# Git – A gentle introduction –FIXME Hackerspace Lausanne–

esc

2012-09-26

#### Outline

#### Git Concpets

Distributed Version Control Systems (DVCS)

Staging Area

Object Model

Commit Graph

#### Git Commands

Basic Set

Extended Set

Designed as an interactive talk, please interrupt to ask questions.

# Advantages and Disadvantages of Distributed Version Control Systems (DVCS)

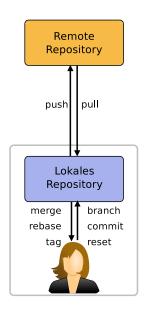
#### Advantages:

- Every developer has a complete copy of the public history
  - Enables working offline
  - Commands much faster
  - ▶ Implicit protection against manipulation
- No «single point of failure»
  - ► Server offline, disgruntled developer, security breach . . .
- Allows any workflow
  - ► For enterprises: centralised workflow

#### Disadvantages:

- Lots of freedom, appropriate policies must be established
- Slightly more complex setup

## Autonomy of local Repositories



- Remote and local repository are not that different
- Exchange between repositories via push/pull
  - Push: Upload own changes
  - Pull: Download other peoples changes
- Everything else happens only locally

## Git Special Fetaures

Git has a number of special features, understanding them is paramount to effective use

- Staging Area
- Object Model
- Commit Graph

## Staging Area

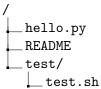
- Git allows you to assemble a commit incrementally
- ► First add hunks to the stage, then commit everything in the stage



- ▶ Has many names: stage, index, cache.
- Very relevant for everyday work

## Object Model

Imagine we wish to track the following repository:



http://krzz.de/3u

## Git-Objects

- ▶ Blob: contents of a file
- Tree: collection of blobs and other trees
- ▶ Commit: reference to a tree and metadata
  - Author and Commiter, Parents, Commit-Message, etc..

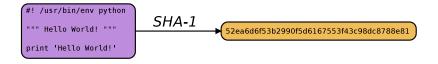




commit		245
e2c67eb		
tree	a26b00a	
parent	8e2f5f9	
commiter	Valentin	
author	Valentin	
Kommentar fehlte		

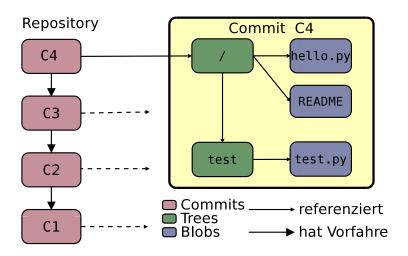
### Content Addressable System

- Each object has a unique identifier, its SHA-1
- ... is Calculated from its content
- ... allows retrieval using this identifier



- Importantly each Commit object contains the SHA-1 of its parent(s)
- Objects stored in an object storage (files on disk)
- Implements de-duplication

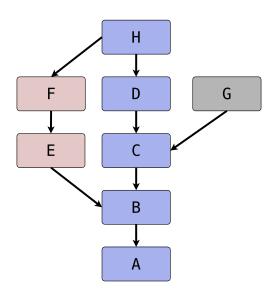
## **Building History from Objects**



## Object Database

```
$ git cat-file commit e2c67ebb6d2db2aab831f477306baa44036af635
tree a26b00aaef1492c697fd2f5a0593663ce07006bf
parent 8e2f5f996373b900bd4e54c3aefc08ae44d0aac2
author Valentin Haenel <valentin.haenel@gmx.de> 1294515058 +0100
committer Valentin Haenel <valentin.haenel@gmx.de> 1294516312 +0100
Kommentar fehlte
$ git ls-tree a26b00aaef1492c697fd2f5a0593663ce07006bf
100644 blob 6cf9be8017a937ca9f442290bcc8b2db13f12ab4
                                                         R.F.ADMF.
100644 blob 52ea6d6f53b2990f5d6167553f43c98dc8788e81
                                                         hello.py
040000 tree c37fd6f7d4f9619448f0feafec09ef5d18b58712
                                                         test
$ git cat-file blob 52ea6d6f53b2990f5d6167553f43c98dc8788e81
#! /usr/bin/env python
""" Hello World!
print 'Hello World!'
```

