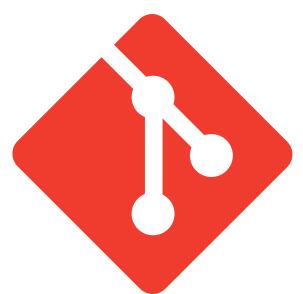
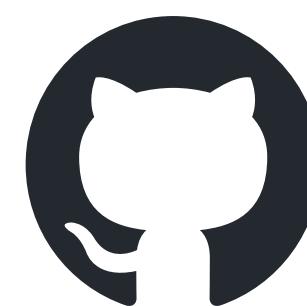
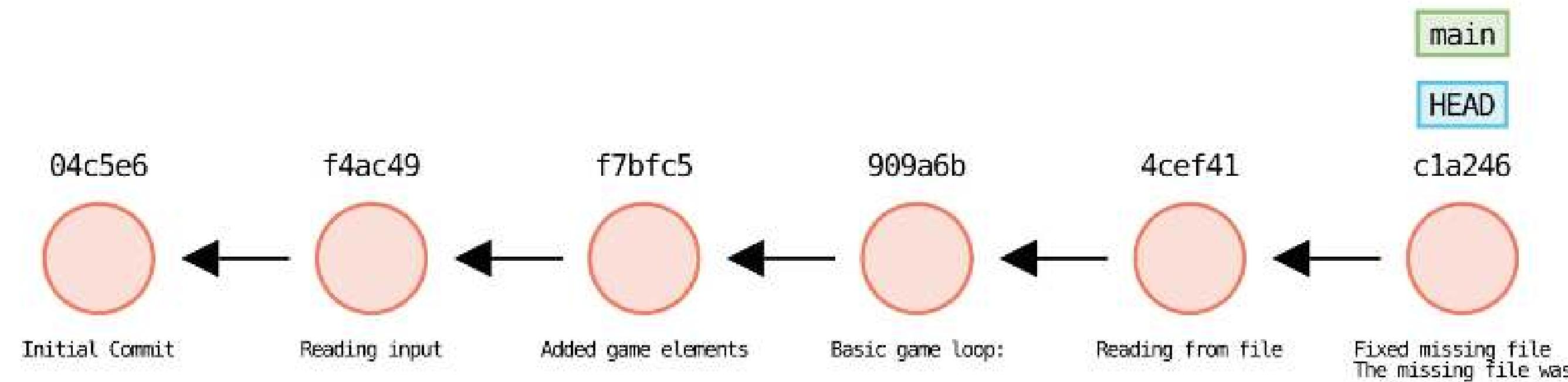


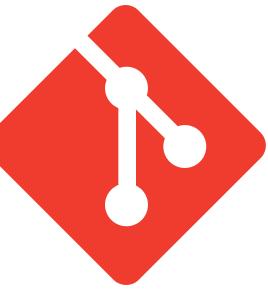
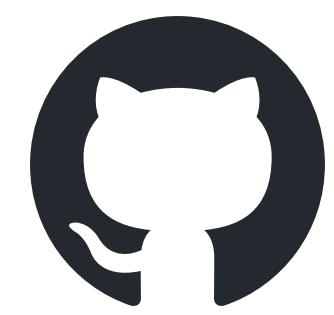


BRANCHING AND MERGING

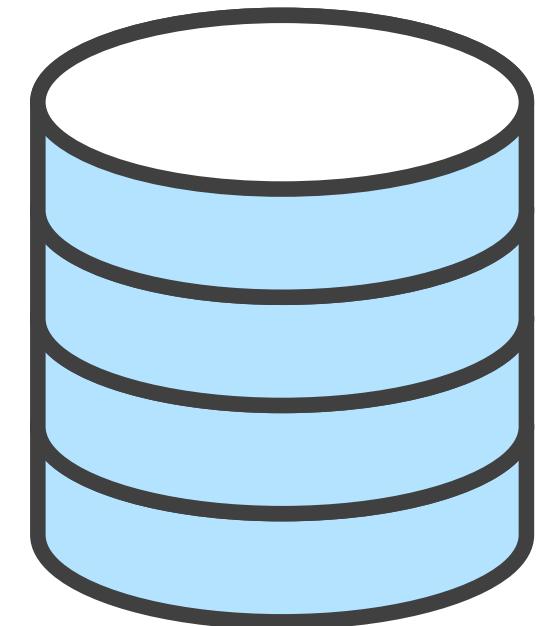


Up until now...

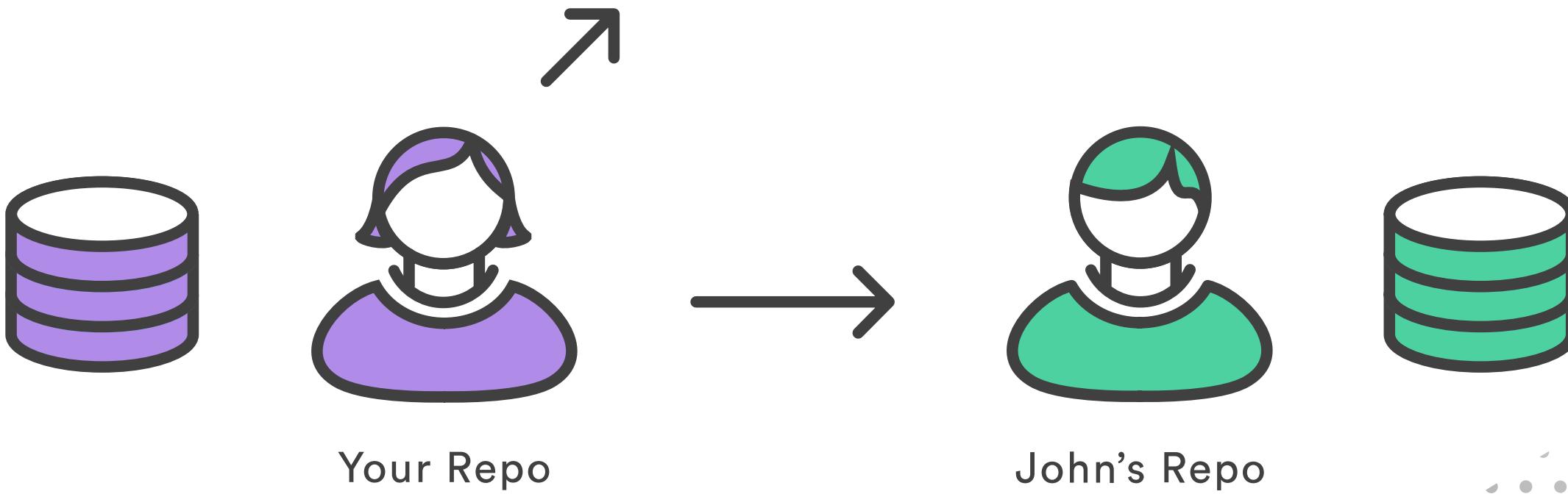




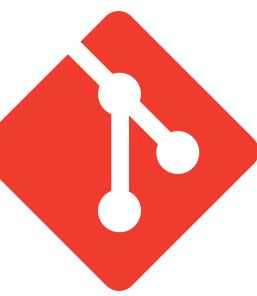
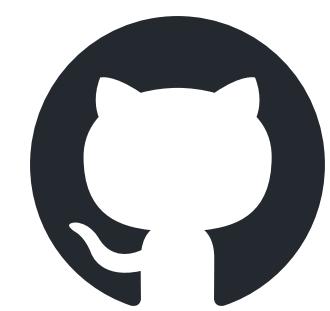
Recap...



Central Repo

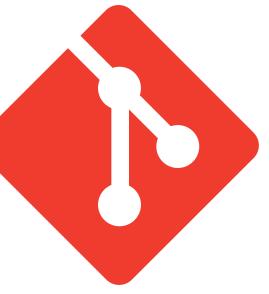
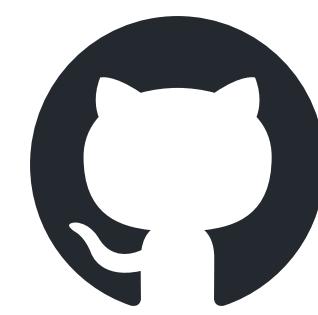


IT Club



Setting up

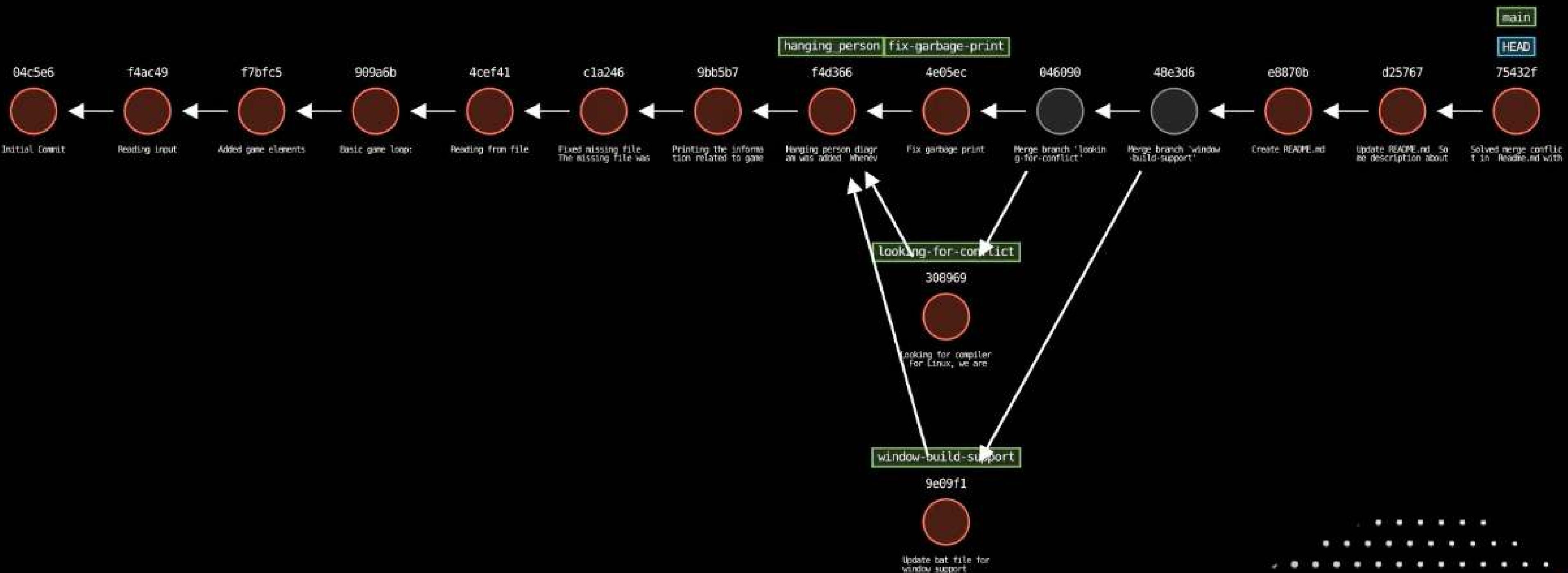


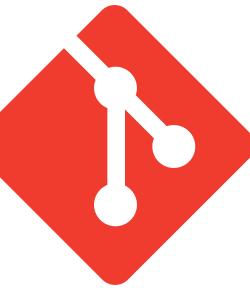
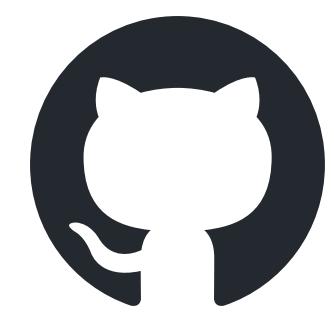


