

# Introduction to version control with Git

Scientific workflows: Tools and Tips 

2023-06-15

# What is this lecture series?

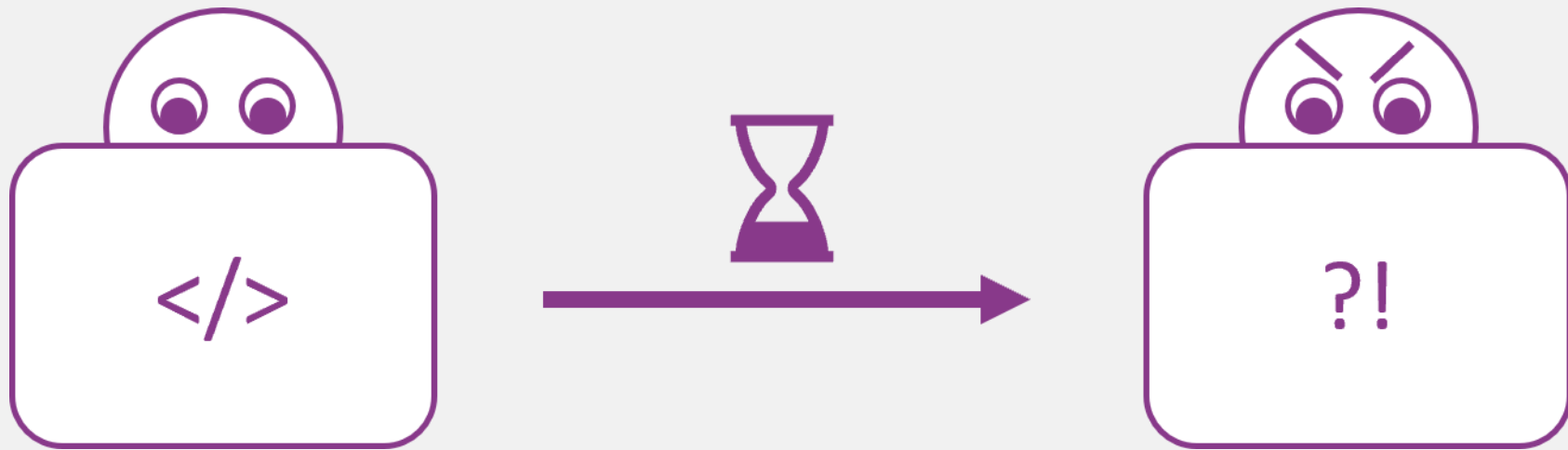
## Scientific workflows: Tools and Tips

 Every 3rd Thursday  4-5 p.m.  Webex

- One topic from the world of scientific workflows
- For topic suggestions [send me an email](#)
- If you don't want to miss a lecture
  - Check out the [lecture website](#)
  - [Subscribe to the mailing list](#)
- Slides provided [on Github](#)

# Motivation

Two examples in which proper version control can be a life/time saver



# Requirements for good version control

- Complete and long-term history of every file in your project
- Safe (e.g. no accidental loss of versions)
- Easy to use
- Overview and documentation of all changes
- Collaboration should be possible

# Version control with Git

- Open source and free to use version control software
- Quasi standard for software development
- A whole universe of other software and services around it

## Today

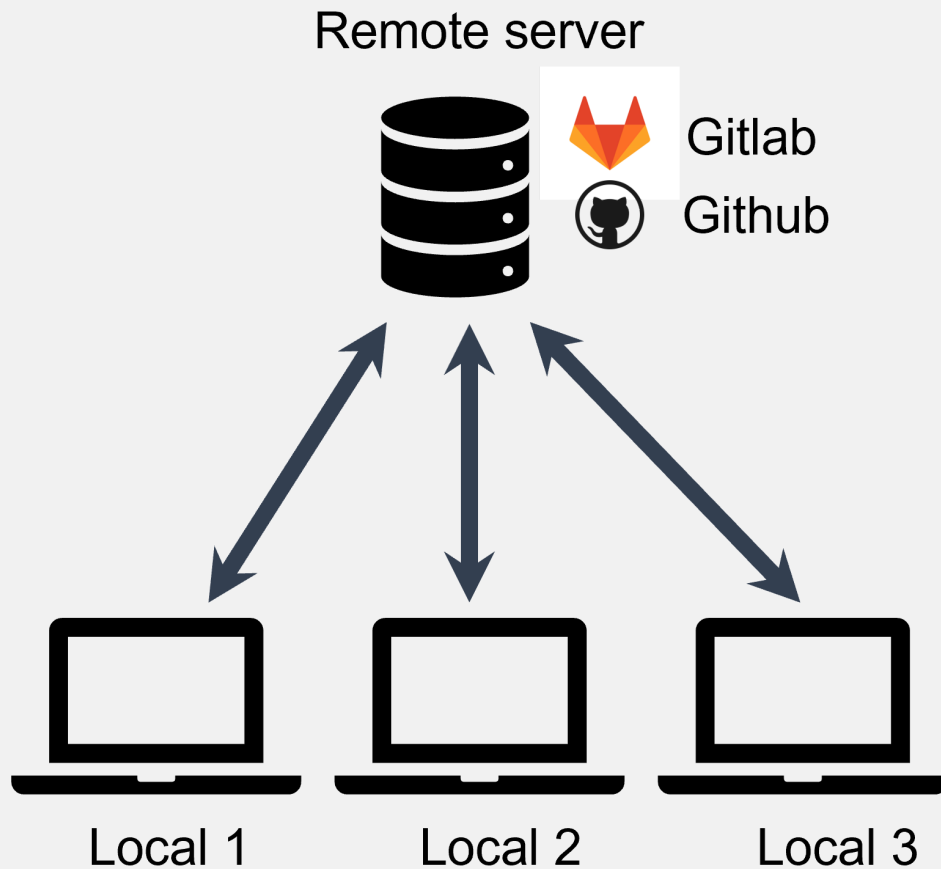
- Basic concepts of Git
- A simple workflow in theory and practice
- A small outlook on more advanced features

