# CS 241: Systems Programming Lecture 5. Version Control/Git

Fall 2023 Prof. Stephen Checkoway

A way to track changes to your files

- What you changed
- Why you changed it

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A way to keep "backups" of older versions

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A way to keep track of different versions (branches) of a project

- Development
- Release

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- What you changed
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A way to keep "backups" of older versions

A way to keep track of different versions (branches) of a project

- Development
- Release

A way to organize and collaborate on a project

- 1972 Source Code Control System (SCCS)
- 1985 Revision Control System (RCS)
- All users on the same system, each with their own checkout of the files
- 1986 Concurrent Versioning System (CVS)
  - Client/server model
- 2000 Subversion (SVN)
  - Essentially a better CVS
- 2005 Git and Mercurial
  - Distributed model: each user has their own copy of the whole repository

#### SCCS/RCS

- Master repository with all history stored somewhere, e.g., /source/program
- Individual users checkout the current version somewhere else, e.g.,
   ~/program
- Modifications can be checked in to the master repo
- Other users' modifications can be checked out again
- The history of files and their differences can be shown

#### CVS/SVN

- Master repo stored on some server, e.g.,
   vcs.oberlin.edu:/vcs/program
- Users on many different machines can checkout copies, e.g., clyde.cs.oberlin.edu:~/program
- Changes to files are committed to the server which maintains the authoritative copy of the repository history
- Local copies can be updated with other users' changes from the server
- Multiple branches, but each with a linear commit history (r1, r2, r3, ...)

#### Git/Mercurial

- Decentralized
  - Each user has a full copy of the repo
  - No authoritative version
- Users can push changes to other users or pull changes from others
- Multiple, lightweight branches
- History is not linear, it's a DAG (we'll see what this means shortly)
- Decentralization is hard to deal with: use Github (or similar)

A distributed version control system

- Everyone can act as a "server"
- Everyone mirrors the entire repository

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- Quick to add files, commit, create new branches, etc.
- Can have local changes w/o pushing to others

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#### Many local operations

- Quick to add files, commit, create new branches, etc.
- Can have local changes w/o pushing to others

#### Collaborate with other developers

"Push" and "pull" code from hosted repositories such as Github

#### Initial setup

```
$ git config --global user.name 'Stephen Checkoway'
$ git config --global user.email \
    'stephen.checkoway@oberlin.edu'
$ git config --global core.editor vim
```

