

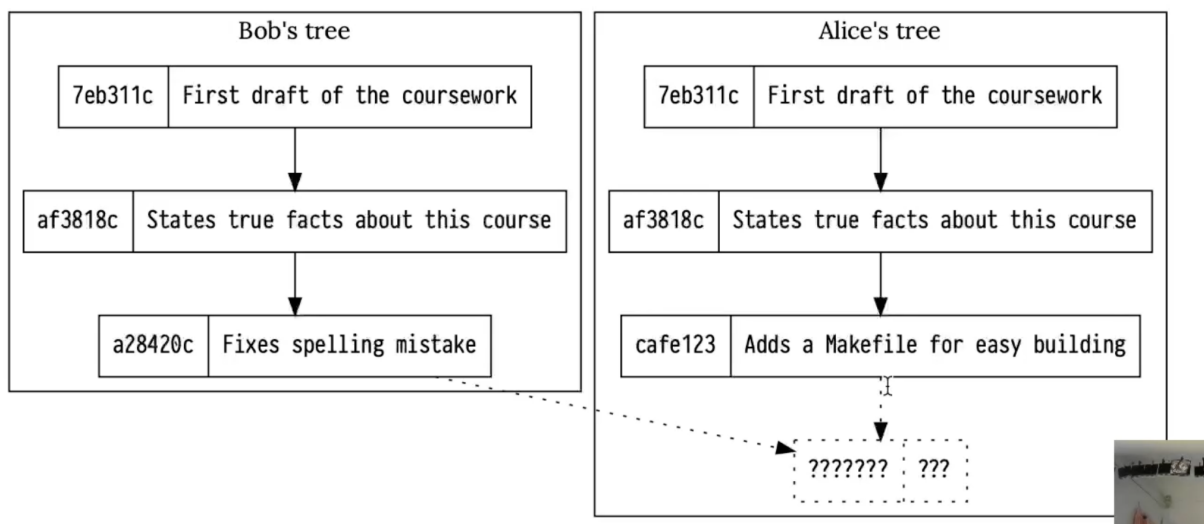


Git: Merging & Rebasing

What happens if things go wrong?

- Alice pulled Bob's changes earlier she could simply pull them across to her tree if she hasn't made any changes
- But say Alice had been making commits on her own tree whilst Bob was also making changes?
 - now the two trees have *diverged*
 - therefore they can't be **fast forwarded**

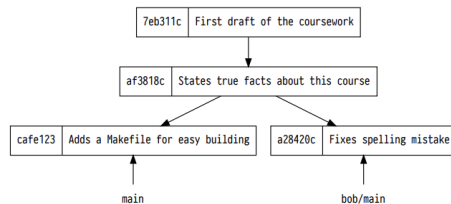
Fastforwarding - when the feature branch builds directly off the main branch, so to merge them you can just move the main branch pointer to the top of the new feature branch



- e.g. Bob doesn't have the commit for the Makefile as his tree diverged earlier
 - one tree has the Makefile, the other has "fixes spelling mistake"

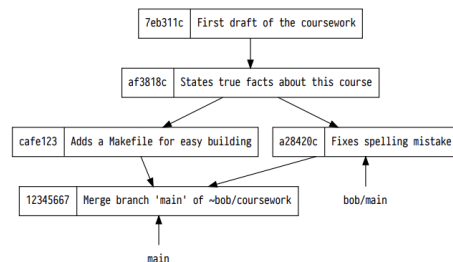
Merging

From Alice's point of view this is what the trees look like



```
$ git merge --no-ff bob/main
hint: Waiting for your editor to close the file...
Merge made by the 'ort' strategy.
 Makefile | 0
 1 file changed, 0 insertions(+), 0 deletions(-)
 create mode 100644 Makefile
```

The simplest approach is to do a *merge* and add a commit explicitly merging the changes from both paths of the tree

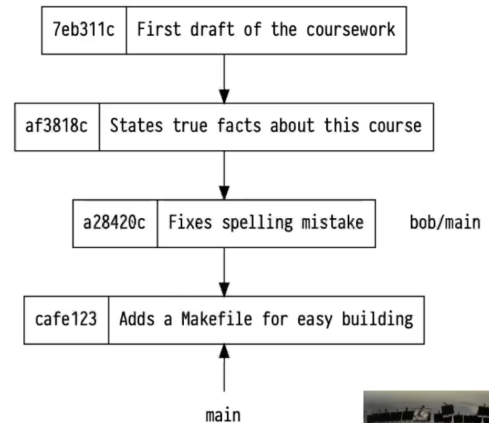
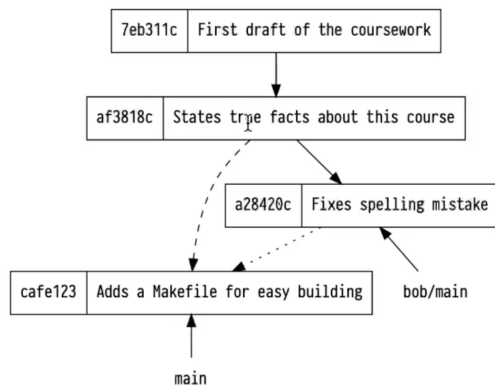


(But normally it'll be smart and spot that you changed different files and still do the *fast-forward*...)

- this merge will be fine as long as the two files don't interact and break each other

Rebase

The alternative is to say that as long as Alice's changes do not affect Bob's changes at all, then we do some time travel and rewrite the order of commits - i.e. that Alice merged Bob's changes before she began her work...



- you want the left diagram to become the right one

use the git rebase command

```
git rebase bob/main
```

- so if Alice runs that command and rebases onto bob main, it will take all of her work up until the point where their trees diverged, and move it onto the **HEAD** of bobs main
- git rebase has the potential to go wrong

Merging vs Rebasing

- Merging is simpler conceptually
 - however it is slightly messier due to more merge commits
- Rebasing is neater but more failure prone and complicated