Using Git on OS X

Munich CocoaHeads 2009-11-12 2009-12-10 ©2009 Stephen Riehm

Coming up

Basic Concepts

Daily Git

Git with XCode

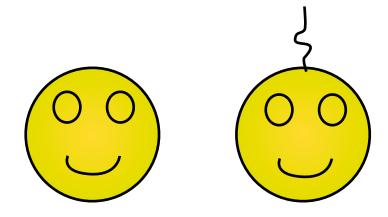
Non-Obvious Git



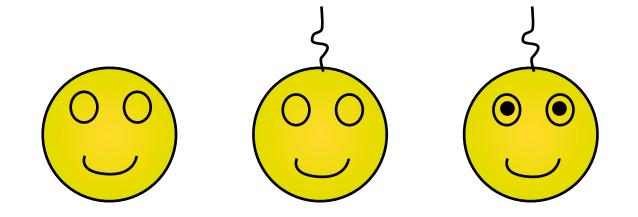




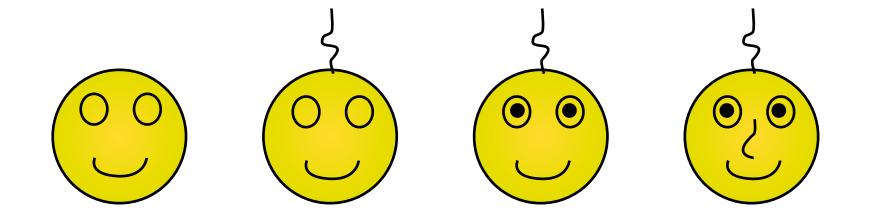




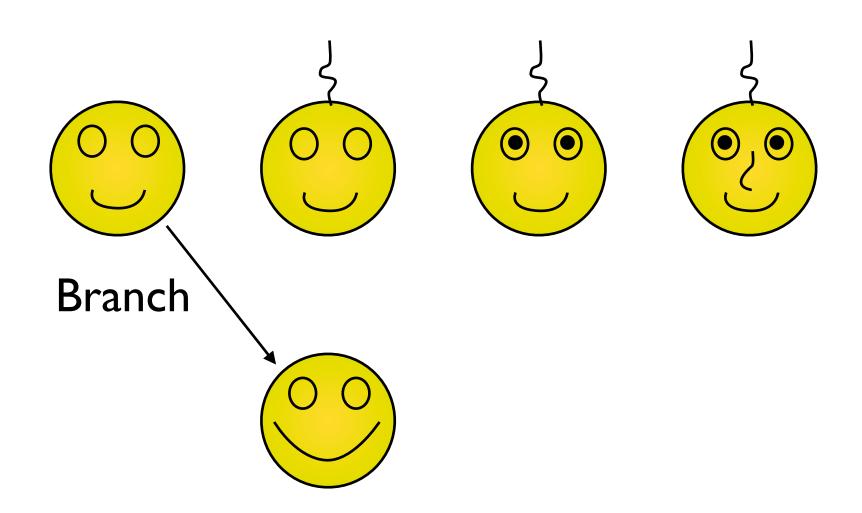




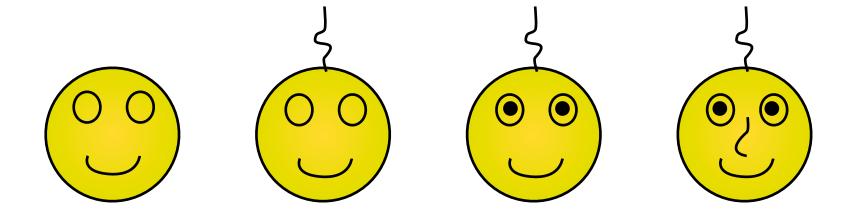








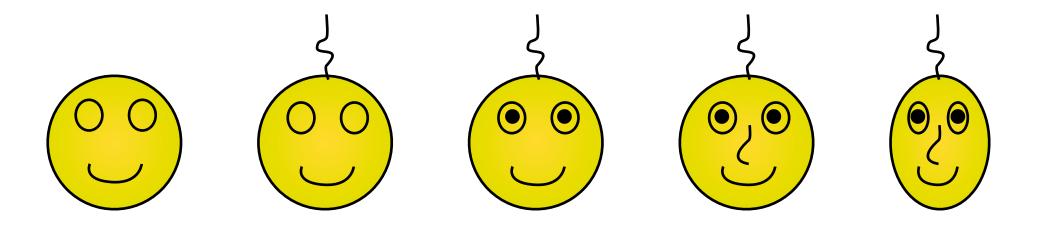








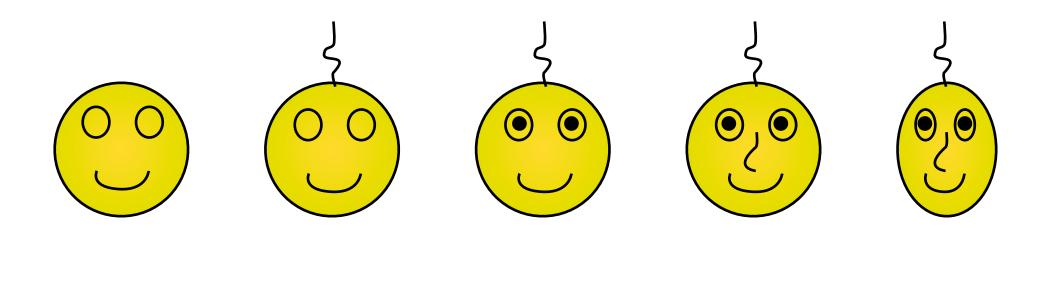






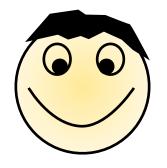




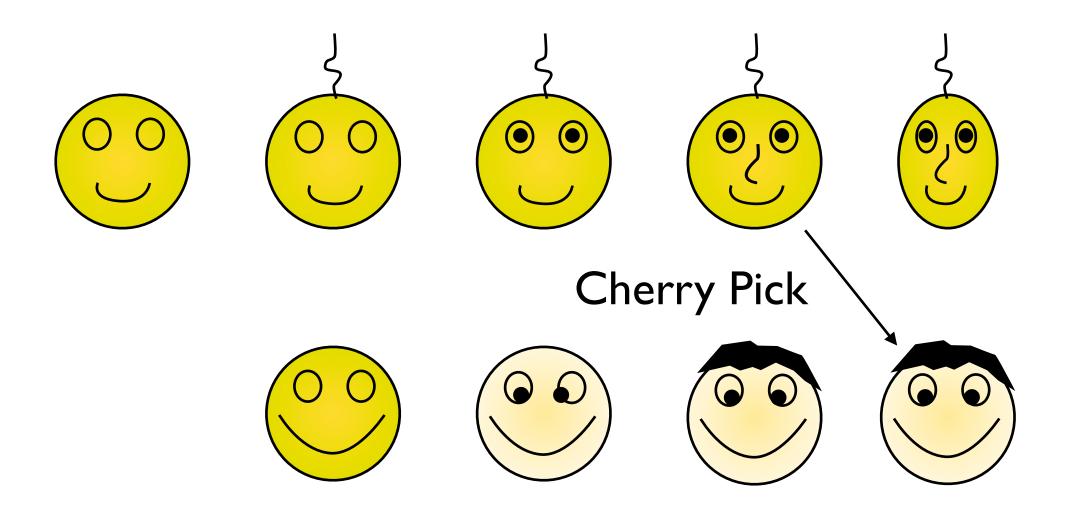




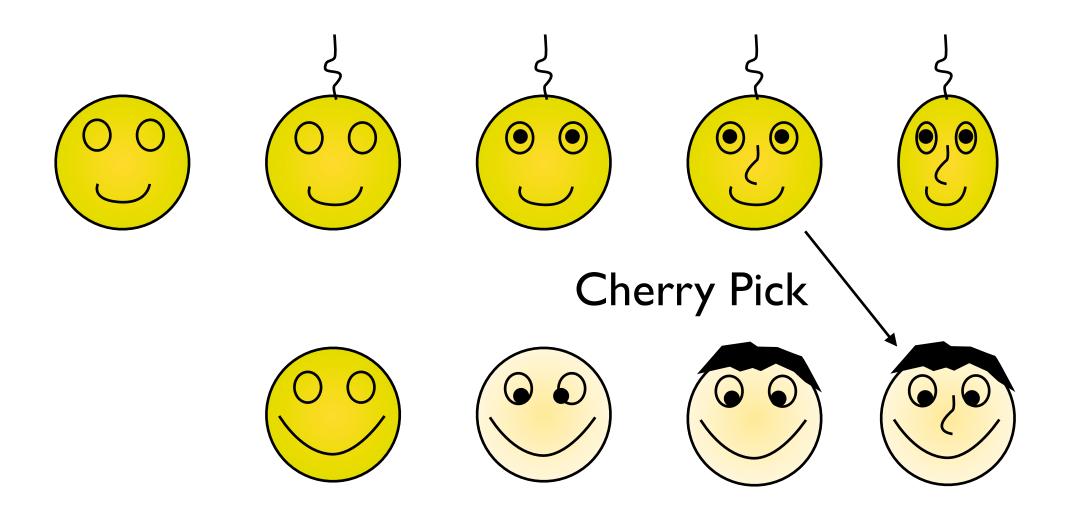




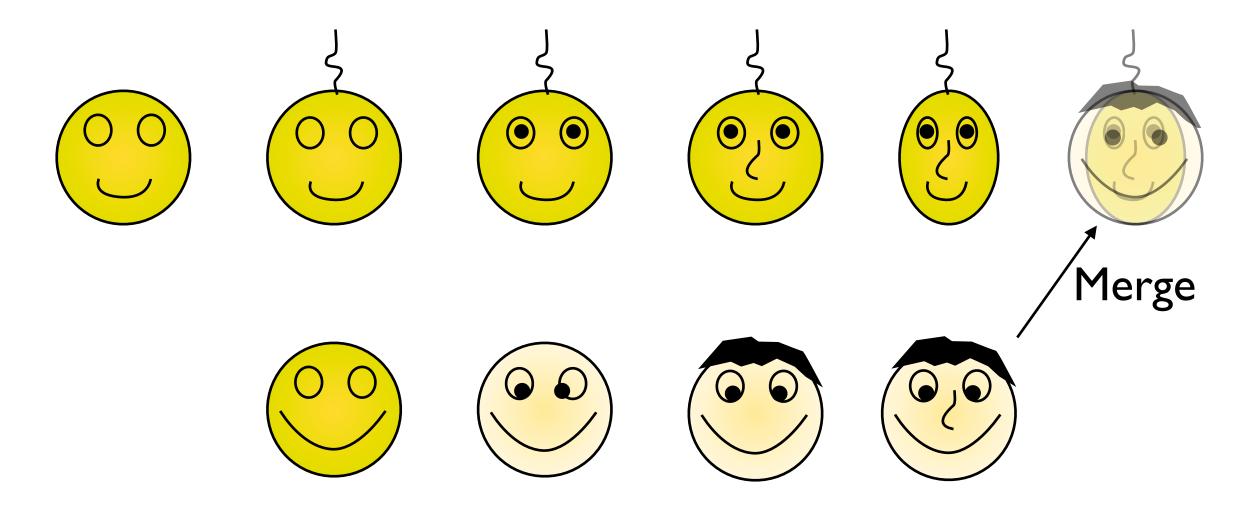




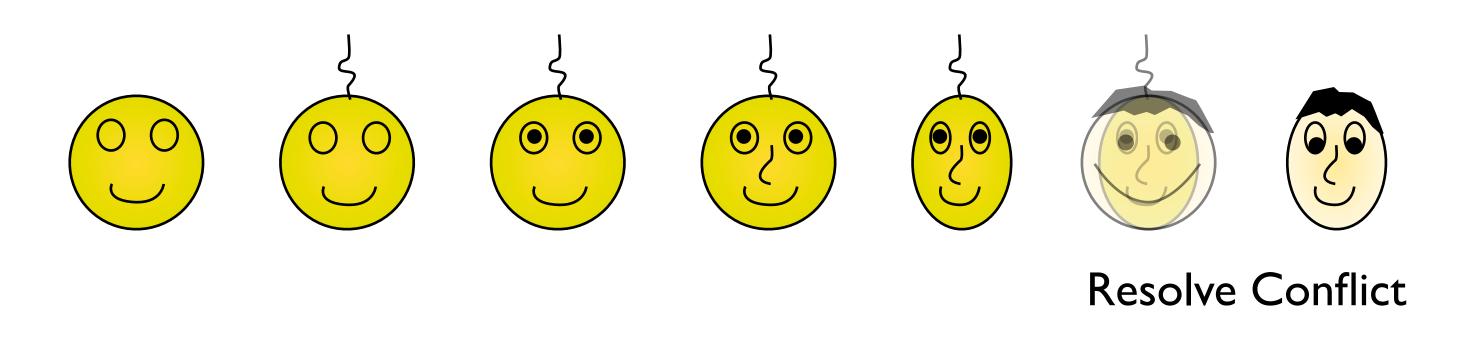




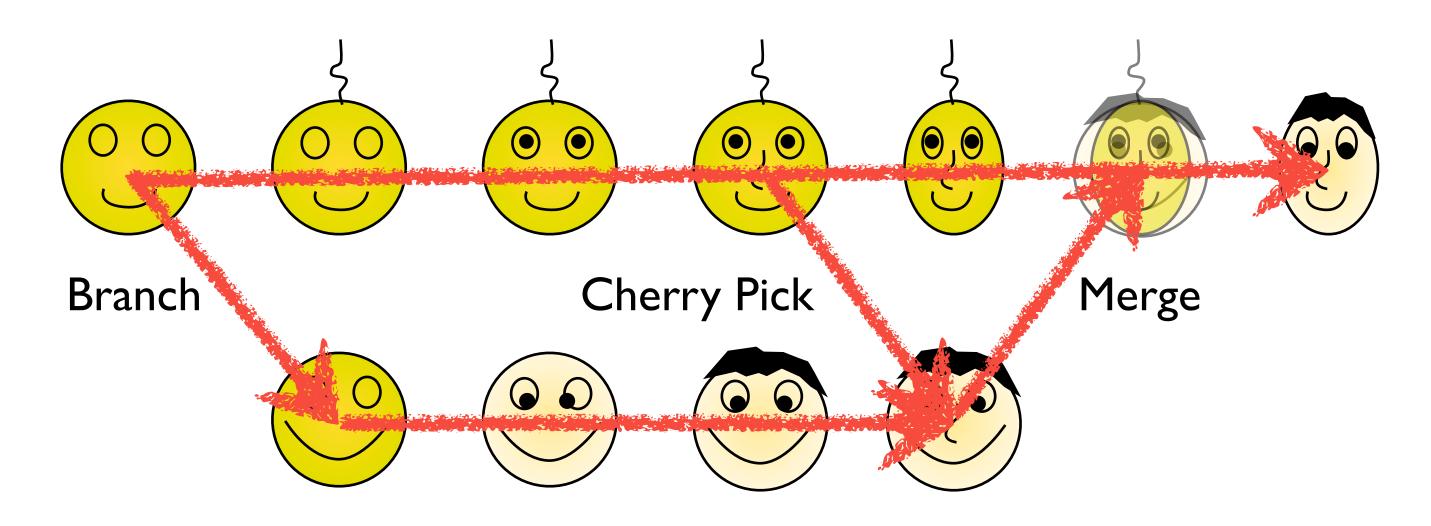




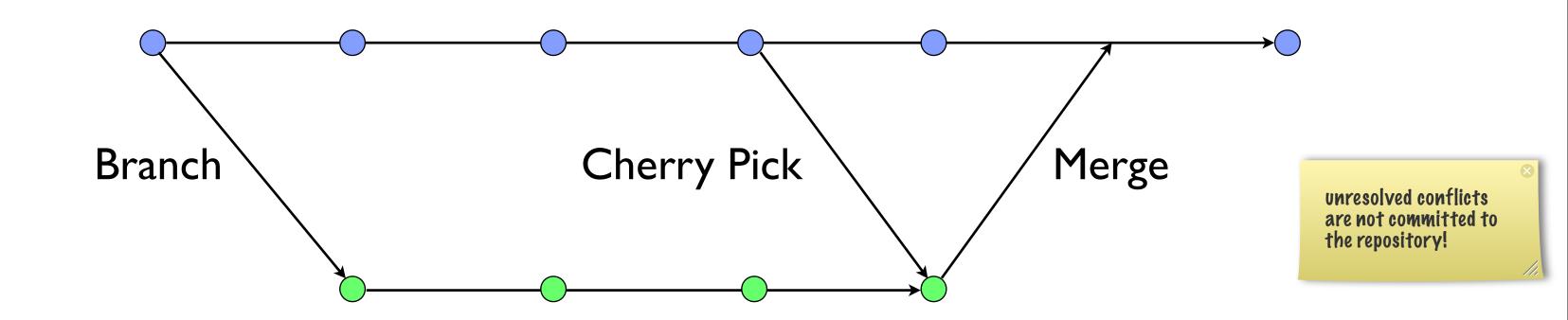






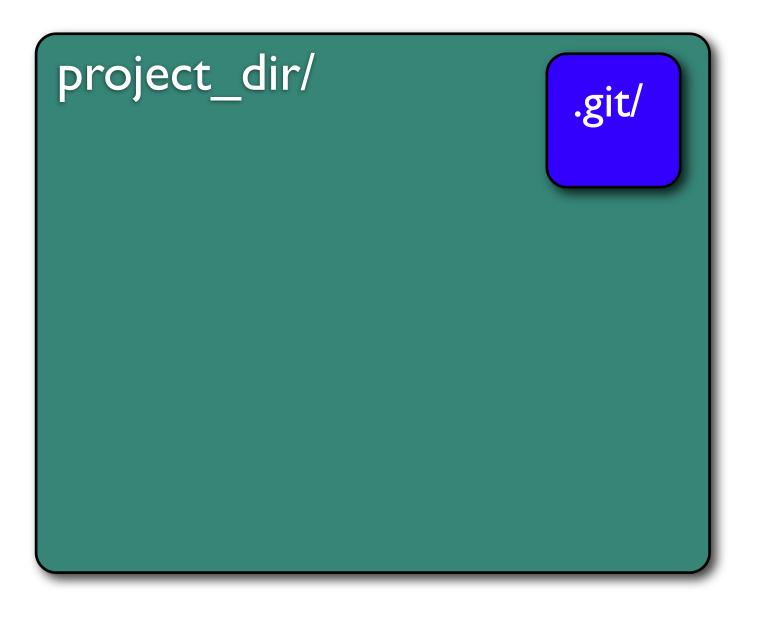






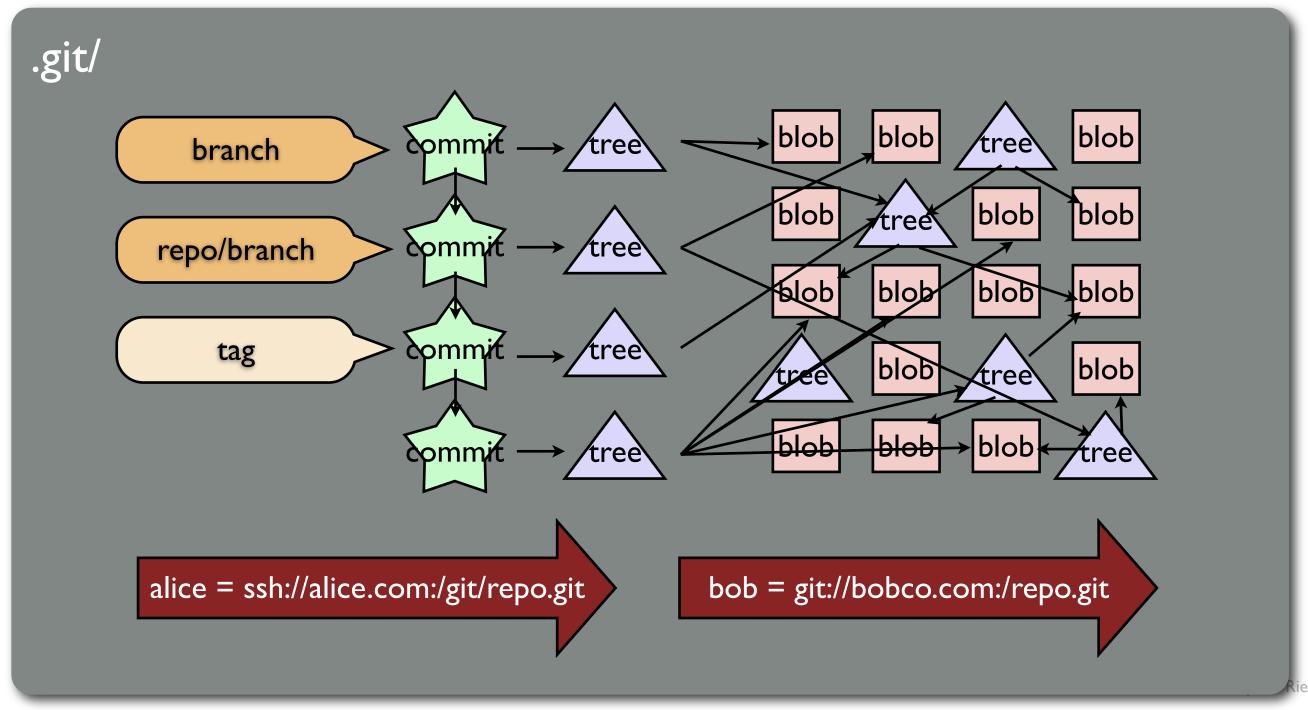


Git is SCM in a Directory





Inside Git

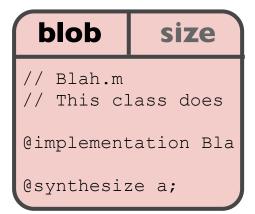




iehm, Munich, Germany

Git's Bits

Blobs



Commits



Trees

tree			size
rw-rw-rw-	blob	5b1d3	ReadMe
rwxrwxrwx	tree	03e78	Classes
rwxrwxrwx	tree	cdc8b	Resources
rw-rw-rw-	blob	cba0a	Info.plist
rwxrwxrwx	blob	911e7	distrib.pl

Tags

tag	size	
commit	ae668	
type	commit	
tagger	Scott	
tag message		



```
blob size

// Blah.m
// This class does

@implementation Bla

@synthesize a;
```



SHA-1

```
blob size

// Blah.m
// This class does

@implementation Bla
@synthesize a;
```



56906c1725109d441fe846300fd4e57063cc6d6b

```
blob size

// Blah.m
// This class does

@implementation Bla

@synthesize a;
```



56906c1...

```
blob size

// Blah.m
// This class does

@implementation Bla
@synthesize a;
```



Trees

tree			size
rw-rw-rw-	blob	5b1d3	ReadMe
rwxrwxrwx	tree	03e78	Classes
rwxrwxrwx	tree	cdc8b	Resources
rw-rw-rw-	blob	cba0a	Info.plist
rwxrwxrwx	blob	911e7	distrib.pl



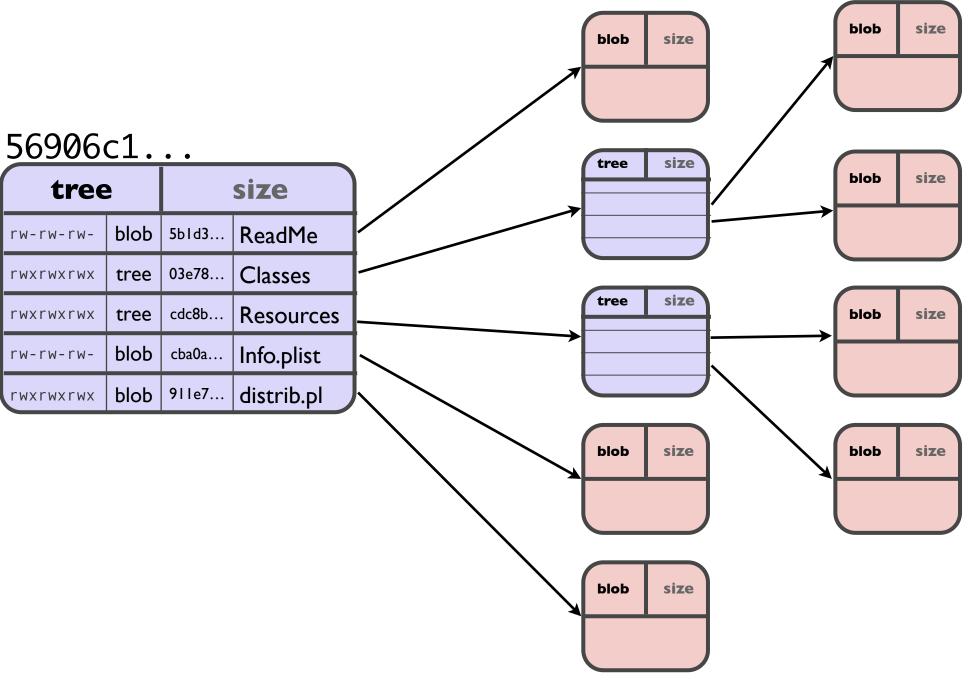
Trees

56906c1...

