

An introduction to (version control with)



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CS Club

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Overview

- ▶ Introduction
 - ▶ What is version control?
 - ▶ What is git? Why use it?
- ▶ Getting started with git
 - ▶ How does git store versions?
 - ▶ How do I use clone, init, add, commit?
 - ▶ How do I share content?
- ▶ Going further
 - ▶ Branching & Merging
 - ▶ Working with Remotes
 - ▶ Other useful commands
- ▶ A brief introduction to **GitHub**
 - ▶ Collaborating with other people
 - ▶ Making issues
 - ▶ Forking repositories and making pull requests

Introduction (1): What is version control?

- ▶ tracks any kind of content
 - ▶ e.g. websites, software, presentations
- ▶ knows about different versions
 - ▶ knows what was changed when
 - ▶ can revert changes if something goes wrong
- ▶ has a collaboration component
 - ▶ several people can work together on the same project
 - ▶ changes can be synced
 - ▶ easy to see who changed what



Article [Talk](#)

Version control

From Wikipedia, the free encyclopedia

A component of [software configuration management](#), **version control**, also known as **revision control** or **source control**,^{[1][2]} is the management of changes to documents, , large web sites, and other collections of information.

Introduction (2): What is git and why use it?


- ▶ git – “the stupid content tracker”
 - ▶ open-source version control system
 - ▶ fast, scalable, distributable
- ▶ originally developed in 2005 for maintaining the linux kernel source code



Introduction (3): What is git and why use it?

- ▶ git is both for beginners and advanced users
 - ▶ provides high-level-commands
 - ▶ additionally gives full access to internals
- ▶ git is distributed - and it is easy to sync changes
 - ▶ no central server to share content required
 - ▶ changes can be synced in many ways
 - ▶ http(s), ssh, git protocol, diffs via email, ...

Getting started (1)

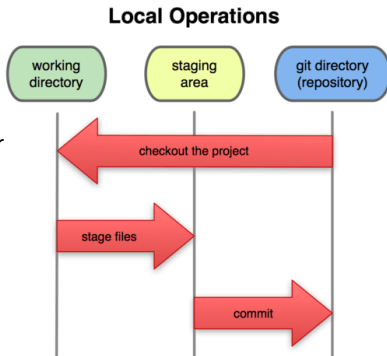
- ▶ Keep in mind: This talk is only an introduction - there is more
- ▶ basic interaction with  **git** happens via the command line
 - ▶ GUIs exist, but it is best to learn git from the command line
 - ▶ Web-Frontends are widely used (we will talk about **GitHub** later)
- ▶ git stores information for a single project in a *git repository*
 - ▶ commonly found on your hard disk in form of a folder
 - ▶ *clones* of the repository can be made in order to share it

Getting started (2): Creating a repository

- ▶ you can create a new repository in a folder by using `git init`
- ▶ alternatively you can clone an existing repository with `git clone repository-url`
- ▶ creates a *working directory* where the current version is *checked out*
- ▶ different versions are tracked with so-called *commits*
 - ▶ has a title and some information when and by whom it was made
 - ▶ stores a reference to the previous commit (version)
 - ▶ not for the initial commit of course
 - ▶ stores the changes were made since that version

Getting started (3): Working Directory, Staging Area & History

- ▶ commits are local to your clone - they are not automatically shared
- ▶ Making a commit
 - ▶ first make changes in your working directory (also called the index)
 - ▶ then add the files you want to commit to the staging area
 - ▶ finally you commit the changes in the staging area



Getting started (4): Commands for creating commits

- ▶ Commands for creating commits
 - ▶ `git status` - to see what is changed and what is in the staging area
 - ▶ `git add FILES` - to add files to the staging area
 - ▶ use `git add -A .` to add everything
 - ▶ `git rm FILES` - to delete a file and add that change to the staging area
 - ▶ `git commit -m MESSAGE` - to create a commit with the given message from the staging area
 - ▶ `git checkout FILE` - to reset FILE to the last commit
- ▶ Time for a short demo

Getting started (5): Sharing commits

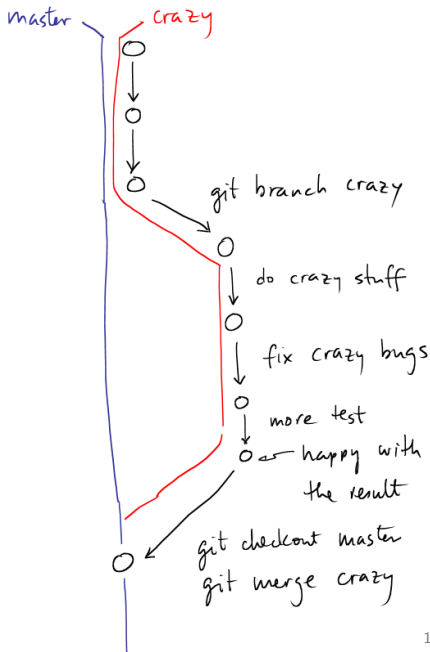
- ▶ Creating commits is great, but how to share them?
- ▶ git uses so called “remotes”
 - ▶ a remote is just a different clone of the same repository somewhere else
- ▶ commits can be pushed to it – using `git push`
- ▶ commits can be pulled from it – using `git pull`
- ▶ internally it is a bit more complicated than that - we need to talk about branching first

