

Git im praktischen Einsatz

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gearconf 2012, Düsseldorf

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deployment

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2 Mio.
Repositories
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git <command>

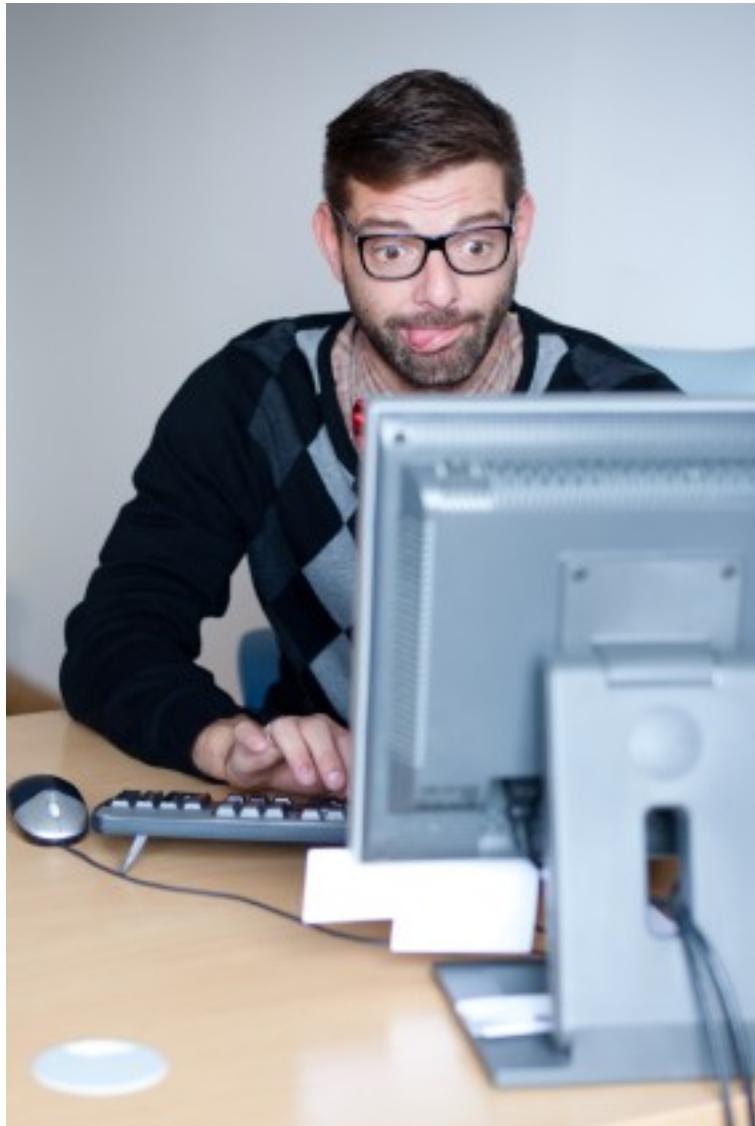
```
add           hash-object
add--interactive help
am            http-backend
annotate      http-fetch
apply          http-push
archive        imap-send
bisect         index-pack
bisect--helper init
branch         init-db
bundle         instaweb
cat-file       log
check-attr     lost-found
check-ref-format ls-files
checkout       ls-remote
checkout-index ls-tree
cherry         mailinfo
cherry-pick    mailsplit
clean          merge
clone          merge-base
commit         merge-file
commit-tree    merge-index
config         merge-octopus
count-objects  merge-one-file
credential-cache merge-ours
credential-cache--daemon merge-recursive
credential-store merge-resolve
daemon         merge-subtree
describe        merge-tree
diff           mergetool
diff-files     mktag
diff-index     mktree
diff-tree      mv
diff-tree      name-rev
difftool       notes
difftool--helper pack-objects
fast-export    pack-redundant
fast-import    pack-refs
fetch          patch-id
fetch-pack     peek-remote
filter-branch prune
fmt-merge-msg  prune-packed
for-each-ref   pull
format-patch   push
fsck           quiltimport
fsck-objects   read-tree
gc             rebase
get-tar-commit-id receive-pack
grep           reflog
```



