

CS3110 Level Up

Git Basics



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What is Git?

A version control system

i.e. allows users to collaboratively work on code

What we will do today

- Learn the basic workflow of Git
- Learn how to push your code to your teammates
- Learn how to get your teammates' code changes
- Learn (one way) how to reverse mistakes
- Learn how to view the status of your git repository
- Learn how to view the history of your git logs

What we will do next week

- Learn how to fix merge conflicts (!!!)
- Learn how to make independent pieces of development (a.k.a branches)
- Learn all the many ways to reverse mistakes
- Learn how to make pull requests

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Some starting things

Vocabulary that you should know



Important Version Control Vocab

Github

- hosting service for Git
- a web-based way to interact with Git, collaborate, follow other coders, etc.

local

- code on your machine
- your version of the codebase

remote

- code not on your machine
- the production codebase in Github

repository

a project/set of files

working directory

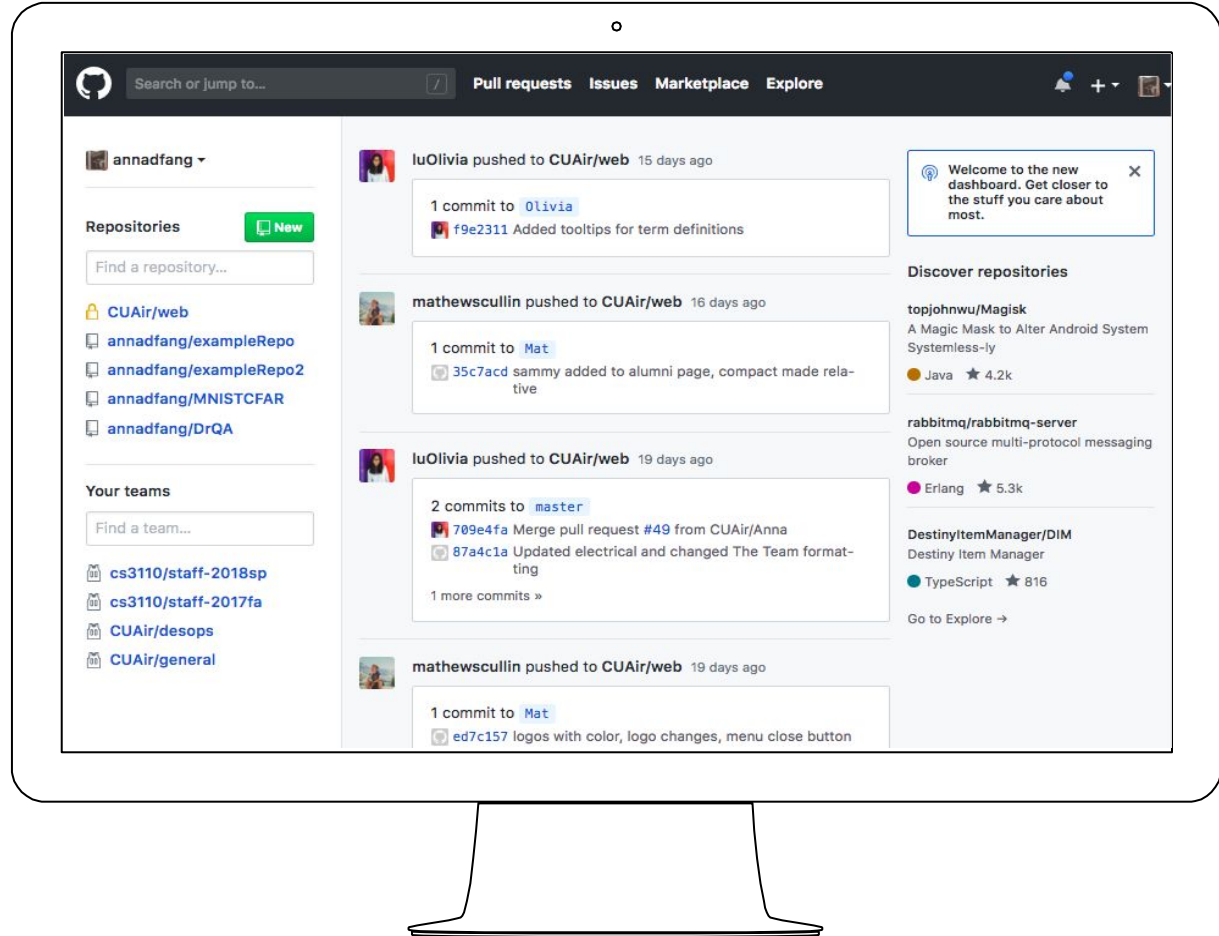
- the folder you're working out of
- ex: /home/Desktop/myRepo

staging area

- a place for files getting ready to be pushed out
- think of this like a loading dock



