

git in a Nutshell

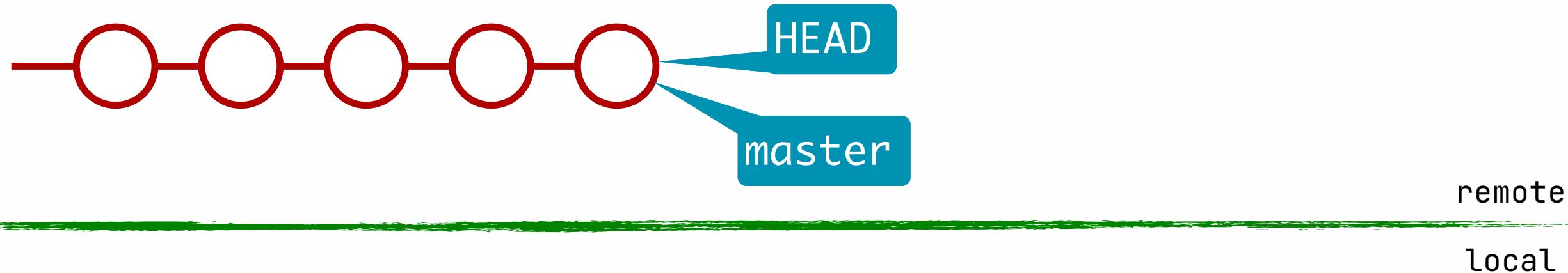
Software Systems – Design – L5T3

