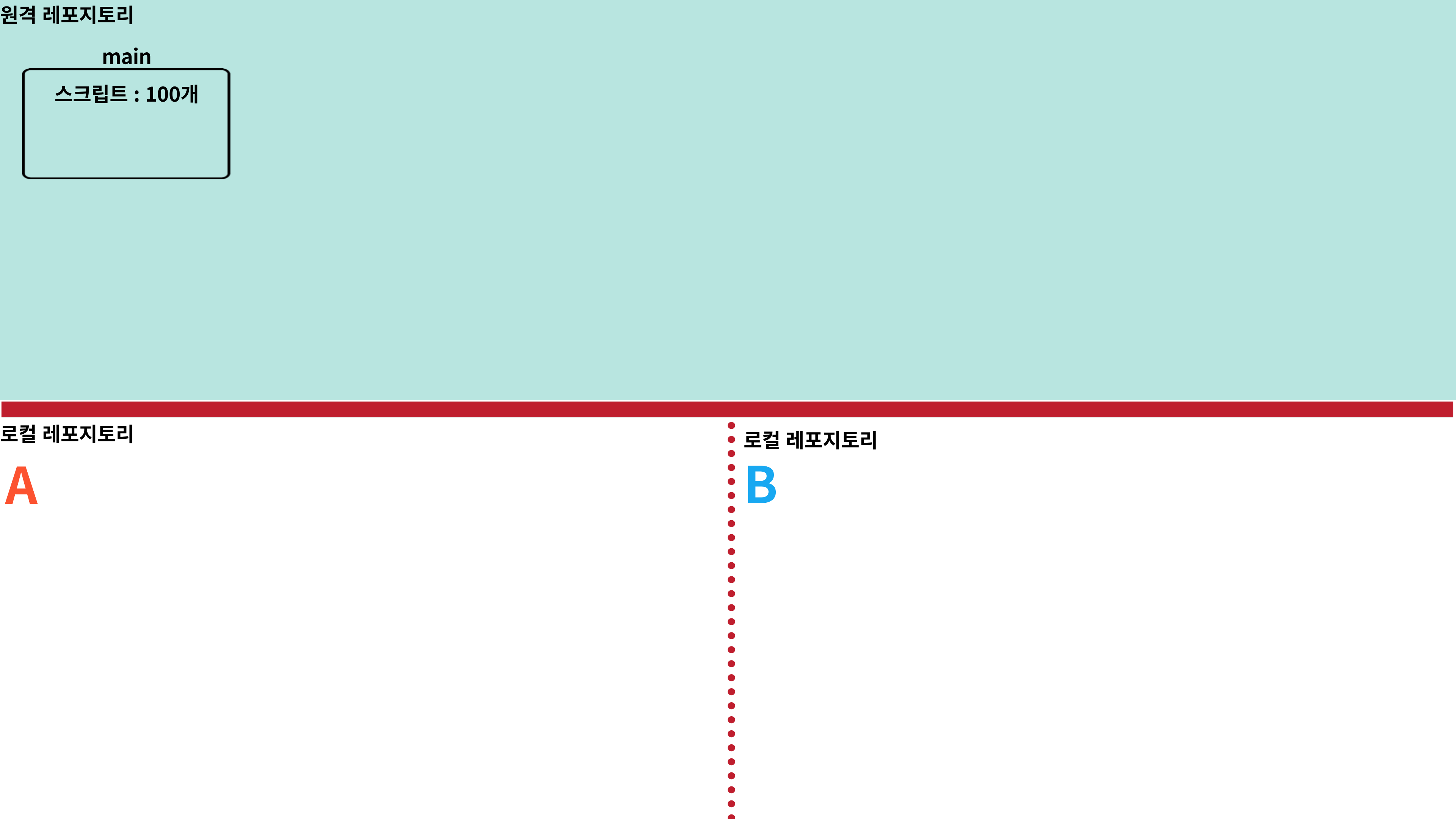
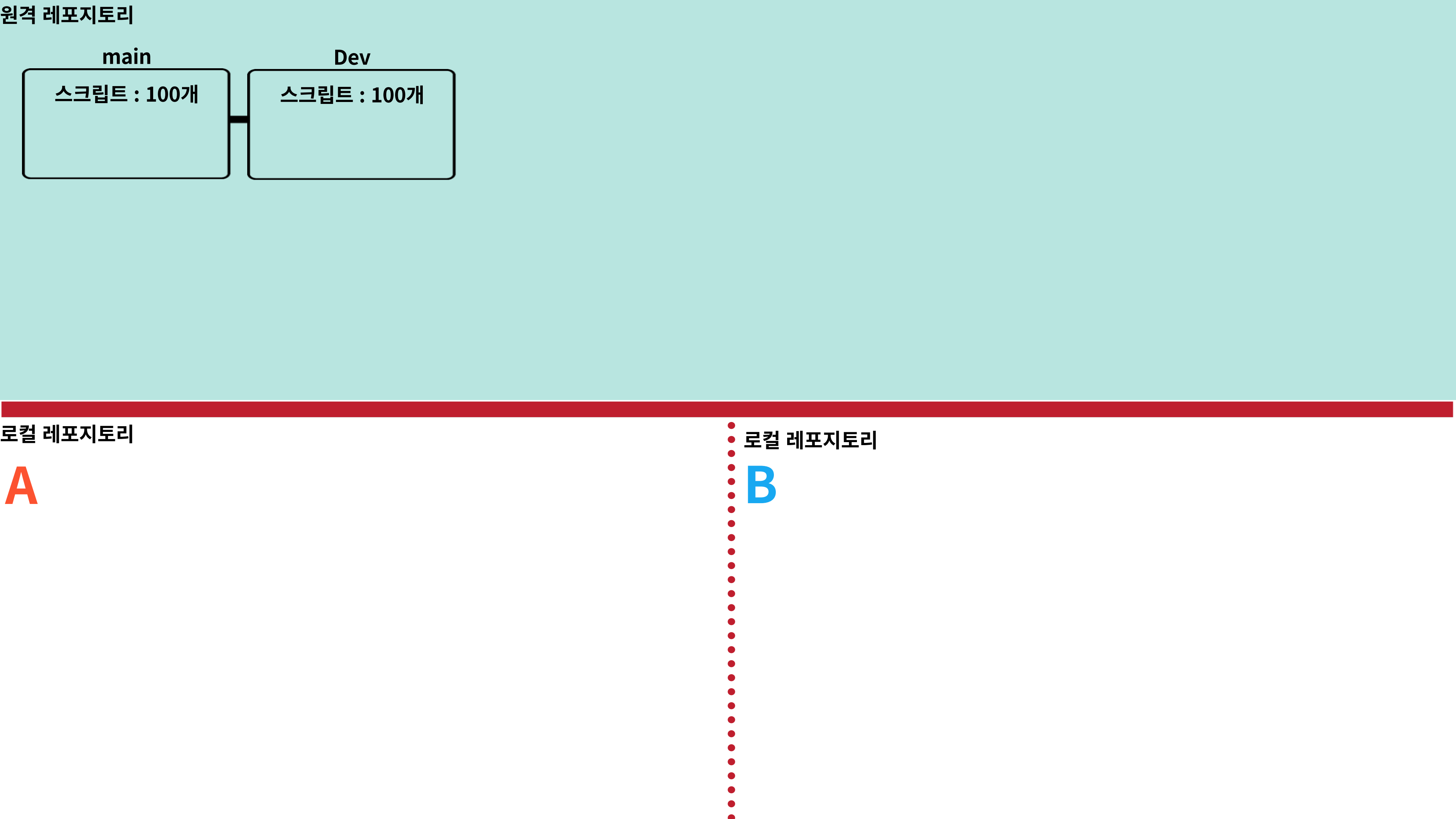
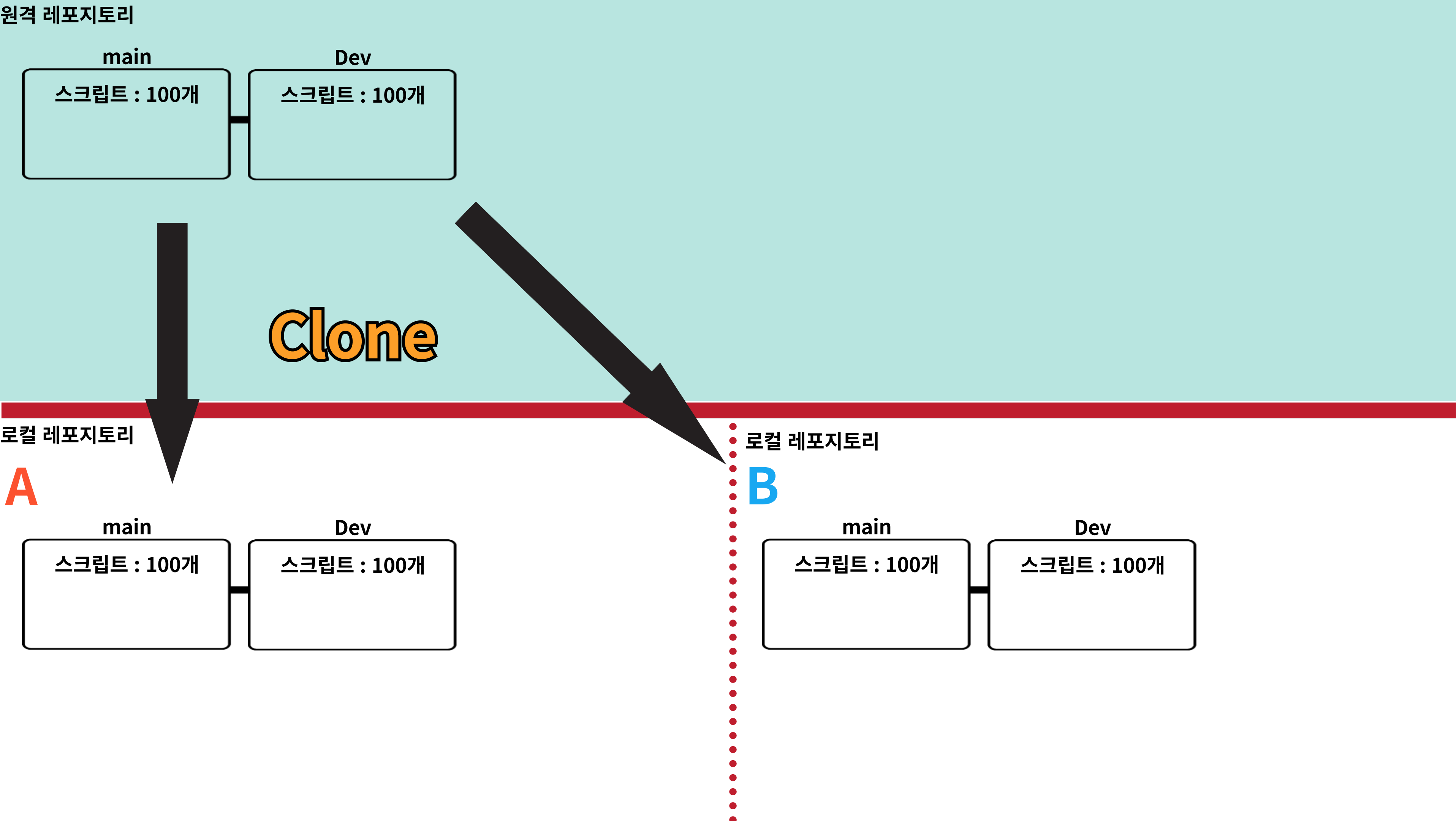


