Collaborating with Git Because coding is better with friends



ALTERNATIVES



Alternatives

- 1. Email a .zip of your project to yourself and your friends every once in a while
- 2. (Hackathon only) Everyone works on their own files and then you put everything in the same folder right before you demo
- 3. Dropbox? I guess?????



is better



What is Git?

- Git is <u>version control</u> software.
- Version control is a way to keep track of a folder over time. User-defined savepoints, called <u>commits</u>, are used to keep track of changes.

What is Git?

• Important to have a workflow, e.g.:

- (do work)
- git add -A
- git commit -m "Fixed the button again lol"
- git push origin master
- (repeat)
- But this workflow must change when you work with others.

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WORK TOGETHER

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Working together

- First of all, <u>there are a lot of different ways to</u> <u>collaborate using Git</u>. A lot!
- To me, there are three main workflows to be aware of.



Working together

1. Working on a very small (<4 person) project where work doesn't need to be reviewed

- everyone shares a copy of the centralized <u>repo</u> and does their work on the <u>master branch</u>
- each contributor is responsible for the quality of their own work

Small projects #1

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Working together

2. Working on a small or private project where work needs to be reviewed

- everyone shares a copy of the centralized repo
- each contributor has multiple <u>branches</u> on their local machine, keeping track of both the master branch and their own branches at the same time
- if a contributor wants to incorporate a change, they open a <u>pull request</u> from one of their branches to the master branch

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- if a contributor wants to incorporate a change, they open a <u>pull request</u> from one of their branches to the master branch
- **other contributors** then review the pull request before <u>merging</u> the work into the master branch

Small projects #2

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Working together

3. Working on a large open-source project

- one centralized repo
- each contributor has their own copy of the repo, called a <u>fork</u>
- if a contributor wants to publish a change, they open a pull request from their fork
- the owner(s) then reviews the pull request before merging the work into the central repo



Open source projects

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actionpack	Merge pull request #24504 from nickmalcolm/master an hour ago					
actionview	Improved ActionView flows.rb do	Improved ActionView flows.rb documention [ci skip] 3 hours ago				
activejob	Merge pull request #24165 from	y-yagi/generate_application_job_when_n	. 2 days ago			
activemodel	Merge pull request #24511 from	lihanli/activemodel-dirty-attribute-ch	30 minutes ago			

Working together

For this workshop, we'll be focusing on the first two scenarios. These workflows are more relevant to both classwork and industry work.

If you have any questions about open source development and working with forks, I'm happy to chat more afterwards!

GETTING STARTED



Getting started

For either workflow, getting started will be pretty much the same process. Whoever wants to own the repository will create one using GitHub:

our re	positori	es 31	+ New	repository
Find a r	epository			
All	Public	Private	Sources	Forks

This can be done from the command line as well, but let's stick with GitHub for now.

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Getting started

When you create the repo, check the box that says "Initialize this repository with a README".

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Getting started

Once the repository has been created, everyone (including the owner) should <u>clone</u> the repo onto their own machine with the following command:

git clone https://github.com/evantarrh/cool-repo-name.git

(the URL can be copied and pasted from this box on

GitHub)



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WORKFLOW#1



Good for:

- Hackathons
- Small/quick projects
- Projects where you know your teammates really well



Not too different from working on your own.
The core workflow is the same: after doing work,

○ git commit -m "Fixed the button again lol"

- o git push origin master
- But what happens when you and your teammates are making changes at the same time?



Image: https://www.atlassian.com/git/tutorials/comparing-workflows/centralized-workflow

If you try to push conflicting work to GitHub, it will give you an error.

If that happens, you'll need to run the following command:

○ git pull --rebase origin master

This attempts to integrate the new commits from GitHub with the new commits on your computer.

If you're working on similar features, you may experience a <u>merge conflict</u>. Git will tell you what files are affected, and you'll be able to see something strange like this:

1	<pre><div class="content landing"></div></pre>
2	<pre><div class="hero-wrapper"></div></pre>
3	+ <mark><<<<<</mark> HEAD
4	<pre><div class="hero-text">Turn your audience into a task force.</div></pre>
5	+======
6	+ <div class="hero-text">Transform your network into a task-force</div>
	designed to solve local public issues.
7	+>>>>> 45dd2b10f80ee31b308524d85c0b38351fc17ddc
8	
9	<% if !user_signed_in? %>
10	<pre><%= link_to "Get Started", new_user_registration_path, class: "hero-</pre>

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The area between "<<<<HEAD" and "====" will always be your work. Between the "====" and some commit hash ("45dd2b01f...") is the work someone else has done.

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3	+ <mark><<<<<</mark> HEAD
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It's your job to patch things up and decide which change should stay—ideally, you'll communicate with whoever made the conflicting change and make sure you're on the same page!

Once you've resolved the conflict, you must git add the files you've updated, and then run the following command:

git rebase --continue

Whether or not you have to deal with a merge conflict after running

git pull --rebase origin master,

you'll still need to run

git push origin master afterwards to publish your changes.

Workflow #1: a summary

- (do work)
- git add -A
- o git commit -m "Changed something lol icr"
- o git push origin master
 - if necessary:
 - git pull --rebase origin master
 - resolve any merge conflicts & run:
 - git rebase --continue
 - git push origin master

WORKFLOW#2



Good for:

- Class projects
- Real work
- Projects where your team is distributed



- A little more complicated.
- Requires familiarity with Git branches.



Before doing any work, you should identify what task you're actually trying to accomplish, and create a new <u>branch</u> specifically for the task. For example,

git checkout -b fix-mobile-nav

will create a new branch called "fix-mobile-nav".

- Any work you commit will be added to the fixmobile-nav branch, but not to master.
- You can switch between branches with git checkout. To switch to master, run git checkout master.

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While on your own branch, you commit work as normal. Once you think your work is ready to be merged into master, you'll do 2 things:

- Push your branch to GitHub so that your teammates can see the work you've done: git push origin fixmobile-nav
- 2. Open a pull request on GitHub. Your teammates will review your work, and you'll merge the pull request when at least one of them have given it a thumbs-up.

Workflow #2: Pull requests

Your recently pushed branches:

P add-computer-to-readme (less than a minute ago)

- Push dat green button
- Engage in a healthy comment dialogue with your teammates about your pull request
- Once they sign off on it, push dat other green button



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11 Compare & pull request

Workflow #2: a summary

- git checkout master
- git pull --rebase origin master
- git checkout -b name-of-feature
- Until your feature is done:
 - (do work)
 - git add -A
 - git commit -m "Very good programming"

- git push origin name-of-feature
- Make a pull request & merge when ready