



CIS241

System-Level Programming and Utilities

git (leftovers)

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Based on material provided by Erin Carrier, Austin Ferguson, and Katherine Bowers

Merge tools

As mentioned, there are other options

However, you can include them in the terminal process!

- Meld, for example -
 - `git config --global merge.tool meld`
 - `git config --global mergetool.keepBackup false`

After encountering a merge conflict, run `git mergetool`

- Still need to add/commit!

Stashing changes

`git stash` - temporarily save changes for later

- Takes staged and unstaged changes to tracked files
- Saves for later and removes changes from working directory

Use the `-u` option to also stash untracked files

`git stash pop` brings them back

- Also possible to access more than just the recent stash!

Reverting commits

```
git revert <commit hash>
```

Examples:

- `git revert HEAD~1`
- `git revert SHA` (where SHA is a commit ID)
 - Don't need all of it, just the first handful of characters if they are unique!

Doesn't rewrite history - just makes a new 'revert' commit

Viewing previous versions

```
git restore --source=<commit> filepath
```

- Can replace with branch name
- Filepath can be `.` or use globbing (e.g., `*.c`)

```
git checkout <commit> filename
```

- DON'T DO `git checkout <commit>` - detached HEAD state!

```
git show <commit>:filename
```

And last for now, ignoring files

Create a `.gitignore` file in your repo root and make sure you add it

- `git add .gitignore`

Any file/directory name or glob will be ignored!

- Helpful when using `git add .` to add everything!

For example, `.vscode` configs, Unity temp files, or secrets files

<https://github.com/github/gitignore>

Code Blame 55 lines (46 loc) · 463 Bytes · 

```
1  # Prerequisites
2  *.d
3
4  # Object files
5  *.o
6  *.ko
7  *.obj
8  *.elf
9
10 # Linker output
11 *.ilk
12 *.map
13 *.exp
14
15 # Precompiled Headers
16 *.gch
17 *.pch
18
19 # Libraries
20 *.lib
21 *.a
22 *.la
23 *.lo
24
25 # Shared objects (inc. Windows DLLs)
26 *.dll
27 *.so
28 *.so.*
29 *.dylib
30
31 # Executables
32 *.exe
33 *.out
34 *.app
```