

Open Source SW & Lab - Summer 2023

2. Reasons for OSS & Git-Basics

Walid Abdullah Al

Computer and Electronic Systems Engineering
Hankuk University of Foreign Studies



Computer Vision Lab
Hankuk University of Foreign Studies

Based on:

Pro Git (2022) by Scott Chacon, Ben Straub

Last lecture

- **OSS**

- Definition
- Two types of licenses
- Development map/process

- **VCS/Git**

- Why?
- Three types of VCSs
- Git vs other VCS
- Three file states in Git
- Three sections in Git project
- Git installation and configuration

Today's outline

- **OSS for different stakeholders**
- **Git basics**

Why OSS?

- **Collaborative development**
 - Better software
 - Faster development
 - Less bugs (more eyeballs)
 - More secure
 - No *just trust me*

OSS advantages for various stakeholders

INDIVIDUAL USERS

Flexibility

- ❖ Can mix and match software from different sources
- ❖ Can save money on buying or leasing software
- ❖ Can avoid vendor lock-in, maintaining choice
- ❖ Can look under the hood (*"trust, but verify"*)
- ❖ More fun!

OSS advantages for various stakeholders

BUSINESSES

Collaborative Development

- ❖ Lowers total cost of development
- ❖ Speeds up time to market
- ❖ Work is submitted to wider community for criticism, suggestions and contributions
- ❖ Upstreaming reduces future costs for new products that reuse code
- ❖ Uses well-delineated application programming interfaces (APIs)

Marketing

- ❖ Customers know what they are getting - they have confidence in quality, there are no secrets
- ❖ Product is seen as part of a large ecosystem of related products
- ❖ More flexible, possibly modular construction
- ❖ Adoption by larger community can help build customers' confidence about the product's durability and stability

OSS advantages for various stakeholders

EDUCATION

Elementary - High School, Public Systems

- ❖ Very large amount of available teaching resources at little or no cost
- ❖ Very wide range of areas available for using, operating and system administration, and programming
- ❖ Students do not become locked into vendor products
- ❖ School systems do not have to pay for expensive software, even at a discount
- ❖ Generally lower hardware costs, and easier to use old hardware
- ❖ Students are learning the skills they will need in the workforce
- ❖ Unleashes student creativity: more fun!

University (all advantages of Elementary - High School, and more)

- ❖ Students can study and work on the internals of operating systems, applications and libraries, system administration utilities
- ❖ Students are ready to enter the workforce where they are most needed
- ❖ Good habits are developed, including how to work with the open source community
- ❖ Student work is easy for prospective employers to evaluate, since it's publicly accessible

OSS advantages for various stakeholders

DEVELOPERS

- ❖ No need to reinvent everything
- ❖ Helps to make good, early decisions on product design
- ❖ More eyeballs on code can fix bugs faster
- ❖ Suggestions and contributions are provided by a large group of developers
- ❖ Great for finding the next job
 - Code is readily available for evaluation
 - Can demonstrate how well you work and play with others
 - Can show how good you are at mentoring and maintaining projects and subprojects
- ❖ Know you are not alone!

Quiz

From a business perspective, use of OSS (Select all answers that apply):

- A.** Lengthens time to market, but is worth it because of improved product
- B.** Enables use of ingredients from other sources and speeds development
- C.** Makes marketing more difficult because it is hard to differentiate products
- D.** Makes marketing easier, as some ingredients are already well-known and trusted

Quiz

For school systems at any level, use of OSS (Select all answers that apply):

- A.** Should be avoided, as students become confused by choices
- B.** Can lower costs by letting low-cost or free software be used
- C.** Can lower costs by letting older hardware be used
- D.** May cause problems with vendor lock-in

Quiz

OSS is (Select all answers that apply):

- A.** Insecure, as bad actors can easily see the code and hack it
- B.** Secure, because many developers can easily see the code, look for problems, and mitigate problems when they are discovered
- C.** Causing security problems, because developers come from different organizations and companies and do not understand each other's code
- D.** Insecure, because no one is in charge of security
- E.** Secure or insecure, depending on the quality and priorities of the project maintainers, but at least users can judge this by open discussion and code inspection

Git: basics

Getting a Git repository

- **Two ways:**
 - From a local directory
 - From an existing Git repository
- **From a local directory**
 - Take a local directory that is not under version control
 - And turn it into a Git-directory
- **From an existing Git repository**
 - You may *clone* an existing Git project to your machine
 - That you want to contribute to
 - (We will learn this in a later lesson)