# Version control with Git

- For projects with mainly text files (e.g. code, markdown files, ...)
- Basic idea: Take snapshots of your project over time
  - Snapshots are called **commits** in Git
- A project that is version controlled with Git is called **Git repository** (or **Git repo**)

# Version control with Git

Git is a distributed version control system



- Idea: many local repositories synced via one remote repo
- Every machine has full-fledged version of repository with entire history

# How to use Git

After you **installed it** there are different ways to use the software for your projects



# How to use Git - Terminal

Using Git from the terminal

```
Selina_User@DESKTOP-G0RM7MS MINGW64 ~/Files_Selina
$ cd Repos/02_workshops/first_git_project/

Selina_User@DESKTOP-G0RM7MS MINGW64 ~/Files_Selina/Repos/02_workshops/first_git_
project
$ git init
Initialized empty Git repository in C:/Users/Selina_User/Files_Selina/Repos/02_w
orkshops/first_git_project/.git/

Selina_User@DESKTOP-G0RM7MS MINGW64 ~/Files_Selina/Repos/02_workshops/first_git_
project (master)
$
```

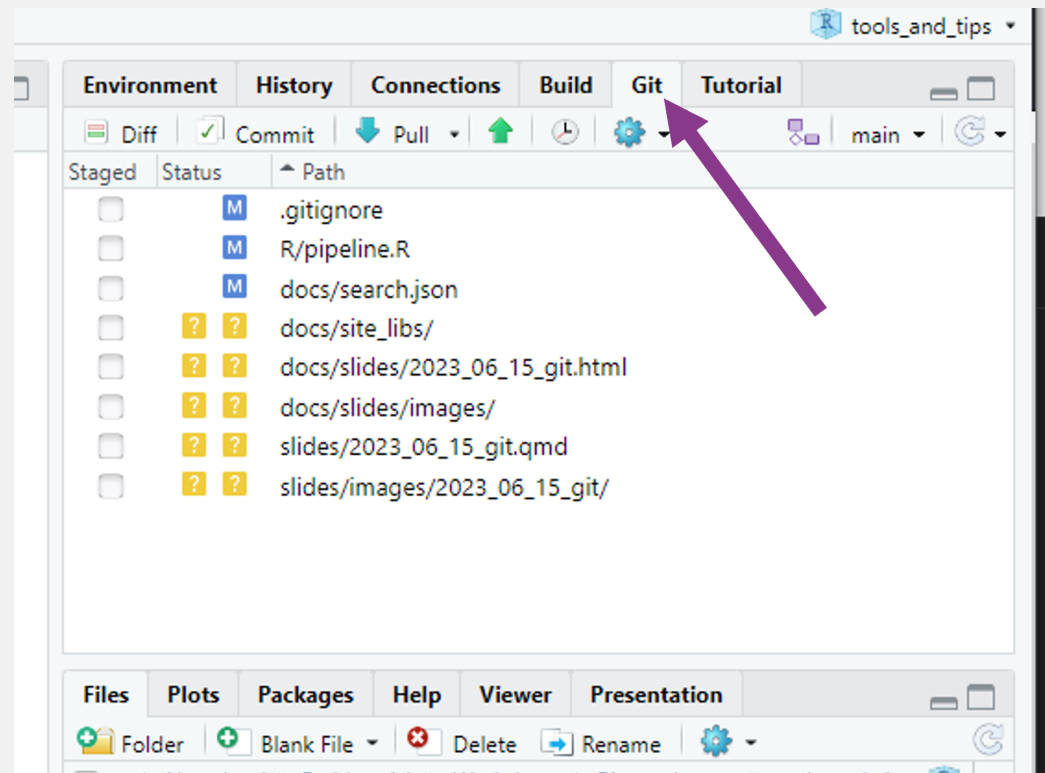
r fontawesome::fa(name =  
"plus", fill = "green") Gives  
you most control

r fontawesome::fa(name =  
"minus", fill = "red") You  
need to use the terminal

r fontawesome::fa(name =  
"plus", fill = "green") You  
find a lot of help online

# How to use Git - GUIs

A Git GUI is integrated in most (all?) IDEs, e.g. R Studio



```
r fontawesome::fa(name =  
"plus", fill = "green")
```

(Often) Easy and intuitive

```
r fontawesome::fa(name =  
"plus", fill = "green")
```

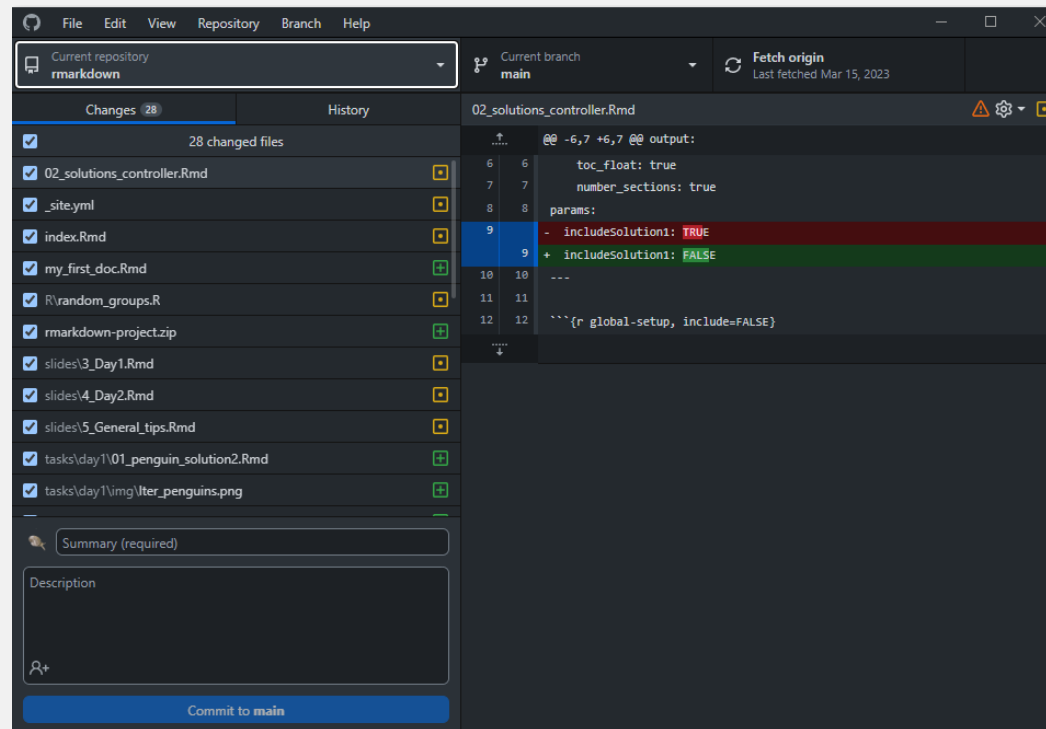
 Stay  
inside your IDE

```
r fontawesome::fa(name =  
"minus", fill = "red")
```

