





Version Control with Git

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Lesson Plan

- What is version control?
- Why use it?
- Why "Git"?
- · How does it work?















Revision control, also known as version control and source control (and an aspect of software configuration management), is the management of changes to documents, computer programs, large web sites, and other collections of information. Changes are usually identified by a number or letter code, termed the "revision number", "revision level", or simply "revision". For example, an initial set of files is "revision 1". When the first change is made, the resulting set is "revision 2", and so on. Each revision is associated with a timestamp and the person making the change. Revisions can be compared, restored, and with some types of files, merged.









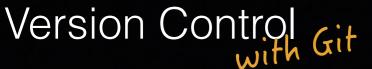
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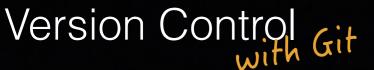
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Example:

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Revisions can be compared, restored, and with some types of files, merged.











Think "Time-capsule", but... "with benefits".

push

push

pull

revert

commit















Why use it?

Windows

A fatal exception OE has occured at FOAD: 42494C4C the current application will be terminated.

- * Press any key to terminate the current application.
 * Press CTRL+ALT+DELETE again to restart your computer. You will lose any unsaved information in all applications.

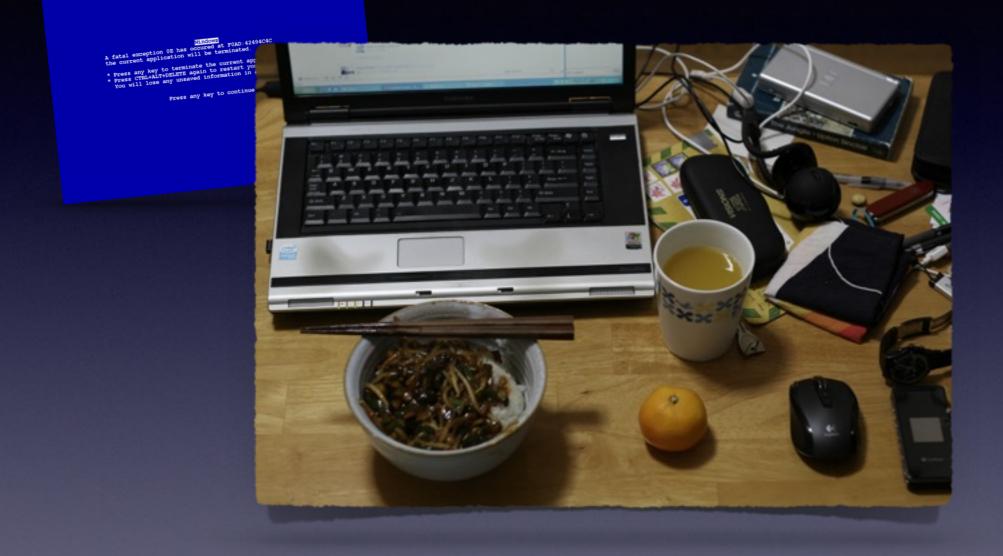
Press any key to continue







Version Control Git









Version Control Git















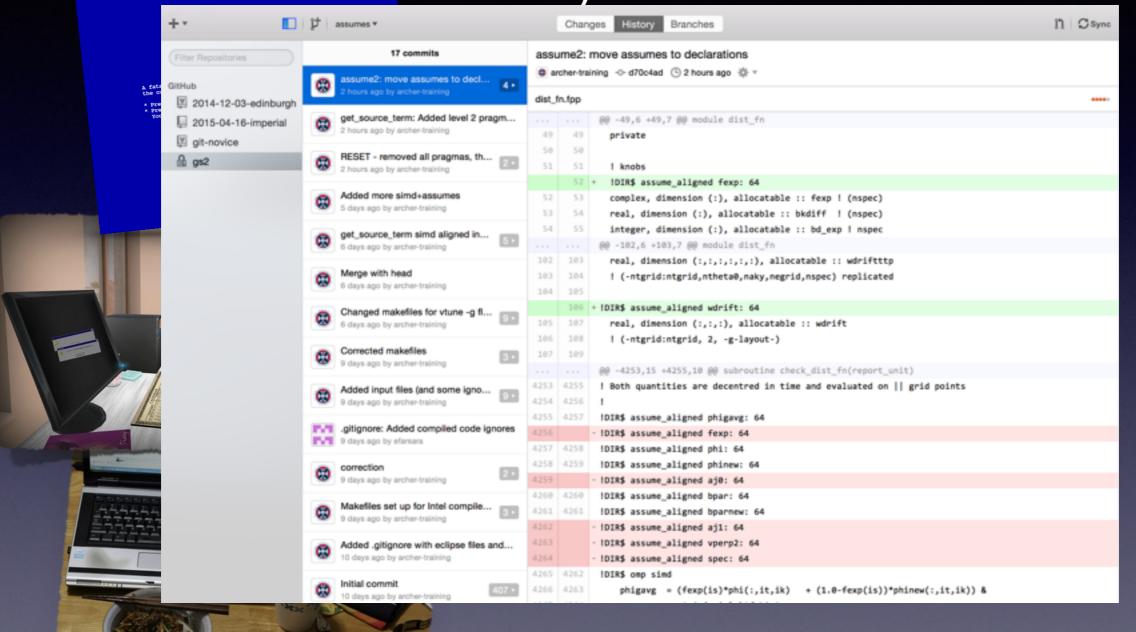






Version Control Git





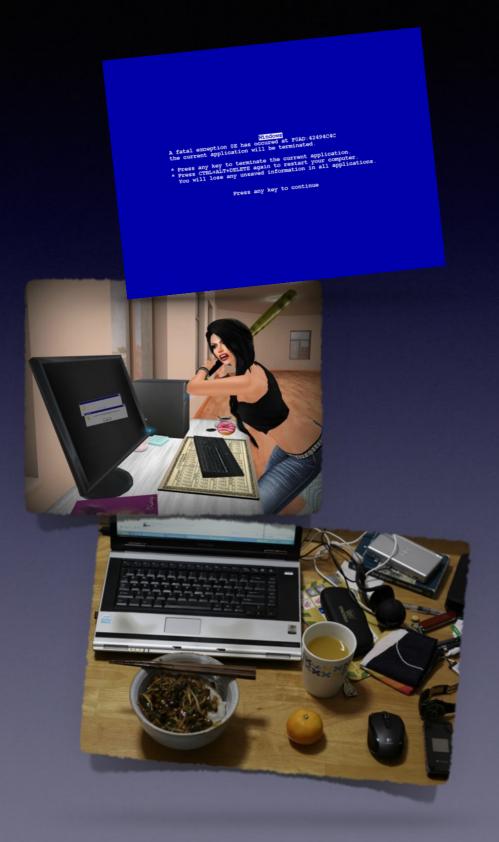


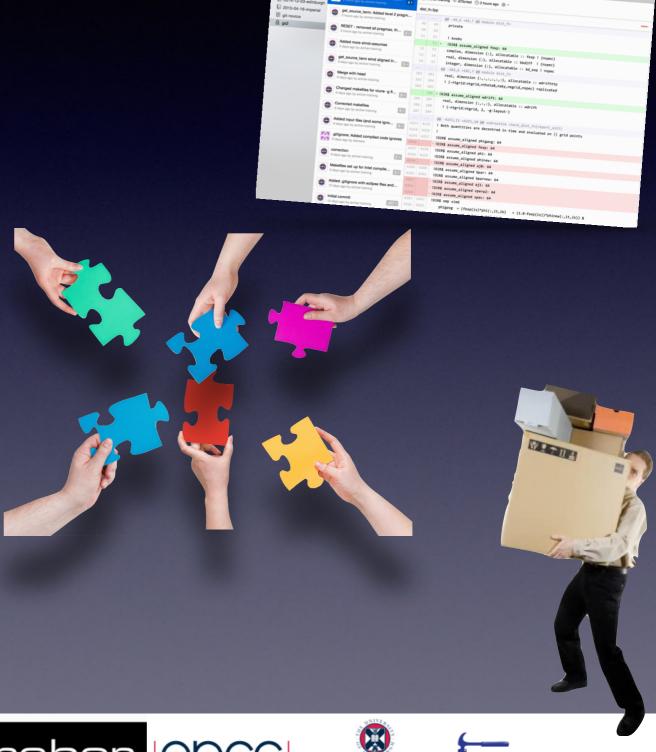






Version Control Git











Why Git?







Why Git?

...and not subversion?

...or mercurial?







Why Git?

Some may prefer other VC systems

BUT

- Knowing Git WILL help you use any other VC system.
- Git Hub is becoming increasingly popular





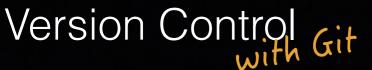


Why Bitbucket?









Why Bitbucket?

It offers PRIVATE repositories by default

You can use others (as do we):

