

Versioning Systems & Git

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Versioning Systems

The reasoning behind them

Versioning control systems are software tools that enable developers to track changes to a set of files and folders so that any modification may be recalled;



Enable collaboration



Allow Traceability



Offer backup and recovery








Branching development




Versioning Systems

Local Version Control System

Simplest form of version control

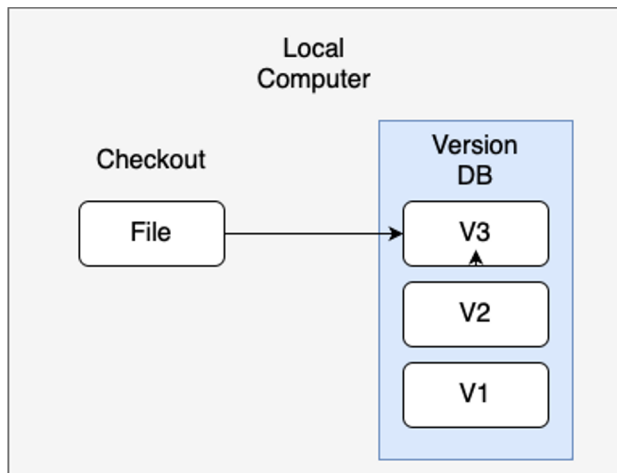
Name	Date Modified	Size	Kind
 script.py	Today at 01:38	81 bytes	Python script
 script_final.py	Today at 01:38	81 bytes	Python script
 script_final_final2.py	Today at 01:38	81 bytes	Python script
 script_final_final.py	Today at 01:38	81 bytes	Python script
 script_2.py	Today at 01:38	81 bytes	Python script

A more educated choice

Name	Date Modified	Size	Kind
>  V3_11.05.2020	Today at 01:45	--	Folder
>  V2_05.05.2020	Today at 01:45	--	Folder
>  V1_01.05.2020	Today at 01:45	--	Folder

