**************** Git and Github - Command \$ git -version \$ git init -- Creates a repository and a .git folder. Doesn't perform the initial commit. \$ git log -- Shows log on currently checked out branch. \$ git log <branch>|<remote>/<branch> -- Shows log on
branch>. \$ git log -n 1 -- Show n commits. \$ git log --stat -- Show filename in each commit + number of changes in each file. \$ git log --name-only -- Show filename in each commit. \$ git log --graph <branch_1> <branch_2> -- Show branches visually. Try adding a -- oneline to make it easier to read. -- You can graph more than two branches (if you like). \$ git diff <older_id> <newer_id> -- Difference between commits <older_id> and <newer_id>. \$ git diff -- Difference between the Working directory and Staging area. \$ git diff --staged -- Difference between the Staging area and Repository. \$ git show -- Diff last commit with its parent -- (Please note: PARENT!!!, not necessarily the commit prior to the one you are interested in --- think merging!). \$ git show <commit_id> -- Diff between <commit_id> and its parent (Please note: PARENT!!!, see above for details). \$ git reset --hard -- Revert changes in Working directory and Staging area. Irreversible change!!! \$ git reset <file> -- Removed file from staging. Changes are kept. \$ git clean -f -- Remove EVERYTHING, including untracked files (e.g., new files, generated files) \$ git clean -f -X -- Remove EVERYTHING, including ignored and untracked files (e.g., new files, generated files) \$ git revert -n <commit_id> -- Revert, but keep in Working Copy (do not commit reverted version automatically). \$ git revert -m 1 <commit_id> -- Revert a merge commit. Reverts all commits that were part of that merge. -- You can't revert a merge commit if you used fast-forward commit. \$ git branch -- View branches on the current repository. \$ git branch <name> -- Create new branch (this branch will not be checked out automatically) on the current -- repository, from the current HEAD. It essentially labels the current head with <name>. \$ git branch -d <branch name> -- Create a branch from detached HEAD. It is the same thing as doing the following set of -- \$ git branch < new_branch_name> -- \$ git checkout <new_branch_name> \$ git merge <branch_1> <branch_2> ... -- Merge specified branches into currently checked out branch. \$ git merge --abort -- Revert branches to state before the merge. Useful if you have a merge conflict. \$ git checkout -b <name> <from_branch> -- Create new branch and check out automatically. \$ git checkout < commit id> -- Use an older commit (detached HEAD state). \$ git checkout master -- Use last commit as HEAD. \$ git checkout -b <name> -- Use with detached HEAD state, in a situation where you added new commits to the detached HEAD and now want to make it into a new branch. \$ git stash -- Git moves uncommited changes along when you switch branches. If you want to "save" the -- changes without committing them, \$ git stash pop -- you have to stash them. Once you're done working on the other branch, you can retrieve the

-- them before you can stash them.

-- are therefore unreachable).

\$ git rc

-- changes. If you have created new files (but haven't committed them yet), you must first stage

-- Garbage collection (removing deleted branches whose commits have not been merged and

Committing process.

\$ git status -- 1. Shows current branch working directory and staging area,

-- changed files, latest commit, untracked files. Also shows if there is any difference

-- in number/status of commits between local repo and repo on GitHub.

\$ git add <filename> -- 2. Add file to Staging area.

\$ git diff -- 3. Difference between the Working directory and Staging area.

\$ git commit -- 4. Commits to repository. If a branch is checked out, it will commit to that branch.

Merging process

\$ git remote

\$

\$

\$ git remote -v

\$ git checkout <branch>

-- 1. checkout
branch> you want to merge into. -- 2. merge the branche into the checked out branch.

\$ git merge --no-ff
branch_1>

-- 3. resolve conflicts by opening the conflicted file. 3 sections:

-- <<<<< HEAD

-- HEAD

-- we're merging into> -- |||||||

merged common ancestor

-- ======

-- >>>>> master <branch we're merging from>

\$ git add <files> -- 4. add files to Staging area.

-- Conflict resolution is also signalled this way (no special "Resolved" option).

