Introducing PROS 3 GIT / GIThub

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PROS 3 Intro

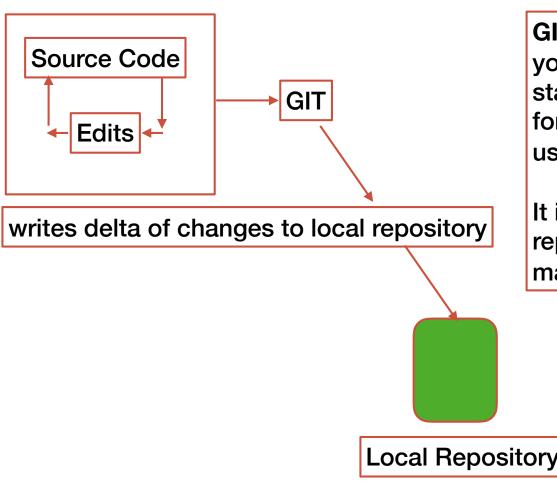
- The Introduction to PROS 3 is a collection separate guides which cover the various fundamental aspects for students to be successful in using the PROS 3 development environment to program either a Cortex or V5 based robot.
- These guides cover the programming language and commands, as well as the tool sets to create and maintain code in a professional manner.

PROS 3 Intro

- List of Guides:
 - C/C++ Language Guide
 - Cortex Programming Guide
 - V5 Programming Guide
 - PROS 3 Interface Guide
 - GIT/GIThub guide

- Sample code repositories for learning the Cortex (and the V5) can be cloned from the following URL:
 - https://github.com/sprobotics

- What is Git and gitHUB:
 - **Git** is the **client** that manages version / source control, and is installed on **your development machine**.
 - Git has versions for most operating systems, including Windows, MAC OS and Linux
 - Git interacts with the central hosted Git repository.
 - A Git repository most typically lives on gitHUB a cloud based repository service, in larger companies a private in house repository server may exists.

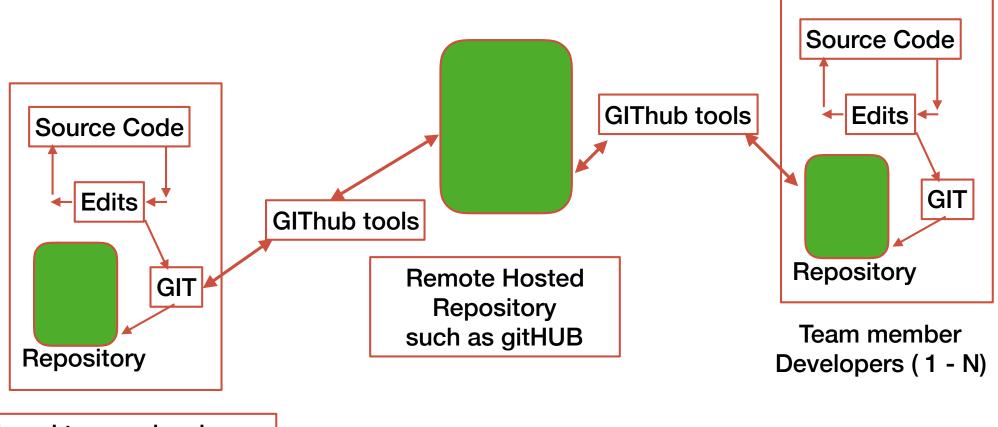


GIT - builds a repository of changes of your local files, these delta's are stamped (uniquely identified) and allow for the roll-back to a previous state, using a variety of GIT commands.

It is important to note that this repository of delta's lives on your local machine only

Local Repository

- Interaction between Git and gitHUB:
 - Git provides source code control using repositories
 - gitHUB host the repositories, including documentation for your team and beyond



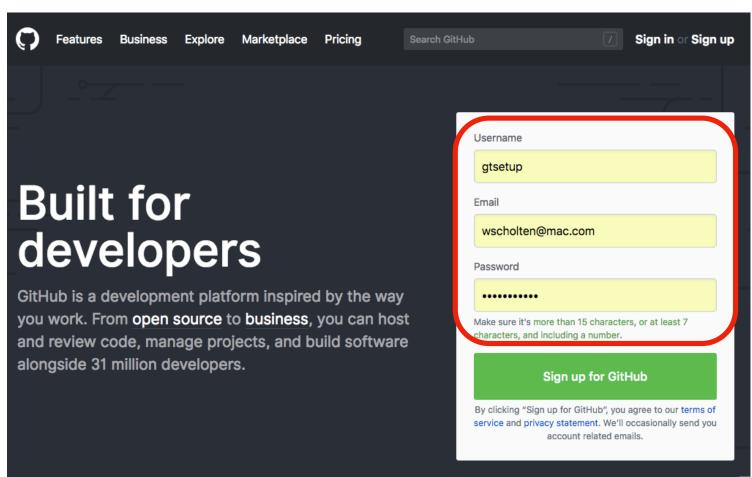
Local to one developers machine

- The following slides will cover increasingly in-depth how GIT and gitHUB as well as PROS integrate and facilitate development in teams.
- At a minimum you should think of GIT / gitHUB as a tool set, integrated with PROS to help you safeguard your code base against accidental loss, 'bad code decisions' you like to roll-back (remove)
- Yes the best practice is to learn to use to tool do facilitate seamless multi developer code development and sharing among sub teams.

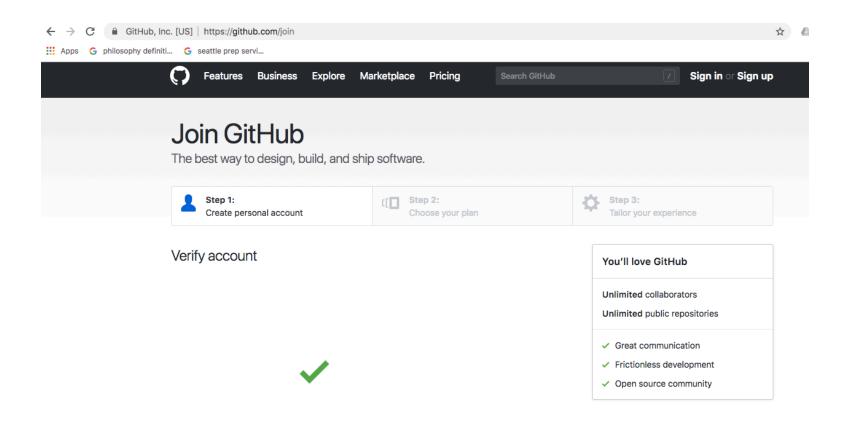
- Tools required for safe and team based development:
 - GIT tools (GIT command line tools)
 - gitHUB account and tool set (gitHUB client for your machine)
 - PROS 3 GIT/gitHUB integration plugin

Create gitHUB repository server account:

Goto: https://github.com



Pick username, add your email and pick a password

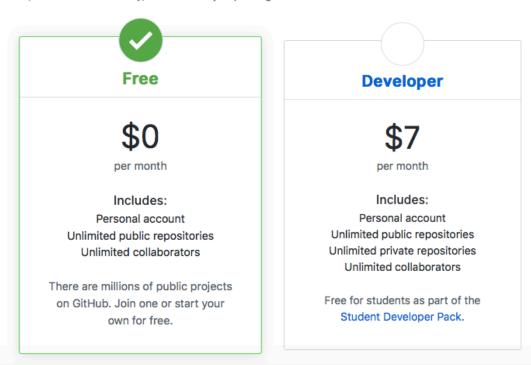


You've taken your first step into a larger world, @gtsetup.



Choose your personal plan

Every plan comes with GitHub's most-loved features: Collaborative code review, issue tracking, the open source community, and the ability to join organizations.

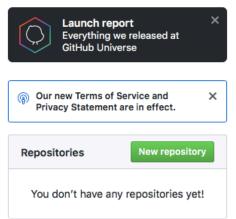


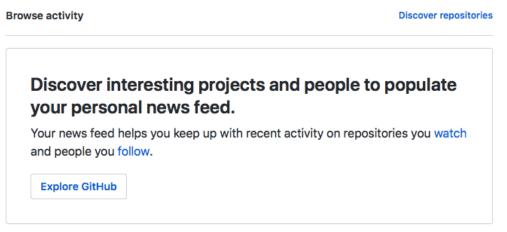
Pick the free plan

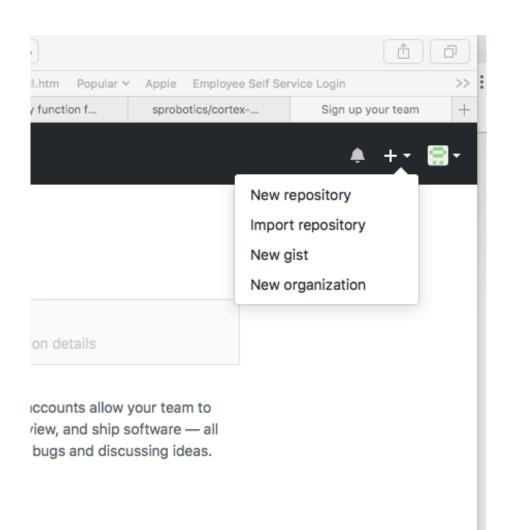
Set up a personal acc	count Choose you		tep 3: ailor your experience
How would you describe you	r level of programming experience?		
O Very experienced	 Somewhat experienced 	Totally new to programming	
What do you plan to use GitH	lub for? (check all that apply)		Just answer
□ Design	✓ Development	Research	what makes
☐ School projects	☐ Project Management	☐ Other (please specify)	sense
Which is closest to how you	would describe yourself?		
○ I'm a hobbyist	⊙ I'm a student	○ I'm a professional	
Other (please specify)			
What are you interested in?			

Create Repositories as needed or via Window gitHUB client







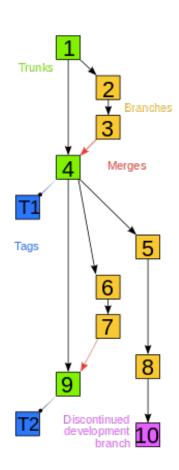


You can create an organization being your team, and then add others to the repository to submit code changes.

- Installing the local Git and gitHUB clients:
 - For Windows and MAC OS go to: https://desktop.github.com/
 - For Linux depending on your distribution you may want to install gitKraken - available here: https://www.gitkraken.com/download
 - There are also gitHUB clients for IOS and android, allowing you to manage your repository.

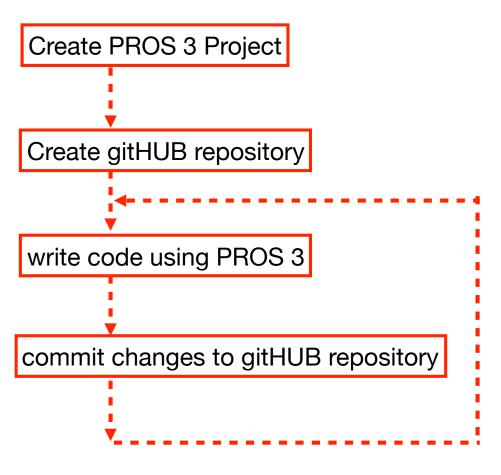
- Using GIT to manage your project:
 - GIT uses a process of storing 'delta's' of code changes and allows you to roll back to previous stable versions.
 - GIT uses master, branches, forks and clones to give multiple team members access to the share d code repository and avoid ode development conflicts
 - GIT publishes releases a stable code base ready for distribution/production

 GIT - source code control is a version control system designed to track changes in source code and other text files during the development of a piece of software. This allows the user to retrieve any of the previous versions of the original source code and the changes which are stored.



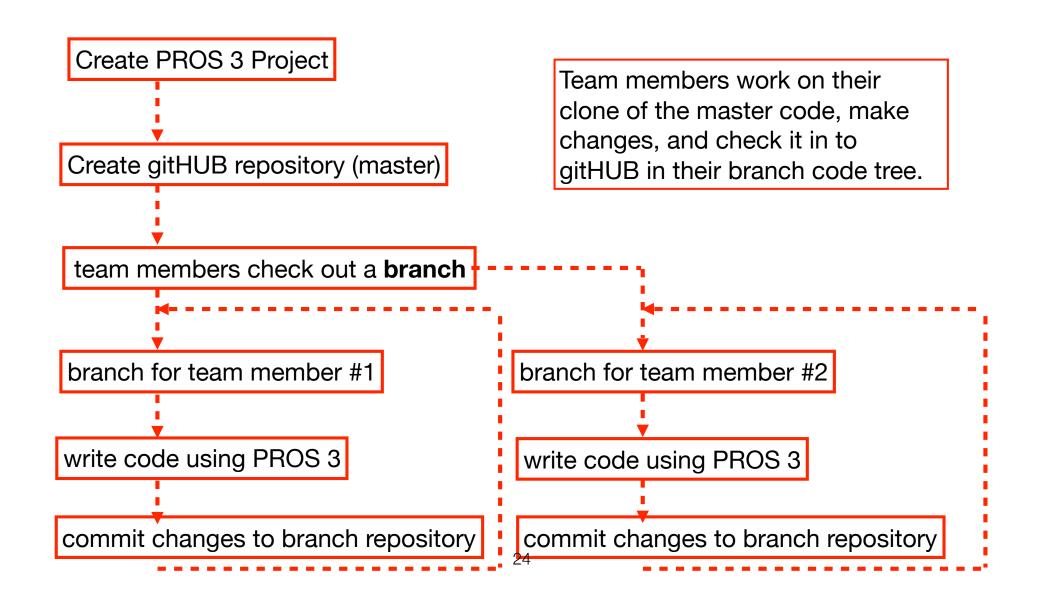
- A repository, or Git project, encompasses the entire collection of files and folders associated with a project, along with each file's revision history.
- The file history appears as snapshots in time called commits, and the commits exist as a linked-list relationship, and can be organized into multiple lines of development called branches.

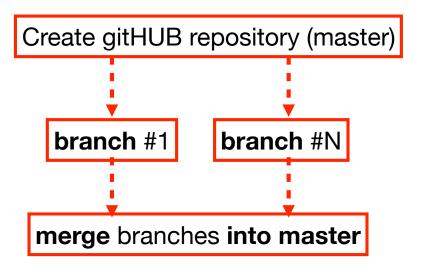
Simple workflow of code development using gitHUB



This method works well when it is a single person working on the code, it allows you to track your changes, publish simple releases (v1.0, 1.01 etc) to track your code progress.

- Using gitHUB with multiple developers working on the same code base - this is where gitHUB / GIT's strength comes in, allowing each developer to work on the code base independently - branches - and then merging all the code together to a new agreed upon master version to then be released.
- gitHUB helps with code conflict resolutions two or more developers submitting conflicting changes which need to be resolved.





During the merge into the master, if their are conflicts between branches, they must be resolved first prior to the merge being able to succeed.

The new master after merge will represent all agreed upon code merges.

- Once branches are merged into the master, one of two things can happen:
 - team members check out a new branch based on the newly created master
 - a release is created

- When to create a release:
 - When there is solid agreed upon code base which can be handed over to testing
 - Code should always be released for deployment to a competition day robot, so that any observations and new code designs can be implemented on a well defined check point during the development cycle.
 - Release are solid checkpoints you can roll-back to

A release:

- A release has a Major number and Minor Number, for example V1.0 indicating first full release based on the specification.
- Code fixed or enhanced based still on the same specifications, become minor release increments, for example V1.1, V1.2 or V1.0.1, V1.0.2
- Code which is written as a subsequent release based on new specification should increase the Major number, for example: V2.0

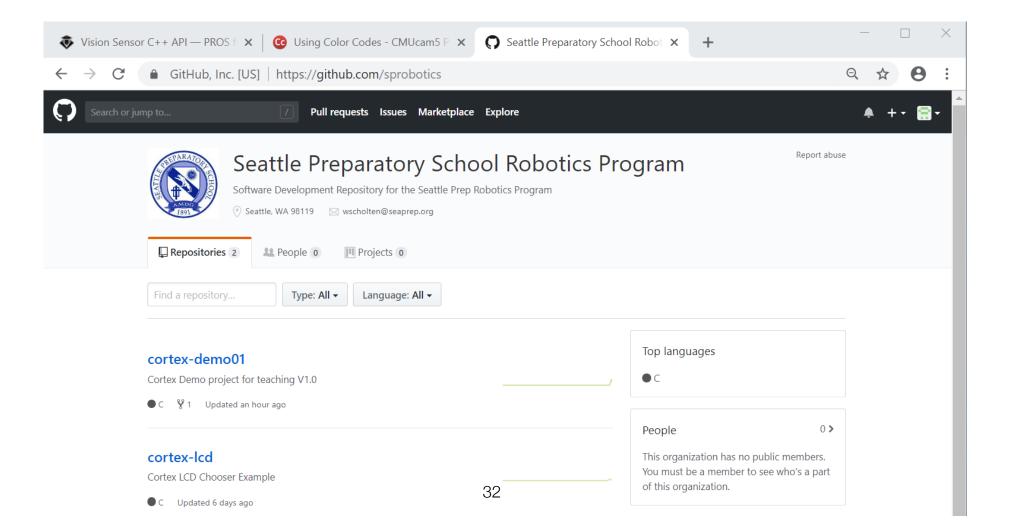
- To Fork or Clone a project from gitHUB?
 - Clone if you are part of a small team and you are all working on a shared agreed upon code project - typical for a VEX robotics team.
 - Fork when you want to use a codebase in a repository as a starting point for your own subsequent code base - typical in a classroom - teachers code base is forked to cached students account, and then students use that to create their own code using standard clone/branches/merge etc

• Forked projects can be offered back to the original repository owner and changes pulled into the master repository if so decided. This is a common practice in large scale Open Source code development scenarios.