Versioning Systems

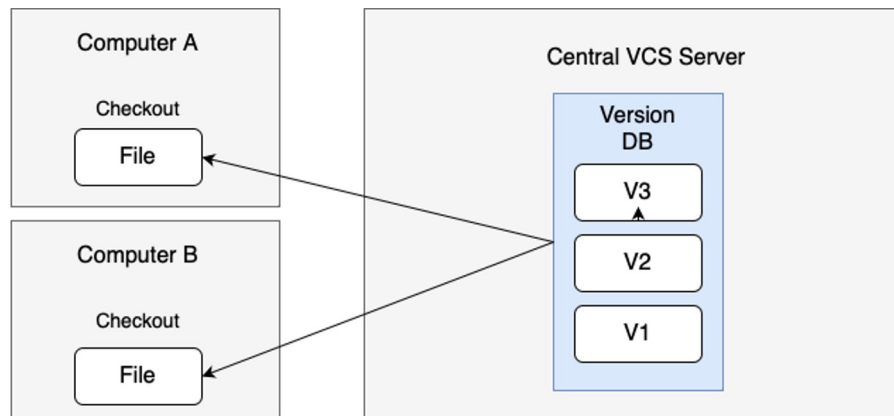
Local Version Control System



RCS (Revision Control System)
<https://www.gnu.org/software/rcs>

Versioning Systems

Centralised VCS



Subversion

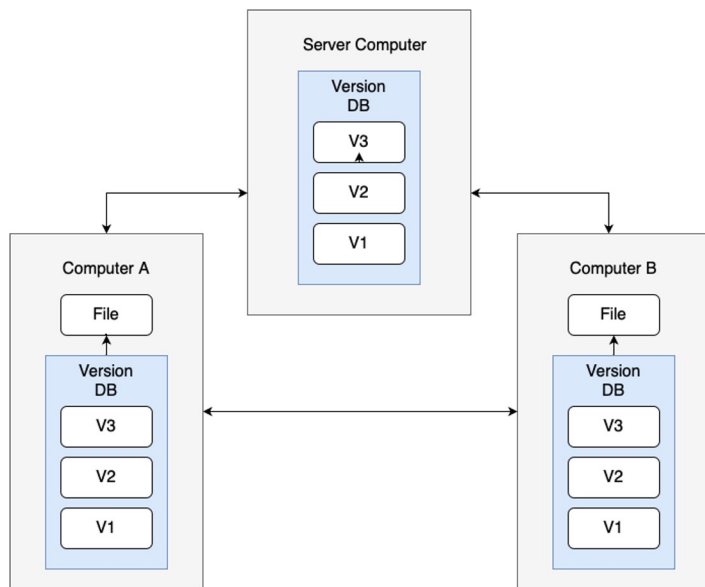
<https://subversion.apache.com>

Perforce

<https://www.perforce.com>

Versioning Systems

Decentralised VCS



Git

<https://git-scm.com>

Mercurial

<https://www.mercurial-scm.org>



Short History of Git



Git

Started from Linux kernel

Linux kernel initially used BitKeeper, a proprietary VCS solution. But once the community decided it's time to depart from it, they started to build Git.



Incredible speed



Simple Design



Fully Distributed, Non Linear Development

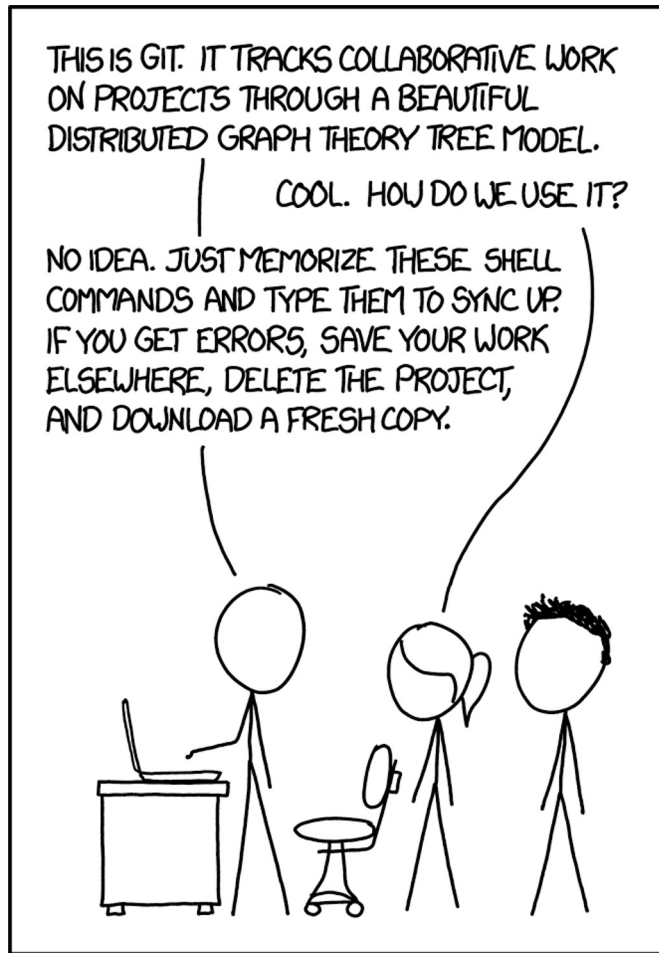


Ability to store large projects efficiently

Git

Started from Linux kernel

Linux kernel initially used BitKeeper, a proprietary VCS solution. But once the community decided it's time to depart from it, they started to build Git.

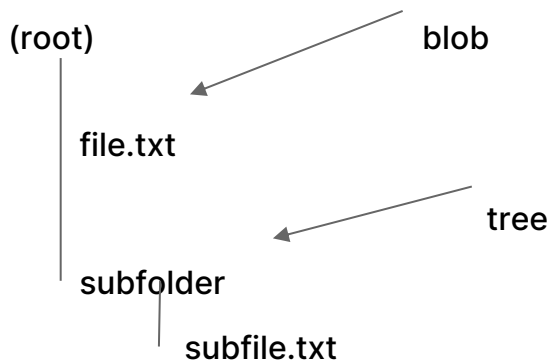


The Basics of Git



Git

Git data structure



File/folder naming

Git

Git data structure

```
type blob = array<byte>
```

```
type tree = map<string, tree | blob >
```

```
type commit = struct {
```

```
    parents: array<commit>,
```

```
    author: string,
```

```
    message: string,
```

```
    snapshot: tree
```

```
}
```

```
type object = blob | tree | commit
```

```
objects = map<string,object>
```

```
def store(o):
```

```
    id = sha1(o)
```