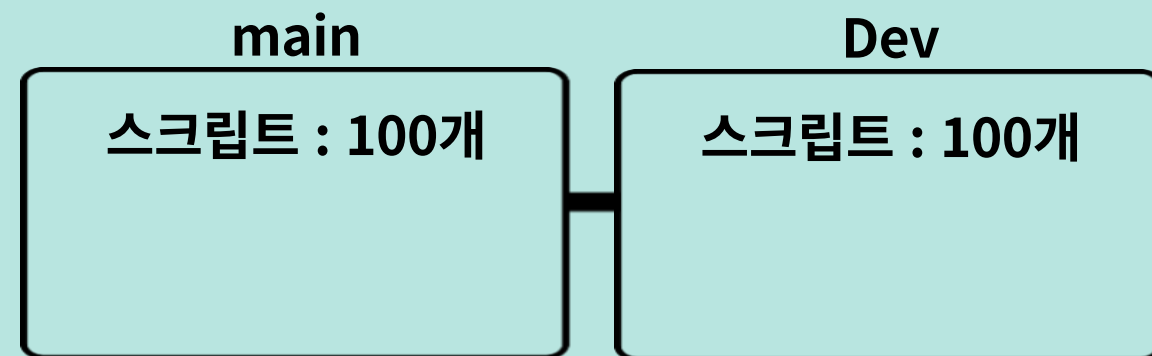
# Git 리마인드







## 원격 레포지토리



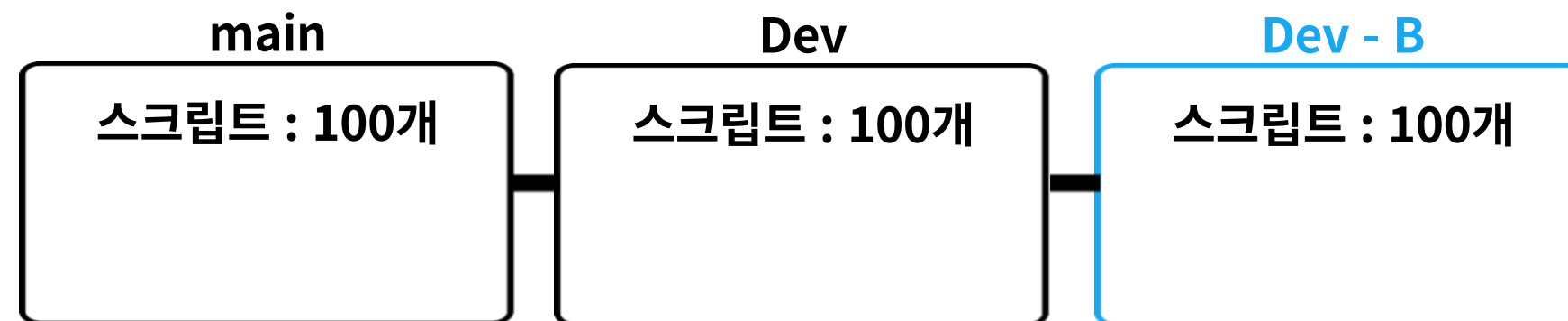
## 로컬 레포지토리

**A**

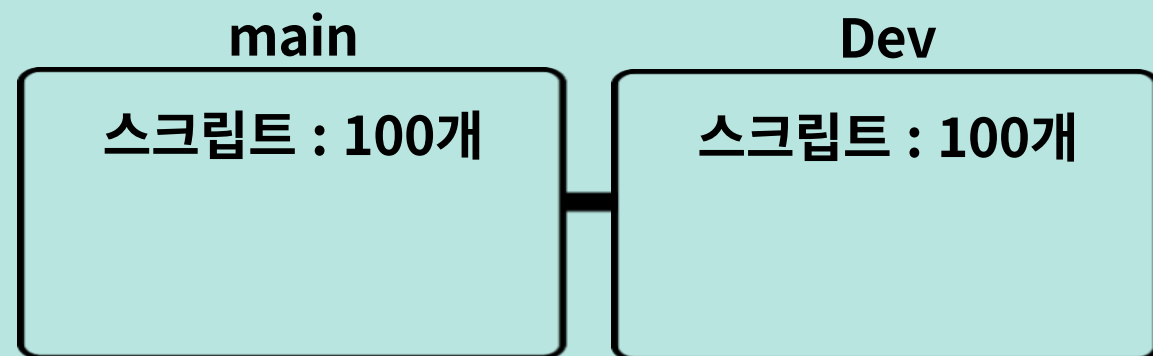