Global config values are stored in ~/.gitconfig

Can also have local config settings in \${repo}/.git/config

### Creating a repository

```
$ mkdir project
$ cd project
$ git init
```

Creates a .git folder in project

No files are currently being tracked or managed

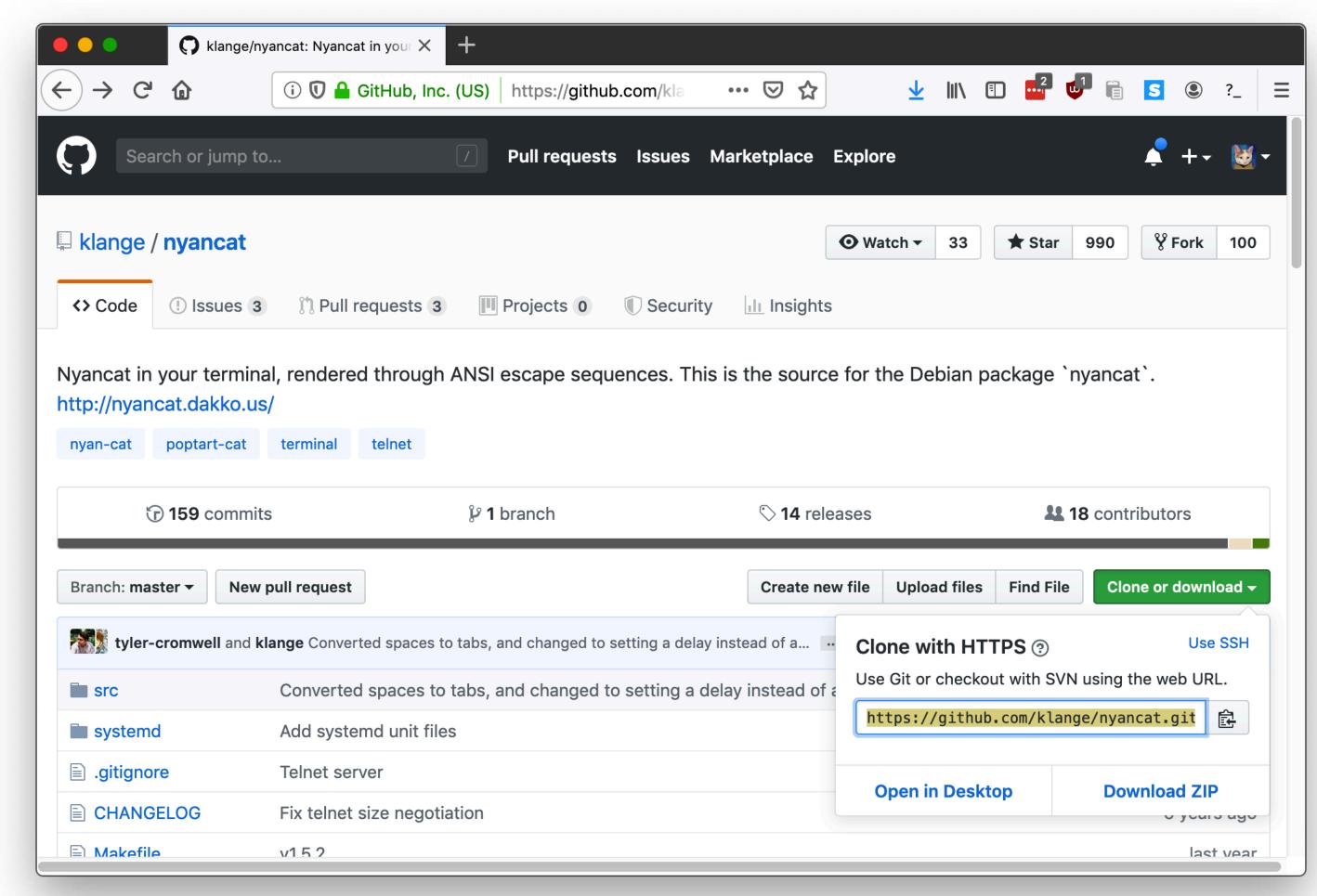
No remote server

### Cloning a (remote) repository

\$ git clone https://github.com/klange/nyancat.git

Creates a local copy of the repoint including the whole history

Associated with a remote server



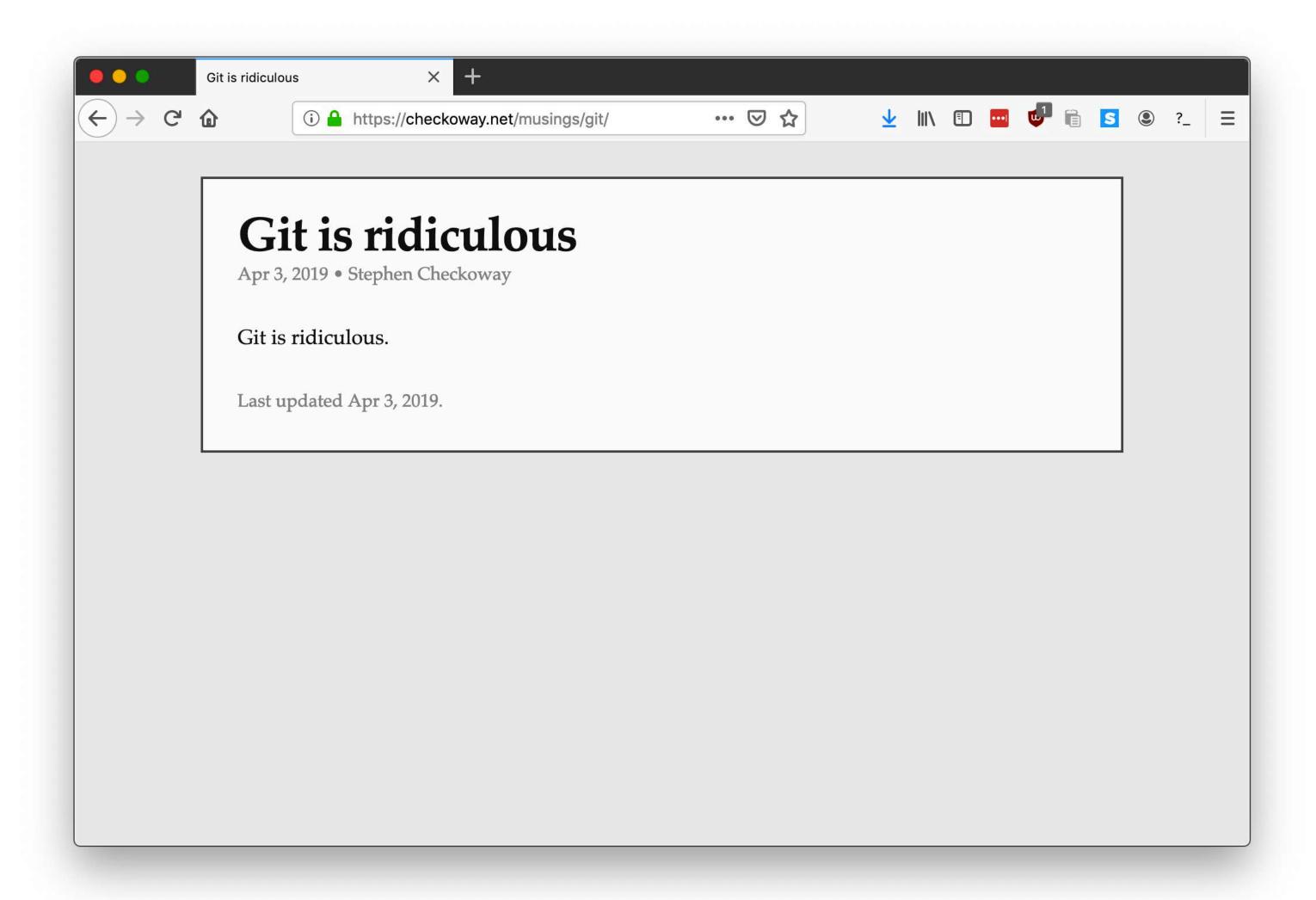
# Cloning a (remote) repository



# Cloning a (remote) repository



# Warning: Git is ridiculous



# Working dir vs staging vs .git

After git init or git clone, you have a working directory on the file system

Holds one version of the files in the repo

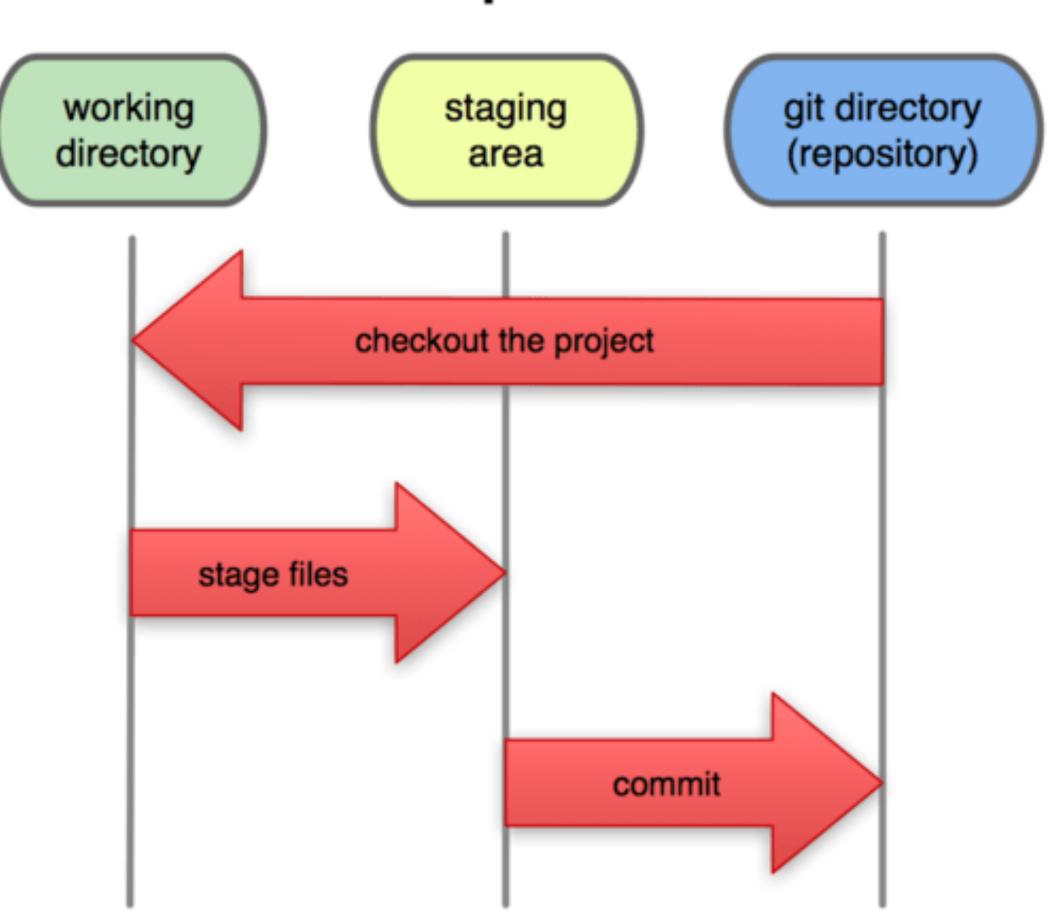
Inside it (usually) is a .git directory with

- The whole history of the repo (all commits)
- config options, branches, etc.

Conceptional staging area

Holds files to be committed

#### **Local Operations**



Working directory

Staging area

\$ vim README

# Create a readme describing the project

Working directory

Staging area

