Git: Miscellaneous Topics

Lecture 4

Basic Workflow: Overview

1. Configure git (everyone)
2. Create central repo (1 person)
3. Create local repo (everyone)
4. As you work (everyone):
   - Commit locally
   - Fetch/merge as appropriate
   - Push to share

Step 1: Configure Git

- Each team member, in their own VM
  - Set identity for authoring commits

```
$ git config --global user.name "Brutus Buckeye"
$ git config --global user.email bb@osu.edu
```

  - Optional: diff and merge tool (eg meld)

```
$ sudo apt install meld # to get tool
$ git config --global merge.tool meld
$ git config --global diff.tool meld
# example use:
$ git difftool e9d36
```

Step 2: Initialize Central Rep

- One person, once per project:
- Hosting services (GitHub, BitBucket…) use a web interface for this step
- Or, could use stdlinux instead:
  - Create central repository in group's project directory (/project/c3901aa03)

```
$ cd /project/c3901aa03
$ mkdir rep.git  # ordinary directory
```

  - Initialize central repository as bare and shared within the group

```
$ git init --bare --shared rep.git
```

Step 3: Create Local Repository

- Each team member, once, in their VM
  - Create local repository by *cloning* the central repository

```
$ git clone
ssh://brut@stdlinux.cse.ohio-
state.edu//project/c3901aa03/proj1.git
mywork
```

  - You will be prompted for your (stdlinux) password (every time you fetch and push too)
  - To avoid having to enter your password each time, create an ssh key-pair (see VM setup instructions)

Step 4: Local Development

- Each team member repeats:
  - Edit and commit (to local repository) often

```
$ git status/add/rm/commit
```

  - Pull others' work when can benefit

```
$ git fetch origin # bring in changes
$ git log/checkout # examine new work
$ git merge, commit # merge work
```

  - Push to central repository when confident

```
$ git push origin master # share
```

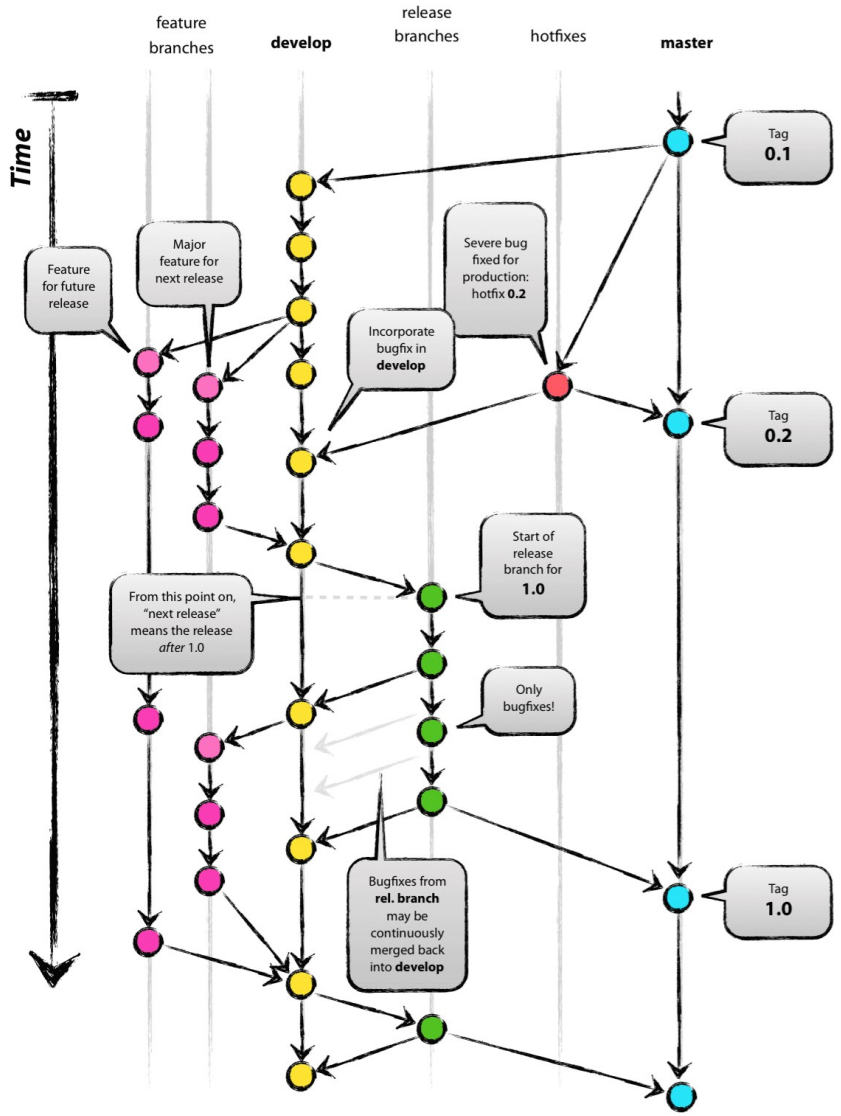
Professional Git

- Commit/branch conventions
- Deciding what goes in, and what stays out of the store
  - Share all the things that should be shared
  - Only share things that should be shared
- Normalizing contents of the store
  - Windows vs linux line endings

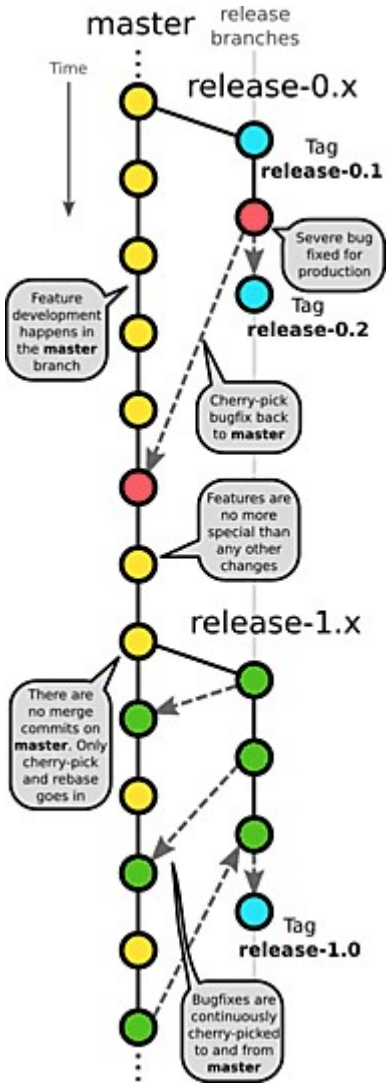
Commit/Branch Conventions

- Team strategy for managing the structure of the DAG (ie the store)
- Examples:
  - "Master is always deployable"
    - All work is done on other branches, merged with master only when result compiles
  - "Feature branches", "developer branches"
    - Each feature developed on its own branch vs. each developer works on their own branch
  - "Favor rebase over merge"
    - Always append to latest origin/branch

Example: Branch-Based Dev



Example: Trunk-Based Dev



What Goes Into Central Repo?

- Avoid developer-specific environment settings
  - Hard-coded file/direcotry paths from local machine
  - Passwords
  - Better: Use *variables* (eg $OSU_CSE_LIB) instead
- Avoid IDE-specific files (.settings)
  - But OK to keep .project and .classpath in repo so it is easier to get started by cloning
- Avoid living binaries (docx, pdf)
  - Meaningless diffs
- Avoid generated files
  - Javadoc HTML, .class, .jar, compiled files
- Agree on code formatting
  - Auto-format is good, but only if everyone uses the same format settings!
  - Spaces vs tabs, brace position, etc

Ignoring Files from Working Tree

- Use a .gitignore file in root of project
  - Committed as part of the project
  - Consistent policy for everyone on team
- Example:

```
# see github:gitignore/Ruby, /Global/
# Ignore auto-saved emacs files
*~
# Ignore bundler config
/.bundle
# Ignore the default SQLite database
/db/*.sqlite3
# Ignore all logfiles and tempfiles
/log/*
/tmp/*
```

Problem: End-of-line Confusion

- Differences between OS's in how a “new line” is encoded in a text file
  - Windows: CR + LF (ie "\r\n", 0x0D 0x0A)
  - Unix/Mac: LF (ie "\n", 0x0A)
- Demo: hexdump
- Difference is hidden by most editors
  - An IDE might recognize either when opening a file, but convert all to \r\n when saving
- But difference matters to git when comparing files!
- Problem: OS differences within team
  - Changing 1 line causes every line to be modified
  - Flood of spurious changes masks the real edit

Solution: Normalization

- Git convention: use \n in the store
  - Working tree uses OS's native eol
  - Convert when moving data between the two (e.g., commit, checkout)
- Note: Applies to *text* files only
  - A "binary" file, like a jpg, might contain these bytes (0x0D and/or 0x0A), but they should not be converted
- How does git know whether a file is text or binary?
  - Heuristics: auto-detect based on contents
  - Configuration: filename matches a pattern

Normalization With .gitattributes

- Use a .gitattributes file in root of project
  - Committed as part of the project
  - Consistent policy for everyone on team
- Example:

