Daniel Jackson IFIP 2.3 · Seattle, July 2012 with Alcino Cunha, Jonathan Edwards, Eunsuk Kang and Andrea Mocci

motivations

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conceptual core

packaging

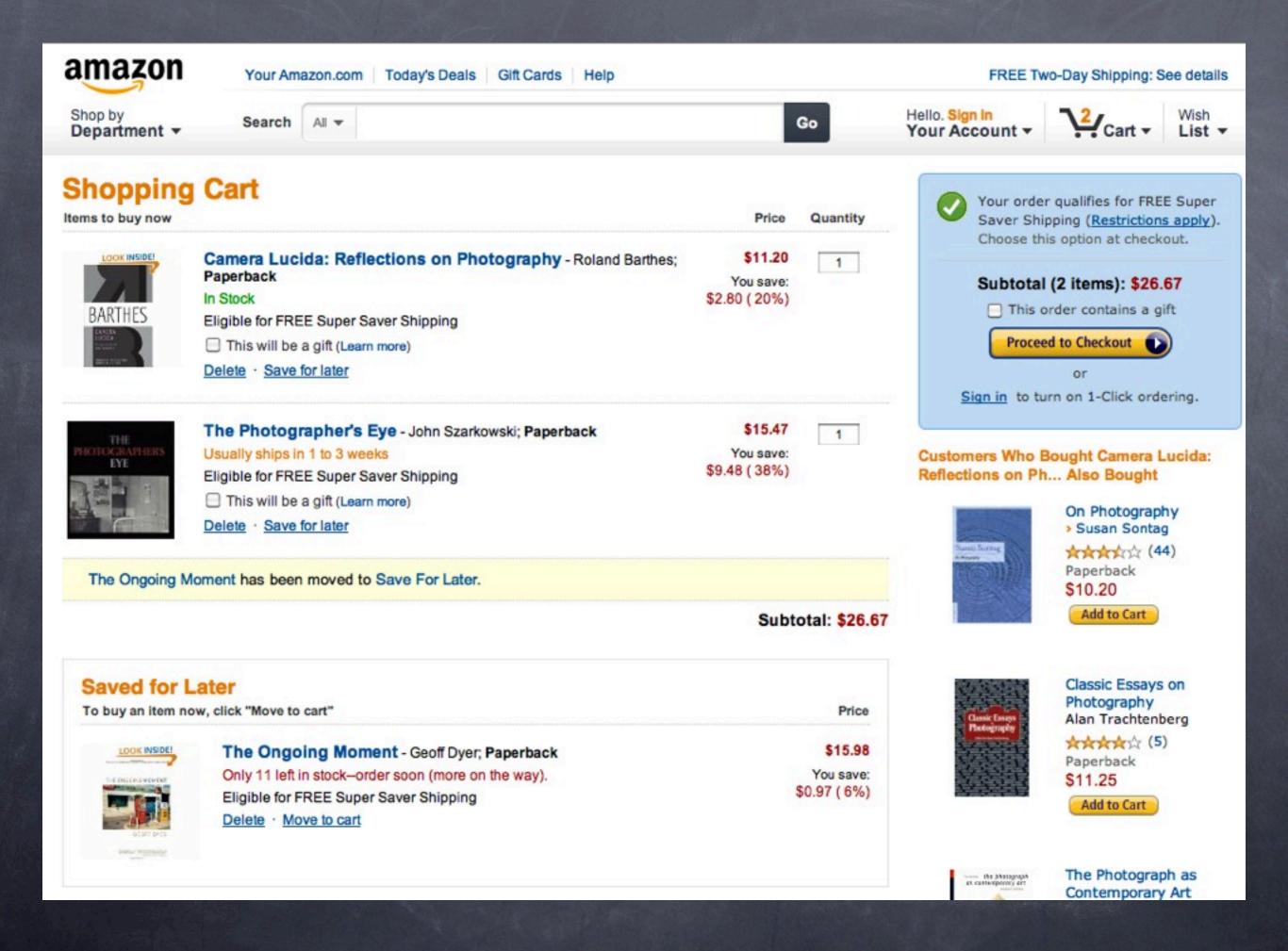
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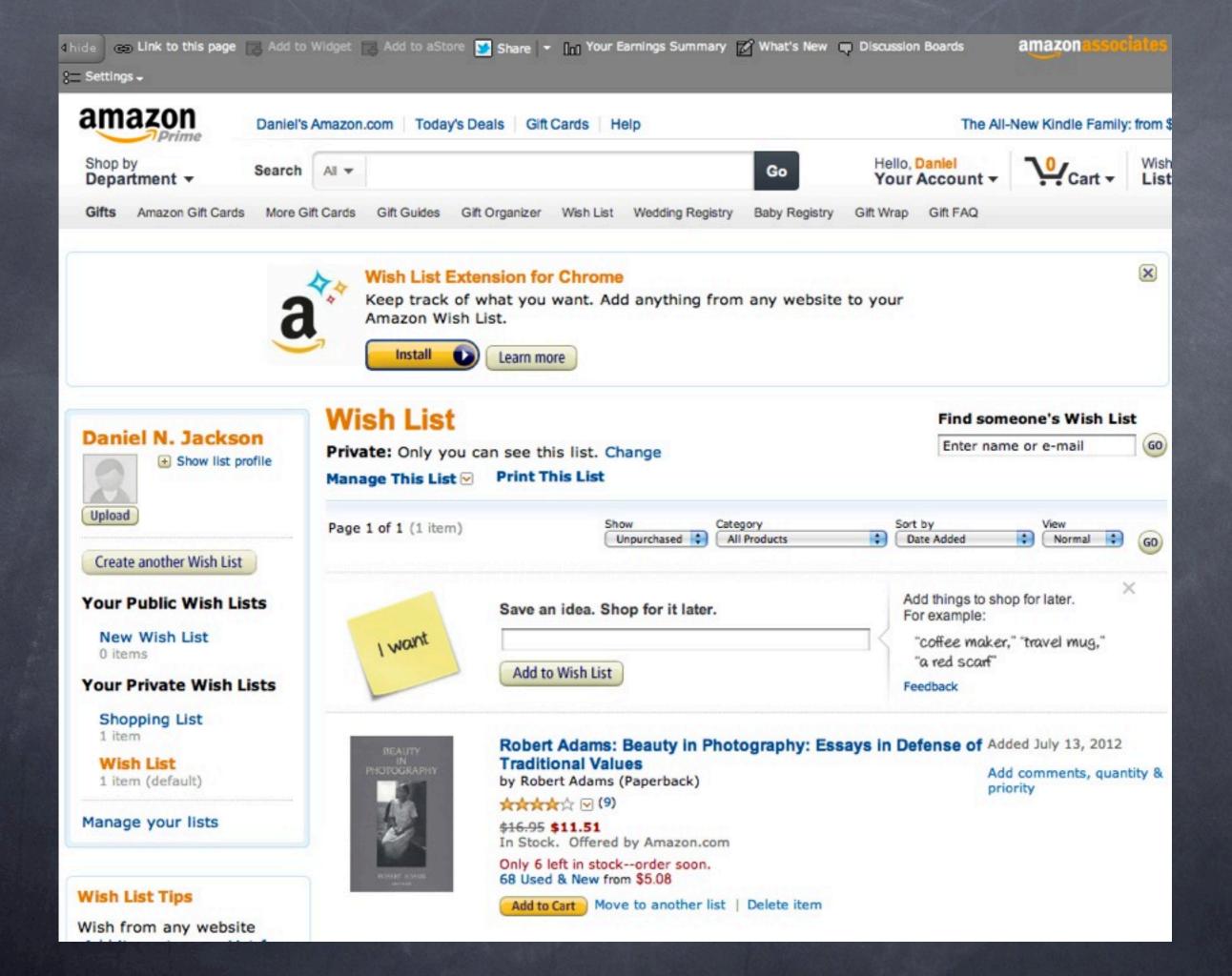
agenda

