

# git

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the ohio state university  
open source club  
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what is git

# what is git

git is a distributed version control system

# what is git

git is a distributed version control system

what? 

# distributed version control systems

# languages

you can version control...

# languages

you can version control...

- ▶ c++

# languages

you can version control...

- ▶ c++
- ▶ python



# languages

you can version control...

- ▶ c++
- ▶ python
- ▶ english

# languages

you can version control...

- ▶ c++
- ▶ python
- ▶ english
- ▶ pretty much anything


# languages

you can version control...

- ▶ c++
- ▶ python
- ▶ english ←———— everyone here knows this one
- ▶ pretty much anything

# languages

you can version control...

- ▶ c++
  - ▶ python
  - ▶ english
  - ▶ pretty much anything
- will be used for examples
- ← everyone here knows this one
- 

# task 1

our task is to compose an essay

attempt 1: saving

write

# attempt 1: saving

write  $\rightarrow$  save

# attempt 1: saving

write  $\rightarrow$  save  $\rightarrow$  write



# attempt 1: saving

write  $\rightarrow$  save  $\rightarrow$  write  $\rightarrow$  save

# attempt 1: saving

write → save → write → save

active copy

penguins are so cute!  
but they eat icky fishies

# attempt 1: saving

write → save → write → save

active copy

penguins are so cute!  
but they eat icky fishies

computer spontaneously combusts

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active copy

penguins are so cute!  
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computer spontaneously combusts

# attempt 2: backups

active copy

penguins are so cute!  
but they eat icky fishies

backup

penguins are so cute!  
but they eat icky fishies

# attempt 2: backups

active copy

penguins are so cute!  
but penguins are so cute!

backup

penguins are so cute!  
but they eat icky fishies

we do something dumb in the active copy

# attempt 2: backups

active copy

penguins are so cute!  
but penguins are so cute!

backup

penguins are so cute!  
but they eat icky fishies

we do something dumb in the active copy  
back it up

# attempt 2: backups

active copy

penguins are so cute!  
but ~~penguins are so cute!~~

backup

penguins are so cute!  
but ~~penguins are so cute!~~

we do something dumb in the active copy

back it up

no good copies



# attempt 3: iterative backups

active copy

penguins are so cute!  
but they eat icky fishies

backup  
2010-10-08

penguins are so cute!  
but they eat icky

backup  
2010-10-07

penguins are so cute!  
but they eat

backup  
2010-10-06

penguins are so cute!  
but they

backup  
2010-10-05

penguins are so cute!  
but

backup  
2010-10-04

penguins are so cute!

backup  
2010-10-03

penguins are so

backup  
2010-10-02

penguins are

backup  
2010-10-01

penguins

# attempt 3: iterative backups

backups should have metadata:

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backups should have metadata:

- ▶ date/time

# attempt 3: iterative backups

backups should have metadata:

- ▶ date/time
- ▶ comment about what changed

# attempt 3: iterative backups

backups should have metadata:

- ▶ date/time
- ▶ comment about what changed
- ▶ who made the change

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  - ▶ (this will make sense later)

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backup + metadata = “commit”

# attempt 3: iterative backups

backups should have metadata:

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- ▶ comment about what changed
- ▶ who made the change
  - ▶ (this will make sense later)

backup + metadata = “commit”

save some space:



# attempt 3: iterative backups

backups should have metadata:

- ▶ date/time
- ▶ comment about what changed
- ▶ who made the change
  - ▶ (this will make sense later)

backup + metadata = “commit”

save some space:

- ▶ deltas

# attempt 3: iterative backups

backups should have metadata:

- ▶ date/time
- ▶ comment about what changed
- ▶ who made the change
  - ▶ (this will make sense later)

backup + metadata = “commit”

save some space:

- ▶ deltas (which git does not use)

# attempt 3: iterative backups

backups should have metadata:

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- ▶ comment about what changed
- ▶ who made the change
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backup + metadata = “commit”

save some space:

- ▶ deltas (which git does not use)
- ▶ compression

# attempt 3: iterative backups

backups should have metadata:

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- ▶ comment about what changed
- ▶ who made the change
  - ▶ (this will make sense later)

backup + metadata = “commit”

save some space:

- ▶ deltas (which git does not use)
- ▶ compression (which git does use)

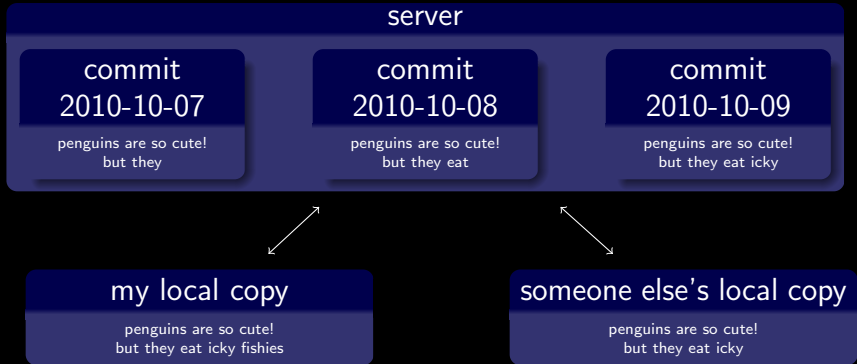
# task 2

our task is to compose an essay

# task 2

our task is to compose an essay  
collaboratively with other people

# attempt 4: centralized



# attempt 4: centralized

(otherlocal)

(server)      (A)

(mylocal)



# attempt 4: centralized

(otherlocal)

(server)      (A)

↓

(mylocal)      (A)

# attempt 4: centralized

(otherlocal)

(server)

(A)

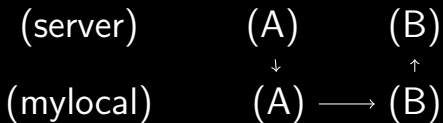
↓

(mylocal)

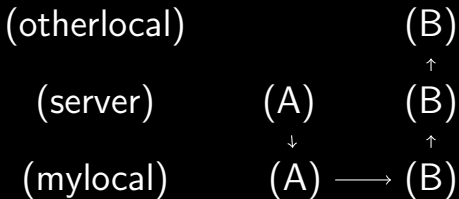
(A)  $\longrightarrow$  (B)

# attempt 4: centralized

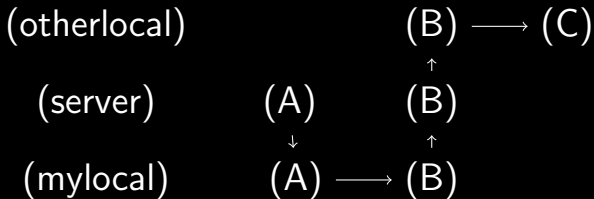
(otherlocal)



