Version Control

EECS 2311 - Software Development Project

Second level

Fifth level

January 12, 2021



- You finished the assignment at home
- You get to York to submit and realize you did not upload it
- Has this ever happened to you?



- Your program works pretty well
- You make a lot of improvements ...
 - ...but you haven't gotten them to work yet
- You need to demo your program now



- You are working on the 2.0 version of "your great app." But 2.0 does not quite compile yet... and customer finds a critical bug in 1.0, which must be fixed ASAP.
- If you're smart, you have a copy of your 1.0 source. You make the change and release, but how do you merge your changes into your 2.0 code?
- If you're not so smart, you have NO source code saved.
 You have no way to track down the bug, and you lose face until 2.0 is ready.



- You change one part of a program it works
- Your teammate changes another part it works
- You put them together it does not work

What were all the changes?



- You make a number of improvements to a class
- Your teammate makes a number of different improvements to the same class

How can you merge these changes?



A poor solution

- There are a number of tools that help you spot changes (differences) between two files, such as diff
- Of course, they won't help unless you kept a copy of the older version
- Differencing tools are useful for finding a small number of differences in a few files
- A better solution...



Version control systems

- Keep multiple versions of everything (not just source code)
- Request comments regarding every change
- Display differences between versions
- Allow merging of changes on the same file



Centralized Version Control

- Traditional version control system
 - Server with a database of versions
 - Clients have only a working version
- Examples
 - CVS
 - Subversion
- Challenges
 - Multi-developer conflicts
 - Client/server communication



Distributed Version Control

- Authoritative server by convention only
- Every working checkout is a repository
- Get version control even when detached
- Backups are trivial
- Examples
 - Git
 - Bitkeeper



Terminology

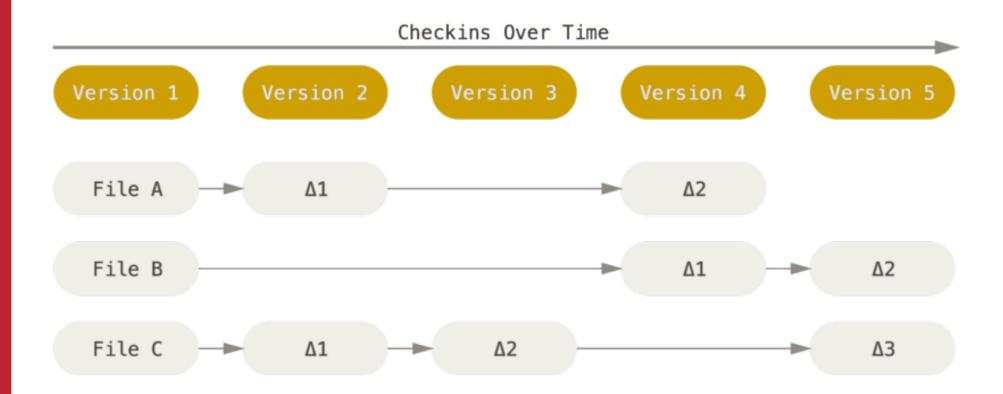
- A repository contains several branches
- The main branch is called the main (used to be called the master)
- Branches break off from the main/master to try something new, e.g. a new feature, code restructuring etc.
- Branches can be merged with other branches or into the main/master
- Tags are usually official releases that have to be supported

Git

- Developed by Linus Torvalds and the Linux community starting in 2005
- Goals
 - Speed
 - Support for thousands of parallel branches
 - Fully distributed
 - Can handle large projects like Linux
- The rest of these slides are based on the excellent Pro Git book (link on course website)