 Not  
universal

# How to use Git - GUIs

Standalone Git GUI software, e.g. Github Desktop



`r fontawesome::fa(name =  
"plus", fill = "green")` Easy  
and intuitive

`r fontawesome::fa(name =  
"plus", fill = "green")` Helps  
with initial setup of Git

`r fontawesome::fa(name =  
"plus", fill = "green")` Nice  
integration with Github

`r fontawesome::fa(name =  
"minus", fill = "red")` Switch  
program to use Git

# How to use Git

## Which one to choose?

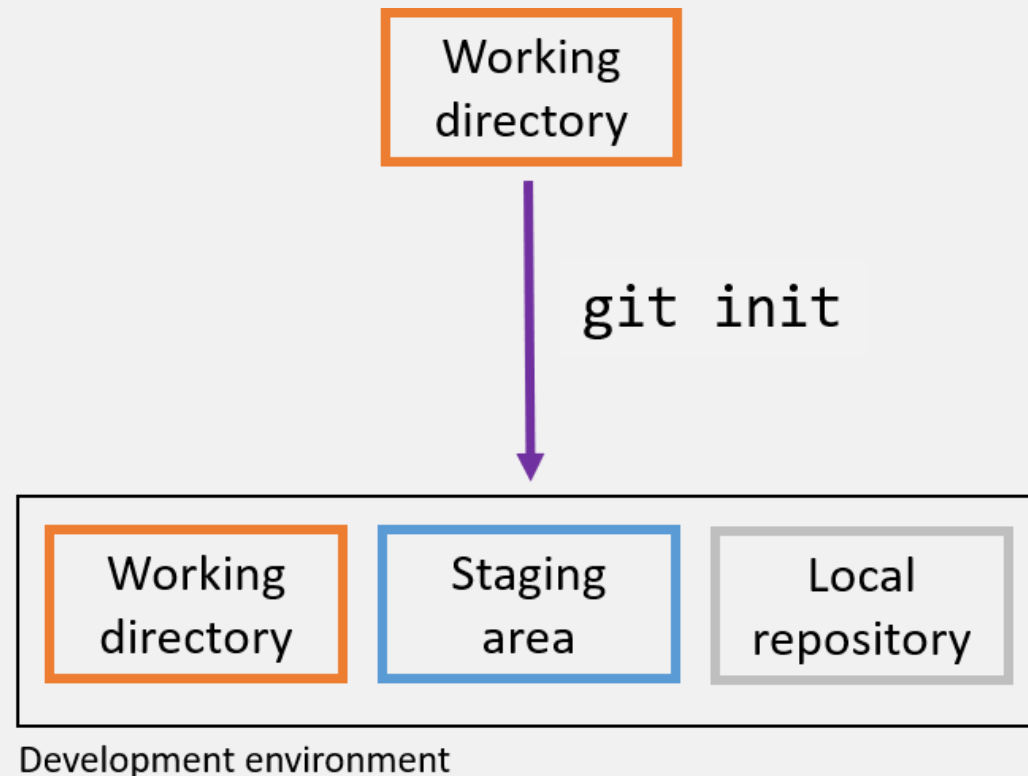
- Depends on your prior experience and taste
- If you never used the terminal before, I recommend to start with Github Desktop
  - But in the long run, it's definitely worth it looking into the terminal
- You can also mix methods and freely switch between them

# The basic Git workflow

| `git init, git add, git commit, git push`

# Step 1: Initialize a git repository

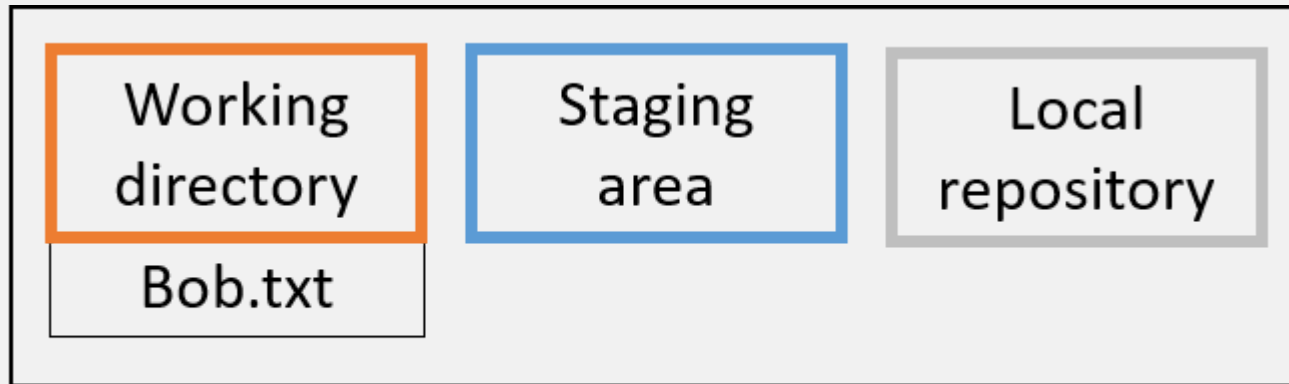
- Adds a (hidden) `.git` folder to your project that will contain the Git repository
- You don't have to touch anything that is in this folder





