

# **GIT**

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# Motivation

Why even bother?

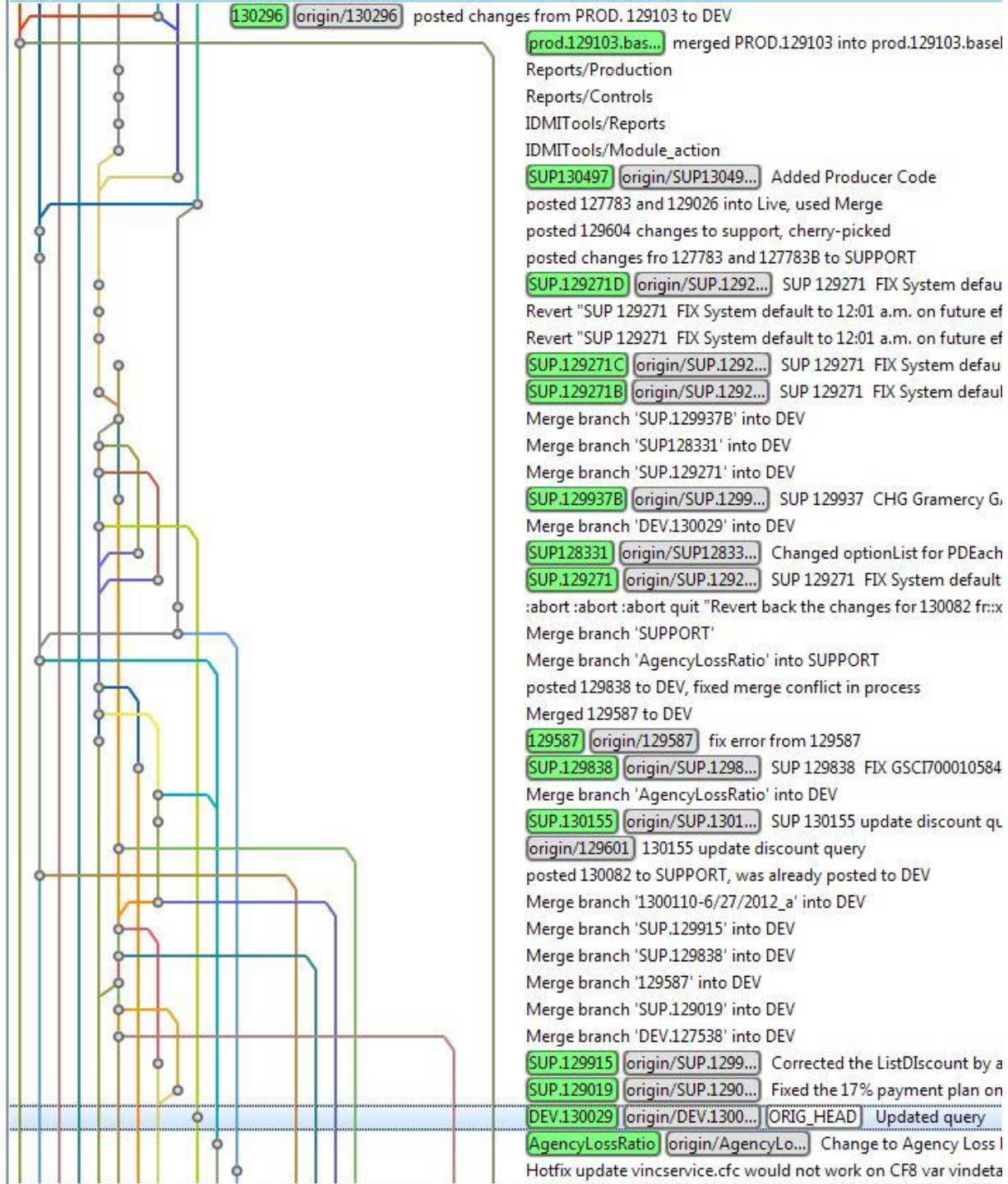


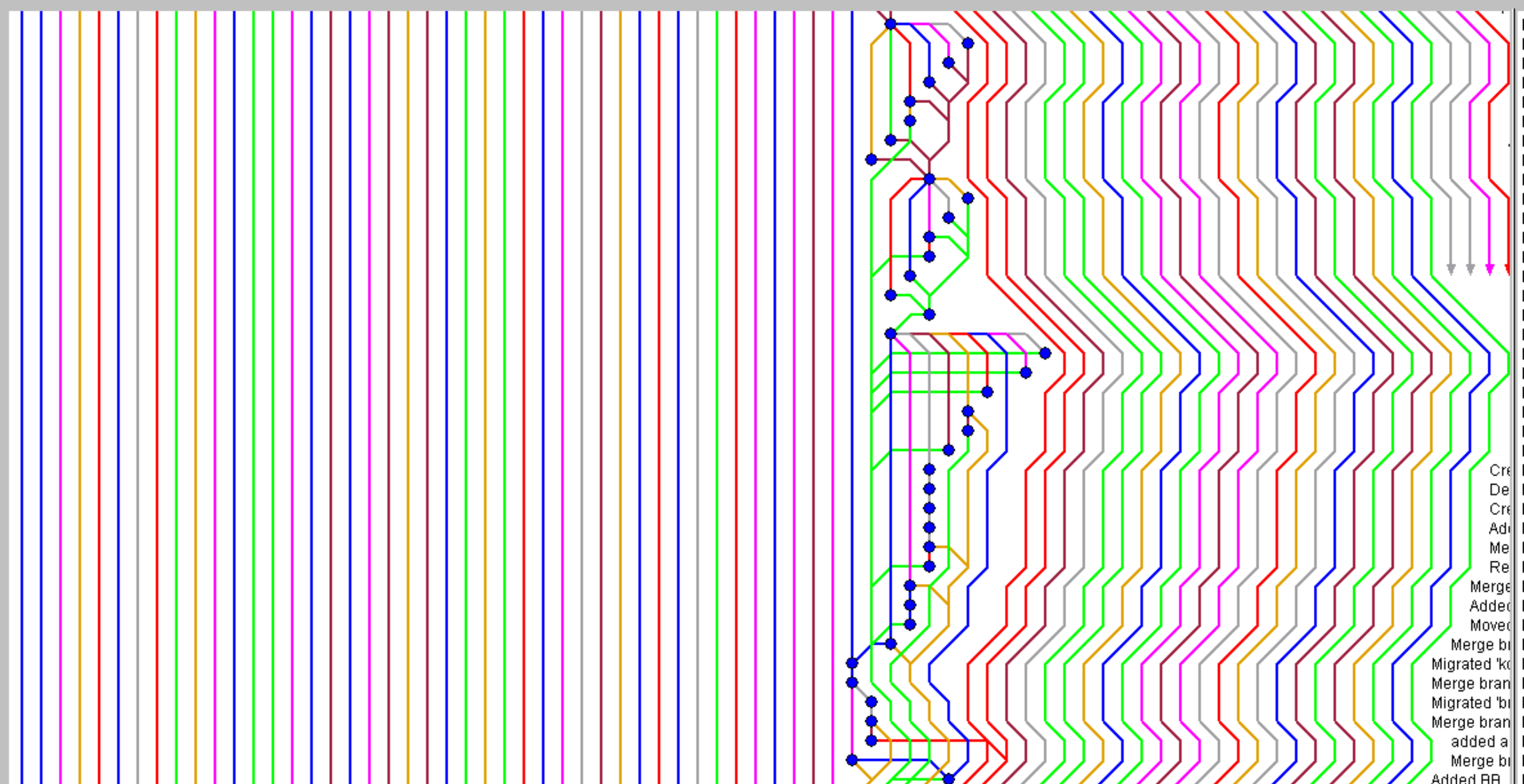
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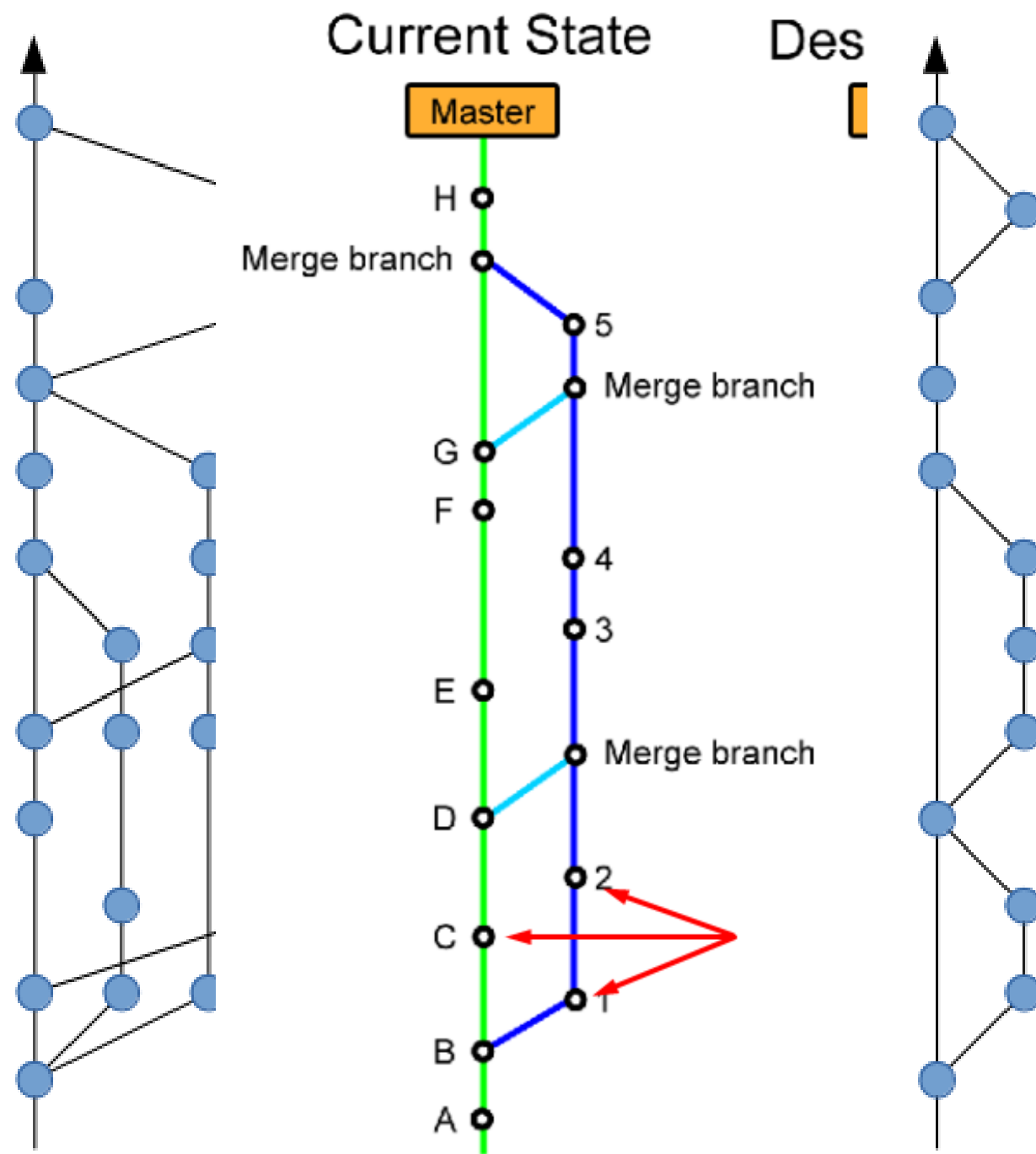
~~~~~







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Migrated 'br  
Merge bran  
added a  
Merge br  
Added BB



# Agenda

- Terminology
- Commit culture
- Immutable nature of GIT
- Rebase and merge
- Savepoints
- Interactive rebase

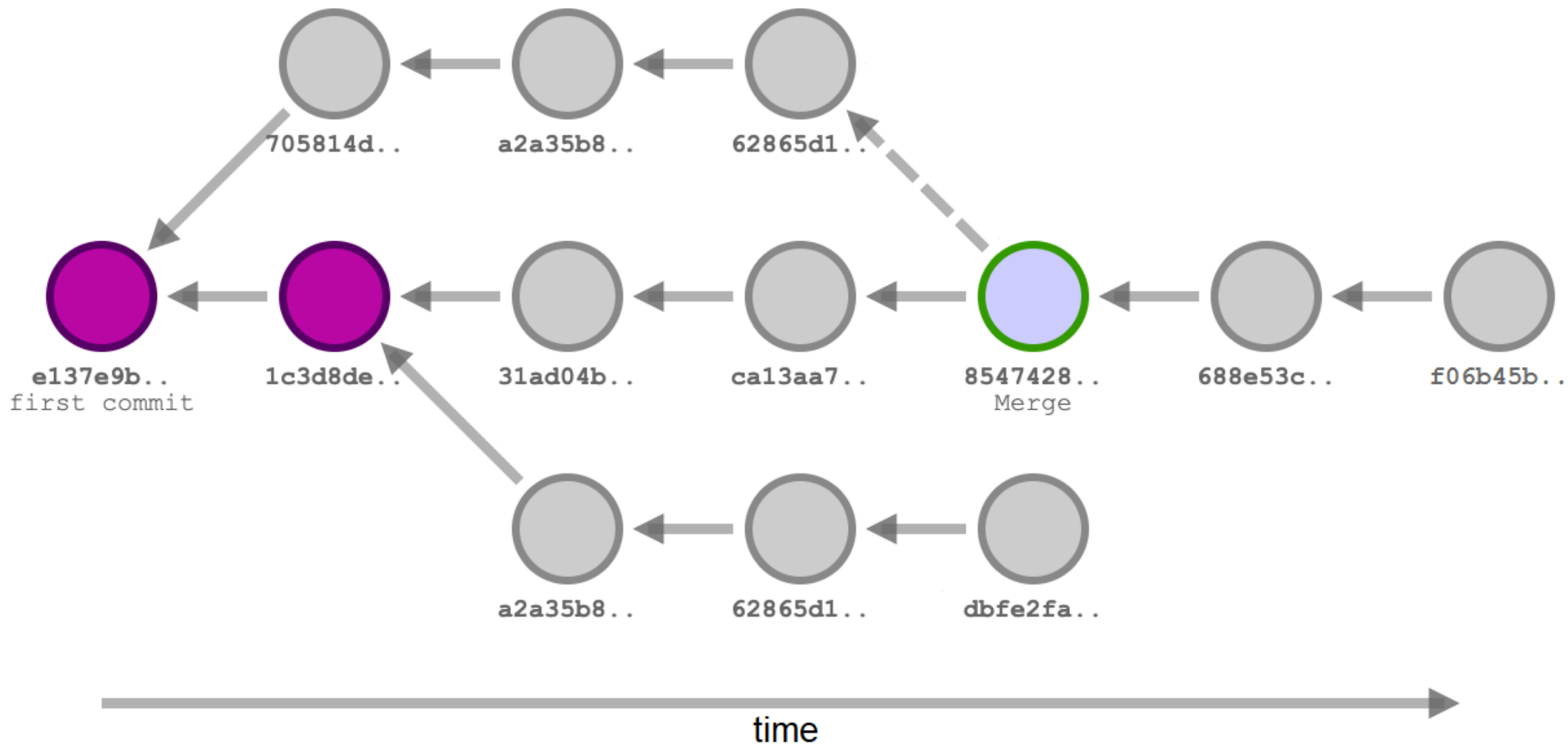
# Terminology

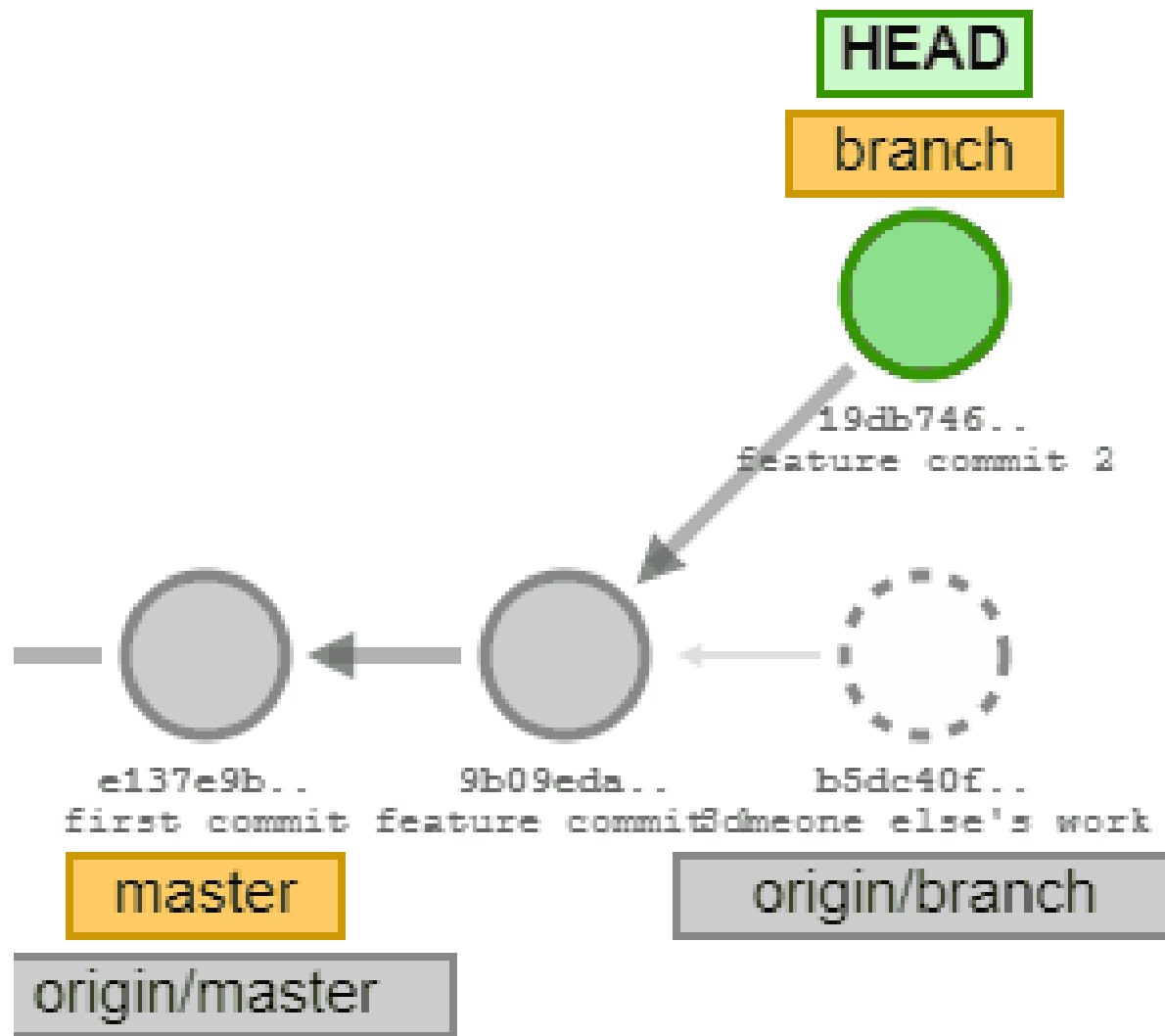
First things first



# Terminology

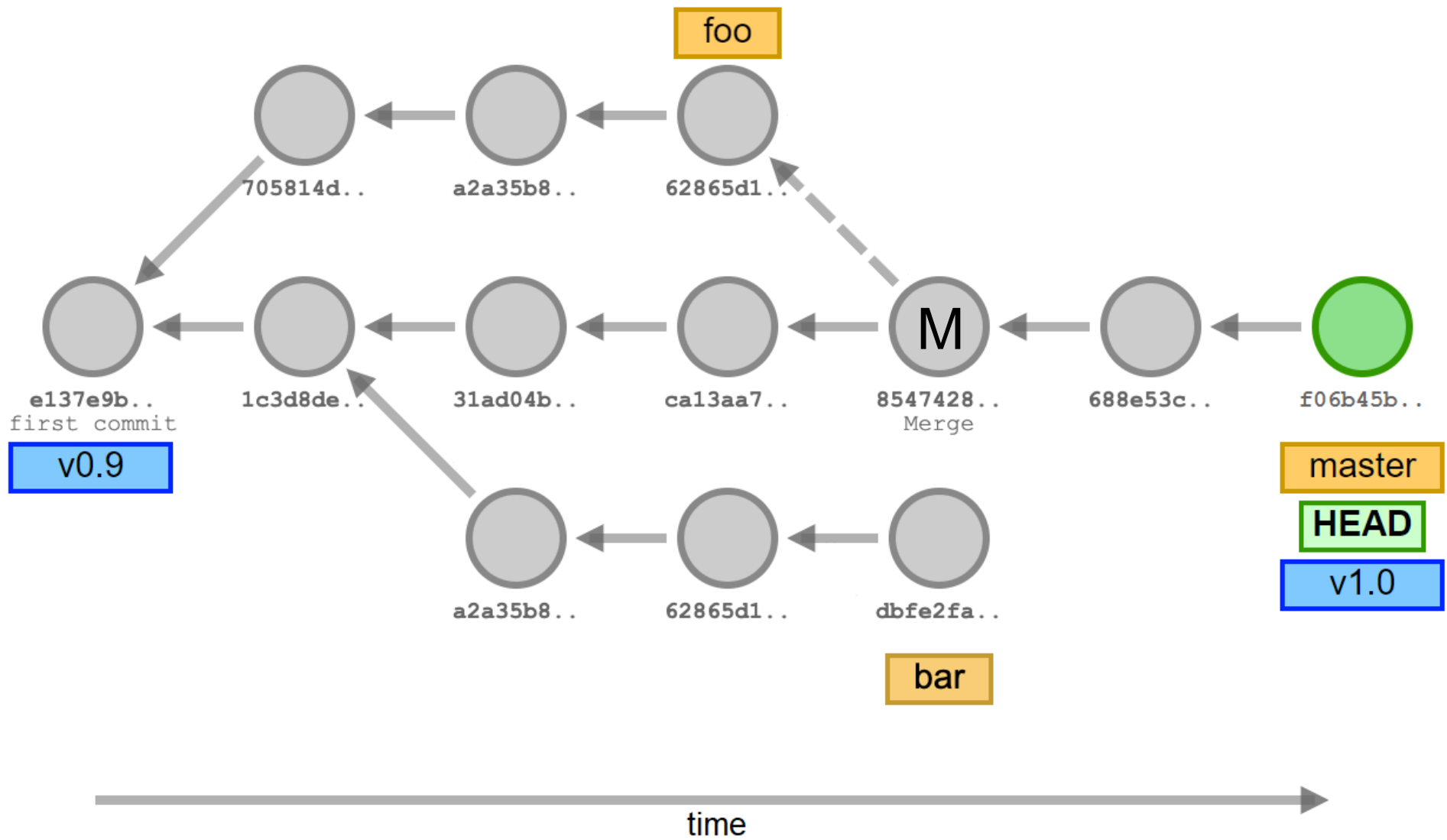
- Commit
  - State of files in time
  - Also, a set of changes
  - Node in the history graph
  - Commits are immutable





# Terminology

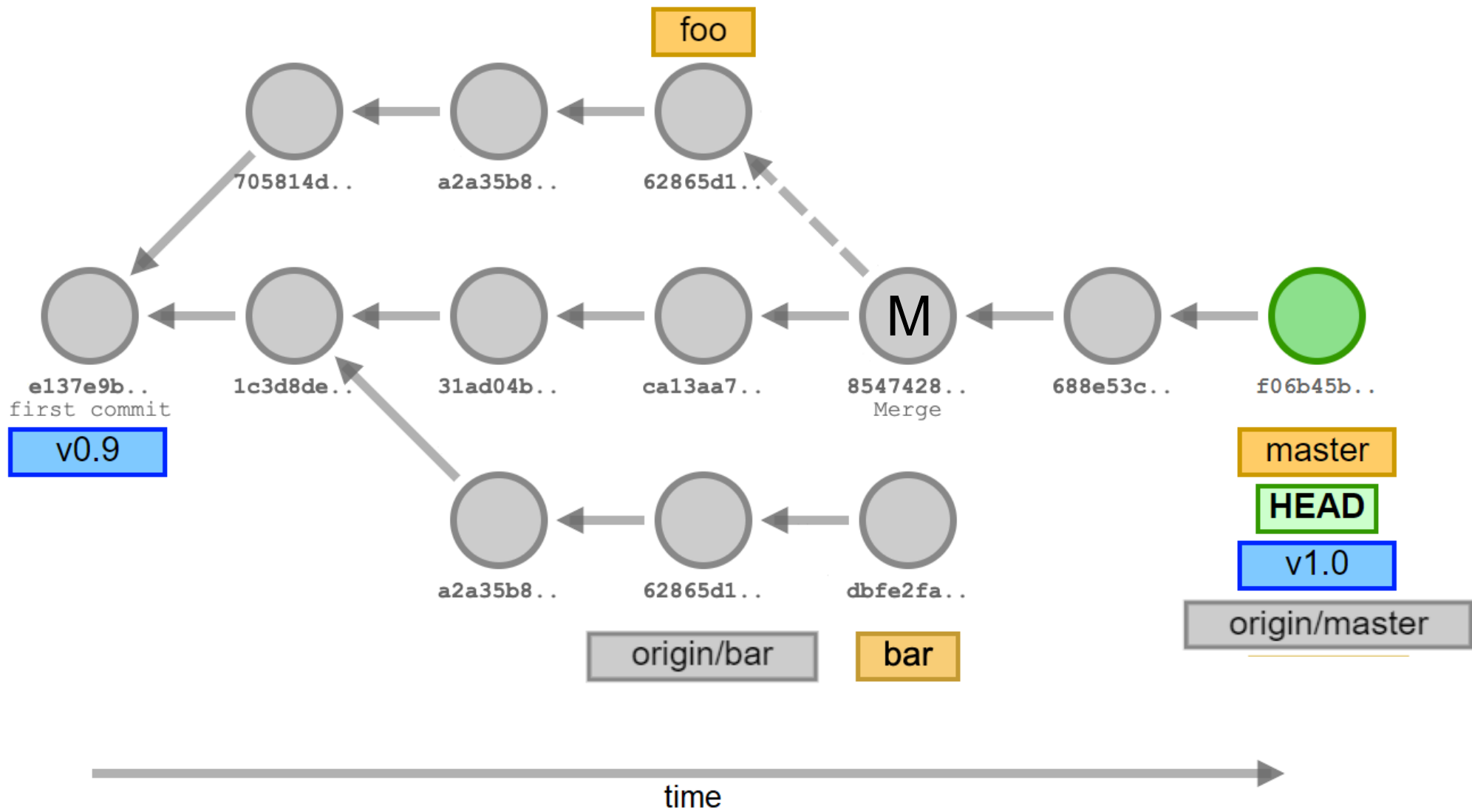
- References
  - Named pointers to commits
  - **Branch** – named pointer
  - **Tag** – immutable named pointer
  - **HEAD** – current commit



# Terminology

- Origin & Upstream
  - Origin
  - Upstream
  - Remote