144 Befehle

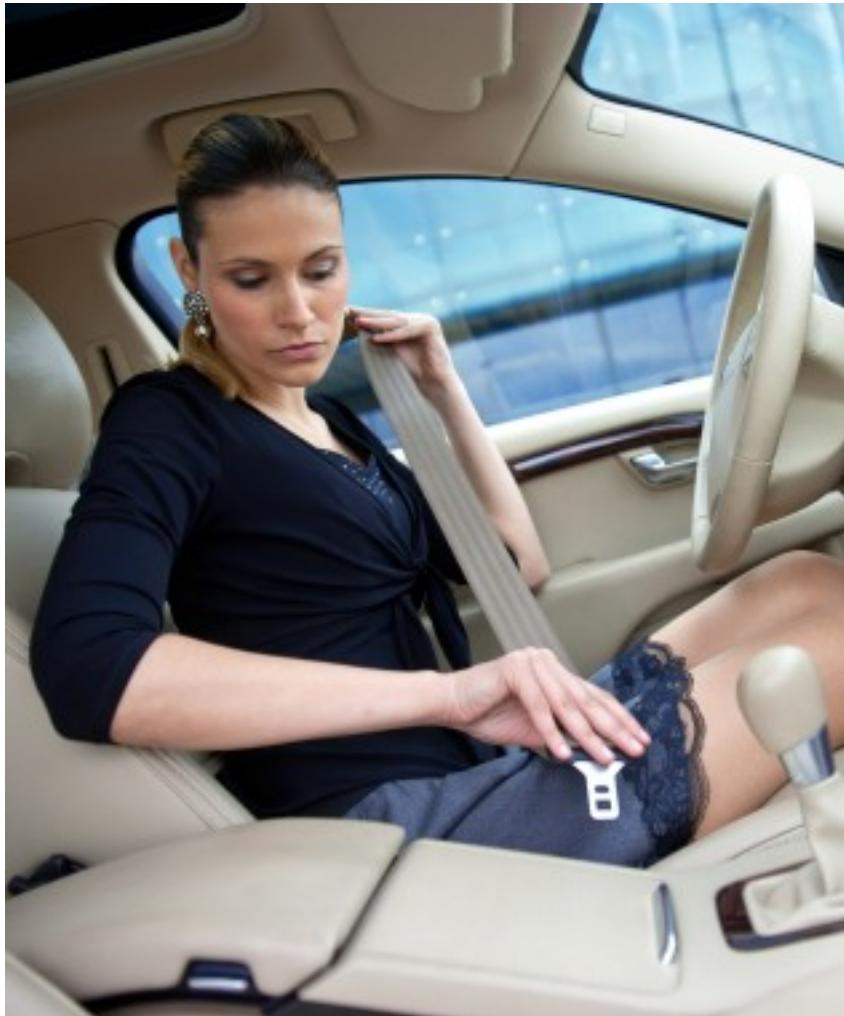
Einsatzszenarien

1. Kleines Projekt/ Einzelentwickler



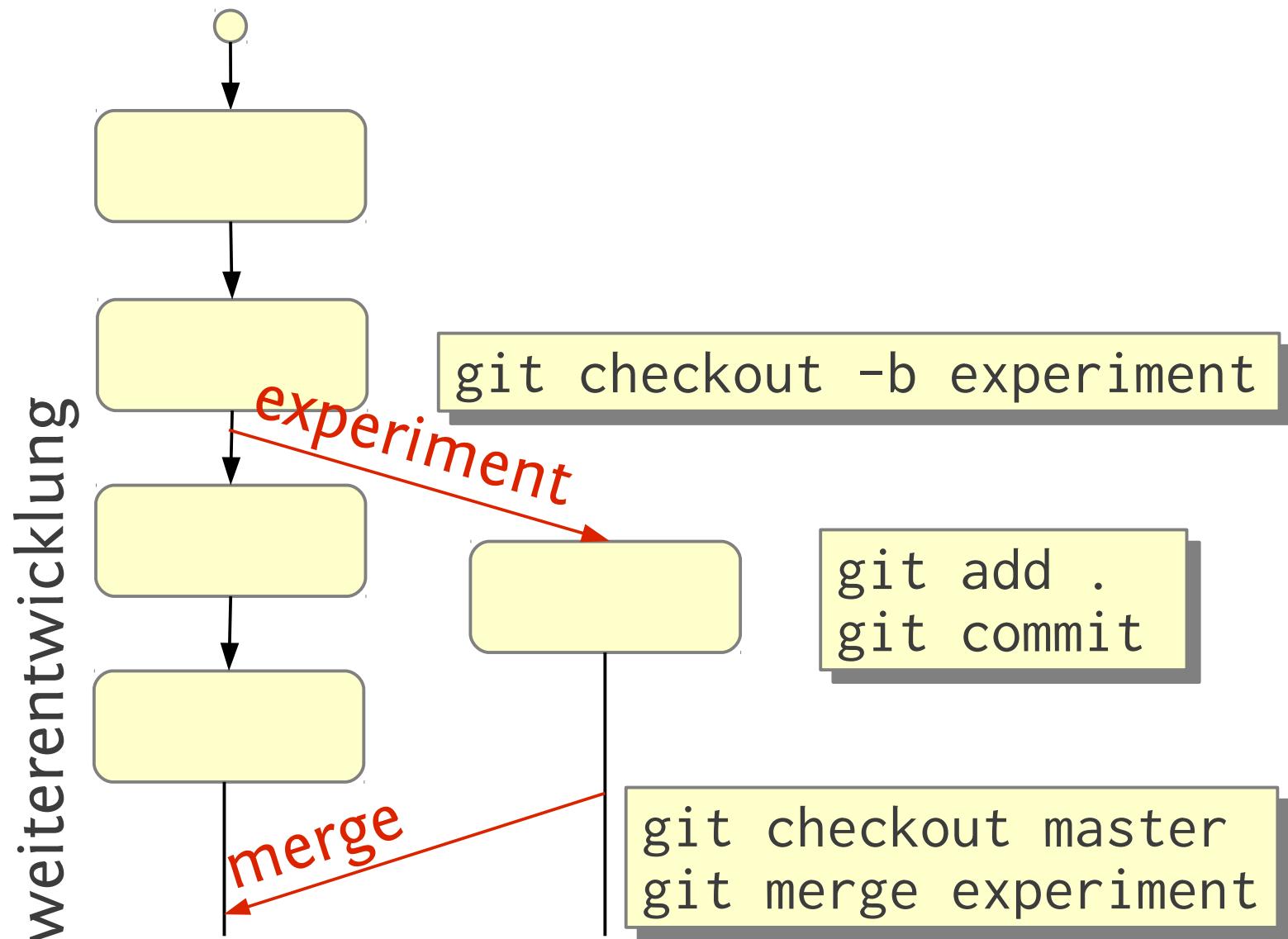
- Prototyp
- kleines Werkzeug
- Konfigurationsdateien

1. Ein sicheres Gefühl



```
git init  
git add .  
git commit -m \  
    'Initial version'  
# play around  
git commit -am \  
    'My changes'  
# or throw away  
git checkout .
```

