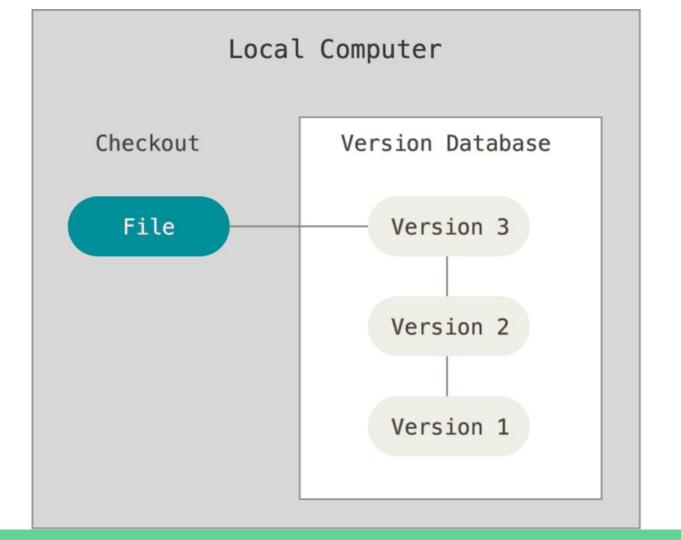
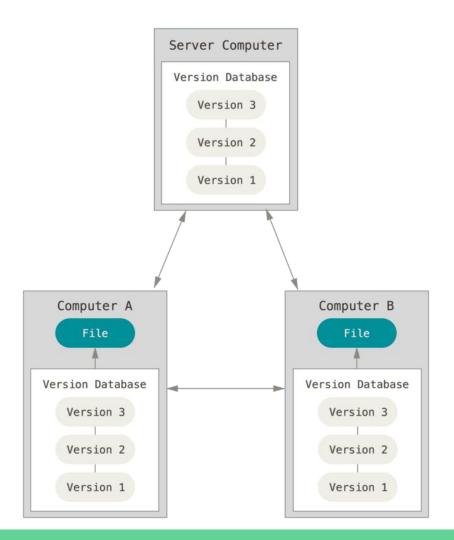
Git

"Version Control"

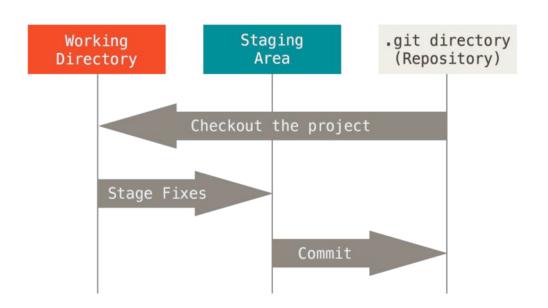
Why Version Control?

- Keep track of changes made to files
- Automated backups
- Ability to rollback to any previous state (permanently or temporary)
- Allowing multiple contributors for the same set of files at the same time
- Maintain different versions of the same project simultaneously
- Share an issue with other developers



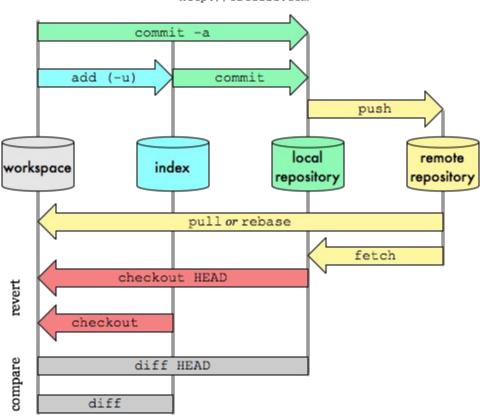


The Local Process



- You modify files in your working directory.
- 2. You stage the files, adding snapshots of them to your staging area.
- 3. You do a commit, which takes the files as they are in the staging area and stores that snapshot permanently to *your* Git directory.

