

Git

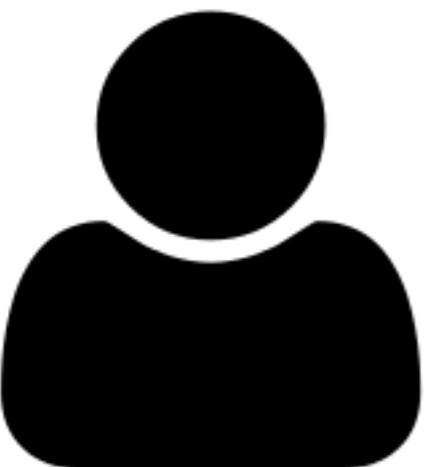


SDM 2021

Productivity Tools for Developers

- Editors
- Debuggers
- Build automation tools
- Integrated development environment
- Modeling tools
- Source code analyzers / testing tools
- Version control tools $\Leftarrow \textcolor{red}{git}$

File Changes



```

int x = insets.left;
int y = insets.top;

int w = 0;
int h = 0;
for (Component c : components) {
    Dimension d = c.getPreferredSize();
    w = Math.max(w, d.width);
    h = Math.max(h, d.height);
}

for (Component c : components) {
    Dimension pref = c.getPreferredSize();
    Dimension min = c.getMinimumSize();

    int width = orient == HORIZONTAL ? pref.width : min.width;
    int height = orient == VERTICAL ? pref.height : min.height;

    if (width < min.width)
        width = min.width;
    if (height < min.height)
        height = min.height;

    c.setBounds(x, y, width, height);

    if (orient == HORIZONTAL)
        if (orient == HORIZONTAL)
            if (orient == HORIZONTAL)
                if (orient == HORIZONTAL)
                    return props;
}
}

Definition upd (x : var) (v : value) (s : t) :=
fun (y : var) => if y == x then v else acc y s.

Definition upd2 x1 v1 x2 v2 (s : t) : t :=
upd x2 v2 (upd x1 v1 s).

Definition genAlphabet(AlphabetType type, Collection<String> props) {
    protected Collection<String> genAlphabet(AlphabetType type, Collection<String> props) {
        List<String> alphabet = new ArrayList<String>();
        if (type == AlphabetType.PROPOSITIONAL) {
            int max = (int) Math.pow(2, props.size());
            for (int j = 0; j < max; j++) {
                String symbol = "";
                int n = j;
                for (String prop : props) {
                    if (n % 2 == 0)
                        symbol += " " + prop;
                    else
                        symbol += " ~" + prop;
                    n /= 2;
                }
                alphabet.add(symbol.trim());
            }
        } else if (type == AlphabetType.CLASSICAL) {
            alphabet.addAll(props);
        }
        return alphabet;
    }
}

Definition outputString(in input_file, close_out_file,
trace "INPUT GB:";
unix ("cat " ^ input_file ^ " >> " ^ gendir ^ "/log_gb");
(* run magma *)
let _ =
let t1 = Unix.gettimeofday() in
seconds");
}

Definition acc_ssa_state_eq _ (eqxx (get_index x m)).

Proof if (orient == HORIZONTAL)
move=> m s x.
rewrite (acc_ssa_state_eq _ (eqxx (get_index x m))). reflexivity.
Qed.

```

File Changes

```

Definition upd (x : var) (v : value) (s : t) :=
fun (y : var) => if y == x then v else acc y s.

Definition upd2 x1 v1 x2 v2 (s : t) : t :=
upd x2 v2 (upd x1 v1 s).

Definition output_string_in_input_file, close_out_file,
trace "INPUT GB:";
unix ("cat " ^ inputfile ^ " >> " ^ gendir ^ "/log_gb");
trace "" in (* run magma *)
let _ =
let t1 = Unix.gettimeofday() in
seconds");

```

```

protected Collection<String> genAlphabet(AlphabetType type,
Collection<String> props) {
List<String> alphabet = new ArrayList<String>();
alphabetType.PROPOSITIONAL) {
(int) Math.pow(2, props.size());
j = 0; j < max; j++) {
symbol = "";

```

```

int x = insets.left;
int y = insets.top;

int w = 0;
int h = 0;
for (Component c : components) {
Dimension d = c.getPreferredSize();
w = Math.max(w, d.width);
h = Math.max(h, d.height);
int x = insets.left;
int y = insets.top;
d = c.getMinimumSize();
w = Math.max(w, d.width);
h = Math.max(h, d.height);
int w = 0;

```

How to revert to a previous version?

```

int height = orient == VERTICAL ? pref.height : pref.width;
int width = orient == HORIZONTAL ? pref.width : pref.height;
if (width < min.width)
width = min.width;
if (height < min.height)
height = min.height;
c.setBounds(x, y, width, height);
if (orient == HORIZONTAL)
if (orient == HORIZONTAL)
if (orient == HORIZONTAL)
return props;
}

```

```

int h = 0;
for (Component c : components) {
Dimension d = c.getPreferredSize();
w = Math.max(w, d.width);
h = Math.max(h, d.height);
d = c.getMinimumSize();
w = Math.max(w, d.width);
h = Math.max(h, d.height);
int w = 0;

```

```

symbol += " " + prop;
else
symbol += " ~" + prop;
n /= 2;
}
alphabet.add(symbol.trim());
}
} else if (type == AlphabetType.CLASSICAL) {
alphabet.addAll(props);
}
return alphabet;
}

```

```

components) {
c.getPreferredSize();
, d.width);
, d.height);
getMinimumSize();
, d.width);
, d.height);

```

```

c.setBounds(x, y, width, height);
if (orient == HORIZONTAL)
if (orient == HORIZONTAL)
if (orient == HORIZONTAL)
Proof if (orient == HORIZONTAL)
move=> m s x.
rewrite (acc_ssa_state_eq _ (eqxx (get_index x m))). reflexivity.
Qed.

```



File Changes

```

Definition upd (x : var) (v : value) (s : t) :=
fun (y : var) => if y == x then v else acc y s.

Definition upd2 x1 v1 x2 v2 (s : t) : t :=
upd x2 v2 (upd x1 v1 s).

Definition output_string_in_input_file, close_out_file,
trace "INPUT GB:";
unix ("cat " ^ inputfile ^ " >> " ^ gendir ^ "/log_gb");
(* run magma *)
let _ =
let t1 = Unix.gettimeofday() in

```

```

int x = insets.left;
int y = insets.top;

int w = 0;
int h = 0;
for (Component c : components) {
Dimension d = c.getPreferredSize();
w = Math.max(w, d.width);
h = Math.max(h, d.height);
d = c.getMinimumSize();
w = Math.max(w, d.width);
h = Math.max(h, d.height);
}

protected Collection<String> genAlphabet(AlphabetType type,
Collection<String> props) {
List<String> alphabet = new ArrayList<String>();
AlphabetType.PROPOSITIONAL) {
(int) Math.pow(2, props.size());
j = 0; j < max; j++) {
String symbol = "";
}
}

```

How to revert to a previous version?

```

int height = orient == VERTICAL ? pref.height : min;
if (width < min)
width = min;
if (height < min)
height = min;
c.setBounds(x, y, width, height);
if (orient == HORIZONTAL)
if (orient == HORIZONTAL)
if (orient == HORIZONTAL)
return props;
}

int h = 0;
for (Component c : components) {
Dimension d = c.getPreferredSize();
w = Math.max(w, d.width);
h = Math.max(h, d.height);
d = c.getMinimumSize();
w = Math.max(w, d.width);
h = Math.max(h, d.height);
}

symbol += " " + prop;
else
symbol += " -" + prop;
}

components) {
c.getPreferredSize();
, d.width);
, d.height);
c.getMinimumSize();
, d.width);
, d.height);

c.setBounds(x, y, width, height);
if (orient == HORIZONTAL)
if (orient == HORIZONTAL)
if (orient == HORIZONTAL)
Proof if (orient == HORIZONTAL)
move=> m s x.
rewrite (acc_ssa_state_eq _ (eqxx (get_index x m))). reflexivity.
Qed.

```



Project Backup

2017/08/01

```

int x = insets.left;
int y = insets.top;

int w = 0;
int h = 0;
for (Component c : components) {
    Dimension d = c.getPreferredSize();
    w = Math.max(w, d.width);
    h = Math.max(h, d.height);
    d = c.getMinimumSize();
    w = Math.max(w, d.width);
    h = Math.max(h, d.height);
}
for (Component c : components) {
    Dimension pref = c.getPreferredSize();
    Dimension min = c.getMinimumSize();
    int width = pref.width;
    int height = pref.height;
    if (width < min.width)
        width = min.width;
    if (height < min.height)
        height = min.height;
    c.setBounds(x, y, width, height);
    if (orient == HORIZONTAL)
        if (orient == HORIZONTAL)
            if (orient == HORIZONTAL)
                if (orient == HORIZONTAL)
                    if (orient == HORIZONTAL)
                        if (orient == HORIZONTAL)
                            if (orient == HORIZONTAL)
                                if (orient == HORIZONTAL)
                                    if (orient == HORIZONTAL)
                                        if (orient == HORIZONTAL)
                                            if (orient == HORIZONTAL)
                                                if (orient == HORIZONTAL)
                                                    if (orient == HORIZONTAL)
                                                        if (orient == HORIZONTAL)
                                                            if (orient == HORIZONTAL)
                                                                if (orient == HORIZONTAL)
                                                                    if (orient == HORIZONTAL)
                                                                        if (orient == HORIZONTAL)
                                                                            if (orient == HORIZONTAL)
                                                                                if (orient == HORIZONTAL)
                                                                                    if (orient == HORIZONTAL)
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                                                                                                    if (orient == HORIZONTAL)
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                                                                                                            if (orient == HORIZONTAL)
                                                                                                                if (orient == HORIZONTAL)
                                                                                                                    if (orient == HORIZONTAL)
................................................................

```

2017/08/05

```

int x = insets.left;
int y = insets.top;

int w = 0;
int h = 0;
for (Component c : components) {
    Dimension d = c.getPreferredSize();
    w = Math.max(w, d.width);
    h = Math.max(h, d.height);
    d = c.getMinimumSize();
    w = Math.max(w, d.width);
    h = Math.max(h, d.height);
}
for (Component c : components) {
    Dimension pref = c.getPreferredSize();
    Dimension min = c.getMinimumSize();
    int width = pref.width;
    int height = pref.height;
    if (width < min.width)
        width = min.width;
    if (height < min.height)
        height = min.height;
    c.setBounds(x, y, width, height);
    if (orient == HORIZONTAL)
        if (orient == VERTICAL)
            if (orient == VERTICAL)
                if (orient == VERTICAL)
                    if (orient == VERTICAL)
................................................................

```

2017/08/13

```

int x = insets.left;
int y = insets.top;

int w = 0;
int h = 0;
for (Component c : components) {
    Dimension d = c.getPreferredSize();
    w = Math.max(w, d.width);
    h = Math.max(h, d.height);
    d = c.getMinimumSize();
    w = Math.max(w, d.width);
    h = Math.max(h, d.height);
}
for (Component c : components) {
    Dimension pref = c.getPreferredSize();
    Dimension min = c.getMinimumSize();
    int width = pref.width;
    int height = pref.height;
    if (width < min.width)
        width = min.width;
    if (height < min.height)
        height = min.height;
    c.setBounds(x, y, width, height);
    if (orient == HORIZONTAL)
        if (orient == VERTICAL)
            if (orient == VERTICAL)
................................................................

```

2017/08/27

```

int x = insets.left;
int y = insets.top;

int w = 0;
int h = 0;
for (Component c : components) {
    Dimension d = c.getPreferredSize();
    w = Math.max(w, d.width);
    h = Math.max(h, d.height);
    d = c.getMinimumSize();
    w = Math.max(w, d.width);
    h = Math.max(h, d.height);
}
for (Component c : components) {
    Dimension pref = c.getPreferredSize();
    Dimension min = c.getMinimumSize();
    int width = pref.width;
    int height = pref.height;
    if (width < min.width)
        width = min.width;
    if (height < min.height)
        height = min.height;
    c.setBounds(x, y, width, height);
    if (orient == HORIZONTAL)
        if (orient == VERTICAL)
            if (orient == VERTICAL)
................................................................

```

Definition upd (x : var) (v : value) (s : t) :=
fun (y : var) => if y == x then v else acc y s.

Definition upd2 x1 v1 x2 v2 (s : t) : t :=
upd x2 v2 (upd x1 v1 s).

protected Collection<String> genAlphabet(AlphabetType type,
Collection<String> props) {
List<String> alphabet = new ArrayList<String>();
if (type == AlphabetType.PROPOSITIONAL) {
int max = (int) Math.pow(2, props.size());
for (int j = 0; j < max; j++) {
String symbol = "";
int n = j;
for (String prop : props) {
if (n % 2 == 0)
symbol += " " + prop;
else
symbol += " ~" + prop;
n /= 2;
}
alphabet.add(symbol.trim());
}
} else if (type == AlphabetType.CLASSICAL) {
alphabet.addAll(props);
}
return alphabet;
}

int width = orient == HORIZONTAL ? pref.width : w;
int height = orient == VERTICAL ? pref.height : h;
if (width < min.width)
width = min.width;
if (height < min.height)
height = min.height;
c.setBounds(x, y, width, height);
if (orient == HORIZONTAL)
if (orient == HORIZONTAL)
move=> m s X.
rewrite (acc_ssa_state_eq _ (eqxx (get_index x m))). reflexivity.
Qed.



Project Backup



201

What has been done in a version?

2017/08/05

```
int w = 0;
int h = 0;
for (Component c : components) {
    Dimension d = c.getPreferredSize();
    w = Math.max(w, d.width);
    h = Math.max(h, d.height);
    d = c.getMinimumSize();
    w = Math.max(w, d.width);
    h = Math.max(h, d.height);
    int x = insets.left;
    int y = insets.top;
    for (Component c : components) {
        Dimension d = c.getPreferredSize();
        w = Math.max(w, d.width);
        h = Math.max(h, d.height);
        if (c == component) {
            w = Math.max(w, d.width);
            h = Math.max(h, d.height);
        }
    }
}
```

```
int w = 0;
int h = 0;
for (Component c : components) {
    Dimension d = c.getPreferredSize();
    w = Math.max(w, d.width);
    h = Math.max(h, d.height);
    d = c.getMinimumSize();
    int w = 0;
    int h = 0;
    for (Component c : components) {
        Dimension d = c.getPreferredSize();
        w = Math.max(w, d.width);
        h = Math.max(h, d.height);
        if (c == component) {
            w = Math.max(w, d.width);
            h = Math.max(h, d.height);
        }
    }
}
```

```
int w = 0;
int h = 0;
for (Component c : components) {
    Dimension d = c.getPreferredSize();
    w = Math.max(w, d.width);
    h = Math.max(h, d.height);
    d = c.getMinimumSize();
    int w = 0;
    int h = 0;
    for (Component c : components) {
        Dimension d = c.getPreferredSize();
        w = Math.max(w, d.width);
        h = Math.max(h, d.height);
        if (c == component) {
            w = Math.max(w, d.width);
            h = Math.max(h, d.height);
        }
    }
}
```

```
protected Collection<String> genAlphabet(AlphabetType type,
                                             Collection<String> props) {
    List<String> alphabet = new ArrayList<String>();
    if (type == AlphabetType.PROPOSITIONAL) {
        int max = (int) Math.pow(2, props.size());
        for (int j = 0; j < max; j++) {
            String symbol = "";
            if (j % 2 == 0)
                symbol = "0";
            else
                symbol = "1";
            alphabet.add(symbol);
        }
    } else if (type == AlphabetType.CLASSICAL) {
        alphabet.addAll(props);
    }
    return alphabet;
}
```

2017/08/13

How is a bug in version A fixed in version B?

2017/08/21

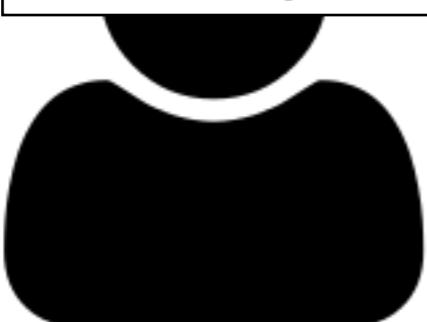
```
if (cheight < min.height)
    height = min.height;
c.setBounds(x, y, width, height);
if (orient == HORIZONTAL) {
    if (orient == HORIZONTAL)
        for (Component c : components) {
            Dimension pref = c.getPreferredSize();
            Dimension min = c.getMinimumSize();
            int width = orient == HORIZONTAL ? pref.width : min.width;
            int height = orient == VERTICAL ? pref.height : min.height;
            if (cheight < min.height)
                height = min.height;
            c.setBounds(x, y, width, height);
        }
}
```

```
if (cheight < min.height)
    height = min.height;
c.setBounds(x, y, width, height);
if (orient == HORIZONTAL)
    for (Component c : components) {
        Dimension pref = c.getPreferredSize();
        Dimension min = c.getMinimumSize();
        int width = orient == HORIZONTAL ? pref.width : min.width;
        int height = orient == VERTICAL ? pref.height : min.height;
        if (cheight < min.height)
            height = min.height;
        c.setBounds(x, y, width, height);
    }
}
```

```
n /= 2;
}
alphabet.add(symbol.trim());
}
} else if (type == AlphabetType.CLASSICAL) {
    alphabet.addAll(props);
}
return alphabet;
}
```

```
components) {
    c.getPreferredSize();
    , d.width);
    , d.height);
    c.getMinimumSize();
    , d.width);
    , d.height);
    for (Component c : components) {
        Dimension pref = c.getPreferredSize();
        Dimension min = c.getMinimumSize();
        int width = orient == HORIZONTAL ? pref.width : min.width;
        int height = orient == VERTICAL ? pref.height : min.height;
        if (cheight < min.height)
            height = min.height;
        c.setBounds(x, y, width, height);
    }
}
```

Merge code from two developers?



```
if (orient == HORIZONTAL) {
    if (orient == HORIZONTAL) {
        if (orient == HORIZONTAL) {
            if (orient == HORIZONTAL)
                return props;
        }
    }
}
```

```
if (cheight < min.height)
    height = min.height;
c.setBounds(x, y, width, height);
if (orient == HORIZONTAL)
    if (orient == HORIZONTAL)
        Proof if (orient == HORIZONTAL)
move=> m s X.
rewrite (acc_ssa_state_eq _ (eqxx (get_index x m))). reflexivity.
Qed.
```

Project Backup



201

What has been done in a version?

2017/08/05

```
int w = 0;
int h = 0;
for (Component c : components) {
    Dimension d = c.getPreferredSize();
    w = Math.max(w, d.width);
    h = Math.max(h, d.height);
    d = c.getMinimumSize();
    w = Math.max(w, d.width);
    h = Math.max(h, d.height);
}
```

```
int w = 0;
int h = 0;
for (Component c : components) {
    Dimension d = c.getPreferredSize();
    w = Math.max(w, d.width);
    h = Math.max(h, d.height);
    int x = insets.left;
    int y = insets.top;
    d = c.getMinimumSize();
    w = Math.max(w, d.width);
    h = Math.max(h, d.height);
}
```

```
int w = 0;
int h = 0;
for (Component c : components) {
    Dimension d = c.getPreferredSize();
    w = Math.max(w, d.width);
    h = Math.max(h, d.height);
    int x = insets.left;
    int y = insets.top;
    d = c.getMinimumSize();
    w = Math.max(w, d.width);
    h = Math.max(h, d.height);
}
```

log

2017/08/13

```
}
```

```
}
```

```
}
```

```
let t1 = Unix.gettimeofday() in
protected Collection<String> genAlphabet(AlphabetType type,
Collection<String> props) {
List<String> alphabet = new ArrayList<String>();
if (type == AlphabetType.PROPOSITIONAL) {
    (int) Math.pow(2, props.size());
    j = 0; j < max; j++) {
        g symbol = "";
        = j;
        String prop : props) {
            if (n % 2 == 0)
                "".
```

How is a bug in version A fixed in version B?



2017/08/21

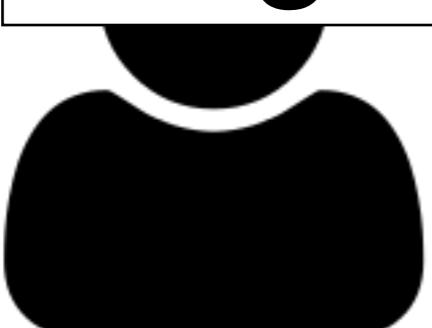
```
if (cheight < min.height)
    height = min.height;
c.setBounds(x, y, width, height);
if (orient == HORIZONTAL)
    if (orient == VERTICAL)
        for (Component c : components) {
            Dimension pref = c.getPreferredSize();
            Dimension min = c.getMinimumSize();
            int width = orient == HORIZONTAL ? pref.width : min.width;
            int height = orient == VERTICAL ? pref.height : min.height;
        }
    }
```

```
n /= 2;
add(symbol.trim());
= AlphabetType.CLASSICAL) {
    l1(props);
}
```

```
components) {
    c.getPreferredSize();
    , d.width);
    , d.height);
    c.getMinimumSize();
    , d.width);
    , d.height);
}
for (Component c : components) {
    Dimension pref = c.getPreferredSize();
    Dimension min = c.getMinimumSize();
    int width = orient == HORIZONTAL ? pref.width : min.width;
    int height = orient == VERTICAL ? pref.height : min.height;
}
```

diff

Merge code from two developers?



```
if (orient == HORIZONTAL)
    if (orient == HORIZONTAL)
        if (orient == HORIZONTAL)
            }
        return props;
    }
```

```
if (cheight < min.height)
    height = min.height;
c.setBounds(x, y, width, height);
if (orient == HORIZONTAL)
    if (orient == HORIZONTAL)
        Proof if (orient == HORIZONTAL)
move=> m s X.
rewrite (acc_ssa_state_eq _ (eqxx (get_index x m))). reflexivity.
Qed.
```

diff3

Project Backup

201

What has been done in a version?