1. Mainline + Experimente



1. Vorteile

- * sofort, auch ohne Server nutzbar
- * auch offline
- * daher auch für Kleinstanwendungen geeignet

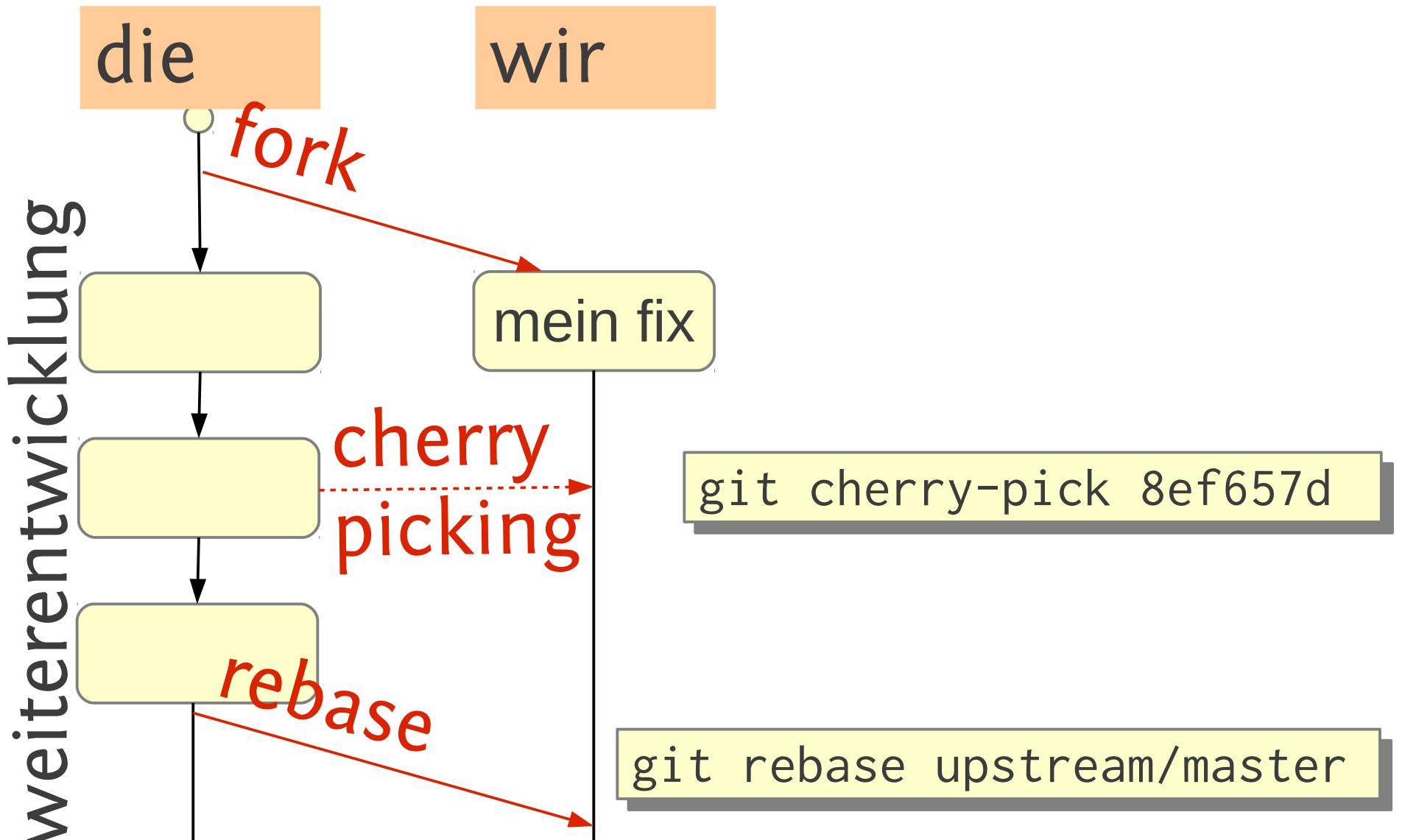
Szenario 2. OpenSource Projekt

Committees
vs.
Users

Szenario 2. OpenSource Projekt

Committees
vs.
Losers

2. Fork you!



2. Pull Request

Rubies <1.9 don't get this feature since the corresponding code checks RUBY_VERSION. Support for Ruby 1.8 is doable (by use of some ordered hash e.g. from ActiveSupport or another ordered hash gem), however, Ruby 1.8 is no longer developed and bugfixes will fade out just a few months from now, so IMHO, there's no real need to support utterly outdated Ruby versions.

Hope you like this feature and thanks for consider merging it.

1 participant [Add a comment](#)

 **swoop** added some commits 2 hours ago

`80eda5c`  Make states comparable (see README for an example).

`0e0dd56`  Raise an ArgumentError if an unknown state is used for comparison.

