

# **LAB 4**

## **Introduction to Git**



- Distributed version control system
- Originally developed by Linus Torvalds for the development of the Linux Kernel in 2005
- Focus on speed and efficiency
- Quite a unique design and therefore sometimes a bit scary and difficult to understand

# **Installing Git Command Line**

# Installation

## On Windows

Download and install GitHub at <http://windows.github.com>

## On Mac

Download and install GitHub at <http://mac.github.com>

*OR*

If you use Homebrew:

```
$ brew install git
```

# Installation

## On Linux

You can generally do so through the basic package-management tool that comes with your distribution.

## On Fedora:

```
$ sudo yum install git-all
```

## On Debian-based distributions:

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

# Check that your installation was successful

Type the following command on the console

```
$ git -version
```

It should print the git version that you have currently installed. Such as:

```
git version 2.10.1 (Apple Git-78)
```

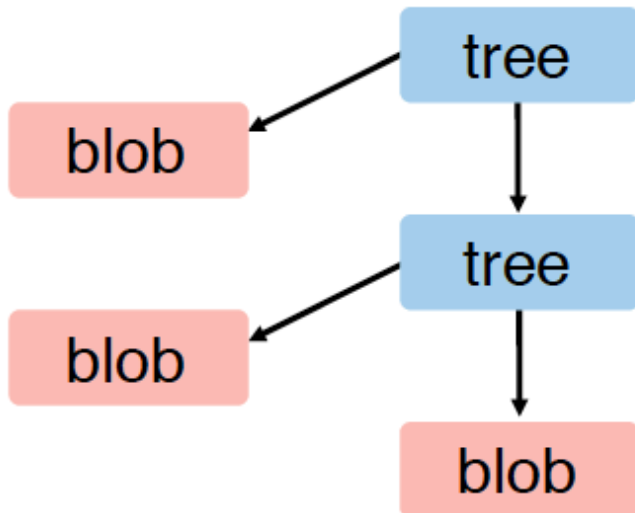
# **Git Object Model**

A “blob” is *content* under  
version control (a file)

