

CFM Software Carpentry Tracks - 2017-10-03 - Introduction to Version Control with Git

Date & place: Materials Physics Center (CFM) Computer Room - San Sebastian, 3th October, 9:30-13:30 2017

Track: Introduction to Version Control with Git

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Abstract

This will be an introductory lesson to [version control](#) using the widespread distributed version control system [Git](#). We will learn enough to use git to control our files in a day-to-day workflow, and we'll also take a look at [Github](#) web service and play around a bit with it.

Version control is a system that records changes to a file or set of files over time so that you can recall specific versions later. It allows us to do things as:

- Jump to any moment in a file past history.
- Track changes and see differences between any two moments on time.
- Long-term undo.
- Seamlessly collaborate with other people.
- And many others we'll see...

The participants are encouraged to follow the lesson typing along in their laptops, even though we will have computers available in the computing room. You can follow this [installation instructions](#), ignoring the last Python part if you want.

Note

We will do some collaborative work using Github. In order to follow this part of the lesson you'll need a Github account, so please [create one](#). You can always remove it later if you want so.

Targeted audience: scientific and technical people interested having a control over the evolution and history of changes of files and projects they work on, as well as to collaborate with others on a shared repository.

Content level: beginner

Audience prerequisites: minimal command line usage.

Lesson material

You can find the lesson we will be following in <http://iamc.eu/cfmsctracks-20171003-git-novice/>.

This material is is forked from "An introduction to version control for novices using Git" [Software Carpentry](#) lesson. You can always find the last version of this material at <https://swcarpentry.github.io/git-novice/>

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