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

Fall 2019

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Version control system (VCS)

A way to track changes to your files

- What you changed
- Why you changed it

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

VCS history (abridged)

SCCS → RCS → CVS → SVN → {Git, Mercurial, …}

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

VCS history (abridged)

SCCS → RCS → CVS → SVN → {Git, Mercurial, …}

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

VCS history (abridged)

SCCS → RCS → CVS → SVN → {Git, Mercurial, …}

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, …)

VCS history (abridged)

SCCS → RCS → CVS → SVN → {Git, Mercurial, …}

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)

Git

A distributed version control system

- Everyone can act as a “server”
- Everyone mirrors the entire repository

Many local operations

- quick to create new branches, merge, 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

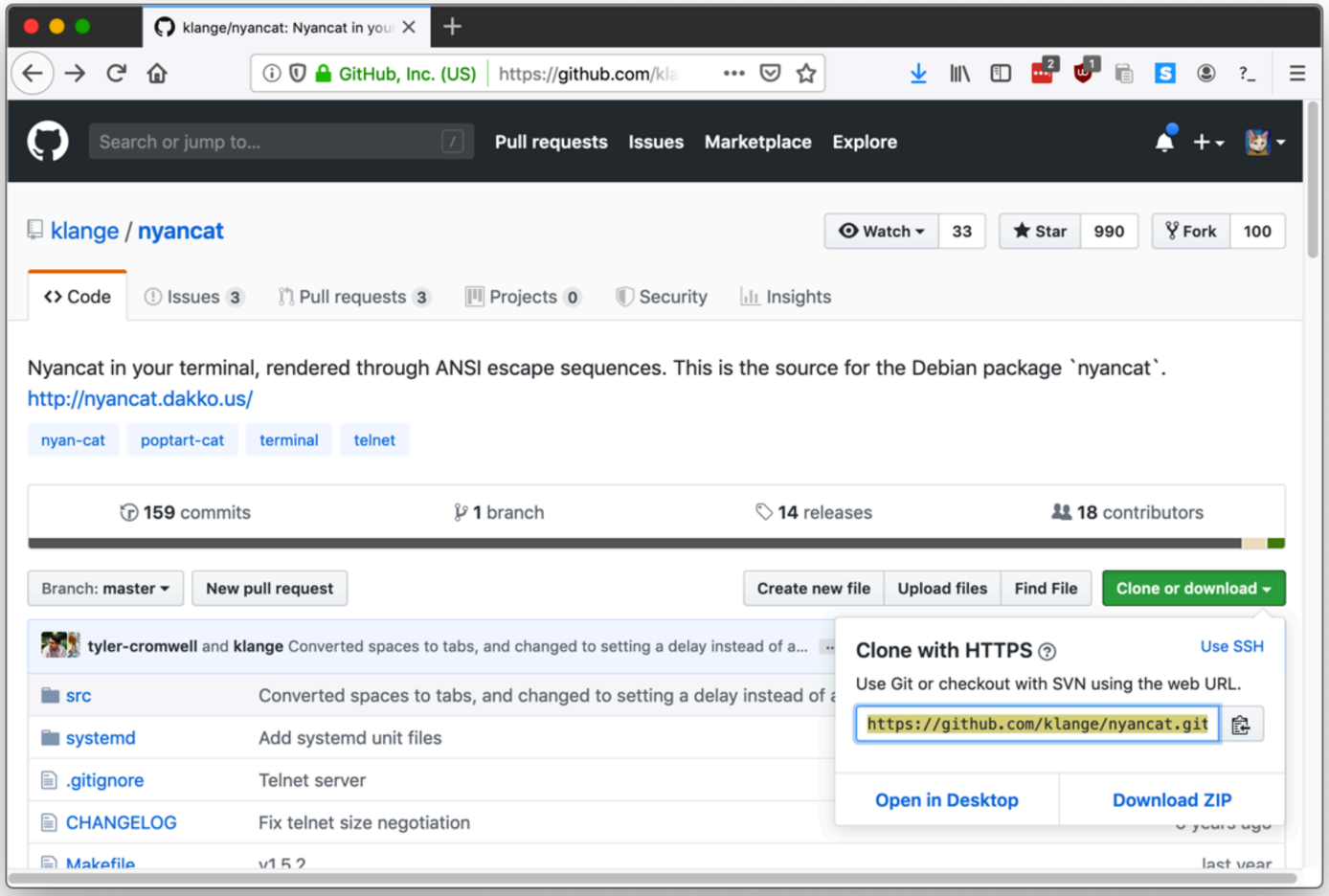
No remote server

Cloning a (remote) repository

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

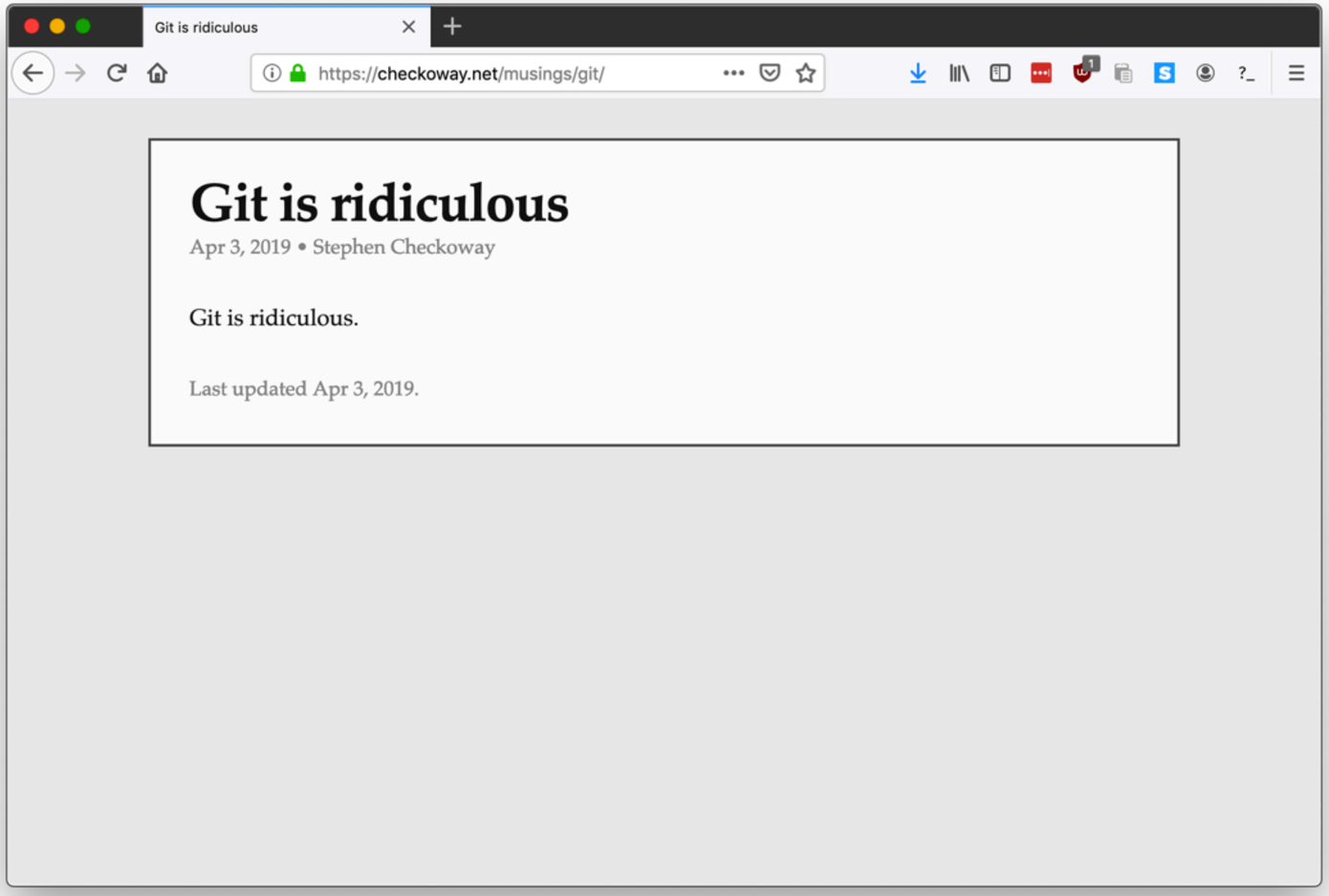
Creates a local copy of the repo including the whole history