2017/08/05

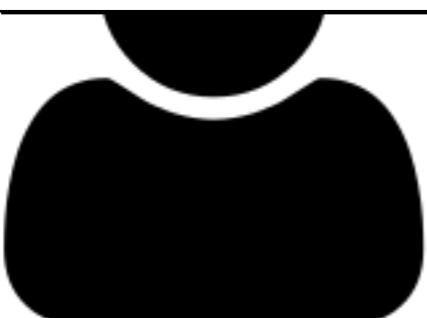
```
int w = 0;  
int h = 0;  
for (Component c : components) {  
    Dimension d = c.getPreferredSize();  
    w = Math.max(w, d.width);  
    h = Math.max(h, d.height);  
}
```

```
int w = 0;  
int h = 0;  
for (Component c : components) {  
    Dimension d = c.getPreferredSize();  
    w = Math.max(w, d.width);  
    h = Math.max(h, d.height);  
}
```

```
let t1 = Unix.gettimeofday() in  
protected Collection<String> genAlphabet(AlphabetType type,  
Collection<String> props) {  
List<String> alphabet = new ArrayList<String>();  
protected Collection<String> genAlphabet(AlphabetType type,
```

Version Control

Systems (VCS)



```
if (orient == HORIZONTAL)  
    if (orient == HORIZONTAL)  
        if (orient == HORIZONTAL)  
            }  
        return props;  
    }
```

```
if (height < min.height)  
    height = min.height;  
c.setBounds(x, y, width, height);  
if (orient == HORIZONTAL)  
    if (orient == HORIZONTAL)  
        Proof if (orient == HORIZONTAL)  
        move=> m s X.  
        rewrite (acc_ssa_state_eq _ (eqxx (get_index x m))).  
        reflexivity.  
Qed.
```

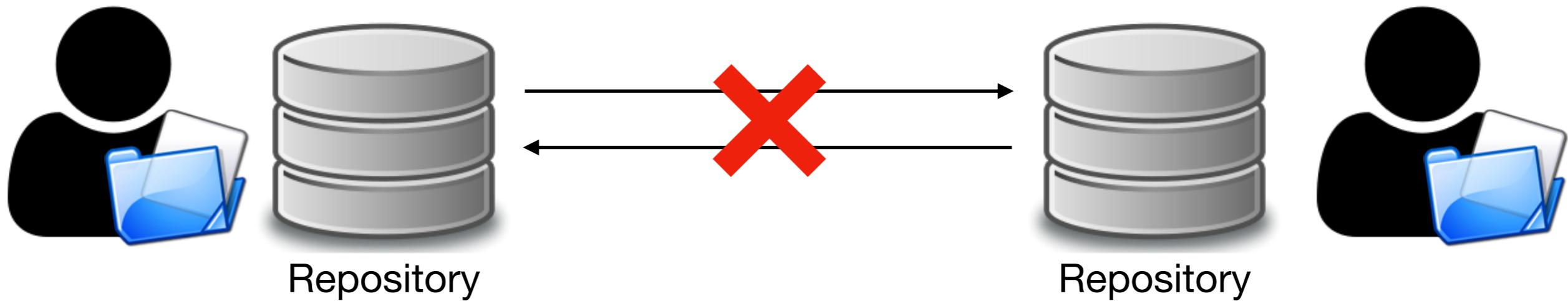
Version Control System

- The developer needs a system that can
 - store files in different versions with log messages,
 - compare files between different versions,
 - restore files from specific versions,
 - ...
- All versions of files are stored in a **repository**
- A version of project is checked out to a **working area** for editing



Local Version Control

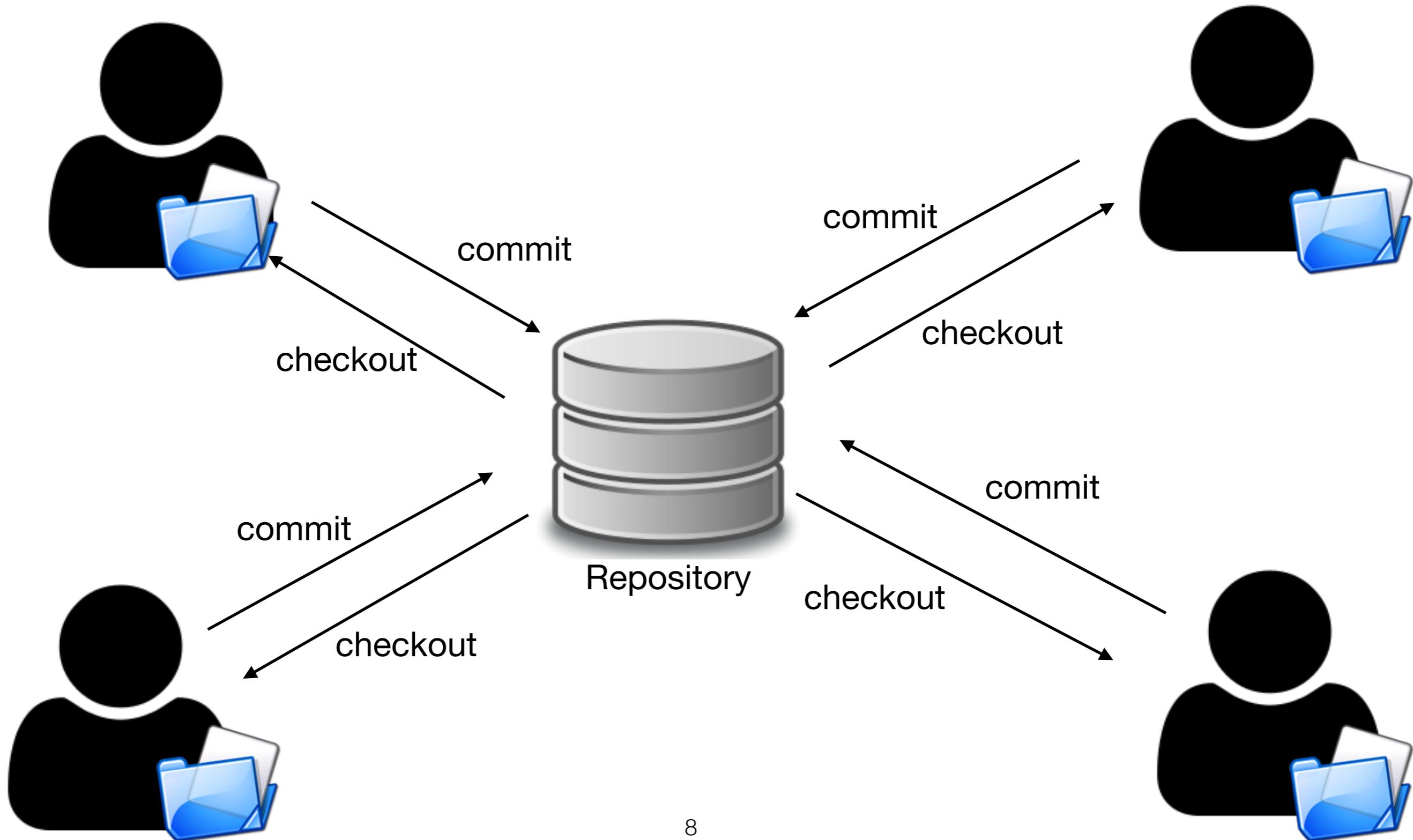
- SCCS (Source Code Control System, 1972)
- RCS (Revision Control System, 1982)



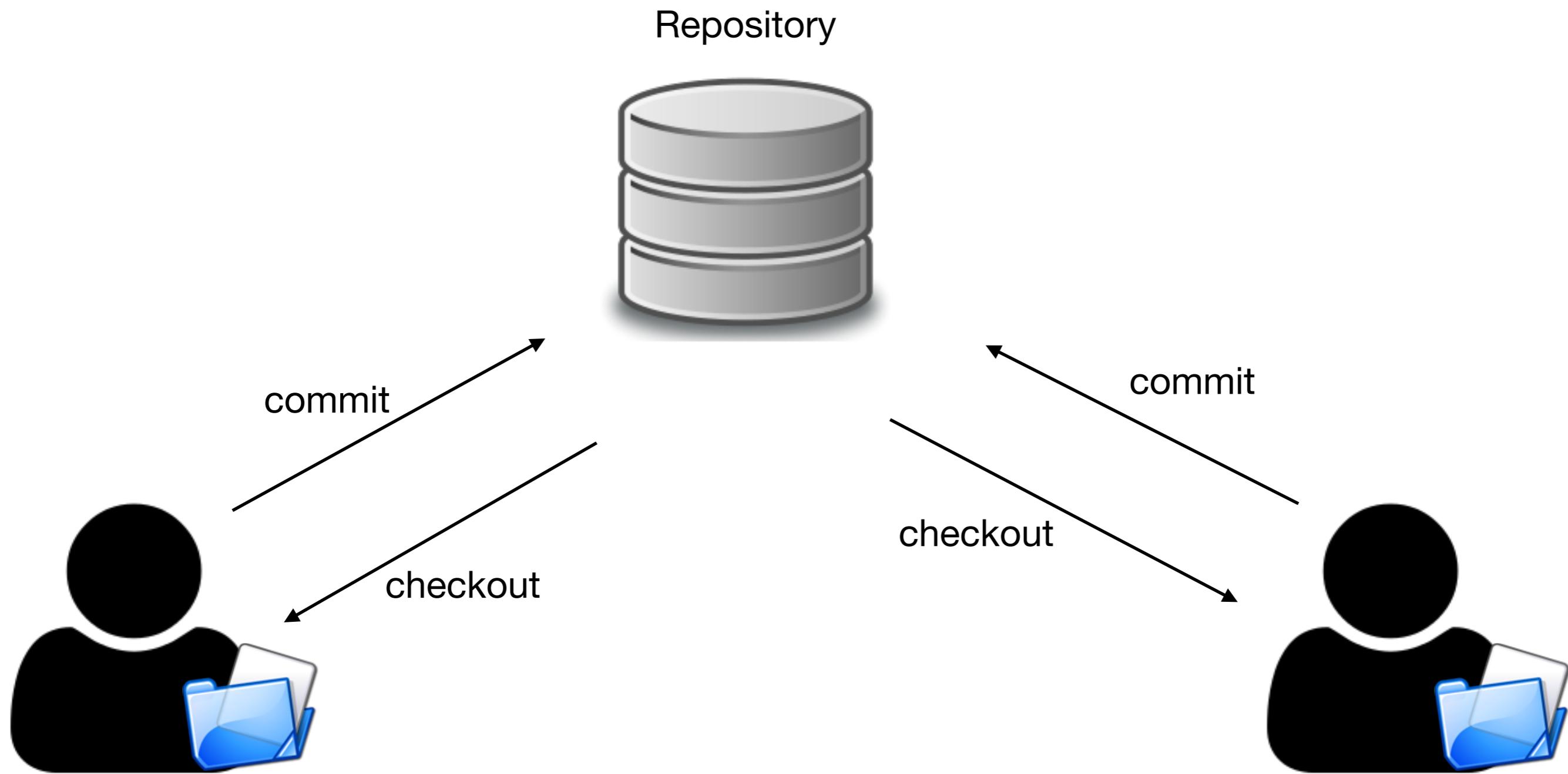
Centralized Version Control

- CVS (Concurrent Versions System, 1990)
- SVN (Subversion, 2000)
- ClearCase
- Visual SourceSafe

