# **Module 4 Collaboration**

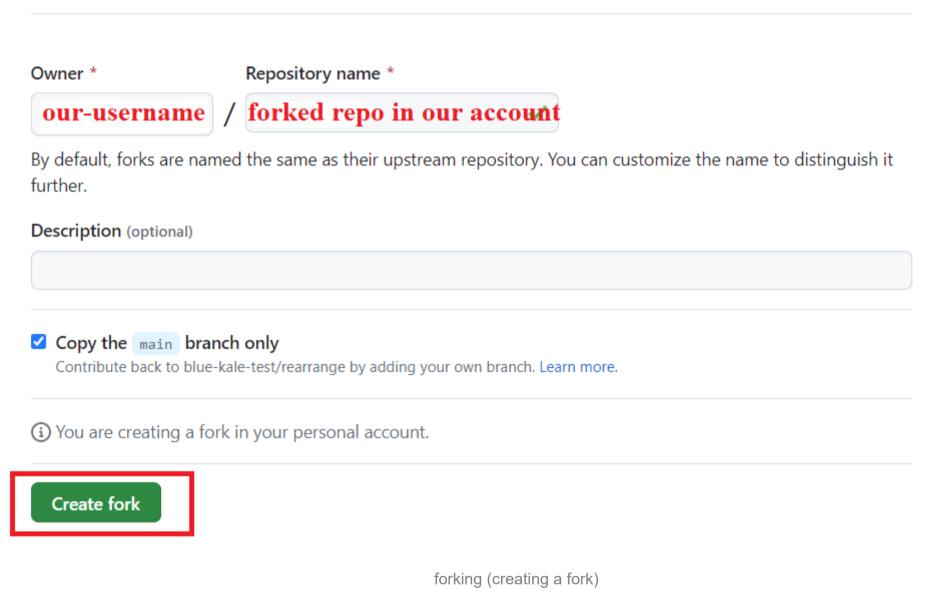
# 1. Pull Requests

#### (1) Pull request

- Forking
  - A way of creating a copy of the given repository so that it belongs to our user
  - Our user can only push changes to the forked copy when we can't push it to the original repository

#### Create a new fork

A *fork* is a copy of a repository. Forking a repository allows you to freely experiment with changes without affecting the original project. View existing forks.



Y our-username / repo-name Public forked from original-username/repo-name

forked repository

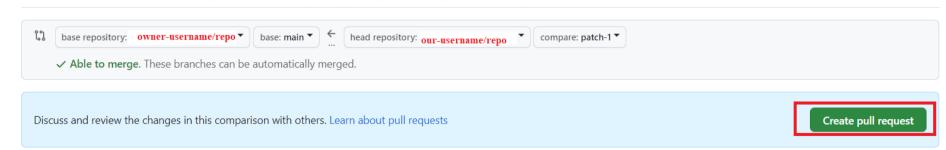
#### Pull request

- A commit/series of commits that you send to the owner of the repository so that they incorporate it into their tree
- Used to <u>suggest</u> patches/bug fixes/new figures to the owner of the *repository*

• The owners will review it before merging it to their *repository* 

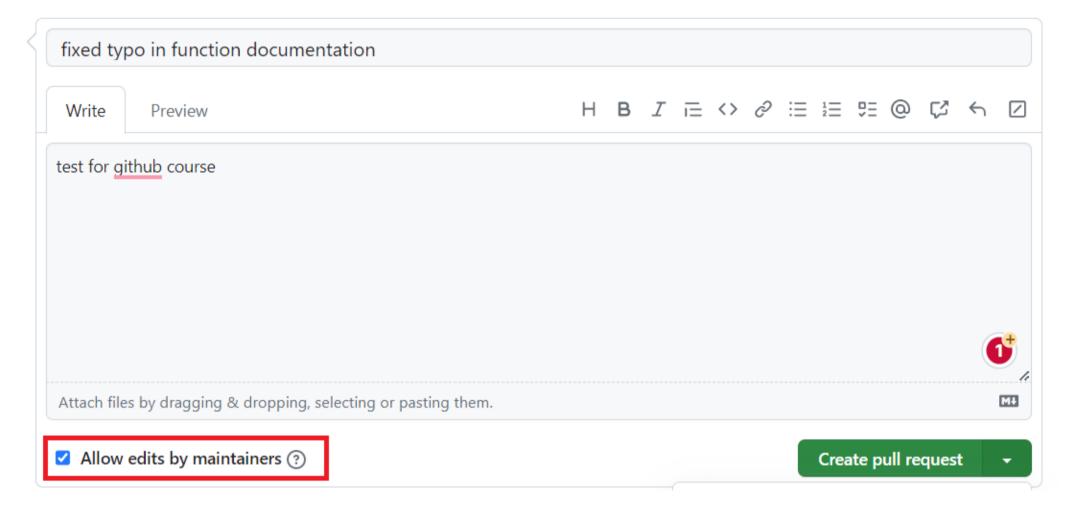
#### Comparing changes

Choose two branches to see what's changed or to start a new pull request. If you need to, you can also compare across forks.