# Step 2: Modify files and stage changes

Git detects any changes in the working directory

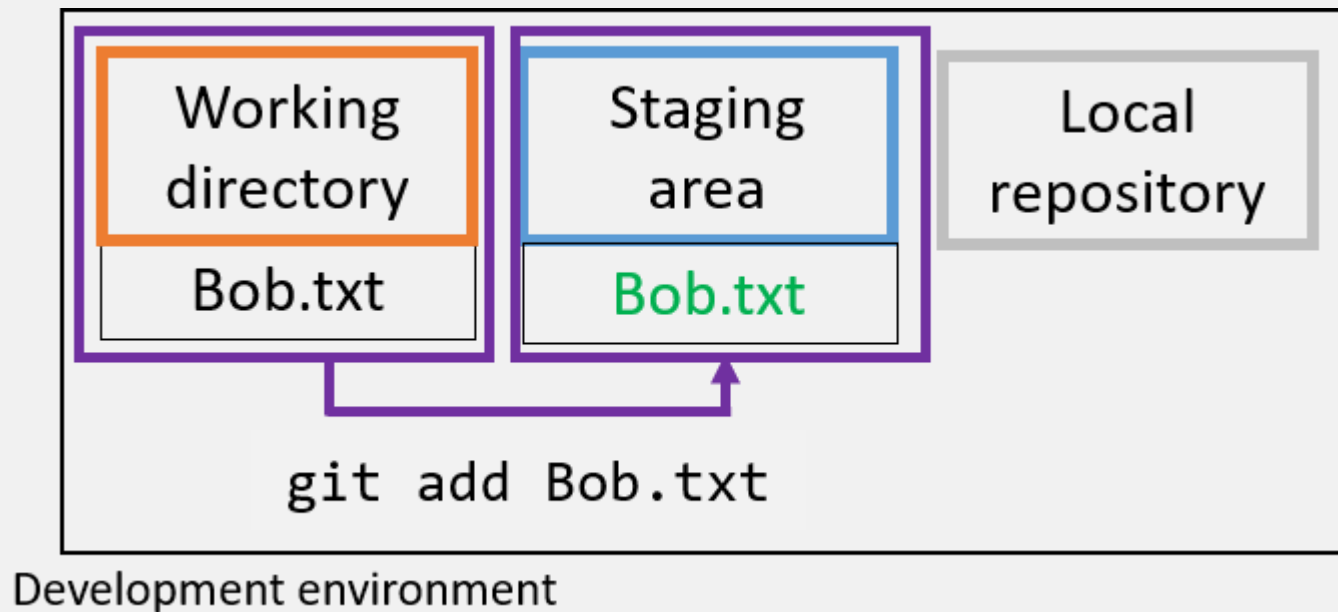


Development environment

## Step 2: Modify files and stage changes

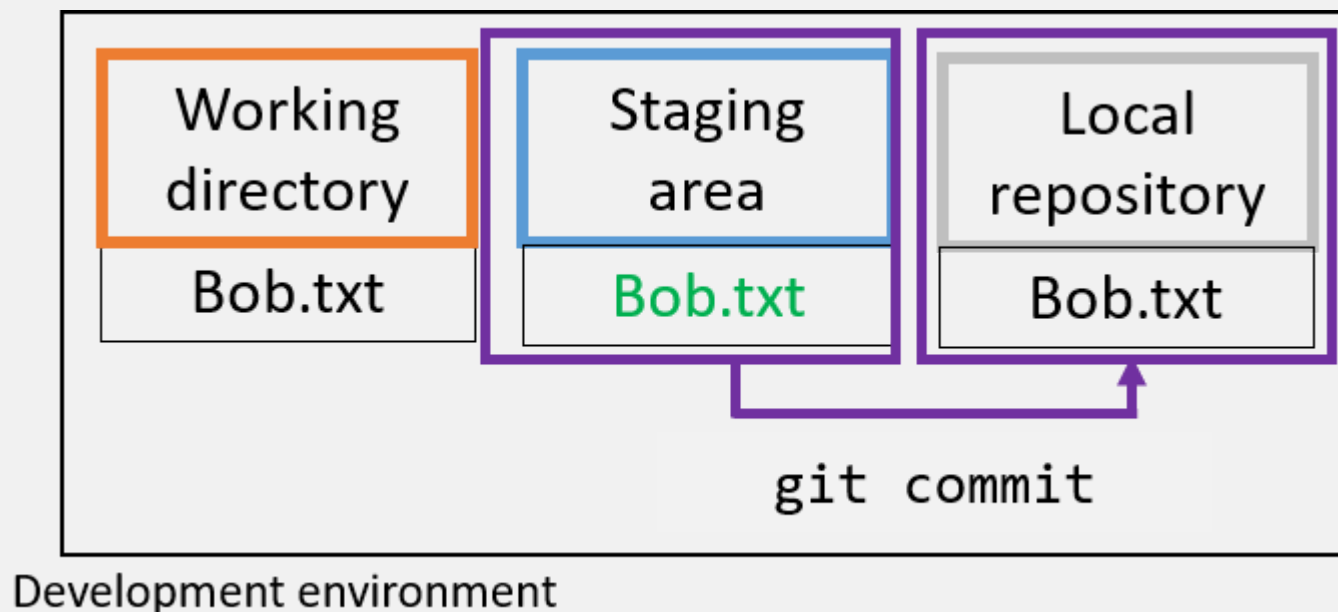
When you want a file to be part of the next commit (i.e. snapshot), you have to stage the file

- In the terminal use `git add`
- Usually in Git GUIs this is just a check mark next to the file name



# Step 3: Commit changes

- Commits are the snapshots of your project states
- Commit work from staging area to local repository
  - Collect meaningful chunks of work in the staging area, then commit

