

Experiment 02 - Version Control

Roll No.	24
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Class	D15-A
Subject	DevOps Lab
LO Mapped	<p>LO1: To understand the fundamentals of DevOps engineering and be fully proficient with DevOps terminologies, concepts, benefits, and deployment options to meet your business requirements</p> <p>LO2: To obtain complete knowledge of the “version control system” to effectively track changes augmented with Git and GitHub</p>

Aim: To understand Version Control System / Source Code Management, install git and create a GitHub account.

Introduction:

(Introduction to Version Control and its importance)

Version Control is a method to record changes to a file or set of files over time so that you can recall specific versions later. In the case of software, you will use your software source code as the files being version controlled, though, in reality, you can do this with nearly any type of file on a computer.

The systems used to track changes and different code versions are called Version Control Systems (VCS). Just like with anything else, each VCS has its unique features and comes with its own set of advantages and disadvantages. There are some basics, though, that make a VCS what it is.

They retain a long-term history of changes made on a project including creation, deletion, edits and more. This should include the author, date and any notes from the changes as well.

Beyond that, they should have a solution for branching and merging new code changes to the main project to allow concurrent work from multiple members of a team. That is the point, after all. The main codebase for a project is called the Trunk or, simply, Main. Branches are created as independent streams of work that can be merged to the Main. All of this supports traceability in projects. If something goes wrong, it's easier to look back at the changes made over time and connect them to bugs and errors when they appear.

Importance of Version Control in DevOps:

1. Avoiding Dependency issues in modern applications:

Dependency issues are common in applications across multiple languages and have been since early programming days. Version Control plays a huge role here. Access to the different code iterations can reveal where new changes expose dependencies that clash with other parts of the code.

2. Providing better performance:

VCS can view and understand how changes to one part of the code cause problems across the application. It enables coding practices like Continuous Integration and, as a result, Continuous Delivery/Deployment.

3. Improving Application Reliability

VCS can handle smaller changes more frequently. It can also track those changes so that everyone is looking at the same thing and so that troubleshooting is easier in the case of failures.

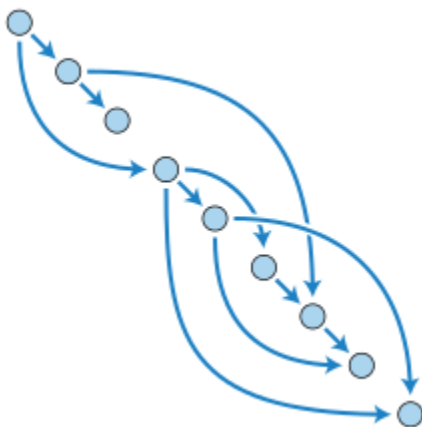
Git:

(Explain Git architecture and terminologies used)

Git is a distributed version control system (DVCS) for tracking changes to files. But what does that mean? Git is an open-source VCS, which is not file-based, unlike other systems. Rather, it stores information as snapshots. Being a VCS, helps coders revert to their previous code when they hit a roadblock in the newer version, without affecting the source code. On the other hand, what makes it different from other VCS is the way it sees data, which is more like a series of snapshots.

Git Architecture:

Git uses a Directed Acyclic Graph (DAG) for content storage as well as commit and merge histories. A DAG is a finite directed acyclic graph. Being acyclic means that there is no way to go from Node A to Node B and loop back to Node A through any number of edges. A DAG also must have topological ordering. This means that the vertices all have edges that are directed from earlier to later in the sequence.



Git Terminologies:

1. **Repository:** It is a directory that stores all the files, folders, and content needed for your project. It's the object database of the project, storing everything from the files themselves to the versions of those files, commits, deletions, etc.
2. **Branch:** A version of the repository that diverges from the main working project. Branches can be a new version of a repository, experimental changes, or personal forks of a repository for users to alter and test changes.
3. **Fork:** Creating a copy of a repository.
4. **Remote:** Updates a remote branch with the commits made to the current branch. You are literally "pushing" your changes onto the remote.
5. **HEAD:** HEAD is a reference variable used to denote the most current commit of the repository in which you are working. When you add a new commit, HEAD will then become that new commit.
6. **Master:** It is the primary branch of all repositories. All committed and accepted changes should be on the master branch.
7. **Merge:** Taking the changes from one branch and adding them into another (traditionally master) branch. These commits are usually first requested via pull request before being merged by a project maintainer.
8. **Origin:** The conventional name for the primary version of a repository. Git also uses *origin* as a system alias for pushing and fetching data to and from the primary branch. For example, *git push origin master*, when run on a remote, will push the changes to the master branch of the primary repository database.
9. **Pull Requests:** If someone has changed code on a separate branch of a project and wants it to be reviewed to add to the master branch, that someone can put in a pull request. Pull requests ask the repo maintainers to review the commits made, and then, if acceptable, merge the changes upstream. A pull happens when adding the changes to the master branch.
10. **Push:** Updates a remote branch with the commits made to the current branch. You are literally "pushing" your changes onto the remote.
11. **Stash:** While working with Git, you may need to make multiple changes to files, but you may not want all changes to go in one commit. To put temporary changes on hold, you can "stash" your changes, essentially clearing them from the staging area until the changes are called again. You can only stash one set of changes at a time. To stash your staging area use *git stash [files]*; to retrieve the stashed files, run *git stash pop*. You can also clear the stashed files with *git stash drop*.