- Local & remote branches
  - Local branch
  - Remote branch
  - Remote-tracking branch





# Terminology

- Working directory
  - Directory/file state
  - In sync with file system

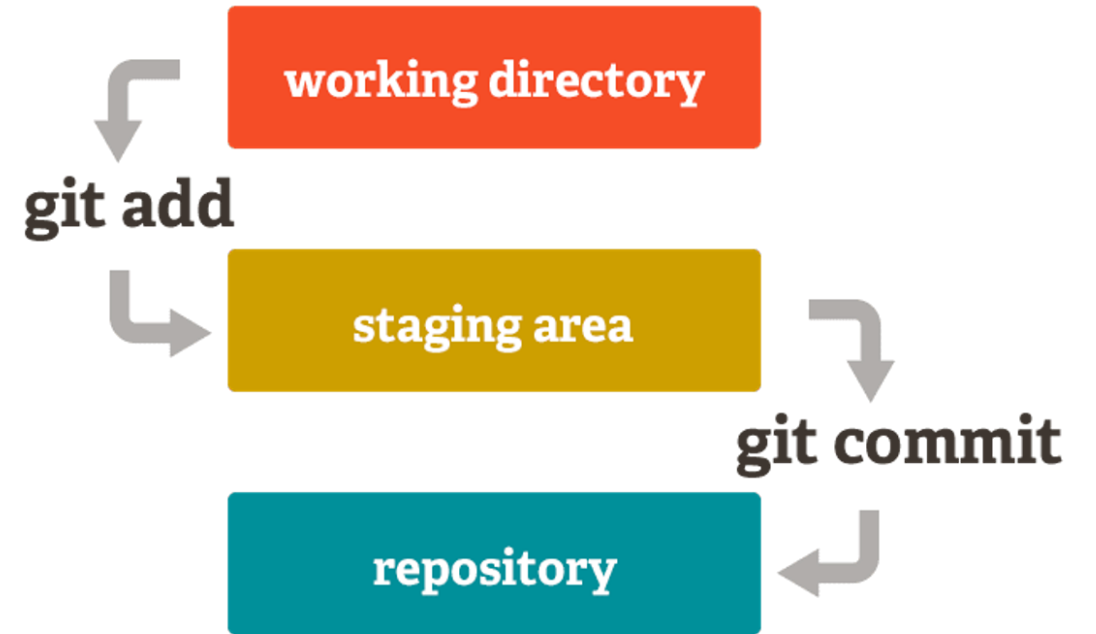
**working directory**

# Terminology

- Index/staging area
  - (Uncommitted) changes known to git
  - Staging area between the file system and the commit history
  - Snapshot of a future commit



# Terminology



# Commit culture

XXXXXXXXXX?????XXXXXXXXXXXXXXXXX????XX

# Make commits **atomic**!

- Contains one change (and its implications)
- Can be compiled and works after changes
- Easier reviews
- Easier rollback
- Easier bug identification



# Commit message

|   | COMMENT                            | DATE         |
|---|------------------------------------|--------------|
| ○ | CREATED MAIN LOOP & TIMING CONTROL | 14 HOURS AGO |
| ○ | ENABLED CONFIG FILE PARSING        | 9 HOURS AGO  |
| ○ | MISC BUGFIXES                      | 5 HOURS AGO  |
| ○ | CODE ADDITIONS/EDITS               | 4 HOURS AGO  |
| ○ | MORE CODE                          | 4 HOURS AGO  |