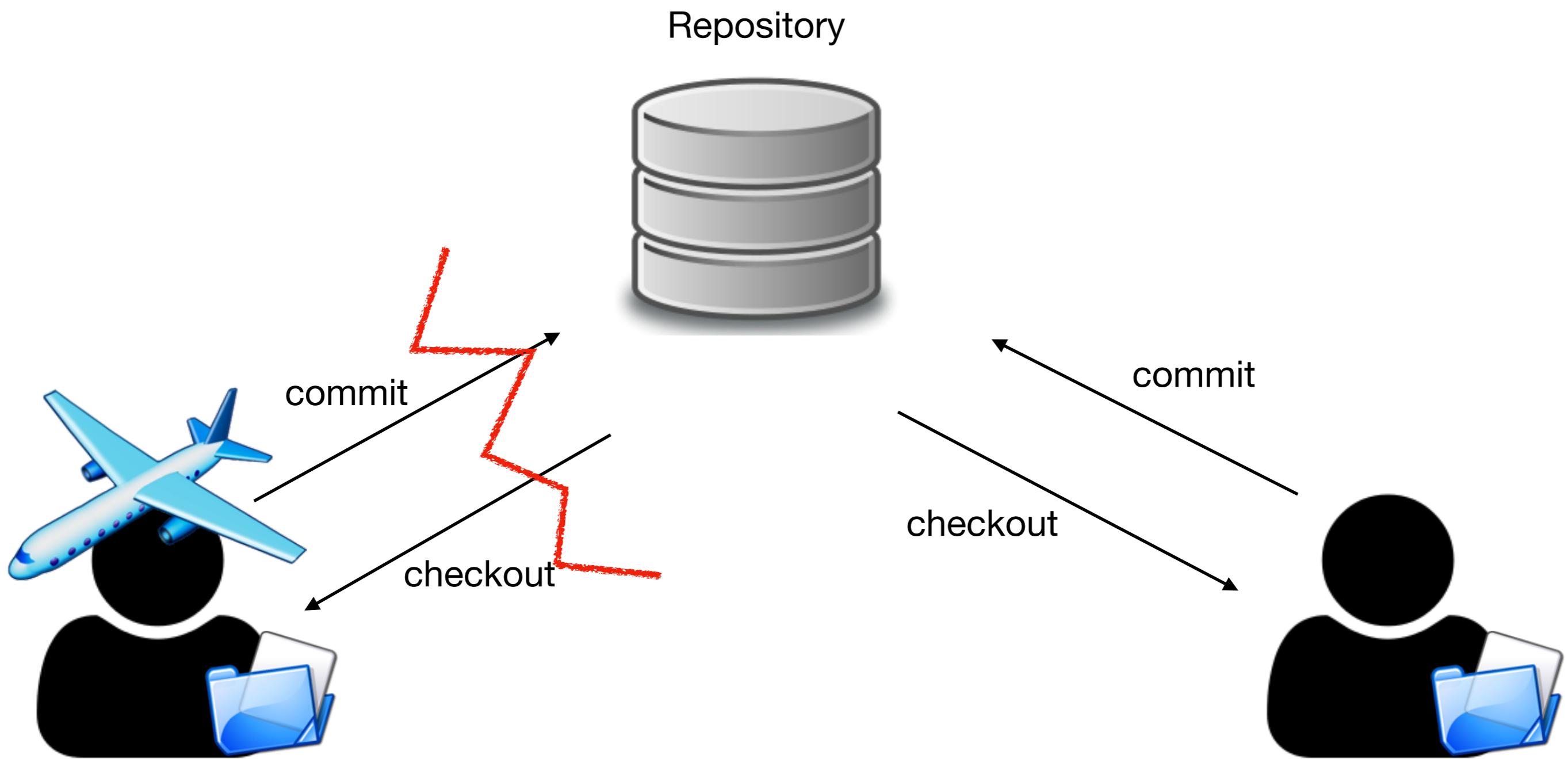
Multiple Developers



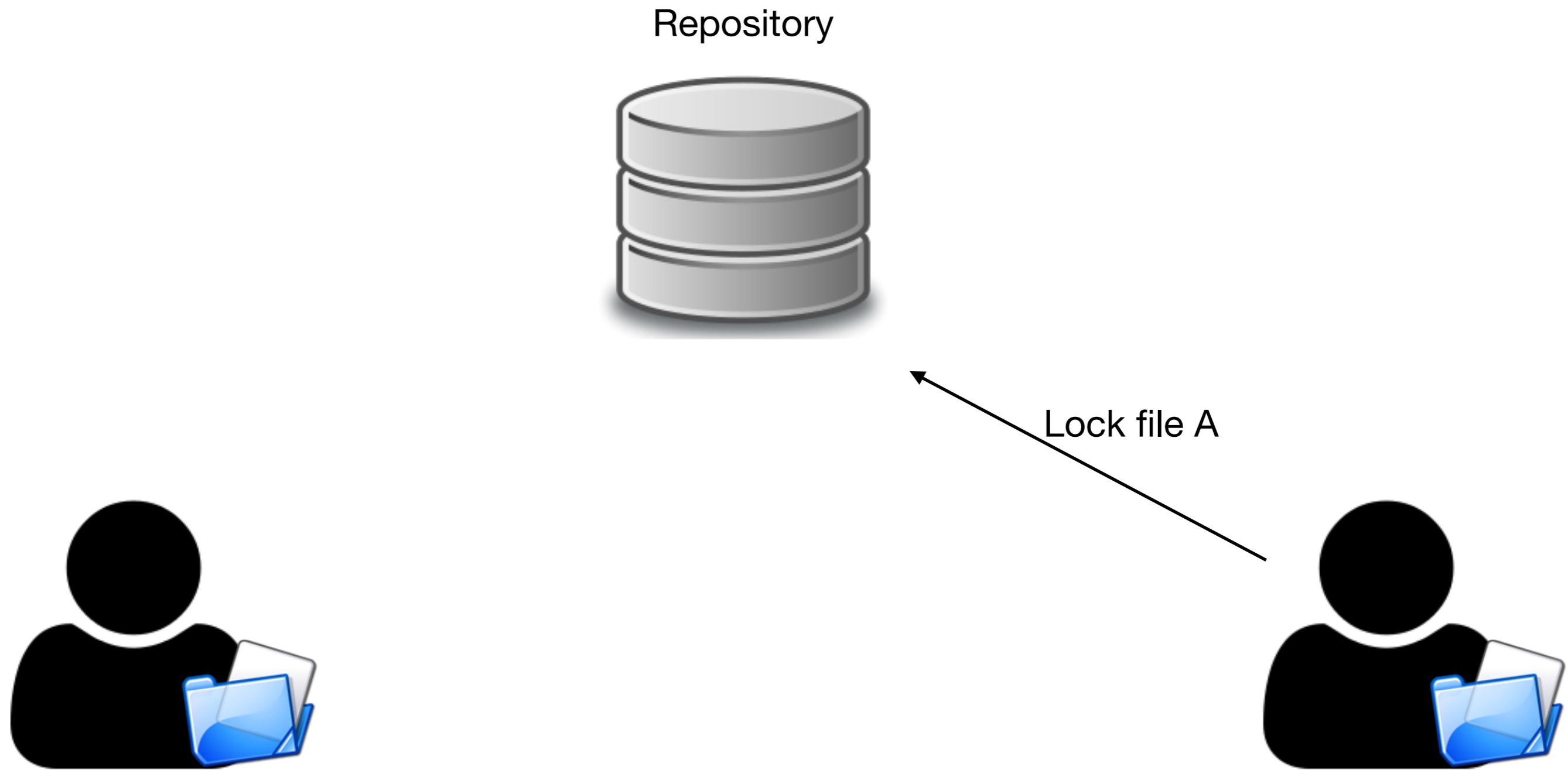
Problems



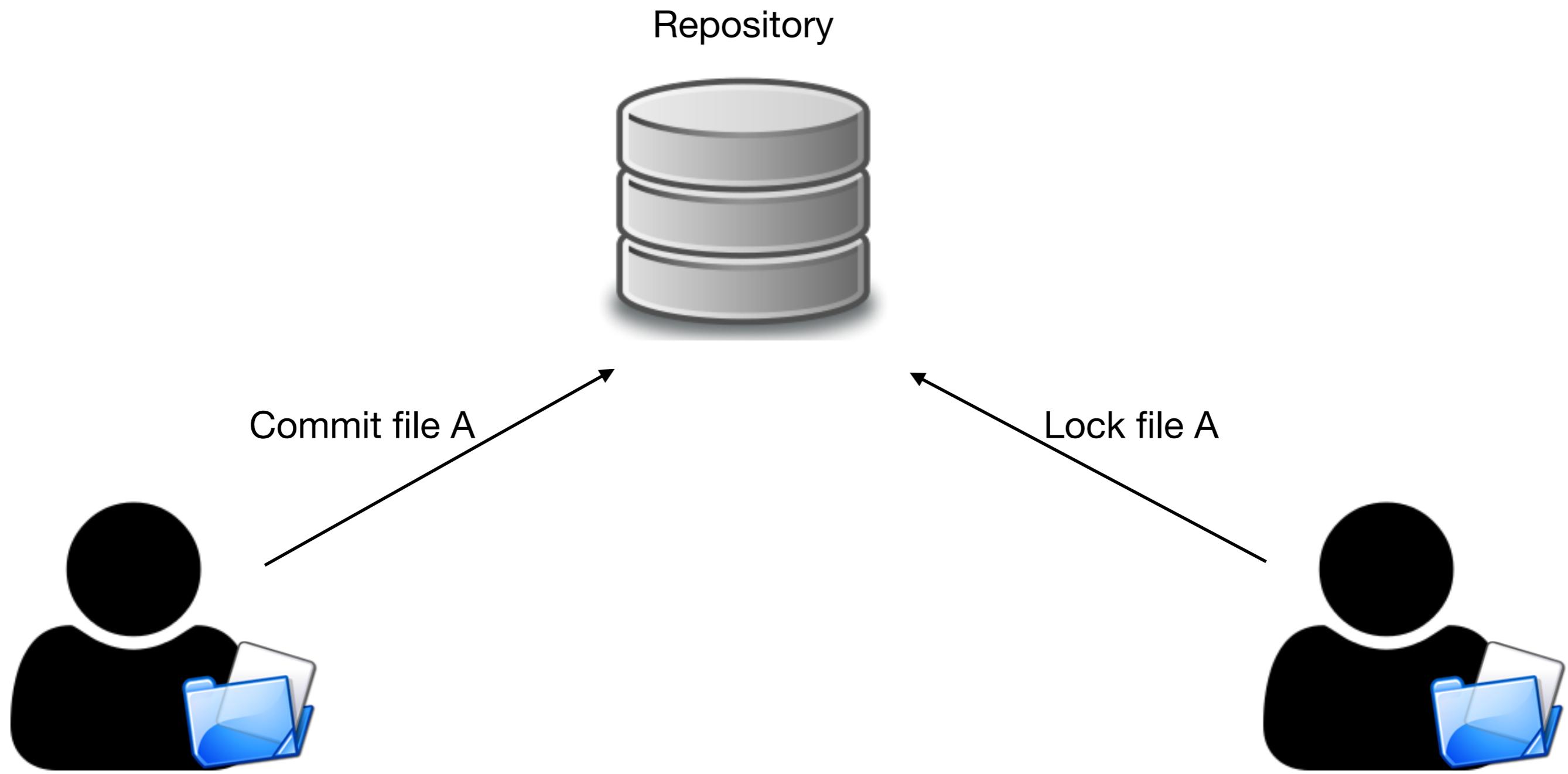
Problems



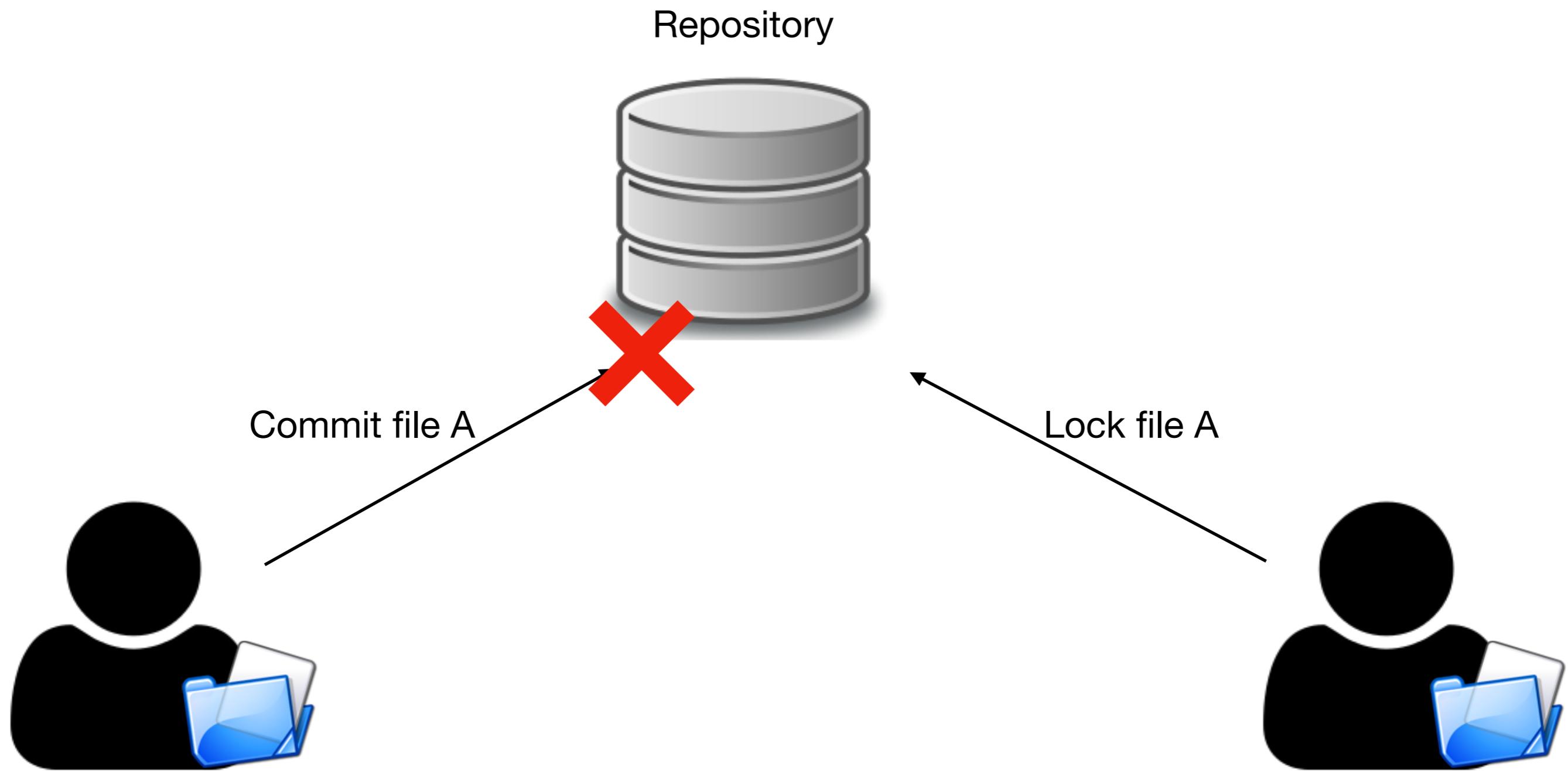
Problems



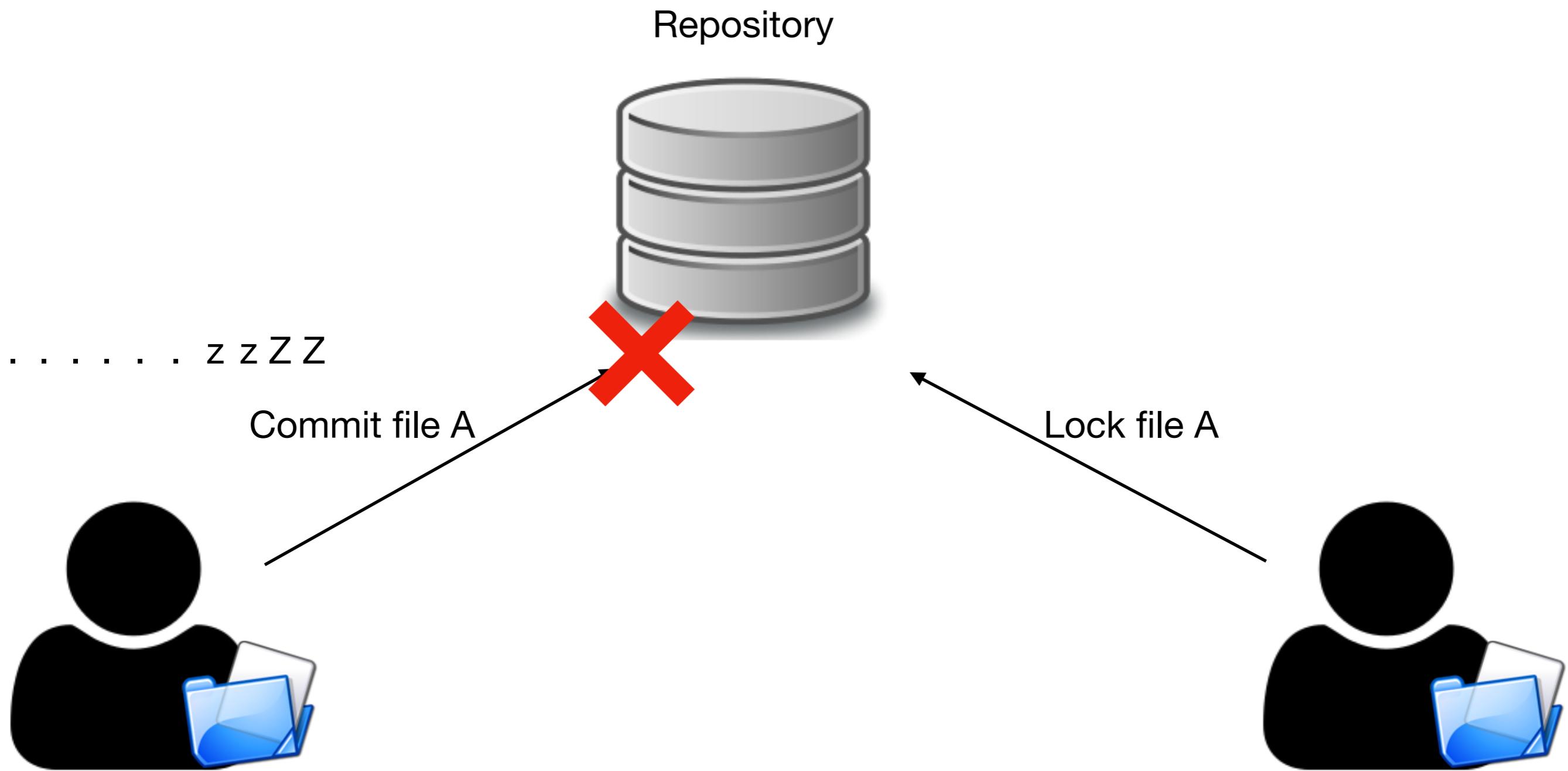
Problems



Problems



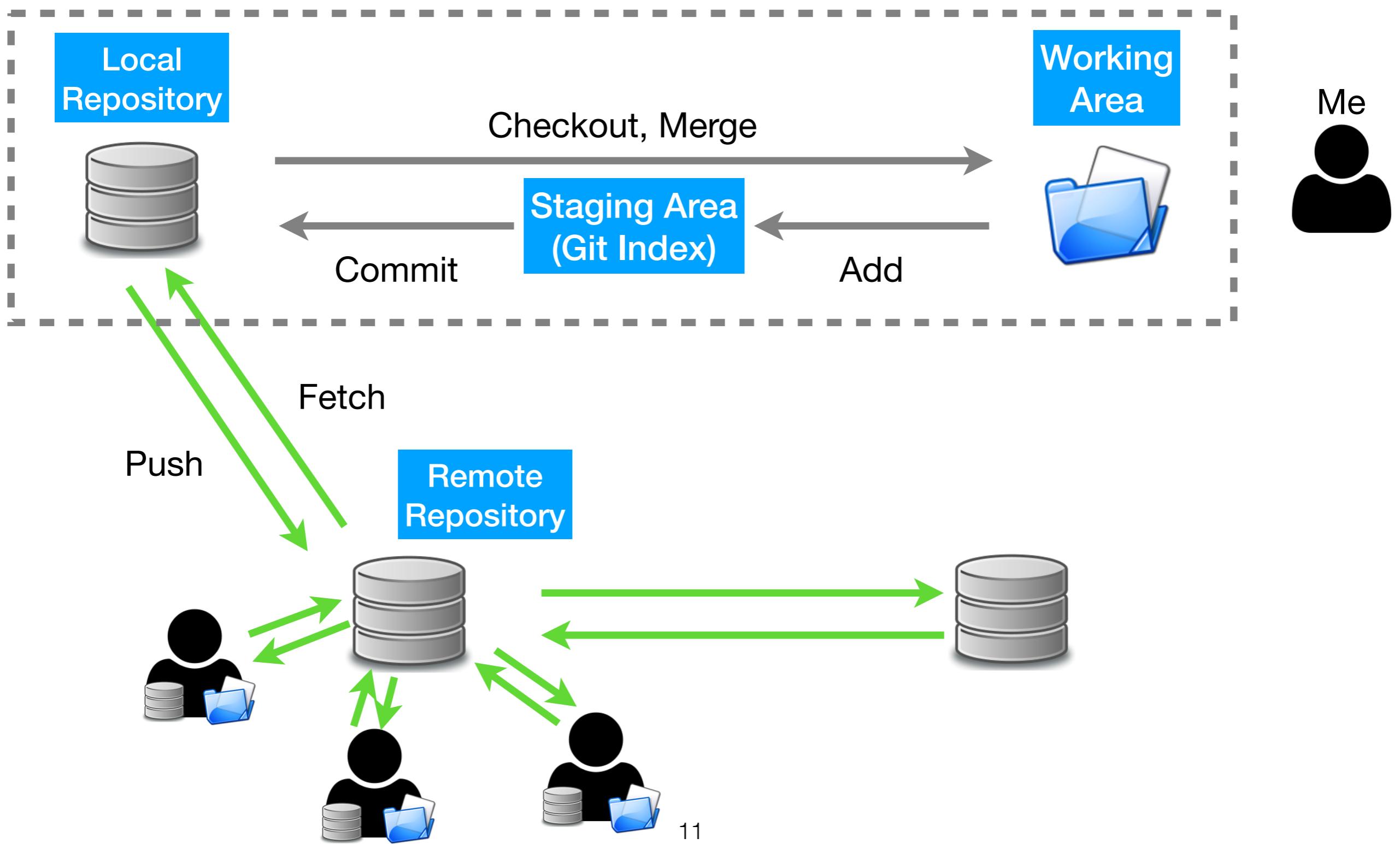
Problems



Distributed Version Control

- BitKeeper
- Git (2005)
- Mercurial (2005)

Distributed Approach (Git)



Create a Repository

```
DHCP-22126 project $ git init
```

```
Initialized empty Git repository in /Users/mht208/project/.git/
```

```
DHCP-22126 project $ ls
```

```
DHCP-22126 project $ ls -a
```

```
. .. .git
```

```
DHCP-22126 project $
```

repository

working area (working tree)

Files in the “project” folder can be added to the repository



Bare Repository

`~/project`

▶ `git init --bare --shared`

Initialized empty shared Git repository in /Users/mht208/project/

`~/project master ✓`

▶ `ls -a`

.	HEAD	description	info	refs
..	config	hooks	objects	

`~/project master ✓`

▶ 

no working area in a bare repository

Clone



Clone

```
DHCP-22126 demo $ ls
```

Supported protocols: ssh, git, http, and https

```
DHCP-22126 demo $ git clone https://github.com/atom/atom.git
```

Cloning into 'atom'...

remote: Counting objects: 179291, done.

remote: Compressing objects: 100% (16/16), done.

remote: Total 179291 (delta 13), reused 13 (delta 10), pack-reused 179265

Receiving objects: 100% (179291/179291), 285.63 MiB | 4.65 MiB/s, done.

Resolving deltas: 100% (127760/127760), done.

```
DHCP-22126 demo $ ls
```

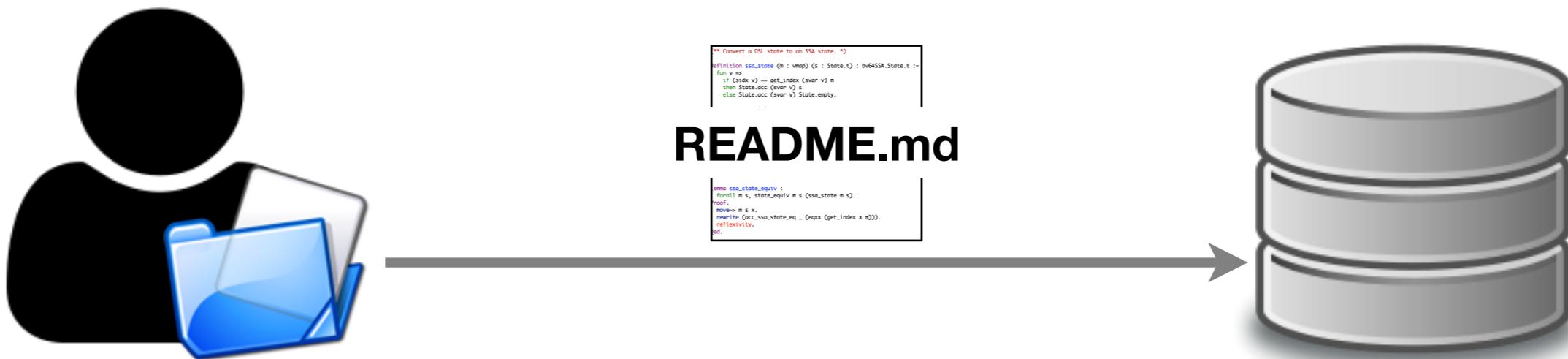
atom

```
DHCP-22126 demo $ █
```



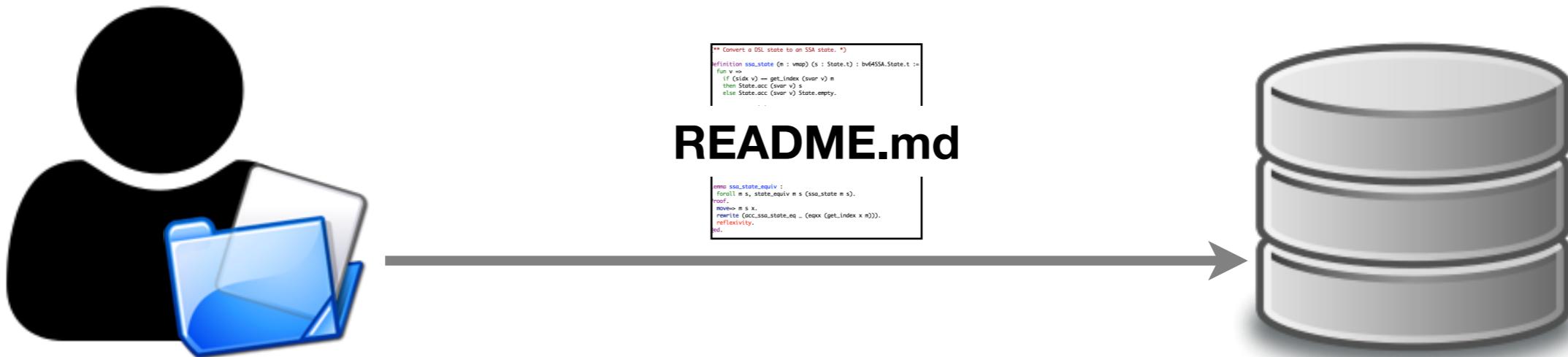
Add Commit

```
DHCP-22126 project $ ls -a  
. . . . .git README.md  
DHCP-22126 project $ █
```

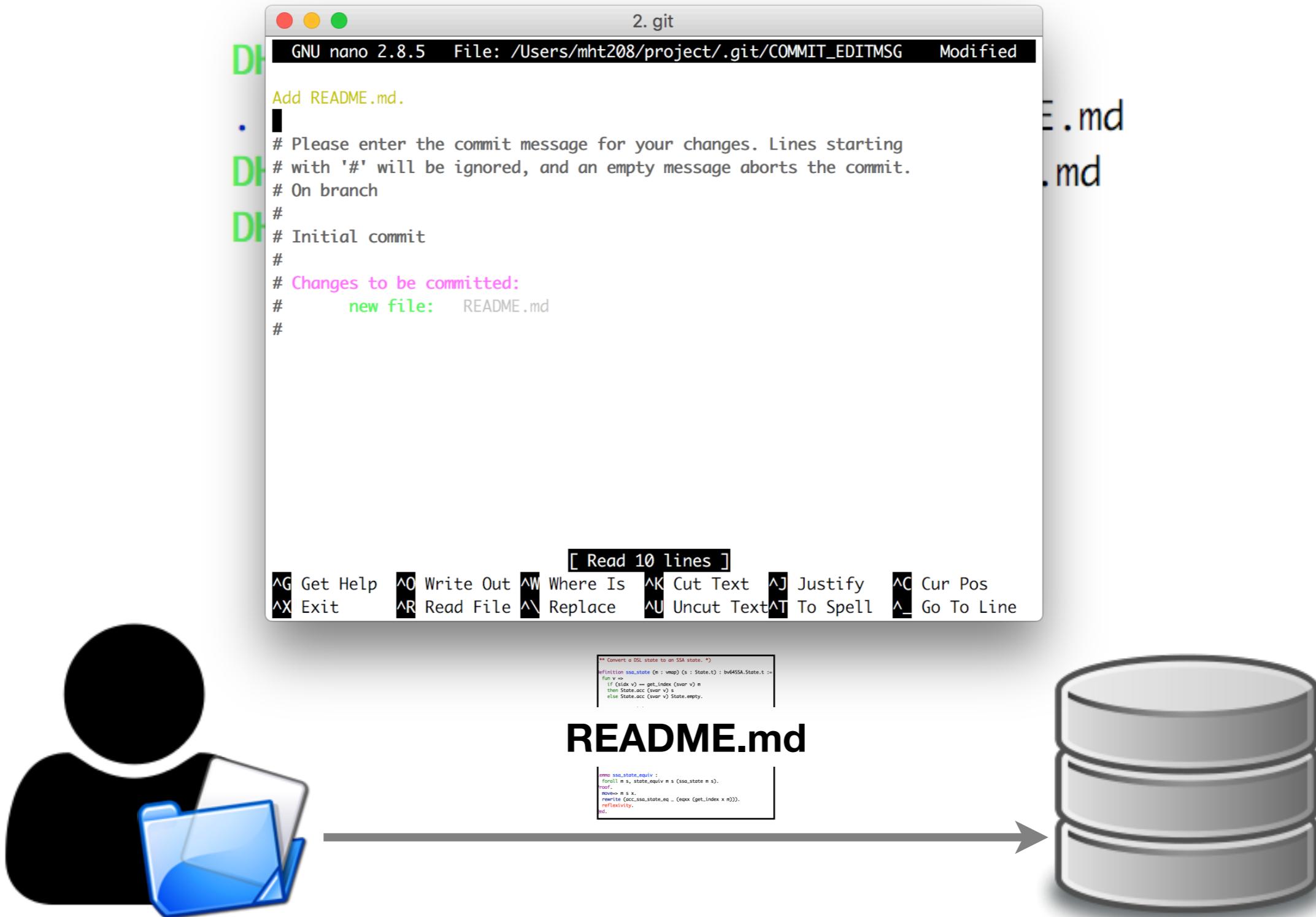


Add Commit

```
DHCP-22126 project $ ls -a  
.          ..          .git      README.md  
DHCP-22126 project $ git add README.md  
DHCP-22126 project $ git commit █
```

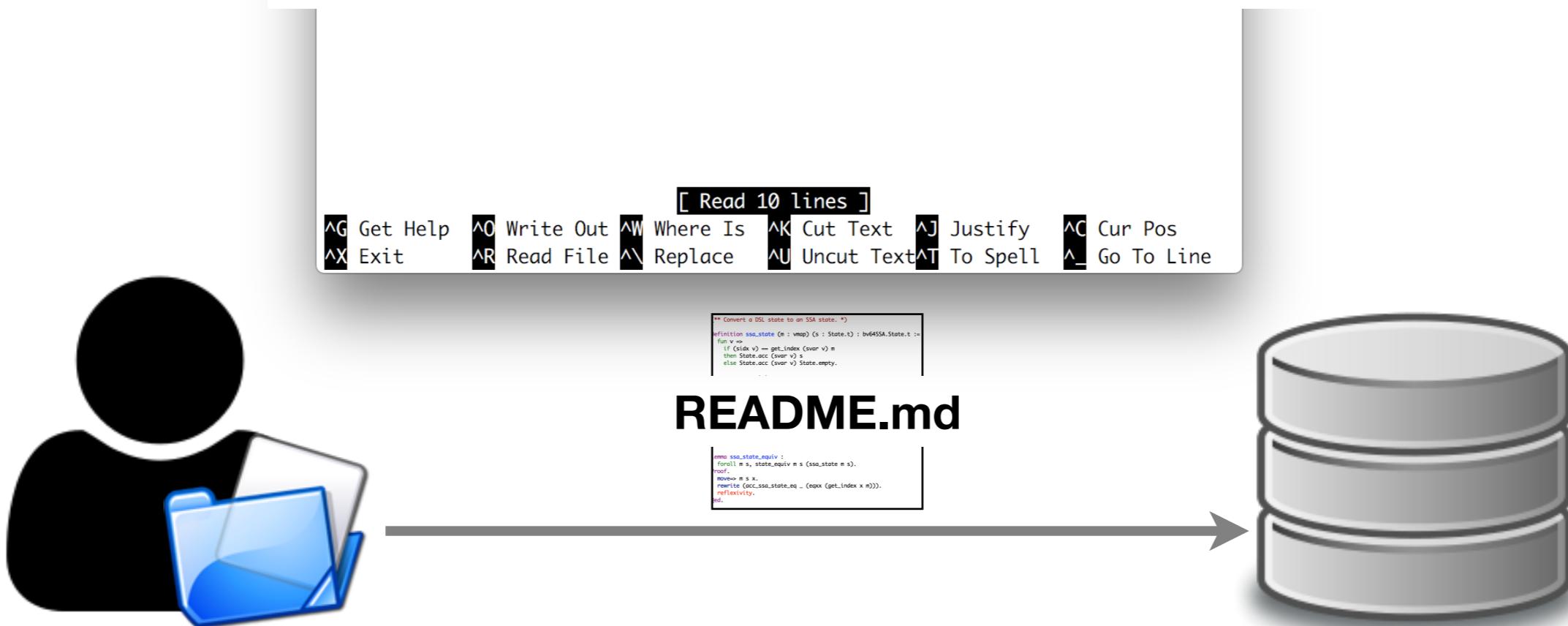


Add Commit



Add Commit

```
DHCP-22126 project $ git add README.md
DHCP-22126 project $ git commit
[master (root-commit) d05fe5d] Add README.md.
  1 file changed, 1 insertion(+)
  create mode 100644 README.md
DHCP-22126 project $ █
```

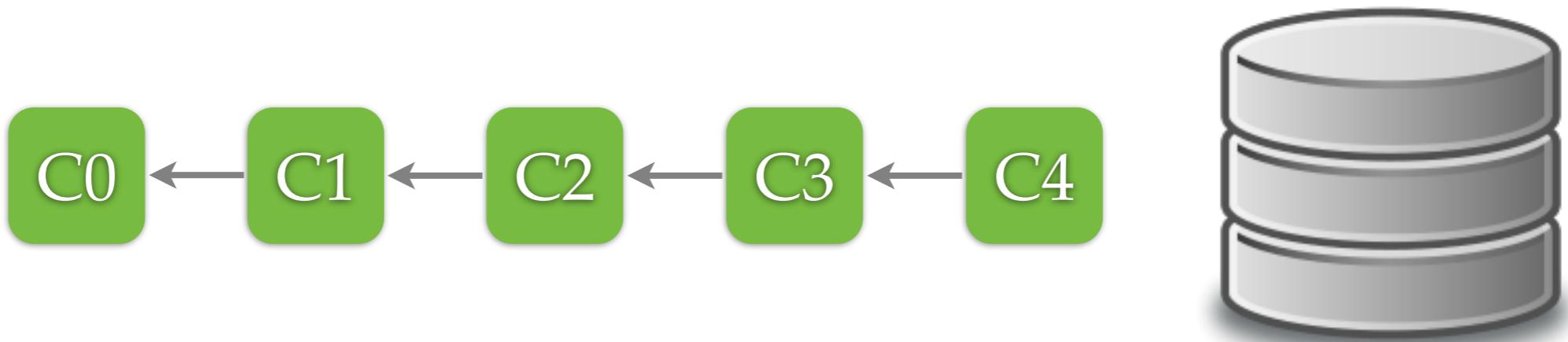


Add VS Commit

- git add
 - Add files to the staging area
 - The files may be new or modified
- git commit
 - Add files in the staging area to the repository as a new version