## 로컬 레포지토리

**B**



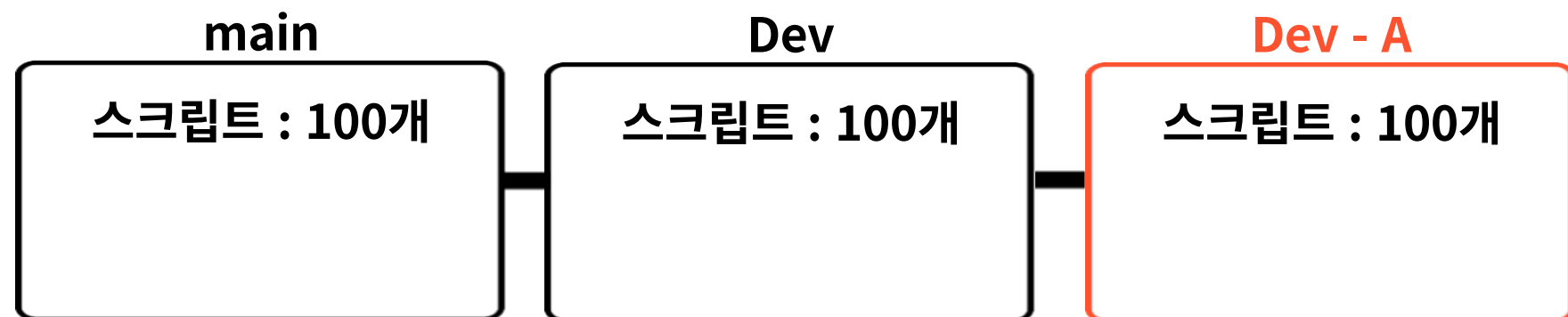
원격 레포지토리



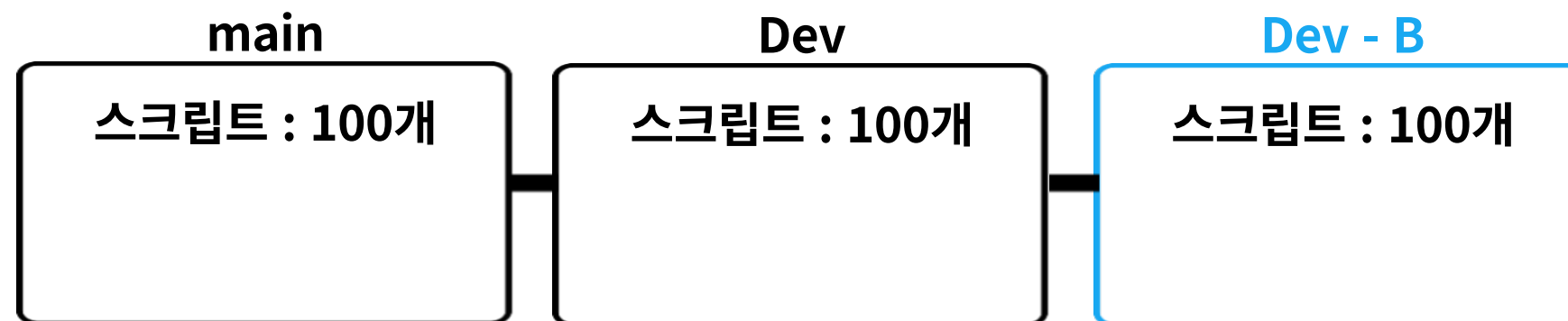
로컬에 새로운 브랜치가 생기면서  
차이점이 발생됨

로컬 레포지토리

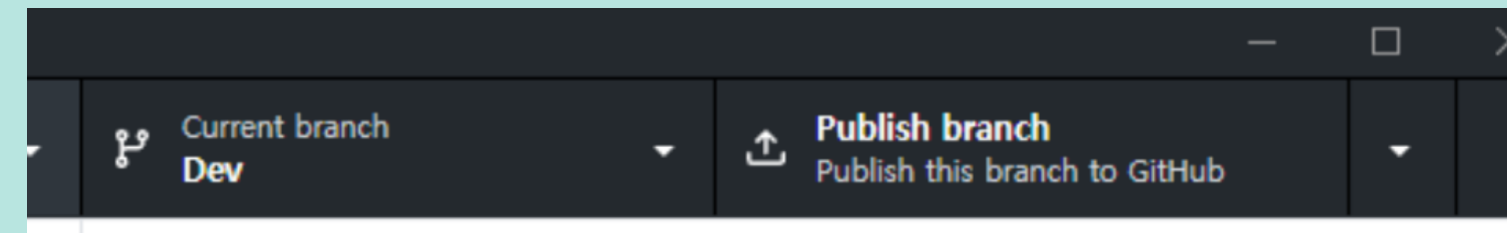
A



B

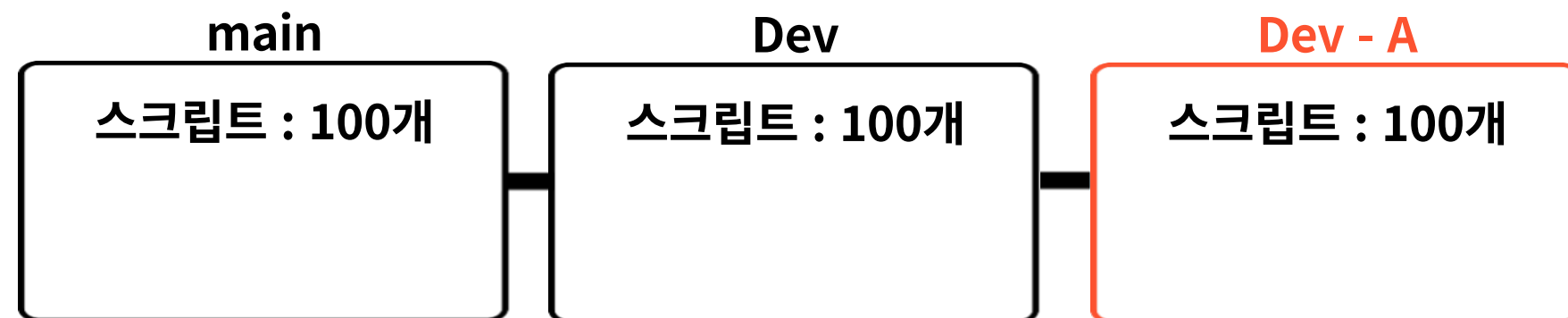


