Version control

Developed from lecture of Kamila Babayeva (assistant Fall 2022)

What this class of tools solves

Track multiple versions of the same file over time

- Do not need to save multiple versions of the same file _V1, _V2, _V3
- Saves incremental changes (saves space) can reconstruct current or previous version of a file by piecing together sequence of small changes
- Can "roll back" to earlier version of the code base or particular file.

Track multiple versions of the same project directory (and files) across users

- Multiple people working on different (or sometimes same parts of the project)
- Provides mechanism for handling "merging" conflicts

The version control ecosystem

- There exist many version control systems (VCS):
 - git (most widely used by a large margin)
 - mercurial
 - subversion
 - bazaar
- Also many git repositories (\$\$, free for us)
 - GitHub (bought by Microsoft) widely used; deal with EPFL
 - GitLab
 - GNU Savannah





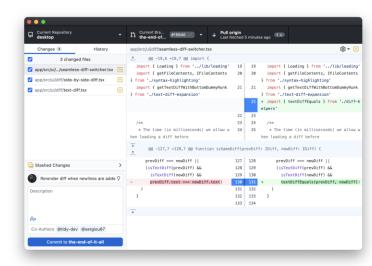


How to use git

- Choose a remote repository to host your project (GitHub recommended; GitLab also good)
- Install git (https://github.com/git-guides/install-git)
 - On Windows, if you installed Git for Windows or Git for Windows SDK, then you already have it.
 - git is traditionally used in the terminal (command line)
- Optional install git client (GUI e.g., GitHub Desktop)
 - https://git-scm.com/downloads/guis
 - also edamagit (https://github.com/kahole/edamagit) for VS Code – for advanced users
 - all features may not be implemented; terminology used by GUIs may differ

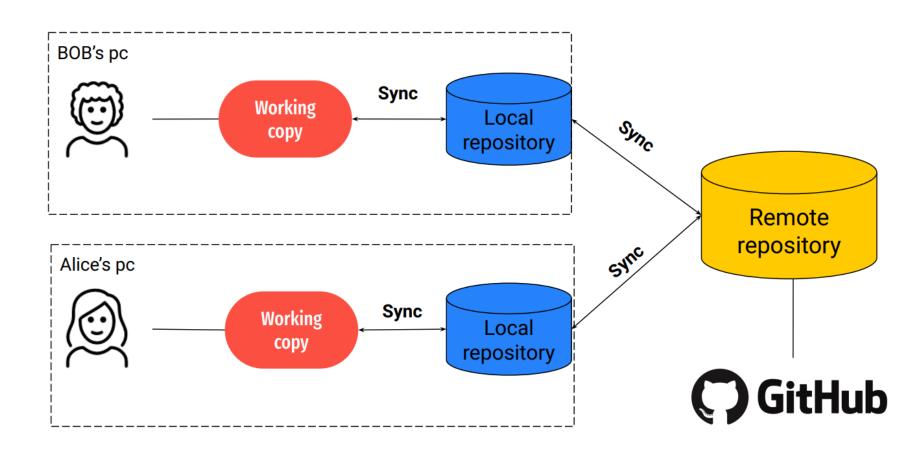
```
$ git init
Initialized empty Git repository in /tmp/tmp.IMBYSY7R8Y/.git/
$ cat > README << 'EOF'
> Git is a distributed revision control system.
> EOF
$ git add README
$ git commit
[master (root-commit) e4dcc69] You can edit locally and push to any remote.
1 file changed, 1 insertion(+)
crate mode 100644 README
$ git remote add origin git@github.com:cdown/thats.git
$ git push -u origin master■
```

