# **Instructor Notes:**



# **Instructor Notes:**

Add instructor notes here.

# **Lesson Objectives**



- Introduction to GIT
- Version Control
- Repositories and Branches
- Working Locally with GIT
- Working Remotely with GIT

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# Introduction to Git Introduction



- Initially developed by Linus Torvalds, Git is a distributed version control system
- Git is a distributed revision control and source code management (SCM) system with an emphasis on speed, data integrity and support for distributed, non-linear workflows
- As with most other distributed revision control systems, and unlike most client-server systems, every Git working directory is a full-fledged repository with complete history and full versiontracking capabilities, independent of network access or a central server. Like the Linux kernel, Git is free software distributed under the terms of the GNU General Public License version 2

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# Introduction to Git Introduction



- Design Philosophy
  - Free & Open Source
  - Blazingly Fast
  - Distributed
  - Data Assurance
  - Strong support for non-linear development
  - Compatibility with existing systems/protocols
  - Toolkit-based design



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### Blazingly Fast

Torvalds has described Git as being very fast and scalable and performance tests done by <u>Mozilla</u> showed it was an <u>order of magnitude</u> faster than some version-control systems, and fetching version history from a locally stored repository can be one hundred times faster than fetching it from the remote server

### Distributed development

Like <u>Darcs</u>, <u>BitKeeper</u>, <u>Mercurial</u>, <u>SVK</u>, <u>Bazaar</u> and <u>Monotone</u>, Git gives each developer a local copy of the entire development history, and changes are copied from one such repository to another. These changes are imported as additional development branches, and can be merged in the same way as a locally developed branch.

### **Data Assurance**

Aborting operations or backing out changes will leave useless dangling objects in the database. These are generally a small fraction of the continuously growing history of wanted objects. Git will automatically perform <a href="mailto:garbage">garbage</a> <a href="mailto:collection">collection</a> when enough loose objects have been created in the repository. Garbage collection can be called explicitly using git gc --prun.

Strong support for non-linear development

Git supports rapid branching and merging, and includes specific tools for visualizing and navigating a non-linear development history. A core assumption in Git is that a change will be merged more often than it is written, as it is passed around various reviewers.

Branches in git are very lightweight: A branch in git is only a reference to a single commit. With its parental commits, the full branch structure can be constructed.

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Version control

# Version Control System



- Version control systems are software that manage changes to files e.g. documents, images, code etc.
- Benefits of Version Control
  - Saves from creating multiple backup files
  - Allow multiple people to work on same file
  - Track changes & see who had made changes
  - Easy to switch back to older version when needed
  - Increases productivity
- Two types of Version Control
  - Client sever Version Control- SVN, CVS, PerForce, IBM rational
  - Distributed Version Control -GIT

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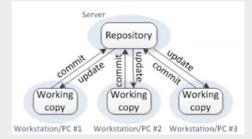
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Version control

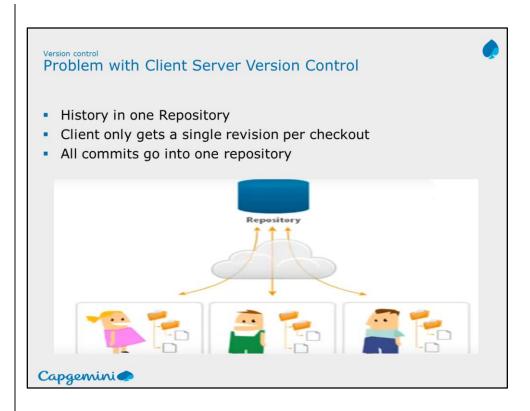
# Problem with Client Server Version Control



