



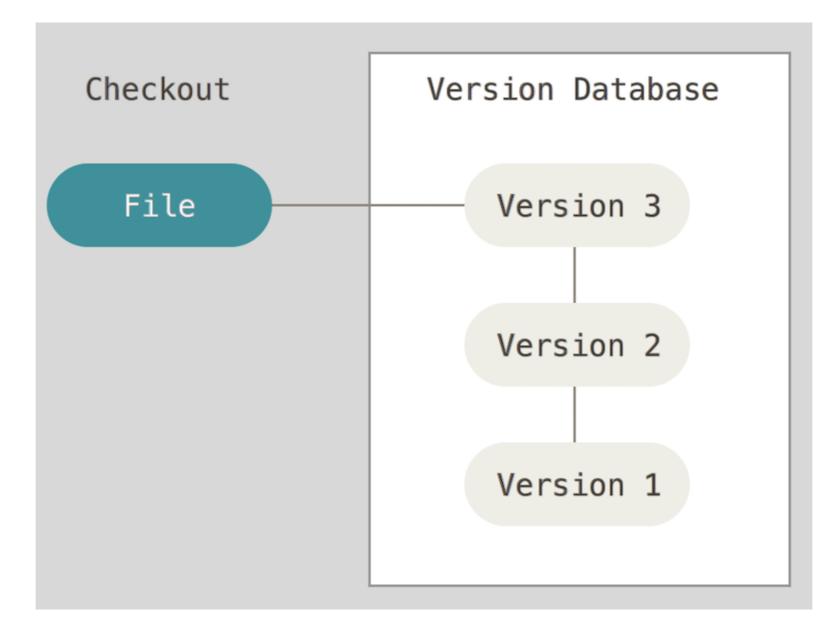
A Beginner's Guide to Git

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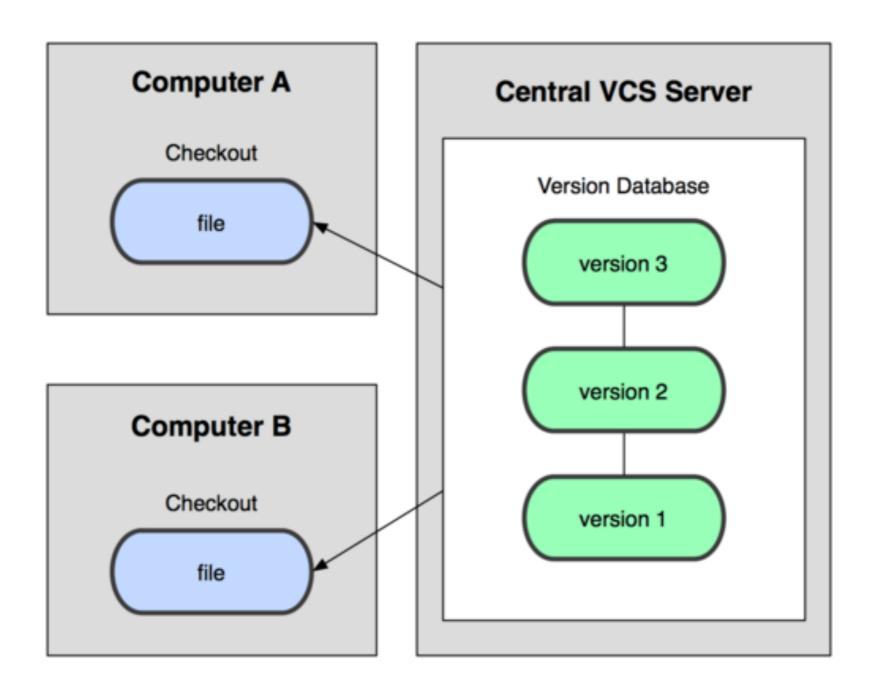


An efficient way of tracking changes to files Instead of saving entire directory, save *changesets* or *commits*





Centralised Version Control



e.g. CVS, Subversion

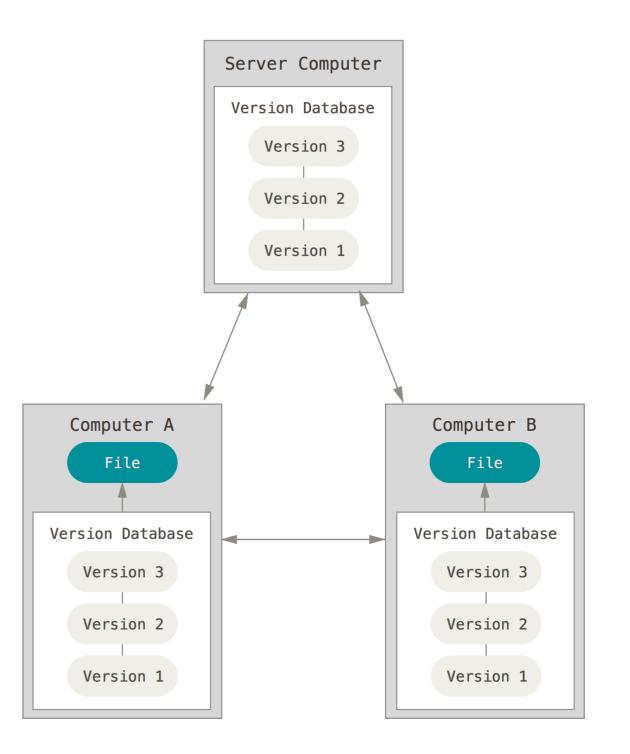


Distributed Version Control

Distributed Version Control

Each Computer stores a copy of the version database

e.g. git, mercurial



Installing git



Installing on Linux

If you want to install the basic Git tools on Linux via a binary installer, you can generally do so through the basic package-management tool that comes with your distribution. If you're on Fedora for example, you can use yum:

\$ sudo yum install git-all

If you're on a Debian-based distribution like Ubuntu, try apt-get:

```
$ sudo apt-get install git-all
```

For more options, there are instructions for installing on several different Unix flavors on the Git website, at http://git-scm.com/download/linux.