Going further (1): Branches

- ▶ several people can work at the same project at the same time
- ▶ they might make incompatible changes (that can be united later)
- ▶ git allows the versions of a repository to diverge using branches
 - ▶ they can also be brought back together using merging later
- ▶ The default branch is usually called “master”
- ▶ Each branch has a so-called HEAD that points to its latest commit
- ▶ There is also a HEAD of the repository which points to the current branch

Going further (2): Branching & Merging

- ▶ you can make commits on branches like you would normally
 - ▶ but you need to switch to them first
 - ▶ `git branch name` - create a branch
 - ▶ `git checkout name` - switch to it
 - ▶ `git merge name` - merge a branch back into the current one
- ▶ Time for another short demo



Going further (3): Resolving Merge conflicts

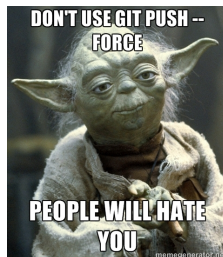
- ▶ merging can cause conflicts
 - ▶ when files were modified on both branches and git can not merge them automatically
- ▶ git will tell you when you run `git merge` if there are conflicts
 - ▶ you can edit the affected files manually, then stage the files (`git add`) and commit them (`git commit`)
 - ▶ `git status` is always helpful when doing this
 - ▶ `git merge --abort` - cancel the merge and go back to what was there before
 - ▶ “fake” a merge by forcing git to use one of the two versions
 - ▶ `git merge -X ours branch` - use the version of the current branch
 - ▶ `git merge -X theirs branch` - use the other branches version
 - ▶ (you need to do this before starting to merge)

Going further (4): Working with remotes

- ▶ a remote is a clone of the same repository in another location
 - ▶ usually on a remote server
- ▶ you can add and remove remotes dynamically
 - ▶ e.g. `git remote add name url`
- ▶ when you `git clone` a repository a remote “origin” will be added automatically
- ▶ remotes have branches and you can push and pull your local branches
 - ▶ `git push remote branch` - pushes the *branch* to the remote *remote*
 - ▶ if you use `git push -u` you can just omit the names afterwards
 - ▶ `git fetch remote/branch` - fetches new commits from the remote branch only.
 - ▶ It can happen that only a rebase takes place
 - ▶ `git pull` - fetches new commits from the tracked branch and merges them into the local branch

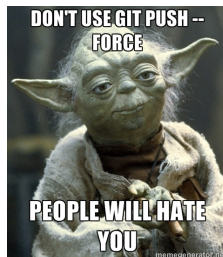
Going further (5): Common Practices for Pushing & Pulling

- ▶ if you clone a repository, you usually only need `git push` and `git pull`
- ▶ before pushing new commits you need to pull first
 - ▶ there is `git push --force` but you **never** want to do this because this can lead to loss of data.
- ▶ when pulling new commits, merge conflicts might occur
 - ▶ use `git fetch remote/branch` and then `git merge remote/branch` to resolve conflicts



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Going further (6): Other useful commands

- ▶ `git diff` - to see unstaged changes inside files
- ▶ `git log` - show a log of recent commits on the current branch
 - ▶ exit by pressing *q*
- ▶ `git commit --amend` - Edit the previous commit instead of creating a new one.
- ▶ `git reset HEAD files` - removes changes from the staging area
- ▶ `git stash` - Stash your changes for a rainy day
- ▶ `git tag` - give names to certain commits
- ▶ ...

A brief introduction to **GitHub** (1)

- ▶ **GitHub** , <https://github.com> is a website that allows people to share and collaborate on git repositories online
 - ▶ open source alternatives also exist, for example GitLab.
- ▶ offers users an unlimited number of public repositories to collaborate on
- ▶ provides a Web Interface & Online editor for most of gits features
- ▶ has a few additional features in addition to repositories



A brief introduction to **GitHub** (2): Issue Tracking & Milestones

- ▶ Issues can be used to track bugs, todos and ideas for your project
- ▶ on github, anyone can comment on them
- ▶ people that have access to your repository can mark them as done
 - ▶ This can even be done from within commit messages
- ▶ you can use milestones to track your overall progress

A brief introduction to **GitHub** (3): Forking & Pull Requests

- ▶ sometimes you want to suggest specific changes in the code to a repository
- ▶ if you have access to the repository, you can just commit directly
- ▶ in other cases, you can “fork” the repository
 - ▶ This makes a clone of the repository to your github account
- ▶ you can then make changes in your fork and issue a pull request
- ▶ the owner of the original repository can then merge the changes back in
- ▶ time for a final demo

The end

Thank you for your attention!
Any Questions, Comments, etc?

► Image Sources:

- <https://git-scm.com/images/logos/downloads/Git-Logo-2Color.png>
- <https://git-scm.com/figures/18333fig0106-tn.png>
- https://assets-cdn.github.com/images/modules/logos_page/GitHub-Logo.png
- <http://www.cs.toronto.edu/~kenpu/articles/cs/git-intro/ex6.png>
- https://en.wikipedia.org/wiki/Version_control
- <http://cdn.meme.am/instances/500x/55168121.jpg>
- https://assets-cdn.github.com/images/modules/logos_page/Octocat.png