



Relatore: Giuseppe Sucameli





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THE END



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Imgtfy!



THE END?



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Not really :)

Both commands are designed to integrate changes from one branch into another branch...

() master



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... but they do it in very different ways.





After you create a *feature* branch from *master*...





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feature

master

git checkout -b feature master



... and you work on it

After you create a *feature* branch from *master*...



git add <files>...
git commit -m "..."

NeRd Talks

After you creates a *feature* branch from *master*...



... and you work on it adding few commits...

vi <file> git commit -a



After you creates a *feature* branch from *master*...



... and you work on it adding few commits...

... someone else updates *master* branch with new commits.



Now, let's consider that you need new changes in *master* (upstream changes) to continue your work.





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That's one of those moments you have to choose how to proceed.



Merge is the easiest way to reintregrate changes from *master* branch into your *feature* branch.





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git checkout feature git merge master



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This creates a new **merge commit** in the **feature** branch

git checkout feature git merge master



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master

This creates a new **merge commit** in the **feature** branch

The **merge commit** keeps trace of the history of both *master* and *feature* branches

git checkout feature git merge master



+ Merge operation is safe, i.e. *non-destructive*.





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A merge operation can be easily undone...



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A merge operation can be easily undone...

... the same way of undoing any other commit.

git checkout feature
git reset --hard HEAD^



 If you need to incorporate upstream changes often, your branch history can easily become quite *unreadable*.





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This makes hard for other developers to follow the project history.



[1 note]

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Merge branch '7475/ejabberd_wrap_pam_authentication_to_avoid_fai Merge branch '7475/ejabberd wrap pam authentication to avoid fai [1 note] Merge branch 'feature/gui-Kalliope-308/alarm-clock' into 'master Merge remote-tracking branch 'upstream/feature/gui-Kalliope-308/ Merge branch 'fix/port-4.7.17-to-master' into 'master' Merge remote-tracking branch 'upstream/release/4.7.x' into fix/p Merge branch 'reworking/KGUI-45/remove-link-to-kallice-web-sitegui: remove the link to KalliopePBX in login page Merge branch 'fix/KGUI-47/fix-broken-SmsService' into 'master' gui: fix wrong parameter Merge branch 'feature/KGUI-46/fix-wrong-translation-istaza' into gui: fix wrong translations Merge branch 'feature/KGUI-16/remove-old-sendBusyUnavailableSMSgui: remove old sendBusyUnavailableSMS API gui: add sendWiSms POST API Merge branch 'feature/KGUI-26/add-delete-REST_API-for-active-ala Merge branch 'feature/KGUI-25/add-delete-action-for-active-alarm Merge branch 'feature/KGUI-43/modify-new-alarm-clock-instance-PO Merge branch 'feature/KGUI-42/add-alarm-clock-list-GET-API' into Merge branch 'feature/KGUI-21/new-terminated-alarm-clock-instanc Merge branch 'feature/KGUI-40/alarm-clock-list-panel-must-show-o Merge branch 'feature/KGUI-23/new-alarm-clock-instance-panel' in Merge branch 'feature/KGUI-24/new-alarm-clock-instance-post-API' Merge branch 'feature/KGUI-20/add-alarm-clock-instances-list-pan gui: add DELETE API for alarm clock instance gui: add delete action in alarm clock panel list gui: modify new alarm clock instance REST API gui: add REST API for alarm clock list gui: add terminated alarm clock instance panel gui: add parameters to filter function for terminated and not te gui: add tests for new alarm clock instance panel gui: add panel to start new alarm clock instance gui: add trait to check alarm clock license gui: add tests for new alarm clock instance REST API add REST API to start new alarm clock instance gui: add translations gui: add alarm clock instance list panel gui: add alarm clock operation action Merge branch 'feature/KGUI-35/modify-unique-contraint-for-call-c Merge branch 'feature/KGUI-19/add-alarm-clock-edit-panel' into



Rebase is another way to reintregrate changes from *master* branch into your *feature* branch.

feature



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= brand new commit



This "moves" *feature* branch to start on tip of *master* branch

git checkout feature git rebase master



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= brand new commit



This "moves" *feature* branch to start on tip of *master* branch

Rebase **re-writes** the history by creating brand new commits.

git checkout feature git rebase master



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Resulting project history is **linear**, with no forks (merge commit).





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Resulting project history is **linear**, with no forks (merge commit).



This makes easier to navigate history for everyone, even using tools like *git log.*



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... when you're collaborating with other members on the same branch!





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Since rebase changes the project history, once a branch is rebased you may need to **force push** it to the remote repo.

WARNING: force push may cause lost of commits of the remote branch because it replaces the full branch history.





he project s rebased **push** it to



– Rebase cannot be undone...





- Rebase cannot be undone...



git checkout feature git branch feature-pre-rebase



- Rebase cannot be undone...

... unless you create a new branch **before** starting rebase operation.



After rebase, the *feature-pre-rebase* branch is still referencing the original branch.

git rebase master



merge and rebase operations result in:

- the same files content
- with completely different history





Rebase makes sense on individual branches.

Rebasing branches shared with other developers may cause lost of commits as well as inconsistent repositories.

If you do so, you'll probably hear your colleagues in the other room invoking your name together with lots of saints.

Rebase allows you to completely rewrite commit history.

Using **interactive rebase** you can easily **squash**, **drop**, **edit**, **add** and **reorder** commits on your branch.



Merge is safe.

Use merge if you don't know if someone else is working on the same branch.

Merge can be undone even if you forget to create a branch before it.

Merge preserves history.

Using merge you can always see the history completely same as it happened.



1. You are working on your local repo that is a clone of your remote repo (**origin**). Your **origin** is a fork of the **upstream** repo.

git clone <my_remote_repo>
git remote add upstream <upstream_repo>

Now, you want to start to work on a new feature. Shared feature branch on **upstream** repo is not required for that feature.

git fetch upstream master
git checkout -b new_feature upstream/master



After few commits you need to reintegrate changes from **upstream master**

git fetch upstream master git rebase upstream master

After a couple of new commits, you push your work to your origin...

git push origin HEAD

...and then you create a new merge request.



Unfortunately there are merge conflict. To solve them you can rebase your branch.

git checkout new_feature git checkout new_feature
git fetch upstream master OR git pull --rebase upstream master
git rebase upstream master

Solve conflicts, then push again...

git push origin HEAD

... and your push is rejected!



As you changes the history, you must force push changes to your **origin**.

git push -f origin HEAD

Now merge request can be merged.

You can also merge from **upstream master** instead of rebase.

git checkout new feature git fetch upstream master **OR** git pull upstream master git merge upstream master

git checkout new feature



2. Now, consider you need to work on a new feature having a shared feature branch on **upstream** repo.

git fetch upstream shared_feature
git checkout -b shared_feature upstream/shared_feature

After a couple of new commits, you push your work to your the shared branch on the **upstream** repo...

git push upstream HEAD



Unfortunately your push is rejected! Another member pushed changes that conflict with yours.

To solve the conflict you can rebase you local changes from **upstream** shared branch and push result to **upstream** repo.

git checkout shared_feature
git fetch upstream shared_feature
git rebase upstream shared_feature
git push upstream shared_feature

WARNING: never **force push** to shared branches! If your push is rejected again, just rebase it and retry.





That's all folks!

Questions?