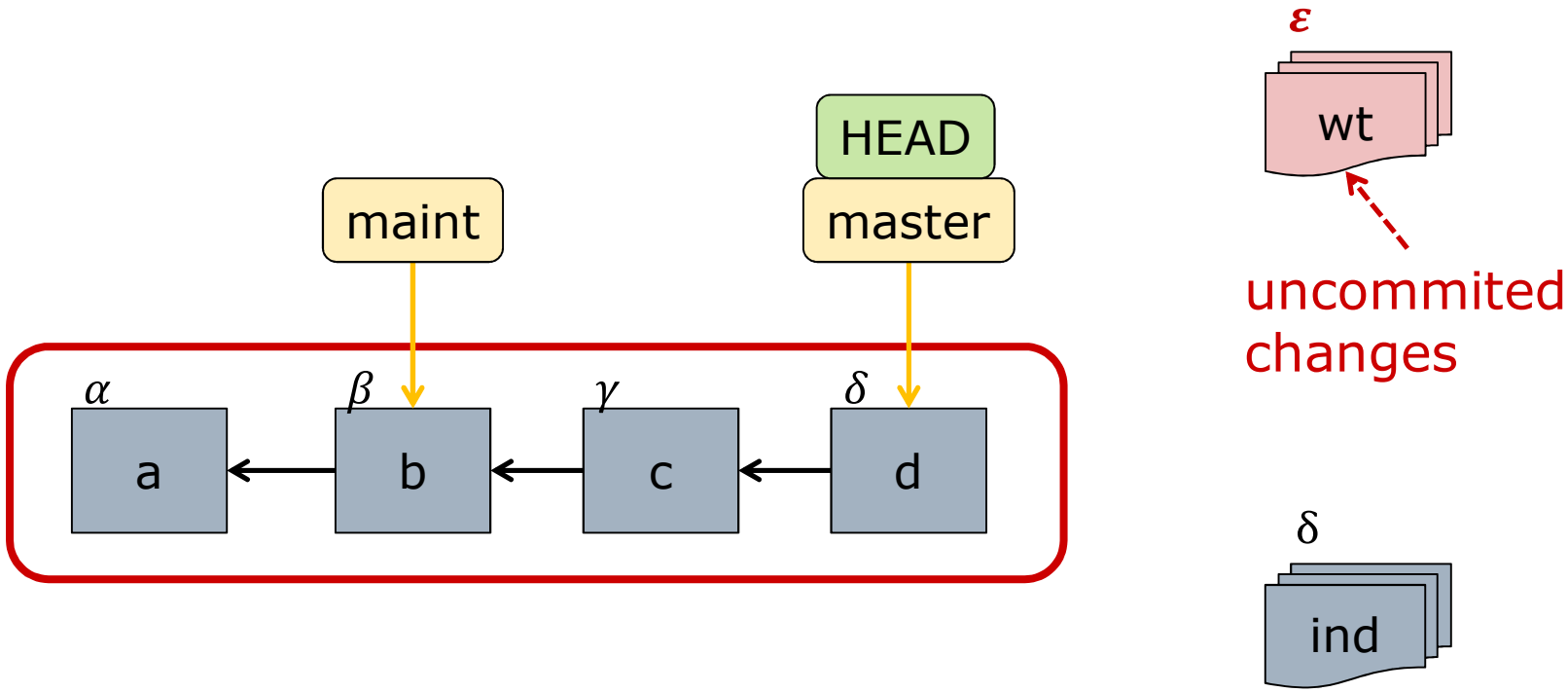
```
# Auto detect text files and perform LF normalization
* text=auto

# These files are text, should be normalized (crlf=>lf)
*.java       text
*.md         text
*.txt        text
*.classpath  text
*.project    text

# These files are binary, should be left untouched
*.class      binary
*.jar        binary
```

Ninja Git

- Temporary storage with stash
- Undoing mistakes in working tree with reset
- Undoing mistakes in store with amend
- DAG surgery with rebase

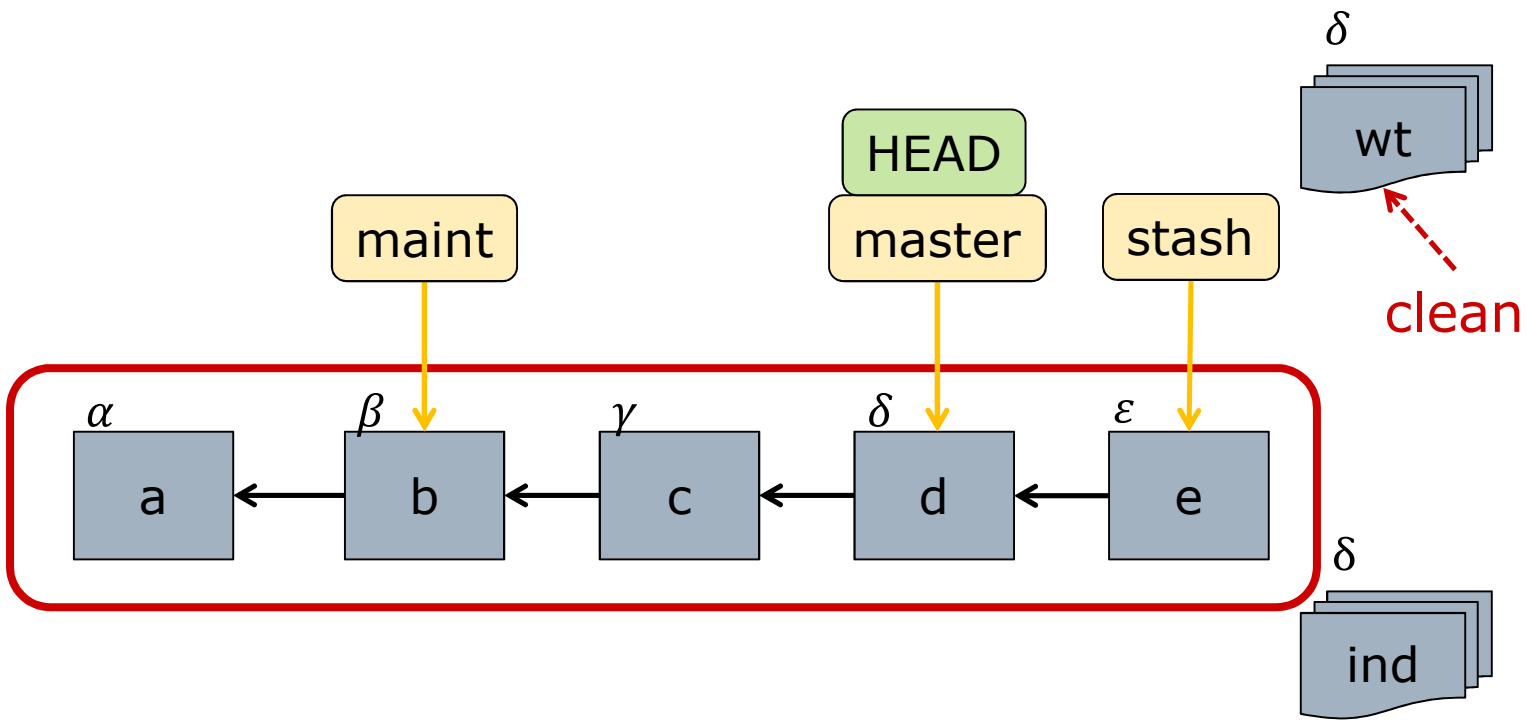
Advanced: Temporary Storage

- Say you have uncommitted work and want to look at a different branch
- Checkout won't work!



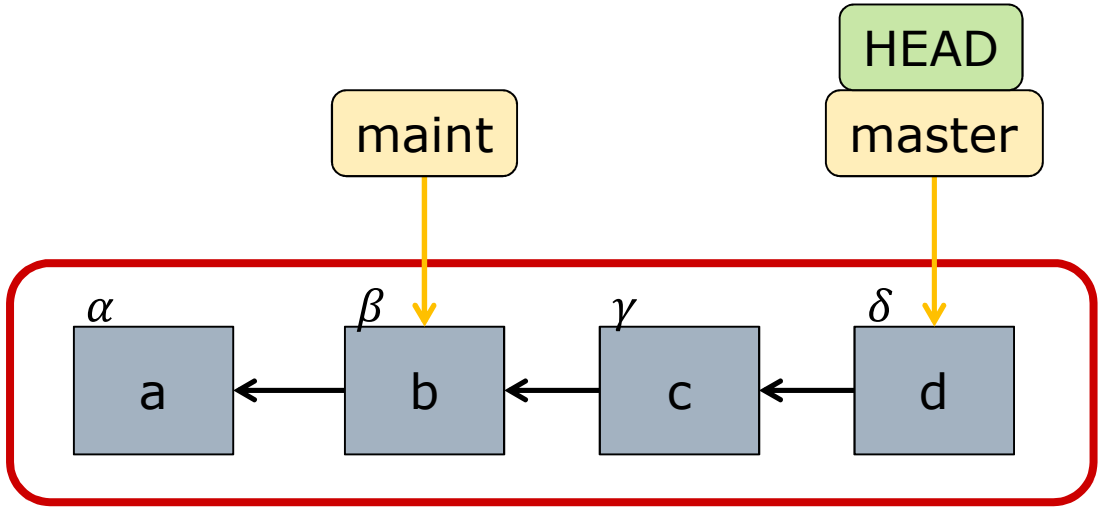
Stash: Push Work Onto A Stack


```
$ git stash # repo now clean
$ git checkout …etc… # feel free to poke around
```



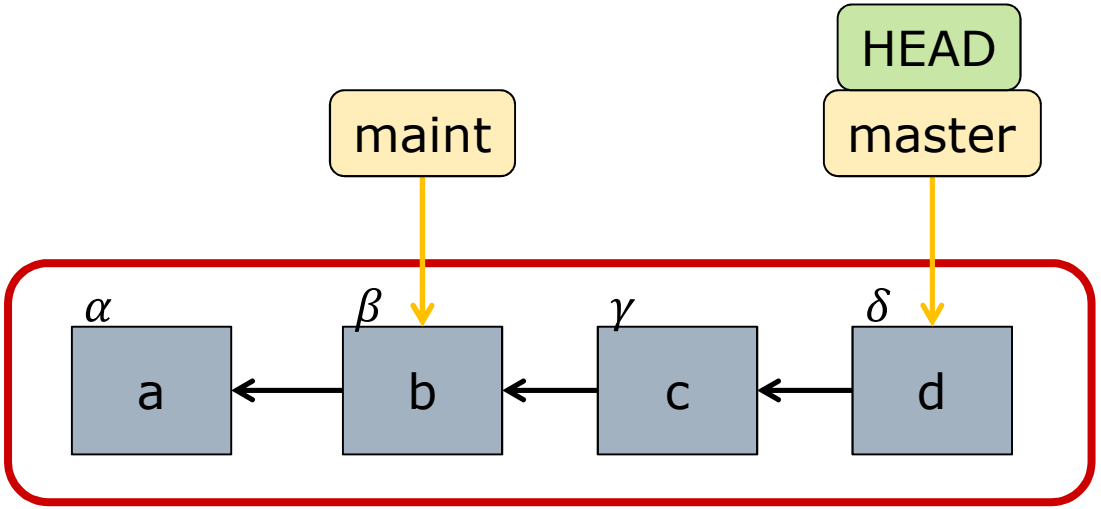
Stash: Pop Work Off the Stack


```
$ git stash pop # restores state of wt (and store)

# equivalent to:
$ git stash apply # restore wt and index
$ git stash drop # restore store
```