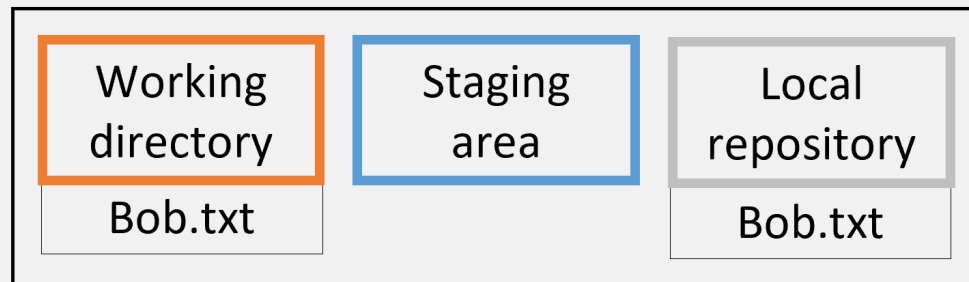
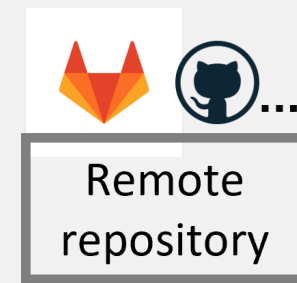


# Step 3: Commit changes

- Every commit has a unique identifier (so-called hash)
  - You can use this hash to come back to the version
- Every commit has a commit message that describes what the changes are about

# Step 4: Create and connect a remote repo

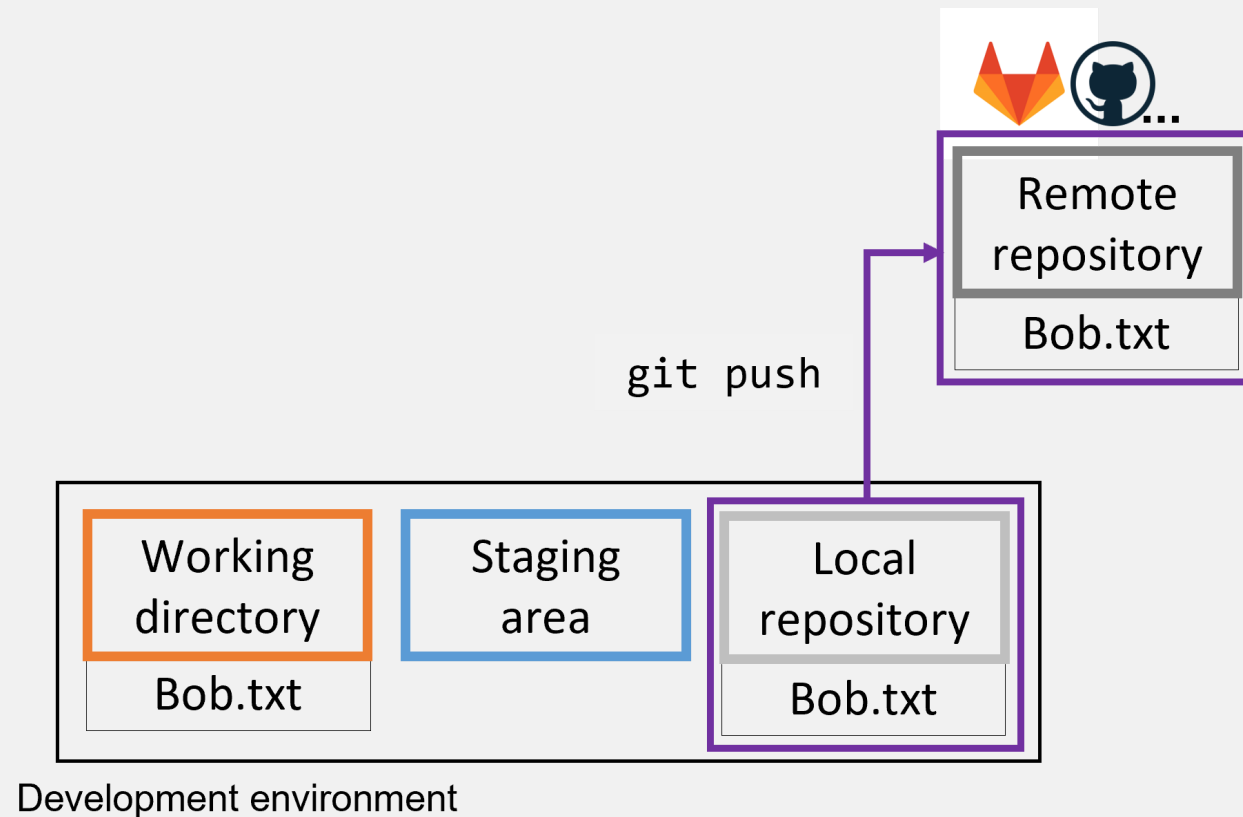
- Remote repositories are on a server and can be used to *synchronize*, *share* and *collaborate*
- Remote repositories can be private (only for you and selected collaborators) or public (visible to anyone online)