 This pull request can be automatically merged. [Merge pull request](#)

 [Comment on this pull request](#) ([Help](#)) [Close pull request](#)

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41	7
42	7
43	7

 Tip: You can also add notes to lines changed in a file under [Diff](#)

[Close & comment](#) [Comment on this pull request](#)

2. Rasend schnell !

Rails

Linux Kernel

```
git clone https://github.com/rails/rails.git
```

300 000 Objekte
in 2 Minuten

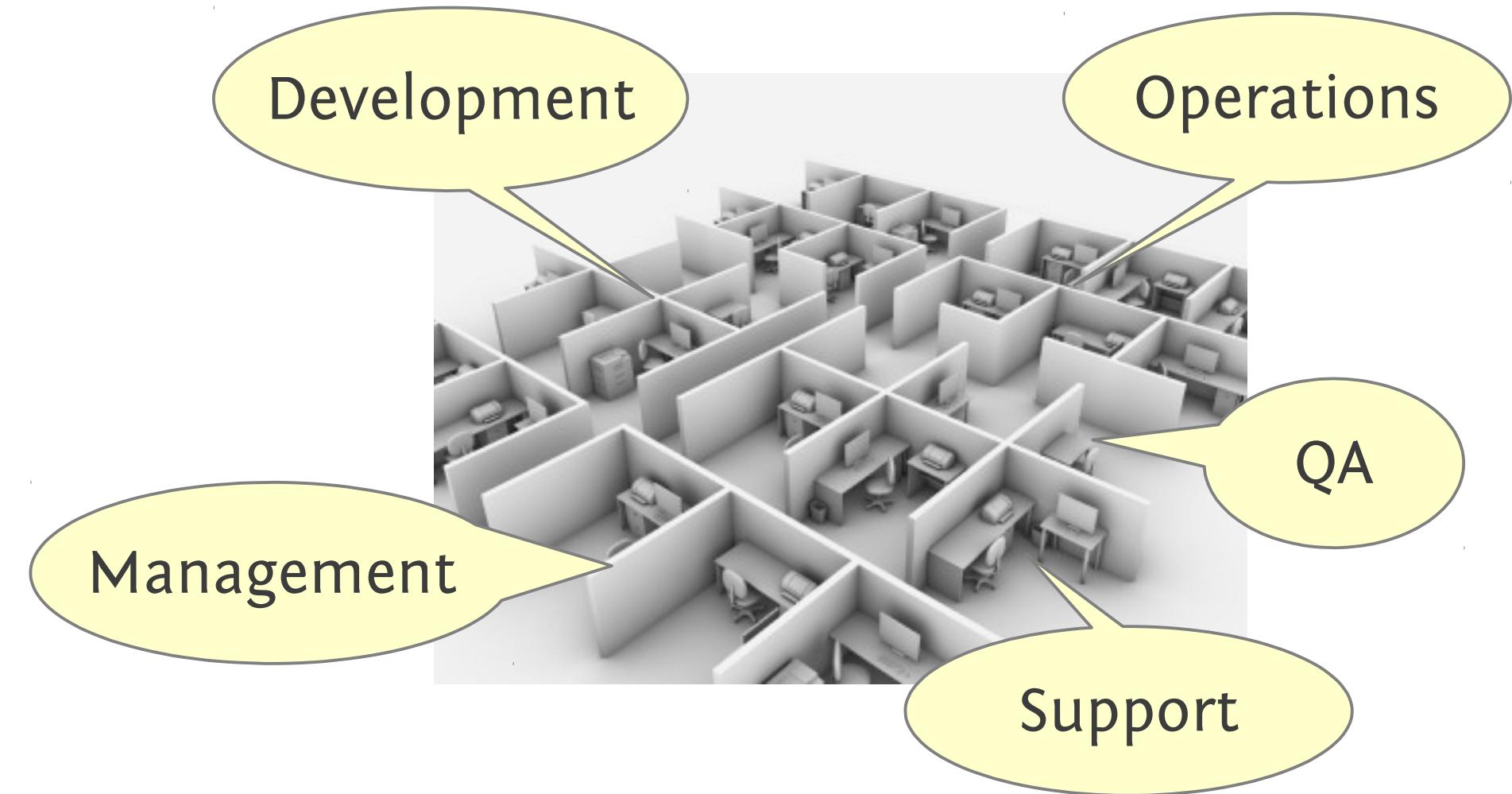
durchsuche
31 212 commits
in 185ms

```
git log --oneline validations/format.rb
```

2. Vorteile

- * eigene Fixes mit Weiterentwicklung kombinierbar
- * ermöglicht reichhaltiges Ökosystem
- * schlechter Maintainer wird von guten abgelöst
- * schnelles Arbeiten auch bei großen Projekten