Github



Demo: Github, cloning



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Checking Git Status

```
git status  
git log
```



git status

- shows state of the working directory and staging area
- we'll be using this as we go through demos today (and you should irl too)



git log

- shows your commit history

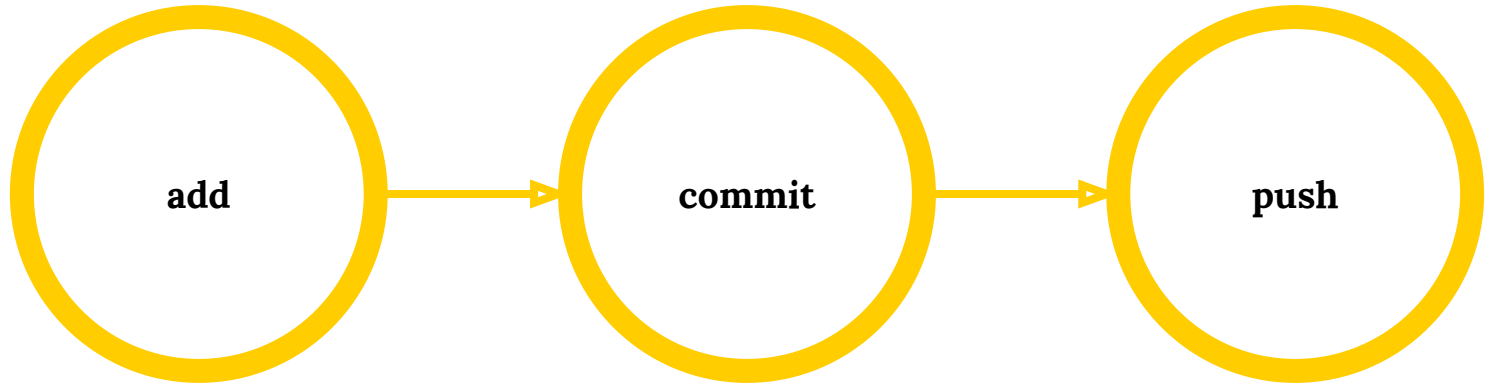
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Pushing Your Code Changes

```
git add  
git commit  
git push
```



The Git Process





Pushing your changes

`git add .` or

`git add <filename>`

- add file(s) and changes to the staging area
- files that you change are *not* automatically staged

`git commit -m "message"`

- collect the files in the staging area
- record changes to the repo **like a snapshot**



Pushing your changes

git push

- upload local repository content to remote repository
- **i.e. I've made changes and I want my partners to see them now!**

Demo: Pushing Files

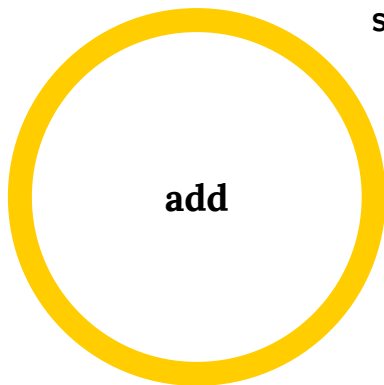


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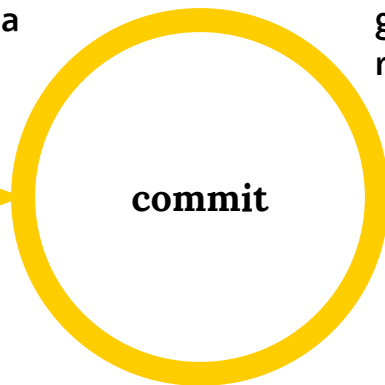


The Git Process

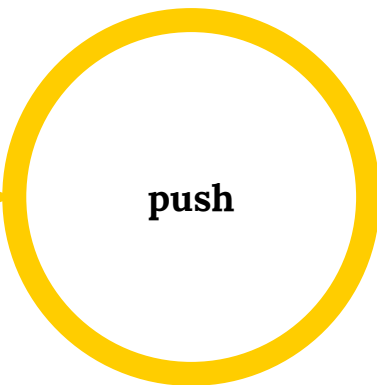
working
directory



staging area



git
repository



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Pulling Other People's Code

```
git pull
```



git pull

- fetch and pull files from a remote repository
- updates files in local repository
- can get some conflicts from this - why?
 - *We'll learn how to fix these next week!*

Demo: Pulling Files



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Fixing Mistakes

```
git reset  
git revert  
git checkout
```



Resetting

`git reset <filename>`

- unstage file(s)
- i.e. I've done "git add" on file(s) that I don't actually want to stage!

