### Git II

### Goin' Old School

Lecture this week will use the whiteboard during class.

These slides capture the lecture notes / plan.

We will also post some supplemental material on the course homepage

# Repo Sandbox: In the Beginning...

```
1 <- 2 <- 3 master
```

- 1. Create empty repo, add commits 1, 2, 3 and record hashes
- 2. Check out .git/HEAD
  - What is "HEAD"?

## Repo Sandbox: A New Branch

```
1 <- 2 <- 3 master
\
<- 3 <- 4 no_two
```

- 1. git checkout <commit 1 hash>
  - What is 'detached HEAD' state?
- 2. git branch no\_two
- 3. git checkout no\_two, add commits 3 & 4 and record hashes
  - HEAD is reattached
- 4. Explore .git/refs/heads/...
  - What is a branch?

## Repo Sandbox: The First Merge

- 1. A new alias!
- 2. git checkout master
  - look around
- 3. git merge no\_two
  - 'merge' means 'merge into'
  - look around

# Repo Sandbox: Fast Forward

- 1. git checkout -b fast\_five, add commit 5, record hash
  - look around
- 2. git checkout master
- 3. git merge fast\_five
  - What does 'fast forward' mean?
  - look around

### Repo Sandbox: More Branches

- 1. git checkout -b add\_six
  - look around
- 2. git branch add\_seven master
  - look around
- 3. Add commit 6, record hash
  - look around
- 4. git checkout add\_seven, add commit 7, record hash
  - look around

# Repo Sandbox: Merge en Trois

- 1. git branch -d fast\_five
- 2. git checkout master
- 3. git merge add\_six add\_seven
  - Can merge *n* branches at once (octopus!)
  - Creates a 'merge commit', why?

#### Remotes

- 1. Show how the graph varies based on machine
  - Sync'ing is all about syncing graph objects
- 2. Open GitLab, explain what it is
- 3. Push demo to GitLab
- 4. Pull down a clone
- 5. Make changes
- 6. Push up
- 7. Fetch, then merge
- 8. Repeat with pull
- 9. Pushing, pulling, and *tracking* branches

### Rewriting History: Squashing, Rebasing

- 1. Commit everything. Branch often.
- 2. Create a feature branch, several commits, squash