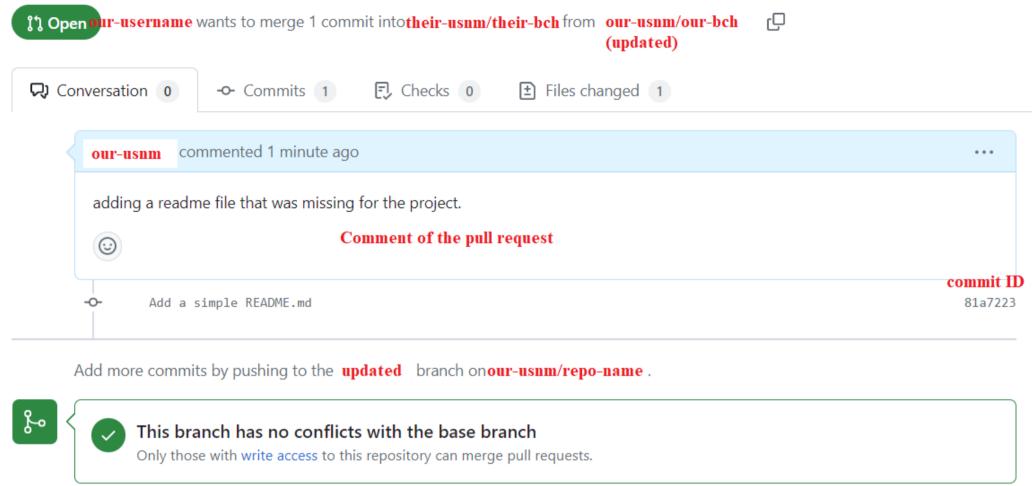
comparing changes and create pull request

- Check-box: allow edits from maintainers
  - the maintainer can edit or rebase the commit afterwards without asking us to do it



checkbox: allow edits by maintainers





pull request interface

#### (2) Pull request workflow

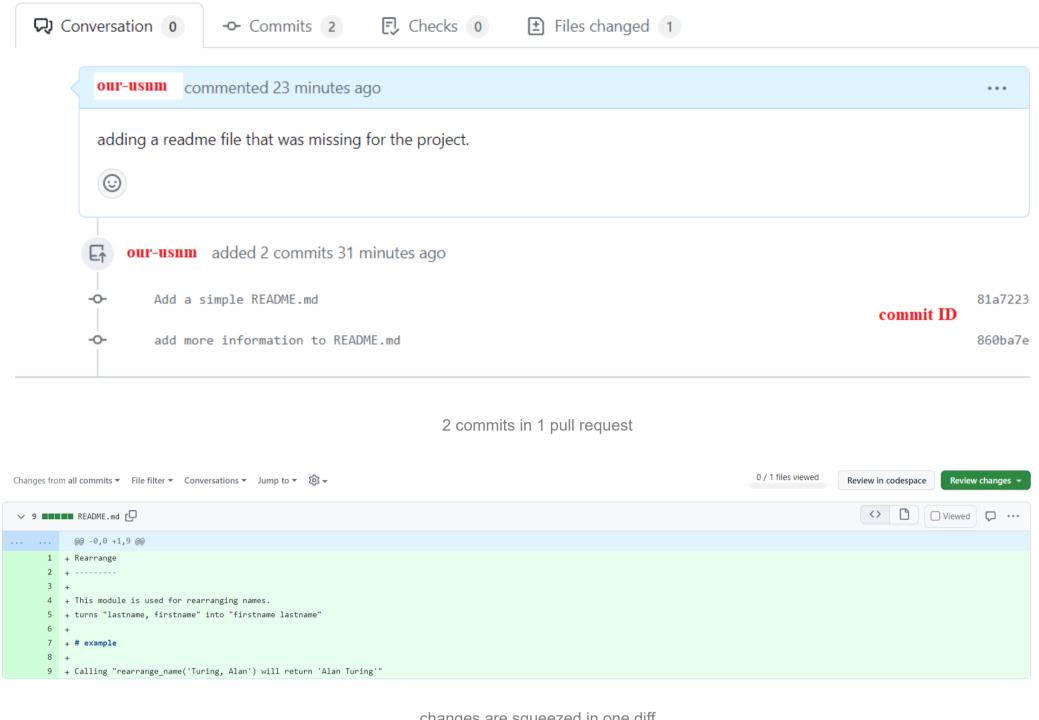
```
# Fork the repository in GitHub
cd [storage-path] # Change the directory to the local path for storing the forked repo
git clone https://github.com/[our-username]/[repo-name].git # Clone the forked repo to our local
storage
cd [repo-name] # Direct the git to the path of the forked repo
git log # Check previous log files from the original repo owners
git checkout -b [new-branch] # Create a new branch for making changes
code README.md # Use Visual Studio Code (other code editors are also fine) to create a README.md file
git add README.md # Add the newly created file to the git repo
git commit -m "[commit message]" # Commit the change with a short [commit message]
git push -u origin [new-branch] # Create a new branch online and push the local new branch to that
branch
# Create a pull request in GitHub
```