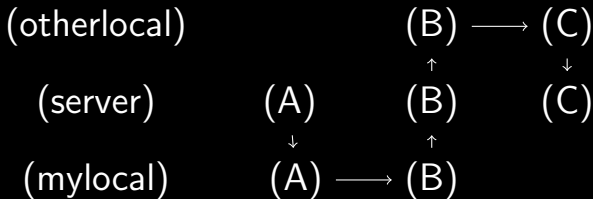
# attempt 4: centralized



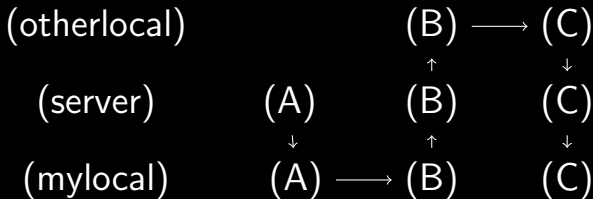
# attempt 4: centralized



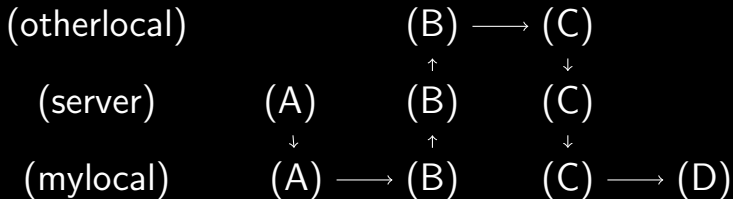
# attempt 4: centralized



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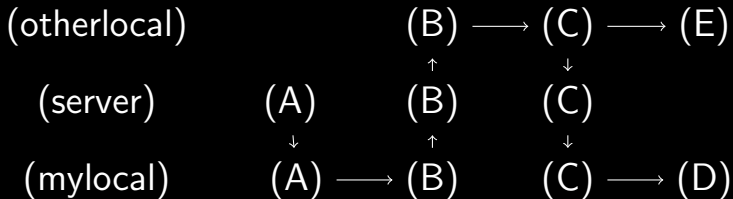


# attempt 4: centralized

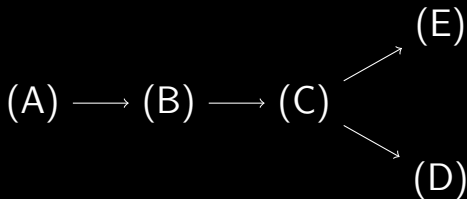




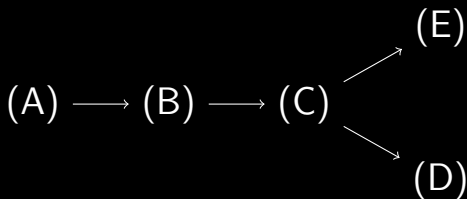
# attempt 4: centralized



# attempt 4: centralized

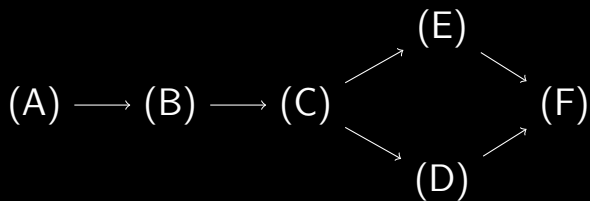


# attempt 4: centralized

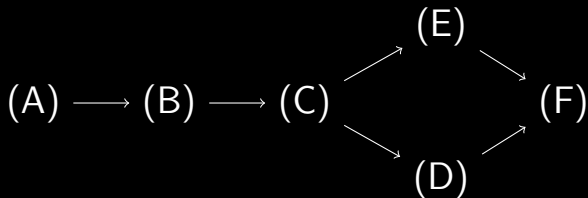


“branching”

# attempt 4: centralized



# attempt 4: centralized



“merging”

# attempt 4: centralized

this system sucks

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this system sucks

- ▶ can't work without network access

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- ▶ can't work without network access
- ▶ can't really version control scratchwork



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- ▶ Linus says it sucks

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The branching/merging stuff is cool, though.

# attempt 4: centralized

this system sucks

- ▶ can't work without network access
- ▶ can't really version control scratchwork
- ▶ Linus says it sucks

The branching/merging stuff is cool, though.

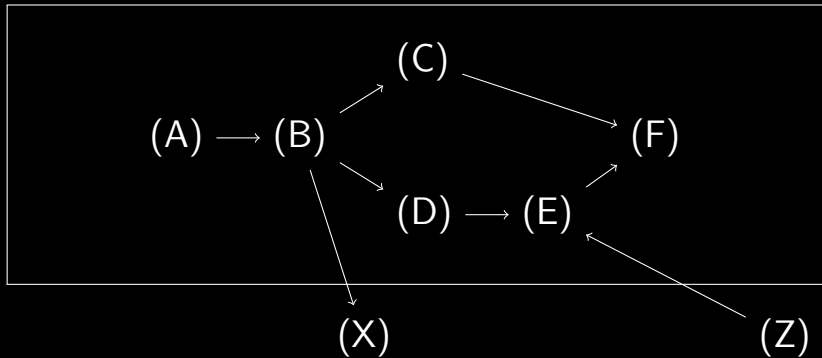
What if we could do that locally...

# attempt 5: distributed



# attempt 5: distributed

my local copy



other people's copies

# attempt 5: distributed

this system rocks

# attempt 5: distributed

this system rocks

there are a number of DVCSs:

# attempt 5: distributed

this system rocks

there are a number of DVCSs:

git



# attempt 5: distributed

this system rocks

there are a number of DVCSs:

git

mercurial

# attempt 5: distributed

this system rocks

there are a number of DVCSs:

git

mercurial

bazarr

# attempt 5: distributed

this system rocks

there are a number of DVCSs:

git

mercurial

bazarr

etc

# attempt 5: distributed

this system rocks

there are a number of DVCSs:

git

mercurial

bazarr

etc

if you don't use git, fine, but use something  
distributed!

git pros and cons

git pros

# git pros

- ▶ distributed

# git pros

- ▶ distributed (which is done by others)



# git pros

- ▶ distributed (which is done by others)
- ▶ integrity

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- ▶ integrity
- ▶ crazy fast

# git pros

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- ▶ crazy fast
- ▶ growing popularity

# git pros

- ▶ distributed (which is done by others)
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- ▶ F/OSS