Git Data Transport Commands



Getting Started

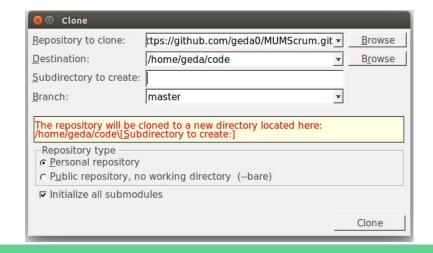
- GitExtensions (or any git client)
- https://gitextensions.github.io/

- KDiff3 (very useful for merging files)
- https://sourceforge.net/projects/kdiff3/files/kdiff3/0.9.98/
 - o If your git client doesn't have a build-in diff tool

Getting Started - the easiest method

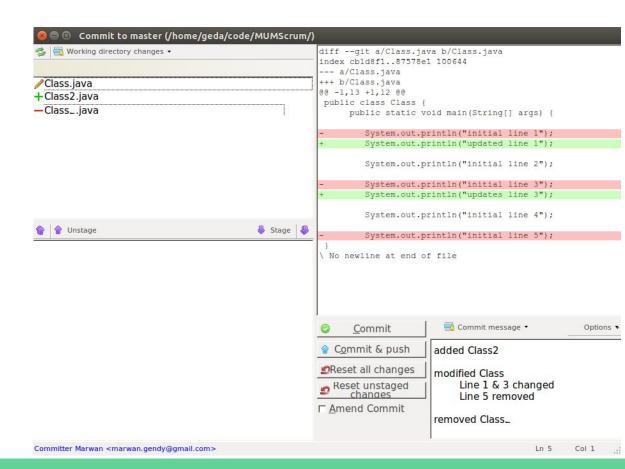
- Create a new repository on github.com (or any other place)
- Clone the repository to your computer
- 3. Start your project in the repository folder, or add your existing files (it is safe to move the repository folder as a whole within your computer)





Commit

- Check every file and its contents
- 2. Stage files
- 3. Write commit message
- 4. Commit
- 5. Push (optional)



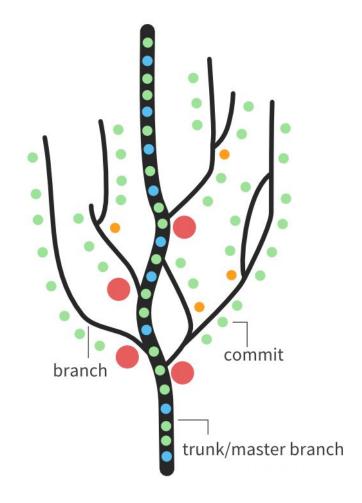
Conflicts - (mergetool & difftool)

```
A (Base): geda/code/MUMScrum2/Class.java.BASE
                                                   B: /home/geda/code/MUMScrum2/Class.iava.LOCAL
                                                                                                                           C: /home/geda/code/MUMScrum2/Class.java.REMOTE
                Encoding: UTF-8 Line end style: Unix
                                                                                                  Line end style: Unix
                                                                                                                                                                           Line end style: Unix
                                                                           Encoding: UTF-8
                                                                                                                                                   Encodina: UTF-8
   public · class · Class · {
                                                      public · class · Class · {
                                                                                                                              public · class · Class · {
   ....public.static.void.main(String[].args).{
                                                      ····public·static·void·main(String[]·args)·{
                                                                                                                              ·····public·static·void·main(String[]·args)·{
   ·····System.out.println("updated·line·1");
                                                      ·····System.out.println("updated·line·1");
                                                                                                                              ·····System.out.println("updated·line·1");
   ·····System.out.println("initial·line·2");
                                                      ·····System.out.println("initial·line·2");
                                                                                                                              ·····System.out.println("initial·line·2");
   .....System.out.println("updates·line·3");
                                                       ·····System.out.println("updates·line·3");
                                                                                                                              ·····System.out.println("updates·line·3");
    ......System.out.println("initial·line·4");
                                                       ·····System.out.println("line·conflict·in·line·4·from·dev·2");
                                                                                                                               ·····System.out.println("dev·1·changes·line·4");
                                                      ·····System.out.println("added·line·5·dev2");
                                                                                                                              ·····System.out.println("added·a·different·line·5·from·dev1");
                                                                                                                        Encoding for saving: Codec from C: UTF-8
Output: /home/geda/code/MUMScrum2/Class.java
                                                                                                                                                                      public · class · Class · {
  ·····public·static·void·main(String[]·args)·{
  ·····System.out.println("updated·line·1");
  ·····System.out.println("initial·line·2");
  ·····System.out.println("updates·line·3");
 <Merge Conflict>
  <Merge Conflict>
```