From a local directory

- **Go to that directory**

for Linux:

```
$ cd /home/user/my_project
```

for macOS:

```
$ cd /Users/user/my_project
```

for Windows:

```
$ cd C:/Users/user/my_project
```

- **Intialize a Git repository**

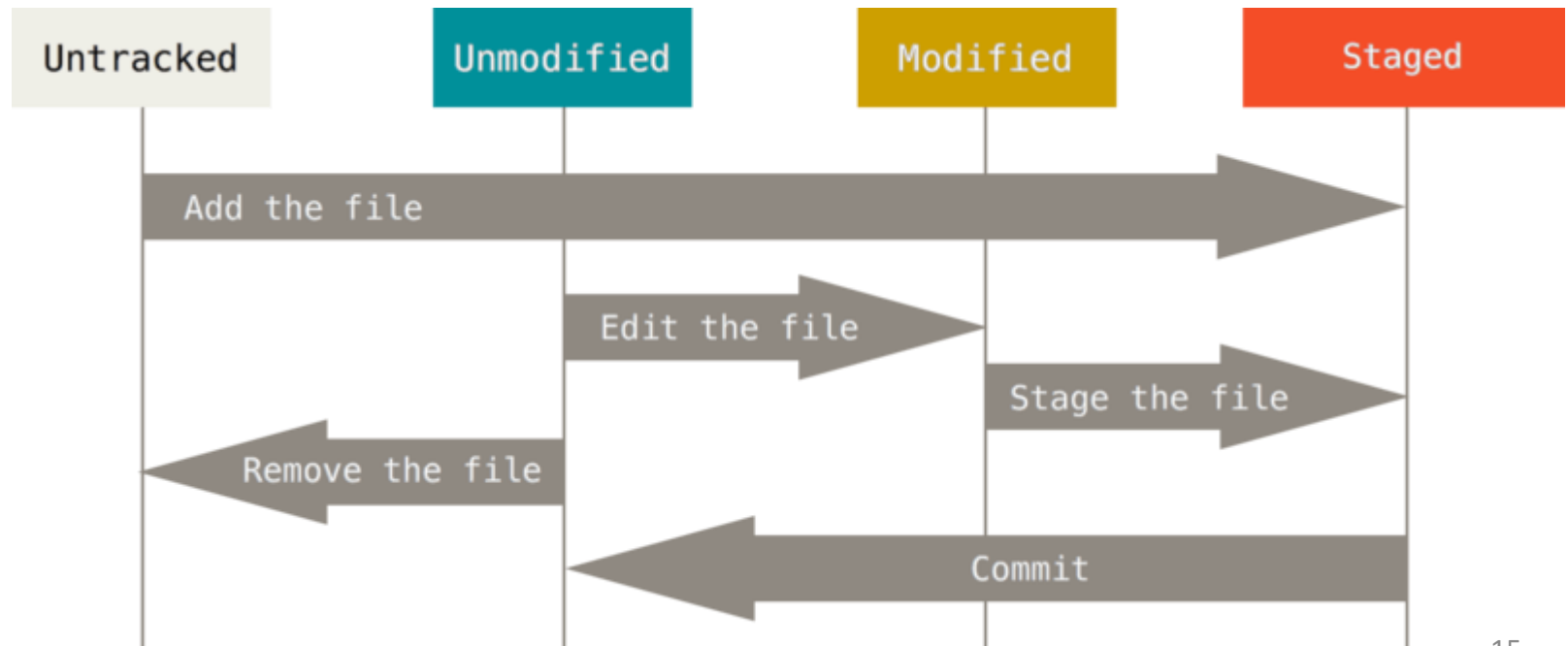
```
$ git init
```

**If there are existing files in the directory,
You may start version-controlling existing files
And do an initial commit**

```
$ git add *.c  
$ git add LICENSE  
$ git commit -m 'Initial  
project version'
```

File states in a repository

- Each file can be in one of two states:
- **Tracked**
 - Unmodified, modified, staged
- **Untracked**



Checking file status

```
$ git status
```

- **Use git status**

```
$ git status
On branch master
Your branch is up-to-date with 'origin/master'.
nothing to commit, working tree clean
```

- **a new file created (untracked)**

```
$ echo 'My Project' > README
$ git status
On branch master
Your branch is up-to-date with 'origin/master'.
Untracked files:
  (use "git add <file>..." to include in what will be committed)

    README

nothing added to commit but untracked files present (use "git add" to track)
```


Tracking new files

- **Use** `git add`

```
$ git add README
```

- **New file is tracked and staged**

```
$ git status
On branch master
Your branch is up-to-date with 'origin/master'.
Changes to be committed:
  (use "git restore --staged <file>..." to unstage)

    new file:   README
```

- **Note:** if the added name is a directory, all the files inside are recursively added

Staging modified files

- Assume we have modified a tracked file called `CONTRIBUTING.md`

```
$ git status
On branch master
Your branch is up-to-date with 'origin/master'.
Changes to be committed:
  (use "git reset HEAD <file>..." to unstage)

    new file:   README

Changes not staged for commit:
  (use "git add <file>..." to update what will be committed)
  (use "git checkout -- <file>..." to discard changes in working directory)

    modified:   CONTRIBUTING.md
```

Staging modified files (2)

- **Use `git add` after modification**

```
$ git add CONTRIBUTING.md
$ git status
Changes to be committed:
  (use "git reset HEAD <file>..." to unstage)

    new file:   README
    modified:   CONTRIBUTING.md
```