a general pull request workflow

## (3) Updating an existing pull request

Pushing another commit to the same branch as before will result in the update of the same pull request

НЗ



changes are squeezed in one diff

To create a new pull request, we need to create another branch

### (4) Squashing changes

```
git rebase -i <br/>branch-2>
```

Function: interactively rebases the current branch onto , i.e., shows the commits of the current branch from the oldest to the most recent

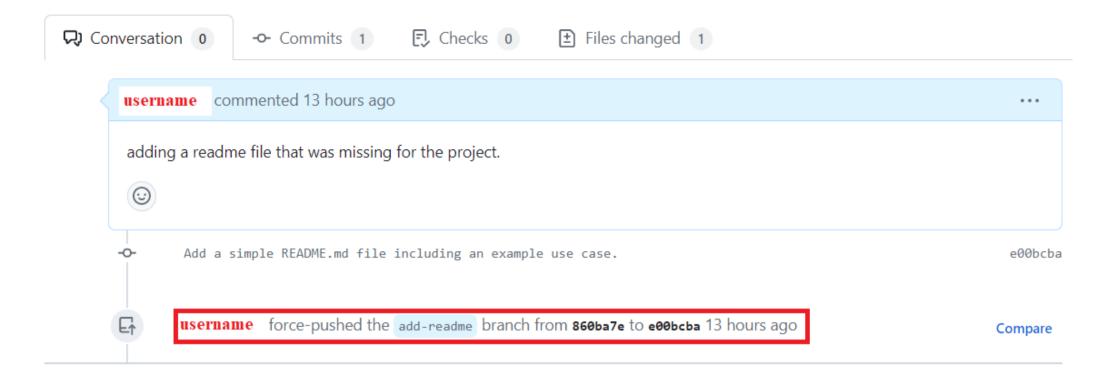
- Interactive commands
  - Squash: meld all commit messages together while allowing for changes
  - Fixup: take the commit while discarding its commit message

```
git show
```

Function: checks the latest commit and the changes in it

```
git push -f
```

Function: forces git to push the current snapshot into the online repository as is (generally used for squashing several commits into one commit; May result in permanent data loss)



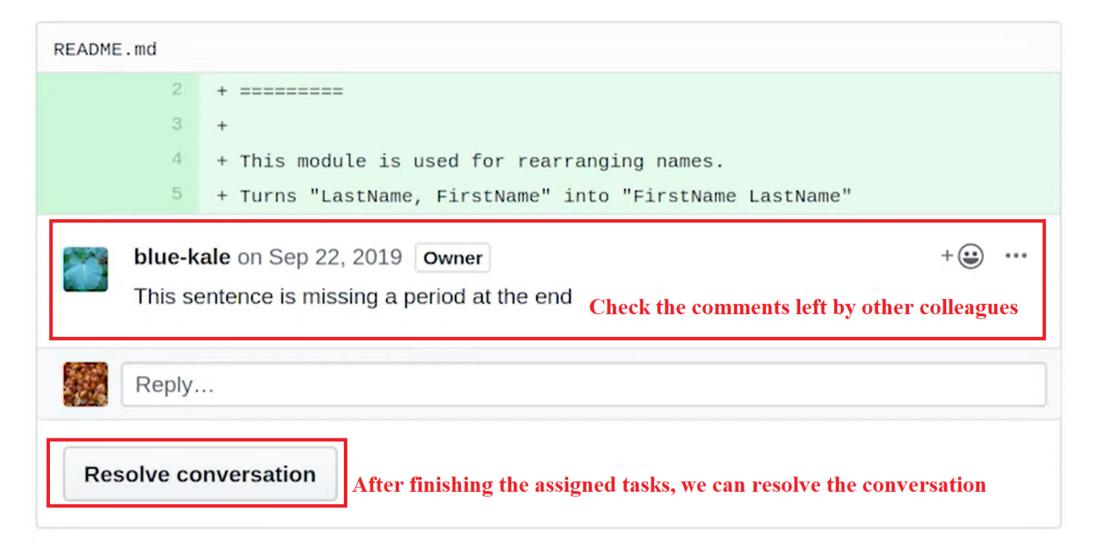
2 commits are squashed into a single commit