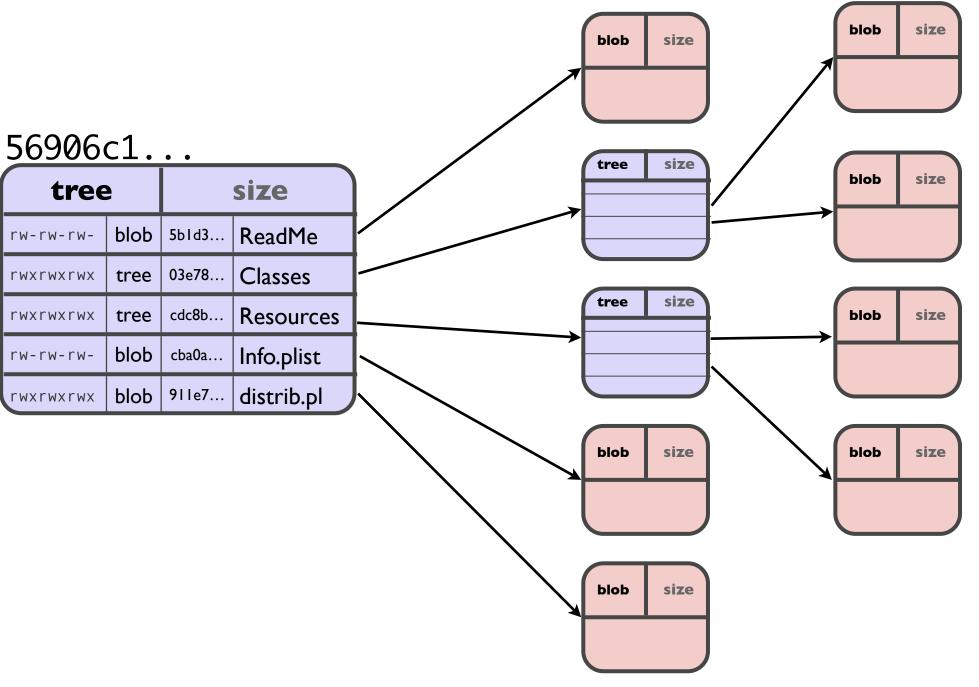
tree			size
rw-rw-rw-	blob	5b1d3	ReadMe
rwxrwxrwx	tree	03e78	Classes
rwxrwxrwx	tree	cdc8b	Resources
rw-rw-rw-	blob	cba0a	Info.plist
rwxrwxrwx	blob	911e7	distrib.pl



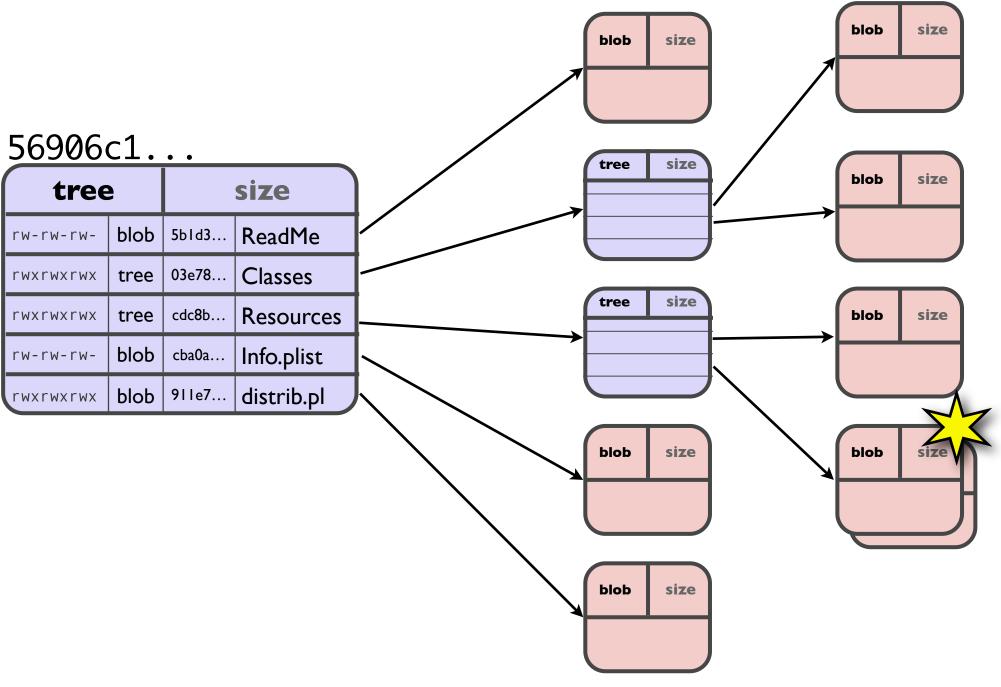
Trees



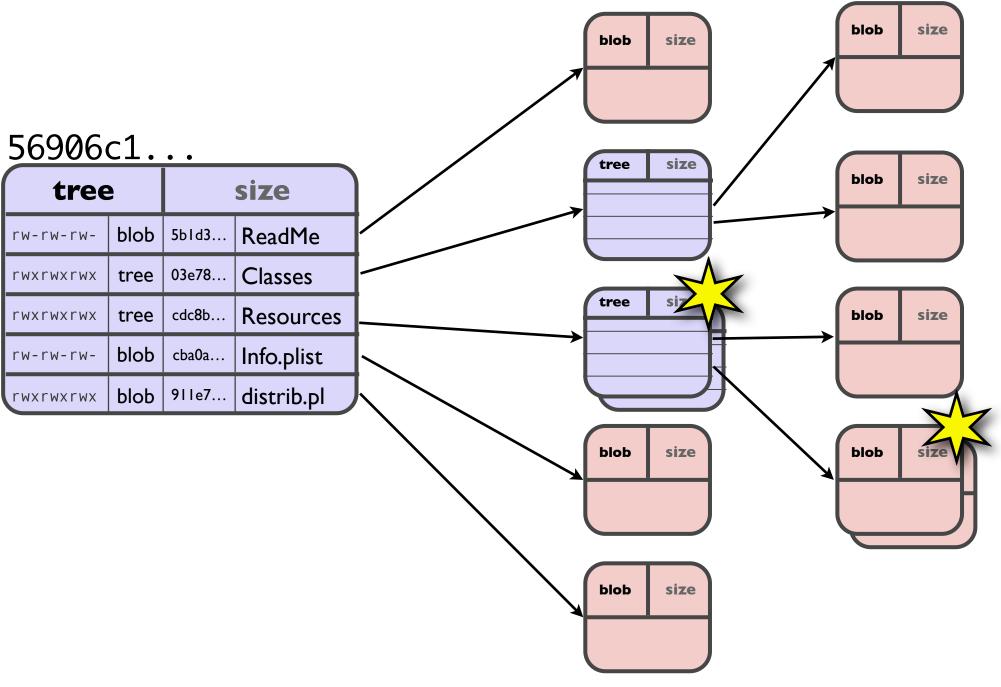




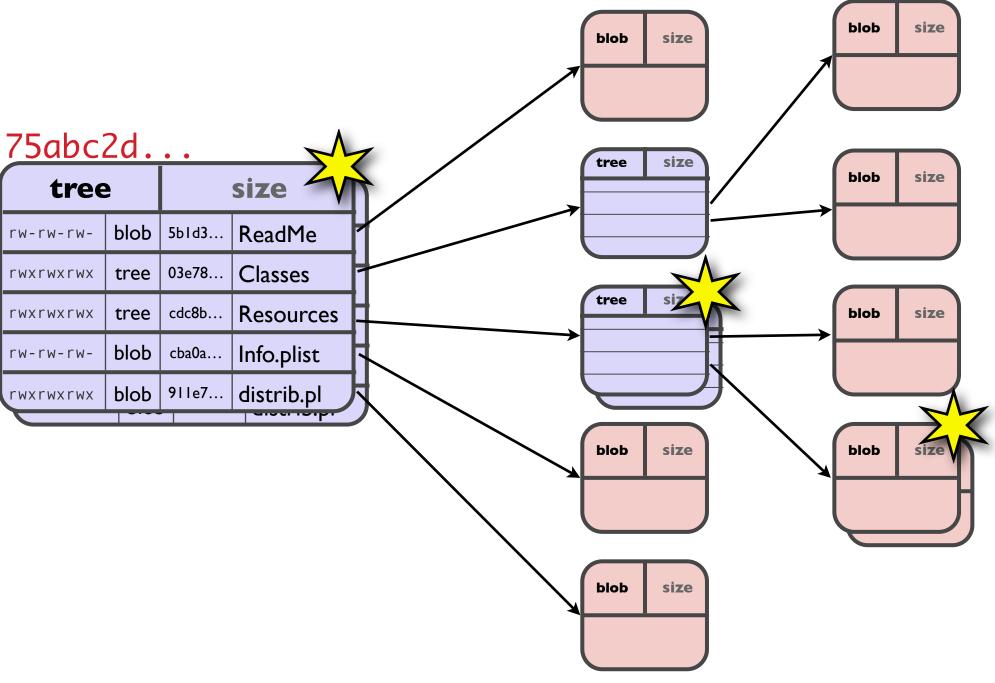














Commits

commit		size
tree	c46	ec5
previous commit	a14	19e
author	Sco	ott
commiter	Sco	ott
date	20	09-11-10 21:15
commit message		



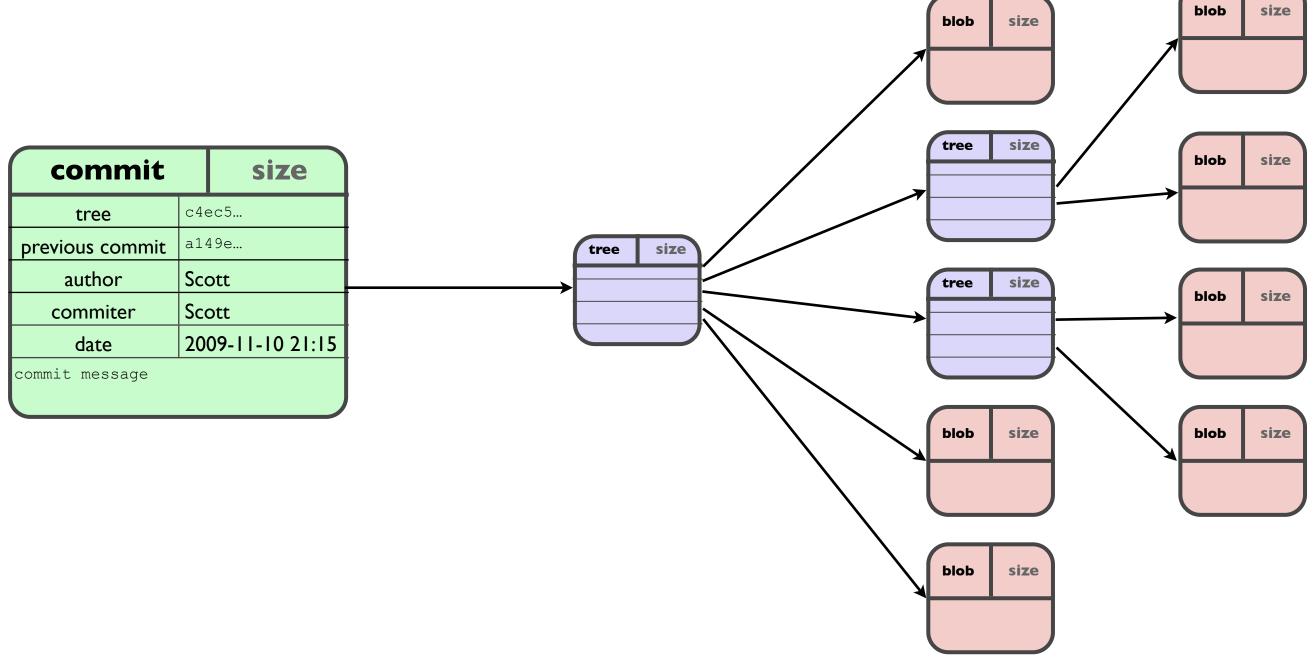
Commits

56906c1...

commit		size
tree	c4	ec5
previous commit	a1	19e
author	Sco	ott
commiter	Sco	ott
date	20	09-11-10 21:15
commit message		



Commits





Tags





Tags

tag size

commit ae668...

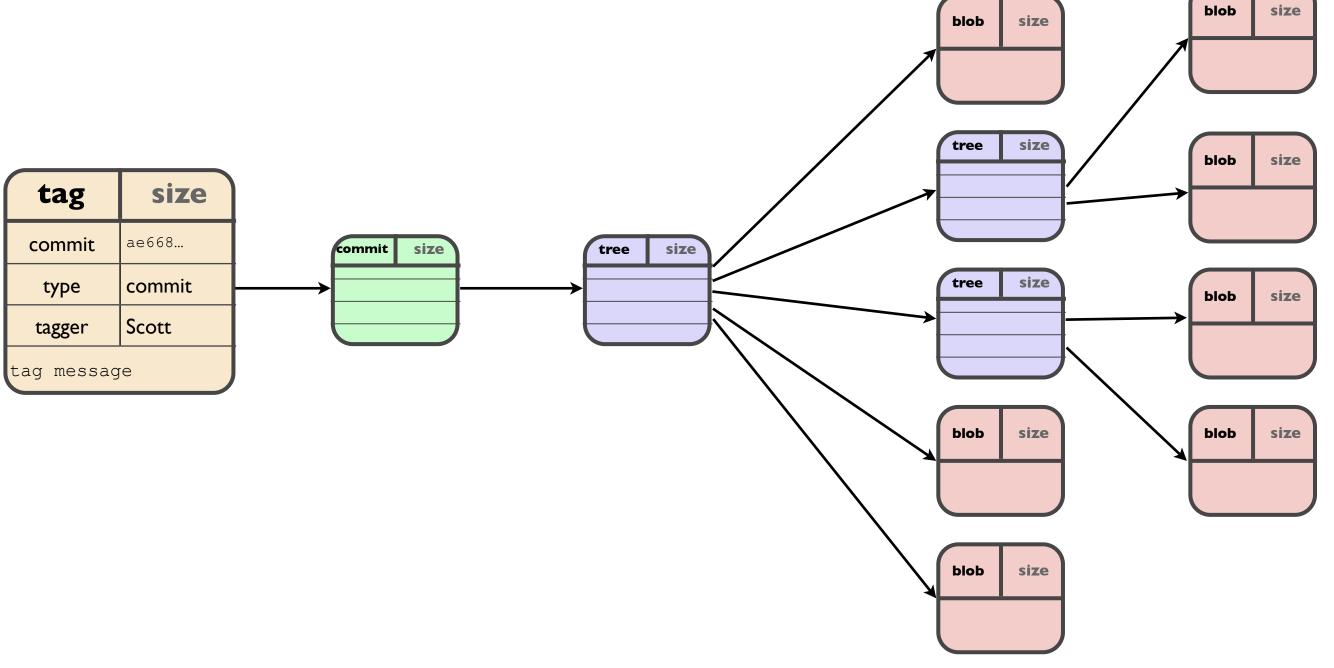
type commit

tagger Scott

tag message



Tags



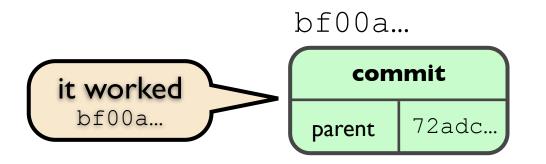


Light-weight tags

commit parent 72adc...

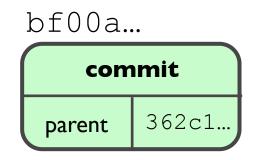


Light-weight tags



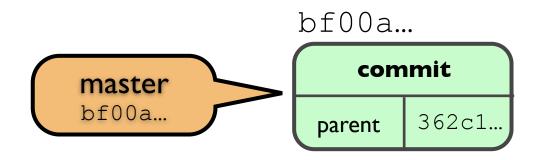


Branches

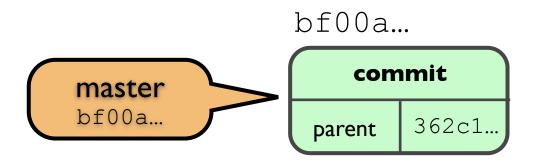




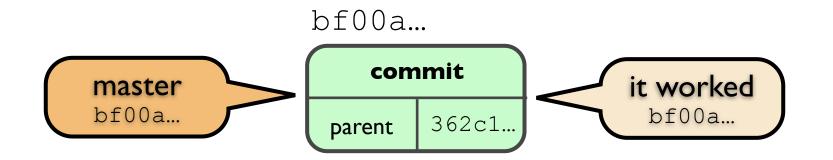
Branches



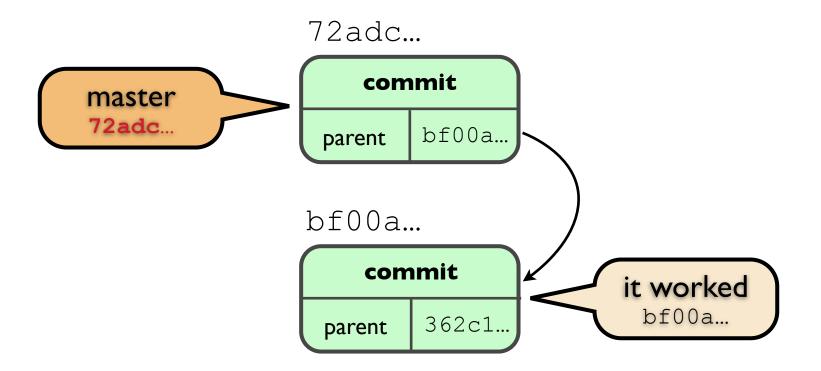






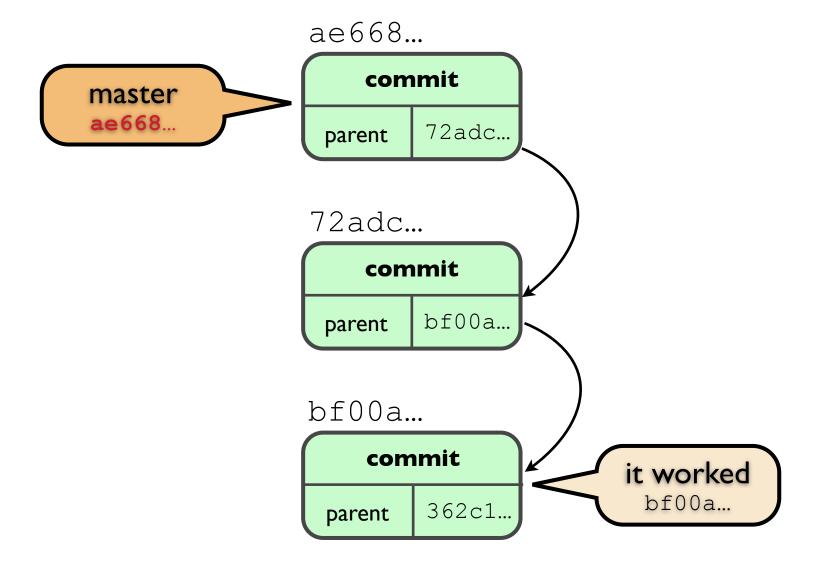


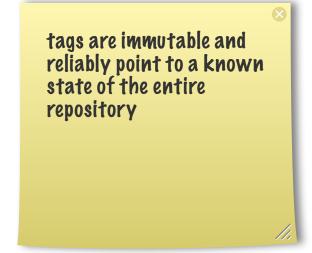






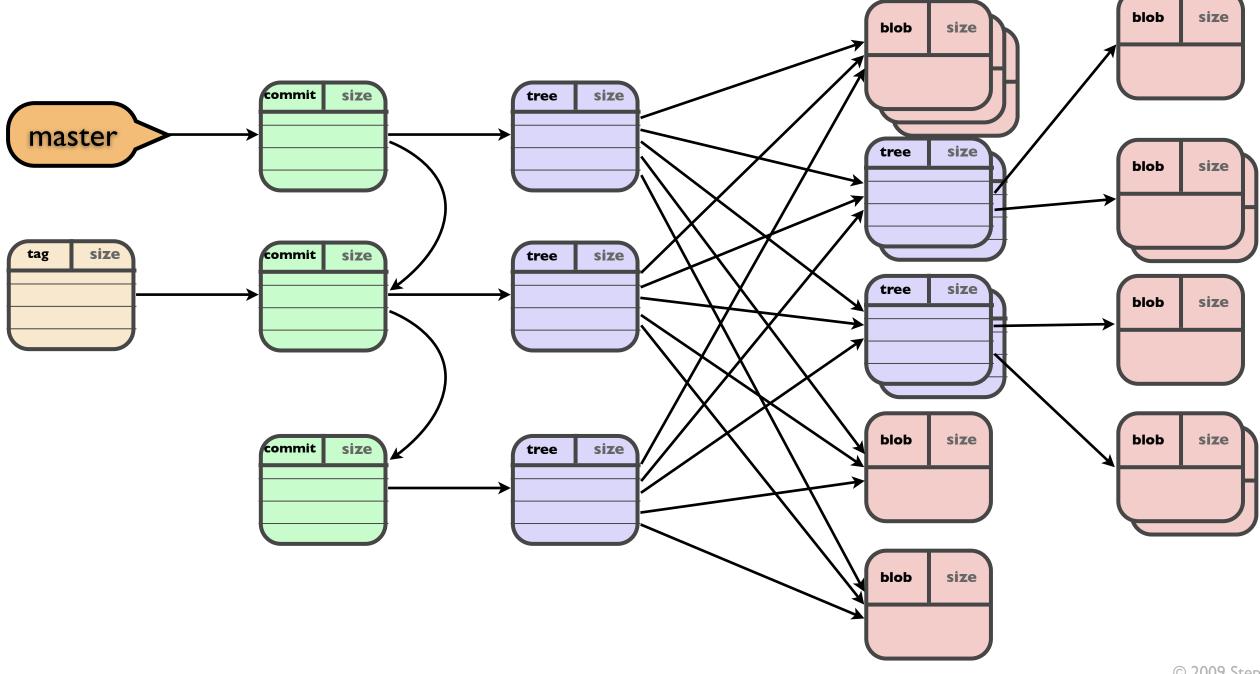
HEAD and your current branch are automatically updated when you commit a change.