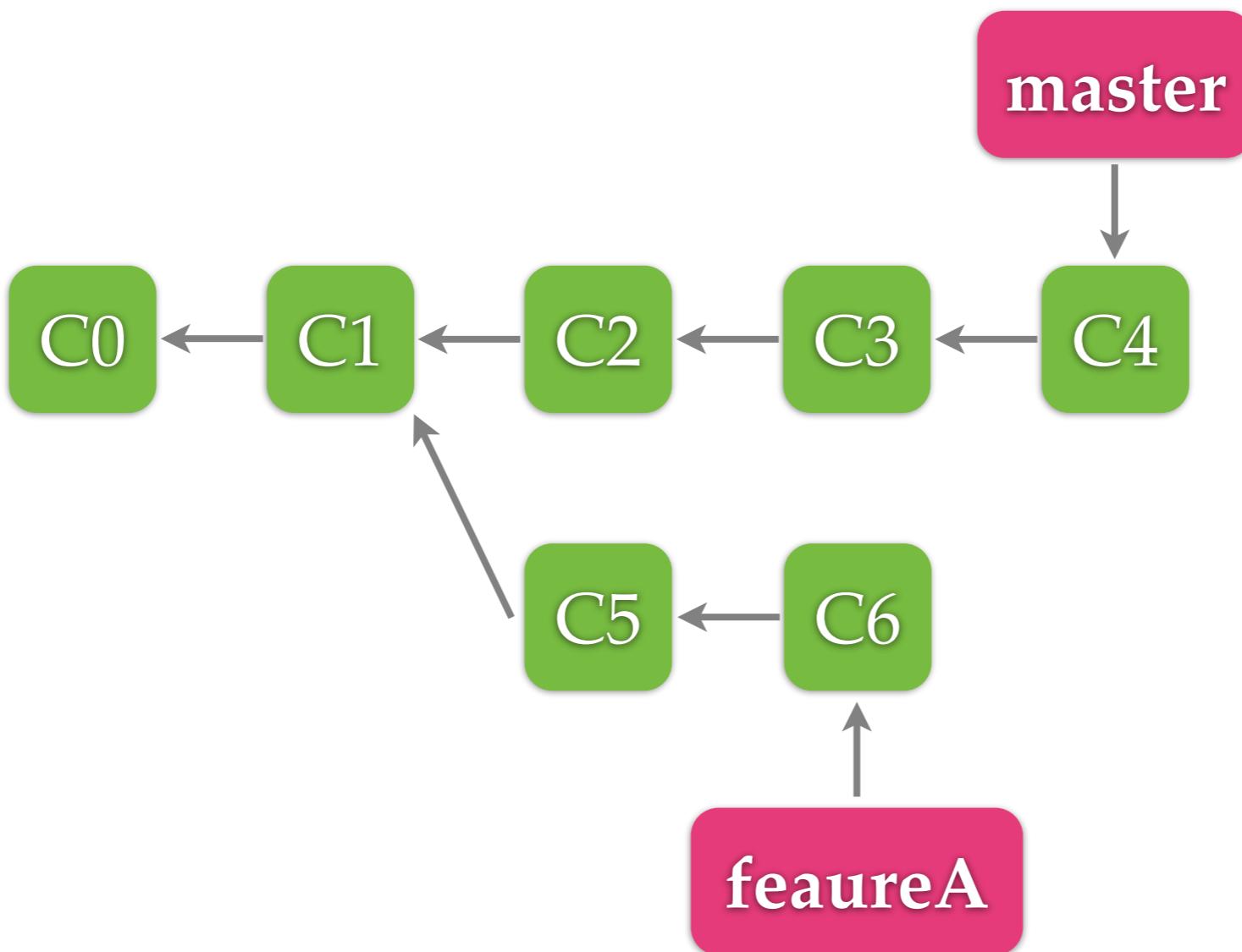


Add More Commits



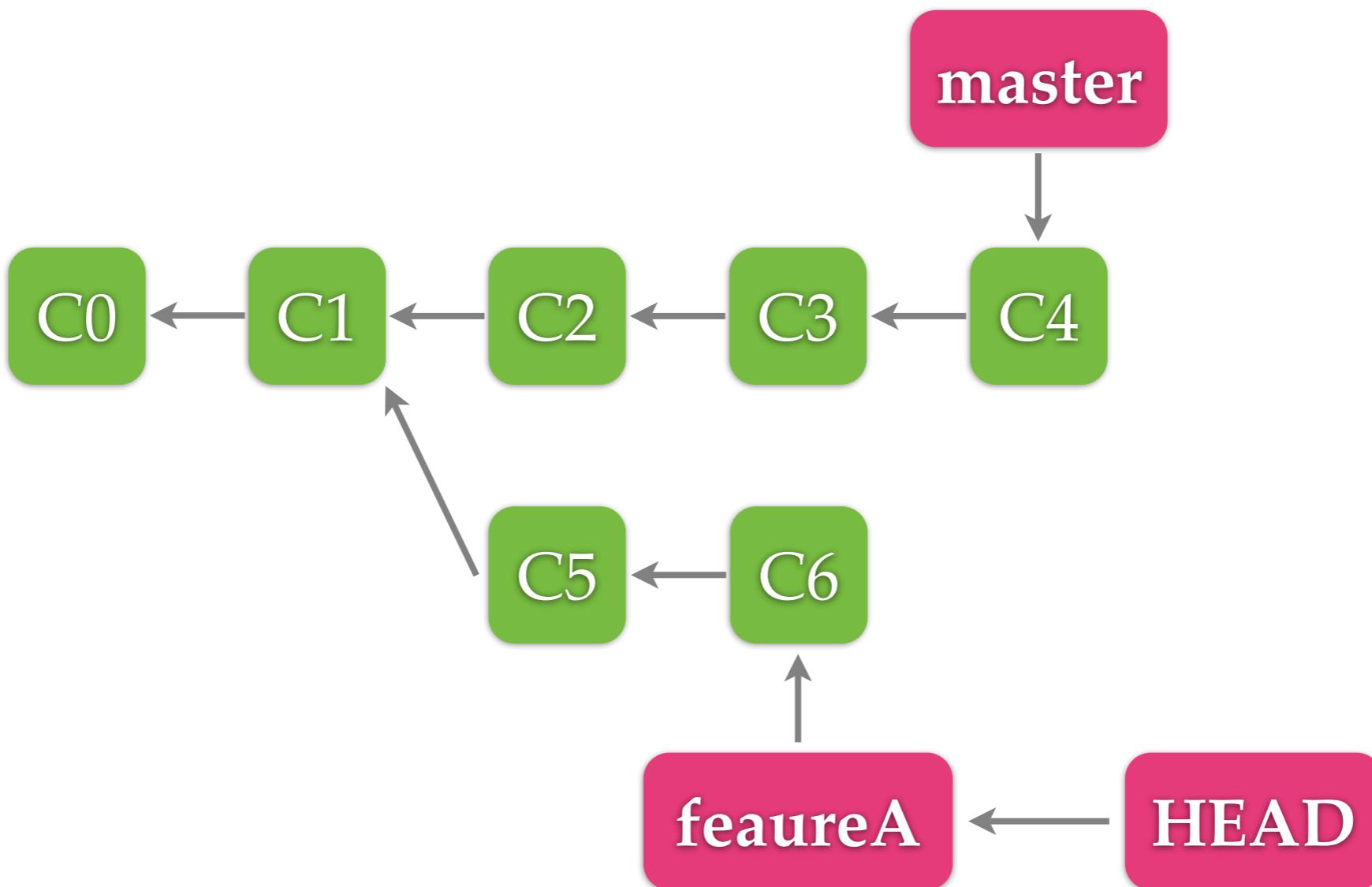
A commit has pointers back to its parents

Branches



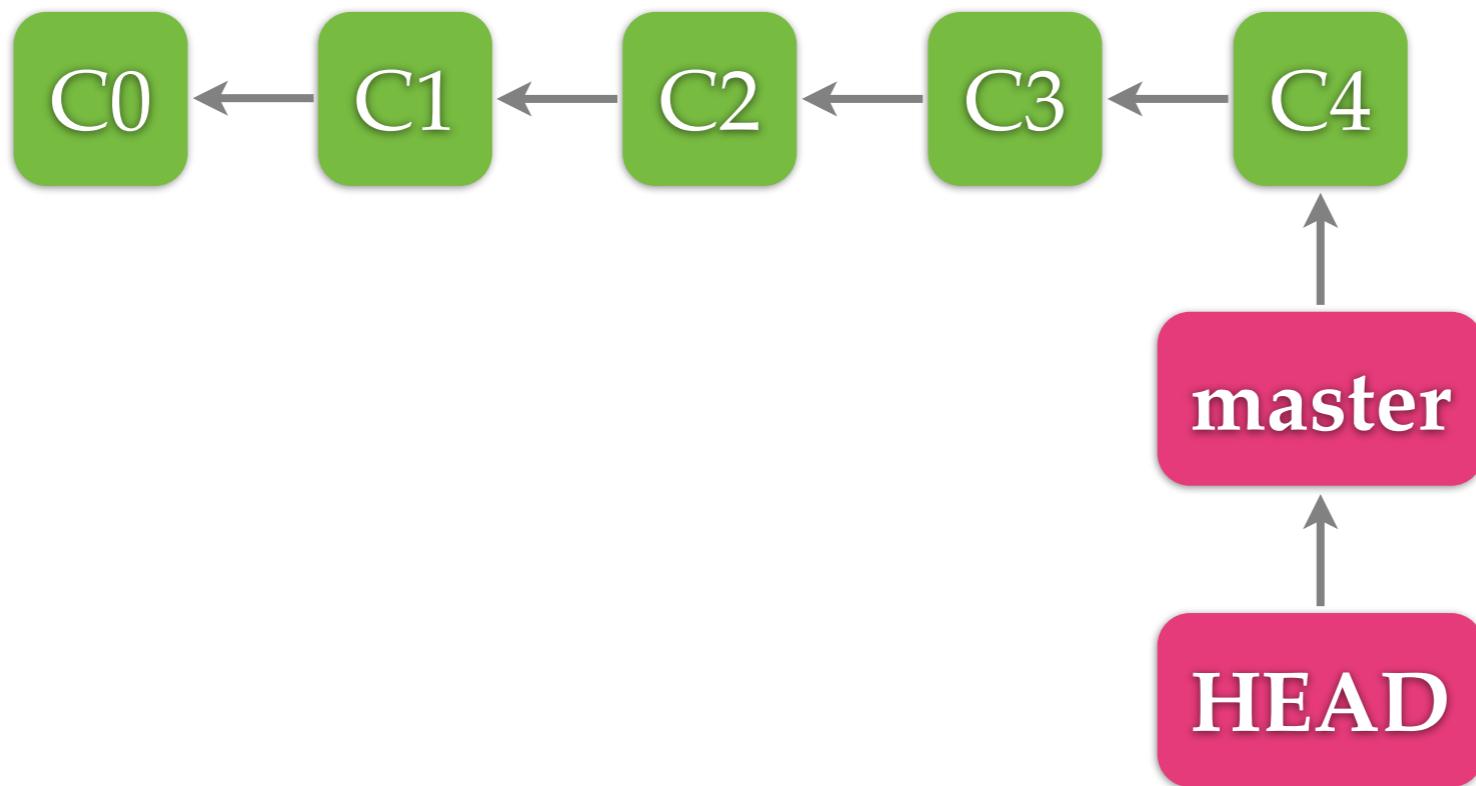
A branch is used to track a line of development
master is the default branch

Head



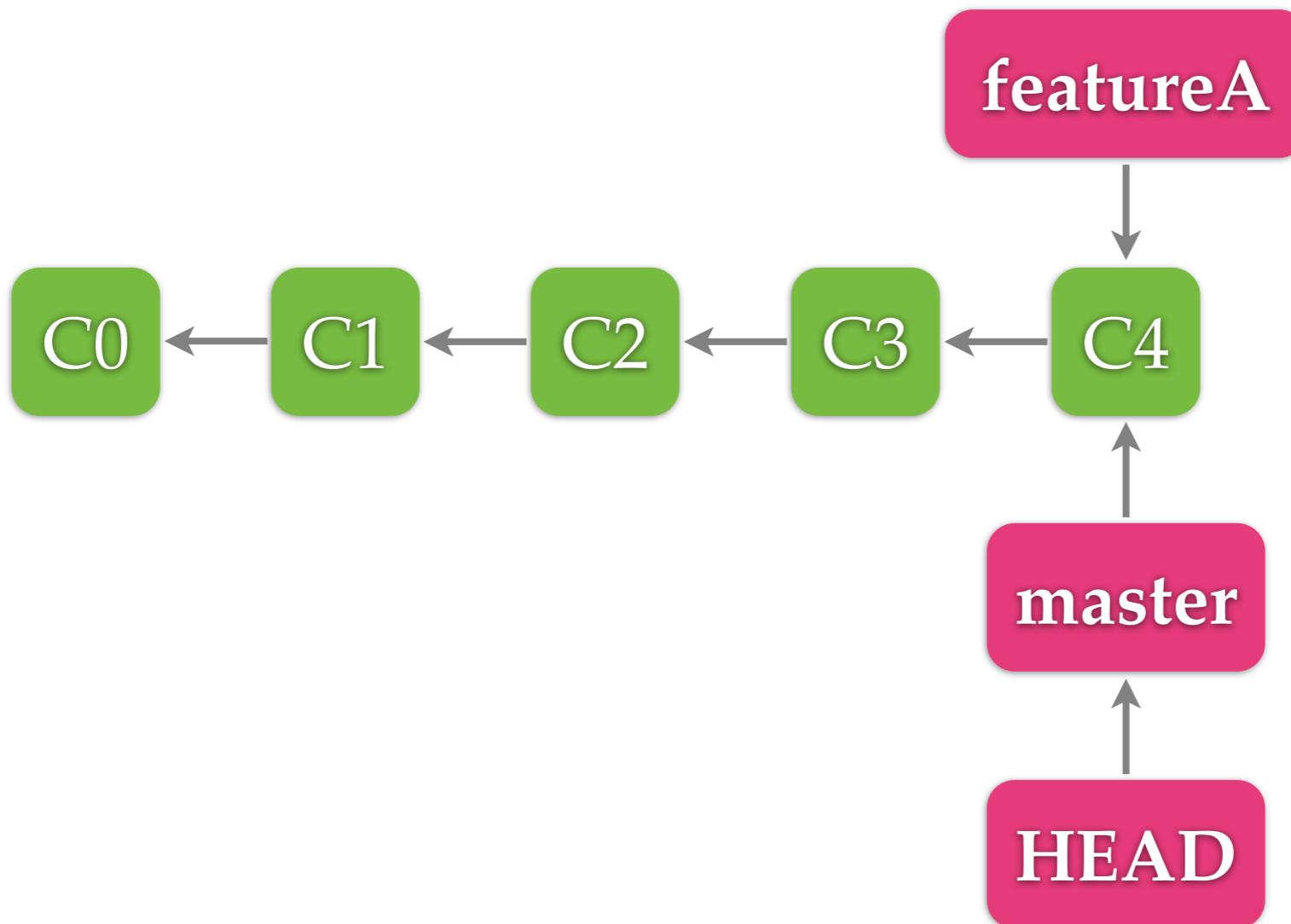
HEAD points to the branch or the commit of the working area