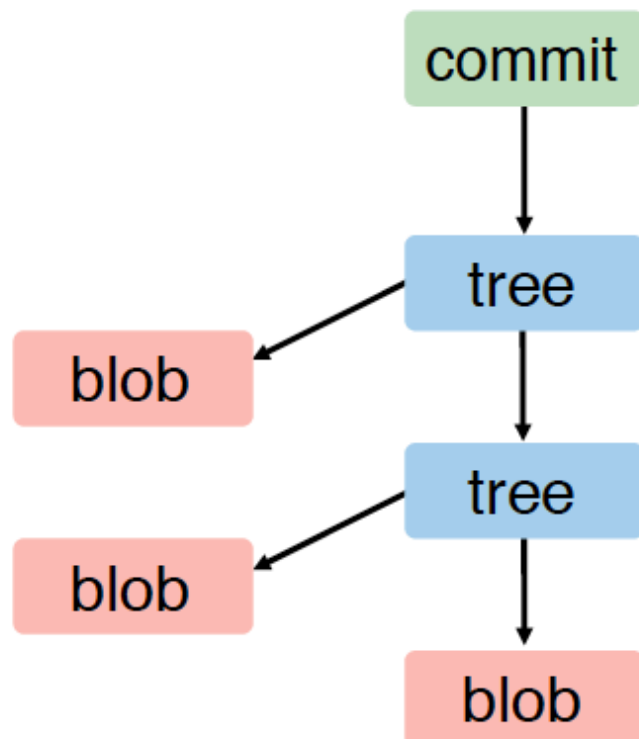
blob



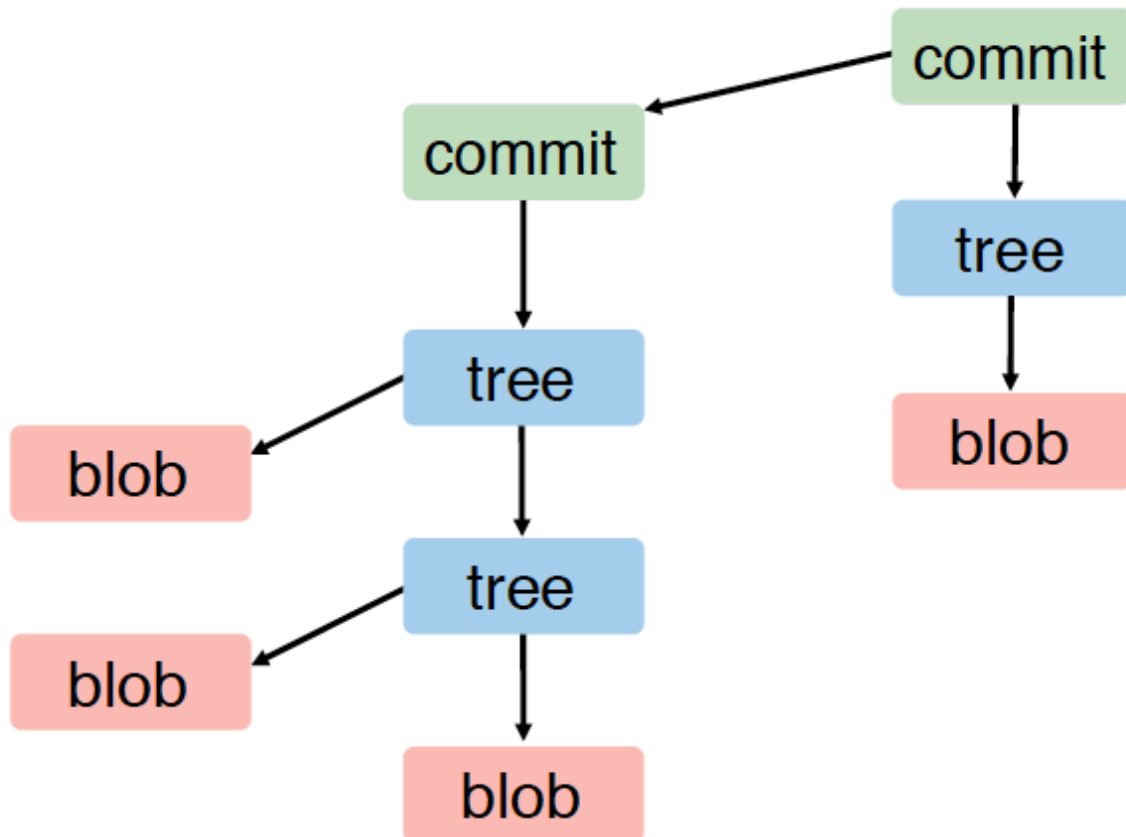
You can have *trees* of blobs  
(directories of files)



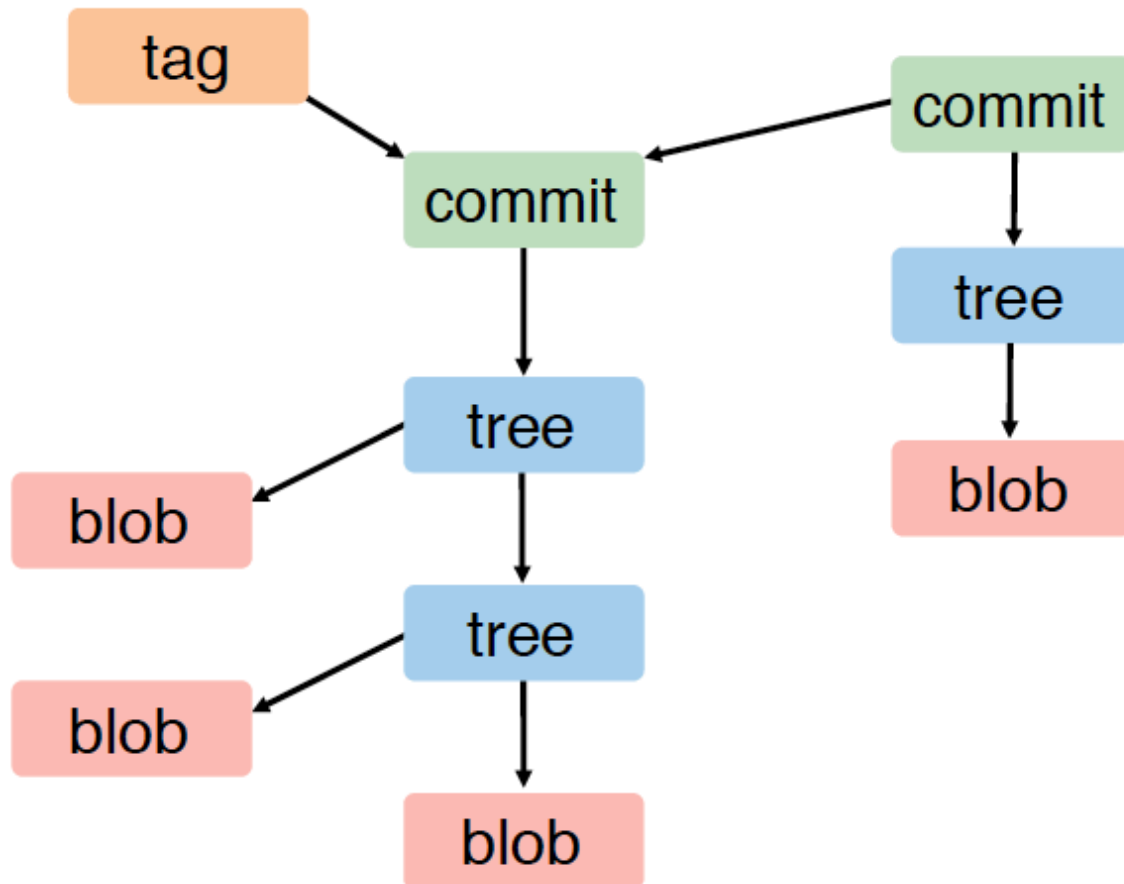
A “commit” is a tree of blobs  
(a set of changes)



