Introduction to Git & Github

조형기

https://johg15.github.io

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2022-1

What is Git & Github?

Version

흔한 대학생의 삶..

```
HW_조형기_v1.cpp
HW_조형기_v2.cpp
HW_조형기_v2(최종).cpp
HW_조형기_v2(진짜최종).cpp
...
HW_조형기_final.cpp
HW_조형기_final_final.cpp
```



Version



- 내가 원하는 시점, 원하는 버전에 자유롭게 이동 가능
- 디자인, 웹 개발 등등 어떤 프로젝트든지 가능

Version

여러 명이 같이 하는 Project라면..?

```
Project_조형기_v1.cpp
Project_조형기_v2.cpp
Project_조형기_v2(최종).cpp
Project_조형기_v2(진짜최종).cpp
Project_김북대_v2(최종).cpp
Project_팀1_합본.cpp
...
Project_조형기_final.cpp
Project_조형기_final_final.cpp
Project_팀1_합본_최종.cpp
```





Version B원 A 수정 O1 버전 O2 버전 O2 버전 Gitflow Workflow Forking Workflow Pikicast Pikicast Forking Workflow Pikicast

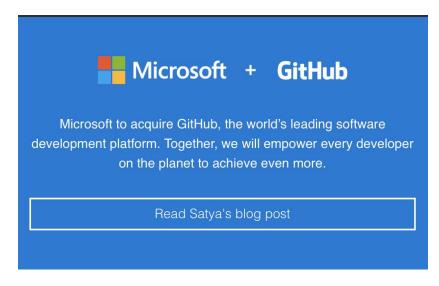
- 여럿이 함께 작업하는 협업 프로젝트에서 더욱 강력함
- 따로 조금씩 작업하다가 원할 때 합치기 + 백업도 가능
- 기존 버전과 현재 버전을 비교하여 바뀌어 있는 부분 확인 가능

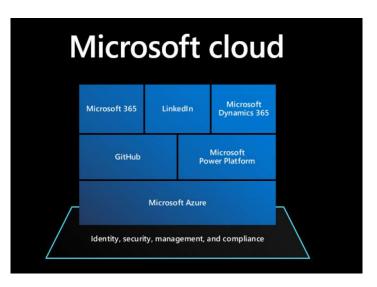
Powerful Git

- 1. 코딩할 때 (코딩에만 한정되어 있지 않음) 단순히 ctrl+z를 눌러 이전상태로 되돌리는 것이 아니라, 원하는 시점마다 깃발을 꽂고(버전을 만들고) 이들 간에 자유롭게 돌아다닐 수 있다.
- 2. 내가 만든 버전 뿐만 아니라 **동료가 만든 버전으로 이동할 수** 있고, 동료와 내 버전을 **비교**해서 **최신본으로 코드를 업데이트** 할 수 있다.

Git

- ➤ Git(버전이 관리되는 작업공간)은 어디에나 저장 가능함
 - USB
 - PC
 - 특정 서버
 - 클라우드
 - 웹 (**GitHub**, GitLab, BitButcket)





Sign up (GitHub)

1. GitHub 사이트 가입하기 https://github.com

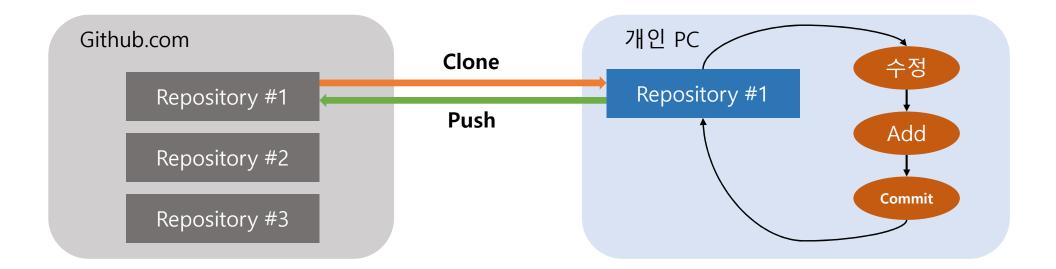


Sign up (GitHub)