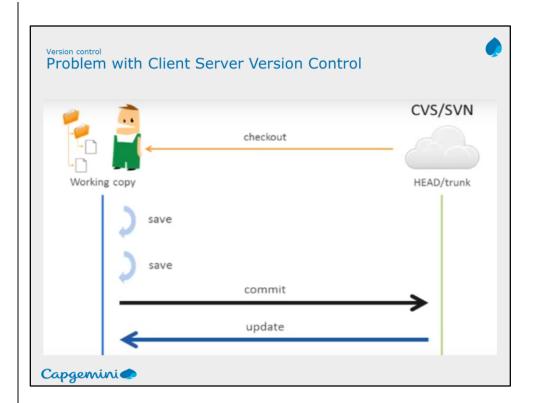
- Client Server version control system works on a centralized model which has a single repository to which user check-in & check-out
- Some of the major benefits working with version control system are listed below:
  - Version control is not available on local system
  - If the central server get corrupted the entire history is lost



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Version control

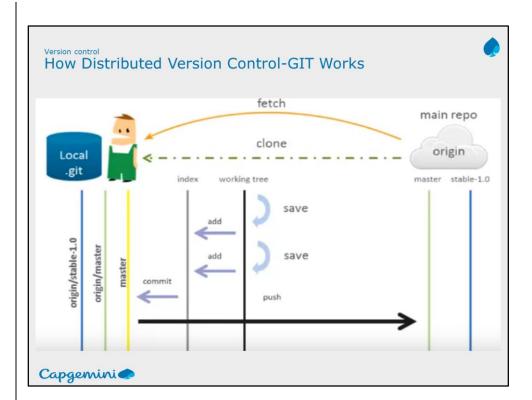
# Advantage of Distributed Version Control-GIT



- Distributed version control system don't rely on central server. It allows one of the repository on their own drive with entire history of the project
- Benefits of Distributed version control :
  - DVCS is also available on local machine.
  - No single point of failure as each user has the repository with entire history
  - Performs all action locally , even when not connected to internet



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# **Instructor Notes:**

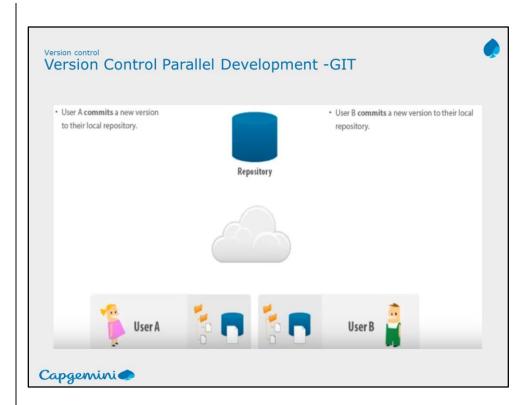
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# Version Control Parallel Development -GIT

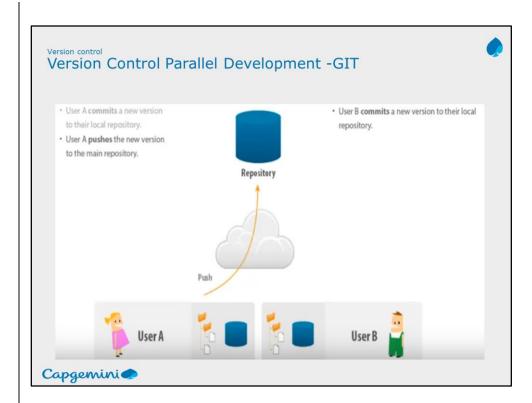


- Version control system helps in parallel development and preventing one user from overwriting the work of another
- Two ways to solve parallel development problem:
  - Copy-modify-merge –GIT uses this
  - Lock-modify-unlock(practically not possible)