Associated with a remote server



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

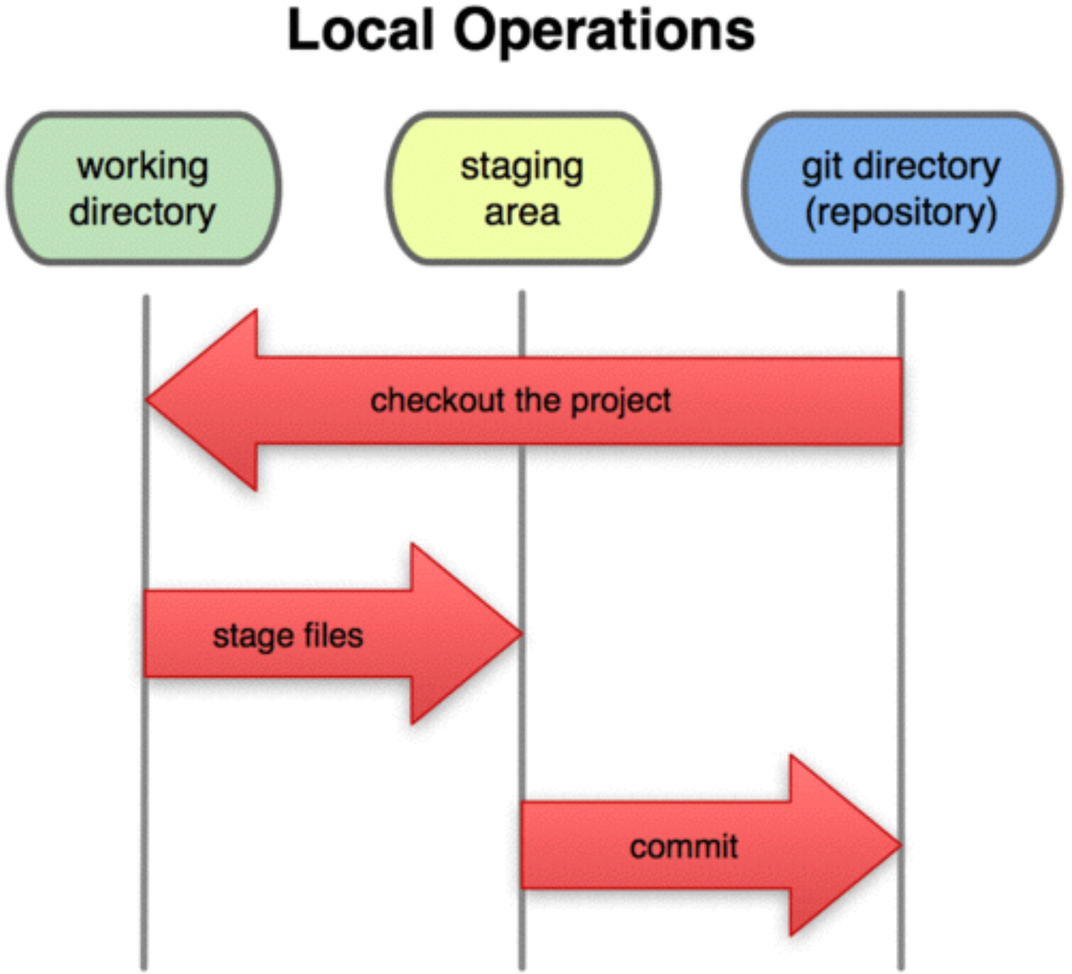
- Holds one version of the files in the repo