- 2. Account 생성
 - Email address, Username 본명(영문)으로
 - Email Verification 완료하기



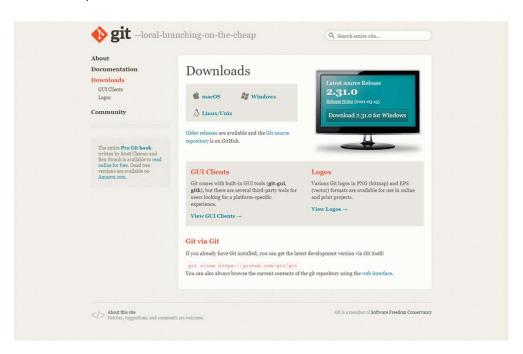
Git, GitHub



로컬에서 Git으로 관리하기

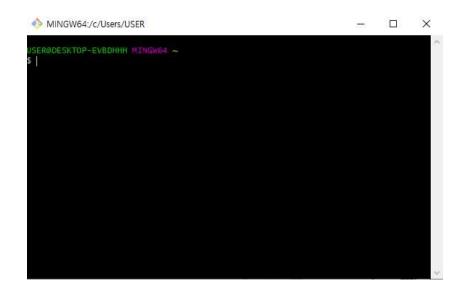
Install

- 1. Git 다운로드 (윈도우 버전) https://git-scm.com/downloads
- 2. Git 설치하기
 - 설정 바꾸지 않고 Next, Install 진행



Install

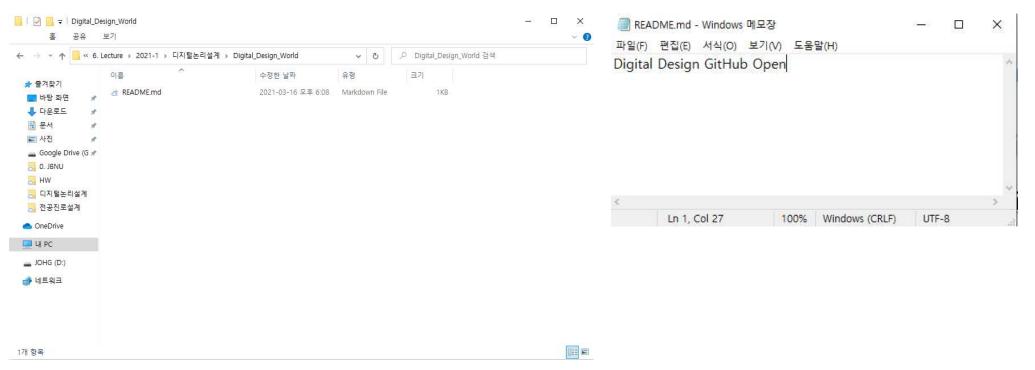
- 1. 윈도우 시작 버튼 옆 돋보기 버튼
- 2. "Git Bash" 입력
- 3. "\$git" 입력



```
- □ ×
MINGW64:/c/Users/USER
<command> [<args>]
These are common Git commands used in various situations:
start a working area (see also: git help tutorial)
                       Clone a repository into a new directory
Create an empty Git repository or reinitialize an existing
 ork on the current change (see also: git help everyday)
                        Add file contents to the index
  restore Restore working tree files
rm Remove files from the working tree and from the index
sparse-checkout Initialize and modify the sparse-checkout
 xamine the history and state (see also: git help revisions)
                       Use binary search to find the commit that introduced a bug
                       Show changes between commits, commit and working tree, etc
  grep
log
show
                       Print lines matching a pattern
                       Show commit logs
                       Show various types of objects
                       Show the working tree status
 row, mark and tweak your common history
branch List, create, or delete branches
                       Record changes to the repository
Join two or more development histories together
  commit
                       Reapply commits on top of another base tip
                       Reset current HEAD to the specified state
                       Create, list, delete or verify a tag object signed with GPG
 ollaborate (see also: git help workflows)
                       Download objects and refs from another repository
                       Fetch from and integrate with another repository or a local
                       Update remote refs along with associated objects
'git help -a' and 'git help -g' list available subcommands and some concept guides. See 'git help <command>' or 'git help <concept>' to read about a specific subcommand or concept.
 ee 'git help git' for an overview of the system.
```