Dr. Vadim Zaytsev aka @grammarware, November 2020

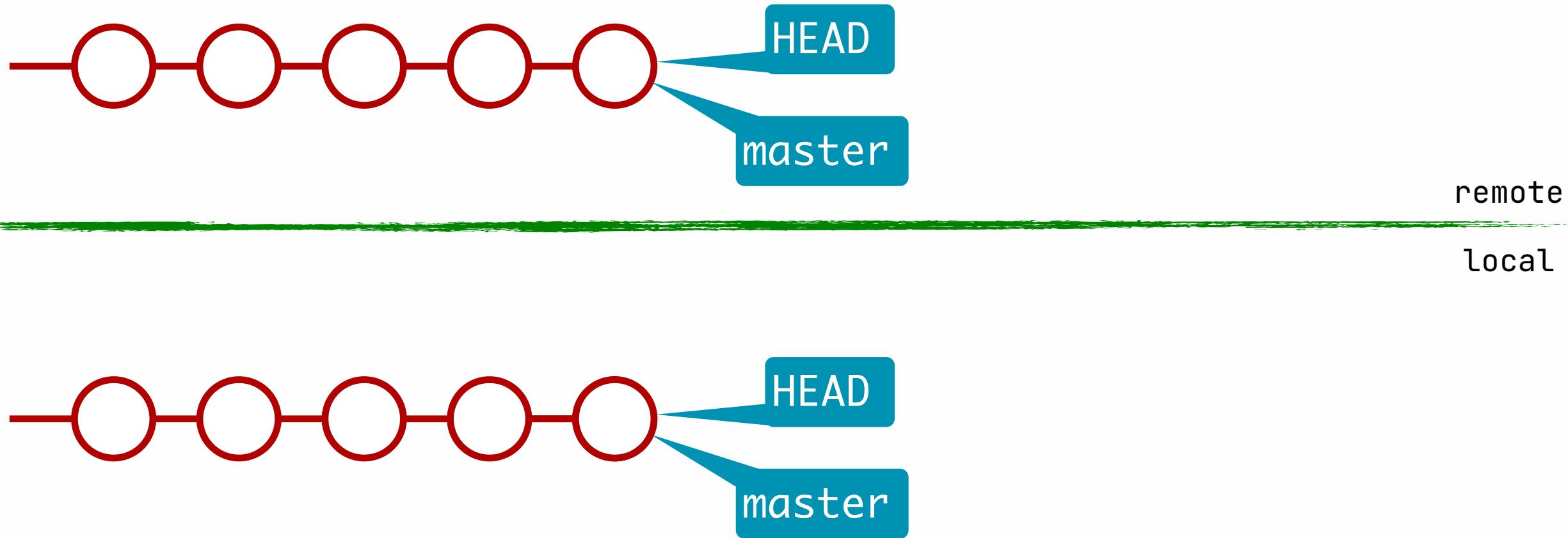
Source Code Management