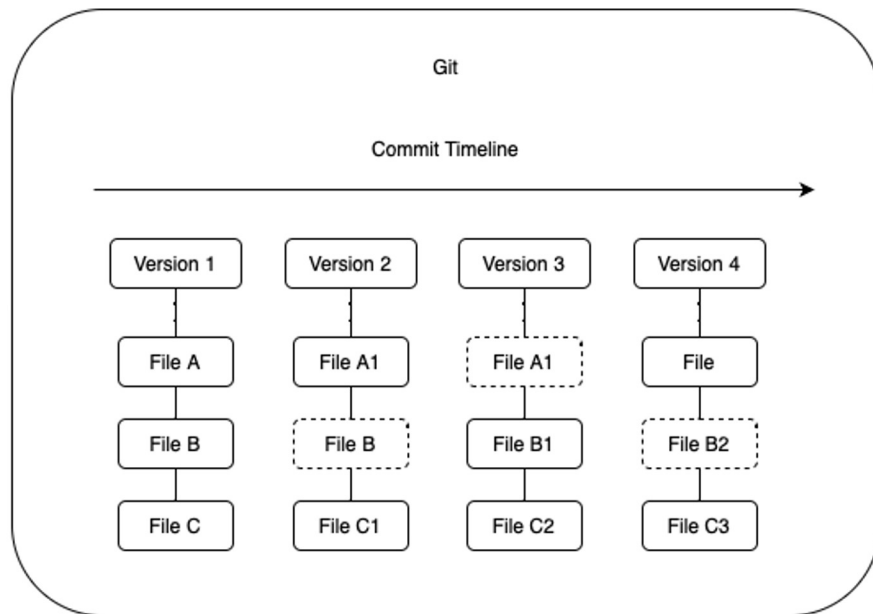
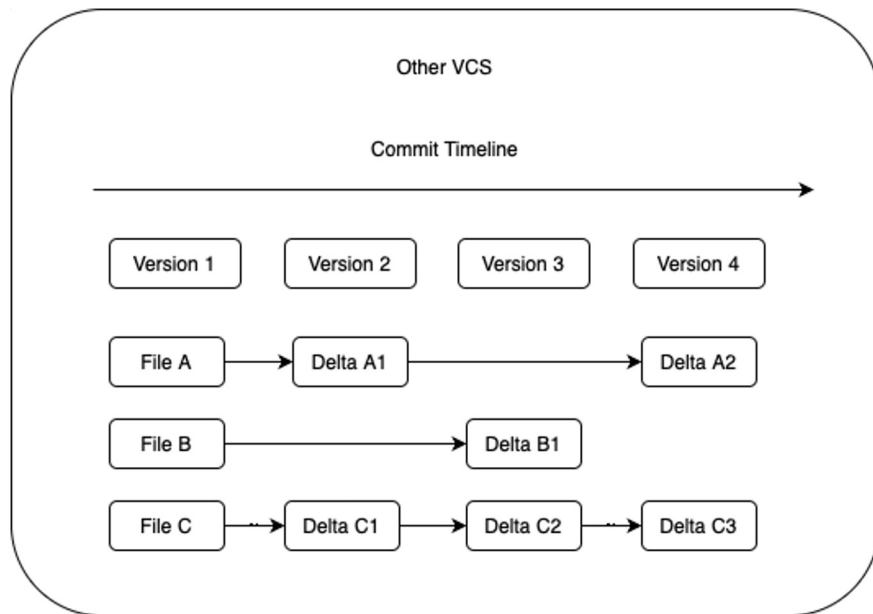
```
    objects[id] = o
```

```
def load(id):
```

```
    return objects[id]
```