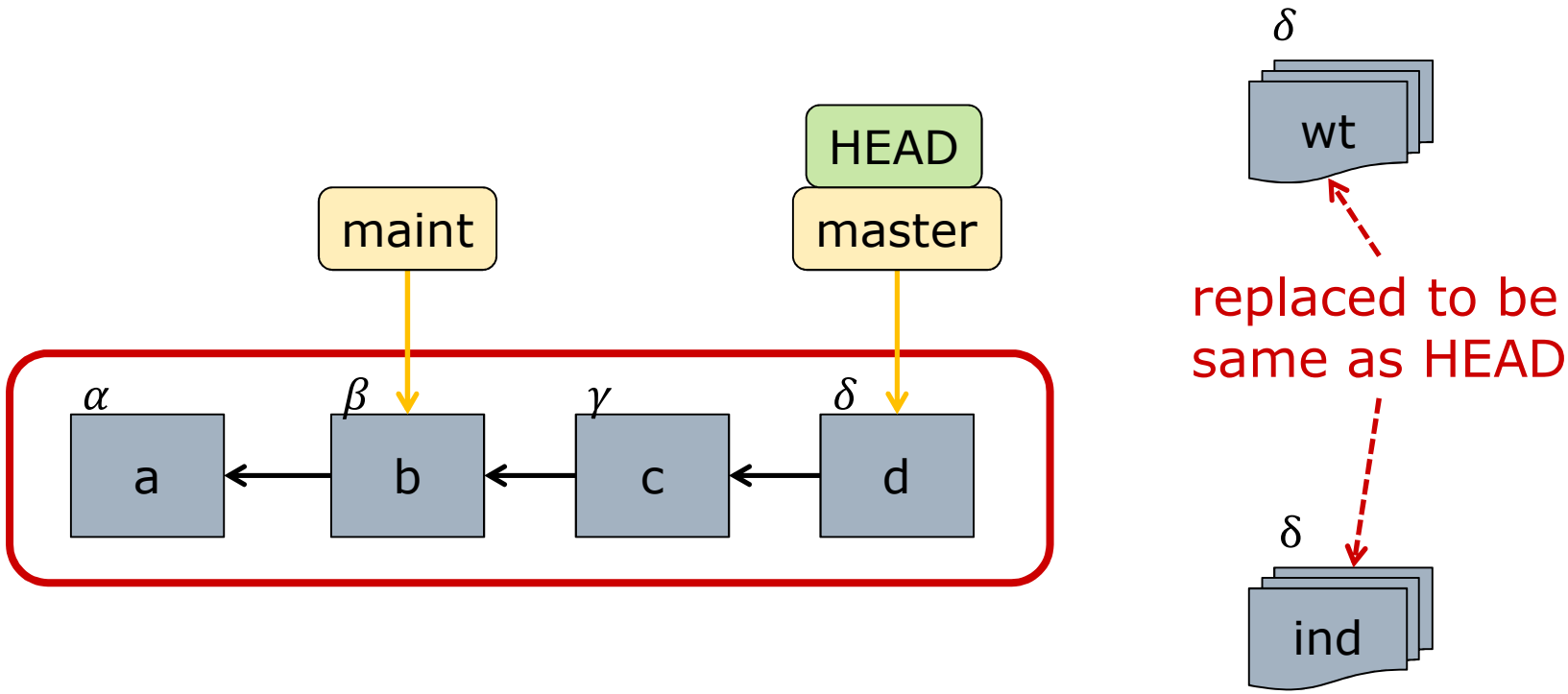
Advanced: Undoing Mistakes

- Say you want to throw away all your uncommited work
  - ie "Roll back" to last commited state
- Checkout won't work!



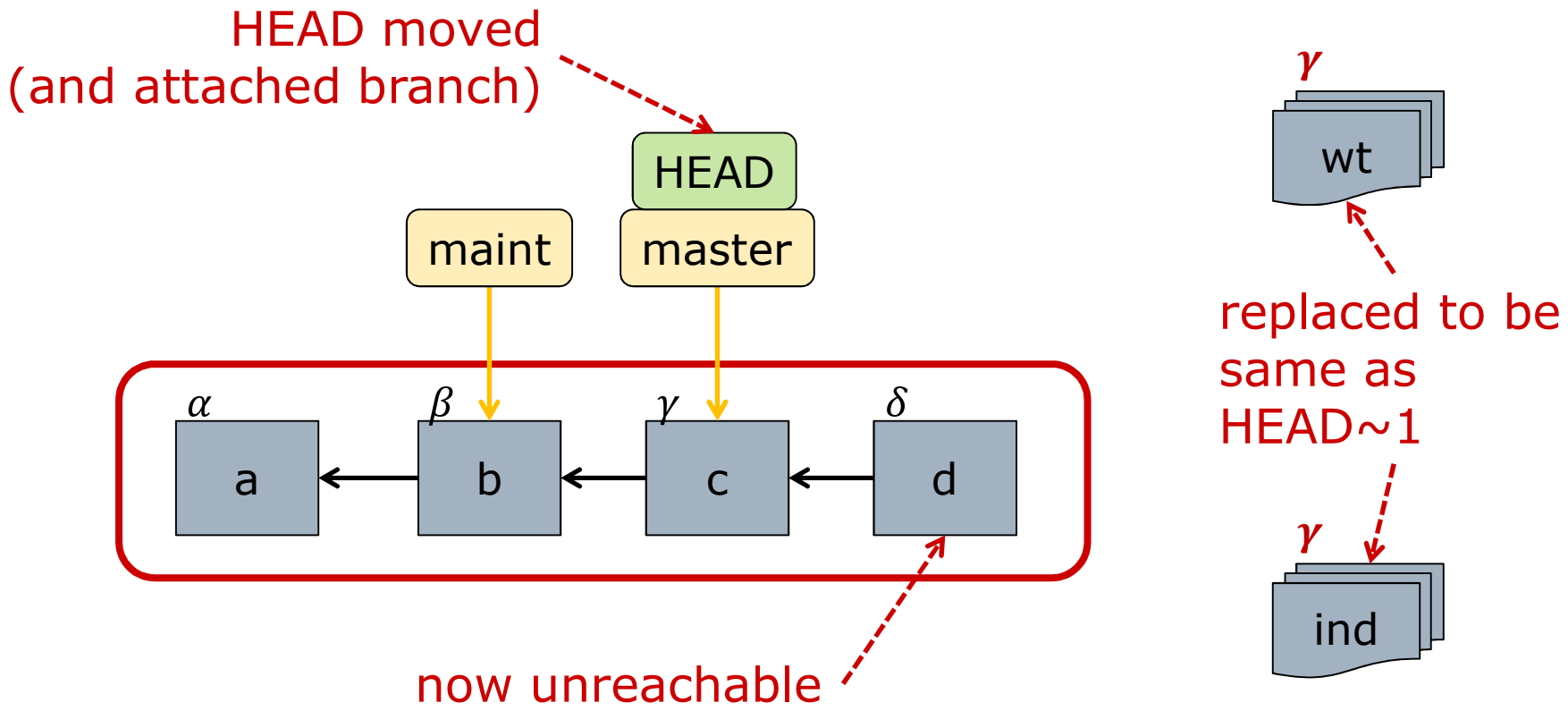
Reset: Discarding Changes


```
$ git reset --hard
$ git clean --dry-run # list untracked files
$ git clean --force # remove untracked files
```



Reset: Discarding Commits


```
$ git reset --hard HEAD~1
# no need to git clean, since wt was already clean
```