- Bitbucket
- <u>GitHub</u>
- GitLab





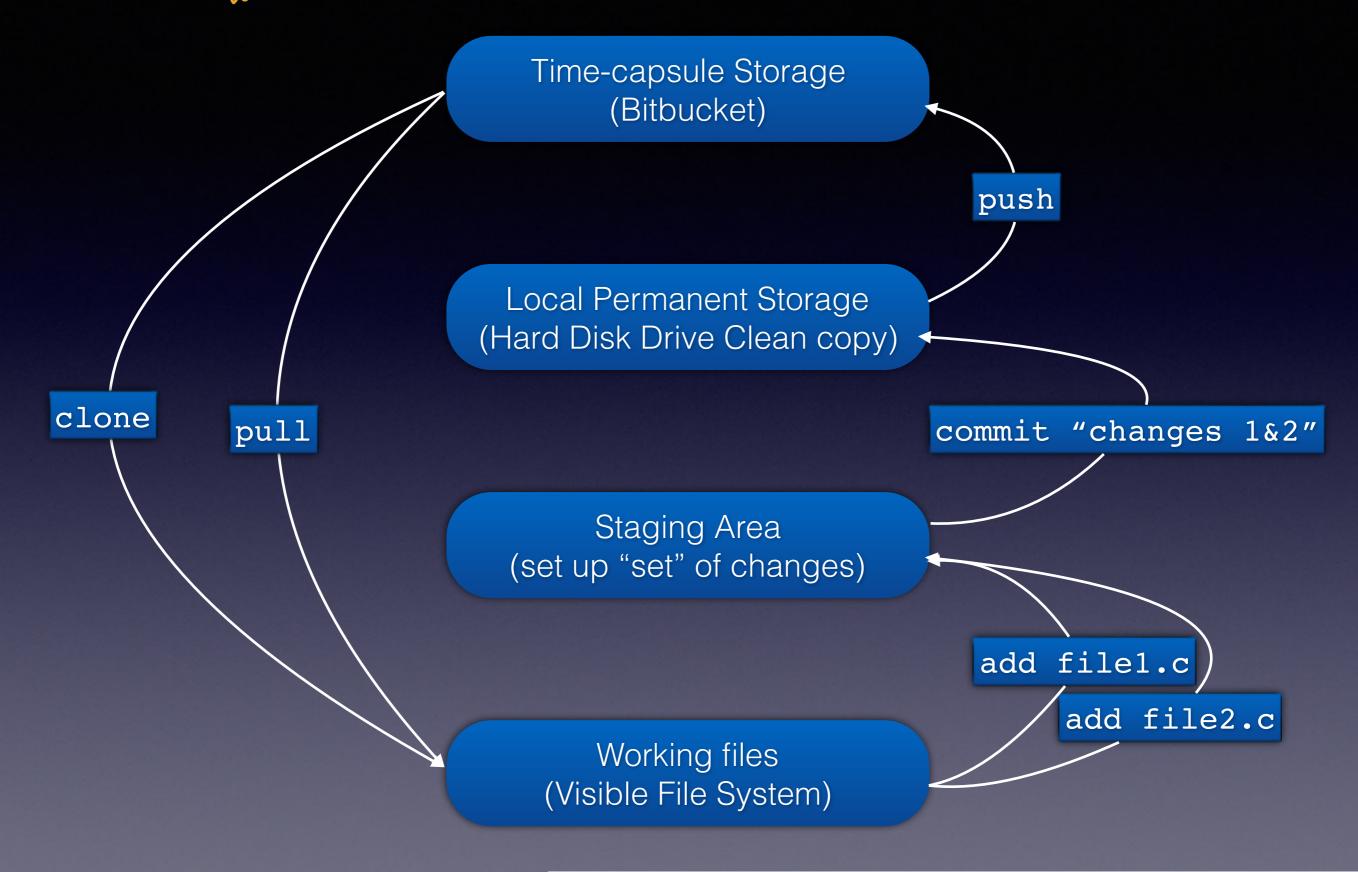


A quick overview before we get started















Open Science Basics! (or... "I'm not a lawyer".)

archer epcc





The old way:

A scientist:

- Collects data on local machine
- Writes or modifies a program to analyse that data
- From results, writes and submits paper (may include data probably not code)
- Time passes.....
- The journal sends her reviews -anonymous handful of people in her field
- She makes changes accordingly resubmits
- More time.....
- The paper is eventually published







The old way:

In the end...

- The paper may include a link to an online copy of her data
- The paper is behind a paywall
 - Only users with personal or institutional access will be able to read it
- Where is her code? How can I build on this?







A new way:

A scientist:

- Stores data in open access repo like figshare or Dryad gets DOI (digital object identifier).
- Creates an online repo on GitHub (or the like) for her work.
- As she does analysis, she pushes changes and some results to her repo. She also uses the repo for her paper. The repo becomes a hub for collaboration.
- When she's happy with the paper, she submits it to arXiv (or other pre-print server) and invites feedback from peers.
- Feedback may lead to several revisions before paper is submitted to journal.
- Published paper includes links to preprint, repo and figshare.







A new way:

This way:

- Other scientists can use her work as a starting point for their own research.
- Discovery is accelerated.