Installation:

(Explain steps for installing Git with screenshots)

Step 1: Open up your browser and go to <https://www.git-scm.com> and choose the download option for your operating system. It's a command-line operation for Linux and macOS users, but an installation wizard is available for Windows users.

For Linux:

```
$ sudo apt install git-all
```

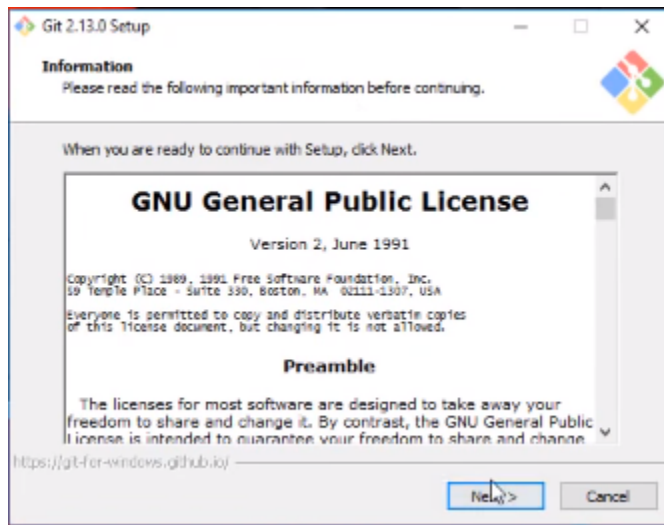
For Mac: (You need Homebrew to execute this command. Git also ships with XCode, so you might already have it if you are using XCode)

```
$ brew install git
```

The screenshot shows the Git website (git-scm.com) with the following content:

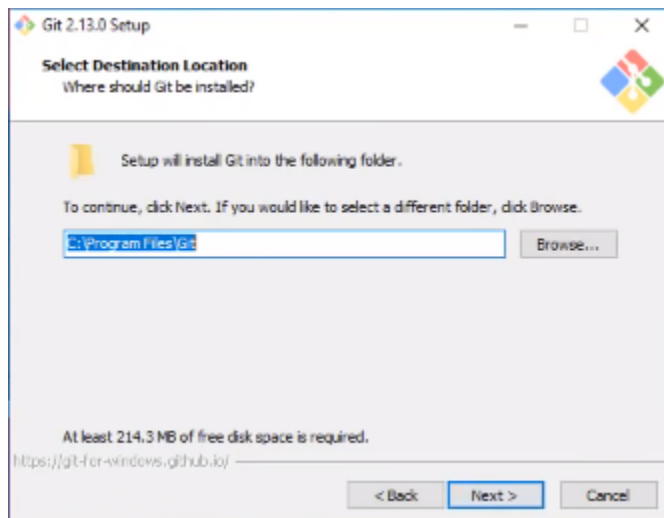
- Header:** "git --local-branching-on-the-cheap" and a search bar.
- Main Content:** A description of Git as a free and open source distributed version control system, designed to handle everything from small to very large projects with speed and efficiency. It is easy to learn and has a tiny footprint with lightning fast performance. It outclasses SCM tools like Subversion, CVS, Perforce, and ClearCase with features like cheap local branching, convenient staging areas, and multiple workflows.
- Diagram:** A diagram illustrating the distributed nature of Git, showing multiple repositories connected by a network.
- Navigation Links:** Four circular icons with text: "About" (The advantages of Git compared to other source control systems.), "Documentation" (Command reference pages, Pro Git book content, videos and other material.), "Downloads" (GUI clients and binary releases for all major platforms.), and "Community" (Get involved! Bug reporting, mailing list, chat, development and more.).
- Footer:** A section for "Pro Git" by Scott Chacon and Ben Straub, available to read online for free. Dead tree versions are available on Amazon.com.
- Latest source Release:** A section highlighting the latest source release, 2.33.0, with a "Download for Windows" button. Below this, there are links for "Windows GUIs", "Mac Build", "Tarballs", and "Source Code".