3. Enterprise-y

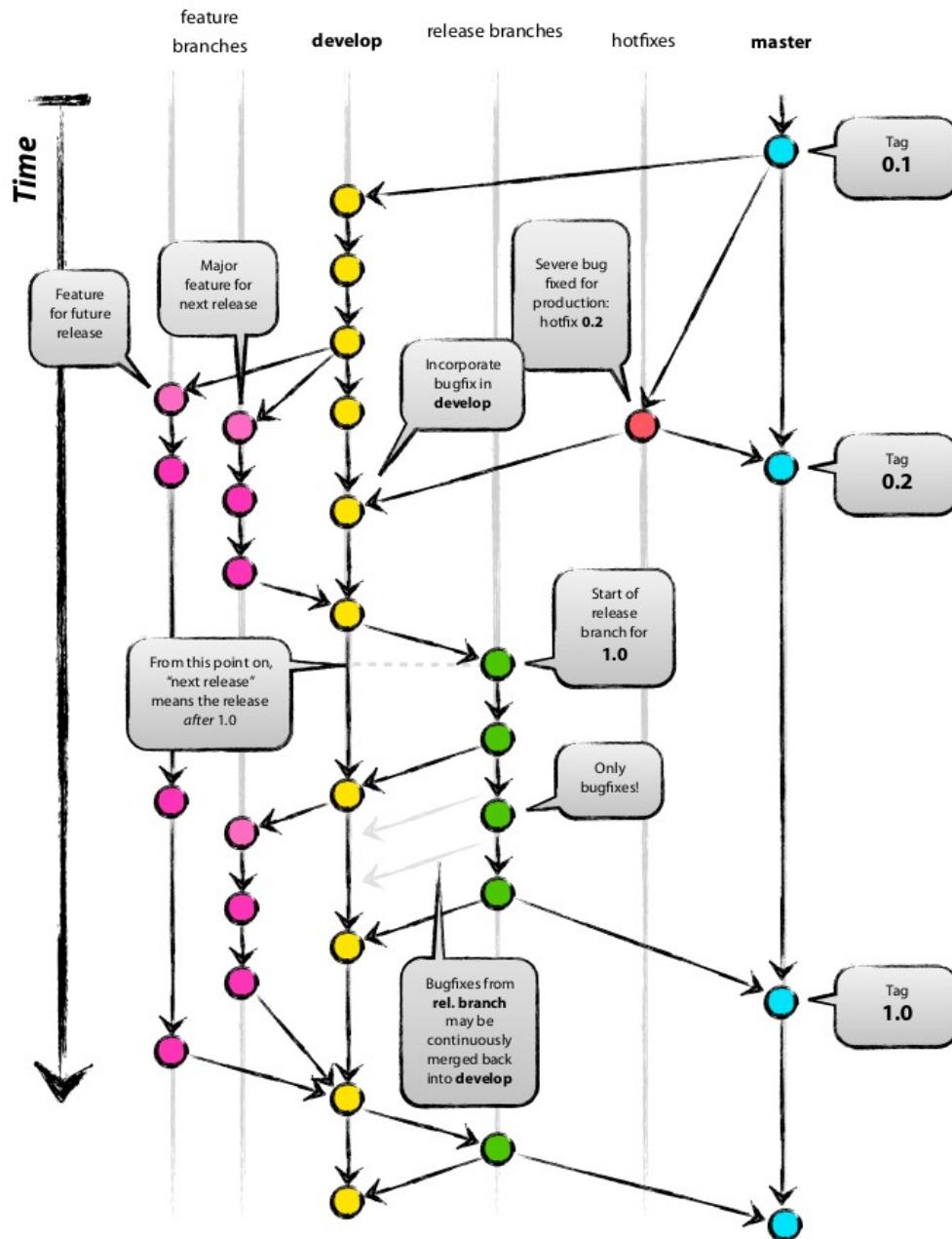


3. Bugs und Features in Großprojekten



- * kritisch (security) ? nicht
- * Verschlimmbesserungen?
- * langer Weg zu Produktion