\$ git rebase master -- Alternatively, you can rebase current branch on the tip of master.

Creating a repository on GitHub and connecting it with our local repo - first approach.

-- 1. Create a new repo on GitHub directly (via GitHub website).

-- Give it any name, e.g. "reflections".

\$ git init -- 2. Create a local directory and run this command in it.

\$ git remote add <remote repo name> <url> -- 3. Add the remote repository (found in <url>) to the local repository

-- and name it <remote_repo_name>. <remote_repo_name> is a way to reference

-- the remote repo from within current local repository.

-- <remote_repo_name> is usually "origin" if we have only one remote. -- Remote repo is a version/representation of the local project (repo), -- but stored on a server. When the branch is pushed, the remote repo is

-- named same as the branch.

-- For simplicity, use HTTPS!

-- 4. View all remotes (created by you or by repository owner).

-- 5. Check if URL was added correctly.

-- Shows the URL you will fetch from and the URL you will push to.

Creating a repository on GitHub and connecting it with our local repo - second approach

-- 1. Create a new repo on GitHub directly (via GitHub website).

-- Give it any name, e.g. "reflections".

\$ git clone <url> -- 2. Downloads a repository. It also sets up the remote to point to <url>.

Communicating with the repository

\$ git push <target_remote> <branch_to_push> -- Push branch to remote. Branch on remote repo will have the same

-- name as the local branch that was just pushed. \$ git pull <target_remote> <remote_branch>

-- Pull commits from remote repo's <branch> to a local <branch> of the same name.

-- e.g. \$ git pull origin master -> local master

-- Merge differences immediately.

-- If local branch HEAD is an ancestor of new commits, then a "fast-forward

-- commit" is done.

-- If local branch HEAD is not an ancestor of new commits (local and

-- remote branch have diverged.

-- NO conflicting changes introduced), a new merge commit is created.

-- Same as: (master)\$ git fetch origin + git merge master origin/master

If local and remote repo have diverged and you are NOT aware of it!

-- See above about pulling. You will have to resolve and then proceed with staging

-- and committing.

-- No big deal. Below is a more in-depth approach (same outcome).

If local and remote repo have diverged and you are aware of it! (master)\$ git fetch origin -- Pull commits from remote repo's branch with the same name as the local checked -- out branch: -- e.g. GitHub origin/master -> Local origin/master -- Updates local version of origin/<branch>. Does not affect your local <branch>, -- only the local origin/<branch> -- You can check log for your local origin/<branch> by doing \$ git log -- origin/<branch> -- Does not merge local <branch> and origin/<branch>! \$ git merge master origin/master -- Merge. Might warn of a conflict. \$ code <conflicted file> -- Edit conflicted file. \$ git add <conflicted_file> -- Signal conflict resolution by staging the file. \$ git commit -- Commit the resolved file. Forking a repository on GitHub. -- 1. Go to GitHub and press "Fork" (upper left corner). \$ git clone <url> -- 2. Download repo to local computer. -- Remote repo is already added, pointing to original repo on GitHub. -- 3. Add collaborators: GitHub repo -> Settings -> Collaborators. Pull request -- A request towards someone (branch owner) to review and merge our branch. -- It can also be thought of as a "merge request". -- Every step is done on GitHub: -- 1. Choose a branch you want the Pull request to be created for. -- 2. Choose "Pull Request" option. -- 3. GitHub assumes you want the original repository (if you forked) -- to be the destination repo. -- Set base fork to be e.g. master. -- If the branch you are requesting to merge into has had additional commits -- that will cause a conflict, you will have to resolve this locally. Please consult -- the "Pull requests and conflicts" section further below. Git and Github - Concepts -- Try to keep row width to 80 chars, it helps Git visualize changes better. # Row width: 80. # Working directory # Staging Area -- Contains a copy of your local repository. When you stage a certain change, it gets moved to this staged -- copy. When you commit the staged change, it remains in the Staging area. -- Commit makes the staged area and local repository equal. # Local repository # Remote repository --# Reachability -- Each commit has a parent. Each commit stores its commit parent. -- When you commit, current head becomes the new commit's parent (head moves, of course). -- Log shows commits starting with the head and goes back to the first commit that does not -- have a parent (usually this is the initial commit). Commits in different branches are

-- not visible from one another - this is what "reachability" means. When you do a commit
-- from the detached head state and then checkout an existing branch, that commit is now
-- lost, since it is not reachable from any of the current branches (to better visualize
-- this: create a commit graph with two concurrent branches and a commit from some detached
-- head. Now checkout one of the branches - there is no way for you to see that lost commit in
-- logs and you cannot do a checkout using branch names - you can do a checkout if you

-- remember the commit id).