## 2. Code Reviews

### (1) Code review

- Code review
- Going through someone else's code/documentation/configuration and checking that it all makes sense and follows the expected
   patterns
- Function of code review
  - Improve the project by <u>making sure</u>:
    - the changes are in high quality
    - the contents are easy to understand
    - the style is consistent with the overall project
    - important cases are not forgotten
    - allows as many people as it can to review the code
- General issues for code review to address
  - Using unclear variable names
  - Forgetting to handle a specific condition
  - Forgetting to add tests
  - Making typos or syntax error in the code

### (2) Code review in GitHub: working on others' review



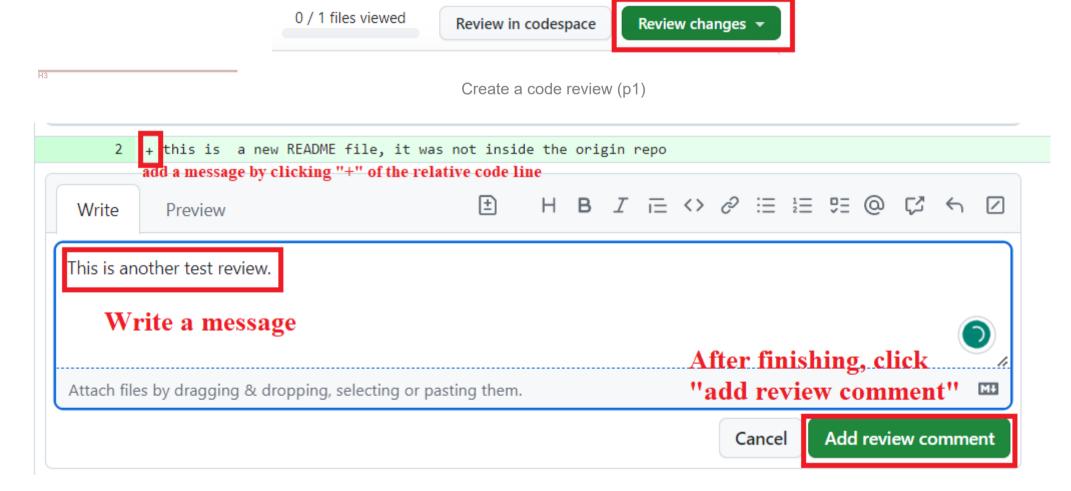
A code review left by other users

git commit -a --amend

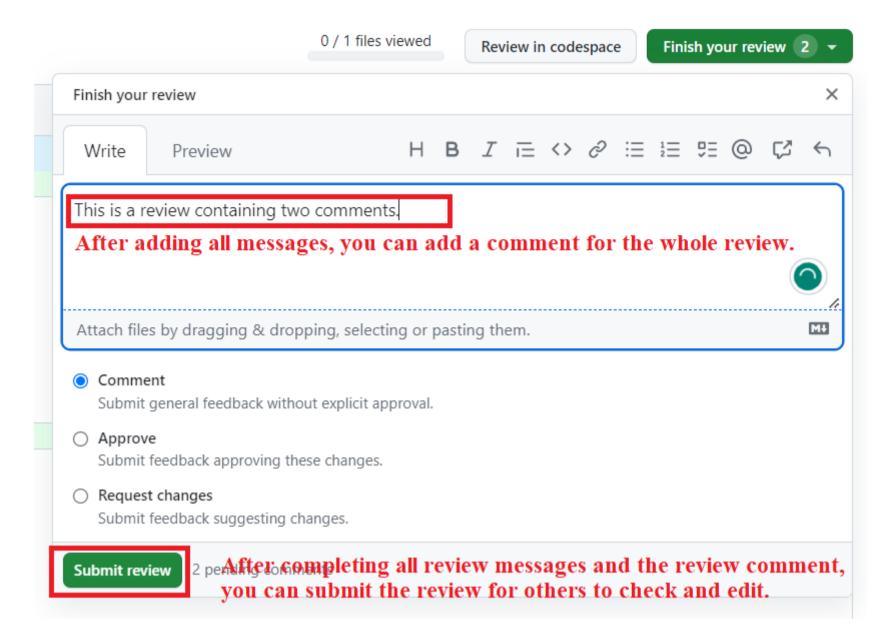
Function: amends the previous commit instead of creating a new one