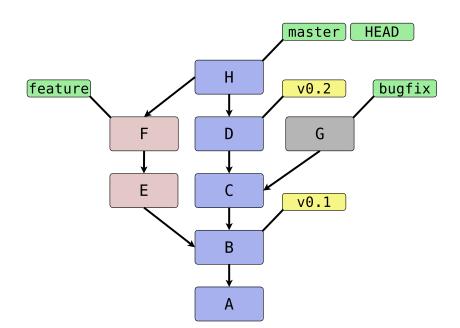
# Commit Graph



#### So What about Branches

- Now that we have an implicit graph structure, branches become obvious
- Pointers into the commit-graph
- Updated when new commits are added
- Tags are like branches but don't get updated

## Commit Graph



# Cheap and Effective Branching

- Absolutely git's killer feature!
- ► The problem isn't the branching, it's the merging
- Merge basis derived from graph
- An intermediate user will create (and merge!) multiple branches on one day
- Branches are mostly local, no one sees your mess

#### Visualization

- ▶ Since the history is a graph, it's important to visualise it
- ► There are many tools for this job
- Gitk
- Gitx

- Also: tig, git-big-picture, gitg, qgit, ...
- See the git-wiki for more open-source and commercial alternatives

## Summary

- ► Git commands manipulate the graph structure
  - ► Create new bifurcations
  - Add/Move/Remove nodes

Questions?

#### Introduction

- ▶ The basic interface to git is the command-line
- Git uses subcommands
- ► There are *porcelain* and *plumbing* commands
- ► GUIs exist and are quite functional (so I've been told)

- Will «whizz» through the list of most important commands
- Shout if you are unfamiliar with these or want them demonstrated

### Initialisation

- ▶ git init
- ▶ git clone

# Configuration and Information

- ▶ git config
- ▶ git status
- ▶ git help

#### Index and Commits

- ▶ git add
- ▶ git commit
- ▶ git reset

# Branch manipulation

- ▶ git checkout
- ▶ git branch
- ▶ git merge

# Inspection

- ▶ git log
- ▶ git diff

#### Remote Interaction

- ▶ git remote
- ▶ git fetch
- ▶ git pull
- ▶ git push

#### Extended

- ▶ git mv
- ▶ git rm
- ▶ git alias
- ▶ git bisect
- ▶ git revert
- ▶ git shortlog
- ▶ git reflog
- git cherry-pick
- ▶ git format-patch
- ▶ git send-email
- ▶ git am

#### ... And More

- ▶ git describe
- ▶ git tag
- git grep
- ▶ git stash
- ▶ git submodule
- ▶ git subtree
- ▶ git show
- ▶ git rebase
- ▶ git filter-branch
- ▶ git gc
- ▶ git svn

... and so on ... (around 200 commands)

# Common Pitfalls (1)

#### Forgetting to git push and dropping your laptop

- ▶ Work may be lost on a broken hard drive
- Push at regular intervals
- Don't drop your laptop

#### Incorrect use of git reset --hard

- ▶ Think before you use --hard
- Just try not to use it all the time

# Common Pitfalls (2)

#### Deleting stash by accident

► The last paragraph in the git stash manpage shows how to find deleted stashes

#### Incorrect use of git clean -dfx

► Removal of unstaged files

# Common Pitfalls (3)

- ▶ Any history rewriting git rebase and git filter-branch
- Also try: git reflog
- ► See also: http://gael-varoquaux.info/blog/?p=137

#### Famous Last Words

- You don't need to know all the commands
- Once you understand concepts, the commands make sense
- ▶ The learning curve might be a bit steep
- ► There are lots of books/websites/forums/chats etc.
- ► Main entry-point: http://git-scm.com/

Good Luck!