Step 2 (For Windows users from here on): Open the installer (the .exe file which you downloaded)



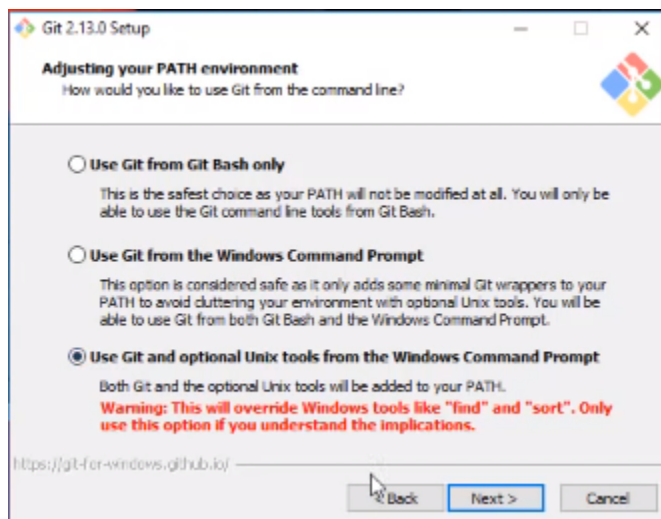
Step 3: Choose the directory in which you want to install Git.

Preferably use the root directory under the C drive, or any directory which does not require elevated permissions, since you might need them when you use git commands from the terminal.



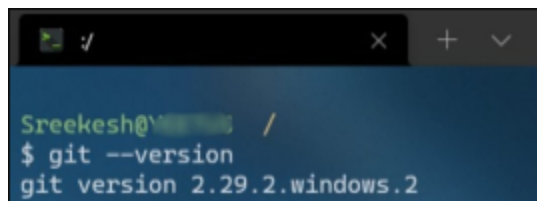
Step 4: Proceed with default options, create a start folder if you want, until it asks you about *Adjusting the PATH environment*

Choose the second or the third option to be able to use the git CLI from other terminal apps like CMD or PowerShell and choose the third option for Unix commands like `ls` and `pwd`.



Step 5: Proceed with the installation. Once completed, close the installer. Now, open your terminal (cmd or PowerShell) and enter this command:

```
$ git --version
```



If you get back your Git version as the output, Git is installed successfully. You can use git-bash from /bin inside the Git directory.

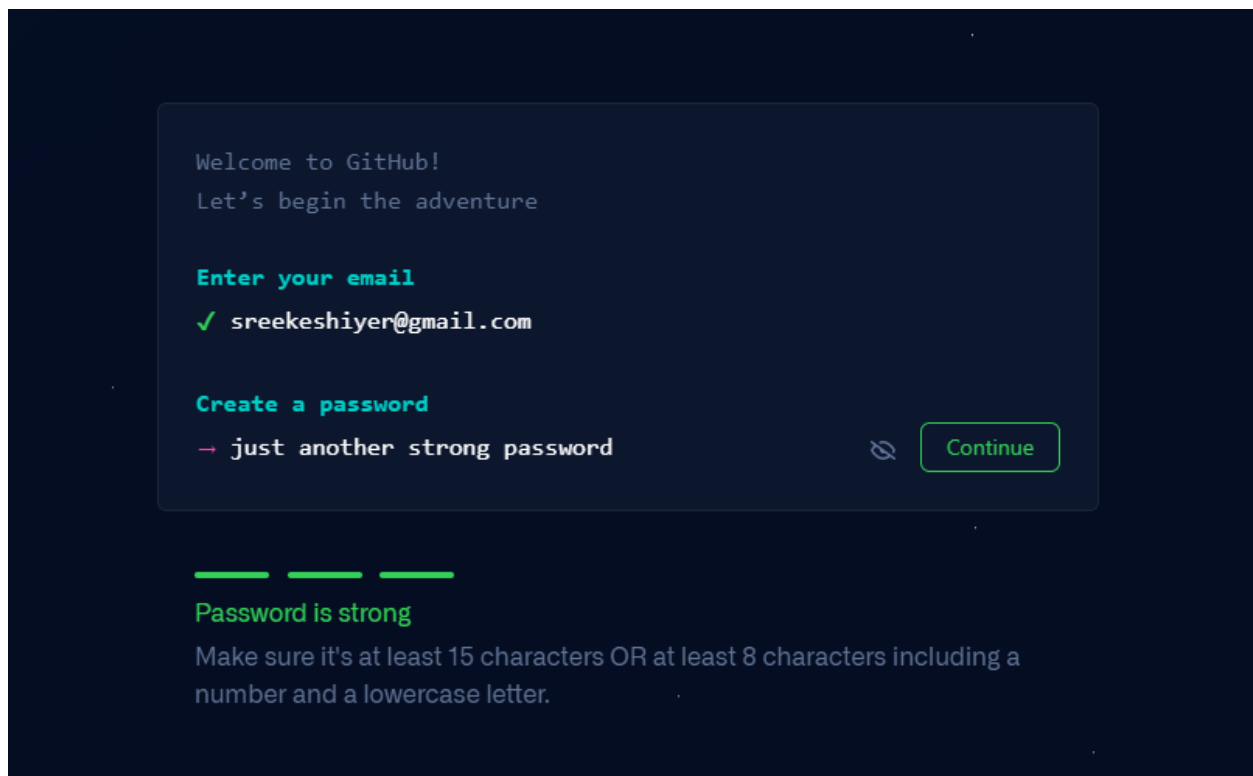
Github:

(Explain steps for creating Github account with screenshots)

Step 1: Go to <https://www.github.com/> and choose *Sign Up* on the top right



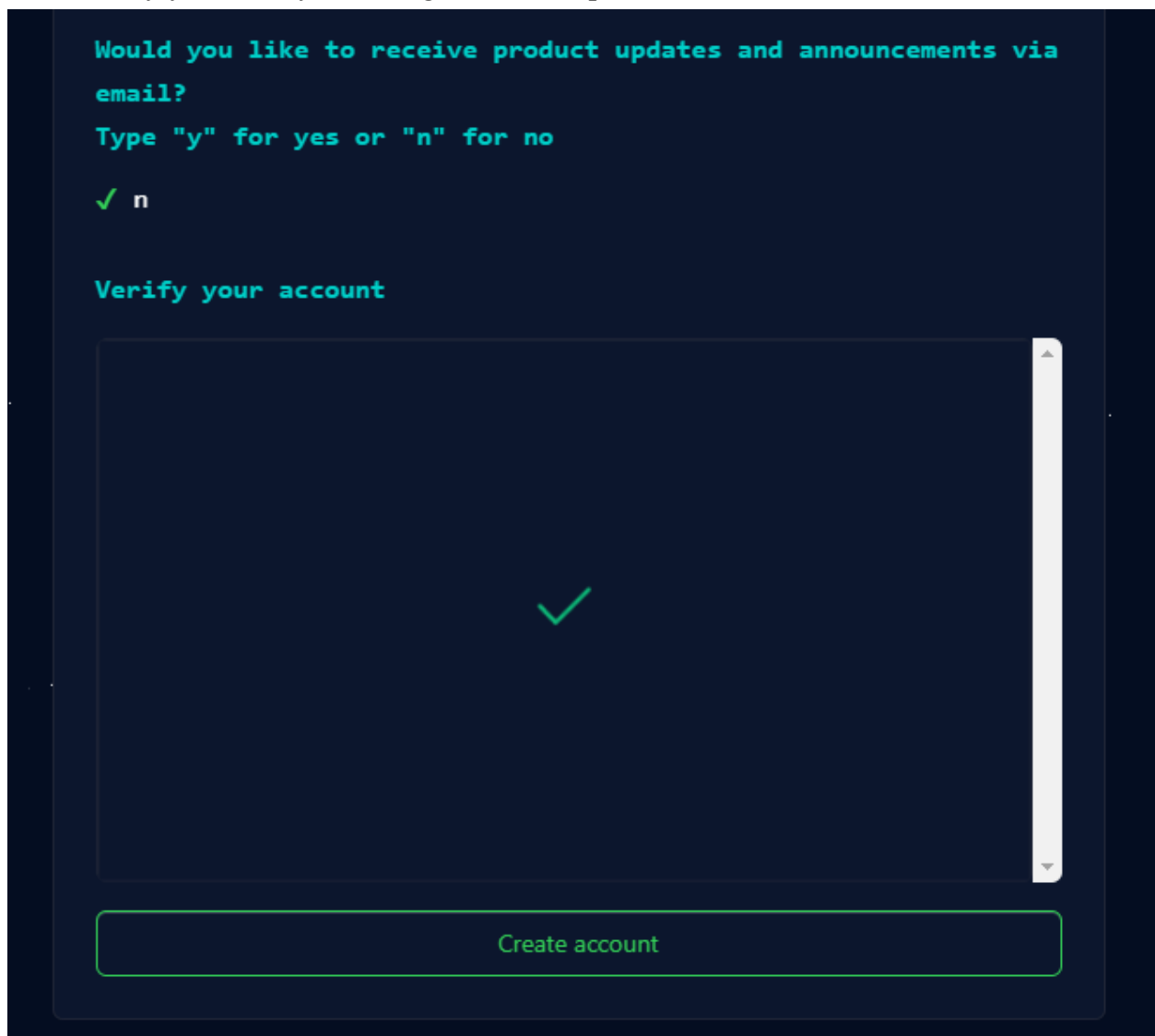
Step 2: Enter your email address (enter your school/organization-provided email address, you might get a GitHub PRO subscription via GitHub Education) and create a password.