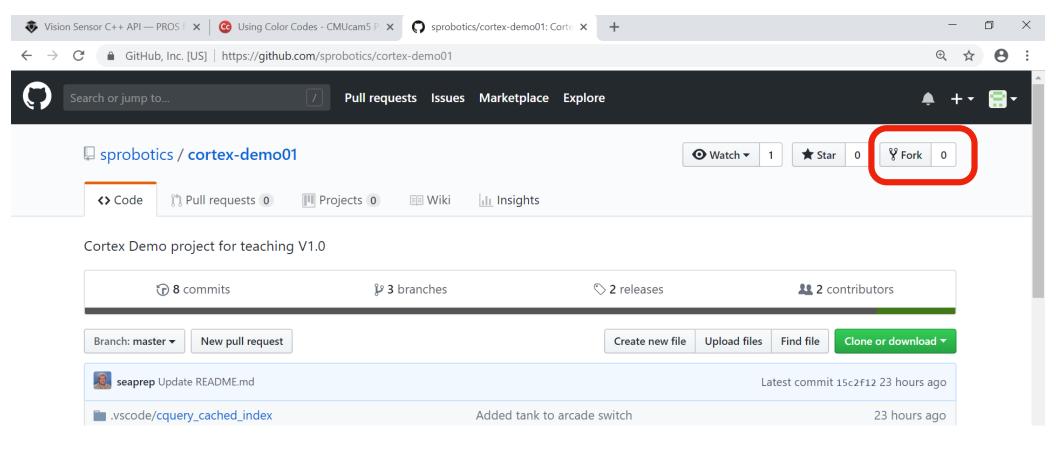
According to gitHUB:

Creating a "fork" is producing a personal copy of someone else's project. Forks act as a sort of bridge between the original repository and your personal copy. You can submit *Pull Requests* to help make other people's projects better by offering your changes up to the original project. **Forking is at the core of social coding at GitHub.**

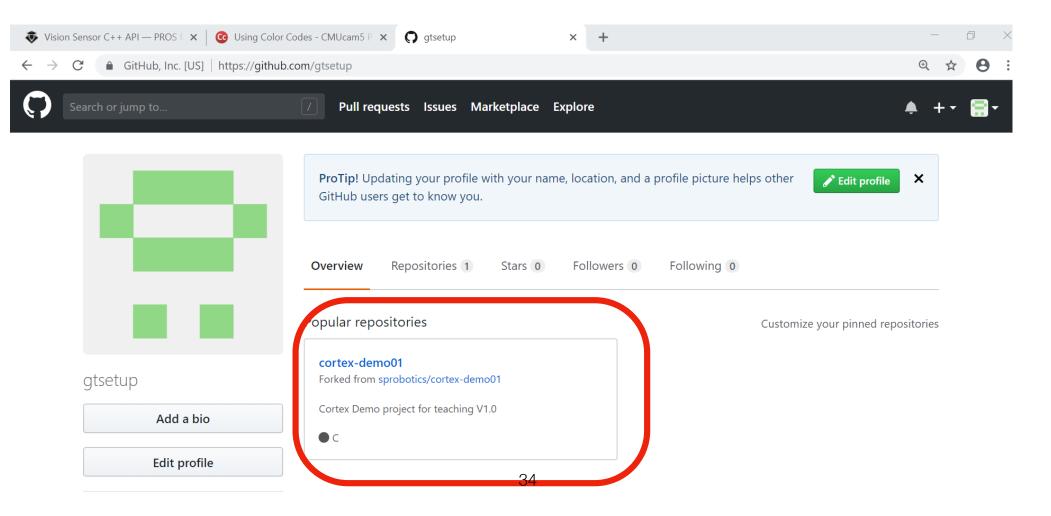
Navigate to the repository you want to fork: https://github.com/sprobotics/



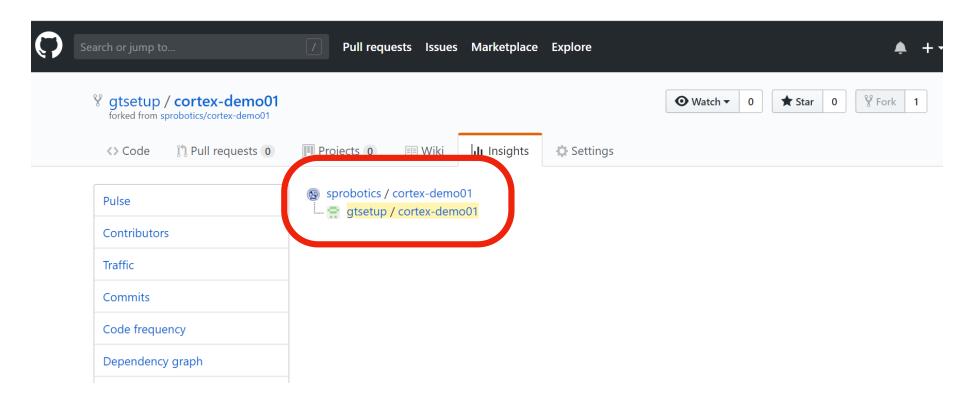
Select a repository you want to fork, Then press the 'Fork' button to fork the project to your personal GitHub account/repository



Once the repository has been forked to your account, you will see that the project is now in your account (repository) and is forked form what source.



Once the repository has been forked to your account, you can click on the 'Fork' button and see that the project is now in your account (repository) and is forked form what source.



- You may FORK sample code repositories from the following URL at any time: https://github.com/sprobotics
- The repositories available there are all set to read-only, so your code can not be contributed back to it. They are however intended for students use and starting points of their code.
- Once a project is forked, you use the same technique, checkout a branch, make changes commit etc.
- See for additional help: https://guides.github.com/activities/
 forking/

gitHUB Access

• Learning more:

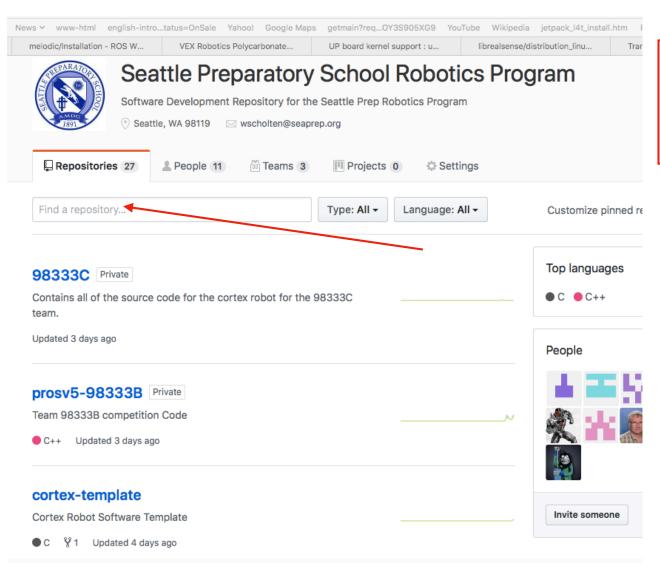
- https://lab.github.com/courses
- https://services.github.com/on-demand/downloads/ github-git-cheat-sheet.pdf
- https://help.github.com

gitHUB access in PROS 3

- GIT and gitHUB directly integrate into the PROS 3 development environment through Atom and is installed by default
- When integrated code can be directly checked into the repository, and branches of the code managed
- You must ensure that both the following are set:

```
git config --global user.email "email address"
git config --global user.name "user name"
```

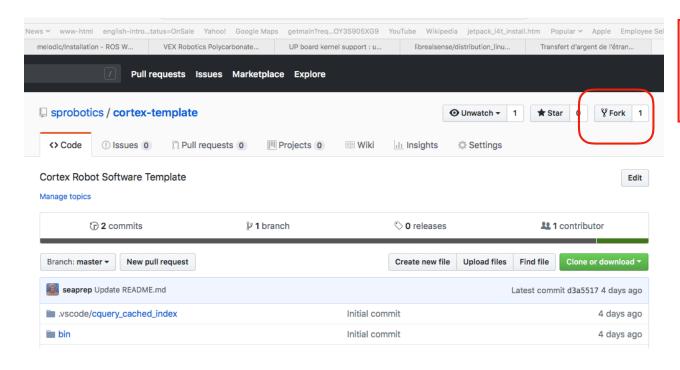
Forking / Cloning Template PROS Project



Step 1: login in to your gitHUB account

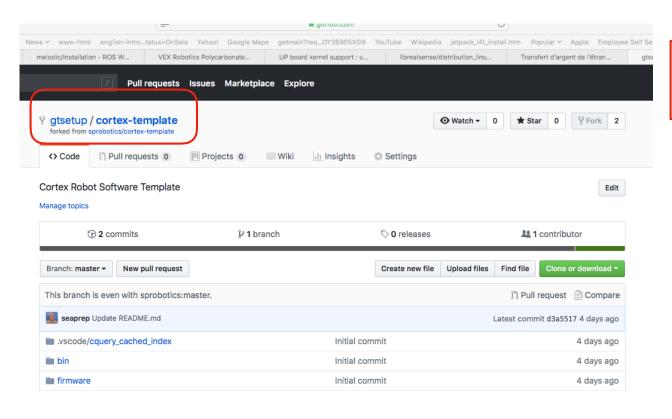
Step 2: Goto GitHub.com/sprobotics

Step 3: Find the repo: cortex-template



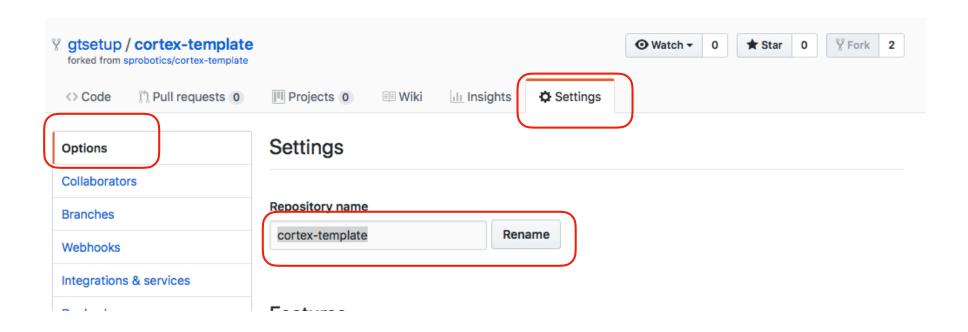
Step 1: Click Fork

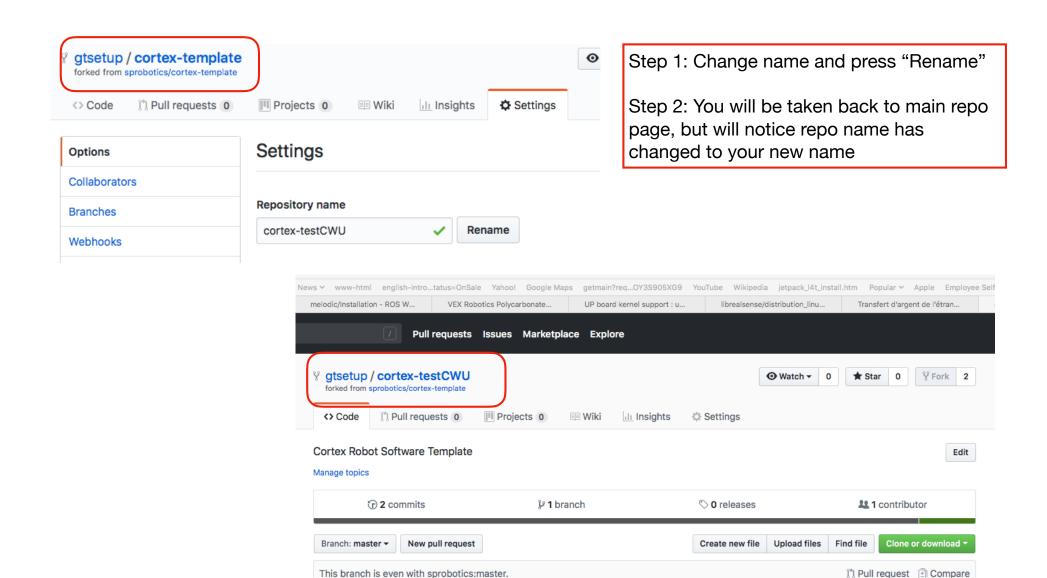
Step 2: Watch and follow prompts, project will be forked into your repo's



When successful you will see your Repos and the Forked project open in your GitHub repo.

Step 1: Now click "Settings" for the cortex-template repo Step 2: Goto "Options" and "Settings" Step 3: Goto the Repo Renaming box

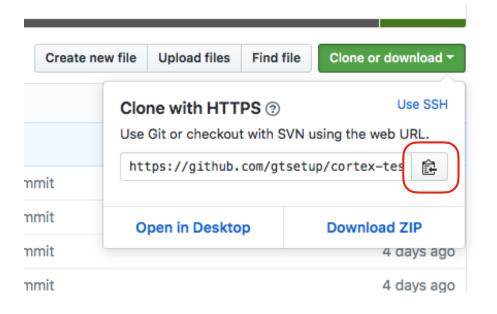




44

Latest commit d3a5517 4 days ago

seaprep Update README.md



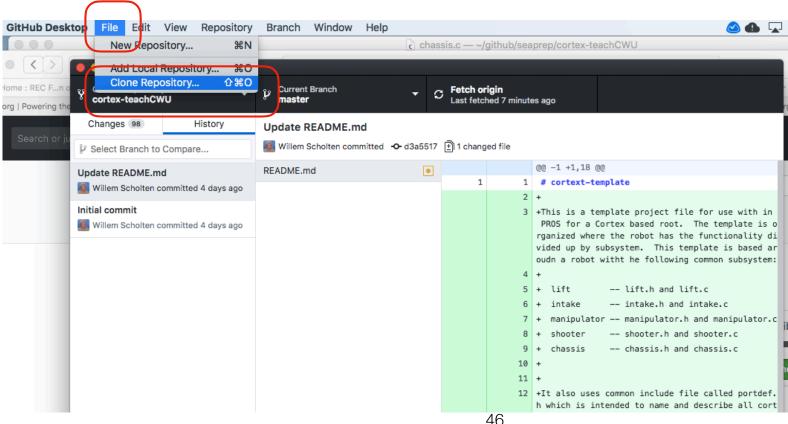
Step 1: Now get ready to clone repository onto your workstation to work with it.

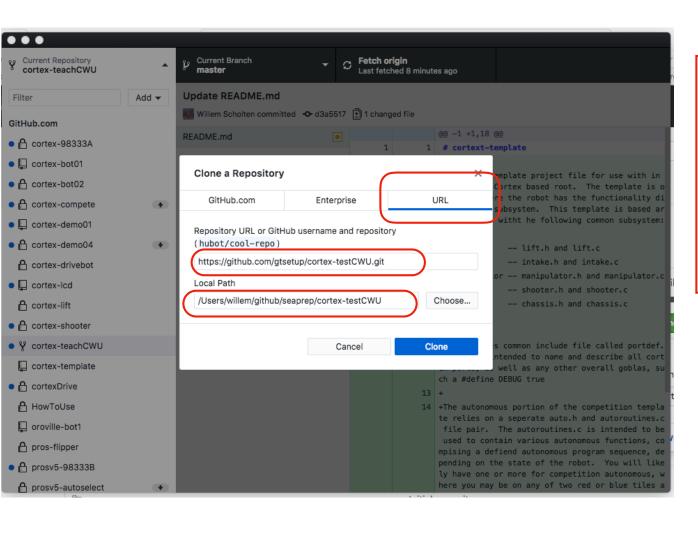
Step 2: Click "clone or download"

Step 3: Click on clipboard to grab the URL

Step 1: Open gitHUB client on your workstation

Step 2: Goto File - Clone repository



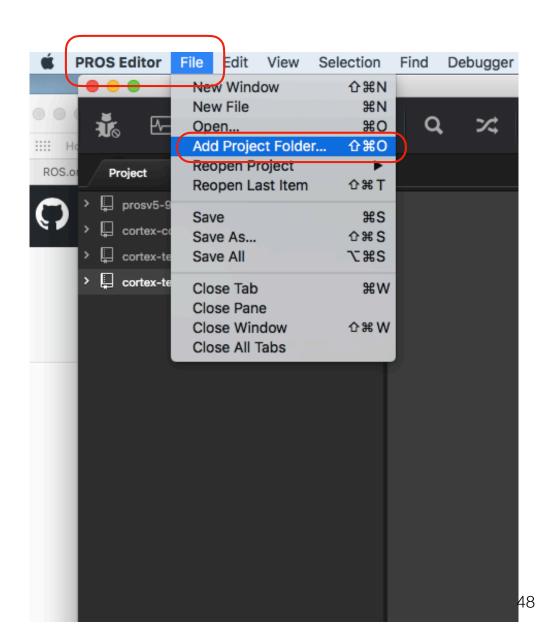


Step 1: Click on the Clone by "URL" tab

Step 2: Paste the URL from the clipboard in the repository URL box

Step 3: Decide where to put the repository on your local workstation

Step 4: Click Clone

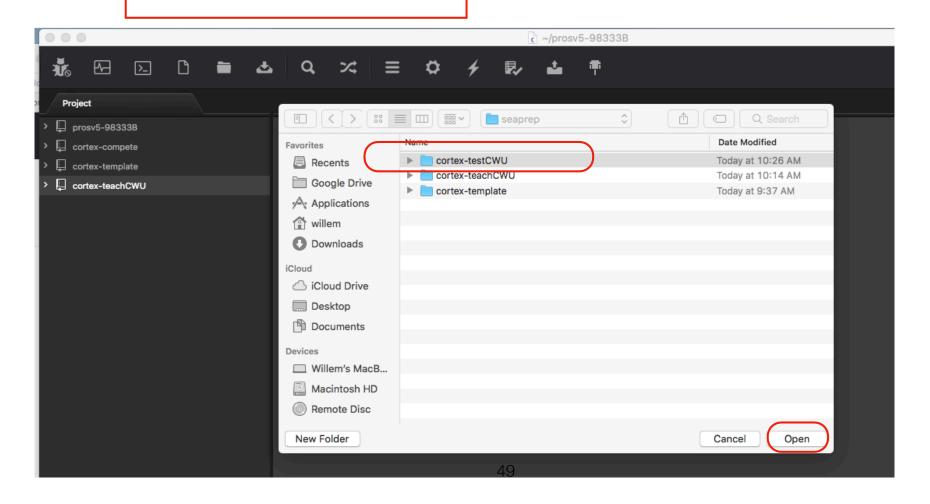


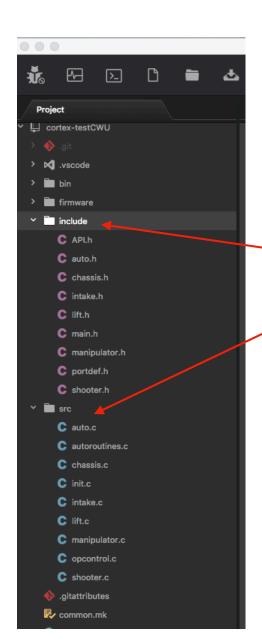
Step 1: Goto Atom PROS

Step 2: Click on File - Add Project

Folder

Step 1: Browse to the repository folder you just cloned and add it





When the project is added, you can expand the >src and >include tree and all the template field are there for you to modify, add-to, expand etc.

