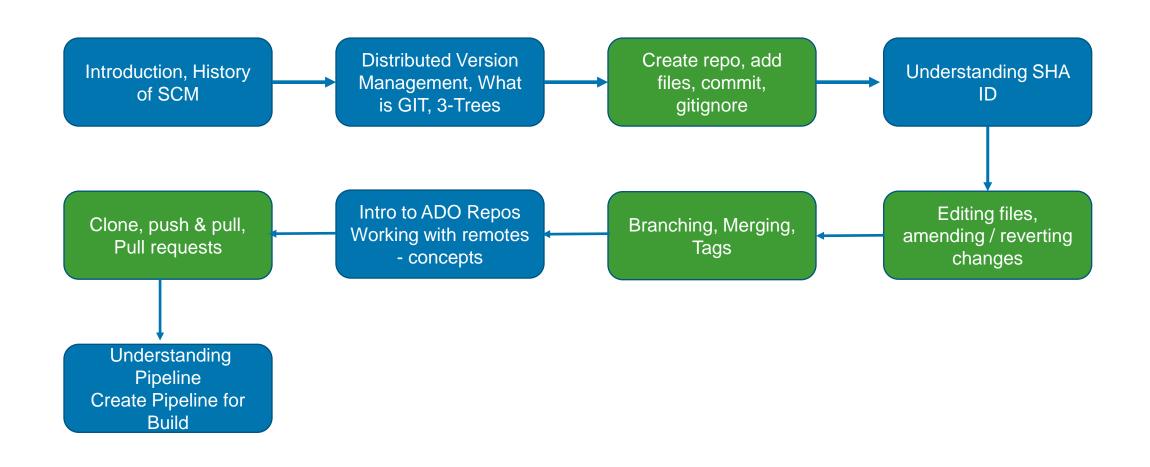
Git and ADO

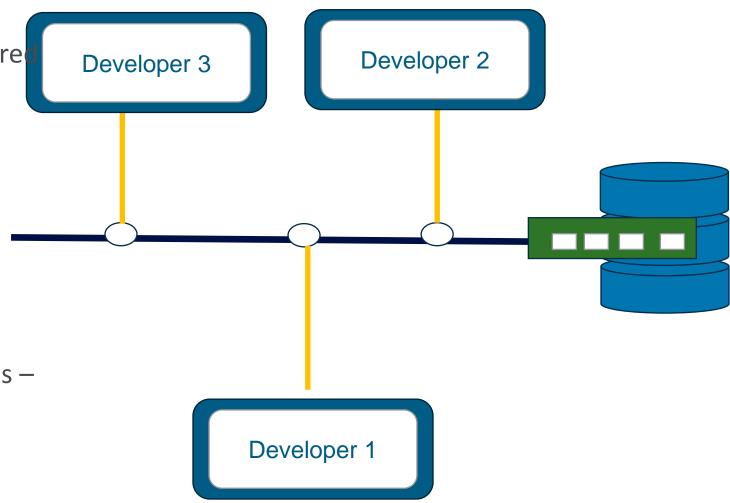


Module Design



Need for Source Code Management

- Allow multiple developers to work on share code in parallel
- Avoid overwrites and edits of each other code
- Tracks the History of changes, allowing reverts to previous versions
- Allows Collaboration
- Parallel development on multiple activities –
 New feature, Bug fixes etc.

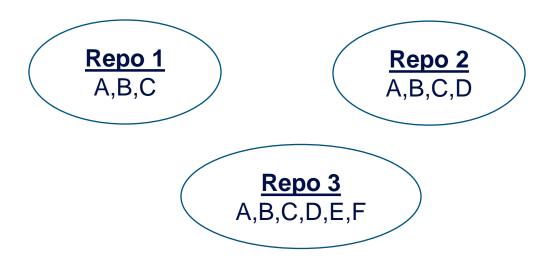


History of version management

- Source Code Control System (SCCS)
 - •1972, Closed source, free with UNIX
- Revision Control System (RCS)
 - •1982, Open Source, cross platform, faster, more features
- Concurrent versions system (CVS)
 - •1986-1990, open source, multiple files, multiple users
- Apache Subversion (SVN)
 - •2000, open source, support for directory tracking, support for non-text
- BitKeeper SCM
 - 2000, closed source, proprietary
 - distributed version control
 - "community version" was free initially; from 2005 no longer free
 - used for source code of Linux kernel from 2002 2005
- GIT
 - •Born April 2005, created by Linus Torvalds
 - •Replacement for BitKeeper to manage Linux kernel