# 원격 레포지토리



# 로컬 레포지토리

A

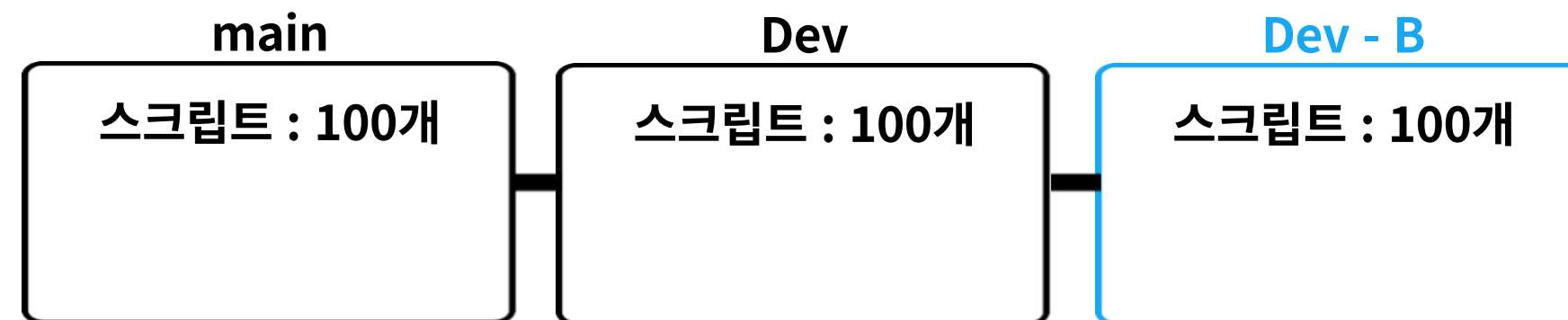


Publish

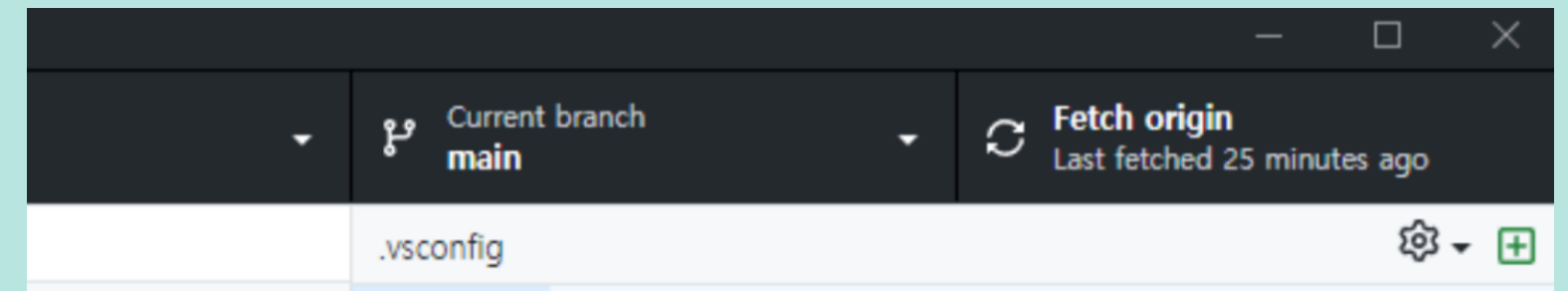


# 로컬 레포지토리

B



# 원격 레포지토리



Fetch origin