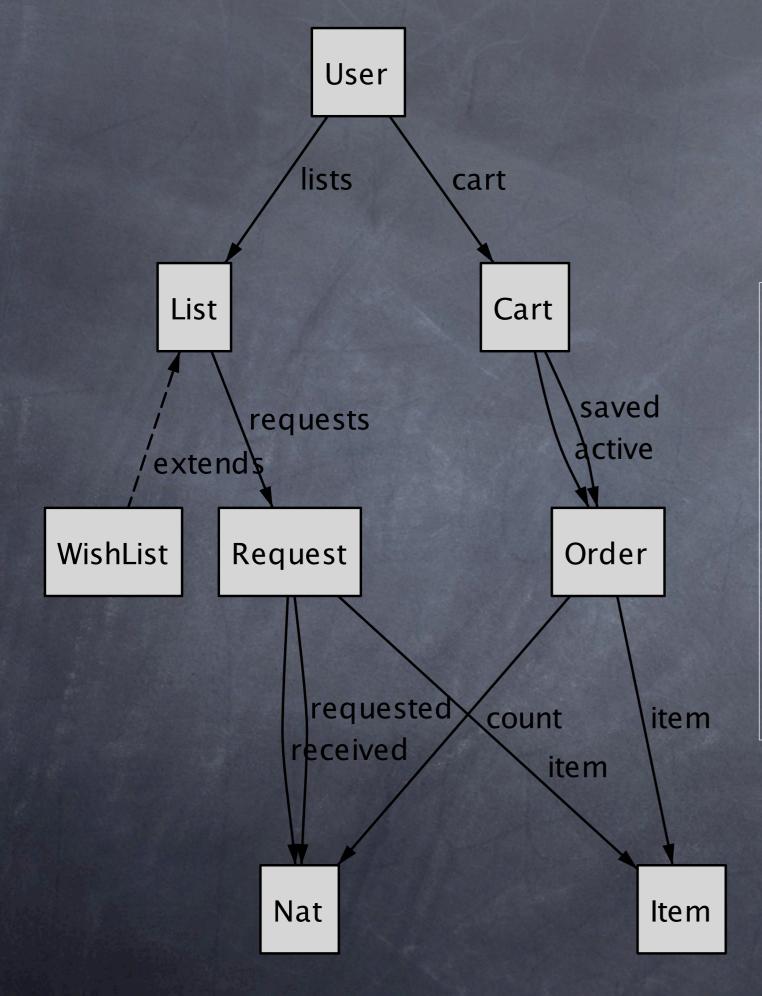
The quality of an application's conceptual core determines whether it is usable, dependable and maintainable.

Develop a constructive theory of design based on conceptual models.

example: shopping cart







operations

add item move between cart/lists change counts checkout cart create/delete lists

three criteria

consistent

same structure \Rightarrow same behavior

uniform coherent same set, same features · same op, same effect

op1(a) op1(b)

functional states & operations are accessible

visible
can see state & available ops

realizable

can reach desired state

can undo operations

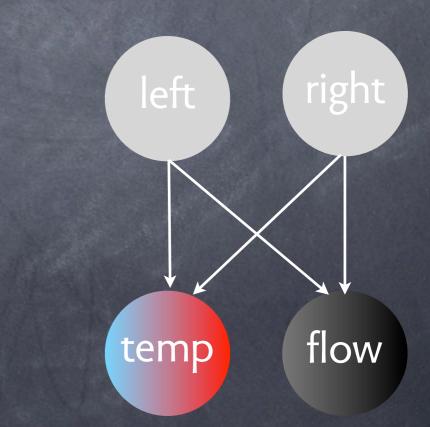
modular can see it and do it

decoupled operations don't mix features





uncoupled



shopping cart

consistent?