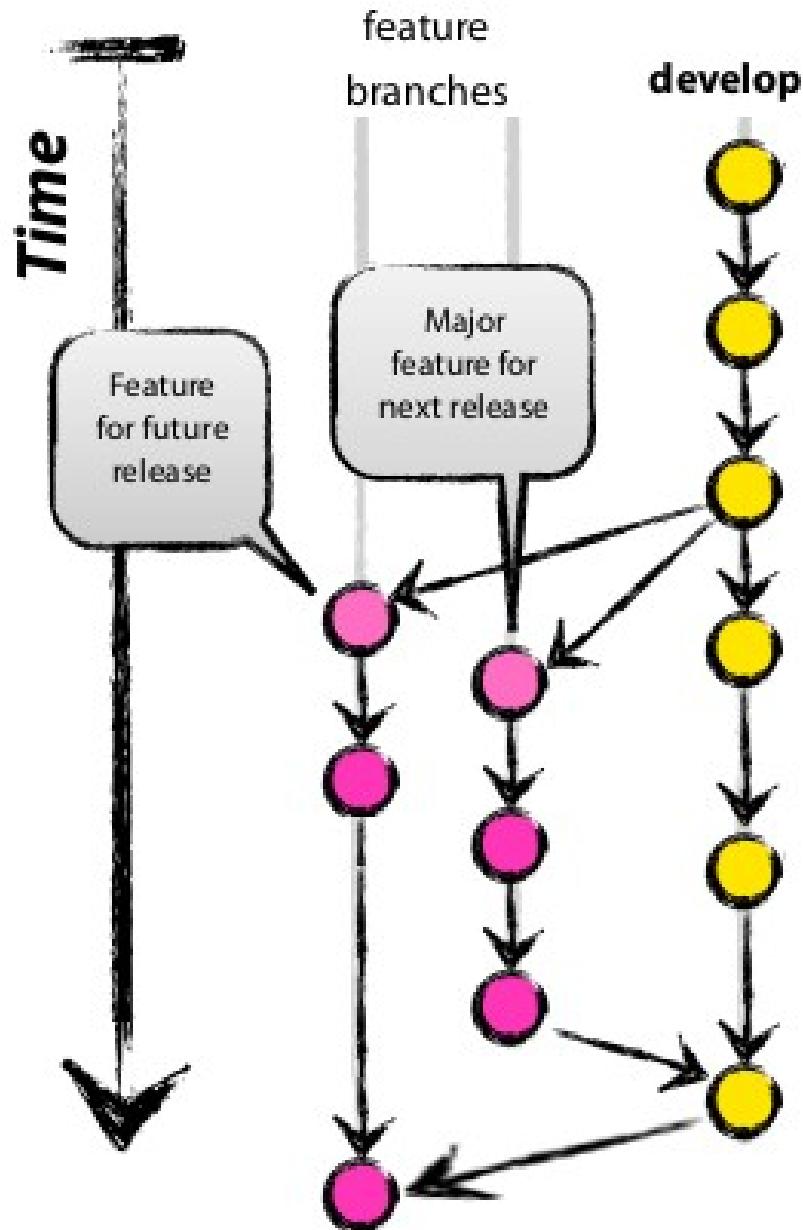
3. git-flow



+ Workflow

+ Werkzeuge

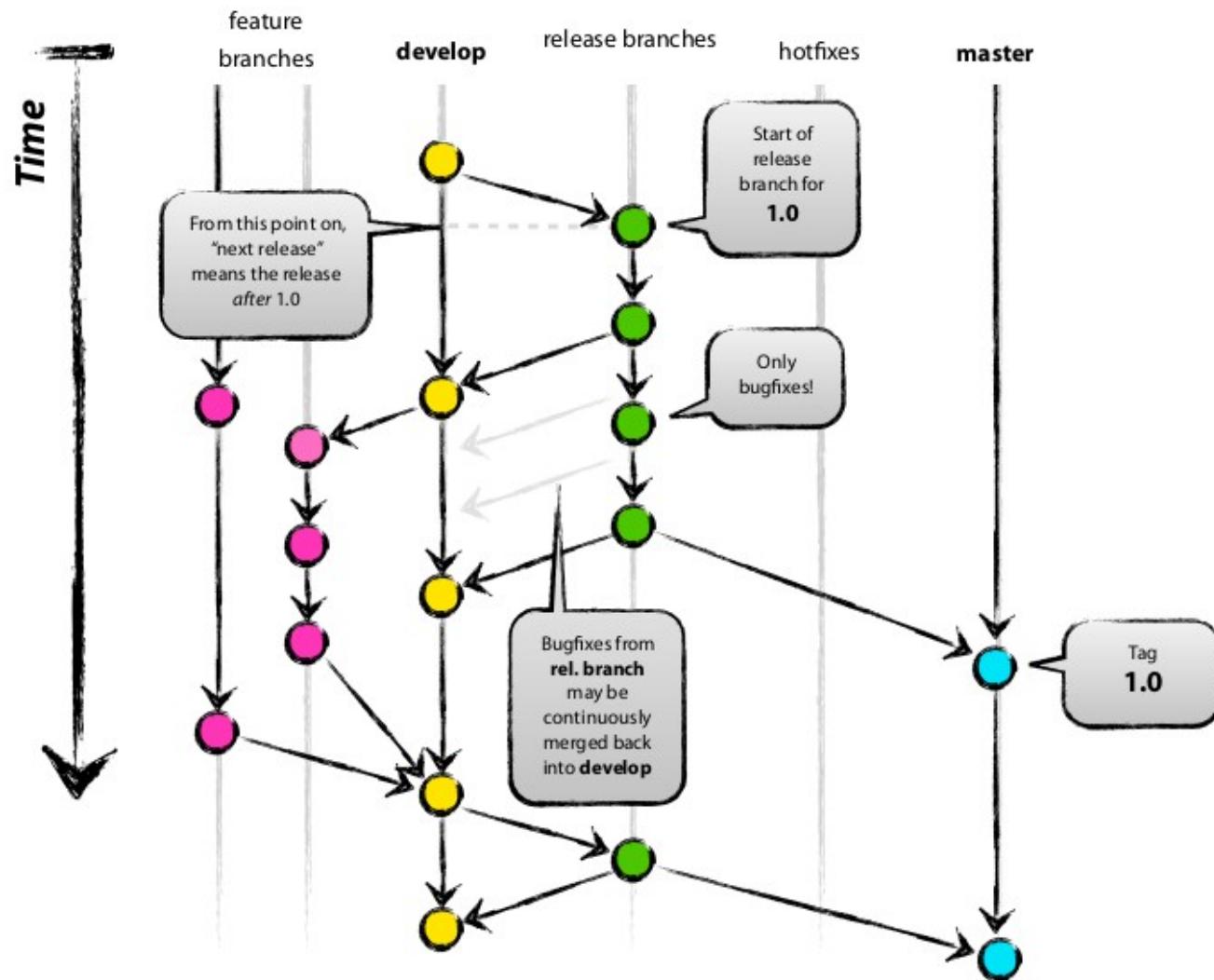
3. git-flow: Entwicklung



```
git flow init
```

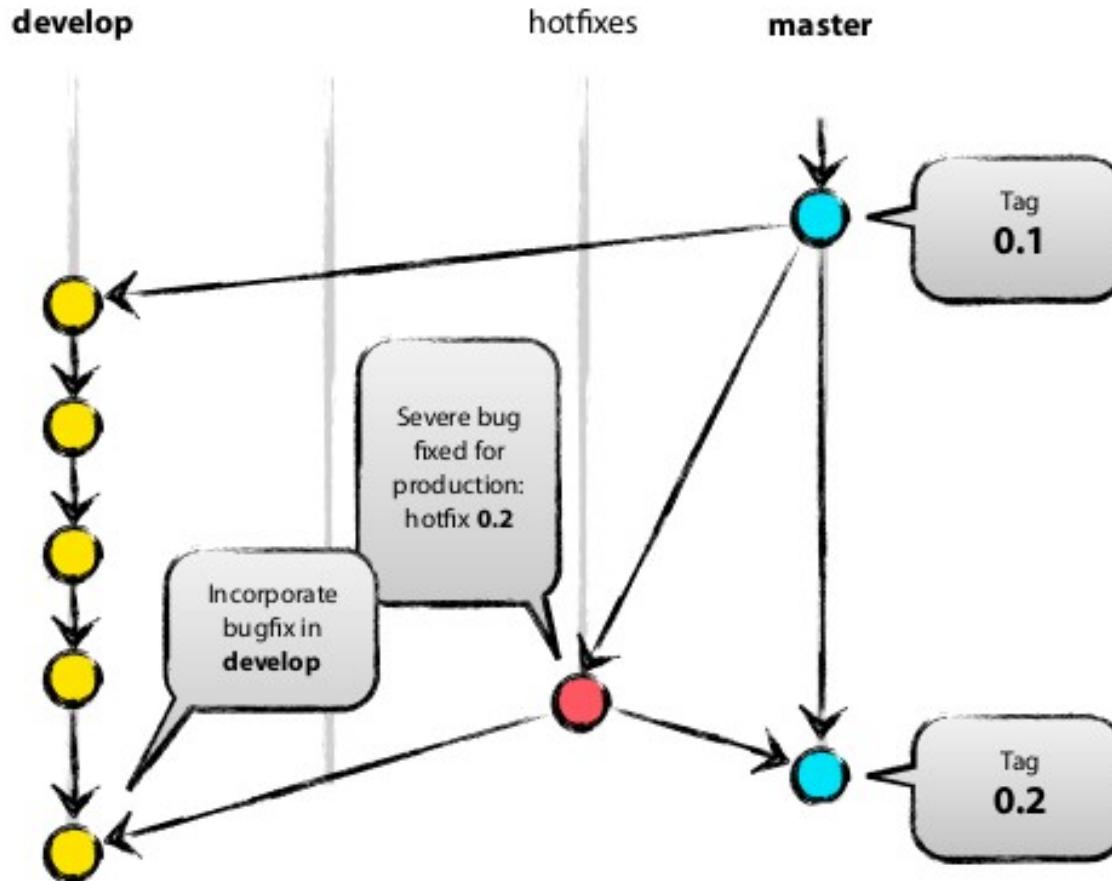
```
git flow feature start feat1  
git commit -a  
git flow feature start feat2  
git commit -a  
git commit -a  
git flow feature finish feat2  
git flow feature feat1  
git flow feature rebase
```