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- ▶ integrity
- ▶ crazy fast
- ▶ growing popularity
- ▶ F/OSS (of course)

# git pros

- ▶ distributed (which is done by others)
- ▶ integrity
- ▶ crazy fast
- ▶ growing popularity
- ▶ F/OSS (of course)
- ▶ github.com

# git pros

- ▶ distributed (which is done by others)
- ▶ integrity
- ▶ crazy fast  main selling point
- ▶ growing popularity
- ▶ F/OSS (of course)
- ▶ github.com

git cons



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- ▶ intended for \*nix, not quite as fast on windows

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- ▶ considered one of the harder VCSs to learn
  - ▶ half the difficulty can be remedied by learning the weird commands/syntax choices
  - ▶ other half can be remedied by understanding what git is doing internally

git internrals



# crypto hash functions

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take some data, do maths on it, get something else

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extremely difficult to create data with a specific  
hash as goal

# crypto hash functions

git uses the sha1 hash

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“hello world” →

22596363b3de40b06f981fb85d82312e8c0ed511

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git uses the sha1 hash

“hello world” →

22596363b3de40b06f981fb85d82312e8c0ed511

“hello worlf” →

d2552a097179b18fee3439bd1148100085c91e7f

# crypto hash functions

uses:



# crypto hash functions

uses:

verify two files are the same

# crypto hash functions

uses:

verify two files are the same

verify a file hasn't been altered

# typical filesystem

files:

# typical filesystem

files:

“contains” data

# typical filesystem

files:

“contains” data

directories:

# typical filesystem

files:

“contains” data

directories:

“contain” files and other directories

# typical filesystem

files:

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directories:

“contain” files and other directories

symlinks (like shortcuts)

# typical filesystem

files:

“contains” data

directories:

“contain” files and other directories

symlinks (like shortcuts)

“point” to files and directories



# git is like a filesystem

yo dawg, i herd you like filesystems, so we put a  
filesystem in your filesystem so you can manage files  
while you manage files

# blobs

blob  $\approx$  file

# blobs

blob  $\approx$  file

- ▶ conceptually equivalent to a file in a filesystem

# blobs

blob  $\approx$  file

- ▶ conceptually equivalent to a file in a filesystem
- ▶ contains data

# blobs

blob  $\approx$  file

- ▶ conceptually equivalent to a file in a filesystem
- ▶ contains data
- ▶ compressed

# blobs

blob  $\approx$  file

- ▶ conceptually equivalent to a file in a filesystem
- ▶ contains data
- ▶ compressed
- ▶ filename is sha1sum of contents

# blobs

cf971...

size

slides for a presentation on git.  
use pdflatex to compile. may require several packages, such as beamer.

# trees

tree  $\approx$  directory



# trees

tree  $\approx$  directory

- ▶ conceptually equivalent to a folder/directory in a filesystem

# trees

tree  $\approx$  directory

- ▶ conceptually equivalent to a folder/directory in a filesystem
- ▶ contains list of blobs and trees

# trees

tree  $\approx$  directory

- ▶ conceptually equivalent to a folder/directory in a filesystem
- ▶ contains list of blobs and trees
  - ▶ permissions; **only executable or not executable**

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  - ▶ object type (blob or tree)

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tree  $\approx$  directory

- ▶ conceptually equivalent to a folder/directory in a filesystem
- ▶ contains list of blobs and trees
  - ▶ permissions; **only executable or not executable**
  - ▶ object type (blob or tree)
  - ▶ sha1 hash of object (actual name on file, AND verification it's not been changed)

# trees

tree  $\approx$  directory

- ▶ conceptually equivalent to a folder/directory in a filesystem
- ▶ contains list of blobs and trees
  - ▶ permissions; **only executable or not executable**
  - ▶ object type (blob or tree)
  - ▶ sha1 hash of object (actual name on file, AND verification it's not been changed)
  - ▶ in-project filename of object

# trees

5a9286...

size

100644	blob	5d2cf1...	gittalk.tex
040000	tree	bb4277...	images
100644	blob	cfd972...	README
100755	blob	548981...	example.py

# trees

5a9286...

size

100644	blob	5d2cf1...	gittalk.tex
100644	tree	bb4277...	images

bb4277...

size

100644	blob	3d5baa...	torvalds.jpg
100644	blob	acfd94...	notpr0n.jpg
100644	blob	cfd972...	README
100755	blob	548981...	example.py



# commit

commit  $\approx$  iterative backup

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- ▶ with a bit of history and other metadata

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  - ▶ pointer(s) to parent commits

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  - ▶ pointer(s) to parent commits
  - ▶ author: person who wrote the changes since the last commit
  - ▶ committer: person who made the commit itself

# commit

commit  $\approx$  iterative backup

- ▶ conceptually equivalent to an iterative backup
- ▶ effectively a snapshot of your project at a given point in time
- ▶ with a bit of history and other metadata
  - ▶ pointer(s) to parent commits
  - ▶ author: person who wrote the changes since the last commit
  - ▶ committer: person who made the commit itself
  - ▶ comment: information about this commit; eg, what changed since last commit? why have the commit at all?



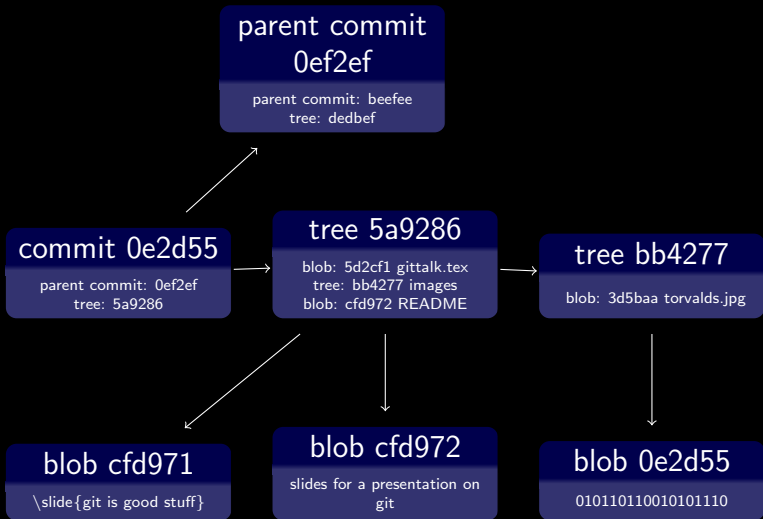
# commit

0e2d55...

size

tree	5a9286...
parent	9f10c0...
author	paradigm
committer	paradigm
comment	reworked \slide, added arrows

