# CS 241: Systems Programming Lecture 34. Advanced Git

Fall 2019 Prof. Stephen Checkoway

# Using "branches"

Development and release versions

Trying out new features

Focusing on fixing a bug

Simpler to do in Git than other VCS, consider using more frequently

#### Branches

Visualize a project's development as a "linked list" of commits.

When a development track splits, a new branch is created.

In Git, branches are actually just a pointer to these commits

# Git branching

List all branches in the project

git branch

Create a new branch

git branch <branchname>

Switch to a branch

• git checkout <branchname>

Create and immediately switch

p git checkout -b <branchname>

Delete a branch

git branch —d <branchname>

## Using branches

Create and switch to a branch

```
$ git branch working
$ git checkout working
M README
Switched to branch 'working'
$ git branch
  master
* working
```

# Stashing

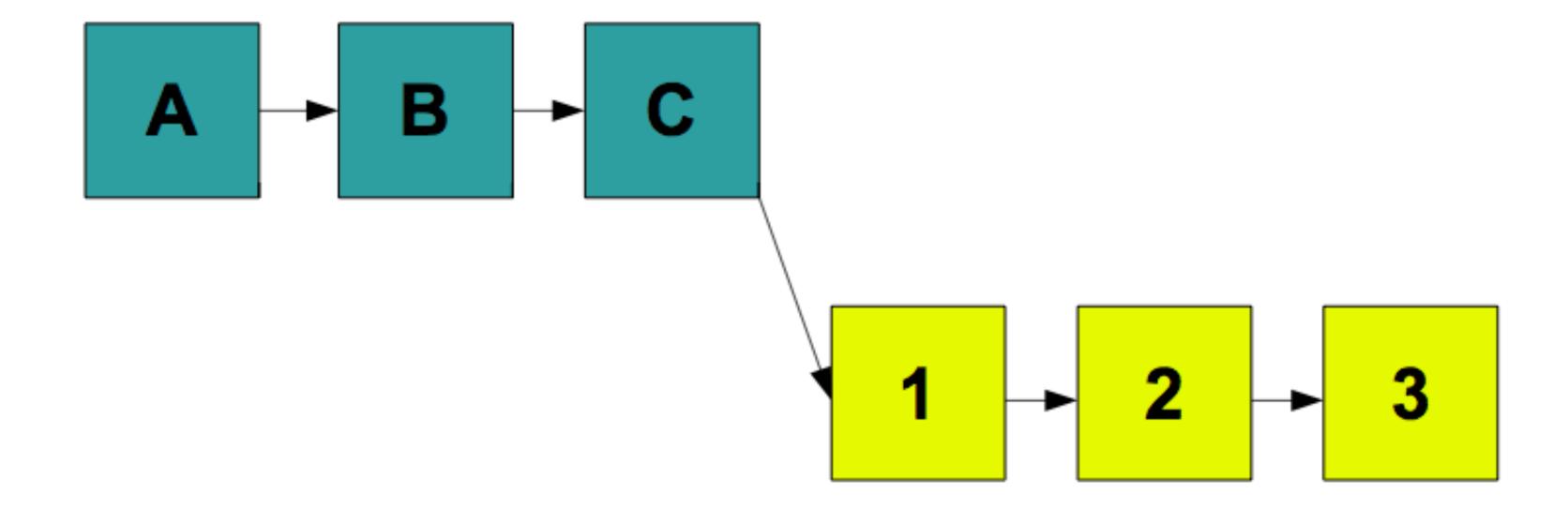
Working tree should be clean when switching branches

Save/hide changes you don't want to commit with git stash

Pushes changes onto a stash stack

Recover changes lager with git stash pop

## Using branches



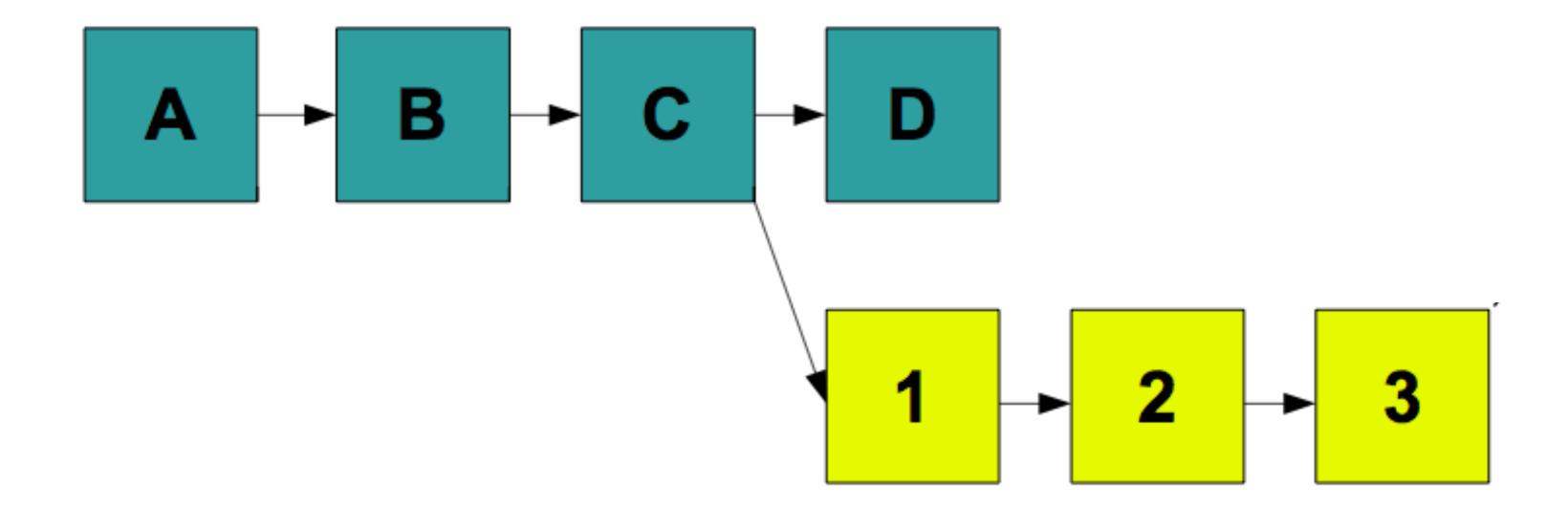
## Using branches

Integrate changes back into master

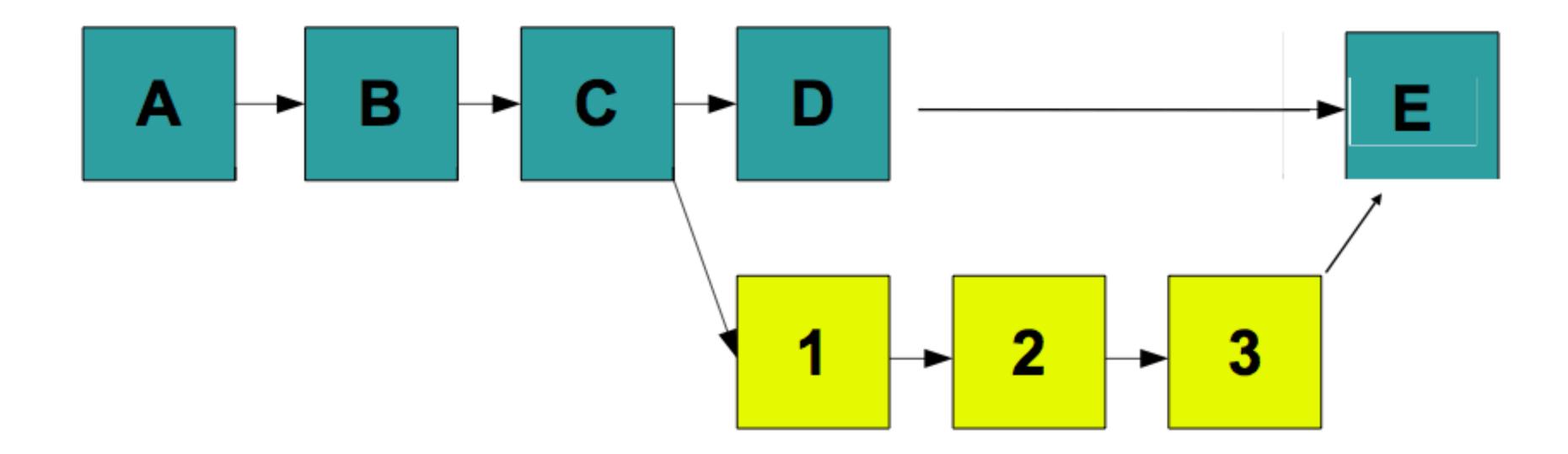
```
$ git checkout master
Switched to branch 'master'

$ git merge working
Merge made by the 'recursive' strategy.
   newfile.txt | 1 +
   1 file changed, 1 insertion(+)
   create mode 100644 newfile.txt
```

