

Version Control



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Agenda



Version control

Introduction to Git

Using Git and GitHub

Other version control systems

Version control is a class of systems responsible for managing changes to computer programs, documents, large web sites, or other collections of information.



Why version control?

It is common for multiple versions of the same software to be deployed in different sites.

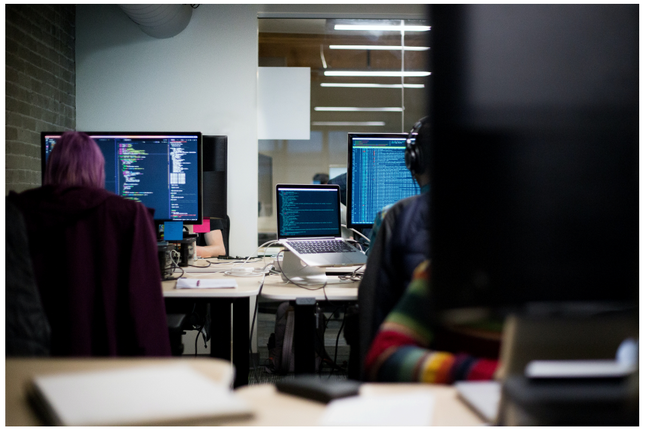
- Bugs or features are often only present in certain versions.
- Need to retrieve and run different versions of the software.



Why version control?

It is common for developers to be working simultaneously on updates.

- We need to integrate the changes into the software.
- Integrating the work of different developers is a crucial task.



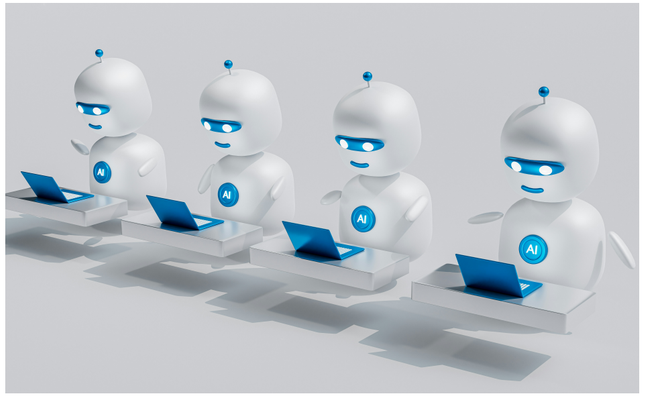
Maintaining multiple versions of the software and integrating the work of different developers in a **manual way** is **inefficient** and **error prone**.



Why version control?

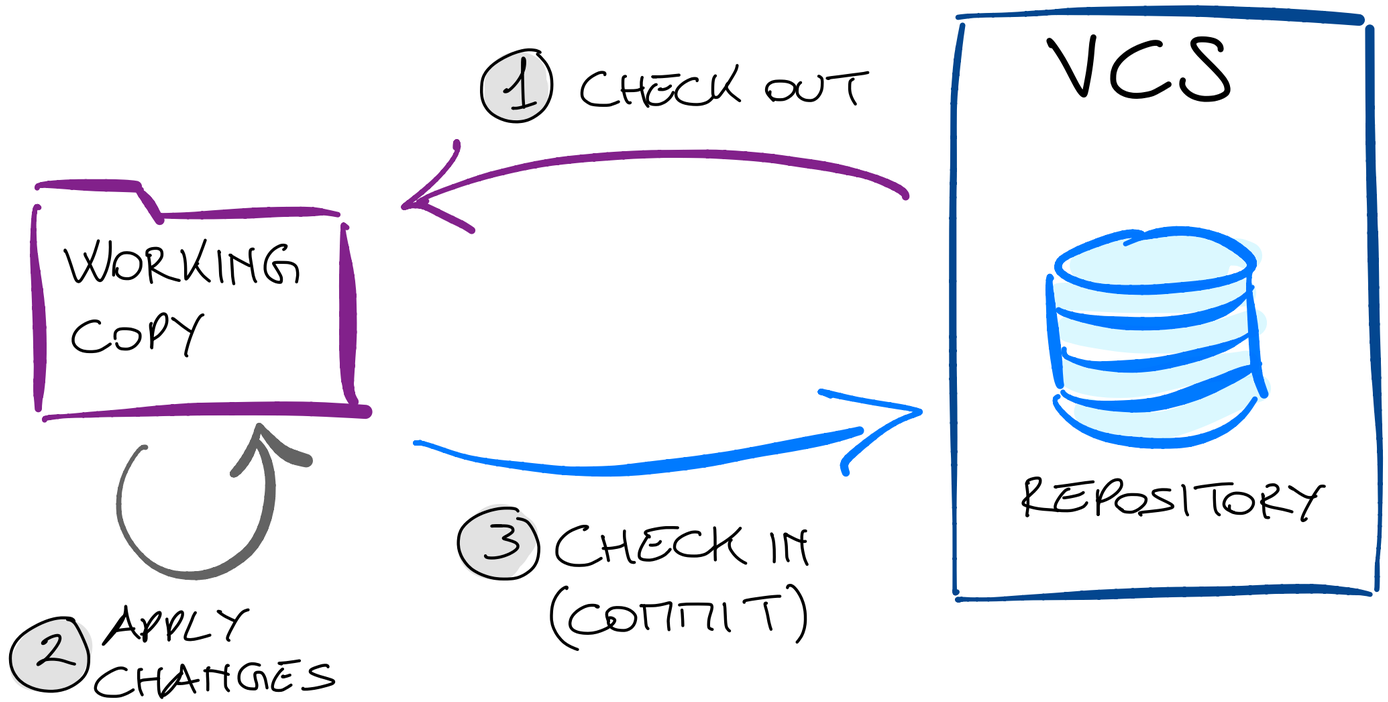
Agents can touch many files in one pass, and they don't always get it right.