Understanding Distributed Version Control

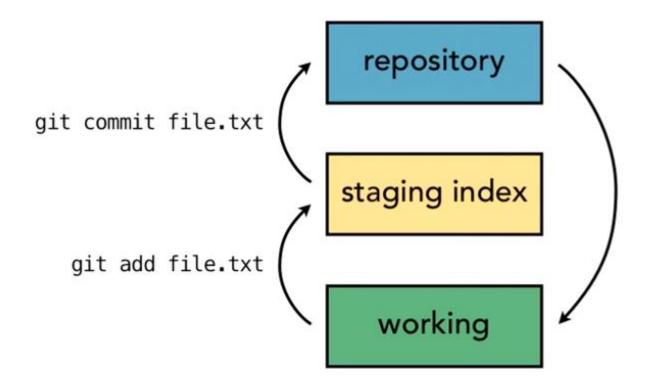
- Different users maintain their own repositories instead of working from a central repository
- Changes are stored as "Change sets" or "patches"
 - Tracks changes not versions
- Change sets can be exchanged between repositories
- Example, suppose a file has following sets of changes A,B,C,D,E,F
- Different repositories may have different combinations of the above change sets



Why GIT

- Distributed version control system
- No need to communicate with a single server
 - Faster
 - No network access required
 - No single failure point
- Encourages collaborative development ("forking")
- Open Source and free
- Compatible with UNIX like systems and Windows
- Faster than other SCMs

GIT Architecture of 3 trees



GIT - Getting started

- GIT Configuration
 - System / User / Project level
 - Listing configurations

- Initializing a new repository
 - Create a new repository on local
 - Browse files added by GIT
- Adding new files
 - Check git status
 - Add file to staging area
 - Commit to Repo
 - View log
- Ignoring files using .gitignore

```
git config --system
git config --global
git config
git config
```

git init

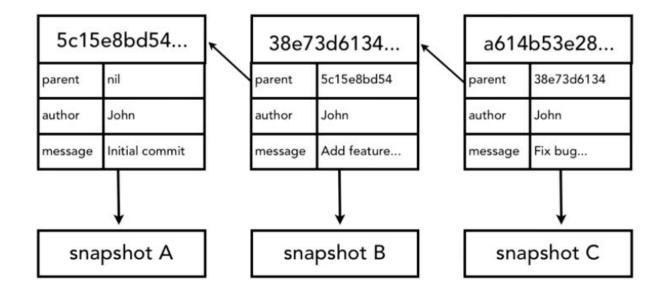
git status git add git commit git log

Labs Exercises

- Exploring GIT Configuration
- Create a new GIT repository on local machine
- Adding files to the local GIT repository
- Adding .gitignore file to the repository

How GIT manages and stores commits

Every change set that is committed is converted to a checksum using SHA-1 hash algorithm SHA id is 40 character hexadecimal string



HEAD Pointer points to the **tip** of the **current** branch on **repository**



Editing / Deleting / Renaming / Undoing changes

- Editing files
 - Viewing git status
 - Committing changes directly to repo
 - Viewing diff between repo and working
 - Viewing diff between repo and staging

- Deleting / renaming
 - Delete file using git rm
 - Rename file using git mv
- Undo changes
 - To working directory
 - To staging index
 - Amend last commit
 - Retrieve older version
 - Revert commit

```
git commit -a
git diff
git diff --staged
```

git rm git mv

git checkout
git reset HEAD
git commit --amend
git checkout <SHA> -- <filename>
git revert <SHA>

