

## Git Distrtd Version Control Fundamentals And Workflows

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### Master Git basics and branch into DVCS

SCM has certainly changed the process for code review, feedback and collaboration, but it is the rise of distributed version control systems like Git that allow software teams to work faster than ...

### Gitler done: SCM system keeps developers and projects on track

Start by editing .git/config. Git is a free and open source, distributed version control system designed to handle everything from small to very large projects with speed and efficiency. Git falls in ...

### Using Git

Nowadays, most people get the first taste of version control when dealing with open-source projects. This book is about Git, a distributed version control system. Git tracks your project history ...

### Jump Start Git, 2nd Edition

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### git stash

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### Data platform Fluree pursues validated data management across the web

When Linus needed a version control system for the Linux codebase, he wrote his own: git. No surprise, it was based on the idea of recording and handling incremental patches, but in a distributed ...

### Can Open-source Hardware Be Like Open-source Software?

Git is an open-source, distributed version control software. Check out its wiki page for more information on why to use it and what it can do. Git was initially created by Linus Torvalds (but ...

### Working with GitHub

Both commercial and open-source automation tools have their own system infrastructure that helps with report generation, test suits, distributed ... source code version. Every development company has ...

### The ABC of Test Automation Frameworks - Everything You Need to Know

If you ask most software developers to name a tool for handling distributed version control, then they're most likely to say "Git". What has helped made Git the major force in software ...

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I used a previous version of this camera professionally for ... you want more manual control, or you need to keep moving. Regardless, the point here is your body and hands are not always steady ...

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Trickbot continues to be the top malware threat with an increasing impact in the UAE

Start by editing `.git/config`. Git is a free and open source, distributed version control system designed to handle everything from small to very large projects with speed and efficiency. Git falls in ...

Git is the most popular version control system today. This book explains the basic concepts of Git and starts with introductory chapters to get you up to speed on Git. The authors focus on agile development and provide workflows that show the necessary commands and options for solving real-world problems.

Get up to speed on Git for tracking, branching, merging, and managing code revisions. Through a series of step-by-step tutorials, this practical guide takes you quickly from Git fundamentals to advanced techniques, and provides friendly yet rigorous advice for navigating the many functions of this open source version control system. This thoroughly revised edition also includes tips for manipulating trees, extended coverage of the reflog and stash, and a complete introduction to the GitHub repository. Git lets you manage code development in a virtually endless variety of ways, once you understand how to harness the system's flexibility. This book shows you how. Learn how to use Git for several real-world development scenarios Gain insight into Git's common-use cases, initial tasks, and basic functions Use the system for both centralized and distributed version control Learn how to manage merges, conflicts, patches, and diffs Apply advanced techniques such as rebasing, hooks, and ways to handle submodules Interact with Subversion (SVN) repositories—including SVN to Git conversions Navigate, use, and contribute to open source projects though GitHub

Dive and explore into the latest addons of the latest Git. About This Book Master all the basic concepts of Git to protect your code and make it easier to evolve Use Git proficiently, and learn how to resolve day-by-day challenges easily This step-by-step guide is packed with examples to help you learn and work with Git's internals Who This Book Is For If you are a software developer with little or no experience of versioning systems, or you are familiar with other centralized versioning systems, then this book is for you. If you have experience in server and system management and need to broaden your use of Git from a DevOps perspective, this book contains everything you need. What You Will Learn Master Git fundamentals Be able to "visualize," even with the help of a valid GUI tool Write principal commands in a shell Figure out the right strategy to run change your daily work with few or no annoyances Explore the tools used to migrate to Git from the Subversion versioning system without losing your development history Plan new projects and repositories with ease, using online services, or local network resources In Detail Since its inception, Git has attracted skilled developers due to its robust, powerful, and reliable features. Its incredibly fast branching ability transformed a piece of code from a niche tool for Linux Kernel developers into a mainstream distributed versioning system. Like most powerful tools, Git can be hard to approach since it has a lot of commands, subcommands, and options that easily confuse newcomers. The 2nd edition of this very successful book will help you overcome this fear and become adept in all the basic tasks in Git. Building upon the success of the first book, we start with a brief step-by-step installation guide; after this, you'll delve into the essentials of Git. For those of you who have bought the first edition, this time we go into internals in far greater depth, talking less about theory and using much more practical examples. The book serves as a primer for topics to follow, such as branching and merging, creating and managing a GitHub personal repository, and fork and pull requests. You'll then learn the art of cherry-picking, taking only the commits you want, followed by Git blame. Finally, we'll see how to interoperate with a Subversion server, covering the concepts and commands needed to convert an SVN repository into a Git repository. To conclude, this is a collection of resources, links, and appendices to satisfy even the most curious. Style and approach This short guide will help you understand the concepts and fundamentals of GIT in a step-by-step manner.

Pro Git (Second Edition) is your fully-updated guide to Git and its usage in the modern world. Git has come a long way since it was first developed by Linus Torvalds for Linux kernel development. It has taken the open source world by storm since its inception in 2005, and this book teaches you how to use it like a pro. Effective and well-implemented version control is a necessity for successful web projects, whether large or small. With this book you'll learn how to master the world of distributed version workflow, use the distributed features of Git to the full, and extend Git to meet your every need. Written by Git pros Scott Chacon and Ben Straub, Pro Git (Second Edition) builds on the hugely successful first edition, and is now fully updated for Git version 2.0, as well as including an indispensable chapter on GitHub. It's the best book for all your Git needs.