`git reset HEAD-1`

- remove the most recent commit
- `git reset HEAD-num` removes *num* commits before



Reverting

git revert <commit ID>

- undo the commit from commit ID as if it didn't happen, but keep a record of it
- **This creates a commit!**
- **i.e. I messed up, but don't want to just delete the commit. Instead, I want the log to show that I undid a commit.**



Checkout

git checkout <filename>

- change a file to the version on the remote repo
- **i.e. I want the version of the file on the remote repo. Undo my changes to the file and switch it back!**

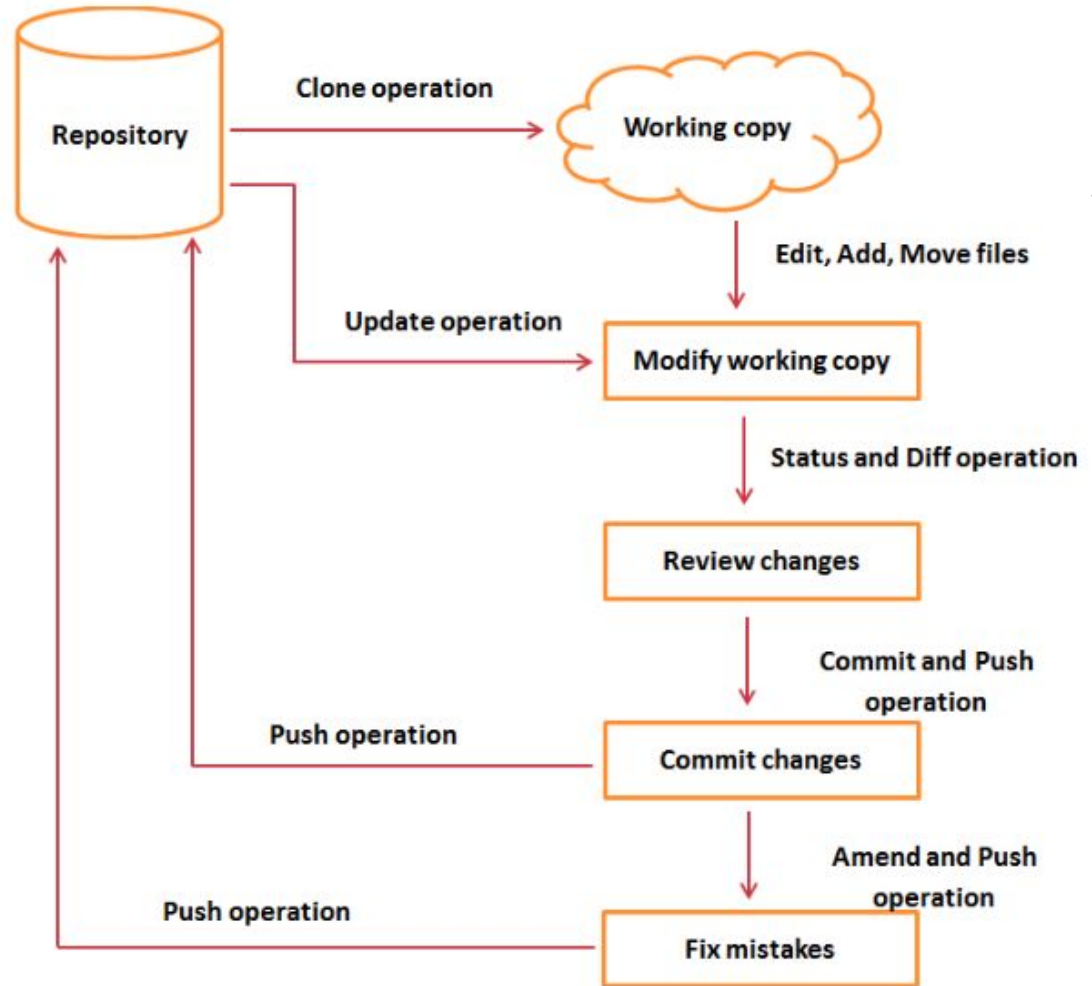
Demo: Resetting vs. Reverting



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The Git Process



Demo: Conflicts



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Again, next week:

- Learn how to fix merge conflicts (!!!)
- Learn how to make independent pieces of development (a.k.a branches)
- Learn all the many ways to reverse mistakes
- Learn how to make pull requests



Thanks!

Any **questions** ?

You can email me at

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