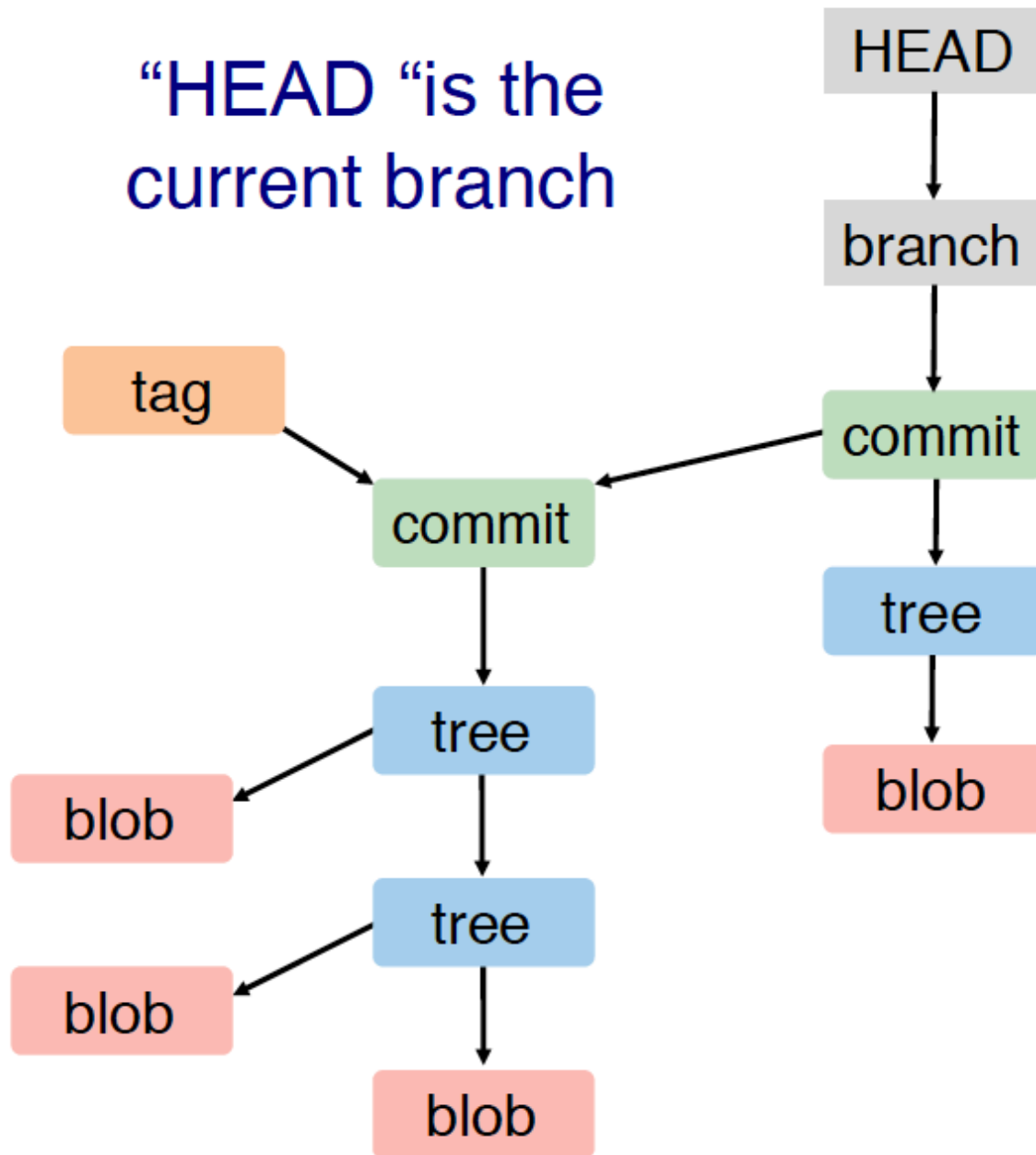
Most commits modify  
(or merge) earlier  
commits