The Whole Lot





/project_dir/repo.git

my repository

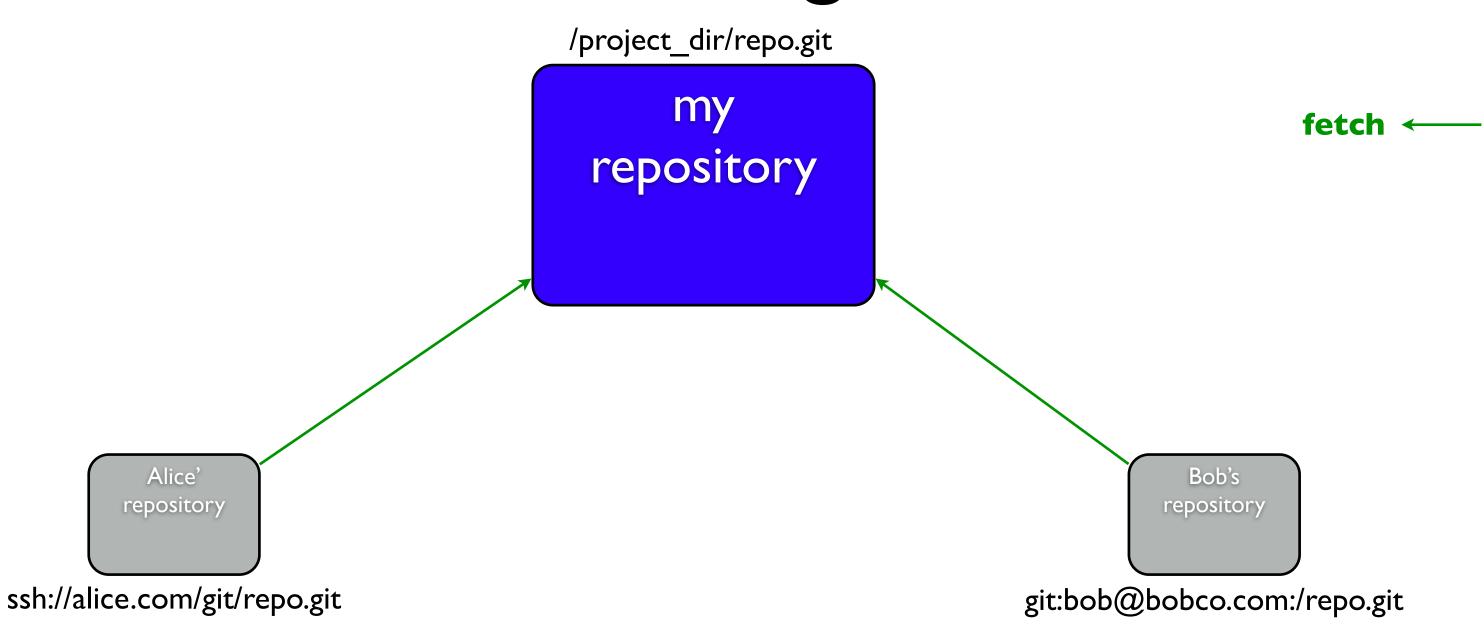
Alice' repository

ssh://alice.com/git/repo.git

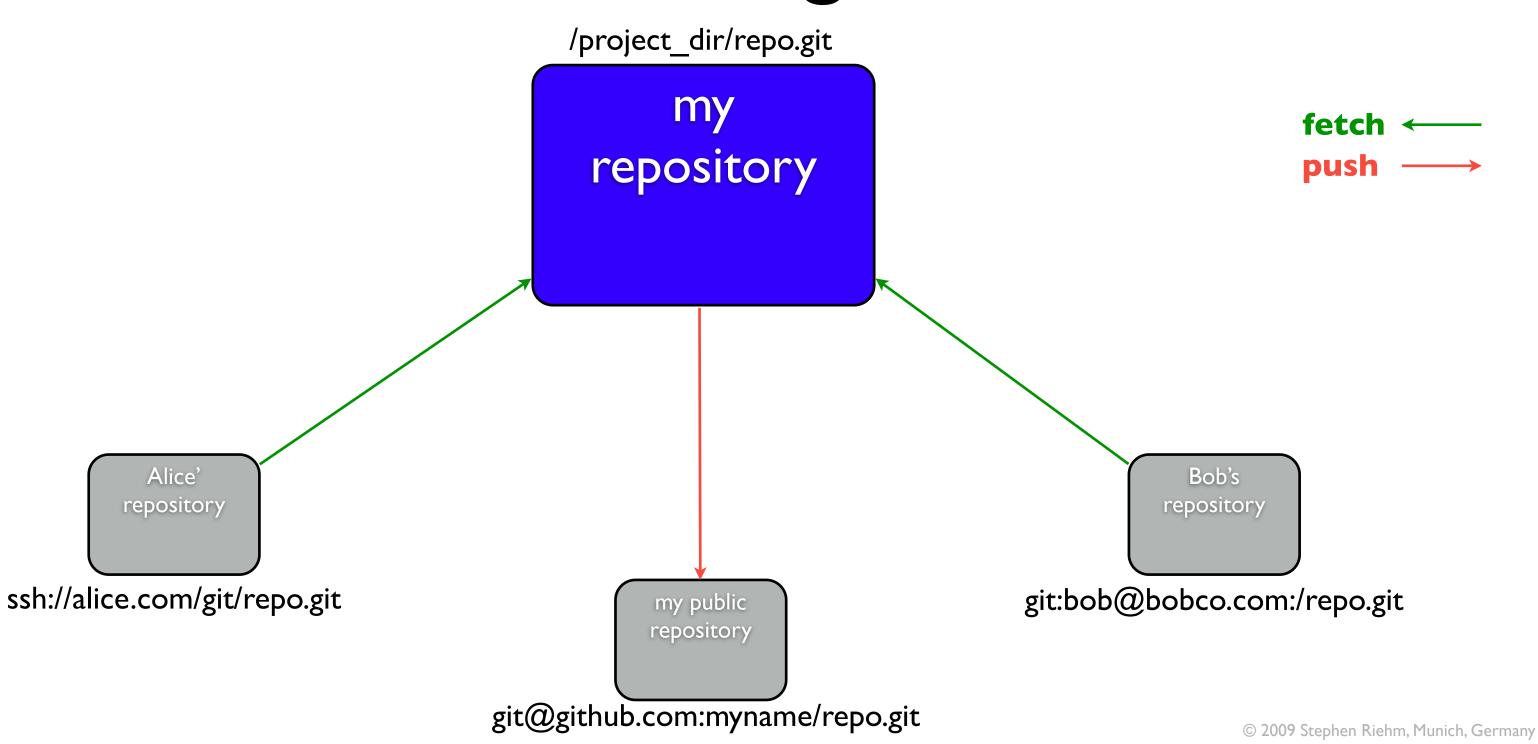
Bob's repository

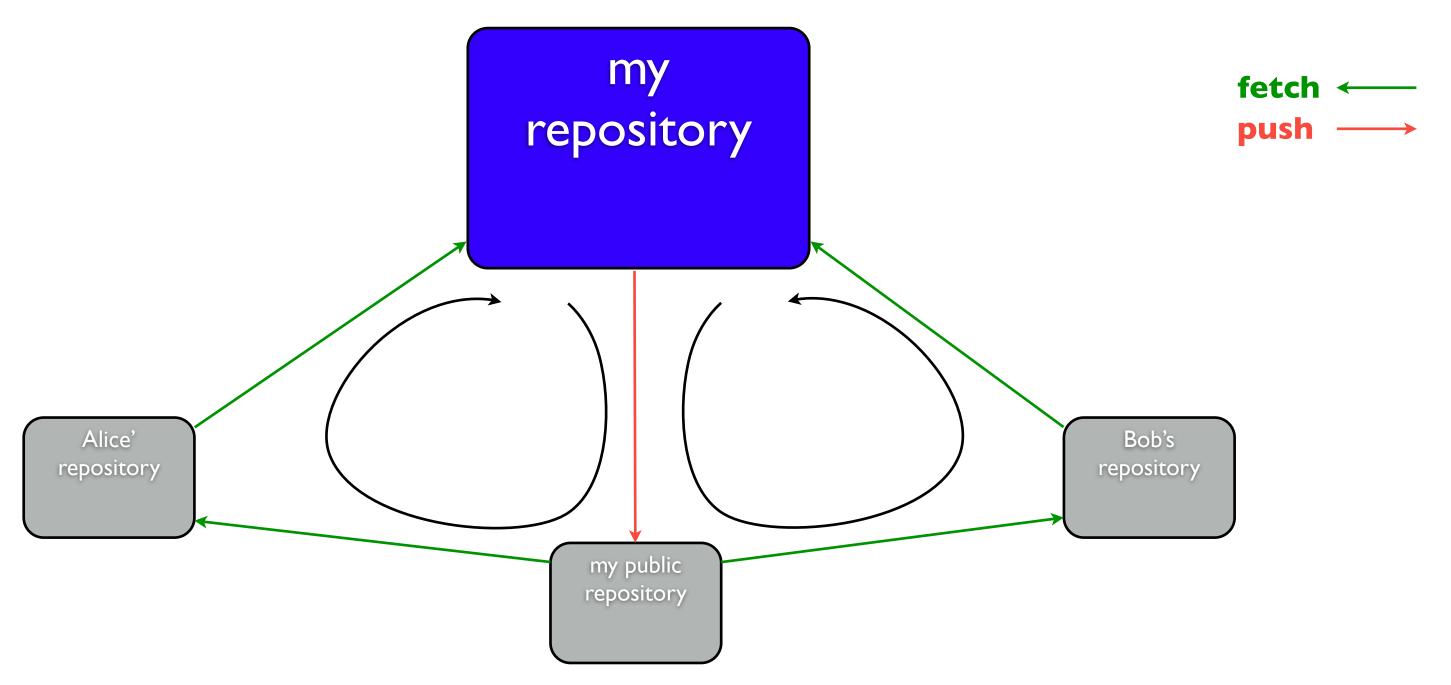
git:bob@bobco.com:/repo.git





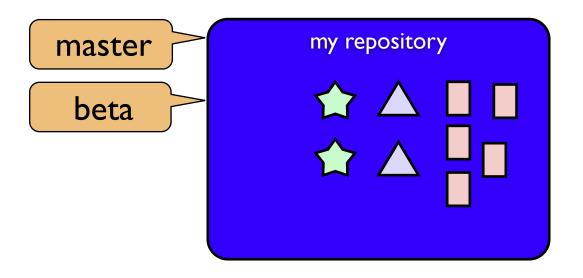


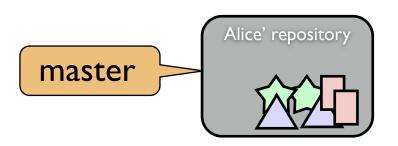


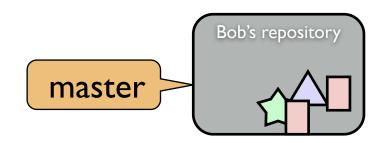




Namespaces

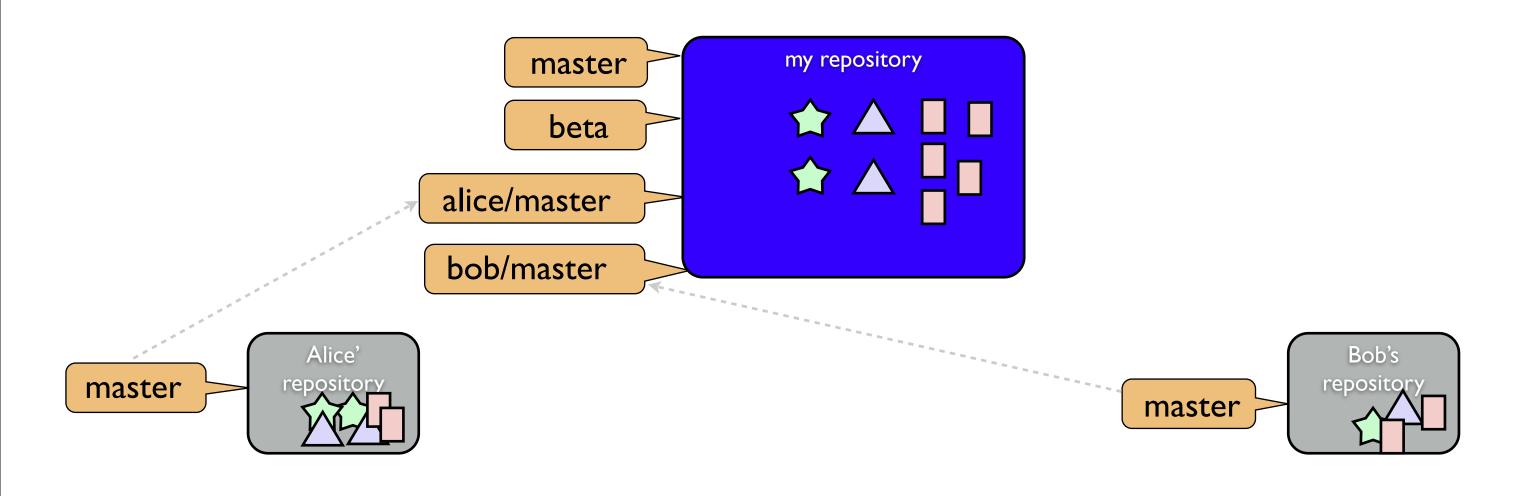








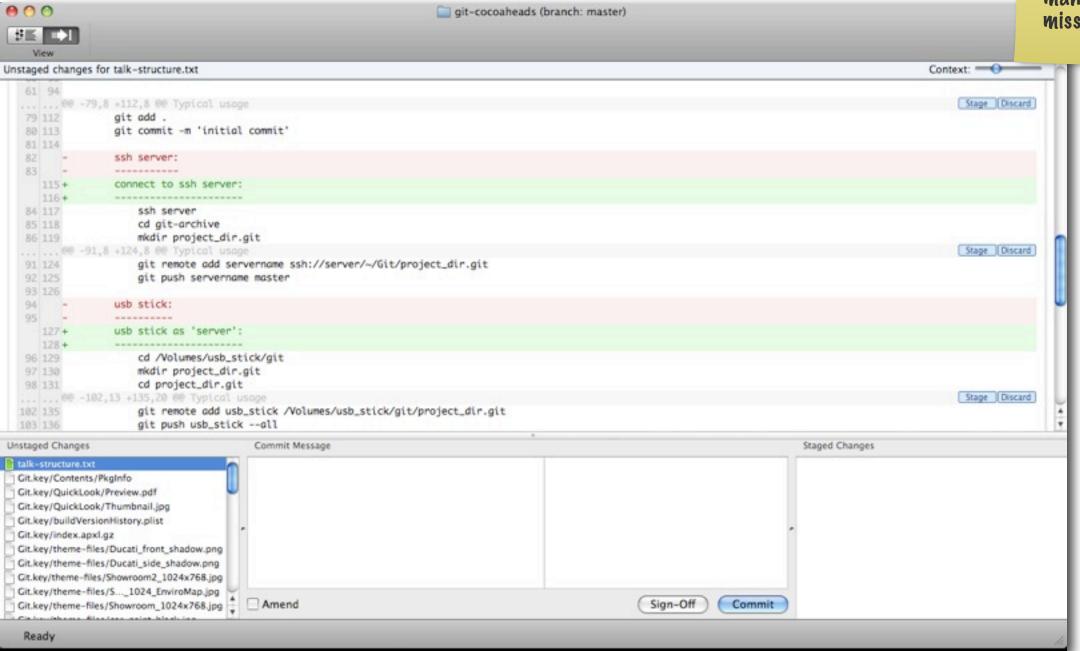
Namespaces

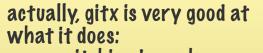




Git On OS X

gitx

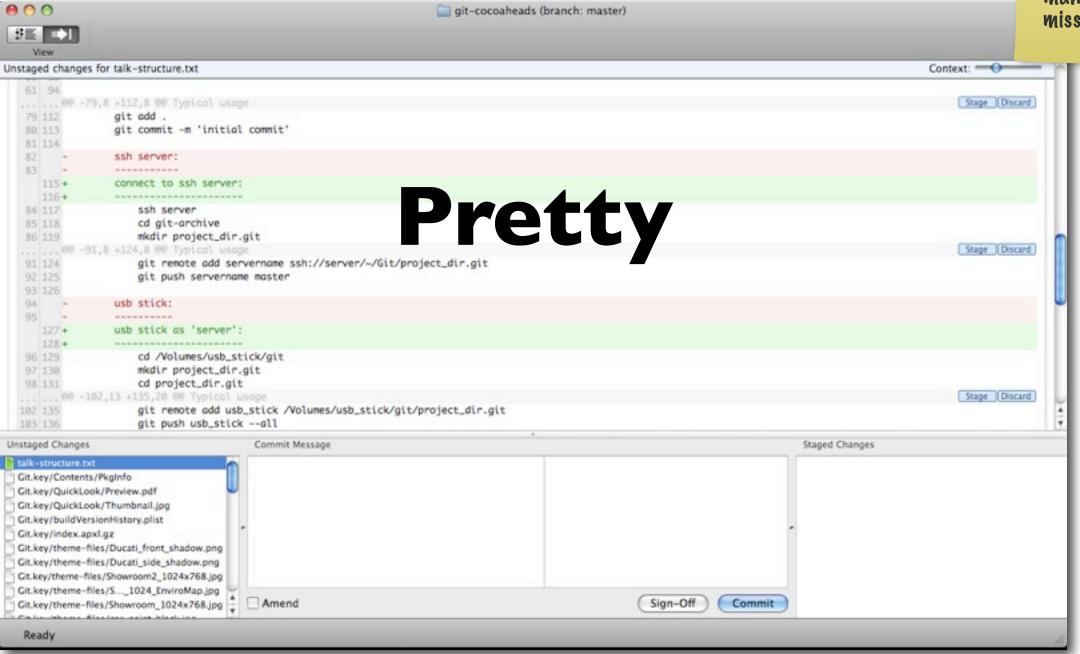


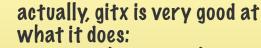


- switching branches
- displaying diffs
- staging
- committing

Features such as branch management are sadly missing.

gitx

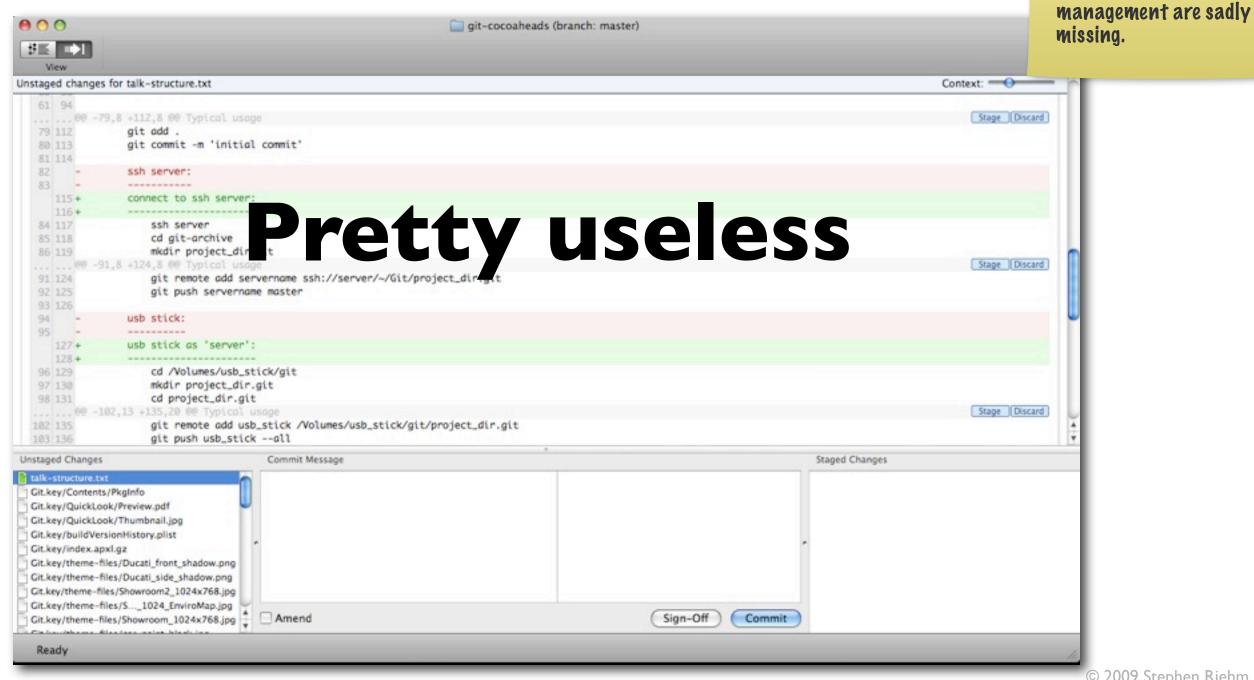




- switching branches
- displaying diffs
- staging
- committing

Features such as branch management are sadly missing.

gitx





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actually, gitx is very good at

- switching branches

- displaying diffs

Features such as branch

what it does:

- staging

- committing

XCode

```
000
                                                                             m SRDetachableView.m - SRDetachableView
                                              - 0 -
 10.5 | Debug | i386
                                                                                                                                                       Q - String Matching
                                                                                                                        -. -
Groups & Files
                                          → 🖟 SRDetachableView.m:190 💠 🔟 -mouseDragged: 💠
                                                                                                                                                                                   U. T. C. #. B &
₩ M SRDetachableView
                                      162
 ▼ Classes
                                      163
                                               return YES:
          SRDetachableViewAppDeler
                                     164
          SRDetachableViewAppDeler
                                             -(void)mouseDown:(NSEvent *)theEvent;
                                      166
          SRDetachableView.h
                                      167
         SRDetachableView.m
                                     168
                                               if ( isDetatched ) return;
   ▼ Other Sources
                                      169
                                               // TODO: track position of mouse relative to view's frame.
          SRDetachableView_Prefix.p
                                               // move frame to position relative to original mouse position in view
                                      171
        main.m
   W Resources
                                                lastDragLocation = [theEvent locationInWindow];
                                      173
          SRDetachableView-Info.plis
                                      174
                                                [[self animator] setAlphaValue:0.1]; // TODO: remember current alpha value - and halve it
                                      175
          InfoPlist.strings
     ▶ A MainMenu.xib
                                             -(void)mouseUp:(NSEvent *)theEvent;
                                      177
   ▶ Frameworks
                                      178
   ▶ Products
                                                [[self animator] setAlphaValue:1.0]; // TODO: restore alpha value to its pre-drag value
                                     179
▶ ( Targets
                                      180
▶   Executables
                                      181
                                      182
                                             -(void)mouseDragged:(NSEvent *)theEvent;
► IN Errors and Warnings
                                      183
♥ Q Find Results
                                     184
                                               if ( isDetatched ) return;
▶ ■ Bookmarks
                                      185
▶ ■ SCM
                                               NSPoint newOragLocation = [theEvent locationInWindow];
                                      186
                                               NSRect containerBounds = [[self superview] bounds];
NSRect thisFrame = [self frame];
                                      187
  Project Symbols
                                     188
▼ [ Implementation Files
     thisFrame.origin.x += ( newDragLocation.x - lastDragLocation.x ); // TODO: replace this with offset relative to initial position in view
                                      190
       SRDetachableView.m
                                                thisFrame.origin.y += ( newOragLocation.y = lastDragLocation.y );
                                      191
     main.m
                                      192
                                                NSLog(@"checking to see if X0 is within X0", NSStringFromRect(thisFrame), NSStringFromRect(containerBounds));
                                      193
 ₩ 🔯 NIB Files
                                                if( (thisFrame.origin.x < containerBounds.origin.x )
                                      194
  ► A MainMenu.xib
                                                  | | ( thisFrame.origin.y < containerBounds.origin.y )
                                      195
                                                  II ( thisFrame.origin.x + thisFrame.size.width > containerBounds.origin.x + containerBounds.size.width
                                      196
                                      197
                                                  [1] ( thisFrame.origin.y + thisFrame.size.height > containerBounds.origin.y + containerBounds.size.height )
                                      198
                                      199
                                      200
                                                   NSLog(@"detaching while dragging - this loses drag-status"); // TODO: trick the window into continuing the drag
                                     201
                                                   frame@henDetached.origin = [[self window] convertBaseToScreen:[self frame].origin];
                                                   [self detachiself];
                                     202
                                     203
                                                   return;
                                     204
                                     205
                                                [self setFromeOrigin:thisFrome.origin];
                                     206
                                     207
                                                lastDragLocation = newDragLocation;
                                     208
                                      209
```



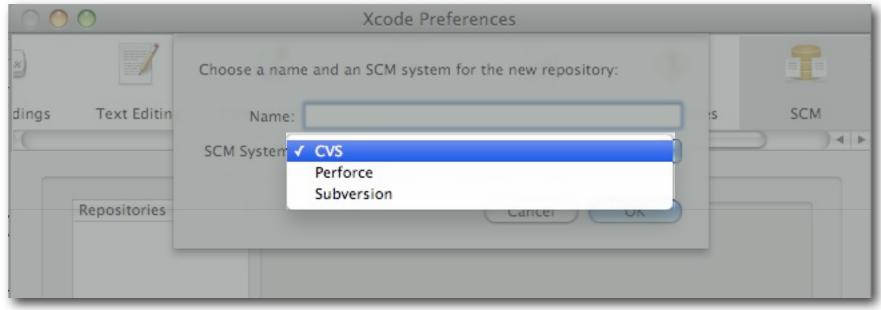
XCode

```
000
                                                                                                                                           m SRDetachableView.m - SRDetachableView
                                                                                   - 0 -
  10.5 | Debug | i386
                                                                                                                                                                                                                                                                                 Q - String Matching
                                                                                                                                                                                                                         - -
Groups & Files
                                                                            → 🖟 SRDetachableView.m:190 💠 🔟 -mouseDragged: 💠
                                                                                                                                                                                                                                                                                                                                    . - C. #. B
₩ M SRDetachableView
   ▼ Classes
                                                                    163
                                                                                      return YES:
                                                                    164
                  SRDetachableViewAppDeler
                  SRDetachableViewAppDeler
                                                                                 -(void)mouseDown:(NSEvent *)theEvent;
                                                                    166
                  SRDetachableView.h
                SRDetachableView.m
                                                                    168
                                                                                      if ( isDetatched ) return;
      ▼ Other Sources
                                                                    169
                                                                                      // TODO: track position of mouse relative to view's frame.
                  SRDetachableView_Prefix.p
                                                                                     // move frame to position relative to original mouse position in view
               main.m
                                                                        Storaglocation = [theEvent and InWindow]; let Storage and InWindow]; let St
      W Resources
                  SRDetachableView-Info.plis
                 InfoPlist.strings
          ▶ MainMenu.xib
     Frameworks
     ▶ Products
                                                                                       [[self animator] setAlphaValue:1.8]; // TODO: restore alpha value to its pre-drag
                                                                    179
 ▶ @ Targets
                                                                     180
 ▶   Executables
                                                                     182
                                                                                 -(void)mouseDragged:(NSEvent *)theEvent;
 ► IN Errors and Warnings
                                                                    183
 ▼ G Find Results
                                                                                      if ( isDetatched ) return;
                                                                    184
 ▶ ■ Bookmarks
▶ ☐ SCM
                                                                                      NSPoint newOragLocation = [theEvent locationInWindow];
                                                                    186
                                                                    187
                                                                                      NSRect containerBounds = [[self superview] bounds];
   Project Symbols
                                                                                                                           = [self frame];
                                                                                      NSRect thisFrame
                                                                    188
 ₩ M Implementation Files
          thisFrame.origin.x += ( newDragLocation.x - lastDragLocation.x ); // TODO: replace this with offset relative to initial position in view
                                                                    190
            SRDetachableView.m
                                                                                       thisFrame.origin.y += ( newOragLocation.y = lastDragLocation.y );
                                                                    191
          main.m
                                                                    192
                                                                                       NSLog(@"checking to see if X0 is within X0", NSStringFromRect(thisFrame), NSStringFromRect(containerBounds));
                                                                    193
  ₩ 🔯 NIB Files
                                                                                      if( (thisFrame.origin.x < containerBounds.origin.x )
                                                                     194
    ► A MainMenu.xib
                                                                    195
                                                                                           II ( thisFrame.origin.y < containerBounds.origin.y )</pre>
                                                                     196
                                                                                           II ( thisFrame.origin.x + thisFrame.size.width > containerBounds.origin.x + containerBounds.size.width
                                                                    197
                                                                                           [1] ( thisFrame.origin.y + thisFrame.size.height > containerBounds.origin.y + containerBounds.size.height )
                                                                     198
                                                                    199
                                                                    200
                                                                                             NSLog(@"detaching while dragging - this loses drag-status"); // TODO: trick the window into continuing the drag
                                                                    201
                                                                                             frameWhenDetached.origin = [[self window] convertBaseToScreen:[self frame].origin];
                                                                                             [self detach:self];
                                                                    202
                                                                    203
                                                                                             return;
                                                                    204
                                                                    205
                                                                                      [self setFrameOrigin:thisFrame.origin];
                                                                    206
                                                                    207
                                                                                       lastDragLocation = newDragLocation;
                                                                    208
                                                                    209
                                                                                                                                                                                                                                                                                                                                                           14 1
```



XCode

Has Everything



except git support



Git your hands dirty





Git your hands dirty

```
~/ > echo "you're going to need the command line :-)"
```





Global Configuration

```
~/ > $EDITOR ~/.gitconfig

[core]
    pager = more
    excludesfile = /Users/me/.gitignore

[user]
    name = My Full Public Identity
    email = h4x0r@example.com

[format]
    pretty = format:%h %ci [%aN] %s
```

pager stops long lists from flying past your nose uncontrollably
excludesfile specifies files should never be checked into a git repository

format:

7h = hash id

%ci = commit date, iso 8601 format

%aN = author name %s = summary

moreinfo: git log --help



h. Germany

Global Configuration

```
~/ > $EDITOR ~/.gitignore
# apple typical files
.DS Store
.Spotlight-V100
.com.apple.timemachine.supported
.fseventsdbuild
# XCode user state files
*.mode1v3
*.pbxuser
*.objc sync
# other SCM systems
.svn
# editor temporary files
*.swp
# files you generate while building
build/
version.txt
CHANGELOG
```

Things which git should probably ignore (for commands like git add . which just grab everything)

ch. German

Where to look for Help

```
make sure you install
                                                                                                                git's man-pages.
                                                                                                                Use the man branch of
                                                                                                                the git repository
~/ > git help <cmd>
~/ > git <cmd> --help
```

Where to look for Help

http://git-scm.com

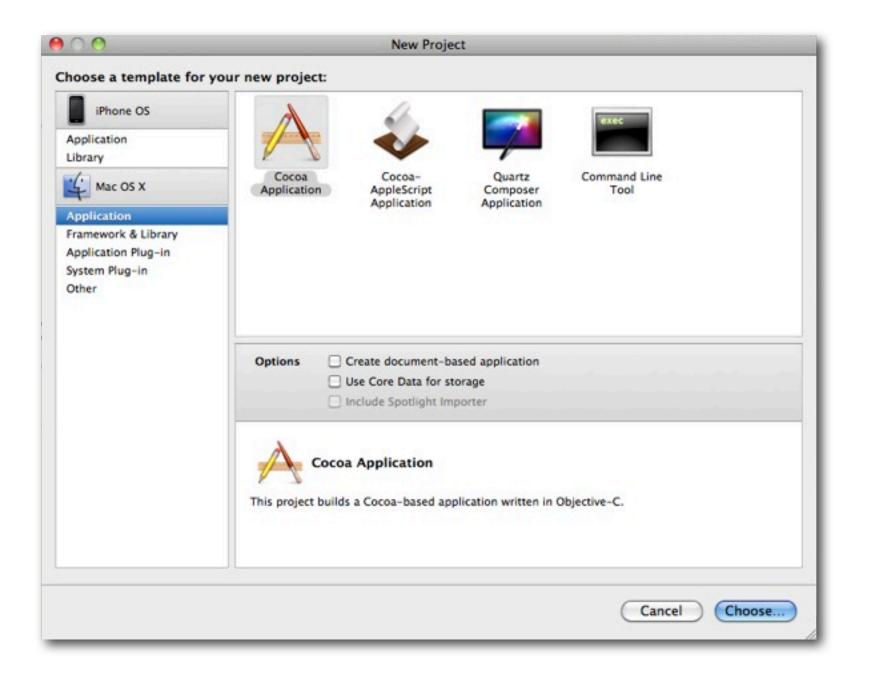
http://github.com

http://gitready.com

http://google.com



A new Project





New Project in Git

```
In english:
~/>
                cd project
                                                                                                   - create your project in XCode
                                                                                                   - create a new git repository
                                                                                                   - add your files & directories to git
                                                                                                   - commit your changes
~/project/ > git init
Initialized empty Git repository in project dir/.git/
~/project/ > git add .
~/project/ > git commit -m 'initial commit'
[master (root-commit) 64fb323] initial commit
 1 files changed, 1 insertions(+), 0 deletions(-)
 create mode 100644 hello.txt
```

Git Configuration for Xcode

```
Tell git to treat these files as if they were binaries.
~/project/ > $EDITOR .gitattributes
                                                                              XML files are notorious for being text, but "unmergable".
                                                                               .gitattributes is project-specific
                                                                                 must be checked into each project seperately
*.pbxproj -crlf -diff -merge
                                                                                will automatically be used by all project members
*.nib -crlf -diff -merge
*.xib -crlf -diff -merge
*.graffle -crlf -diff -merge
~/project/ > git add .gitattributes
~/project/ > git commit -m 'add .gitattributes - prevent accidental merging of special XCode files'
[master (root-commit) 64fb323] initial commit
 1 files changed, 1 insertions (+), 0 deletions (-)
 create mode 100644 .gitattributes
```

Samstag, 6. Februar 2010

Joining An Existing Project

```
cloning a repository automatically sets up a remote
                                                                                            repository called origin.
                                                                                            You can specify a different name for the remote
                                                                                            repository with -o name
~/ > git clone -o cloned repo URL/project.git
~/ > cd project
~/project/ > git checkout -b my stuff cloned repo/master
```



h Germany

Clone a local repository

cloning a repository automatically sets up a remote repository called origin. You can specify a different name for the remote repository with -o name ~/ > git clone ~/old_project_dir ~/new_project_dir

Git with XCode

Git with XCode







Git with XCode

```
I warned you!
Grab your favourite terminal
window and start typing...
~/project/ > open *.xcode*
```



Git with XCode

```
A typical sequence of commands
```

```
~/project/ > git status
~/project/ > git diff
~/project/ > git checkout -b fix
work work work...
~/project/ > git commit -am '...'
~/project/ > git checkout master
~/project/ > git merge fix
~/project/ > git push public
```



if this happens...

git checkout



everything's OK, XCode just doesn't want to lose your work...



if this happens...

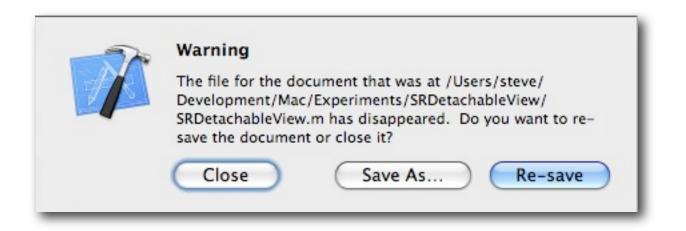
git checkout



"Read from Disk" will bring XCode up-to-date with your git repository



However...