Development environment

# Step 5: Share your changes with the remote repo

- Push your local changes to the remote with `git push`



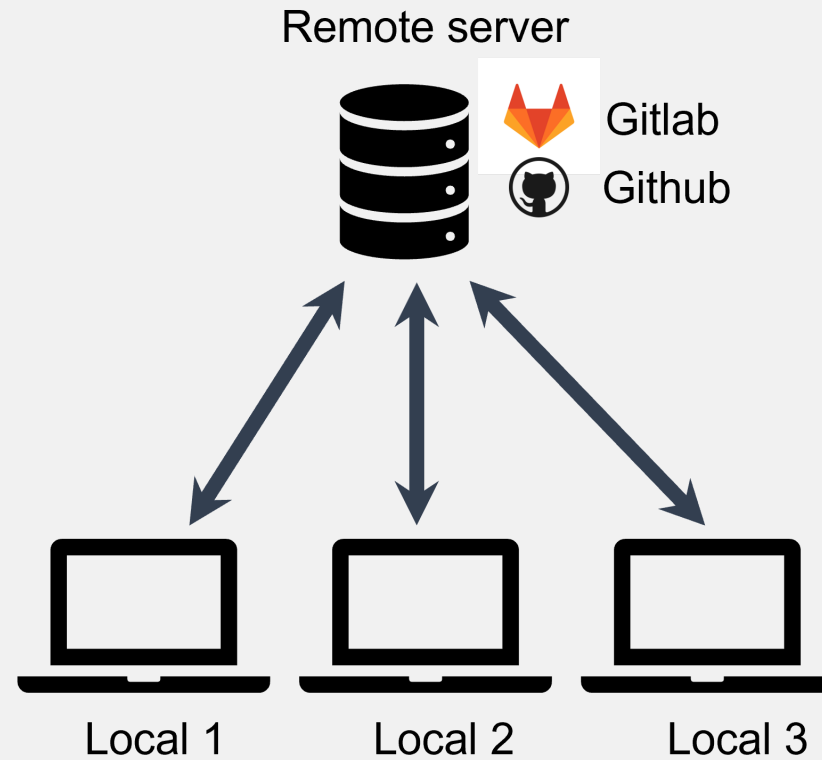
# Summary of the basic steps

- `git init`: Initialize a git repository
  - adds a `.git` folder to your working directory
- `git add`: Add files to the staging area
  - This marks the files as being part of the next commit
- `git commit`: Take a snapshot of your current project version
  - Includes a timestamp, a meaningful commit message and information on the person who did the commit
- `git push`: Push your newest commits to the remote repository
  - Sync your local project version with the remote e.g. on Github



# Synchronize, share and collaborate

# Get a repo from a remote

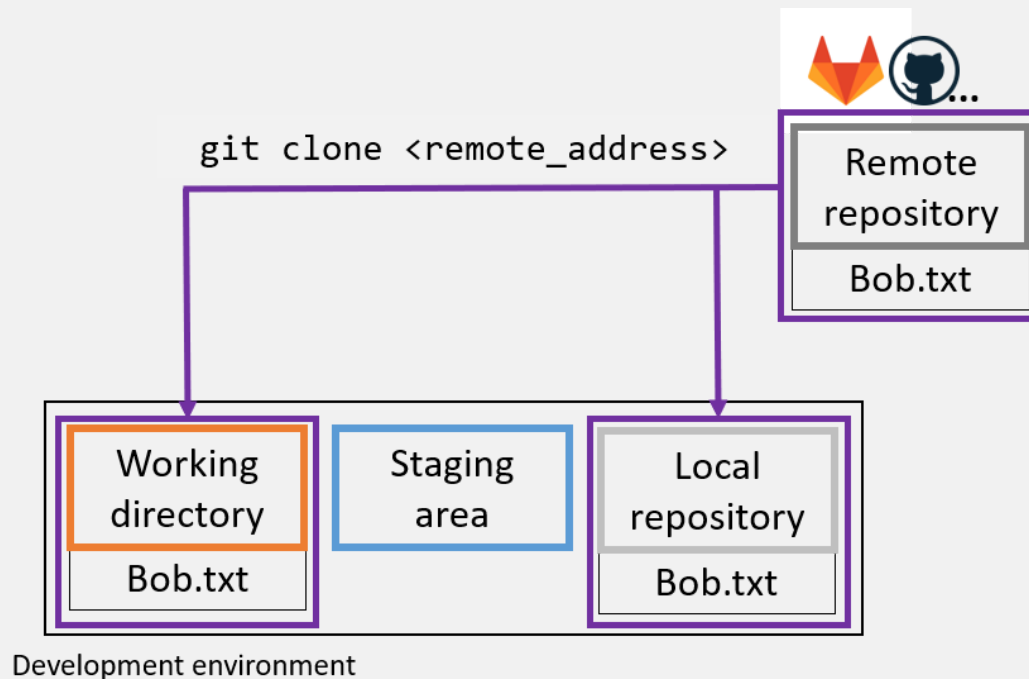


- In Git language, this is called **cloning**
- Get a copy of your own repository on a different machine
- Get the repository from somebody else

# Get a repo from a remote

By cloning, you get a full copy of the repository and the working directory with all files on your machine.

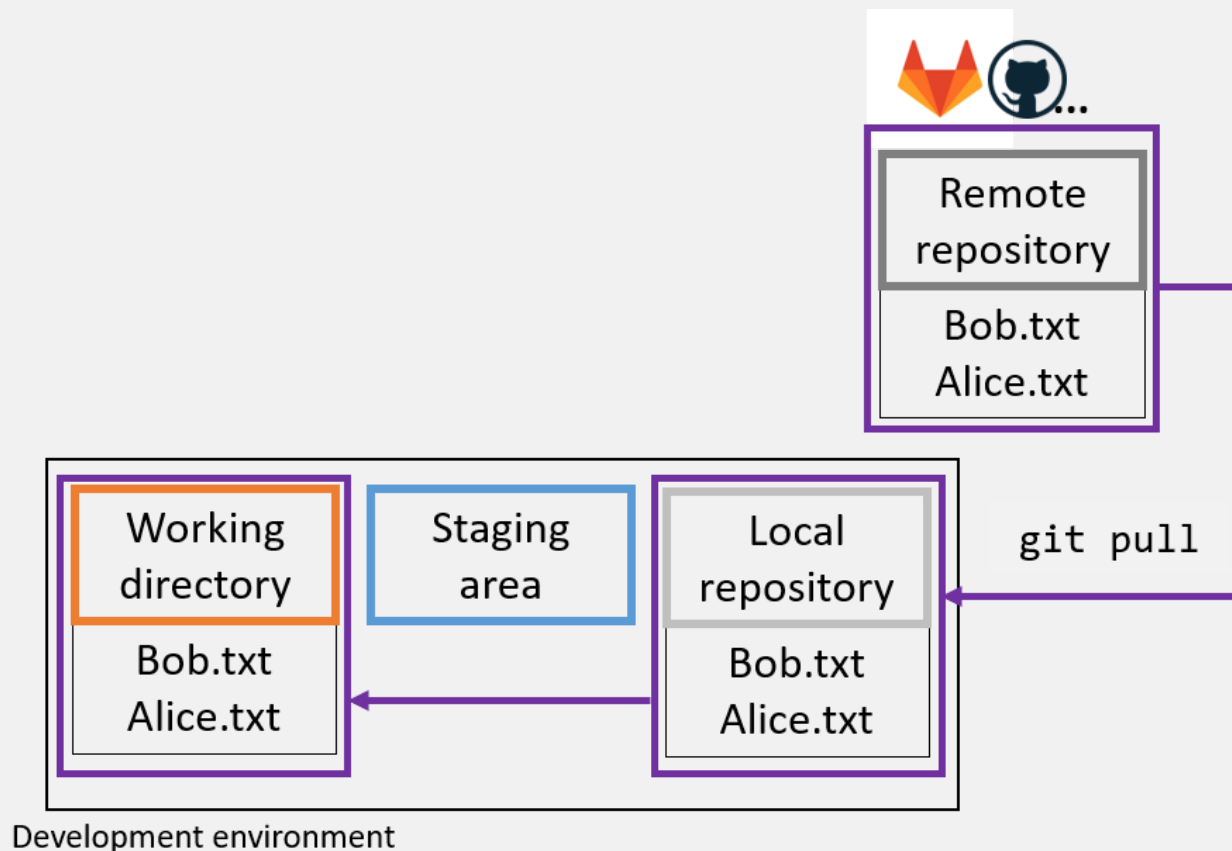
- Clone a remote repository with `git clone <remote_address>`