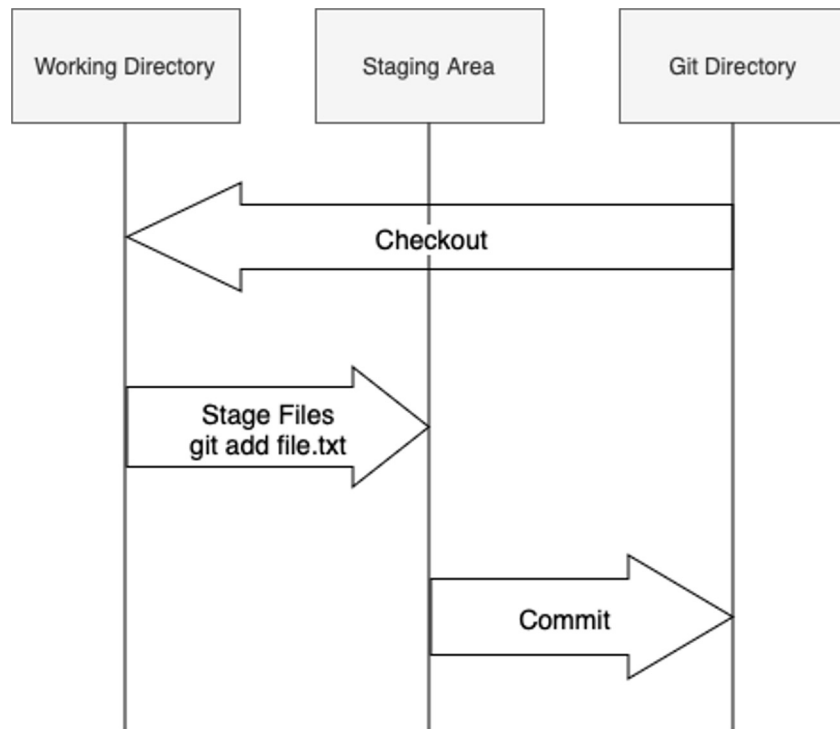
Git

Snapshots rather than Deltas



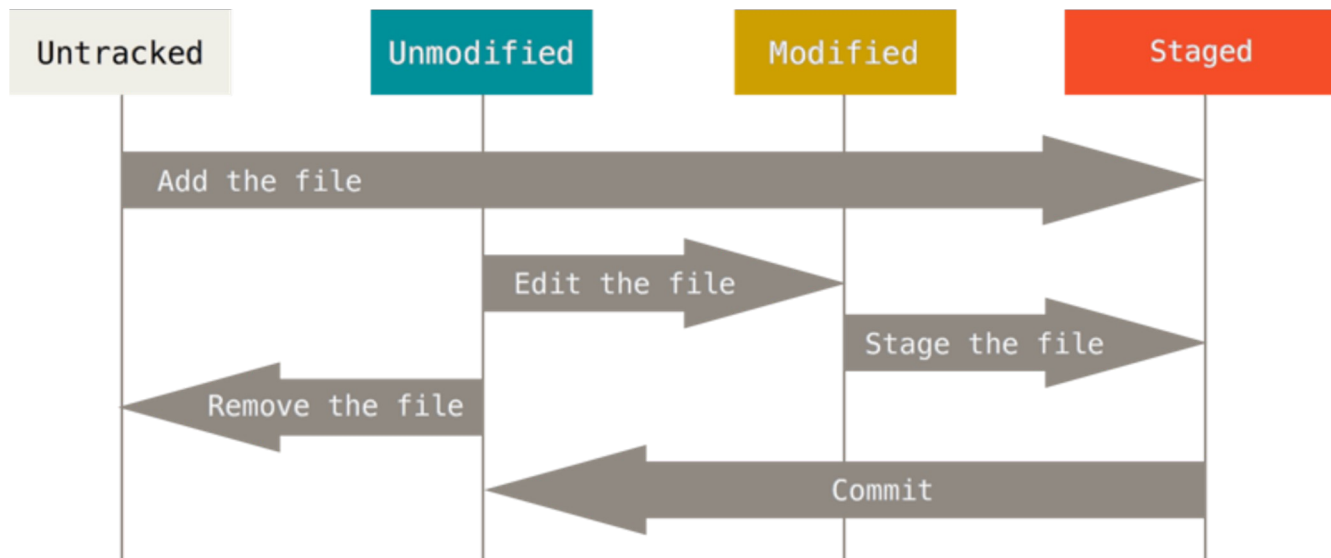