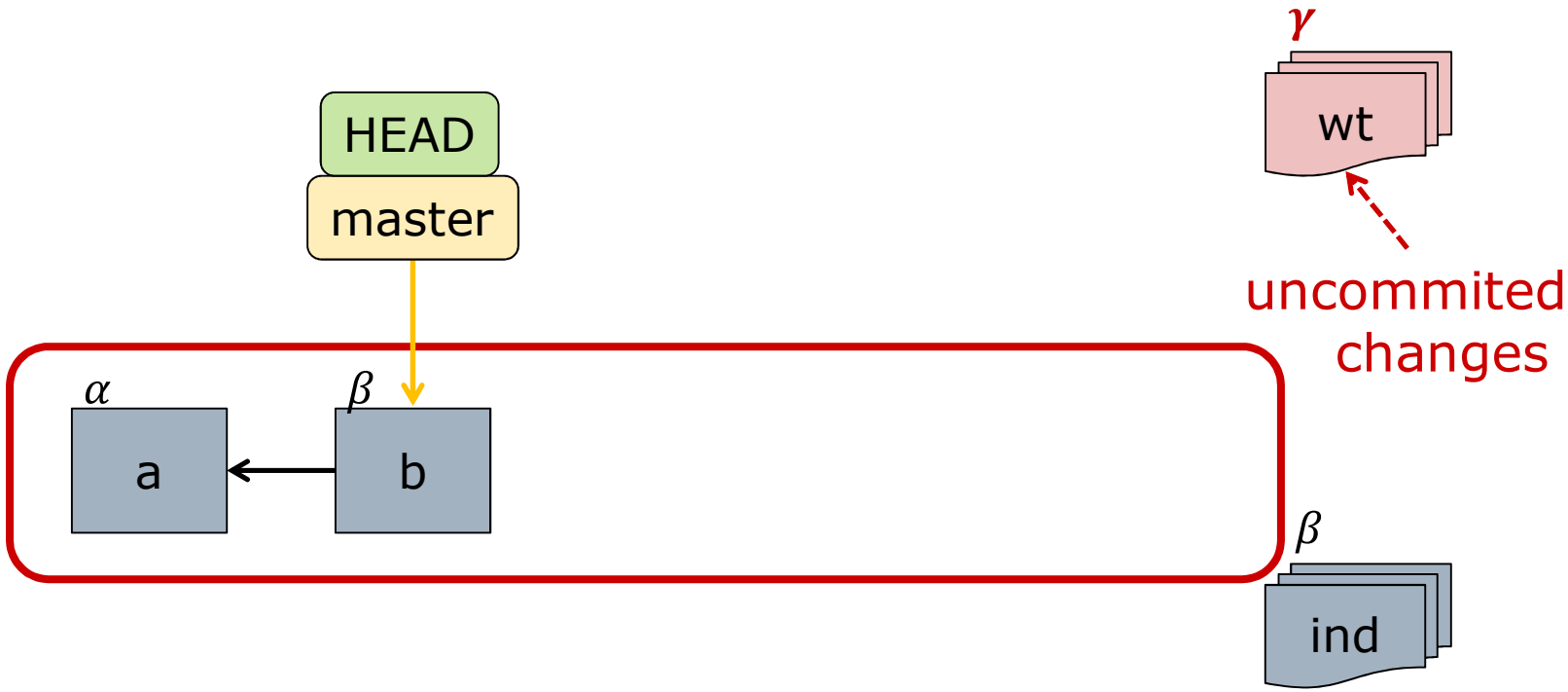
The Power to Change History

- Changing the store lets us:
  - Fix mistakes in recent commits
  - Clean up messy DAGs to make history look more linear

- Rule: Never change *shared* history
  - Once something has been pushed to a remote repo (eg origin), do not change that part of the DAG
  - So: A *push* is really a *commit*ment!

Advanced: Rewriting History

- Problem 1: Wrong or incomplete commit



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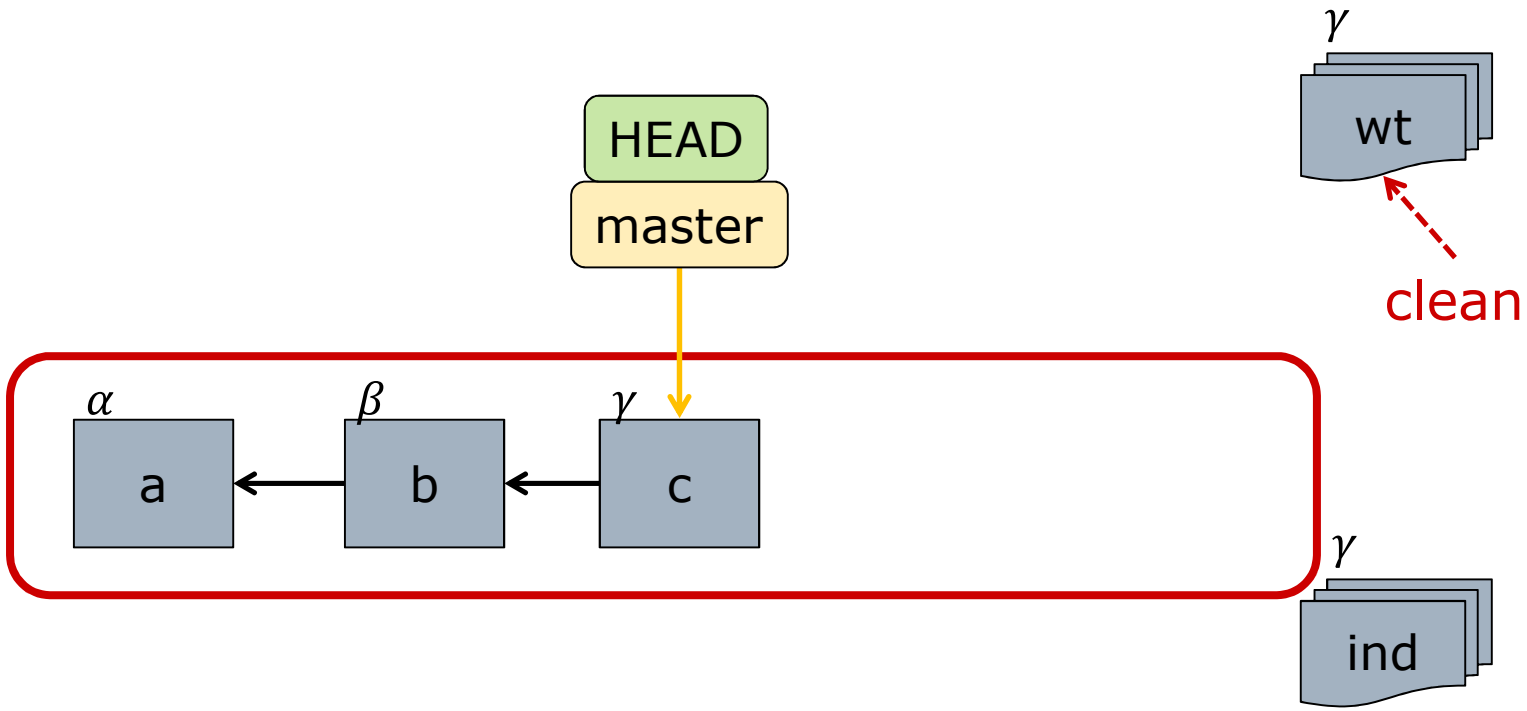
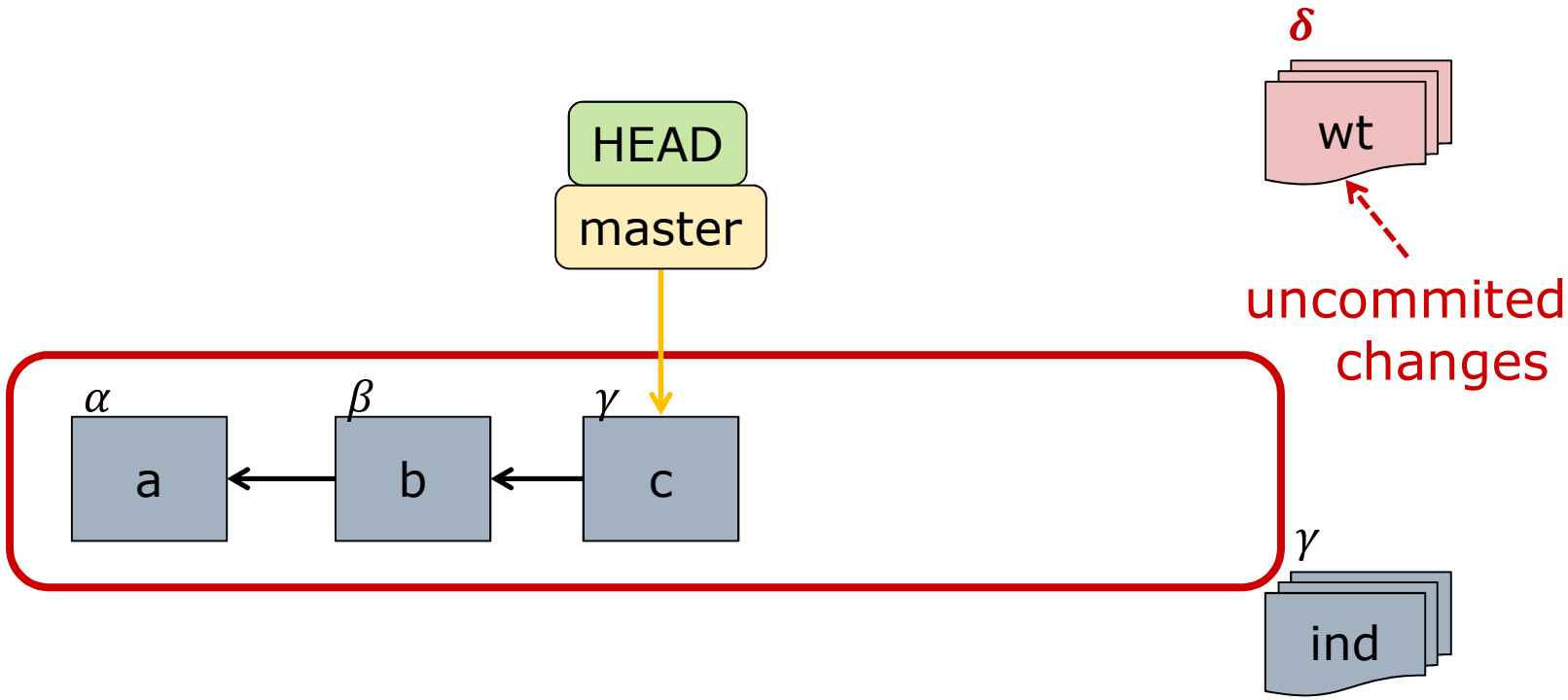


