Local Development with Version Control

presented by <u>The Jake Group</u>

Mark Jaquith says...

Lead Developer, WordPress Core

Mark Jaquith "JAKE-with"

> @markjaquith mark@jaquith.me markjaquith.com

Coding Scaling and Deploys

What is local dev?

- Working on an isolated copy of a site on a single computer
- Not accessible to/by the public
- Not live on a server

Why local?

Local is faster.

Local is safer.

Local is easier.

Local is cheaper.

Local is more collaborative.

Local is faster.

- No uploads
- No downloads
- No loading remote resources during testing
- Internet down? Keep working
- On an airplane? Keep working

Local is safer.

- Less file confusion/overwriting
- Safer to go live (you always have a private test version)
- Fewer launch-time edits (dupe your local DNS)
- Less FTP (which is inherently insecure)
- No worrying about search engines stumbling upon your ultra-secret site
- Extra accountability
- Find bugs more quickly

Local is easier.

- Stop commuting: work from the comfort of your own file system.
- Find and replace easily
- Use tools not available on a server (LiveReload)
- Freedom to experiment.

	ccap.org □ 读 マ 田 マ	0
FAVORITES	.DS_Store	
Stropbox	🧰 .git 🕨	
All My Files		
	htaccess	
P AirDrop	assets 🕨	
Applications	Capfile	
Desktop	iii config ⊨	
Documents	environment index.php	
	index.php license.txt	
O Downloads	e readme.html	
Movies	wp-activate.php	
J Music	i wp-admin ►	
Pictures	wp-app.php	
	wp-blog-header.php	
Sites	wp-comments-post.php	
Google Drive	wp-config.php	
JakeHosting	🚞 wp-content 🕨	
	🔳 wp-cron.php	
ccap.org	iii wp-includes 🕨	
jakegroup.c	wp-links-opml.php	
SHARED	wp-load.php	
	wp-login.php	
🗁 tjgserver 🔺	wp-mail.php	
🖨 Lawson's Mi	wp-settings.php	
C Dev's Mac Mini	wp-signup.php	

Local is cheaper.

Saves bandwidth and production server resources

Saves time, and time is money

Downside?

I would suggest that there are none

But for the sake of argument...

Disk Space

- The full site exists on each development machine, so two developers means two copies of the site.
- But... space is cheap. Time isn't.



Conservatively: the size of a site is worth 3 seconds (\$0.07 per GB. 10 sites per GB. Developer paid minimum wage.)

Learning Curve

* Yes, but true of anything new

Collaboration

Local dev sounds good for a lone freelancer
 How could it possibly be good for a team?

Local is MORE collaborative.

Counterintuitive, but true

Work on the same file, at the same time

Lawson's missing semicolon doesn't crash the site Tyler is trying to theme

But the true power lies in

Version Control

a crash course

Pretty-Kitty / app / models / kitty.rb 🗈

100644 64 lines (50 sloc) 2.939	kb	raw		
8983dfd1 » ltk 2012-06-12 kitties scaffolded 2		<pre>class Kitty < ActiveRecord::Base attr_accessible :battles, :image_url, :strength_of_sch</pre>		
8549991e » hpowers 2012-06-16 Enfornce one kitty per image	3	<pre>3 validates :image_url, :uniqueness => true, :presence :</pre>		
2516f0fc » hanibash 2012-06-16 Add nicknames to cats		before_save :give_nickname		
	5			

See who changed what, when, and why

History for Pretty-Kitty / app / controllers / kitties_picker_controller.rb

Jun 16	3, 2012	
CA	kittie_picker methods now require authentication and authorization Itk authored 4 months ago	c93880108f ↔
	Comments out authorization hpowers authored 4 months ago	609872c3f9 • Browse code +
	Implements form_for in kitties picker hpowers authored 4 months ago	abe46da8fc + Browse code +
CA	added authorization to kitty picker, added pick new cats link to admi Itk authored 4 months ago	d70c08f45f → Browse code →

Track the history of your project's files (and take a trip back in time if you need to)

Branches Showing 10 branches not merged into master		Recently Active
master Last updated 2 days ago by markstory		Base branc
refs/heads/3.0 Last updated a day ago by markstory	1 behind	E Compare
refs/heads/2.3 Last updated 2 days ago by markstory	1 behind	1 Compare
refs/heads/3.0-database Last updated 4 days ago by lorenzo	25 behind	1 Compare
refs/heads/1.3	75 ahead	1 Compare

Work on long-term projects at the same time as short. term maintenance tasks... in the same directory

	1450
● ○ ○ 1. bash	
<pre>[22:43:53 Lawson The-New-lkurtz.com{master}]\$ git pull</pre>	
remote: Counting objects: 9, done.	
remote: Compressing objects: 100% (5/5), done.	
remote: Total 5 (delta 3), reused 0 (delta 0)	
Unpacking objects: 100% (5/5), done.	
From github.com:ltk/The-New-lkurtz.com	
1857adf0a251f4 master -> origin/master	
Merge made by the 'recursive' strategy.	
sinatra-site/views/nav.haml 2 ++	
1 file changed, 2 insertions(+)	
[22:44:36 Lawson The-New-lkurtz.com{master}]\$	
2012- 40.25	

201

Keep the team (and your servers) in sync

So what is git?