If you get this message, you should:

Save your work (possibly in a temporary directory)

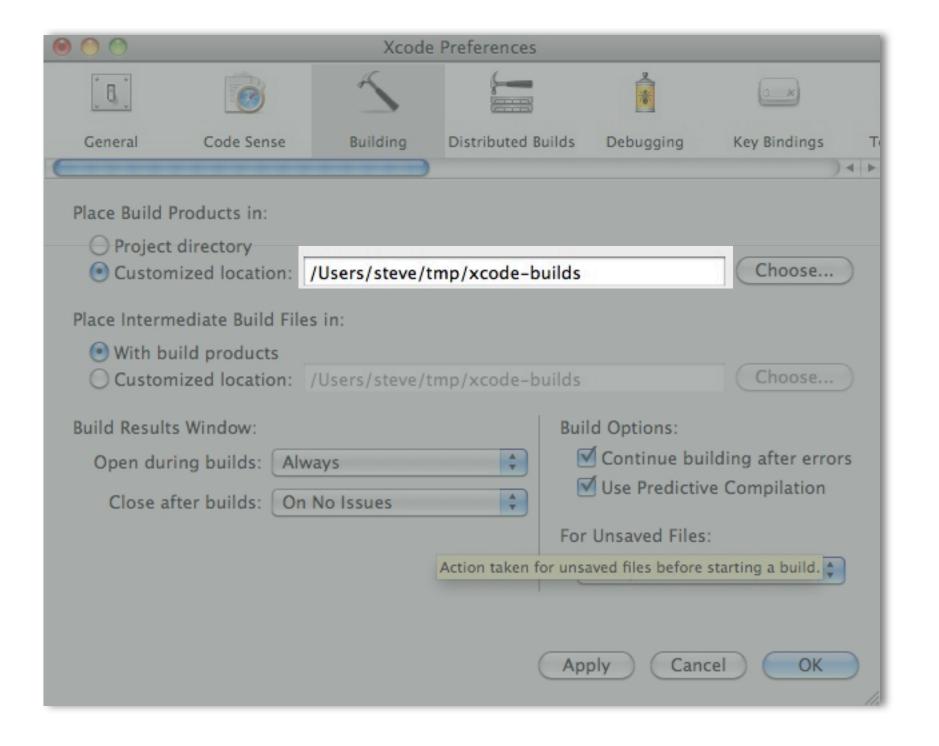
Close XCode

Manually up your working directory (command line)

Open XCode again



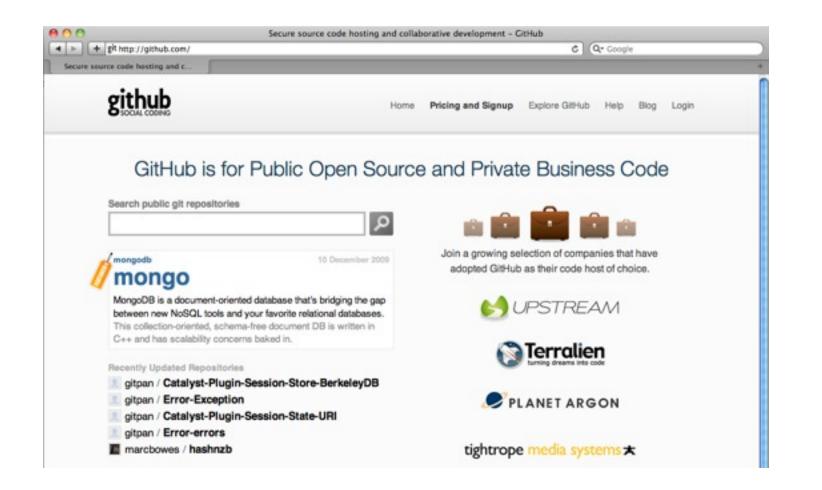
XCode - Tips







Github





Github

Free Public Git Repositories

Free Private Git Repositories

Simple Issue Tracking

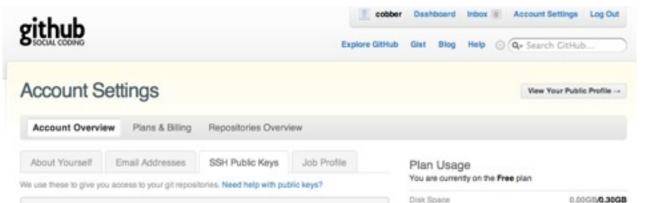
Community



SSH Key For Github

Copy and paste your public key into the SSH Public Keys tab of your github account settings.

```
~/.ssh/ > ssh-keygen -t rsa -f github
Generating public/private rsa key pair.
Enter passphrase (empty for no passphrase): password or just hit return
Enter same passphrase again: password or just hit return again
\sim/.ssh/>ls
github
                                                             github
github.pub
                                            paste
                                                             Account Settings
~/.ssh/ > pbcopy < github.pub
                                                              Account Overview Plans & Billing Repositories Overview
```



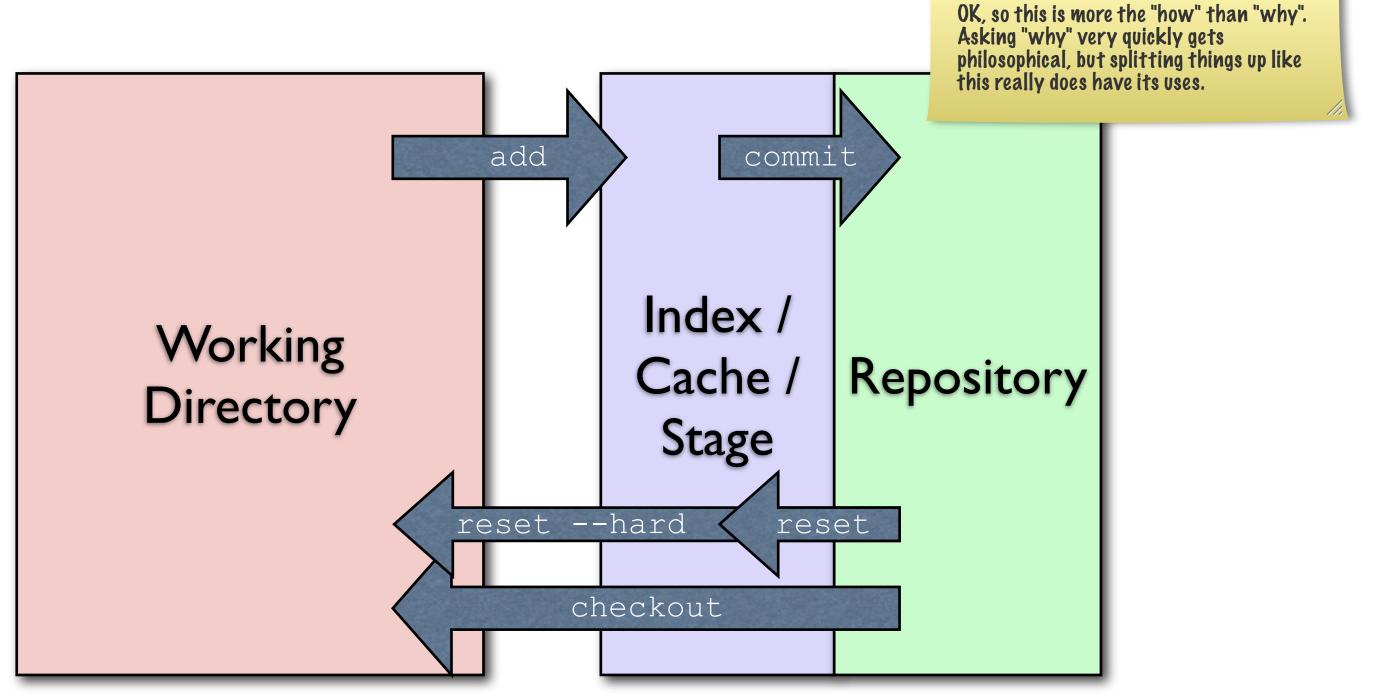




Add & Commit

```
git add -A
                                                                                                new files
                                                                                                changed files
                                                                                                 removed files
work work work...
                                                                                              git add -u
                                                                                                 changed files
                                                                                                removed files
~/project/ > git status
                                                                                              git commit -a
                                                                                              same as
                                                                                              git add -u; git commit
~/project/ > git add file file file directory... or git add -A or git add -u
~/project/ > git status
~/project/ > git commit -m 'what I just did'
~/project/ > git commit -a -m 'what I just did'
```

Why Add & Commit?





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Branching

```
TIP: you can create a new branch AFTER
                                                                                                         you have already made changes.
                                                                                                         Just checout -b new branch
                                                                                                         before you git add
~/project/ > git checkout -b new branch
~/project/ > git branch -a
                                                                                                         Pelete a branch which has
                                                                                                         become part of another branch
                                                                                                         (nothing will be lost)
~/project/ > git branch -d old branch
                                                                                                         Pelete a branch that cannot be
                                                                                                         re-constructed without knowing
~/project/ > git branch -D old branch
                                                                                                         the commit ID (if you didn't write
                                                                                                         it down, it's gone!)
```

Differences?

```
~/project/ > git diff

~/project/ > git diff --cached

~/project/ > git diff HEAD

~/project/ > git diff other_branch
```



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Merging

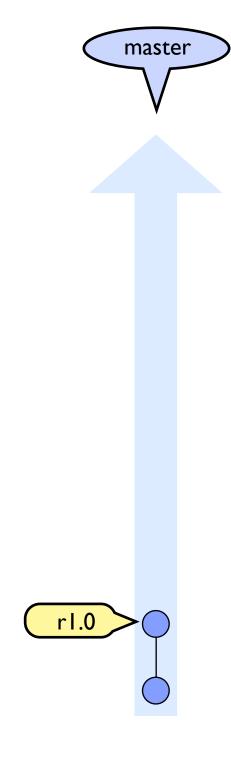
```
git always merges into the working directory
                                                                                      merged files are added automatically
                                                                                      conflicts are not added - you need to resolve them first
~/project/ > git merge other_branch
fix conflicts...
~/project/ > git add -A
~/project/ > git commit -m 'merge changes from other_branch'
```

Throwing Things Away

```
git reset updates the cache to reflect
                                                                                                                         the named commit. No changes are made to your working tree. lusefull if you want to un-
~/project/ > git reset commit
                                                                                                                         add something)
~/project/ > git reset --hard commit
                                                                                                                         git reset --hard updates the cache
                                                                                                                         and the working tree to match the named
                                                                                                                         branch (by default HEAD).
                                                                                                                         This will kill any uncommitted changes!
```

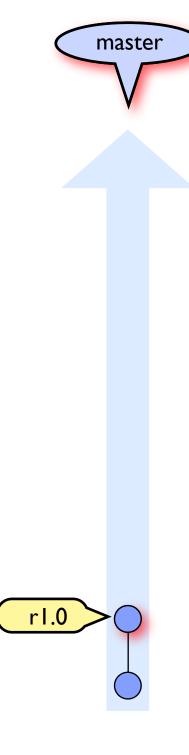
Multiple Branches

Step By Step...



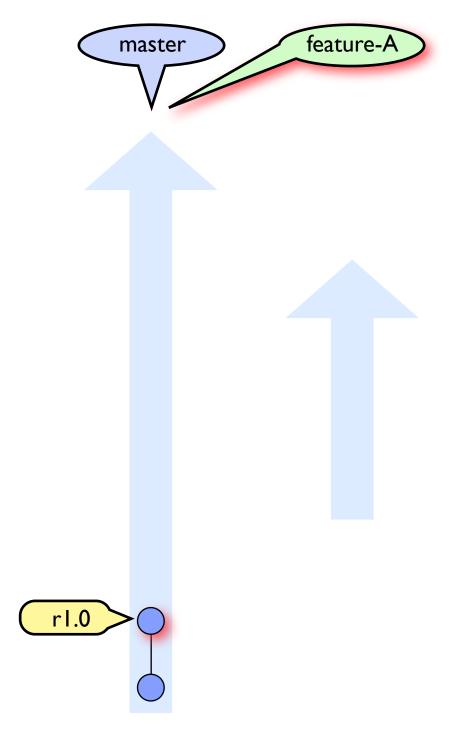


git checkout master



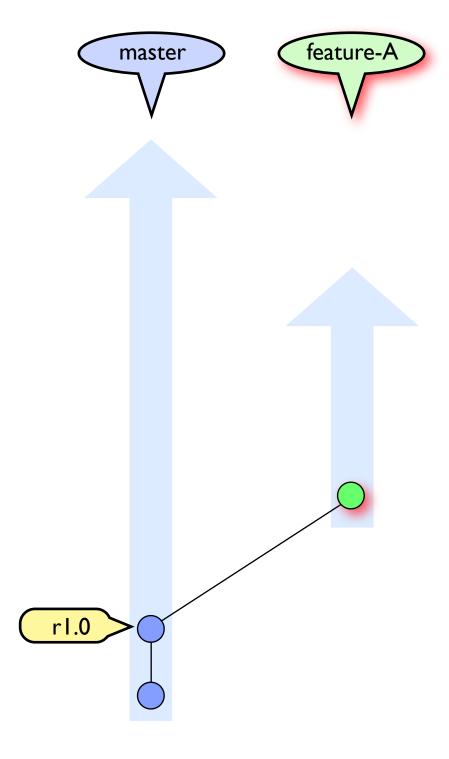


git checkout master
git checkout -b feature-A



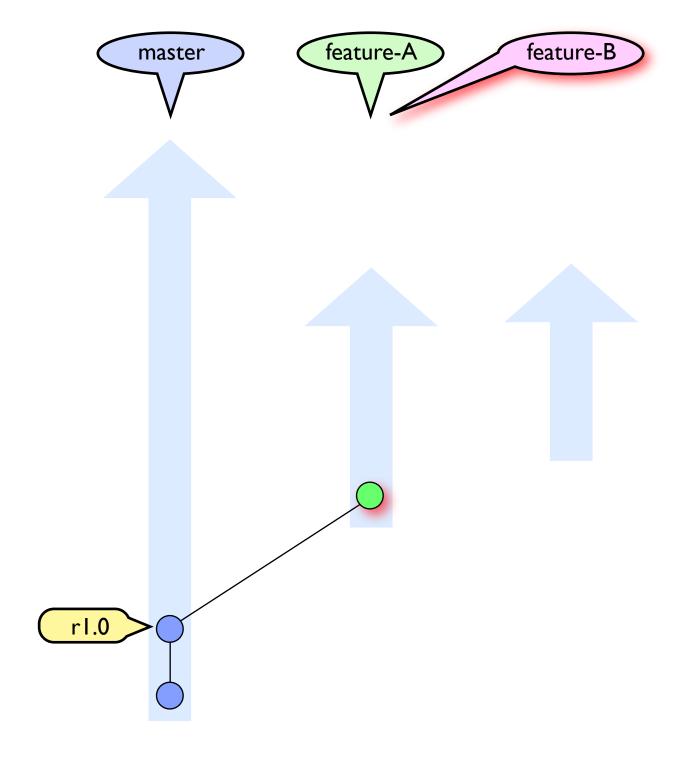


```
git checkout master
git checkout -b feature-A
git commit -a -m 'basic feature A structure'
```



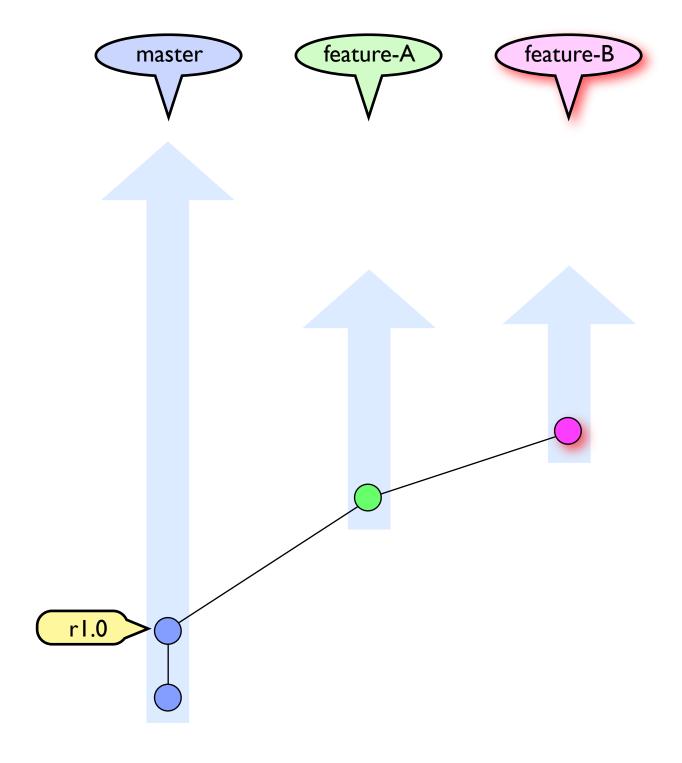


```
git checkout master
git checkout -b feature-A
git commit -a -m 'basic feature A structure'
git checkout -b feature-B
```



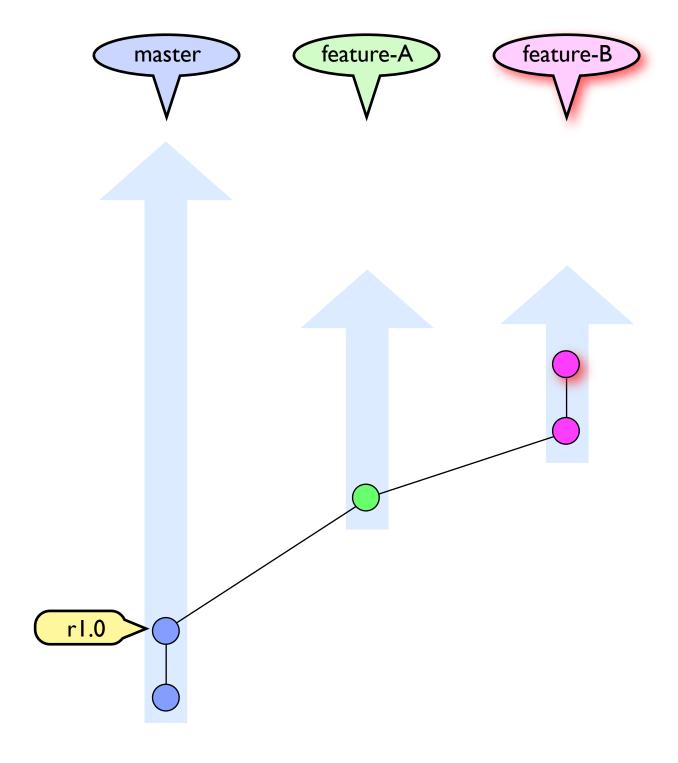


```
git checkout master
git checkout -b feature-A
git commit -a -m 'basic feature A structure'
git checkout -b feature-B
git commit -a -m 'basic feature B structure'
```



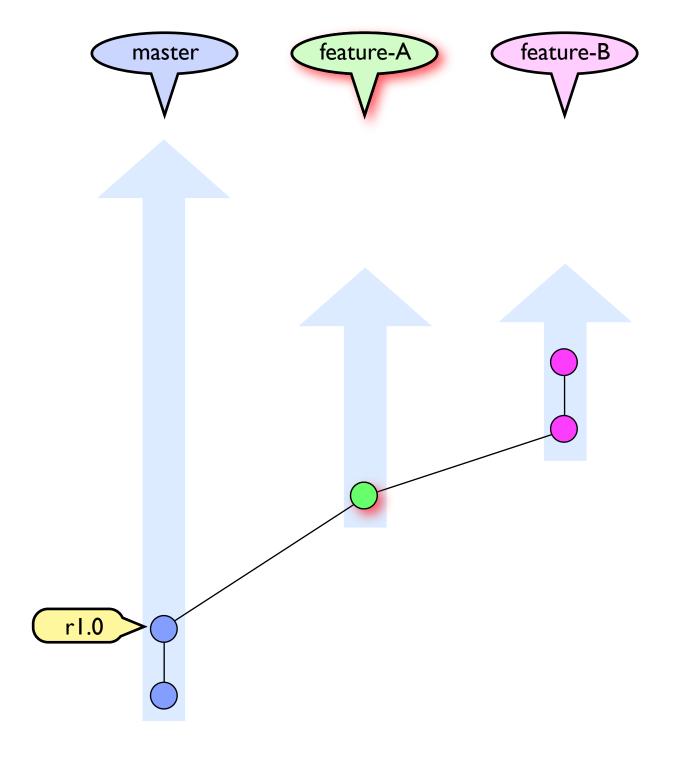


```
git checkout master
git checkout -b feature-A
git commit -a -m 'basic feature A structure'
git checkout -b feature-B
git commit -a -m 'basic feature B structure'
git commit -a -m 'debug feature B'
```



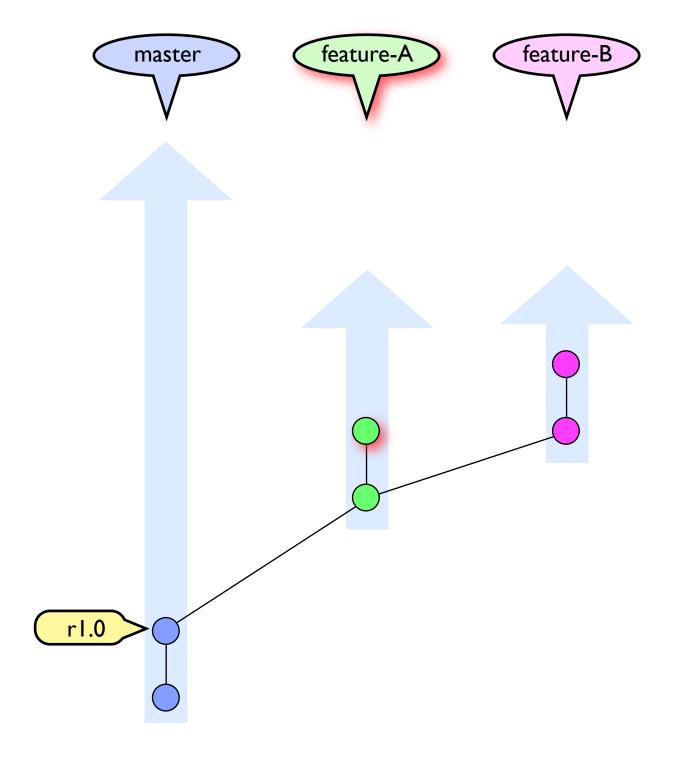


```
git checkout master
git checkout -b feature-A
git commit -a -m 'basic feature A structure'
git checkout -b feature-B
git commit -a -m 'basic feature B structure'
git commit -a -m 'debug feature B'
git checkout feature-A
```



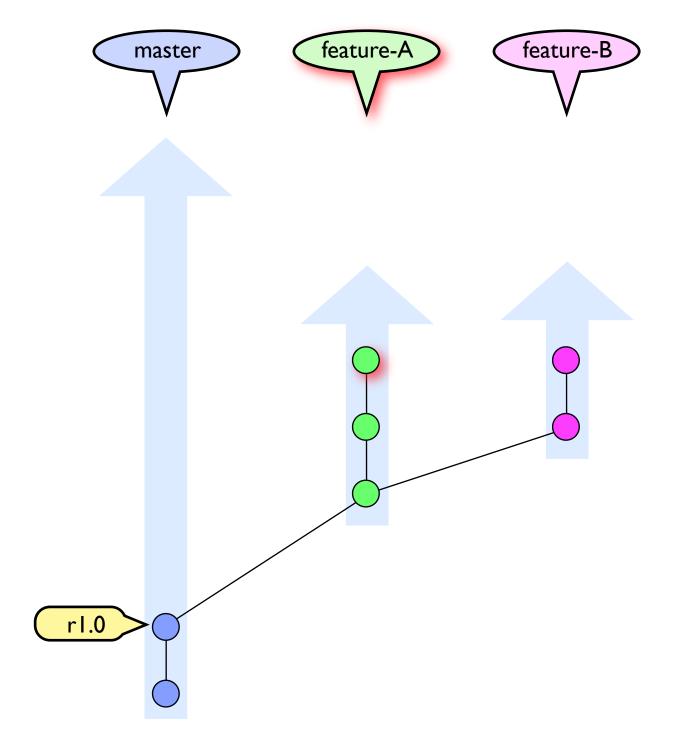


```
git checkout master
git checkout -b feature-A
git commit -a -m 'basic feature A structure'
git checkout -b feature-B
git commit -a -m 'basic feature B structure'
git commit -a -m 'debug feature B'
git checkout feature-A
git commit -a -m 'finish feature A'
```



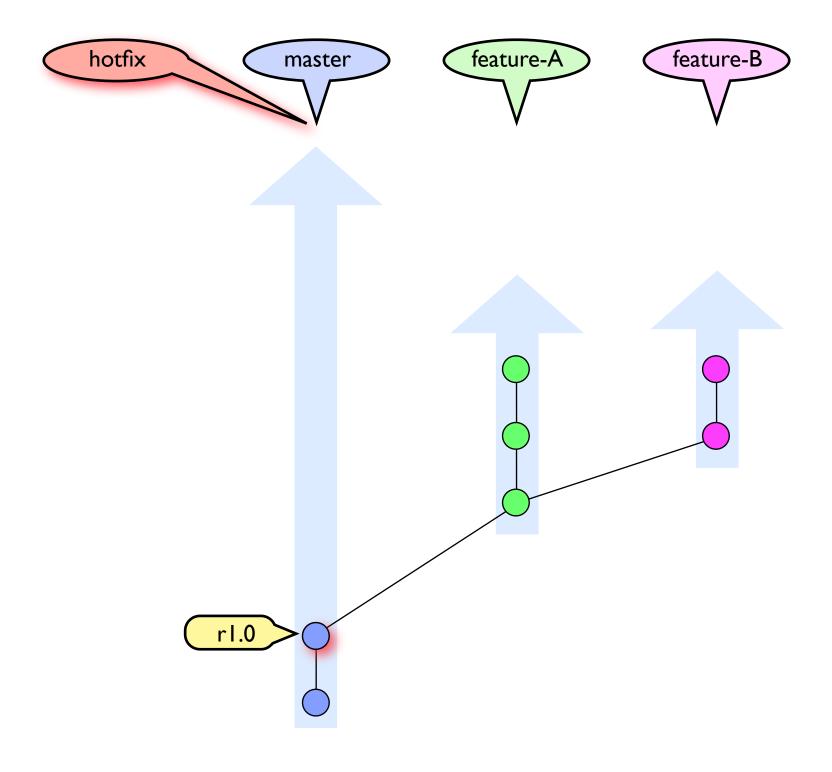


```
git checkout master
git checkout -b feature-A
git commit -a -m 'basic feature A structure'
git checkout -b feature-B
git commit -a -m 'basic feature B structure'
git commit -a -m 'debug feature B'
git checkout feature-A
git commit -a -m 'finish feature A'
git commit -a -m 'debug feature A'
```



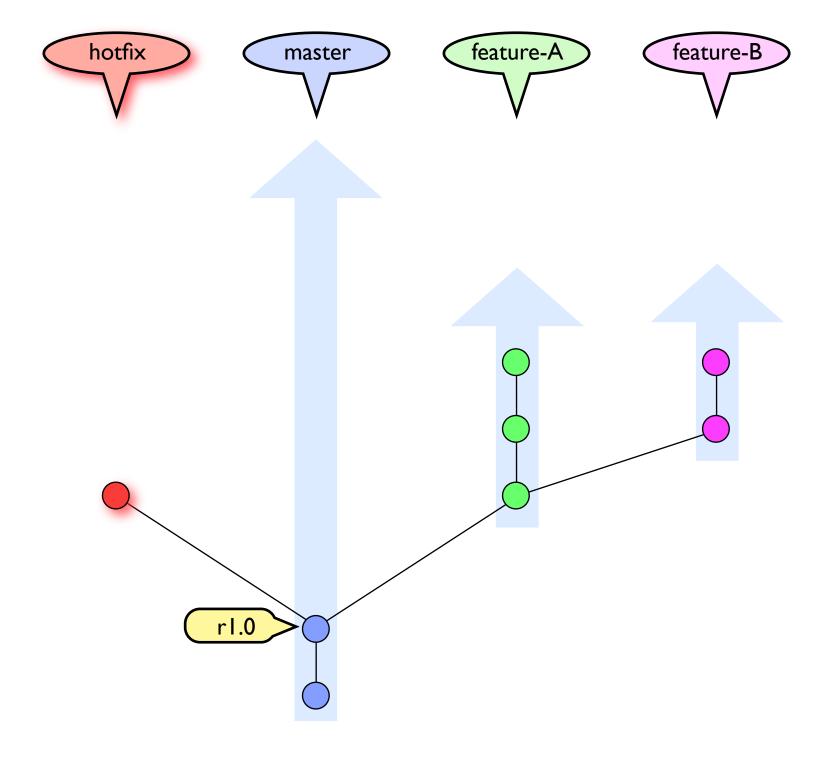


```
git checkout master
git checkout -b feature-A
git commit -a -m 'basic feature A structure'
git checkout -b feature-B
git commit -a -m 'basic feature B structure'
git commit -a -m 'debug feature B'
git checkout feature-A
git commit -a -m 'finish feature A'
git commit -a -m 'debug feature A'
git checkout -b hotfix r1.0
```



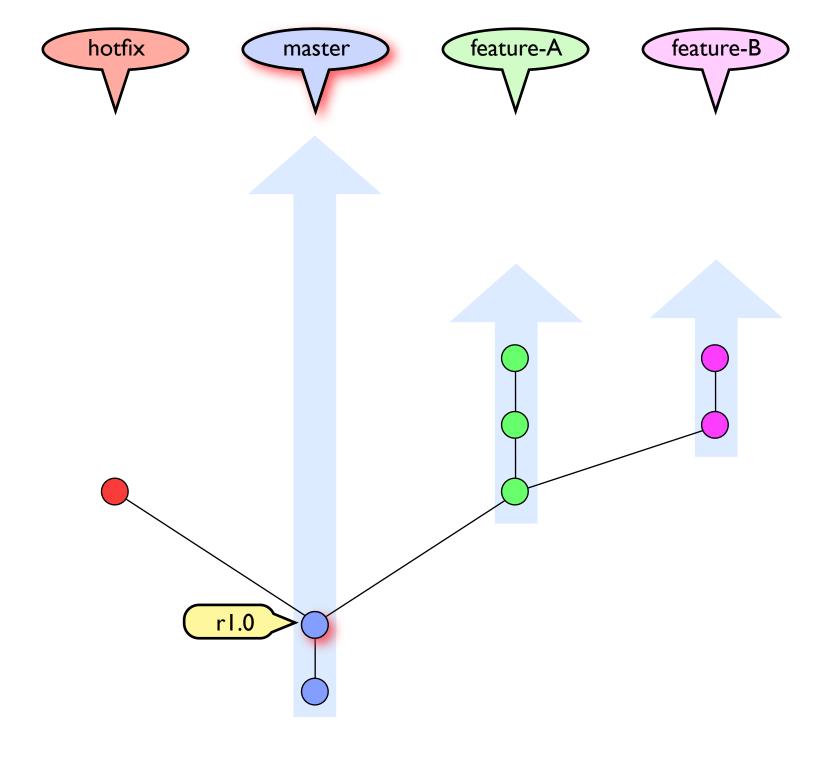


```
git checkout master
git checkout -b feature-A
git commit -a -m 'basic feature A structure'
git checkout -b feature-B
git commit -a -m 'basic feature B structure'
git commit -a -m 'debug feature B'
git checkout feature-A
git commit -a -m 'finish feature A'
git commit -a -m 'debug feature A'
git checkout -b hotfix r1.0
git commit -a -m 'keep customer happy'
```





```
git checkout master
git checkout -b feature-A
git commit -a -m 'basic feature A structure'
git checkout -b feature-B
git commit -a -m 'basic feature B structure'
git commit -a -m 'debug feature B'
git checkout feature-A
git commit -a -m 'finish feature A'
git commit -a -m 'debug feature A'
git checkout -b hotfix r1.0
git commit -a -m 'keep customer happy'
git checkout master
```



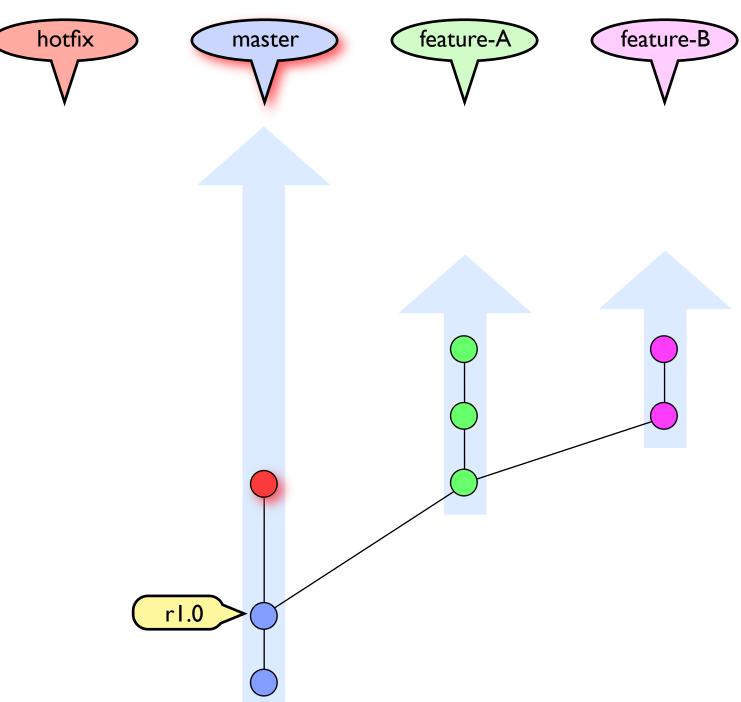


```
git checkout master
git checkout -b feature-A
git commit -a -m 'basic feature A structure'
git checkout -b feature-B
git commit -a -m 'basic feature B structure'
git commit -a -m 'debug feature B'
git checkout feature-A
git commit -a -m 'finish feature A'
git commit -a -m 'debug feature A'
git checkout -b hotfix r1.0
git commit -a -m 'keep customer happy'
git checkout master
git merge hotfix
```

This is a "fast forward" merge.