Objectives

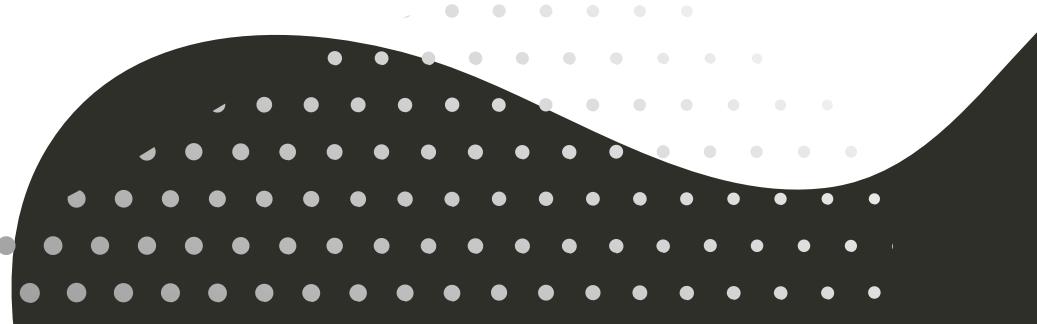
- Understanding Branching
- Create and switch Branches
- Changing and committing files
- Merge and Resolve Conflicts

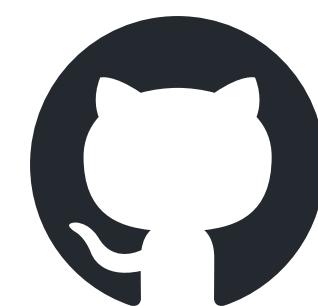
What will we be doing?



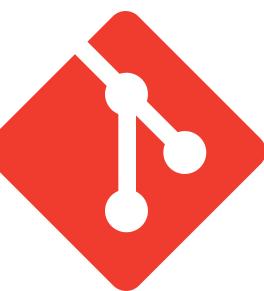


 **IT Club**

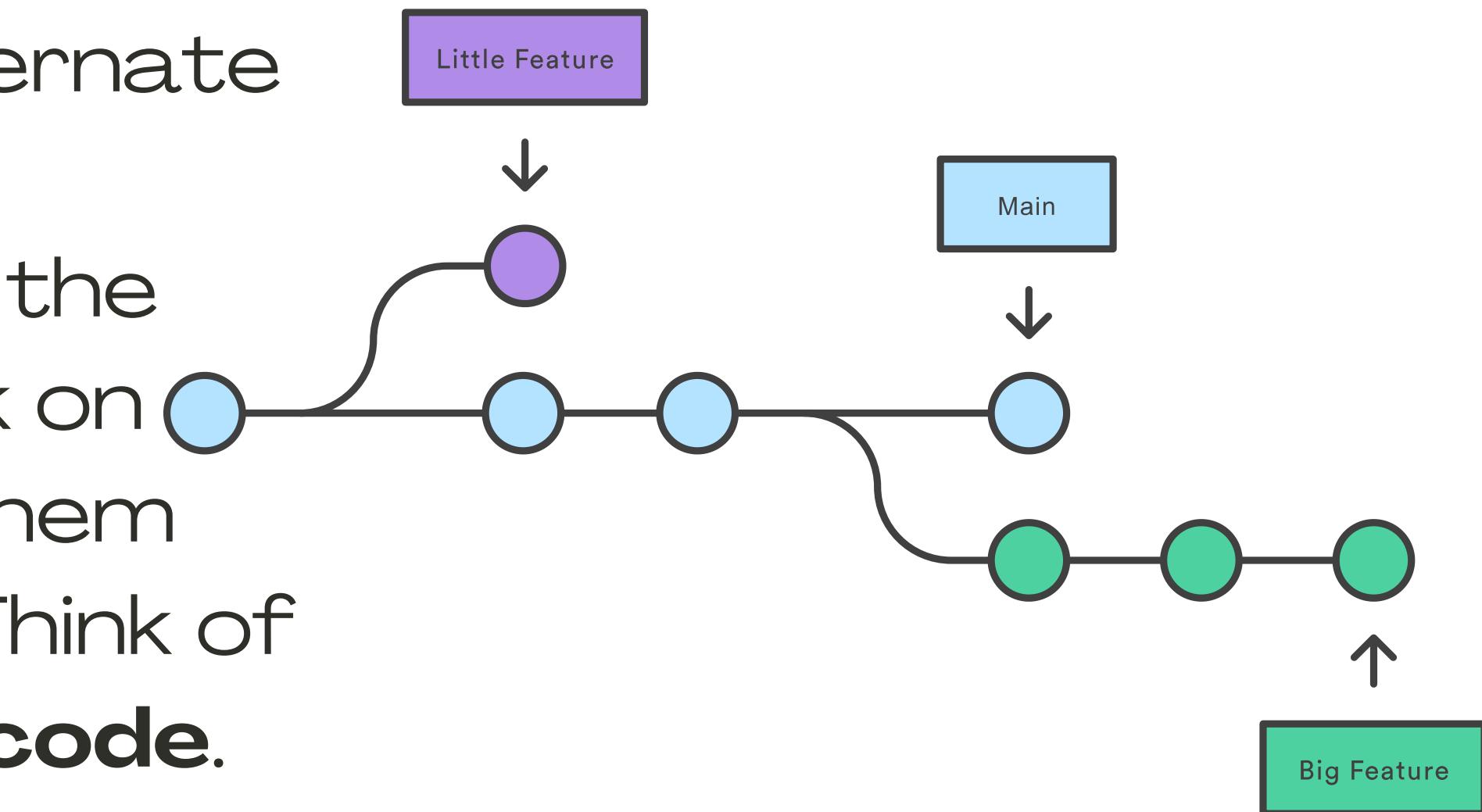


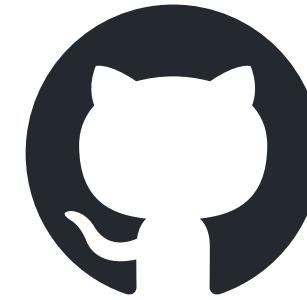


Branch

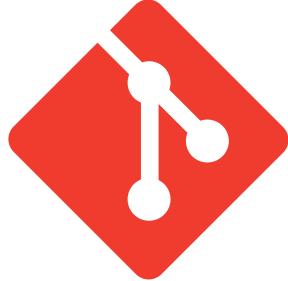


Branching in Git is like creating alternate copies of your project to try out different ideas without affecting the main project. It allows you to work on —features separately and merge them back later when they are ready. Think of it as **parallel universes for your code**.





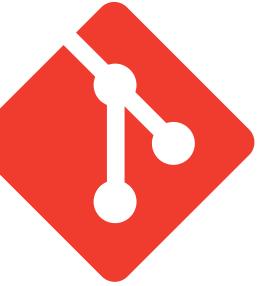
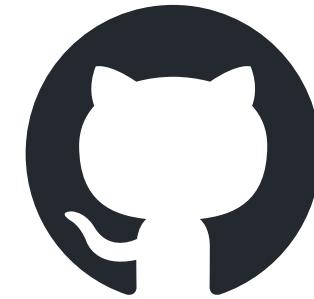
Creating Branch



To create a branch in Git, you can use the following command:

```
git branch <branch_name>
```

```
git branch hanging_man
```

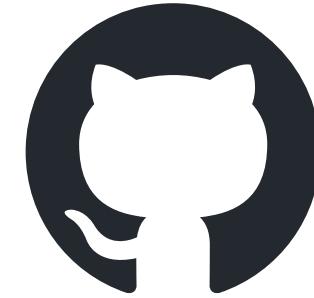


Rename Branch

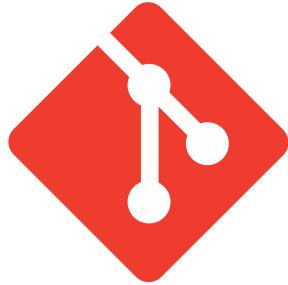
To rename a branch in Git, you can use the following command:

```
git branch -m <old_branch_name><new_branch_name>
```

```
git branch -m hanging_man hanging_person
```



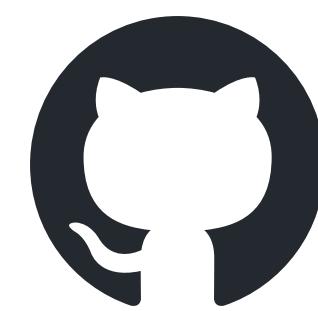
Switch Branch



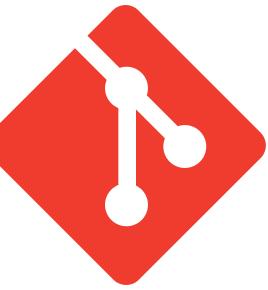
To switch a branch in Git, you can use the following command:

```
git switch <branch_name>
```

```
git switch hanging_person
```



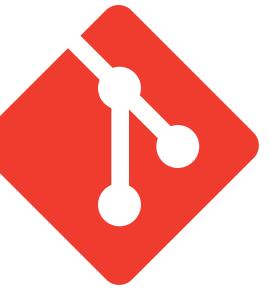
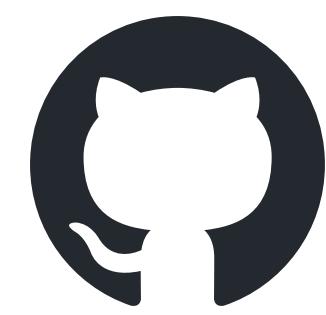
Publish Branch



To publish a branch in Git, you can use the following command:

```
git push <remote_name> <branch_name>
```

```
git push origin hanging_person
```