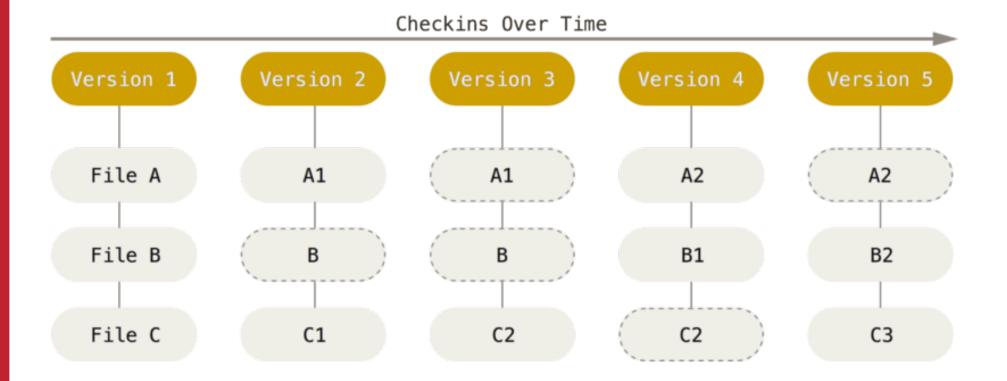


Before Git: Delta storage





Git: Snapshot storage





Git storage

- More like a miniature filesystem
- Makes for some very fast operations
- Beneficial when we get to branching

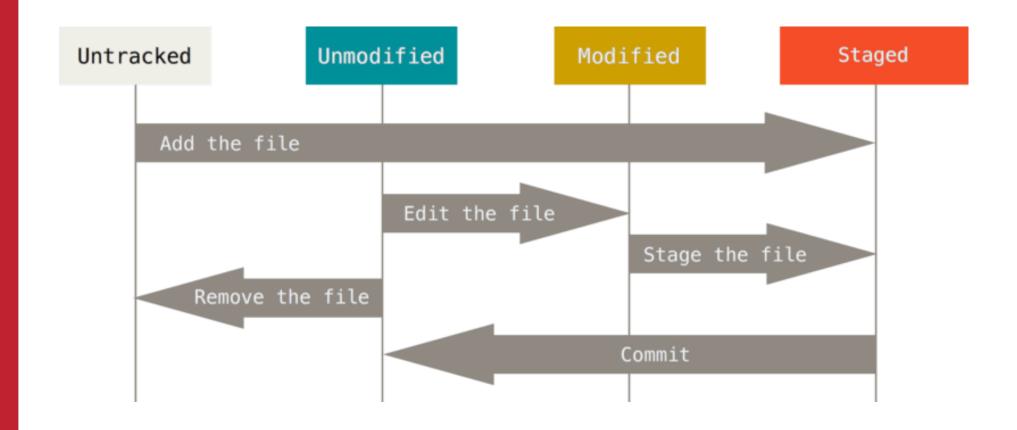


File States in Git

- Committed means that the data is safely stored in your local repository. Also called Unmodified
- Modified means that you have changed the file but have not committed it to your repository yet. Also called Unstaged
- Staged means that you have marked a modified file in its current version to go into your next commit snapshot.
- Untracked means that Git will not include the file in any snapshot