# Before git merge



# After git merge



## Merged history

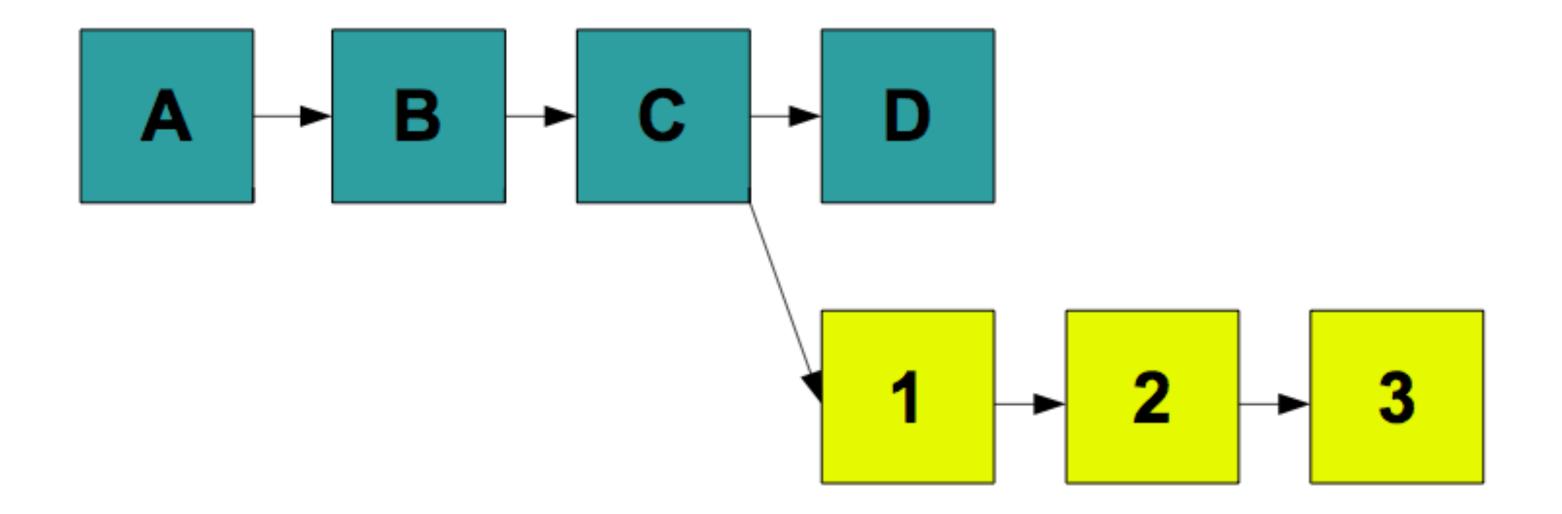
## Rebasing

Like merging, rebasing transfers changes from one branch to another

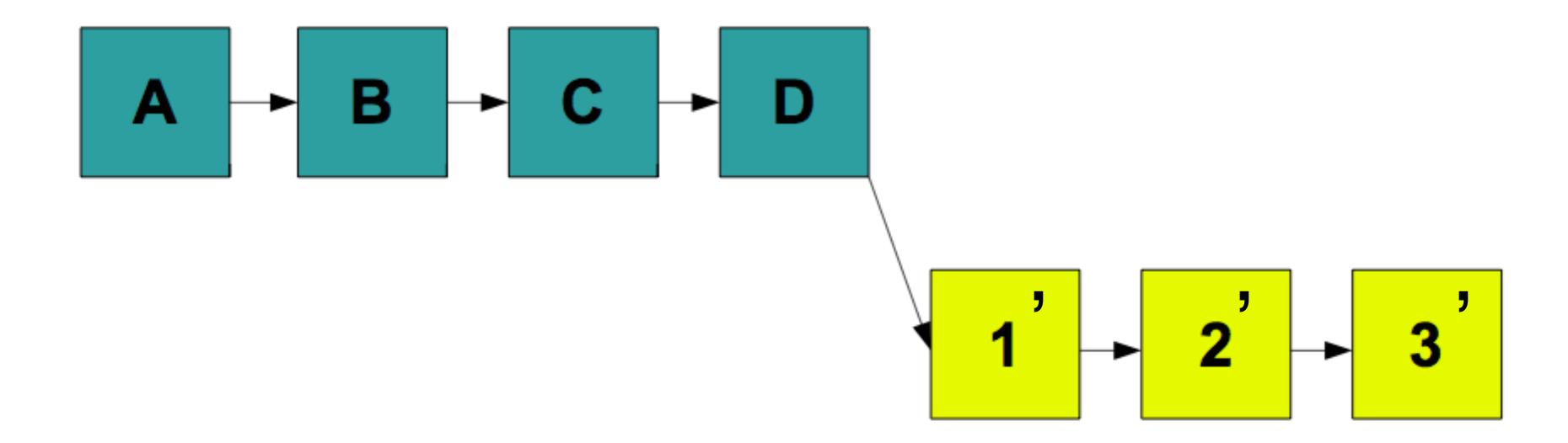
Does not create a new commit

Replays changes from current branch onto head of other branch

# Before git rebase



# After git rebase



## git rebase

Powerful tool

Can change the commit order

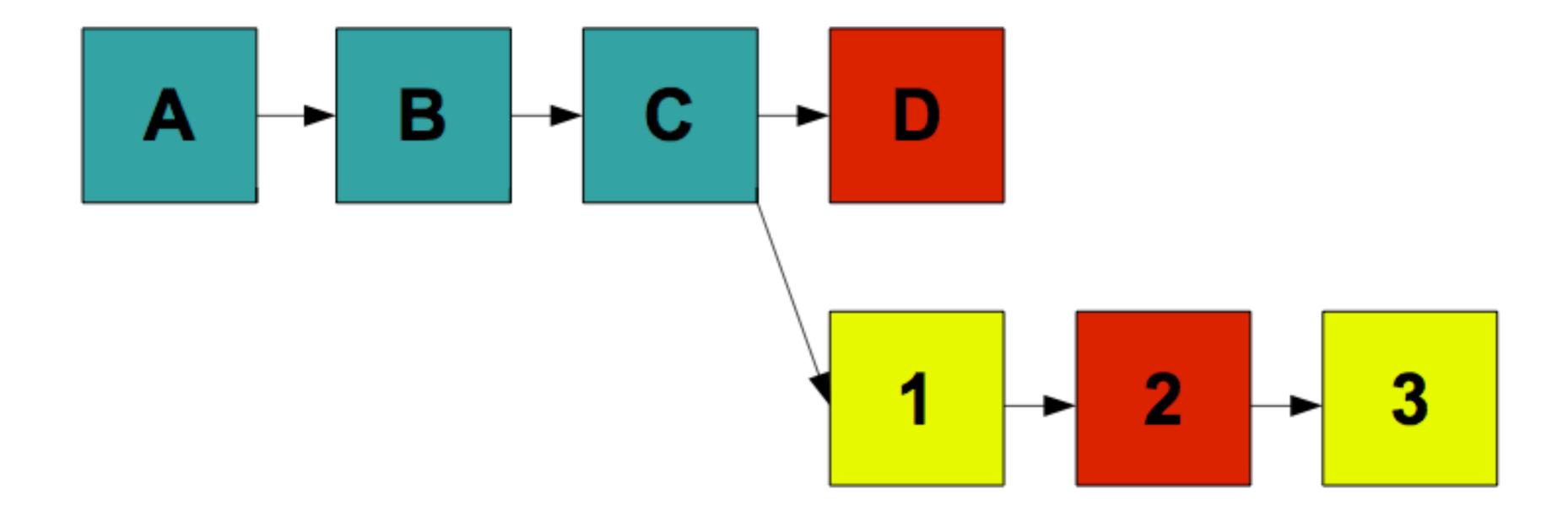
Merge/split commits

Make fixes in earlier commits

DO NOT DO ON PUSHED CHANGES OR PUBLIC BRANCH

\$ git rebase —i master

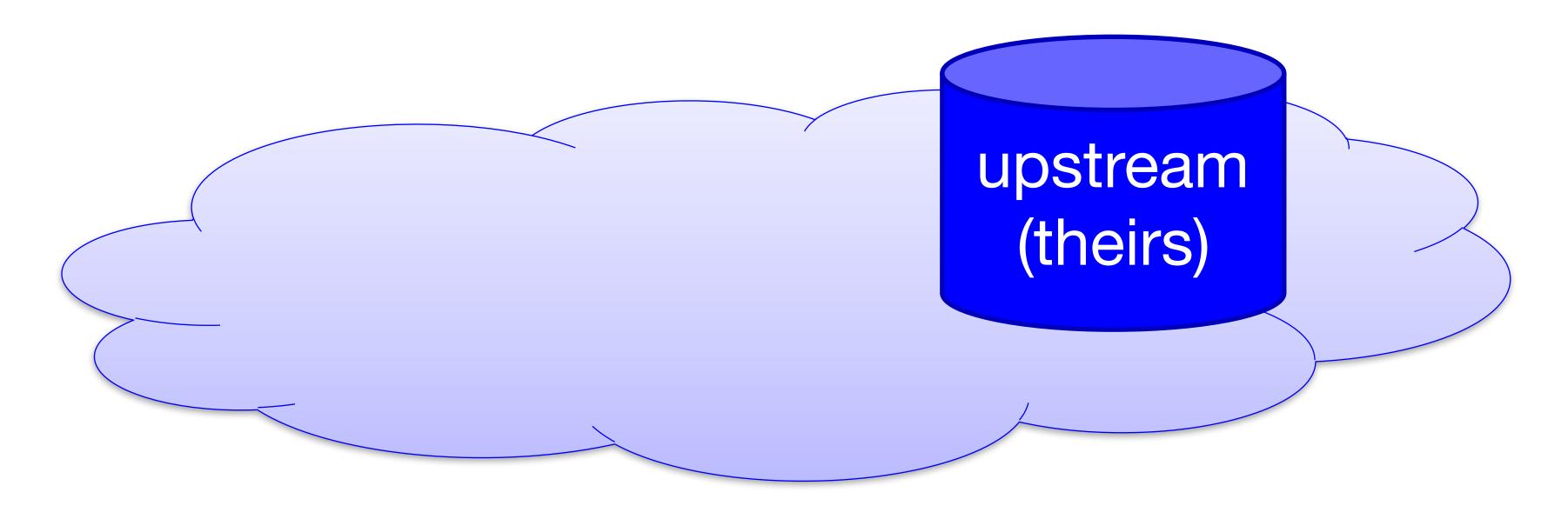
#### Conflicts

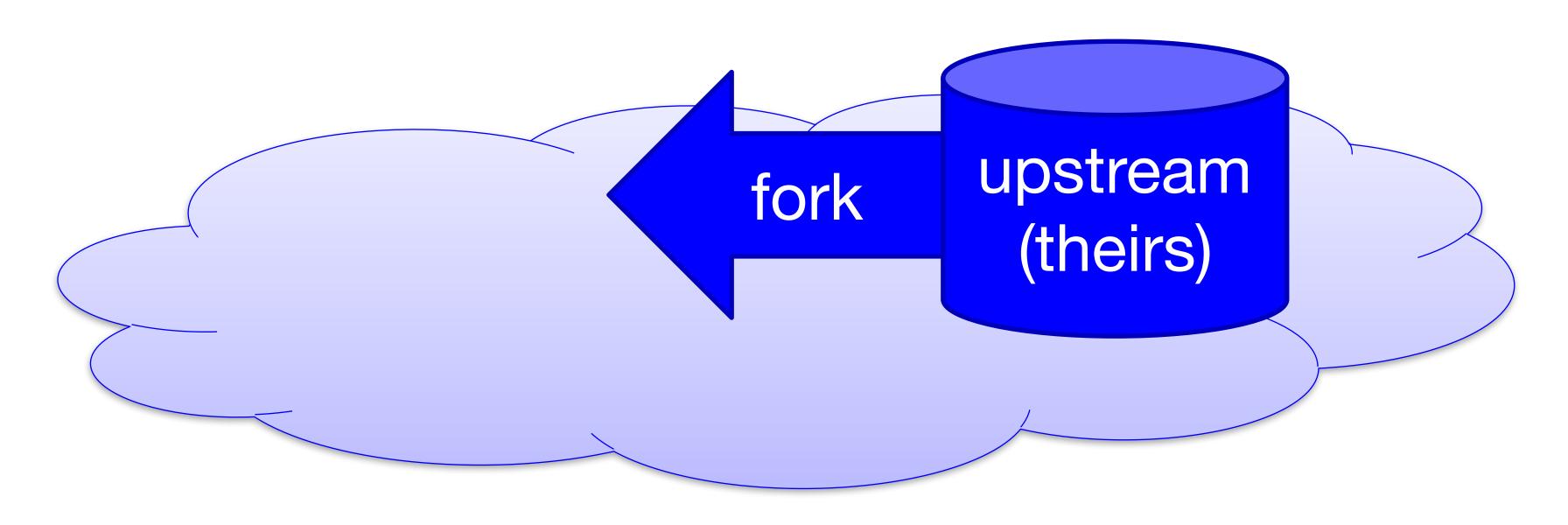


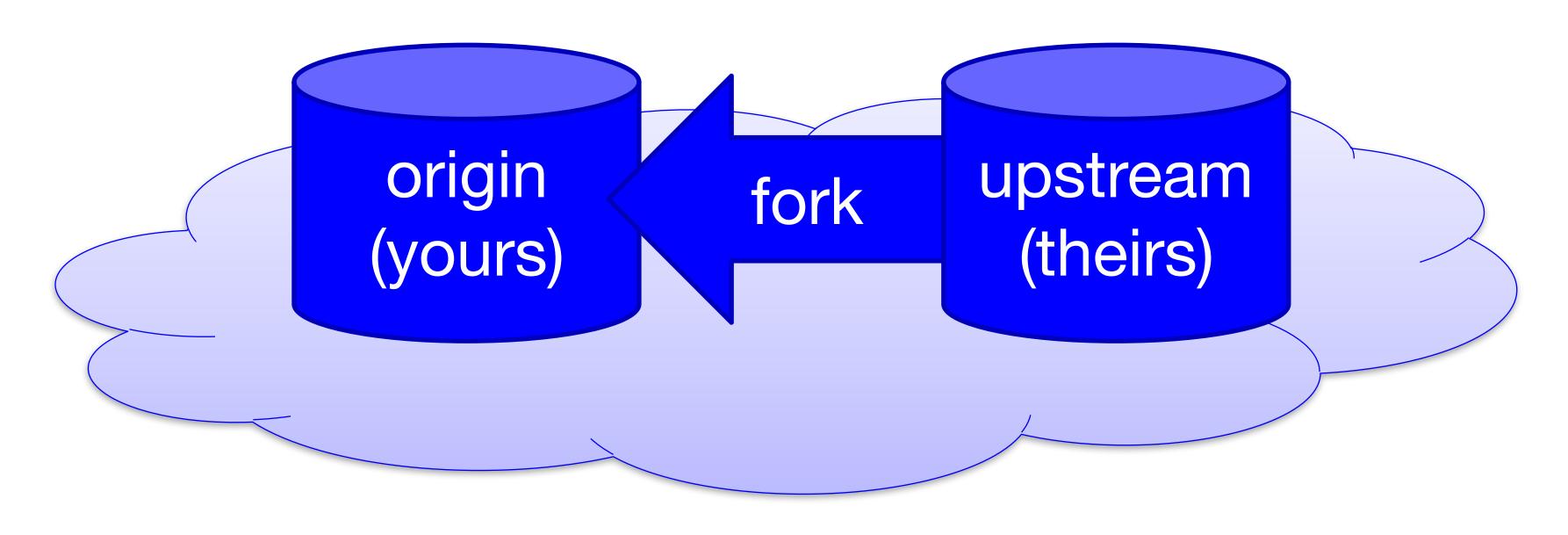
#### Git conflict markers

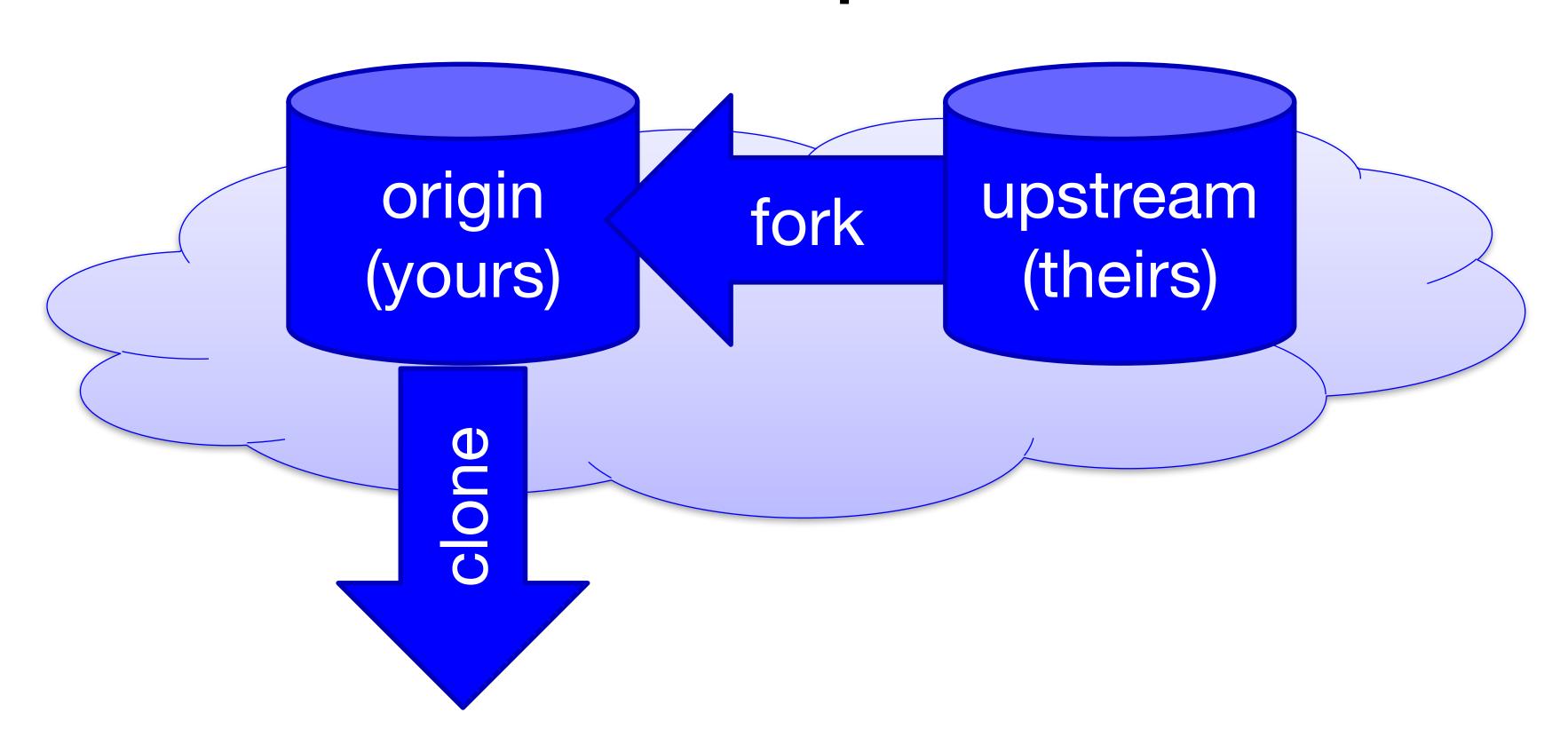
```
$ cat foo.c
<<<<<< HEAD
current content
======
branch content
>>>>> newbranch
$ vim foo.c
$ git add foo.c
$ git rebase --continue
```