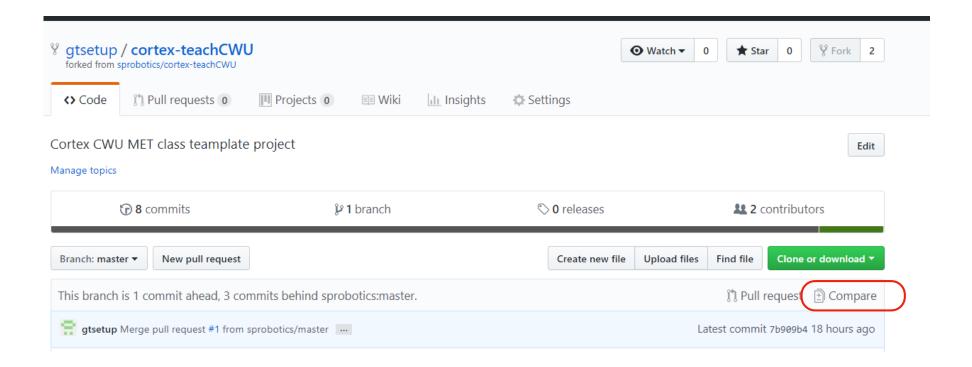
Keeping a FORK updated with upstream repository

- Once you have a FORK'ed project repository, there maybe times you want your FORK to be synchronized with the original project you FORK'ed from
- This process must be undertaken with care, but can be useful in case a new library module or other significant improvements have been posted in the originating repository

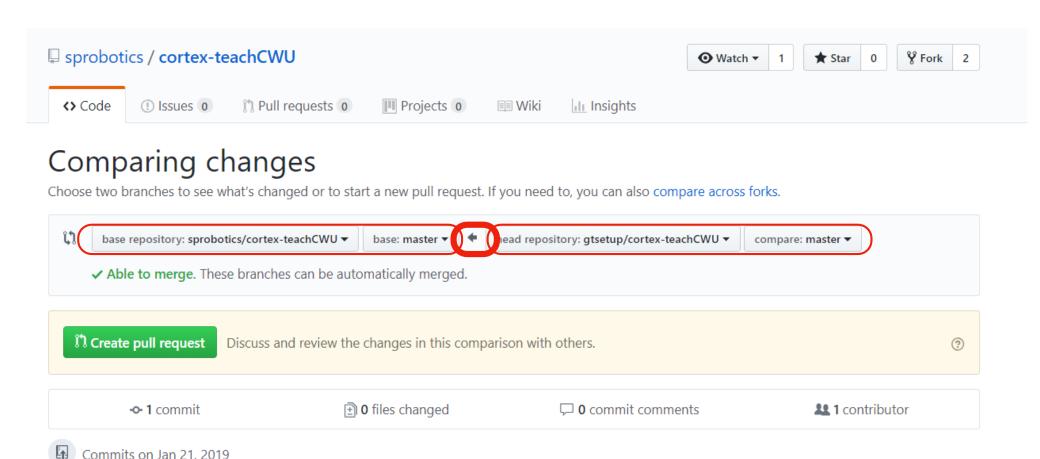
- FORK update process consists of three steps:
 - (1) do a merge from original of FORK (source repository) to your FORK repository using github web client (http://github.com)
 - (2) Using gitHUB desktop client sync your local development machine copy with the online repository
 - (3) Make sure PROS has access to the newly updated project repository master

Step 1: Goto your repository on gitHUB (on the web)

Step 2: Click on "compare" — this will start the process for you to compare your FORK against the source of your FORK



Step 1: Notice that is tarts off with wanting todo a FORK compare in the wrong direction - comparing the original FORK against your FORK. We want to do the opposite - comparing your FORK wit the original FORK



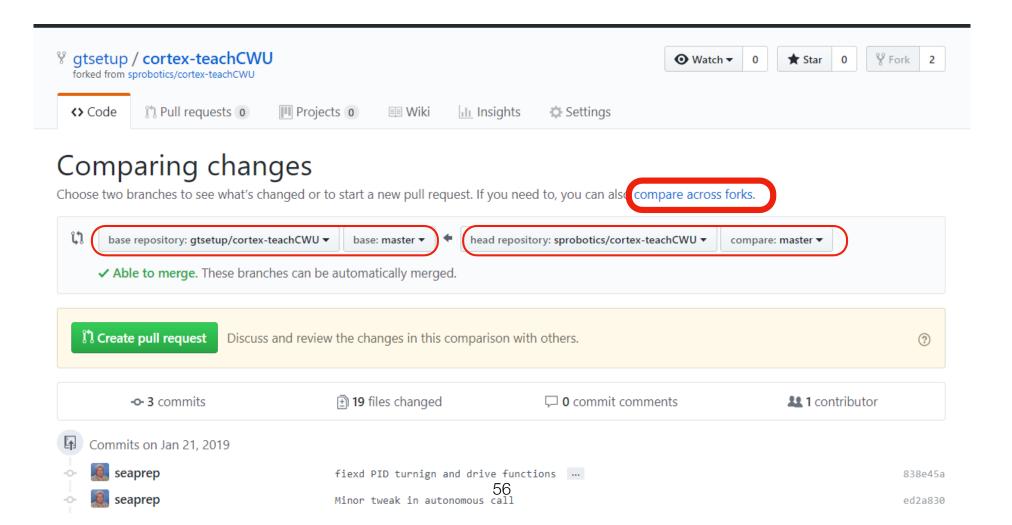
Merge pull request #1 from sprobotics/master ...

7b909b4

Verified

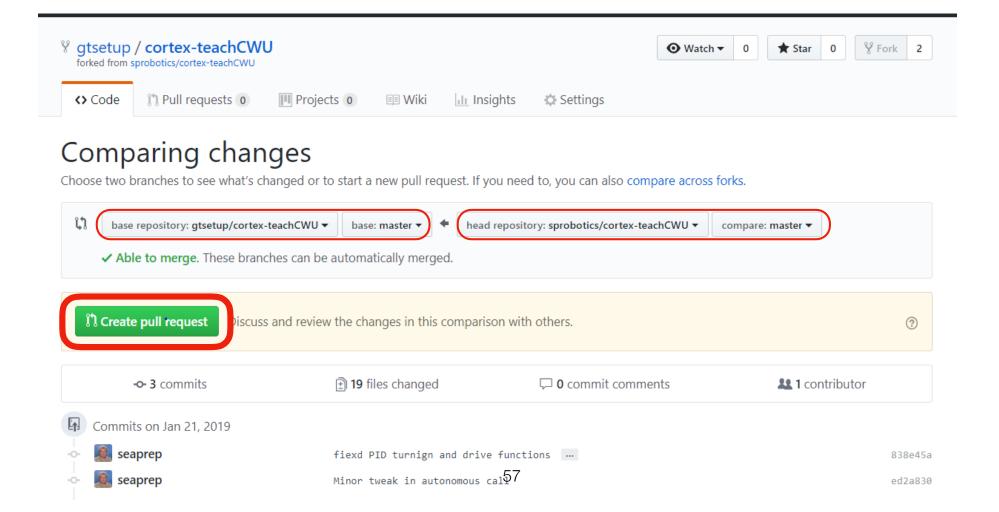
gtsetup

- Step 1: Change the base repository to your FORK'ed repository
- Step 2: Click the "compare across forks"
- Step 3: Change the head repository to the source FORK



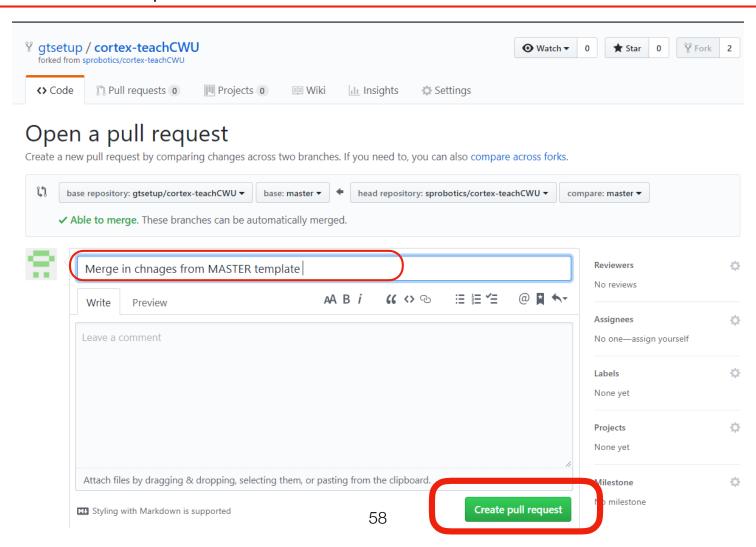
Step 1: You should now see "the create pull request" button to start a pull from the FORK source repository to be merged into your repository

Step 2: Click "Create Pull request"



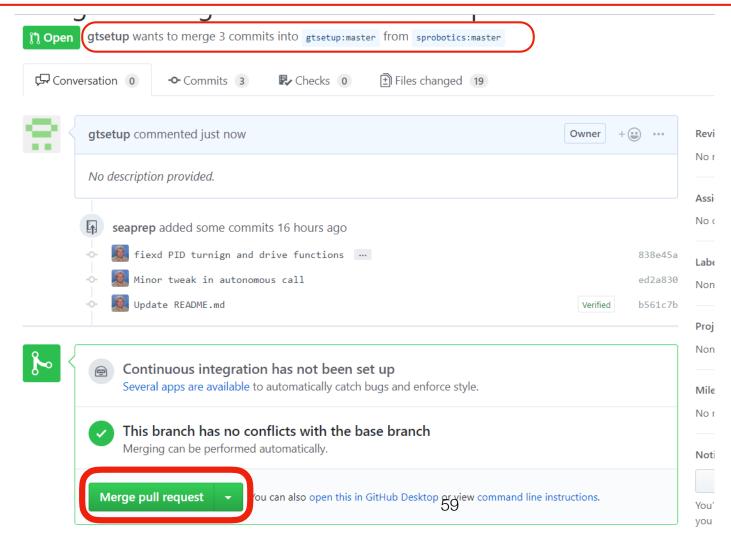
Step 1: Give a short reason for the pull request for your records

Step 2: Click "Create Pull request"

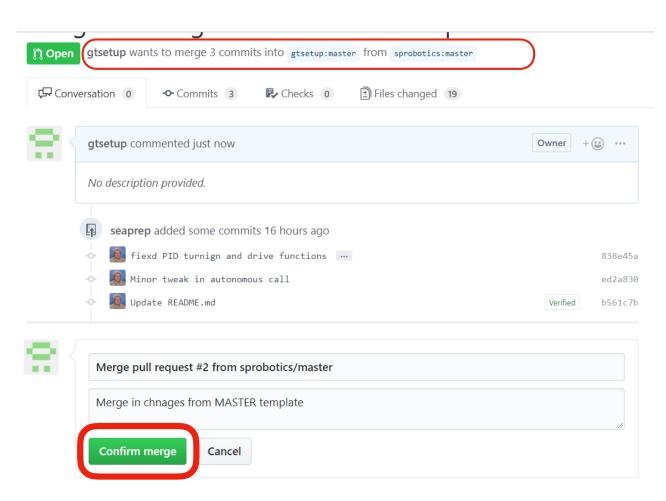


Step 1: In this case 3 commits to the master repository - FORK original - are ready to be merged into your repository — in some case conflicts may occur they will be shown and you will have an opportunity to accept, edit or deny the changes

Step 2: Click "Merge Pull request"



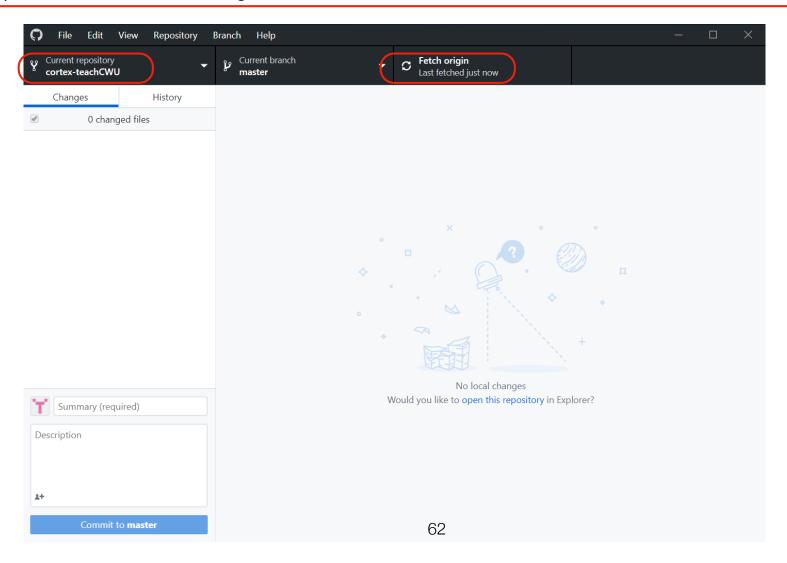
Step 1: You will be asked now to "Confirm Merge" by pressing the shown button.



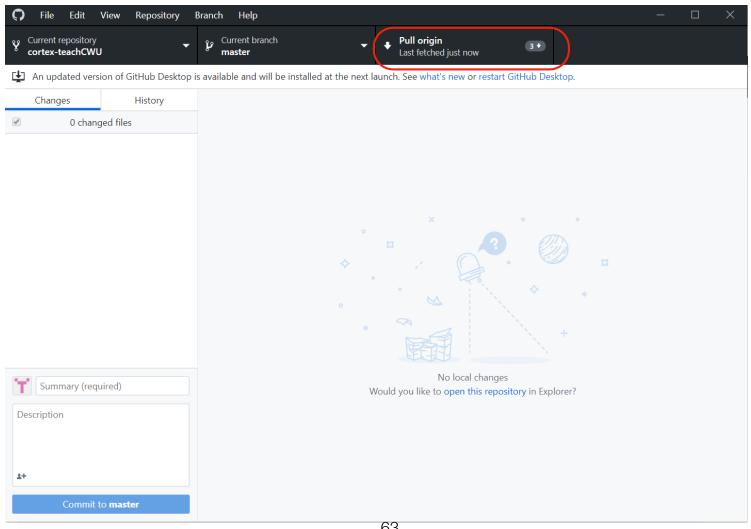
 Before you refresh your local copy of the repository on your computer, (using local gitHUB client) you are advised to ensure that PROS has none of the source files open in your current local repository copy.

Step 1: Make sure you point to your local repository

Step 2: Refresh "Fetch from Origin"

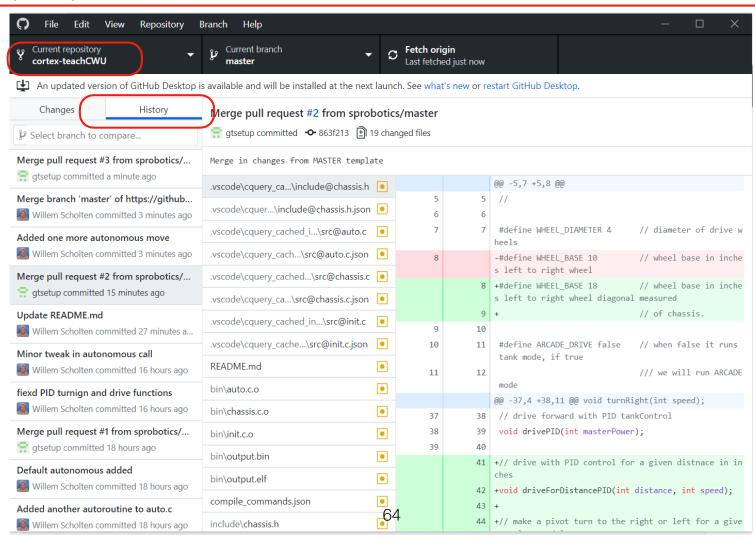


Step 1: You should see a "Pull origin" as your master repository has changed compared to your local copy Step 2: Click "Pull Origin" to grab the updates for your local copy



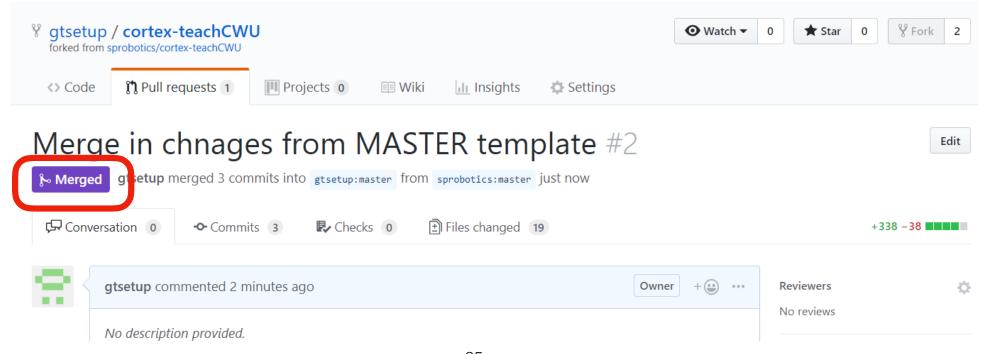
Step 1: Your changes should be pulled in, you can check this activity by clicking o the "History" tab.

You now will have a new refreshed master copy with reflects the pulled in changes from the upstream FORK original repository.



Step 1: Once the merge is confirmed your repository will be Merged and the changes appleid

Next we will need to synchronize the repository from gitHUB onto your local computer using the gitHUB desktop client



- After the update of the repository on your local computer (using the gitHUB desktop client) you can re-open it in PROS.
- In the PROS project view you should be able to see in specific source files changes which may have come in from the update of your FORK wit hate upstream repository.