Git

Three main states



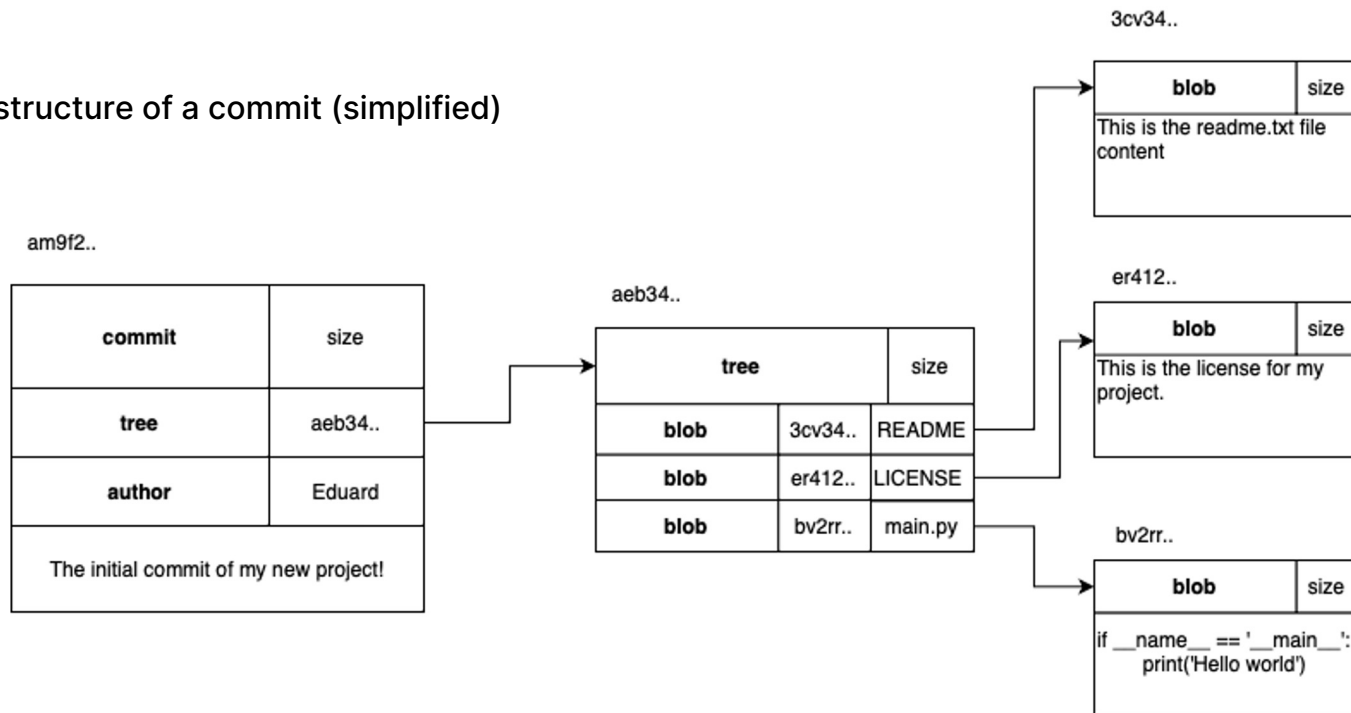
Git

File lifecycle