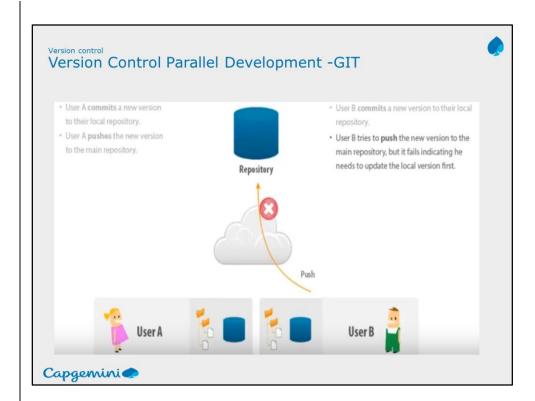
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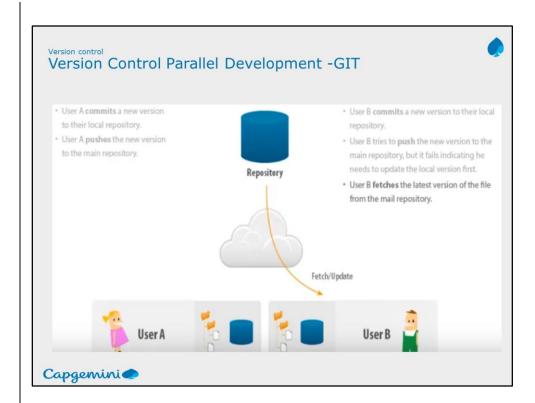
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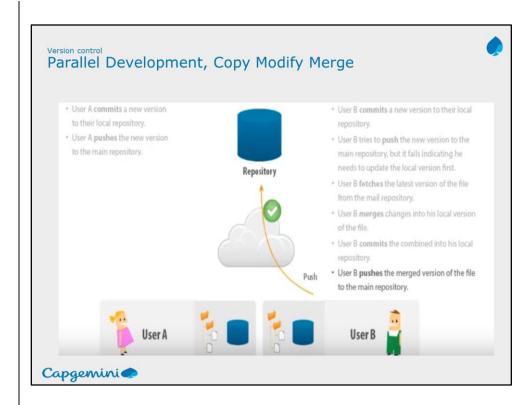
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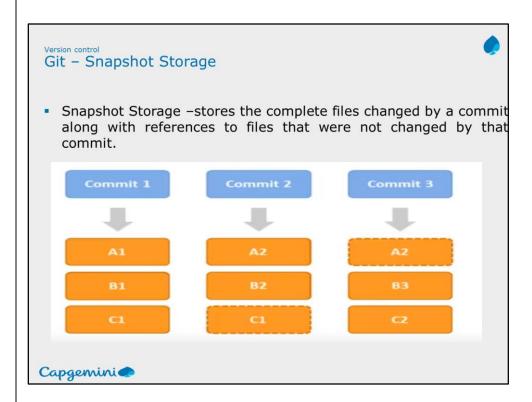
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### **Instructor Notes:**

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Repositories and Branches
GIT-Repositories



- Repositories:
  - It is a collection of refs together with an object database containing all
    objects which are reachable from the refs, possibly accompanied by
    meta data from one or more porcelains. A repository can share an
    object database with other repositories via alternate mechanism.
- What to store in repositories?
  - Anything, however any sort of editable files are preferred.

# **Instructor Notes:**

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Repositories and Branches
Git - Snapshot Storage



- Creating repositories :
  - at default location
    - git init
  - at particular location
    - git init c:/testGIT
  - Bare repository
    - git init -bare
- How to get GIT repository:
  - \$ git clone git://git.kernel.org/pub/scm/git/git.git

It does approx. 225 MB download

#### **Instructor Notes:**

Add instructor notes here.

Repositories and Branches
Repositories and Branches



### Branches:

- A "branch" is an active line of development.
- The most recent commit on a branch is referred to as the tip of that branch.
- The tip of the branch is referenced by a branch head, which moves forward as additional development is done on the branch.
- A single git repository can track an arbitrary number of branches, but working tree is associated with just one of them (the "current" or "checked out" branch), and HEAD points to that branch

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A bare repository is normally an appropriately named <u>directory</u> with a .git suffix that does not have a locally checked-out copy of any of the files under revision control. That is, all of the git administrative and control files that would normally be present in the hidden .git sub-directory are directly present in the repository. Git directory instead, and no other files are present and checked out. Usually publishers of public repositories make bare repositories available. master The default development <u>branch</u>. Whenever you create a git <u>repository</u>, a branch named "master" is created, and becomes the active branch. In most cases, this contains the local development, though that is purely by convention and is not required.