Advanced: Rewriting History

- Problem 1: Wrong or incomplete commit
  - Oops! That wasn't quite right…



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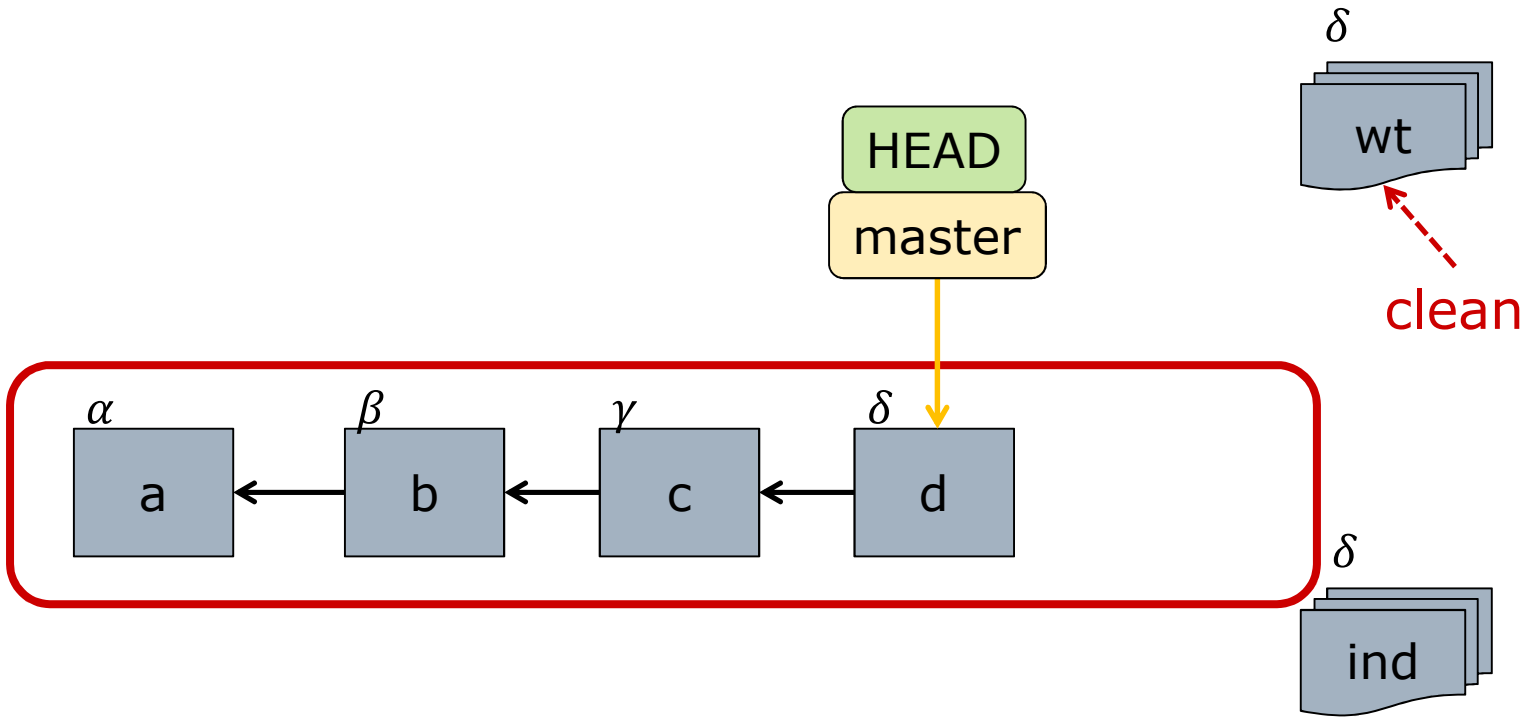

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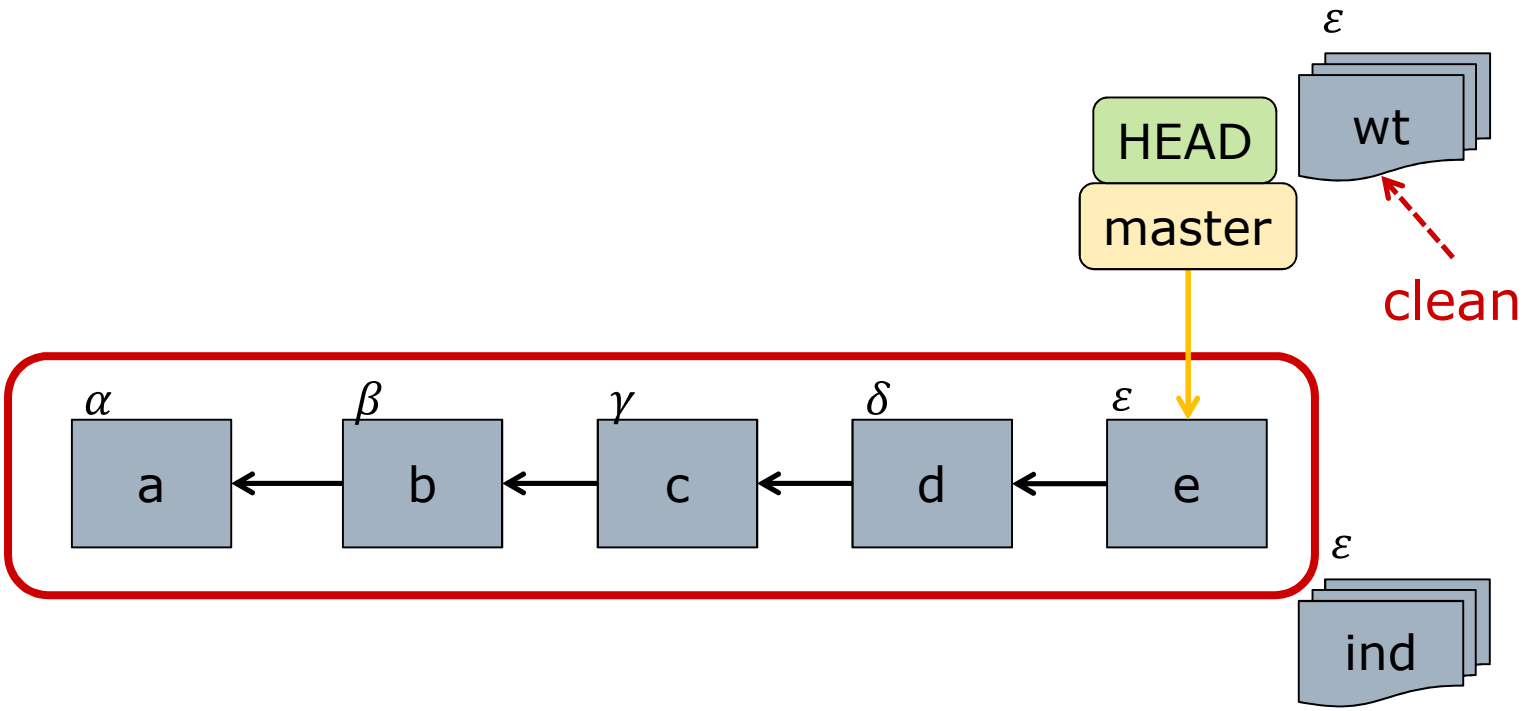
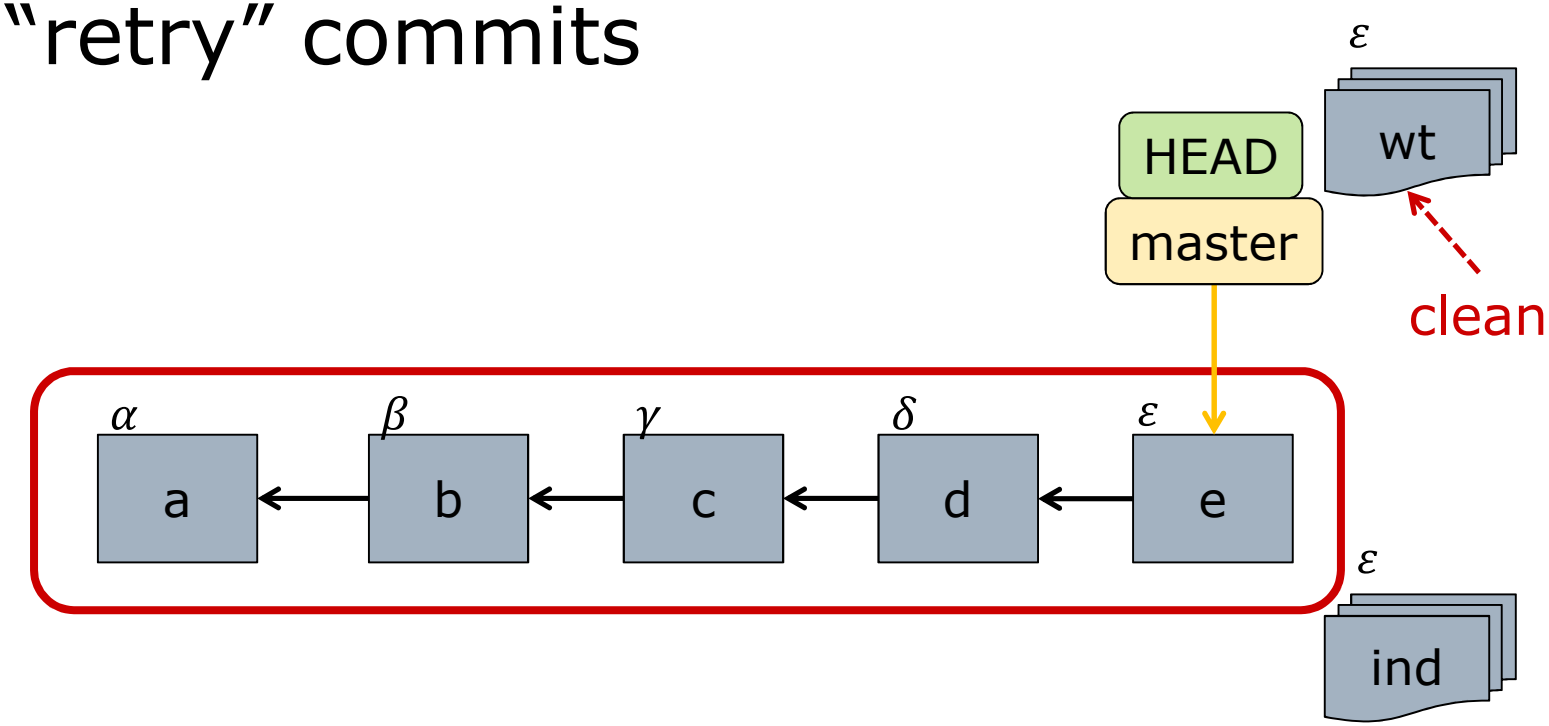