Create Branches



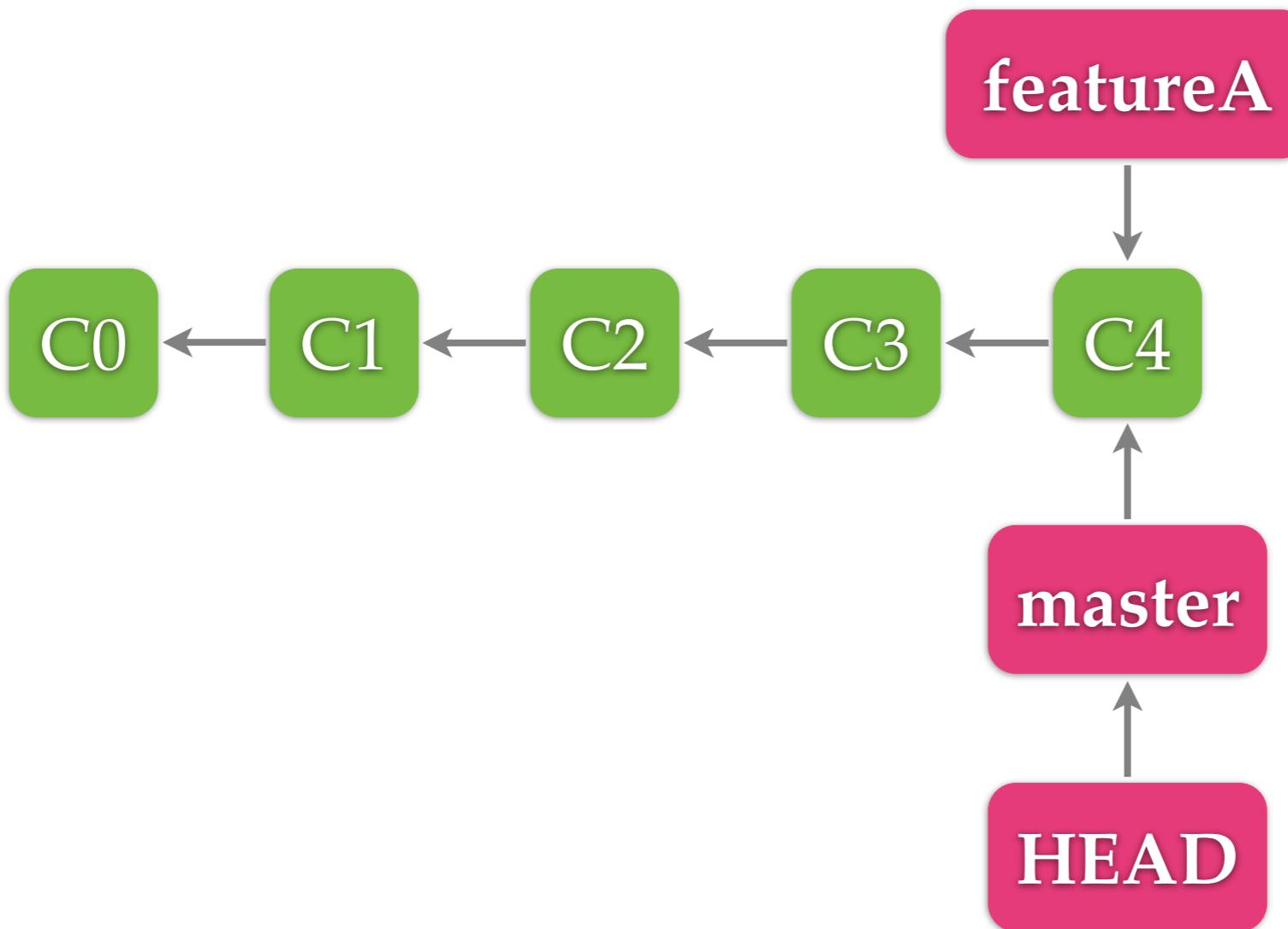
```
$ git branch featureA
```

Create Branches



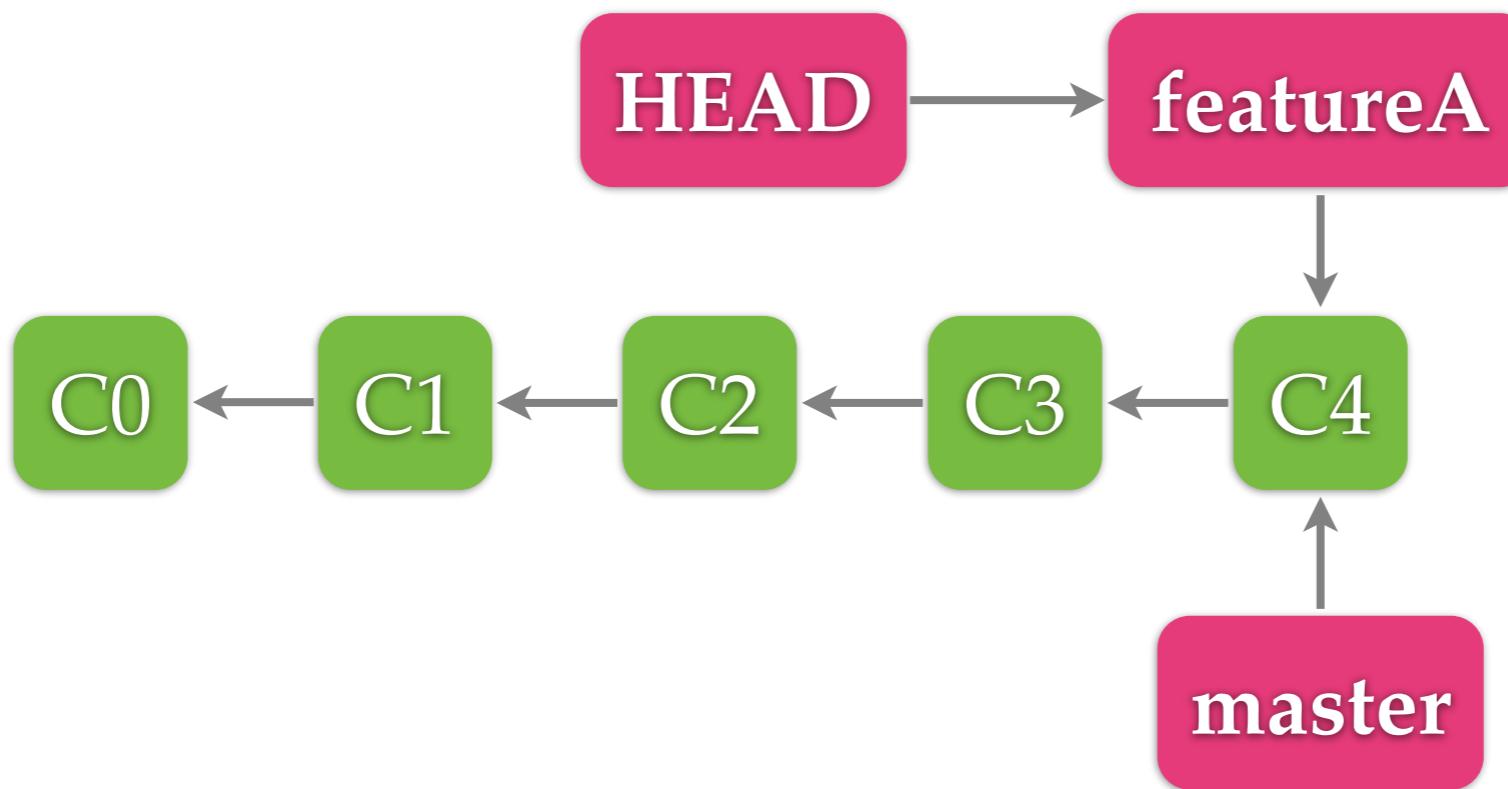
➔ \$ git branch featureA

Switch Branches



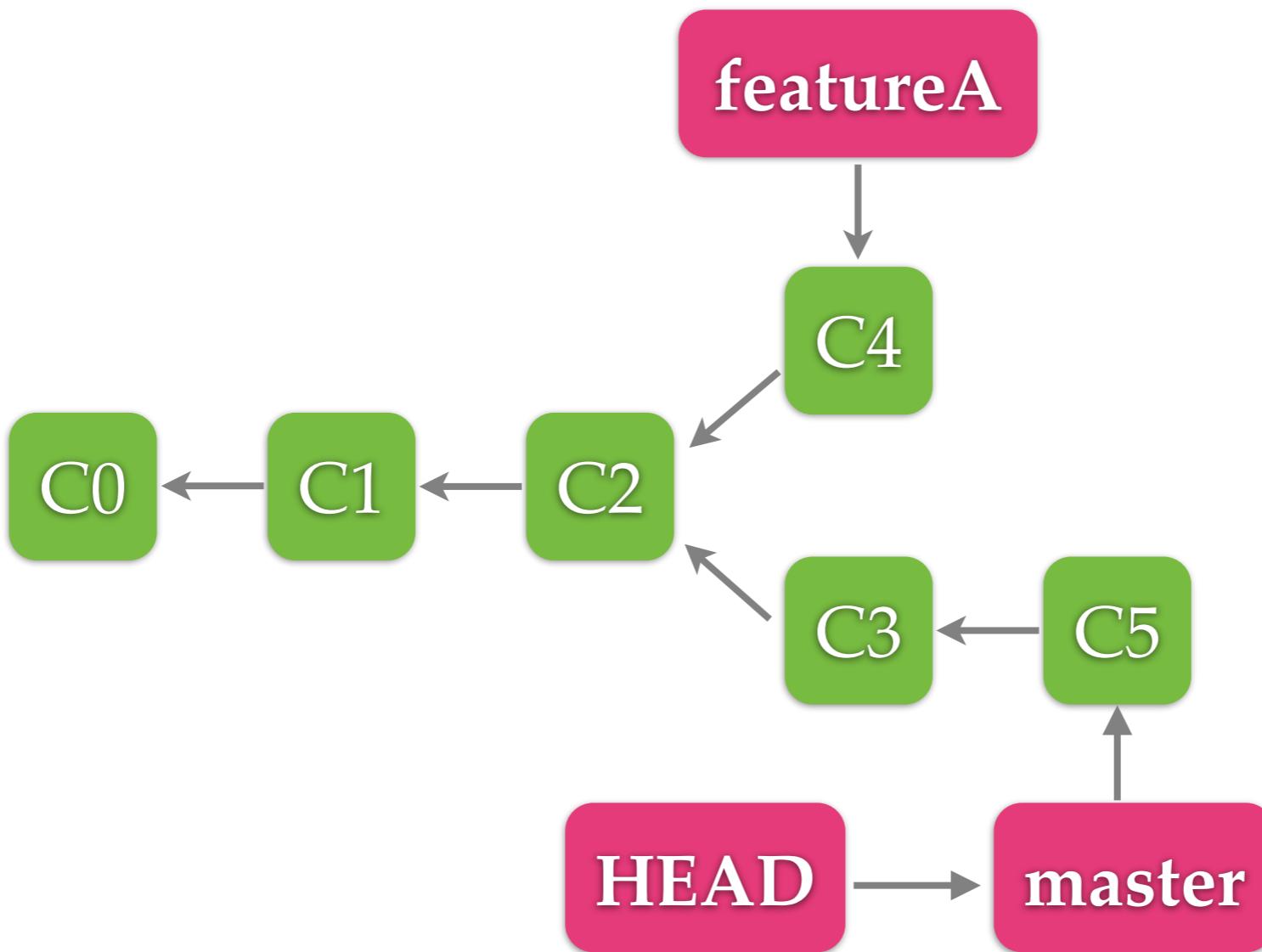
```
$ git checkout featureA
```

Switch Branches



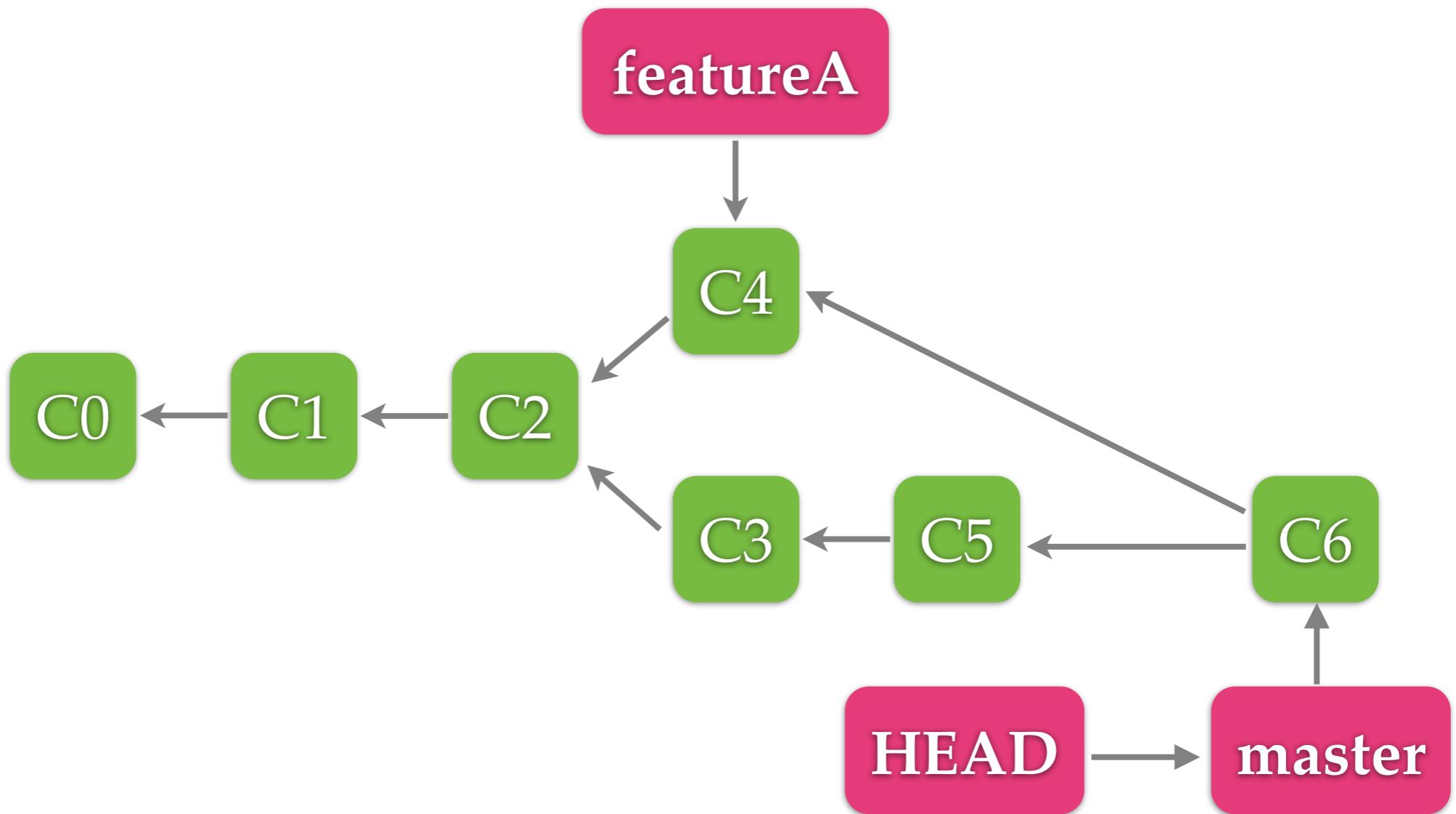
➔ \$ git checkout featureA

Merge



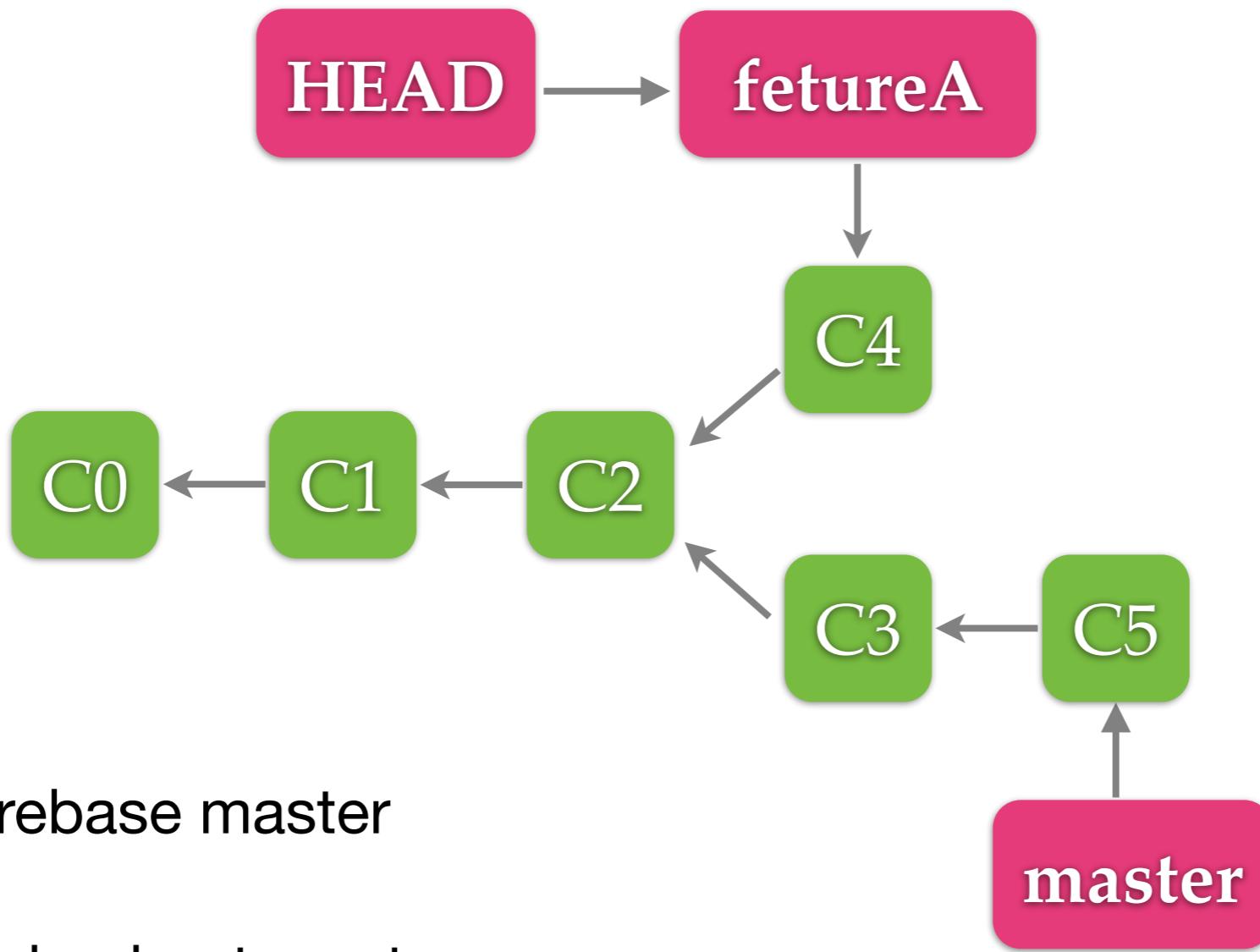
\$ git merge featureA

Merge



➔ \$ git merge featureA

Rebase

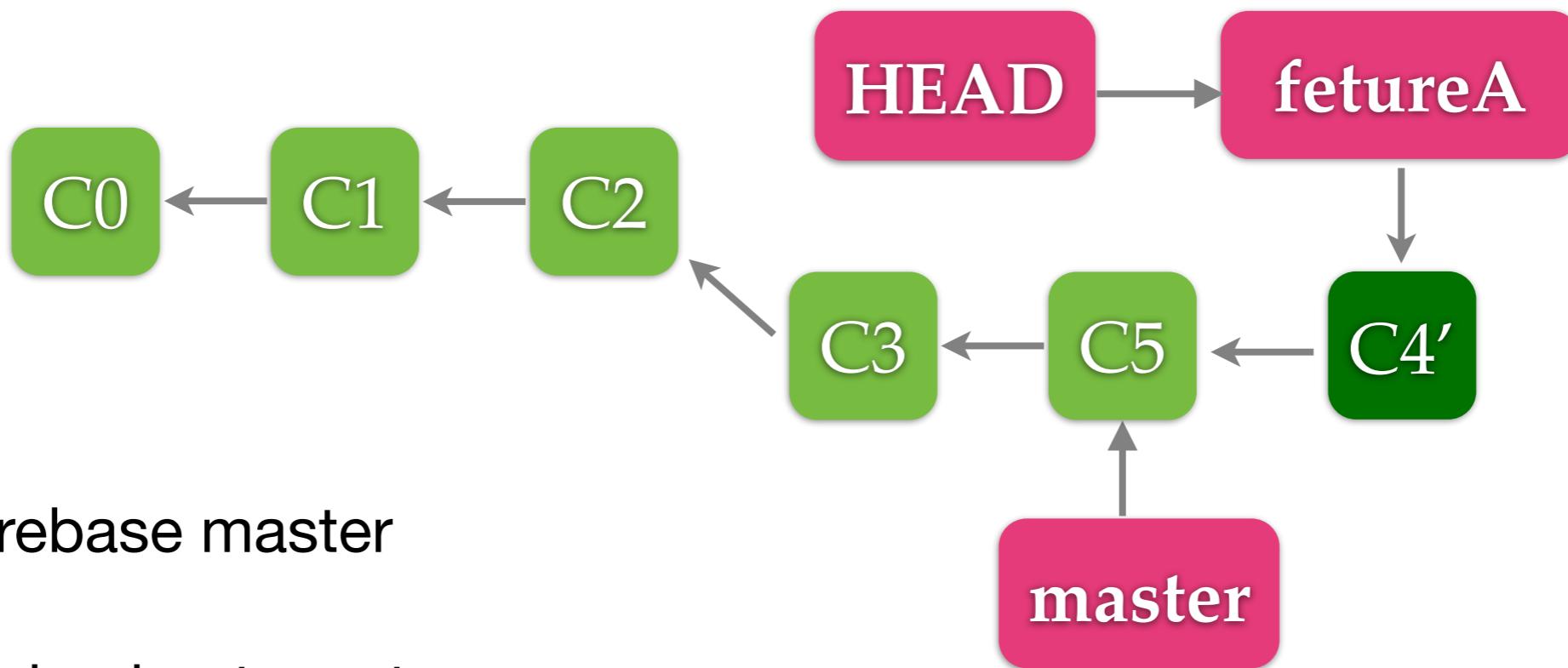


```
$ git rebase master
```

```
$ git checkout master
```

```
$ git rebase featureA
```

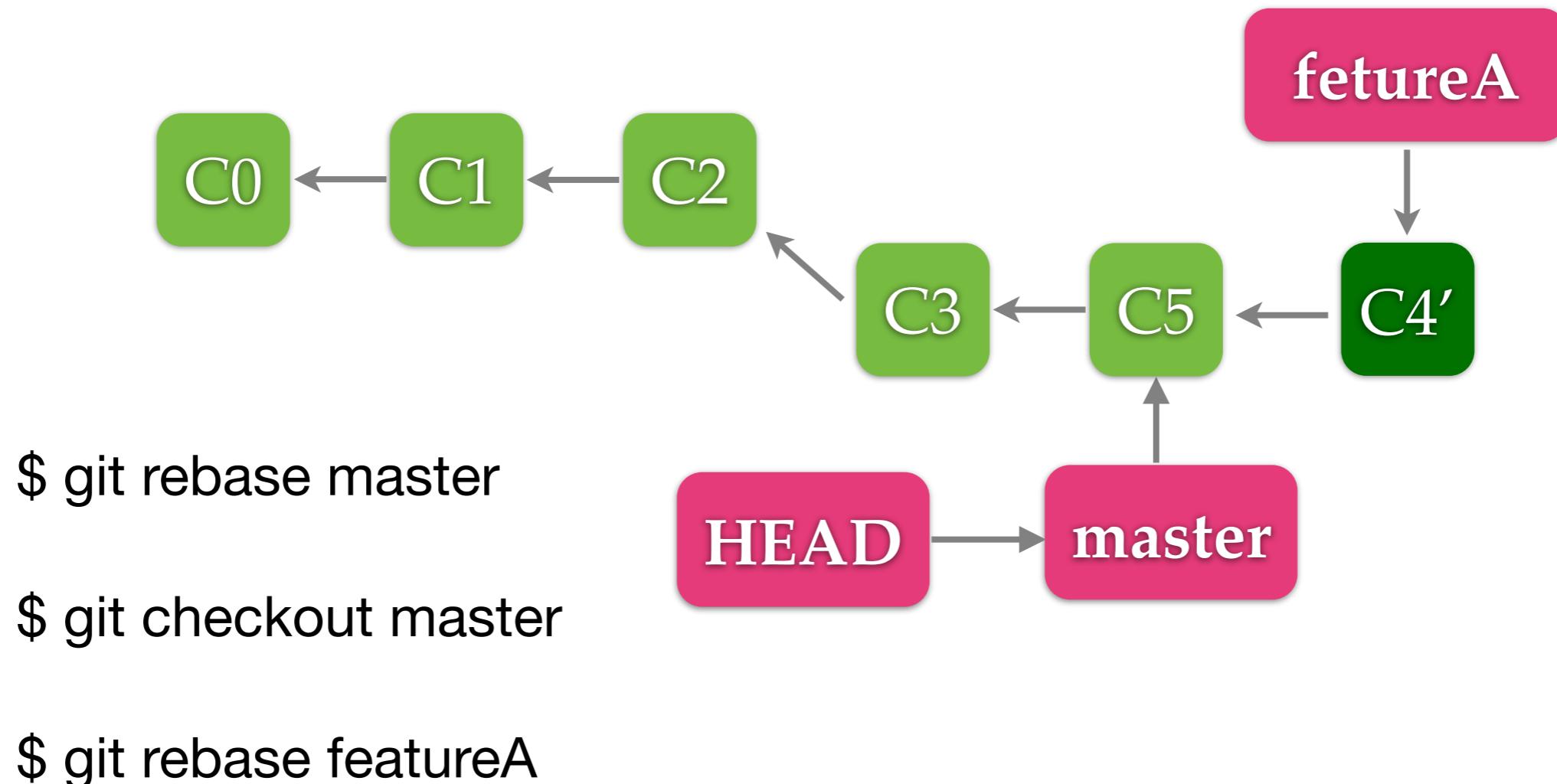
Rebase



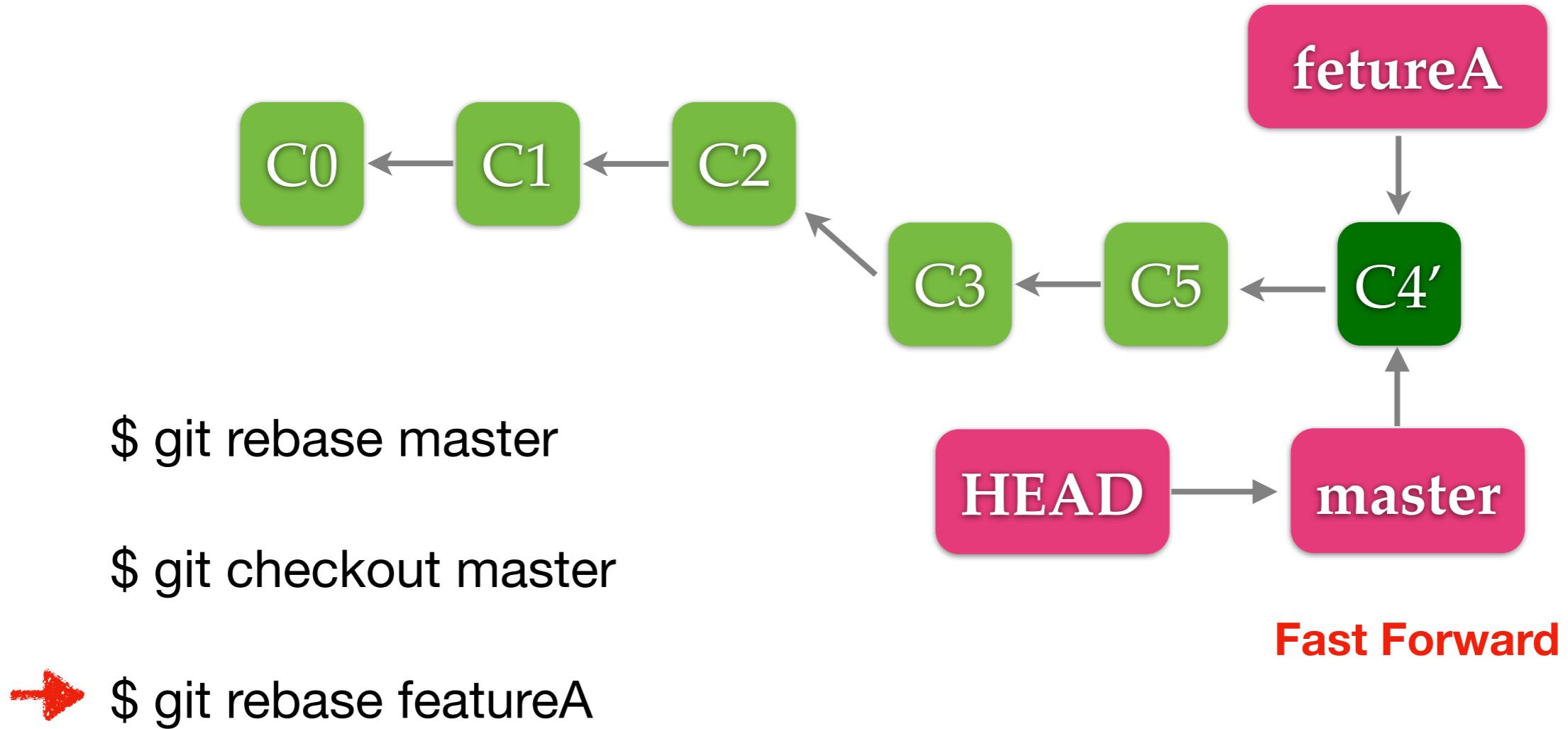
`$ git checkout master`

`$ git rebase featureA`

Rebase

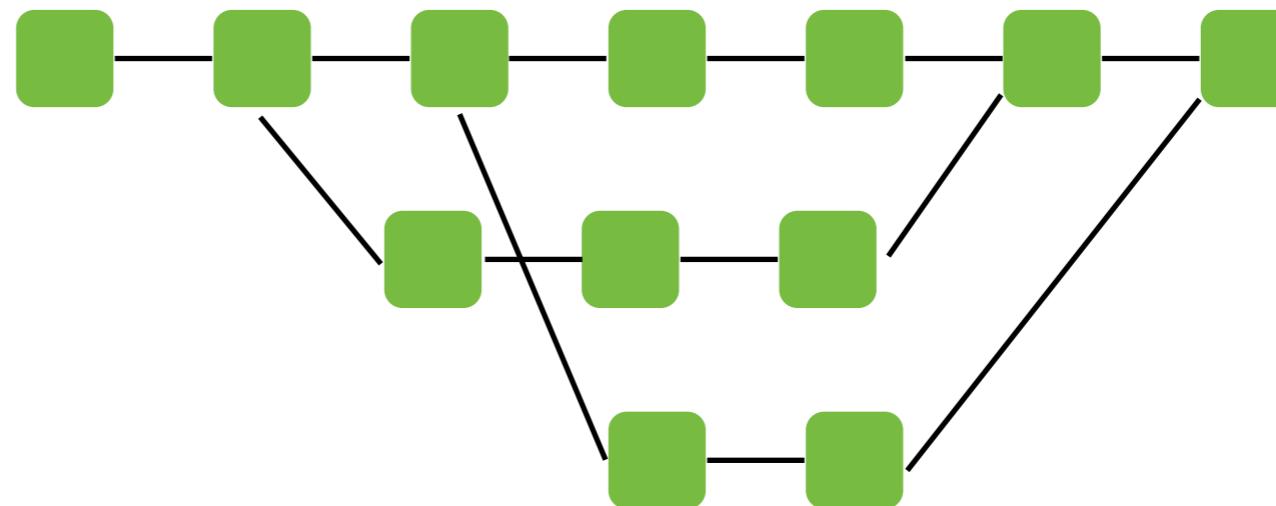


Rebase



Merge VS Rebase

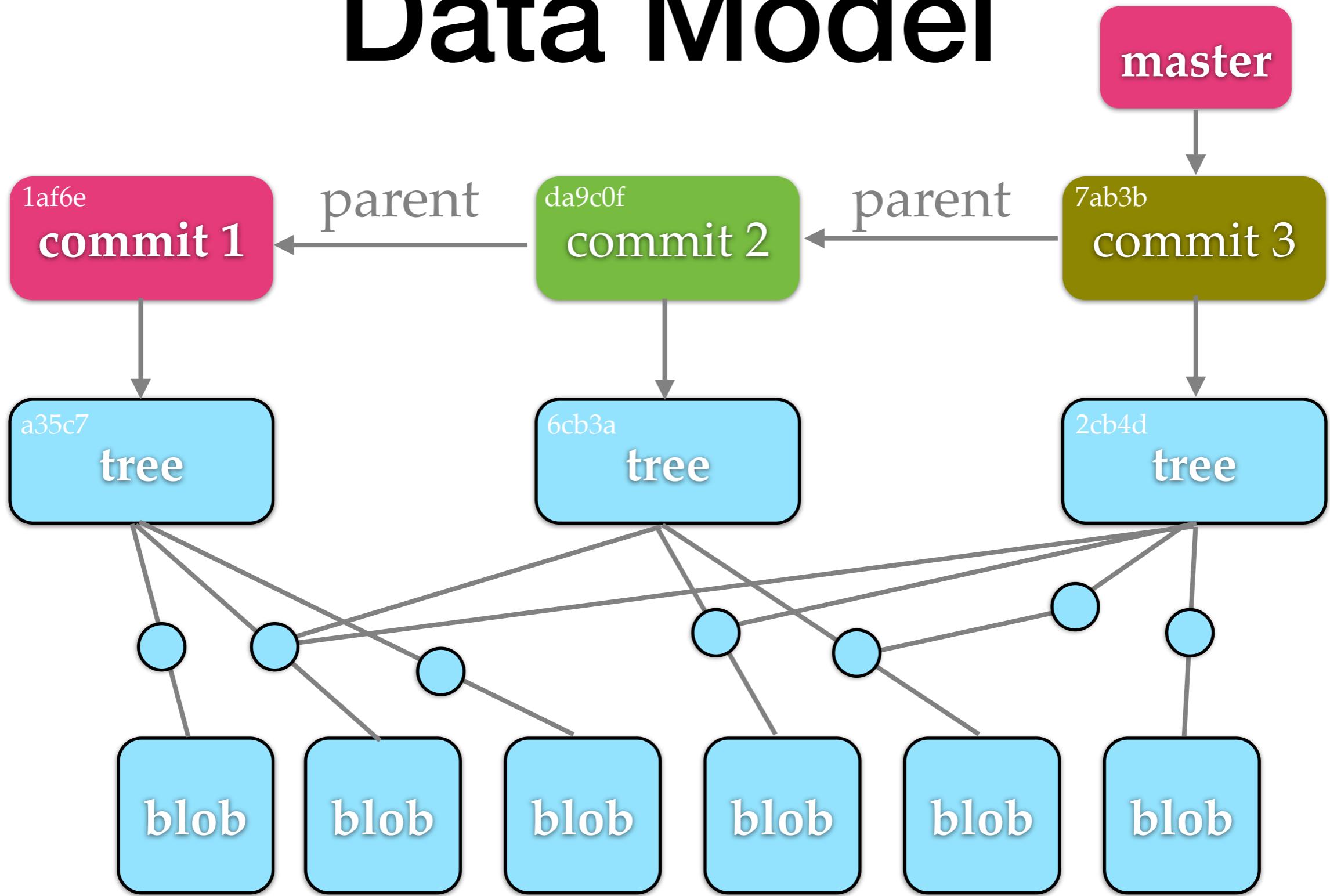
Merge



Rebase



Data Model



History

this is the ID of the version

```
DHCP-22126 project $ git log
commit d05fe5d5bb03bd42abb662e45284020b1c6d85f9
Author: Ming-Hsien Tsai <mhtsai208@gmail.com>
Date:   Tue Sep 12 14:07:39 2017 +0800
```