# map



# trees and blobs

now that you understand trees and blobs

# trees and blobs

now that you understand trees and blobs  
you can forget about them

# trees and blobs

now that you understand trees and blobs

you can forget about them

commits, heads and tags are where the action is at

# heads/branches

head  $\approx$  symlink to iterative backup

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typically a pointer to a commit (one exception)

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generally how you reference a commit that is  
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“master” is usually the primary head

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generally how you reference a commit that is  
actively considered/worked on

“master” is usually the primary head

HEAD is a head pointing to the current head (often  
“master”)

# heads/branches

head  $\approx$  symlink to iterative backup

typically a pointer to a commit (one exception)

generally how you reference a commit that is  
actively considered/worked on

“master” is usually the primary head

HEAD is a head pointing to the current head (often  
“master”)

HEAD is like a symlink to where the next backup  
will go

# heads/branches

HEAD

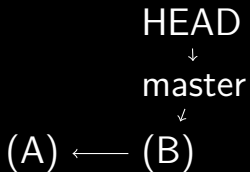


master

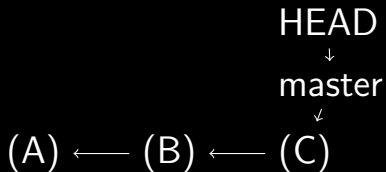


(A)

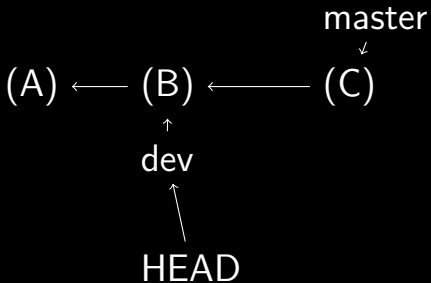
# heads/branches



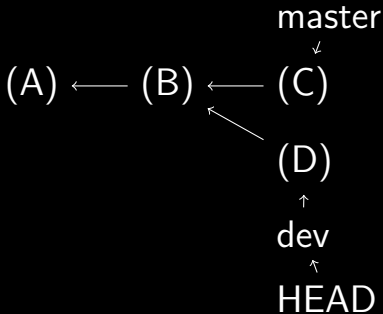
# heads/branches



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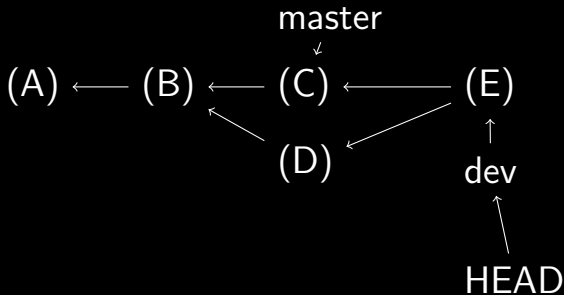


# heads/branches

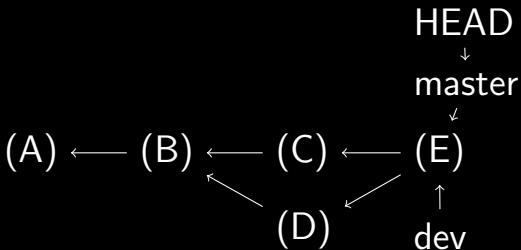




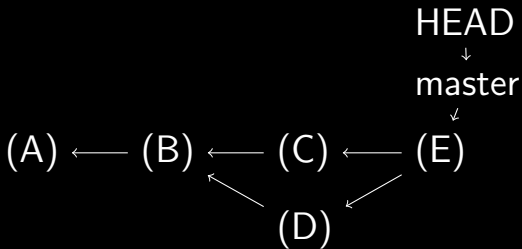
# heads/branches



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# tags

tags are pointers to commits

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these are more for archival purposes, such as  
releases

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e.g.: “v2.2.4”

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releases

e.g.: “v2.2.4”

can have an optional gpg signature

# summary

blobs  $\approx$  files



# summary

blobs  $\approx$  files

trees  $\approx$  directories, point to blobs and trees

# summary

blobs  $\approx$  files

trees  $\approx$  directories, point to blobs and trees

commit  $\approx$  iterative backups

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blobs  $\approx$  files

trees  $\approx$  directories, point to blobs and trees

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heads  $\approx$  symlinks to recently changed or soon to be changed backups

# summary

blobs  $\approx$  files

trees  $\approx$  directories, point to blobs and trees

commit  $\approx$  iterative backups

heads  $\approx$  symlinks to recently changed or soon to be changed backups

tags  $\approx$  symlinks to significant archival backups

three states of being

# working directory

the copy of a files and directories you can edit

# working directory

the copy of a files and directories you can edit  
“checked out” copy

# working directory

the copy of a files and directories you can edit

“checked out” copy

everything in the project's directory other than the  
“.git” directory



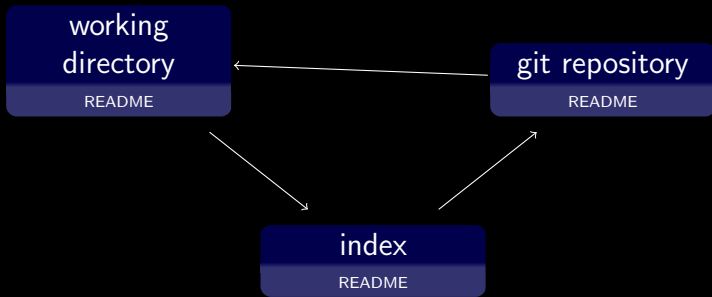
# staged/indexed/cached

the state files are in which are about to be  
committed

# git directory/repository

things in here are managed by git

# life-cycle of a file



basic commands

# command overview

git comes with roughly one million-billion commands

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git comes with roughly one million-billion commands  
most are “plumbing”

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most are “plumbing” - not for direct human  
consumption

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git comes with roughly one million-billion commands

most are “plumbing” - not for direct human  
consumption

rest are “porcelain” - feel free to use

the command “git” can call all the other commands

# command overview

git comes with roughly one million-billion commands

most are “plumbing” - not for direct human  
consumption

rest are “porcelain” - feel free to use

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feel free to use space or dash, either is fine

man git-foo for help

# play along time!

if you've got git installed, feel free to play along

# git-init

initializes a new git repository

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```
git-init /home/paradigm/osc_git_talk/
```



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```

```
git-init .
```

# git-add

adds current version of file or directory to staging  
area/index/cache

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```
git add README
```

can add file to .gitignore ignore from future git-adds

# git-rm

removes files or directories from staging area and  
working directory

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removes files or directories from staging area and working directory

just deleting file without telling git doesn't remove it from the staging area or being committed

