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## Visualization for Data Science DS-4630 / CS-5630 / CS-6630

Managing Projects with Git

## Git is a distributed version-control system

- Terminology: In git-speak, a "version" is called a "commit."
- Git keeps track of the history of your commits, so you can go back and look at earlier versions or just give up on the current version and go back to some earlier version.
- Can be used to implement a variety of software configuration management models and workflows


## Git is a distributed version-control system

- You keep your files in a repository on your local machine.
- You synchronize your repository with a remote repository on a server (in our case, GitHub).
- You protect your code from system crashes by synchronizing with the server.
- If you move from one machine to another, you can pick up the changes by synchronizing with the server.
- If you work on a team, other people's uploads can be synchronized using the server.


## Git Tools

- A collection of many tools
- Very flexible
- You can do anything the model permits
- Including shooting yourself in the foot
- Need to understand the underlying model


## Groups of Git commands

- Setup and branch management
- init, checkout, branch, clone
- Modify
- add, delete, rename, commit
- Get information
- status, diff, log
- Create reference points
- tag, branch
- Synchronization with remote
- push, pull, fetch, sync


## Repository Contains

- files \& directories
- commits
- ancestry relationships



## Ancestry graph features

- form a directed acyclic graph (DAG)
- Commits
- Snapshots of file status
- Tags
- identify versions of interest
- including "releases"
- Branches
- divergent path for source code modification
- HEAD
- is current checkout
- usually points to a branch
- Index
- "staging area"
- what is to be committed



## Local Operations



## Git transport commands



## Git Software

- Windows
- Git command line tools - https://git-scm.com/download/win
- Git GUI - https://tortoisegit.org/ (also requires download of command line tools)
- MAC
- Install xcode and the command-line tools
- https://developer.apple.com/xcode/
- http://railsapps.github.io/xcode-command-line-tools.html
- Linux
- git should already be installed. If not, use the appropriate package manager (e.g. apt or yum) to install it.


## Getting Started

- Create a GitHub account, if you don't already have one (https://github.com/)
- GitHub Education account is optional (https://education.github.com/discount requests/new)
- Checkout the assignments for link to setup your repositories
- Once the repository is created (this can take a few minutes) determine the remote path and pick a local directory for code.


## Finding Remote Path



## Data-Visualization-Skeleton

USF CIS 4930/6930-002: Data Visualization (Skeleton Code)

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## Sample session commands

> git clone <remote_path> <local_directory>
> cd <local directory>
> git pull
> touch newfile.txt
> git add newfile.txt
> git commit -m "added a new file"
> git push

## Suggested workflow


stop working / start working
stop working/
change
computers

## References

- http://book.git-scm.com/index.html
- http://excess.org/article/2008/07/ogre-git-tutorial/
- http://www-cs-students.stanford.edu/~blynn/gitmagic/
- http://progit.org/book/
- http://www.geekherocomic.com/2009/01/26/who-needs-git/
- Many YouTube videos
- ex. https://www.youtube.com/watch?v=HVsySz-h9r4


## RECOMMENDED WATCHING

Git \& GitHub Crash Course
https://www.youtube.com/watch?v=SWYqp7iY Tc

## RECOMMENDED READING

The Grammar of Graphics: Chapters 8-9 (pp. I55254)