Branching and merging

Branching

- Create branch
- Switch branch
- Show all branches
- View HEAD pointers of all branches
- Compare tips of two branches
- Delete branch

Merge

- Fast forward and True Merge
- Aborting a merge
- Resolving conflict manually

Tagging

Lightweight and annotated tags

```
git branch
git branch <name>
git checkout -b <bra>git diff master..branch
git branch --merged
```

```
git merge
git merge --no-ff
git merge --ff-only
git merge --abort
```

```
git tag -a
git tag
git checkout <tag>
git tag -d
```

Lab Exercises

- Branching Merging
- Resolving Conflicts
- Resetting Changes
 - Soft Reset
 - Hard Reset
- Tagging

Referencing commits, navigating tree, using commit log

- Referencing commits "tree-ish"
 - Full / Short SHA
 - HEAD pointer
 - Branch / tag reference
 - ancestory

Navigating the tree

- Commit log
 - Viewing log
 - Showing details of a commit
 - Comparing commits

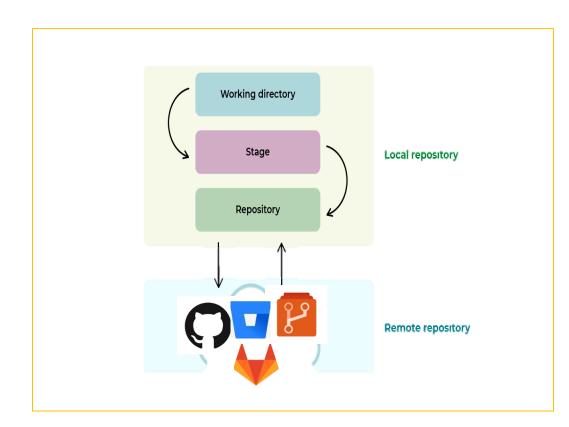
HEAD^, master^, 6s5f789^, HEAD~2

git Is-tree HEAD git Is-tree master^

git log --oneline --graph --all --decorate git show git diff

Working with Remote Repositories

- Remote Repositories are used in GIT for sharing and exchanging code between Contributors
- Local Repo in git reside on individual laptop, while remote repositories are hosted on servers
- Contents from the local repo are pushed to remote and contents from remote repo are pulled to local repo
- Contents are then merged to a specific directory using Pull Request
- Rules can be set to ensure right content are pushed.

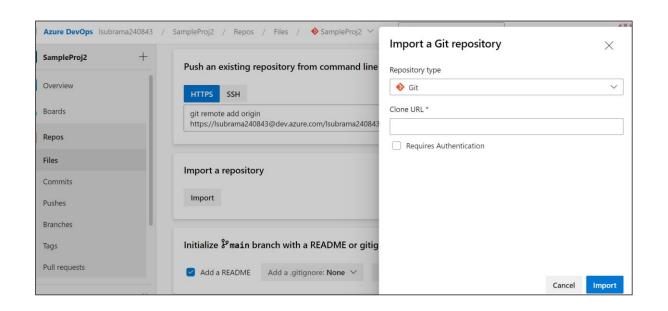


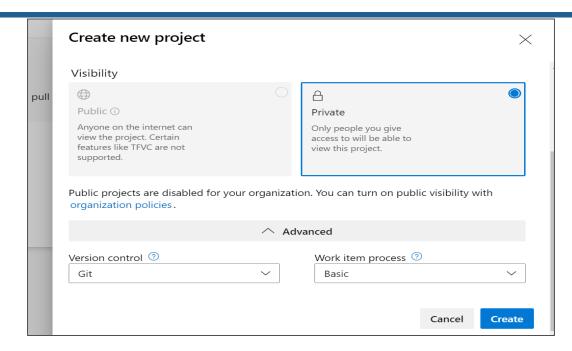
Azure Repos

- To manage source code
- Manages the code by providing
 - Branch management
 - Tracking the changes
 - Pull Request and pushes
- Azure Repos supports two types of version control
 - Distributed Git
 - Centralized Team Foundation Version Control (TFVC)
- Azure Git provide all the standard functionalities of standard Git
 - Integrate with IDE --- Eclipse, VS Code etc
 - Repo management including forking and cloning
 - Pull Request cycle
 - Branch management including Chery pick , Squash, rebase
 - Branch policies and permission
- GitHub Repos can also be imported into Azure Repos