Ramp up your software development with this comprehensive resource Microsoft's Application Lifecycle Management (ALM) makes software development easier and now features support for iOS, MacOS, Android, and Java development. If you are an application developer, some of the important factors you undoubtedly consider in selecting development frameworks and tools include agility, seamless collaboration capabilities, flexibility, and ease of use. Microsoft's ALM suite of productivity tools includes new functionality and extensibility that are sure to grab your attention. Professional Application Lifecycle Management with Visual Studio 2013 provides in-depth coverage of these new capabilities. Authors Mickey Gousset, Martin Hinshelwood, Brian A. Randell, Brian Keller, and Martin Woodward are Visual Studio and ALM experts, and their hands-on approach makes adopting new ALM functionality easy. Streamline software design and deployment with Microsoft tools and methodologies Gain a practical overview of ALM with step-by-step guides and reference material Case studies illustrate specific functionality and provide in-depth instruction Use new capabilities to support iOS, MacOS, Android and Java development Discover this comprehensive solution for modeling, designing, and coordinating enterprise software deployments Over 100 pages of new

content, forward-compatible with new product releases Professional Application Lifecycle Management with Visual Studio 2013 provides a complete framework for using ALM to streamline software design and deployment processes using well-developed Microsoft tools and methodologies. Professional Application Lifecycle Management with Visual Studio 2013 is your guide to make use of newly-available ALM features to take your enterprise software development to the next level.

If you are a software developer with little or no experience of versioning systems, or are familiar with other centralized versioning systems, then this book is for you. If you have some experience working with command lines or using Linux admin or just using Unix and want to know more about Git, then this book is ideal for you.

Learn to use IPython and Jupyter Notebook for your data analysis and visualization work. Key Features Leverage the Jupyter Notebook for interactive data science and visualization Become an expert in high-performance computing and visualization for data analysis and scientific modeling A comprehensive coverage of scientific computing through many hands-on, example-driven recipes with detailed, step-by-step explanations Book Description Python is one of the leading open source platforms for data science and numerical computing. IPython and the associated Jupyter Notebook offer efficient interfaces to Python for data analysis and interactive visualization, and they constitute an ideal gateway to the platform. IPython Interactive Computing and Visualization Cookbook, Second Edition contains many ready-to-use, focused recipes for high-performance scientific computing and data analysis, from the latest IPython/Jupyter features to the most advanced tricks, to help you write better and faster code. You will apply these state-of-the-art methods to various real-world examples, illustrating topics in applied mathematics, scientific modeling, and machine learning. The first part of the book covers programming techniques: code quality and reproducibility, code optimization, high-performance computing through just-in-time compilation, parallel computing, and graphics card programming. The second part tackles data science, statistics, machine learning, signal and image processing, dynamical systems, and pure and applied mathematics. What you will learn Master all features of the Jupyter Notebook Code better: write high-quality, readable, and well-tested programs; profile and optimize your code; and conduct reproducible interactive computing experiments Visualize data and create interactive plots in the Jupyter Notebook Write blazingly fast Python programs with NumPy, ctypes, Numba, Cython, OpenMP, GPU programming (CUDA), parallel IPython, Dask, and more Analyze data with Bayesian or frequentist statistics (Pandas, PyMC, and R), and learn from actual data through machine learning (scikit-learn) Gain valuable insights into signals, images, and sounds with SciPy, scikit-image, and OpenCV Simulate deterministic and stochastic dynamical systems in Python Familiarize yourself with math in Python using SymPy and Sage: algebra, analysis, logic, graphs, geometry, and probability theory Who this book is for This book is intended for anyone interested in numerical computing and data science: students, researchers, teachers, engineers, analysts, and hobbyists. A basic knowledge of Python/NumPy is recommended. Some skills in mathematics will help you understand the theory behind the computational methods.

Imaging modalities in radiology produce ever-increasing amounts of data which need to be displayed, optimized, analyzed and archived: a "big data" as well as an "image processing" problem. Computer programming skills are rarely emphasized during the education and training of medical physicists, meaning that many individuals enter the workplace without the ability to efficiently solve many real-world clinical problems. This book provides a foundation for the teaching and learning of programming for medical physicists and other professions in the field of Radiology and offers valuable content for novices and more experienced readers alike. It focuses on providing readers with practical skills on how to implement MATLAB® as an everyday tool, rather than on solving academic and abstract physics problems. Further, it recognizes that MATLAB is only one tool in a medical physicist's toolkit and shows how it can be used as the "glue" to integrate other software and processes together. Yet, with great power comes great responsibility. The pitfalls to deploying your own software in a clinical environment are also clearly explained. This book is an ideal companion for all medical physicists and medical professionals looking to learn how to utilize MATLAB in their work. Features Encompasses a wide range of medical physics applications in diagnostic and interventional radiology Advances the skill of the reader by taking them through real-world practical examples and solutions with access to an online resource of example code The diverse examples of varying difficulty make the book suitable for readers from a variety of backgrounds and with different levels of programming experience.

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