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README

Staging area

```
$ vim README # Create a readme describing the project
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Working directory

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$ vim README  # Create a readme describing the project
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$ vim hello.py  # Create some code
```

Working directory

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Staging area

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$ git commit  # Commit the files to the repo
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#### Working directory

README

hello.py



#### Commits

Each commit is (in essence) a snapshot of the repository

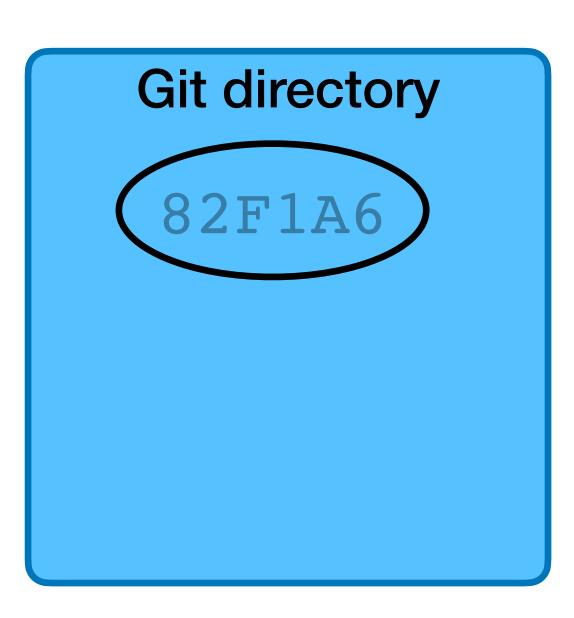
Commits are named by a hash of their contents, e.g., c37ce054c766b79a3577aba898b296d3557c3d24, often just the first 7 digits: c37ce05

Each commit links to its parent commit(s)

Working directory

README

hello.py



\$ vim hello.py

# Modify the code

Working directory

README

hello.py



```
$ vim hello.py  # Modify the code
$ vim ChangeLog  # Write a change log with changes
```