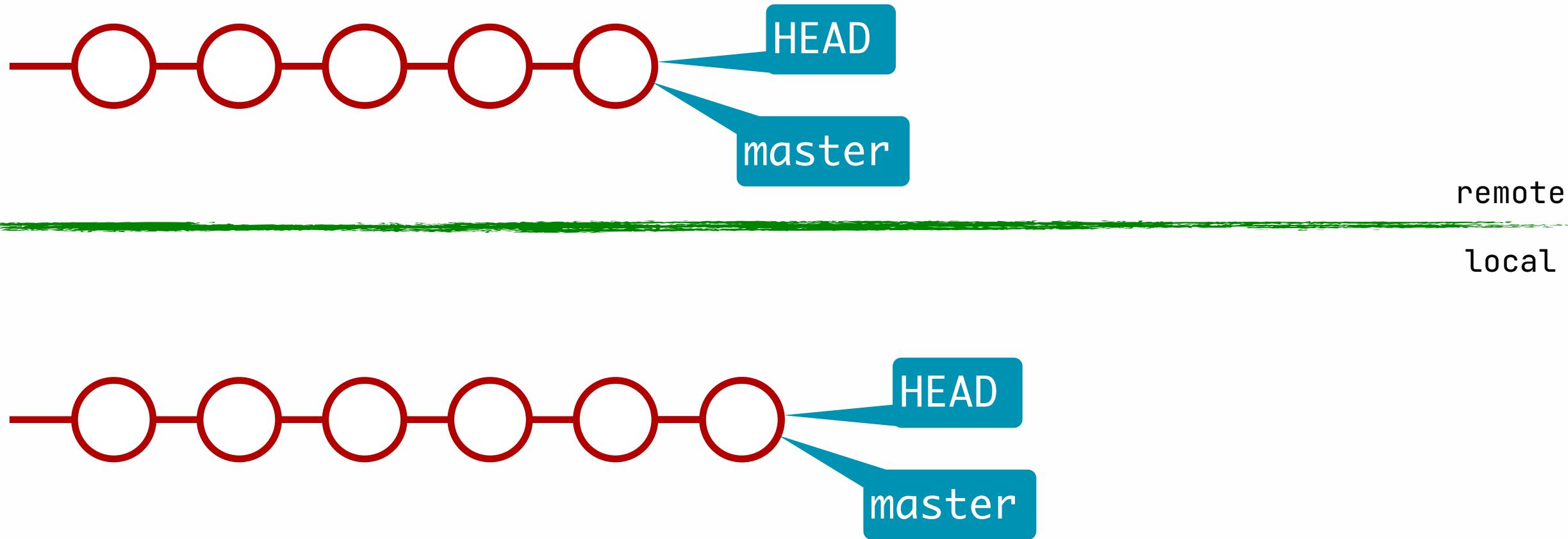
git clone



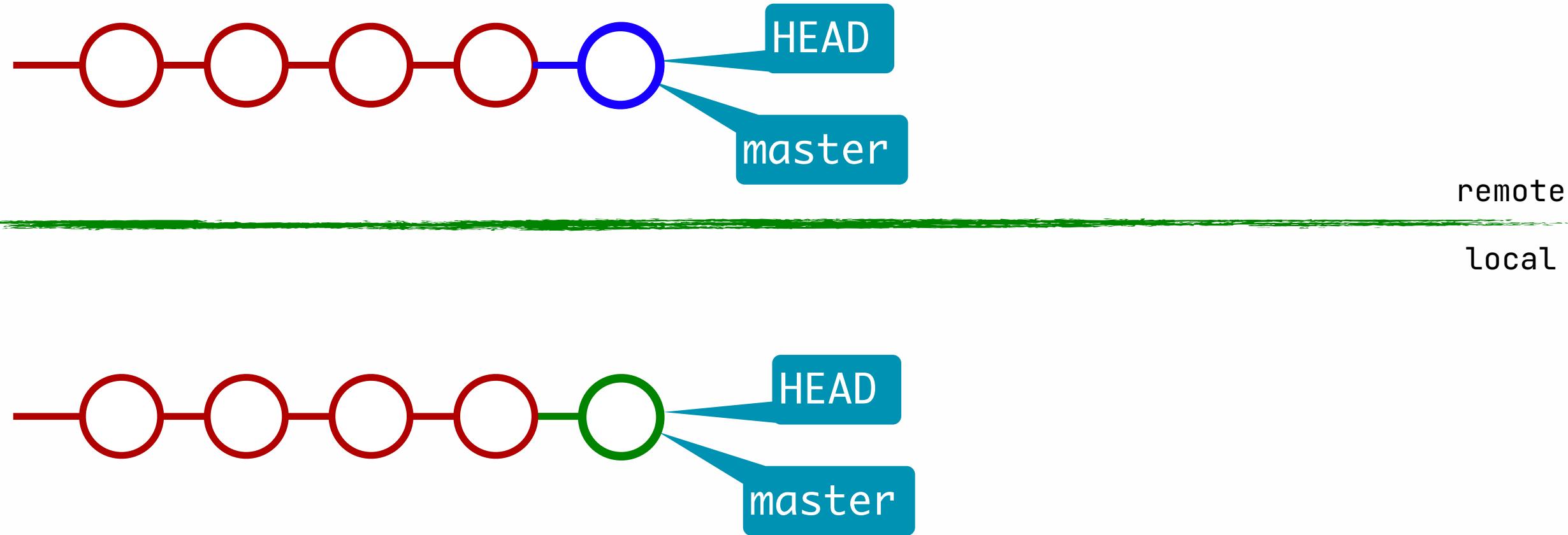
git commit