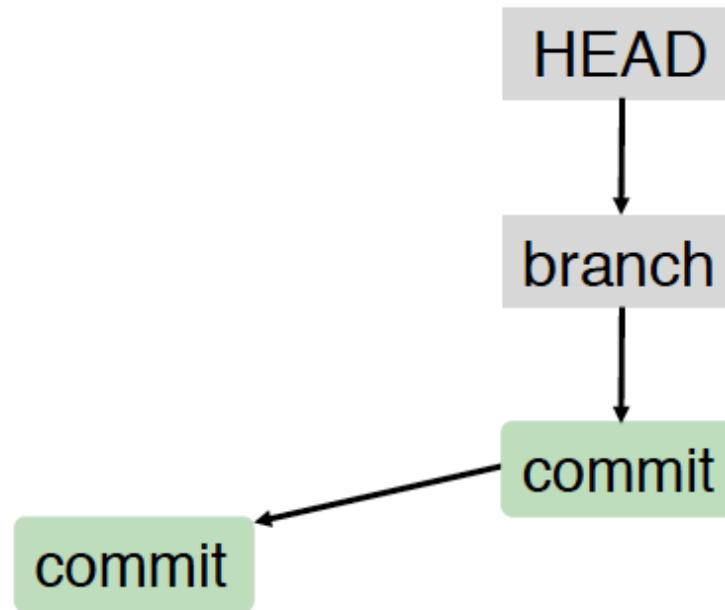


You can “tag” an interesting commit



“HEAD “is the  
current branch



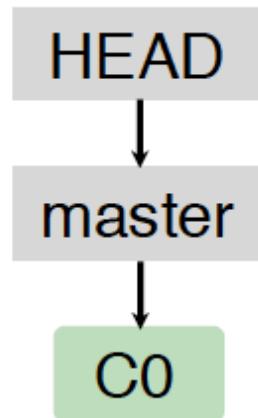


**We will focus on commits only  
for one branch**

# **Git Basic Operations**

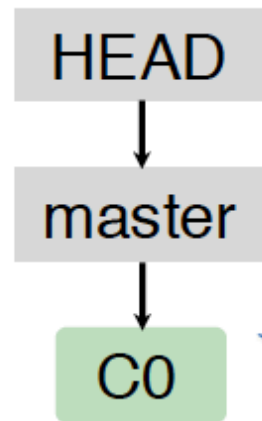
## Create a git repo

```
mkdir repo  
cd repo  
git init
```