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#### Working directory

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#### Working directory

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#### Staging area

hello.py
ChangeLog



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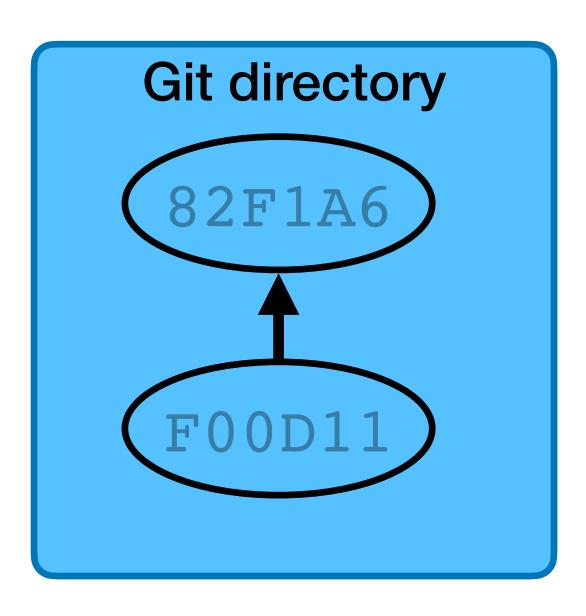
#### Working directory

README

hello.py

ChangeLog

Staging area



You've just cloned a repository from github, cd'd into the repo's directory, and created a new file.

- \$ git clone git@github.com:username/example-project.git \$ cd example-project
- \$ vim foo

What command(s) should you run to commit this new file to the repo?

- A. \$ git add foo
- B. \$ git commit foo
- C. \$ git add foo \$ git commit

- D. \$ git add foo \$ git push
- E.\$ git add --commit foo

After adding and committing initially, you've been working on foo for a while and want to commit again.

What command(s) should you run to commit your changes repo?

## Commit Message

When doing a commit, your editor will be opened so you can enter a commit message

- Short summary line
- Blank line
- Longer description

Try to provide enough detail that you can read the message to understand what changes were made (and why)

Might be easy to remember now, but in 6 months?

### Naming commits

Individual commits can have human-readable names

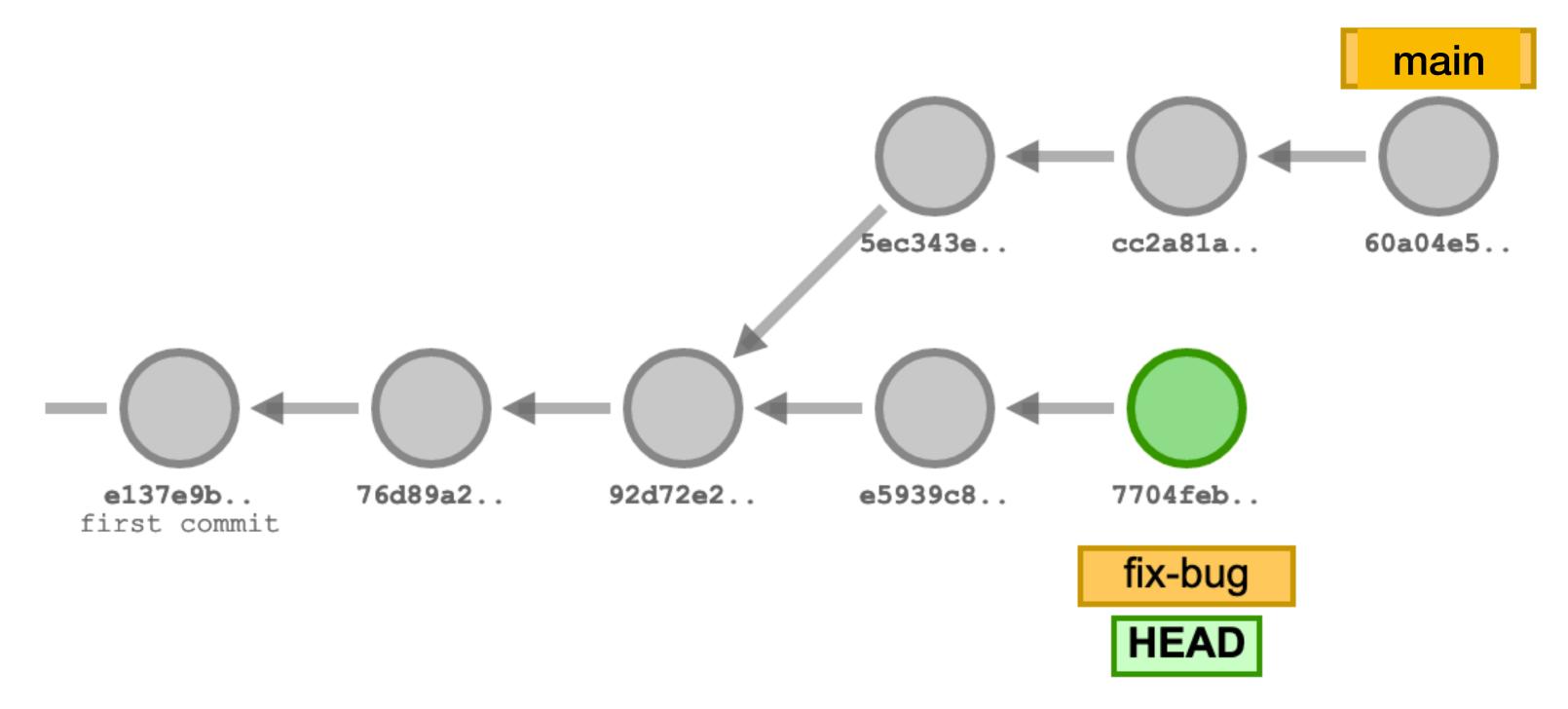
- HEAD is the currently checked out commit
- main is most recent commit on the default branch (which is itself named main)
- tags and branches give names to commits