3. git-flow: Release vorbereiten



```
git flow release start <release> [<base_on_develop>]
```

3. git-flow: Bugfixes



```
git flow hotfix start <release> [<base>]  
git flow hotfix finish <release>
```

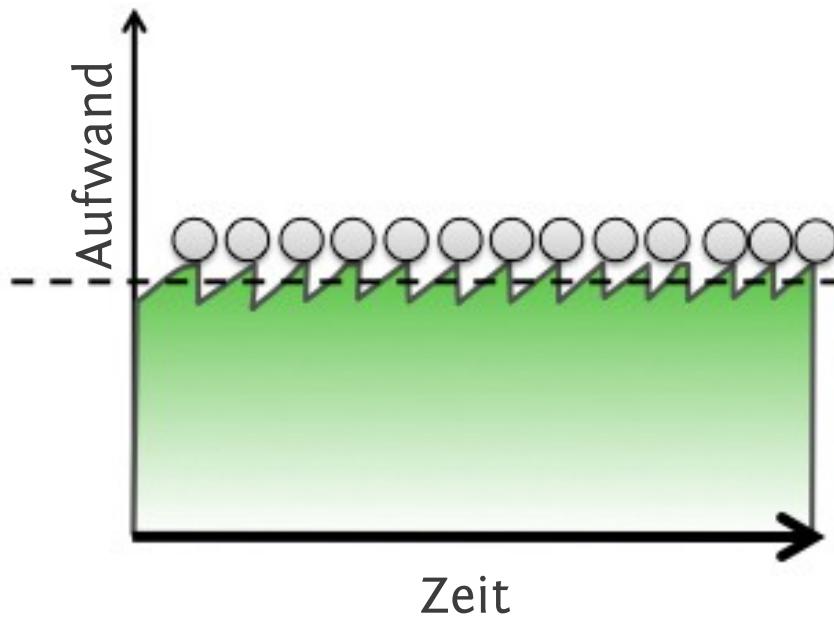
3. Nutzen/Nachteile

- + für größere Teams
- + für lange Release-Zyklen
- + gut dokumentiert, Befehle leicht zu merken

- kein GUI

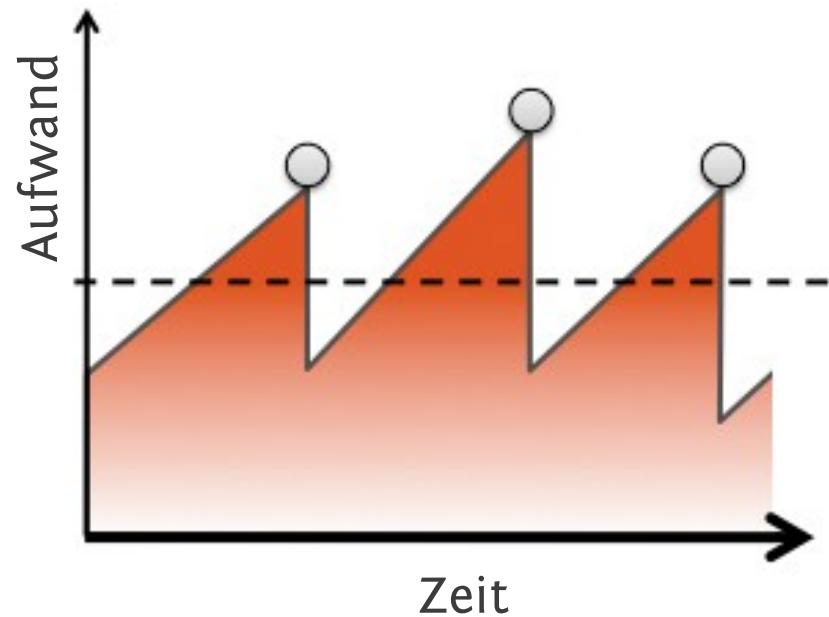
Fall 4. Entwicklung nah an Produktion (DevOps)