- **You made further changes**

- CONTRIBUTING.md as both staged and unstaged
- Should `git add` again

```
$ git status
On branch master
Your branch is up-to-date with 'origin/master'
Changes to be committed:
  (use "git reset HEAD <file>..." to unstage)

    new file:   README
    modified:   CONTRIBUTING.md

Changes not staged for commit:
  (use "git add <file>..." to update what will be committed)
  (use "git checkout -- <file>..." to discard changes in working directory)

    modified:   CONTRIBUTING.md
```

Short status

- Run `git status -s` or `git status --short`
- **M: modified, A: added, ??: untracked**

```
$ git status -s
M README
MM Rakefile
A lib/git.rb
M lib/simplegit.rb
?? LICENSE.txt
```

Staging area status

Working tree status

Committing your changes

- `git commit`
 - Launches editor asking for commit message
- `git commit -m "my message"`

```
$ git commit -m "Story 182: fix benchmarks for speed"
[master 463dc4f] Story 182: fix benchmarks for speed
 2 files changed, 2 insertions(+)
 create mode 100644 README
```

- **Note:**
 - Only staged modifications are committed
 - If a file is modified but not staged, this will not be committed or recorded

Auto-staging

- **Skipping the staging step (`git add`)**
- **Use `git commit -a`**

```
$ git status
On branch master
Your branch is up-to-date with 'origin/master'.
Changes not staged for commit:
  (use "git add <file>..." to update what will be committed)
  (use "git checkout -- <file>..." to discard changes in working directory)

    modified:   CONTRIBUTING.md

no changes added to commit (use "git add" and/or "git commit -a")
$ git commit -a -m 'Add new benchmarks'
[master 83e38c7] Add new benchmarks
1 file changed, 5 insertions(+), 0 deletions(-)
```

Viewing commit history (git log)

- **Example source**

```
$ git clone https://github.com/schacon/simplegit-progit
```

```
$ git log
commit ca82a6dff817ec66f44342007202690a93763949
Author: Scott Chacon <schacon@gee-mail.com>
Date: Mon Mar 17 21:52:11 2008 -0700
```

Change version number

```
commit 085bb3bcb608e1e8451d4b2432f8ecbe6306e7e7
Author: Scott Chacon <schacon@gee-mail.com>
Date: Sat Mar 15 16:40:33 2008 -0700
```

Remove unnecessary test

```
$ git log --stat
commit ca82a6dff817ec66f44342007202690a93763949
Author: Scott Chacon <schacon@gee-mail.com>
Date: Mon Mar 17 21:52:11 2008 -0700
```

Change version number

```
Rakefile | 2 +-
1 file changed, 1 insertion(+), 1 deletion(-)
```

```
$ git log --pretty=format:"%h - %an, %ar : %s"
ca82a6d - Scott Chacon, 6 years ago : Change version number
085bb3b - Scott Chacon, 6 years ago : Remove unnecessary test
a11bef0 - Scott Chacon, 6 years ago : Initial commit
```

```
$ git log -p -2
commit ca82a6dff817ec66f44342007202690a93763949
Author: Scott Chacon <schacon@gee-mail.com>
Date: Mon Mar 17 21:52:11 2008 -0700
```

Change version number

```
diff --git a/Rakefile b/Rakefile
index a874b73..8f94139 100644
--- a/Rakefile
+++ b/Rakefile
@@ -5,7 +5,7 @@ require 'rake/gempackagetask'
spec = Gem::Specification.new do |s|
  s.platform = Gem::Platform::RUBY
  s.name = "simplegit"
- s.version = "0.1.0"
+ s.version = "0.1.1"
```

Undoing Things

- **Git commit –amend**
 - Overwrites the last commit
- **Git reset HEAD <file>**
 - Unstaging a staged <file>
- **Git checkout -- <file>**
 - Discard modifications in <file>
- **Git restore is also a good option**

Let's do some commits

- **Create an empty directory named “Complex”**
 - In this directory, we want to create a starter Python project for complex number operations
- **Turn this into a Git repository**
- **Create a README.txt file**
 - Explaining the project
- **Track the README.txt file**
- **Commit the changes as ‘Initial commit’**
- *(Continue to the next slide)*

Let's do some commits

- Now create a **Complex.py** file with the following code

```
class Complex:
    def __init__(self, re=0, im=0):
        # For a complex number 1+2i, re=1 and im=2
        self.re = re
        self.im = im

    def __str__(self): # how to print the Complex obj
        return str(self.re)+" "+str(self.im)+"i"

c = Complex(1,2)
print(c)
```

- Test it
- Add **Complex.py** to tracking

Let's do some commits

- **Edit the README.txt file**
 - To explain the class members and methods
- **Stage the modified file**
- **Commit as "Basic class defined"**
- **Finally, check the commit history using `git log --stat`**
- **And submit the screenshot of commit log on Eclass**

Done for today!

- Please remember to submit your final screenshot on Eclass