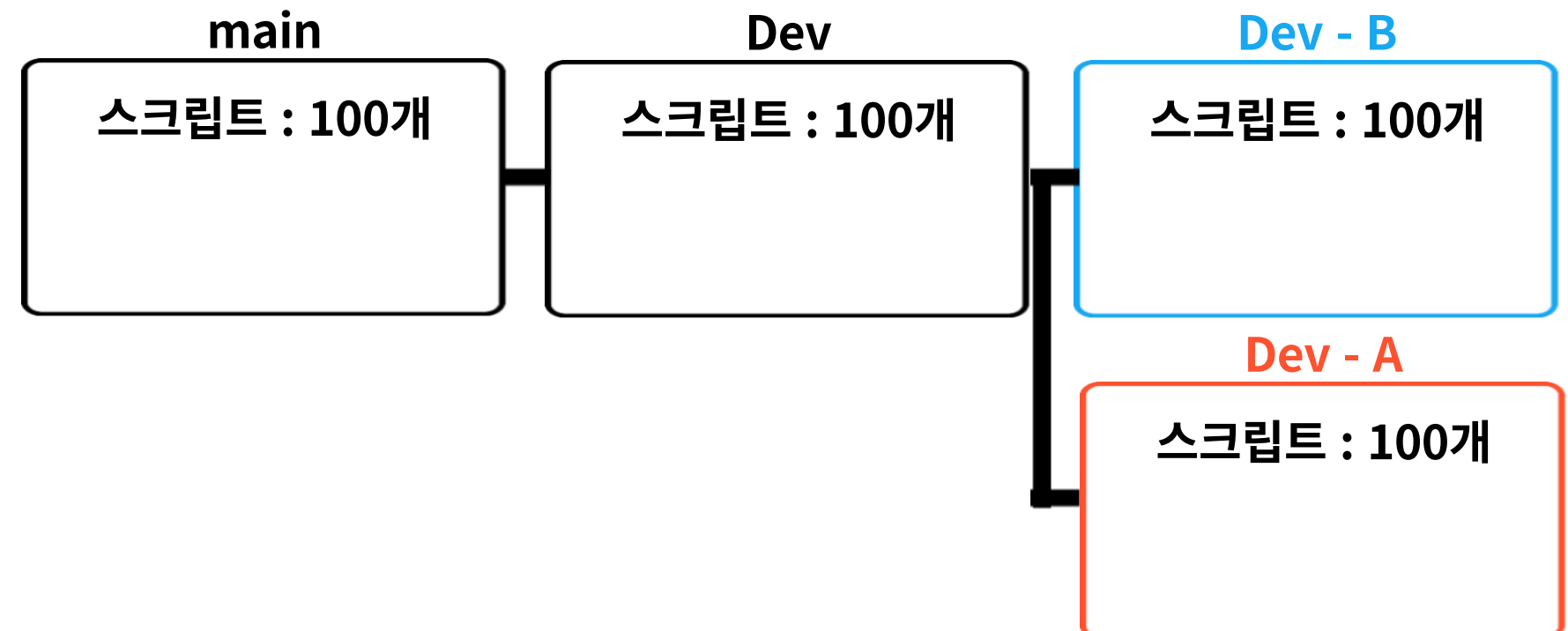
# 로컬 레포지토리

A



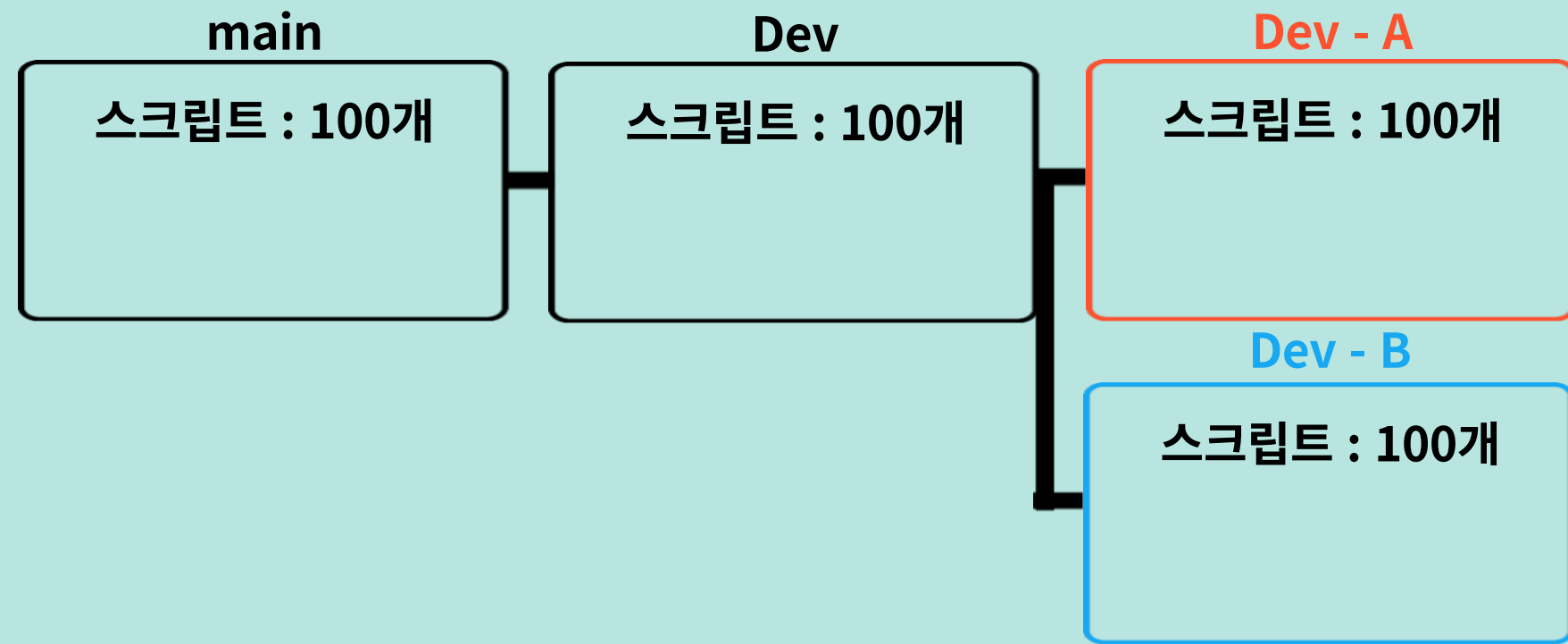
# 로컬 레포지토리

B





원격 레포지토리

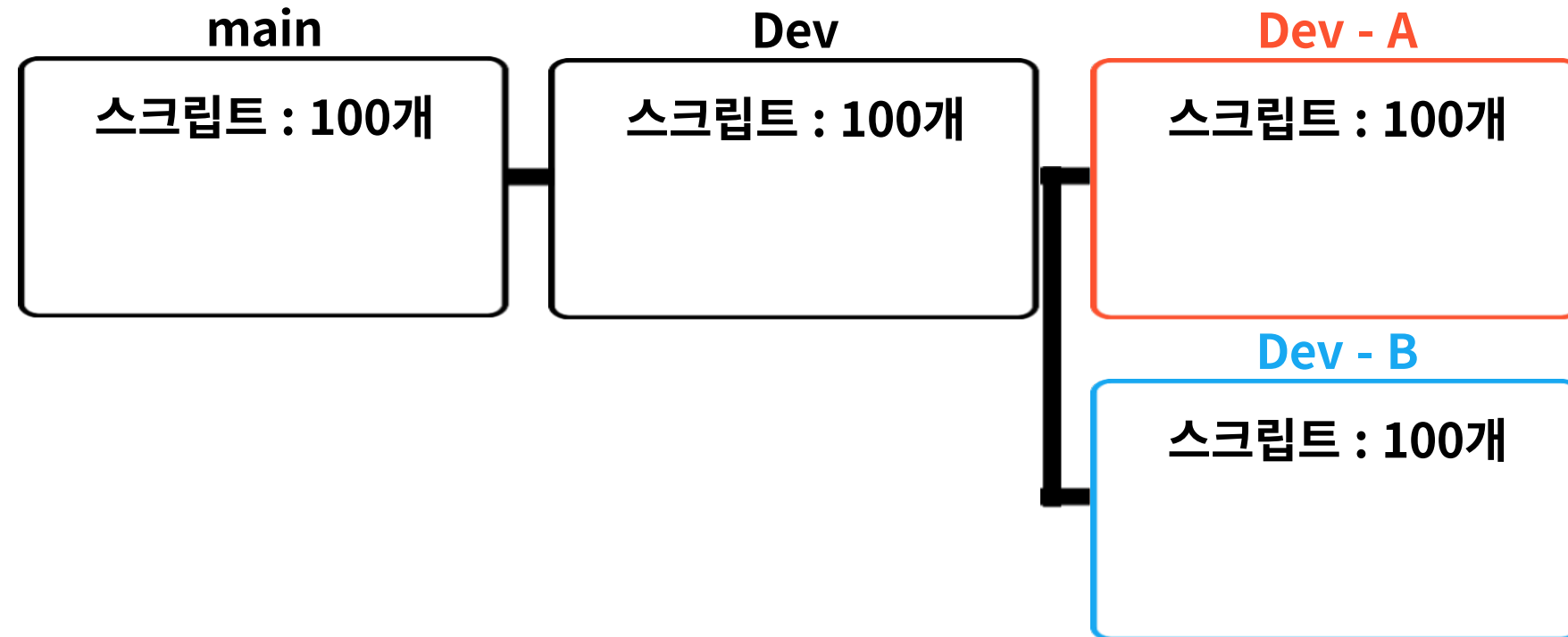


Fetch  
origin



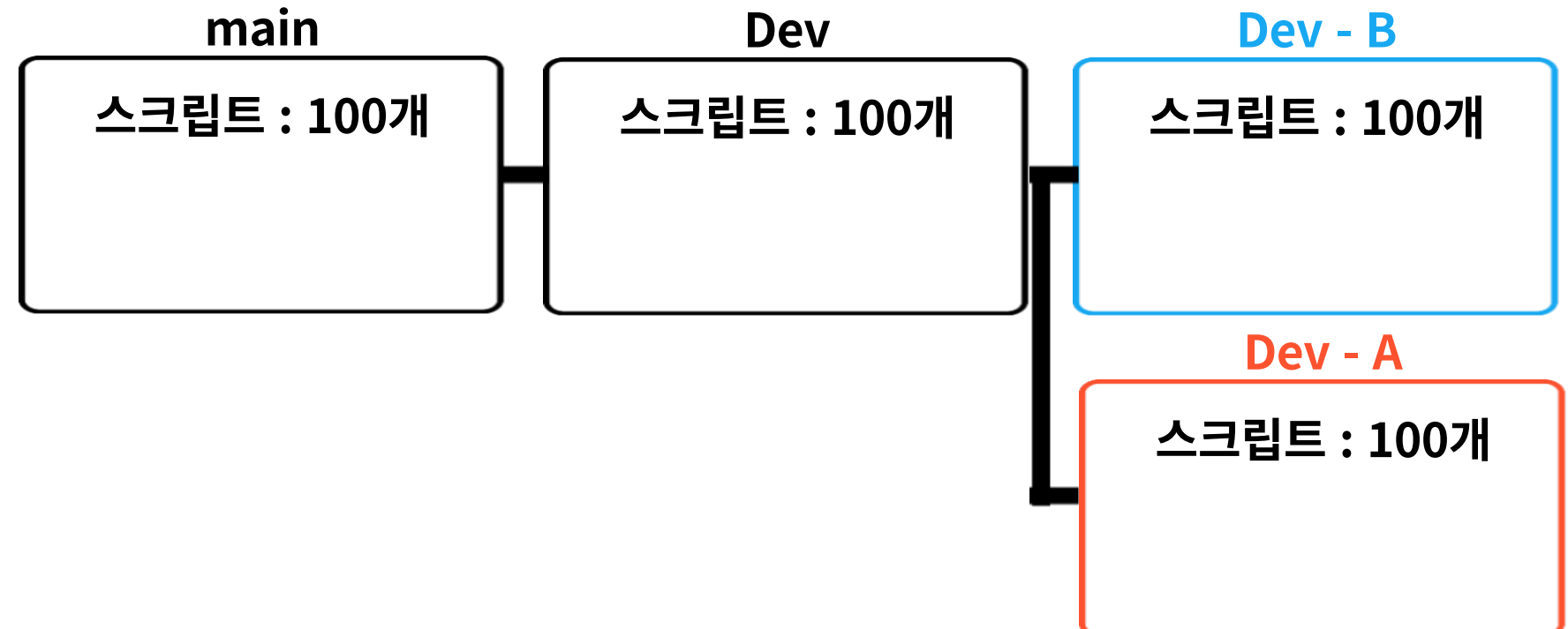