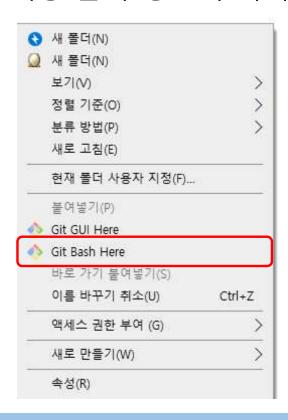
Sample Project - Init

- 1. 작업 폴더 생성
- 2. 메모장으로 README.md 파일 생성 (아무내용이나)



Sample Project - Init

- 3. 작업 폴더 안에서 오른쪽 클릭
- 4. 해당 폴더 경로의 터미널이 열림



```
◈ MINGW64:/g/내 드라이브/6. Lecture/2021-1/디지털논리설계/Digital_Desi... — □ X
USER@DESKTOP-EVBDHHH MINGW64 /g/내 드라이브/6. Lecture/2021-1/디지털논리설계/Digital_Design_World

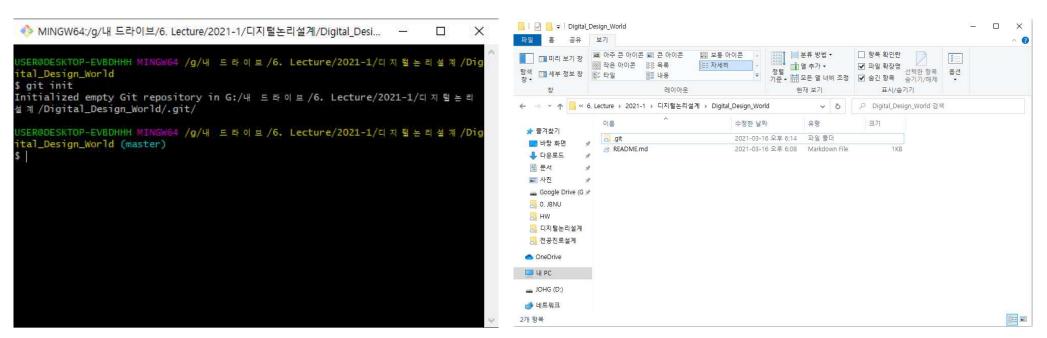
$ |
```

Sample Project - Init

5. Git 초기화

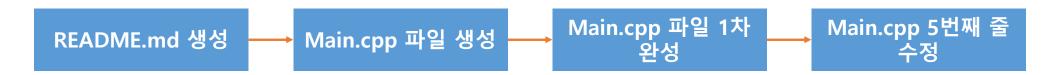
\$ git init

Git Repository 생성됨 (.git 폴더가 생성)



Commit 커밋

- ▶커밋이란?
 - 하나의 변경 사항 단위
 - Ex) xxx_yyy.cpp 5번째 줄 수정
 - Ex) README.md 파일 생성
- ▶꾸준히 쌓이는 커밋
 - 어떤 의미있는 변동사항이 있을 때마다 커밋을 하면 된다.
 - \$ git commit -m "어떤 변동사항이 있었는지 메시지 간단하게"



6. 커밋 Commit

- README.md 파일을 하나의 버전으로 저장
- RPG 게임에서 중간 저장이라고 생각

6-1. 계정 등록

- Email address, Username
- \$ git config --global user.email "your_email@gmail.com"
- \$ git config --global user.name "username"

```
USER@DESKTOP-EVBDHHH MINGW64 /g/내 드라이브/6. Lecture/2021-1/디지털논리설계/Dig
ital_Design_World (master)
$ git config --global user.email "hygijo@gmail.com"
USER@DESKTOP-EVBDHHH MINGW64 /g/내 드라이브/6. Lecture/2021-1/디지털논리설계/Dig
ital_Design_World (master)
$ git config --global user.name "johg15"
```