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```
git rm README
```



# git-mv

renames or moves file or directory

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```
git mv README INSTALL
```

# four pre-commit states of being

untracked: in the working directory, ignored by git

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unmodified: unchanged from last copy in the git repository; staging and committing won't do anything

modified: previously tracked by git, changed since last commit, but not staged. Automatically staged with `git commit -a`

staged: ready to be committed



# git-status

shows current status of files in working directory,  
index, merge situation

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```
git status
```

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prompts for comment with default editor, or in-line with -m flag

--amend: change last commit

```
git commit --amend -a -m "fixed crashing  
on start bug"
```

# git-log

shows log of the commits.



# git-log

shows log of the commits.

-graph

# git-log

shows log of the commits.

-graph

-pretty=oneline

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`-graph`

`-pretty=oneline`

`-pretty=format:"%h - %an, %ar : %s"`

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`-since=2.weeks`

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shows log of the commits.

`-graph`

`--pretty=oneline`

`--pretty=format:"%h - %an, %ar : %s"`

`--since=2.weeks`

```
git log --graph --pretty=oneline
```

# git-clone

clones a repository

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clones a repository

```
git clone
```

```
http://opensource.osu.edu/git/yanovich/phenny
```

# referring to a commit directly

- ▶ via head (eg: HEAD, master)



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- ▶ via head (eg: HEAD, master)
- ▶ via sha1 hash, or unique partial hash

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- ▶ (get from git-log)

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- ▶ via head (eg: HEAD, master)
- ▶ via sha1 hash, or unique partial hash
- ▶ (get from git-log)
- ▶ via tag

# referring to a commit with offset

- ▶ `branch@{time}`, eg: `master@{yesterday}`

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- ▶ `branch@{N}`, N commits back

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- ▶ `commit^N`, Nth parent (for merges)

# referring to a commit with offset

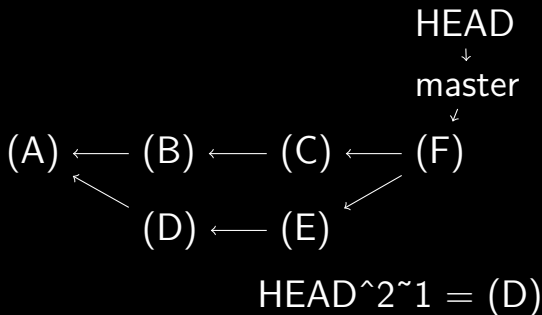
- ▶ `branch@{time}`, eg: `master@{yesterday}`
- ▶ `branch@{N}`, N commits back
- ▶ `commit^N`, Nth parent (for merges)
- ▶ `commit~N`, Nth grandparent

# referring to a commit with offset

- ▶ `branch@{time}`, eg: `master@{yesterday}`
- ▶ `branch@{N}`, N commits back
- ▶ `commit^N`, Nth parent (for merges)
- ▶ `commit~N`, Nth grandparent
- ▶ can combine these:  
`master@{yesterday}~3^^^`



# referring to a commit with offset



# git-show

show information on blob, tree, tag or commit

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```
git show de03ee~3
```

# git-reset

–mixed (default) resets index. undo a git-add

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- hard resets working directory and index. undo a change in the working directory.

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```
git reset .gittalk.swp HEAD
```

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```

```
git reset --hard HEAD
```

# range of commits

double dot: what is reachable from second but not first?

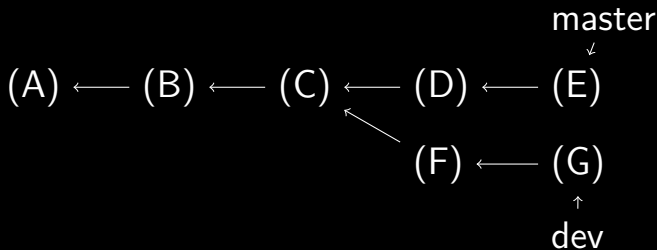


# range of commits

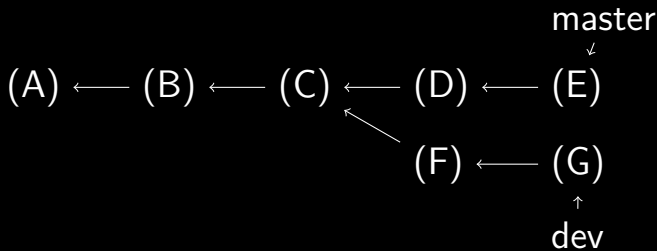
double dot: what is reachable from second but not first?

triple dot: what commits are reachable from either but not both?

# range of commits

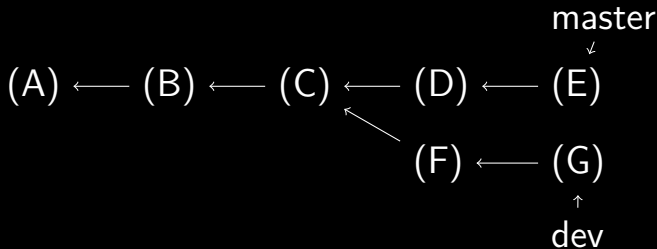


# range of commits



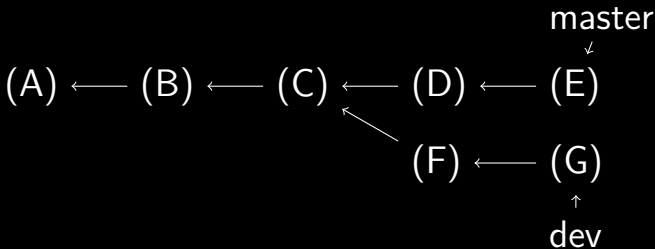
```
git log master~3..master: (C), (D)
```

# range of commits



```
git log master~3..master: (C), (D)  
git log master..dev: (G), (F)
```

# range of commits



```
git log master~3..master: (C), (D)
git log master..dev: (G), (F)
git log master...dev: (D), (E), (F), (G)
```

# git-diff

compare between working area, index, and commits

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can take files or commits as arguments

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```
git diff HEAD~2 HEAD
```

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no flag: show difference between modified and staged

-cached: show difference between unmodified and staged (ie, staged)

can take files or commits as arguments

```
git diff HEAD~2 HEAD
```

```
git diff --cached README
```

# git-branch

no arguments: list heads

# git-branch

no arguments: list heads

one argument: create new head

# git-branch

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one argument: create new head

-d flag: deletes head

# git-branch

no arguments: list heads

one argument: create new head

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`git branch`

# git-branch

no arguments: list heads

one argument: create new head

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```
git branch
```

```
git branch dev
```



# git-branch

no arguments: list heads

one argument: create new head

-d flag: deletes head