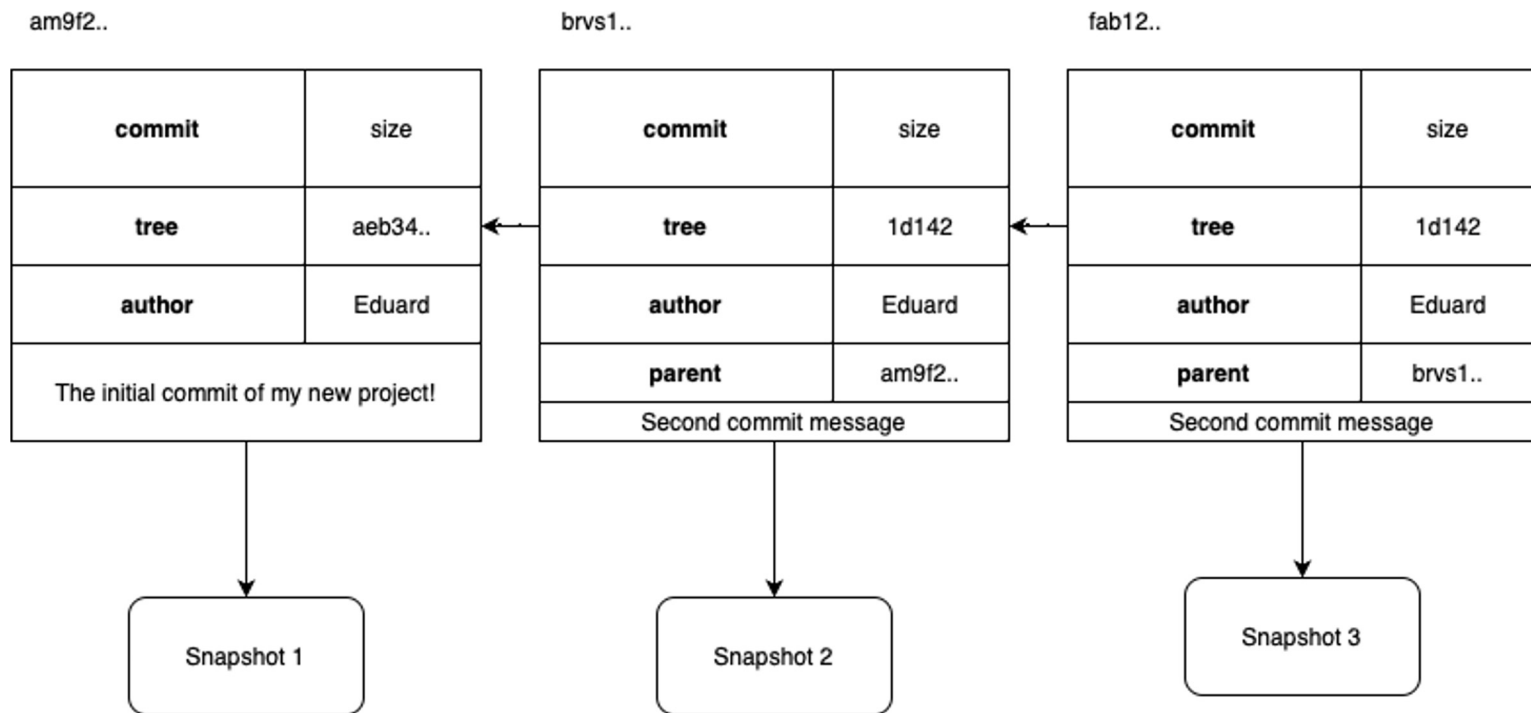
Git

Internal structure of a commit (simplified)