6-2. 커밋할 파일 선택

- 특정 파일 선택 또는 전체를 지정할 수 있음
- \$ git add README.txt
- \$ git add.

```
USER@DESKTOP-EVBDHHH MINGW64 /g/내 드라이브/6. Lecture/2021-1/디지털논리설계/Dig
ital_Design_World (master)
$ git add .
```

6-3. 커밋하기

- 어떤 커밋인지 설명 메시지 간략하게 넣어서 커밋하기
- \$ git commit -m "readme 파일 생성"

```
USER@DESKTOP-EVBDHHH MINGW64 /g/내 드라이브/6. Lecture/2021-1/디지털논리설계/Dig
ital_Design_World (master)
$ git commit -m "readme 파일생성"
[master (root-commit) 003de72] readme 파일생성
1 file changed, 1 insertion(+)
create mode 100644 README.md
```

- 6-4. 두 번째 커밋하기
 - 파일 추가하고 커밋해보기
 - \$ git add.
 - \$ git commit -m "second file added"

```
USER@DESKTOP-EVBDHHH MINGW64 /g/내 트라이보/6. Lecture/2021-1/디지털논리설계/Digital_Design_World (master)
$ git add .

USER@DESKTOP-EVBDHHH MINGW64 /g/내 트라이보/6. Lecture/2021-1/디지털논리설계/Digital_Design_World (master)
$ git commit -m "second file add"
[master 8e67e13] second file add
1 file changed, 76 insertions(+)
create mode 100644 AND_gate.circ
```

6-5. 시간 여행

- 지금까지 커밋 확인
- 첫 번째 커밋 ID 앞 7자리 확인

\$ git log

```
USER@DESKTOP-EVBDHHH MINGW64 /g/내 드라이보/6. Lecture/2021-1/디지털논리설계/Digital_Design_World (master)
$ git log
commit 8e67e137cb53b7133060be4a43d91fe127df99ba (HEAD -> master)
Author: johg15 <hygijo@gmail.com>
Date: Tue Mar 16 18:46:41 2021 +0900

second file add

commit 003de7203452c108cf764b7e57aa710943923ce6
Author: johg15 <hygijo@gmail.com>
Date: Tue Mar 16 18:41:04 2021 +0900

readme 파일생성
```

6-6. 시간 여행

- 첫 번째 커밋으로 돌아가기
- \$ git checkout 003de720

```
USER@DESKTOP-EVBDHHH MINGW64 /g/내 도라이브/6. Lecture/2021-1/디지털논리설계/Digital_Design_World (master)
$ git checkout 003de720
Note: switching to '003de720'.

You are in 'detached HEAD' state. You can look around, make experimental changes and commit them, and you can discard any commits you make in this state without impacting any branches by switching back to a branch.

If you want to create a new branch to retain commits you create, you may do so (now or later) by using -c with the switch command. Example:

git switch -c <new-branch-name>

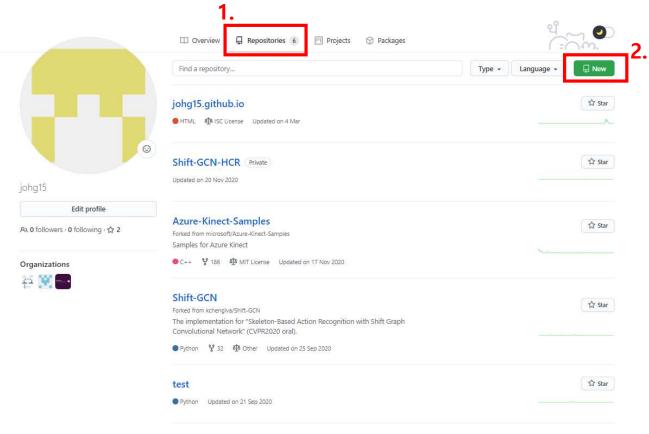
Or undo this operation with:

git switch -

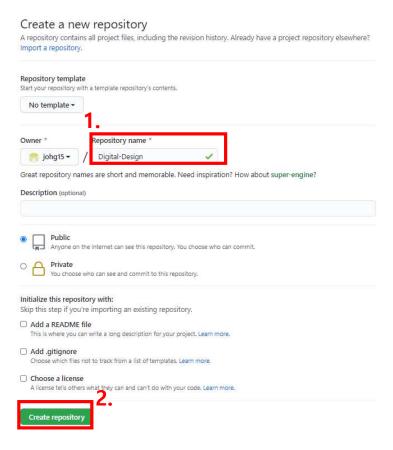
Turn off this advice by setting config variable advice.detachedHead to false

HEAD is now at 003de72 readme 파일생성
```