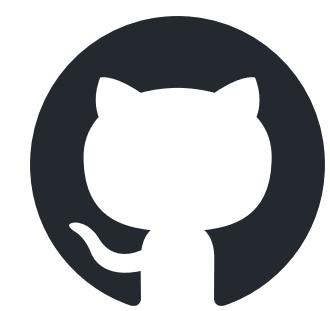


Deleting Branch

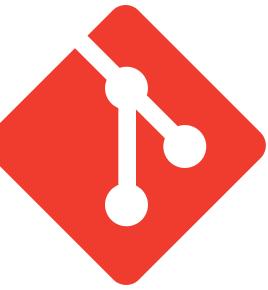
To delete a branch in Git, you can use the following command:

```
git branch -d <branch_name>
```

```
git branch -d hanging_person
```

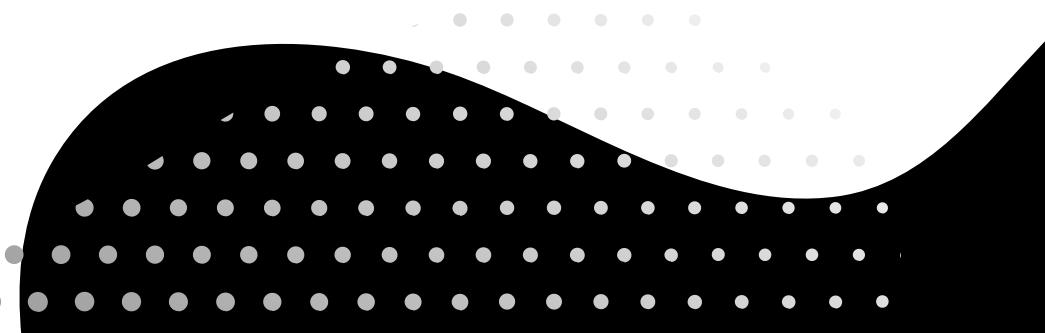
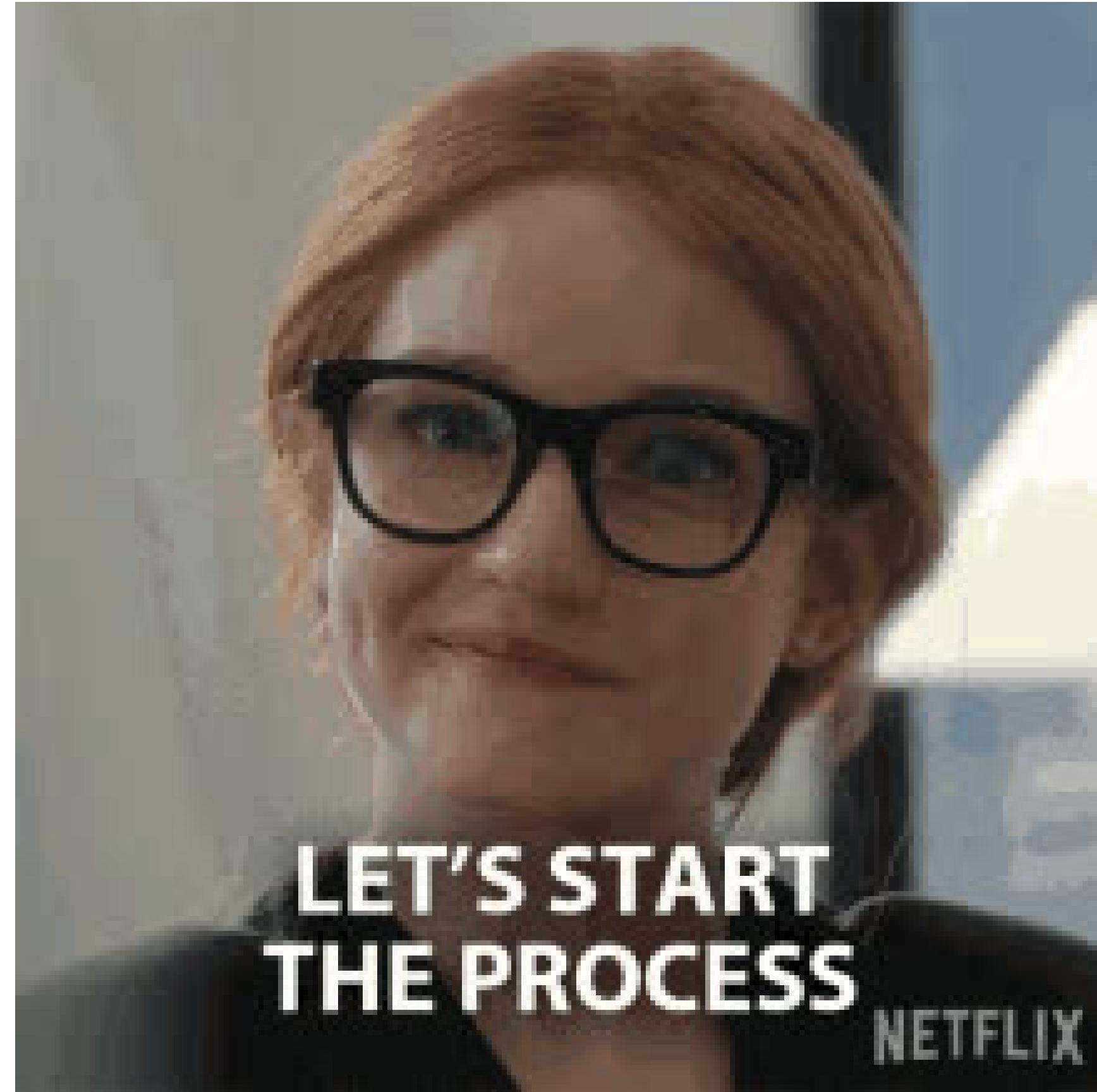
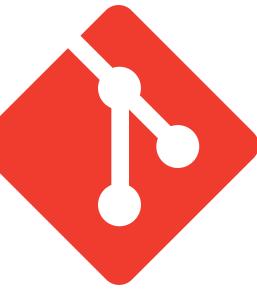
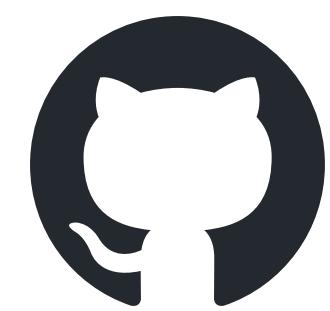


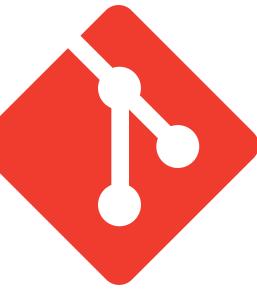
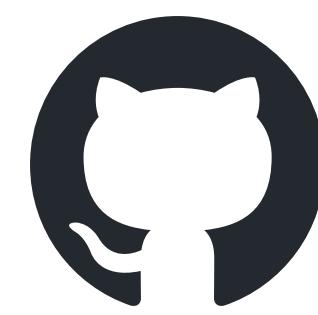
Why Branching?



- Isolate Changes
- Parallel Development:
- Experiment Freely
- Easy Collaboration







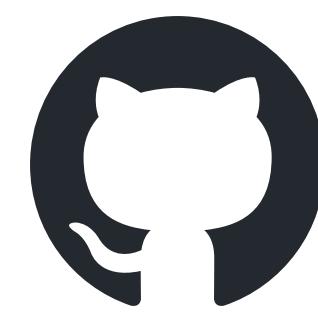
Merging

Merging in Git combines changes from one branch into another to create a unified codebase.

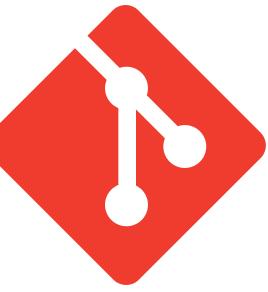
Types of Merging:

1. Fast-Forward Merge: Simple move of branch pointer.
2. Automatic Merge: Git combines changes automatically.
3. ORT Merging: Manual intervention needed for conflicting changes.

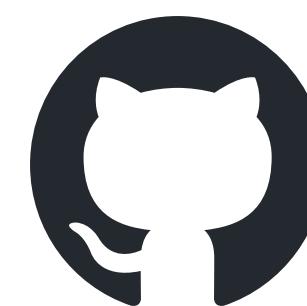




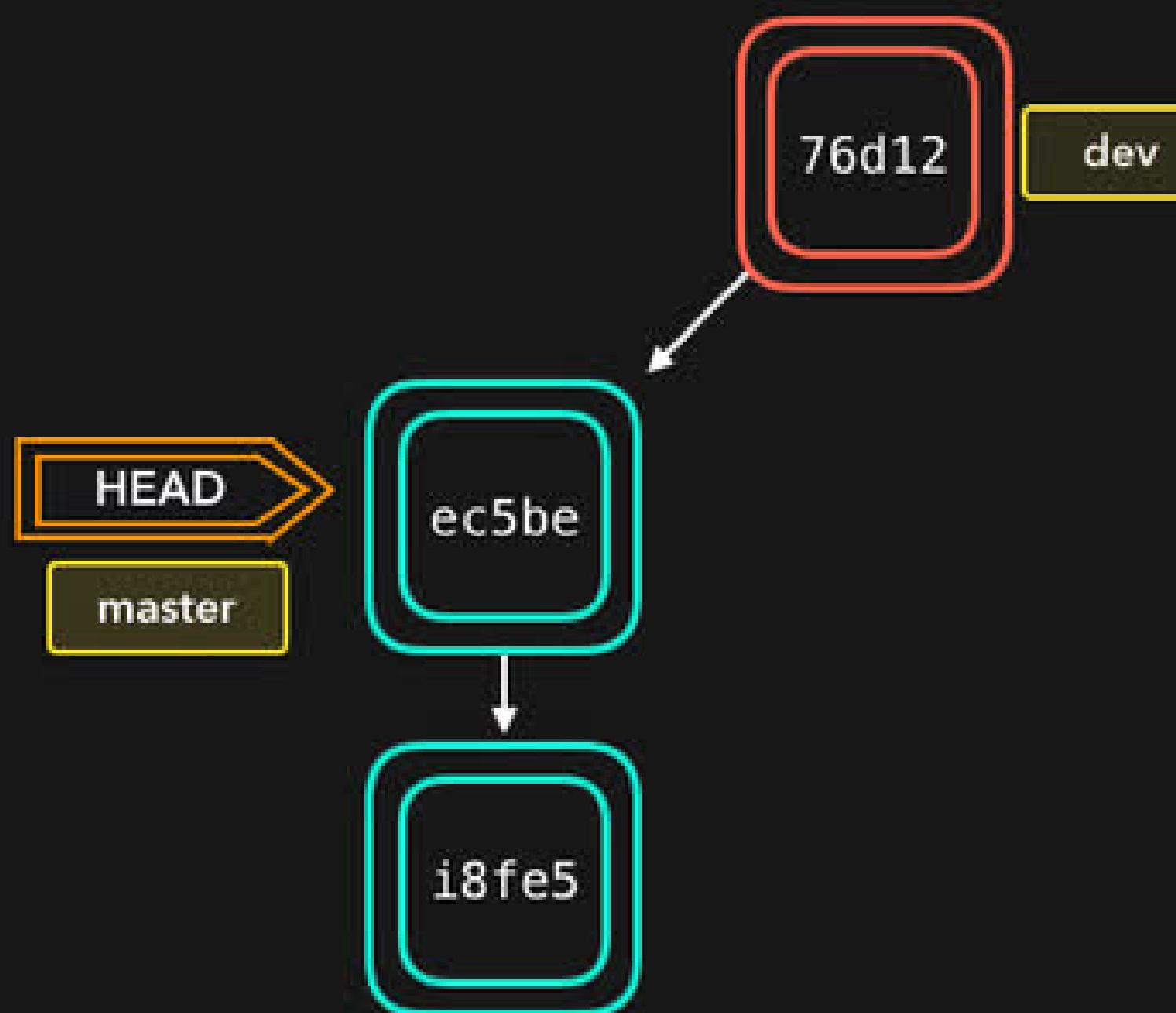
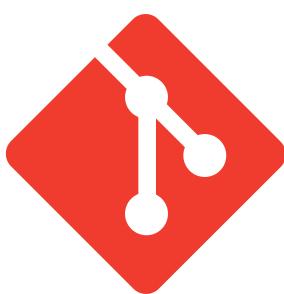
Auto - Merging



