

What is a version control system?

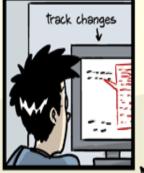


- System to manage changes in code or other documents
 - <u>Backup</u>: undo changes, restore files, safely experiment
 - Transparency: who changed? what? when?
 - <u>Collaboration</u>: work with others on the same project
- Git: open source, distributed version control system













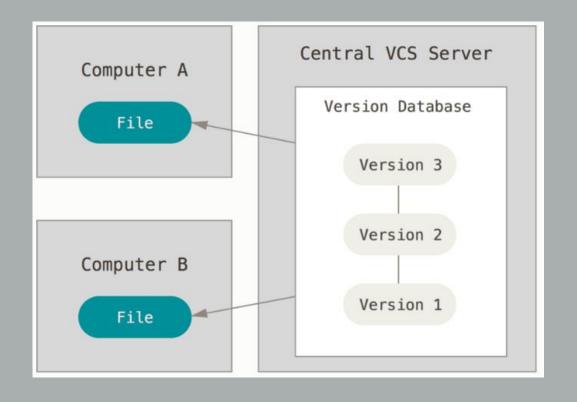
FINAL_rev.18.comments7.corrections9.MORE.30.doc

FINAL_rev.22.comments49. corrections.10.#@\$%WHYDID ICOMETOGRADSCHOOL????.doc

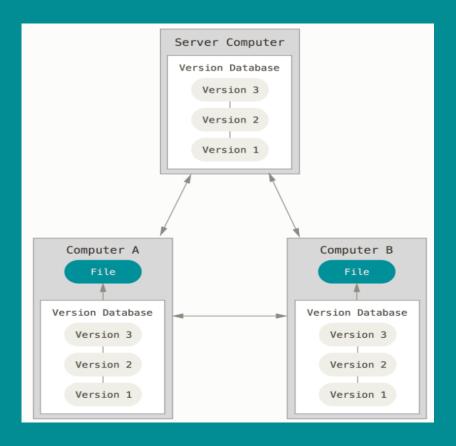
Centralized vs distributed



Centralized: single files are pulled from or pushed to central repository (→ **Subversion**)



Distributed: Each client has full copy of entire repository (→ git)



Most popular version control systems



All Respondents

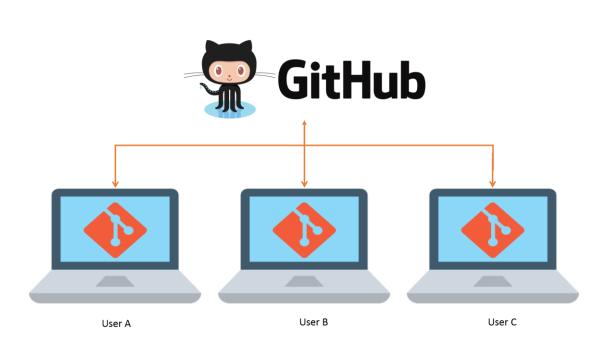
Professional Developers

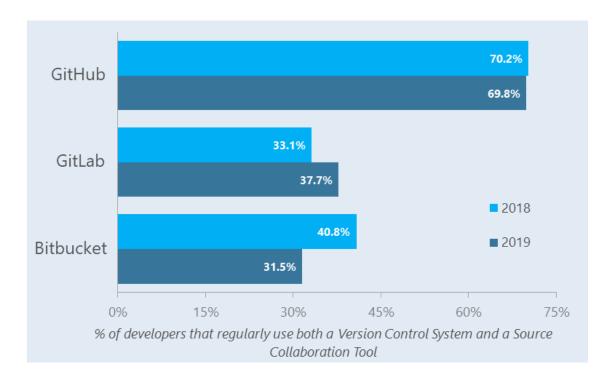
Git	88.4%
Subversion	16.6%
Team Foundation Version Control	11.3%
Copying and pasting files to network shares	7.7%
Zip file back-ups	7.7%
Mercurial	3.7%
I don't use version control	3.7% https://insights.stackoverflow.com/survey/2018

How is GitHub different from Git?



- ► Hosting service for Git repositories
- ➤ Collaboration plattform: bug tracking, feature requests, task management, wikis, etc.