https://en.wikipedia.org/wiki/Git

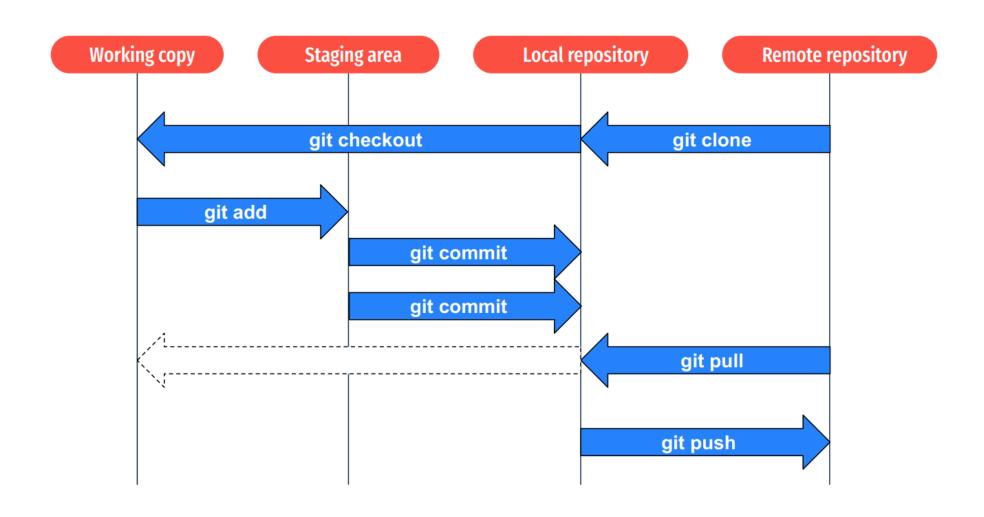


https://github.com/desktop/desktop

Conceptual model



Git actions



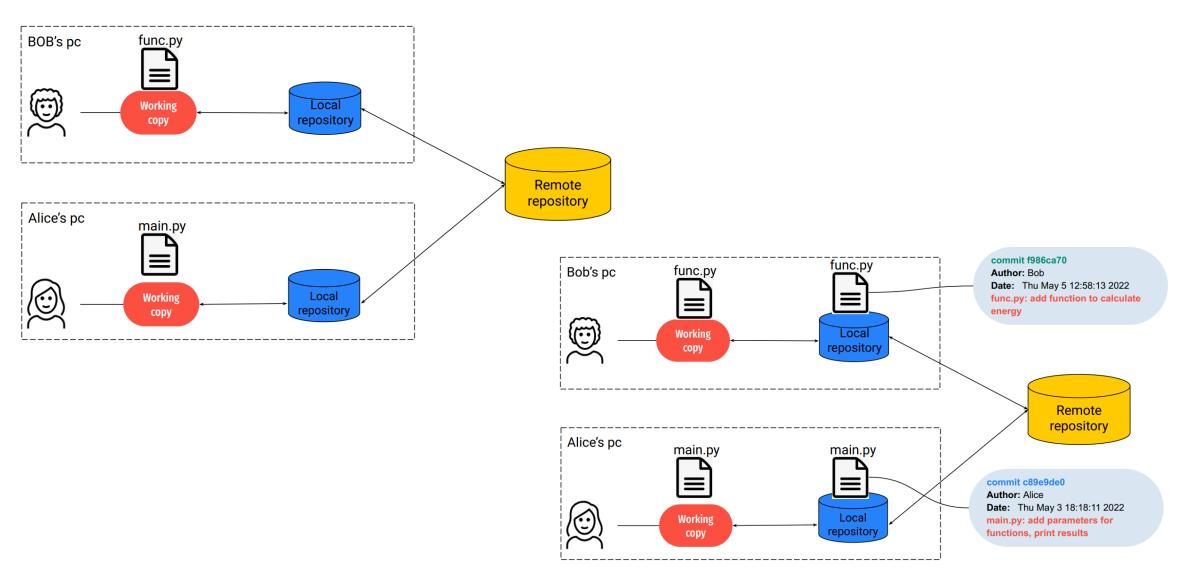
git terminology:

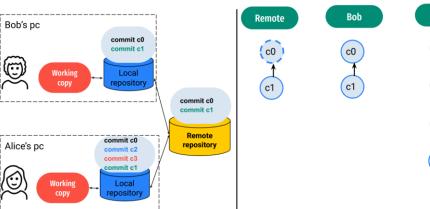
- remote/local repository a database where data are stored
- working copy a copy of file in your development environment
- commit a state of the code

git operations:

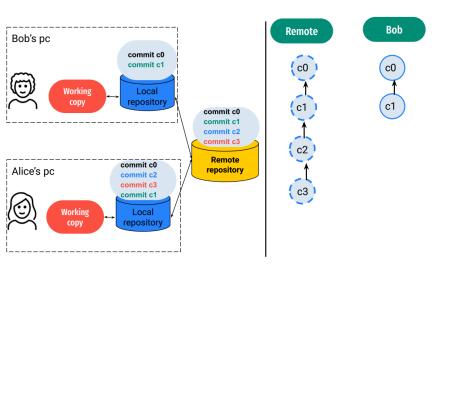
- git clone create a local copy of a remote repository local repository
- git add prepare a file to be committed in your local repository (staging area)
- git commit copy a state from working copy to local repository
- git pull update working copy from remote repository
- git push copy change from local repository to remote repository

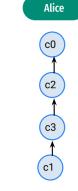
Git commit

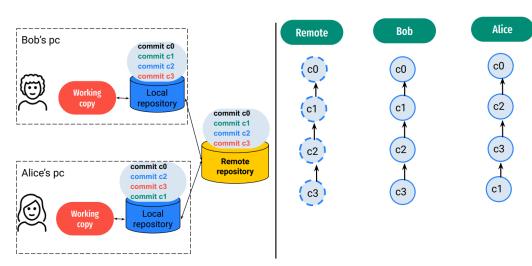




Git workflow



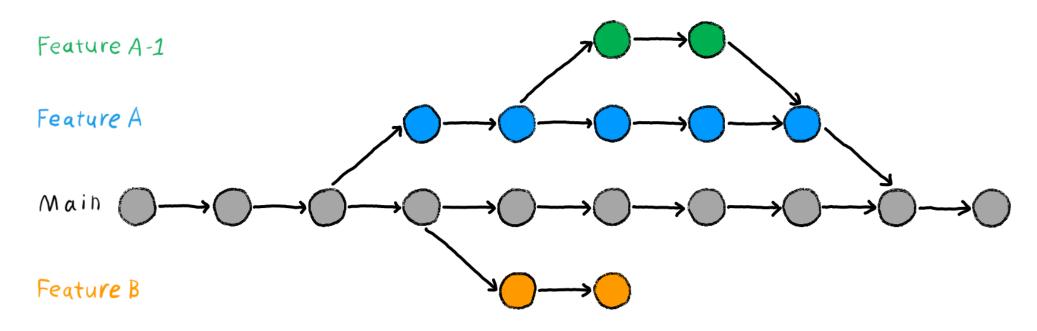




Git branching

git terminology:

 a branch is a sequence of commits + a version of the repository that diverges from the main working project