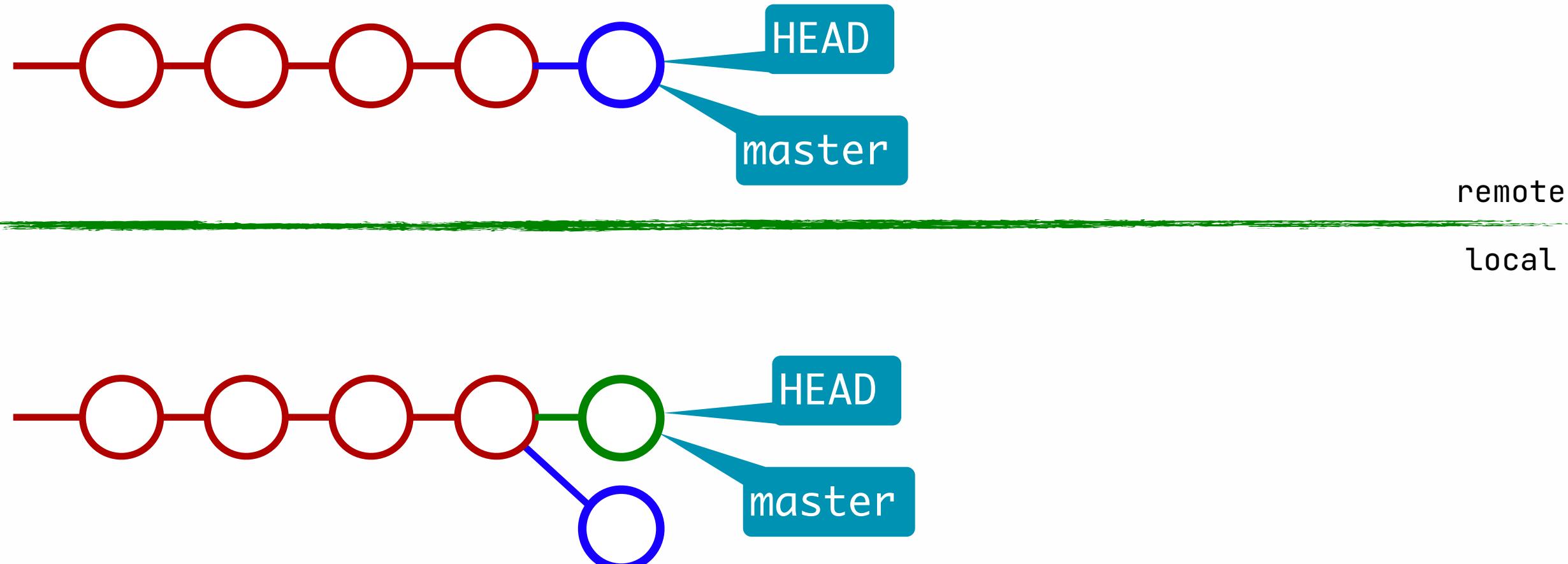
git push



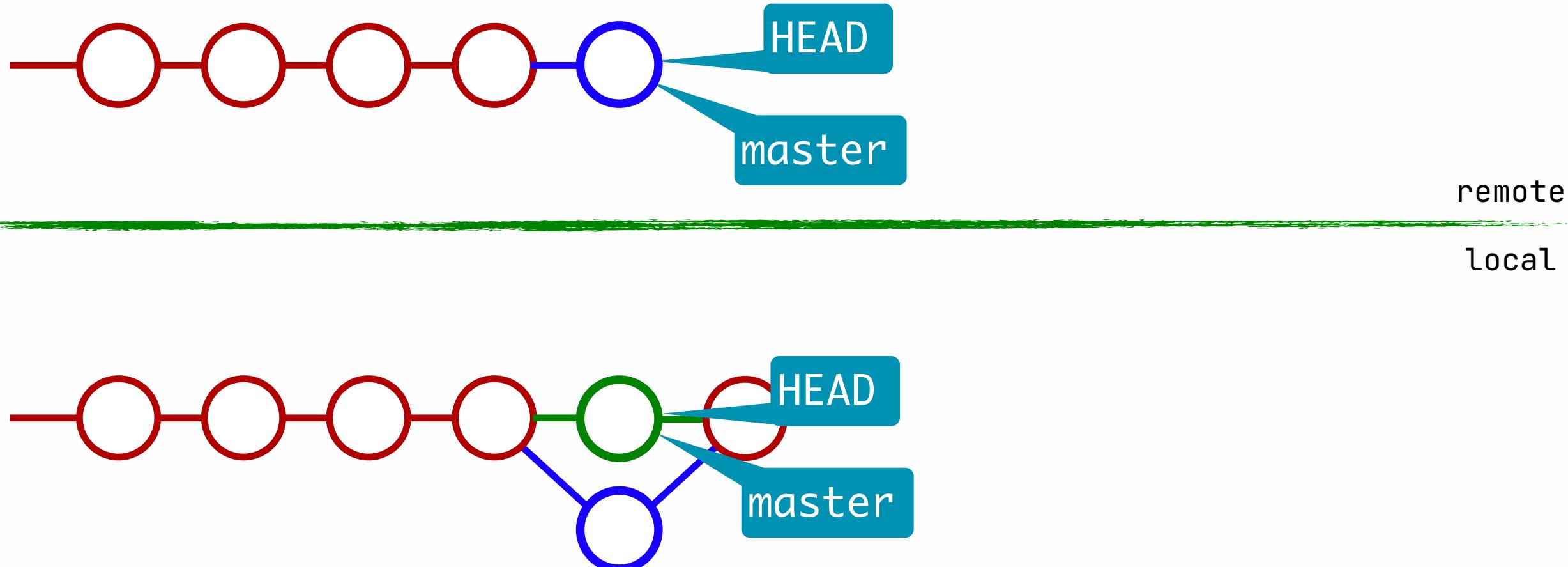
