A very informal introduction to Git

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- Dropbox
- Google Drive
- iCloud

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Git is VCS (Version Control System).

VCS are about the **changes** not the **files**

Git is more than a VCS



Git is a **distributed** VCS.

Each participant can have a different view of the state of the project.



A Repository (or "repo") is a data structure containing all project's files and history.

You can clone a remote repo with the clone command:

```
git clone <repo url>
```

In a repo you can notice some files starting with .git

Those are special files and folders used to store the project history and to instruct git.

.git A folder containing the project history (do not touch!) .gitignore A file containing ignoring rules .gitmodules A file containing submodules information



A **commit** is a **snapshot** of the project in a given time.

Commits are **immutable** and represent a transition from a state to another.

The commits are atomic units of modification within a project.

A commit is uniquely identified by its hash

- Add files to the staging environment
- Commit the changes



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How to commit(2)

- Check modified files
 - git status
- Check commits history
 - git log
- Add files to the staging environment
 - git add file/folder
- Commit the changes
 - git commit -m "commit message"



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HEAD is a git variable that points to the most recent commit.

Image: Image:

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Your main git superpower is:

• git reset <NEW_HEAD>

With this command you can change HEAD and make it point to a different commit.

- Change HEAD without changing the files
 - git reset <NEW_HEAD>
- Change HEAD changing the files
 - git reset --hard <NEW_HEAD>

For example with:

• git reset --hard C2



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For example with:

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Don't worry, you are not going to mess it up.

If you git reset you will lose in git log all the subsequent commit references.

You can retrieve all HEAD history with

• git reflog

We are going to use a tool called *Learn Git Branching* for the next slides. This tool allow you to visualize git commands in a graph. It uses a very simplified subset of git commands:

- git commit
 - There is no concept of staging environment nor of files
 - You can make a commit without message
- o git reset <hash>
 - It uses C1, C2, ... CN as hashes
 - It always implies the --hard behavior
- git clone
 - Treats the repo as it has just been cloned from an identical origin
- git fakeTeamwork
 - Creates a new commit in remote origin

Exercise 1



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A branch is a (semantically significant) collection of commits.

As a commit represent an atomic unit of modification, a branch represent a continuous flow of modifications.

A commit is **always** in a branch.

- git branch
 - Show all the existing branches and the active one (denoted with an asterisk)
- git branch <branch>
 - Create a new branch called <branch>
- git checkout <branch>
 - Switch working on the branch <branch>
- git checkout -b <branch>
 - Create <branch> and switch working on it

Exercise 2



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Don't worry, git auto-merge is smart.

If the commits changed **different files** the merge is **without conflicts**.

If the commits changed **different sections of the same files** the merge is **without conflicts**.

If the commits changed the **same sections** of the **same files** (at least once) the commit is **with conflict**

- git merge <branch>
 - Merges <branch> in the active branch
- git merge --abort
 - Abort the merge and restore everything as it was before git merge

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Exercise 3



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Handling conflicts is pretty easy. When a conflict is detected git puts in the place of the conflict:

```
Some non-conflicting text
<<<<< HEAD
CONFLICTING PORTION COMING FROM HEAD
======
CONFLICTING PORTION COMING FROM bugfix
>>>>> bugfix
Some other non-conflicting text
```

Is then up to you keep the portions that you want and then git add and git commit the changes

Git is distributed.

A remote is a reference to a remote instance of the repository. The default remote is called origin.

If you clone a repository then origin points to the cloned repo.

- git fetch <remote> <branch>
 - Fetch the commits from branch <branch> of <remote> in the local branch <remote>/<branch>
- git pull <remote> <branch>
 - Fetch the commits from branch <branch> of <remote> and merge them in the local <branch>
- git push <remote> <branch>
 - Push the state of the local branch to the origin branch branch

Exercise 4



you can not use git pull

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Lets see some examples in the real world!

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Tags are a way to point specific points in time (commits) that represent milestones.

- git tag <tag> <commit>
 - Tags <commit> with the tag <tag>
 - The default commit is HEAD
- git checkout <tag>
 - Check out the tag <tag>
- git push <remote> <tag>
 - Push the (newly created) tag <tag> to the remote <remote>
- git push <remote> --tags
 - Push all the (newly created) tags to the remote <remote>



Cherry picking is the action of merging into HEAD some cherry-picked commits.

- git cherry-pick <commit>
 - Applies the changes from commit <commit> to HEAD

A successful Git branching model



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GitHub is git server.

- over 37 Million Users
- over 100 Million Repositories
- Largest source code host in the world
- Home of millions of free and open source projects

In GitHub there is the concept of fork.

A fork is a clone of someone else's repository into yours repositories.

A fork is not a git clone

After a fork you **own** an exact copy of a repository. Copy of which you and only you are the administrator. If you want to ask for the integration of your changes in the forked repository you have to open a **Pull Request**.

In the pull request you have to specify the destination branch (original repository) and the source branch (your repository)

You can find the slides PDF as well as their $\[AT_EX\]$ source code on GitHub.

https://github.com/galatolofederico/git-very-informal-introduction

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