Using Git

Matthieu Moy

Matthieu.Moy@imag.fr

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Outline

- Revision Control System
- 2 Git: Basic Principles
- Advices Using Git
- 4 Séance Machine



Backups: The Old Good Time

Basic problems:

- "Oh, my disk crashed." / "Someone has stolen my laptop!"
- "@#%!!, I've just deleted this important file!"
- "Oops, I introduced a bug a long time ago in my code, how can I see how it was before?"



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Historical solutions:

► Replicate:

```
$ cp -r ~/project/ ~/backup/
(or better, copy to a remote machine like your Ensimag account)
```

Keep history:

```
$ cp -r ~/project/ ~/backup/project-2013-02-02
```

. . . .



Collaborative Development: The Old Good Time

- Basic problems: Several persons working on the same set of files
 - "Hey, you've modified the same file as me, how do we merge?",
 - "Your modifications are broken, your code doesn't even compile. Fix your changes before sending it to me!",



Collaborative Development: The Old Good Time

- Basic problems: Several persons working on the same set of files
 - "Hey, you've modified the same file as me, how do we merge?",
 - "Your modifications are broken, your code doesn't even compile. Fix your changes before sending it to me!",
- Historical solutions:
 - Never two person work at the same time. ⇒ Doesn't scale up! Unsafe.
 - ▶ People work on the same directory (same machine, NFS, ACLs ...)
 ⇒ Painful because of (2) above.
 - ▶ People work trying to avoid conflicts, and merge later.



My version

Your version



My version

```
#include <stdio.h>
int main () {
  printf("Hello");
  return EXIT_SUCCESS;
```

Your version

```
#include <stdio.h>
int main () {
  printf("Hello!\n");
  return 0;
}
```

Common ancestor

```
#include <stdio.h>
int main () {
  printf("Hello");
  return 0;
}
```



My version

Your version

```
Common ancestor
```

This merge can be done for you by an automatic tool

Merging relies on history!



My version

Your version

```
Common ancestor
```

This merge can be done for you by an automatic tool

Merging relies on history!

Collaborative development linked to backups

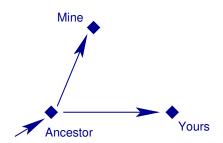




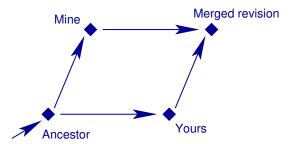














Revision Control System: Basic Idea

- Keep track of history:
 - commit = snapshot of the current state,
 - Meta-data (user's name, date, descriptive message,...) recorded in commit.
- Use it for merging/collaborative development.
 - Each user works on its own copy,
 - ▶ User explicitly "takes" modifications from others when (s)he wants.



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Git: Basic concepts

- Each working directory contains:
 - The files you work on (as usual)
 - The history, or "repository" (in the directory .git/)
- Basic operations:
 - git clone: get a copy of an existing repository (files + history)
 - git commit: create a new revision in a repository
 - git pull: get revisions from a repository
 - git push: send revisions to a repository
 - git add, git rm and git mv: tell Git which files should be tracked
 - git status: know what's going on
- For us:
 - Each team creates a shared repository, in addition to work trees



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- Make a git status before each command;
- Always use git commit with -a (beginners only, later use git add or even git add -p);
- Make a git push after each git commit -a (use git pull if needed);
- Do git pull regularly, to remain synchronized with your teammates. You need to make a git commit -a before you can make a git pull (this is to avoid mixing manual changes with merges).
- Do not make useless changes to your code. Do not let your editor/IDE reformat code that is not yours.



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Séance Machine

- ullet Énoncé : Stage Unix, Partie Unix Avancé, Séance 1, (Ensiwiki ightarrow Gitlab)
- À terminer en libre service après la séance encadrée
- cf. aussi « Introduction à Git » dans EnsiWiki.
- Pour ceux connaissant déjà Git/Gitlab:

Variantes Branches, Git Internals, Git History;

Documentation additionnelle: Branches, Git Internals, History,

Tools