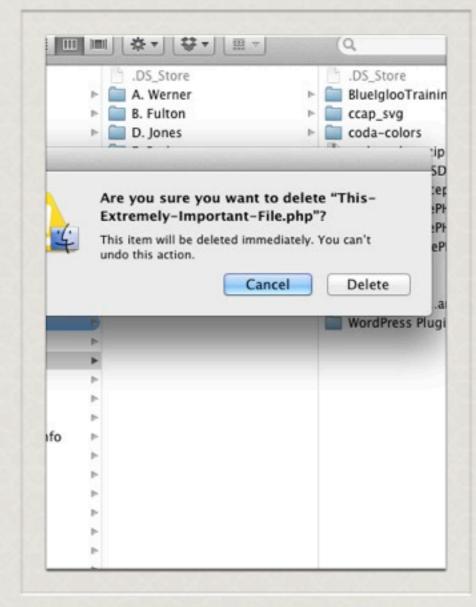
Git is a version control program that sets up shop in a project folder and proceeds to remember every change ever made to every file, forever

Note: changes, not files



Git's got your back.

- Abbbbb! I just deleted the whole site!
- Tell git to remember how things were back before you screwed up big time.
- Instantly revert your files back to any point in bistory



Git's social.

Each git-ified folder is very good at chatting with other git-ified folders

They have a number of very cool commands that can be extremely useful

WordPress / wp-login.php 🗈

b43564cb » saxmatt 2003-04-01 *** empty log message ***	1	php</th
a6a1522a » ryan 2008-05-25 File file level phpdoc from	2	/**
5322be30 » ryan 2008-05-25 File file level phpdoc from	3	* WordPress U
	- 4	•
	5	* Handles aut
	6	* and other u
a6a1522a » ryan 2008-05-25 File file level phpdoc from …	7	
	8	* @package Wo
	9	*/
	10	
bbe1956b » ryan 2009-04-20 Grammar fix. Props Denis-de	11	/** Make sure
5b811357 » ryan 2008-05-20 Allow wp-config.php to exist	12	require(dirna
b43564cb » saxmatt 2003-04-01 *** empty log message ***	13	
6adcab8b » ryan 2008-06-11 Introduce logged in cookie	14	// Redirect to

Pushing and Pulling

- Teams need one authoritative location for code
- A single, central repository (repo) manages the inclusion/ exclusion/combination of all the team's work

Pushing and Pulling

"Push" to add a change to the central repository

"Pull" to collect your teammate's changes

Woah now.

- What if you changed the same exact file as somebody else on your team? Who's version wins?
- Changes, not files!
- Git merges all non-conflicting changes together automatically
- Time for an example

Central Repo

Tyler's Repo

Tyler's Computer

Lawson's Computer

Central Repo

Tyler's Repo

Tyler's Computer

Lawson's Computer

Central Repo

PUSH

Tyler's Repo

Tyler's Computer

Lawson's Computer

Central Repo

Tyler's Repo

Tyler's Computer

Lawson's Computer

Central Repo

Tyler's Repo

Tyler's Computer

Lawson's Computer

Central Repo

PUSH (FAILS)

Tyler's Repo

Tyler's Computer

Lawson's Computer

Central Repo PULL Tyler's Repo Lawson's Repo Tyler's Computer Lawson's Computer

Central Repo

Tyler's Repo

Tyler's Computer

Lawson's Computer

Central Repo PUSH Tyler's Repo Lawson's Repo Tyler's Computer Lawson's Computer

Central Repo

Tyler's Repo

Tyler's Computer

Lawson's Computer

Central Repo

PULL

Tyler's Repo

Tyler's Computer

Lawson's Computer

Central Repo

Tyler's Repo

Tyler's Computer

Lawson's Computer



But what about our poor server?

Central Repo Tyler's Repo Tyler's Computer

Server Repo

Server

Lawson's Computer

Central Repo Tyler's Repo Tyler's Computer

PULL

Server Repo

Server

Lawson's Computer

Central Repo Tyler's Repo Tyler's Computer

Server Repo

Server

Lawson's Computer



Local dev + git = awesome

- The ease, power, and flexibility of working in isolation.
- The advantages of social coding
- The security of a time machine and an authoritative source

Questions? Need help?

If you would like to learn more, or are in need of an implementation consult, we'd love to hear from you!

The Jake Group <u>www.thejakegroup.com</u> info@thejakegroup.com (202) 333-2850

