

Little manual for using “Team Git” without dying in the attempt

3 main rules of the fight...er, git club:

1. Please, do not touch “master” branch :)
2. All our features are merged in “dev” branch.
3. We always work starting from “dev” branch.

So, you want to create a new feature, hum?

- Remember rule 3, so, IN YOUR LOCAL MACHINE :

```
git pull origin dev
```

- Then create your local development branch. I advise(well,obligate, actually) to use the ticket ID of our current task manager(Trello). For example: B-12, F-6... Then, the recommended command for that, is:

```
git checkout -b task_id
```

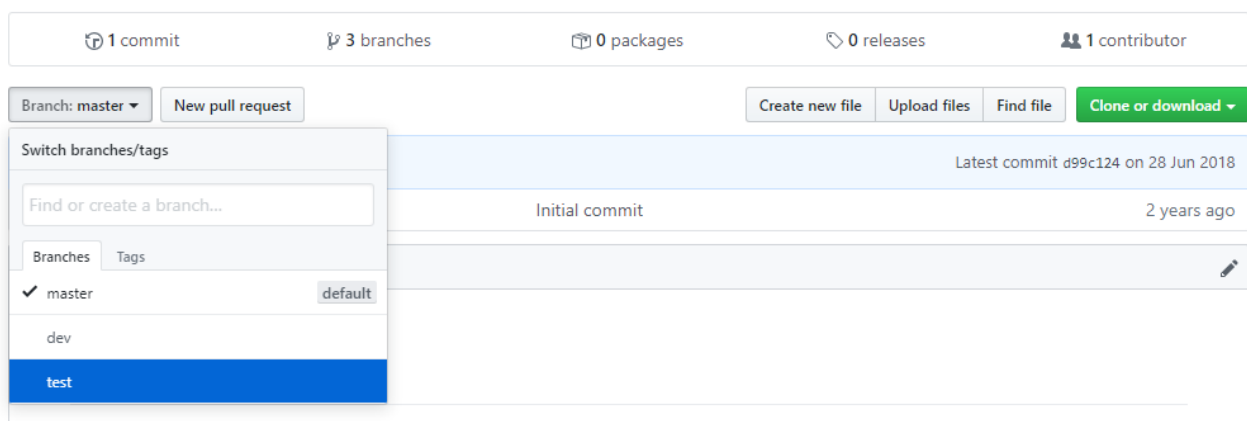
You should be in your new working branch. So, you can begin to design and develop your solution. Once you finished, add your changes, commit your changes and ensure that we don't have news in our dev branch. How ? Easy:

```
git pull origin dev
```

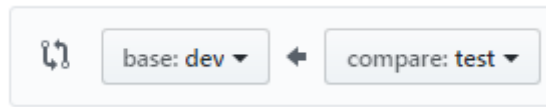
That should merge our changes with the possible partners changes. If we have code conflicts, we have to solve it before uploading our code to the Github repository. Thats important, because it's better to solve our conflicts in our local machine that generate a problem in the Github repository. Once we solve that:

```
git push origin task_id
```

Then, go to Github repository, and, in the project route, select your branch and click on the “New pull request” button:



Select "dev" as a base branch (because we want to merge our changes with "dev") and select your branch as compare branch.



Then click on the "Create Pull Request" button:



That will notify all your team partners that you are about to merge new changes in "dev" branch. You can copy/paste the URL to pass to your partners the info of the changes that you request to merge:

<https://github.com/CloudSalander/react-course/pull/2>
(pull request URL example)

Once some of your partners code-reviewed your changes, you can merge with "dev" branch using the "Merge pull request" button:



Tachán ! And now your changes form part of the 'dev' branch.
Easy, uh?

Let's work, then !:)