Installing on Mac

There are several ways to install Git on a Mac. The easiest is probably to install the Xcode Command Line Tools. On Mavericks (10.9) or above you can do this simply by trying to run *git* from the Terminal the very first time. If you don't have it installed already, it will prompt you to install it.

If you want a more up to date version, you can also install it via a binary installer. An OSX Git installer is maintained and available for download at the Git website, at http://git-scm.com/download/mac.

Configuring git



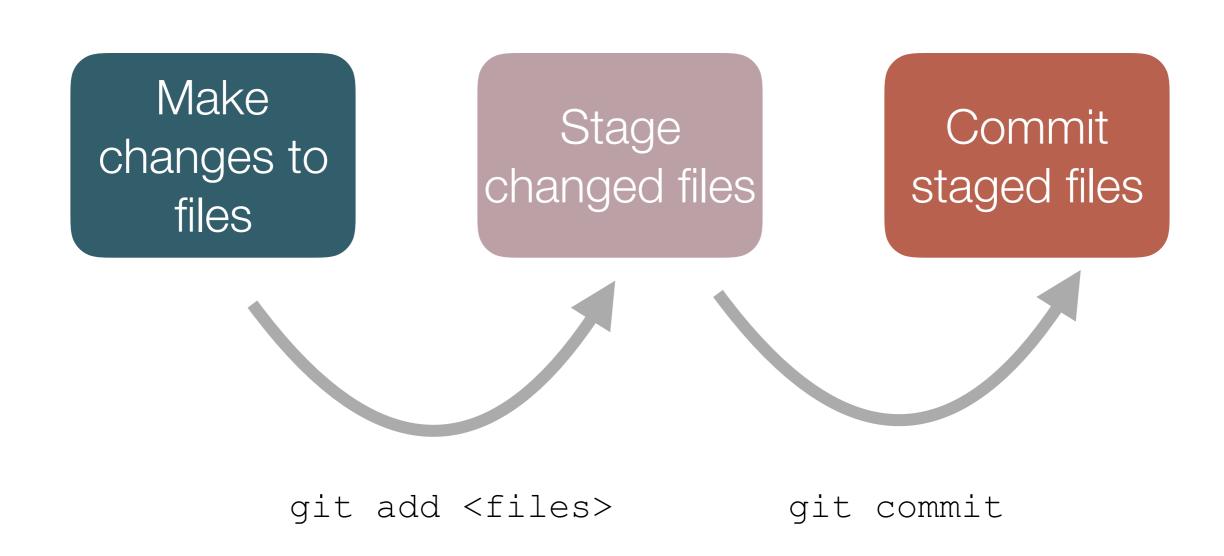
> git config -- global user.name "John Doe"
> git config -- global user.email "johndoe@example.com"

This ensures that your commits are correctly labelled (Crucial if you are collaborating on code) Settings stored in ~/.gitconfig

GNU n	ano 2.0.6	File: /Users/dhf/.gitconfig
user]		
[alias] [color]	name = Duncan Forgan email = dhf3@st-andrews.ac.uk	
	<pre>tree = loggraphalldecora</pre>	tepretty=onelineabbrev-commit
	ui = auto	



How git creates a new version of code





A Simple Recipe for Local Version Control

- > cd dir/where/code/is # Hopefully obvious
- > git init # Create a git repository
- > git add <files> # Select files to be committed > git commit # Takes vou to an editor screen
 - # Takes you to an editor screen
 # (write a commit message)

Modify code, git add, git commit, modify code, git add, git commit...

- > git log # Lists all your commits



Undoing Things

- > git checkout <file> # Erase file changes since last commit
- > git reset HEAD~<n> # Go back n commits
- > git rm -- cached <file> # Stop tracking a file
 (without deleting it)

Using Remote Code Repositories



Q Find repositories

Updated 2 days ago

Updated 3 days ago

Updated 2015-11-05

Updated 2015-11-03

Updated 2015-11-03

Updated 2015-11-03

Updated 2015-10-28

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No recent contribution

Accounts Free Public Repos Free Limited Private Repos (subs)

Accounts Free Private Repos Free Limited Public Repos (subs)

GitHub vs Bitbucket



Setting up a Remote Code Repository

First - go online and create remote repository at website Obtain its URL



- > git push origin master
- > git pull origin master

> git remote add origin <url> # Create repo with alias `origin' # Send code to remote repo # Receive code from remote repo

master refers to the branch of code you are working on

Branching And Merging



You should always have a stable, working version of code (master) If you want to add a feature, do this on a branch Once the feature works, you can merge it into master

- > git checkout -b hotfix
- > git add, commit etc
- > git checkout master
- > git merge hotfix