File States in Git



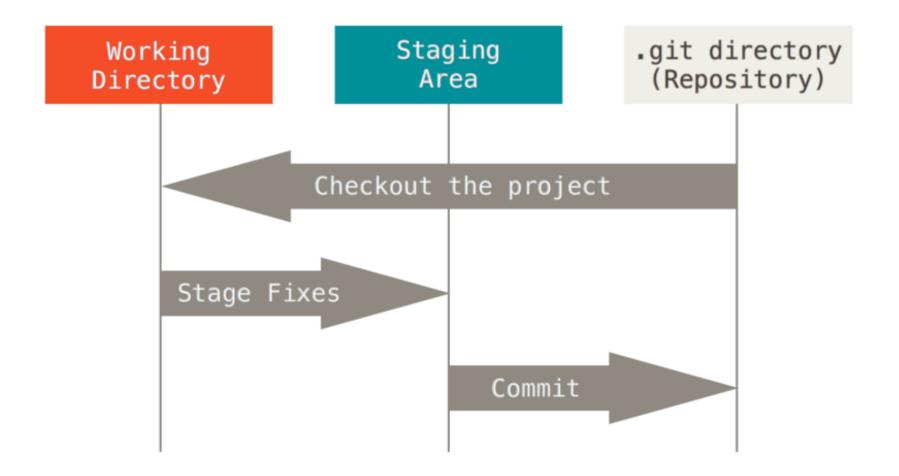


Git terminology

- Working directory: a single checkout of one version of the project
- Staging area: a file that stores information about what will go into the next commit. Also called index
- .git directory: The actual repository. Contains metadata and the object database of your project



Basic Git workflow





Basic Git workflow

- You modify files in your working directory.
- You selectively stage just those changes you want to be part of your next commit, which adds only those changes to the staging area.
- You do a **commit**, which takes the files as they are in the staging area and stores that snapshot permanently to your .git directory.



Remote Repositories

- So far, everything has been local to your computer
- To collaborate with others (and to ensure backup), you need a remote repository
- When we cloned your Github repository in Eclipse, we established one such remote repository
- Your default remote repository is called origin
- It's possible to have multiple remote repositories



Remote Repository Operations

- **Fetch**: Downloads data from the remote repository, i.e. any changes your teammates have uploaded. Does not merge with your local repository.
- Pull: Fetches and then merges with your local repository. In many cases, this is all you need.
- Push: When you have a commit in your local repository that you would like to share, use Push to upload your code to the remote repository.



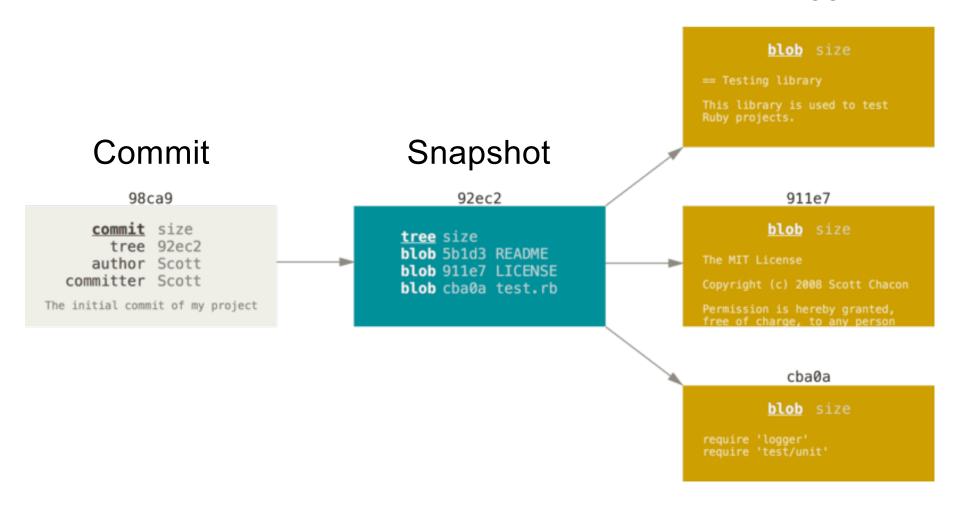
Git branching

- Your main line of development in your project is called the master branch
- You can create other branches to try out an idea without affecting your teammates
- If the idea works out, you can merge your branch back into the master branch
- Git provides powerful support for this process