- It’s a safety mechanism.
- It enables cheap experimentation.



What's a Version Control System?

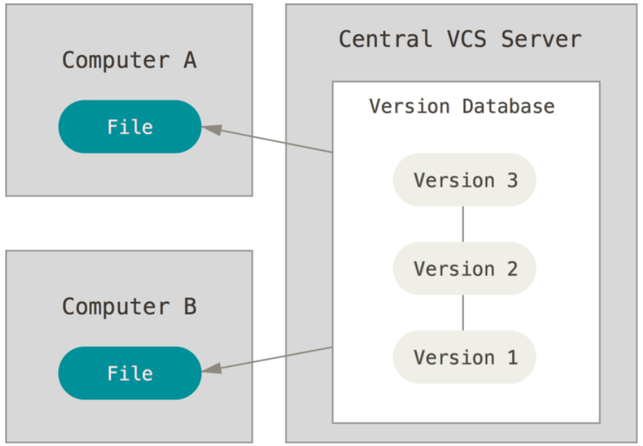
A Version Control System (VCS) is a software that manages changes to a set of data over time.



Centralized VCS

A single server contains all the versioned files, a number of clients check out files from that central place.

- Everyone knows what everyone else on the project is doing.
- Administrators have fine-grained control over who can do what.
- The centralized server is a single point of failure.

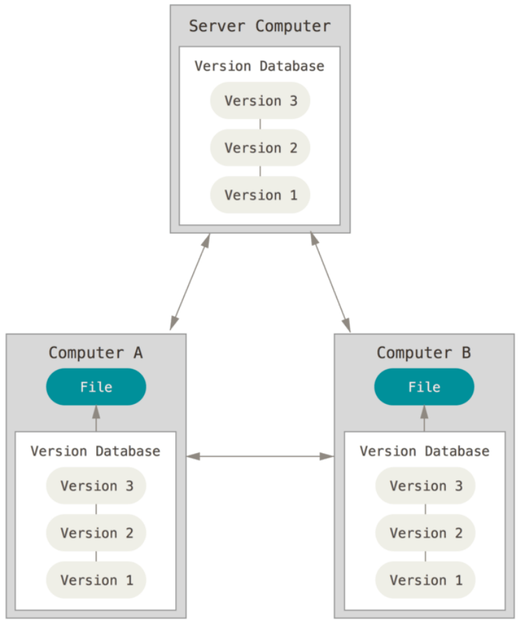


Picture from Pro Git

Distributed VCS

Clients don’t just check out the latest snapshot of the files.
They fully mirror the repository, including its full history.

- No canonical, reference copy of the codebase exists by default.
- Common operations are fast.
- Communication only when pushing/pulling to/from other peers.
- Working copies function as remote backups.



Picture from Pro Git

Git

Free and open source distributed VCS designed to handle everything from small to very large projects with speed and efficiency.

- Built to work on the Linux kernel.
- Speed and performance have been a primary design goal.