Steps to Create Repos in Azure Project

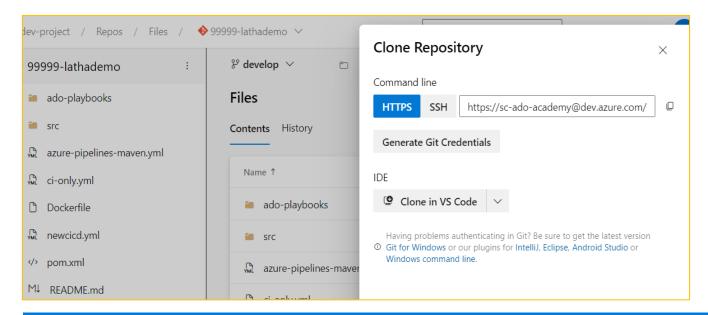
- Repos can be created
 - At the time of Project Creation
 - From Project Setting ->Repositories
- Once repo is created the repo URL can be used to clone in git environment /IDE
- Changes made in the local git can be pushed to Repos and merged with the existing content





Remotes – Cloning Repo in local git

- Get the URL of the repo https://sc-ado-academy@dev.azure.com/sc-ado-academy/dev-project/git/99999-lathademo
- Clone the repository on your local git using git clone



```
Microsoft Windows [Version 10.0.19045.4291]
(c) Microsoft Corporation. All rights reserved.
C:\Users\1603914>git clone https://sc-ado-academy@dev.azure.com/sc-ado-academy/dev-project/_git/99999-lathademo
```

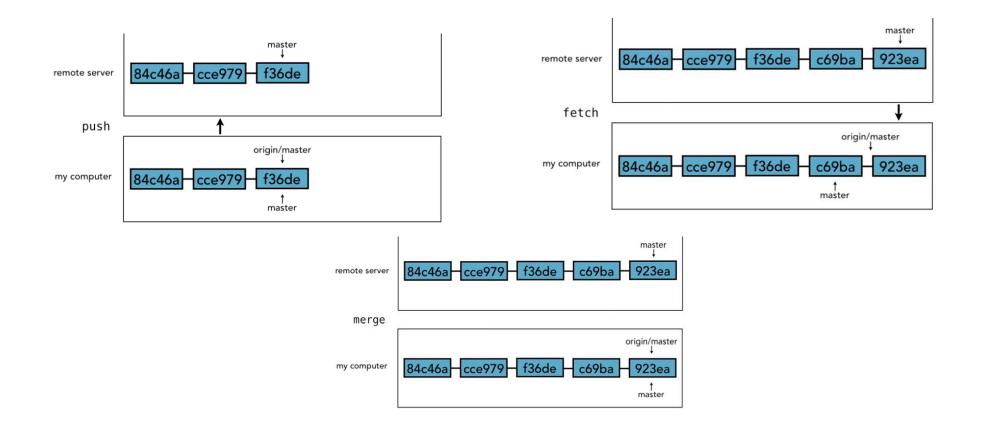
Lab Exercises

- Creating PAT
- Logging to Azure Portal
- Cloning the Repo

Working with remotes

- Understanding "origin"
- Listing remote branches
- Tracking and Non tracking branches

git push git branch -r



Lab Exercises

- Creating WorkItem for the developmental activities
- Creating a local branch and committing work
- Pushing to Remote Repo

Pushing / Fetching changes to/from Remote

- Pushing changes to remote
- Viewing tracking branch
- Viewing changes on Remote
- Push a new local branch to remote

