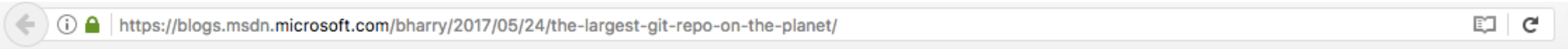


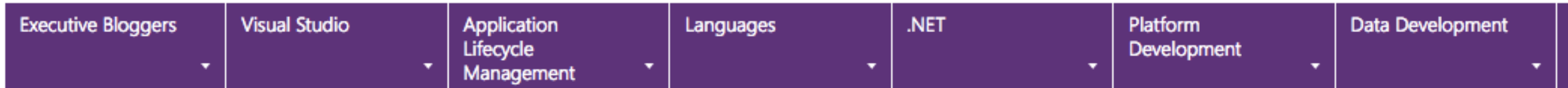
Lesson overview

1. Brief introduction. (Why git?)
2. Set up git and Github.
3. Start a new project and add a license.
4. The git edit–commit cycle (“tracking changes”).
5. Viewing and recovering old versions.
6. Get your project onto Github.
7. Collaboration (with others, and with yourself!):
the git push–pull cycle.

Why git?



Server & Tools Blogs > Developer Tools Blogs > Brian Harry's blog



Brian Harry's blog

Everything you want to know about Visual Studio ALM and Farming

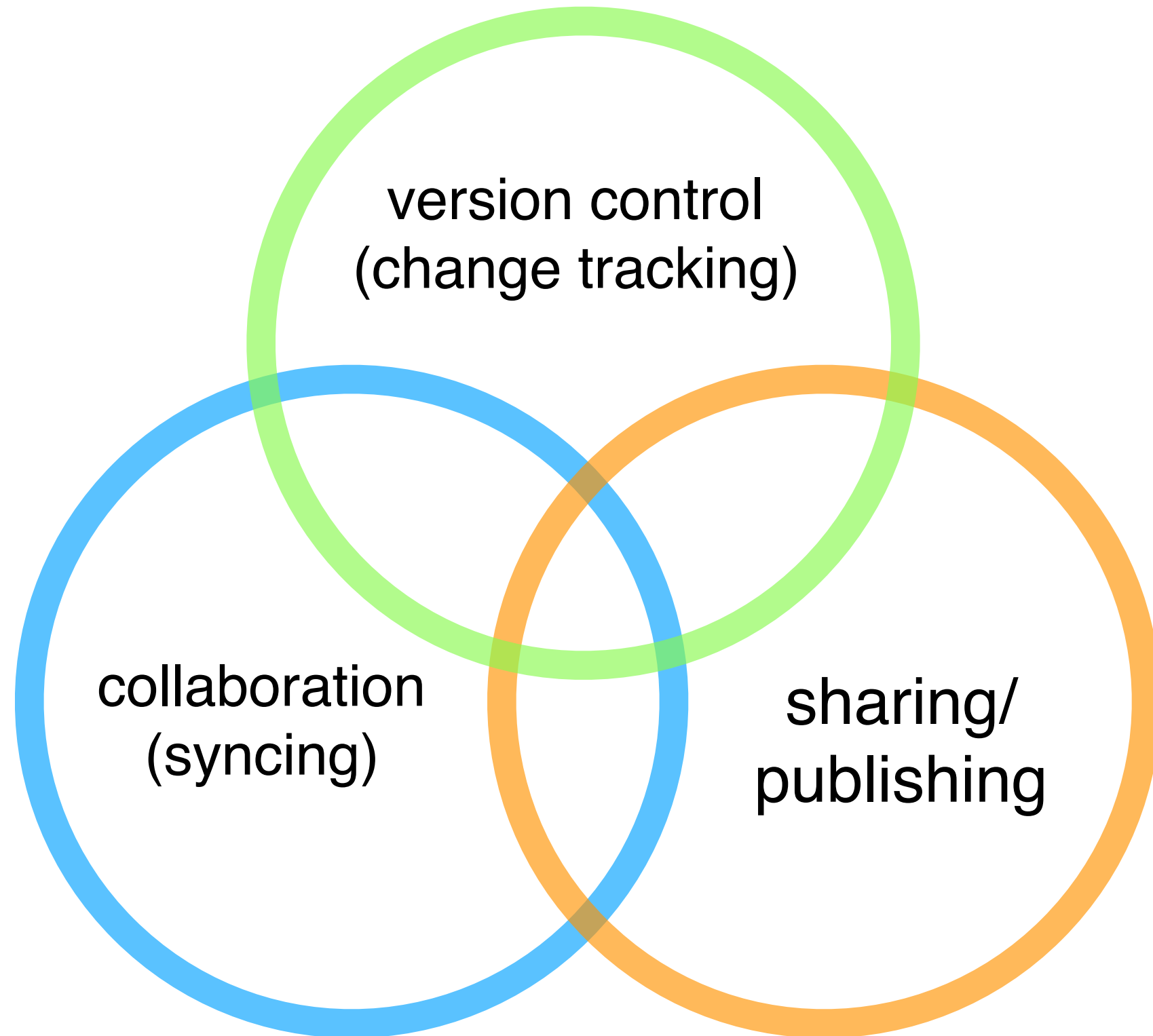
The largest Git repo on the planet

05/24/2017 by Brian Harry MS // 59 Comments



“The Windows code base is approximately **3.5M files** and, when checked in to a Git repo, results in a repo of about **300 GB**. Further, the Windows team is about **4,000 engineers** and the engineering system produces **1,760 daily “lab builds”** across **440 branches** in addition to thousands of pull request validation builds.”

Why git?



~~Version control with git~~

Version control, collaboration
and publishing with git

Other resources

- **A quick introduction to version control with Git and GitHub**
<https://doi.org/10.1371/journal.pcbi.1004668>
- **Pro Git**
<https://git-scm.com/book>
- **Version Control with Git**
<http://shop.oreilly.com/product/0636920022862.do>