Let’s try Git

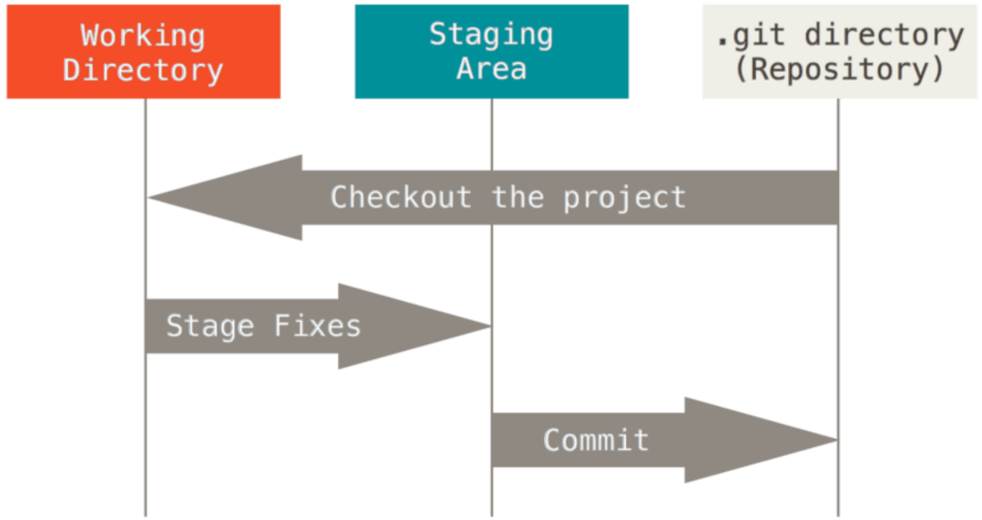
Initialize a Git repository for our hello-name application.

- Use Git from the command line.
- Look at some of the basic Git commands.



Main sections of a Git project

The working directory, the staging area and the Git directory.



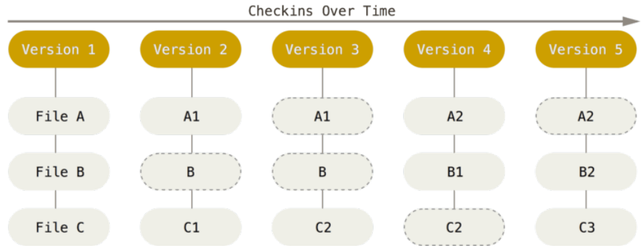
Basic Git workflow

1. You modify files in your working directory.
2. You stage the changes you want to be part of your next commit.
3. You do a commit.

Snapshots

Git thinks of its data like a series of snapshots of a miniature filesystem.

- When you commit, Git takes a picture of what all your files look like at that moment and stores a reference to that snapshot.
- If files have not changed, Git doesn't store the file again.



Picture from Pro Git

.gitignore

Not everything requires versioning.

build

Output of your builds as well as transient files Gradle uses to support features like incremental builds.

.gradle

Project-specific cache directory generated by Gradle. Can contain machine specific data.

.idea

IntelliJ's project specific settings files.



The three states

Git has three main states that your tracked files can reside in.

Modified

You have changed the file but have not committed it.

Staged

You have marked a modified file in its current version to go into your next commit snapshot.

Committed

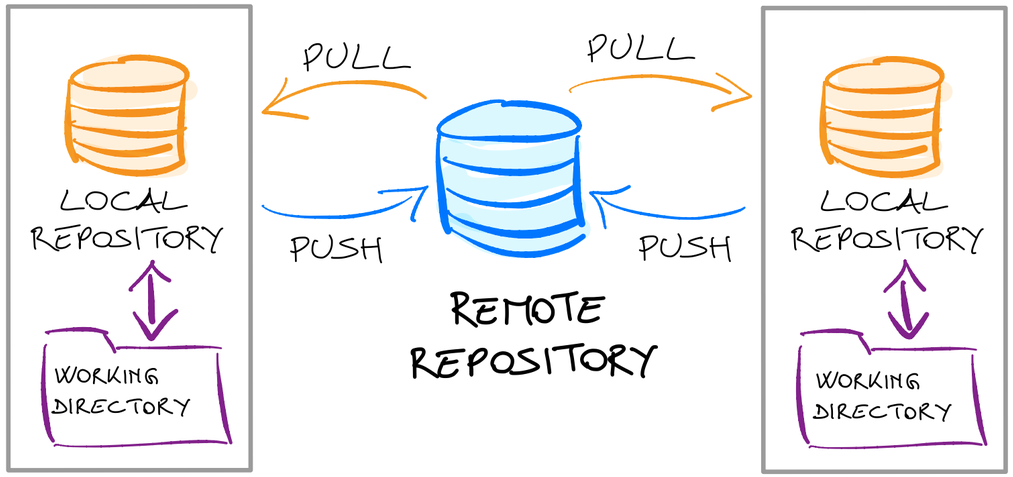
The data is safely stored in your local database.