After two commits, HEAD and main point to the second commit

After a third commit, HEAD and main point to the third commit

#### HEAD!= main



We can create a new branch fix-bug and commit to that branch

We can also keep committing to main

HEAD points to the branch we have checked out

### Pushing to the remote server

```
$ git push
```

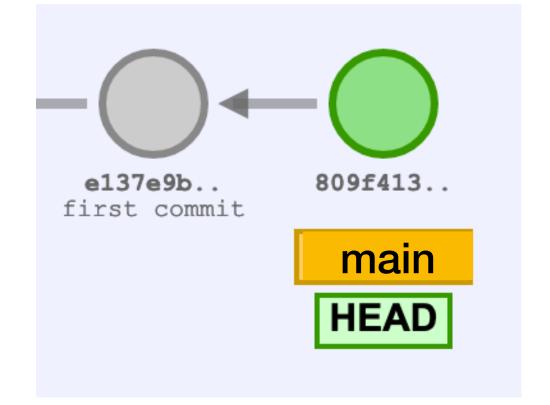
Sends to the remote server all of your committed data (it doesn't already have)

Remote servers are called remotes

- When cloning, the remote is named origin by default
- Remotes have their own branches origin/main is origin's main branch
- It's possible to have multiple remotes (but we probably won't in this class)

#### Local repository

Origin



main

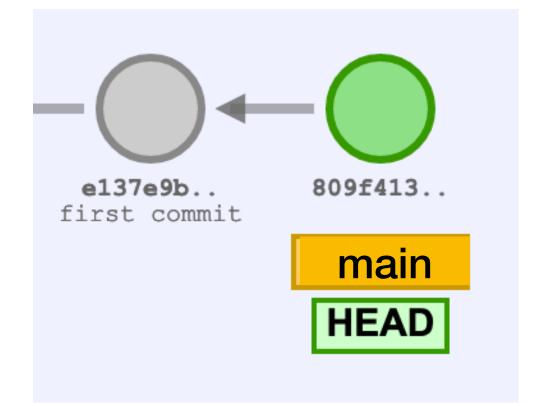
main

main

main

Local repository

Origin



\$ git clone ...

main

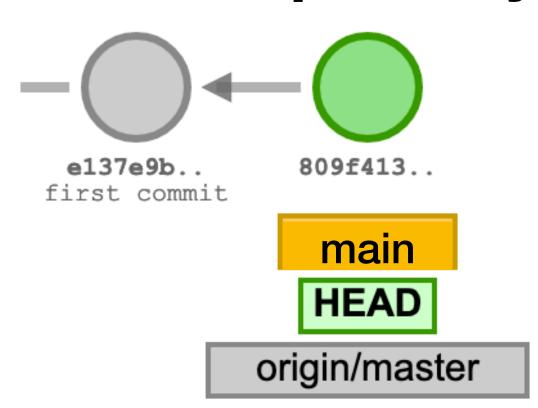
main

main

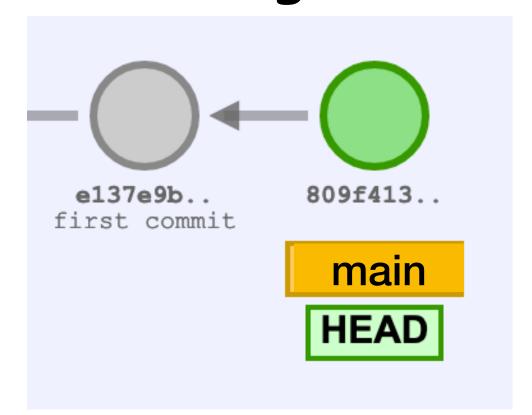
main

\$ git clone ...

#### Local repository



#### Origin

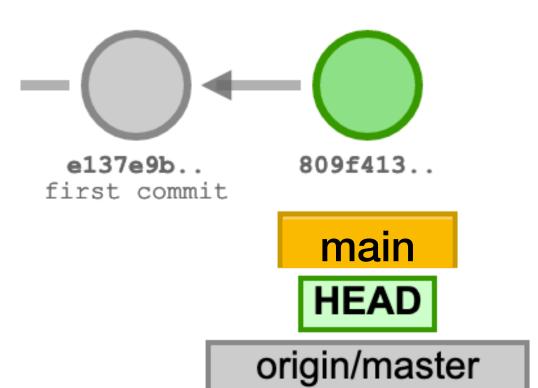


main

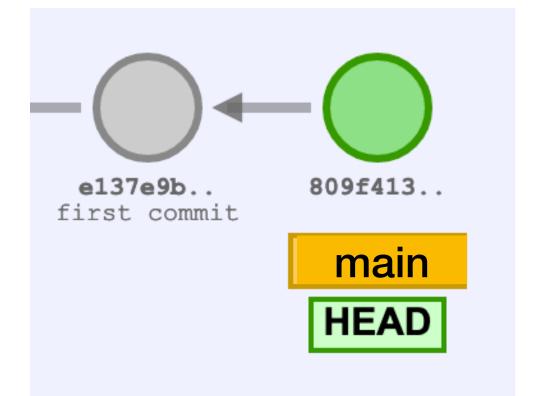
main

main

```
Local repository
```



Origin



\$ git add ...