| ○ | HERE HAVE CODE                     | 4 HOURS AGO  |
| ○ | AAAAAAAAA                          | 3 HOURS AGO  |
| ○ | ADKFJSLKDFJSDKLFJ                  | 3 HOURS AGO  |
| ○ | MY HANDS ARE TYPING WORDS          | 2 HOURS AGO  |
| ○ | HAAAAAAAAAANDS                     | 2 HOURS AGO  |

AS A PROJECT DRAGS ON, MY GIT COMMIT MESSAGES GET LESS AND LESS INFORMATIVE.

# Commit message

- 2 parts
  - Title (~50 chars)
  - Description

```
git commit -m <title> -m <description>
```

(Or use the editor...)

# Commit message

- 2 parts
  - Title (~50 chars)
  - Description

```
git commit -m <title> -m <description>
```

(Or use the editor...)

- Bad:
  - Fix review, Minor changes, change const X to 5, wtf, add tests, ...
- Good:
  - “write commits as if you were giving the computer an instruction on what changes to make”
  - Fix header to be consistent across all screens

# Conventional Commits 1.0.0

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## Summary

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The Conventional Commits specification is a lightweight convention on top of commit messages. It provides an easy set of rules for creating an explicit commit history; which makes it easier to write automated tools on top of. This convention dovetails with **SemVer**, by describing the features, fixes, and breaking changes made in commit messages.

The commit message should be structured as follows:

---

```
<type>[optional scope]: <description>
```

```
[optional body]
```

```
[optional footer(s)]
```

# git add --patch

```
>git add --patch
diff --git a/.svgrrc.js b/.svgrrc.js
index 9b82a86334..f6947df385 100644
--- a/.svgrrc.js
+++ b/.svgrrc.js
@@ -13,9 +13,17 @@ module.exports = {
  ref: true,
  replaceAttrValues: { '#000': 'currentColor' },
  svgoConfig: {
-   plugins: {
-     convertPathData: false, // messes up some of the icons
-   }
+   plugins: [
+     {
+       name: 'preset-default',
+       params: {
+         overrides: {
+           convertPathData: false, // messes up some of the icons,
+           removeViewBox: false,
+         },
+       },
+     },
+   ],
+ },
+ ],
+ },
  template: iconTemplate,
  titleProp: false,
(1/1) Stage this hunk [y,n,q,a,d,e,?]? ?