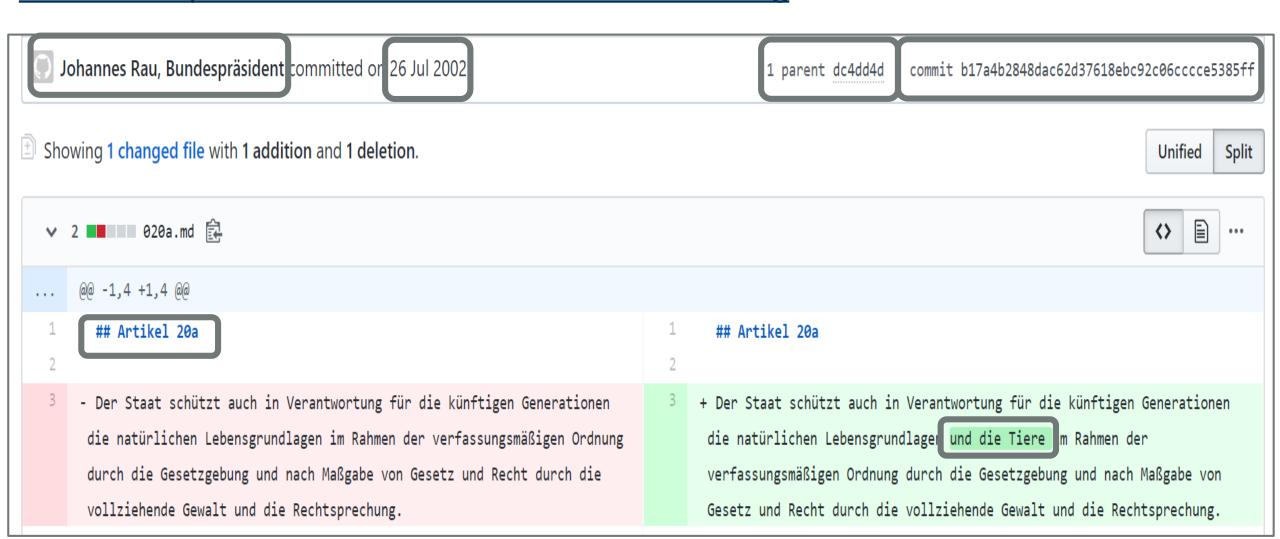




Example



Chaos Computer Club: Entdecke unsere Verfassung



Our Git and Github Agenda



Standard Git Workflow

Undo changes

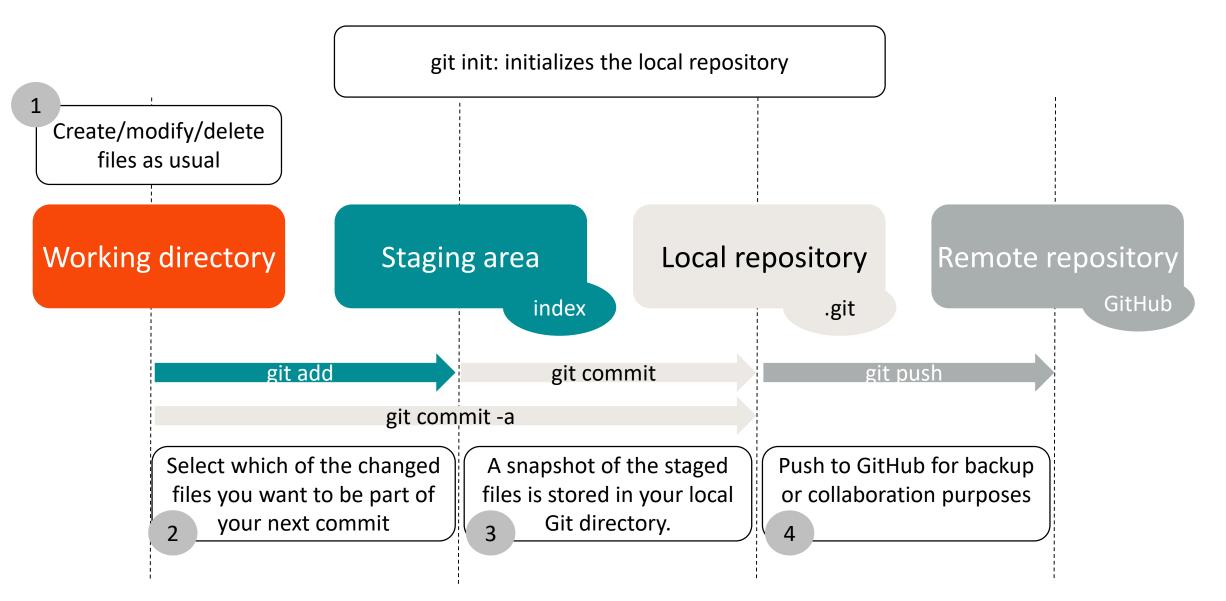
Branching and Merging

Handling merge conflicts

Collaboration workflows

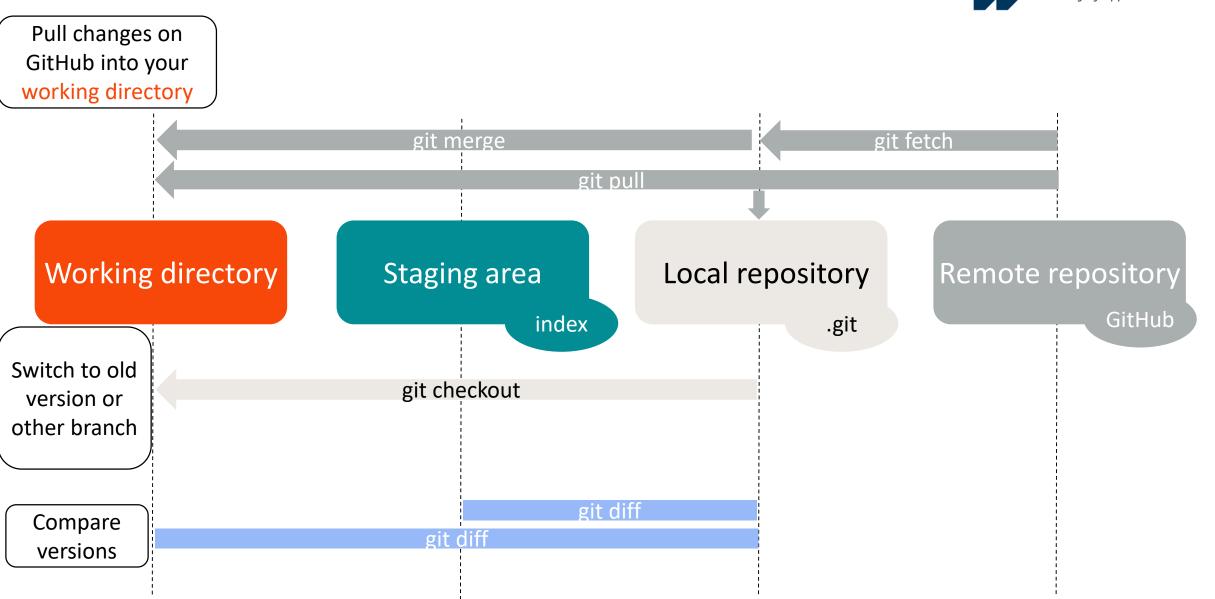
Standard Git Workflow





Standard Git Workflow





Undo changes



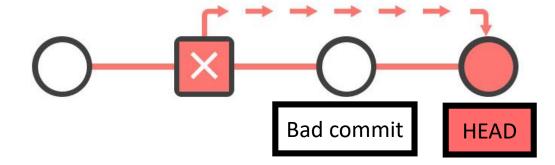
Revert (#bad-commit)

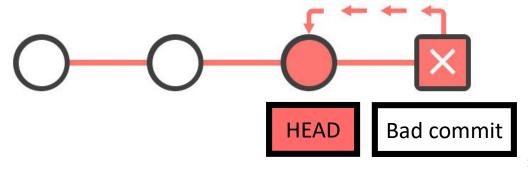
- Adds a new commit which reverts the "bad commit"
- Leaves history intact
- Can be safely done, even if you have already pushed to GitHub

Reset (#last-good-commit)