Add README.md.

```
DHCP-22126 project $ █
```

History

```
4. git

commit 0119516da8f2d96da0695ed9c1a0045616fc9ca
Author: Ming-Hsien Tsai <mhtsai208@gmail.com>
Date: Tue Jun 27 16:58:41 2017 +0800

Add bvSubC, bvSbb, and bvSbbC.

commit f5313f6f9174e781e544198fd7ccbb0be4e502f9
Author: Bow-Yaw <bowyaw@bitbucket.org>
Date: Thu Jun 22 13:31:10 2017 +0800

add succ_instr and succ_program

commit 886c57392c65723e2741dbe61f79b25e68aa04a1
Author: Bow-Yaw <bowyaw@bitbucket.org>
Date: Fri Jun 16 08:57:55 2017 +0800

a script to identify addition chains

commit 0e25d1e7d7ca1c45ce9270c8681056f649865705
Author: Ming-Hsien Tsai <mhtsai208@gmail.com>
Date: Tue Jun 13 11:54:35 2017 +0800

Fix a bug where ule in Coq becomes ult in OCaml.

commit c9d360dc5609bb9bca06c3dfd0018a59ef59ca08
Author: Bow-Yaw <bowyaw@bitbucket.org>
Date: Tue Jun 13 11:10:07 2017 +0800

return exit code from verification

commit 7228396b0dc5e7c71722716cbf52a2b28988bf9e
Merge: c1009c5 372c29a
Author: Bow-Yaw Wang <bywang@iis.sinica.edu.tw>
```

This is the ID of the version

-5284020b1c6d85f9
.208@gmail.com>
.7 +0800

History

4. git	4. less
<pre>commit 0119516da8f2d96da0695ed9c1a0045616fc9ca Author: Ming-Hsien Tsai <mhtsai208@gmail.com> Date: Tue Jun 27 16:58:41 2017 +0800 Add bvSubC, bvSbb, and bvSbbC. commit f5313f6f9174e781e544198fd7ccbb0be4e502f9 Author: Bow-Yaw <bowyaw@bitbucket.org> Date: Thu Jun 22 13:31:10 2017 +0800 add succ_instr and succ_program commit 886c57392c65723e2741dbe61f79b25e68aa04a1 Author: Bow-Yaw <bowyaw@bitbucket.org> Date: Fri Jun 16 08:57:55 2017 +0800 a script to identify addition chains commit 0e25d1e7d7ca1c45ce9270c8681056f649865705 Author: Ming-Hsien Tsai <mhtsai208@gmail.com> Date: Tue Jun 13 11:54:35 2017 +0800 Fix a bug where ule in Coq becomes ult in OCaml. commit c9d360dc5609bb9bca06c3dfd0018a59ef59ca08 Author: Bow-Yaw <bowyaw@bitbucket.org> Date: Tue Jun 13 11:10:07 2017 +0800 return exit code from verification commit 7228396b0dc5e7c71722716cbf52a2b28988bf9e Merge: c1009c5 372c29a Author: Bow-Yaw Wang <bywang@iis.sinica.edu.tw></pre>	<pre>* f6fbff4 (HEAD -> nondet) Add value type as an argument of store functors. * 3cdda6c Move conversion between VS and SSAVS to DSL2SSACommons. * 5be9e28 Add bvDSLRel. * a479a2a (origin/nondet) Simplify some proofs. * 4ea01b5 Improve dp_mem and dp_subset. * a6b4a99 Add SsrFSet to avoid redundant declarations of variable sets. * 4136533 Remove useless code in bvDSL. Simplify some proofs in bvDSL. * 73cbe0b Add Equal to Store. * a73c784 Merge branch 'master' into nondet \ * 1b7952e Add a buggy implementation of fe25519_mul with radix 2^64 representation. * 34b2c45 Add simple decision procedures for mem and subset. * 0119516 (subtraction) Add bvSubC, bvSbb, and bvSbbC. * f5313f6 add succ_instr and succ_program / * 886c573 (origin/ccs17) a script to identify addition chains * 0e25d1e Fix a bug where ule in Coq becomes ult in OCaml. * c9d360d return exit code from verification * 7228396 Merge branch 'master' of fm1.iis.sinica.edu.tw:/home/git/certified_qhasm_vcg \ * 372c29a Remove unused admitted lemmas in bvSSA2QFBV. * 4de5f10 Proved admitted lemmas in bvSSA2zSSA. * ca71d71 Add more lemmas. * c1009c5 refer to modified gbarith / * c4e55f6 add to_bvds.py and rename to_dsl.py * a5e23c4 allow configurations in comments * b78c849 Fix a typo. * 5fd989f Fix a problem in rewrite_zpower_nat. * 5092d34 Update specifications. * e7159cd Use Z for equality assertions. * af5e257 Fix a bug in rewrite_assign2_with.</pre>
:	26

File Difference

```
DHCP-22126 project $ git diff
diff --git a/README.md b/README.md
index 52cb6cd..eb99592 100644
--- a/README.md
+++ b/README.md
@@ -1 +1,3 @@
===== About =====
+
This is readme.
DHCP-22126 project $ █
```

File Restore (Checkout)

```
DHCP-22126 project $ cat README.md  
===== About =====
```

This is readme.

```
DHCP-22126 project $ git checkout README.md
```

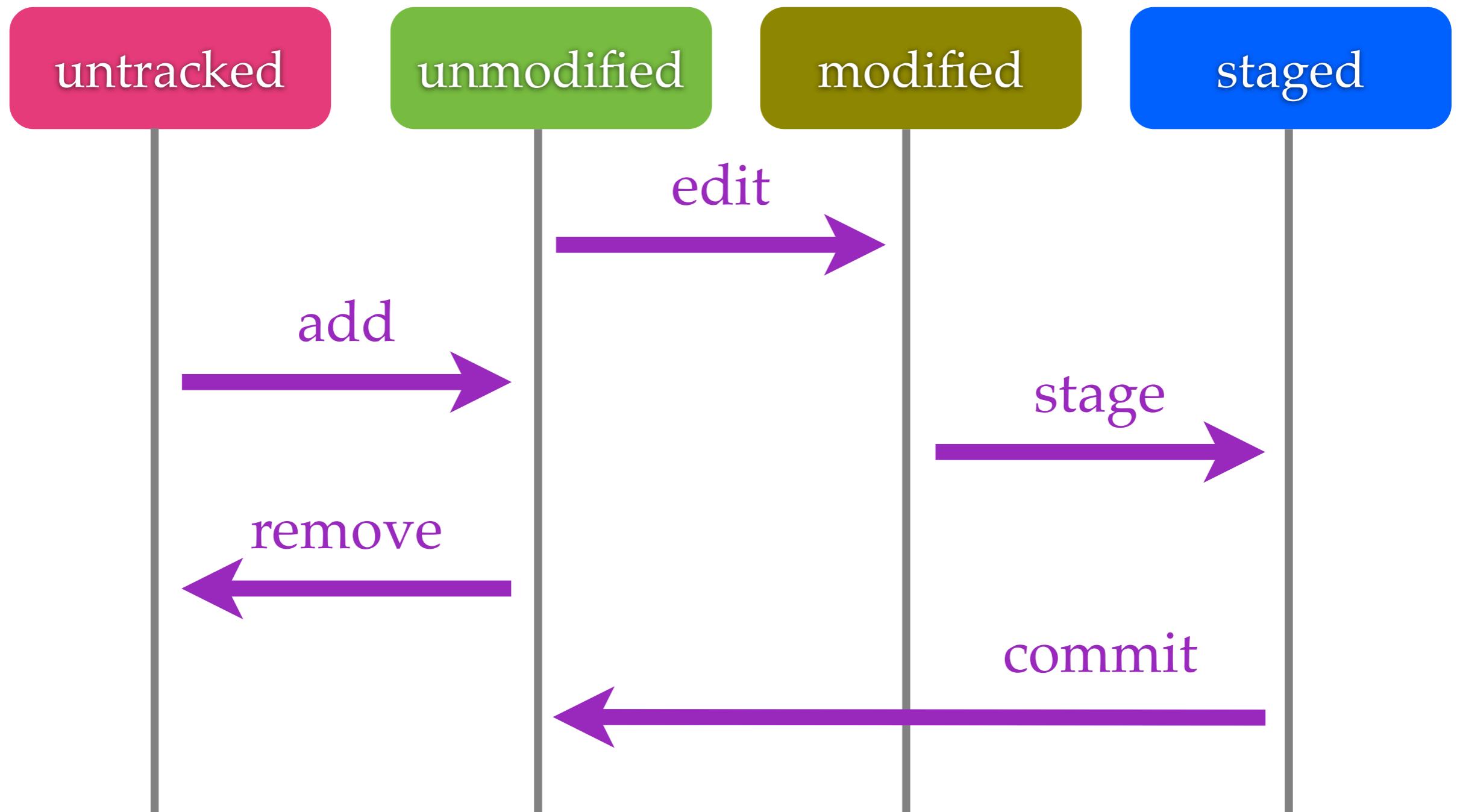
```
DHCP-22126 project $ cat README.md
```

This is readme.

```
DHCP-22126 project $ █
```



File Status



File Status

```
DHCP-22126 project1 $ git status
```

On branch master

Your branch is ahead of 'origin/master' by 3 commits.
(use "git push" to publish your local commits)

Changes to be committed:

(use "git reset HEAD <file>..." to unstage)

modified: B.c

Changes not staged for commit:

(use "git add <file>..." to update what will be committed)

(use "git checkout -- <file>..." to discard changes in working directory)

modified: A.c

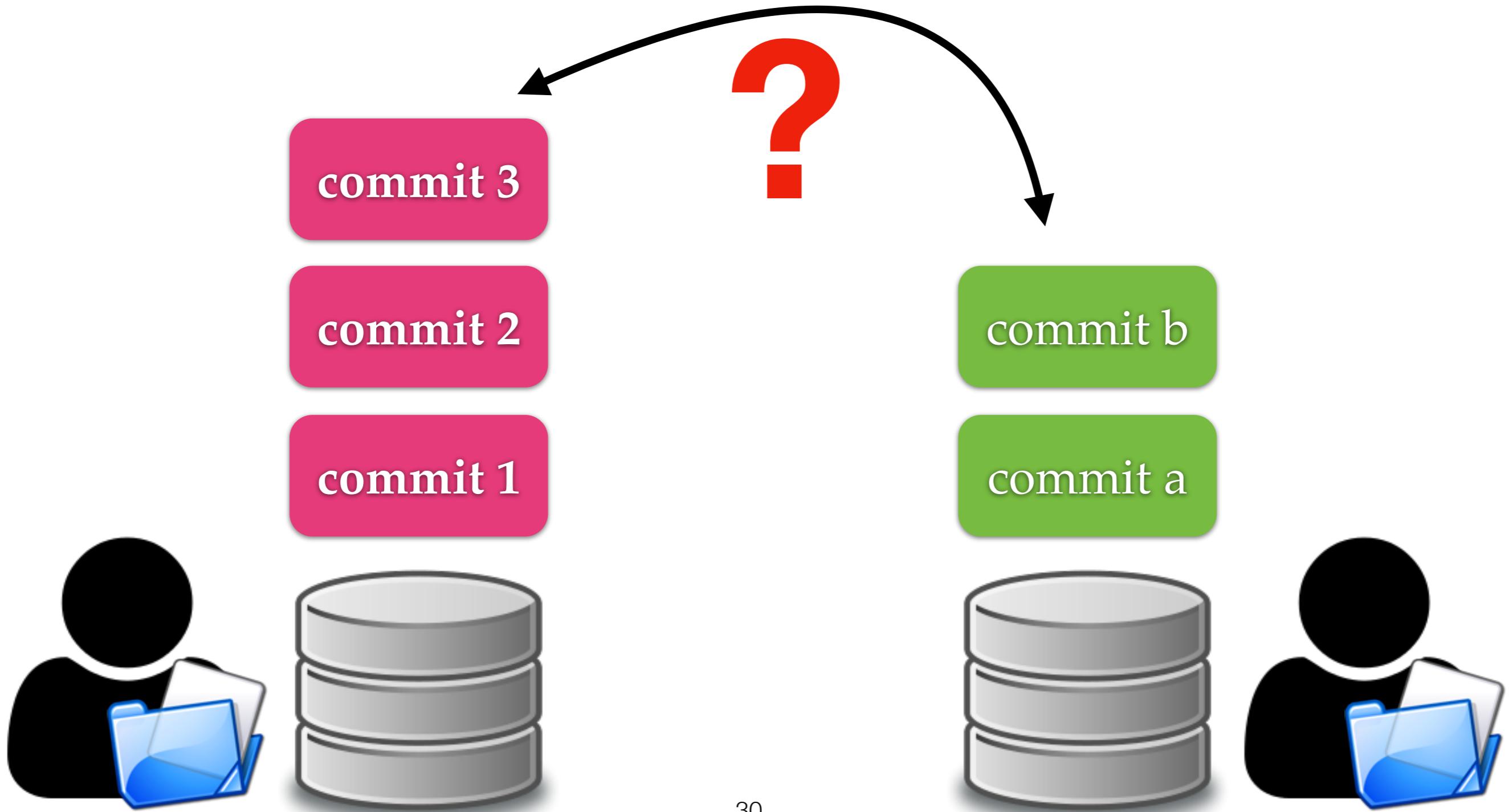
modified: README.md

Untracked files:

(use "git add <file>..." to include in what will be committed)

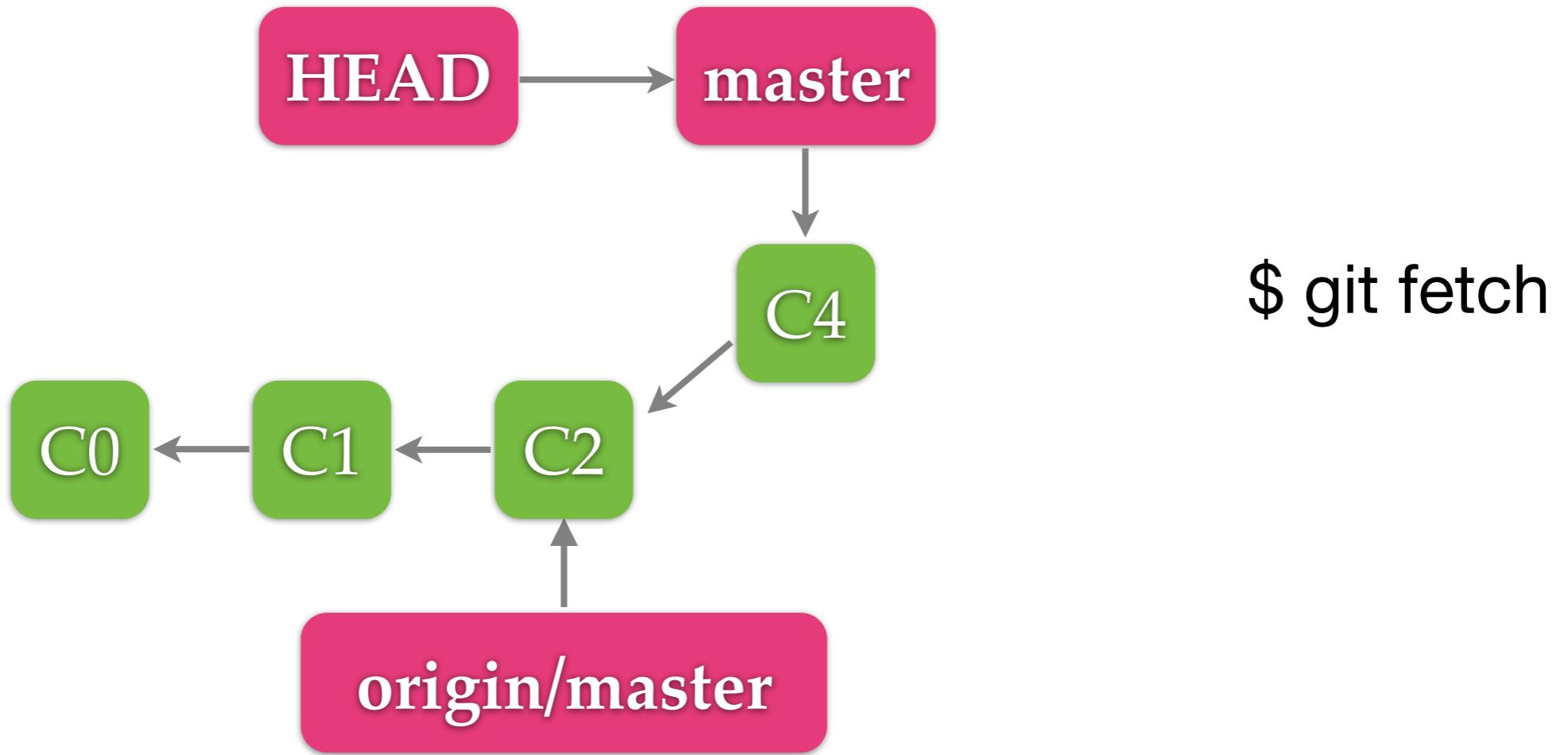
D.java

Synchronization

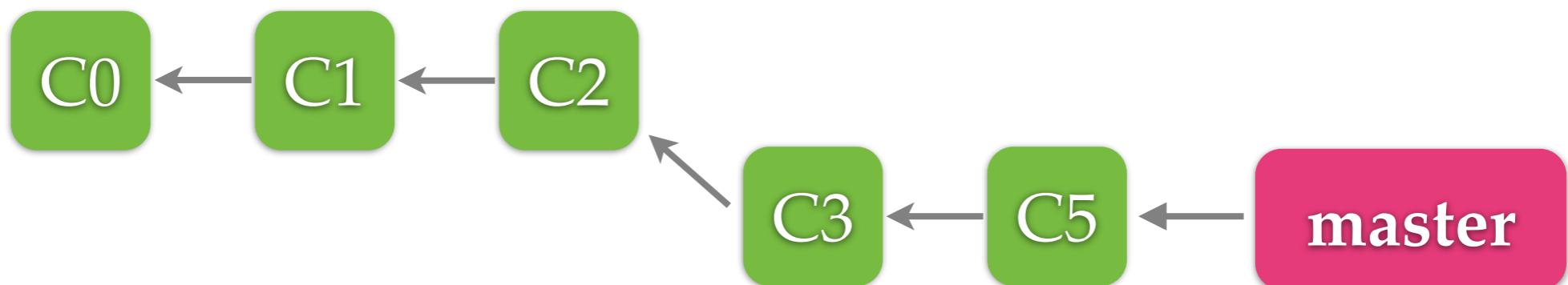


Fetch

Local

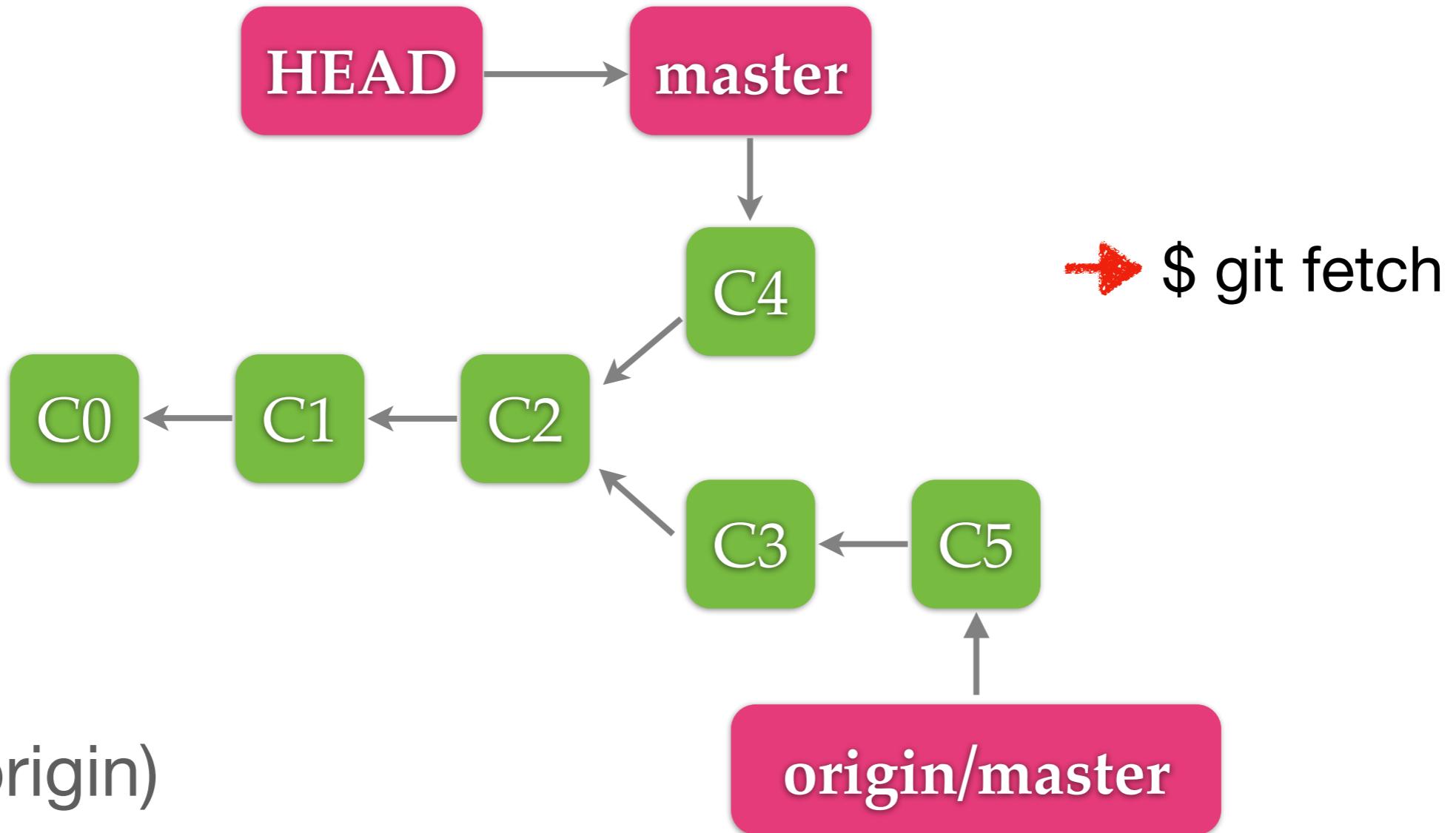


Remote (origin)