"manage lists" only appears when >1 list no move item to wish list unless logged in

functional? can't see count of saved item

modular delete last item deletes list? no

a taste of git

Initializing a Repository in an Existing Directory

If you're starting to track an existing project in Git, you need to go to the project's directory and type

\$ git init

This creates a new subdirectory named .git that contains all of your necessary repository files — a Git repository skeleton. At this point, nothing in your project is tracked yet. (See *Chapter 9* for more information about exactly what files are contained in the .git directory you just created.)

If you want to start version-controlling existing files (as opposed to an empty directory), you should probably begin tracking those files and do an initial commit. You can accomplish that with a few git add commands that specify the files you want to track, followed by a commit:

```
$ git add *.c
$ git add README
$ git commit -m 'initial project version'
```

We'll go over what these commands do in just a minute. At this point, you have a Git repository with tracked files and an initial commit.

sounds simple enough...

```
% git init project
Initialized empty Git repository in /Users/dnj/.../project/.git/
```

```
% cd project/
% ls
```

% cat >>readme.txt
This is a new project.

```
% git add readme.txt
```

```
% git commit -m "created readme file"
[master (root-commit) 74a2850] created readme file
Committer: Daniel Jackson <<u>dnj@30-86-163.dynamic.csail.mit.edu</u>>...
1 files changed, 1 insertions(+), 0 deletions(-)
```

% cd ..

```
% git clone project/.git/ project-copy
Cloning into project-copy...
done.
```

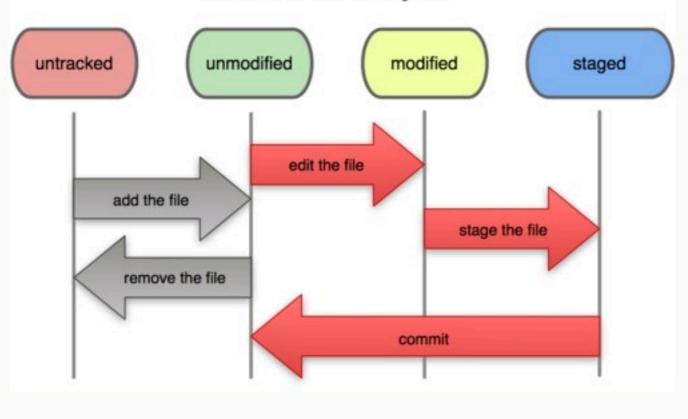
```
% cd project-copy
% ls
readme.txt
```

Recording Changes to the Repository

You have a bona fide Git repository and a checkout or working copy of the files for that project. You need to make some changes and commit snapshots of those changes into your repository each time the project reaches a state you want to record.

Remember that each file in your working directory can be in one of two states: *tracked* or *untracked*. *Tracked* files are files that were in the last snapshot; they can be *unmodified*, *modified*, or *staged*. *Untracked* files are everything else — any files in your working directory that were not in your last snapshot and are not in your staging area. When you first clone a repository, all of your files will be tracked and unmodified because you just checked them out and haven't edited anything.

As you edit files, Git sees them as modified, because you've changed them since your last commit. You *stage* these modified files and then commit all your staged changes, and the cycle repeats. This lifecycle is illustrated in Figure 2-1.