```

y - stage this hunk  
n - do not stage this hunk  
q - quit; do not stage this hunk or any of the remaining ones  
a - stage this hunk and all later hunks in the file  
d - do not stage this hunk or any of the later hunks in the file  
e - manually edit the current hunk  
? - print help

```
@@ -13,9 +13,17 @@ module.exports = {  
  ref: true,  
  replaceAttrValues: { '#000': 'currentColor' },  
  svgoConfig: {  
-    plugins: {  
-      convertPathData: false, // messes up some of the icons  
-    }  
+    plugins: [  
+      {  
+        name: 'preset-default',  
+        params: {  
+          overrides: {  
+            convertPathData: false, // messes up some of the icons,  
+            removeViewBox: false,  
+          },  
+        },  
+      ],  
+    ],  
+  },  
  template: iconTemplate,  
  titleProp: false,  
}
```

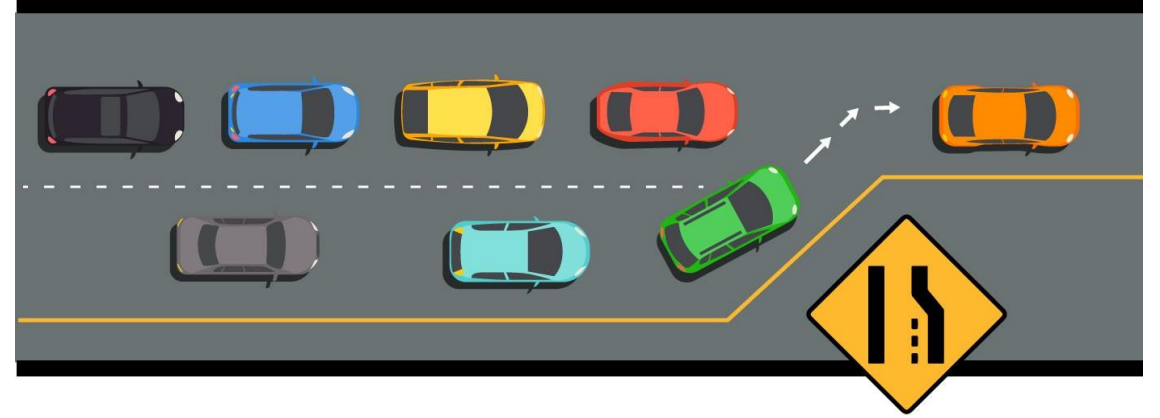
(1/1) Stage this hunk [y,n,q,a,d,e,?]? :



# Merge and rebase

Not versus...

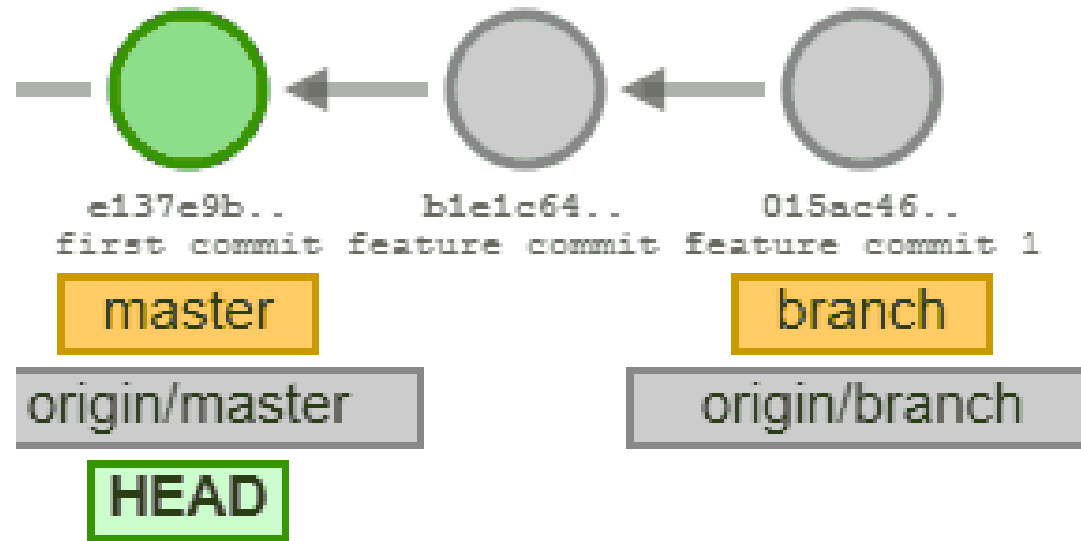
# merge



- Reconciles two branches
  - Doesn't have to be branches, but let's stick to what we mostly do.
  - Has several ~~strategies~~ approaches:
    - --ff-only
    - --no-ff
    - --ff
  - Strategies are these: <https://git-scm.com/docs/merge-strategies>

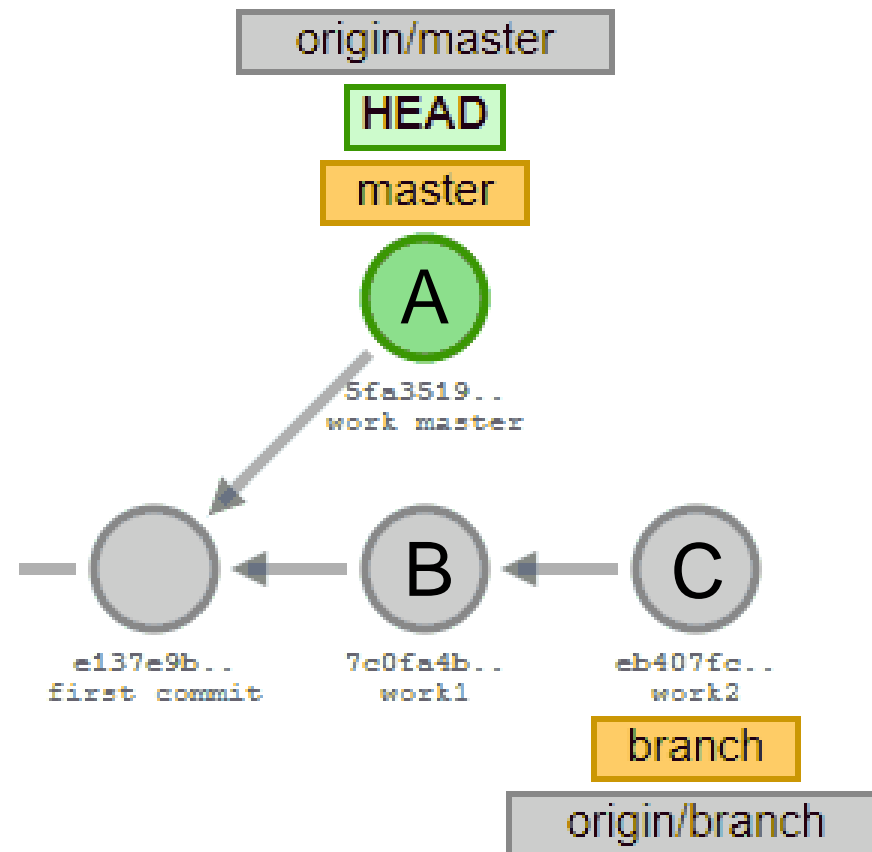
# merge

- Fast forward



# merge

- Fast forward not possible
- `git merge branch`

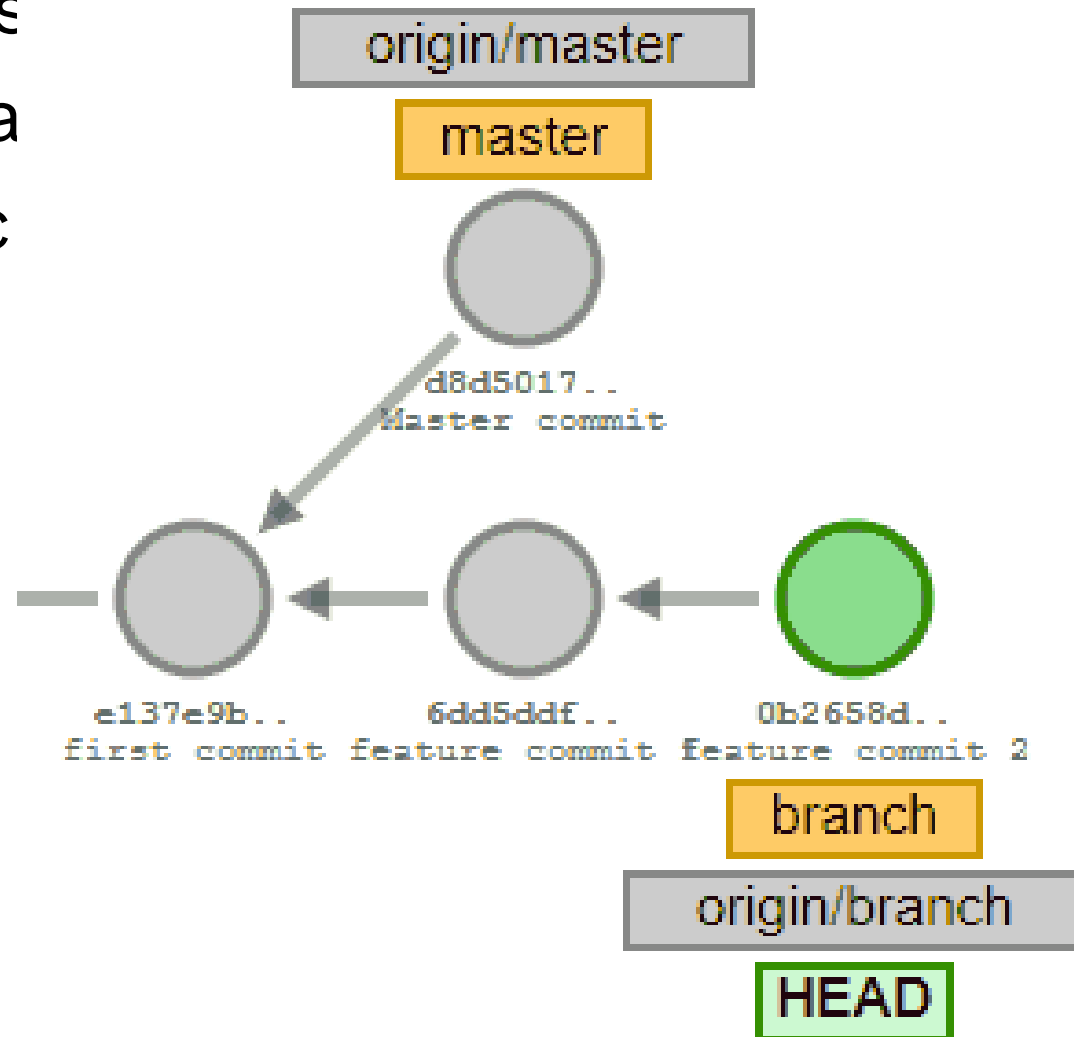


# rebase

- Not a substitute for merge!