GIT Local Repoversus Remote Repo

- GIT (and gitHUB) manages two repositories:
 - Local repository (repo) the GIT maintained repository on your local development machine(s)
 - Remote repository (repo) the GIT maintained in the cloud repository for central storage, backup and sharing

- Local repository (repo):
 - Tracks all **changes** on your local development machine
 - Tracks local commits i.e. milestones where you record the state of your local development tree
 - Allows for local changes to be rolled back
 - Local repository can not be shared with fellow developers unless synchronized with matching remote repository

- Local repository (repo) sample GIT actions:
 - git commit (commit changes to the repository)
 - **git stash** (git-stash Stash the changes in a dirty working directory away see: https://git-scm.com/docs/git-stash)
 - **git config** (configure global options for your repositories such a user.name)
 - git revert (revert to a previous commit)
 - git checkout (checkout a file from a previous commit restoring the file state)
 - git reset hard (a true rollback of the state of your repo)

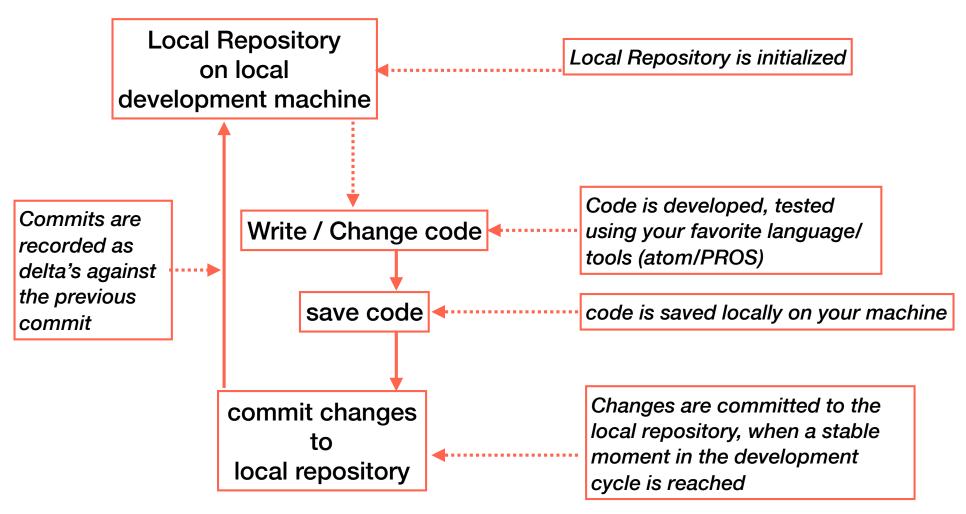
- Remote repository (repo):
 - Tracks all changes of multiple local development repositories
 - Tracks project wide commits i.e. milestones where you record the state of various local development trees merged back into a single master copy for further development
 - Allows for local repositories to be rolled back in time, including changes committed by other developers
 - Remote repository can be shared with fellow developers as well as shared more broadly to the community

- Remote repository (repo):
 - The main purpose of the remote repository is:
 - facilitate team development of code base
 - provide backup for the code base in the cloud
 - provide for software release to wider community

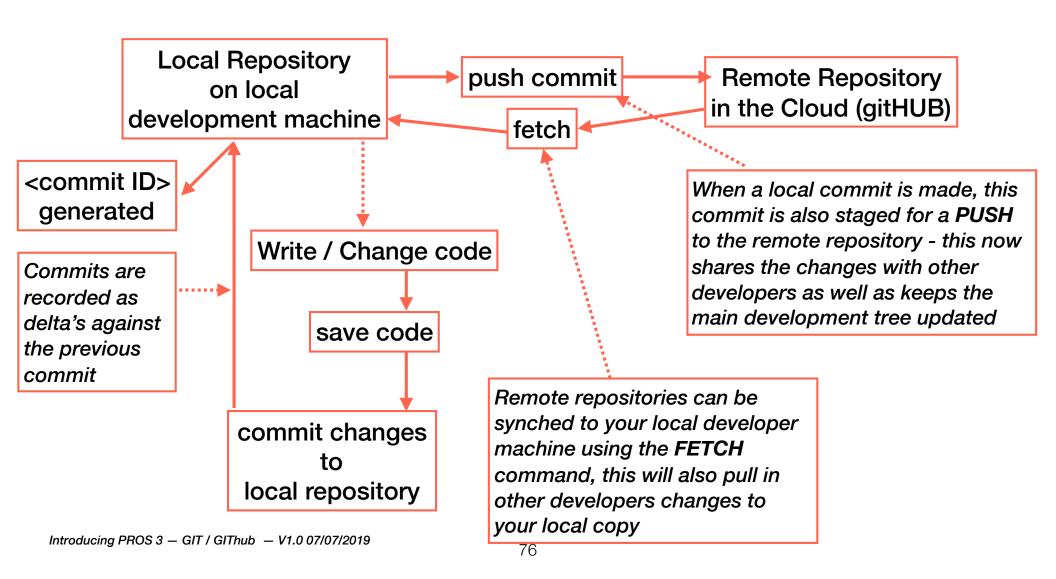
- Remote repository (repo):
 - The most common way for establishing a remote repository are:
 - gitHUB a web based / cloud enabled remote repository management system, tightly integrated with GIT - most common platform
 - Local GIT server most often done in larger enterprises or confidential development environments
 - For other options see: https://www.git-tower.com/blog/git-hosting-services-compared/

- Remote repository (repo) sample GIT actions:
 - git commit (commit changes to the repository)
 - **git stash** (git-stash Stash the changes in a dirty working directory away see: https://git-scm.com/docs/git-stash)
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 - git revert (revert to a previous commit)
 - git checkout (checkout a file from a previous commit restoring the file state)
 - git reset hard (a true rollback of the state of your repo)

Local Machine Development Process



Synching local repository with remote repository



- It is important to understand the interaction between your local repository and the remote repository
- Local repository (repo) is your local copy of your development tree and all changes are recoded but are only visible to you
- Remote repository (repo) your and other developer changes are merged and made visible to all the developers on a project.

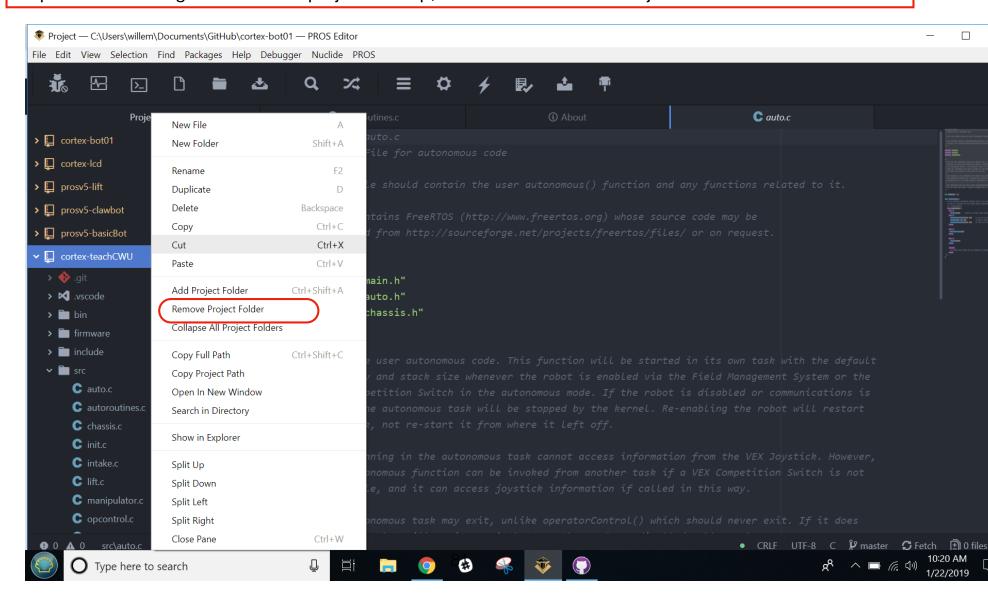
Dropping a local repository and starting fresh

- There are circumstances where you want to drop the repository form the local development machine and / or your gitHUB repository.
- To refresh your local development copy of your repository, may occur when you are getting to out of sync, their is a new release posted and you want to sync to it etc
- Sometimes you want to drop everything particularly in a class room environment where you may want to drop your local FORK, and start over from the instructor provided MASTER repository

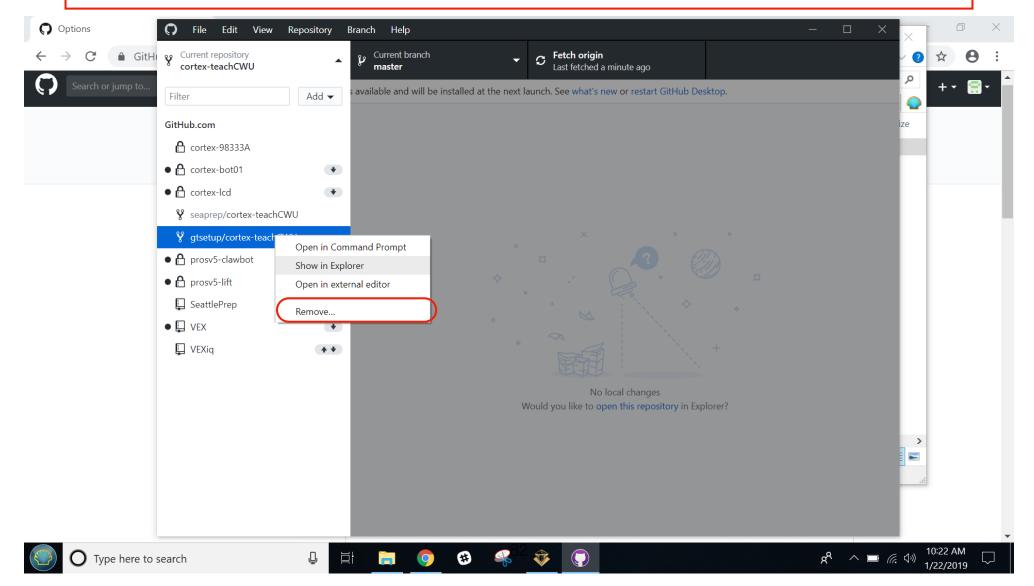
- Starting clean from an instructor provided master repository, involves a few steps:
 - (1) remove your local development machine repository from PROS and from your local machine
 - (2) remove the repository from your gitHUB space

 After these steps you are able to start all over, creating a new FORK, synching your local development machine etc.

Step 1: In PROS - right click on the project to drop, then select "Remove Project Folder"

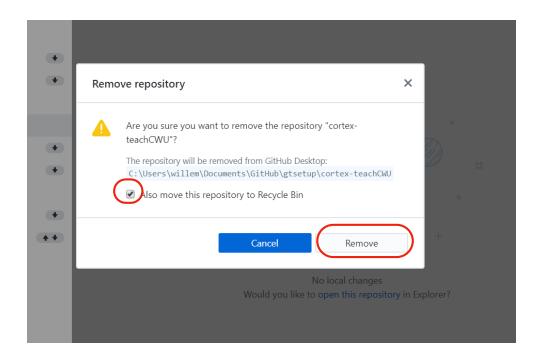


Step 1: Go to your local desktop gitHUB application, select the repository to remove, right click, and select 'Remove..."



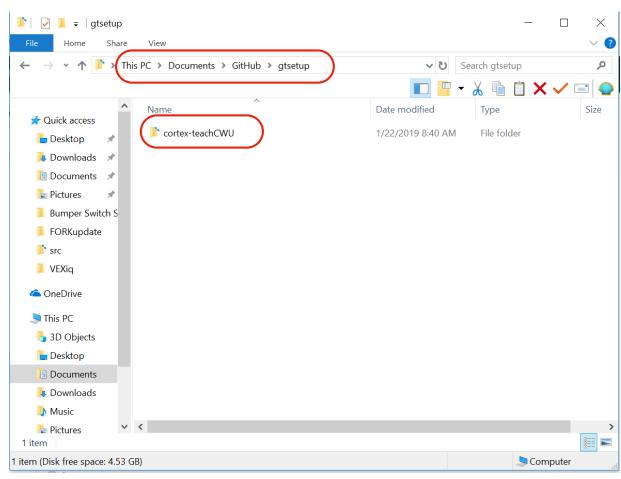
Step 1: Follow the prompts - make sure to check "Also move the repository to Recycling Bin"

Step 2: Click "Remove"

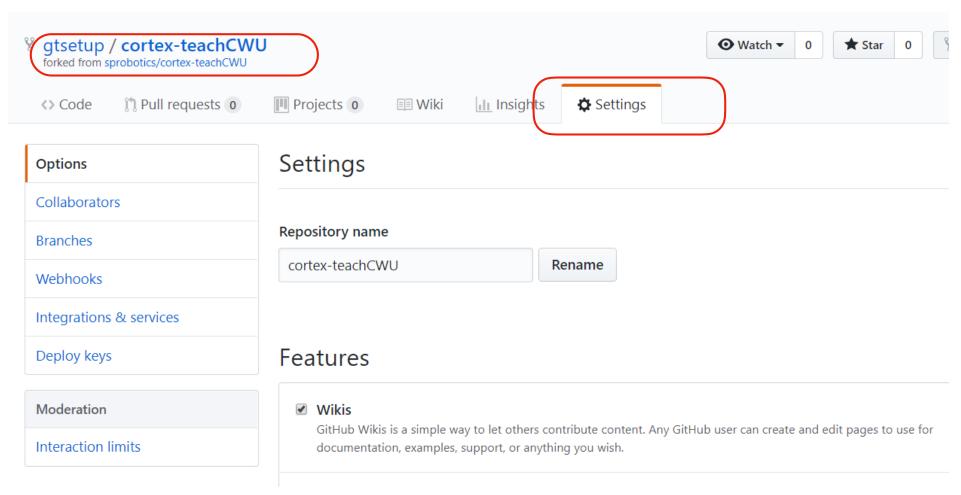


Step 1: You can check if the repository is removed from your local machine by going not the location where the repositories are stored, most often in Documents\GitHub

Step 2: If you still have a folder there for the repository, go ahead and delete it.



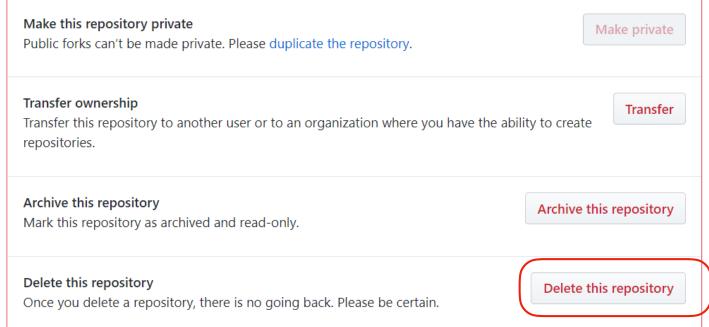
Step 1: Now go to the web - <u>github.com</u> - and go to your repositories, click on the one to remove, and click on "Settings" tab.



Step 1: Scroll to the bottom of the Settings Page and find the "Danger Zone"

Step 2: Click "Delete this repository"

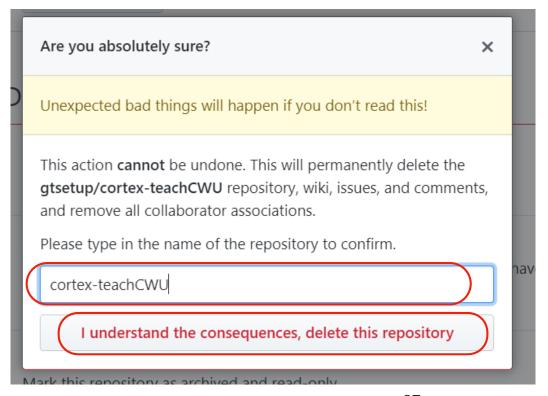




Step 1: In the conformation box, retype in the name of the repository you are about to delete

Step 2: If this matches - lick the "I understand the consequences, delete this repository"

At this point you are back at the same place you original started, and you can follow again the steps to create a new FORK, synch the FORK to your local development machine and go forward.



Ignoring some file in the GIT repository

- Git sees every file in your working copy as one of three things:
 - tracked a file which has been previously staged or committed;
 - untracked a file which has not been staged or committed; or
 - ignored a file which Git has been explicitly told to ignore.

- Ignored files are usually build artifacts and machine generated files that can be derived from your repository source or should otherwise not be committed. Some common examples are:
 - dependency caches, such as the contents of / node_modules or /packages
 - build output directories, such as /bin, /out, or /target
 - compiled code, such as .o, .pyc, and .class files

- Ignored files are tracked in a special file named .gitignore that is checked in at the root of your repository.
- There is no explicit git ignore command: instead the **_gitignore** file must be edited and committed by hand when you have new files that you wish to ignore.
- **.gitignore** files contain patterns that are matched against file names in your repository to determine whether or not they should be ignored.

#Things to ignore in repository .vscode bin firmware

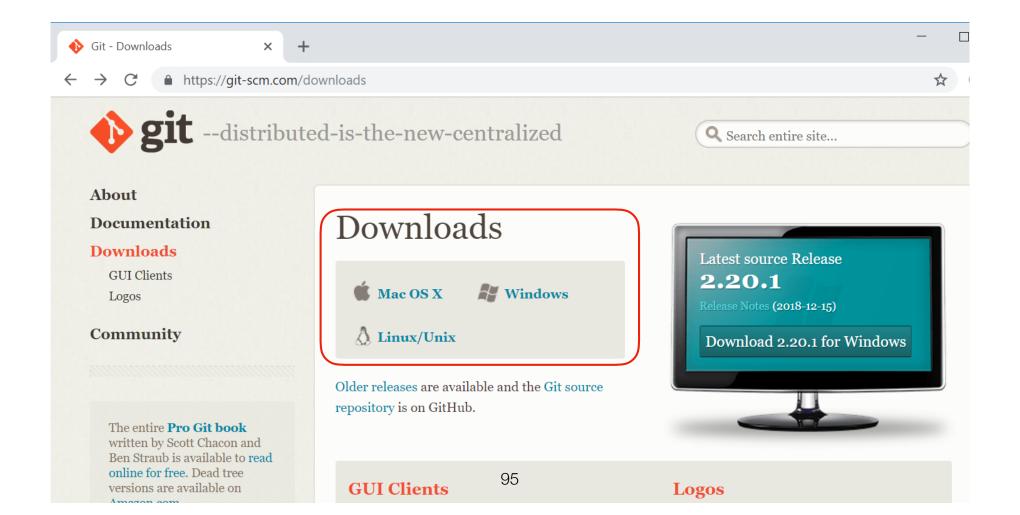
Typical .gitignore file for a PROS V5 / Cortex project would look like this. It will ignore the cache, firmware and the various build stage and binaries.