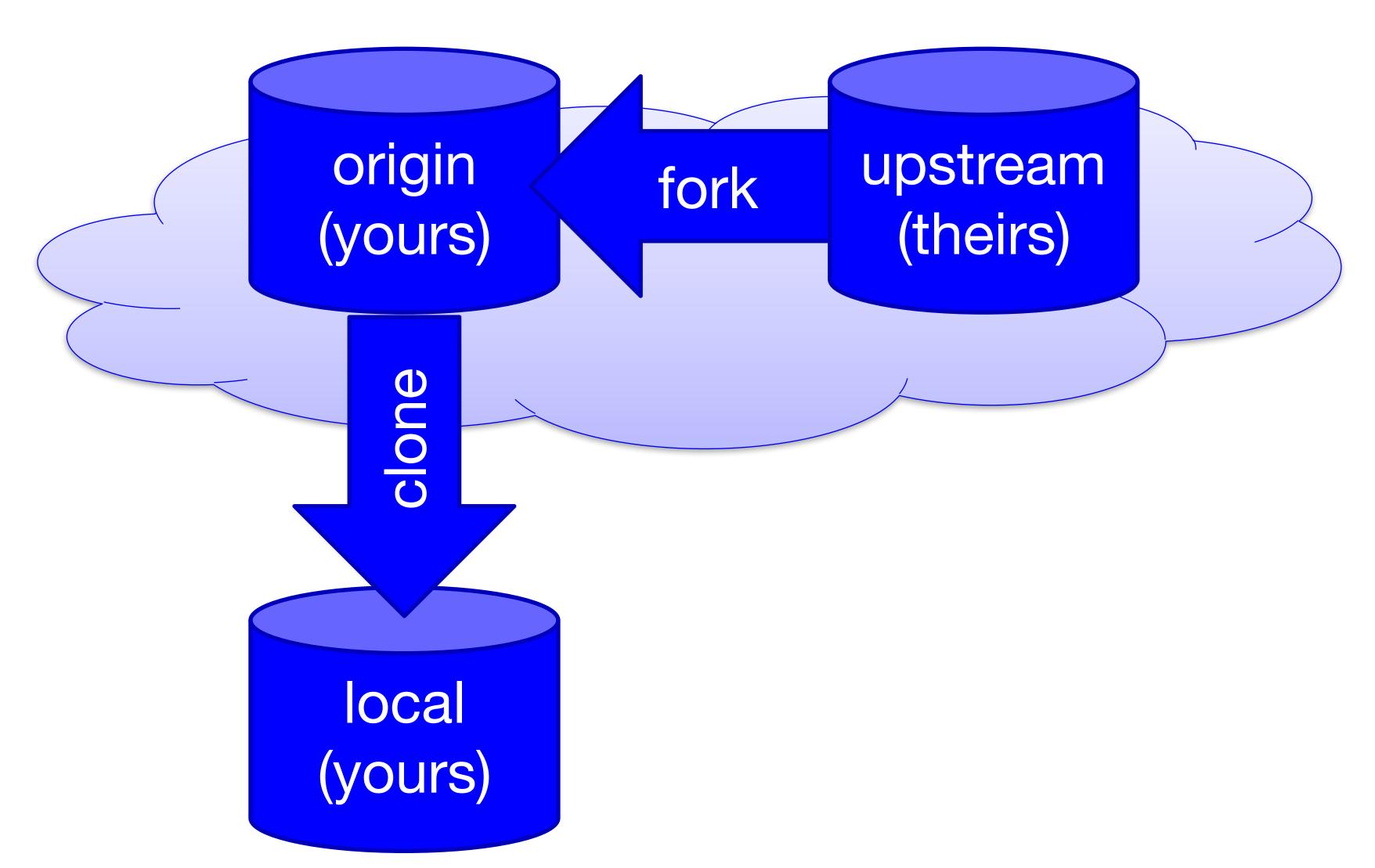


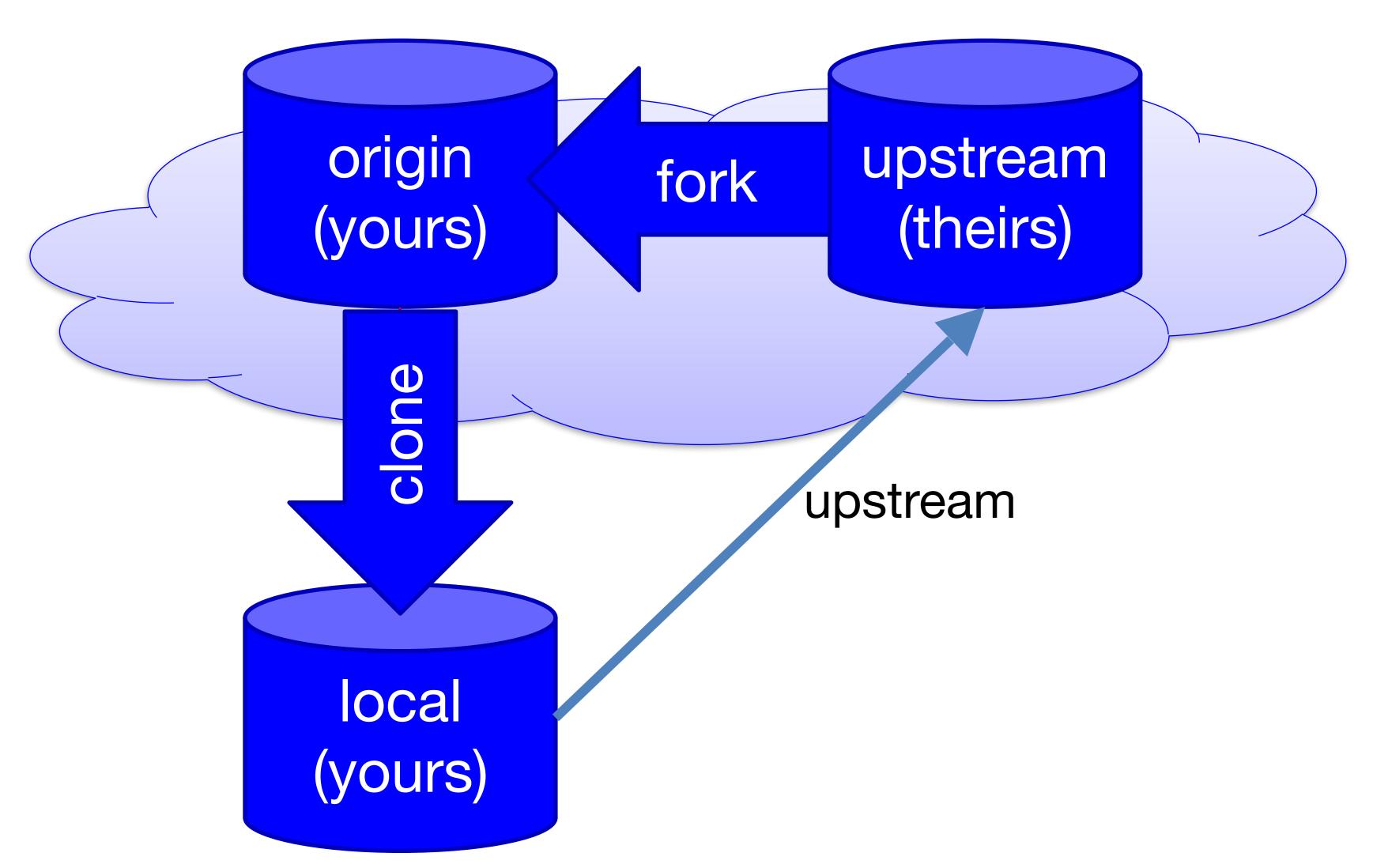


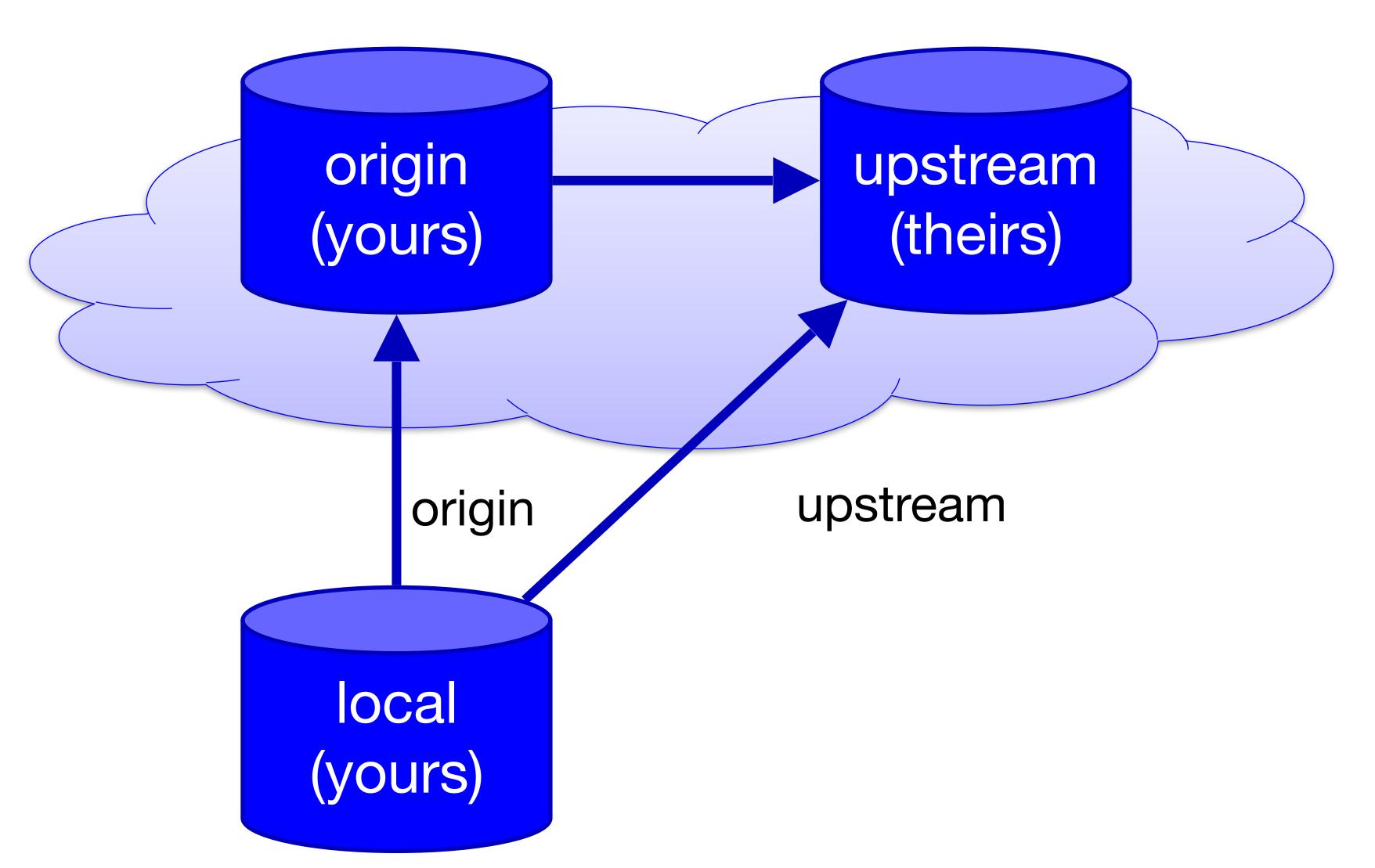


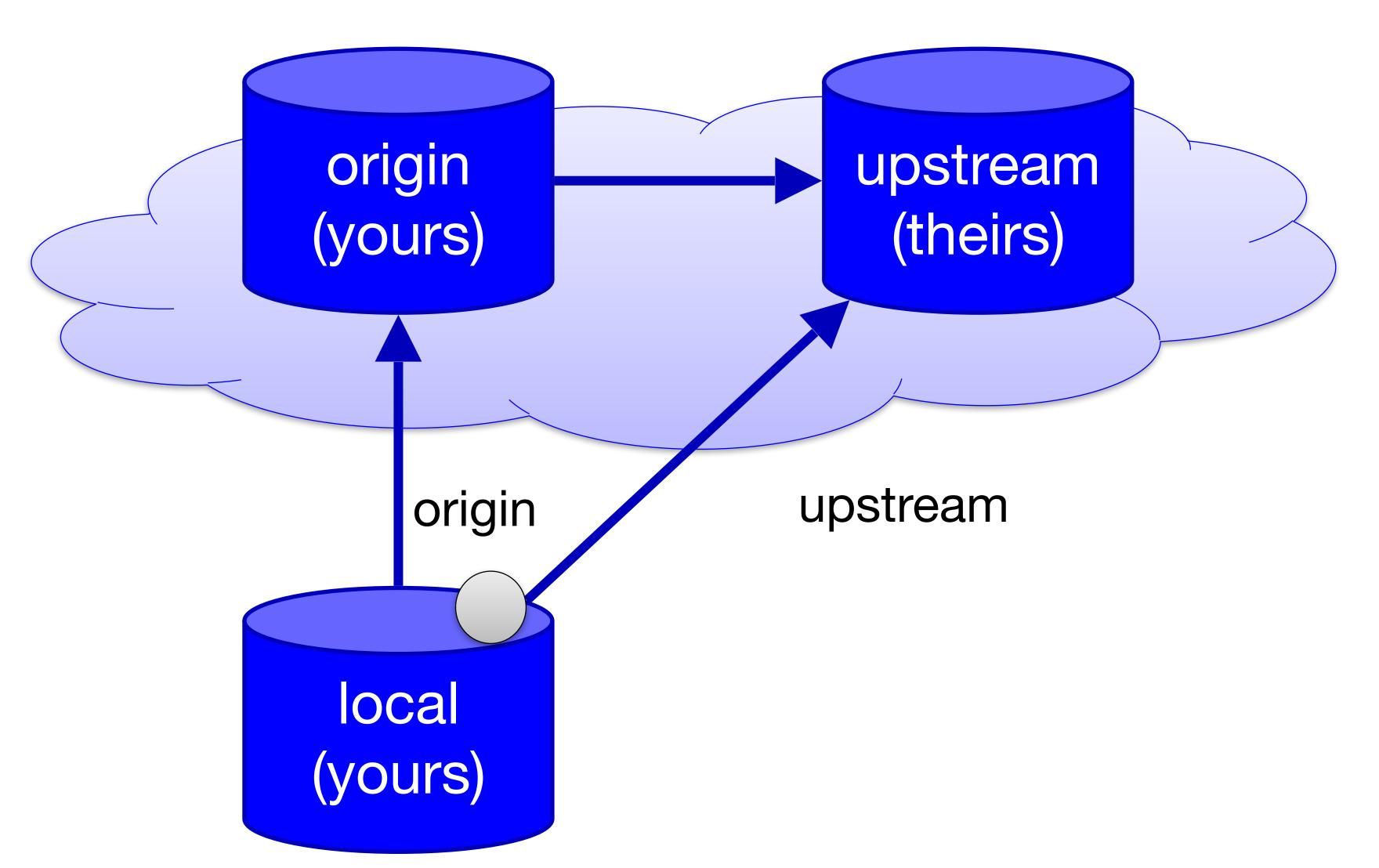


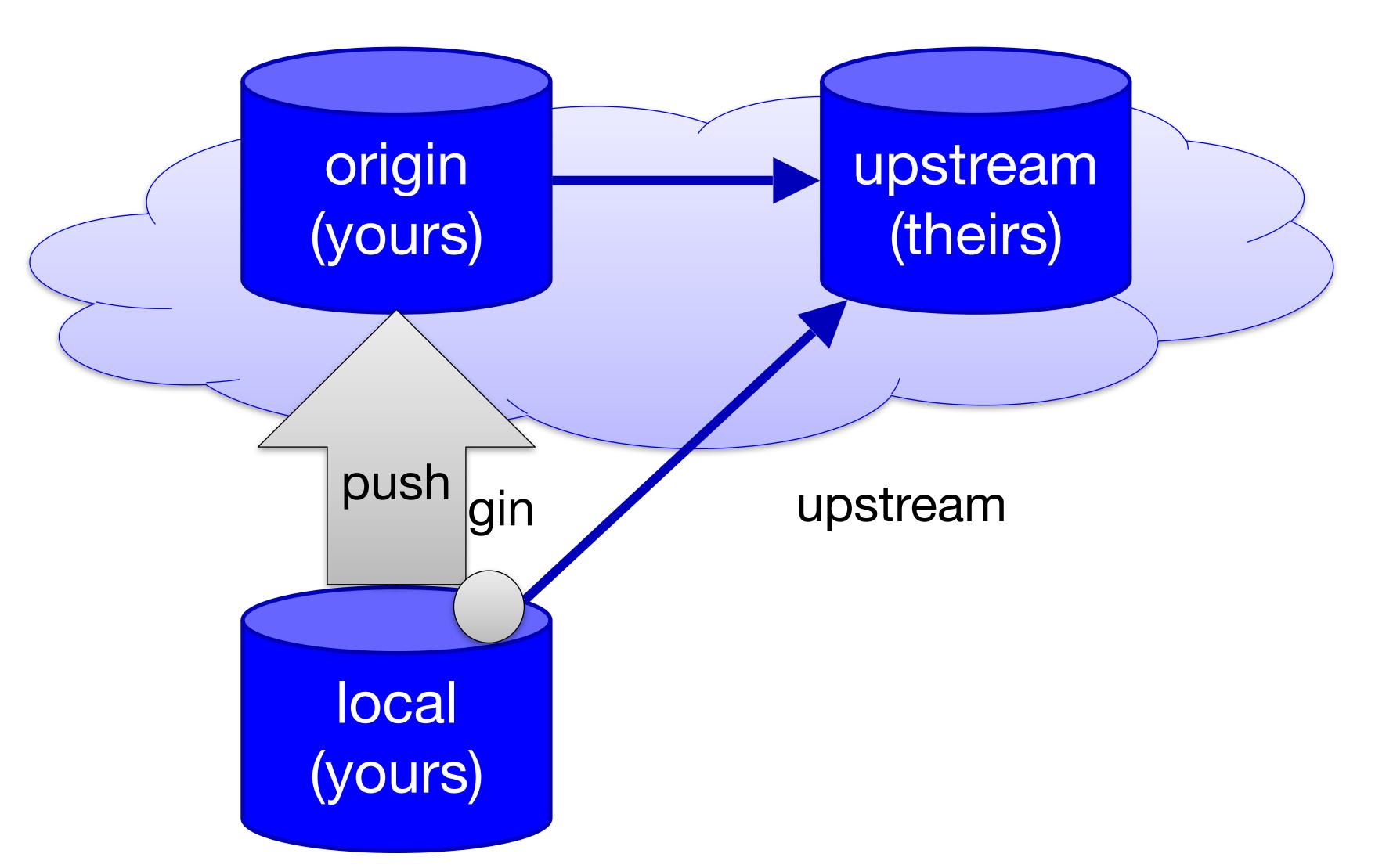


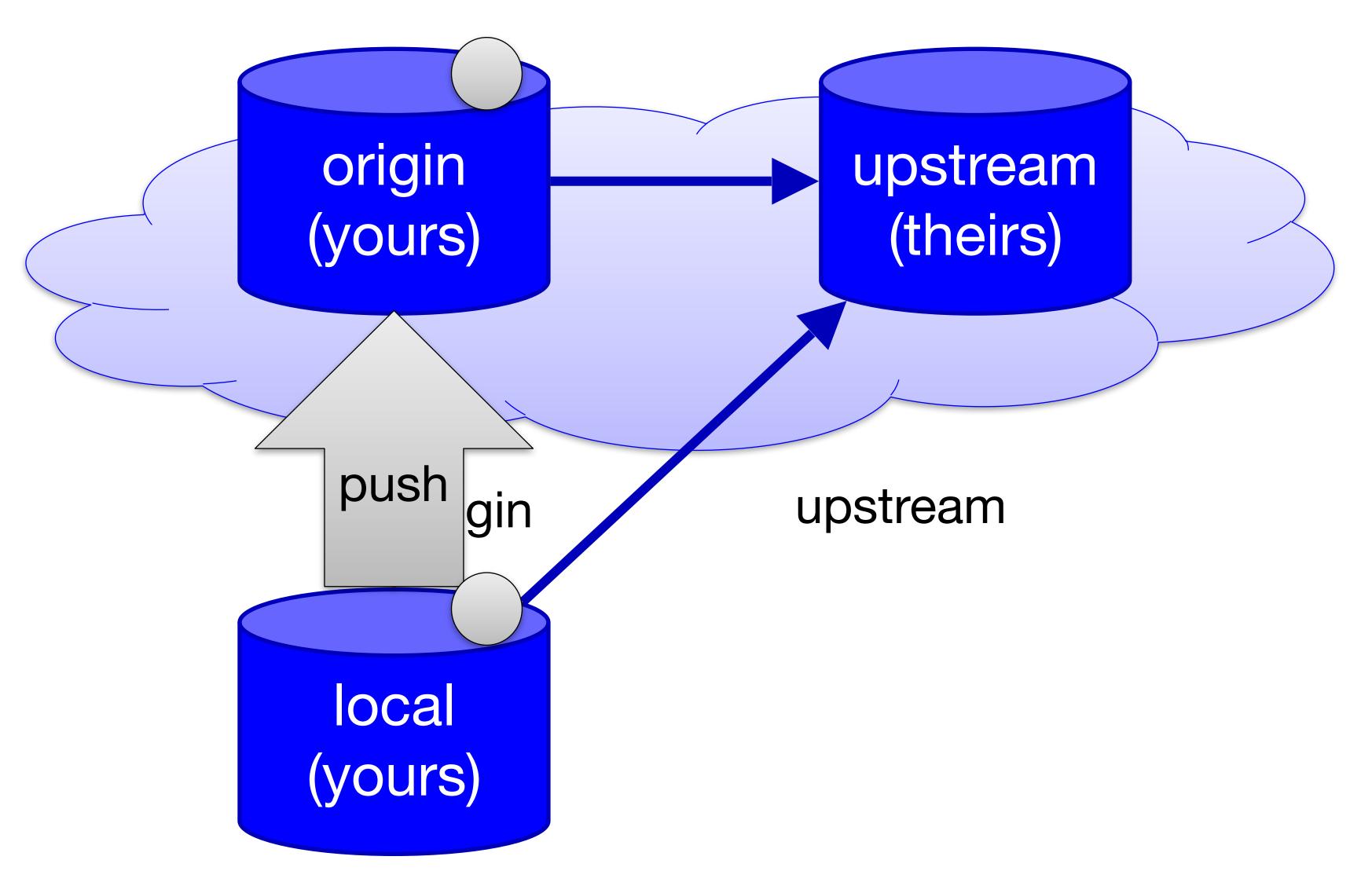


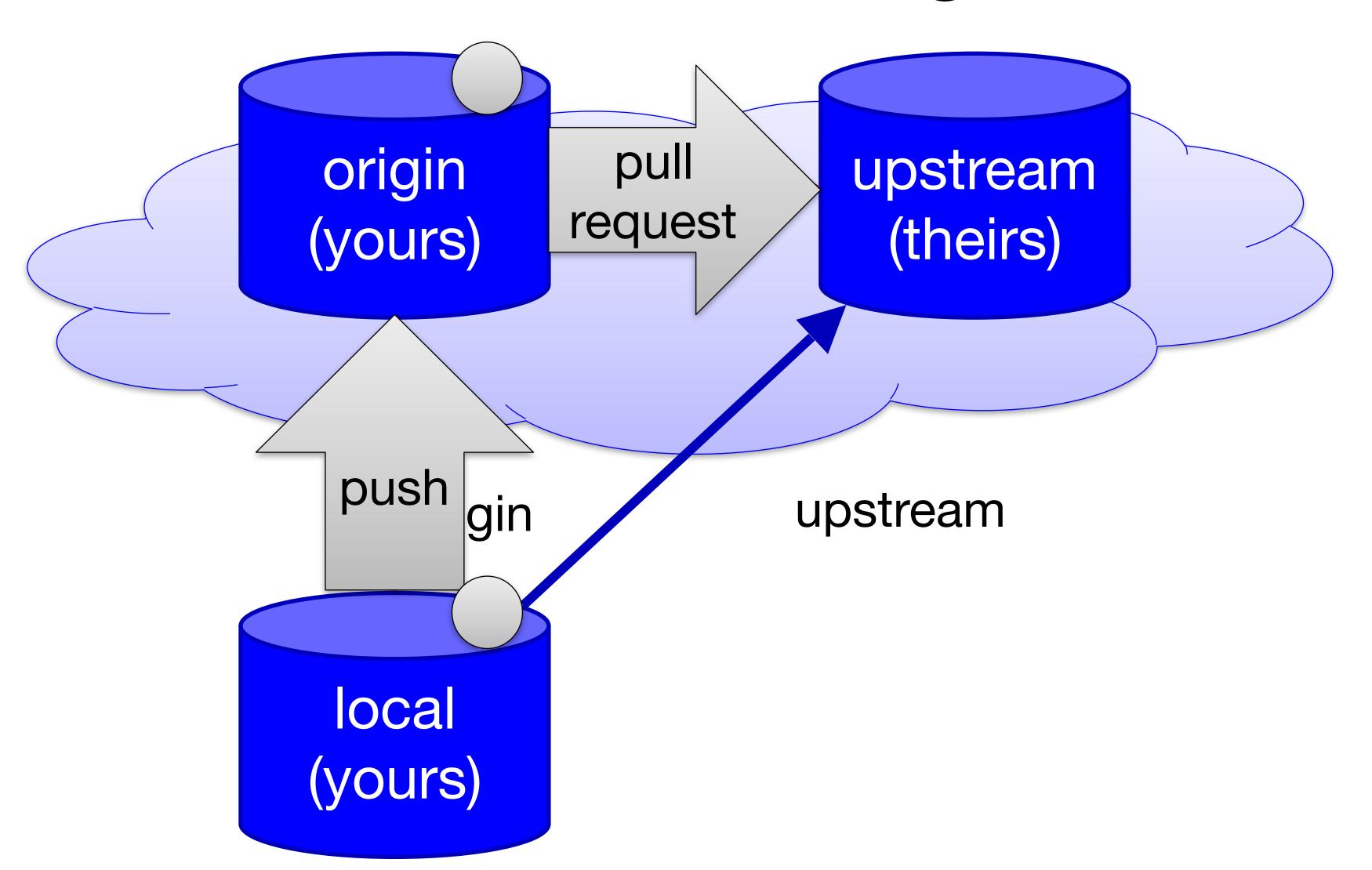


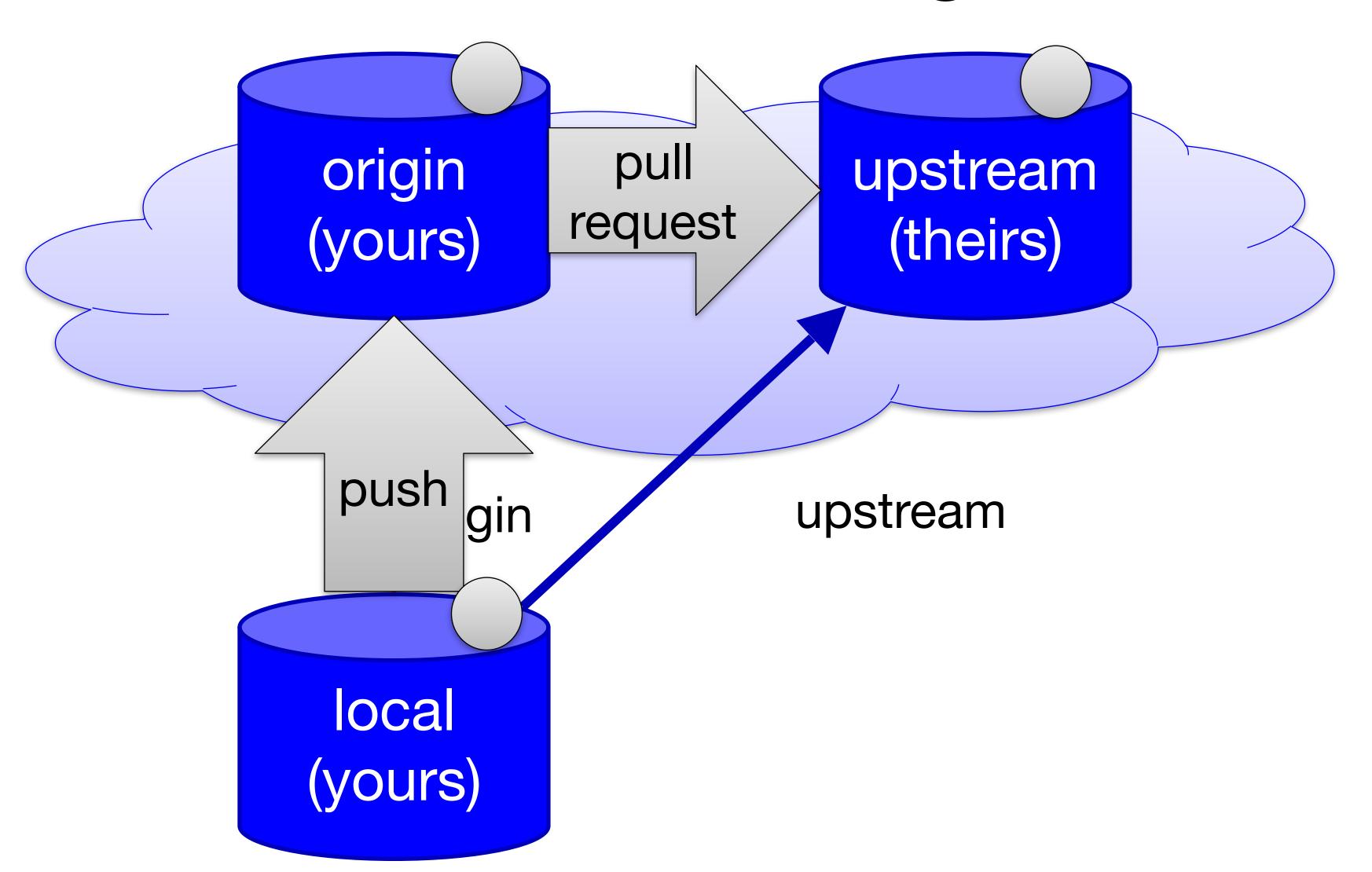


