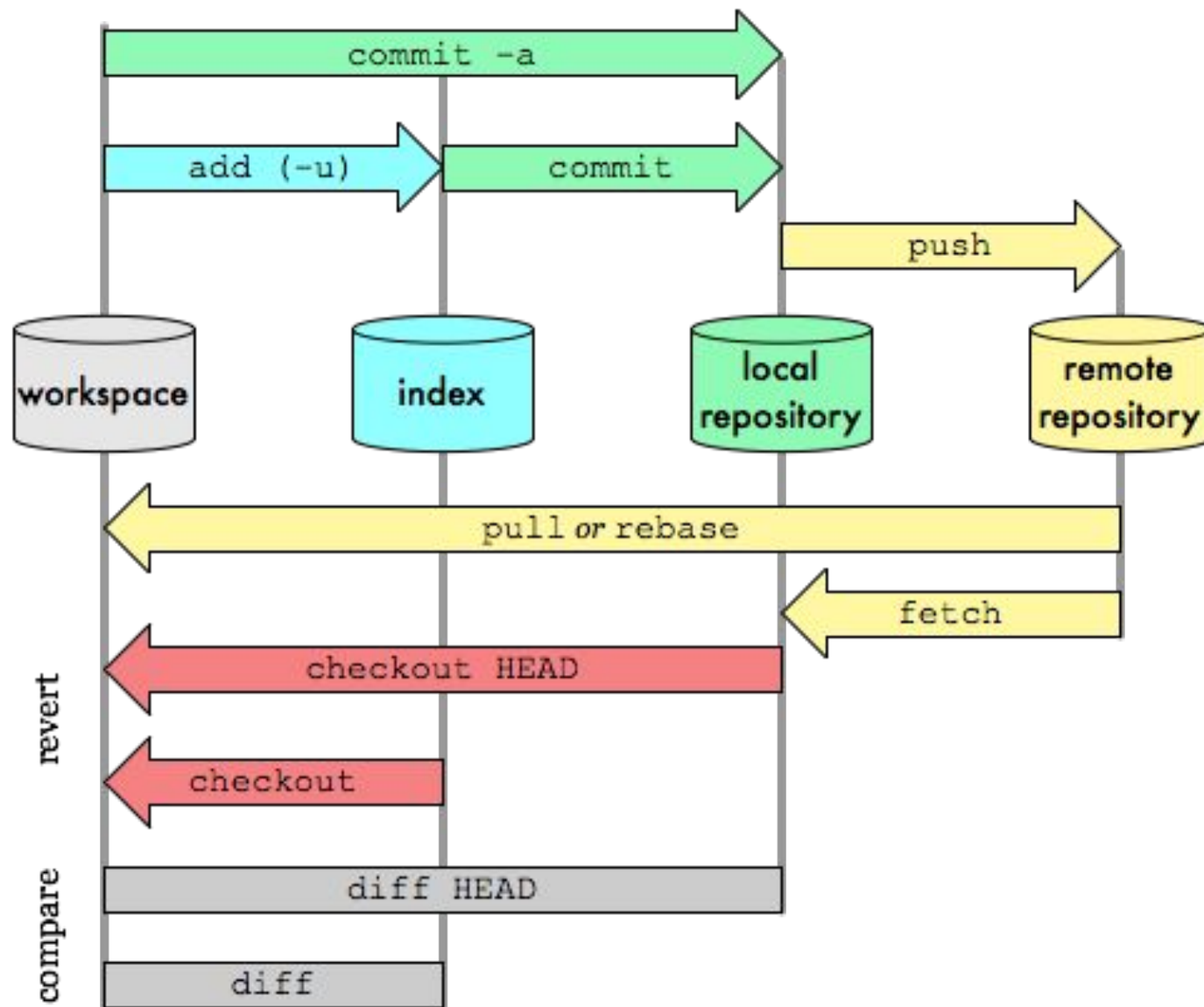
- Reverting
  - **git checkout HEAD main.cpp**
    - Gets the HEAD revision for the working copy
  - **git checkout -- main.cpp**
    - Reverts changes in the working directory
  - **git revert**
    - Reverts commits (this creates new commits)
- Cleaning up untracked files
  - **git clean**
- Tagging
  - Human readable pointers to specific commits
  - **git tag -a v1.0 -m 'Version 1.0'**
    - This will name the HEAD commit as v1.0

# Overview



# Git Data Transport Commands

<http://osteele.com>





# Assignment 9

- GNU Diffutils uses " ` " in diagnostics
  - Example: `diff . -`
  - Output: `diff: cannot compare - to a directory`
  - Want to use apostrophes only
- Diffutils maintainers have a patch for this problem called “maint: quote 'like this' or "like this", not `like this'”
- Problem: You are using Diffutils version 3.0, and the patch is for a newer version

# Backporting

Taking a certain software modification (patch) and **applying it to an older version** of the software than it was initially created for.

# Assignment 9

- Fix an issue with the diff diagnostic
- Hints for the first few steps
  - **git clone**
- Homework
  - Patch file in a particular format(email)
  - **git format -patch -[num] --stdout**
    - **man git format-patch** to find out what -[num] means
  - **git am patchfile**
  - For running gitk, you will have to enable X forwarding
    - **ssh -x username@lnxsrv07.seas.ucla.edu**
    - Need x11 installed on your local machine

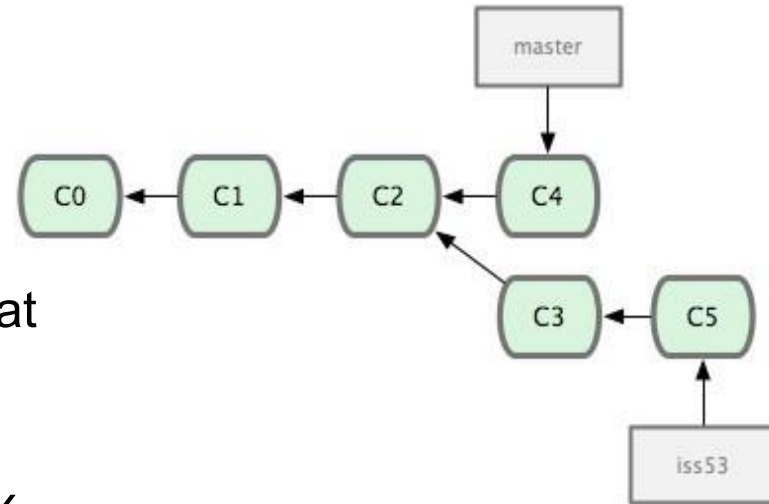


Image Courtesy: git-scm.com

# Useful Links

- [Git Tutorial](#)
  - By topic
- [Git Beginner's Tutorial](#) (alternative)
  - Step by step tutorial + testing terminal
- [Git Visual Guide](#)
  - For visualizing what each command does
- [Git From The Bottom Up](#)
  - For understanding how Git is structured and the details of how it tracks changes

# More Git hints

- Git beginner's tutorial (highly recommended):
  - [Click here](#)
- Git cheat sheet:
  - [Click here](#)
- gitk introduction/tutorial:
  - [Click here](#)

**X11 forwarding must be  
configured properly for gitk!**