git fetch



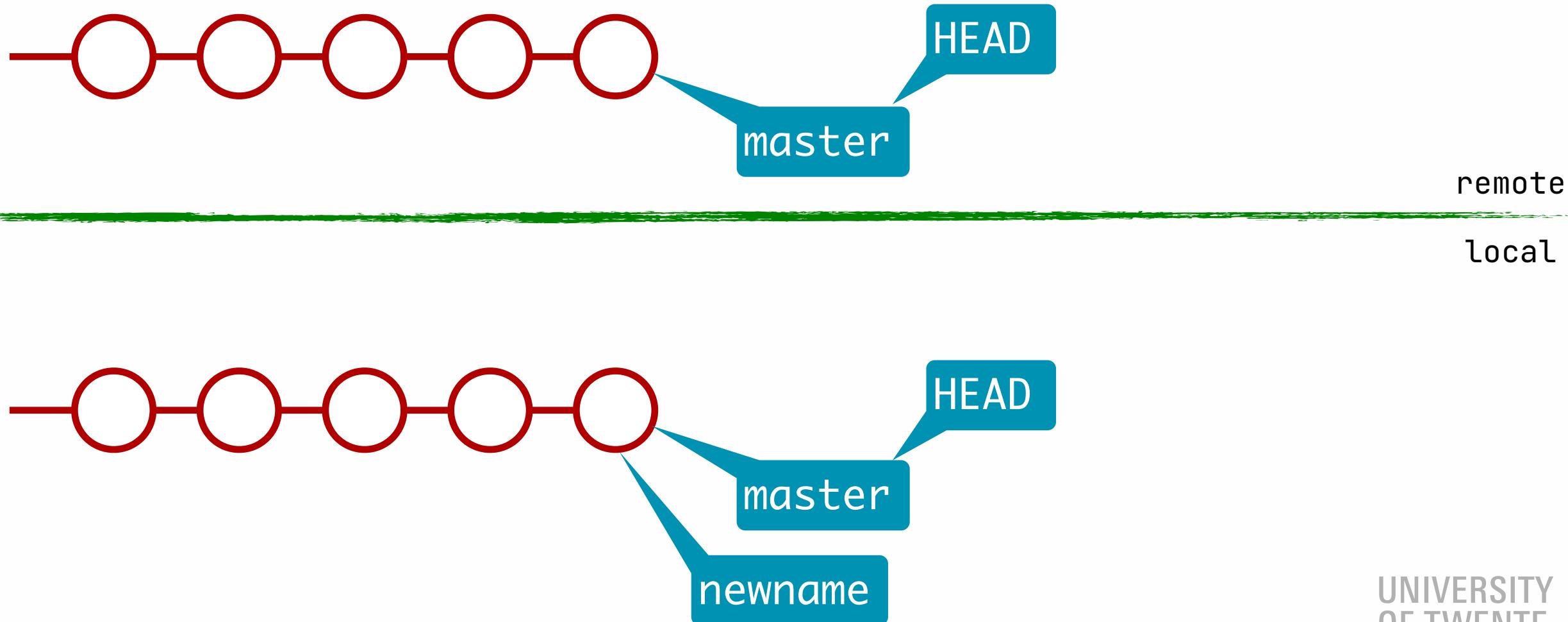
git rebase



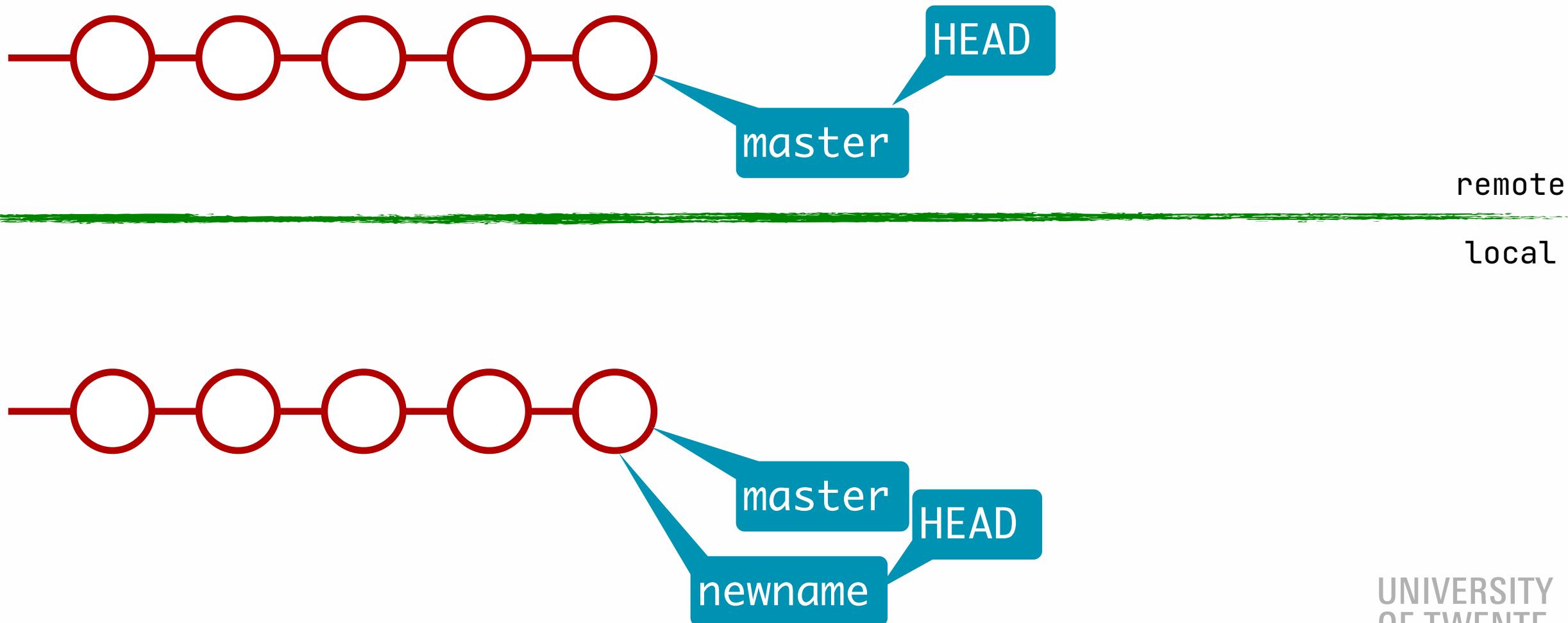