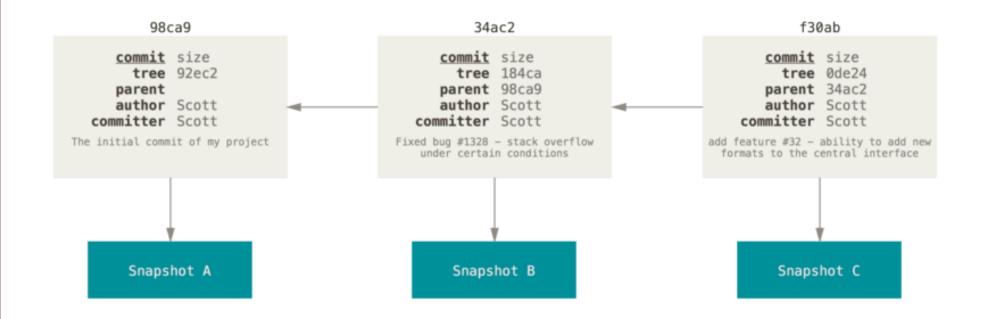
A commit and its tree

Files





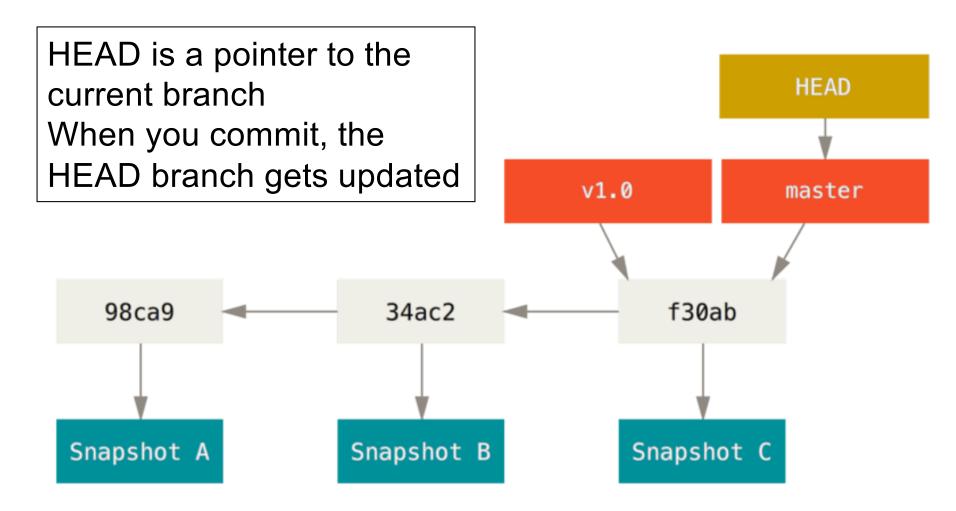
A series of commits



Each commit has a pointer to the previous commit

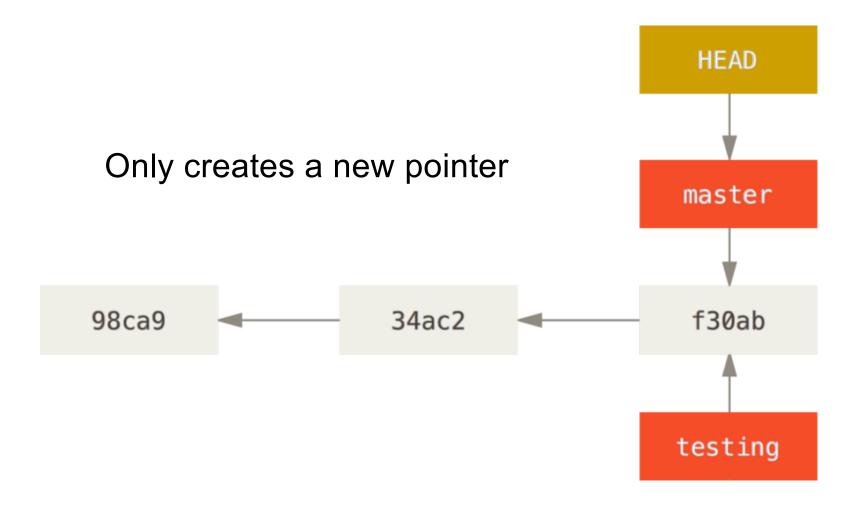


A branch is only a pointer



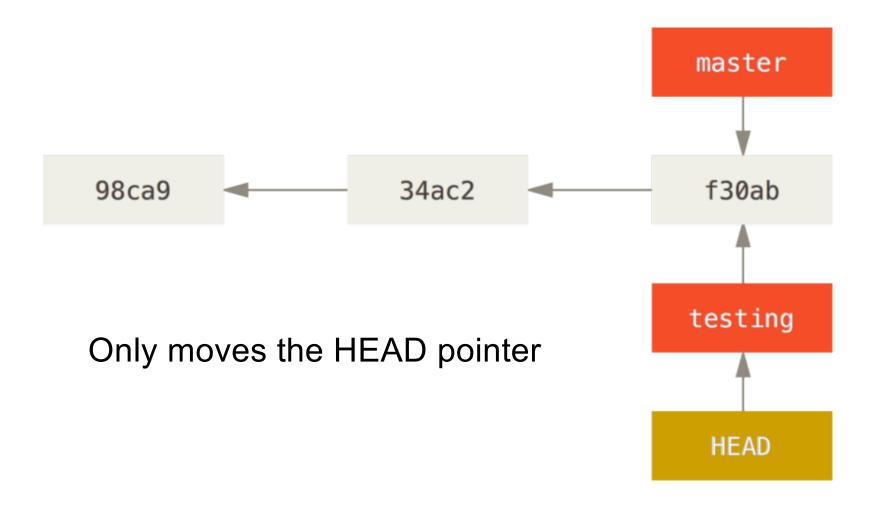