Auto-merging is like having two friends write different parts of a story without knowing what the other wrote. When you want to combine their work, an auto merge is when the computer figures out how to put their parts together without any conflicts.



Auto - Merging



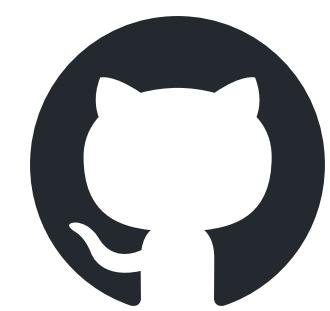
A terminal window titled 'bash' showing a fast-forward merge. The command 'git merge dev' was run, resulting in the message 'Fast forward' and the status 'master\$'.

```
● ● ● bash
master$ git merge dev
Fast forward
master$
```

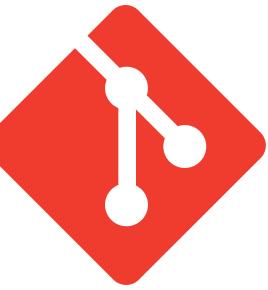
Git | Merging (fast-forward)

Default behavior when the merging branch has all of the current branch's commits

Doesn't create a new commit, thus doesn't modify existing branches



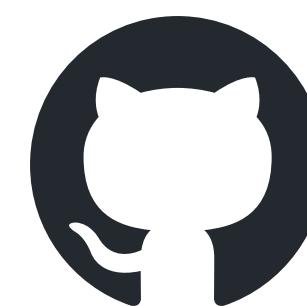
Auto - Merging



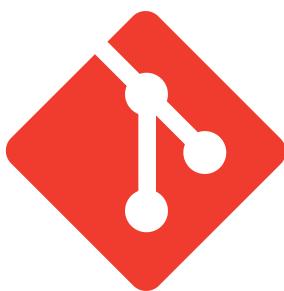
```
git switch hanging_person
```

```
git commit -m "Printing Information seperately"
```

```
git commit -m "Hanging Person Diagram was added"
```



Auto-merging



hanging_person

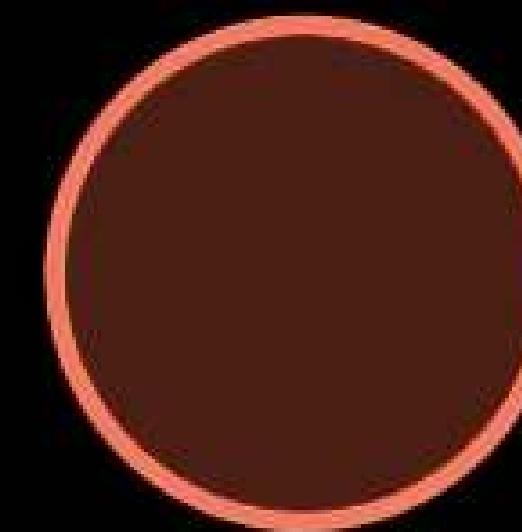
main

c1a246



Fixed missing file
The missing file was

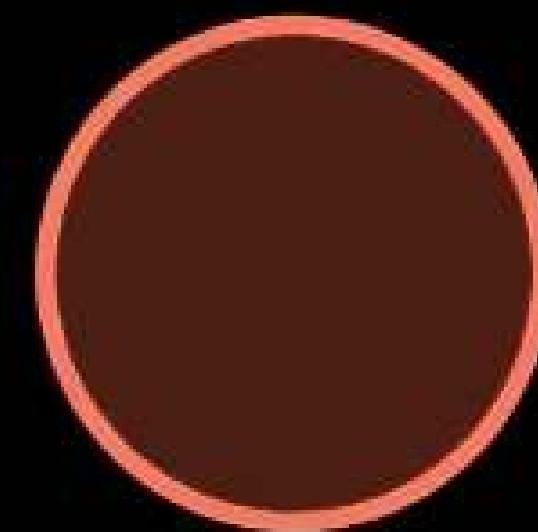
9bb5b7



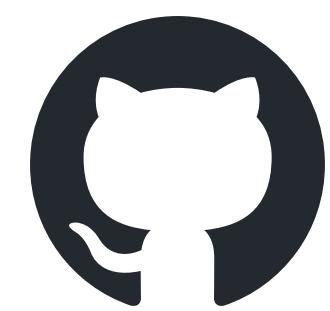
Printing the informa
tion related to game

HEAD

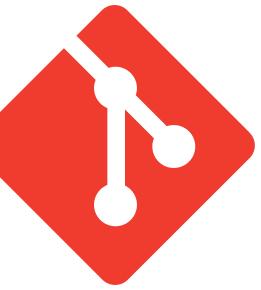
f4d366



Hanging person diagr
am was added Whenev

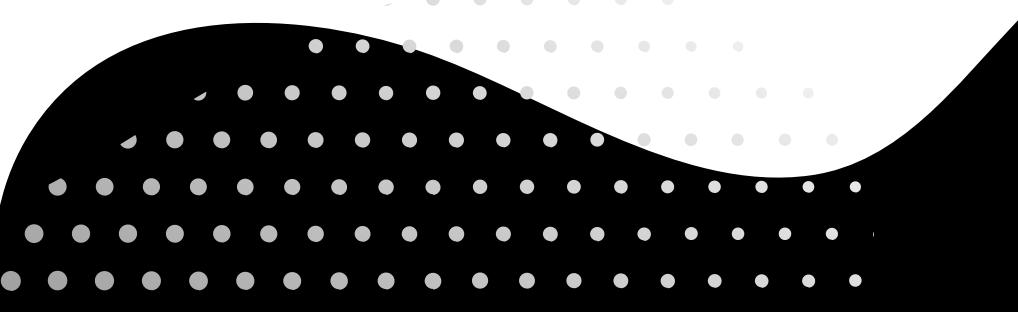


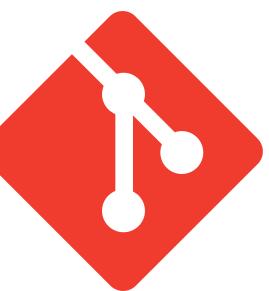
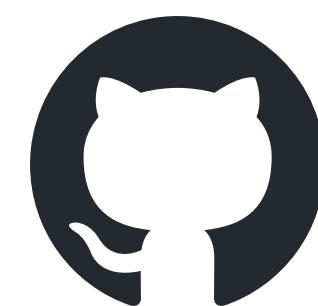
Auto - Merging