Inside it (usually) is a `.git` directory with

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

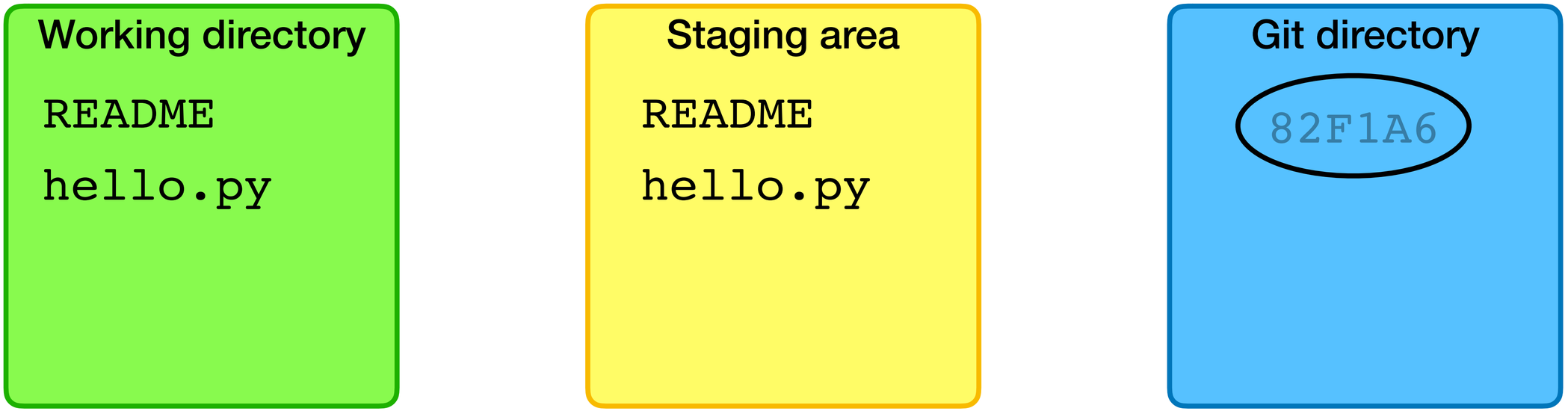
Conceptional staging area

- Holds files to be committed



Adding and committing

```
$ vim README          # Create a readme describing the project
$ git add README      # Add README to the staging area
$ vim hello.py        # Create some code
$ git add hello.py    # Add the hello.py to the staging area
$ git commit          # Commit the files to the repo
```



Adding and committing

```
$ vim hello.py     # Modify the code
$ vim ChangeLog    # Write a change log with changes
$ git add hello.py# Add the hello.py to the staging area
$ git add ChangeLog # Add ChangeLog
$ git commit       # Commit the files to the repo
```

Working directory

README

hello.py

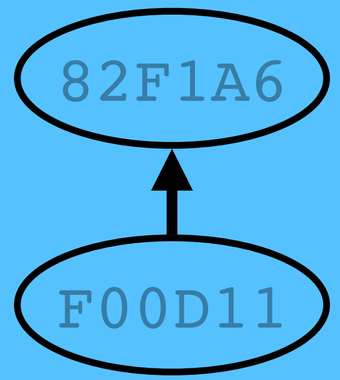
ChangeLog

Staging area

hello.py

ChangeLog

Git directory



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?