\$ git clone ...

\$ git commit

\$ git add ...

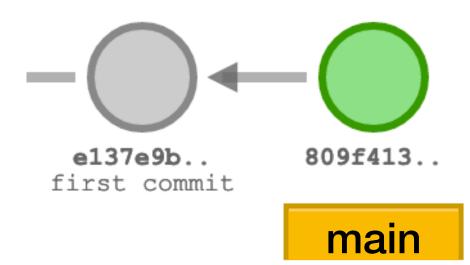
\$ git commit

main

main

main

#### **Local repository**

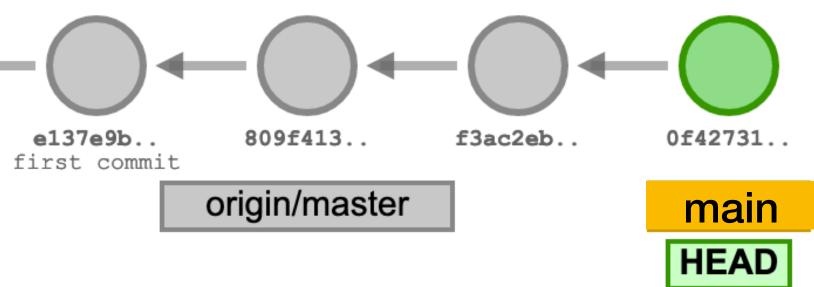


\$ git clone ...

\$ git add ... \$ git commit

\$ git add ...

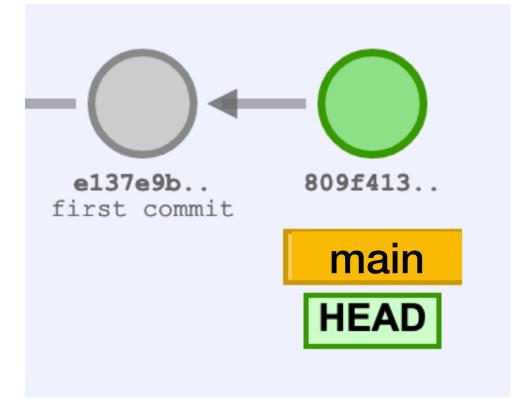
\$ git commit

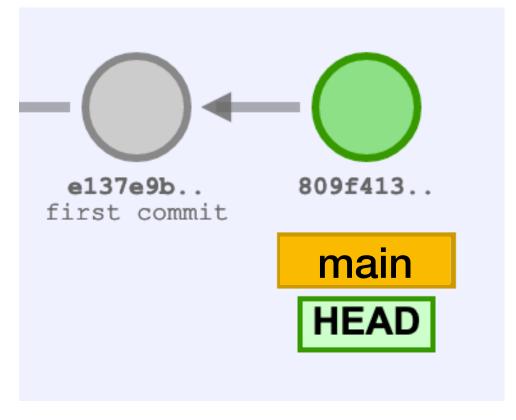


**HEAD** 

origin/master

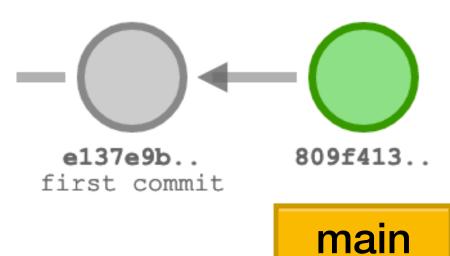
#### Origin





main

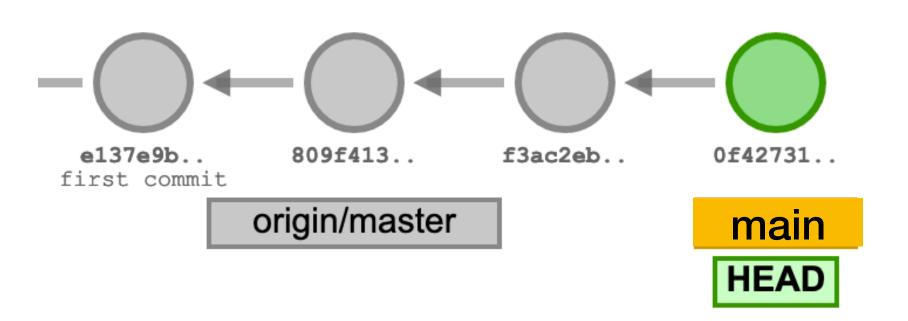
#### Local repository



\$ git clone ...