Create a new branch



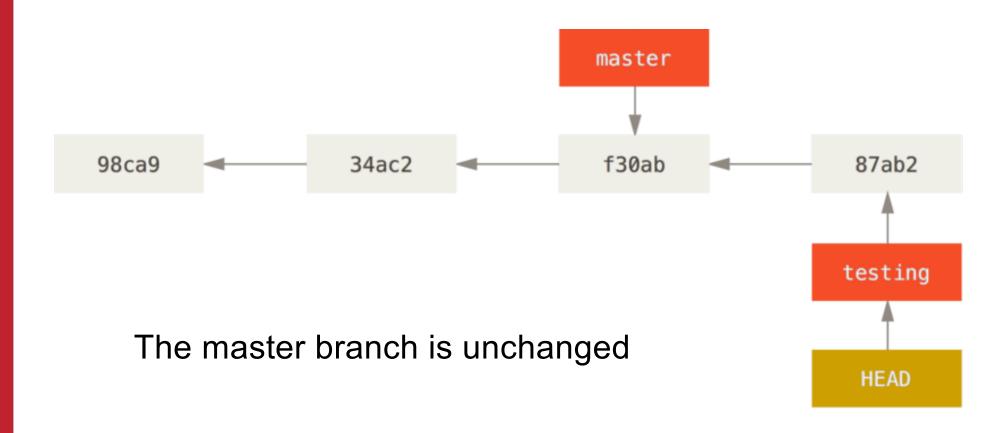


Switch to the new branch



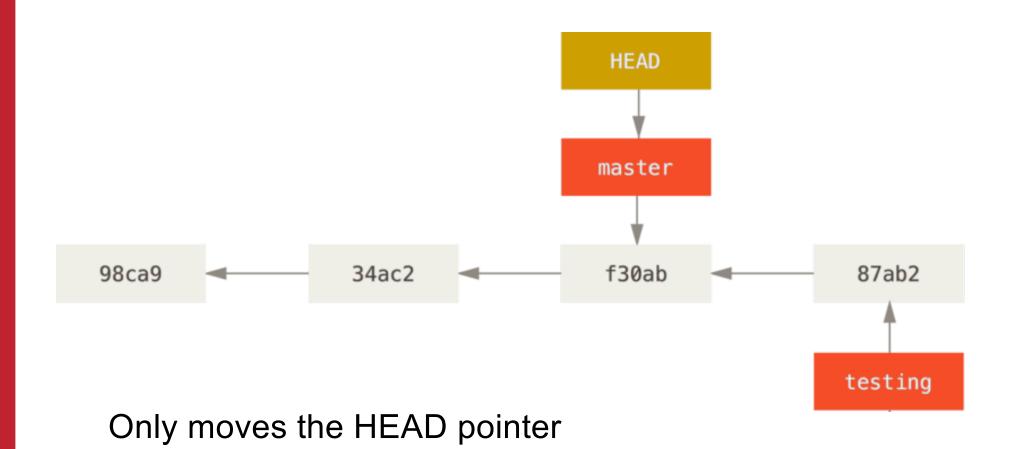


Commit to the new branch



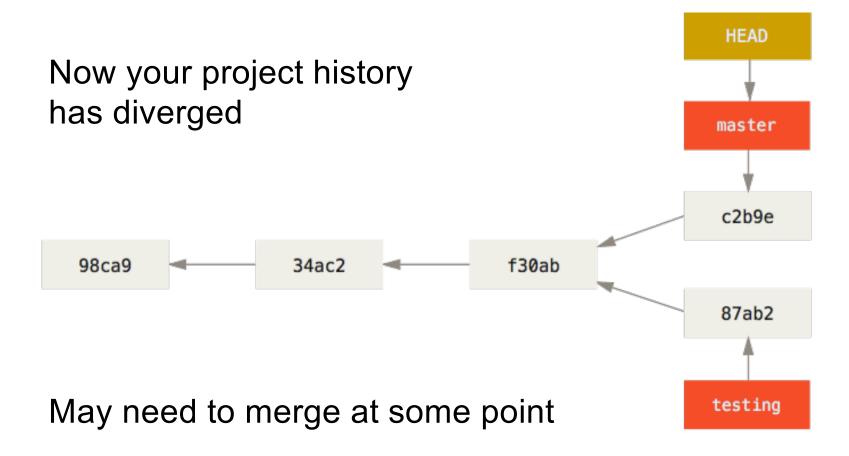


Switch back to the master branch



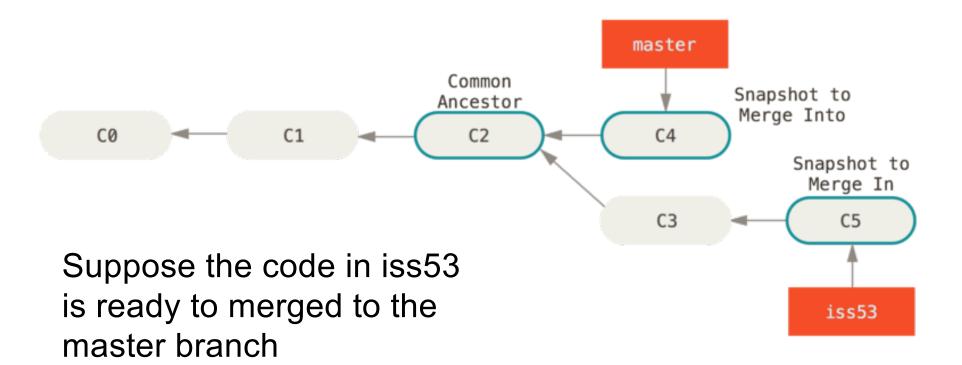