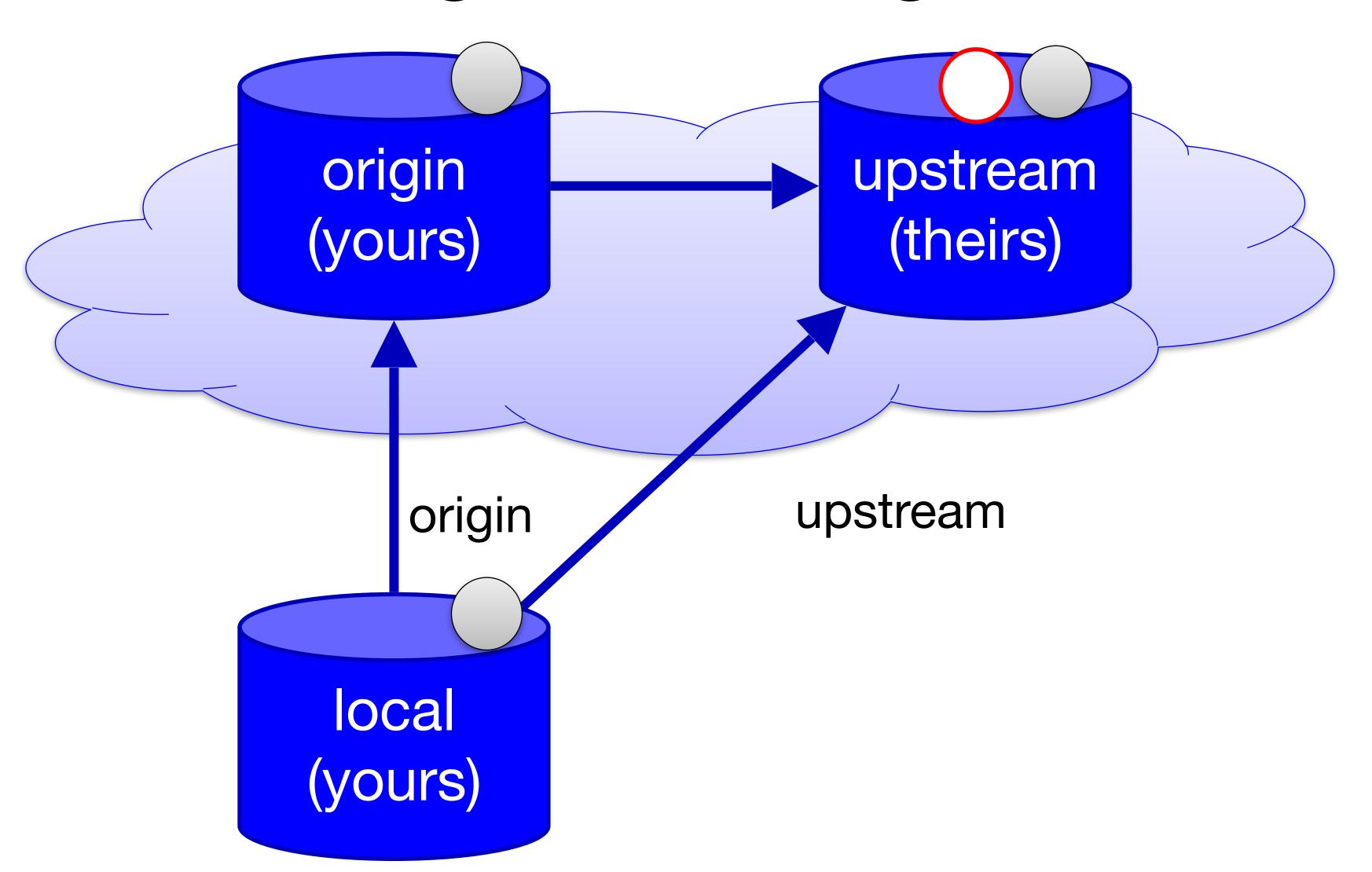


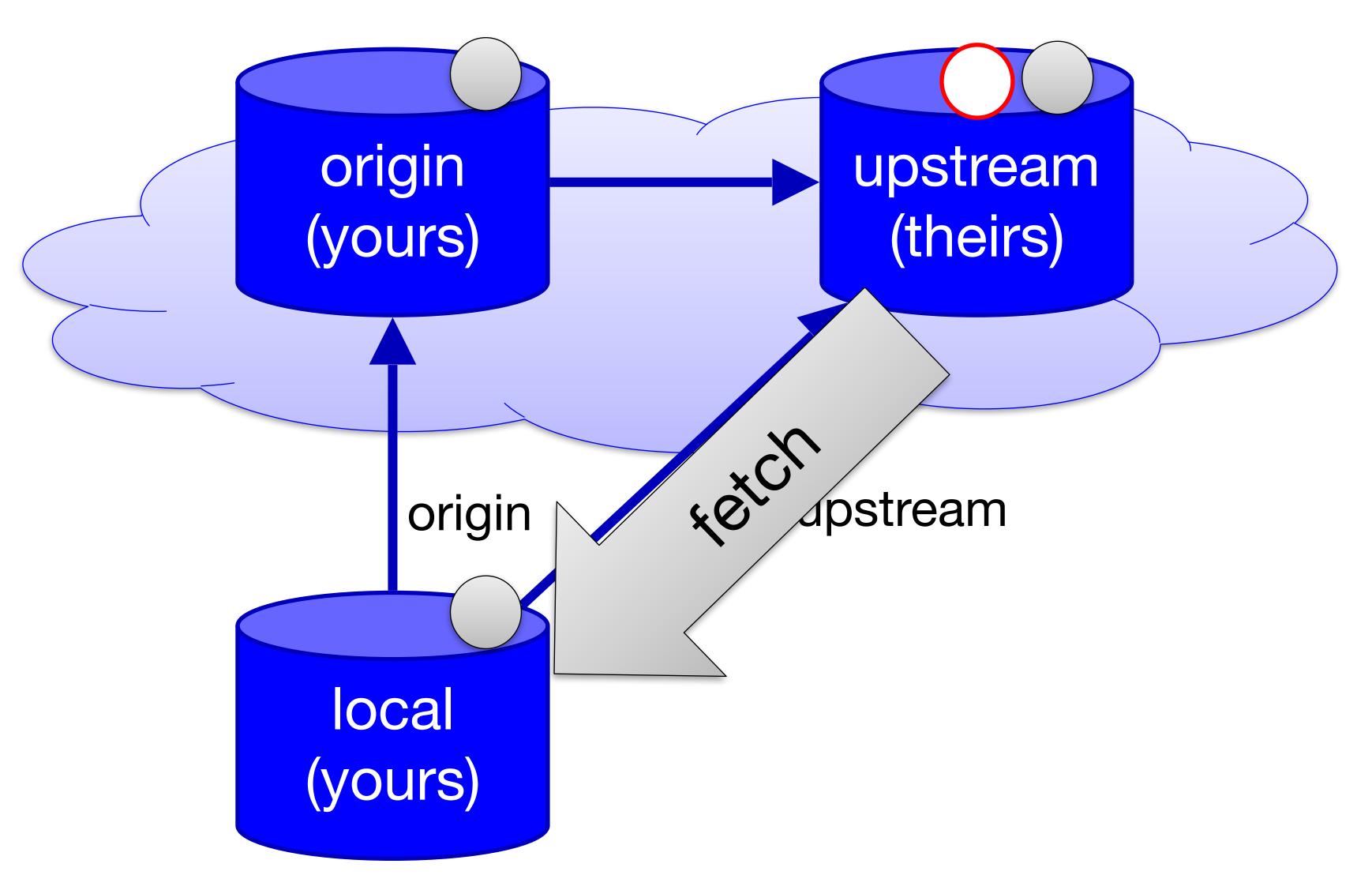


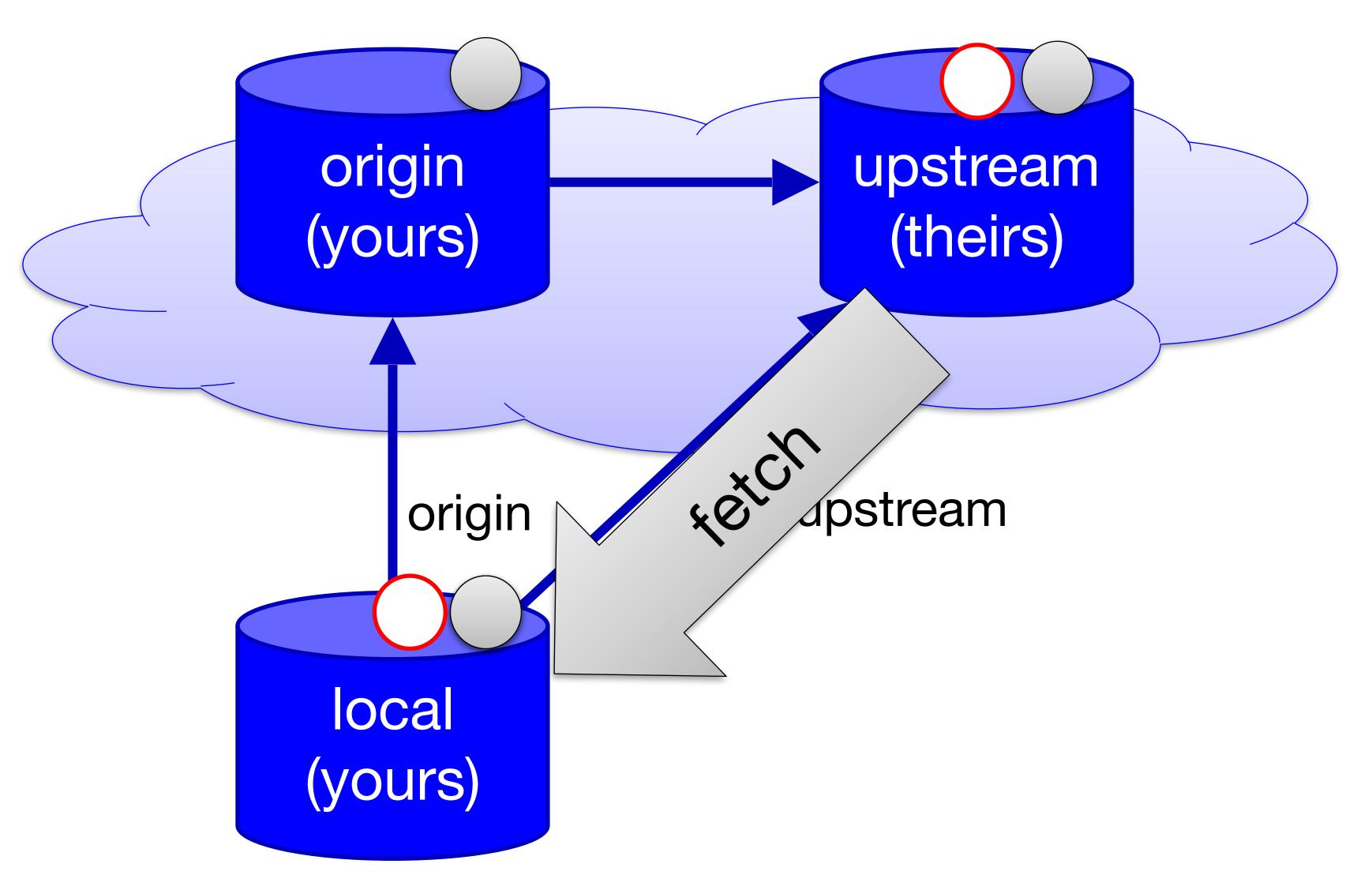


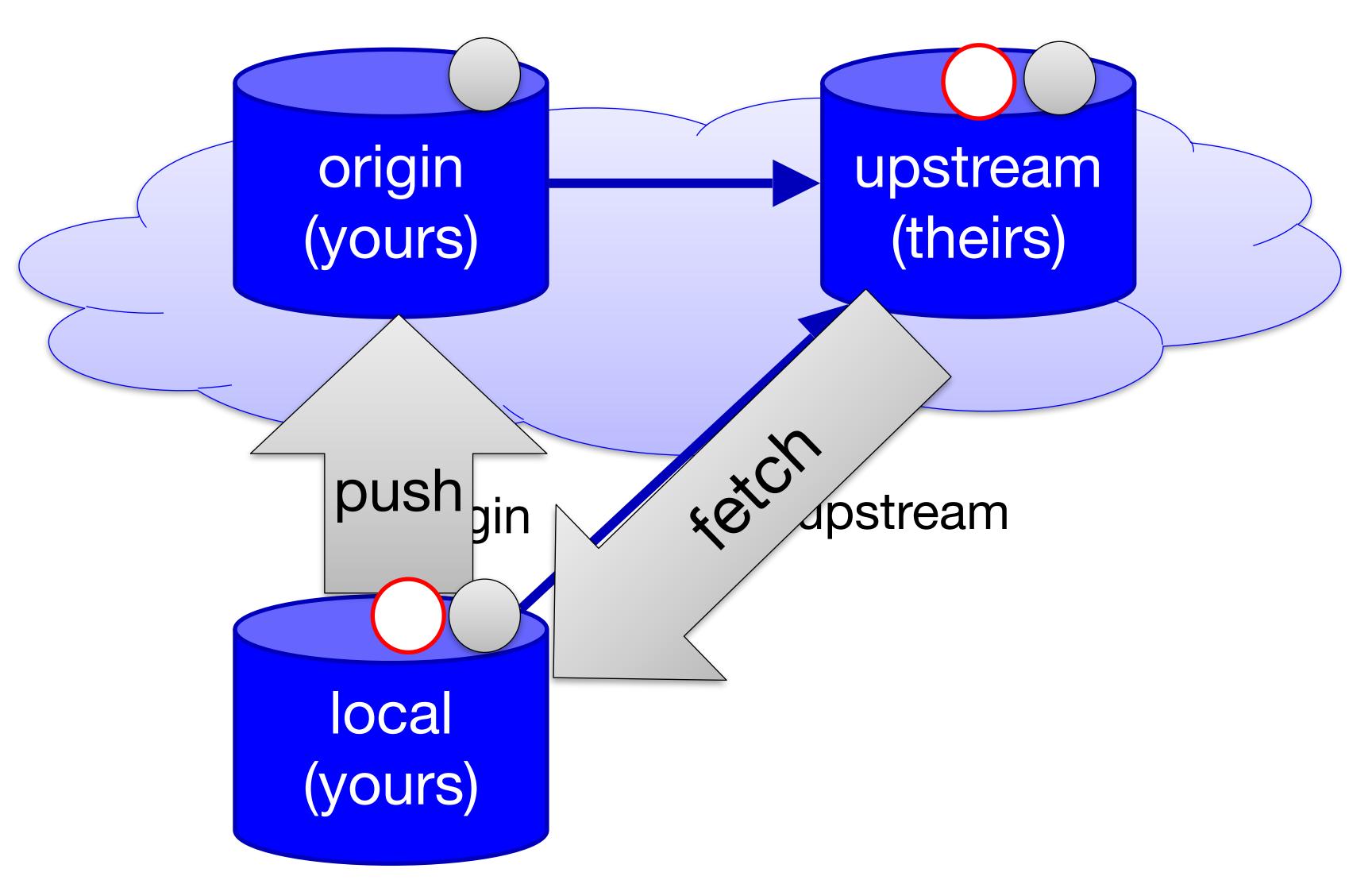


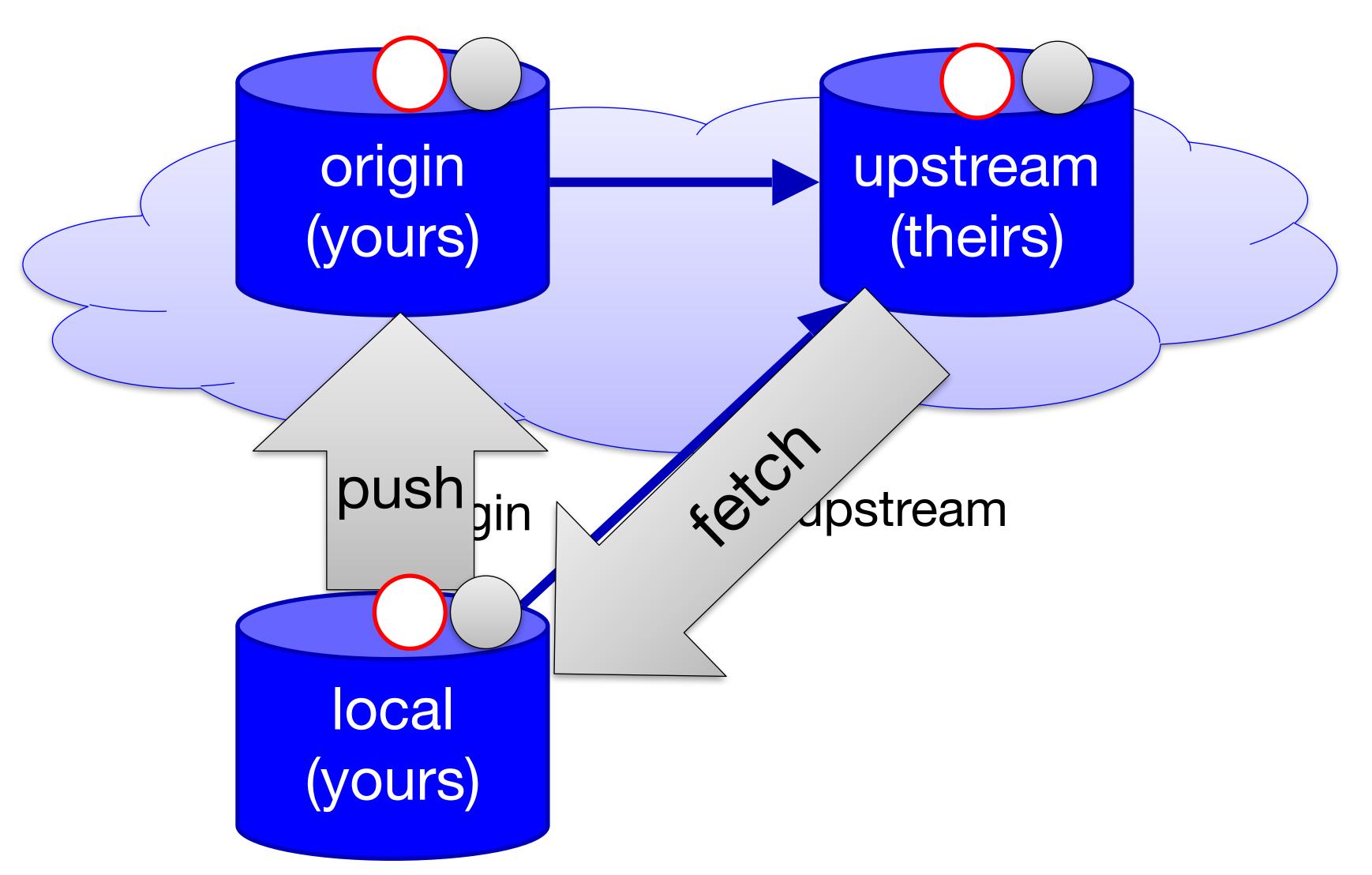












#### Branches







#### \$ git checkout -b feature

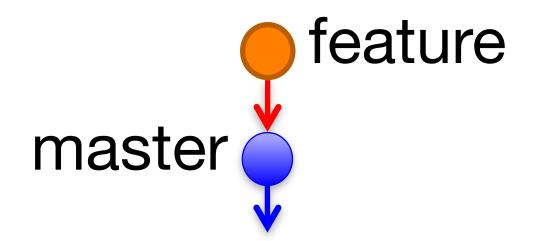


master feature