Agil:
häufige Releases



Gleichmäßiger Aufwand
Weniger Risiko

Wasserfall:
seltene Releases

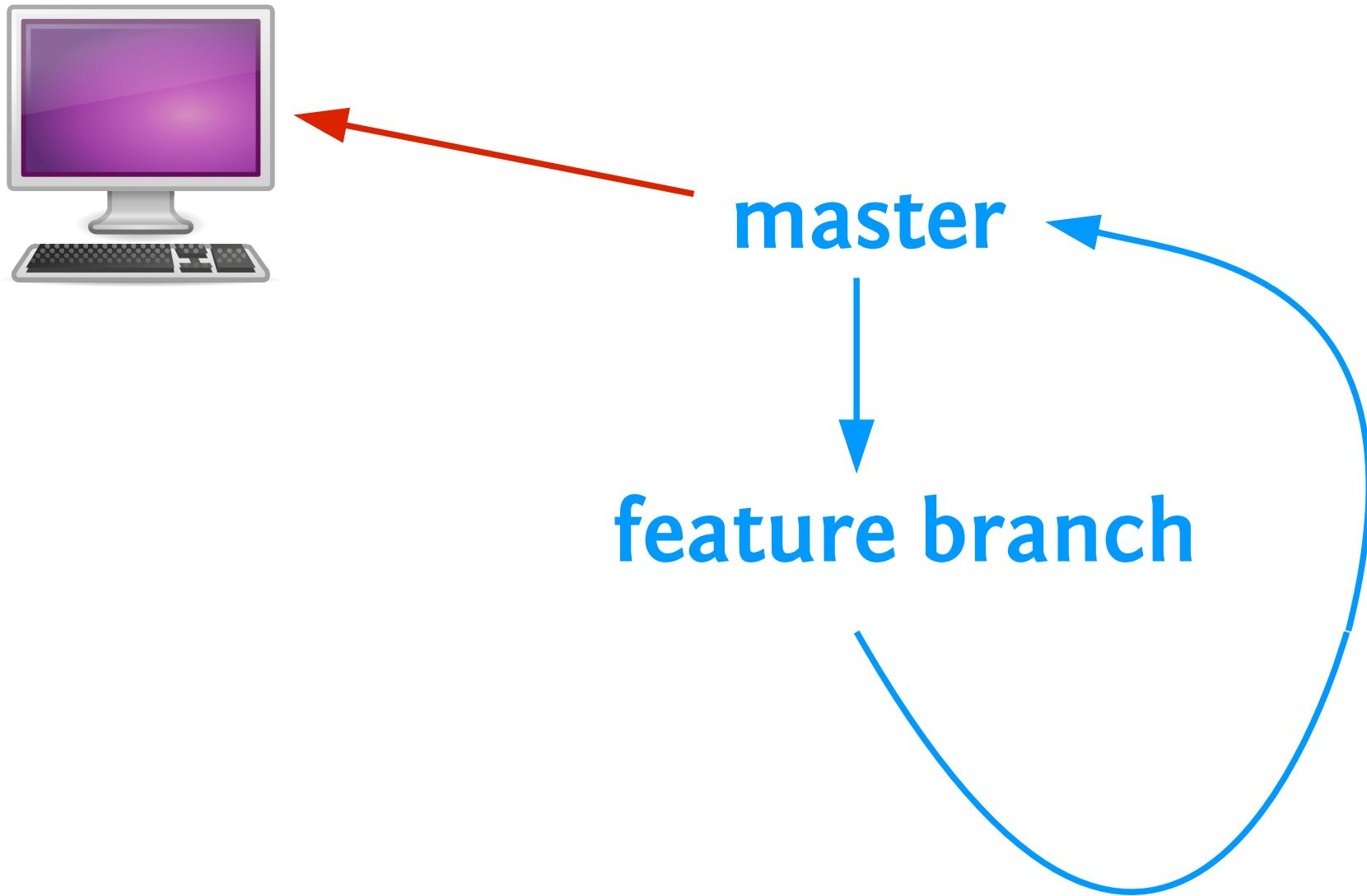


Aufwandspitzen
Hohes Risiko

4. DevOps - der Weg

- * schnelle Entwicklung nah an Mainline
- * Entwickler sind auch für Produktion verantwortlich
- * umfangreiche Test Suites
- * hoher Automatisierungsgrad mit CI

4. Release-Zyklus



Angst?

4. Absichern

- * nutze Continuous Integration (CI) inkl. Tests auch für **Branches**!
- * nutze **Staging** Environment (PREPROD)!
- * aktiviere nur für **Teil** der Produktion!

4. Code Review



- * pull request
(github)

- * merge request
(email)

4. Vorteile

- + isolierte Feature-Entwicklung
- + kurzes Time-to-market
- + 4-Augen-Prinzip für Go-Live

Tipps und Tricks

gitosis als git Server

gitosis.conf

keydir/

[gitosis]

[group vladimir]
writable=*
members=vladimir

maik.pub

vladimir.pub

[group remote-work]
writable = project1
members = maik vladimir

bad7

bad

8ade

8977

aeaе

a78e

4567

1234

fff5

5f5f

600d

good

bisect

```
git bisect start 600d bad7  
git bisect run my_test_script.rb
```

bad7

bad

8ade

8977

aeaе

a78e

4567

1234

fff5

5f5f

600d

good

bisect

```
git bisect start 600d bad7  
git bisect run my_test_script.rb
```

bad7 is first bad commit
Author: <vd@example.de>
Date: Mon Jul 23 20:34:00

Improve performance by
skipping checks

M file1.rb
M file2.java

git

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Vladimir Dobriakov

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Literatur:

- „Pro Git“ von Scott Chacon