Commits

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

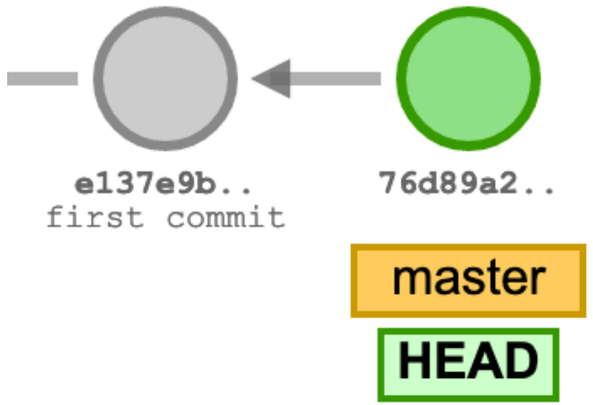
Commits are named by a hash of their contents, e.g.,
`c37ce054c766b79a3577aba898b296d3557c3d24`,
often just the first 7 digits: `c37ce05`

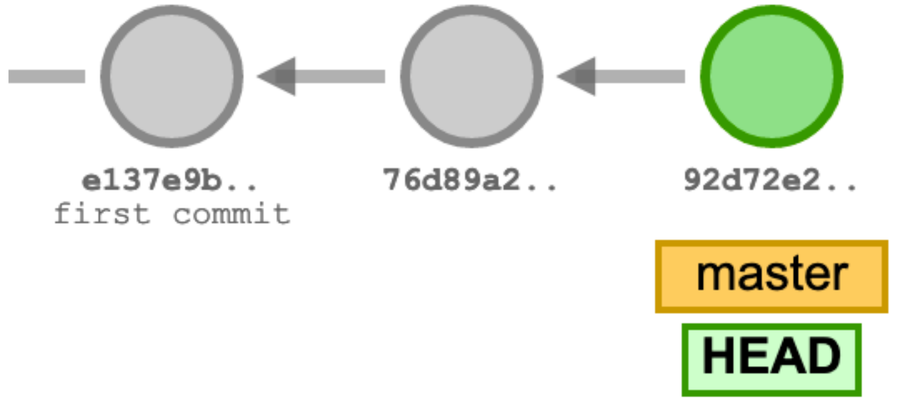
Each commit links to its parent commit(s)

Individual commits can have human-readable names

- `HEAD` is the currently checked out commit
- `master` is most recent commit on the default **branch**