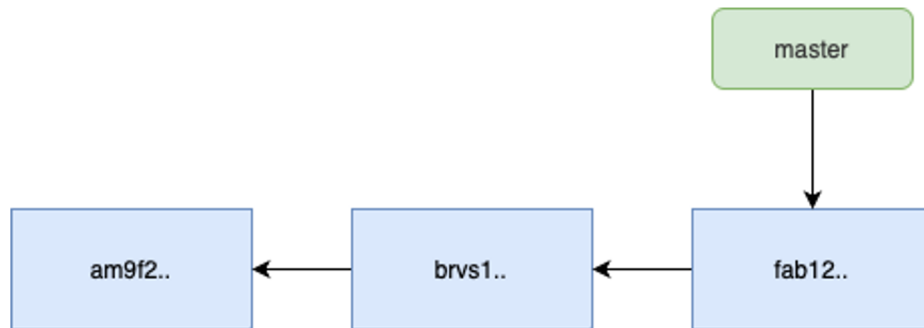
Git

Git DAG



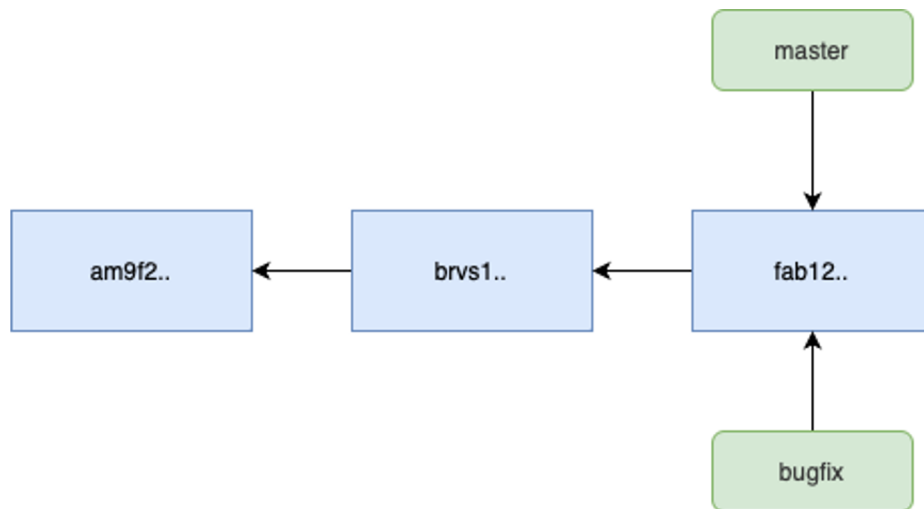
Git

Git Branch



Git

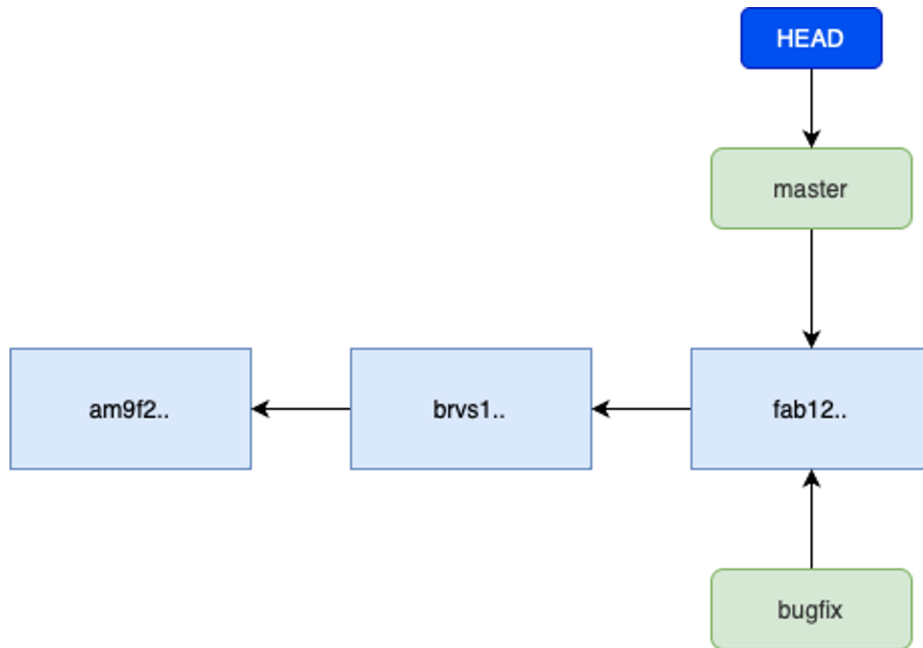
Git Branch



Git

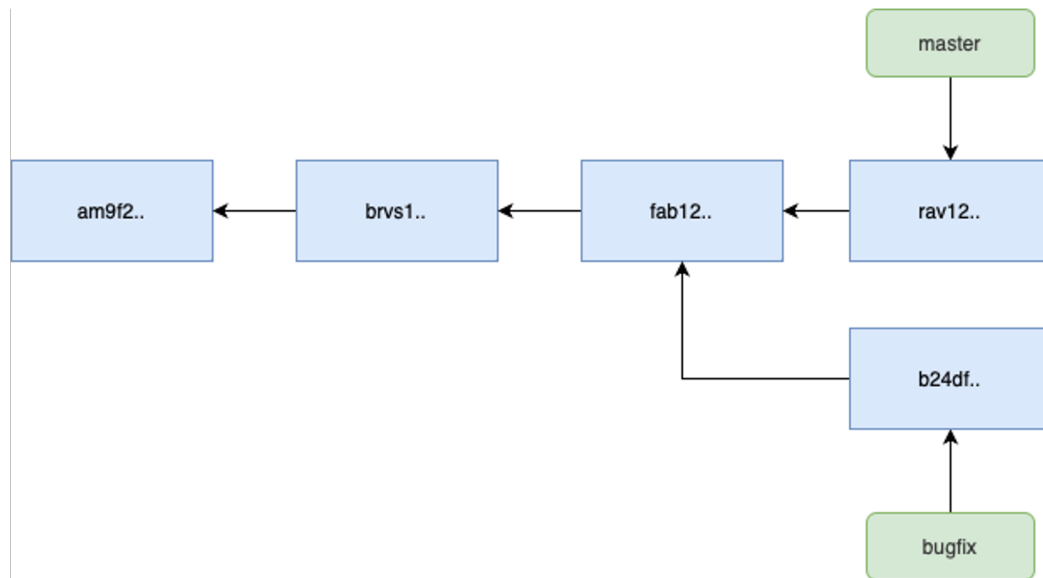
Git Branch