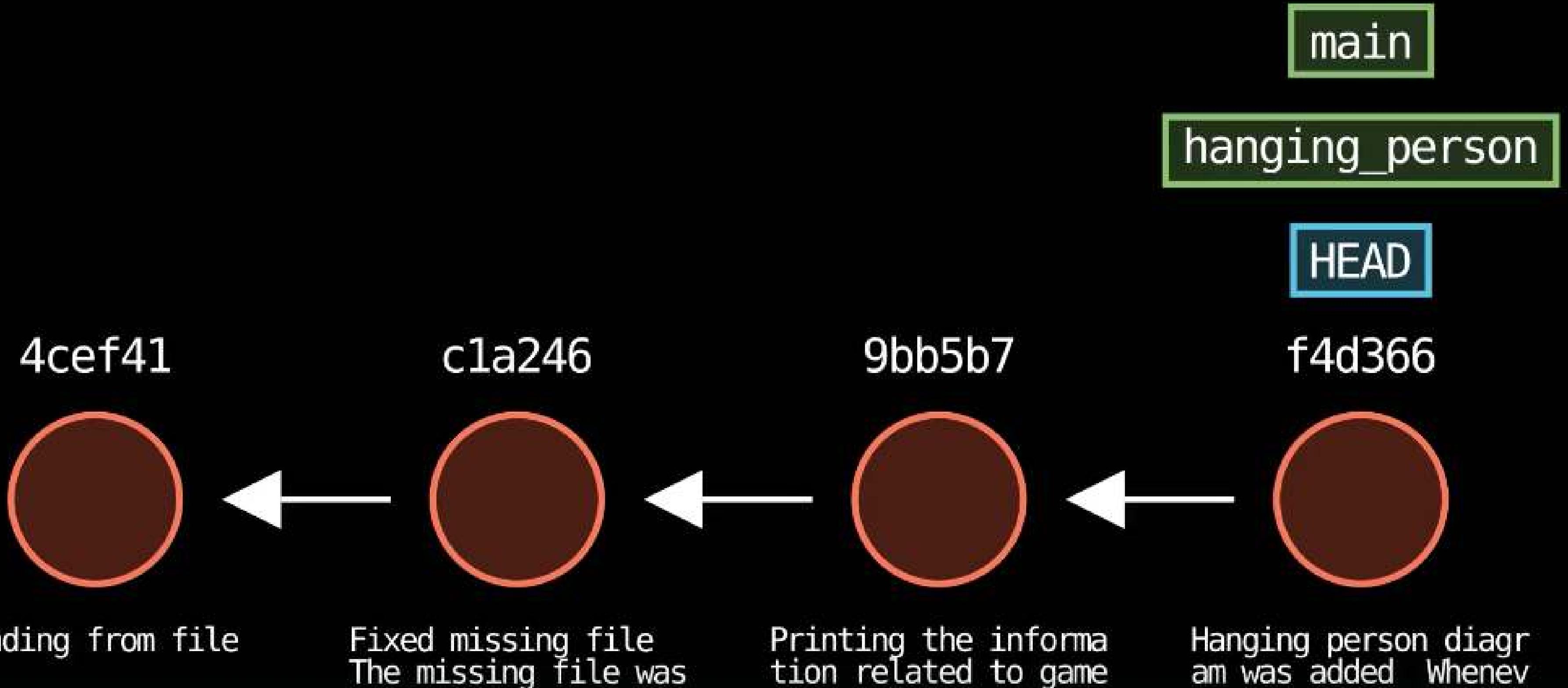
```
git switch main
```

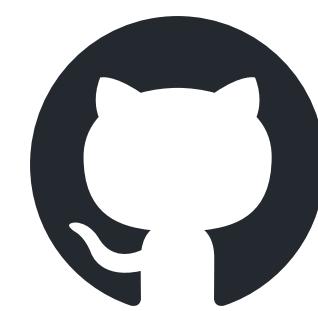
```
git merge hanging_person
```



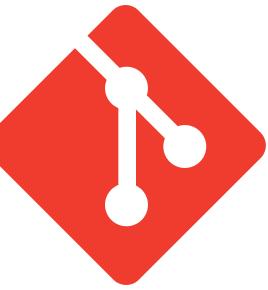


Auto - Merging

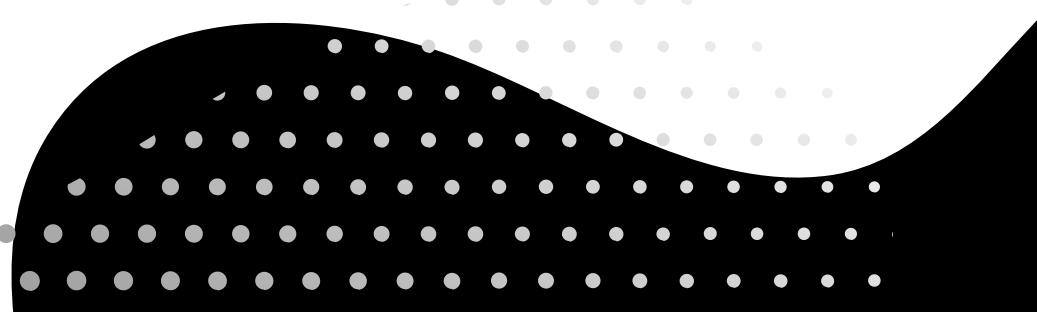


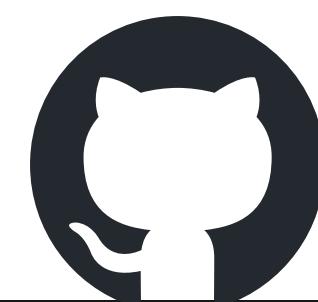


ORT - Merging

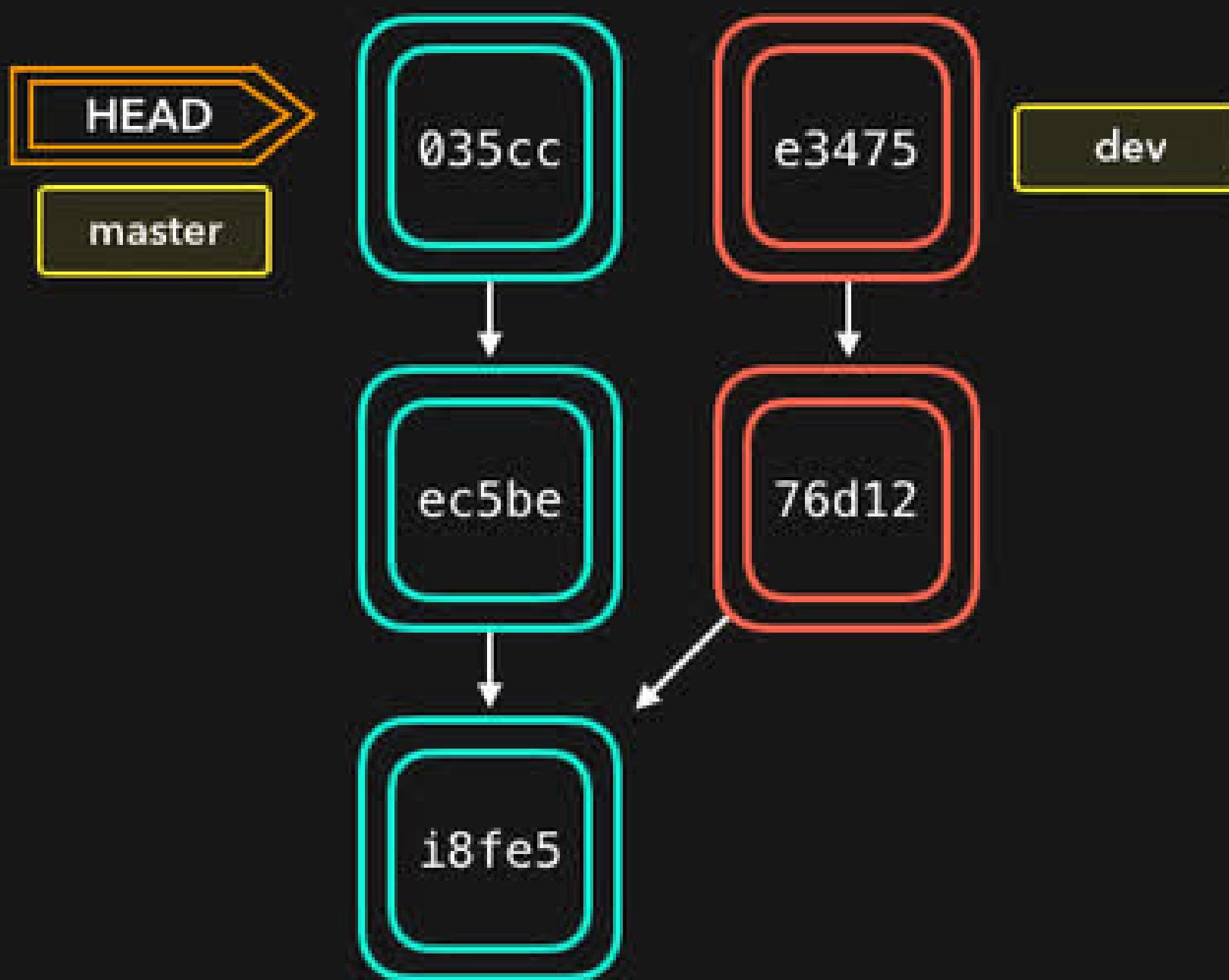
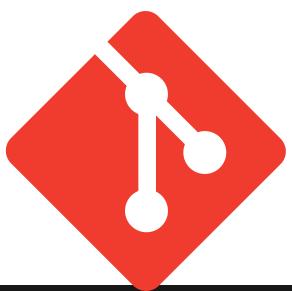


Merge-ort is a relatively new Git merge strategy that is significantly faster (for example, complex merge commits that previously took 5 or more seconds to create are now created in less than 200 milliseconds) and addresses subtle correctness issues found in the merge-recursive strategy.





ORT - Merging

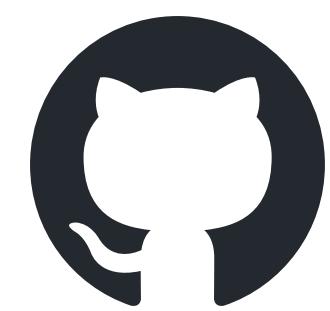


```
● ● ● bash
master$
```

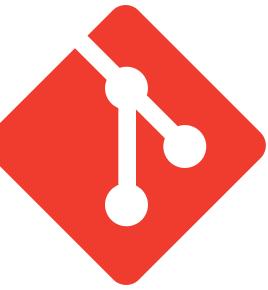
Git | Merging (no-fast-forward)

Default behavior when current branch contains commits that the merging branch doesn't have

Creates a new commit which merges two branches together without modifying existing branches



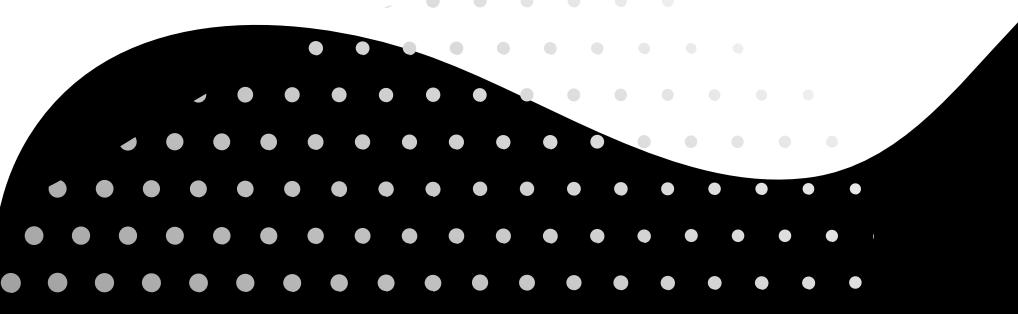
ORT - Merging

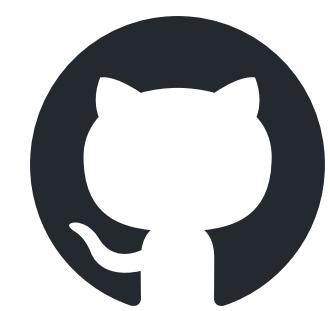


```
git branch fix-garbage-print
```

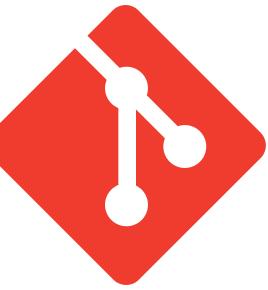
```
git branch looking-for-compiler
```

```
git branch window-build_support
```