- A way to always be able to fast forward.
- Assisted changeset re-application.

# rebase

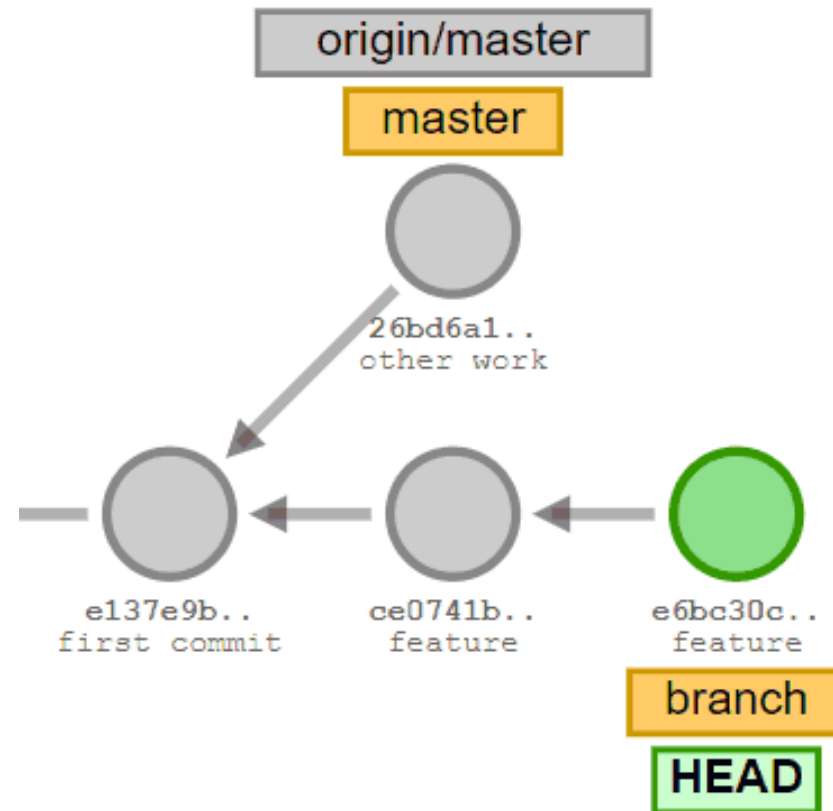
- Not a subs
- A way to a
- Assisted c





# rebase & merge (fast-forward)

git rebase master



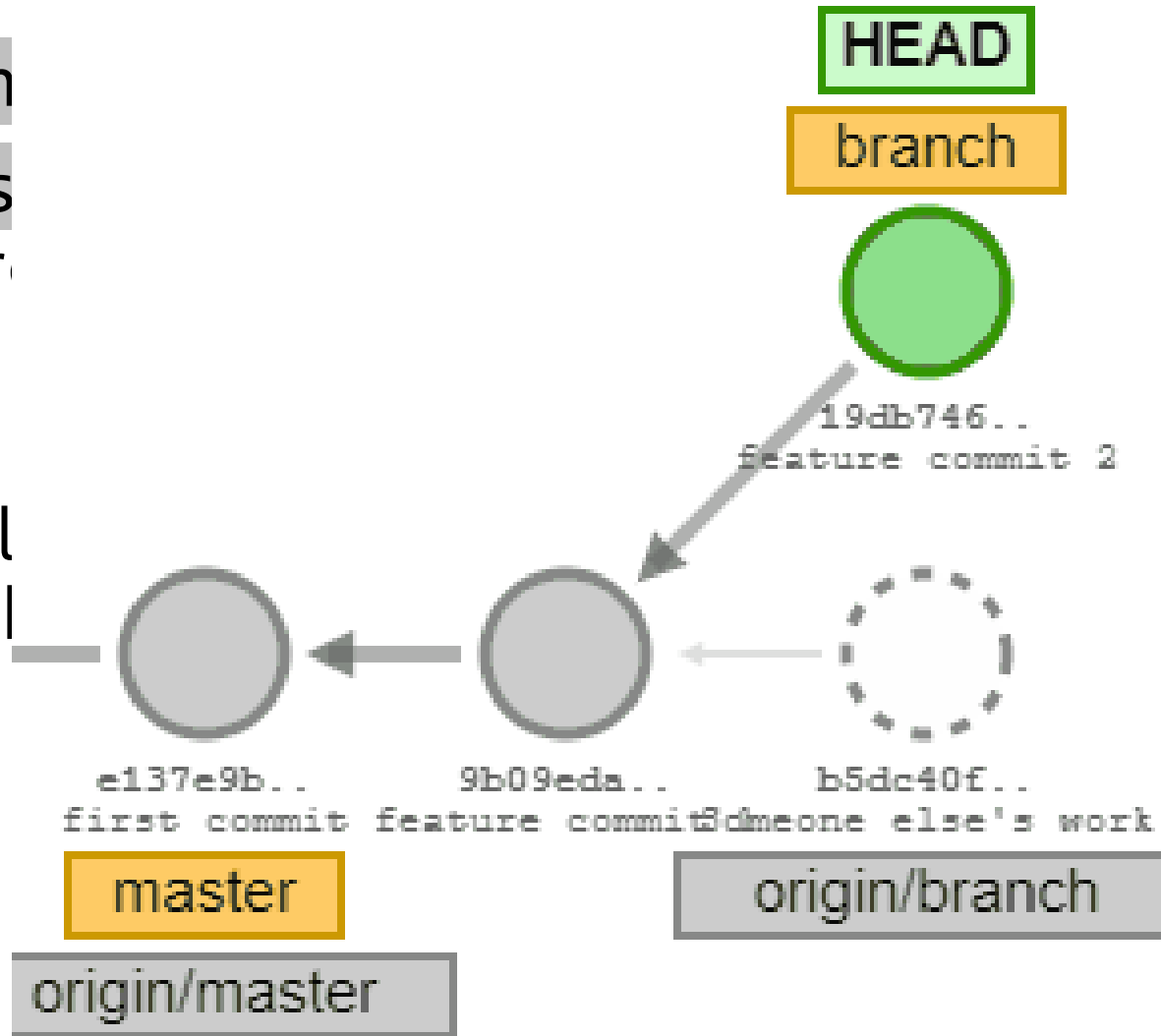
# pull --rebase

- It fetches
- It rebases your local changes onto the most recent commit in the remote branch.