로컬 레포지토리

A

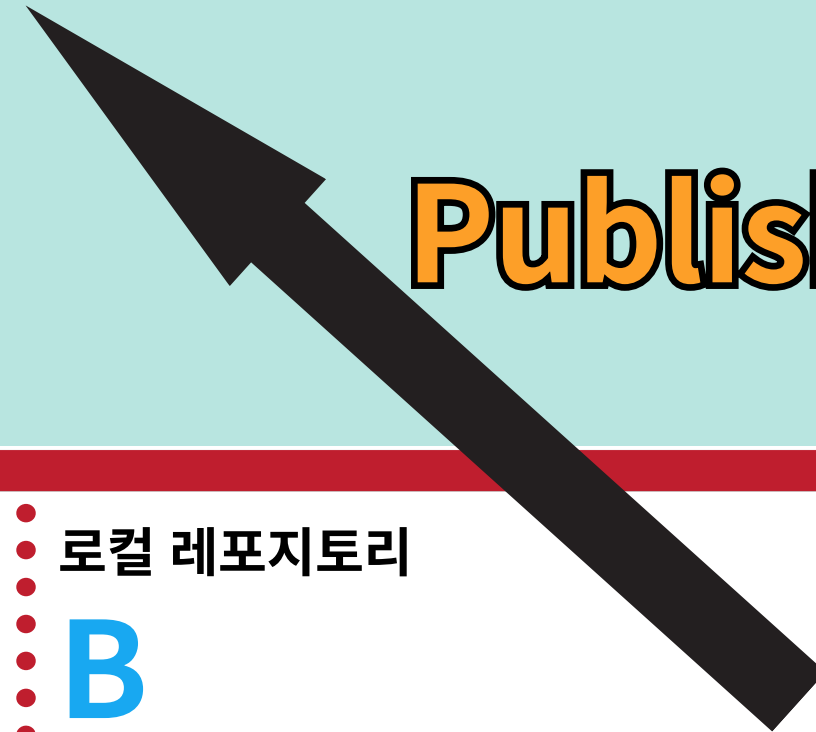


로컬 레포지토리

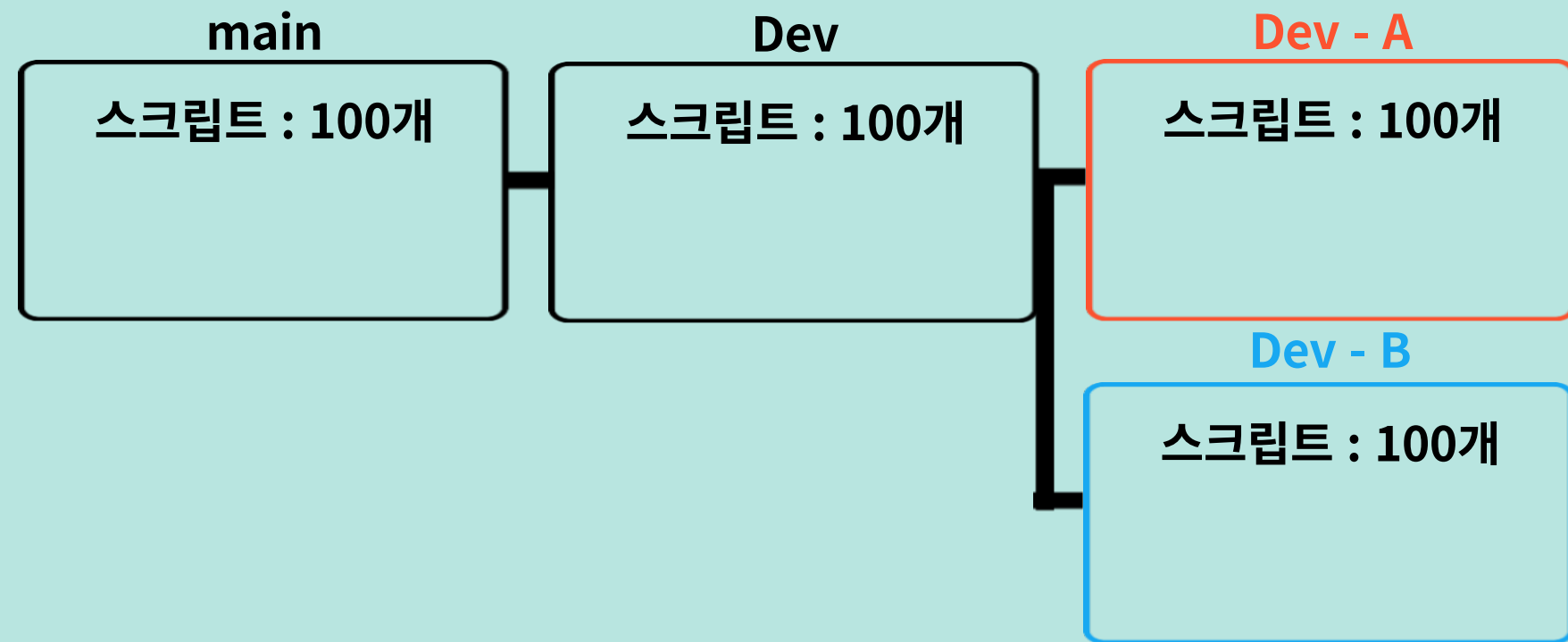
B



Publish



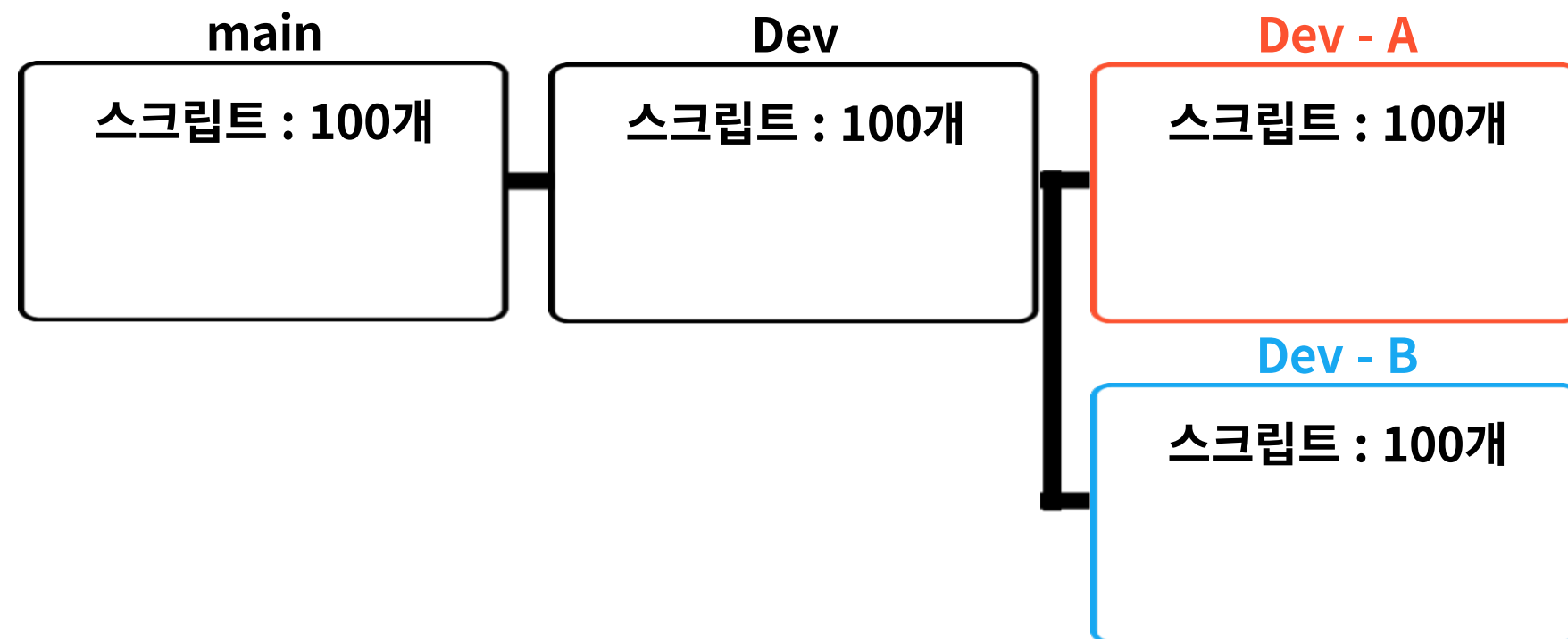
## 원격 레포지토리



원격 저장소와 로컬 저장소 사이에  