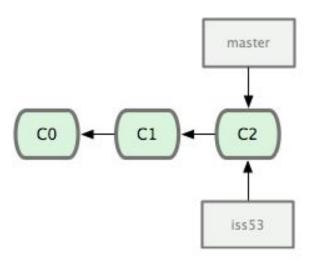
.gitignore

- Contains files to be ignored while committing your work
- Temp files, Executables, etc..
- Examples
 - *.class
 - settings/
- gitignore is a file like any other file, you need to commit it, and push it for others to use

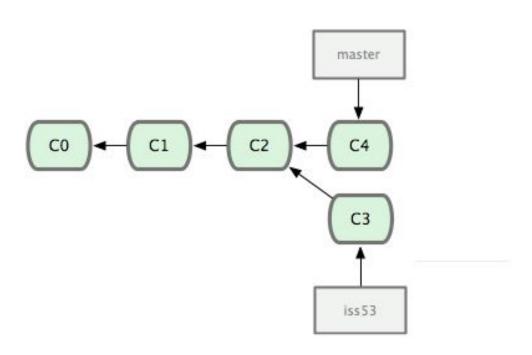
Branches



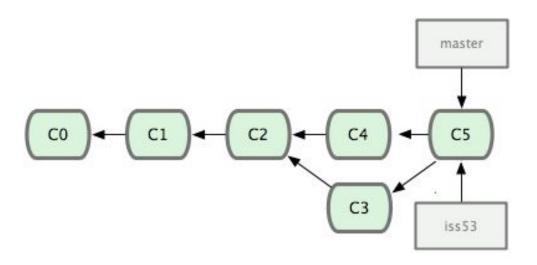
Creating a Branch



Committing and Pushing to a Branch



Merging a Branch

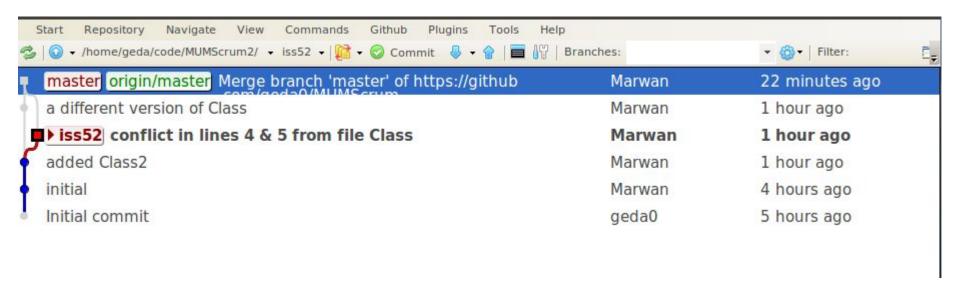


Before commit

Before Push and Pull

Check where you stand

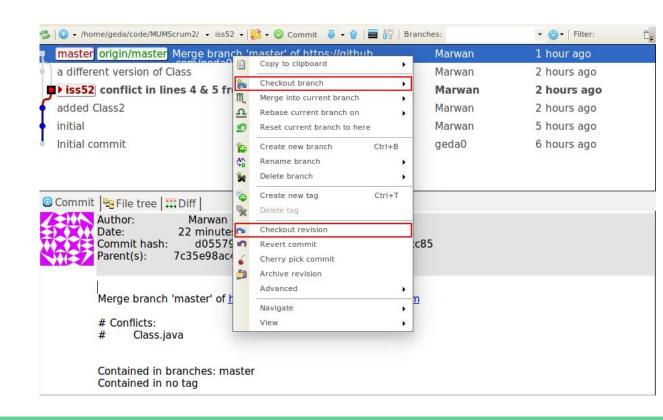
Check your current branch



Checkout

To switch between branches we use "checkout"

Checking out a branch sets it branch as your current branch, you are now working on this branch now



Merging Branches - best practices

- To merge a Branch "test" into "master" branch
- Checkout master
- Pull (to update your local "master" branch)
- Pull from "test" (should merge the two branches locally)
- If everything works well, Push!

Reference

https://git-scm.com/book/en/v2