Example

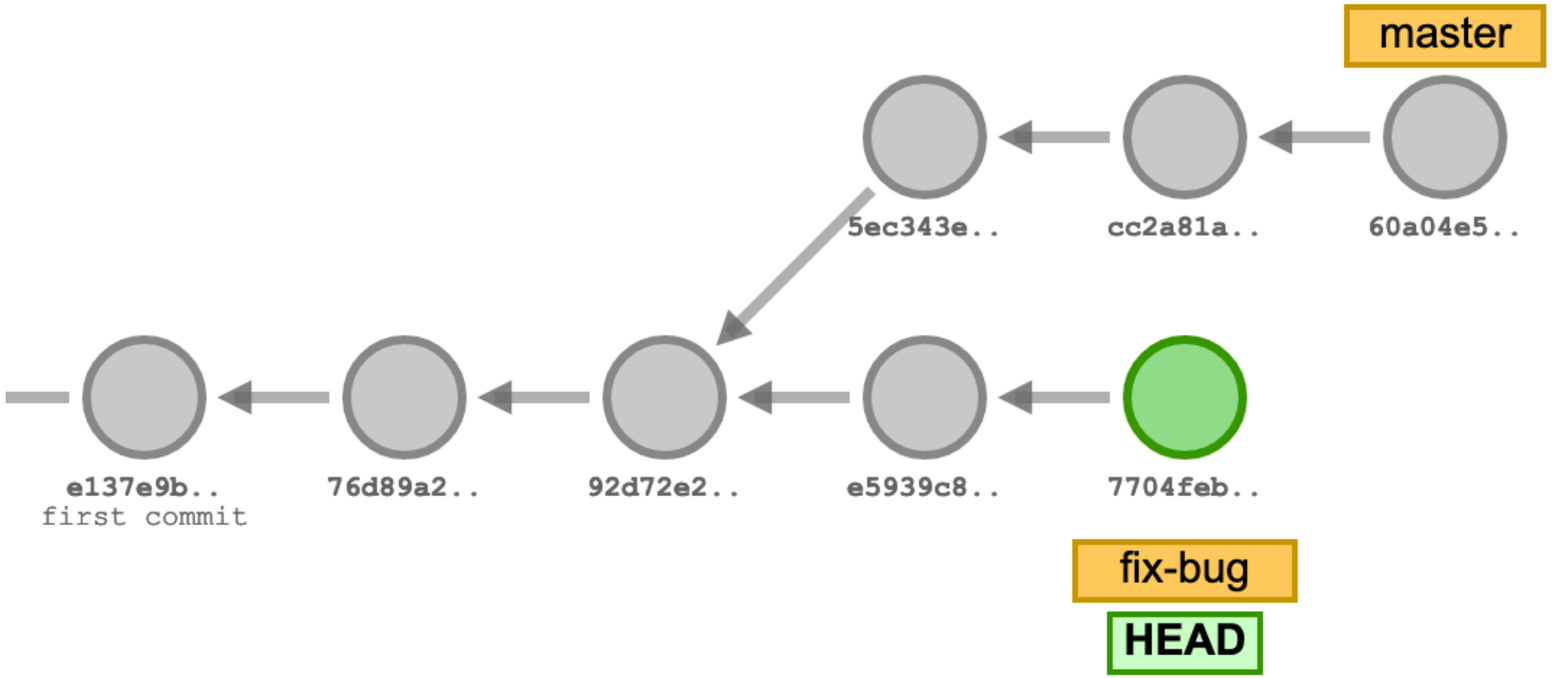




After two commits, `HEAD` and `master` point to the second commit

After a third commit, `HEAD` and `master` point to the third commit

`HEAD != master`



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

We can also keep committing to `master`

`HEAD` points to the branch we have checked out

Pushing to the remote server

```
$ git push
```

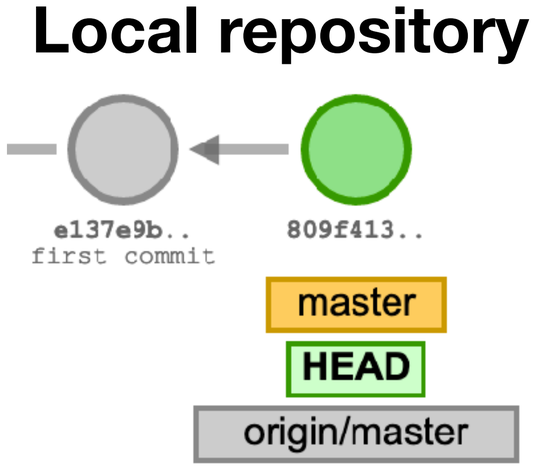
Sends to the remote server all of your committed data (it doesn't already have)