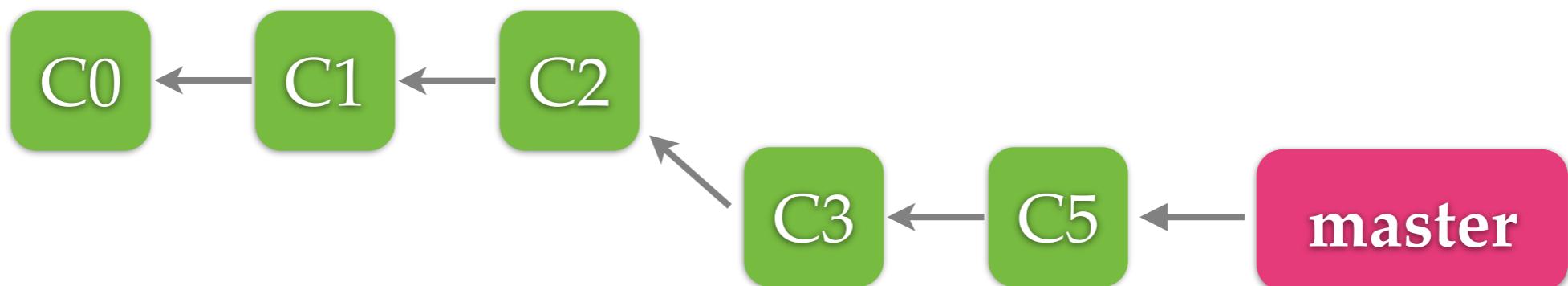


Fetch

Local

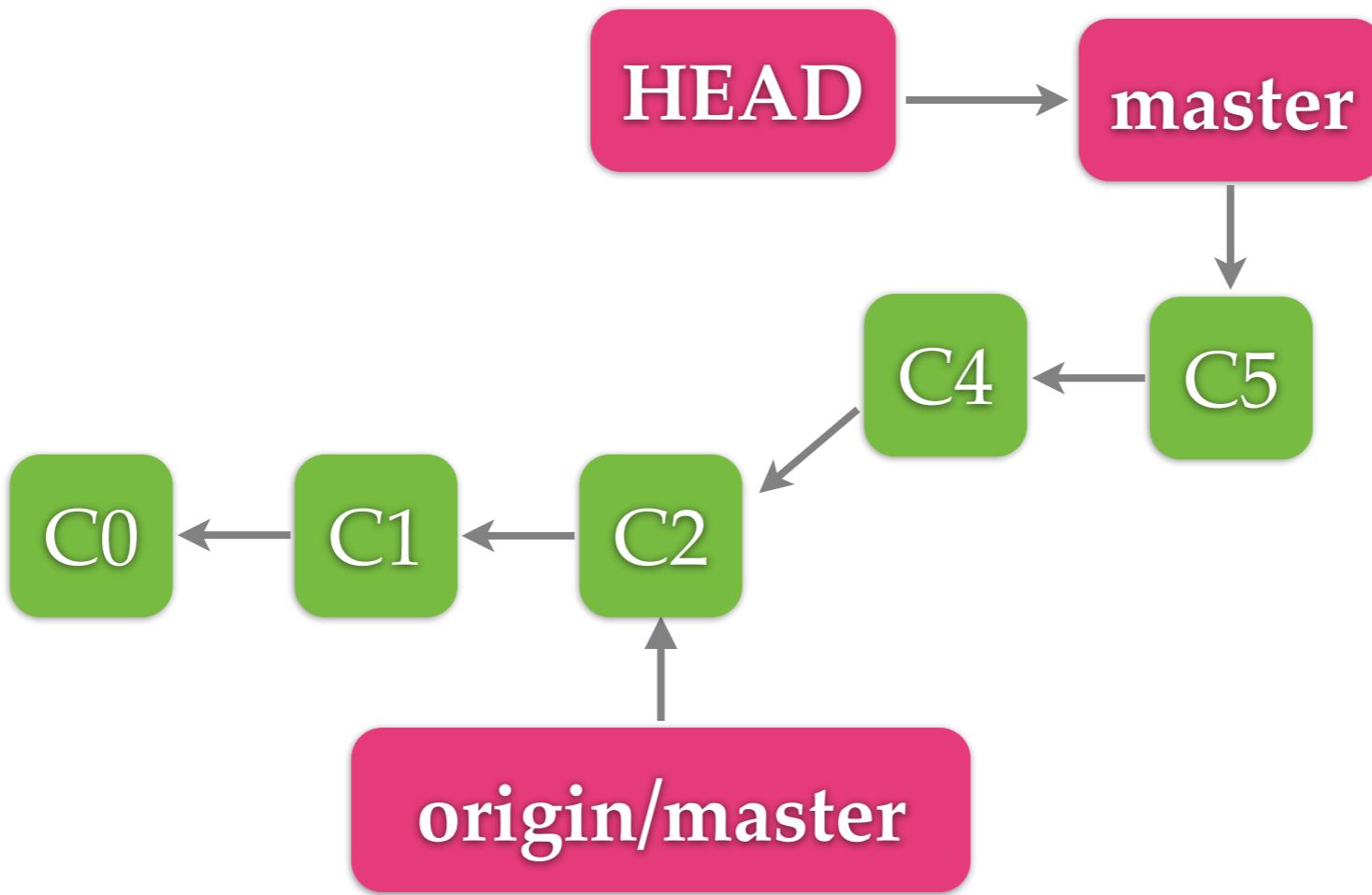


Remote (origin)



Push

Local



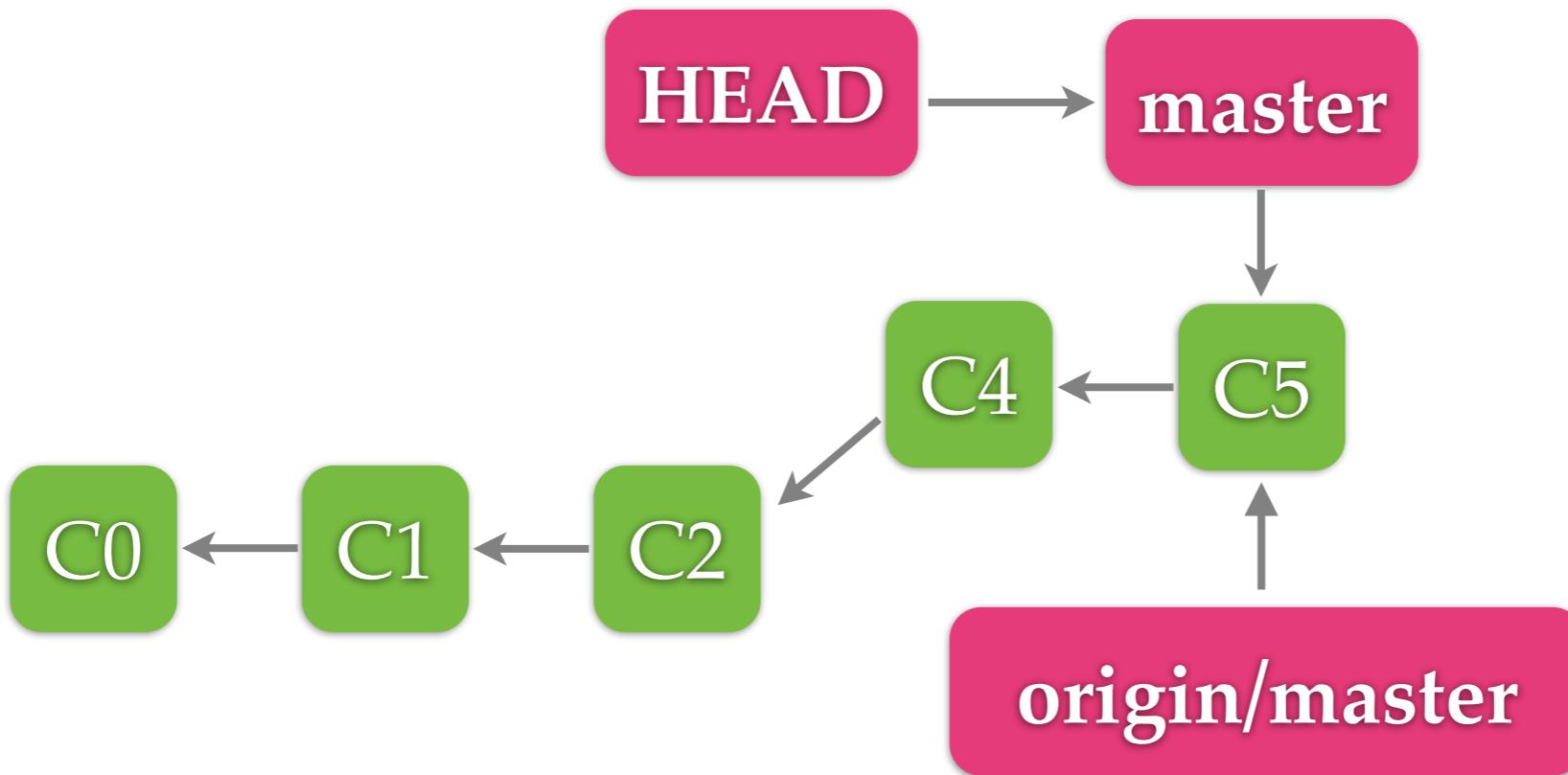
Remote (origin)



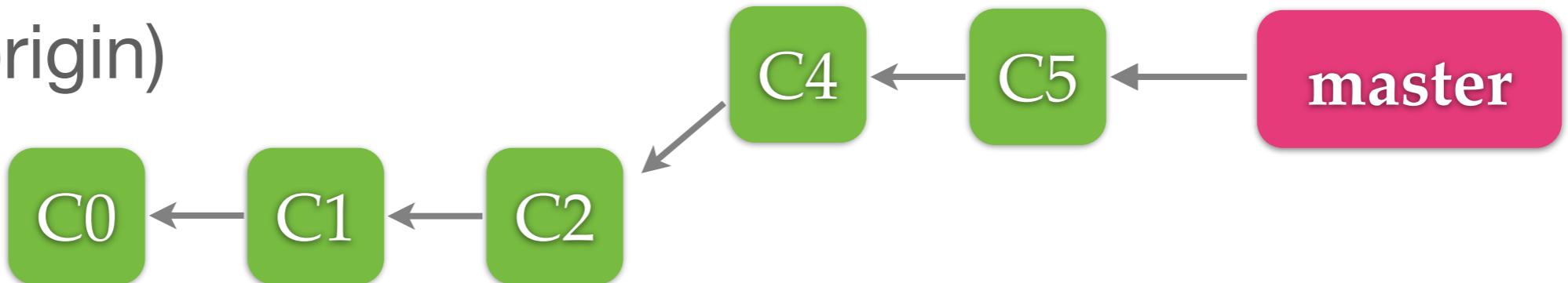
\$ git push origin master

Push

Local



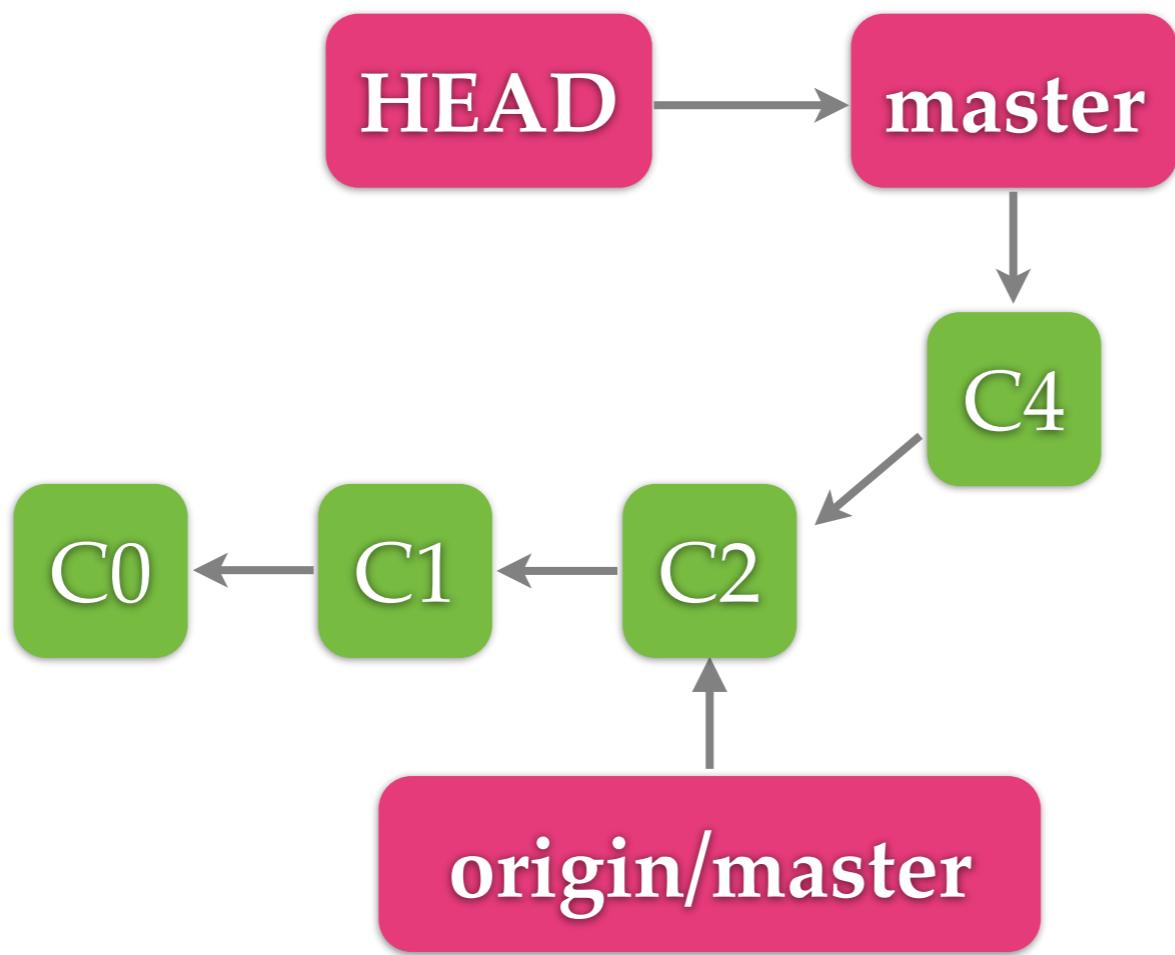
Remote (origin)



➔ \$ git push origin master

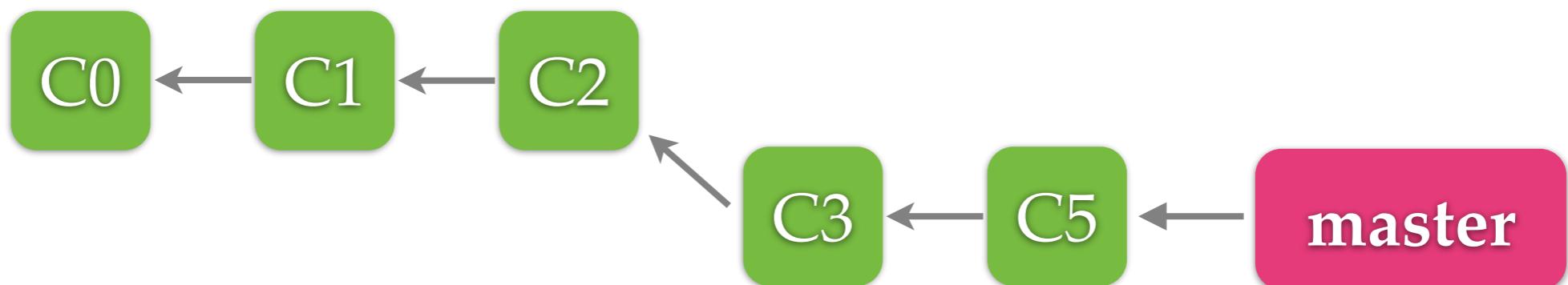
Pull

Local



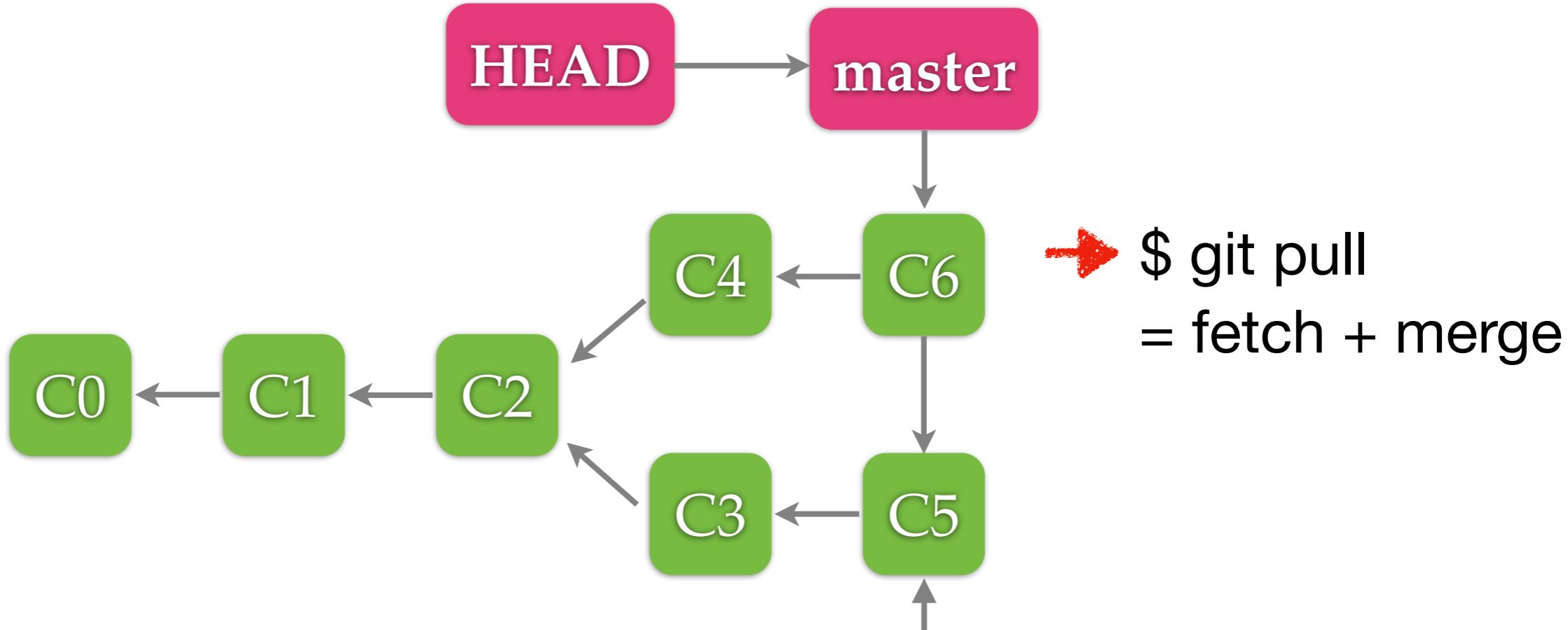
\$ git pull
= fetch + merge

Remote (origin)



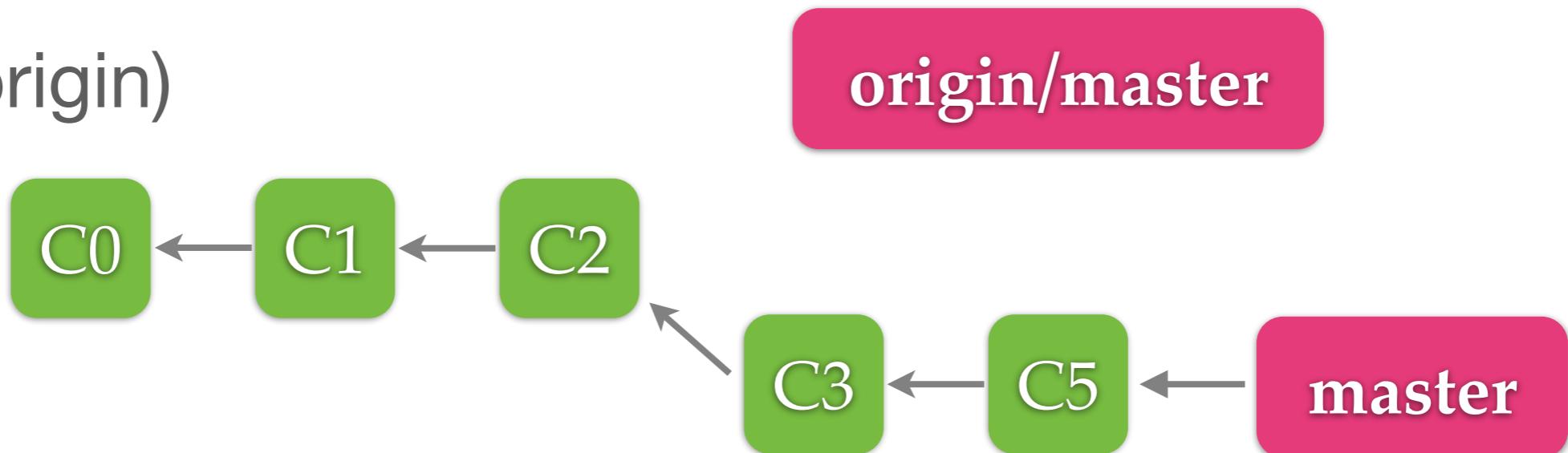
Pull

Local



→ \$ git pull
= fetch + merge

Remote (origin)



Resolve Conflicts

```
DHCP-22126 project1 $ git fetch
remote: Counting objects: 3, done.
remote: Total 3 (delta 0), reused 0 (delta 0)
Unpacking objects: 100% (3/3), done.
From /Users/mht208/demo/server
  3691b0d..57d4f6e  master      -> origin/master
DHCP-22126 project1 $ git merge
Auto-merging README.md
CONFLICT (content): Merge conflict in README.md
Automatic merge failed; fix conflicts and then commit the result.
DHCP-22126 project1 $ █
```

Resolve Conflicts

1. Edit files with conflicts

```
<<<<< HEAD
===== About Project A =====
=====
===== About Me =====
>>>>> refs/remotes/origin/master
```

This is readme.