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Repositories and Branches

# Repositories and Branches



- Getting different versions of project:
  - Git is best thought of as a tool for storing the history of a collection of files. It stores the history as a compressed collection of interrelated snapshots of the project's contents. In git each such version is called a commit.
  - Those snapshots aren't necessarily all arranged in a single line from oldest to newest; instead, work may simultaneously proceed along parallel lines of development, called branches, which may merge and diverge.
  - A single git repository can track development on multiple branches. It
    does this by keeping a list of heads which reference the latest commit on
    each branch; the git-branch(1) command shows you the list of branch
    heads:
- \$ git branch \* master
  - A freshly cloned repository contains a single branch head, by default named "master", with the working directory initialized to the state of the project referred to by that branch head.
  - Most projects also use tags. Tags, like heads, are references into the project's history, and can be listed using thegit-tag(1) command:
  - \$ git tag -l

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git branch

List all of the branches in our repository.

#### git branch <br/> branch>

Create a new branch called <branch>. This does *not* check out the new branch.

#### git branch -d <branch>

Force delete the specified branch

#### git branch -m <branch>

Examples:

It's important to understand that branches are just *pointers* to commits. When you create a branch, all Git needs to do is create a new pointer—it doesn't change the repository in any other way.

create a branch using the following command:

### git branch branch-experiment

The repository history remains unchanged. All you get is a new pointer to the current

Once we are finished working on a branch and have merged it into the main code base, we are free to delete the branch without losing any history

#### git branch -d branch-experiment

However, if the branch hasn't been merged, the above command will output an error message

#### git checkout <existing-branch>

Check out the specified branch, which should have already been created with git branch. This makes <existing-branch> the current branch, and updates the working directory to match.

#### git checkout -b <new-branch>

Create and check out <new-branch>. The -b option is a convenience flag that tells Git to run git branch <new-branch> before running git checkout <new-branch>. git checkout -b <new-branch> <existing-branch>

Same as the above invocation, but base the new branch off of <existing-branch> instead of the current branch.

### **Instructor Notes:**

Add instructor notes here.

#### Repositories and Branches

### Understanding History-Repositories



- Every change in the history of a project is represented by a commit. The gitshow(1) command shows the most recent commit on the current branch:
- \$ git show
- Every commit (except the very first commit in a project) also has a parent commit which shows what happened before this commit. Following the chain of parents will eventually take you back to the beginning of the project.
- However, the commits do not form a simple list; git allows lines of development to diverge and then reconverge, and the point where two lines of development reconverge is called a "merge". The commit representing a merge can therefore have more than one parent, with each parent representing the most recent commit on one of the lines of development leading to that point.
- The best way to see how this works is using the gitk(1)command; running gitk now on a git repository and looking for merge commits will help understand how the git organizes history.
- In the following, commit X is "reachable" from commit Y if commit X is an ancestor of commit Y. Equivalently, Y is a descendant of X, or that there is a chain of parents leading from commit Y to commit X.

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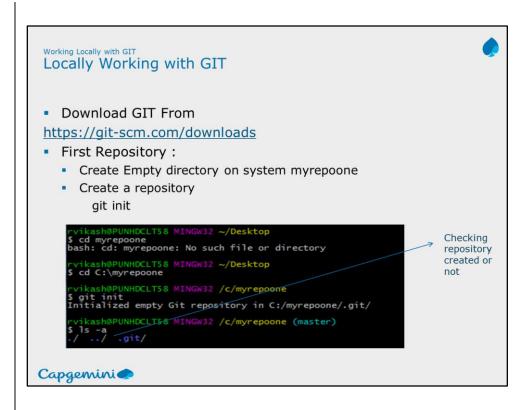
# Repositories and Branches Understanding History-Trees



- The working tree is the current view into the repository. It has all the files from your project: the source code, build files, unit tests, and so on.
- Some VCSs refer to this as your working copy. People coming to Git for the first time from another VCS often have trouble separating the working tree from the repository. In a VCS such as Subversion, your repository exists "over there" on another server.
- In Git, "over there" means in the .git/ directory inside your project's directory on your local computer. This means you can look at the history of the repository and see what has changed without having to communicate with a repository on another server.