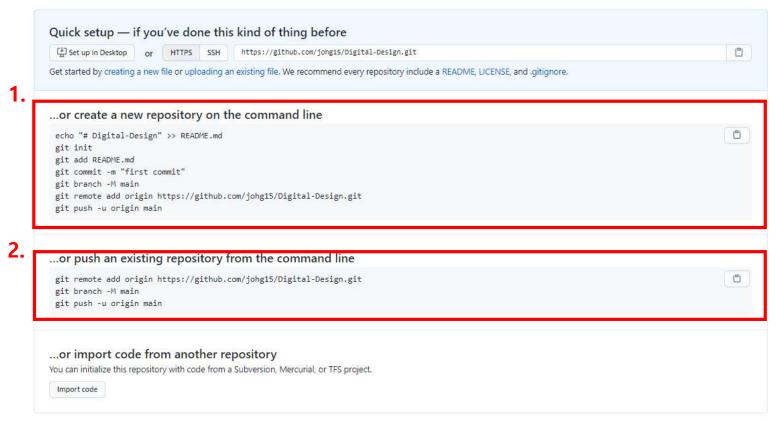
➤Repository 생성



➤ Repository 이름



➤ Quick Setup



- ➤ Quick Setup
 - 로컬과 원격저장소 연결
 - \$git remote add origin https://github.com/(your_username)/(Repository_name).git

```
◈ MINGW64:/g/내 드라이브/6. Lecture/2021-1/디지털논리설계/Digital_Desi... — □ ×

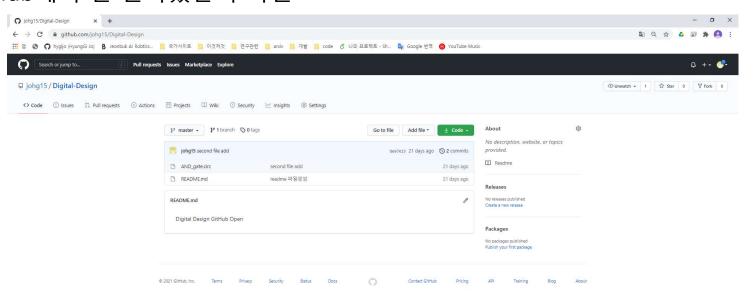
USER@DESKTOP-EVBDHHH MINGW64 /g/내 트라이브/6. Lecture/2021-1/디지털논리설계/Digital_Design_World (master)

$ git remote add origin https://github.com/johg15/Digital-Design.git
```

