



`git`  
Basic concepts and usage

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What is git?

git concepts

Standard commands

Feature branch workflow

Conclusion

# 01

What is `git`?

## Revision control

Source code:

- ▶ everything is source code,
- ▶ usually written in an iterative process,
- ▶ sometimes by several persons;

Revision control:

- ▶ management of versions of documents,
- ▶ tracking of changes,
- ▶ restoration of previous state,
- ▶ similar concepts to a database;

Some generic concepts:

- ▶ atomicity: ensuring consistency of state,
- ▶ distributed/centralized: communication model of changes,
- ▶ branches and tags: development direction and milestones,
- ▶ locking/merging: handling of concurrent changes.

## History of git

### Timeline:

before hand-numbered or date-stamped copies,

1990 CVS: centralized and non atomic,

2000 Subversion: centralized and atomic,

2000s GNU Arch, Monotone, Darcs: decentralized and atomic,

2005 Linux cannot use BitKeeper anymore,

2005 answer: mercurial and git.

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git concepts

## General characteristics

### Repositories:

- ▶ monolithic and self-sufficient,
- ▶ everybody has a full clone,
- ▶ in particular: no need for a connexion to commit.

### Concepts:

- ▶ **git** handles files (no empty directory),
- ▶ central objects are **commits**:
  - ▶ set of file changes,<sup>1</sup>
  - ▶ applied on top of a given [list of] commit[s],
- ▶ **tags** and **branches** just point to a commit,
- ▶ **remotes** are pointers to other clones (**github**, **gitlab**, other clone somewhere...).

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<sup>1</sup>actually, they are more a snapshot of the state

## Staging area

Three (conceptual) places:

- ▶ working directory: the files in the filesystem,
- ▶ staging area: the files as how they'll be committed,
- ▶ git repository: committed files.

What it means:

- ▶ changes happen in working directory,
- ▶ need for preparation of the commit using the staging area,
- ▶ actual commit is a frozen snapshot of the staging area.

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Standard commands

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### Commit and transmission:

- ▶ `git commit -m "commit message"`: record changes into a commit,
- ▶ `git pull [<url|remote>]`: get changes and merge them,
- ▶ `git push [<url|remote>]`: sends commit to remote/url.

## Branching commands

Handling branches (because it's cool):

- ▶ `git branch <branch>`: create branch,
- ▶ `git branch -d <branch>`: delete a branch,
- ▶ `git checkout <branch>`: change to a different branch,
- ▶ `git checkout -b <branch>`: create and change to branch,
- ▶ `git push -u <remote> <branch>`: create and push branch to remote,
- ▶ `git merge <branch>`: merge changes of the given branch into the current one (used by pull).

## Additional information

Temporary changes:

- ▶ `git stash`: save current changes aside,
- ▶ `git stash pop`: restore saved changes.

Seeing branches and commits:

- ▶ `gitk [--all]`: good tool when lost in branches,
- ▶ `git gui`: makes it easy to pick individual changes in a file.

Ignore file:

- ▶ `.gitignore`: list of patterns of filenames that will be ignored.

Fixing the last commit before sending it:

- ▶ `git commit --amend`: replaces commit with current staging area.

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- ▶ less merges while concurrent development,
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Merging:

- ▶ open merge request,
- ▶ have somebody review changes,
- ▶ ideally review and test code before accepting merge.

## Practically

In practice:

- ▶ `git checkout -b new_feature`
- ▶ code, test, code more, test even more...
- ▶ `git status`
- ▶ `git add <files>`
- ▶ `git status`
- ▶ `git commit -m "new feature"`
- ▶ `git pull`
- ▶ `git push -u origin new_feature`
- ▶ merge request
- ▶ get it accepted
- ▶ `git checkout master`
- ▶ `git pull`
- ▶ `git branch -d new_feature`
- ▶ `git remote prune origin`

## Merge request

From the command line:

- ▶ `git stash`
- ▶ `git checkout master`
- ▶ `git checkout -b merging_new_feature`
- ▶ `git fetch`
- ▶ `git merge new_feature`
- ▶ code review
- ▶ test (compilation, unit tests, etc.)
- ▶ `git checkout master`
- ▶ `git merge new_feature`
- ▶ `git push`
- ▶ `git checkout your_branch`
- ▶ `git stash pop`

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Conclusion

## Conclusion

### **git:**

- ▶ not complex to use,
- ▶ good for one or many people,
- ▶ good for connected or offline work;

### Feature branch model:

- ▶ convenient in big projects,
- ▶ state-of-the-art use of **git**.

Thanks for your attention.