Commit to the master branch





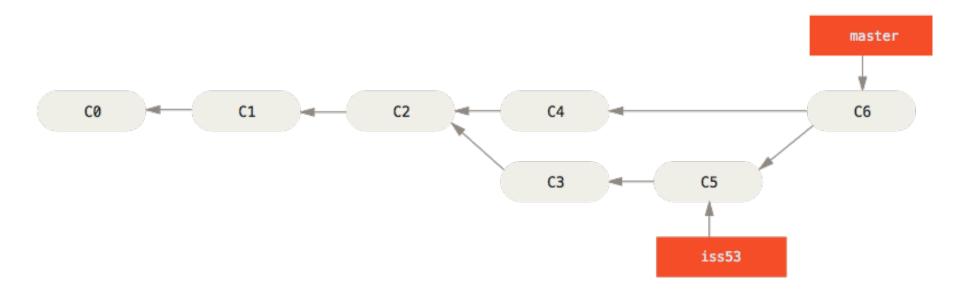
Merging





A merge commit

A merge commit has two previous commits



Branch iss53 can now be deleted

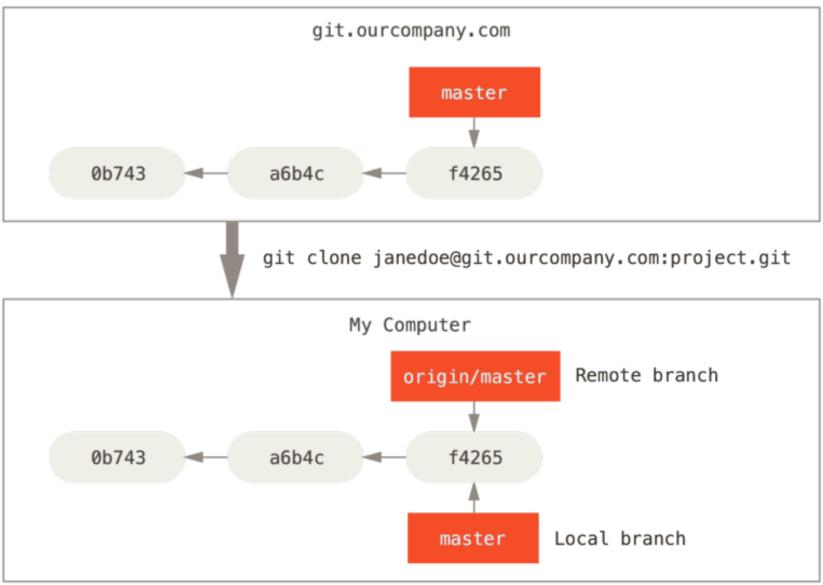


Merge conflicts

 If git cannot merge the two branches because changes have