## \$ git commit

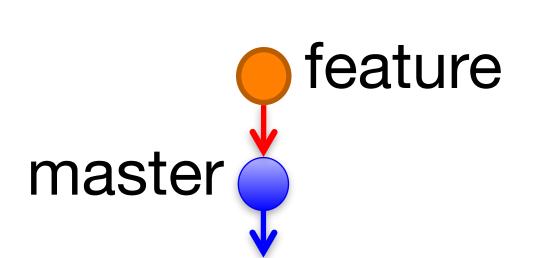






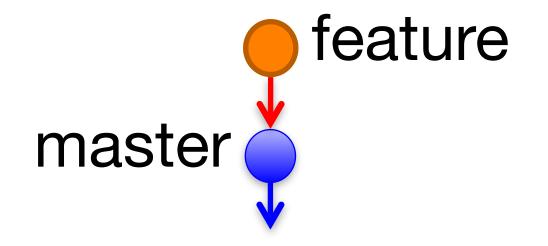
## \$ git push -u origin feature



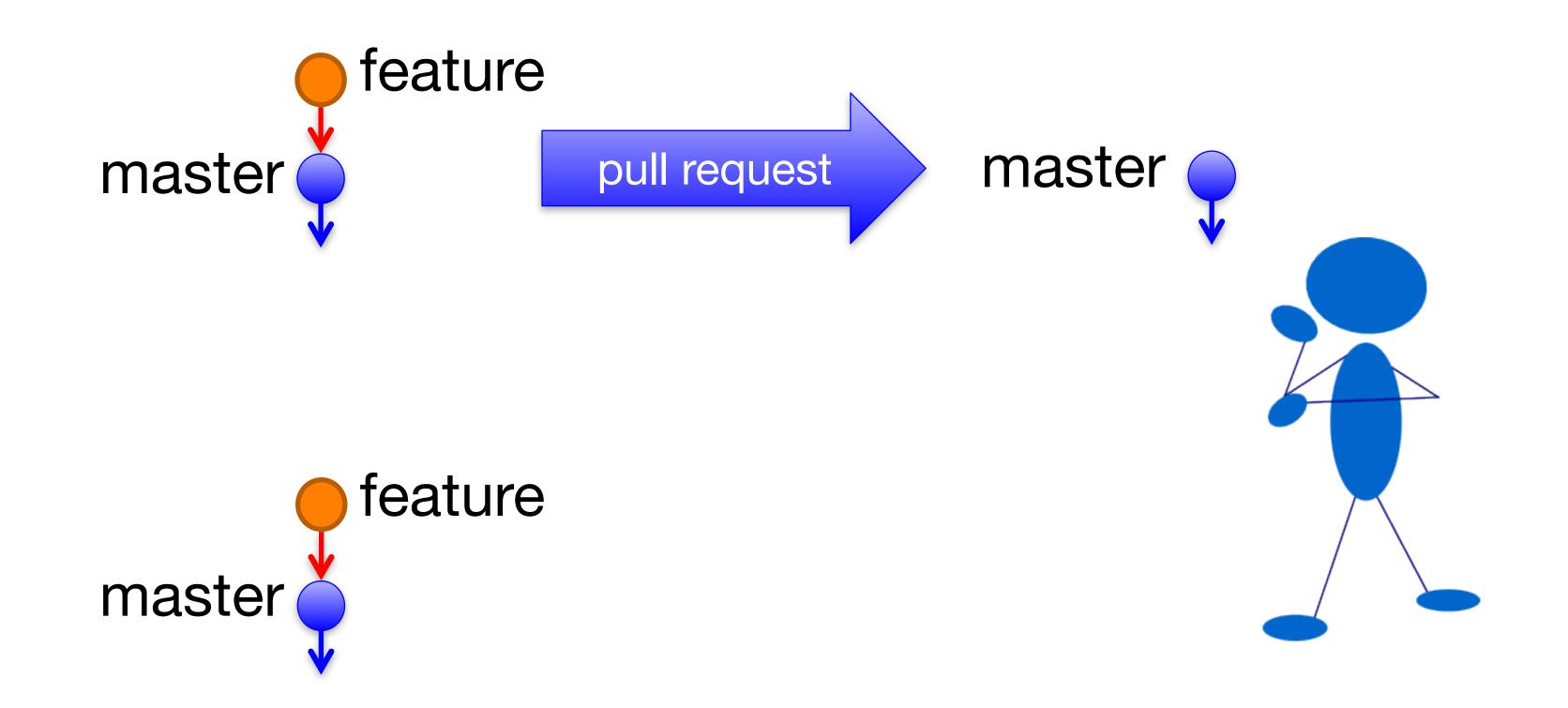


## New pull request

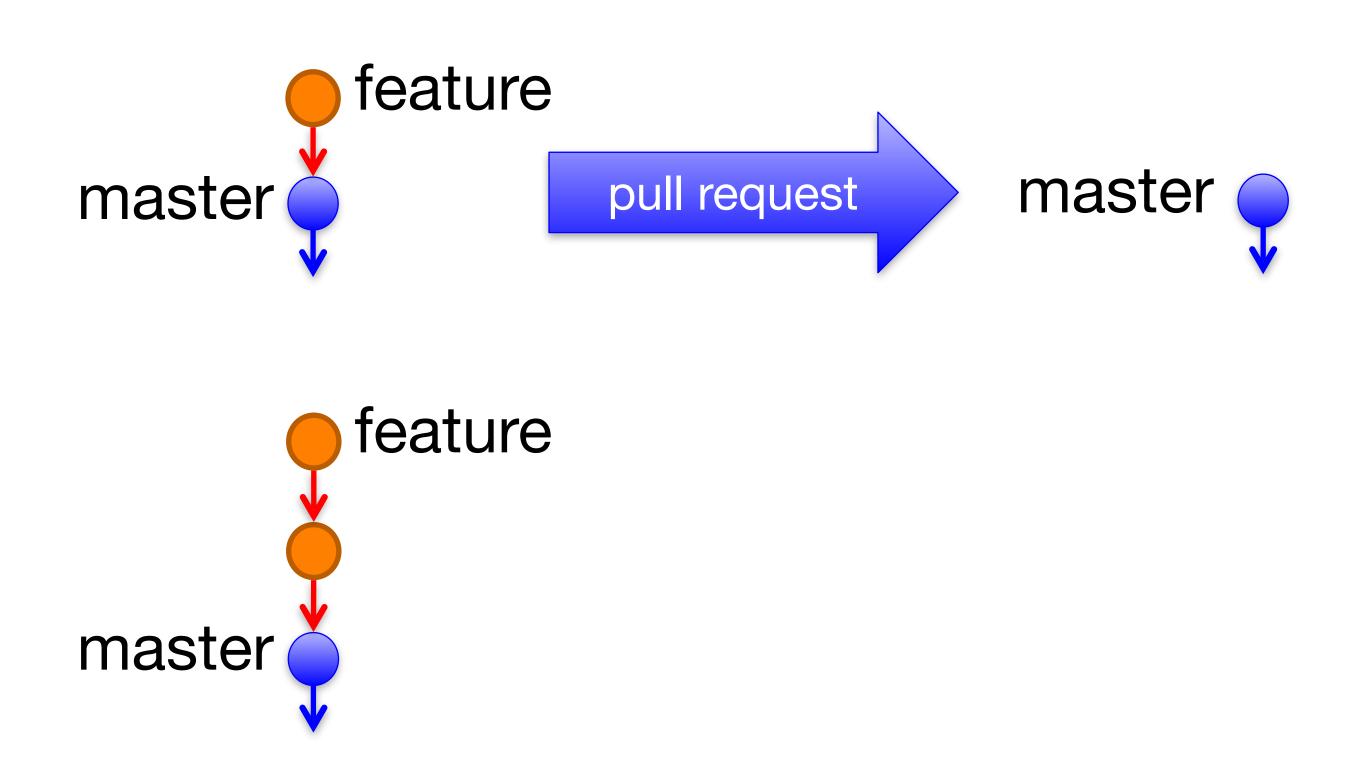




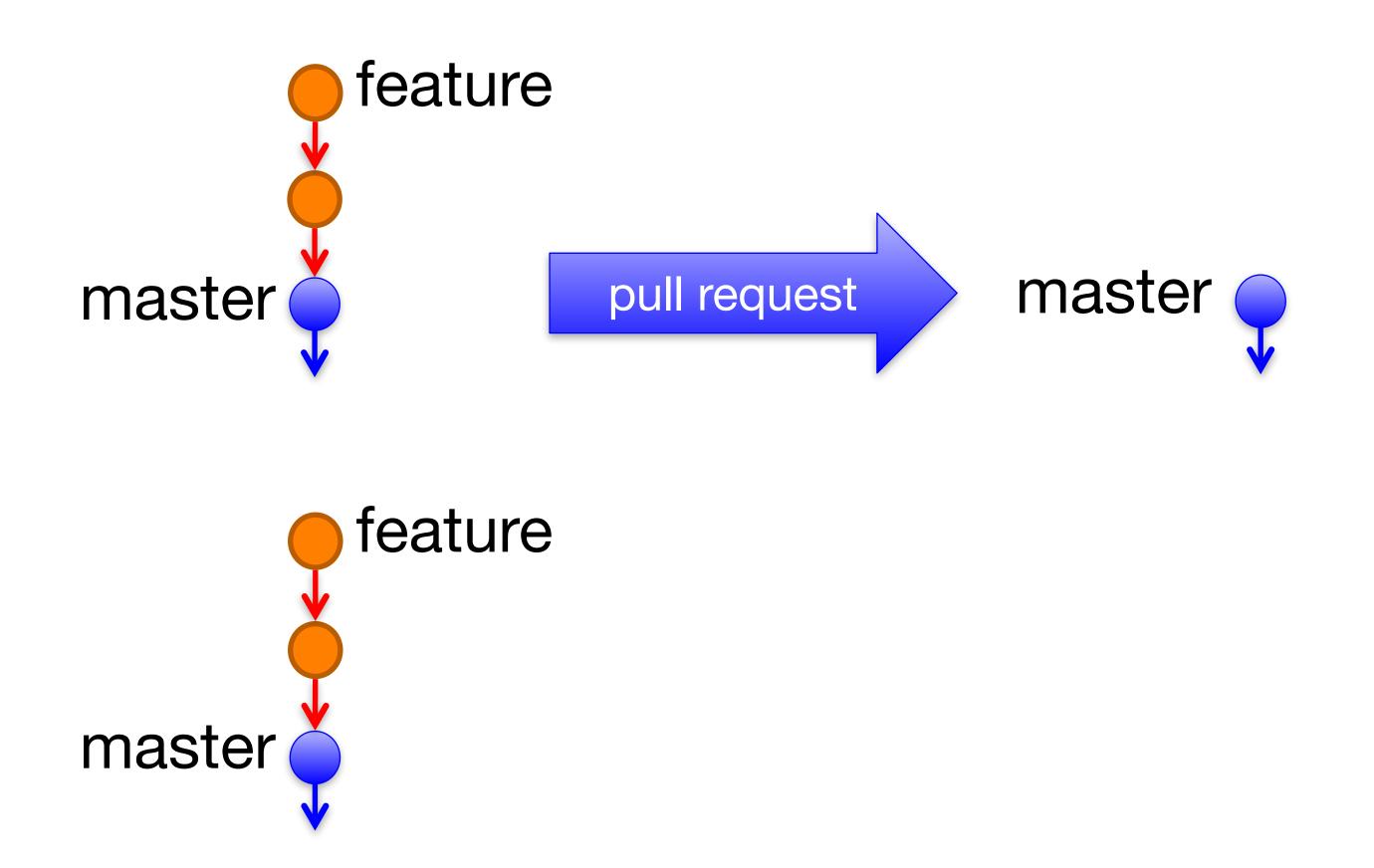
## Great idea, now can you do it more like this?