- Open work is more widely cited and re-used.

But...

What does "Open" mean exactly?







Software:

- GPL
- MIT
- BSD

Unrestricted sharing and modification of code







Software:

- · GPL
- MIT
- BSD

Modified code must reuse GPL

- Re-contribution to community
- Using many codes gets complicated
- Necessary to force this?







Software:

· GPL

• MIT you

BSD

U.S. Law -> May be important to you.







Software:

Most important of all:

- Use a license: State it in a file in your project's home directory named LICENSE or LICENSE.TXT
- Don't write your own license! (unless maybe you ARE a lawyer...)







Data and publications:

Six "Creative Commons" (CC) licenses available.

They use combinations of these four basic restrictions:

- BY: Attribution
- ND: No Derivatives
- SA: Share Alike
- NC: NonCommercial







Example: Software Carpentry

Software (code): MIT

Data (lessons): CC-BY

...with the purpose or encouraging the widest possible re-use.









Example: This lesson



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Citation note

CITATION or CITATION.txt

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To reference Software Carpentry in publications, please cite both of the following:

Greg Wilson: "Software Carpentry: Lessons Learned". arXiv:1307.5448, July 2013.

@online{wilson-software-carpentry-2013,
    author = {Greg Wilson},
    title = {Software Carpentry: Lessons Learned},
    version = {1},
    date = {2013-07-20},
    eprinttype = {arxiv},
    eprint = {1307.5448}
}
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Thank you!