git merge



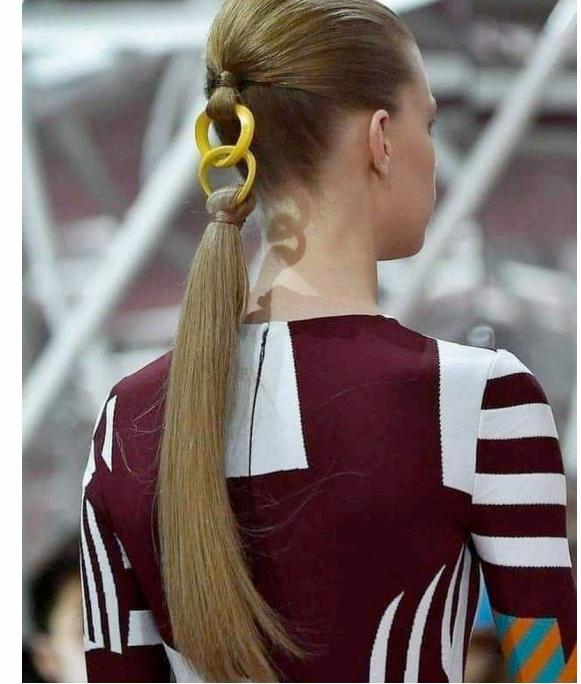
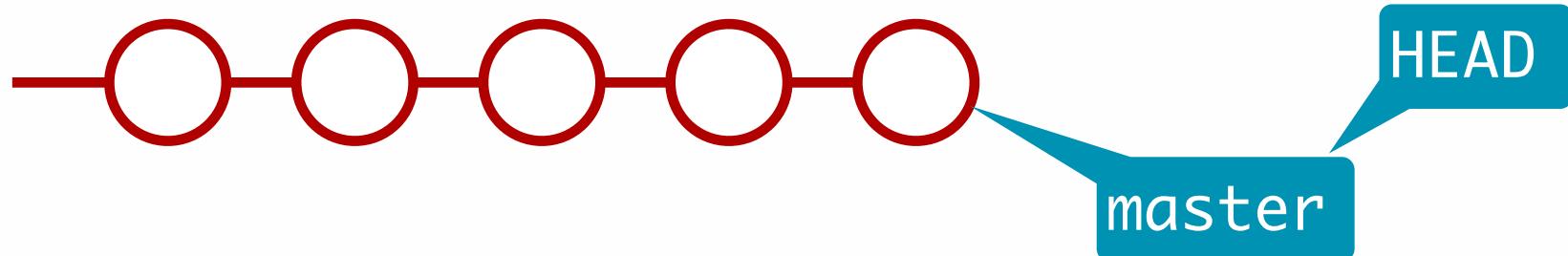
git branch