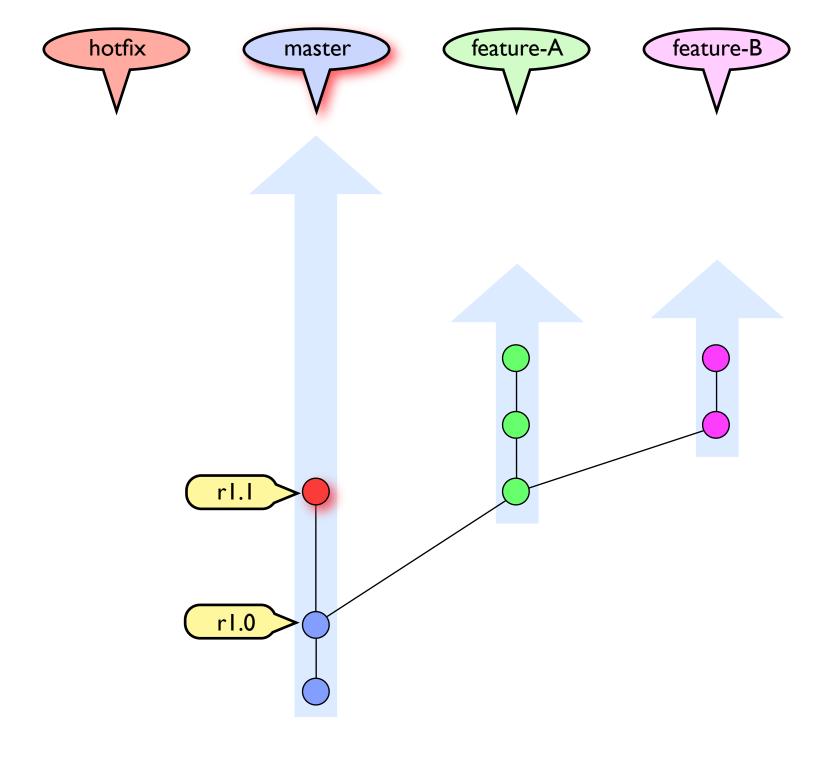
No merging actually takes place.

Instead, the current branch is simply updated to the head of the branch being merged.



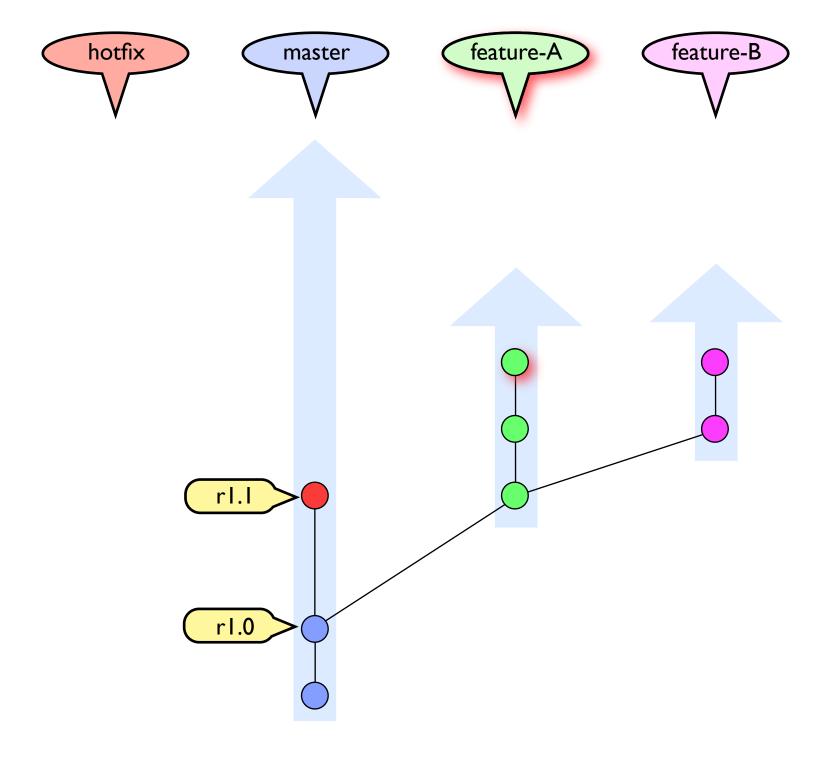
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```
git checkout master
git checkout -b feature-A
git commit -a -m 'basic feature A structure'
git checkout -b feature-B
git commit -a -m 'basic feature B structure'
git commit -a -m 'debug feature B'
git checkout feature-A
git commit -a -m 'finish feature A'
git commit -a -m 'debug feature A'
git checkout -b hotfix r1.0
git commit -a -m 'keep customer happy'
git checkout master
git merge hotfix
git tag -a r1.1 -m 'security update'
```



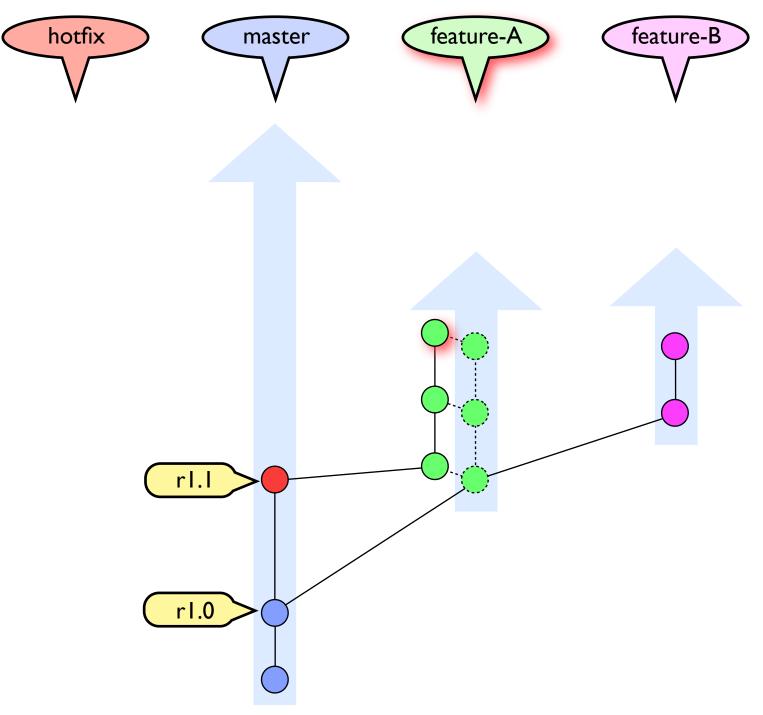


```
git checkout master
git checkout -b feature-A
git commit -a -m 'basic feature A structure'
git checkout -b feature-B
git commit -a -m 'basic feature B structure'
git commit -a -m 'debug feature B'
git checkout feature-A
git commit -a -m 'finish feature A'
git commit -a -m 'debug feature A'
git checkout -b hotfix r1.0
git commit -a -m 'keep customer happy'
git checkout master
git merge hotfix
git tag -a r1.1 -m 'security update'
git checkout feature-A
```





```
git checkout master
git checkout -b feature-A
git commit -a -m 'basic feature A structure'
git checkout -b feature-B
git commit -a -m 'basic feature B structure'
git commit -a -m 'debug feature B'
git checkout feature-A
git commit -a -m 'finish feature A'
git commit -a -m 'debug feature A'
git checkout -b hotfix r1.0
git commit -a -m 'keep customer happy'
git checkout master
git merge hotfix
git tag -a r1.1 -m 'security update'
git checkout feature-A
git rebase master
...resolve conflicts...
git rebase --continue
```

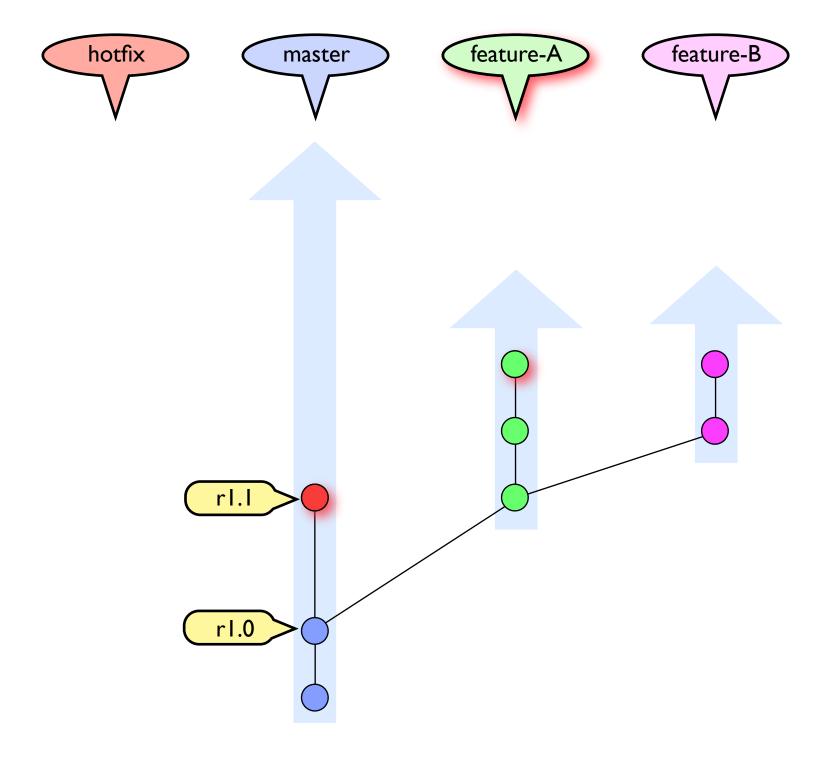


rebasing creates new copies of every commit between the base and the head!

DO use rebase if you are about to synchronise your work with a public repository. **DO NOT use rebase** if the effected commits have already been published!

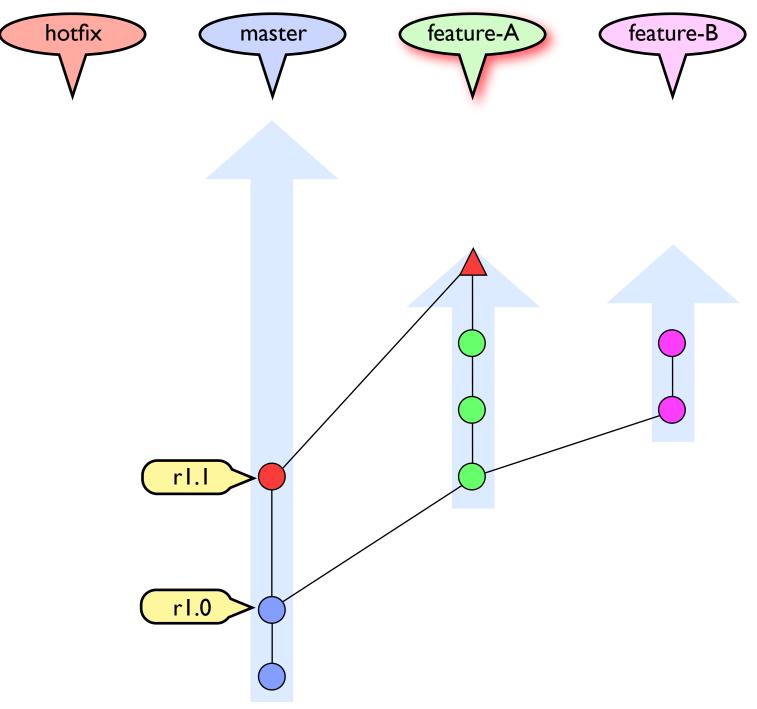
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```
git checkout -b feature-A
git commit -a -m 'basic feature A structure'
git checkout -b feature-B
git commit -a -m 'basic feature B structure'
git commit -a -m 'debug feature B'
git checkout feature-A
git commit -a -m 'finish feature A'
git commit -a -m 'debug feature A'
git commit -a -m 'debug feature A'
git checkout -b hotfix r1.0
git commit -a -m 'keep customer happy'
git checkout master
git merge hotfix
git tag -a r1.1 -m 'security update'
git checkout feature-A
```





```
git checkout master
git checkout -b feature-A
git commit -a -m 'basic feature A structure'
git checkout -b feature-B
git commit -a -m 'basic feature B structure'
git commit -a -m 'debug feature B'
git checkout feature-A
git commit -a -m 'finish feature A'
git commit -a -m 'debug feature A'
git checkout -b hotfix r1.0
git commit -a -m 'keep customer happy'
git checkout master
git merge hotfix
git tag -a r1.1 -m 'security update'
git checkout feature-A
git merge master
...resolve conflicts...
git commit -m 'merge from r1.1'
```



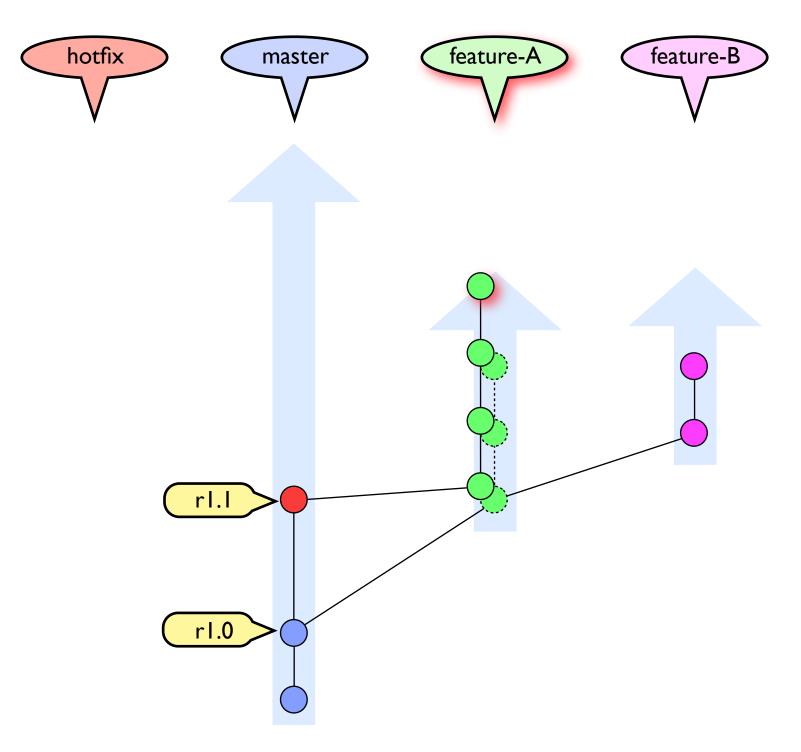
merging applies the changes from the source branch onto the head of the target branch.

Existing commits remain effective, the merged commits are duplicated.

DO use merge if your commits have been published!

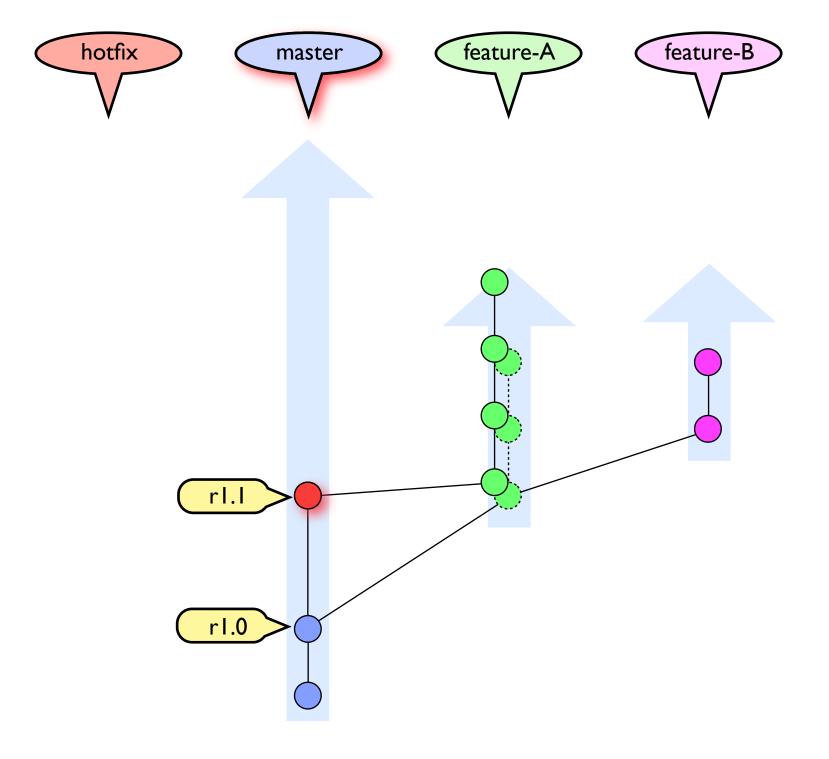
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```
git checkout master
git checkout -b feature-A
git commit -a -m 'basic feature A structure'
git checkout -b feature-B
qit commit -a -m 'basic feature B structure'
git commit -a -m 'debug feature B'
git checkout feature-A
git commit -a -m 'finish feature A'
git commit -a -m 'debug feature A'
git checkout -b hotfix r1.0
git commit -a -m 'keep customer happy'
git checkout master
git merge hotfix
git tag -a r1.1 -m 'security update'
git checkout feature-A
git rebase master
...resolve conflicts...
git rebase --continue
git commit -a -m 'polish feature A'
```



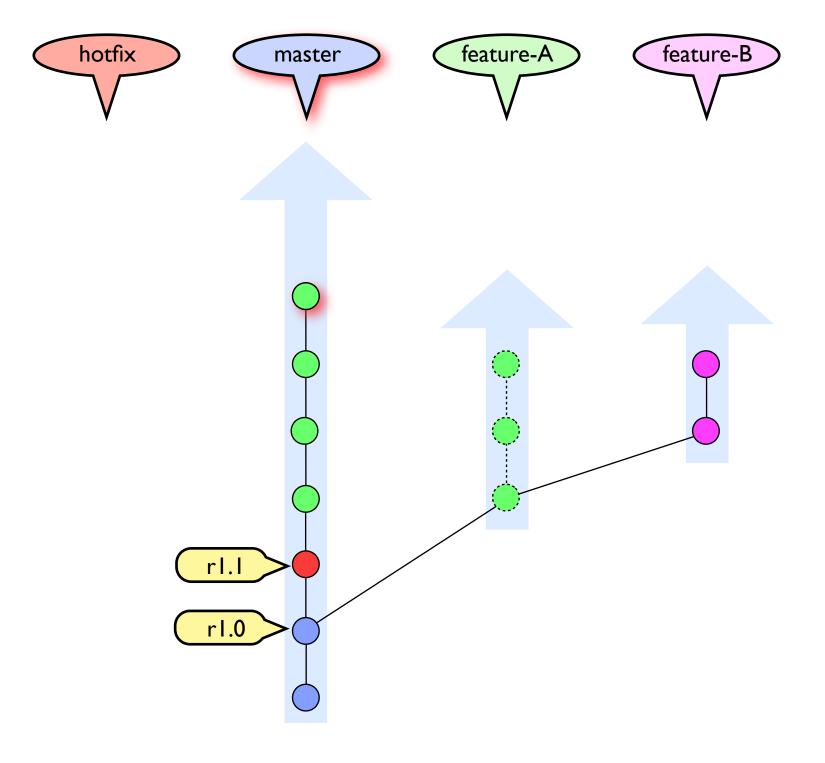
The original commits are no longer accessible via the branch. Branches stemming from an original commit still reference it!

```
git checkout master
git checkout -b feature-A
git commit -a -m 'basic feature A structure'
git checkout -b feature-B
git commit -a -m 'basic feature B structure'
git commit -a -m 'debug feature B'
git checkout feature-A
git commit -a -m 'finish feature A'
git commit -a -m 'debug feature A'
git checkout -b hotfix r1.0
git commit -a -m 'keep customer happy'
git checkout master
git merge hotfix
git tag -a r1.1 -m 'security update'
git checkout feature-A
git rebase master
...resolve conflicts...
git rebase --continue
git commit -a -m 'polish feature A'
git checkout master
```





```
git checkout master
git checkout -b feature-A
git commit -a -m 'basic feature A structure'
git checkout -b feature-B
git commit -a -m 'basic feature B structure'
git commit -a -m 'debug feature B'
git checkout feature-A
git commit -a -m 'finish feature A'
git commit -a -m 'debug feature A'
git checkout -b hotfix r1.0
git commit -a -m 'keep customer happy'
git checkout master
git merge hotfix
git tag -a r1.1 -m 'security update'
git checkout feature-A
git rebase master
...resolve conflicts...
git rebase --continue
git commit -a -m 'polish feature A'
git checkout master
git merge feature-A
```

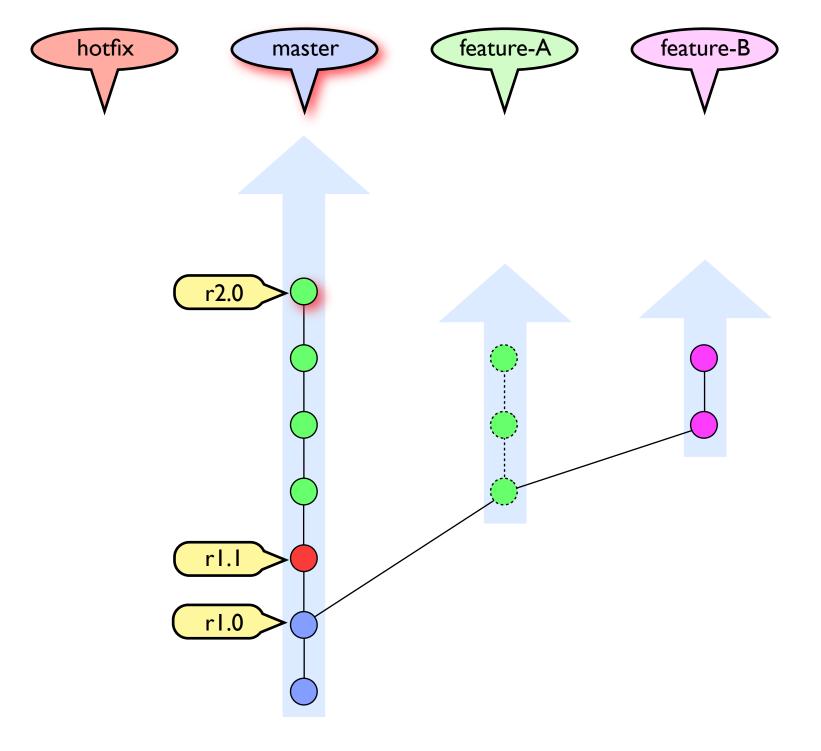


fast forward merge again



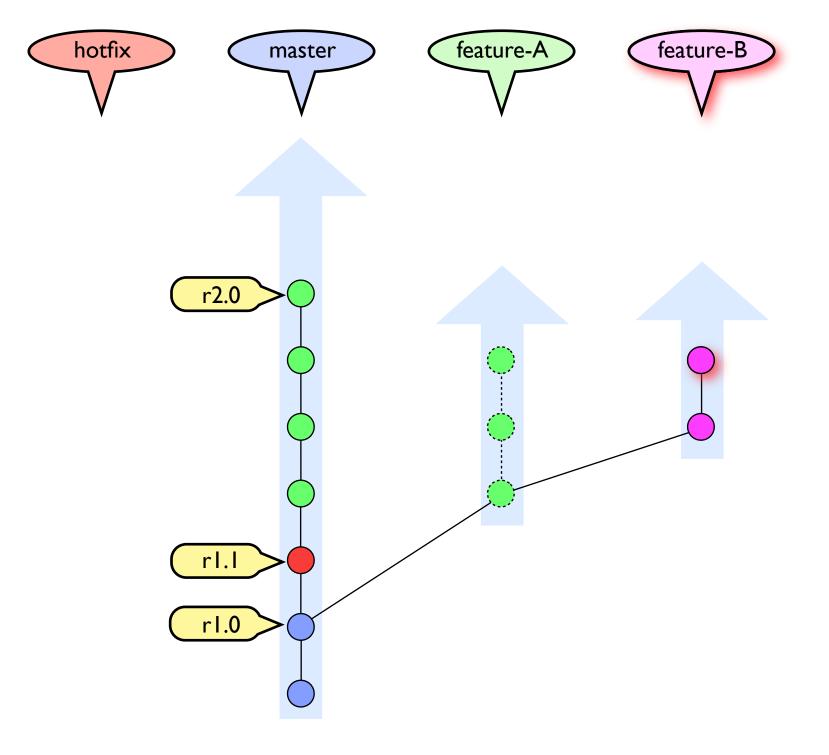
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```
git checkout master
git checkout -b feature-A
git commit -a -m 'basic feature A structure'
git checkout -b feature-B
git commit -a -m 'basic feature B structure'
git commit -a -m 'debug feature B'
git checkout feature-A
git commit -a -m 'finish feature A'
git commit -a -m 'debug feature A'
git checkout -b hotfix r1.0
git commit -a -m 'keep customer happy'
git checkout master
git merge hotfix
git tag -a r1.1 -m 'security update'
git checkout feature-A
git rebase master
...resolve conflicts...
git rebase --continue
git commit -a -m 'polish feature A'
git checkout master
git merge feature-A
git tag -a 2.0 -m 'new and improved release'
```



