

GIT for Developers

Audience GIT for Developers Course

The course GIT for Developers is intended for developers who want to use Git and GitHub for distributed version control.

Prerequisites Course GIT for Developers

To participate in the course GIT for Developers knowledge of and experience with software development in a modern language such as Java, C++, C# or PHP is required.

Realization Training GIT for Developers

The theory is discussed on the basis of the presentation slides and is interspersed with exercises. Demo projects are used to clarify the concepts. The course material is in English.

Certification GIT for Developers

After successful completion of the course, the participants receive an official certificate GIT for Developers.



Content Course GIT for Developers

In the course Git for developers participants learn to understand the concepts of distributed version control and to begin with the GitHub suite of tools effectively.

Attention is paid to repositories that can be located both local and remote, how versions can be committed and possibly undone. It is further treated what Git branching is and which strategies you can use for branching and merging.

The control of Git from the command line is also discussed. Furthermore attention is paid to typical GitHub workflows, to undoing errors and history manipulation in a distributed environment.

Finally some of the available tools are treated like Revision Selection, Interactive Staging, Rewriting History and Debugging with bisect.

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Modules Course GIT for Developers

| Module 1 : Git Intro | Module 2 : Git Branching | Module 3 : Git on the Server |
|-------------------------------------|-------------------------------|-------------------------------|
| What is Git? | Branching and Merging | The Protocols |
| Git and DVCS concepts | Branche Management | Getting Git on a Server |
| GitHub platform | Branching Workflows | Generating SSH Public Key |
| Repositories | Remote Branches | Setting up the Server |
| Desktop repositories | Rebasing | Public Access |
| Recording Changes to the Repository | Branching strategies | Hosted Git (GitHub) |
| Viewing the Commit History | Merge strategies | Local and remote repositories |
| Undoing Things | Conflict resolution | Distributed version control |
| Tagging | Multiple remotes | Working with Remotes |
| Document versioning | Fork maintenance | Remote repository interaction |
| Configuration and customization | Temporary branching solutions | Repository integration |
| Module 4 : Distributed Git | Module 5 : Git Tools | |
| Distributed Workflows | Revision Selection | |
| Contributing to a Project | Interactive Staging | |
| Maintaining a Project | History reordering | |
| Synchronization | History editing | |
| Collaboration patterns | Rewriting History | |
| Collaboration workflows | Debugging with bisect | |
| Project management | Submodules | |
| Git Configuration | Subtree Merging | |
| Attributes and Hooks | Accidental commits | |
| Local and remote synchronization | Ignore patterns uses | |
| Local and remote synchronization | ignore pallerns uses | |