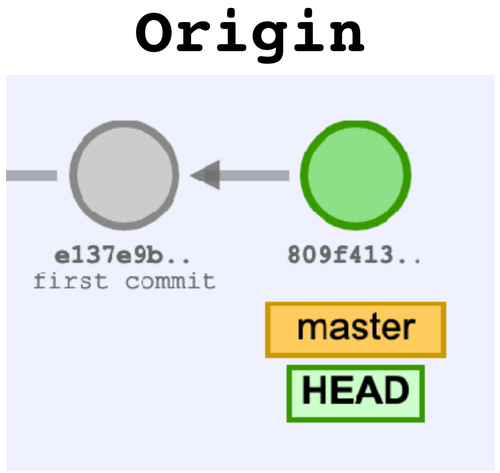
Remote servers are called remotes

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

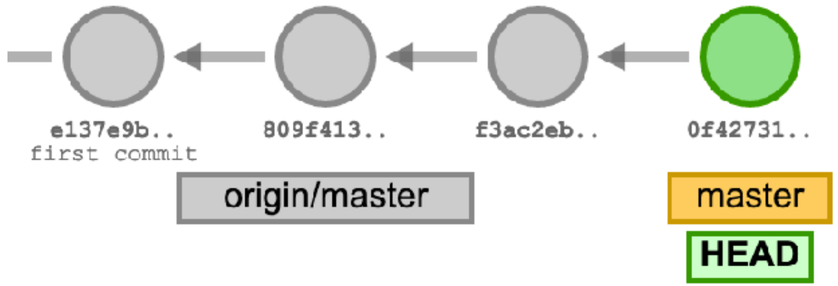
Example

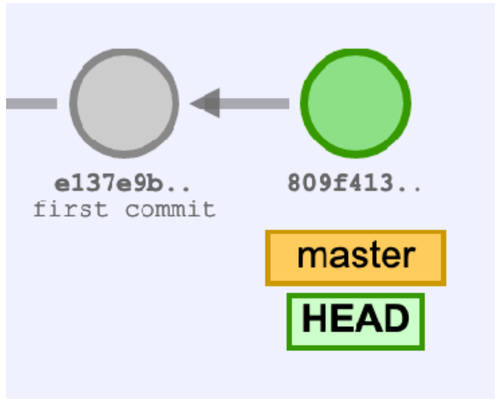
```
$ git clone …
```



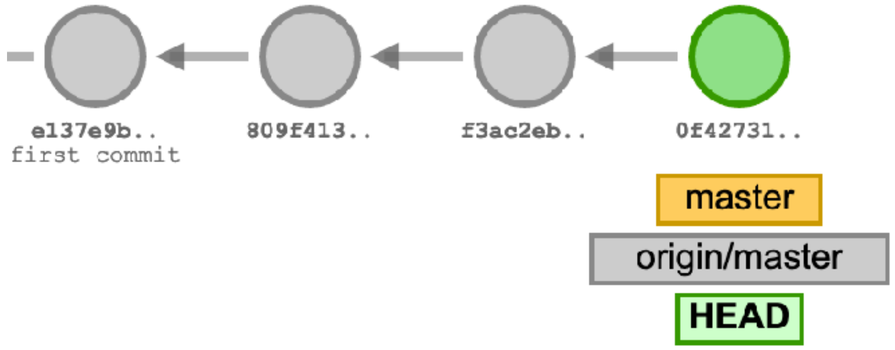


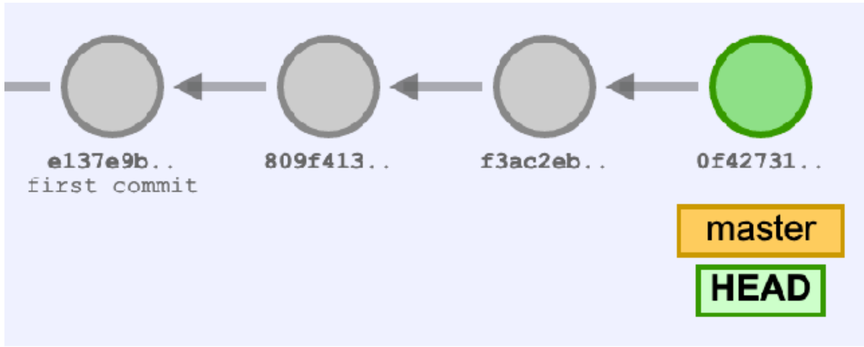

```
$ git add …
$ git commit
$ git add …
$ git commit
```






```
$ git push
```





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

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

```
      A---B---C origin/master
     /         \
D---E---F---G---H master
```