HEAD origin/master

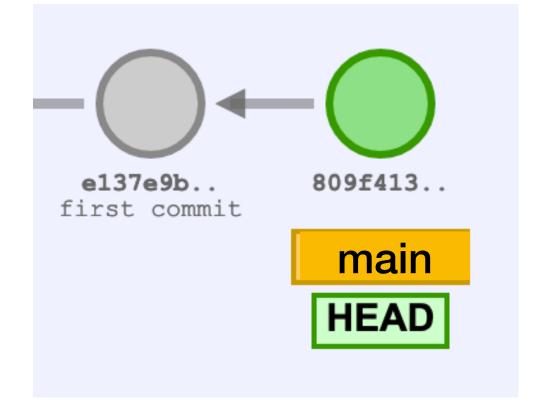
```
$ git add ...
$ git commit
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```

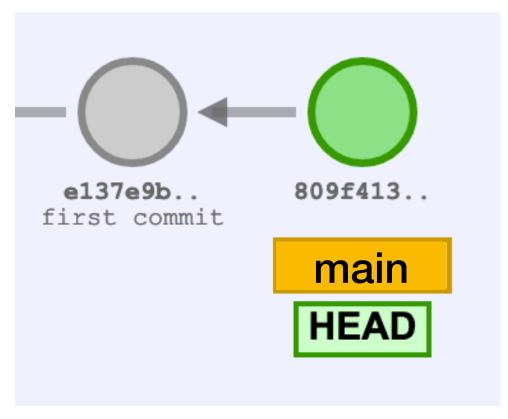


\$ git push

main

#### Origin





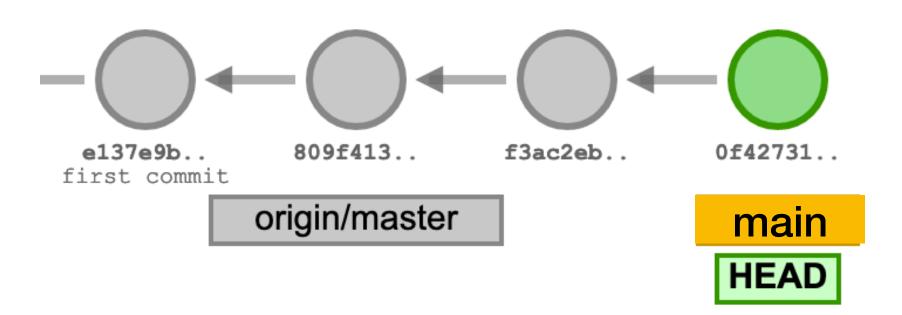
#### Local repository



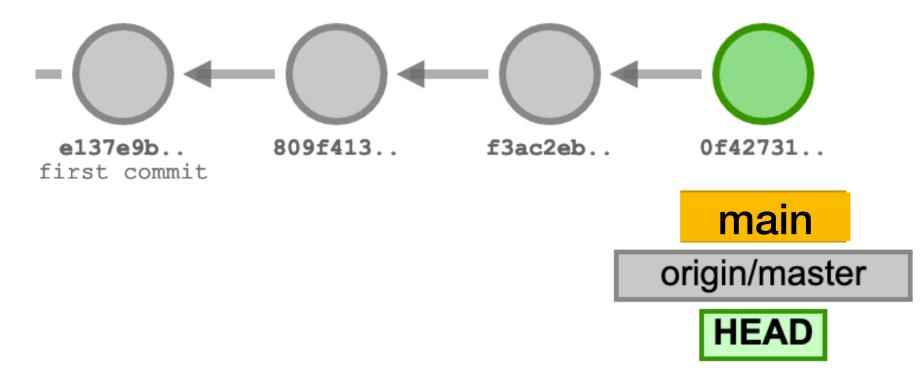
\$ git clone ...

main
HEAD
origin/master

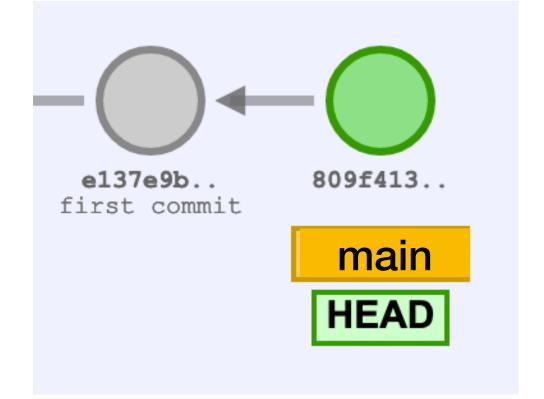
\$ git add ...
\$ git commit
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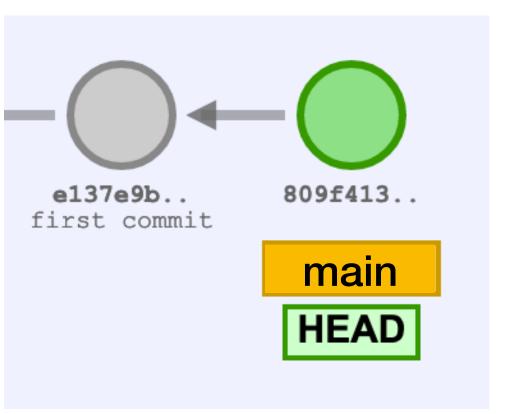


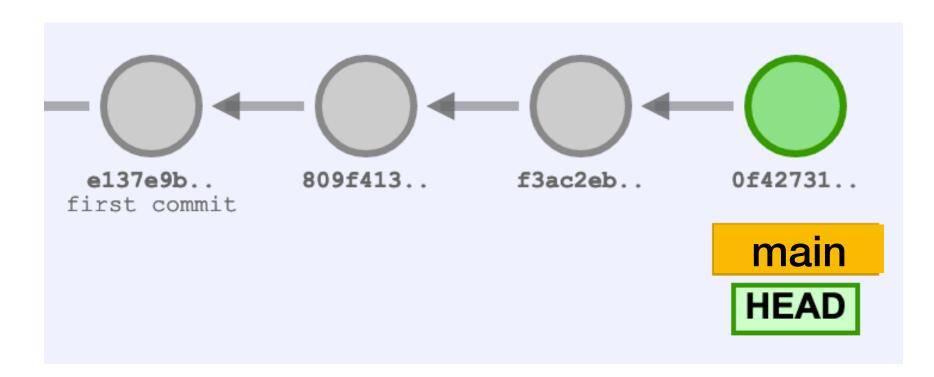
\$ git push



#### Origin







## Pulling from the remote server