Resolve Conflicts

1. Edit files with conflicts
2. git add

```
<<<<< HEAD
===== About Project A =====
=====
===== About Me =====
>>>>> refs/remotes/origin/master
```

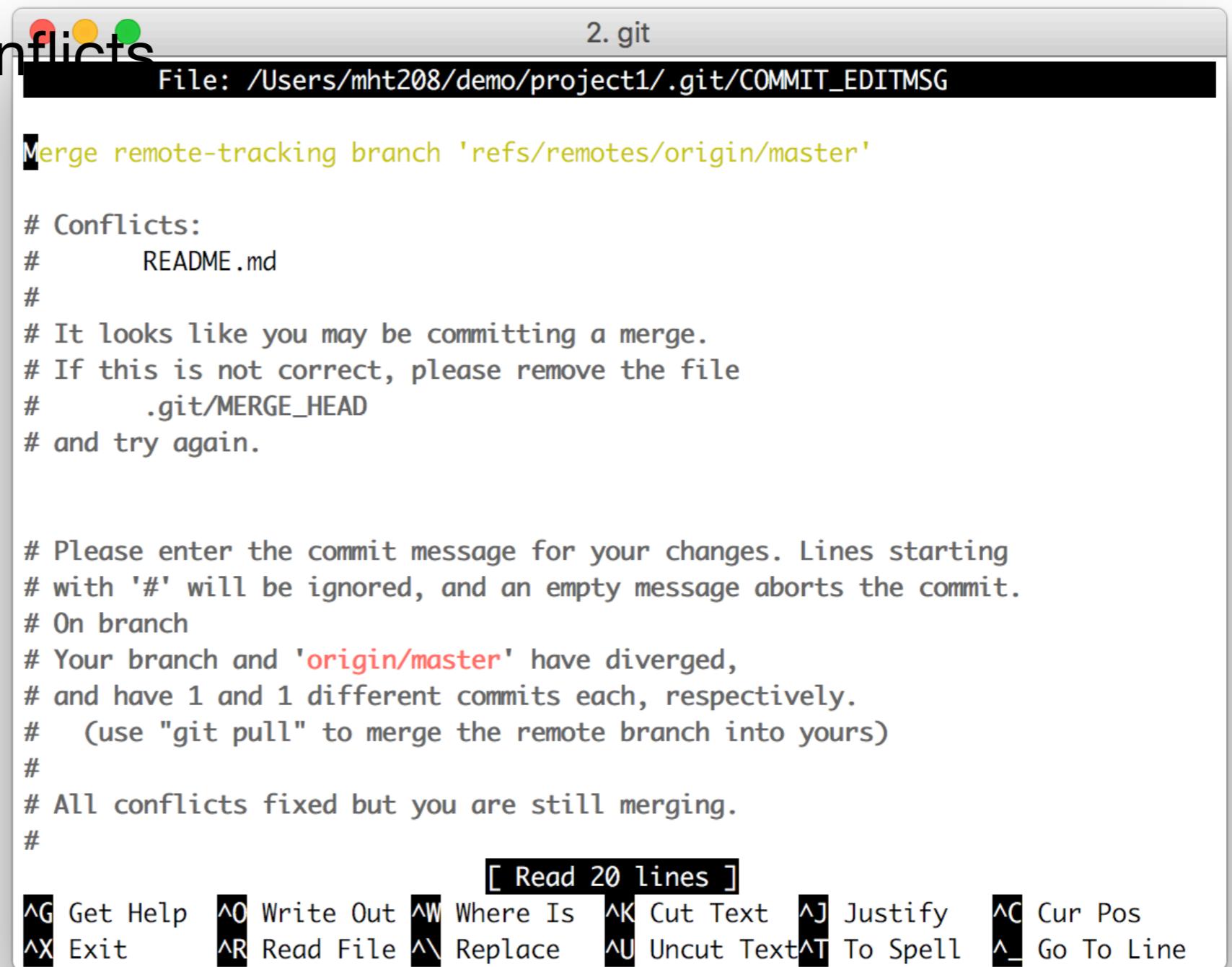
This is readme.

Resolve Conflicts

1. Edit files with conflicts

2. git add

3. git commit



The screenshot shows a terminal window titled "2. git" with the file path "File: /Users/mht208/demo/project1/.git/COMMIT_EDITMSG". The text in the editor is:

```
Merge remote-tracking branch 'refs/remotes/origin/master'

# Conflicts:
#       README.md
#
# It looks like you may be committing a merge.
# If this is not correct, please remove the file
#       .git/MERGE_HEAD
# and try again.

# Please enter the commit message for your changes. Lines starting
# with '#' will be ignored, and an empty message aborts the commit.
# On branch
# Your branch and 'origin/master' have diverged,
# and have 1 and 1 different commits each, respectively.
#   (use "git pull" to merge the remote branch into yours)
#
# All conflicts fixed but you are still merging.
#
```

At the bottom of the editor, there is a status bar with the text "[Read 20 lines]". Below the status bar, there is a menu of keyboard shortcuts:

$\wedge G$	Get Help	$\wedge O$	Write Out	$\wedge W$	Where Is	$\wedge K$	Cut Text	$\wedge J$	Justify	$\wedge C$	Cur Pos
$\wedge X$	Exit	$\wedge R$	Read File	$\wedge \backslash$	Replace	$\wedge U$	Uncut Text	$\wedge T$	To Spell	$\wedge _$	Go To Line

Resolve Conflicts

1. Edit files with conflicts

2. git add

3. git commit



The screenshot shows a terminal window titled "2. git" with the file path "File: /Users/mht208/demo/project1/.git/COMMIT_EDITMSG". The content of the file is:

```
Merge remote-tracking branch 'refs/remotes/origin/master'

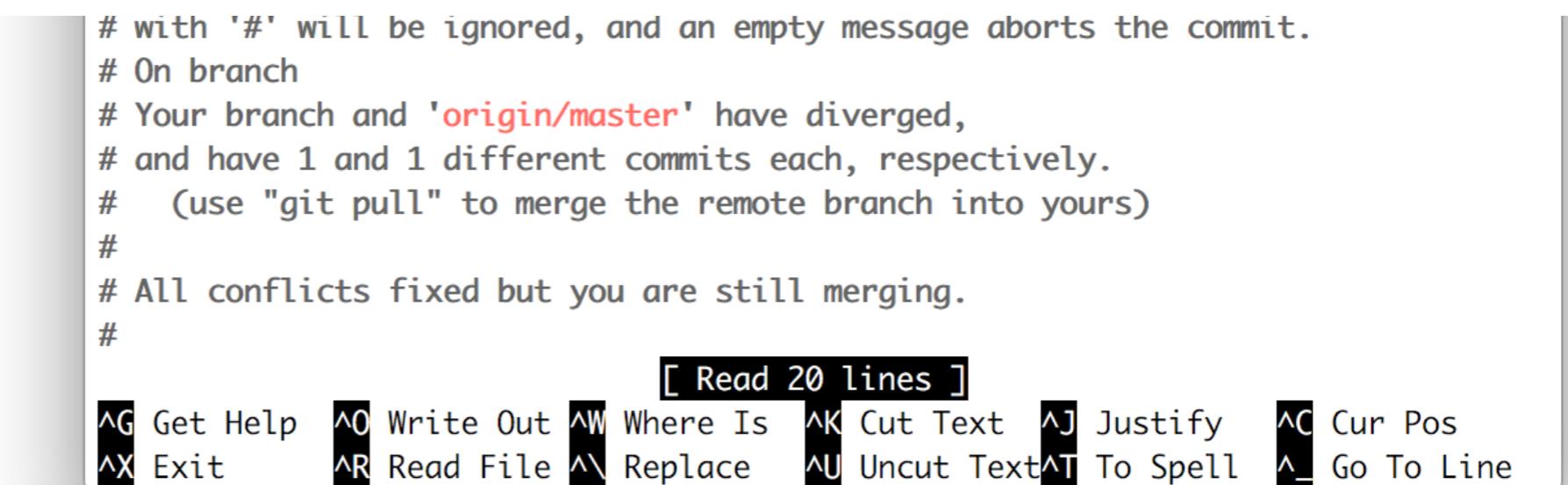
# Conflicts:
#       README.md
```

DHCP-22126 project1 \$ git add README.md

DHCP-22126 project1 \$ git commit

[master 3e5947f] Merge remote-tracking branch 'refs/remotes/origin/master'

DHCP-22126 project1 \$ █



The screenshot shows a terminal window with a conflict message in the commit editor:

```
# with '#' will be ignored, and an empty message aborts the commit.
# On branch
# Your branch and 'origin/master' have diverged,
# and have 1 and 1 different commits each, respectively.
#   (use "git pull" to merge the remote branch into yours)
#
# All conflicts fixed but you are still merging.
#
```

[Read 20 lines]

^G Get Help ^O Write Out ^W Where Is ^K Cut Text ^J Justify ^C Cur Pos
^X Exit ^R Read File ^\ Replace ^U Uncut Text ^T To Spell ^_ Go To Line

Resolve Conflicts

1. Edit files with conflicts

2. git add

3. git commit



The screenshot shows a terminal window with the title '2. git'. The file path 'File: /Users/mht208/demo/project1/.git/COMMIT_EDITMSG' is displayed. The content of the editor is:

```
Merge remote-tracking branch 'refs/remotes/origin/master'

# Conflicts:
#       README.md
```

```
DHCP-22126 project1 $ git add README.md
```

```
DHCP-22126 project1 $ git commit
```

```
[master 3e5947f] Merge remote-tracking branch 'refs/remotes/origin/master'
```

```
DHCP-22126 project1 $
```

```
# with '#' will be ignored, and an empty message aborts the commit.
# On branch
```

```
* 3e5947f (HEAD -> master) Merge remote-tracking branch 'refs/remotes/origin/master'
```

```
| \
```

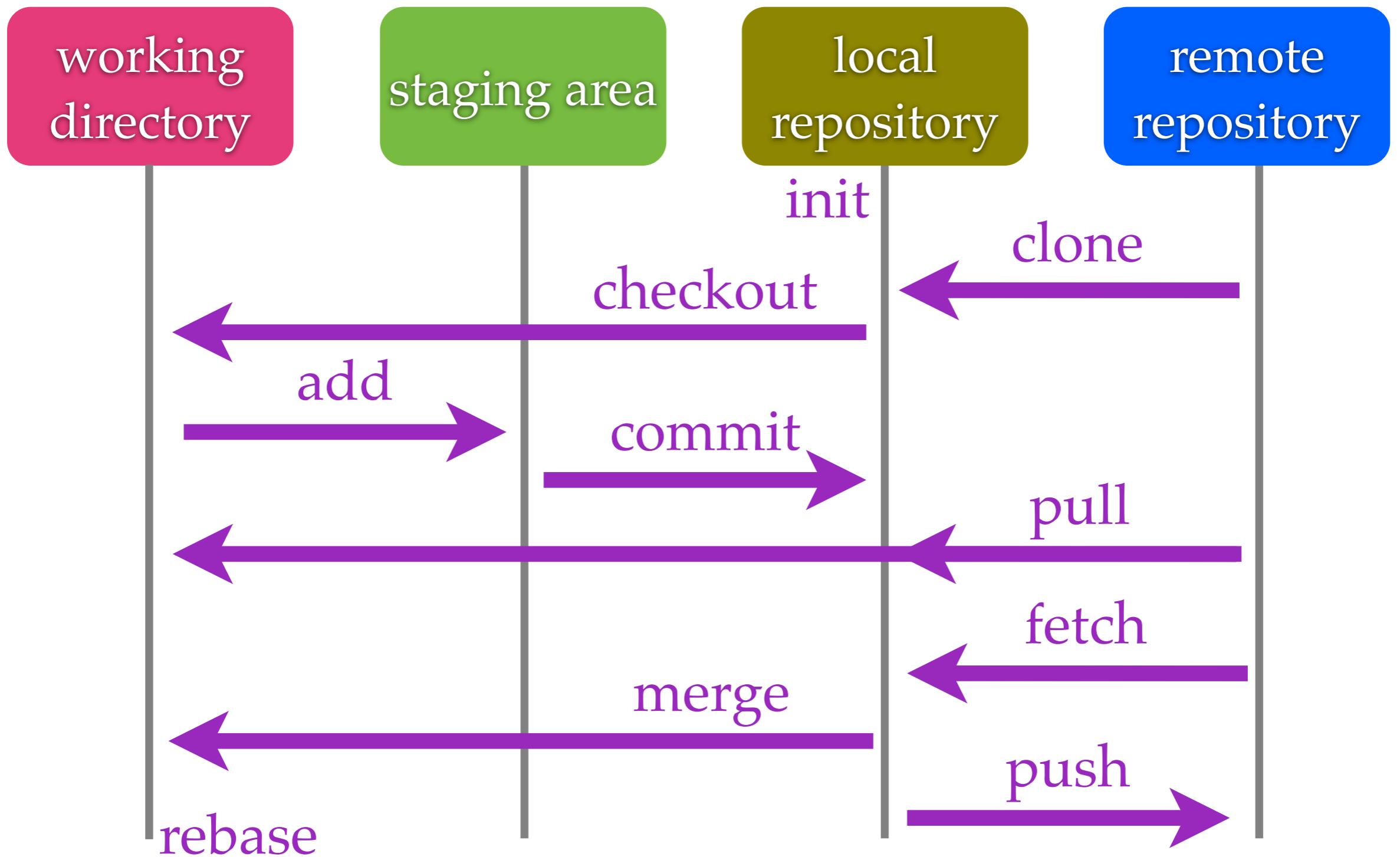
```
| * 57d4f6e (origin/master) Modify README.md.
```

```
* | 22804d8 Modify README.md.
```

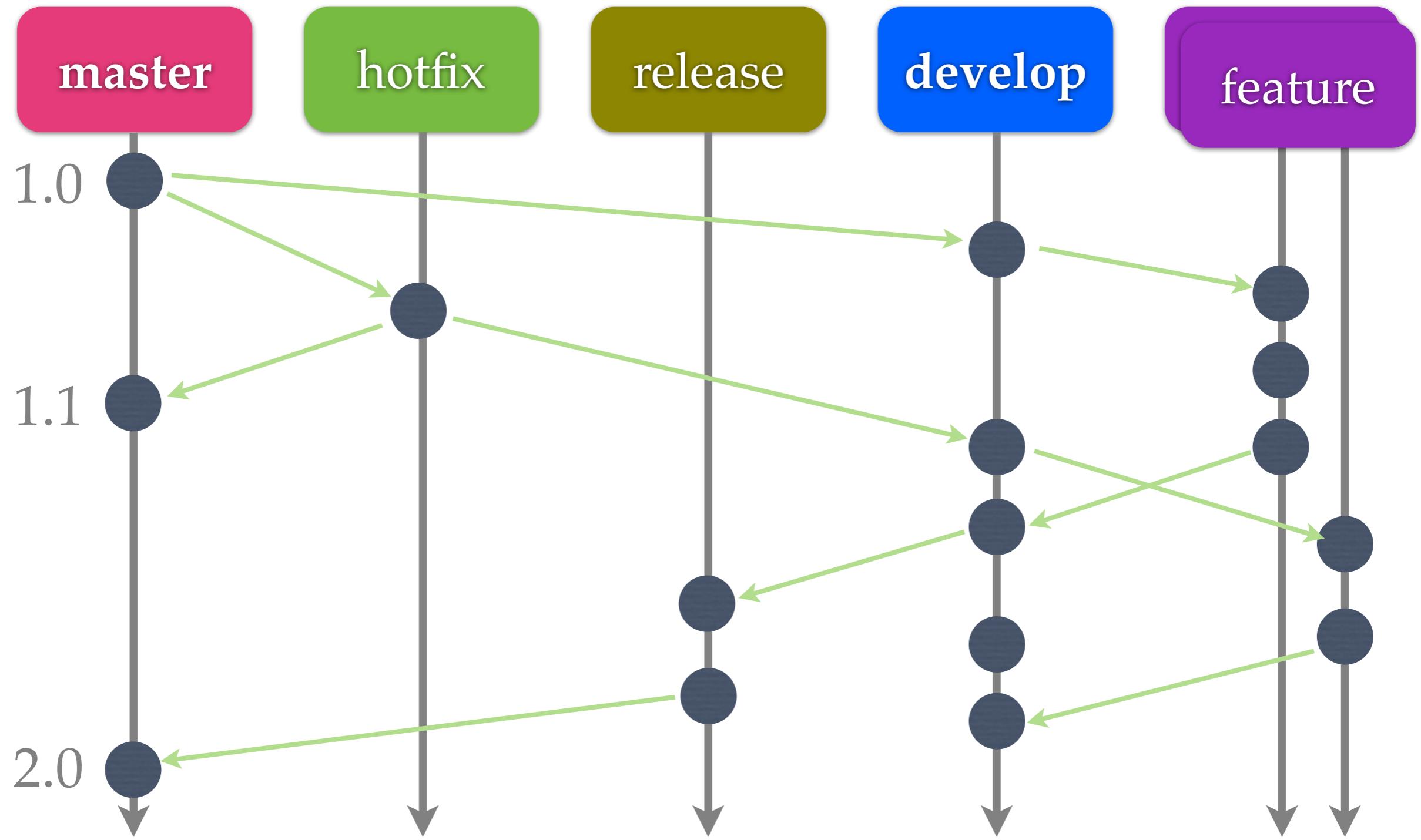
```
| /
```

```
* 3691b0d Add README.md.
```

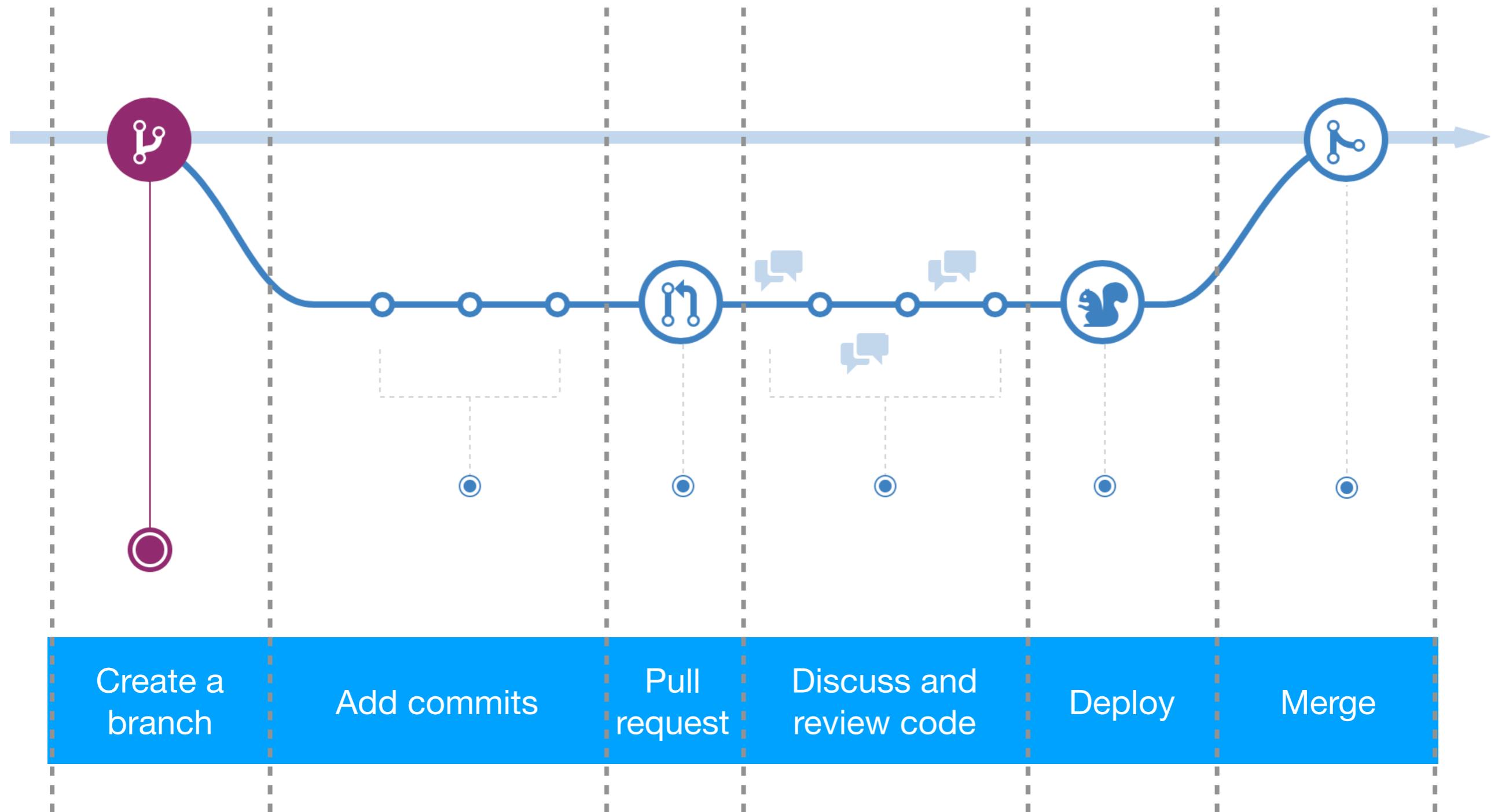
Summary



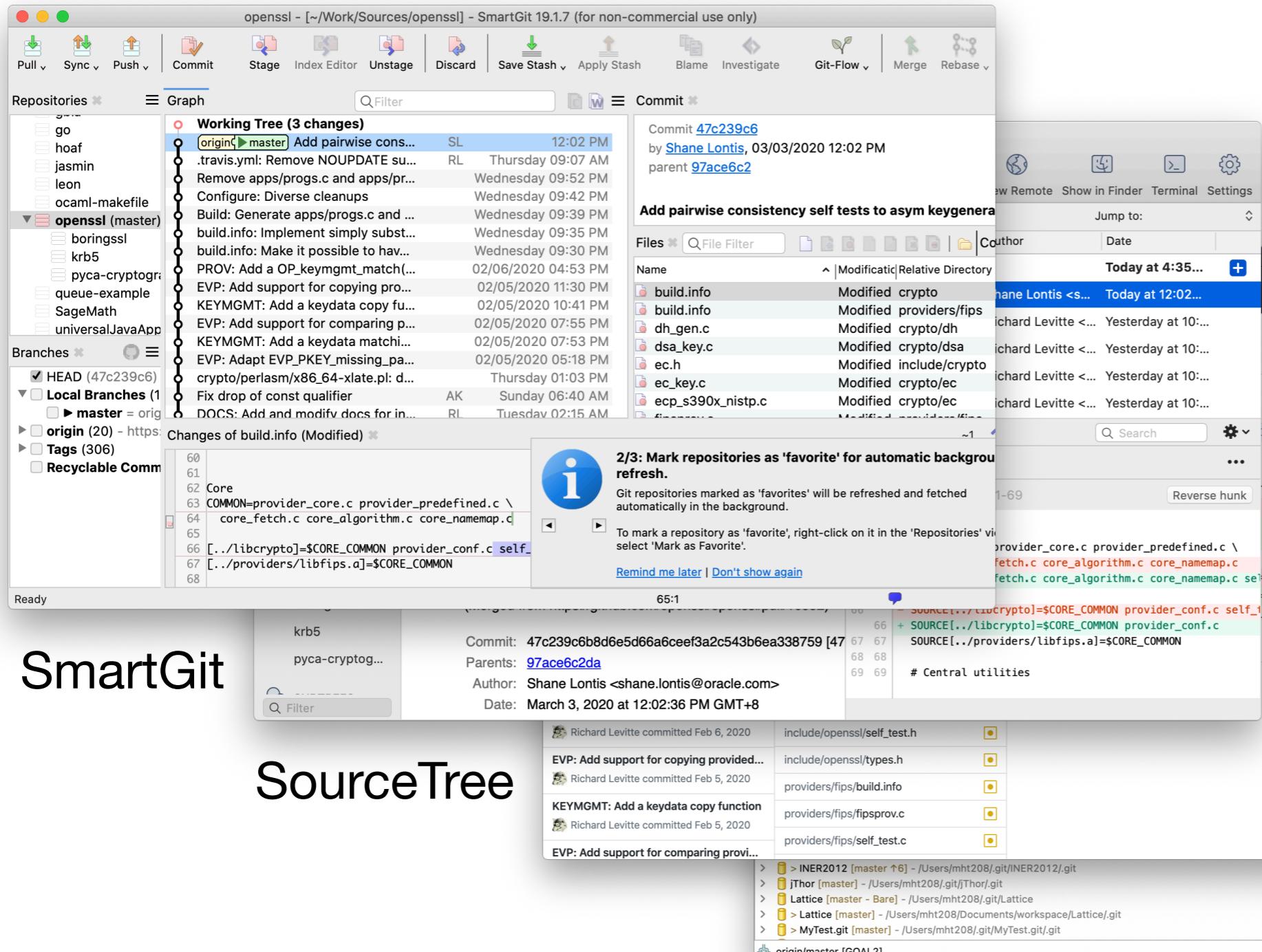
Git Flow



GitHub Flow



GUI Clients



References

- <http://git-scm.com/book>
- <http://git-scm.com/docs>