File Status Lifecycle

spoke too soon?

what add really does

state

3 graphs: working, index, repository index holds snapshots of files

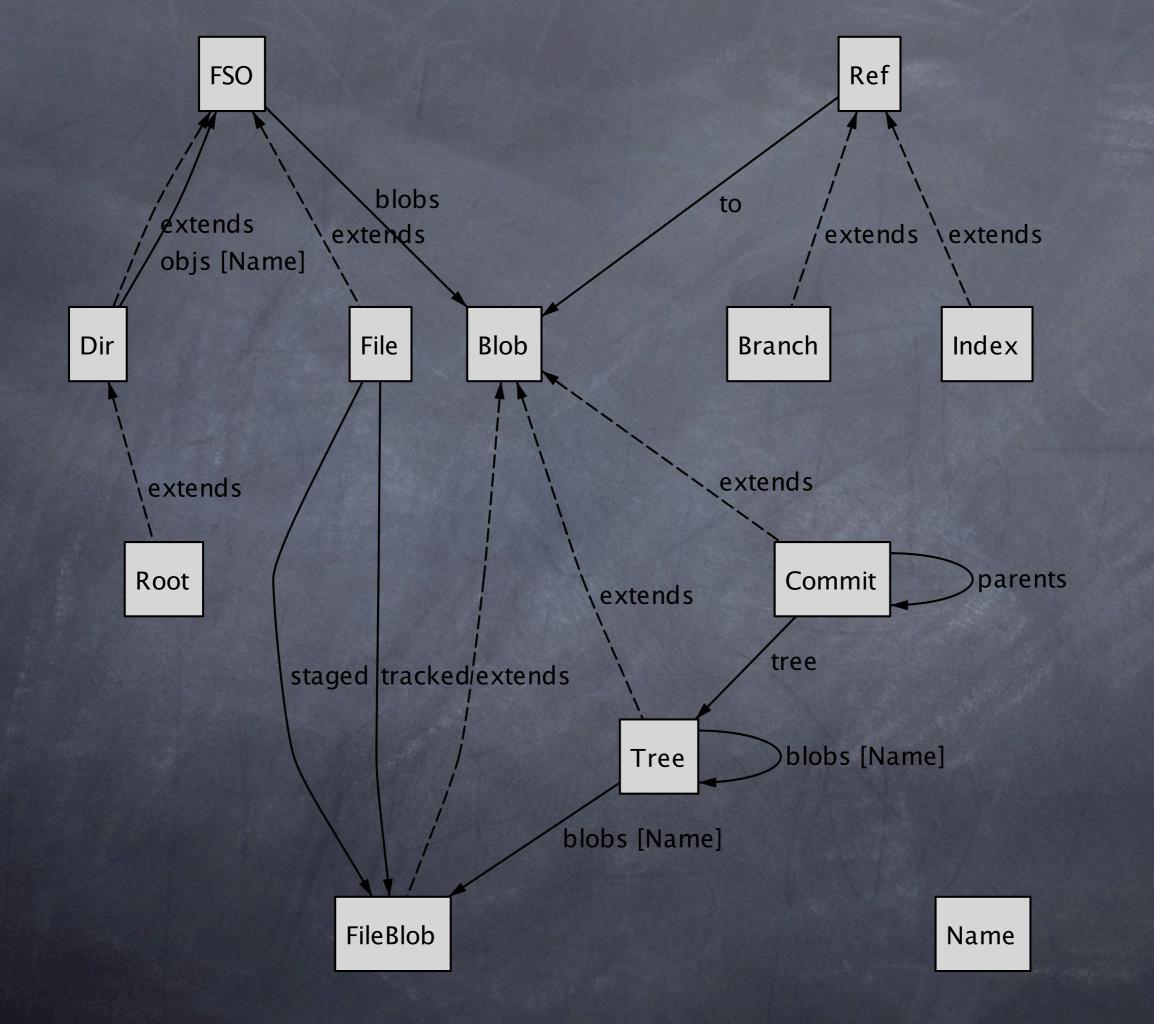
operations

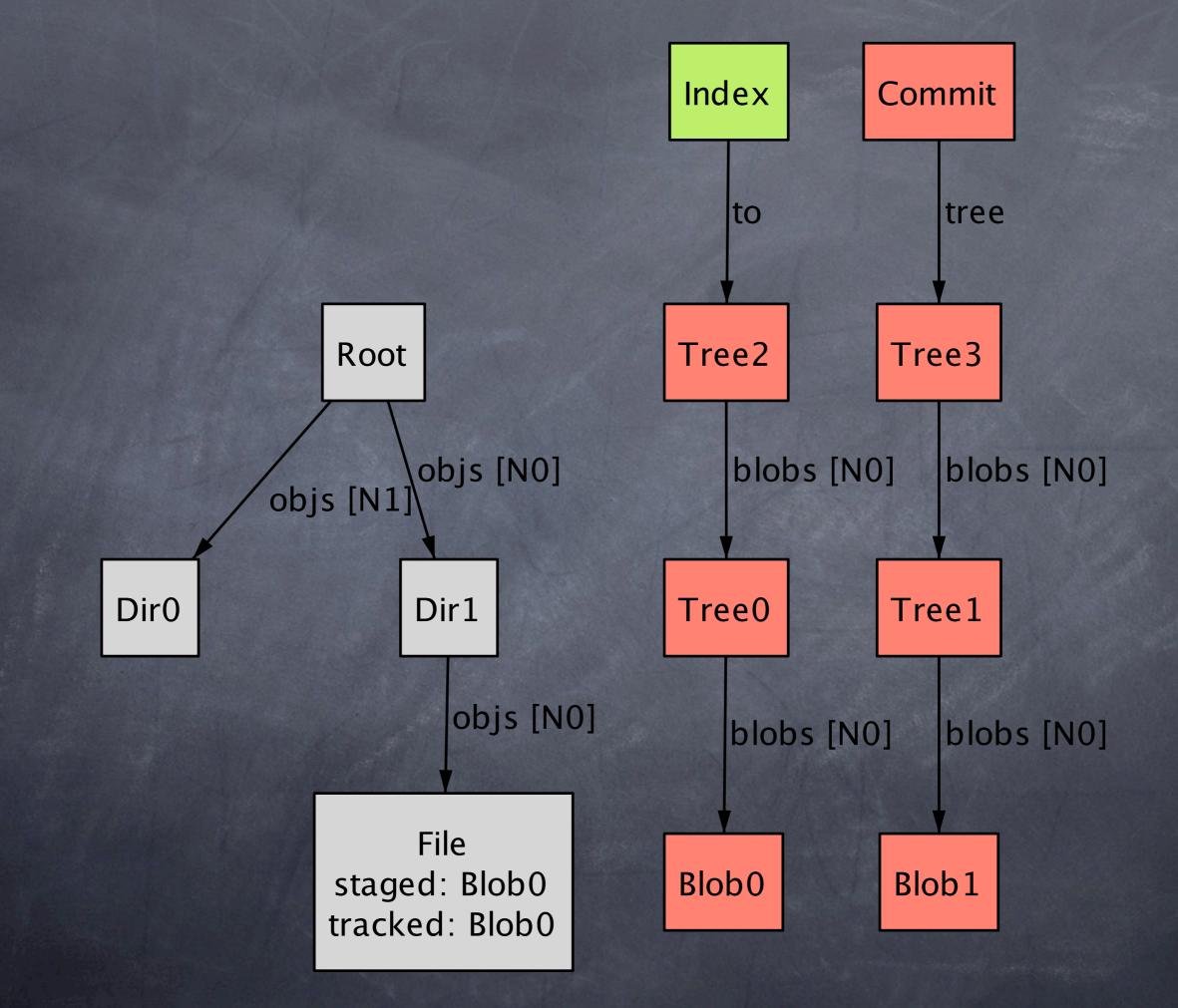
commit: copies snapshots from index to repo add: takes snapshot of file

tracked vs. staged

"tracked": file was once added "staged": latest modification added commit -a: first add all files in index

modeling git





analyzing git

consistent? same structure \Rightarrow same behavior

uniform • same set, same features directories vs. files • only files are tracked • "add d" just adds files • can't store empty dir

consistent?

same structure \Rightarrow same behavior

coherent

• same op, same effect

Tracking New Files

In order to begin tracking a new file, you use the command git add.