See here for more details: https://www.atlassian.com/qit/tutorials/saving-changes/gitignore

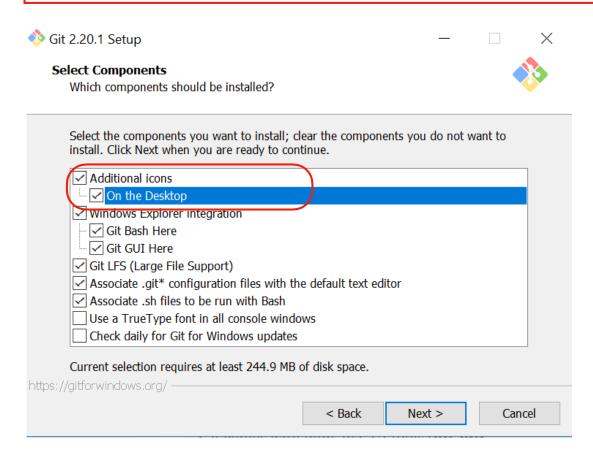
GIT utility and Fixing Common Errors

- For more advanced management of your local repository, it is advised you install the GIT command line utilities.
- Some advanced use, requiring the GIT command line utility are:
 - **git stash** (git-stash Stash the changes in a dirty working directory away see: https://git-stash)
 - git config (configure global options for your repositories such a user.name)
 - git revert (revert to a previous commit)
 - git reset hard (a true rollback of the state of your repo)

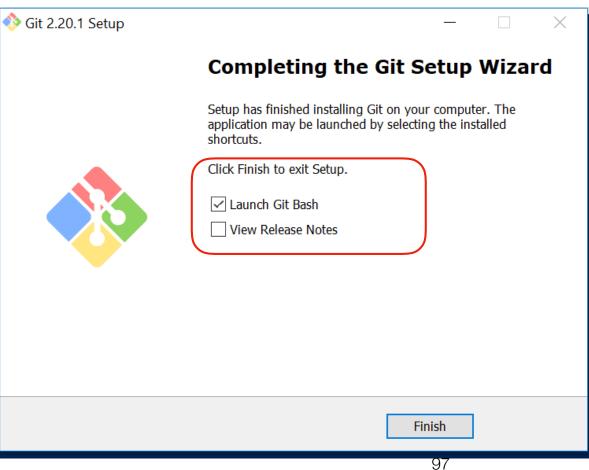
Step 1: Install the git command line utilities from the following URL: https://git-scm.com/downloads



Step 1: During install select "On the Desktop" — leave all other options as they are.



Step 1: On the final installation screen — Check "Luanch Git Bash" and Uncheck "View Release Notes"



Step 1: Once GIT is installed open the PowerShell and type in: git -version

This should respond with the installed version in this case: git version 2.20.1.windows.1

```
windows PowerShell
windows PowerShell
Copyright (C) Microsoft Corporation. All rights reserved.

PS C:\Windows\System32\WindowsPowerShell\v1.0> git --version
git version 2.20.1.windows.1
PS C:\Windows\System32\WindowsPowerShell\v1.0> git --version
git version 2.20.1.windows.1
PS C:\Windows\System32\WindowsPowerShell\v1.0>
```

Step 1: Once GIT is installed an icon is added to the Desktop - Git Bash

In the GIT bash shell, you can now interact with your repositories, for example setting core.longpaths to true



For more GIT options and tricks see: https://git-scm.com/doc

GIT Long PATH error

It is possible that your local gitHUB client will complain about being unable to clone your repository due to a "Long File Name Path Error"

This can be fixed by telling GIT to be bale to use the long paths as follows:

Step 1: Window Machine: open Powershell MAC or Linux: Open Terminal

Step 2: Issue the following command: git config --global core.longpaths true

```
➤ Windows PowerShell
Windows PowerShell
Copyright (C) Microsoft Corporation. All rights reserved.

PS C:\Windows\System32\WindowsPowerShell\v1.0> git config --global core.longpaths true
PS C:\Windows\System32\WindowsPowerShell\v1.0>
```

- There are times when you (or a teammate) make a change that is not desired or causes your robot code to not work.
- Other times you forgot to include a certain change, or made a mistake in your commit message.
- In these situations, it's common to want to rollback, or undo, a change made by you or your team.

- How do I remove all uncommitted changes in my working directory?
 - One possible action to take in Git is to undo changes you made locally, but have not yet committed or pushed up to your remote repo.
 - **Note:** An important distinction with uncommitted changes is that you cannot recover the changes you discard with the commands below. As they have not been committed, Git has no record of the changes.

 To undo all the changes you've introduced since the last commit, use the following command — Use with care:

git reset --hard

 This command reverts the repo (local repo on your computer) to the state of the HEAD revision, which is the last committed version. Git discards all the local changes you made since that point.

Any changes made in your **local copy** are undone, and your local repository is back at the last committed and synchronized master version

```
MINGW64:/c/Users/willem/Documents/github/gtsetup/cortex-teachCWU
villem@DESKTOP-R71JGR2 MINGW64 ~
 cd Documents/github/gtsetup
villem@DESKTOP-R71JGR2 MINGW64 ~/Documents/github/gtsetup
$ cd cortex-teachCWU
villem@DESKTOP-R71JGR2 MINGW64 ~/Documents/github/gtsetup/cortex-teachCWU (maste
$ git checkout src/opcontrol.c
willem@DESKTOP-R71JGR2 MINGW64 ~/Documents/github/gtsetup/cortex-teachCWU (maste
$ git checkout src/opcontrol.c
 ait reset --hard
HEAD is now at c8fb13b Merge branch 'master' of https://github.com/sprobotics/co
rtex-teachCWU
  1lem@DESKTOP-R711GR2 MTNGW64 ~/Documents/github/gtsetup/cortex-teachCWU (mast
```

 More common, you may want to only discard the changes to one file in the local repo. You can do this with the checkout command:

git checkout -- path/to/the/file.txt

 This will reset the specified file to the last committed version in your local repo.

Assume that the **local** file opcontrol.c has changes in it you want to discard and roll back for just that file to a previous version as checked into the repo.

```
cortex-teachCWU
                                                      if(joystickGetDigital(1, '
                                                                                   , JOY_UP)) {
> 1 .git
                                                          moveClaw(75);
> M .vscode
                                                      else if(joystickGetDigital(1 5, JOY_DOWN)) {
> 🛅 bin
                                                          moveClaw(-75);
> iii firmware
> include
                                                      else {

✓ im src

                                                          moveClaw(0);
     C auto.c
     C autoroutines.c
     C chassis.c
                                                      if(joystickGetDigital(1, 5, JOY_UP)) {
     C init.c
     C intake.c
     C lift.c
     C manipulator.c
                                                      delay(20);
     C opcontrol.c
```

Issue the: *git checkout <path\filename*> command to revert the specified file in the **local repo** back to the last version in the MASTER repo.

git checkout src\opcontrol.c

```
NINGW64:/c/Users/willem/Documents/github/gtsetug/cortex-teachCWU
/illem@DESKTOP-R71JGR2 MINGW64 ~
$ cd Documents/github/gtsetup
willem@DESKTOP-R71JGR2 MINGW64 ~/Documents/github/gtsetup
 cd cortex-teachCWU
willem@DESKTOP-R71JGR2 MINGW64 ~/Documents/github/gtsetup/cortex-teachCWU (maste
$ git checkout src/opcontrol.c
               rk/lluk/ mindw64 ~/bocuments/github/gisetup/cortex-teachcwo (maste
$ git checkout src/opcontrol.c
willem@DESKTOP-R71JGR2 MINGW64 ~/Documents/github/gtsetup/cortex-teachCWU (maste
$ git reset --hard
HEAD is now at c8fb13b Merge branch 'master' of https://github.com/sprobotics/co
rtex-teachCWU
villem@DESKTOP-R71JGR2 MINGW64 ~/Documents/github/gtsetup/cortex-teachCWU (maste
```

After the particular file "rollback" the opcontrol.c file shows the previous code locally added removed

```
▼ □ cortex-teachCWU

  > 1 .git
  > M .vscode
                                                         if(joystickGetDigital(1, 5, JOY_UP)) {
  > iii bin
                                                            moveClaw(75);
  > iii firmware
  > include
                                                         else if(joystickGetDigital(1, 5, JOY_DOWN)) {

✓ im src

                                                            moveClaw(-75);
      C auto.c
                                                         else {
      C autoroutines.c
                                                            moveClaw(0);
      C chassis.c
      C init.c
      C intake.c
                                                         delay(20);
      C lift.c
      C manipulator.c
         opcontrol.c
```

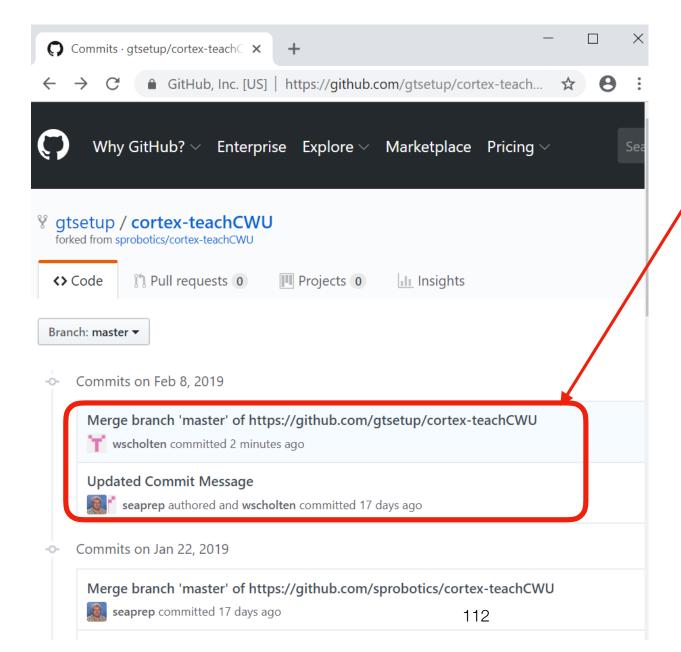
- How do I fix a message of a commit I just made?
 - First, Git includes the ability to **amend** the most recent commit message.
 - Note that this is not a specific commit in your history, but simply the very last commit. The usage is straight forward:

git commit --amend -m "Add your correct commit message here."

Issue the: git commit --amend -m "Add your correct commit message here." command to update/adjust your previous commit message

Note: can only be done for the last commit you made.

```
MINGW64:/c/Users/willem/Documents/github/gtsetup/cortex-teachCWU
                                                                               X
                         show what would be committed
   --dry-run
   --short
                         show status concisely
   --branch
                         show branch information
                         compute full ahead/behind values
   --ahead-behind
                         machine-readable outpu
   --porcelain
                         show status in long format (default)
   --lona
   -z, --null
                         terminate entries with NUL
                         amend previous commit
   --amend
   --no-post-rewrite
                         bypass post-rewrite hool
   -u, --untracked-files[=<mode>]
                         show untracked files, optional modes: all, normal, no.
(Default: all)
rillem@DESKTOP-R71JGR2 MINGW64 ~/Documents/github/gtsetup/cortex-teachCWU (maste
git commit --amend -m "Updated Commit Message"
[master cfd4207] Updated Commit Message
Author: Willem Scholten <wscholten@seaprep.org>
Date: Tue Jan 22 08:37:40 2019 -0800
willem@DESKTOP-R71JGR2 MINGW64 ~/Documents/github/gtsetup/cortex-teachCWU (maste
```



on gitHUB the repository now reflects the updated commit message

- How do I rollback a single file to a certain commit in history?
 - This scenario is also straightforward. You can use the git-checkout command to change a specific file back to its state at a specific commit

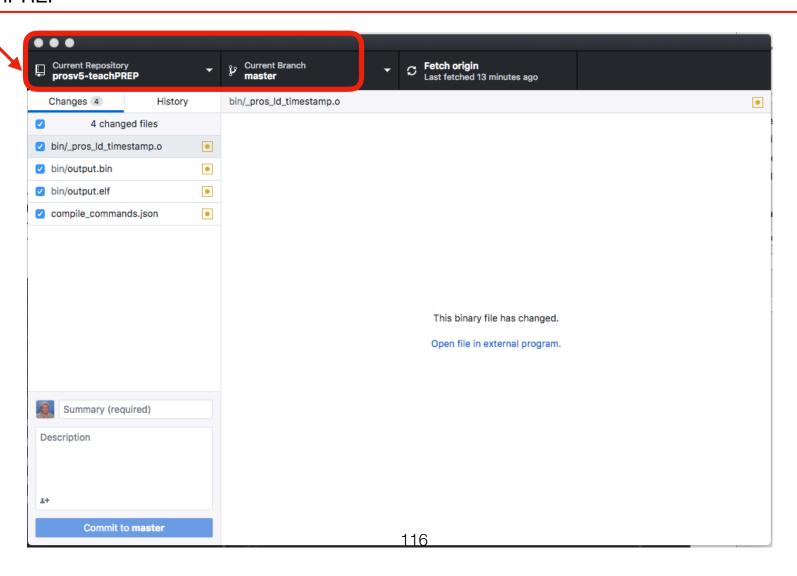
git checkout <commit_ID> path/to/the/file

 Once completed, you would then commit the change to this file, returning it to its earlier state.

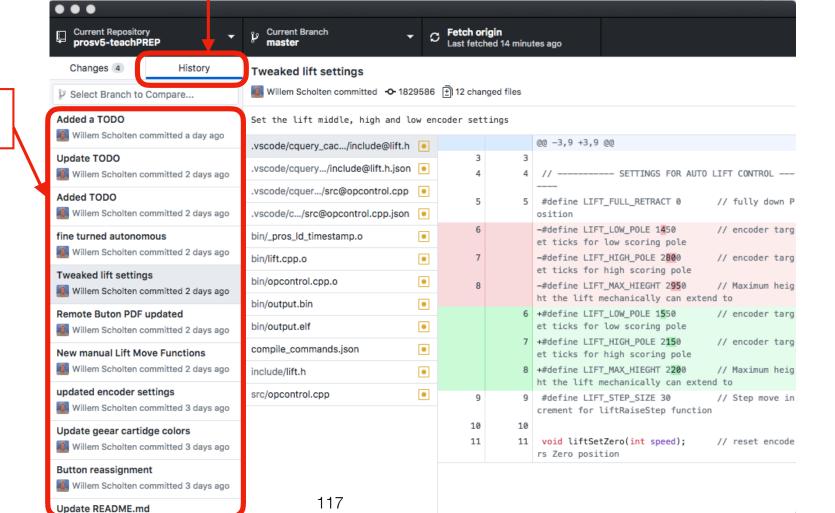
- What is the commit ID, where do I find it?
 - Every time you commit your local changes to the repository, your commit is assigned a unique <commit ID>
 - The <commit ID> can be found a in a number of places, in the gitHUB desktop client, using the gitHUB web client, using a local git -log command.

- Using gitHUB desktop client to find <commit ID>
 - You can use the gitHUB desktop client to both find the
 <commit ID> you potentially want to roll back to
 - Find a particular file version to roll back too
 - Explore the changes mades as part of a particular commit

in the gitHUB desktop client open the local repository for your project - in this case prosv5teachPREP

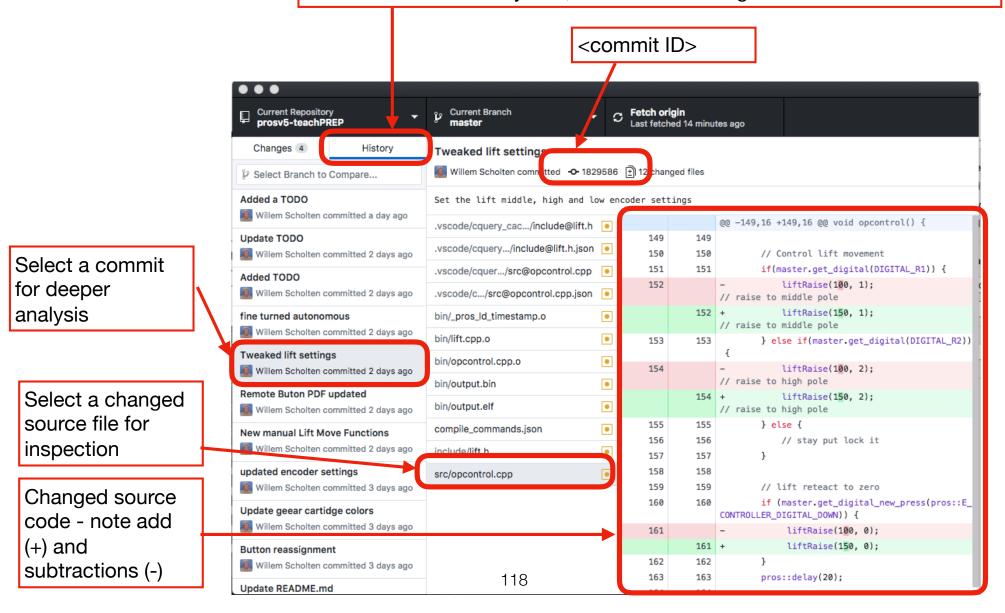


Click on the the 'History' tab, to see a chronological list of all commits.



Chronological list of all commits.

Click on the the 'History' tab, to see a chronological list of all commits.