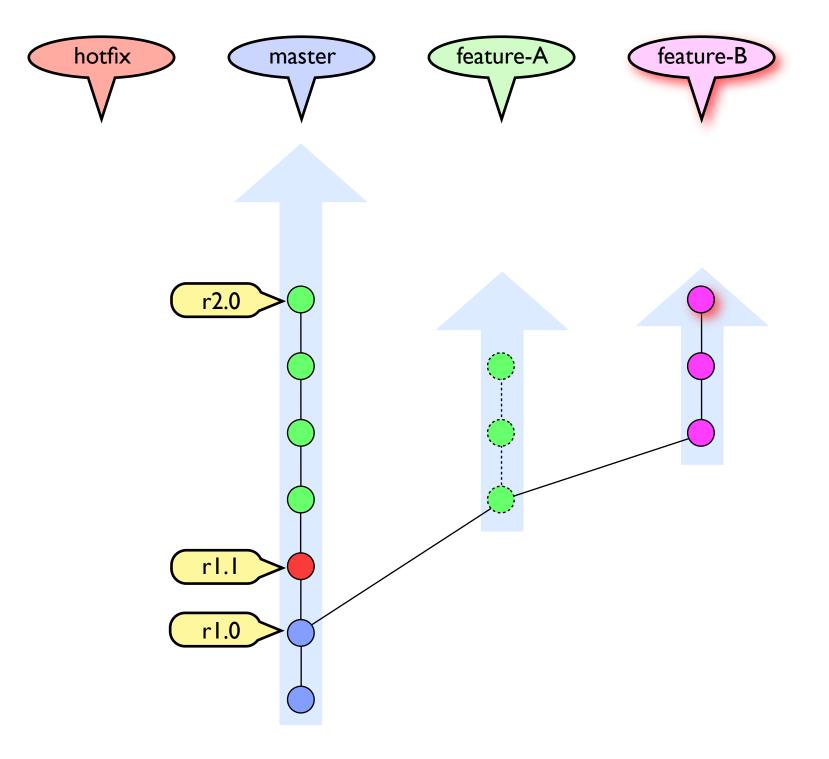


```
git checkout master
git checkout -b feature-A
git commit -a -m 'basic feature A structure'
git checkout -b feature-B
git commit -a -m 'basic feature B structure'
git commit -a -m 'debug feature B'
git checkout feature-A
git commit -a -m 'finish feature A'
git commit -a -m 'debug feature A'
git checkout -b hotfix r1.0
git commit -a -m 'keep customer happy'
git checkout master
git merge hotfix
git tag -a r1.1 -m 'security update'
git checkout feature-A
git rebase master
...resolve conflicts...
git rebase --continue
git commit -a -m 'polish feature A'
git checkout master
git merge feature-A
git tag -a 2.0 -m 'new and improved release'
git checkout feature-B
```



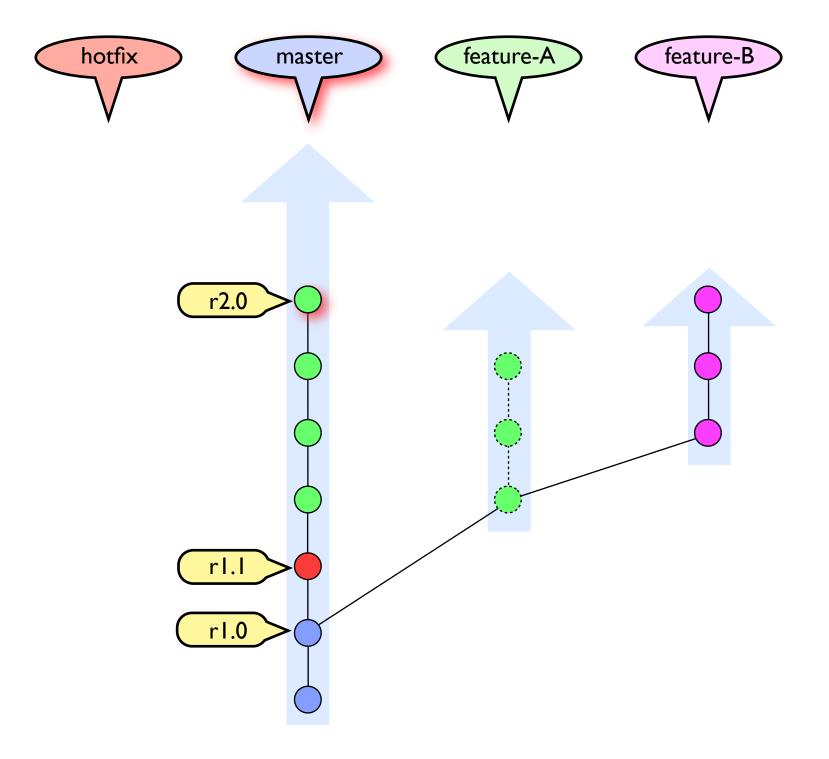


```
git checkout master
git checkout -b feature-A
git commit -a -m 'basic feature A structure'
git checkout -b feature-B
git commit -a -m 'basic feature B structure'
git commit -a -m 'debug feature B'
git checkout feature-A
git commit -a -m 'finish feature A'
git commit -a -m 'debug feature A'
git checkout -b hotfix r1.0
git commit -a -m 'keep customer happy'
git checkout master
git merge hotfix
git tag -a r1.1 -m 'security update'
git checkout feature-A
git rebase master
...resolve conflicts...
git rebase --continue
git commit -a -m 'polish feature A'
git checkout master
git merge feature-A
git tag -a 2.0 -m 'new and improved release'
git checkout feature-B
git commit -a -m 'polish feature-B'
```



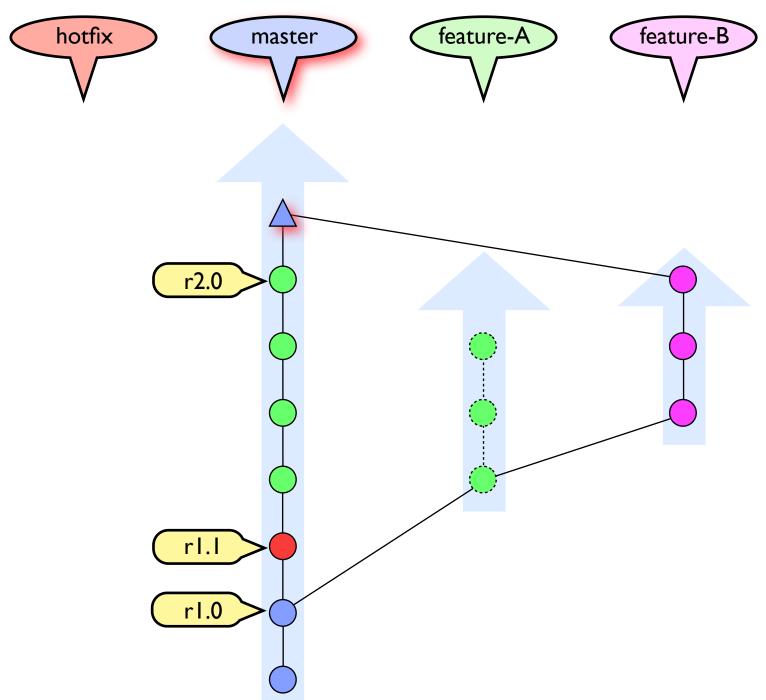


```
git checkout master
git checkout -b feature-A
git commit -a -m 'basic feature A structure'
git checkout -b feature-B
git commit -a -m 'basic feature B structure'
git commit -a -m 'debug feature B'
git checkout feature-A
git commit -a -m 'finish feature A'
git commit -a -m 'debug feature A'
git checkout -b hotfix r1.0
git commit -a -m 'keep customer happy'
git checkout master
git merge hotfix
git tag -a r1.1 -m 'security update'
git checkout feature-A
git rebase master
...resolve conflicts...
git rebase --continue
git commit -a -m 'polish feature A'
git checkout master
git merge feature-A
git tag -a 2.0 -m 'new and improved release'
git checkout feature-B
git commit -a -m 'polish feature-B'
git checkout master
```





```
git checkout master
git checkout -b feature-A
git commit -a -m 'basic feature A structure'
git checkout -b feature-B
git commit -a -m 'basic feature B structure'
git commit -a -m 'debug feature B'
git checkout feature-A
git commit -a -m 'finish feature A'
git commit -a -m 'debug feature A'
git checkout -b hotfix r1.0
git commit -a -m 'keep customer happy'
git checkout master
git merge hotfix
git tag -a r1.1 -m 'security update'
git checkout feature-A
git rebase master
...resolve conflicts...
git rebase --continue
git commit -a -m 'polish feature A'
git checkout master
git merge feature-A
git tag -a 2.0 -m 'new and improved release'
git checkout feature-B
git commit -a -m 'polish feature-B'
git checkout master
git merge feature-B
...resolve conflicts...
git commit -a -m 'merge feature-B into master'
```



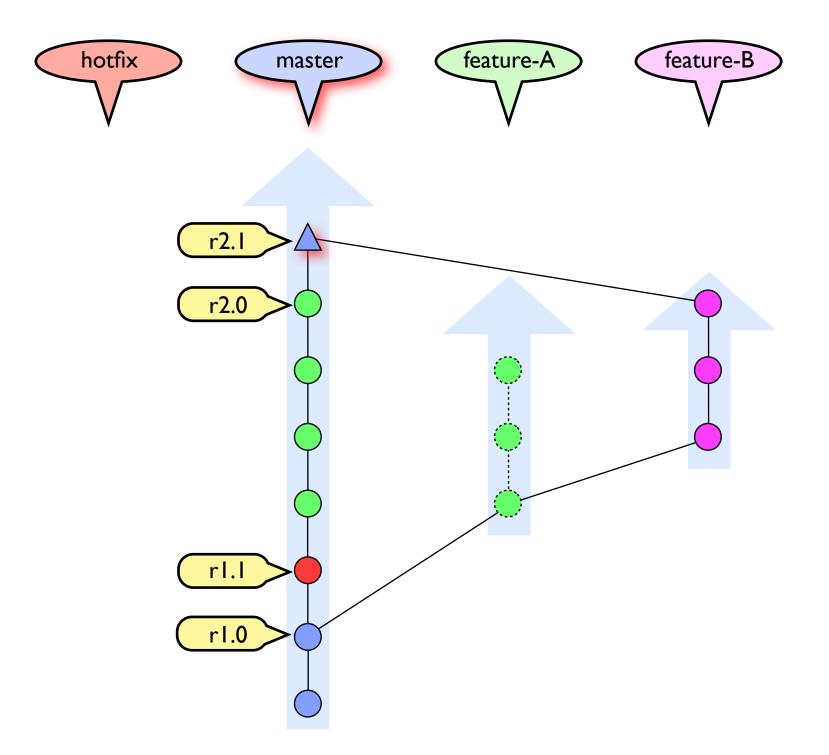
divergent branches require a new commit with 2 parents.

The new commit tracks conflict resolutions.

git merge automatically detects if a fast forward merge is possible or not.

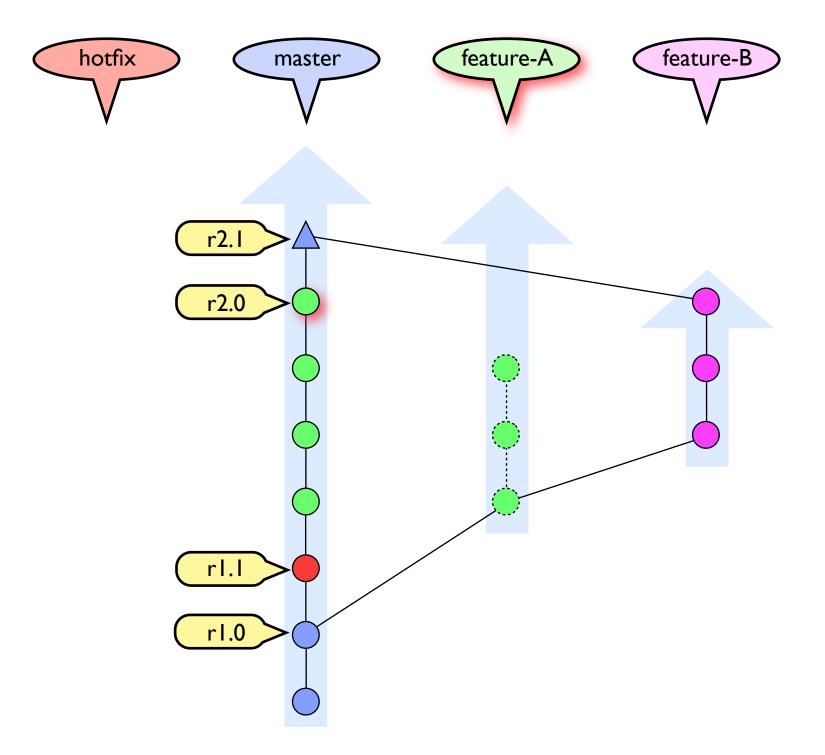
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```
git checkout master
git checkout -b feature-A
git commit -a -m 'basic feature A structure'
git checkout -b feature-B
qit commit -a -m 'basic feature B structure'
git commit -a -m 'debug feature B'
git checkout feature-A
git commit -a -m 'finish feature A'
git commit -a -m 'debug feature A'
git checkout -b hotfix r1.0
git commit -a -m 'keep customer happy'
git checkout master
git merge hotfix
git tag -a r1.1 -m 'security update'
git checkout feature-A
git rebase master
...resolve conflicts...
git rebase --continue
git commit -a -m 'polish feature A'
git checkout master
git merge feature-A
git tag -a 2.0 -m 'new and improved release'
git checkout feature-B
git commit -a -m 'polish feature-B'
git checkout master
git merge feature-B
...resolve conflicts...
git commit -a -m 'merge feature-B into master'
git tag -a r2.1 -m 'wow release'
```



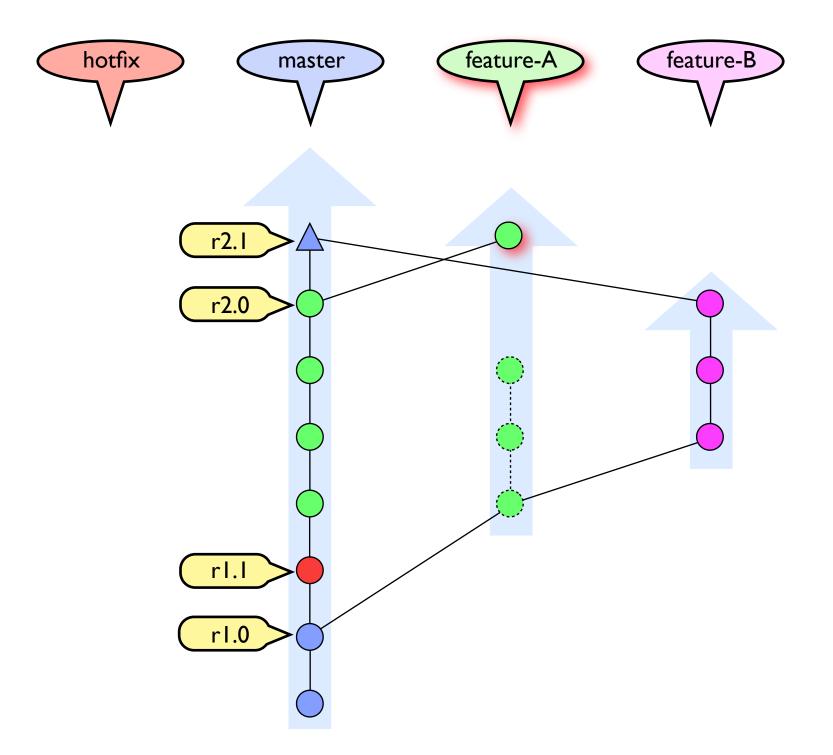


```
git checkout master
git checkout -b feature-A
git commit -a -m 'basic feature A structure'
git checkout -b feature-B
qit commit -a -m 'basic feature B structure'
git commit -a -m 'debug feature B'
git checkout feature-A
git commit -a -m 'finish feature A'
git commit -a -m 'debug feature A'
git checkout -b hotfix r1.0
git commit -a -m 'keep customer happy'
git checkout master
git merge hotfix
git tag -a r1.1 -m 'security update'
git checkout feature-A
git rebase master
...resolve conflicts...
git rebase --continue
git commit -a -m 'polish feature A'
git checkout master
git merge feature-A
git tag -a 2.0 -m 'new and improved release'
git checkout feature-B
git commit -a -m 'polish feature-B'
git checkout master
git merge feature-B
...resolve conflicts...
git commit -a -m 'merge feature-B into master'
git tag -a r2.1 -m 'wow release'
git checkout feature-A
```





```
git checkout master
git checkout -b feature-A
git commit -a -m 'basic feature A structure'
git checkout -b feature-B
qit commit -a -m 'basic feature B structure'
git commit -a -m 'debug feature B'
git checkout feature-A
git commit -a -m 'finish feature A'
git commit -a -m 'debug feature A'
git checkout -b hotfix r1.0
git commit -a -m 'keep customer happy'
git checkout master
git merge hotfix
git tag -a r1.1 -m 'security update'
git checkout feature-A
git rebase master
...resolve conflicts...
git rebase --continue
git commit -a -m 'polish feature A'
git checkout master
git merge feature-A
git tag -a 2.0 -m 'new and improved release'
git checkout feature-B
git commit -a -m 'polish feature-B'
git checkout master
git merge feature-B
...resolve conflicts...
git commit -a -m 'merge feature-B into master'
git tag -a r2.1 -m 'wow release'
git checkout feature-A
git commit -a -m 'feature-A extension'
```



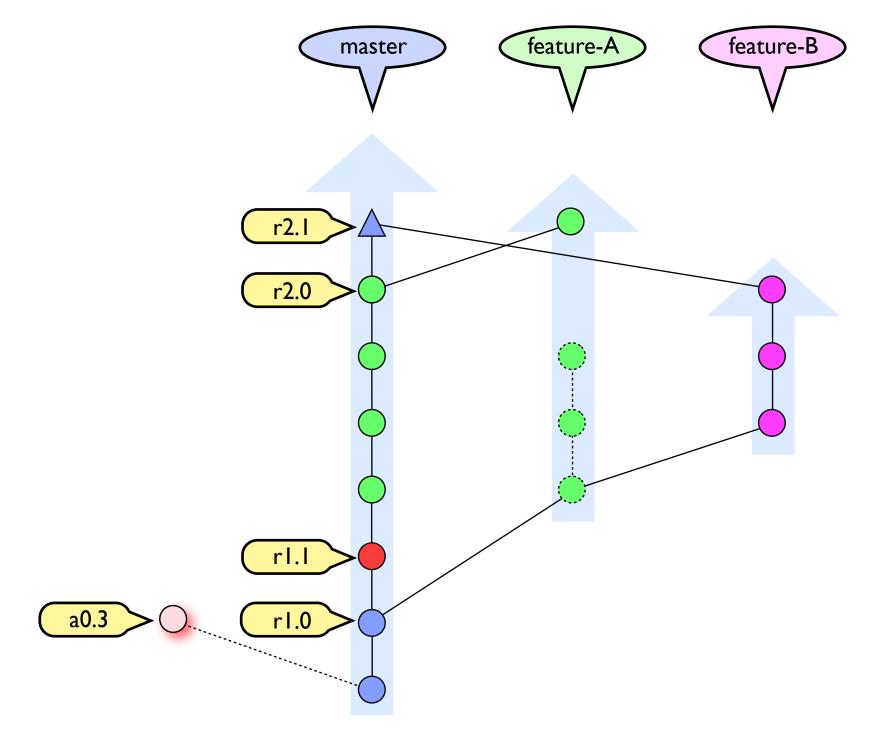


Lost Your Head?

Common point of confusion when git reports a "detached head"



git checkout a0.3



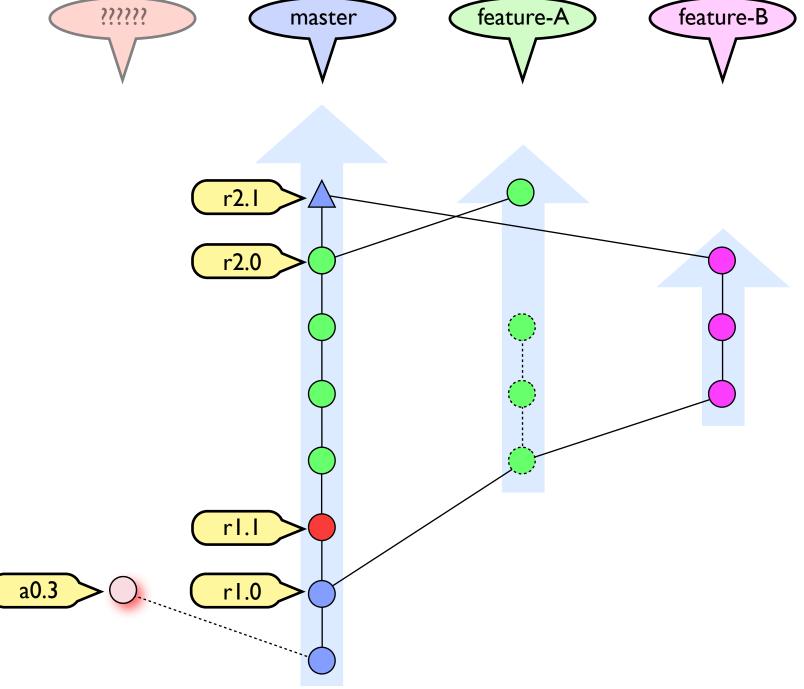


git checkout a0.3

Note: moving to 'a67061d' which isn't a local branch If you want to create a new branch from this checkout, you may do so

(now or later) by using -b with the checkout command again. Example:

git checkout -b <new_branch_name> HEAD is now at a67061d...



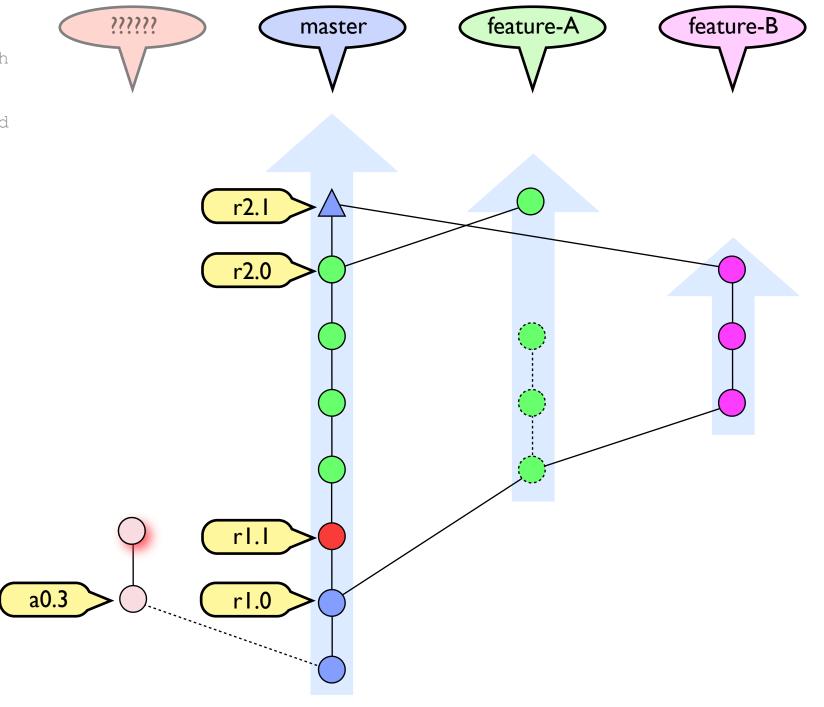


git checkout a0.3

...work work work...

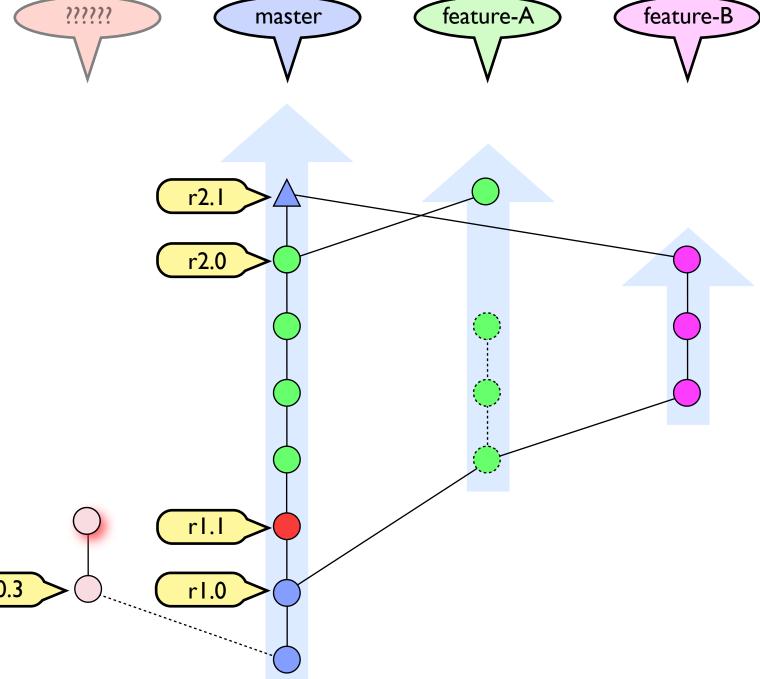
Note: moving to 'a67061d' which isn't a local branch
If you want to create a new branch from this
checkout, you may do so
(now or later) by using -b with the checkout command
again. Example:
 git checkout -b <new_branch_name>
HEAD is now at a67061d...

git commit -a -m 'this is cool'
[detached HEAD a67061d] add foo.txt



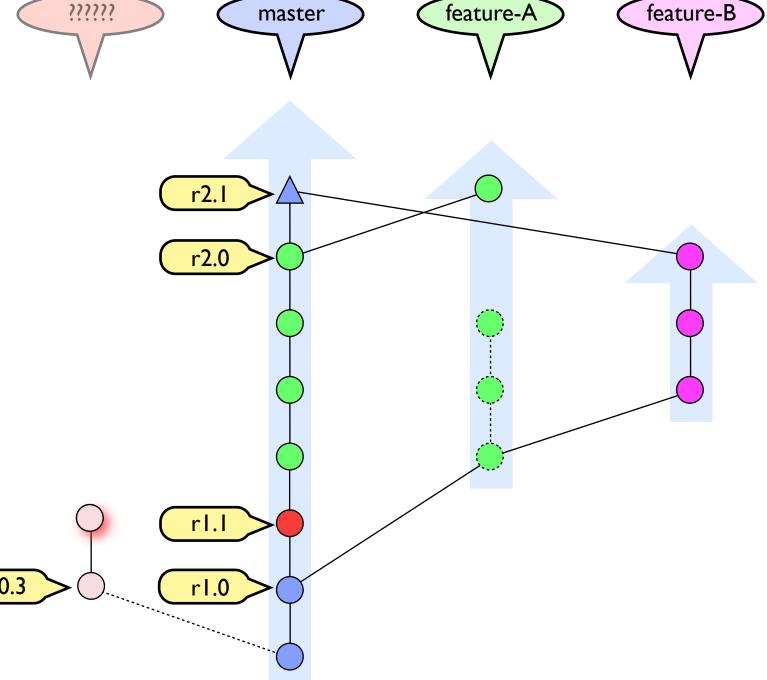


?????? git checkout a0.3 Note: moving to 'a67061d' which isn't a local branch If you want to create a new branch from this checkout, you may do so (now or later) by using -b with the checkout command again. Example: git checkout -b <new branch name> HEAD is now at a67061d... ...work work work... git commit -a -m 'this is cool' [detached HEAD a67061d] add foo.txt git status # Not currently on any branch. nothing to commit (working directory clean)



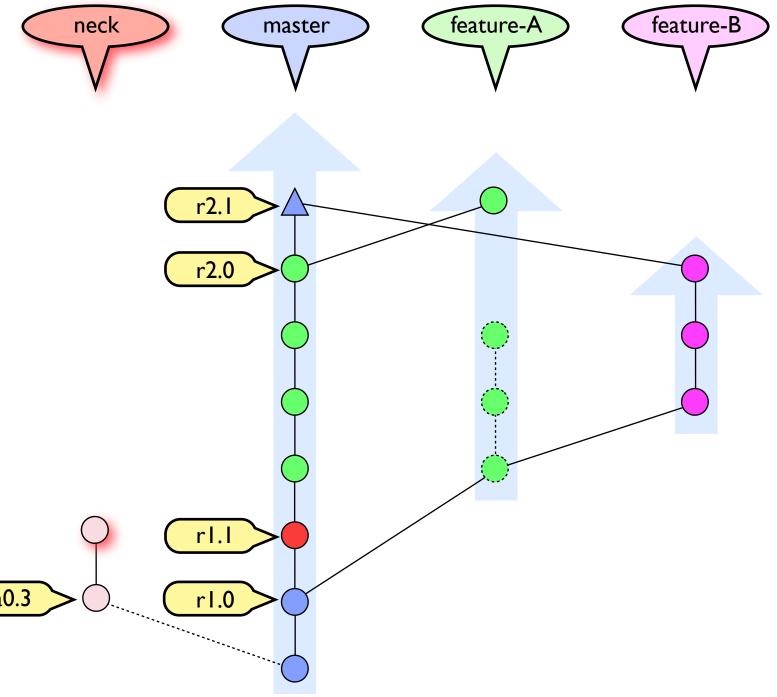


?????? git checkout a0.3 Note: moving to 'a67061d' which isn't a local branch If you want to create a new branch from this checkout, you may do so (now or later) by using -b with the checkout command again. Example: git checkout -b <new branch name> HEAD is now at a67061d... ...work work work... git commit -a -m 'this is cool' [detached HEAD a67061d] add foo.txt git status # Not currently on any branch. nothing to commit (working directory clean) git checkout -b neck



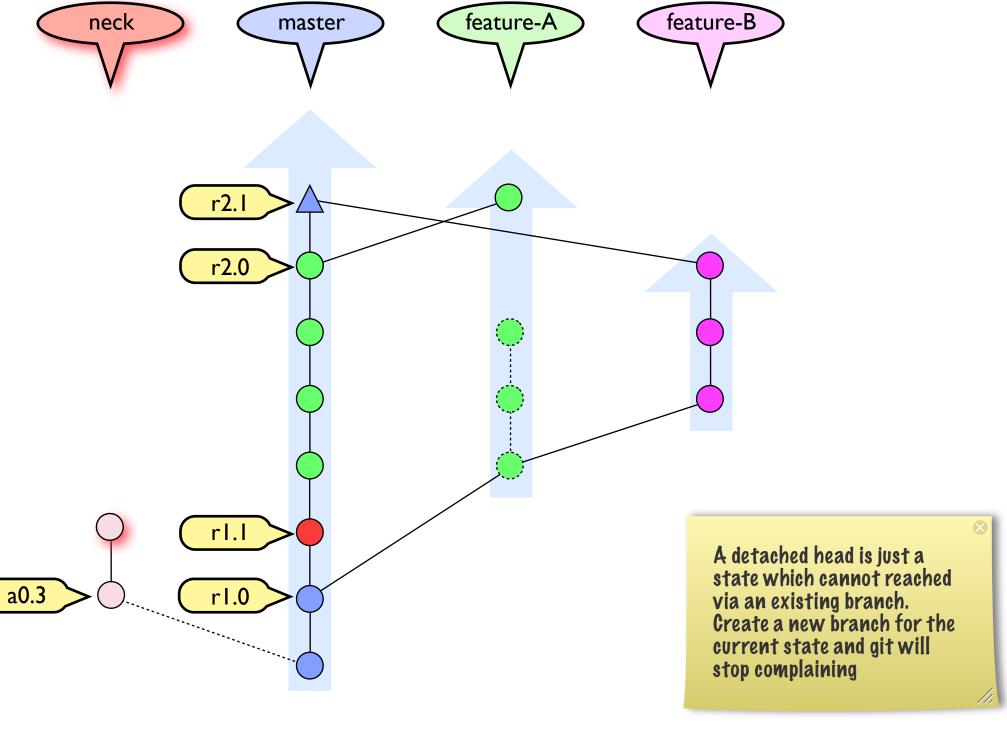


neck git checkout a0.3 Note: moving to 'a67061d' which isn't a local branch If you want to create a new branch from this checkout, you may do so (now or later) by using -b with the checkout command again. Example: git checkout -b <new branch name> HEAD is now at a67061d... ...work work work... git commit -a -m 'this is cool' [detached HEAD a67061d] add foo.txt git status # Not currently on any branch. nothing to commit (working directory clean) git checkout -b neck Switched to a new branch 'neck'





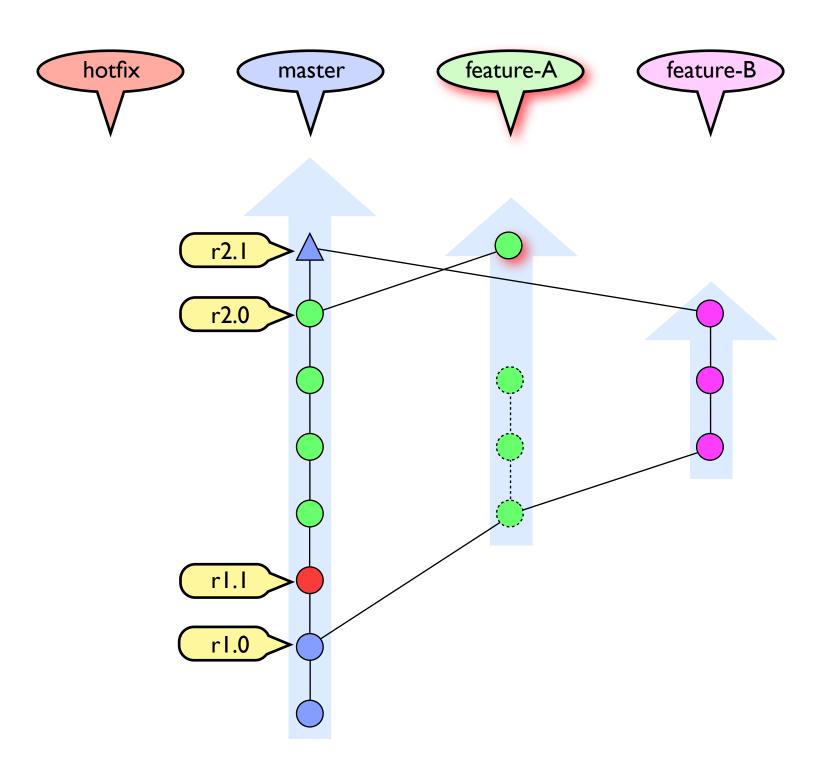
git checkout a0.3 Note: moving to 'a67061d' which isn't a local branch If you want to create a new branch from this checkout, you may do so (now or later) by using -b with the checkout command again. Example: git checkout -b <new branch name> HEAD is now at a67061d... ...work work work... git commit -a -m 'this is cool' [detached HEAD a67061d] add foo.txt git status # Not currently on any branch. nothing to commit (working directory clean) git checkout -b neck Switched to a new branch 'neck' git status # On branch neck nothing to commit (working directory clean)





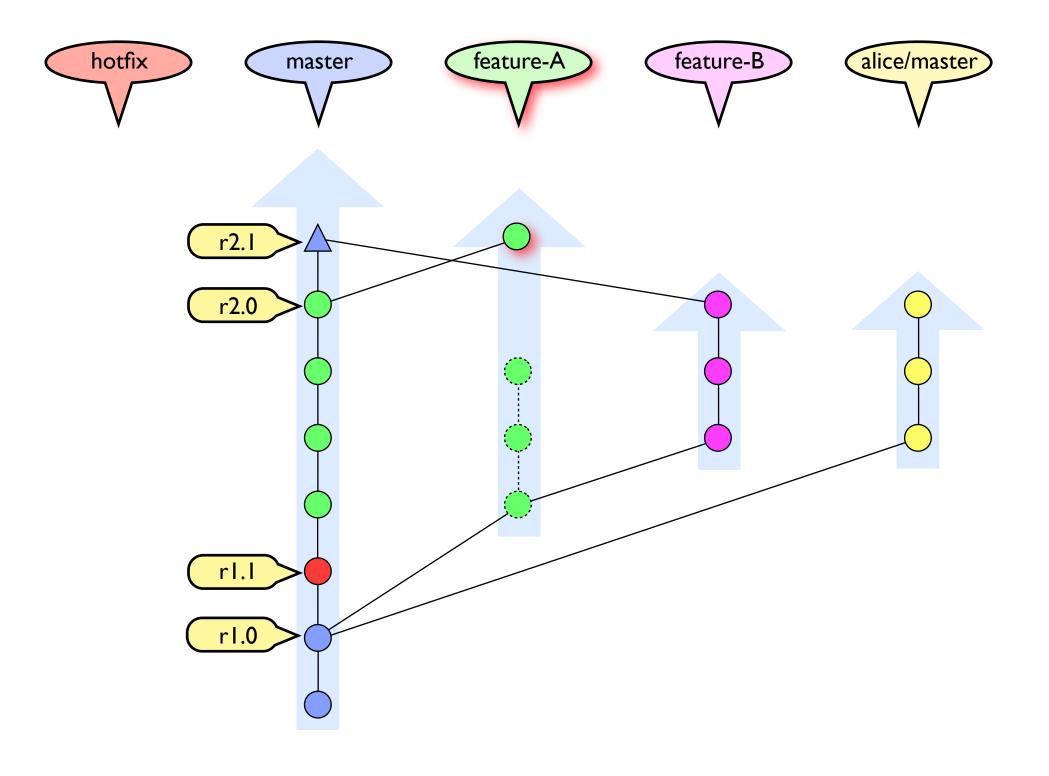
Multiple Repositories