차이점이 있으면 pull/push 활성화

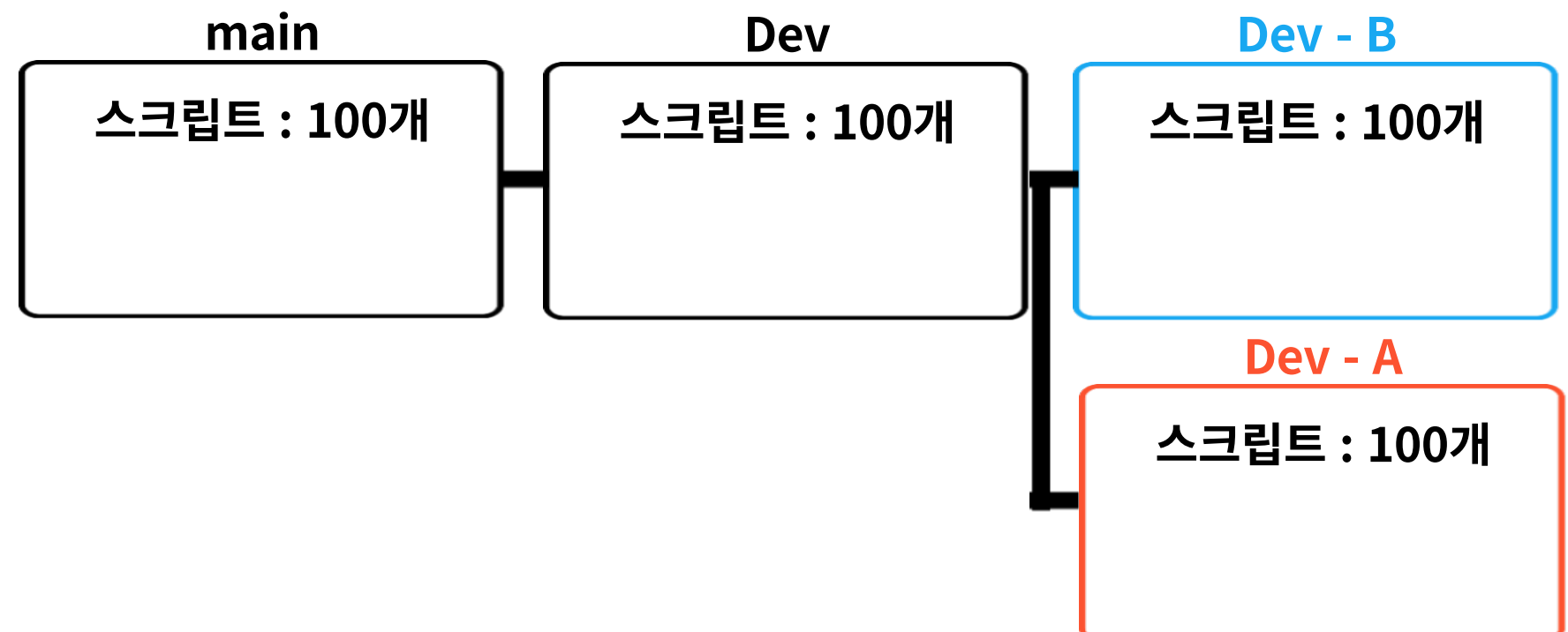
## 로컬 레포지토리

A

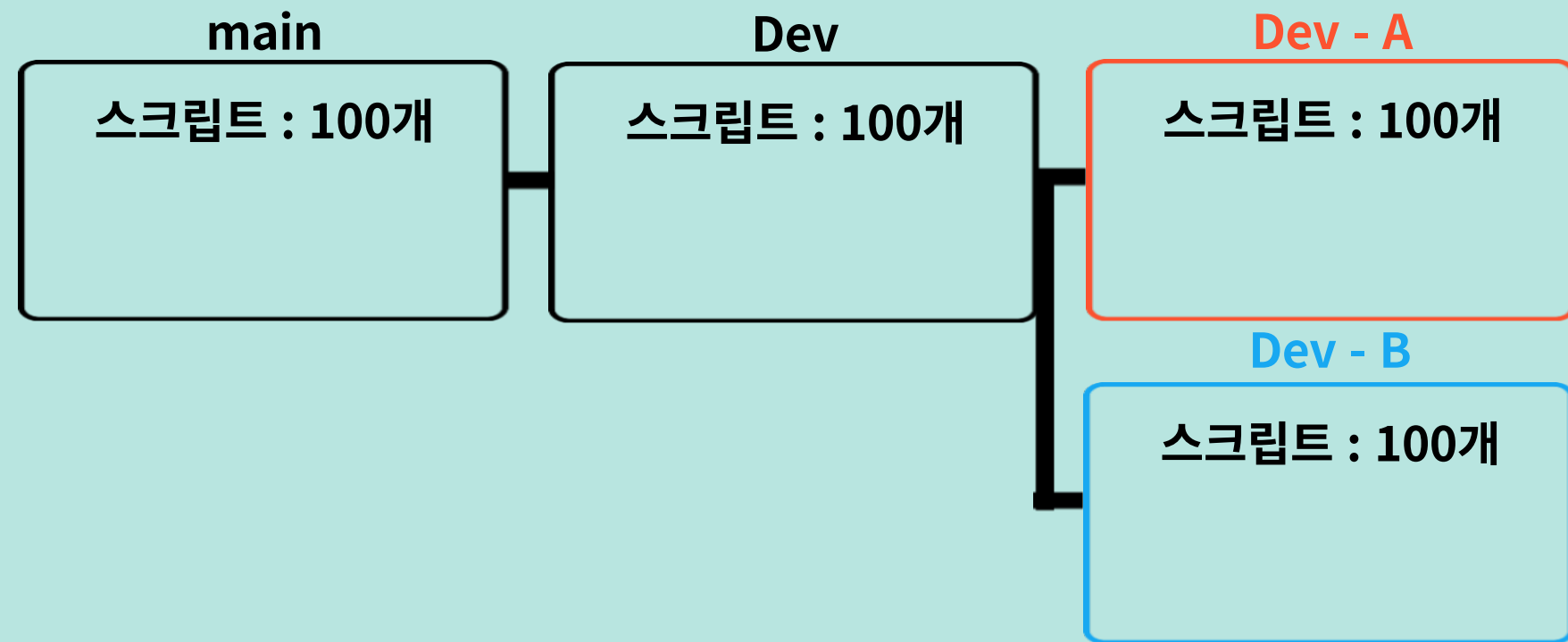


## 로컬 레포지토리

B

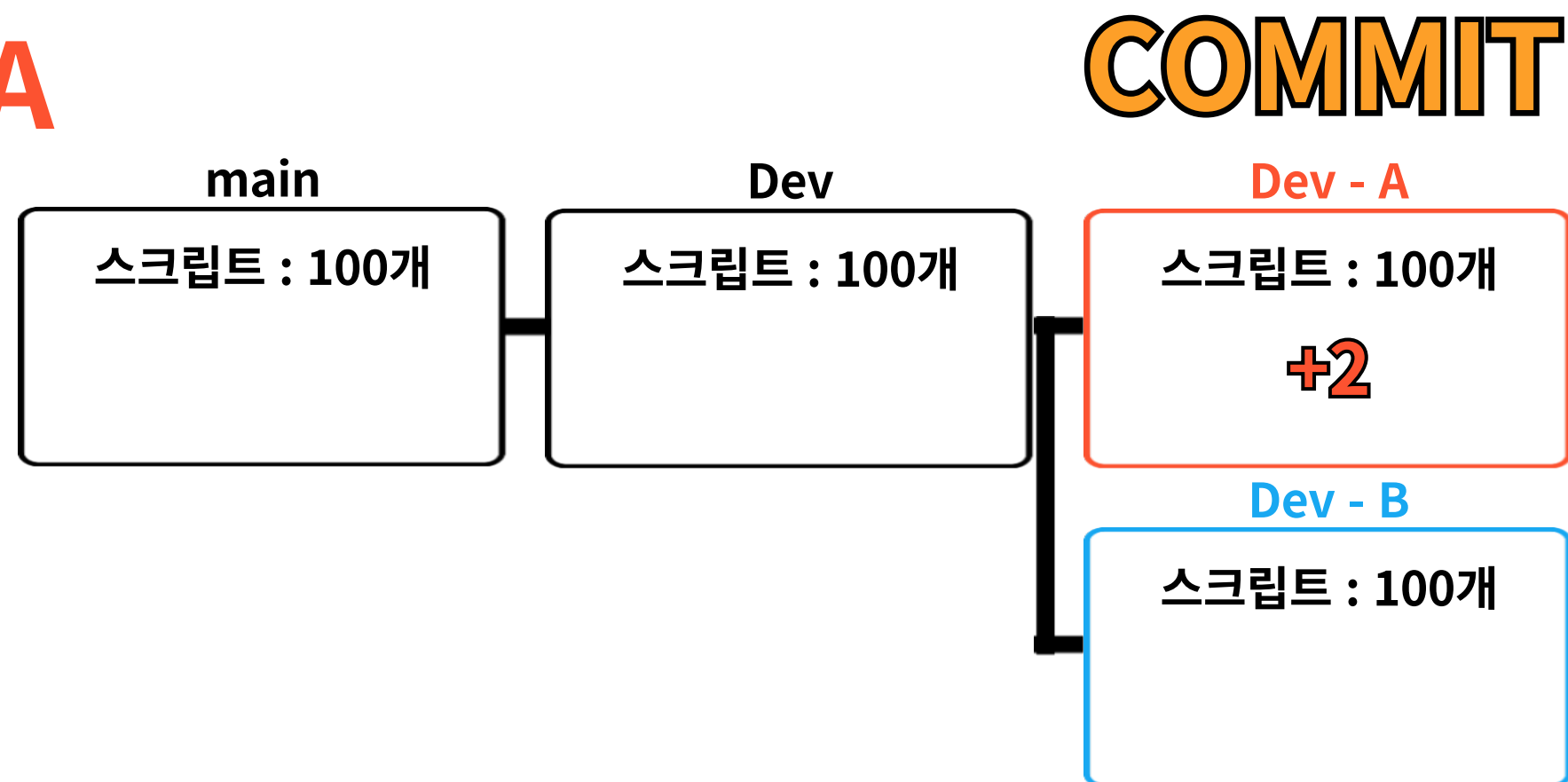