- Branches can be temporary or permanent.
- Good practice is for the main branch to have stable code, and do the development on a develop branch

git operations:

- git branch create a new branch from a chosen base branch
- git checkout switch from one branch to a desire one
- git merge apply changes from one branch into the current one

Git merge

- After completing a feature in a separate branch, merge with main branch.
- First, merge main into feature branch so that main is not messed up for someone else who may want to merge their branch into the working main branch.
- Once conflicts are resolved, merge your feature into main.

```
git checkout feature # switch to feature branch
git merge main # merges main into feature
# >>> resolve any merge conflicts if there are any <<<
git checkout main # switch to feature branch
git merge feature # merge feature into main; should not have any conflicts
```

Git merge and resolving conflicts

```
Edit View Git Project Build Debug Test Analyze Tools Extensions Window Help Search (Ctrl+Q)
                                  INT PREVIEW
EasterEggBounce.cs + X Git Repository - ShareX
                                               EasterEggAb...Animation.cs
                                                                                                  ▼ 🌣 Git Changes - ShareX
File contains merge conflicts. Open Merge Editor
                                                                                                        NewFeature

→ ShareX.EasterEggBounce

                                                                ▼ SouncePower
                                                                                                       ⚠ Merge in progress with conflicts
C# Miscellaneous Files
          ⊟namespace ShareX
               public class EasterEggBounce : IDisposable
                                                                                                                       Abort
                    public Form Form { get; private set; }
                    public bool IsWorking { get; private set; }
                                                                                                       Unmerged Changes (2)
                   public Rectangle BounceRectangle { get; set; }

▲ C:\Users\tagherfa\source\repos\ShareX...

            <<<<<  HEAD
                    public int Speed { get; set; } = 22;
                                                                                                             C# EasterEggAboutAnimation.cs [both...
                    public bool ApplyGravity { get; set; } = true;
                                                                                                             C# EasterEggBounce.cs [both modified]
                   public int GravityPower { get; set; } = 3;
                    public int BouncePower { get; set; } = 55;
    420
                                                                                                       Changes
                                                                                                         There are no unstaged changes in the working
                    public int Speed { get; set; } = 25;
                    public bool ApplyGravity { get; set; } = true;
                    public int GravityPower { get; set; } = 3;
                                                                                                       ▶ Stashes (1)
                    public int BouncePower { get; set; } = 60;
            >>>>> 066ec07922f1938dde525b426d1b7d6706875ceb
```

https://learn.microsoft.com/en-us/visualstudio/version-control/git-resolve-conflicts

- 1. Edit the text files to resolve conflicts (text files are tagged with <<< >>> ===)
- 2. Go back to git add, git commit, git push

Git reset to previous version

- git reset –soft <commit_hash>
 - delete commits

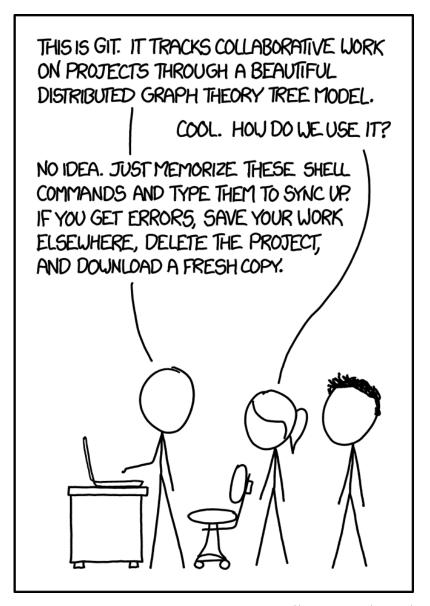
- git reset –hard <commit_hash>
 - delete commits and revert working copy to a previous state
- git log —n to retrieve <commit_hash>. n is an integer value of up to how many commits back you want to display. E.g., git log -3 for the last three commits. You will see the <commit_hash> corresponding to each of these commits displayed.

Some tips

git can be hard, but is useful and widely used

don't be embarrassed to start over

- e.g., you can't resolve conflicts and commit changes you made in folderA
- clone the remote repository to a different folder (folderB)
- manually transfer changes from folderA to folderB (alternatively, use rsync, another terminal tool)
- forget about folderA



Further reading

- A brief list of common commands
- Blog on the git data model
- Blog on git branching