ORT - Merging

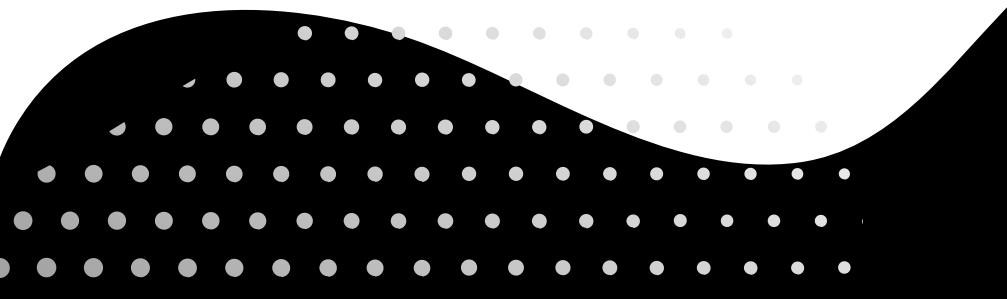


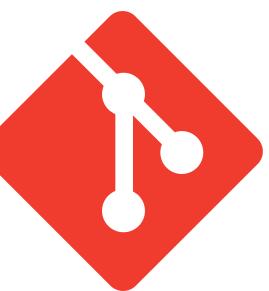
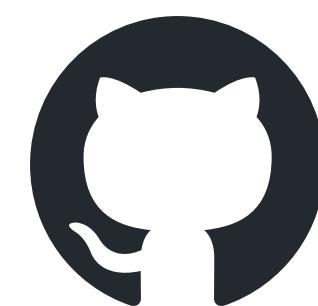
```
git switch fix-garbage-print
```

```
git commit -m "Fix garbage print"
```

```
git switch looking-for-complier
```

```
git commit -m "Looking for complier"
```





ORT Merging

main

fix-garbage-print

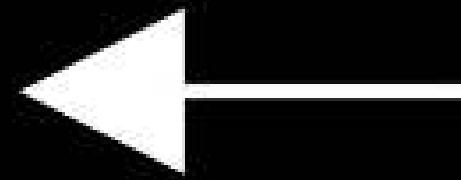
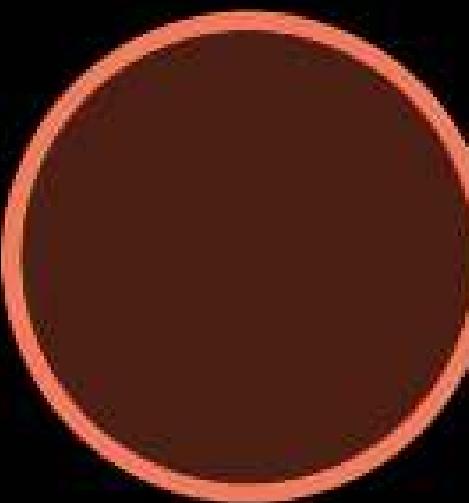
hanging_person

HEAD

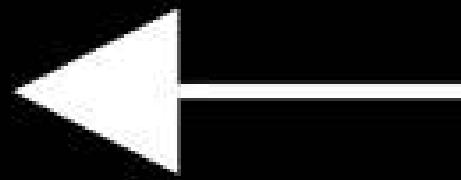
1f5451

095fb5

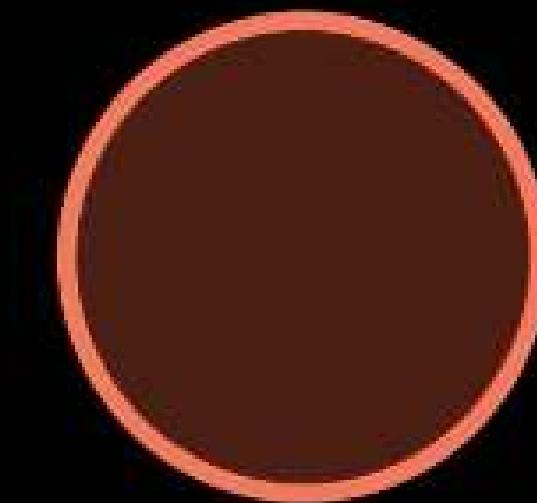
c3adcf



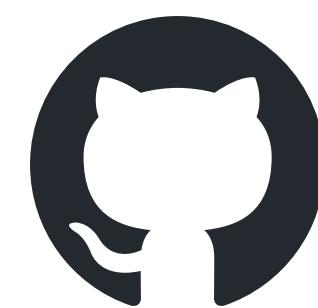
Printing the information related to game



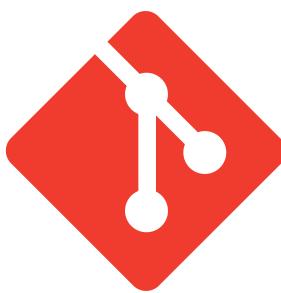
Hanging person diagram was added whenever



Fix garbage print



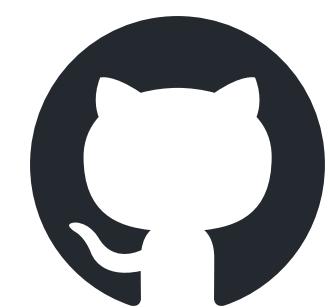
ORT Merging



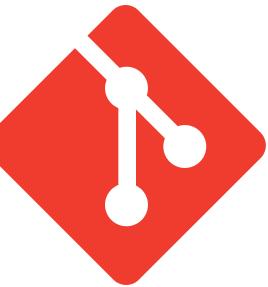
Printing the information related to game

Hanging person diagram was added whenever

Looking for compiler
For Linux, we are

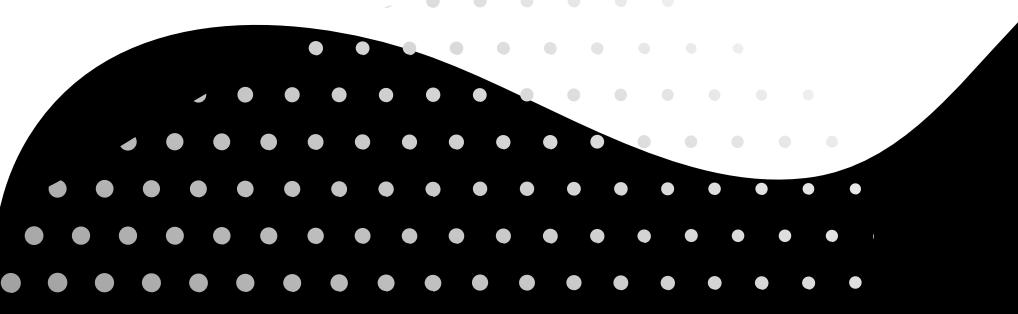


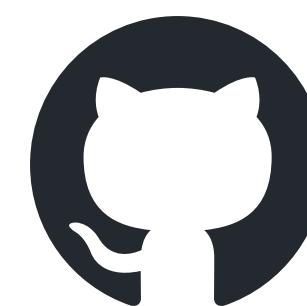
ORT Merging



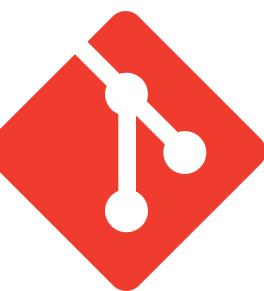
```
git switch window-build_support
```

```
git commit -m "Window build support"
```





ORT Merging



window-build-support

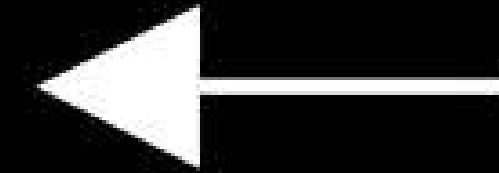
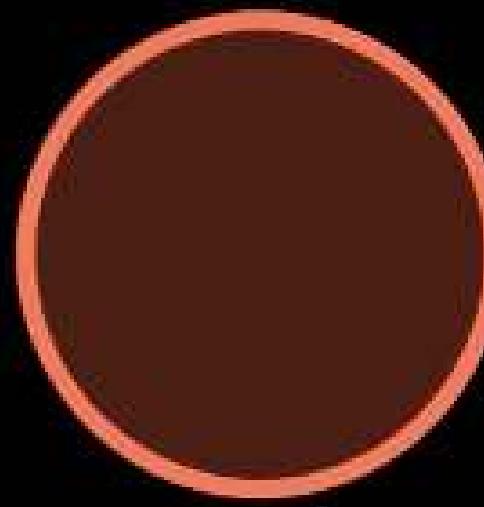
hanging_person

HEAD

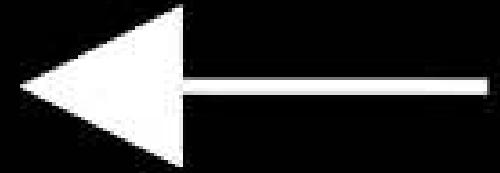
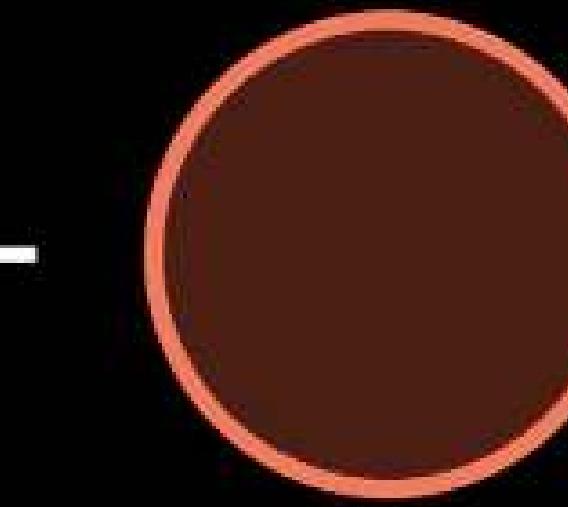
1f5451

095fb5

8f79d1



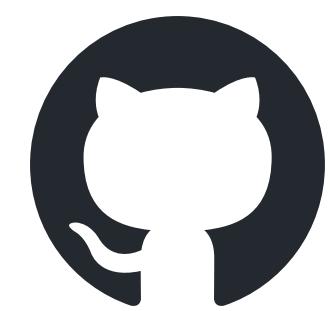
Printing the information related to game



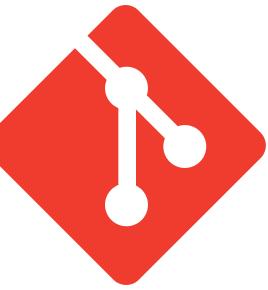
Hanging person diagram was added whenever