- Undo the "bad commit"
- Rewrites history

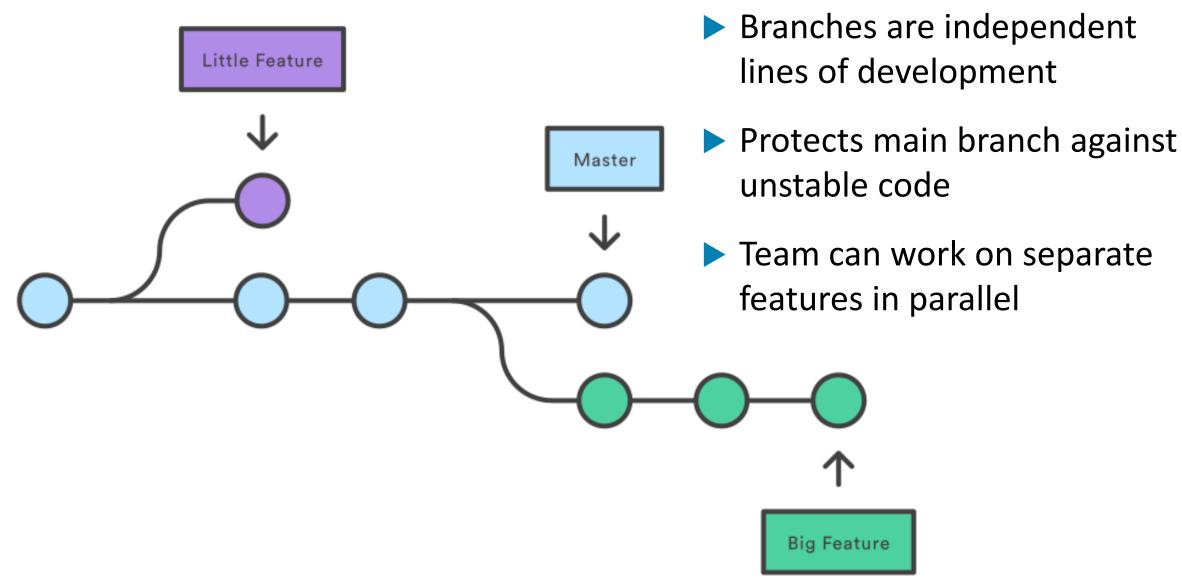
 use only for local changes!
- Versions:
 - reset hard: resets irreversably
 - reset mixed (default): rewrites commit history, but keeps changes in working directory