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### **Instructor Notes:**



### **Instructor Notes:**



# **Instructor Notes:**

Add instructor notes here.

Working Locally with GIT Locally Working with GIT



Adding File in repository

# MyFirst.txt

- Check
- \$ Is
- Know the status
- \$ git status
- Add the file in staging
- \$ git add MyFirst.txt
- Commit in git repository with lock message
- \$ git commit -m "Added MyFirst File"
- See log
- \$ git log

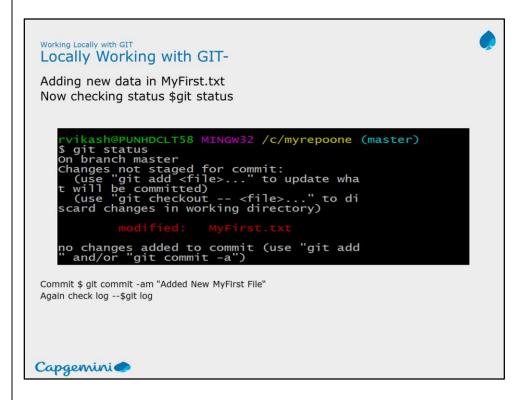
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Working Locally Working with GIT
■ To check which line has changed

\$ git commit - -amend

■ Add one more file -MyJava.txt

■ Unstage the One File

\$ git reset HEAD MyFirst.txt

■ Unchanged the work done --\$ git checkout -- MyJava.txt

Vikash@PUNHDCLT58 MINGW32 /c/myrepoone (master)

\$ git checkout -- MyJava.txt

rvikash@PUNHDCLT58 MINGW32 /c/myrepoone (master)

\$ git status

on branch master

changes to be committed:

(use "git reset HEAD <file>..." to unstage)

new file: MyJava.txt

# **Instructor Notes:**

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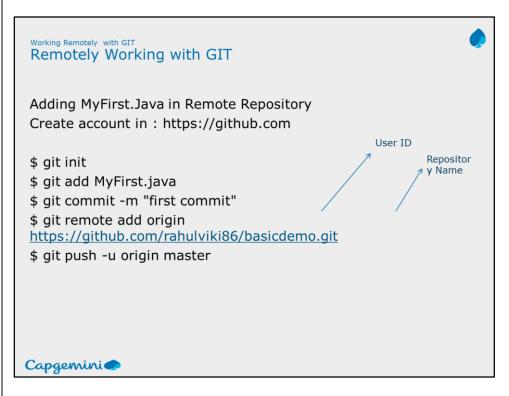
Working Locally Working with GIT

■ Multiple Reset for n number of file ,Goes to last commit \$ git reset -- hard

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git clone rahul.vikash@capgemini.com:myrepoone

git-remote - Manage set of tracked repositories, Manage the set of repositories ("remotes") whose branches you track.

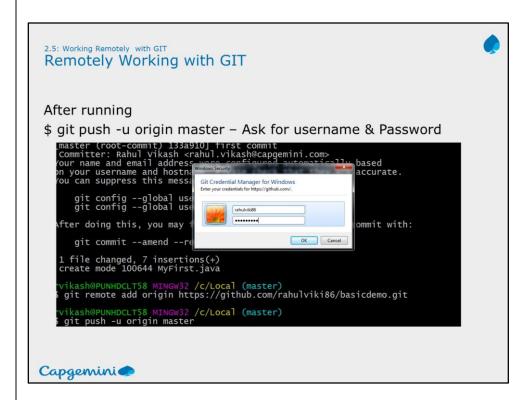
git-push - Update remote refs along with associated objects, Updates remote refs using local refs, while sending objects necessary to complete the given refs.