Remote Git repositories

In order to do any collaboration in Git, you'll need to have a remote Git repository.

- Remote repositories are versions of your project that are hosted on the Internet or network somewhere.
- The preferred method for collaborating with someone is to set up an intermediate repository.



GitHub

GitHub is the single largest host for Git repositories.

- A large percentage of all Git repositories are hosted on GitHub.
- Many open-source projects use it for Git hosting, issue tracking, code review, and other things.



Let’s try GitHub

Create a remote Git repository for our hello-name application.

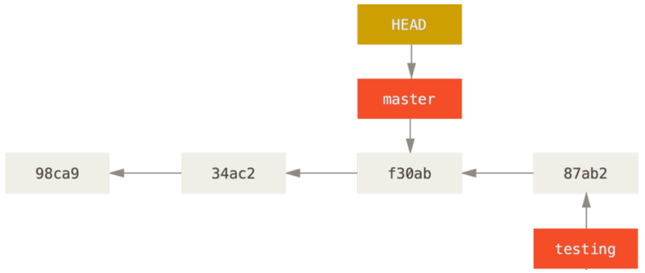
- Set up a remote repository on GitHub.
- Look at Git commands to work with remote repositories.



Branches

With branches you can diverge from the main line of development and continue to do work without messing with that main line.

- A branch is simply a lightweight movable pointer to one commit.
- Branching operations are nearly instantaneous.
- Git encourages workflows that branch and merge often.
- Have a look at https://learngitbranching.js.org to learn more.

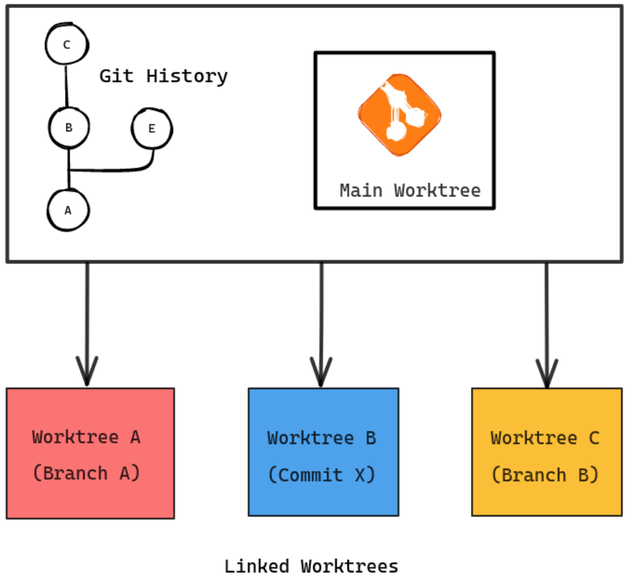


Picture from Pro Git

Working trees

A git repository can support multiple working trees, allowing you to check out more than one branch at a time.

- Several working directories without cloning multiple times.
- Switch context without committing/stashing unfinished work.
- Run multiple coding agents/sessions concurrently.



Linked Worktrees

Picture from Get your git game up with git worktrees

Alternative tools

IDE

IntelliJ IDEA

NetBeans

Visual Studio Code

…

Git GUI

SourceTree

GitHub Desktop

TortoiseGit

…

Hosting sites

GitLab

Bitbucket

Launchpad

…



Other version control systems

Git is only one of the available free and open source VCS.

- CVS
- Subversion
- Bazaar
- Mercurial
- ...



Cribbage Score Calculator

A running example to try in small groups tools, practices and techniques.

https://gist.github.com/dario-campagna/fc24bc3a94e864802c37432f7ea31874

1. Create a Java project using Gradle
2. Push the project to GitHub
3. Add collaborators
4. Edit the README.md file and experiment with GitHub
5. Develop the program (and experiment with GitHub even more)



J Wynia from Minneapolis, United States
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References



Pro Git

https://git-scm.com/book/en/v2

Git reference manual

https://git-scm.com/docs