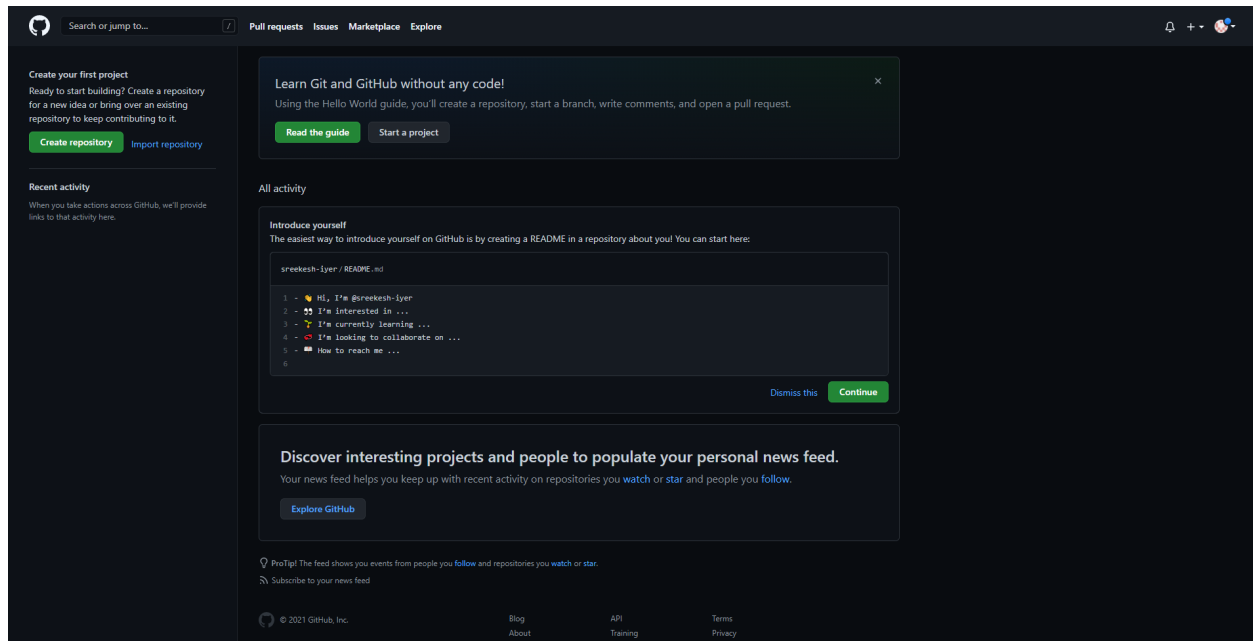
Step 3: Enter a username for yourself. This is also used as a link to your profile, so people can find you at `github.com/<your_username>` to check out your repositories. You can proceed if the username you entered is valid and available.

A dark-themed interface for entering a GitHub username. The text 'Enter a username' is displayed in a light blue font. Below it, a red arrow points to the text 'sreekesh-iyer'. To the right, there is a green-outlined button with the text 'Continue' in green.

Step 4: You can choose if you want emails from the GitHub newsletter team or not. Then, verify yourself by choosing the correct patterns and click on *Create Account*.

A dark-themed interface for the final steps of creating a GitHub account. The first section asks 'Would you like to receive product updates and announcements via email?' in light blue, followed by 'Type "y" for yes or "n" for no'. Below this, a green checkmark is followed by the letter 'n'. The second section is titled 'Verify your account' in light blue. It contains a large, empty rectangular box with a green checkmark in the center. At the bottom, there is a wide green-outlined button with the text 'Create account' in green.

Step 5: Lastly, verify your email address by entering the code you get from GitHub and optionally, fill up the details for personalization. You can skip this step. Once done, you are redirected to your dashboard.



Conclusion:

In this experiment, we learned about the importance of Version Control, how to install Git CLI and how to create a GitHub account.