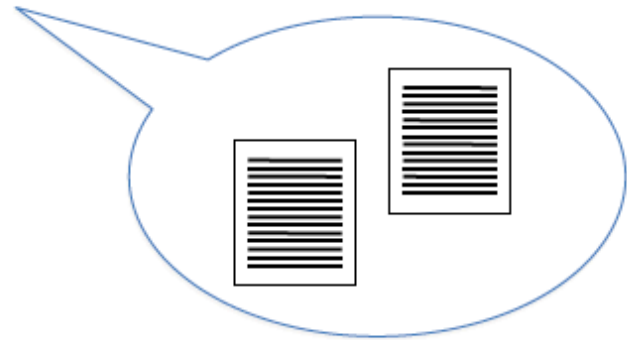


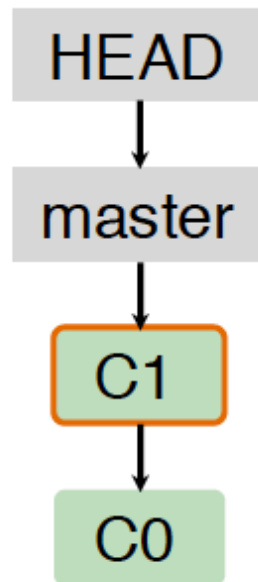


Tell git to “stage”  
changes



**git add ...**





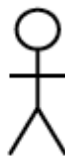
Commit your  
changes

**git commit ...**

**Collaborating**

 **John**

Local repo

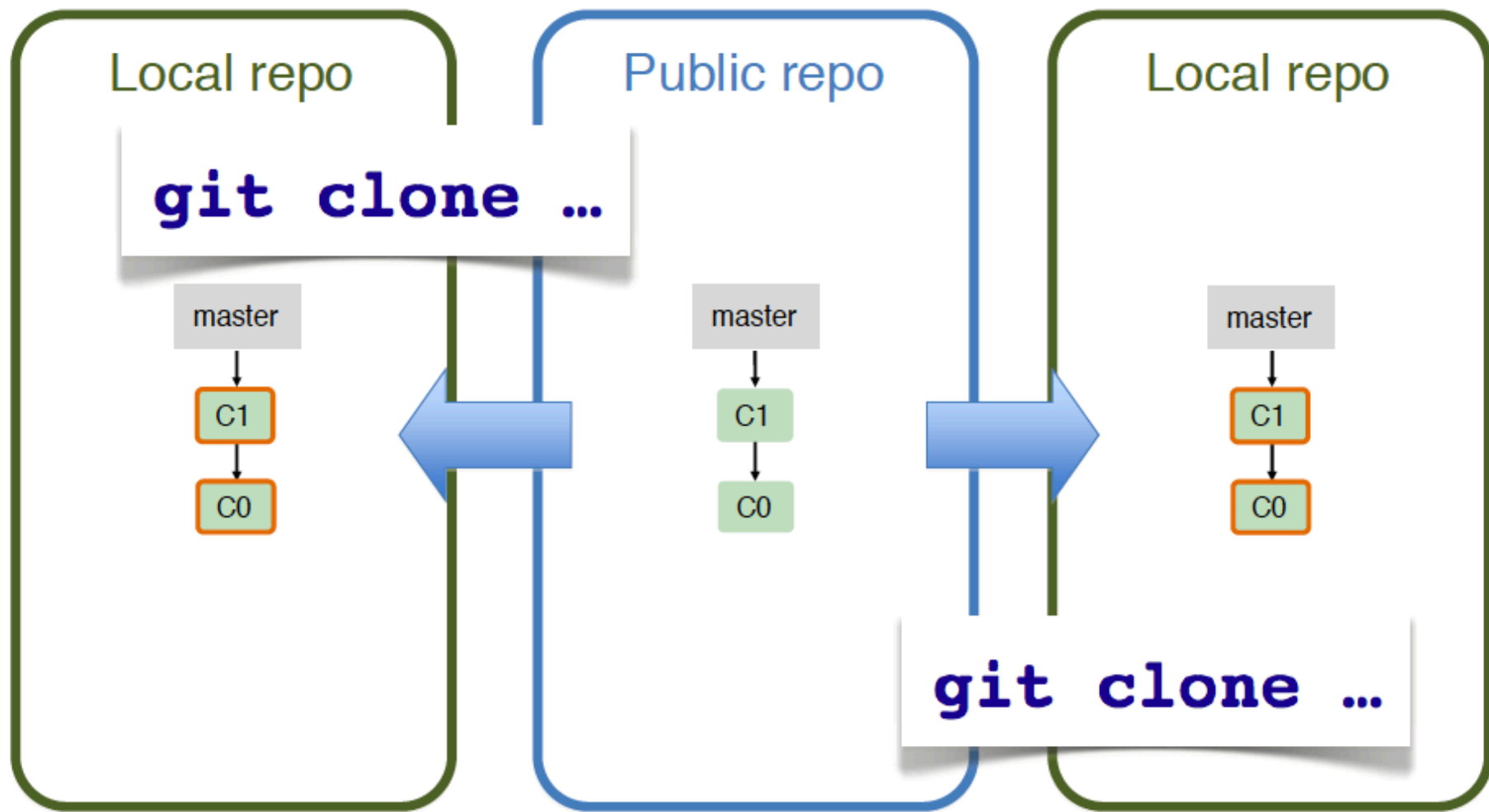

**Jane** 

Public repo


master

C1

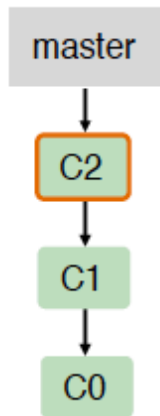
C0



 **John**

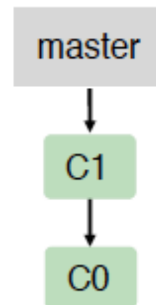
**Jane** 

Local repo

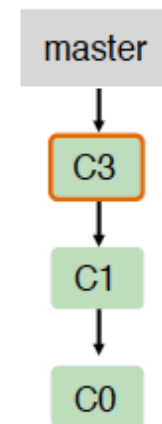


```
git add ...  
git commit ...
```

Public repo




Local repo



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

 **John**

**Jane** 

Local repo

Public repo

Local repo

**git pull**

master

C2

C1

C0

master

C1

C0

master

C3

C1

C0

(nothing new to pull)