Once the file to roll back is identified, issue the *git checkout* <*commit ID*> *filename* command. In this case *git checkout 3283a8e src/auto.c* which will rollback the auto.c file to the one in the repo committed with the the commit ID 32c3a8e

```
MINGW64:/c/Users/willem/Documents/github/gtsetup/cortex-teachCWU
   --porcelain
                         machine-readable output
                         show status in long format (default)
   --long
                          terminate entries with NUL
   -z, --null
                          amend previous commit
   --amend
   --no-post-rewrite
                          bypass post-rewrite hook
   -u, --untracked-files[=<mode>]
                          show untracked files, optional modes: all, normal, no.
(Default: all)
willem@DESKTOP-R71JGR2 MINGW64 ~/Documents/github/gtsetup/cortex-teachCWU (maste
$ git commit --amend -m "Updated Commit Message"
[master cfd4207] Updated Commit Message
Author: Willem Scholten <wscholten@seaprep.org>
Date: Tue Jan 22 08:37:40 2019 -0800
willem@DESKTOP-R71JGR2 MINGW64 ~/Documents/github/gtsetup/cortex-teachCWU (maste
git checkout 32c3a8e src/auto.c
willem@DESKTOP-R71JGR2 MINGW64 ~/Documents/github/gtsetup/cortex-teachCWU (maste
```

- Using GIT command line utility to find <commit ID>
 - You can use the GIT desktop client command line utility to find the <*commit ID*> you potentially want to roll back to

git log --pretty=format:"%h - %an, %ar : %s"

```
commit ID>

Intlat Project Commit

Willems-MacBook-Air:prosv5-gitTest willems git log --pretty=format:"%h - %an, %ar : %s"

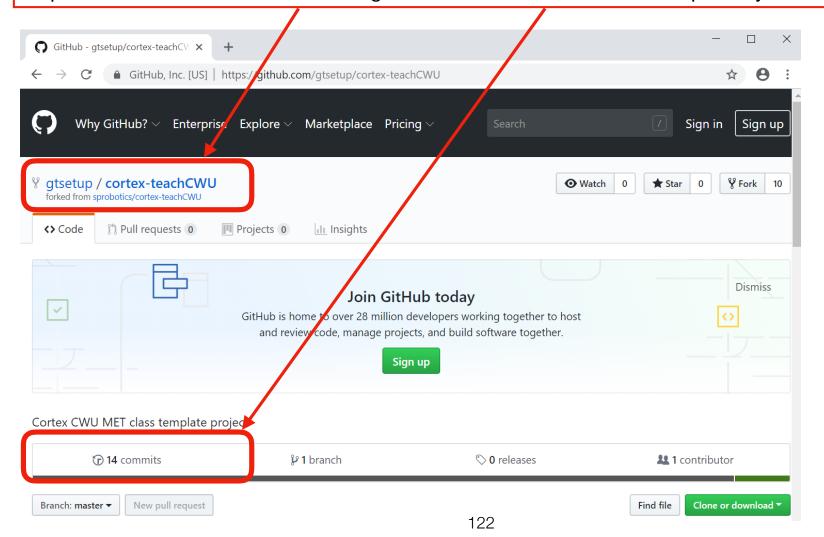
0da3e6f    Willem Scholten, 20 hours ago : Minor tweak to opcontrot:
a4f5244    Willem Scholten, 20 hours ago : Merge branch 'master' of https://github.com/sprobotics/prosv5-gitTest
32cacb7    Willem Scholten, 20 hours ago : Initial Commit
e22ce20    Willem Scholten, 20 hours ago : Intial Project Commit
wittems-MacBook-Air:prosv5-gitTest willem$
```

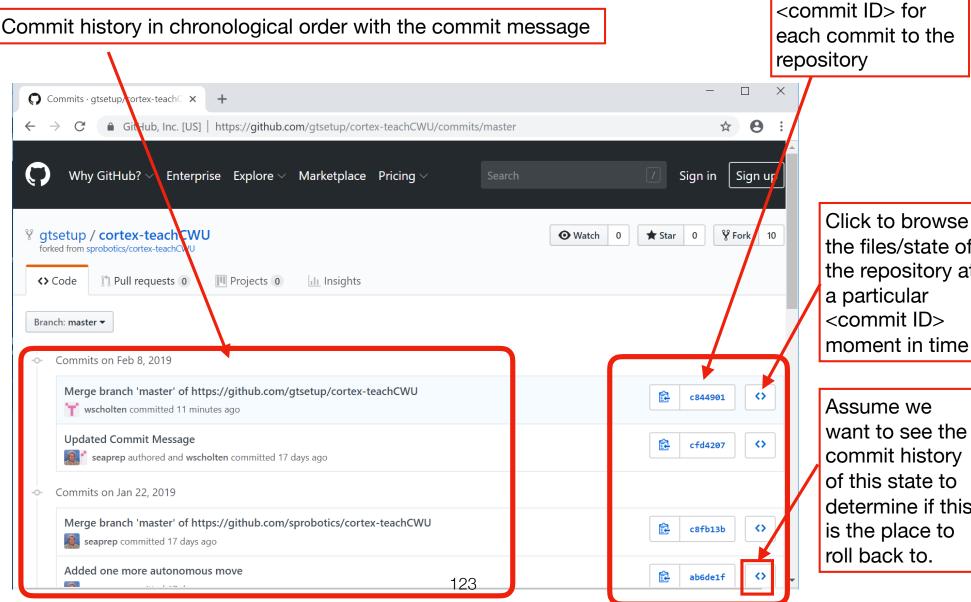
- One additional way to find the <commit ID> is using the
 GitHub web interface for the remote repository
- This option naturally only works if you have established a remote repository on gitHUB or some other cloud based repository server

Finding the <commit ID> on gitHUB:

Step 1: browse to the repository for example: github.com/gtsetup/cortex-teachCWU

Step 2: click on the tab/button showing the number of commits for the repository

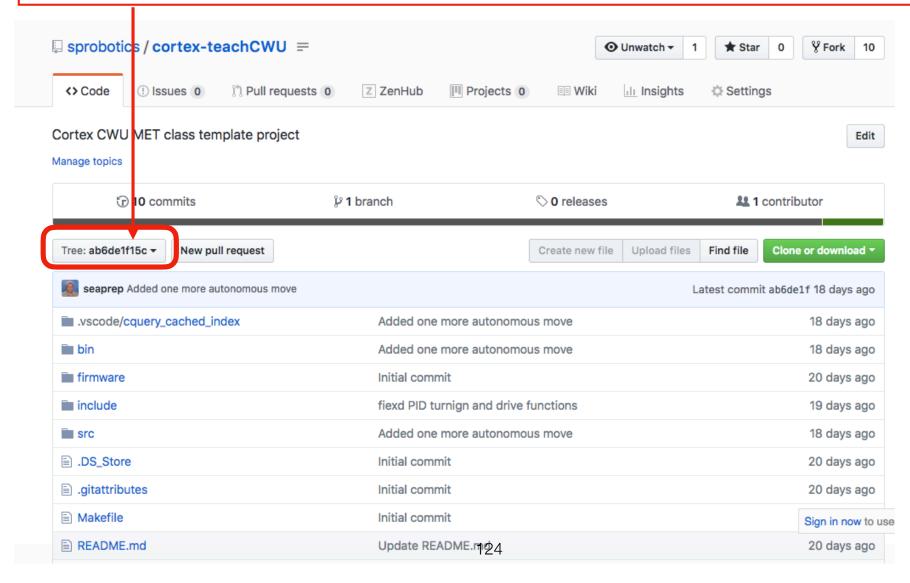




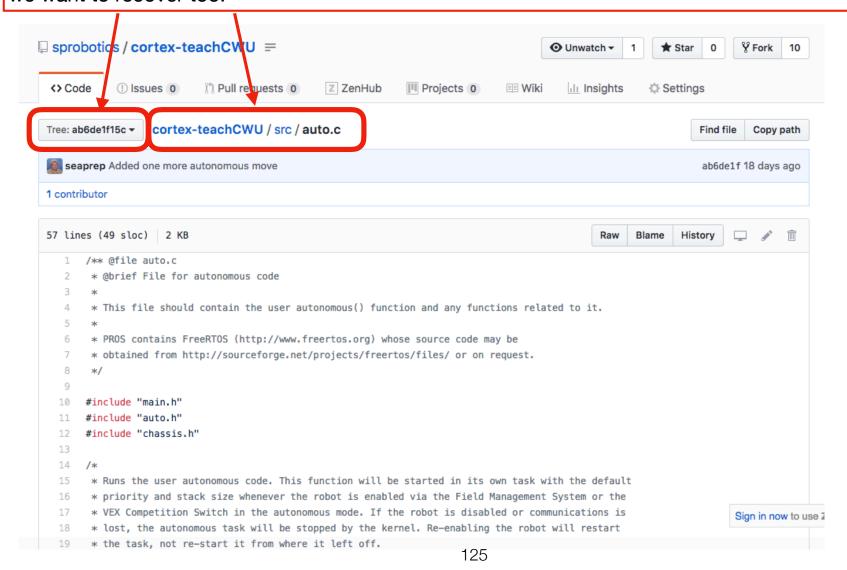
Click to browse the files/state of the repository at a particular <commit ID>

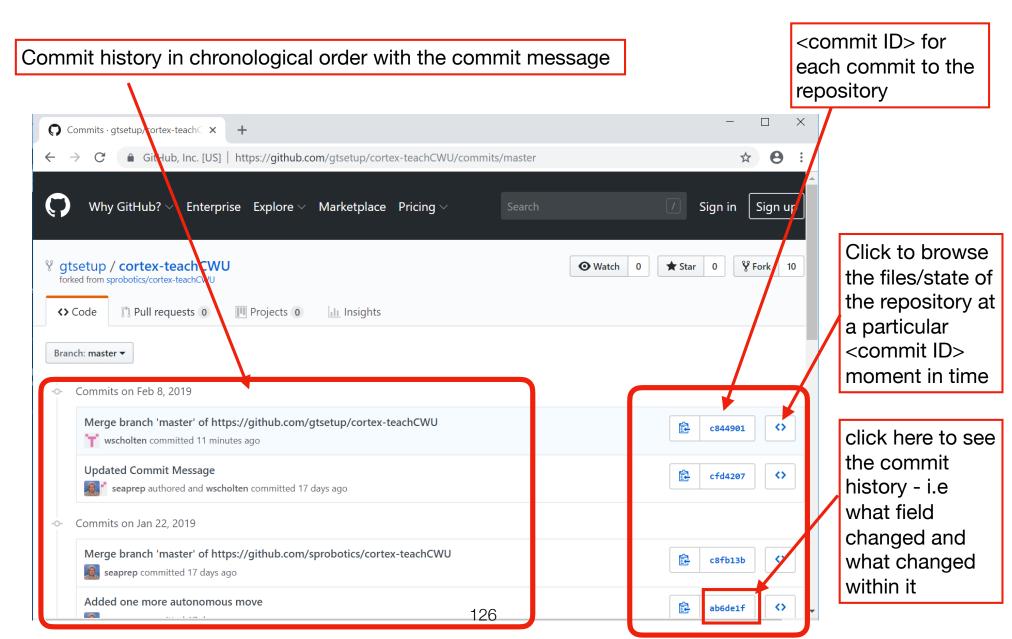
Assume we want to see the commit history of this state to determine if this is the place to roll back to.

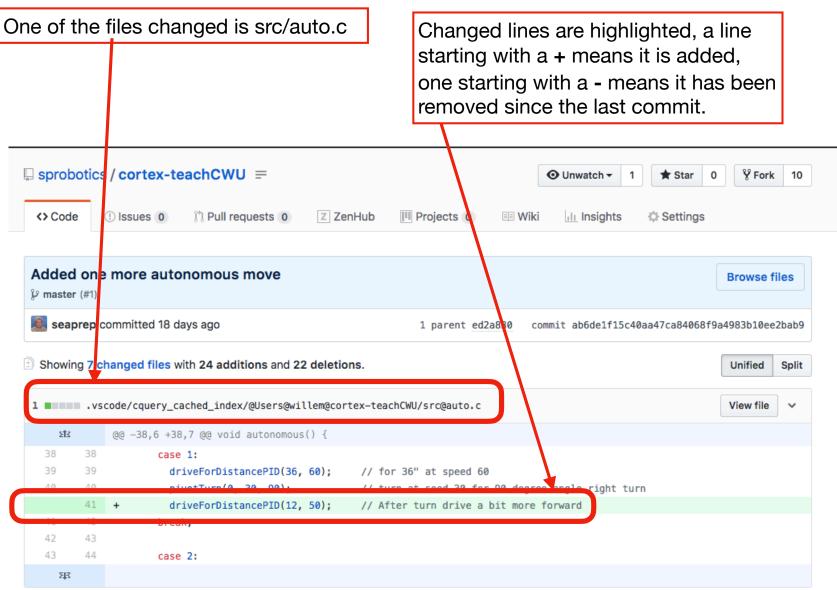
When we clicked on the **commit ID**> we will be brought to the repository state as of that moment in time. We can now browse any of it's files.



In this case we opened src/auto.c for the given **<commit ID>** and we can look if this is the state we want to recover too.







Once the file to roll back is identified, issue the *git checkout* <*commit ID*> *filename* command. In this case *git checkout 3283a8e src/auto.c* which will rollback the auto.c file to the one in the repo committed with the the commit ID 32c3a8e

```
MINGW64:/c/Users/willem/Documents/github/gtsetup/cortex-teachCWU
   --porcelain
                         machine-readable output
                         show status in long format (default)
   --long
                          terminate entries with NUL
   -z, --null
                          amend previous commit
   --amend
   --no-post-rewrite
                          bypass post-rewrite hook
   -u, --untracked-files[=<mode>]
                          show untracked files, optional modes: all, normal, no.
(Default: all)
willem@DESKTOP-R71JGR2 MINGW64 ~/Documents/github/gtsetup/cortex-teachCWU (maste
$ git commit --amend -m "Updated Commit Message"
[master cfd4207] Updated Commit Message
Author: Willem Scholten <wscholten@seaprep.org>
Date: Tue Jan 22 08:37:40 2019 -0800
willem@DESKTOP-R71JGR2 MINGW64 ~/Documents/github/gtsetup/cortex-teachCWU (maste
git checkout 32c3a8e src/auto.c
willem@DESKTOP-R71JGR2 MINGW64 ~/Documents/github/gtsetup/cortex-teachCWU (maste
```

• IMPORTANT: after you have rolled back a file or as shown next a whole repo, and make a subsequent change to the rolled back project, you must commit these changes in order for them to be recorded and ensure the repo reflects at your desired change.

- How do I revert changes introduced by a specific commit?
 - When you need to undo something you've committed, you have a couple of good options.

git revert <commit_ID>

git reset —hard <commit_ID>

 Both of the options will only affect the current HEAD, so be sure to confirm that you have the intended branch checked out.

Revert:

 As it sounds, the revert command changes all the files for a specific commit back to their state before that commit was completed.

git revert <commit_ID>

- It's important to note the mechanics of this command. The reverted commit is not deleted. Rather, Git creates a new commit with the included files reverted to their previous state.
- So your version control history moves forward while the state of your files moves backwards.

Reset:

• This option is a little different than a revert. It **resets the status of your repo** (working HEAD) to an older revision. It's a **true rollback** of the state of your repo.

git reset —hard <commit_ID>

- When you use this option, Git discards any commits between the current state of the repo and the target commit. The branch will then appear to stop at the commit you reset the HEAD to.
- Note: Although the commits no longer appear to be a part of your branch history, they are not deleted. They are still stored in Git.

Assume that the current state of the repository (last commit) is reflected by the following src/auto.c file in your project.

```
cortex-lcd
                                                 void autonomous() {
prosv5-lift
prosv5-clawbot
                                                    switch(autoState) {
prosv5-basicBot
                                                      case 0:
cortex-teachCWU
                                                        drivePID(60);
                                                      case 1:
> 🊸 .git
                                                        testAutoDrive();
> 🗖 .vscode
                                                      break;
> iii bin
> iii firmware
                                                      case 2:
> include
                                                      compAutoRedRight();

✓ ■ src

                                                      break;
     C autoroutines.c
                                                        drivePID(80);
     C chassis.c
                                                      break;
     C init.c
     C intake.c
                                                      default:
     C lift.c
                                                      break;
     C manipulator.c
```

Now we decide rollback (revert) the earlier commit with commit ID = c844901 using:

git rest —hard c844901 this will now move your HEAD back to this committed state and effective have rolled back to that point in time. Any changes going forward will be based off the this state of your repository.

```
\times
 MINGW64:/c/Users/willem/Documents/gthub/gtsetup/cortex-teachCWU
villem@DESKTOP-R71JGR2 MINGW64 ~/pocuments/github/gtsetup/cortex-teachCWU (maste
 git revert ab6de1f
error: could not revert ab6de1f..
                                    Added one more autonomous move
hint: after resolving the conflicts, mark the corrected paths
hint: with 'git add <paths>' or 'git rm <paths>'
hint: and commit the result with
                                  ait commit'
villem@DESKTOP-R71JGR2 MINGW64 ~/pocuments/github/gtsetup/cortex-teachCWU (maste
 |REVERTING)
$ git reset --hard c8fb13b
HEAD is now at c8fb13b Merge branch 'master' of https://github.com/sprobotics/co
rtex-teachCWU
 rillem@DESKTOP-R71JGR2 MINGW64 ~/Documents/github/gtsetup/cortex-teachCWU (maste
$ git reset --hard c844901
HEAD is now at c844901 Merge branch 'master' of https://github.com/gtsetup/corte
x-teachCWU
willem@DESKTOP-R71JGR2 MINGW64 ~/Documents/github/gtsetup/cortex-teachCWU (maste
                                       134
```

The new current state of the repository (after reset -hard) is reflected by the following src/auto.c file in your project.

```
void hutonomous() {
 cortex-lcd
> prosv5-lift
> prosv5-clawbot
                                                     switch(autoState) {
>  prosv5-basicBot
                                                       case 0:

▼ □ cortex-teachCWU

                                                                              //will run forever until powered
                                                         drivePID(60);
  > 1 .git
                                                         driveForDistancePID(36, 60);
  > M .vscode
                                                         pivotTurn(0, 30, 90);
  > iii bin
                                                         driveForDistancePID(12, 50);
  > iii firmware
                                                       break;
  > include

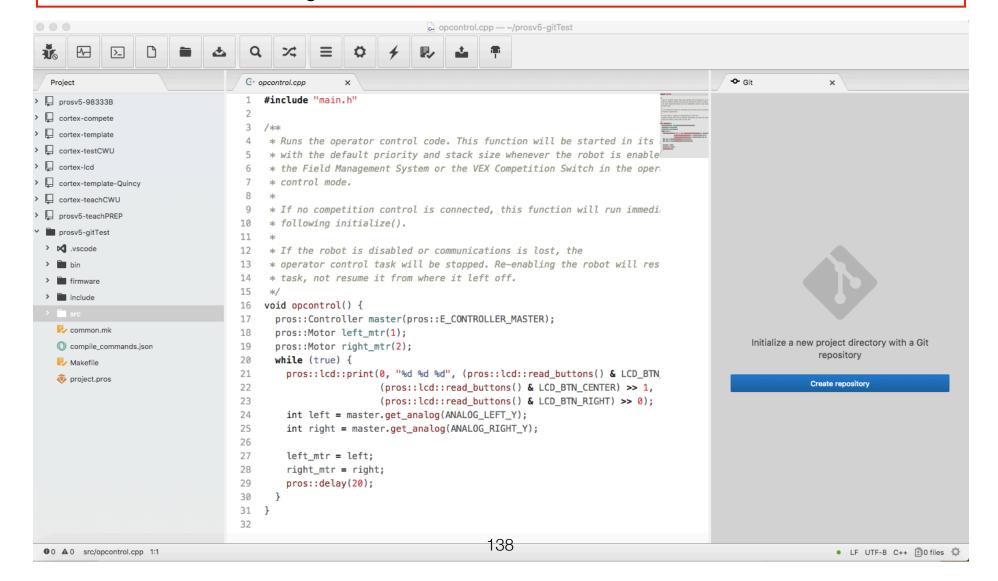
✓ Image: src

                                                       case 2:
                                                        compAutoRedRight();
       C auto.c
                                                       break;
       C autoroutines.c
       C chassis.c
```

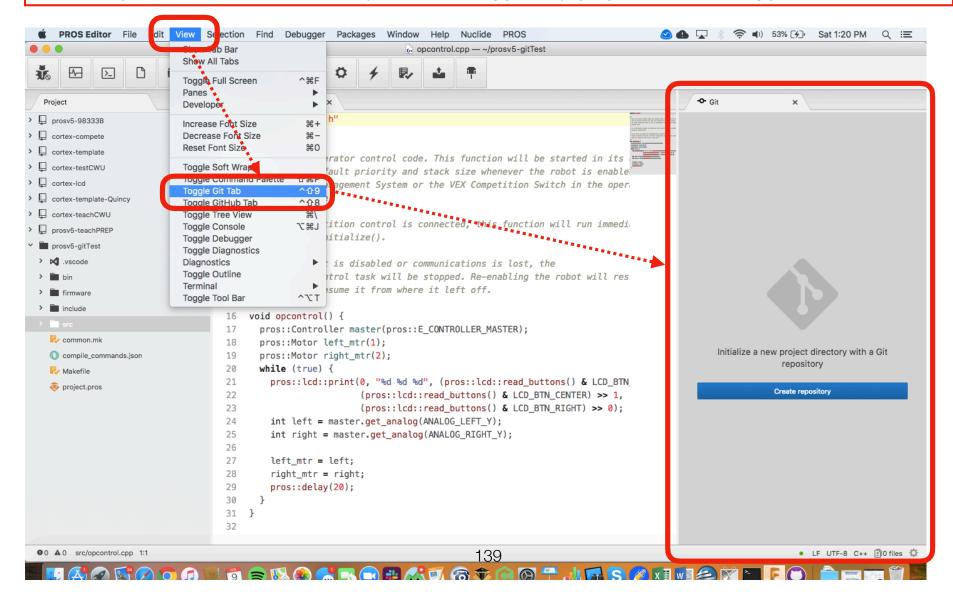
GIT integration with PROS / Atom

- GIT is fully integrated with Atom and does the PROS programming environment.
- When initially creating a new PROS project, you will need to use gitHUB desktop client to initialize the REPO on gitHUB

When a new project is created in PROS - the there will be no GIT repository until that is separately created. This can be done right in the RPOS / Atom interface.