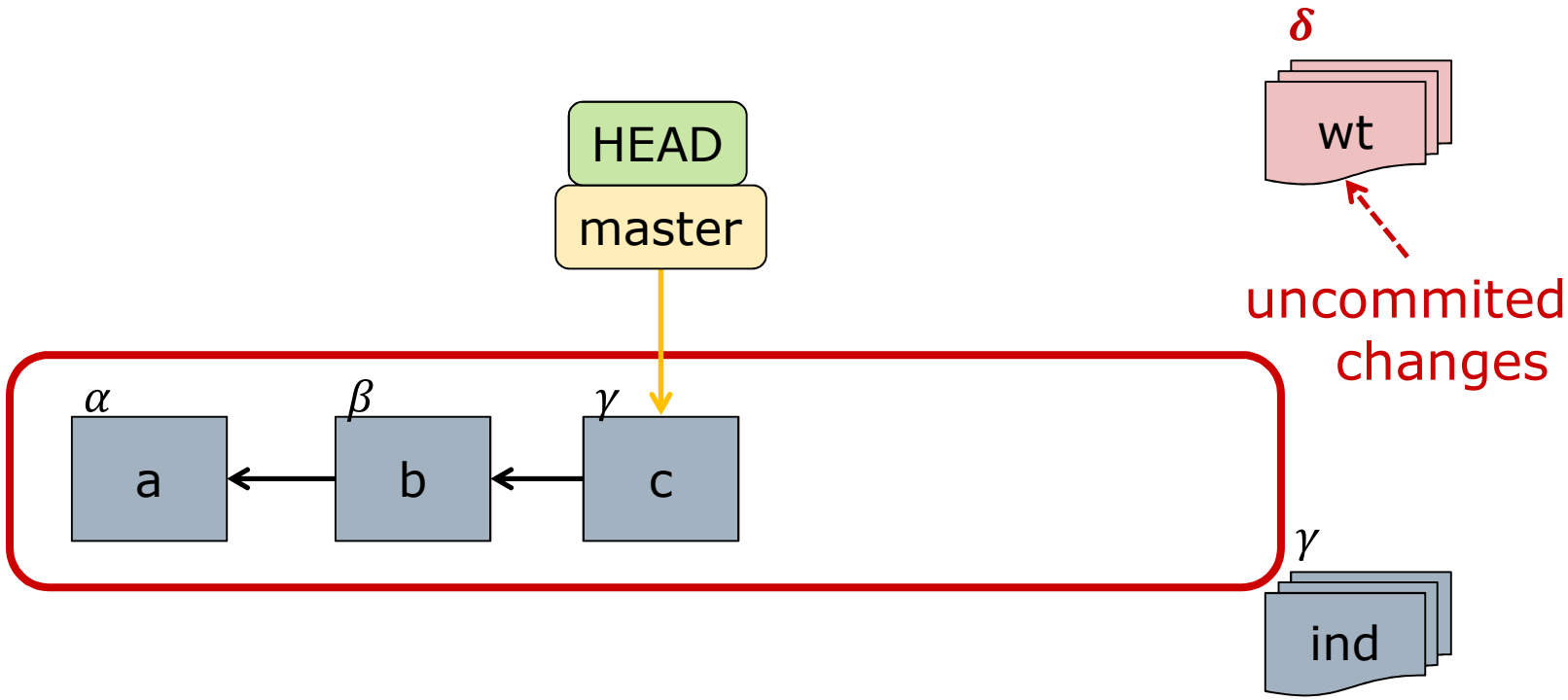
Advanced: Rewriting History

- Problem 1: Wrong or incomplete commit
- Result: Lots of tiny "fix it", "oops", "retry" commits



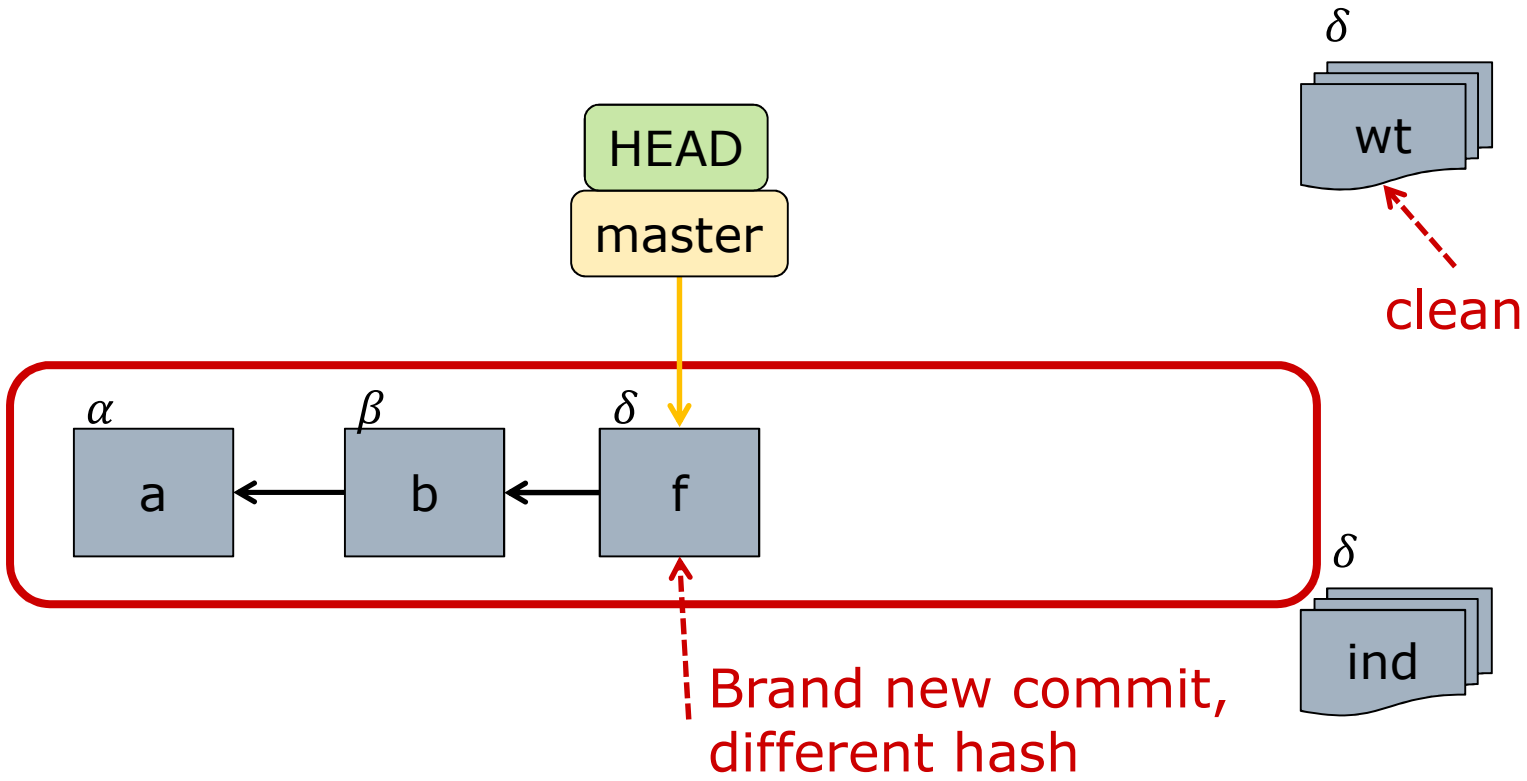
Commit --amend: Tip Repair

- Alternative: Change most recent commit(s)



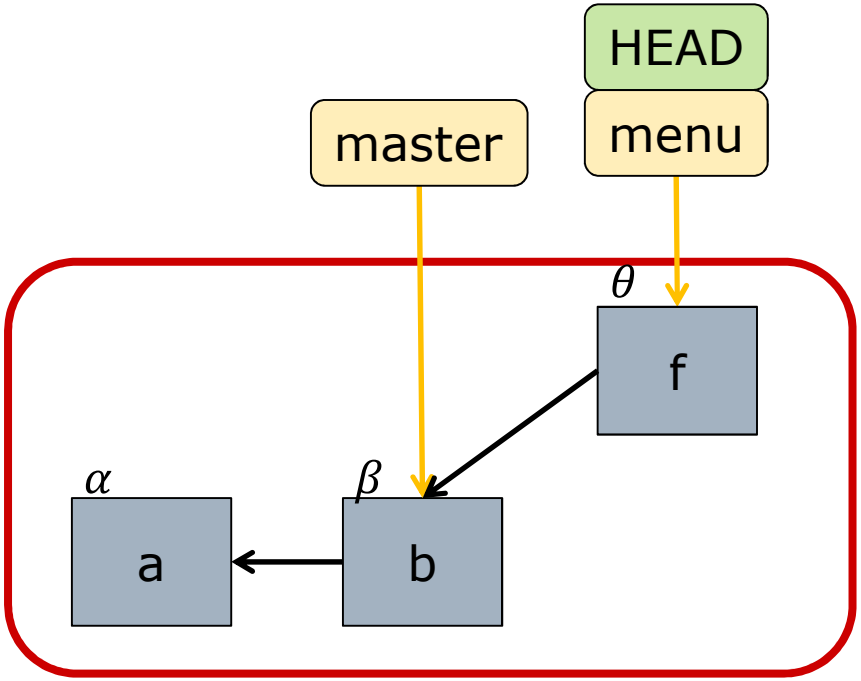
Commit --amend: Tip Repair


```
$ git add --all .
$ git commit --amend --no-edit
# no-edit keeps the same commit message
```