 **John**

**Jane** 

Local repo

**git push**

master

C2

C1

C0

Public repo

master

C2

C1

C0

Local repo

master

C3


C1

C0

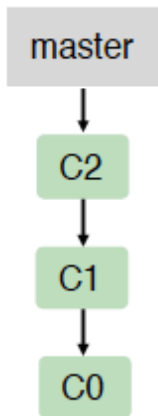




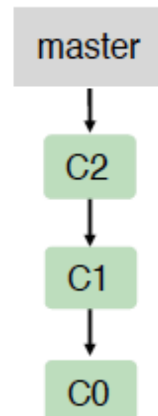
 **John**

**Jane** 

Local repo



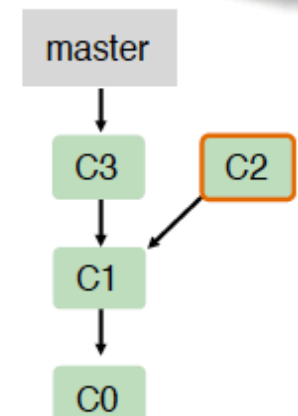
Public repo




**git fetch**



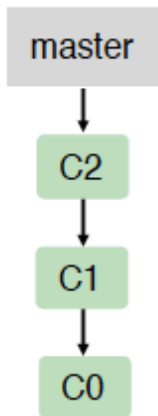
Local repo



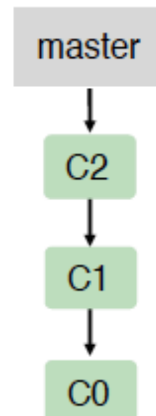
 **John**

**Jane** 

Local repo

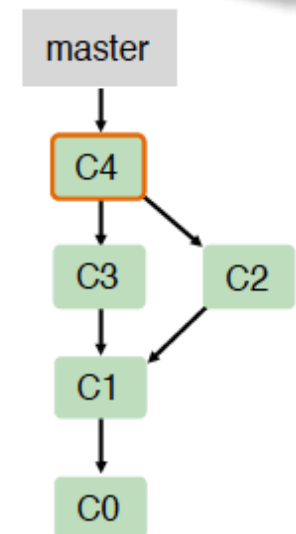


Public repo




Local repo

**git merge**

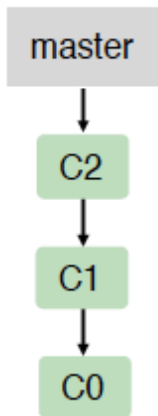


**NB:** **git pull** = fetch + merge

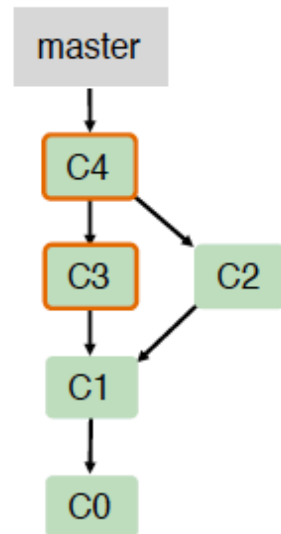
 **John**

**Jane** 

Local repo

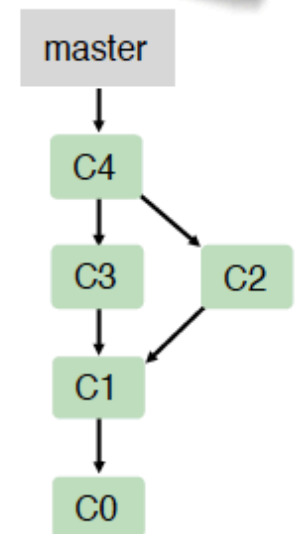


Public repo




**git push**

Local repo

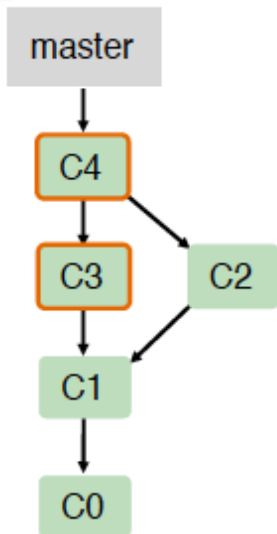


 **John**

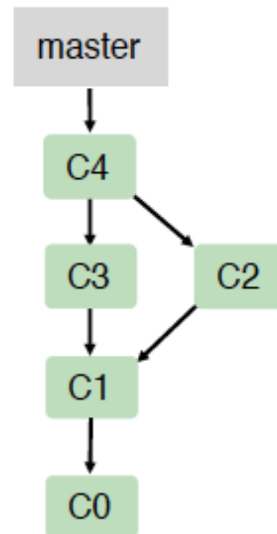
**Jane** 

Local repo

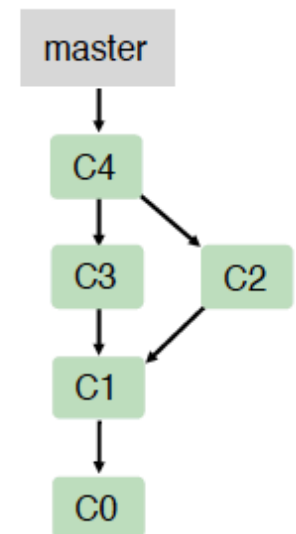
**git pull**



Public repo




Local repo



**Try it yourself!**


# Create a Github account


- Go to <https://github.com/join?source=login>
- Fill the fields and click on “Create an account”


 [Personal](#) [Open source](#) [Business](#) [Explore](#) [Pricing](#)  [Sign in](#)

## Join GitHub

The best way to design, build, and ship software.

 **Step 1:**  
Set up a personal account

 **Step 2:**  
Choose your plan

 **Step 3:**  
Tailor your experience

### Create your personal account

**Username**

This will be your username — you can enter your organization's username next.

**Email Address**

You will occasionally receive account related emails. We promise not to share your email with anyone.

**Password**

Use at least one lowercase letter, one numeral, and seven characters.

By clicking on "Create an account" below, you are agreeing to the [Terms of Service](#) and the [Privacy Policy](#).


[Create an account](#)

### You'll love GitHub

- Unlimited collaborators
- Unlimited public repositories
- ✓ Great communication
- ✓ Frictionless development
- ✓ Open source community

# Login to Github

- Go to <https://github.com/login>
- Insert the username and password you used to sign up



Sign in to GitHub

Username or email address

Password [Forgot password?](#)