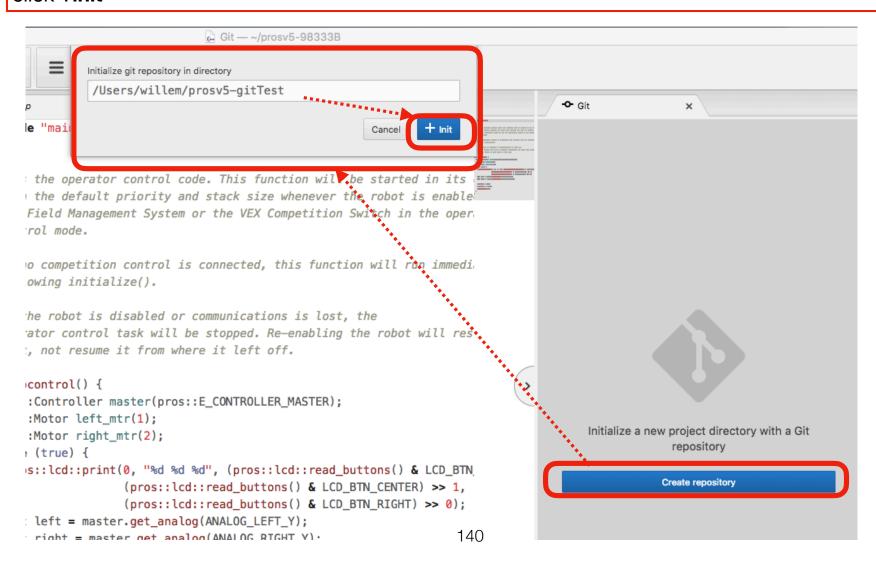


If the GIT pane does not show initially, it can be toggled by goign to View -> ToggleGit Tab

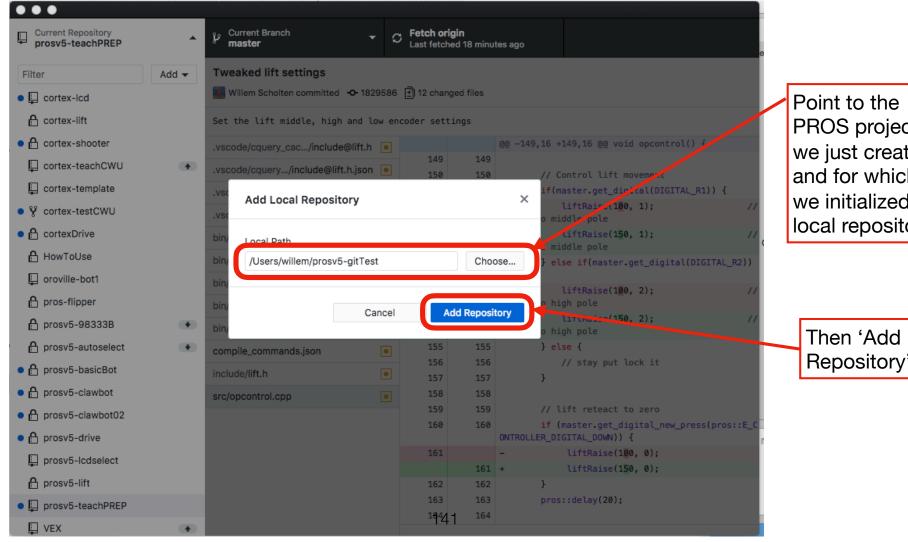


To initialize the repository:

Click the **Create repository** button then point to the path where your repository is located and click **+init**



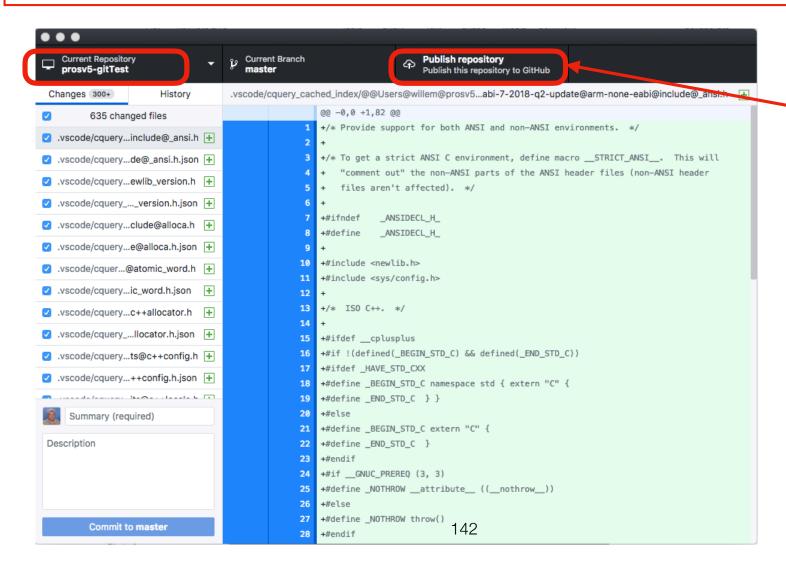
To create the remote repository - on gitHUB - open the gitHUB desktop client, and select File -> **Add Local Repository** — then choose the local path of your PROS project where also your local git repository lives.



PROS project we just created and for which we initialized a local repository

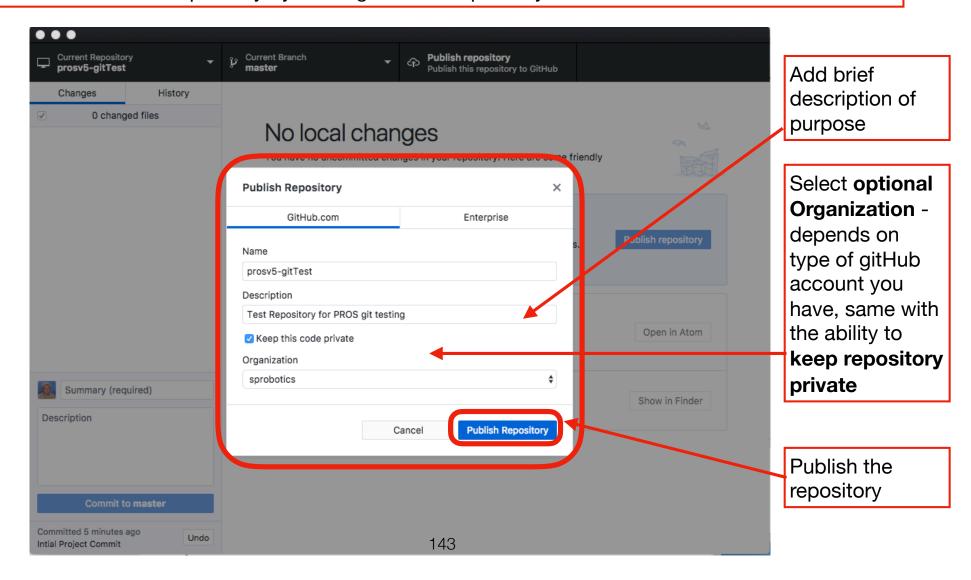
Repository'

To create the remote repository - on gitHUB - open the gitHUB desktop client, and select **File -> Add Local Repository** — then choose the local path of your PROS project where also your local git repository lives.

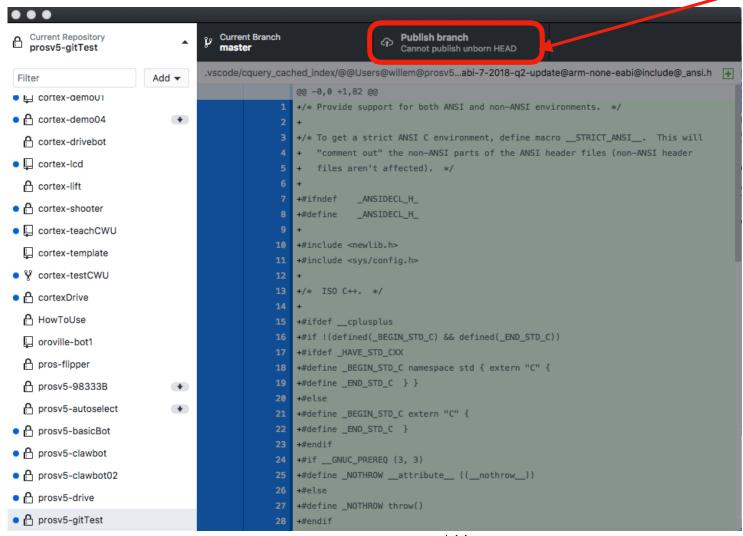


Now publish the Repository - this will initialize it on gitHUB

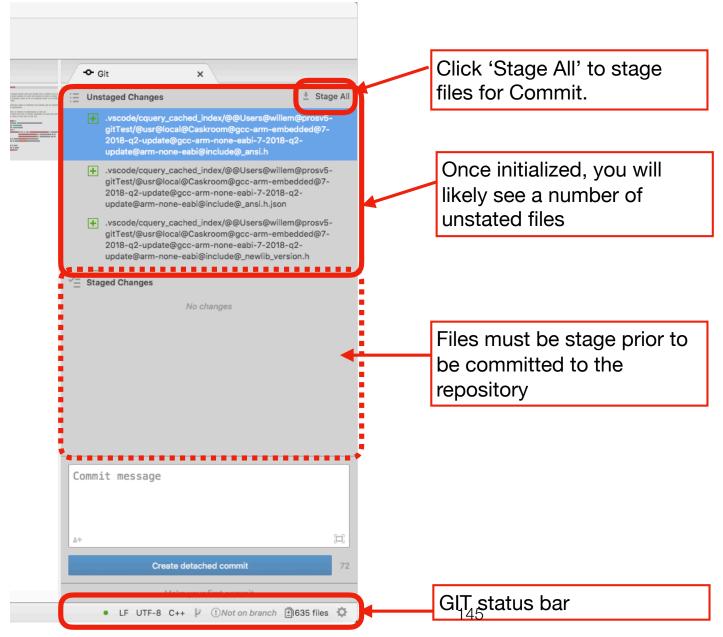
Now we have added the local repository to the gitHUB desktop system, and we are ready to initialize the remote repository by clicking 'Publish repository'

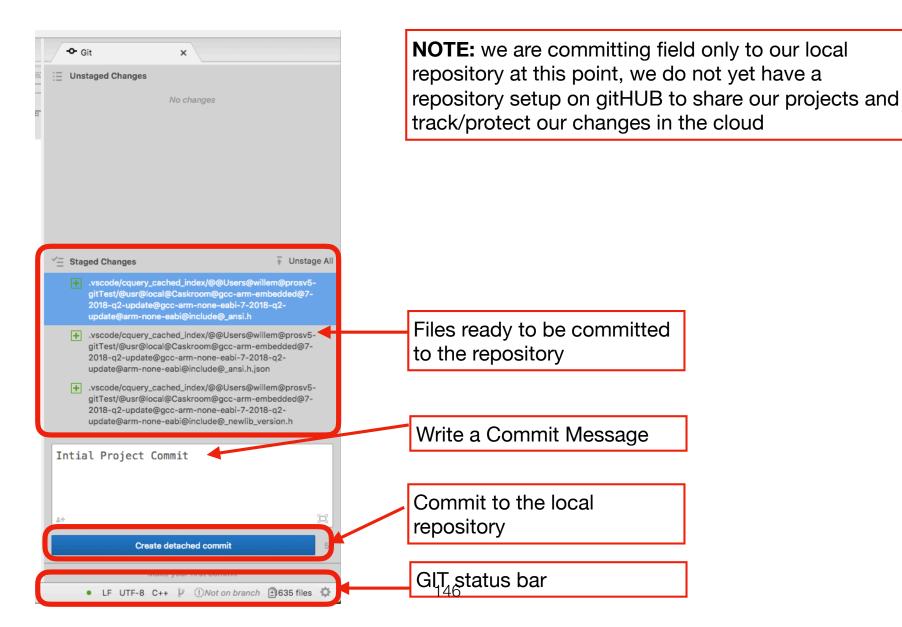


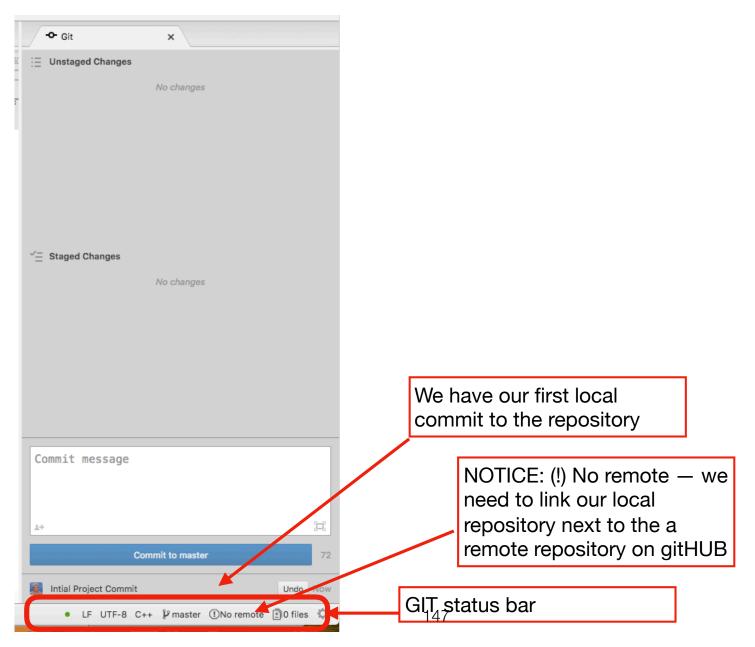
When the repository is published you will receive a status of: Cannot publish unborn HEAD



We now MUST fist make an initial commit to the local repository in PROS



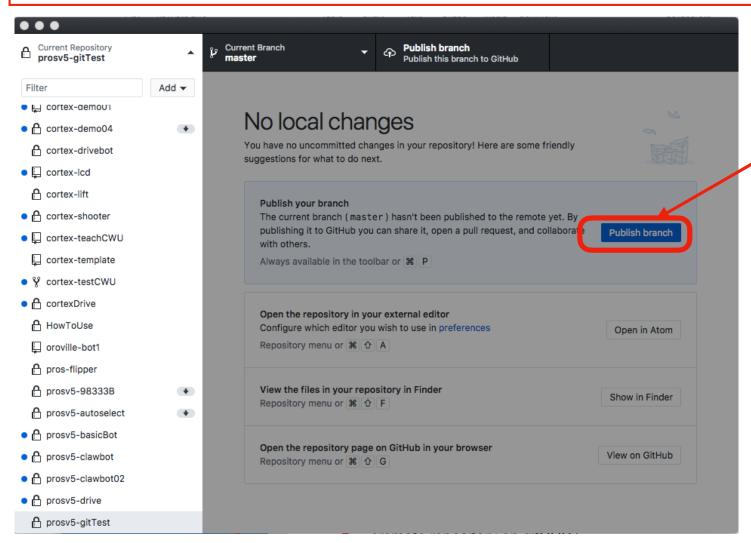




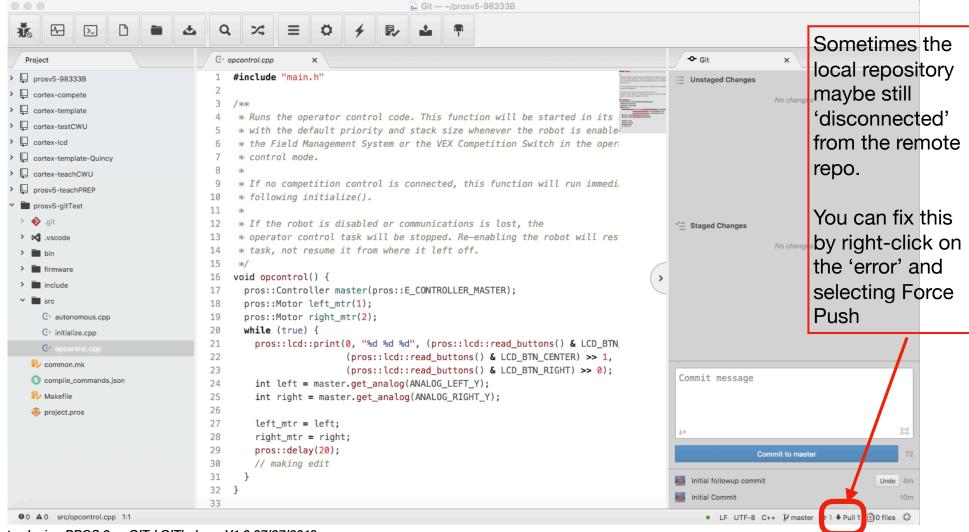
Publish the

branch

Now go back to the gitHUB client and publish the just committed local repo



Now in PROS the git pane should have your repo committed and pushed to gitHUB, going forward you can now use the build in git pane in PROS to manage your push/pull actions of the repo.



When we publish initially the repository remotely, we may receive a message stating:

(!) Unable to merge unrelated histories in this repository.