• Caution should be taken on the *commits* that has been pushed to the *remote repository* 

# (3) Code review in GitHub: initiate a new review



Create a code review (p2)



Create a code review (p3)

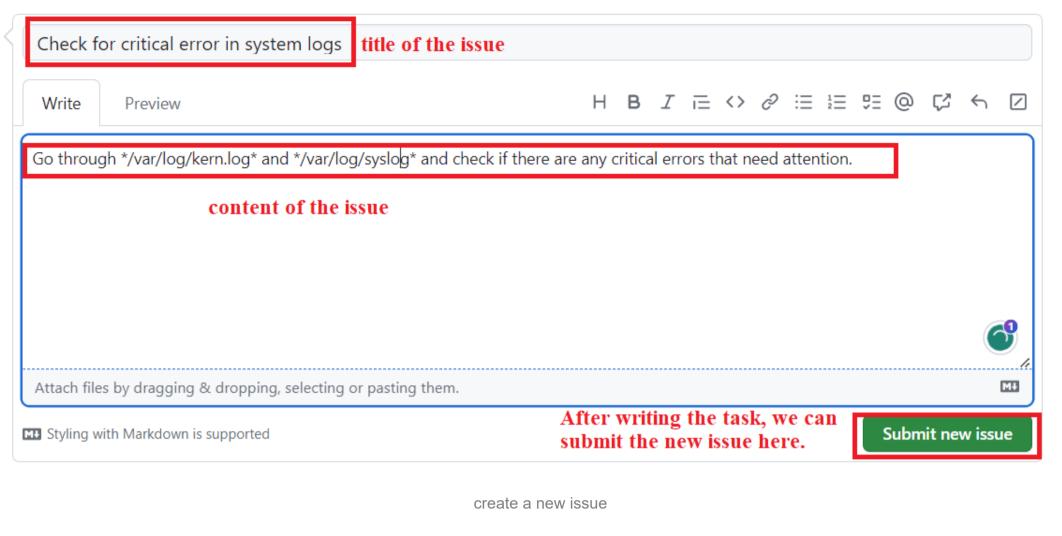
# 3. Manage Projects

#### (1) Managing collaboration

- Notes for collaboration management
  - Replying the *pull requests* promptly can reduce the chance of future conflict when a new *commit* raises.
  - o It is important to understand every change you accept.
  - Make sure the maintenance follows a fixed style guideline.
  - When it comes to coordinating who does what and when, a common strategy for active software projects is to use an issue tracker.
  - It is important to have an efficient communication tool for coordinators when the project is very large.

### (2) Tracking issues

- Issue tracker
  - Tells us the tasks that need to be done, the state they are in, and who is working on them
  - Allows us to add comments to the issues



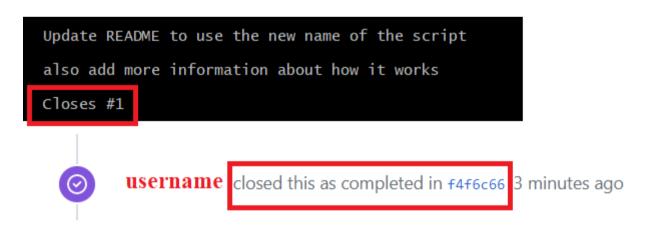


issues shown in the repository



assign someone to work on the issue

• **Note**: Adding a "Closes #[number of issue]" will close the *issue* we are working on after pushing the *commit* to the *remote repository* 



Issue #1 is closed after typing "Closes #1" in the commit message

## (3) Continuous integration

- Continuous integration (CI)
  - A system that builds and tests our code every time there is a change
- Continuous deployment/delivery (CD)
  - Deploying the new code often, i.e., with frequent incremental updates with a few changes each time

- Allows errors to be caught and fixed early
- CI/CD Platform Example: Jenkins, GitHub Actions, Travis
- Concepts to create CI/CD
  - **Pipelines**: specify the steps that need to run to get the result you want
  - Artifacts: the name used to describe any files that are generated as part of the pipeline

#### Secret management

- Make sure the *authorized entities* for the *test servers* are not the same *entities authorized* to deploy on the *product servers*
- Always have a plan to recover your access in case your *pipeline* gets compromised