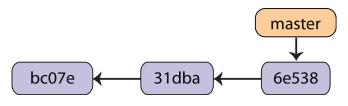
${\tt Git:} \ {\sf Branching} \ {\sf and} \ {\sf Merging}$ 

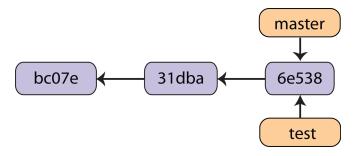
#### What is a branch?

A branch is just a pointer to a commit:



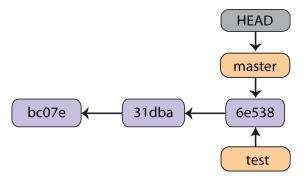
We have been using the master branch.

We can create a new branch and it will add a new pointer to the current commit:

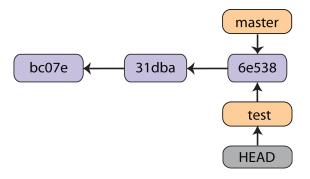


git branch test

How does Git know which branch you are currently on?

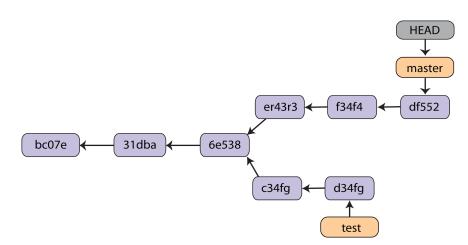


You can change the current branch by using git checkout:

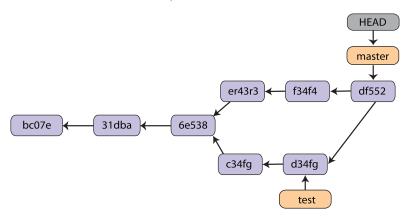


git checkout test

If you add commits on both branches, the directories can diverge:



Eventually, you might want to merge your changes on your branch back into the master development branch:



git merge test

### **Resolving Conflicts**

Inevitably, you will get this error at some point when merging:

\$ git merge test
Auto-merged file1.txt
CONFLICT (content): Merge conflict in file1.txt
Automatic merge failed; fix conflicts and then
commit the result.

### **Resolving Conflicts**

This has now been put in the conflicting file:

<<<<< HEAD:file1.txt
This is in the master branch.
======</pre>

This is in the test branch.

>>>>> test:file1.txt

## Resolving Conflicts

This has now been put in the conflicting file:

<><< HEAD:file1.txt

This is in the master branch.

======

This is in the test branch.

>>>>> test:file1.txt

Let's see how you resolve a merge conflict.

# Why branch?

Isolation of changes.

## Why branch?

Isolation of changes.

Try new things without disrupting main code.

# Why branch?

Isolation of changes.

Try new things without disrupting main code.

Usually, there are a few main types of branches:

- 1. Feature Branch
  - If a particular feature is disruptive enough that you don't want the entire development team to be affected in its early stages, you can create a branch on which to do this work.
- 2. Fixes Branch
  - While development continues on the main trunk, a fixes branch can be created to hold the fixes to the latest released version of the software.

#### Your Turn

Exercise 5 (30 mins)