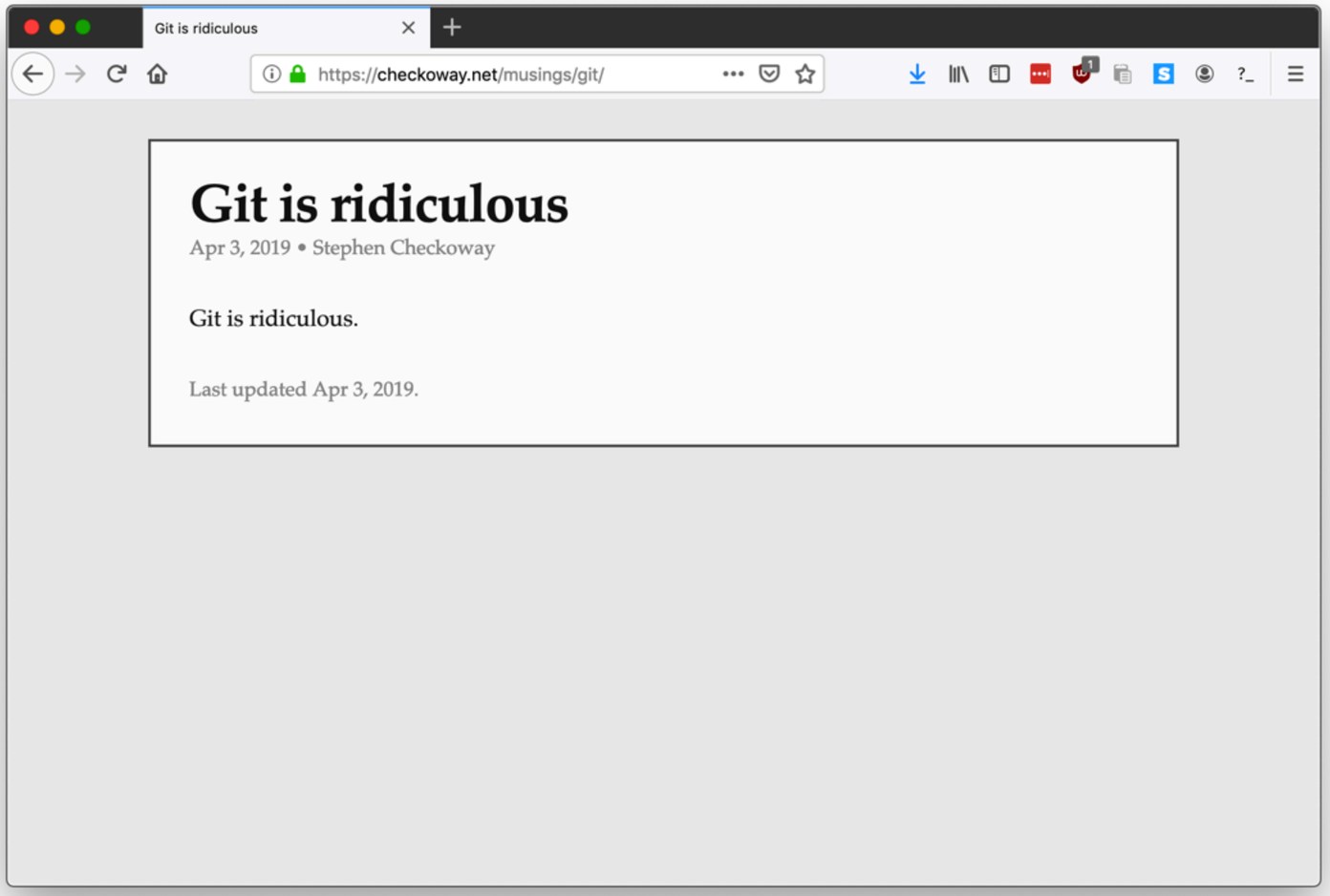
Pulling with rebasing

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 master on origin
      /
D---E---F---G master
    ^
    origin/master in your repository


                  origin/master
                  v
D---E---A---B---C---F'--G' master
```

Reminder: Git is ridiculous



Gitting help

```
$ git --help

$ git init --help

$ git clone --help

$ git add --help

$ git commit --help

$ git push --help
```

…

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 --help`

Basic Workflow

Create the repository by clicking on the link in the homework

Clone the repository into `clyde`

Add files to be committed with
$ `git add ⟨filename⟩`

- Puts the file in the staging area

Create a commit (snapshot) of added files using `git commit` and then a commit message

Use `git push` to send the files to the server

Use `git status` to see the current state of files

In-class exercise

https://checkoway.net/teaching/cs241/2019-fall/exercises/Lecture-05.html

Grab a laptop and a partner and try to get as much of that done as you can!