```
git branch
```

```
git branch dev
```

```
git branch -d dev
```

# git-checkout

move HEAD to branch, changes working directory  
to branch's commit's files

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-b flag: `git-branch foo && git-checkout foo`

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-b flag: `git-branch foo && git-checkout foo`  
`git checkout dev`

# git-checkout

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to branch's commit's files

-b flag: `git-branch foo && git-checkout foo`

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`git checkout -b test`

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can be used to reset one file to a previous version:

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to branch's commit's files

-b flag: `git-branch foo && git-checkout foo`

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`git checkout -b test`

can be used to reset one file to a previous version:

`git checkout HEAD~3 README`

# git-merge

create a new commit by combining two (or more)  
branches



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create a new commit by combining two (or more)  
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```
git merge dev
```

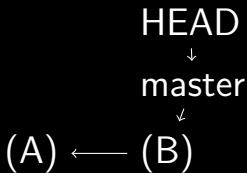
branching visual

# branching visual

HEAD  
↓  
master  
↓  
(A)

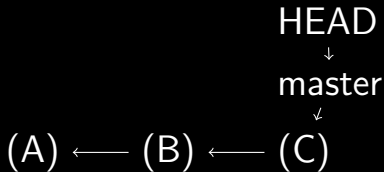
```
vi foo && git add foo && git commit
```

# branching visual



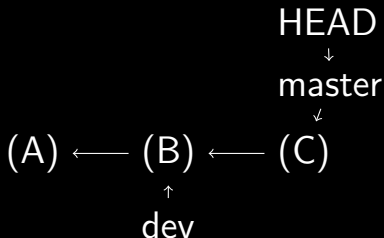
```
vi foo && git add foo && git commit
```

# branching visual



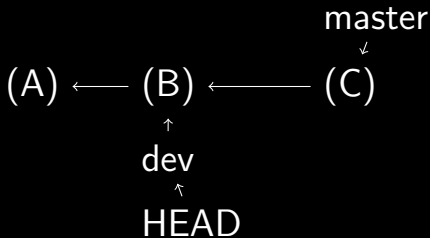
```
vi foo && git add foo && git commit
```

# branching visual



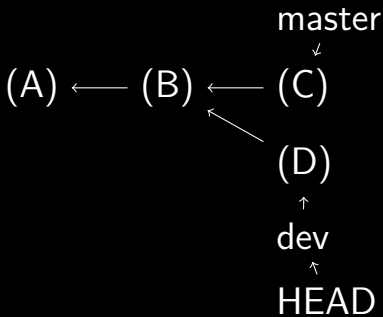
```
git branch dev HEAD~2
```

# branching visual



```
git checkout dev
```

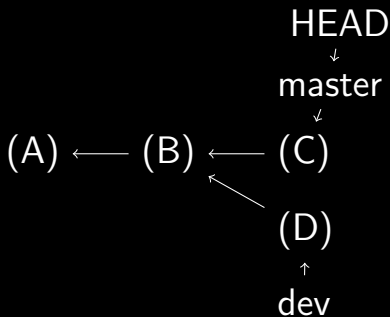
# branching visual



```
vi foo && git add foo && git commit
```

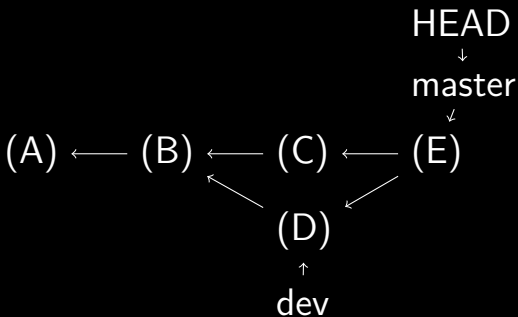


# branching visual



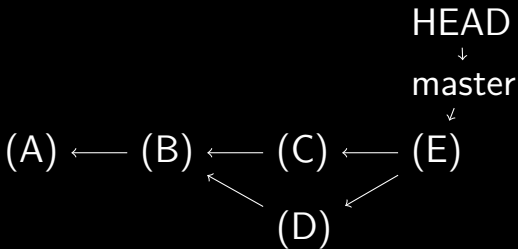
`git checkout master`

# branching visual



```
git merge dev
```

# branching visual



```
git branch -d dev
```

# how merging works

go back in history to last shared commit

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go back in history to last shared commit  
look at diffs along other branch

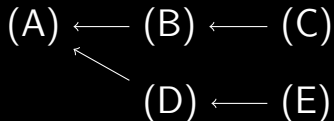
# how merging works

go back in history to last shared commit

look at diffs along other branch

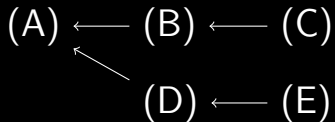
apply to current branch

# how merging works



```
git checkout (C) && git merge (E)
```

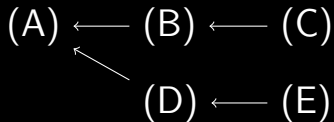
# how merging works



common ancestor (A)

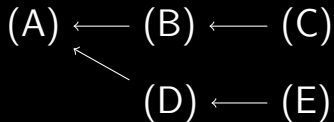


# how merging works



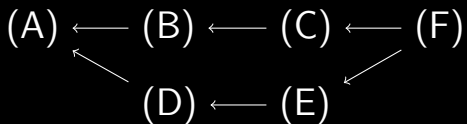
apply  $\Delta(D)$  to (C)

# how merging works



apply  $\Delta(E)$  to (C)

# how merging works



move current head to (F)

# how merging works

if git gets confused when mergeing:

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`git status` to see where the conflict is

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edit relevant file(s). `<<<`, `===`, and `>>>` mark  
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once fixed, `git commit` to finish merger

# how merging works

if git gets confused when mergeing:

`git status` to see where the conflict is

edit relevant file(s). `<<<`, `===`, and `>>>` mark  
where the conflict is

once fixed, `git commit` to finish merger

or cancel with `git reset --hard HEAD`



# branch workflows

Stable and dev branches

master

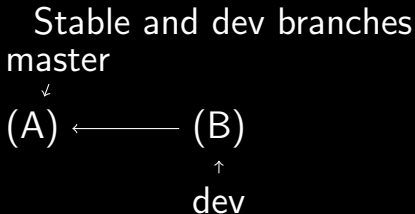


(A)