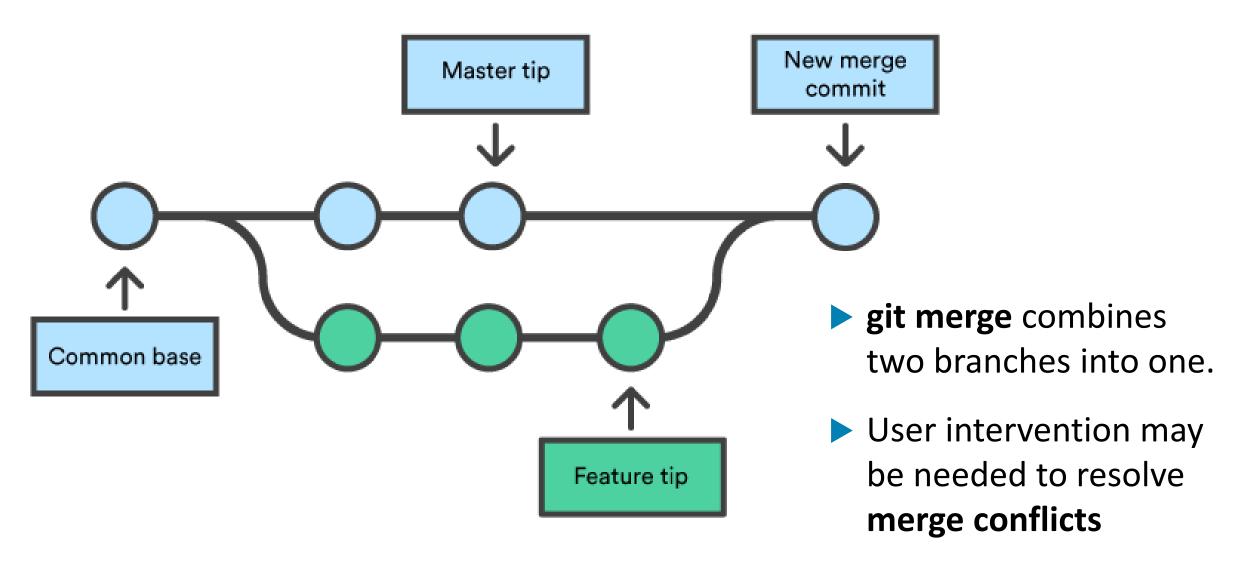
Branching





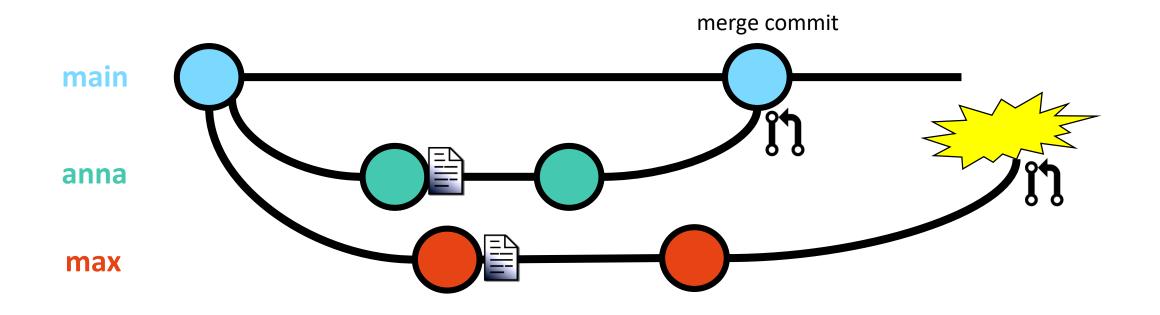
Merging





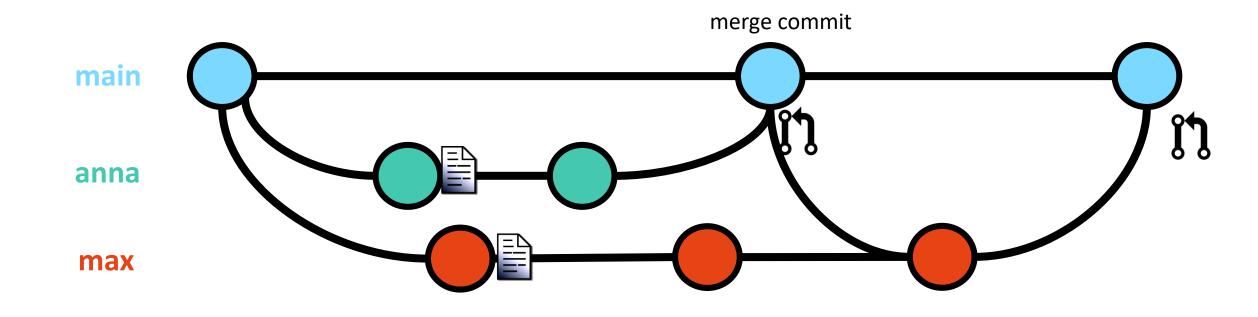
Handling merge conflicts





Handling merge conflicts





Option 1: Before max opens a pull request, he checks for changes in main and merges them into his feature branch (dealing manually with any conflict)

Handling merge conflicts



```
git merge feature-x
```

```
Auto-merging analysis.py
CONFLICT (content): Merge conflict in analysis.py
Automatic merge failed; fix conflicts and then commit the result.
```

```
Accept Current Change | Accept Incoming Change | Accept Both Changes | Compare Changes

<<<<<+HEAD (Current Change)

df.tail()

======

df.head()

>>>>>> feature-x (Incoming Change)
```

