

# Micro-commits

ALCOR Academy - WALKING

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# Micro-commits

## What's this about Micro-commits?

- A micro-commit is a tiny commit
- And a micro-commit do one tightly-scoped change
- We need a VCS (version control system) tool like Git, Subversion (SVN)...
- We do that in the context of TDD



# Micro-commits

## examples

- Use an own commit for reformat the file
- A micro-commit could be to rename a variable
- It could be the addition of one loop or one statement
- The micro-commit can be used to add a new micro-test
- Or just enough code to make a test green

# Micro-commits

## Dos and Don'ts

- Commit very often, it's not a problem if it's several times an hour
- We save often, when all the tests are running and the code works
- Don't make a commit only when you have implemented the whole story
- Don't just make one commit in a week or less
- Don't commit when tests are failed



**Do's**



**Dont's**

# Micro-commits

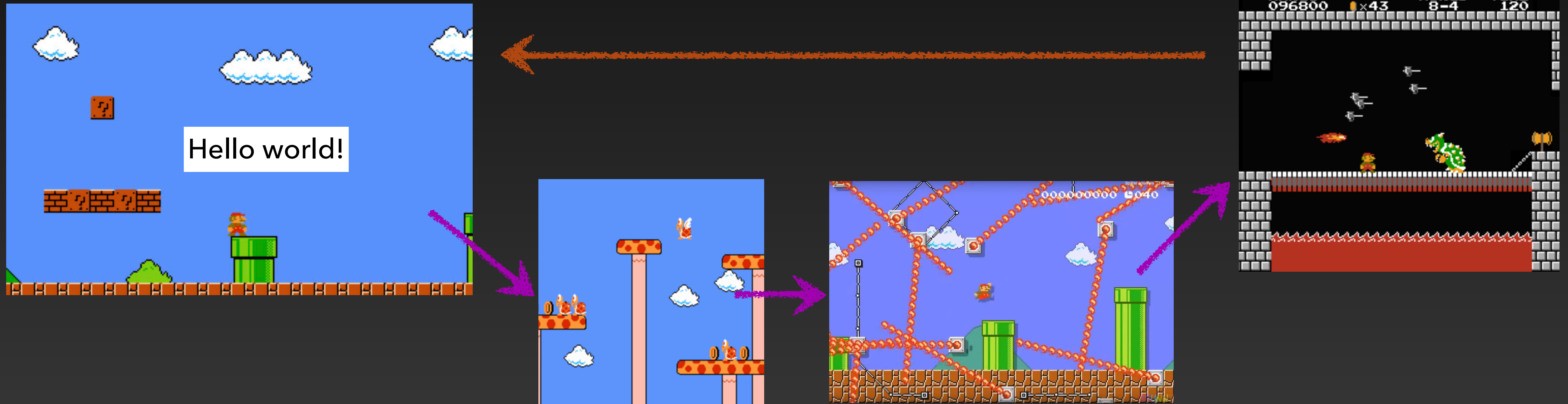
## How to work with micro-commits

- Get a current version of the code. Be sure all the tests pass.
- Reformat the code. Be sure all tests pass. Commit it.
- Do some refactoring. Be sure all tests always pass. Commit it.
- Add some new test, and just enough code to pass the test. Commit it.
- Do some more refactoring. Be sure tests pass. Commit it.

# Micro-commits

## Save Your Game!

- You can compare it to a video game



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## Save Your Game!

- You can compare it to a video game
- If you don't save your game, and you run into trouble, you have no way to recover to a safe earlier time