- Fetching changes from remote
- Viewing changes on tracking branches

git push git push -u

git fetch

git merge

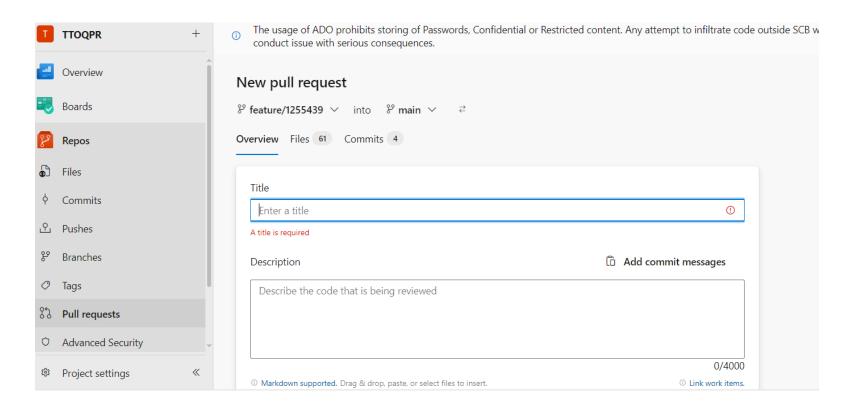
Merging changes from remote

Notes:

- Git push will fail unless it is a fast forward merge on the origin
 - Then developer has to pull the latest and merge and re-push
- Avoid doing a push with force option as it will overwrite everything on remote with your changes

Collaborating using pull request

- Concept to let the concerned know of the changes made in a branch
- Once a Pull Request is created, discussion and review can be initiated
- Post Approval the changes are merged into a specific branch



Lab Exercises

- Initiating Pull Request and merging changes
- Resolving Merge Conflicts

Branching strategies

- **Dev branch** / enhancement branch for the actual dev work
- Feature branch for new feature development (local to developer's repo; merged to develop and pushed to repo)
- Release branch used only for new releases branches off from develop and merged back to develop and master
- Hot fix branches for production fixes branches off from master and merged back to develop and master
- Tagging done on main



GIT Branching

Introduction to ADO Pipeline

Campus Curriculum

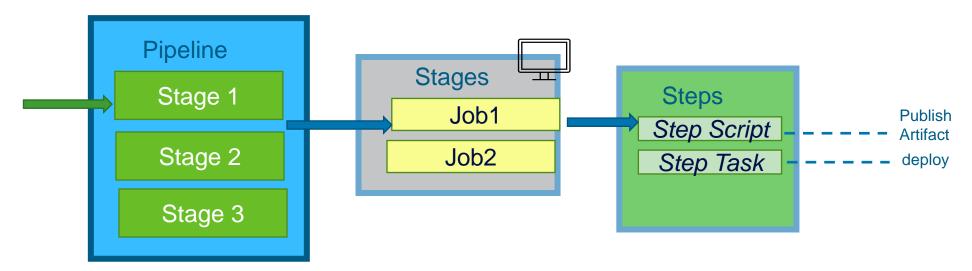


Azure Pipeline

- Azure Pipelines combine CI and CD to build, test and deploy to any environment
- Supports many languages & project types
- One of the key features of Azure DevOps
- Azure Pipeline supports the following
 - Continuous Integration (CI) :
 - Used by Development Teams to automates merge, test, and build code
 - Continuous Delivery:
 - Code is built ,tested and deployed to multiple environments production /Non-production environments, including infrastructure & apps
 - Continuous Testing
 - Supports preferred test type and test framework.
 - Rich analytics & Report
 - Package Formats
 - Supports publishing NuGet (.NET), npm, Maven packages in Azure Package manager repository or any other repository (docker hub /antifactory for example)