Advanced: Rewriting History

- Problem 2: As an independent branch is being developed, main also evolves



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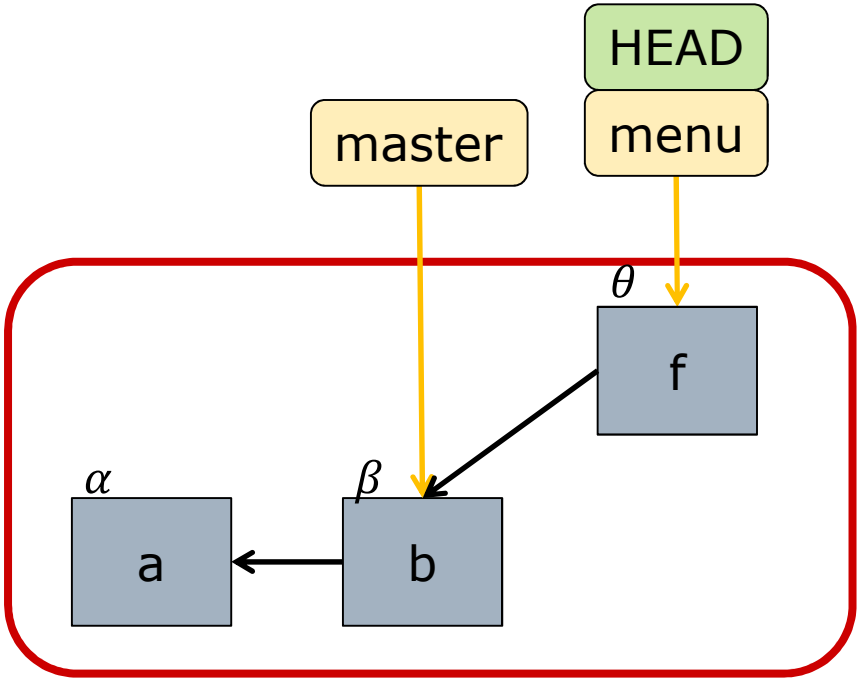

Advanced: Rewriting History

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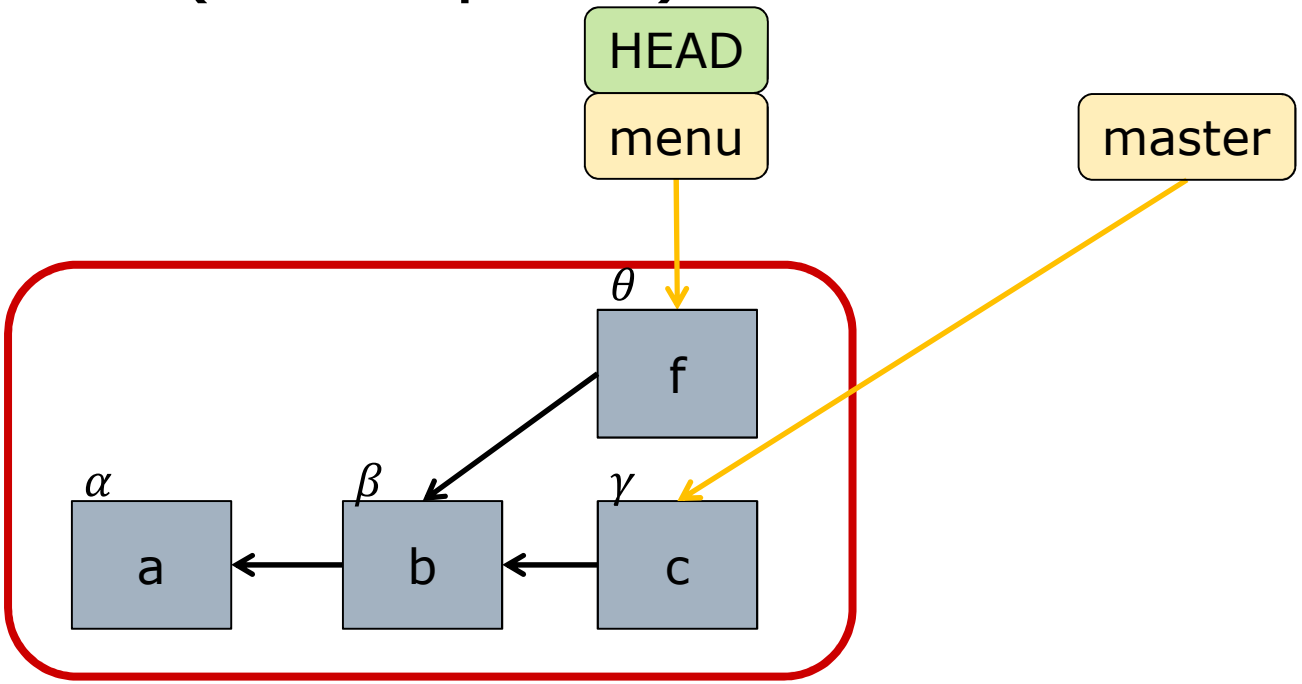
- Result: Need periodic merges of main with (incomplete) branch



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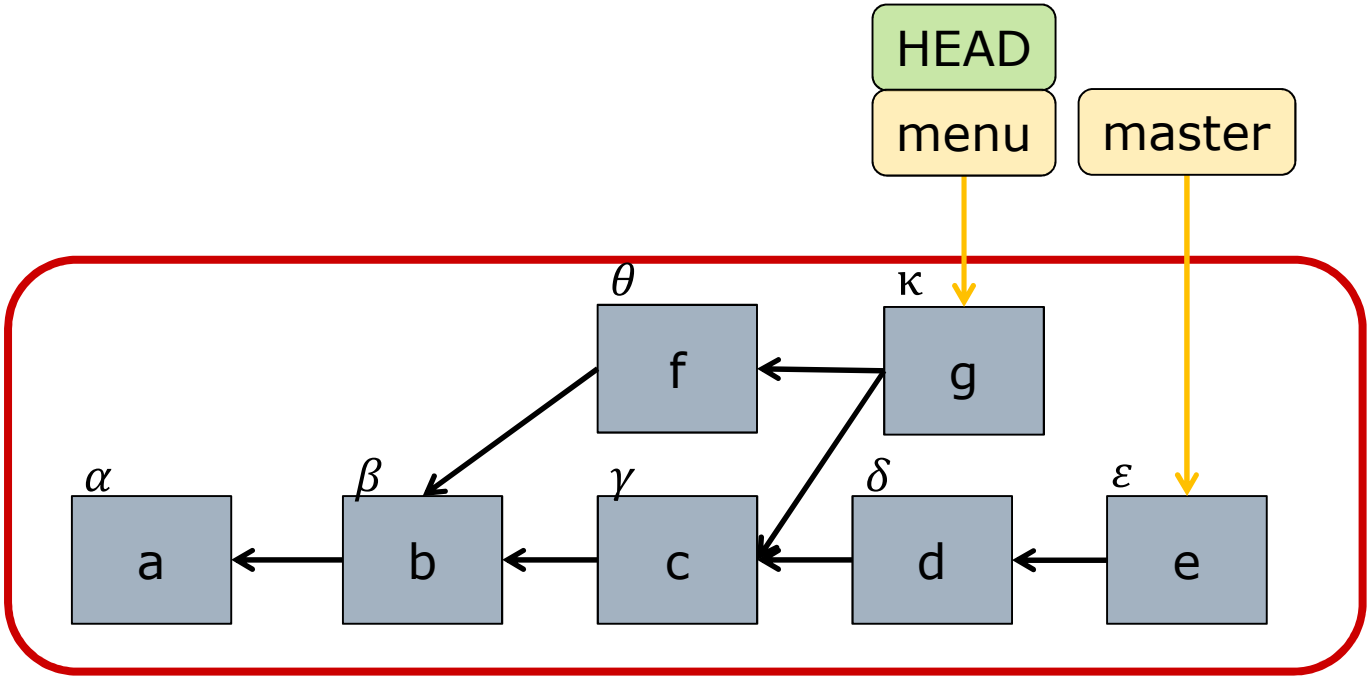

