# A Simple Introduction to Git: a distributed version-control system

#### CS 5010 Program Design Paradigms "Bootcamp" Lesson 0.5



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## Learning Objectives

- At the end of this lesson you should be able to explain:
  - how git creates a mini-filesystem in your directory
  - what commit, push, pull, and sync do
  - the elements of the basic git workflow
  - how git allows you to work across multiple computers
  - how git allows you and a partner to work together

# Git is a distributed version-control system

- You keep your files in a *repository* on your local machine.
- You synchronize your repository with a repository on a server.
- If you move from one machine to another, you can pick up the changes by synchronizing with the server.
- If your partner uploads some changes to your files, you can pick those up by synchronizing with the server.

# Git is a distributed version-control system

- Terminology: In git-speak, a "version" is called a "commit."
- Git keeps track of the history of your commits, so you can go back and look at earlier versions, or just give up on the current version and go back some earlier version.

## A simple model of git

- Most git documentation gets into details very quickly.
- Here's a very simple model of what's going on in git.

#### Your files



Here are your files, sitting in a directory called myproject

### Your files in your git repository



When you have a git repository, you have an additional directory called .git, which points at a mini-filesystem.

This file system keeps all your data, plus the bells and whistles that git needs to do its job.

All this sits on your local machine.

### The git client



This mini-filesystem is highly optimized and very complicated. Don't try to read it directly.

The job of the git client (either Github for Windows, Github for Mac, or a suite of command-line utilities) is to manage this for you.

## Your workflow (part 1)

- You edit your local files directly.
  - You can edit, add files, delete files, etc., using whatever tools you like.
  - This doesn't change the mini-filesystem, so now your mini-fs is behind.

#### A Commit



When you do a "commit", you record all your local changes into the mini-fs.

The mini-fs is "append-only". Nothing is ever over-written there, so everything you ever commit can be recovered.

## Synchronizing with the server (1)

push



a server, somewhere on the internet, eg. github.com

At the end of each work session, you need to save your changes on the server. This is called a "push".

Now all your data is backed up.

- You can retrieve it, on your machine or some other machine.
- We can retrieve it (that's how we collect homework)

## Synchronizing with the server (2)



If your local file has changed, git will merge the changes if possible. If it can't figure out how to the merge, you will get an error message. We'll learn how to deal with these in the next lesson.

#### The whole picture



### The whole picture using GHFW



### Your workflow (2)



Best practice: commit your work whenever you've gotten one part of your problem working, or before trying something that might fail.

If your new stuff is screwed up, you can always "revert" to your last good commit. (Remember: always "revert", never "roll back")

### Using Github for Windows/Mac



#### Your workflow with a partner



## The new github desktop

- In the next few slides, we'll give you the updates for 2015.
- We won't be using github.com. Instead we will be using "Github for Enterprise" at <u>https://github.ccs.neu.edu</u>
- The user interface for GHFW/GHFM has changed. It's now called "Github Desktop".
- In the next few slides, we'll show you how your daily workflow looks with new interface.

### Starting your work session

 Here's what your Github Desktop should look like when you open it up. Observe that your repos will be in the section labeled "Enterprise".

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#### Where am I?

• The open blue circle indicates that you are looking at the most recent local files



### Always start by syncing

• This will download any changes that you or your partner have made on other machines

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### Click on a dot to see a commit

- Clicking on the last dot will show you what was in your last commit
- The dot turns blue



### This shows your commit SHA

- In this view, you can see the first 6 characters of the unique identifier ("the SHA") for this commit
- You'll need it for your Worksession Report



#### Now let's work on our file

• Now the screen shows an uncommitted change.

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	Summary	
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	Commit	to master

#### Next, we commit our work

• We write a commit message. Then we'll click on "Commit to Master"



#### Here's what you'll see after a commit

- Now it says "No uncommitted changes" again.
- You can also undo the commit if you want.



#### Be sure to record the commit SHA

• Click on the open circle to see what was in your commit, and to record the commit SHA. Here's that screen again:



#### Be sure to sync!!!

• Your work is not saved on the server until you sync.

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	a test change 7 days ago by wand				
	Initial commit 7 days ago by wand				
	Added .gitattributes 7 days ago by wand				

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#### Submit a Work Session Report

- At the end of your work session, submit a work session report via the web.
- The URL for the work session report will appear in each problem set.
- The report will ask for the SHA of your last commit.
   You can get this from the Github Desktop, as we've shown you.



### Summary

- In this lesson you have learned
  - that git creates a mini-filesystem in your directory
  - what commit, push, pull, and sync do
  - the elements of the basic git workflow
  - how git allows you to work across multiple computers
  - how git allows you and a partner to work together