```
git checkout master
git checkout -b feature-A
git commit -a -m 'basic feature A structure'
git checkout -b feature-B
git commit -a -m 'basic feature B structure'
git commit -a -m 'debug feature B'
git checkout feature-A
git commit -a -m 'finish feature A'
git commit -a -m 'debug feature A'
git checkout -b hotfix r1.0
git commit -a -m 'keep customer happy'
git checkout master
git merge hotfix
git tag -a r1.1 -m 'security update'
git checkout feature-A
git rebase master
...resolve conflicts...
git rebase --continue
git commit -a -m 'polish feature A'
git checkout master
git merge feature-A
git tag -a 2.0 -m 'new and improved release'
git checkout feature-B
git commit -a -m 'polish feature-B'
git checkout master
git merge feature-B
...resolve conflicts...
git commit -a -m 'merge feature-B into master'
git tag -a r2.1 -m 'wow release'
git checkout feature-A
git commit -a -m 'feature-A extension'
```





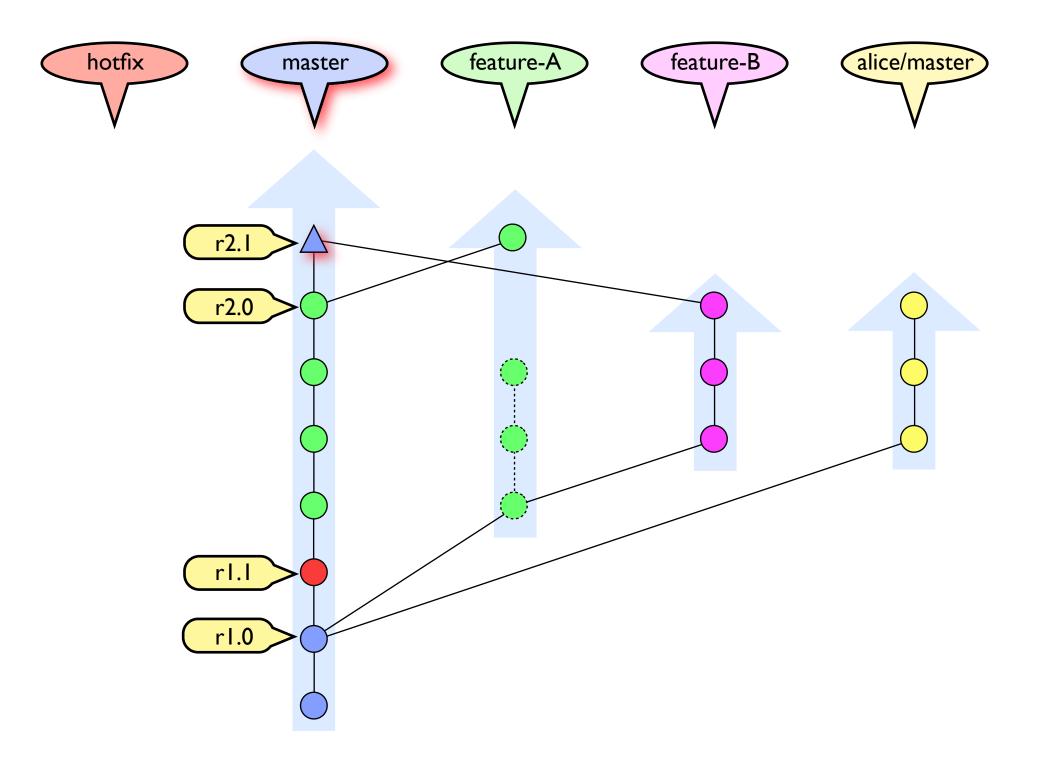
```
git checkout master
git checkout -b feature-A
git commit -a -m 'basic feature A structure'
git checkout -b feature-B
git commit -a -m 'basic feature B structure'
git commit -a -m 'debug feature B'
git checkout feature-A
git commit -a -m 'finish feature A'
git commit -a -m 'debug feature A'
git checkout -b hotfix r1.0
git commit -a -m 'keep customer happy'
git checkout master
git merge hotfix
git tag -a r1.1 -m 'security update'
git checkout feature-A
git rebase master
...resolve conflicts...
git rebase --continue
git commit -a -m 'polish feature A'
git checkout master
git merge feature-A
git tag -a 2.0 -m 'new and improved release'
git checkout feature-B
git commit -a -m 'polish feature-B'
git checkout master
git merge feature-B
...resolve conflicts...
git commit -a -m 'merge feature-B into master'
git tag -a r2.1 -m 'wow release'
git checkout feature-A
git commit -a -m 'feature-A extension'
git fetch alice
```





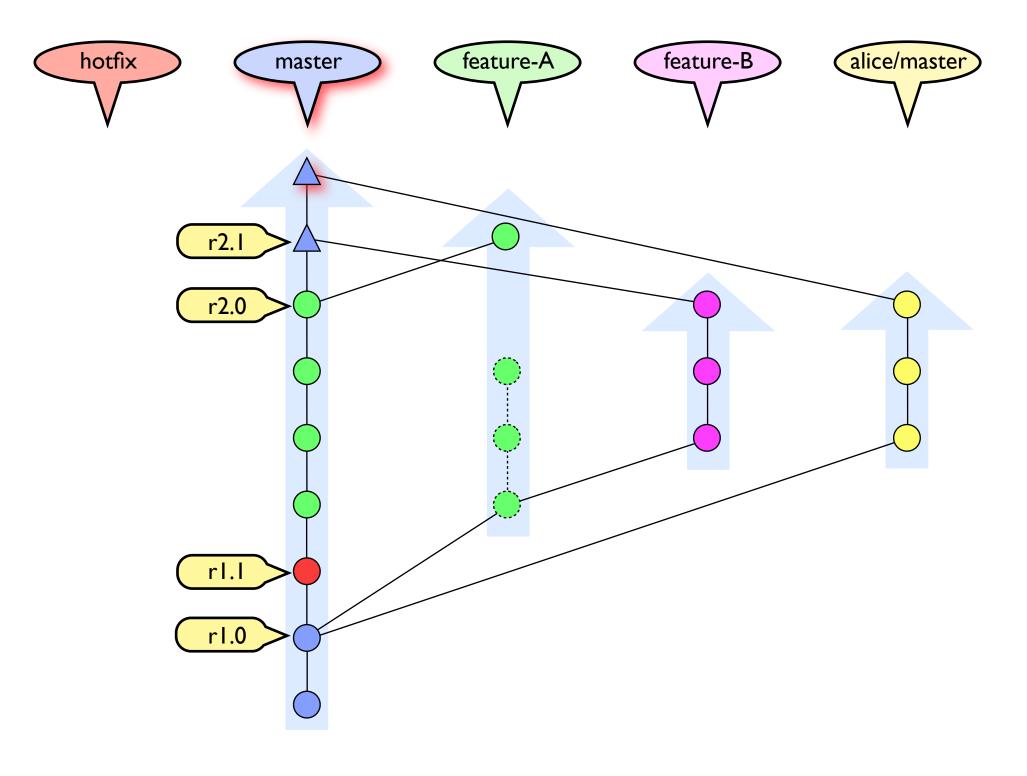
Fetching from a remote repository doesn't change your committeelang

```
git checkout master
git checkout -b feature-A
git commit -a -m 'basic feature A structure'
git checkout -b feature-B
git commit -a -m 'basic feature B structure'
git commit -a -m 'debug feature B'
git checkout feature-A
git commit -a -m 'finish feature A'
git commit -a -m 'debug feature A'
git checkout -b hotfix r1.0
git commit -a -m 'keep customer happy'
git checkout master
git merge hotfix
git tag -a r1.1 -m 'security update'
git checkout feature-A
git rebase master
...resolve conflicts...
git rebase --continue
git commit -a -m 'polish feature A'
git checkout master
git merge feature-A
git tag -a 2.0 -m 'new and improved release'
git checkout feature-B
git commit -a -m 'polish feature-B'
git checkout master
git merge feature-B
...resolve conflicts...
git commit -a -m 'merge feature-B into master'
git tag -a r2.1 -m 'wow release'
git checkout feature-A
git commit -a -m 'feature-A extension'
git fetch alice
git checkout master
```





```
git checkout master
git checkout -b feature-A
git commit -a -m 'basic feature A structure'
git checkout -b feature-B
git commit -a -m 'basic feature B structure'
git commit -a -m 'debug feature B'
git checkout feature-A
git commit -a -m 'finish feature A'
git commit -a -m 'debug feature A'
git checkout -b hotfix r1.0
git commit -a -m 'keep customer happy'
git checkout master
git merge hotfix
git tag -a r1.1 -m 'security update'
git checkout feature-A
git rebase master
...resolve conflicts...
git rebase --continue
git commit -a -m 'polish feature A'
git checkout master
git merge feature-A
git tag -a 2.0 -m 'new and improved release'
git checkout feature-B
git commit -a -m 'polish feature-B'
git checkout master
git merge feature-B
...resolve conflicts...
git commit -a -m 'merge feature-B into master'
git tag -a r2.1 -m 'wow release'
git checkout feature-A
git commit -a -m 'feature-A extension'
git fetch alice
git checkout master
git merge alice/master
...resolve conflicts...
git commit -a -m 'merge alice/master into master'
```

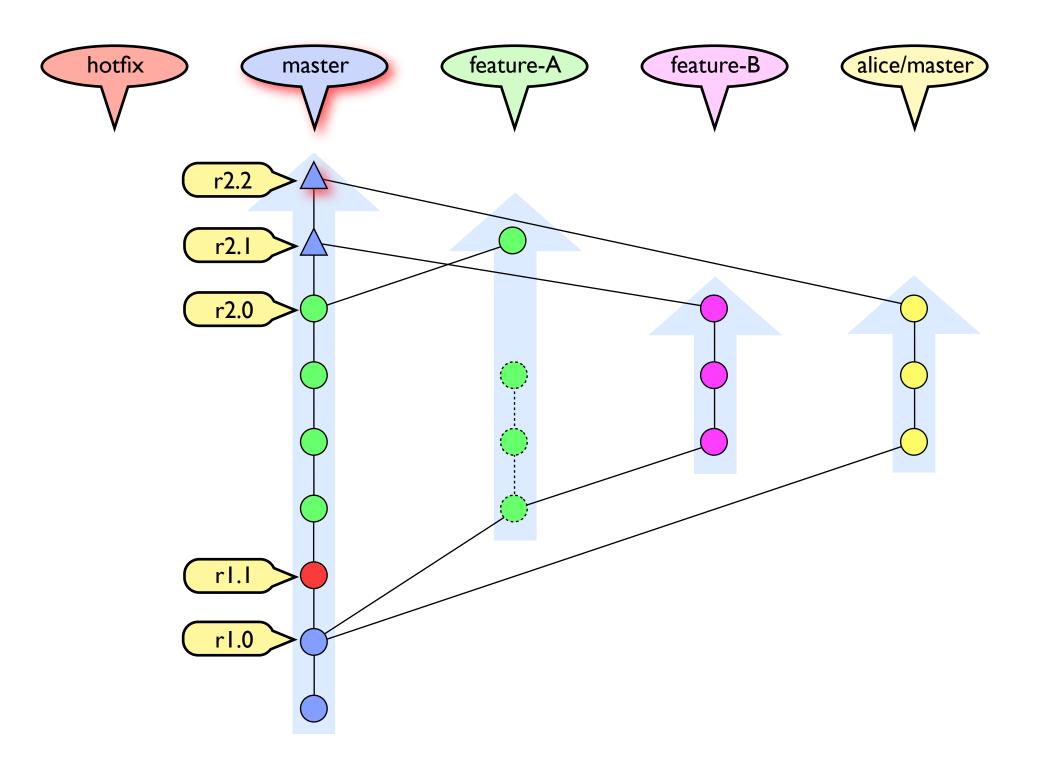




git pull combines fetch and merge!

© 2009 Stephen Riehm, Munich, Germany

```
git checkout master
git checkout -b feature-A
git commit -a -m 'basic feature A structure'
git checkout -b feature-B
git commit -a -m 'basic feature B structure'
git commit -a -m 'debug feature B'
git checkout feature-A
git commit -a -m 'finish feature A'
git commit -a -m 'debug feature A'
git checkout -b hotfix r1.0
git commit -a -m 'keep customer happy'
git checkout master
git merge hotfix
git tag -a r1.1 -m 'security update'
git checkout feature-A
git rebase master
...resolve conflicts...
git rebase --continue
git commit -a -m 'polish feature A'
git checkout master
git merge feature-A
git tag -a 2.0 -m 'new and improved release'
git checkout feature-B
git commit -a -m 'polish feature-B'
git checkout master
git merge feature-B
...resolve conflicts...
git commit -a -m 'merge feature-B into master'
git tag -a r2.1 -m 'wow release'
git checkout feature-A
git commit -a -m 'feature-A extension'
git checkout master
git fetch alice
git merge alice/master
...resolve conflicts...
git commit -a -m 'merge alice/master into master'
git tag -a r2.2 -m 'insecurity update'
```





Publishing Your Repository

```
you should NOT publish your private directories (basic security)
local ~/project/ >
                             ssh me@remote.com
                                                                       create a bare repository on a public server
                                                                       push only the branches your wish to publish
remote ~/ >
                             mkdir project.git
remote ~/project.git/ >
                             cd project.git
remote ~/project.git/ >
                             git init --bare
remote ~/project.git/ >
                             logout
local ~/project/ >
                             git remote add public repo ssh://me@remote.com/~/project.git
local ~/project/ >
                             git push public repo release branch
```

Samstag, 6. Februar 2010

USB-Stick

```
USB stick, external disk
                                                                                                  great for ad-hoc sharing
                                                                                                  great for backup
                                                                                                  treat like a public
~/project/ > git clone --bare . /Volumes/usb_stick/project.git
                                                                                                  repository
~/project/ > git remote add usb_stick /Volumes/usb_stick/project.git
~/project/ > git push usb_stick
```

ch, Germany

Which Repos Am I Connected To?



ch. Germany

Updates From Multiple Repos

```
~/project/ > $EDITOR .git/config
[remote "steve"]
       url = ssh://steveserve.com/~/Git/project.git
       fetch = +refs/heads/*:refs/remotes/steve/*
[remote "mac"]
       url = git@github.com:mac/project.git
        fetch = +refs/heads/*:refs/remotes/mac/*
[remotes]
       buddies = steve mac
~/project/ > git remote update buddies
Updating steve
Updating mac
```



ich. Germany

Working With Others

Publish your changes via a bare repository

Never push to someone else's repository

Use git remote update to track multiple repositories

Use git show-branch or git whatchanged to see what's new



Rewriting History

What if you want to...

...find the commit that introduced a problem...

...remove some commits from the history...

...add one or more commits from one branch to another...

...work on a branch for a long time...

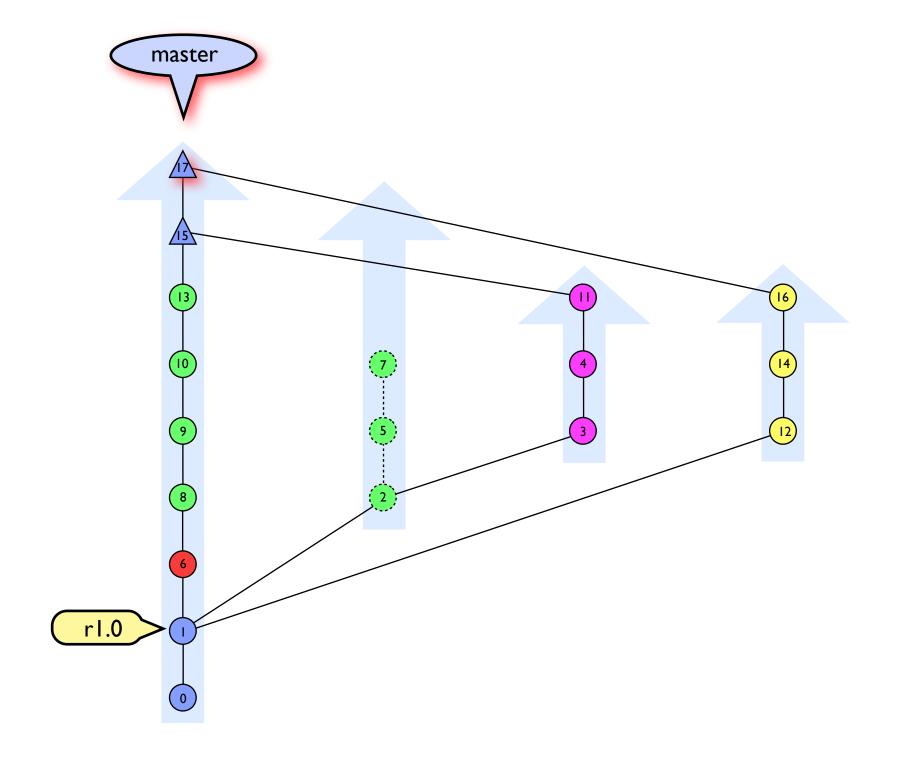


Finding Bad Commits

Git Bisect



git checkout master



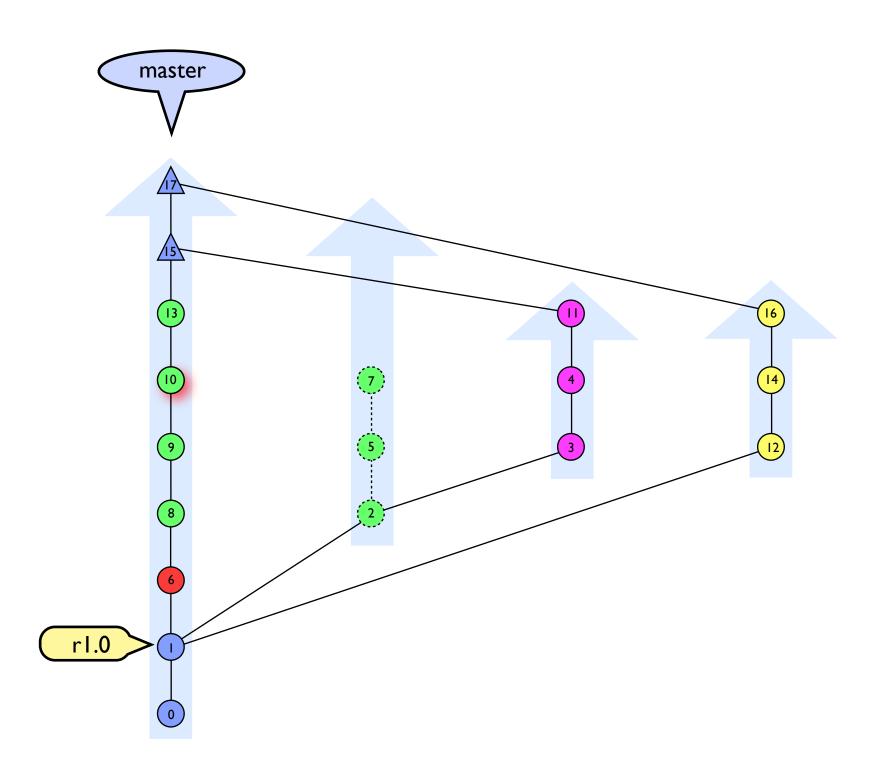


```
git checkout master
git bisect start
git bisect bad master
git bisect good r1.0

Bisecting: ## revisions left to test after this
[10] commit message
```

git has checked out a commit for you to test... Is the problem currently checked out?

If not call git bisect good