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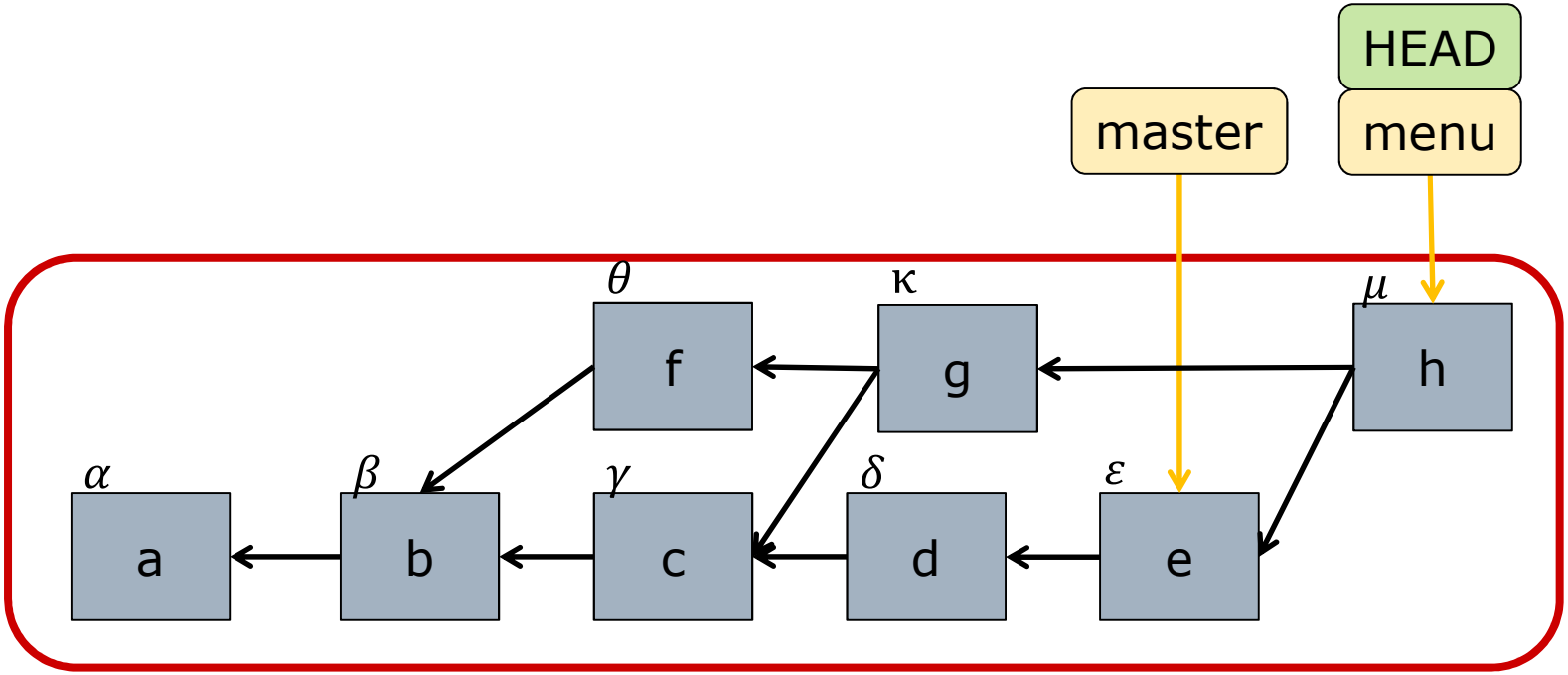
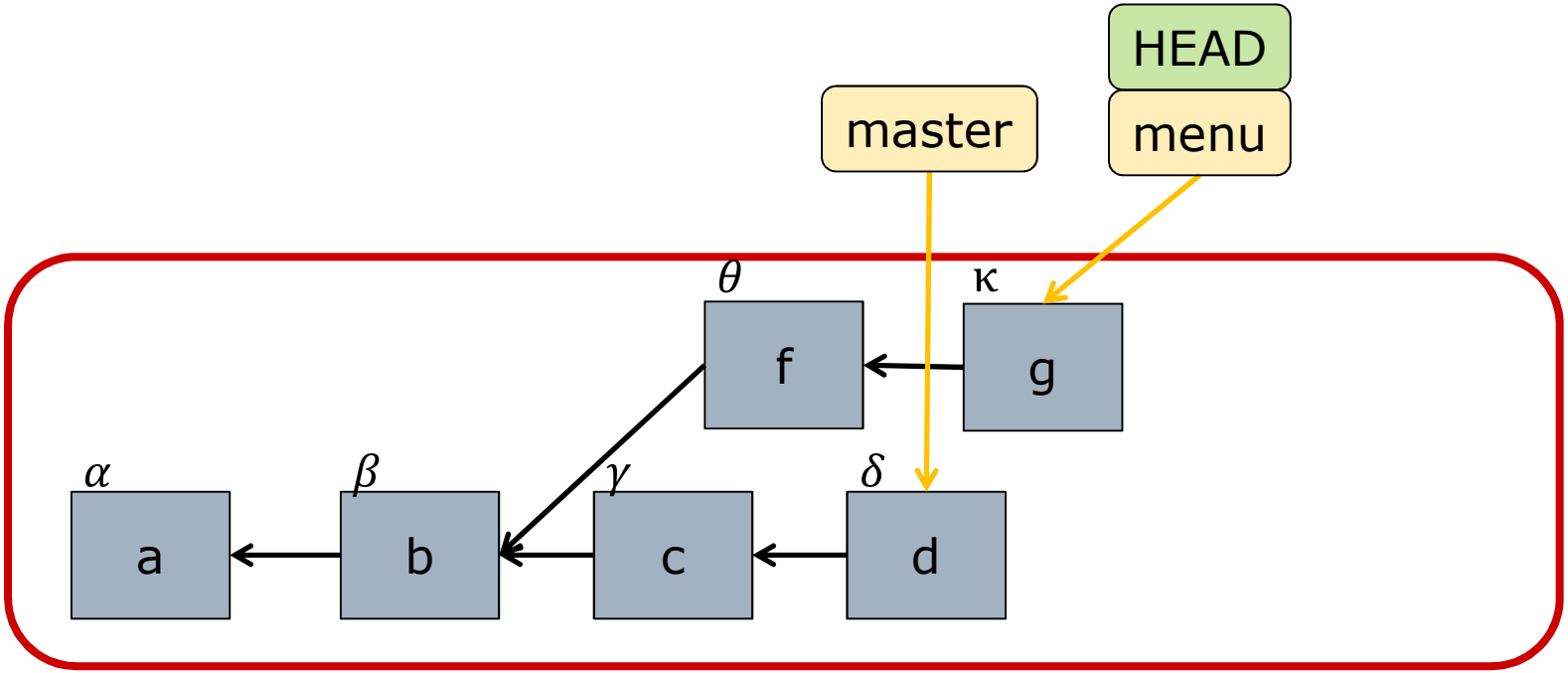


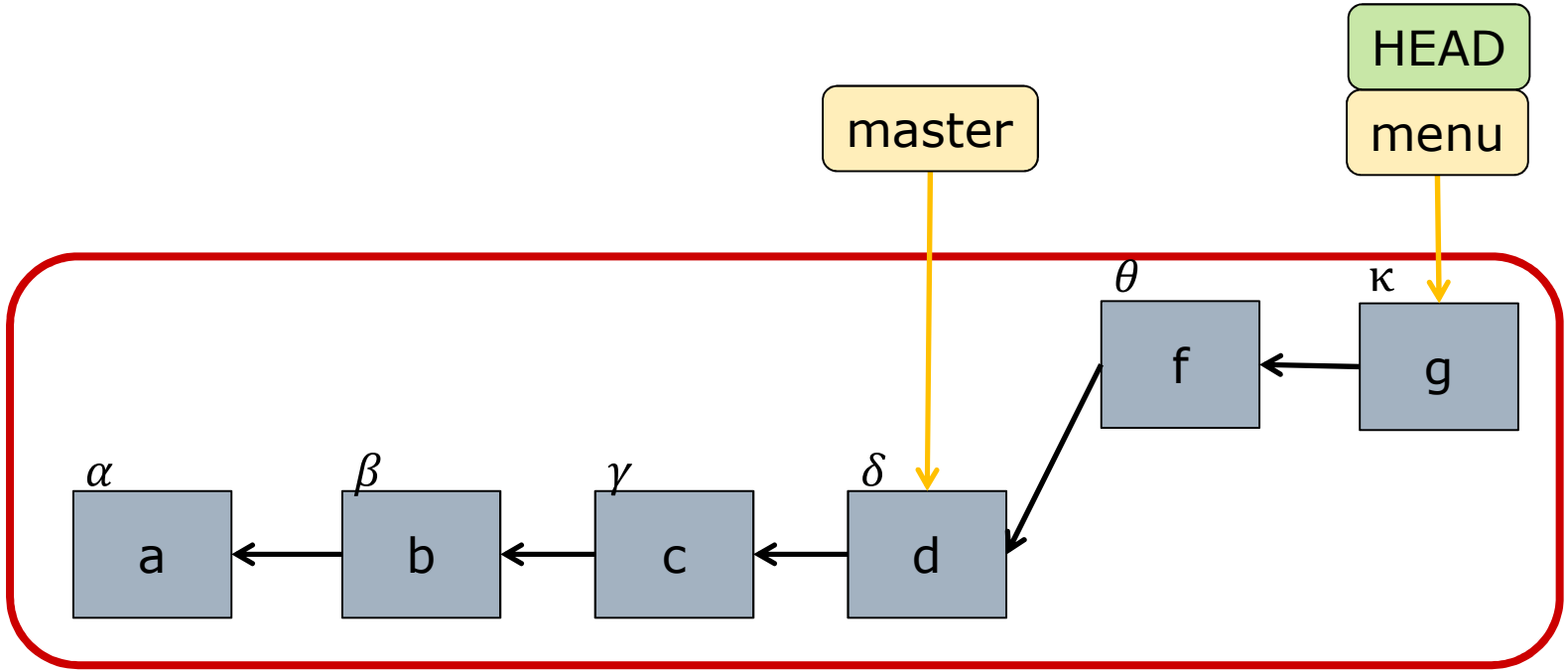
Rebase: DAG Surgery

- Alternative: Move commits to a different part of the DAG



Rebase: DAG Surgery


```
$ git rebase master
# merging master into menu is now a fast-forward
```



Git Clients and Hosting Services

- Recommended client: Command line!
- Alternative: Various GUIs
  - Linux: gitg, git-gui, git-cola, giggle
  - Win/mac GUI: SourceTree
  - IDEs: RubyMine
- Lots of sites for hosting your repos:
  - GitHub, Bitbucket, SourceForge, Google Code,…
- These cloud services provide
  - Storage space
  - Pretty web interface
  - Issues, bug tracking
  - Workflow with "forks" and "pull requests" to promote contributions from others

Clarity

git != GitHub

Warning: Academic Misconduct

- GitHub is a very popular service
  - But only *public* repo's are free
  - Edu discount gives free *private* repo's
  - 3901 has an account ("organization") for private repo's (see class web site)
- Bitbucket has free private repo's, for small teams (< 5 collaborators)
- Public repo's containing coursework can create academic misconduct issues
  - Problems for poster
  - Problems for plagiarist

Mercurial (hg): Another DVCS

- Slightly simpler mental model
- Some differences in terminology
  - git fetch/pull ~= hg pull/fetch
  - git checkout ~= hg update
- Some (minor) differences in features
  - No rebasing (only merging)
  - No octopus merge (#parents <= 2)
- But key ideas are identical
  - Repository = working directory + store
  - Send/Receive changes between stores

Summary

- Workflow
  - Fetch/push frequency
  - Respect team conventions for how/when to use different branches
- Central repo is a shared resource
  - Contains common (source) code
  - Normalize line endings and formats
- Advanced techniques
  - Stash, reset, rebase
- Advice
  - Learn by using the command line
  - Beware academic misconduct