# Micro-commits

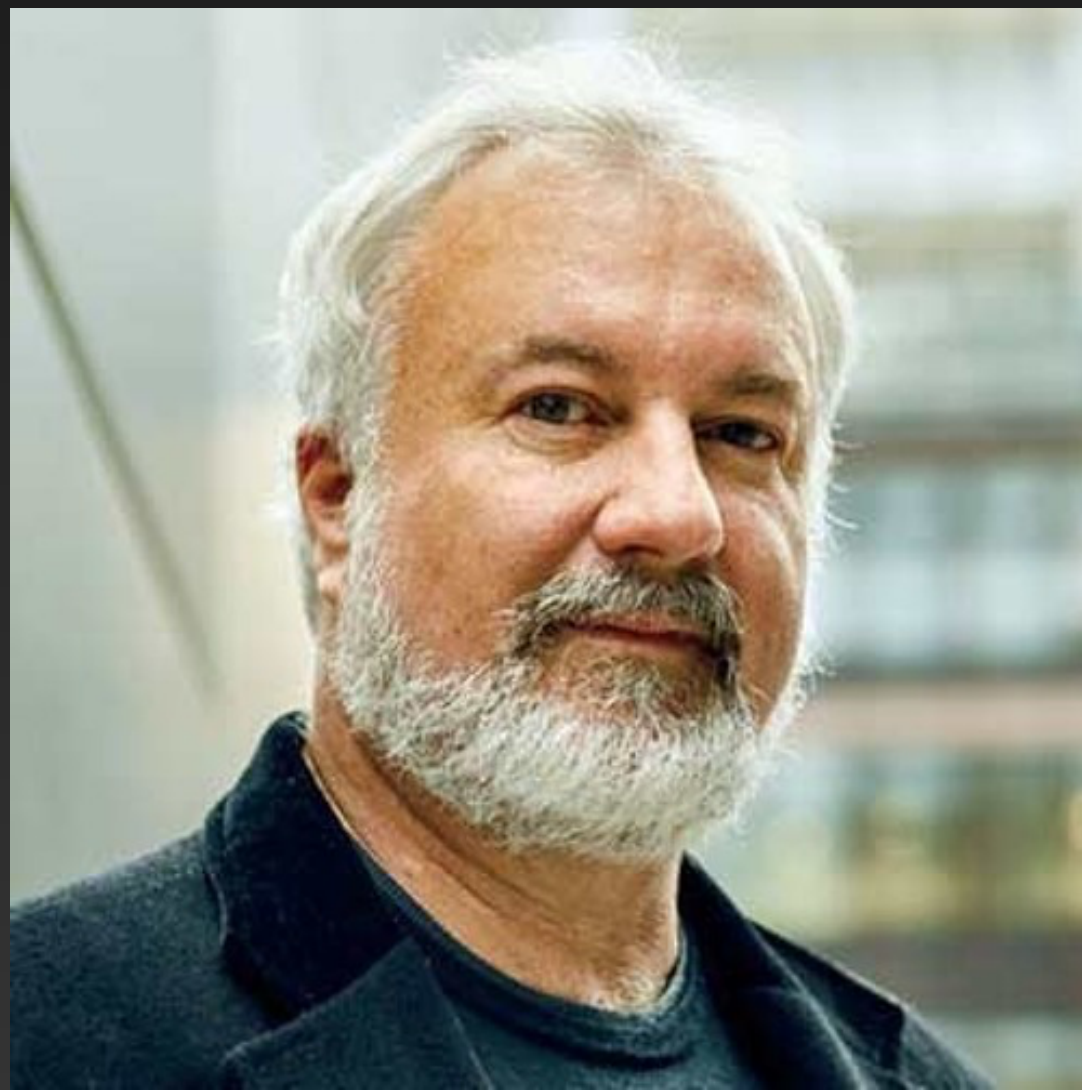
## the benefit of micro commits

- Merges are easy, so pulls are easy, and rebases are easy
- It is easy to go back to stabil version, so we can experiment and innovate
- We can do that with a simple „git reset -hard“ and it work's
- You only throw a small part away and you can start again
- Our code always works, so we don't need long debugging cycles
- Code-Review
  - It is easier to look at the many individual changes than the whole change set → save time
  - Traceability of changes is possible
- We can go on breaks easily, we're not going to lose our changes

# Micro-commits

## Conclusion

- Doing only one thing per commit!
- Be aware if you are coding or refactoring



Michael Feathers:

„Programming is the art of doing one thing at a time“



## References:

<https://www.industriallogic.com/blog/whats-this-about-micro-commits/>