```
$ git pull
```

Pulls changes from the remote server to the local repo and merges with the local changes

```
$ git pull --rebase
```

Pulls changes from the remote server to the local repo and rebases local commits on top of remote commits

## Pulling with merging

Commits from the remote will be added to the local repository

If there are local commits, git tries to merge them by creating a new commit

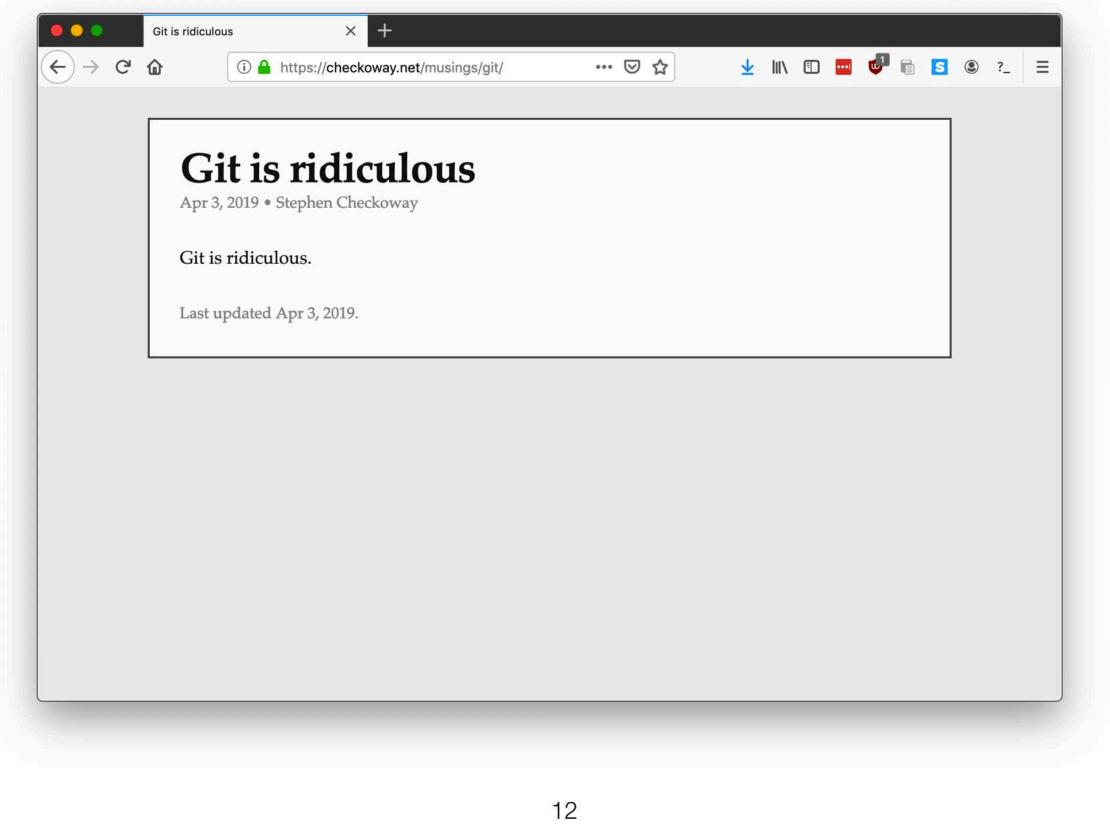
## Pulling with rebasing

Commits from the remote will be added to the local repository If there are local commits, git replays them on top of the new commits

```
A---B---C main on origin
/
D---E---F---G main
^
origin/main in your repository
```

### Reminder: Git is ridiculous

# Warning: Git is ridiculous



## Gitting help

```
$ git --help
$ git init --help
$ git clone --help
$ git add --help
$ git commit --help
$ git push --help
$ git pull --help
```

Create the repository by clicking on the link in the homework

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Clone the repository on lab machines using \$ git clone (url)

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Push files to the server using \$ git push

Create the repository by clicking on the link in the homework

Clone the repository on lab machines using \$ git clone (url)

Add files to be committed with \$ git add (filename)

Create a commit (snapshot) of added files using \$ git commit

Push files to the server using \$ git push

See the current state of the files using \$ git status

### Commit often

Commits are cheap, commit often

Commits can be reverted by git revert

- Makes a new commit that undoes the old commit
- \$ git revert (commit\_hash)

Commits that haven't been pushed can be undone completely by git reset

\$ git reset --hard (commit\_hash)

Demo at <a href="https://git-school.github.io/visualizing-git/#free-remote">https://git-school.github.io/visualizing-git/#free-remote</a>