Update bat file for window support



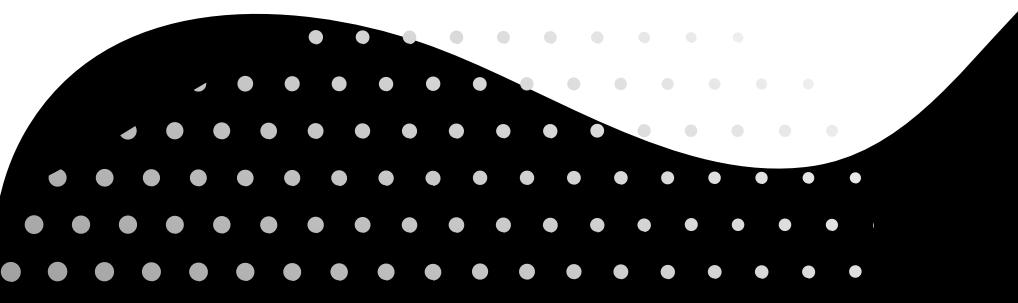
ORT - Merging

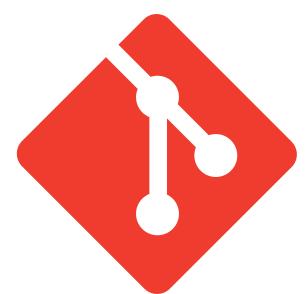
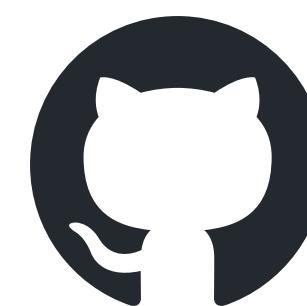


```
git switch main
```

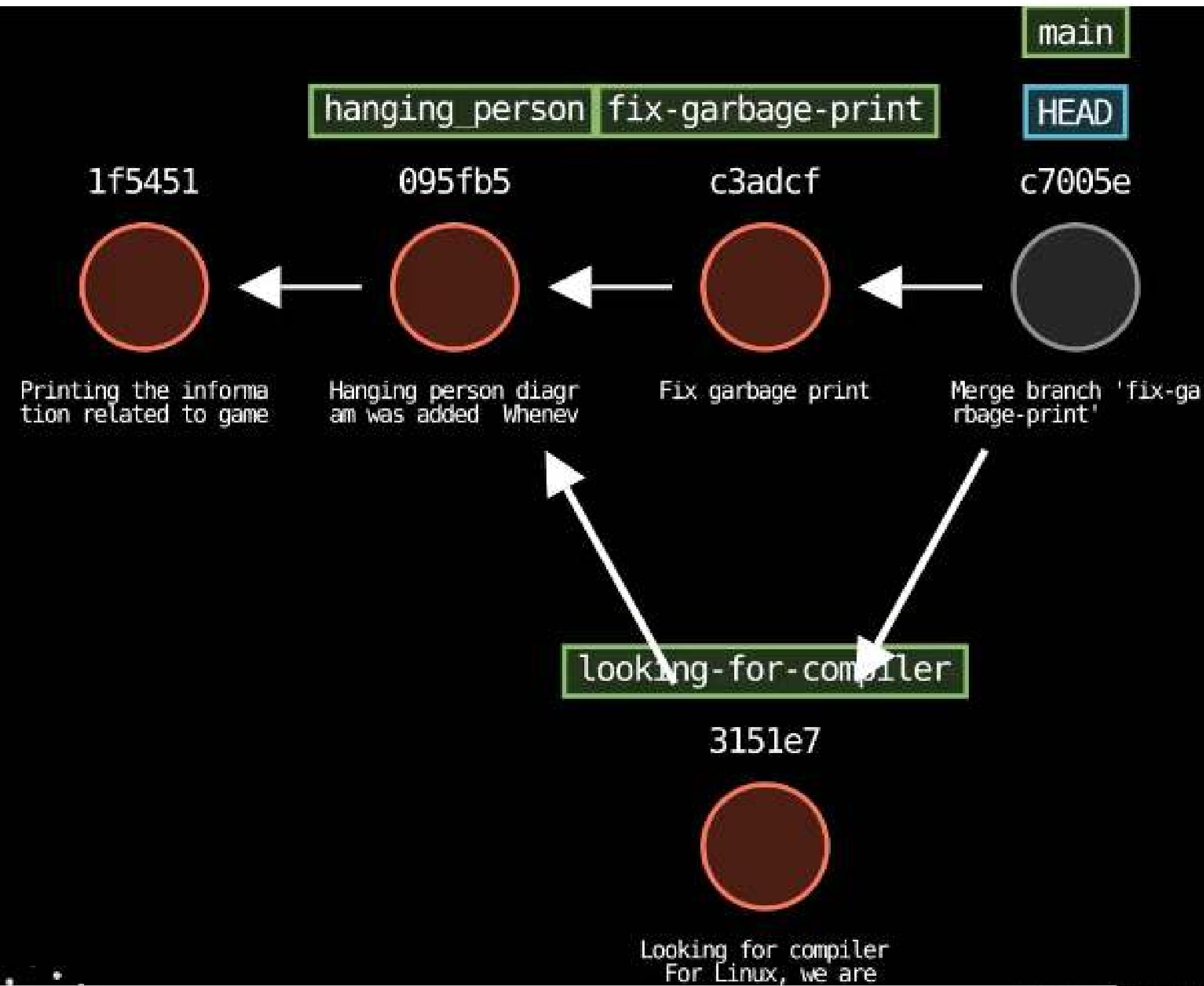
```
git merge fix-garbage-print
```

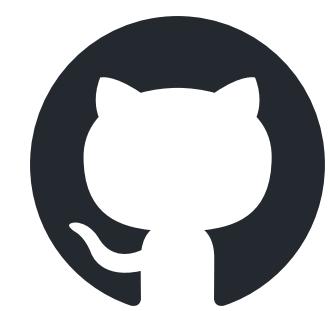
```
git merge looking-for-complier
```



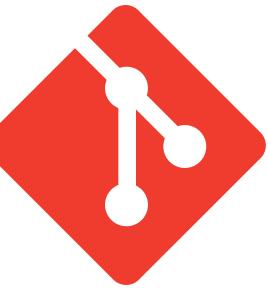


ORT Merging

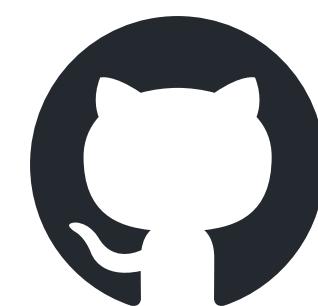




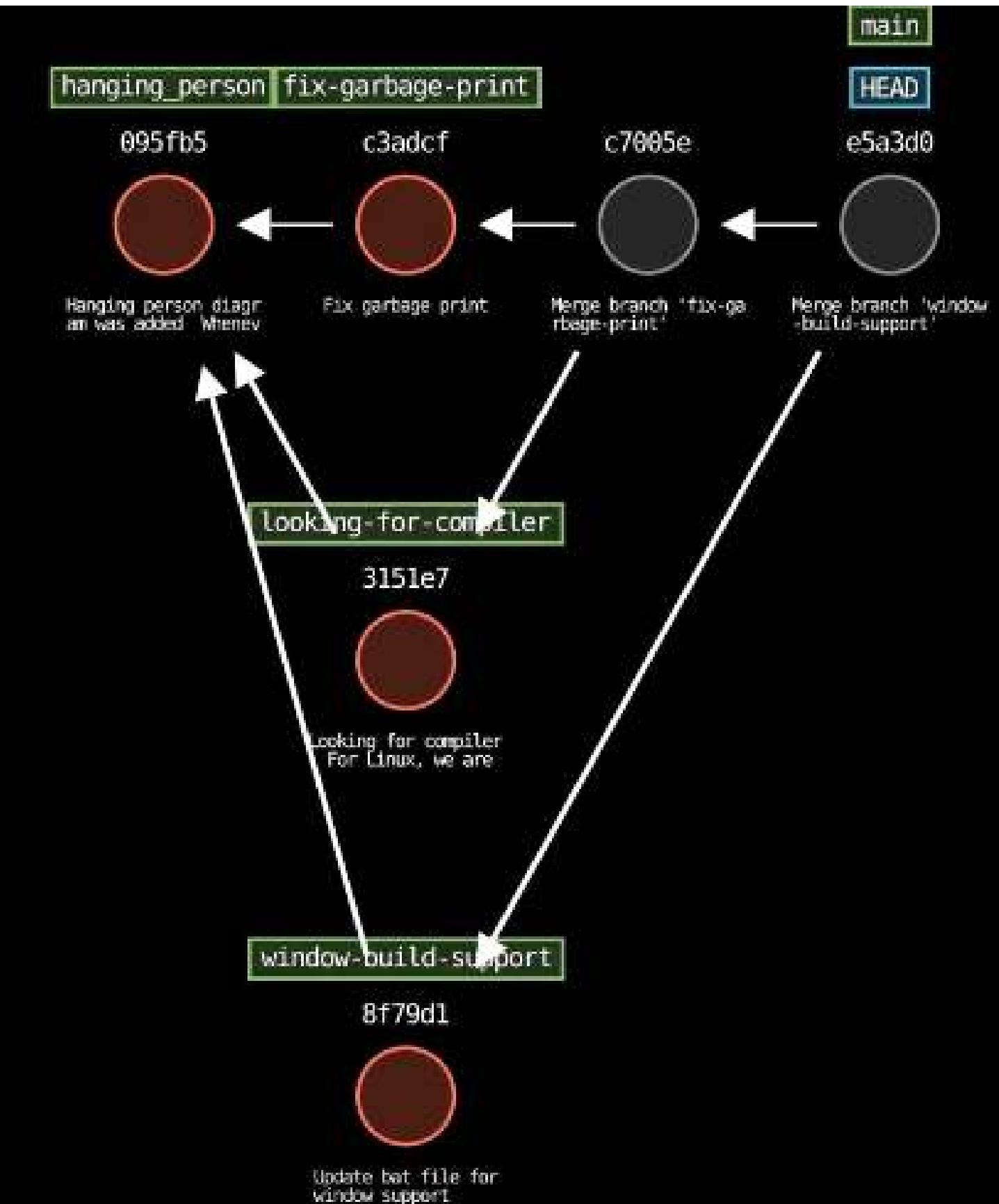
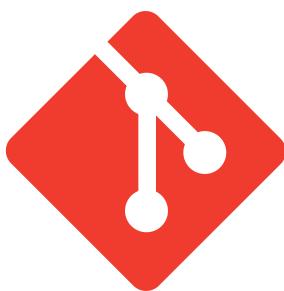
ORT - Merging

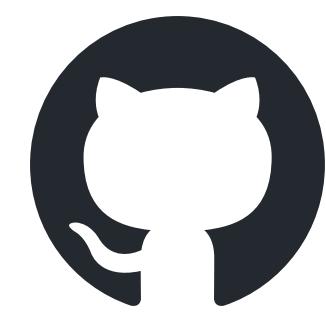


```
git merge window-build-support
```