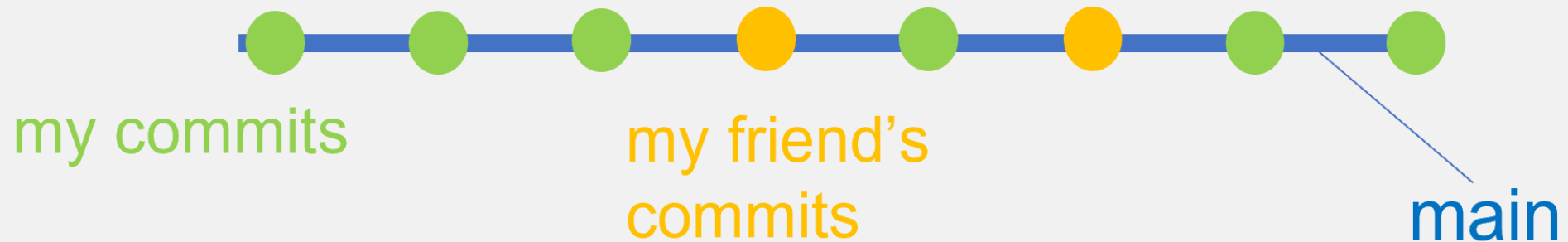
- If the clone is authorized it can also commit and push

# Get changes from the remote

- Local changes, publish to remote: `git push`
- Remote changes, pull to local: `git pull`



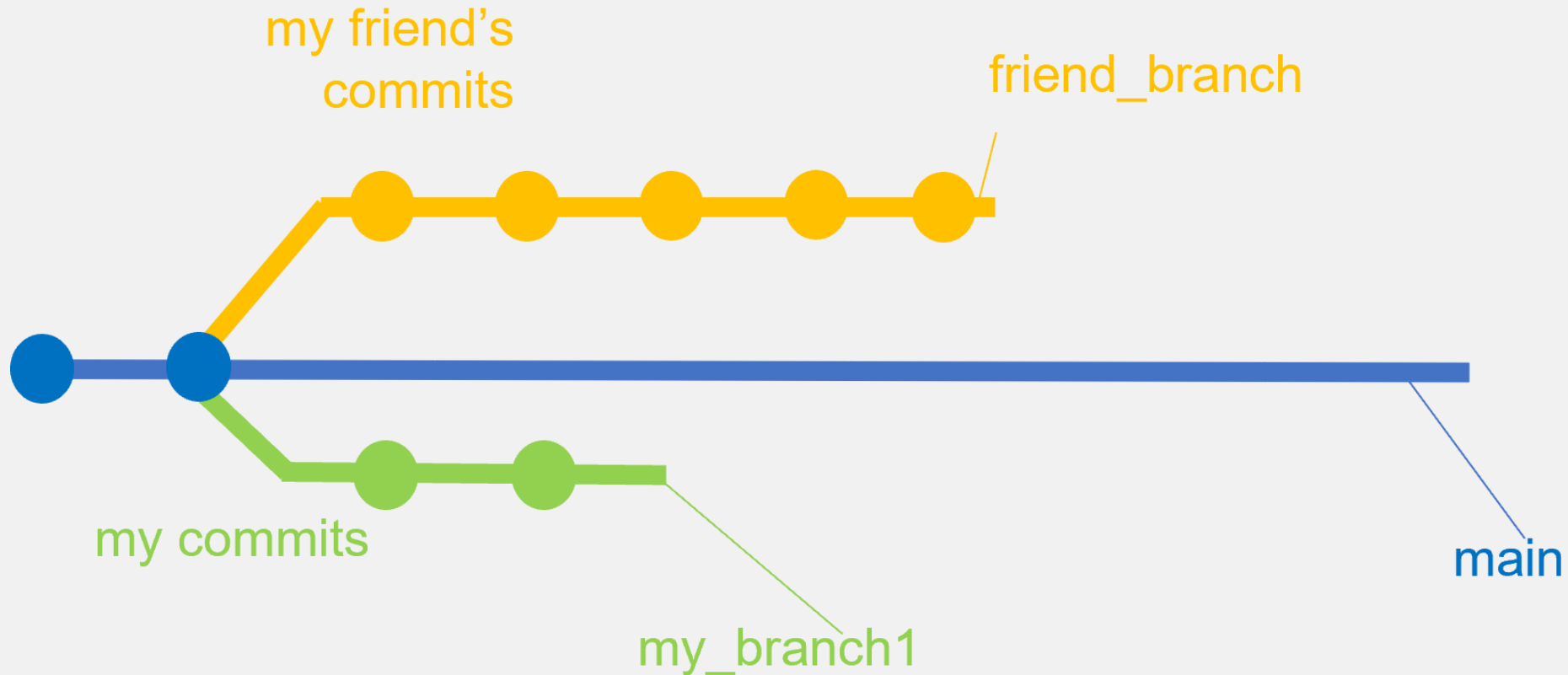
# A simple collaboration workflow



- By default: Everything on one branch (main)
  - Branches are connections between specific commits
- Basic idea: **Pull** newest version before you start working, **push** new version after you are done