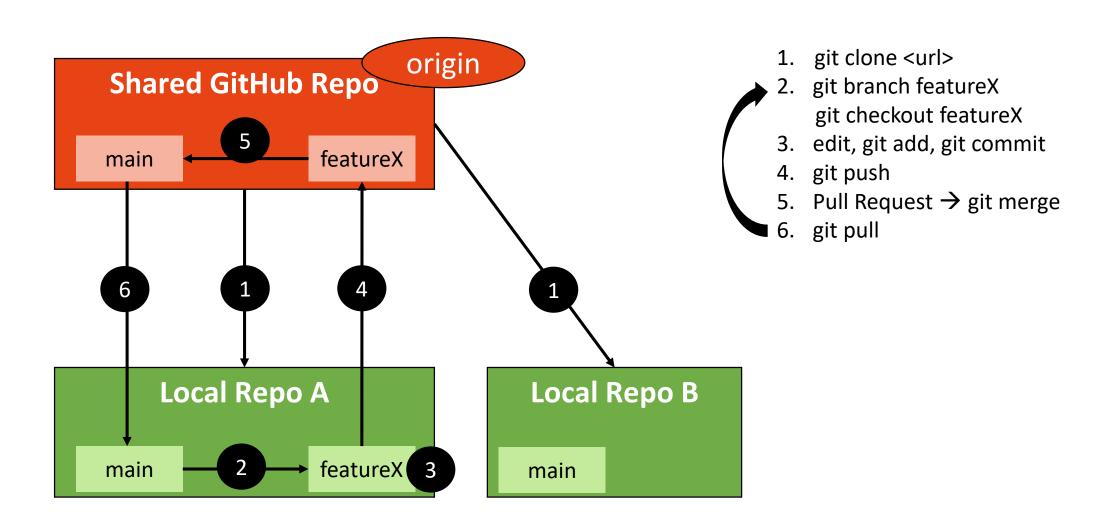
```
df.head()
df.tail()
```

```
git commit -m "Fix conflict"
```