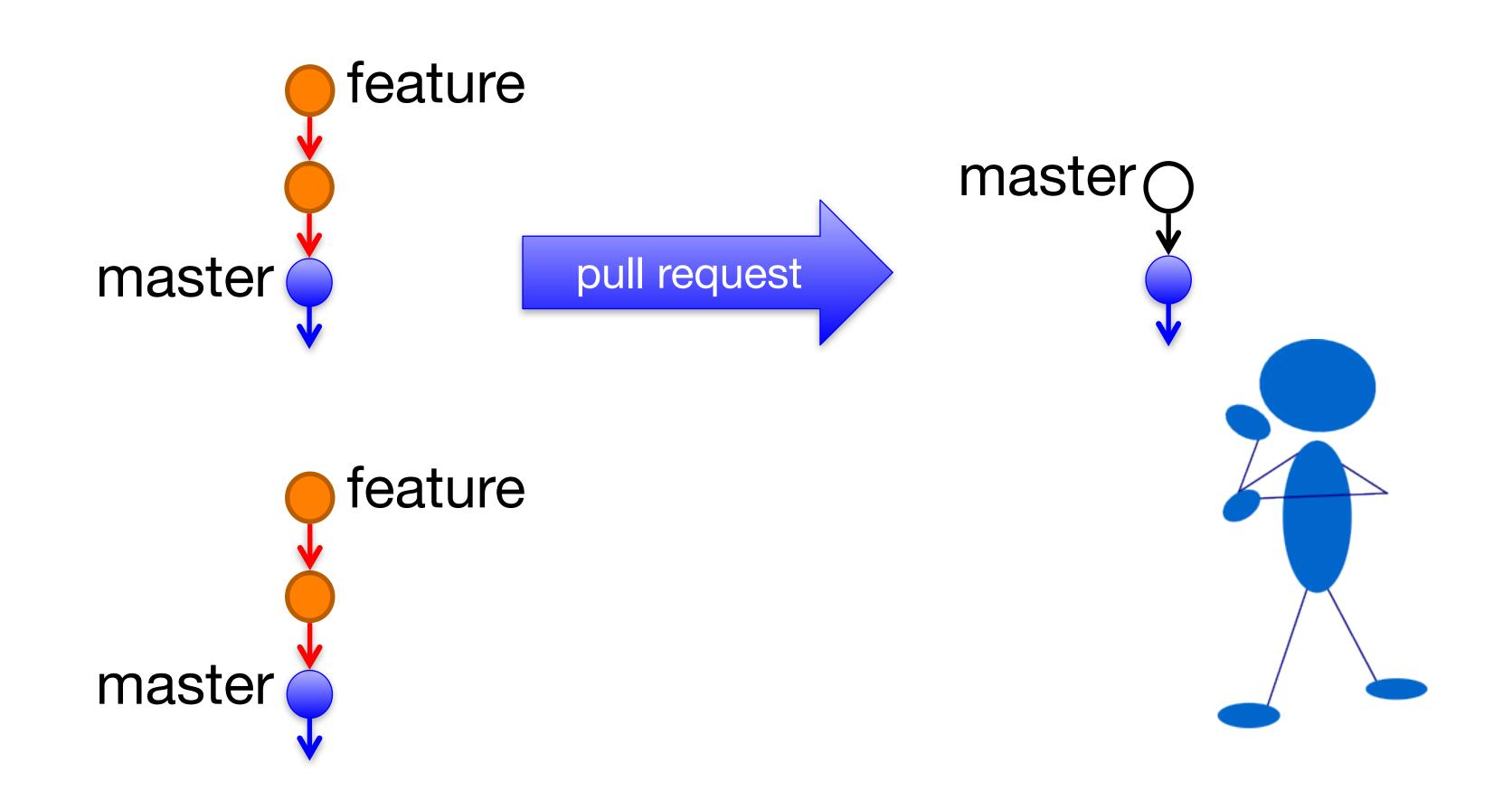
## \$ git commit



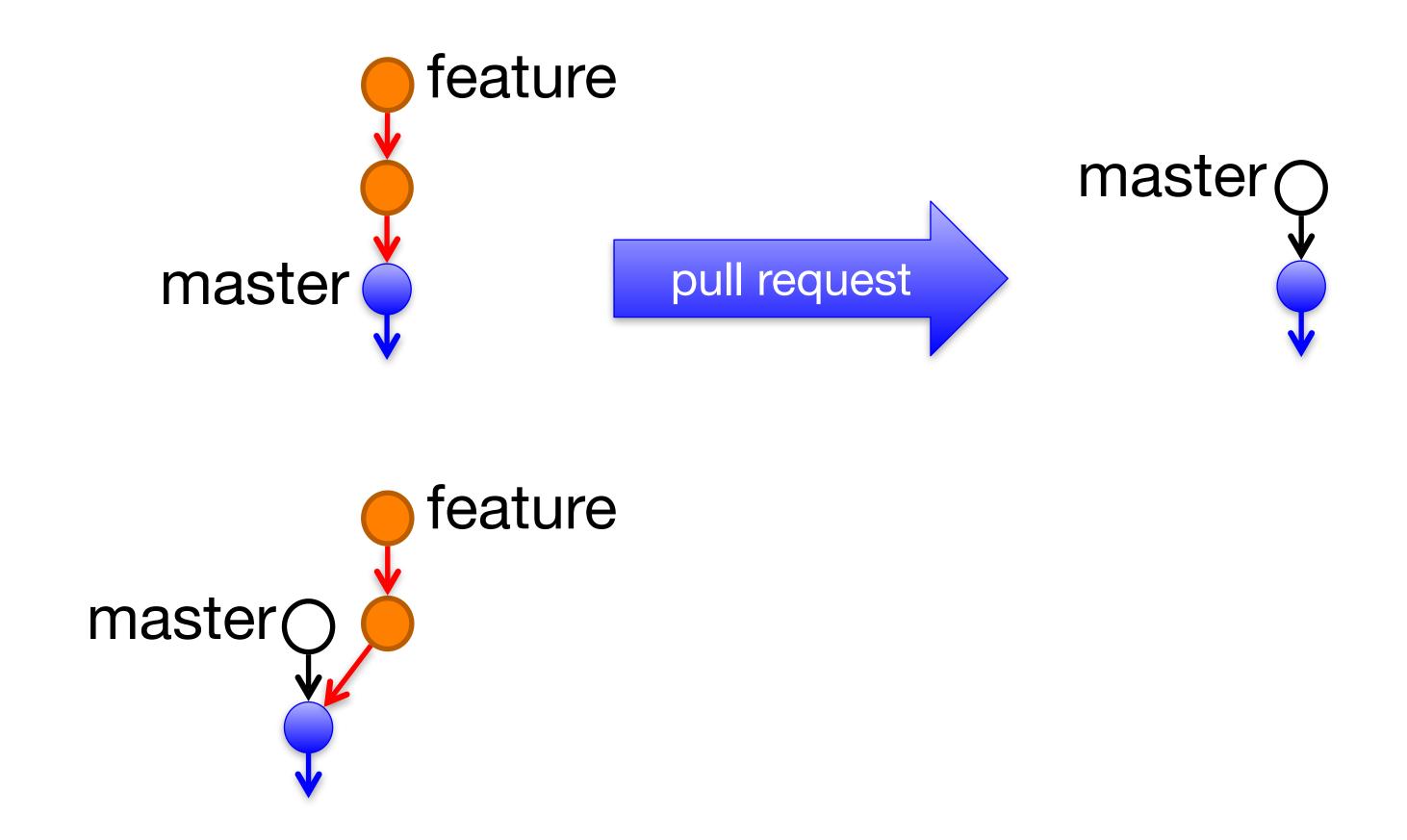
## \$ git push origin feature



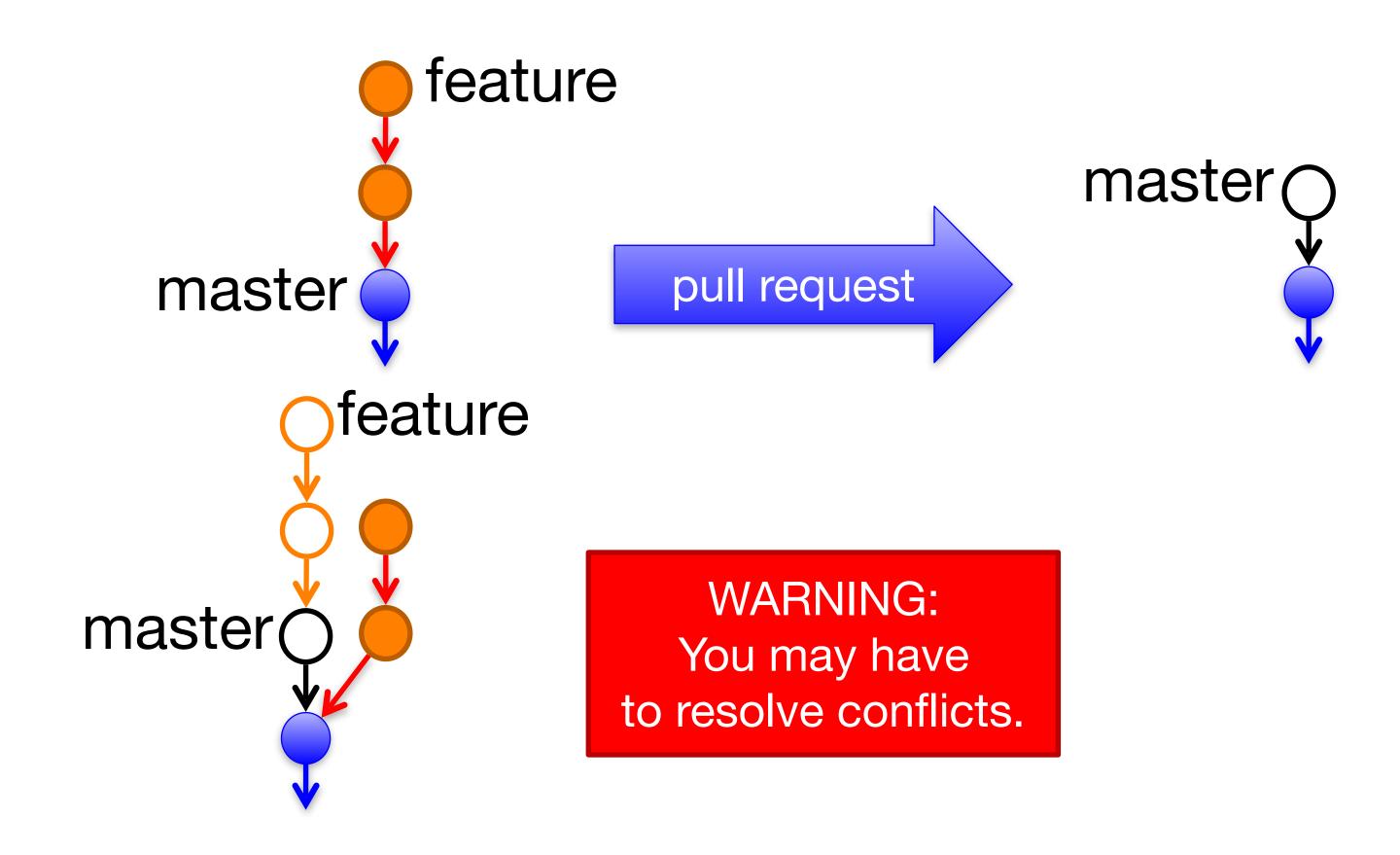
## Awesome, but please update with new changes in master



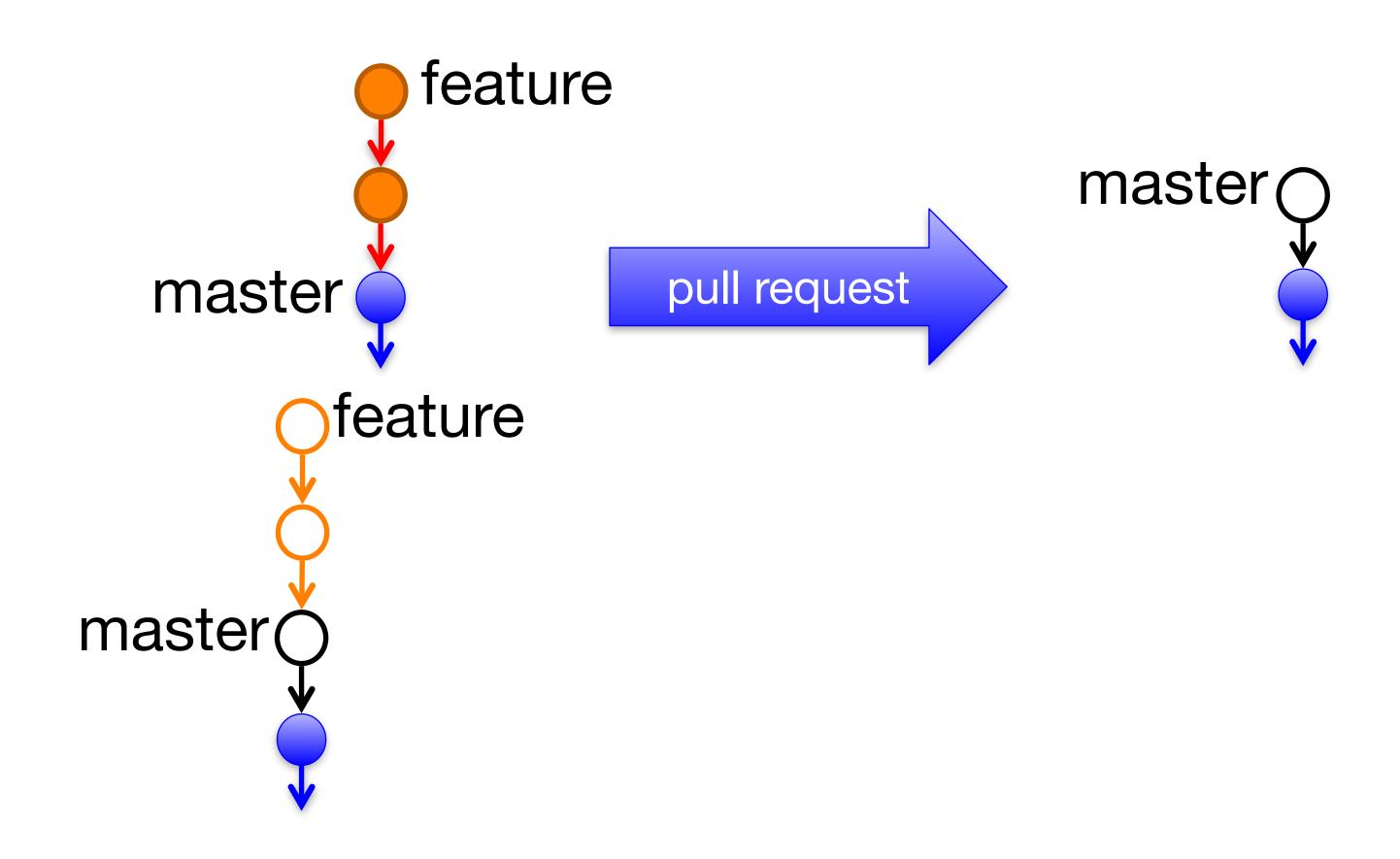
#### \$ git fetch upstream master:master