- ➤ Quick Setup
 - 로컬 저장소의 커밋을 push 명령어로 원격저장소에 올리기
 - \$git push origin master

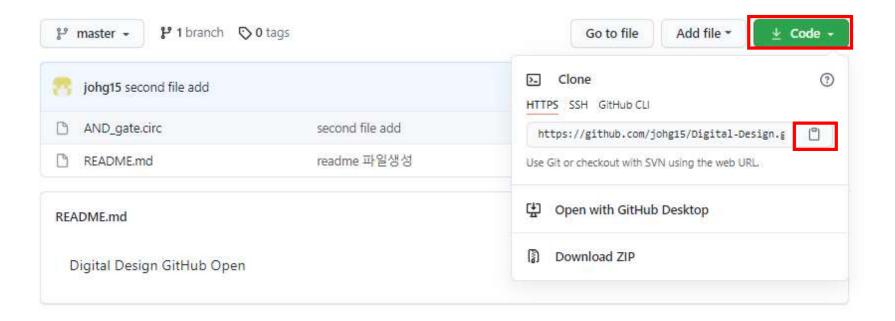
```
♦ MINGW64:/q/내 드라이브/6. Lecture/2021-1/디지털논리설계/Digital_Desi...
 SER@DESKTOP-EVBDHHH MINGW64 /g/내 도라이브/6. Lecture/2021-1/디지털논리설계/Dig
ital_Design_World (master)
$ git remote add origin https://github.com/johg15/Digital-Design.git
 SER@DESKTOP-EVBDHHH MINGW64 /g/내 드라이브/6. Lecture/2021-1/디지털논리설계/Dig
ital_Design_World (master)
$ git push origin master
Enumerating objects: 6, done.
Counting objects: 100% (6/6), done.
Delta compression using up to 6 threads
Compressing objects: 100% (4/4), done.
Writing objects: 100% (6/6), 1.14 KiB | 234.00 KiB/s, done.
Total 6 (delta 0), reused 0 (delta 0), pack-reused 0
To https://github.com/johg15/Digital-Design.git
* [new branch]
                   master -> master
 ISER@DESKTOP-EVBDHHH MINGW64 /g/내 도라이브/6. Lecture/2021-1/디지털논리설계/Dig
ital_Design_World (master)
```

- ➤ Quick Setup
 - GitHub에서 잘 올라왔는지 확인



GitHub 내려받기

- ▶원격저장소에서 내려받기 (Clone)
 - 다른 새로운 폴더 생성 (Creative-Eng-Class) → Git Bash Here



GitHub 내려받기

- ▶원격저장소에서 내려받기 (Clone)
 - 다른 새로운 폴더 생성 (Creative-Eng-Class) → Git Bash Here

```
MINGW64:/g/내 드라이브/6. Lecture/2021-1/디지털논리설계/Digital-Desi... - □ ×

USER@DESKTOP-EVBDHHH MINGW64 /g/내 토라이브/6. Lecture/2021-1/디지털논리설계/Digital-Design-Class
$ git clone https://github.com/johg15/Digital-Design.git.
Cloning into '.'...
remote: Enumerating objects: 6, done.
remote: Counting objects: 100% (6/6), done.
remote: Compressing objects: 100% (4/4), done.
remote: Total 6 (delta 0), reused 6 (delta 0), pack-reused 0

Receiving objects: 100% (6/6), done.

USER@DESKTOP-EVBDHHH MINGW64 /g/내 토라이브/6. Lecture/2021-1/디지털논리설계/Digital-Design-Class (master)
$ |
```

GitHub 내려받기

- ▶원격저장소에서 내려받기 (Clone)
 - \$git clone (복사한 주소).
 - 내려받기 확인

```
WINGW64:/g/내 드라이브/6. Lecture/2021-1/디지털논리설계/Digital-Desi... - □ × USER@DESKTOP-EVBDHHH MINGW64 /g/내 도라이브/6. Lecture/2021-1/디지털논리설계/Digital-Design-Class $ git clone https://github.com/johg15/Digital-Design.git .
Cloning into '.'...
remote: Enumerating objects: 6, done.
remote: Counting objects: 100% (6/6), done.
remote: Compressing objects: 100% (4/4), done.
remote: Total 6 (delta 0), reused 6 (delta 0), pack-reused 0
Receiving objects: 100% (6/6), done.

USER@DESKTOP-EVBDHHH MINGW64 /g/내 드라이브/6. Lecture/2021-1/디지털논리설계/Digital-Design-Class (master)
```