Staging Modified Files

Let's change a file that was already tracked.

directory when you run git commit. If you modify a file after you run git add, you have to run git add again to stage the latest version of the file:

Basic Merge Conflicts

Anything that has merge conflicts and hasn't been resolved is listed as unmerged. Git adds standard conflict-resolution markers to the files that have conflicts, so you can open them manually and resolve those conflicts. Your file contains a section that looks something like this:

This resolution has a little of each section, and I've fully removed the <<<<<<, _____, and >>>>>> lines. After you've resolved each of these sections in each conflicted file, run git add on each file to mark it as resolved. Staging the file marks it as resolved in Git. If you want to use a

add #3: resolve

add #2: stage

add #1: track

consistent?

same structure \Rightarrow same behavior

coherent

• same op, same effect

git-add(1) Manual Page

NAME

git-add - Add file contents to the index

-u

--update

Only match <filepattern> against already tracked files in the index rather than the working tree. That means that it will never stage new files, but that it will stage modified new contents of tracked files and that it will remove files from the index if the corresponding files in the working tree have been removed.

If no <filepattern> is given, default to "."; in other words, update all tracked files in the current directory and its subdirectories.

consistent?

same structure \Rightarrow same behavior

coherent

• same op, same effect

git-commit(1) Manual Page

NAME

git-commit - Record changes to the repository

<file>...

When files are given on the command line, the command commits the contents of the named files, without recording the changes already staged. The contents of these files are also staged for the next commit on top of what have been staged before.

functional? states & operations are accessible

realizable

can reach desired state

can undo operations

can't

undo command to track

undo command to stage

functional? states & operations are accessible

Can you explain what is wrong with this workflow?

```
$ git init --bare bare
Initialized empty Git repository in /work/fun/git_experiments/bare/
$ git clone bare alice
Cloning into alice...
done.
warning: You appear to have cloned an empty repository.
$ cd alice/
$ touch a
$ git add a
$ git commit -m "Added a"
[master (root-commit) 70d52d4] Added a
0 files changed, 0 insertions(+), 0 deletions(-)
create mode 100644 a
$ git push
No refs in common and none specified; doing nothing.
```



7 ◆☆

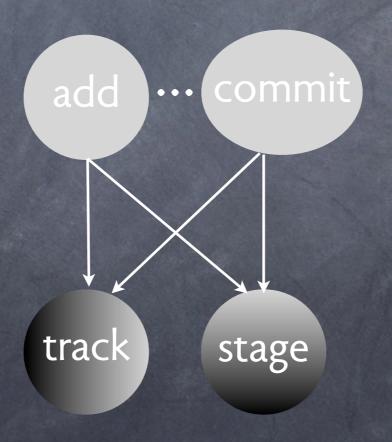
Yes, the problem is that there are no commits in "bare". This is a problem with the first commit only, if you create the repos in the order (bare,alice). Try doing git push origin master or a force push or something like that. This would only be required the first time. Afterwards it should work normally.

Also, you should update your version of git. Recent version don't have this problem.

answered May 27 '11 at 21:14 Seth Robertson

modular? can see it and do it

decoupled operations don't mix features



you just don't git it

From: Cláudio Lourenço <pt.smooke <at> gmail.com> Subject: Help understanding git checkout behavior Newsgroups: gmane.comp.version-control.git Date: 2012-06-11 16:52:26 GMT (4 weeks, 6 days, 1 hour and 47 minutes ago)

Hello,

We are master students at University of Minho in Portugal and we are currently working on a project suggested by CSAIL (MIT), called "Understanding Git with Alloy". The project consists in modeling git using alloy and then check for some properties that git does (not) guarantee.

The project was going pretty fine, till we start modeling the checkout operation. We are with some problems finding useful information about the properties that have to be satisfied when the "git checkout" is performed. We have concluded that if everything that is on index is commited then we have no problems making checkout.