been made to the same part of a file, it will present options to choose one of the two versions or even create a new version on the spot.

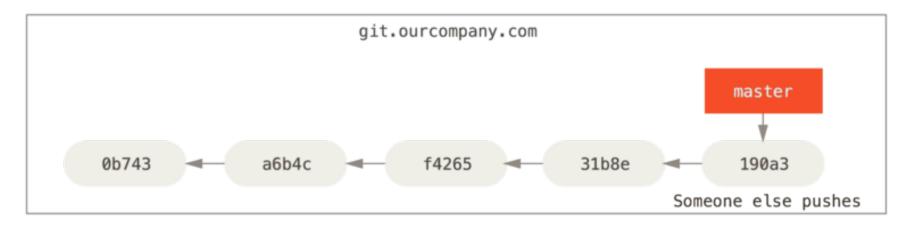


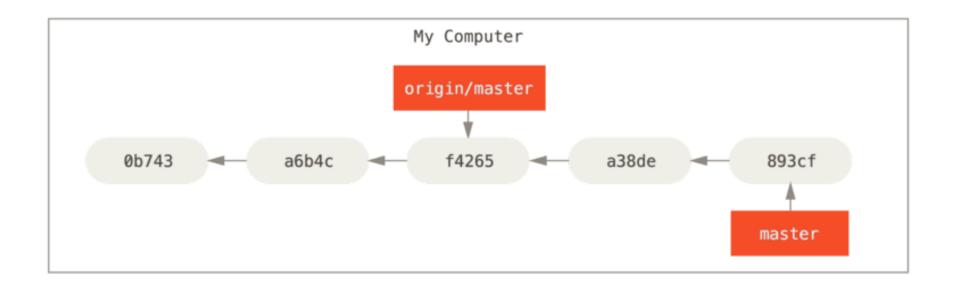
Remote branches





After some local work...







When you fetch...

