

# INTRO TO GIT

# FIRST, AN INTRO TO YOU ALL

Answer a few questions on the slido



# TODAY'S PRESENTATION

- » will highlight patterns and basics of using git
- » will give you tools to keep learning and using git
- » will not teach you all of git

# I AM NOT YOUR PROF

so please ask all your questions

even if they feel stupid

they're not stupid

you're not stupid

git is just hard

# WHY USE GIT?

Used by 96.7% of professional developers<sup>1</sup>

» version control

» collaboration

<sup>1</sup> Stack Overflow 2022 Developer Survey

# WHY USE VERSION CONTROL?

Track entire story of project

- » no more "logo.jpg", "logo-again.jpg", "logo-for-real-this-time.jpg"
- » no more huge blocks of old code stored in comments
- » can check out any past version of project

# WHAT IS GIT?

- » distributed version control system
- » software tool that runs on your computer
- » unfriendly
  - » hard to learn
  - » lots of jargon
  - » no built-in ui



# KEY GIT TERMS

Every project has a git repo which tracks the history

- » just a folder in the project

- » copy of repo exists on each developer's machine



# KEY GIT TERMS

History stored as series of `commits`

- » snapshot of project at a specific moment

- » "permanent save"

- » includes message, author, date/time, & changes

PLEASE NOTE:

# GIT $\neq$ GITHUB

Git is an open source software tool that stores data in repos

GitHub is a website where repos are stored and shared

A git repo is uploaded to GitHub like a document is uploaded to Google Drive

# WHAT IS GITHUB?

- » cloud-based git repo hosting service
- » holds at least 200 million repos
  - » open source projects
- » owned by Microsoft since 2018
- » friendlier than git but not an equivalent



# PRACTICE: USING GITHUB

- » make an account
- » make a repo
- » make a commit

# COLLABORATION USING GIT

Projects are not a linear process

- » working on multiple changes at once
  - » multiple goals under construction
  - » experiment with different ideas
- » multiple people working at once
  - » want to work freely without worrying about others

# WHAT IS A BRANCH?

- » version of a repository which diverges from the main copy
- » each branch is associated with a chain of commits
- » branches form "tree"
  - » trunk is called main branch (good copy of repo)
  - » other branches merge back into trunk when ready

# BRANCHES: UNDER THE HOOD

- » commits have unique hash values
- » each commit points to previous commit (linked list)
- » one commit can have multiple others pointing to it
- » branch is pointer to a commit

# DEMO: BRANCHING IN GIT



# MERGING BRANCHES

- » Git will automate as much as possible
- » when merge conflict happens, need to resolve manually
- » merging into main is often formalized as a pull request
  - » "I want to merge this into main"

# PRACTICE: USING BRANCHES

- » make a branch
- » make a commit
- » make a pull request

# LOCAL GIT

You don't want to edit projects in GitHub, you want to use IDEs (Visual Studio Code, PyCharm, etc)

Every person working on a project has a local copy of the repo, in addition to the shared remote copy (stored on GitHub, GitLabs, etc)

Periodically sync local copy with remote copy ("origin") for backup & collaboration

# LOCAL GIT COMMANDS

- » `init` to create repo on local machine
- » `clone` to get remote repo on local machine
- » `fetch` to update knowledge of remote repo
- » `pull` to get new changes from remote repo
- » `push` to send new changes to remote repo

# LOCAL DEVELOPMENT

- » project is edited in workspace (IDE)
  - » check out branch to update workspace
  - » HEAD pointer marks checked out branch
- » when ready to commit, stage changes
  - » next commit contains changes in staging area
  - » stash changes that aren't ready to commit

# LOCAL GIT TOOLS

- » command line git
  - » easy to install, hard to use
- » built-in to IDEs
  - » Visual Studio Code, PyCharm, IntelliJ, etc
- » third-party application
  - » Git Desktop, Tower, etc

# DEMO: LOCAL GIT

# GOOD PRACTICES

- » commit regularly when you reach any milestone, and push to remote repo
- » gitignore any files that shouldn't be tracked
  - » IDE configuration files
  - » compiled executables
  - » sensitive information (environment variables, etc)



# RESOURCES

- » Tower cheatsheets available in shared folder
- » Tower also provides free book
- » open source Git website
  - » download Git or GUIs
  - » free book (more advanced than Tower's)
- » dangit, git!?! for when things go wrong