The problem is when we have something on index that is not updated with the last commit. We cannot find a general property that says when checkout can be performed. We have even found some files that are lost, like in this case:

From: Leila <muhtasib <at> gmail.com> Subject: Re: Help understanding git checkout behavior Newsgroups: gmane.comp.version-control.git Date: 2012-06-11 18:34:01 GMT (4 weeks, 6 days and 6 minutes ago)

When you create a branch, it will contain everything committed on the branch you created it from at that given point. So if you commit more things on the master branch like you have done (after creating b), then switch to branch b, they won't appear. This is the correct behavior. Does that answer your question?

ok, it's a bug

From: Jeff King <peff <at> peff.net> Subject: Re: Help understanding git checkout behavior Newsgroups: gmane.comp.version-control.git Date: 2012-06-11 21:58:09 GMT (4 weeks, 5 days, 20 hours and 43 minutes ago)

On Mon, Jun 11, 2012 at 05:47:05PM -0400, Jeff King wrote:

> I just checked the history of unpack-trees code (which is the > underlying machinery of read-tree, which in turn is the machinery > used to check out another branch by "git checkout"), and I suspect > that this particular case has never worked.

> Yeah, I verified it back to v1.6.x, but didn't bother going further > back.

Actually, it was broken by c819353 (Fix switching to a branch with D/F when current branch has file D., 2007-03-15).

However, before that the check was too tight, and says:

fatal: Untracked working tree file 'something' would be removed by merge.

which is not really correct, either.

cultural issues

worse is better

"It is more important for the implementation to be simple than the interface" Richard Gabriel, 1991

names

A rose by any other name would smell as sweet Shakespeare

A stage by just one name wouldn't smell as bad Jackson

```
$ git status
# On branch master
# Changed but not updated:
    (use "git add <file>..." to update what will be committed)
#
#
#
   modified:
              foo.html
no changes added to commit (use "git add" and/or "git commit -a")
$ git add foo.html
$ git status
# On branch master
# Changes to be committed:
    (use "git reset HEAD <file>..." to unstage)
   modified: foo.html
#
$ git diff --cached
diff -- git a/foo.html b/foo.html
index e812d0a..3d92c4d 100644
--- a/foo.html
+++ b/foo.html
00 -5,8 +5,5 00
         <a href="bio.html">Biography</a>
```

+ About

updated = added = cached = indexed = staged

from: http://www.benspaulding.us/weblog/2009/mar/17/git-staging-call-it-what-it-is/

"Fred did that. It's the build-up of gross pay for our weekly payroll. No-one else except Fred understands it". His voice dropped to a reverent hush. "Fred tells me that he's not sure he understands it himself".

from Brilliance, Software Requirements & Specifications, Michael Jackson, Addison-Wesley 1995



Important note: if there are any uncommitted changes when you run git checkout, Git will behave very strangely. The strangeness is predictable and sometimes useful, but it is best to avoid it. All you need to do, of course, is commit all the new changes before checking out the new head.

from "Understanding Git", <u>www.sbf5.com/gcduan/technical/git/git-2.shtml</u>

git reset HEAD unstage changes that you have staged

git reset is probably the most confusing command written by humans. I've been using Git for years, even wrote a book on it and I still get confused by what it is going to do at times. So, I'll just tell you the three specific invocations of it that are generally helpful and ask you to blindly use it as I do - because it can be very useful.

from "Git Reference", <u>http://gitref.org/basic/</u>



Git is a free distributed revision control, or software source code management project with an emphasis on being fast

22% Love Git



Git is a free distributed revision control, or software source code management project with an emphasis on being fast

78% Hate Git

docs book

non conclusion

packaging issues incoherence of add, commit

core issues

non-uniformity of directory vs file coupling of staging and tracking non-accessibility of undo operations

possible fixes

layer a new API on top (a la Eclipse) change core: no staging?