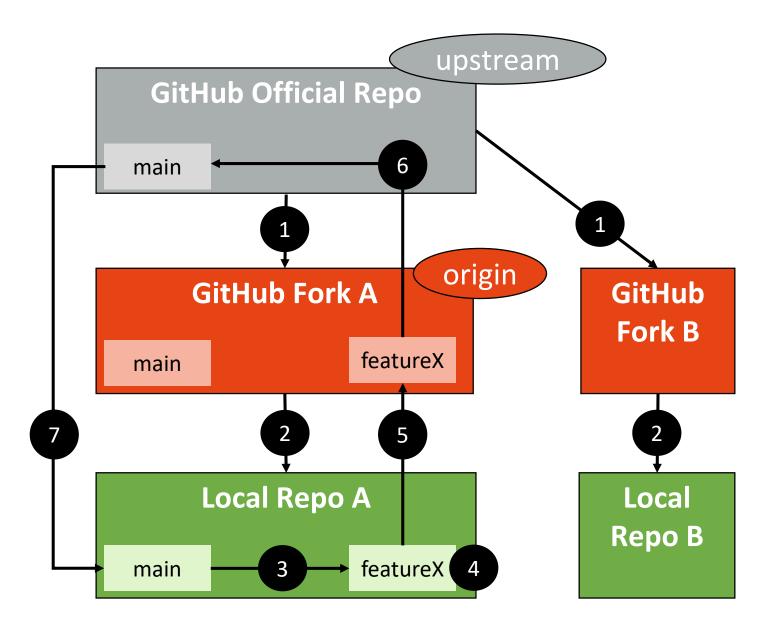


Feature Branch Workflow

Company Setting

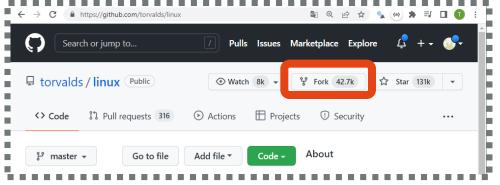


Forking Workflow



Open Source Setting

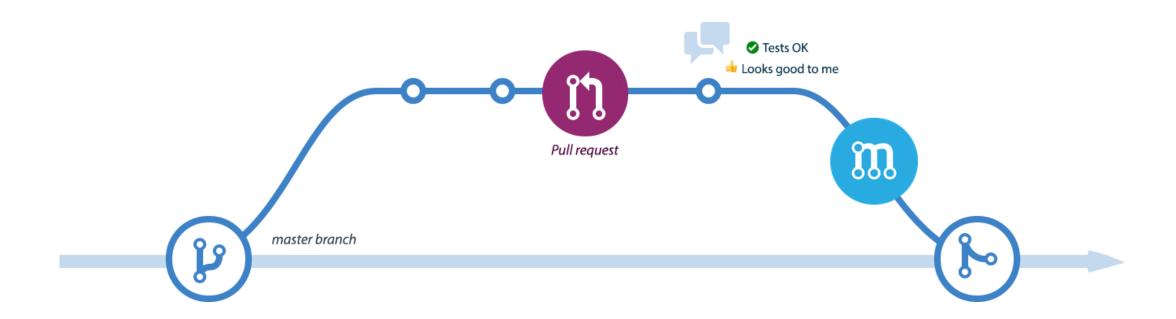
- 1. Fork
- 2. git clone <url>
- git branch featureX git checkout featureX
- 4. edit, git add, git commit
- 5. git push
- 6. Pull Request → git merge
- (git remote add upstream <url>) git pull upstream



Pull Request

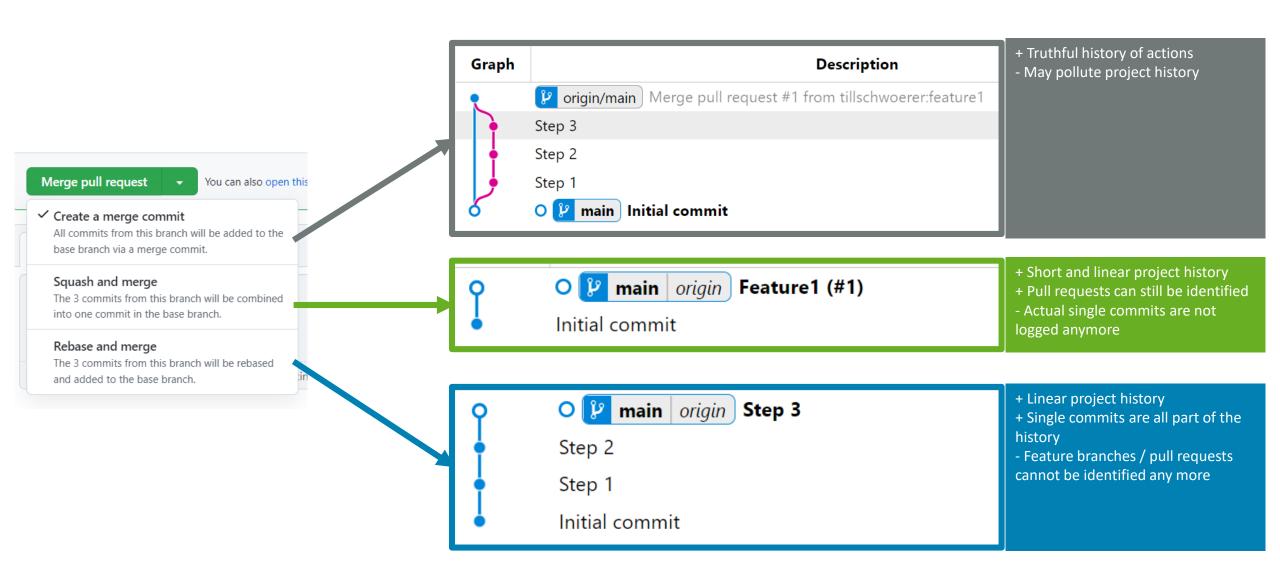


- ► A Pull request is a GitHub feature, not a git command: you request to pull changes from your feature branch ("merge request" on Gitlab)
- May involve multiple iterations of discussions, code reviews, and follow-up commits, before the commit is merged into the main branch



3 Ways of Merging in a Pull Request





Further aspects



.gitignore:

- define files that you don't want to track
- e.g. password files (.env), .ipynb_checkpoints, very large binary files

Large files

- GitHub file size limit: 100 MB
- Git Large File Storage: tracking files up to 2 GB
- Git LFS stores references to the file in the Github repository. The actual file is stored separately.

Further Resources



- <u>Tutorial</u> on Git (Workflows) (available in German)
- Git reference book (available in German)
- Git commands: cheat sheet
- ▶ <u>10-minute reads</u> mostly on GitHub topics (by GitHub)
- Glossary of Git and GitHub terms (by Github)