```
git checkout master
git bisect start
git bisect bad master
git bisect good r1.0

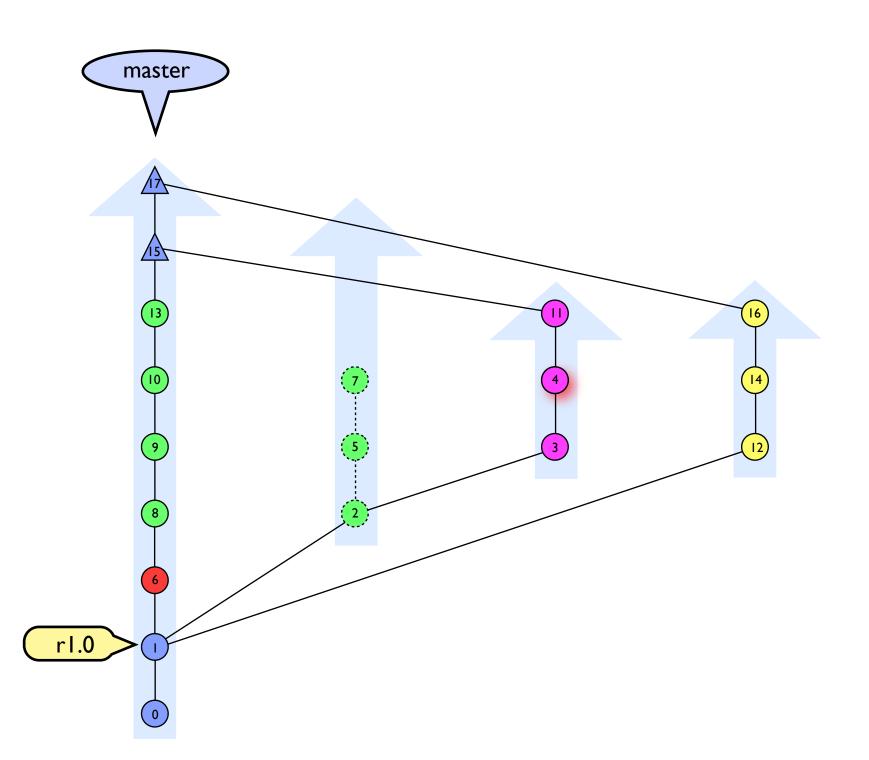
Bisecting: ## revisions left to test after this
[10] commit message

git bisect good

Bisecting: ## revisions left to test after this
[4] commit message
```

git has checked out another commit for you to test... Can't test this version? (doesn't compile?)

If so call git bisect skip



```
git checkout master
git bisect start
git bisect bad master
git bisect good r1.0

Bisecting: ## revisions left to test after this
[10] commit message
git bisect good

Bisecting: ## revisions left to test after this
[4] commit message

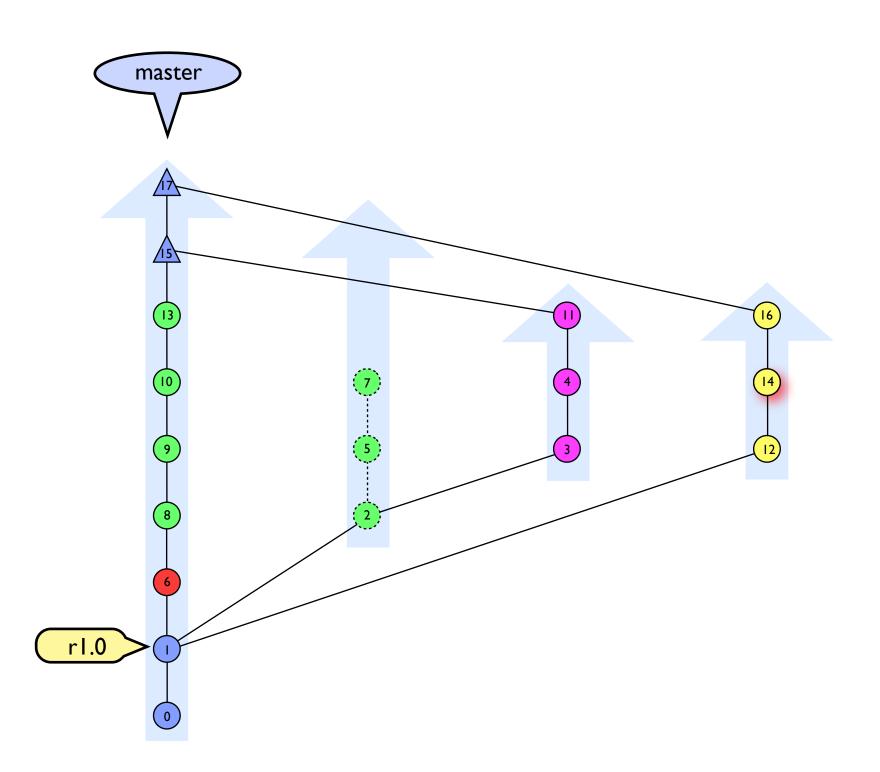
git bisect skip

Bisecting: ## revisions left to test after this
[14] commit message
```

Another commit for you to test...

Is the problem currently checked out?

If so call git bisect bad



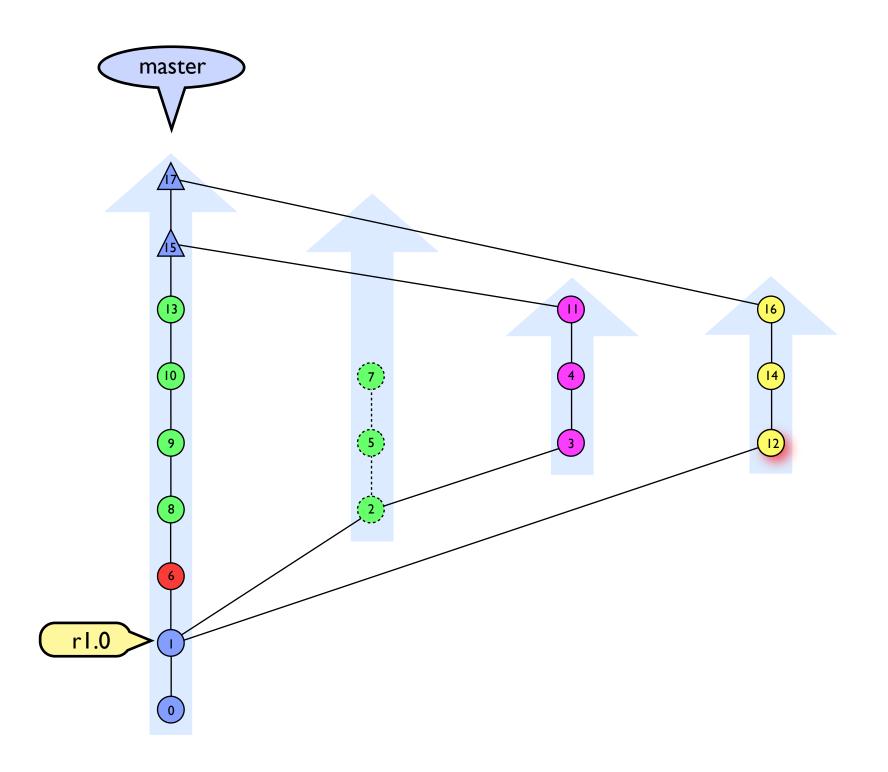
```
git checkout master
git bisect start
git bisect bad master
git bisect good r1.0

Bisecting: ## revisions left to test after this
[10] commit message
git bisect good

Bisecting: ## revisions left to test after this
[4] commit message
git bisect skip

Bisecting: ## revisions left to test after this
[14] commit message
git bisect bad

12 is the first bad commit
```



Now you know where the problem is.

Go back to your branch and fix it with a normal commit.

```
git checkout master
git bisect start
git bisect bad master
git bisect good r1.0

Bisecting: ## revisions left to test after this
[10] commit message

git bisect good

Bisecting: ## revisions left to test after this
[4] commit message

git bisect skip

Bisecting: ## revisions left to test after this
[14] commit message

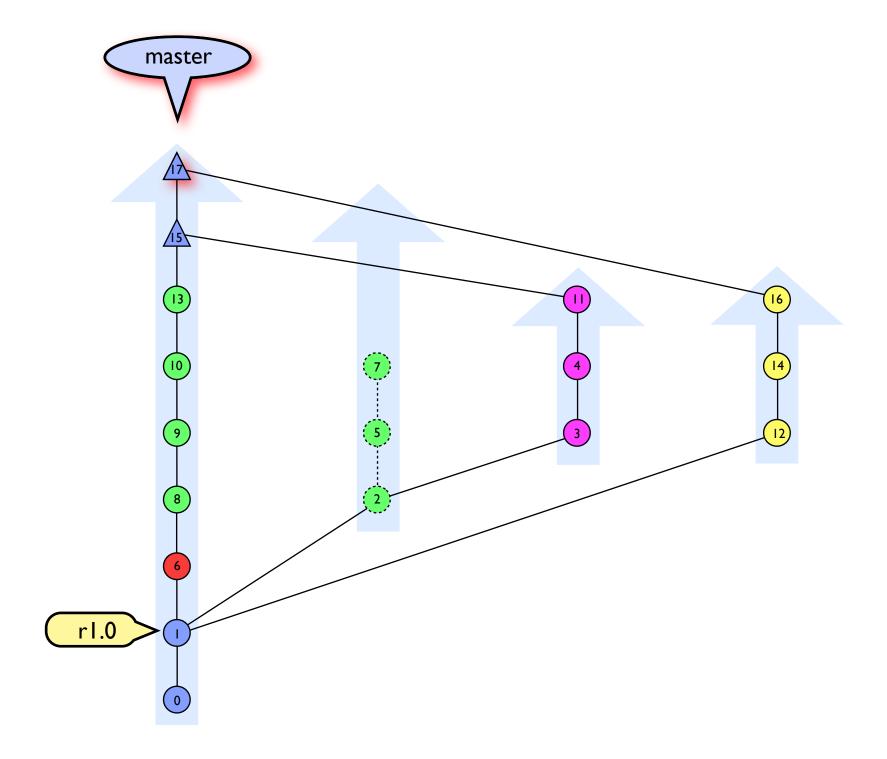
git bisect skip

Bisecting: ## revisions left to test after this
[14] commit message

git bisect bad

12 is the first bad commit

git bisect reset
```





Git Bisect Automation

```
git bisect start bad_commit good_commit
git bisect run test_script options...
```

Test script exit codes:

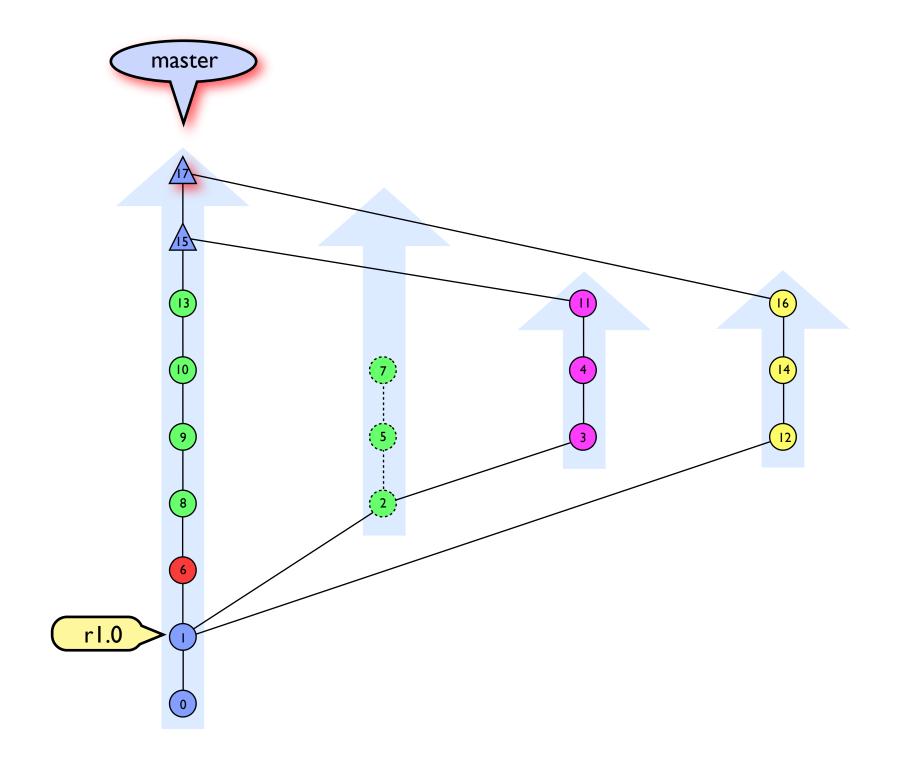
```
exit 0 => good
exit 125 => skip
exit 1 .. 127 => bad
```



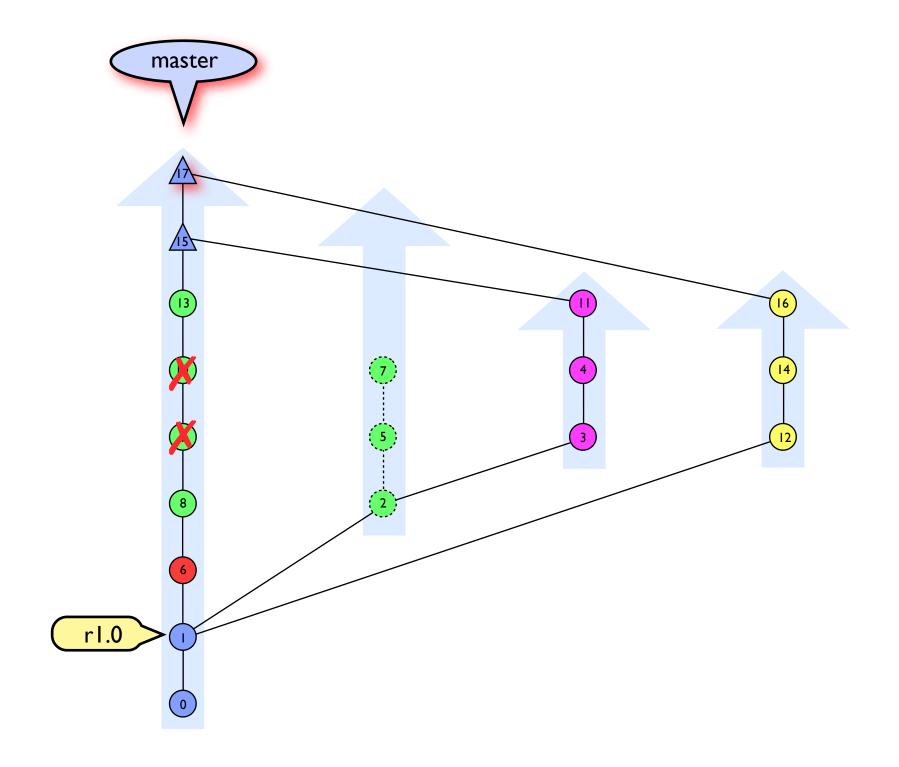
Removing Bad Commits

Interactive Rebasing



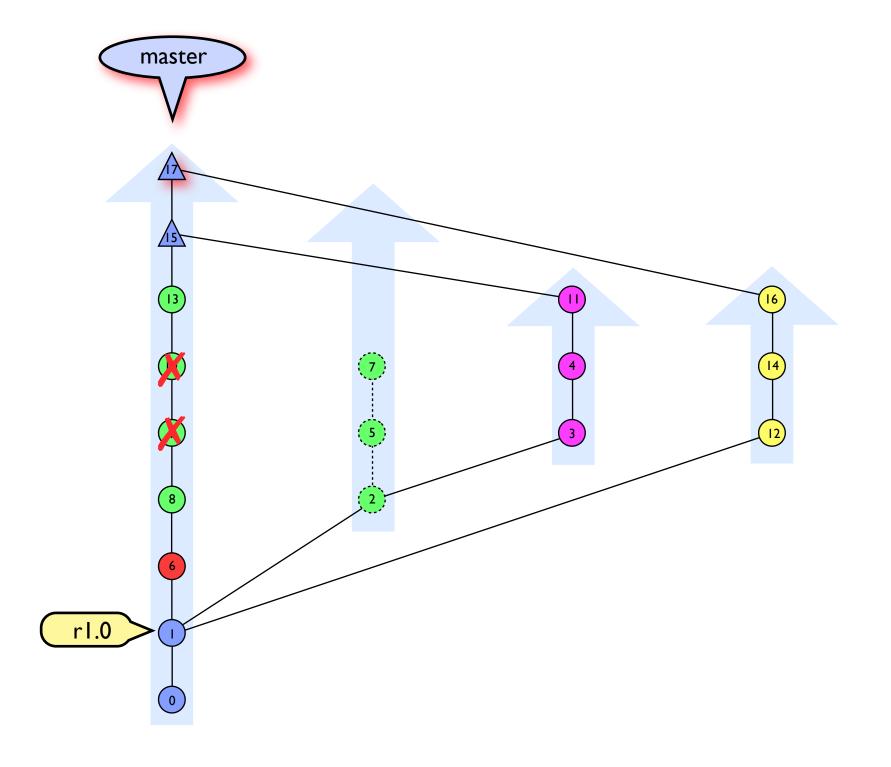








```
git checkout master
git rebase --interactive r1.0
```





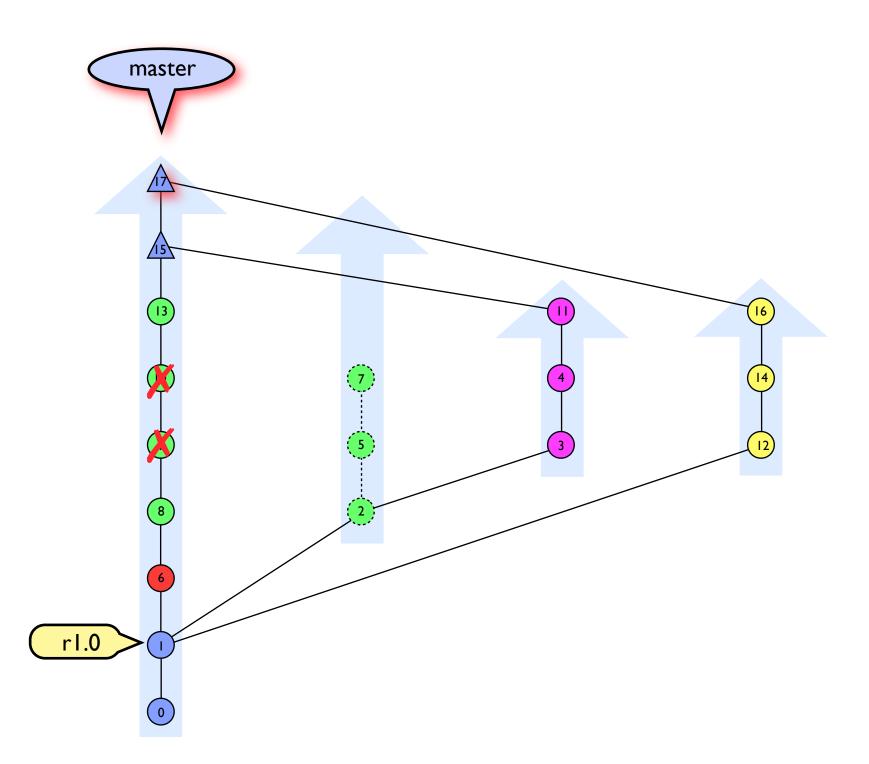
```
pick ca4f103 6 hotfix
pick 1f85820 8 feature_A - first try
pick 9b6e08e 9 feature_A - with signature
pick 7d86f88 10 feature_A with more detail
pick e29b897 2 feature_A - first try
pick 39f4215 3 first attempt at feature B
pick f4449ad 4 feature_B comments
pick 27c2b4c 11 feature_B fix wrong spellt world

# Rebase 2aa3032..5af9beb onto 2aa3032
#
# Commands:
# p, pick = use commit
# e, edit = use commit, but stop for amending
# s, squash = use commit, but meld into previous commit
#
# If you remove a line here THAT COMMIT WILL BE LOST.
# However, if you remove everything, the rebase will be aborted.
#
```

Warning!

Newest commits are at the bottom! (git show-branch etc. put the newest commit at the top)





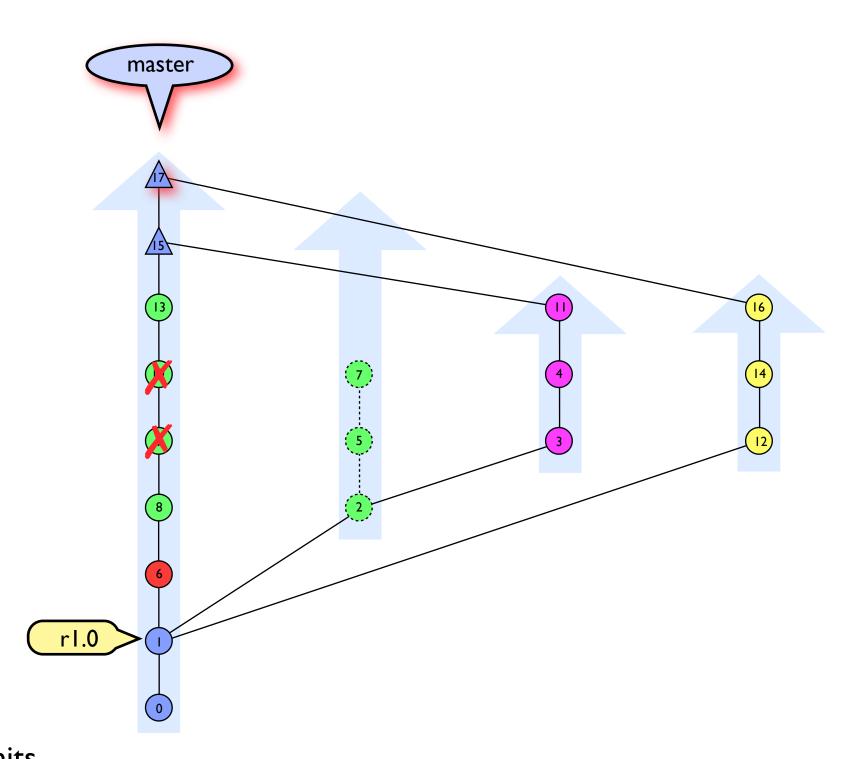
```
pick ca4f103 6 hotfix
pick 1f85820 8 feature_A - first try
pick 9b6e08e 9 feature_A - with signature
pick 7d86f88 10 feature_A with more detail
pick e29b897 2 feature_A - first try
pick 39f4215 3 first attempt at feature B
pick f4449ad 4 feature_B comments
pick 27c2b4c 11 feature_B fix wrong spellt world

# Rebase 2aa3032..5af9beb onto 2aa3032
#
# Commands:
# p, pick = use commit
# e, edit = use commit, but stop for amending
# s, squash = use commit, but meld into previous commit
#
# If you remove a line here THAT COMMIT WILL BE LOST.
# However, if you remove everything, the rebase will be aborted.
#
```

Delete the lines of commits you don't want.

Change pick to squash if you want merge commits,
or edit if you want to split a commit into smaller commits.





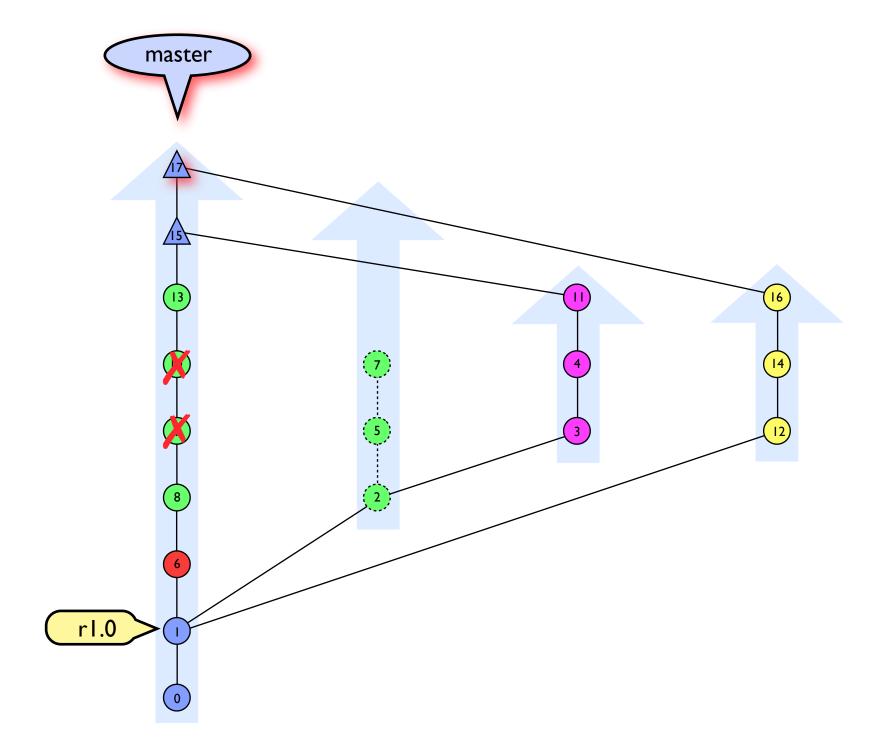
```
pick ca4f103 6 hotfix
pick 1f85820 8 feature_A - first try

pick e29b897 2 feature_A - first try
pick 39f4215 3 first attempt at feature B
pick f4449ad 4 feature_B comments
pick 27c2b4c 11 feature_B fix wrong spellt world

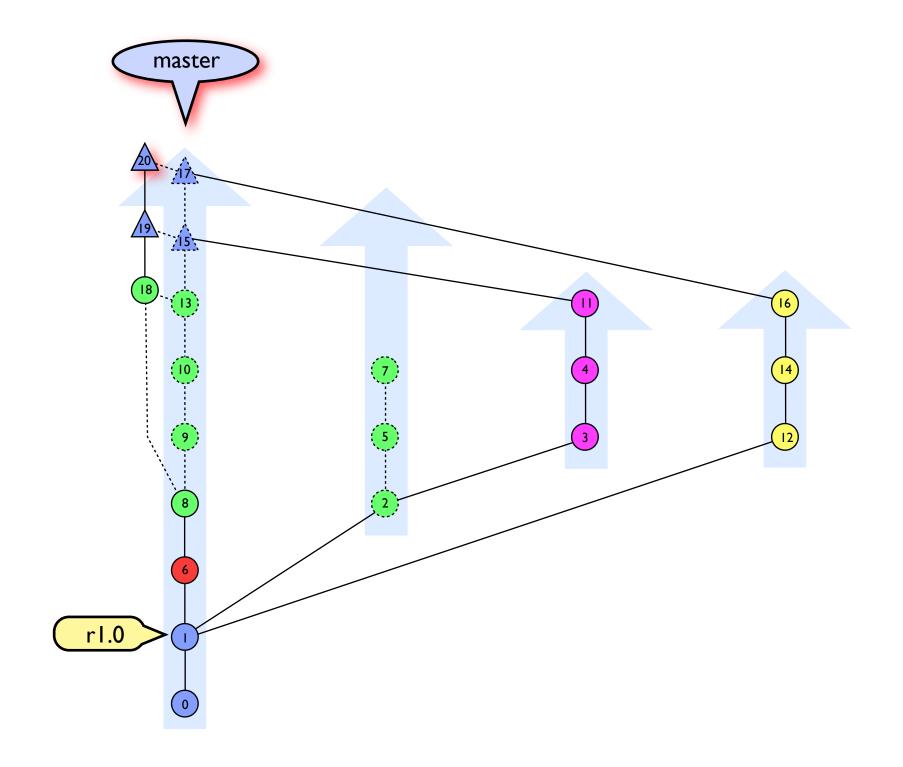
# Rebase 2aa3032..5af9beb onto 2aa3032

#
# Commands:
# p, pick = use commit
# e, edit = use commit, but stop for amending
# s, squash = use commit, but meld into previous commit
#
# If you remove a line here THAT COMMIT WILL BE LOST.
# However, if you remove everything, the rebase will be aborted.
#
```

save the file and exit your editor... git performs the rebase automatically









Adding Commits To Other Branches

Cherry Picking

Add just one commit to the current branch:

git cherry-pick sha1



Rebasing Onto Another Branch

Add a chain of commits, not the whole branch:

git rebase --onto target_commit first_commit last_commit



Many Thanks To:

Patrick Stein (Venue)

Matthias Carell (Estemed Critic)

CocoaHeads Munich (Avid Listeners)





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