This can be fixed by issuing a special git command:

git pull origin master - allow-unrelated-histories

Open a local terminal, change to your git local repository, in our case cd prosv5-gitTest and issue the above command to resolve the problem and have the local history synchronized with the remote repository.

```
drwxr-xr-x 5 willem staff 160 Dec 29 17:53 src

Willems-MacBook-Air: willem$ cd prosv5-gitTest

Willems-MacBook-Air: prosv5-gitTest willem$ git pull origin master --allow-unrelated-histories

Prom https://github.com/sprobotics/prosv5-gitTest

* branch master -> FETCH_HEAD

Merge made by the 'recursive' strategy.

[Willems-MacBook-Air: prosv5-gitTest willem$ git pull origin master --allow-unrelated-histories

From https://github.com/sprobotics/prosv5-gitTest

* branch master -> FETCH_HEAD

Already up to date.

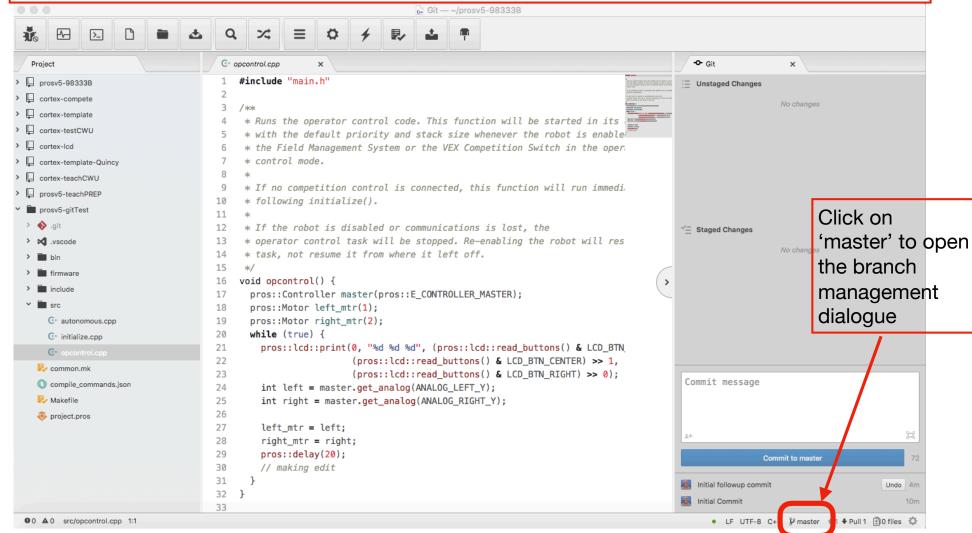
Willems-MacBook-Air: prosv5-gitTest willem$ []
```

Issue git command to resolve

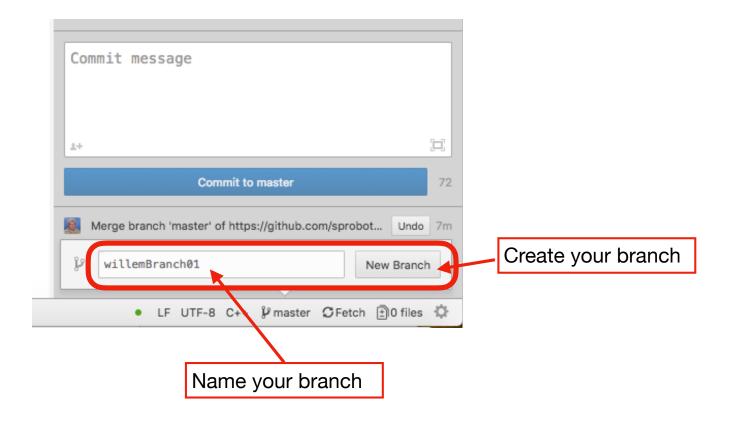
- It is often best to code for your project using branches, this
 is especially the case when more the none programmer is
 working on the project most likely scenario
- Each programmer would go ahead and create / checkout a branch of the current master.
- These branches are worked on and committed and pushed to the remote repository
- At some point in time the branches are reviewed and merged into the master, at which point the process repeats itself.

- The PROS integration into Atom and does integrated with git makes creating and managing your local branch painless if you use the following simple steps:
 - Step 1: make sure you have fetched the most uptodate master branch
 - Step 2: create your local branch
 - Step 3: write code, update / commit /push your local branch
 - Step 4: code review merge branches into master and repeat.

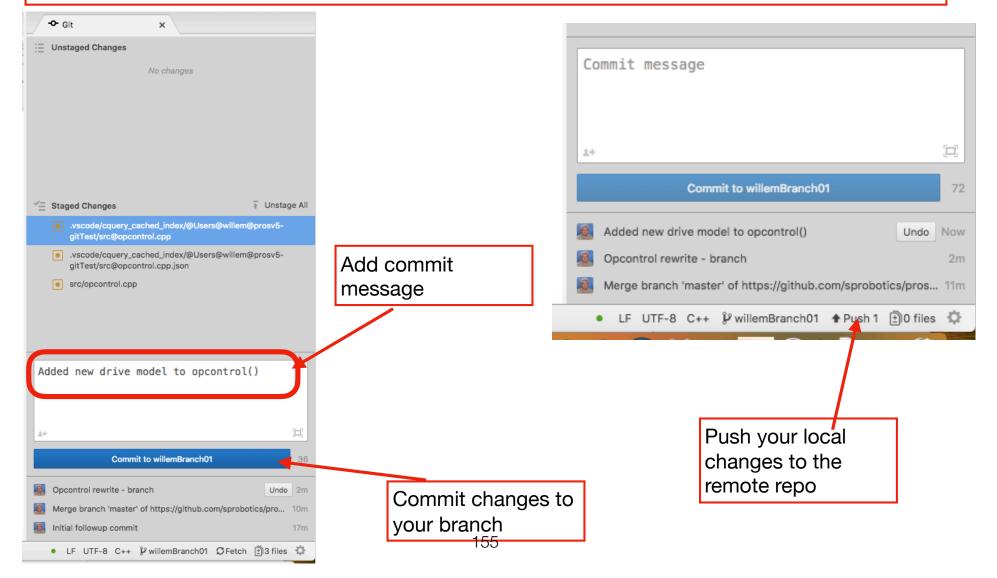
With your current project open and the latest master fetched, click on the 'master' branch button, to go ahead and create your own local branch.



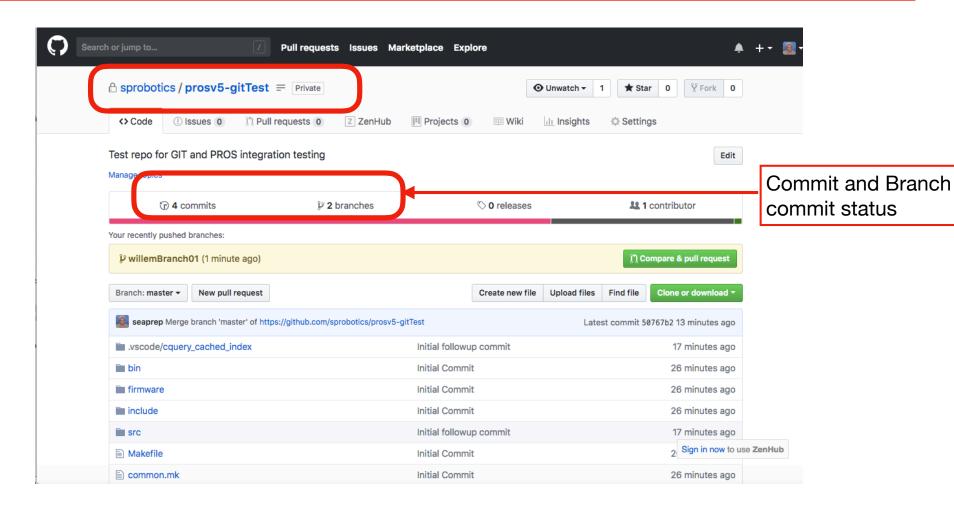
Creating your own code branch



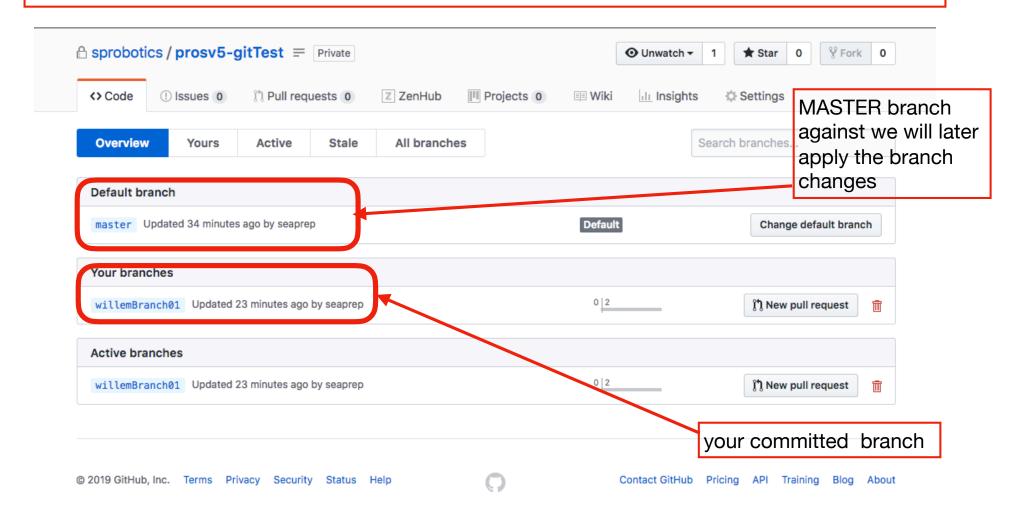
Write your code / fix code, save it, and then Stage All — now you are ready to commit your changes to your repo, and subsequently push it up to the remote repo



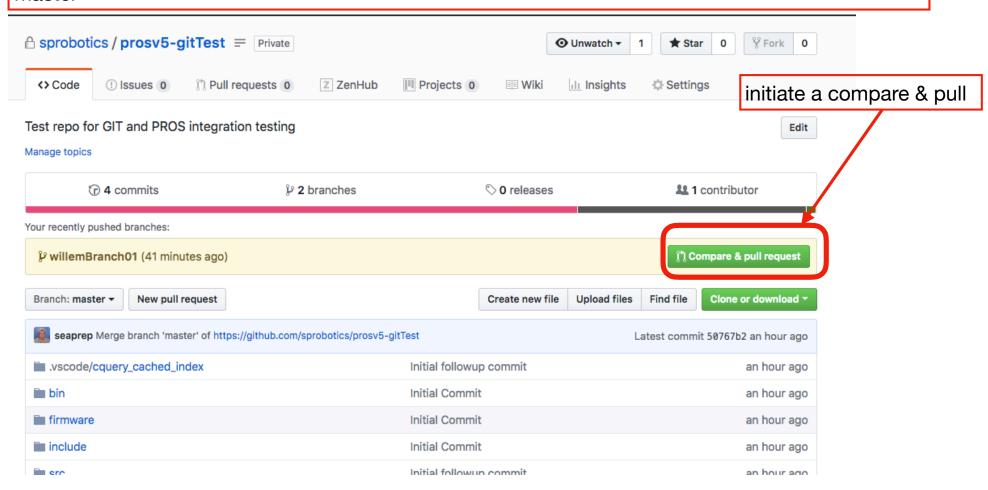
If you now look at the gitHUB page for the repo - the remote repo storage on gitHUB - you will notice that there are branches and various commits



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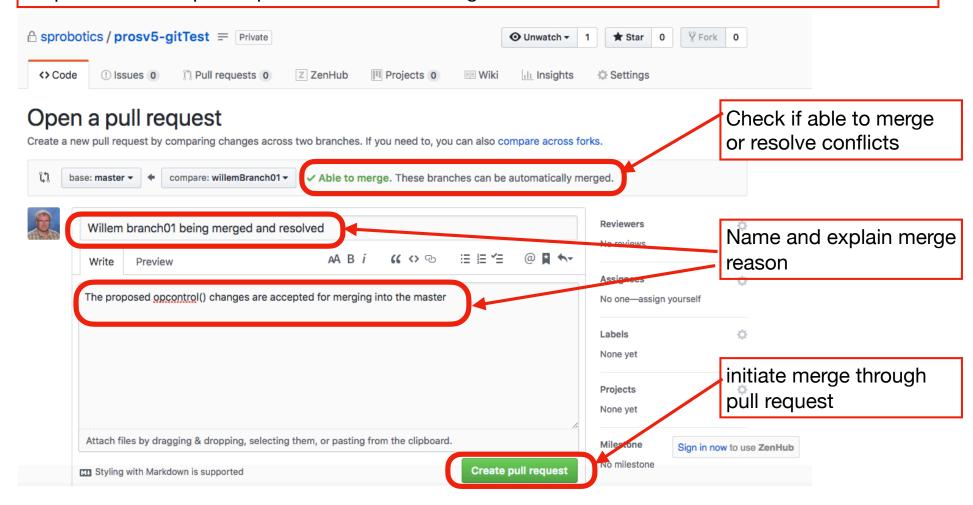
Now that we have branches we can go ahead and decide to merge them into the master. We do this by **comparing** the branch with the master and requesting a **pull** from the branch into the master



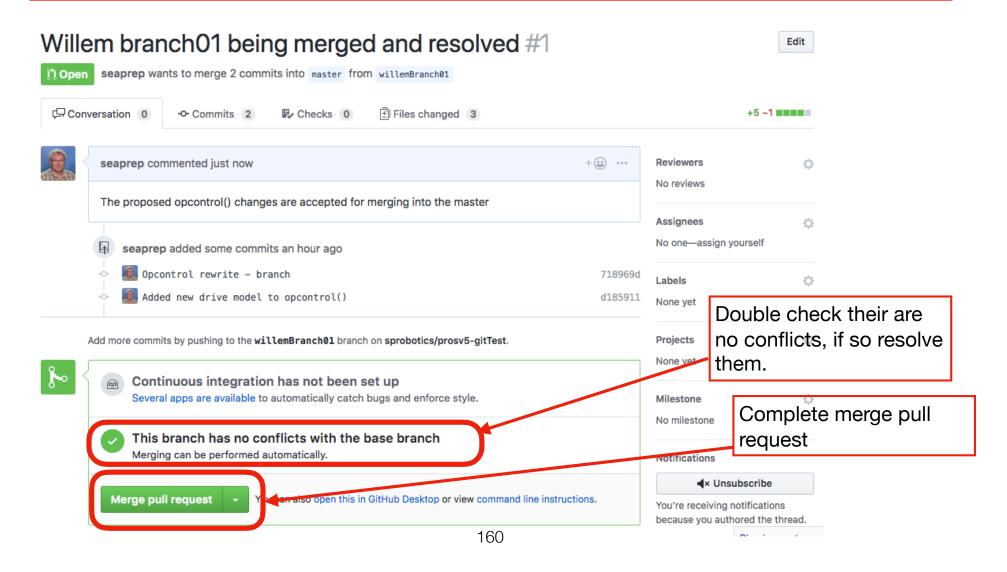
Step 1: check if we can merge - if not resolve the conflicts

Step 2: write reason for merge and short description

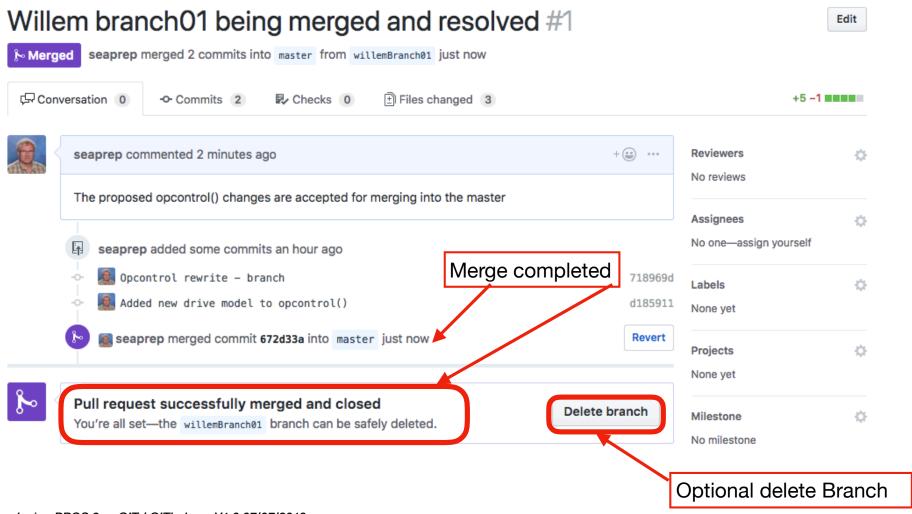
Step 3: create the pull request to initiate the merge



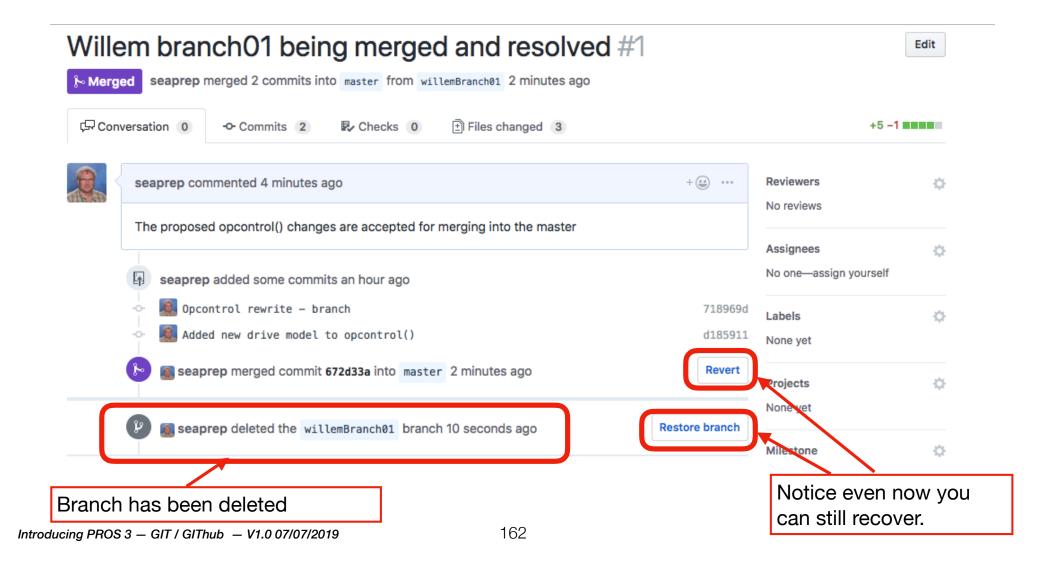
When the pull request is made, you need to complete one more step, if fully merging the pull request into the master



When the merge completes, you will be given a view of it's current status, including the ability to remove the just merged in branch



gitHUB shows that the branch which was successfully merged into the master was deleted.



Now in PROS in your project, change back to the 'master' branch, and initiate a pull/fetch to make sure that the local master matches the remote repo master.