HEAD

-- Current commit. When you make a new commit, head is moved to this new commit.

-- this means that we're looking at a commit that was not labeled with a branch name. -- We can create a branch from this using: git branch -d <branch_name> # Branch name -- A branch is actually a labeled commit. Head commit of a particular branch is the one -- that is labeled. If the head is the same commit that is labeled as branch, when you -- commit, the label moves to the new head. -- Commits themselved do not know anything about the branches they belong to. # Head and checkout -- When you do a checkout, you make some commit the new Head. Which commit? This depends: if you are -- checking out a branch, then the new head becomes the branch's head. If you do a checkout on a specific -- commit id, then that commit becomes the new head (detached HEAD state). # Merge branch -- Once one branch is merged into another, all the commits from the merged branch are visible in the main branch. -- Merge process compares three commits: heads of both branches and their common parent. -- Merge and reachability: merge commit has two parents (one from each branch). # Cloning -- A Git concept. We can clone a remote repository (from GitHub url) to our local computer. -- We can clone a repo from a local computer as another (new) local repo. # Remote branch -- A branch created on the remote repository. We can do a checkout and use it as if it were a regular -- branch. -- Git stores locally state of all remote branches:<remote>/
branch>. Local Git stores last known position -- (commit ID) and the repository. This way when you do a "git fetch", you get all the newest changes from -- origin <branch>, but this does not affect your local <branch>, only local origin/<branch>. -- State is updated everytime we push or pull. -- Occur when one commit (the one with the branch tag) is the ancestor of another commit (the other # Fast-forward merge -- branch tag). When merging, if local branch HEAD is an ancestor of new commits, then a "fast-forward -- commit" is done (no new commit). It simply moves the HEAD of the current branch. -- It is easy to do a fast-forward merge when you first perform a rebase. -- HOWEVER, if you merge on GitHub, it does create a new commit (even if the new commit wasn't necessary). # Pull request -- A purely GitHub concept! Merging a pull request results in a new commit, even if a ff-commit would have sufficed. # Pull requests and -- All such conflicts must be resolved LOCALLY. GitHub will notify you of conflicts, but it will not -- conflicts resolve conflicts - you must pull conflicting branches and resolve locally. PLEASE CONSULT -- POINTS BELLOW. # Pull request conflict -- Merging directly on GitHub is not allowed in such cases. Such conflict must be resolved locally. -- You must first merge master into branch LOCALLY. Then push (this updates the pull request). in your repo -- Only then can you merge the pull request directly on GitHub. # Pull request conflict -- So you have a fork and on it a branch - and want to do a pull request from the branch towards -- fork's original repo, but there are conflicting changes present. You first create a new remote to point -- repo to original repo, called "upstream". Checkout the master. Do a "\$ git pull upstream/master" to -- update the local master branch to the latest commit on the original repo. Merge master into branch. -- Push branch (this updates the pull request as well). Your branch is now up-to-date with the -- original repo's + it has your changes that you want to pull into original repo. # Rebase -- Useful for integrating smaller feature branches. For longer-running feature branches, use 3-way --no-ff -- merge commits. # Forking -- A purely GitHub concept! Cloning a repository directly on GitHub, under your own account. -- When you do a fork, it is customary to immediately create another branch. This way -- your master can be kept synchronized with the original repo and branch can be used for development. -- You fork directly via GitHub web UI.

-- A purely GitHub concept! A list of people you allow psuhing to your repository.

-- Settings -> Collaboration

Detached HEAD

Collaborators