**Sign in**

New to GitHub? [Create an account.](#)

# Create a New Repository

- Click to “Start a Project”

**Learn Git and GitHub without any code!**

Using the Hello World guide, you'll create a repository, start a branch, write comments, and open a pull request.

**Read the guide**

**Start a project**




# Create a New Repository

- Insert a repository name
- Click “Create Repository”

## Create a new repository

A repository contains all the files for your project, including the revision history.

Owner

 lpasquale ▾

Repository name

COMP10050 

Great repository names are short and memorable. Need inspiration? How about [bookish-goggles](#).

Description (optional)



**Public**

Anyone can see this repository. You choose who can commit.



**Private**

You choose who can see and commit to this repository.

☐ **Initialize this repository with a README**

This will let you immediately clone the repository to your computer. Skip this step if you're importing an existing repository.

Add .gitignore: **None** ▾

Add a license: **None** ▾



Create repository


# Create a New Repository

- Insert a repository name
- Click “Create Repository”

## Create a new repository

A repository contains all the files for your project, including the revision history.

Owner

 lpasquale ▾

Repository name

COMP10050



Great repository names are short and memorable. Need inspiration? How about [bookish-goggles](#).

Description (optional)

☒  **Public**

Anyone can see this repository. You choose who can commit.

☐  **Private**

You choose who can see and commit to this repository.

☐ **Initialize this repository with a README**

This will let you immediately clone the repository to your computer. Skip this step if you're importing an existing repository.

Add .gitignore: **None** ▾

Add a license: **None** ▾



Create repository

# Create a New Repository

lpasquale / COMP10050

Watch 0 Star 0 Fork 0

Code Issues 0 Pull requests 0 Projects 0 Wiki Pulse Graphs Settings

**Quick setup — if you've done this kind of thing before**

Set up in Desktop or **HTTPS** SSH `https://github.com/lpasquale/COMP10050.git`

We recommend every repository include a [README](#), [LICENSE](#), and [.gitignore](#).