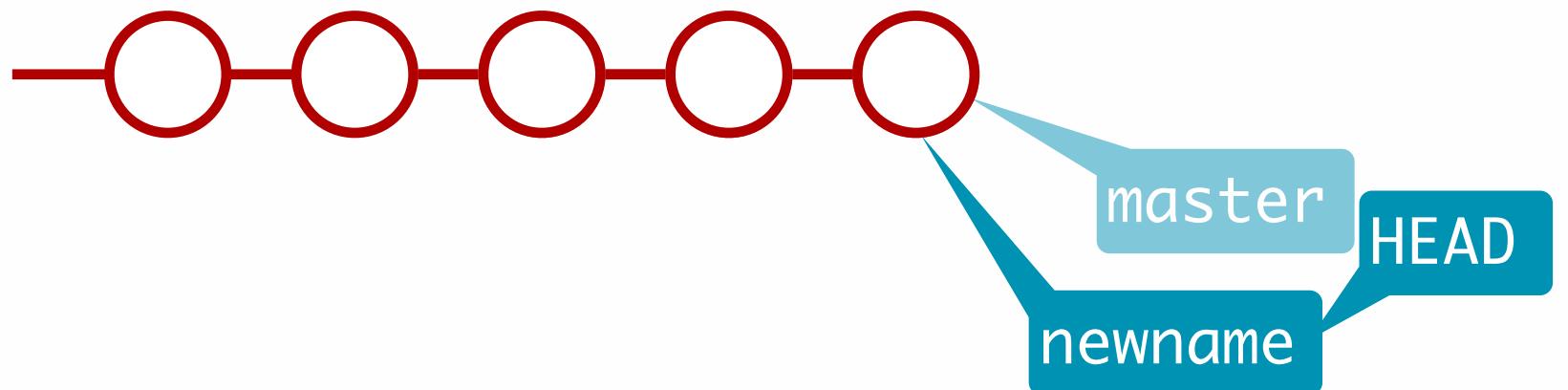
git checkout <branch>



git checkout <commit>



remote



local

Remaining Jargon

- `git log` show last commits
- `git blame` show the last change per line
- `git pull` = fetch + merge
- `git revert` undoes one commit
- `git cherry-pick` applies one commit
- `git show` show commit details

Guidelines

- One commit – one purpose
- Commit as often as possible
- Push often to prevent merge conflicts
- Confine inconsistent states to branches
- Write commit messages
- Do not alter history
- Make rules and follow them

Guidelines on Commit Messages

- Make it findable
- Use the imperative mood
- Explain what and why (not how)
- Separate subject from body
- Keep subjects under **50** chars
- Capitalise the subject line
- Do not add dots

Conclusion

- **git** is big and full of horrors
- Most of the time you will do
 - **add, commit, pull, push**
- Make full use of GUIs
 - Eclipse
 - GitKraken, gitx, Git Extensions, ...
- Find the process that suits you
 - and follow it

Topics/slides Disclaimer

- Good ✓

- watch before Q&A
- embrace reality
- try out at labs
- ask for feedback
- apply to project
- dig deeper
- recall from slides

- Bad ✗

- slides over videos
- assumptions
- blanks
- timing