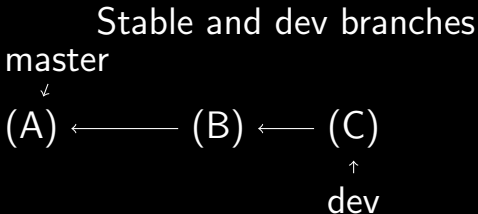


dev

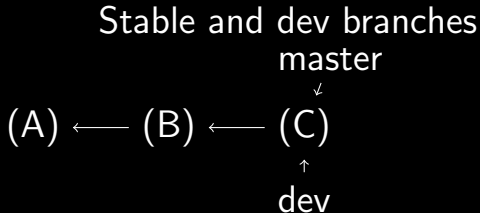
# branch workflows



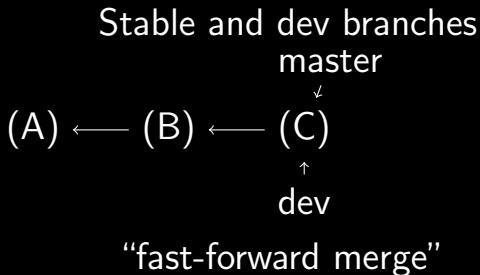
# branch workflows



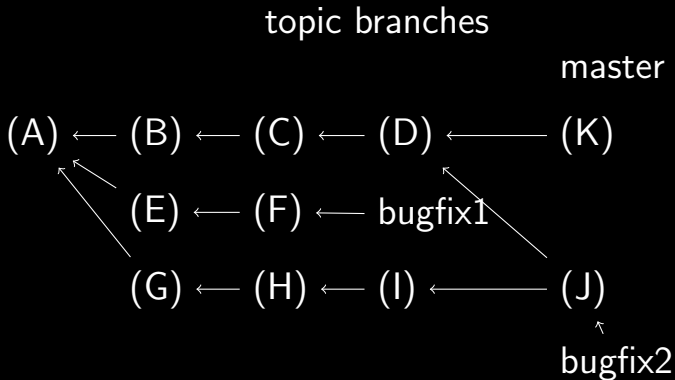
# branch workflows



# branch workflows



# branch workflows



# remote branch

essentially just a head pointing to a head on someone else's computer, for tracking purposes

# remote branch

essentially just a head pointing to a head on  
someone else's computer, for tracking purposes  
automatically created with `git-clone`



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essentially just a head pointing to a head on  
someone else's computer, for tracking purposes

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e.g.: `origin/master`

# git-remote

manage tracked repositories

# git-remote

manage tracked repositories

add: adds new tracked repository

# git-remote

manage tracked repositories

add: adds new tracked repository

rm: deletes tracked repository

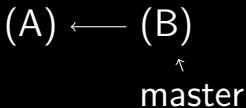
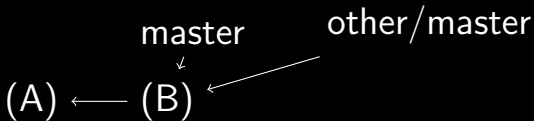
# git-fetch

update information from a tracking branch

# remote visual

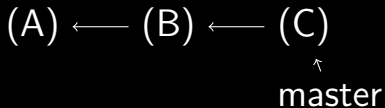
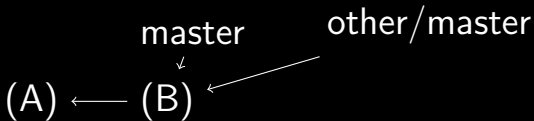
(A) ← (B)  
↑  
master

# remote visual



```
git clone foo.com/foo.git
```

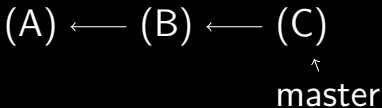
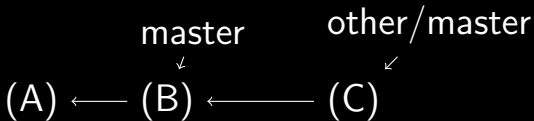
# remote visual



other guy does: `git commit`

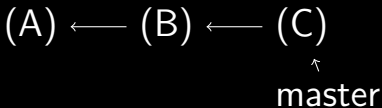


# remote visual



`git fetch origin`

# remote visual



```
git merge origin master
```

# git-pull

combines `git-fetch` and `git-merge` into one  
command

# git-push

requests other computer to do a `git-pull` on your  
branch

# git-push

requests other computer to do a `git-pull` on your  
branch

useful for a central repository

# git-push

requests other computer to do a `git-pull` on your  
branch

useful for a central repository

must be up-to-date before pushing or will get error!

# git-push

requests other computer to do a `git-pull` on your  
branch

useful for a central repository

most be up-to-date before pushing or will get error!

delete remote branch:

```
git push origin :branchname
```

# git protocols

git can use the following protocols for  
fetch/push/pull:



# git protocols

git can use the following protocols for  
fetch/push/pull:  
local protocol

# git protocols

git can use the following protocols for  
fetch/push/pull:

local protocol

ssh protocol

# git protocols

git can use the following protocols for  
fetch/push/pull:

- local protocol

- ssh protocol

- git protocol

# git protocols

git can use the following protocols for  
fetch/push/pull:

- local protocol

- ssh protocol

- git protocol

- http(s) protocol

medium git

# tags

tags are usually used to mark releases

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two types of tags: lightweight and annotated

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lightweight: basically a frozen branch, little  
metadata



# tags

tags are usually used to mark releases

two types of tags: lightweight and annotated

lightweight: basically a frozen branch, little  
metadata

annotated: lots of metadata, such as optional gpg  
key

# git-tag

no argument/flags: list tags

# git-tag

no argument/flags: list tags

one argument, no flags: create lightweight tag

# git-tag

no argument/flags: list tags

one argument, no flags: create lightweight tag

-a flag: annontated

# git-tag

no argument/flags: list tags

one argument, no flags: create lightweight tag

-a flag: annontated

-s flag: annontated and signed

# git-config

```
git config --user.name "Daniel Thau"
```

# git-config

```
git config --user.name "Daniel Thau"  
git config --core.editor vim
```

# git-config

```
git config --user.name "Daniel Thau"
```

```
git config --core.editor vim
```

```
git config --global alias.co checkout
```