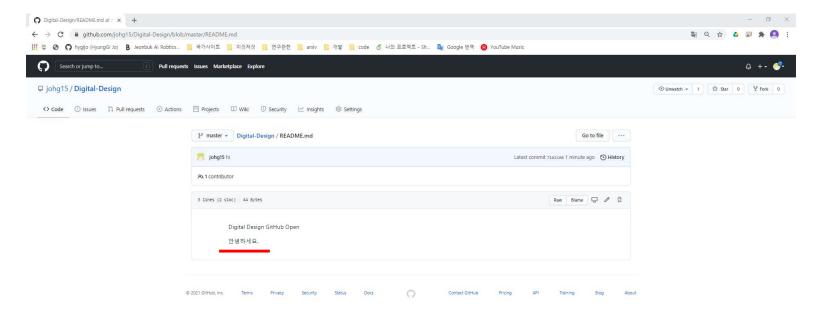
GitHub 올리기

- ▶로컬저장소에서 수정 후 올리기
 - \$git add README.md
 - \$git commit –m "hi"
 - \$git push origin master

```
♦♦ MINGW64:/q/내 드라이브/6. Lecture/2021-1/디지털논리설계/Digital-Desi...
 ISER@DESKTOP-EVBDHHH MINGW64 /g/내 도라이브/6. Lecture/2021-1/디지털논리설계/Dig
ital-Design-Class (master)
$ git add README.md
 ISER@DESKTOP-EVBDHHH MINGW64 /q/내 도라이브/6. Lecture/2021-1/디지털논리설계/Diq
ital-Design-Class (master)
$ git commit -m "hi"
[master 7162ce0] hi
1 file changed, 3 insertions(+), 1 deletion(-)
JSER@DESKTOP-EVBDHHH MINGW64 /g/내 드라이브/6. Lecture/2021-1/디지털논리설계/Dig
ital-Design-Class (master)
$ git push origin master
Enumerating objects: 5, done.
Counting objects: 100% (5/5), done.
Delta compression using up to 6 threads
Compressing objects: 100% (2/2), done.
Writing objects: 100% (3/3), 314 bytes | 78.00 KiB/s, done.
Total 3 (delta 0), reused 0 (delta 0), pack-reused 0
To https://github.com/johg15/Digital-Design.git
  8e67e13..7162ce0 master -> master
JSER@DESKTOP-EVBDHHH MINGW64 /g/내 드라이브/6. Lecture/2021-1/디지털논리설계/Dig
ital-Design-Class (master)
```

GitHub 올리기

▶로컬저장소에서 수정 후 올리기



GitHub 다시 내려받기

- ▶수정된 사항 다시 내려받기
 - 작업 폴더에서 다시 내려받기
 - \$git pull origin master

```
♦ MINGW64:/q/내 드라이브/6. Lecture/2021-1/디지털논리설계/Digital_Desi...
                                                                            X
Writing objects: 100% (6/6), 1.14 KiB | 234.00 KiB/s, done.
Total 6 (delta 0), reused 0 (delta 0), pack-reused 0
To https://github.com/johg15/Digital-Design.git
 * [new branch]
                    master -> master
 ISER@DESKTOP-EVBDHHH MINGW64 /g/내 드라이브/6. Lecture/2021-1/디지털논리설계/Dig
ital_Design_World (master)
$ git pull origin master
 emote: Enumerating objects: 5, done.
remote: Counting objects: 100% (5/5), done.
remote: Compressing objects: 100% (2/2), done.
remote: Total 3 (delta 0), reused 3 (delta 0), pack-reused 0
Unpacking objects: 100% (3/3), 294 bytes | 6.00 KiB/s, done.
From https://github.com/johg15/Digital-Design
 * branch
                    master
                               -> FETCH HEAD
  8e67e13..7162ce0 master
                               -> origin/master
Updating 8e67e13..7162ce0
Fast-forward
 README.md | 4 +++-
1 file changed, 3 insertions(+), 1 deletion(-)
 JSER@DESKTOP-EVBDHHH MINGW64 /g/내 도라이브/6. Lecture/2021-1/디지털논리설계/Diq
ital_Design_World (master)
```