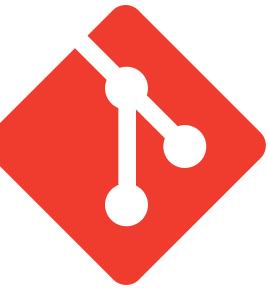


ORT Merging



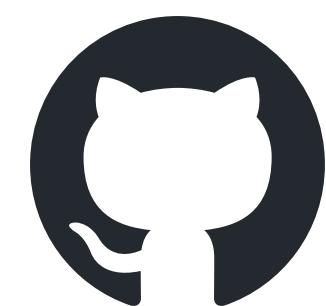


Merge Conflict

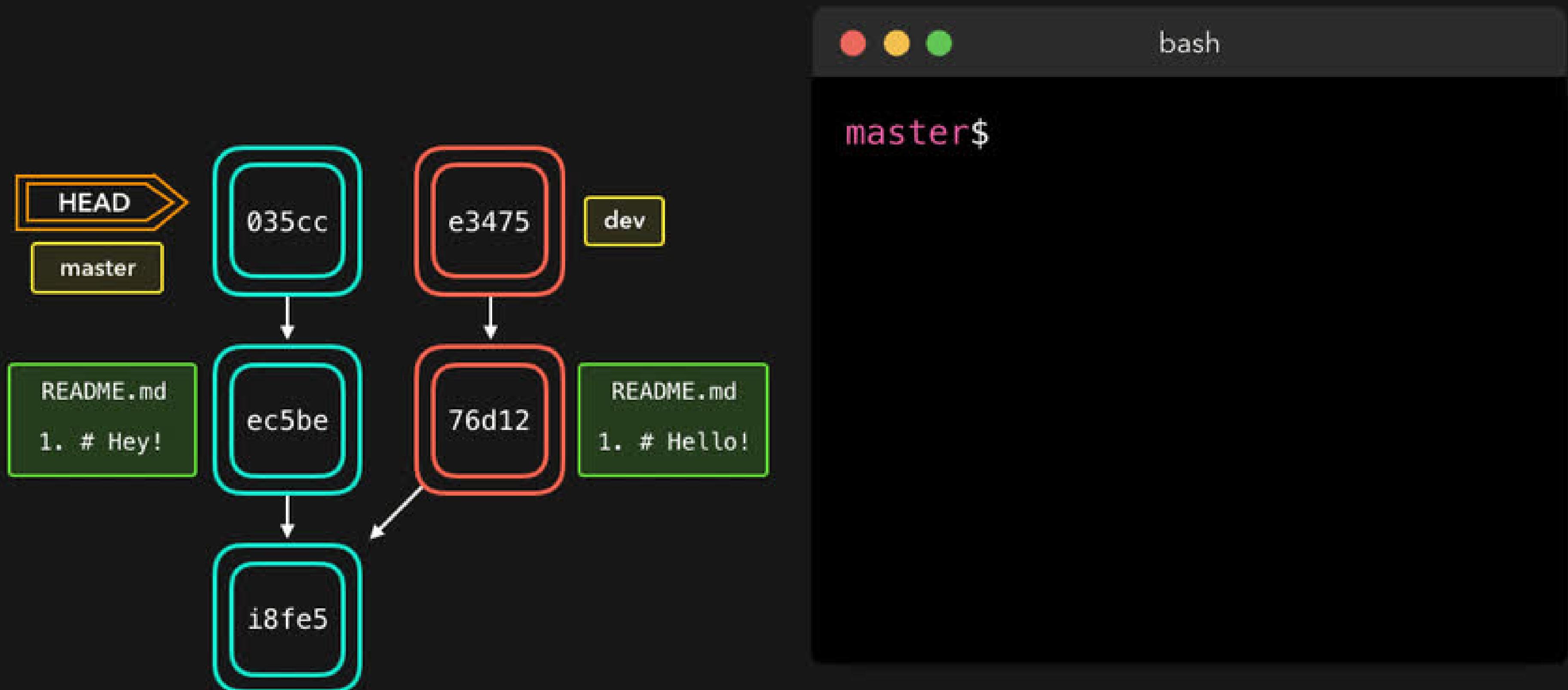
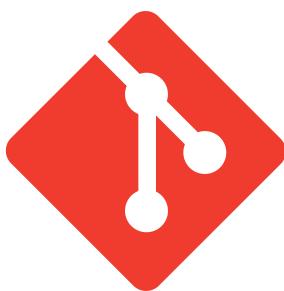


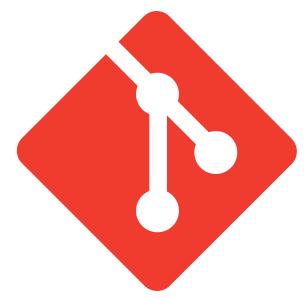
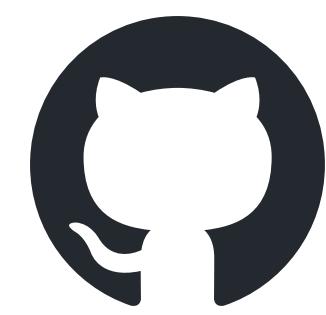
A merge conflict in Git is like having two people try to make different changes to the same part of a document. Imagine you and your friend are editing a story together. You both decide to work on different sections. However, when you try to combine your changes, you realize that you both made different edits to the same paragraph.





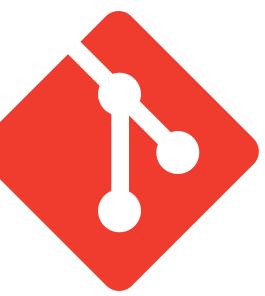
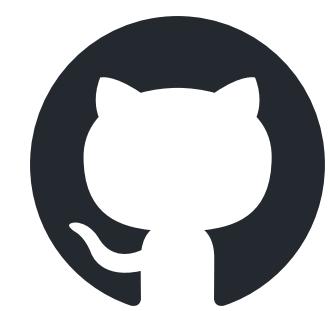
Merge Conflict





Merge Conflict





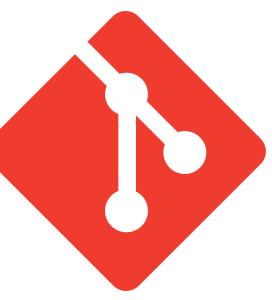
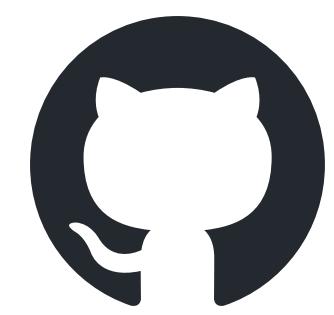
Rebasing

Rebasing in Git is like taking your current work and placing it on top of the latest updates. Imagine you're working on a project with others, and they make some changes while you're still working on your part. When you rebase, you bring in those latest changes, so your work is based on the most up-to-date version of the project.

```
git rebase main
```



Are we there?



Assignment time!

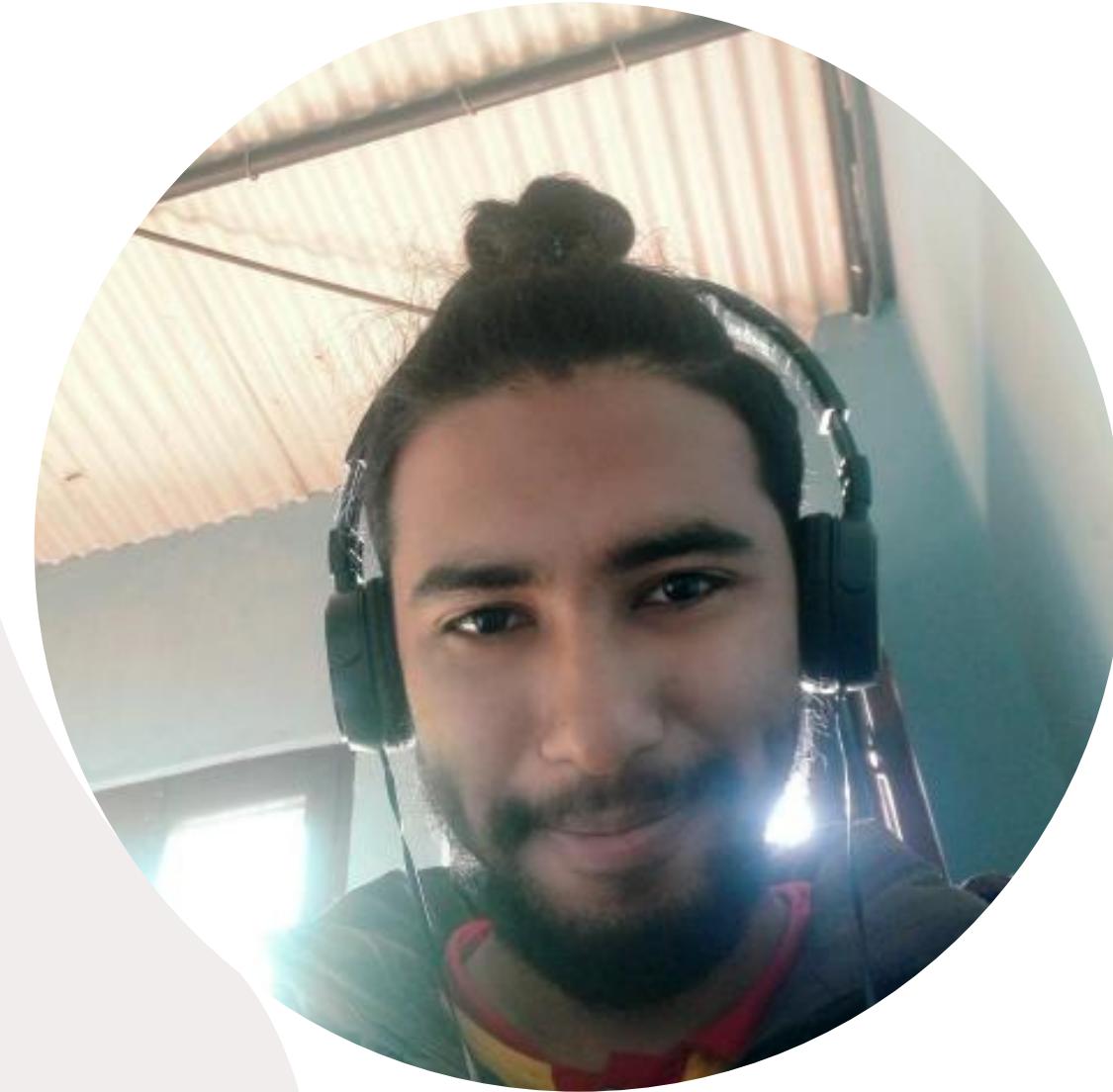


DEMO SOLUTION



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THANK YOU