# git-stash

```
git stash
```

# git-stash

```
git stash
```

```
git stash list
```

# git-stash

```
git stash
```

```
git stash list
```

```
git stash apply
```

# git-stash

```
git stash
```

```
git stash list
```

```
git stash apply
```

```
git stash branch
```

# git add -i

interactive menus for selecting what should be  
staged/indexed/cached

# git add -i

interactive menus for selecting what should be  
staged/indexed/cached

potentially easier than running `git status` every  
thirty seconds

# referring to trees or blobs

tree:  $\text{commit}^{\{\text{tree}\}}$

# referring to trees or blobs

tree: commit<sup>{tree}</sup>

blob: commit:/path/to/file



# git-grep

like grep, but can search through git's history

# git-gc

compress history

# git-gc

compress history  
takes a while

# git-fsck

does a number of consistency checks, just in case

# git-fsck

does a number of consistency checks, just in case  
often warns about “dangling objects” - don't worry,  
not harmful

# git-blame

shows who changed what on each line

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```
git blame README
```

# git-format-patch

produces series of patch files in current directory



# git-send-email

grabs patches from git format-patch and emails  
them

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grabs patches from git format-patch and emails  
them

good when you've got a lot of patches

# bare git repository

no working directory

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no working directory

good for push/pull server

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no working directory

good for push/pull server

```
git --bare init
```

advanced git

# changing history

don't change history of something you've pushed or  
someone else has pulled.

# changing history

don't change history of something you've pushed or  
someone else has pulled.

may be useful before a push/pull to clean things up  
and make it easier for others to parse



# changing last commit

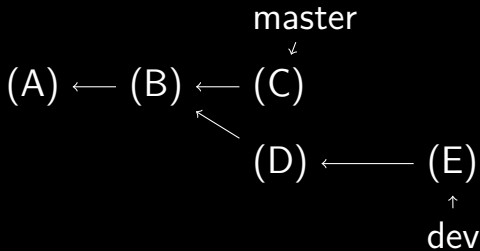
make changes in working directory

# changing last commit

make changes in working directory

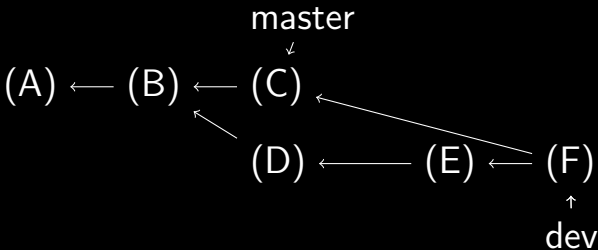
```
git commit --amend
```

# git rebase



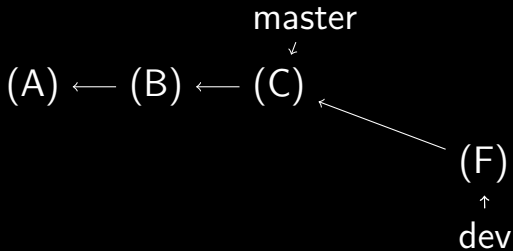
`git checkout dev`

# git rebase



`git merge master`

# git rebase



`git rebase master`

# git rebase

if conflict arises:

# git rebase

if conflict arises:

fix like a merge commit

# git rebase

if conflict arises:

fix like a merge commit

```
git add fixed files
```



# git rebase

if conflict arises:

fix like a merge commit

`git add fixed files`

`git rebase --continue`

# git rebase

if conflict arises:

fix like a merge commit

`git add fixed files`

`git rebase --continue`

or you can always

# git rebase

if conflict arises:

fix like a merge commit

`git add fixed files`

`git rebase --continue`

or you can always

`git rebase --abort`

# git-rebase -i

alter between current commit and argument

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```
git rebase -i HEAD~3
```

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will list commits thusly:

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(action) (partial-sha1) (commit message)

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git rebase -i HEAD~3
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will list commits thusly:

(action) (partial-sha1) (commit message)

re-arrange commit order



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alter between current commit and argument

```
git rebase -i HEAD~3
```

will list commits thusly:

(action) (partial-sha1) (commit message)

re-arrange commit order

change the (action)

# git-rebase -i “pick”

(action)=“pick”: leave alone, continue with  
rebasing

# git-rebase -i “squash”

(action)=“squash”: combine with previous commit

# git-rebase -i “squash”

(action)=“squash”: combine with previous commit  
will prompt for new commit comment

# git-rebase -i “squash”

(action)=“squash”: combine with previous commit  
will prompt for new commit comment  
may have merge conflict - treat like normal merge  
conflicts

# git-rebase -i “squash”

(action)=“squash”: combine with previous commit  
will prompt for new commit comment  
may have merge conflict - treat like normal merge  
conflicts  
rebasing will continue

# git-rebase -i “edit”

(action)=“edit”: change commit

# git-rebase -i “edit”

(action)=“edit”: change commit  
rebasing will pause at selected commit



# git-rebase -i “edit”

(action)=“edit”: change commit  
rebasing will pause at selected commit  
edit files

# git-rebase -i "edit"

(action)="edit": change commit  
rebasing will pause at selected commit  
    edit files  
    git add

# git-rebase -i "edit"

(action)="edit": change commit  
rebasing will pause at selected commit

edit files

git add

git commit --amend

# git-rebase -i "edit"

(action)="edit": change commit  
rebasing will pause at selected commit

edit files

git add

git commit --amend

git rebase --continue

# git-rebase -i "edit"

(action)="edit": change commit

rebasing will pause at selected commit

edit files

git add

git commit --amend

git rebase --continue

may have merge conflict - treat like normal merge  
conflicts

# git-bisect

great for finding when a regression occurred

# git-bisect

great for finding when a regression occurred

```
git bisect start
```

# git-bisect

great for finding when a regression occurred

```
git bisect start
```

```
git bisect good foo
```



# git-bisect

great for finding when a regression occurred

```
git bisect start
```

```
git bisect good foo
```

```
git bisect bad bar
```

# git-bisect

great for finding when a regression occurred

```
git bisect start
```

```
git bisect good foo
```

```
git bisect bad bar
```

```
regression? git bisect bad
```

# git-bisect

great for finding when a regression occurred

```
git bisect start
```

```
git bisect good foo
```

```
git bisect bad bar
```

```
regression? git bisect bad
```

```
good? git bisect good
```

# git-bisect

great for finding when a regression occurred

```
git bisect start
```

```
git bisect good foo
```

```
git bisect bad bar
```

```
regression? git bisect bad
```

```
good? git bisect good
```

```
finished? git bisect reset
```

# git hooks

handy scripts that are automatically run at certain times

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located in `.git/hooks`

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git ignores those that end in `.sample`

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comment explains details



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handy scripts that are automatically run at certain times

located in `.git/hooks`

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comment explains details

edit to your heart's content

# references

“understanding git conceptually”

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<http://www.eecs.harvard.edu/~cduan/technical/git/>

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“pro git”

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“git community book”

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“git community book”

<http://book.git-scm.com/>