

Object-Oriented Programming

Git Basics

Michael L. Collard, Ph.D.

Department of Computer Science, The University of Akron

Git Local Repository Setup

Create local repository from remote with default directory	<code>git clone https://github.com/UACPSC/00PS24-Rainfall-010.git</code>
Create local repository from remote with named directory	<code>git clone https://github.com/UACPSC/00PS24-Rainfall-010.git Rainfall</code>

Git Workflow 1

Update local repository from remote repository (e.g., GitHub)	<code>git pull</code>
Edit files locally, e.g., add a header comment to the file <i>rainfall.cpp</i>	
Commit current changes to the local repository	<code>git commit -am "Add a header comment"</code>
Update remote repository from local repository	<code>git push</code>
View commit log	<code>git log</code>

Git Workflow 2

Update local repository from remote repository (e.g., GitHub)	<code>git pull</code>
Edit files locally, e.g., add a header comment to the file <i>rainfall.cpp</i>	
Stage commits in the local repository	<code>git add rainfall.cpp</code>
Commit staged changes to the local repository	<code>git commit -m "Add a header comment"</code>
View current staged and modified files	<code>git status</code>
View diff of modified files	<code>git diff</code>
View diff of staged files	<code>git diff --staged</code>
Update remote repository from local repository	<code>git push</code>

Workflow Notes

```
git pull
# edit, build, run, test/check
git commit -am "Add a header comment"
git push

git pull
# edit, build, run, test/check
git add rainfall.cpp
git commit -m "Add a header comment"
git status
git diff
git diff --cached
git push
```

- Only have to `git pull` once per session (but no harm in doing so multiple times)
- You can wait to `git push`, e.g., if you are offline
- Use this workflow *as you develop*, not just at the end

Commits

```
git pull
# edit, build, run, test/check
git commit -am "Add a header comment"
git push
```

- Commit as you finish parts of the work, *not just at the end of the work.*
- In general, you cannot commit too often but try to commit complete thoughts (something you can write a good commit message for)
- After every commit, the project should still build and work

Commit Messages

- Think about the commit messages you are using. Note that they are commands (**imperative**). They finish the sentence:

If applied, this commit will <commit message>

- E.g., *If applied, this commit will* **Add a header comment**
- [How to Write a Git Commit Message](#)

Git Tags

- Way to mark particular points in development, basically a ref (reference) to a commit
- You cannot commit to a tag
- Much of project build and distribution is dependent on tags, e.g., GitHub Releases
- We will use *annotated* tags
- Tags are cheap and easy to create, delete, and therefore easy to change
- Always verify the tag is present at GitHub

Tag: v1a

Action	Command	Notes
List tags	<code>git tag</code>	List all tags
Create annotated tag	<code>git tag -a v1a -m "Completed v1a"</code>	The <code>-a</code> flag creates an annotated tag, and <code>-m</code> supplies the tag message
Push tag to remote	<code>git push origin v1a</code>	Push only the tag named <code>v1a</code> to the remote named <code>origin</code>
Checkout a tag	<code>git checkout v1a</code>	Check out the commit pointed to by <code>v1a</code>
Delete local tag	<code>git tag -d v1a</code>	Delete the tag only in your local repo
Delete remote tag	<code>git push origin --delete v1a</code>	Remove the tag <code>v1a</code> from the remote <code>origin</code>