- Basically just:  
`git fetch && git rebase "origin/$(git branch --show-current)"`

# pull --rebase

- It fetches
- It rebases
- in the repository

- Basically, it's like a git fetch



commit

current)"

# Savepoints

Or when things get complicated

Shell

```
$ cd ..  
$ cp -r work backup_work  
$ cd work
```

# Savepoints

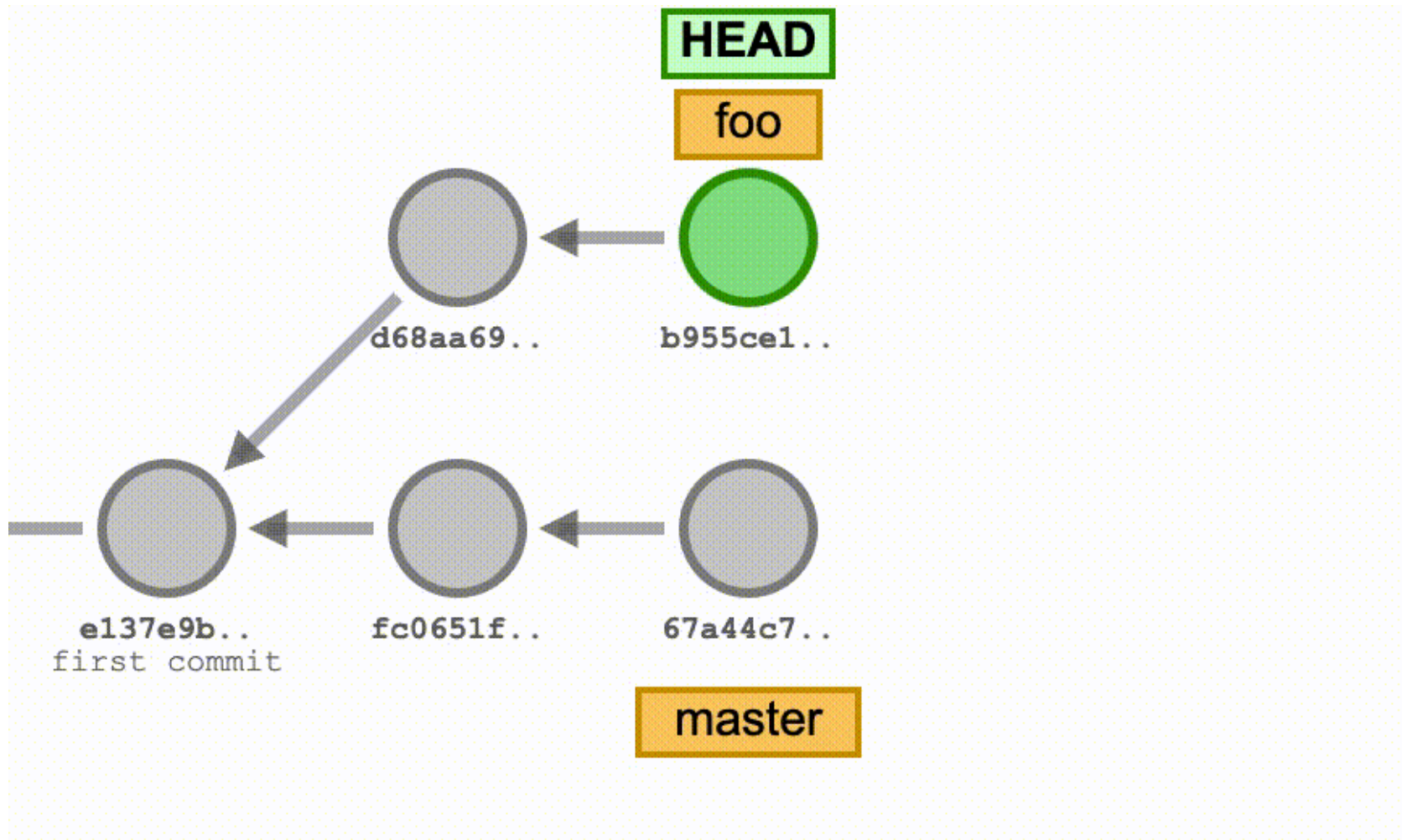
Or when things get complicated

# savepoints

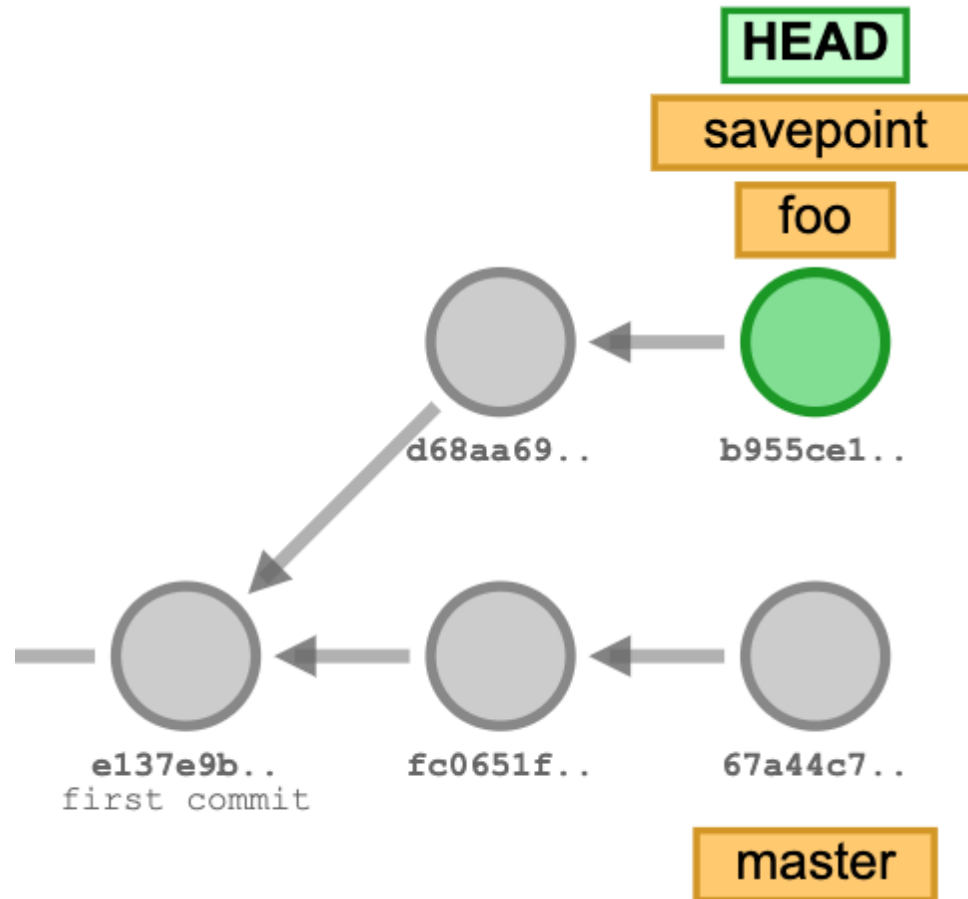
1. Repository is a gigantic graph of nodes
  - Git periodically traverses the commits and garbage-collects unreachable ones
2. Operations on commits are immutable
3. References make commits reachable

*„Creating a branch before you try a merge or a rebase is like saving your game before you battle the boss“*

# savepoints

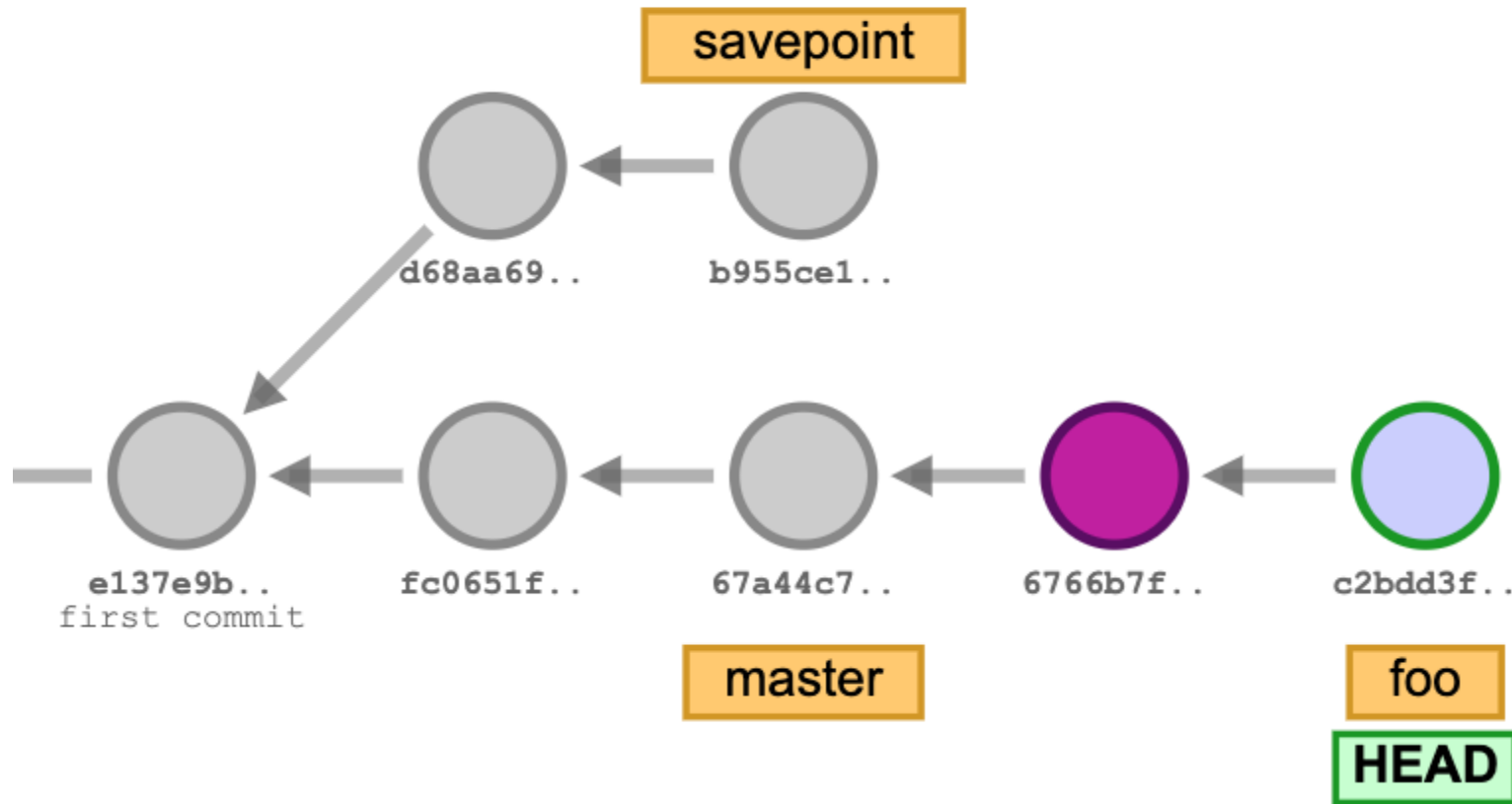


# savepoints

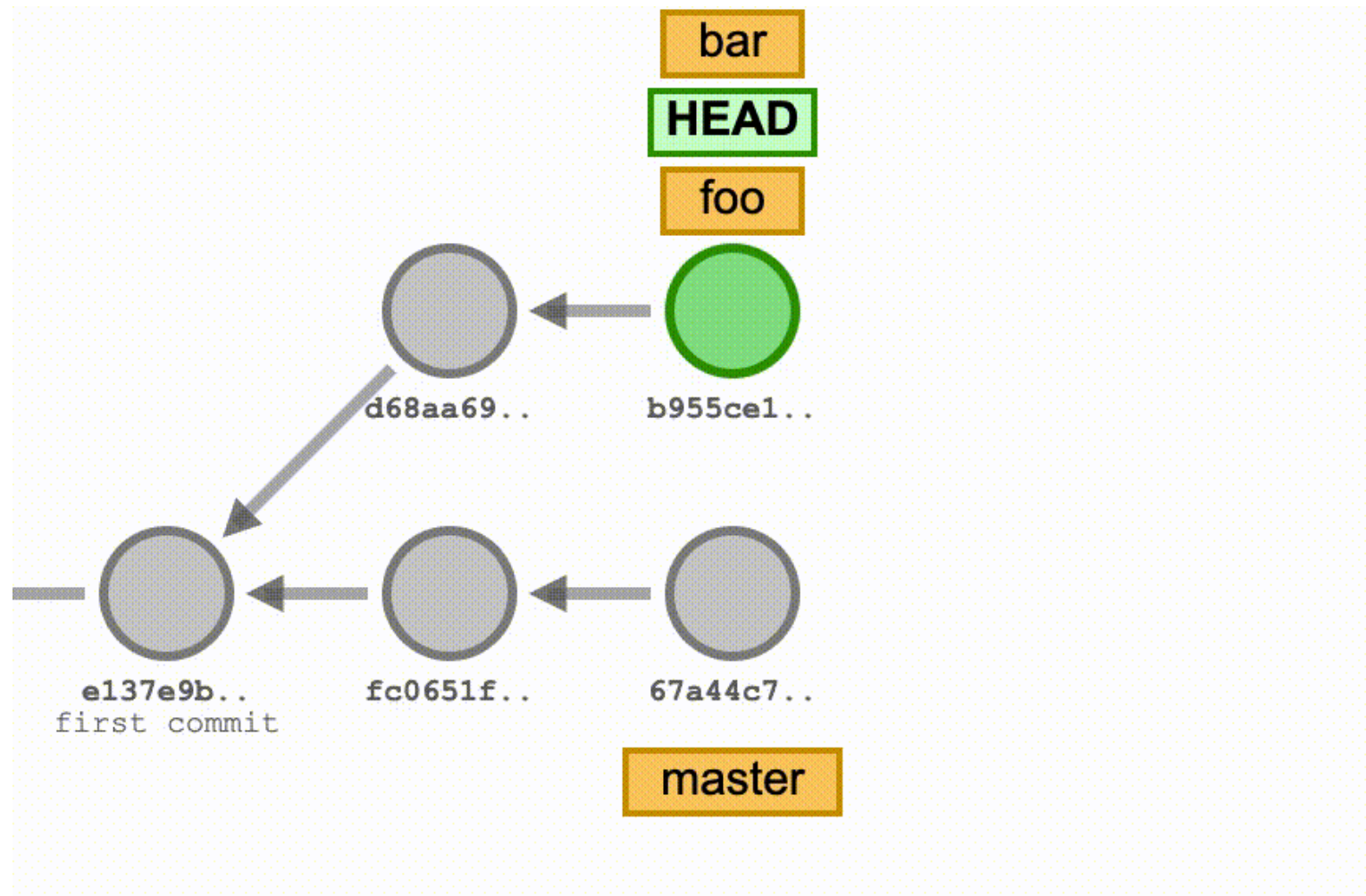




# savepoints



# savepoints



# savepoints

## Savepoint pattern

- Create a new (*savepoint*) branch
- Do the merge
- Check the graph
- **Ok**: Delete the *savepoint*
- **Nok**: Move the branch pointer back to the *savepoint*

## Scout pattern

- Create a new (*scout*) branch and **switch to it**
- Do the merge
- Check the graph
- **Ok**: Move previous branch forward where the *scout* branch is
- **Nok**: Delete the *scout* branch

# Interactive rebase

# Interactive rebase

- **why?** to clean up history (typically on feature (private) branch)
- **what?** edit, reorder, squash, split, delete commits, etc.
- **how?** using a text editor choose an action for each commit



**GIT SQUASH?**

**THAT JUST SOUNDS LIKE FIXUP WITH EXTRA STEPS**



# And that's it...

Let's recap

# Takeaways

- Rebase and merge
  - Don't be afraid of conflict resolution, you're just re-applying the same changes. Same intentions – your intentions.
- Visualize your repository before you run any command
  - Remember A DOG `git log --all --decorate --oneline --graph`.
- References make commits reachable
  - As long as there is a pointer to a commit, the state can be safely changed back to this state.