git-fetch - Download objects and refs from another repository

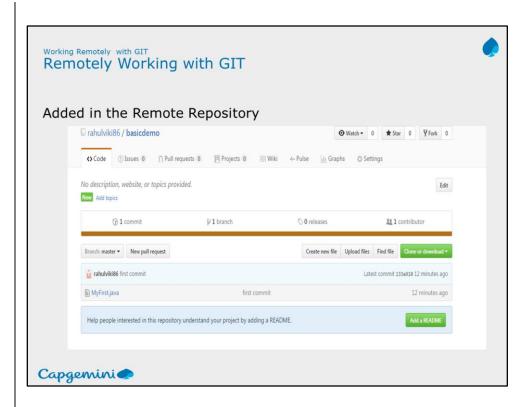
git-pull - Fetch from and integrate with another repository or a local branch

git-merge - Join two or more development histories together

### **Instructor Notes:**



# **Instructor Notes:**



### **Instructor Notes:**

Add instructor notes here.

Working Remotely With GIT
Remotely Working with GIT



- Cloneing the data ----git clone <repo> <directory>
- When you run git clone, the following actions occur:
  - A new folder called repo is made
  - It is initialized as a Git repository
  - A remote named origin is created, pointing to the URL you cloned from
  - All of the repository's files and commits are downloaded there
  - The default branch (usually called master) is checked out
  - For every branch foo in the remote repository, a corresponding remote-tracking branch refs/remotes/origin/foo is created in your local repository. You can usually abbreviate such remote-tracking branch names to origin/foo.

### Syntax:

\$git clone https://github.com/rahulviki86/basicdemo.git



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# Working Remotely With GIT Remotely Working with GIT



git-fetch - Download objects and refs from another repository,
 Use git fetch to retrieve new work done by other people. Fetching from a repository grabs all the new remote-tracking branches and tags without merging those changes into your own branches.

### Syntax:

\$git fetch remotename

 git-pull - Fetch from and integrate with another repository or a local branch, is a convenient shortcut for completing both git fetch and git merge in the same command.

### Syntax:

\$git pull remotename branchname



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Working Remotely With GIT Remotely Working with GIT



 git-merge - Join two or more development histories together. Merging combines your local changes with changes made by others.

Syntax:

\$git merge remotename/branchname

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# Demo

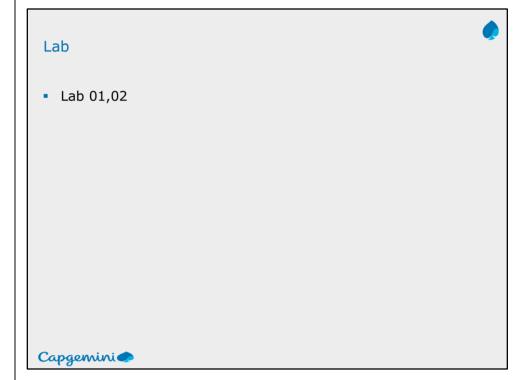


- Demo on GIT –Locally using git init, add, status, log
- Demo on GIT- Remotelly using git remote, pull, push, fetch, clone

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# **Instructor Notes:**

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# **Summary**



- Git is a distributed revision control and source code management (SCM) system with an emphasis on speed, data integrity and support for distributed, nonlinear workflows.
- Git working with local repository
- Git working with remote repository

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# **Instructor Notes:**

Q1 git diff master branch name

Q2 pull

Q3

# **Review Question**



- To see the difference between which two branches the following command can be used?
  - git diff master branch\_name
  - git --diff master branch\_name
  - git merge master branch\_name
  - git --stat master branch\_name
- The git \_\_\_\_\_ command performs a git fetch and git merge.
  - Push
  - Pull
  - Clone
  - branch

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### **Instructor Notes:**

Q3 \$ git add file1 file2 file3->\$ git diff -cached->\$ git status->\$ git commit

# **Review Question**



 Three files file1,file2 and file3 are modified. Identify the series of commands to view the modified files,

then add their updated contents to the index and commit the changes.

- '\$ git status ->\$ git commit
- \$ git diff -cached->\$ git status->\$ git commit -a
- \$ git add ->\$ git diff -cached->\$ git status->\$ git commit
- \$ git add file1 file2 file3->\$ git diff -cached->\$ git status->\$ git commit

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