Git uses a HEAD pointer to point to the current branch



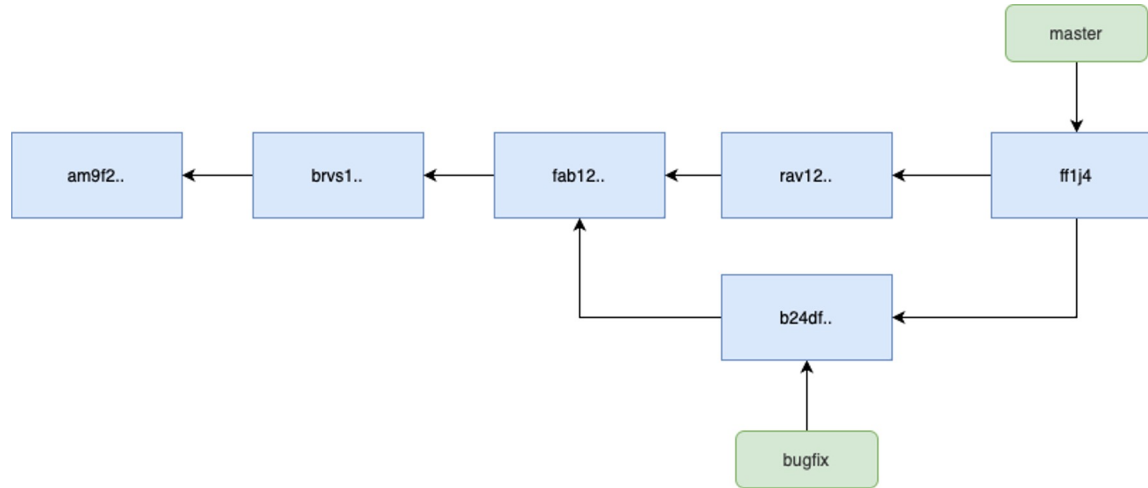
Git

Git Branch



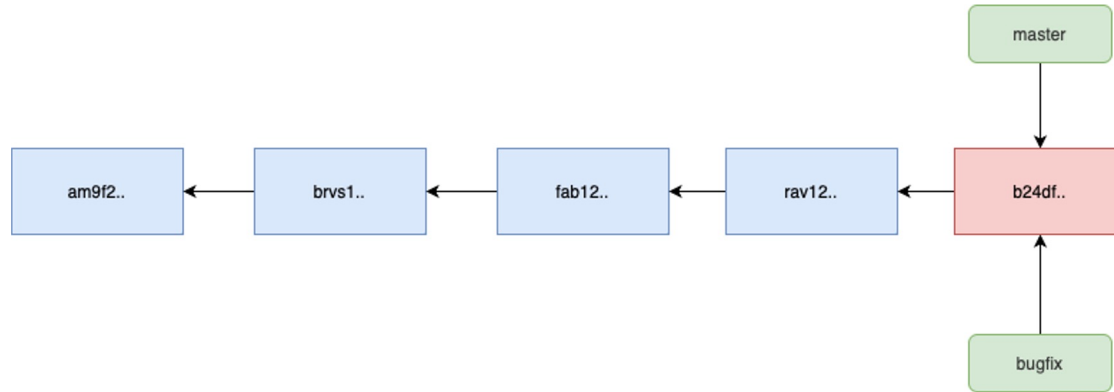
Git

Git Merge



Git

Git Rebase



Github LIVE DEMO



Thank you!

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