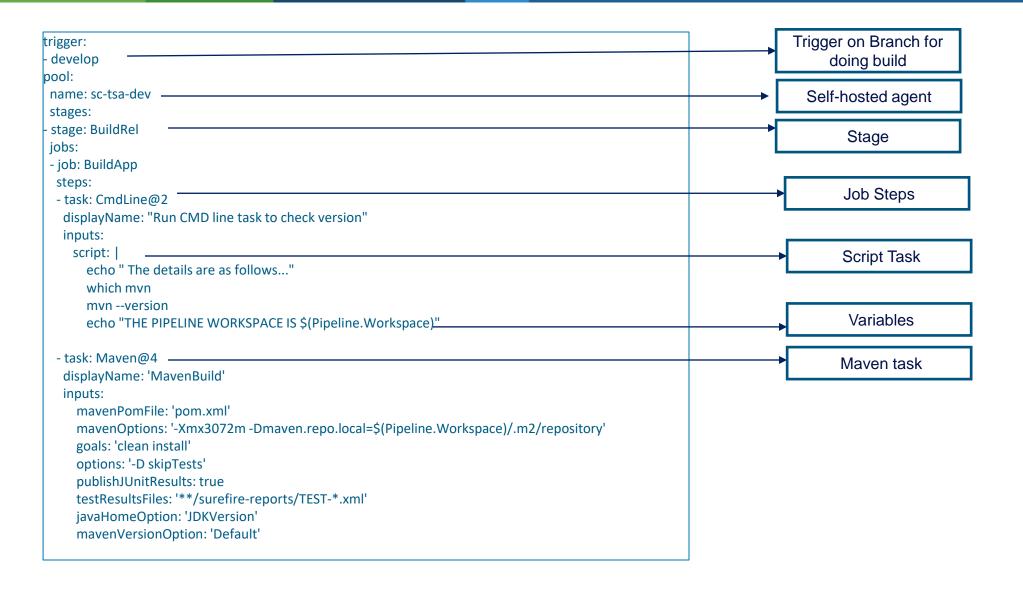
Azure Pipelines Details

- Azure Pipeline is defined "declaratively" as a YAML file, which can be created using pipeline editors
- The Pipelines can be executed by Trigger(s) Code Merge/Pull Request approval/ Manual etc.
- A Pipeline can have multiple stages, each stage have multiple jobs
- A job has multiple tasks, each task runs in an "agent"
- Agent is a computing resource with s/w to run build jobs (Pods or VMs)

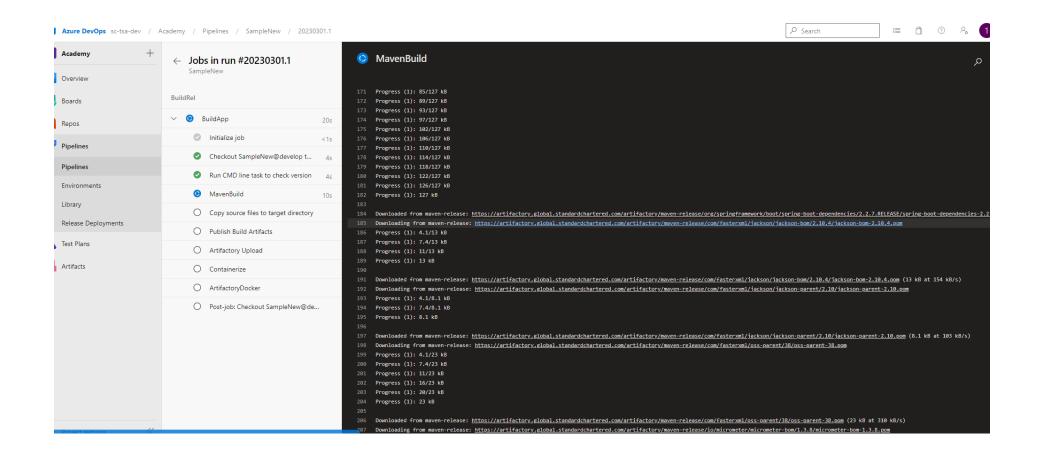


Agent can be self-hosted or Microsoft-hosted

Explaining Azure Pipeline build YAML



Azure Pipeline Run



Lab Exercises

- Creating a Simple Pipeline
- Creating a Maven Build Pipeline
- Using the Organization Standard Maven Build Pipeline