# A more complex collaboration workflow

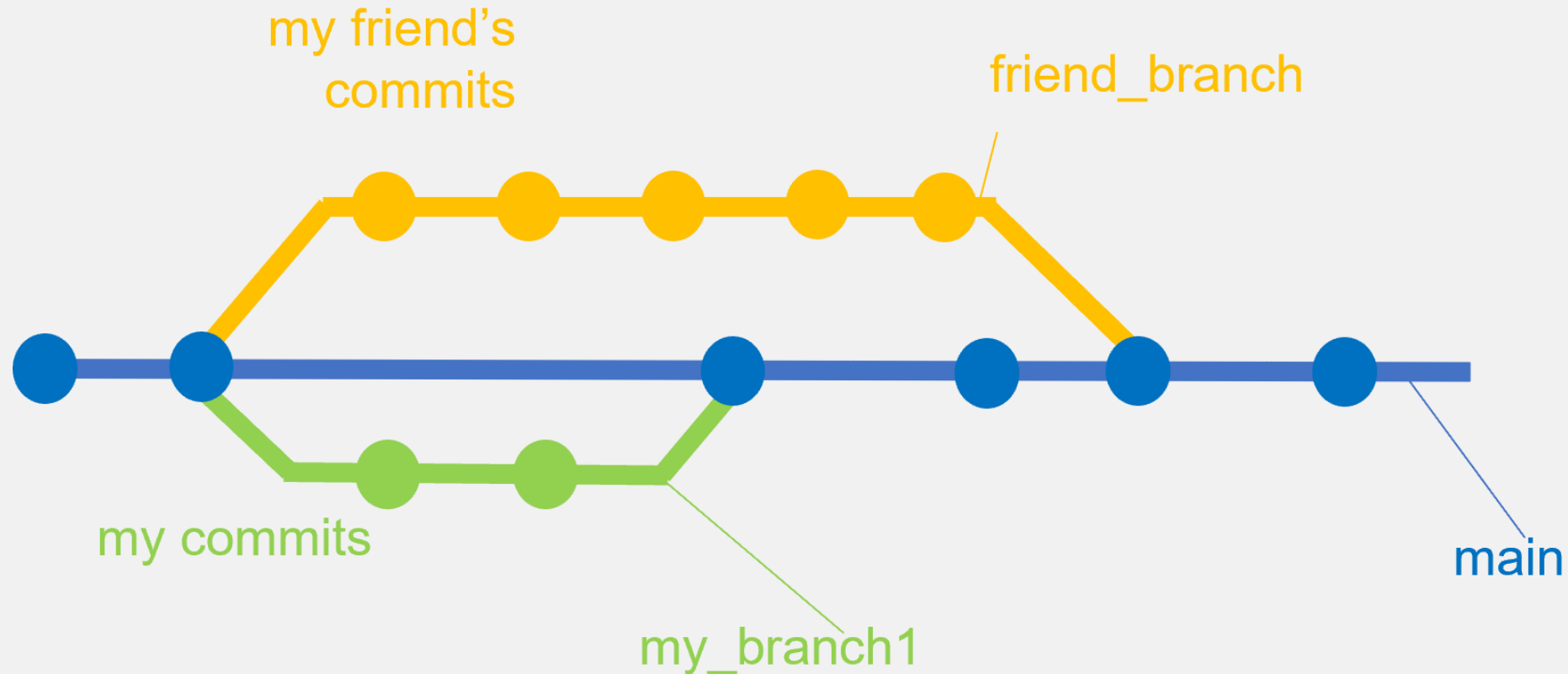
- You can also have multiple branches of the same project





# A more complex collaboration workflow

- Branches can be merged using `git merge`



# Remote repository platforms

The combination of Git and a remote repository platform unlocks a lot of possibilities!

- Advanced workflow features for collaboration and open-source development
  - Issues and pull requests
- Publishing and sharing of projects
  - Easily connect with Zenodo to get a DOI
  - Accepted by many journals
- Additional features
  - Project wikis
  - Project websites

# Take home

- Git (+ Github) is very powerful for coding projects
  - Keep track of your changes and go back if you need to
  - Collaborate and share
- Can be confusing in the beginning, but Git GUIs make it intuitive
- Valuable addition to your toolbox that's also relevant outside academia

## Tips for getting started

Start using it for small projects and discover features as you go along.

Don't get frustrated by the complexity - it will get better.

Use a GUI if you don't like the terminal.

# Get started

## Command line

Follow [this Git training](#) for learning the Git concepts in the command line.

. . .

## R and R Studio

There is a whole [book on using Git with R](#) that explains the setup in detail but also goes into more advanced topics.


Follow this [step by step guide](#) to set up Git and a Github connection in R and R Studio

. . .




## Github Desktop

# Next lecture

## Research compendia with R

A research compendium is a **collection of all the digital parts of your research projects** (data, code, documents) with the goal of your results being reproducible. You can do this in R by building an R  which makes it easy to publish a fully reproducible version of your project.

. . .

 20th July  1-2 p.m.  Webex

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 For topic suggestions and/or feedback [send me an email](#)

# Thank you for your attention :)

Questions?

# References

[Learn git concepts, not commands](#): Blogpost that explains really well the concepts of git, also more advanced ones like [rebase](#) or [cherry-pick](#).

[How to write good commit messages](#): Blogpost that explains why good commit messages are important and gives 7 rules for writing them.

[Git cheat sheet](#): Always handy if you don't remember the basic commands

[Book on how to use Git with R](#)