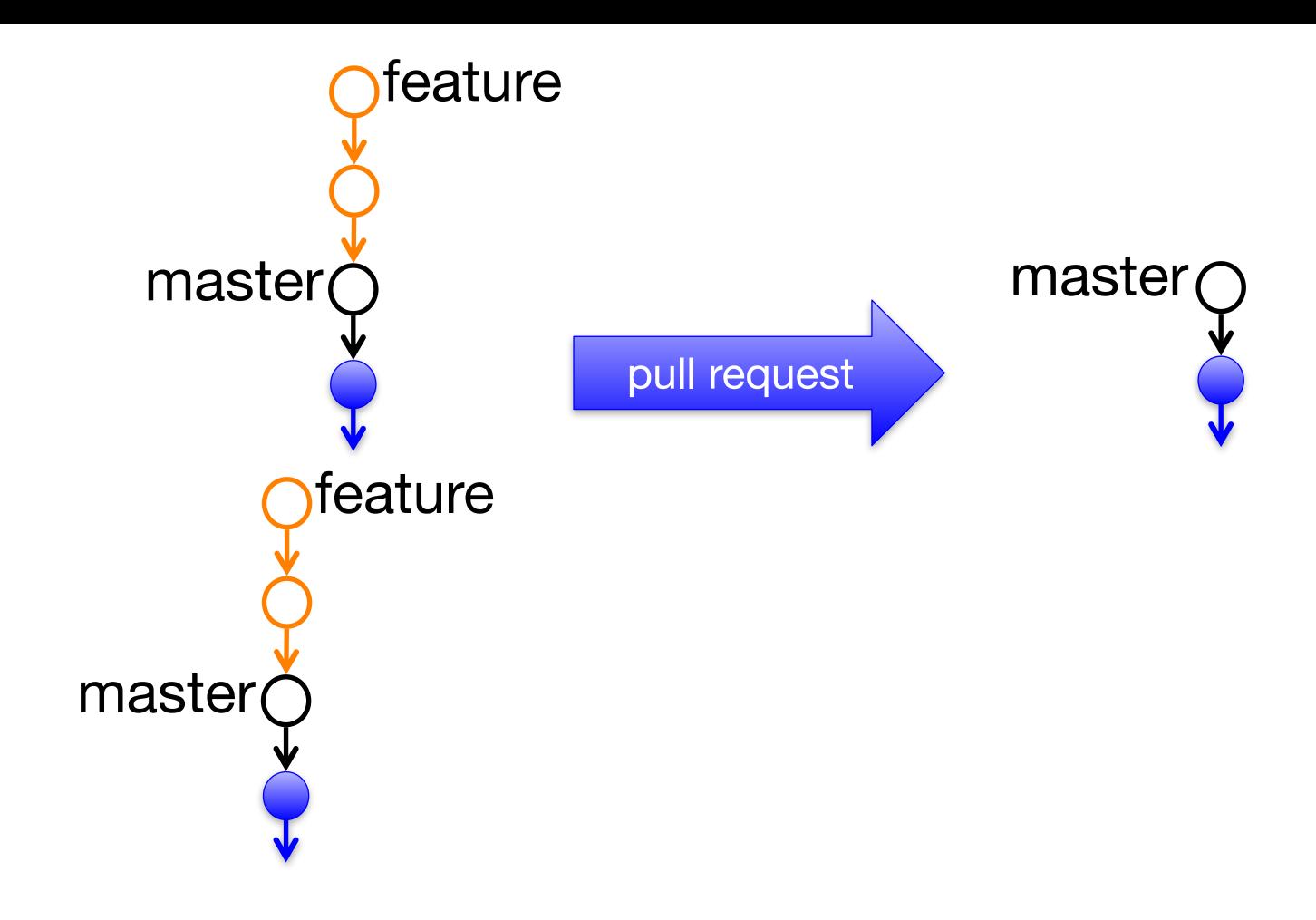
#### \$ git rebase master



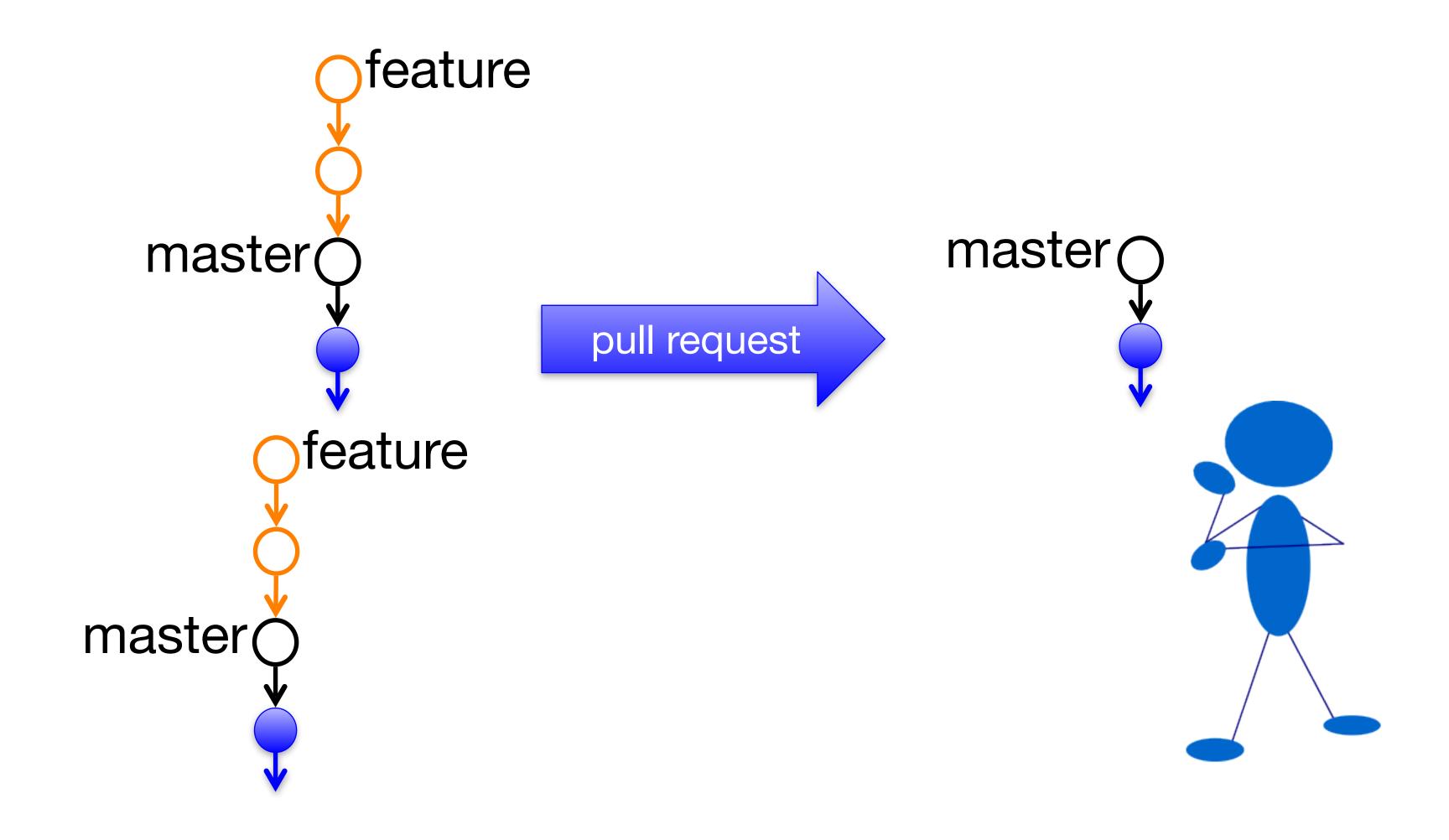
#### \$ git rebase master



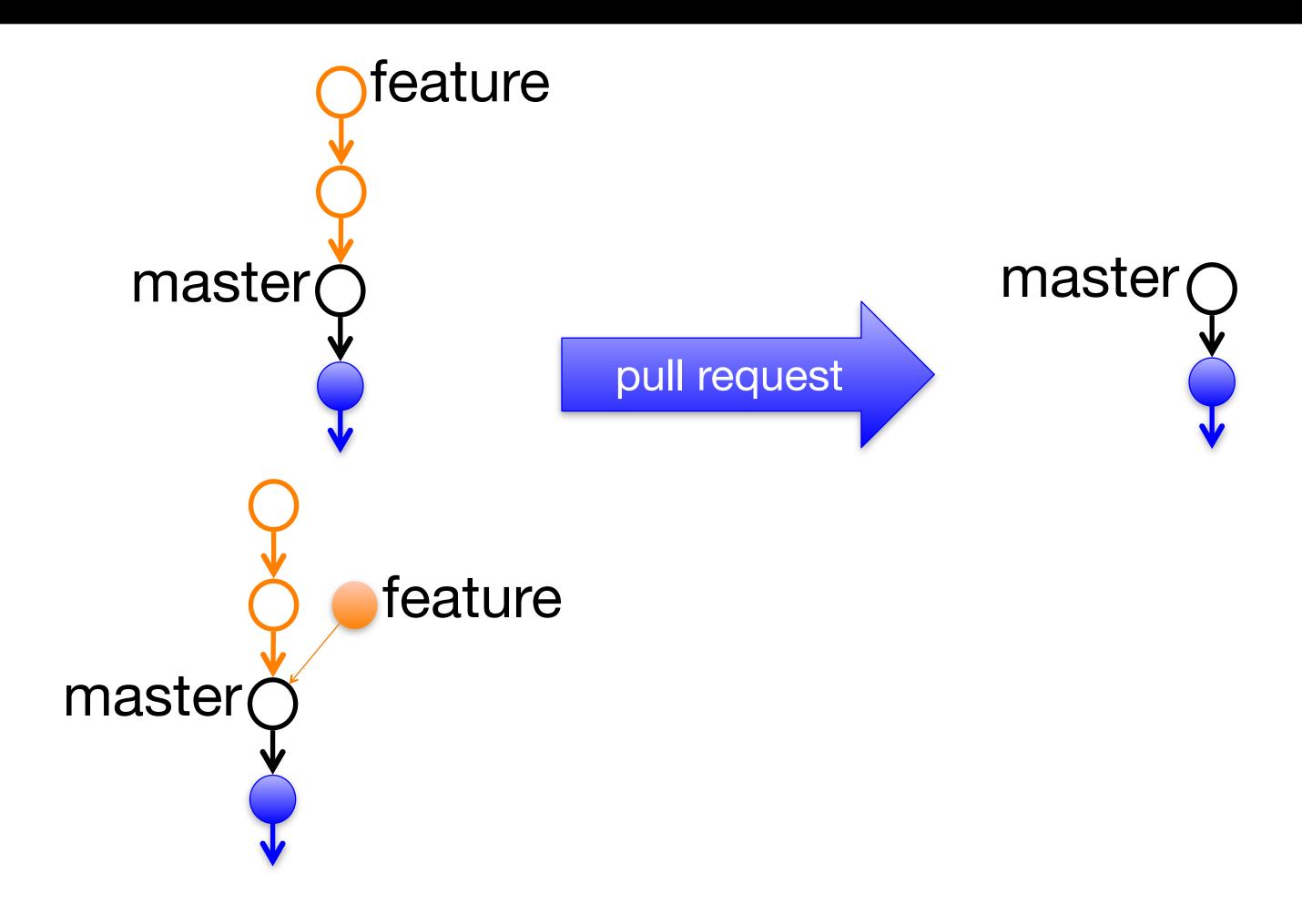
#### \$ git push -f origin master feature



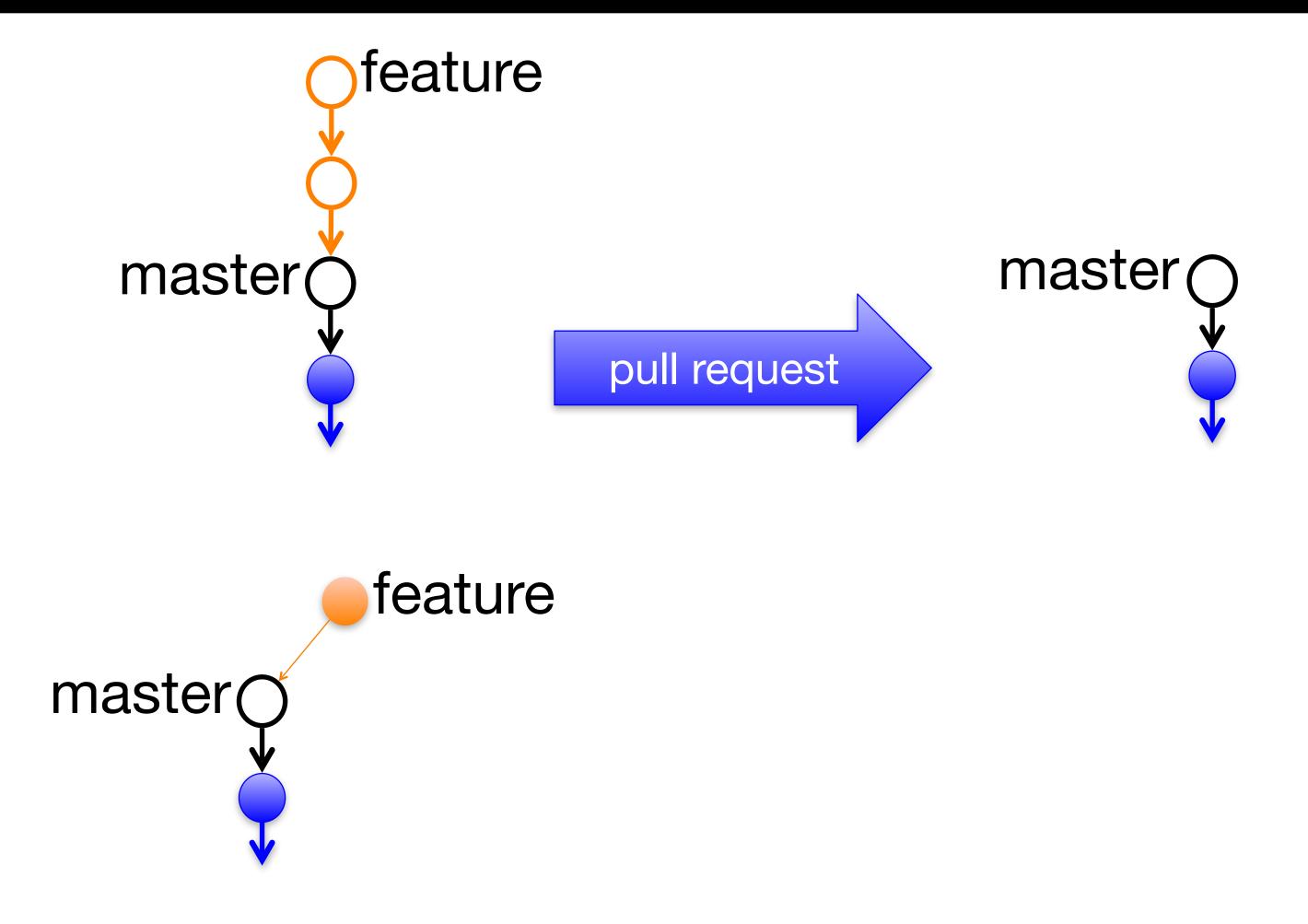
## Great. Please squash your commits.