**...or create a new repository on the command line**

```
echo "# COMP10050" >> README.md
git init
git add README.md
git commit -m "first commit"
git remote add origin https://github.com/lpasquale/COMP10050.git
git push -u origin master
```

- Link to the git repository

# Initializing a Repository

- Create a directory where you want to place your repository
- Go to the directory you created using the command line
- Type the following

```
$ git init
```

This command creates the .git subdirectory

# Initializing a Repository

## Start version-controlling existing files in your repository

- Create a text file `Lab1.txt` in the project's directory and type:

```
$ git add Lab1.txt  
$ git commit -m 'initial project version'  
$ git remote add origin <link to your git  
repository>  
$ git push -u origin master
```

# Checking the Status of Your Files

- Go to directory of the repository that you initialized and type:

```
$ git status
```

It should show that your branch is up-to-date:

- no tracked files (i.e. files staged for commit)
- no modified files (files modified but not yet staged for commit)
- no untracked files (newly added files not staged for commit)

# Checking the Status of Your Files

- Now, add a new file to your project (a simple README file)

```
$ echo 'My Project' > README
```

- Type the status command again to see your untracked file:

```
$ git status
```

# Tracking New Files

- Go to your project directory and type

```
$ git add README
```

- Type the status command again to see that the README file is now tracked and staged to be committed

```
$ git status
```

- You can tell that it is staged because it is under “Changes to be committed” heading.
- If you commit at this point, the version of the file at the time you ran `git add` is what will be placed in the historical snapshot.



# Staging Modified Files

Let's change a new file that was already tracked.

- Create file `MODIFIED.md` and add it for tracking.
- Then modify it and run the `status` command:

```
$ git status
```

The `MODIFIED.md` file appears under a section named “Changes not staged for commit”. You will need to run the `add` command again to include the changes in the next commit.

```
$ git add MODIFIED.md  
$ git status
```

# Committing Your Changes

Remember that only the files that are staged (i.e., you have run `git add` on since you edited them) will go into this commit.

```
$ git commit
```

- Doing so launches your editor of choice. This is set by your `$EDITOR` environment variable. You can also configure it with `git config --global core.editor`.
- You can type your commit message. The default message contains the output of the `git status` command.
- You can type your commit message inline with the `commit` command by specifying it after a `-m` flag.

```
$ git commit -m "My first commit"
```

# Removing Files

To remove a file from Git, you have to remove it from your tracked files (i.e. remove it from the staging area) and then commit. The `git rm` command does that and also removes the files from your working directory.

- Create a new text file `PROJECT.md`, add it to the tracked files and commit. Then type the following:

```
$ rm PROJECT.md  
$ git status
```

If you simply remove the file it shows up under “Changed but not updated” (that is the unstaged area).

- Type the following to stage the file’s removal

```
$ git rm PROJECT.md
```

The file will be removed in the next commit

# Removing Files

To remove a file (e.g., `README`) from Git, but still keeping it in your working directory. Type:

```
$ git rm --cached README
```

# Viewing the Commit History

- Clone project

```
https://github.com/schacon/simplegit-progit
```

- List the commits made in that repository in reverse:

```
$ git log
```

- Show the differences introduced in each commit, limiting the output to the last 2 entries

```
$ git log -p 2
```

- Show each commit in a single line:

```
$ git log --pretty=oneline
```

- Or in a specific format:

```
$ git log --pretty=format:"%h - %an, %ar : %s"
```

# Pushing to a remote repository

Git push is essentially the transfer of your local information to the remote repository

```
$ git push
```

Once a git commit is complete, git push will send all the local changes to the remote branch

# Pulling from repository

Incorporates changes from a remote repository into the current branch

```
$ git pull
```

“git pull” is shorthand for “git fetch” followed by “git merge FETCH\_HEAD”

- Git will show which files will be merged (over written), allowing the user to prevent losing files or allow it to run

# Cloning

Incorporates changes from a remote repository into the current branch

```
$ git pull
```

“git pull” is shorthand for “git fetch” followed by “git merge FETCH\_HEAD”

- Git will show which files will be merged (over written), allowing the user to prevent losing files or allow it to run



# Cloning an Existing Repository

Get a copy of an existing repository you would like to contribute to.

- From a different directory type

```
$ git clone <link to your git repository>
```

- Every version of every file for the history of the project is pulled down
- This is the equivalent of the “checkout command” for Subversion

# Exercise

- Create a new Git repository in directory A
- Create file README1.txt, add it to the repository and commit
- Push changes to the remote repository
- Clone the repository to directory B
- Create file README2.txt, add it to the repository and commit
- Push changes to the remote repository
- From directory A, pull changes
- You should be able to see files README1.txt and README2.txt