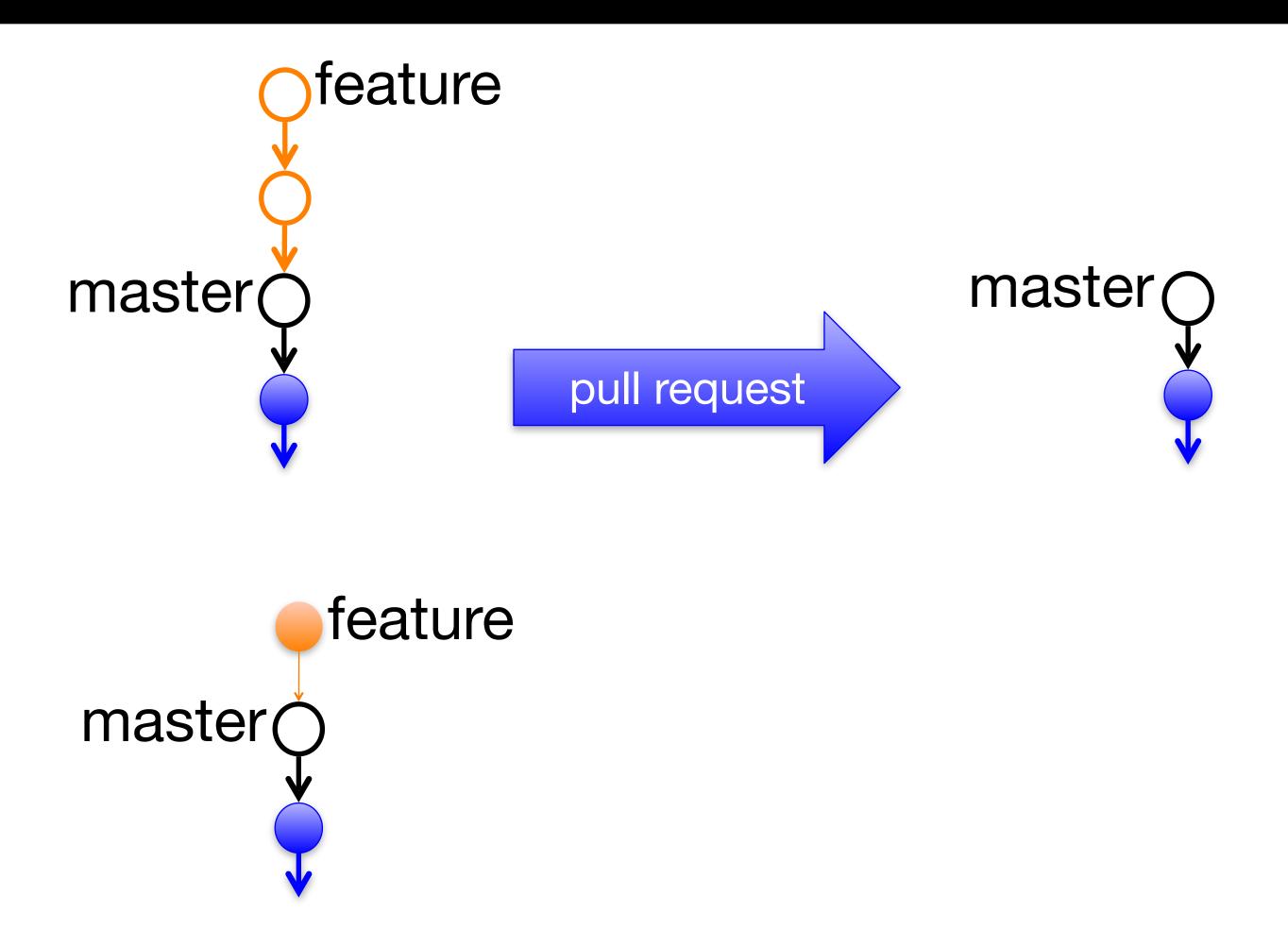
#### \$ git rebase —i master



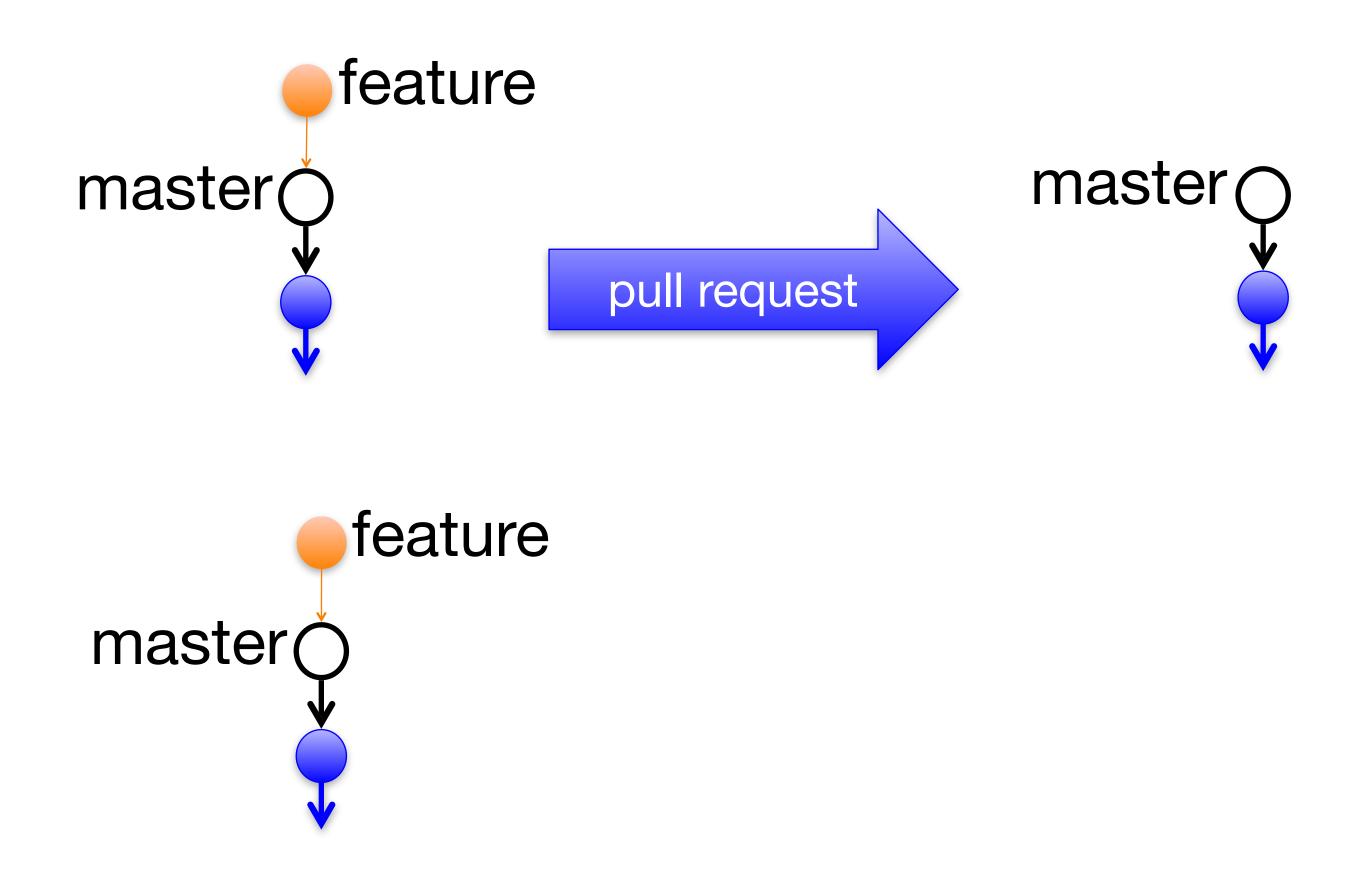
#### \$ git rebase —i master



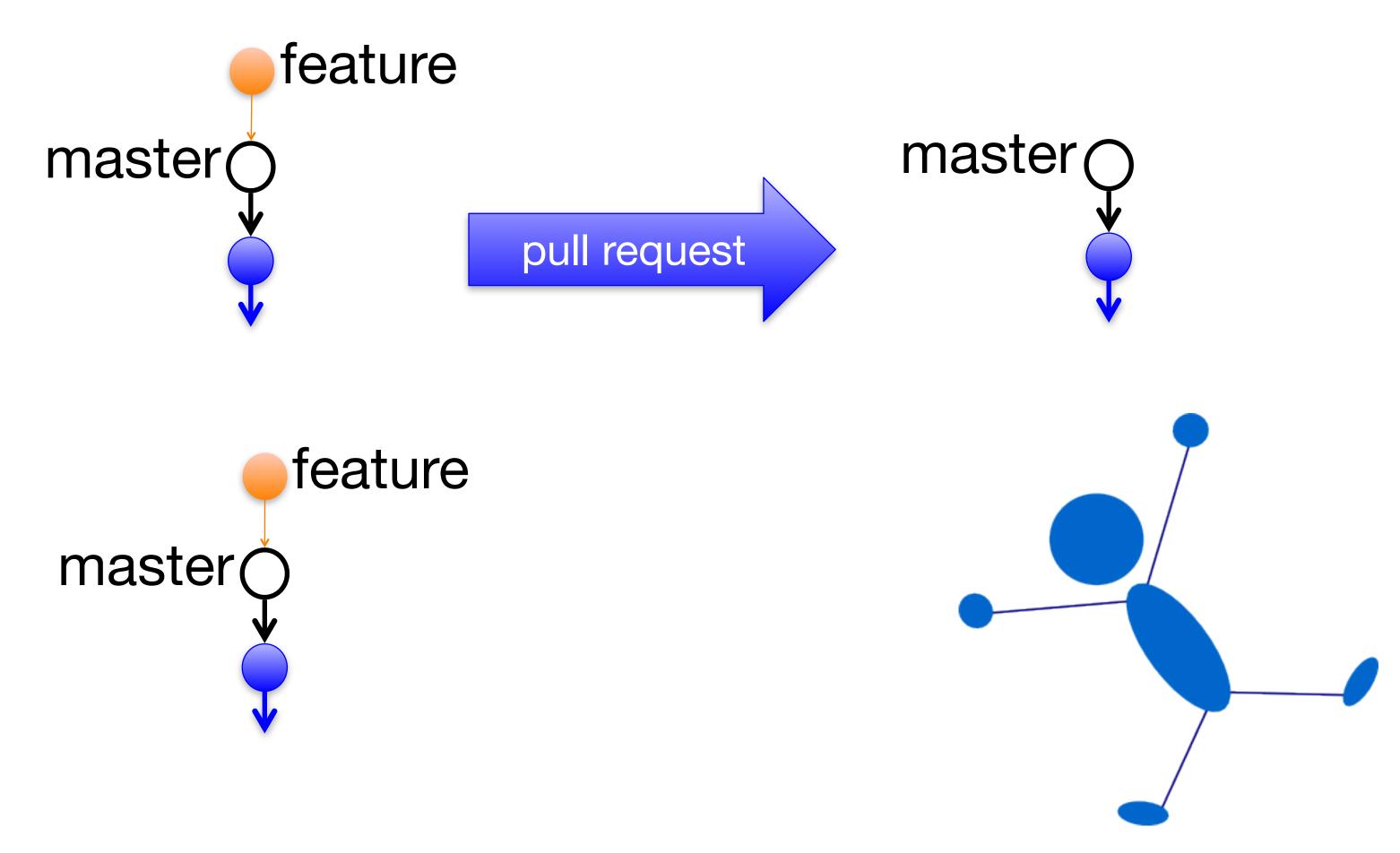
#### \$ git rebase —i master



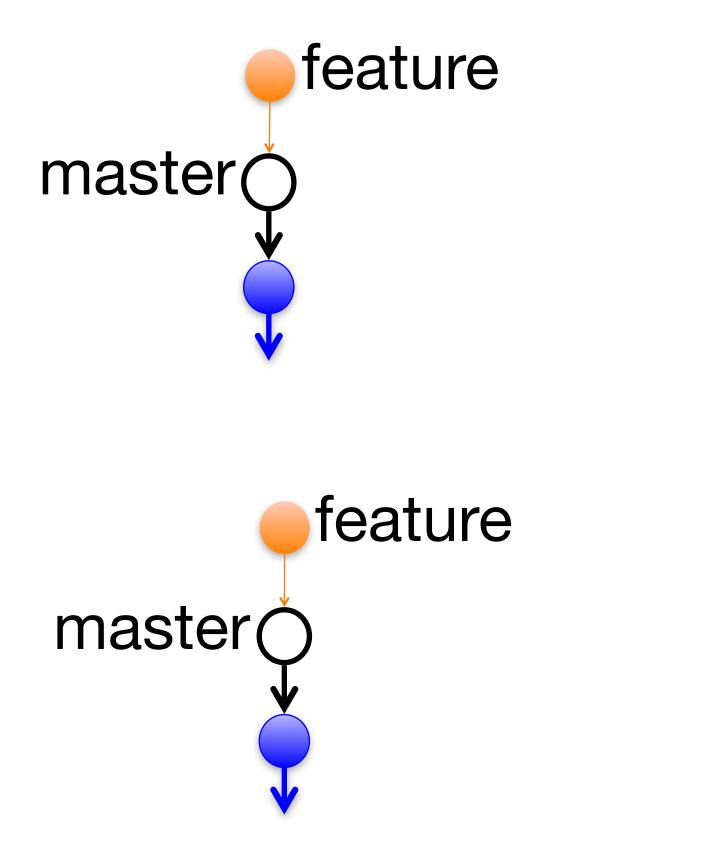
### \$ git push -f origin feature

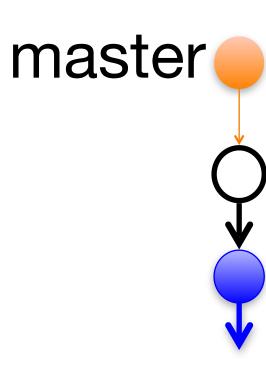


# Perfect, I accept!

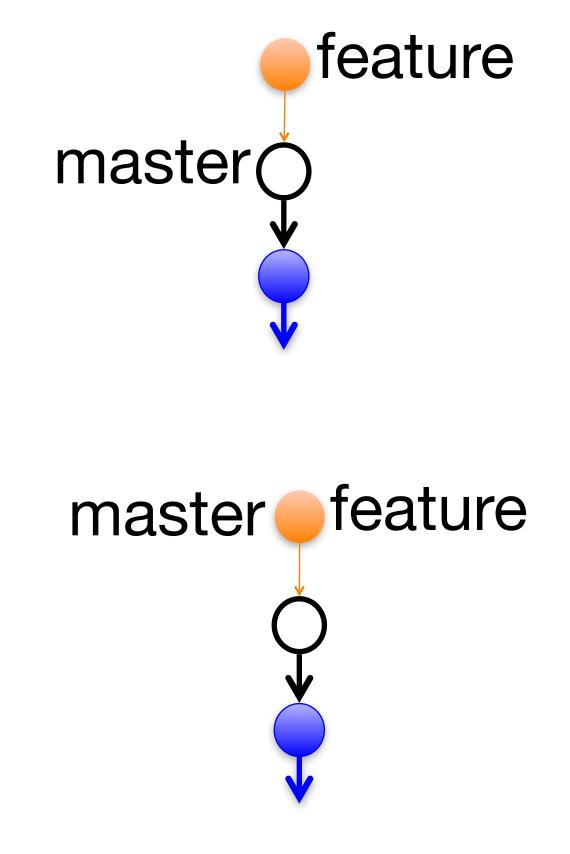


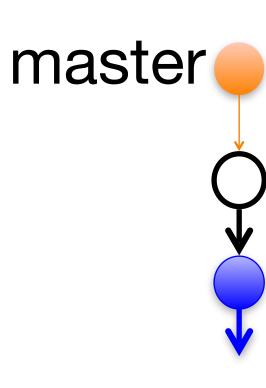
## Time to Clean Up



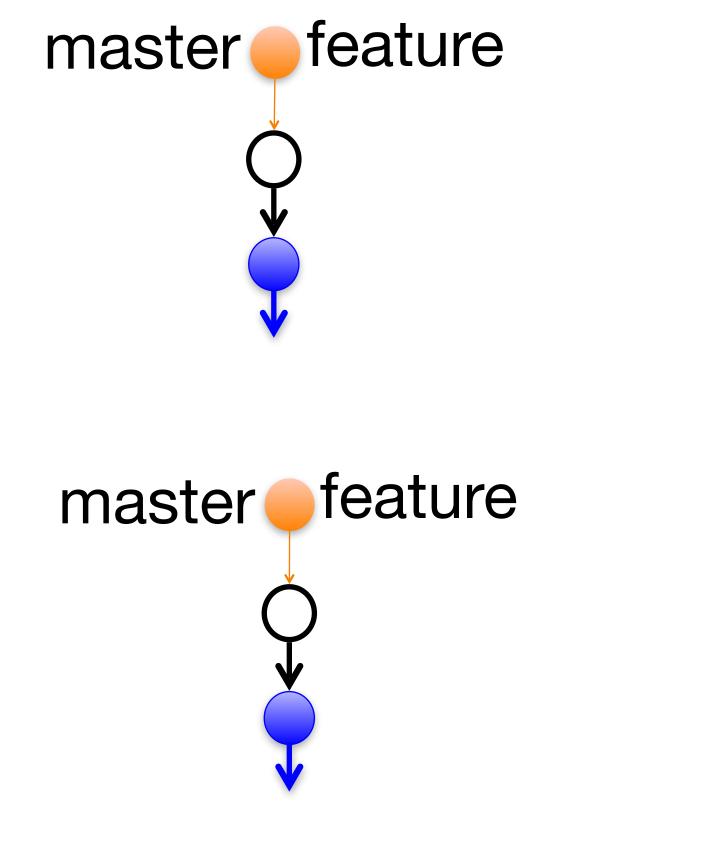


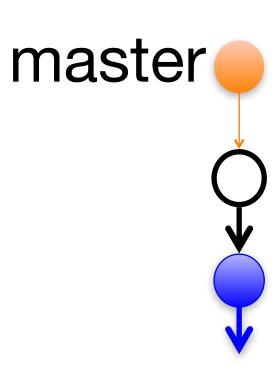
#### \$ git fetch upstream master: master



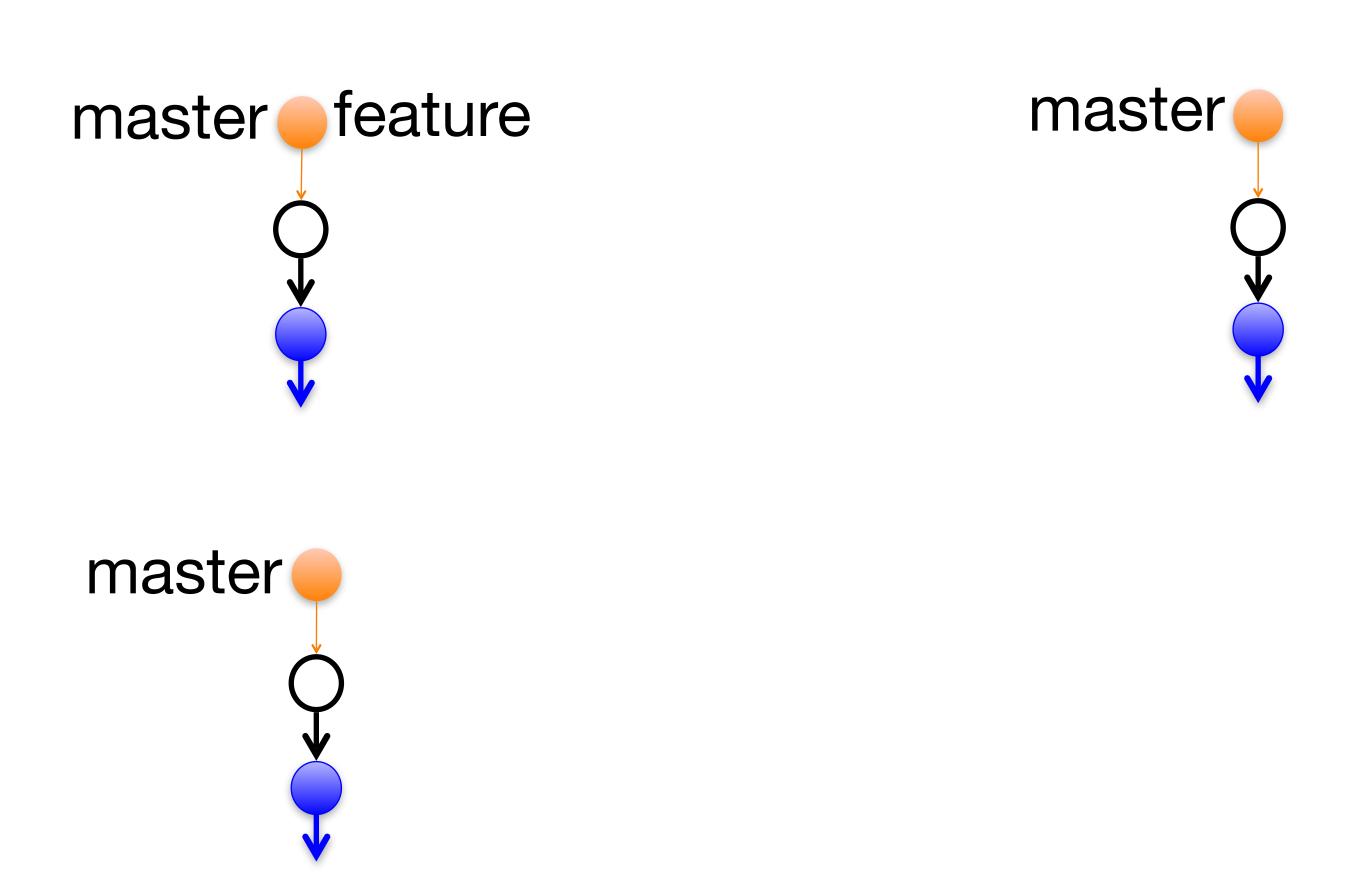


## \$ git push origin master





# \$ git checkout master \$ git branch -d feature



## \$ git push origin -d feature