## 원격 레포지토리



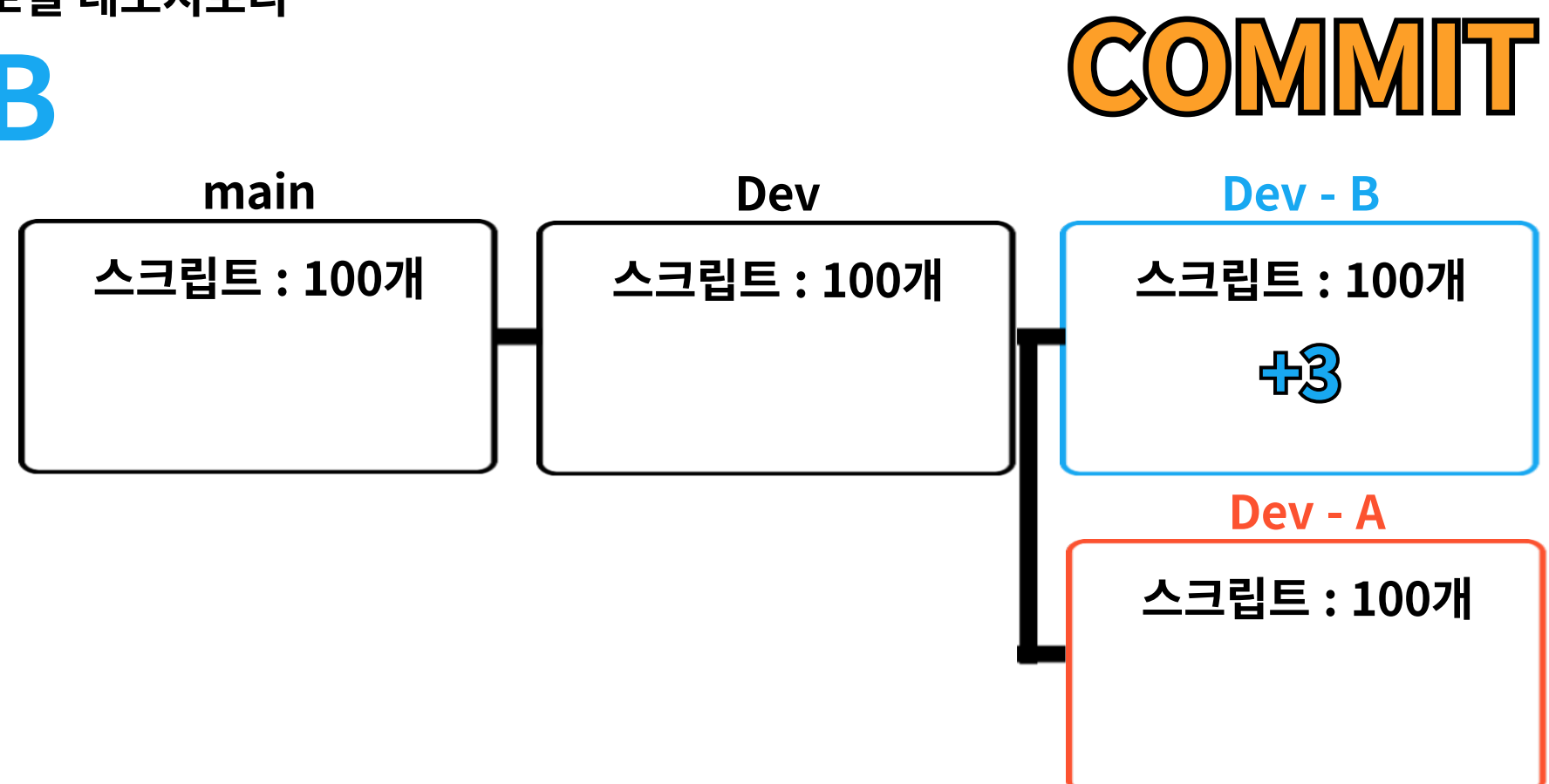
## 로컬 레포지토리

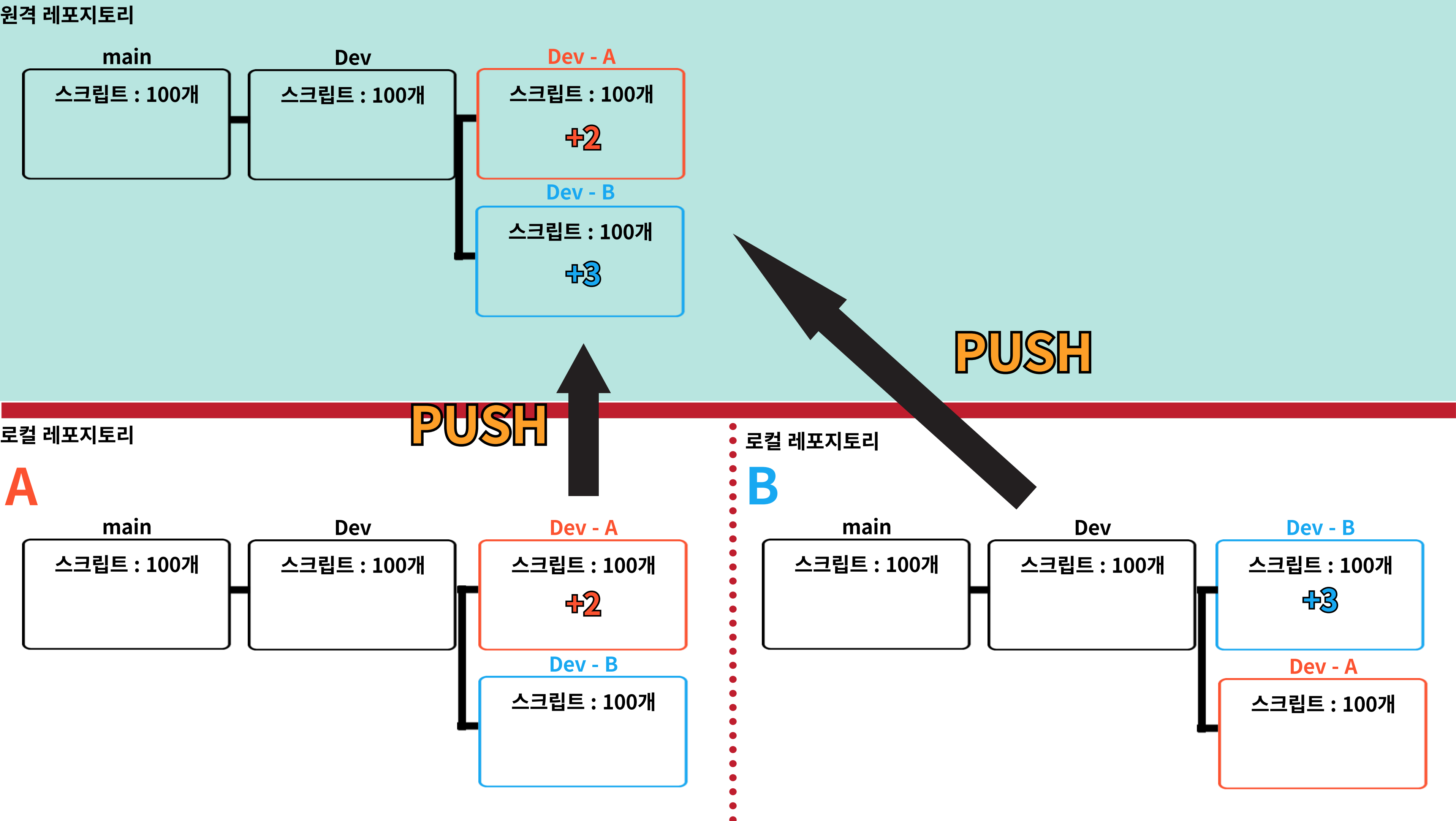
**A**

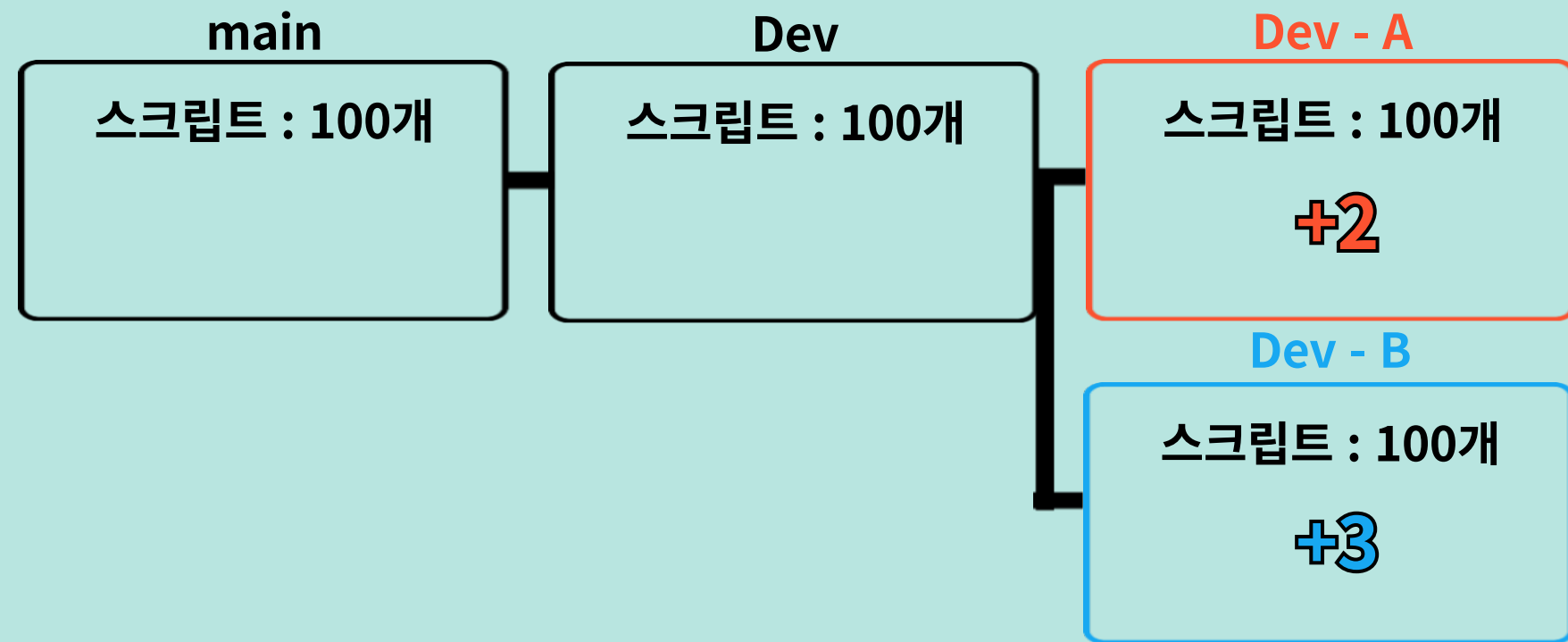


## 로컬 레포지토리

**B**

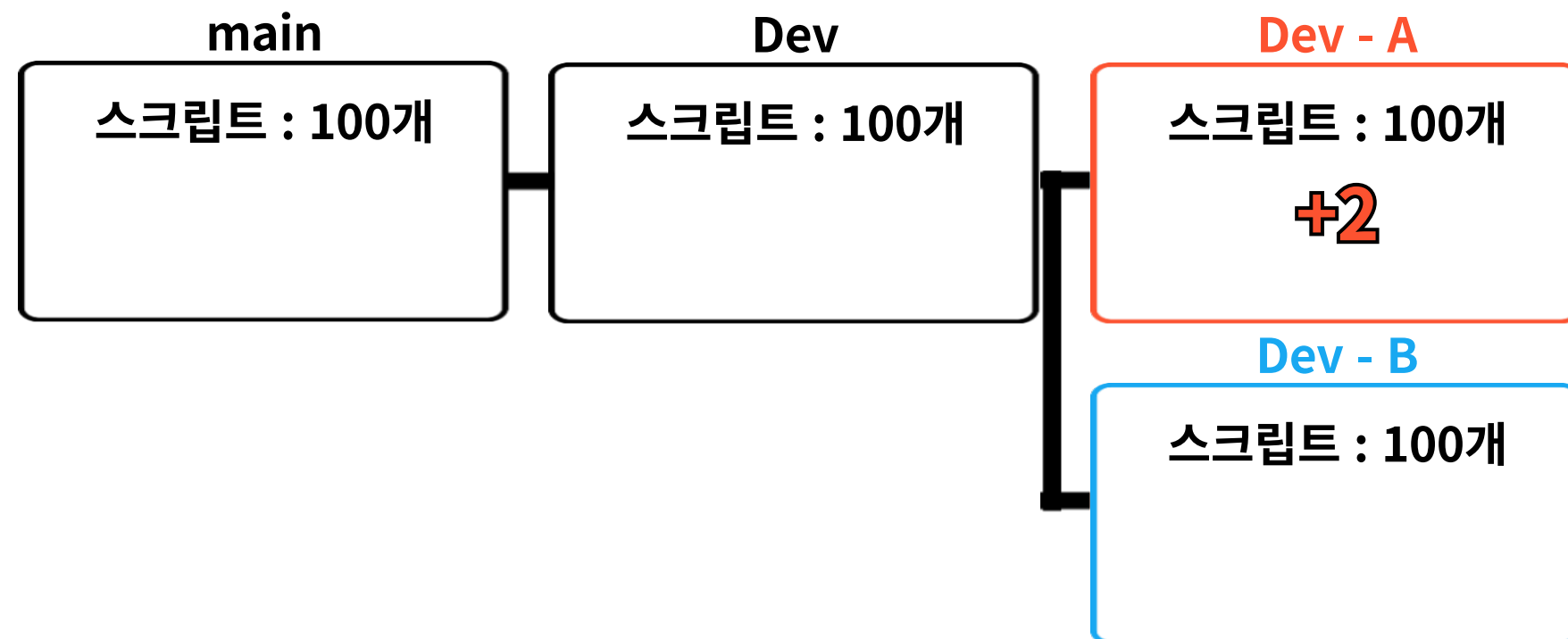




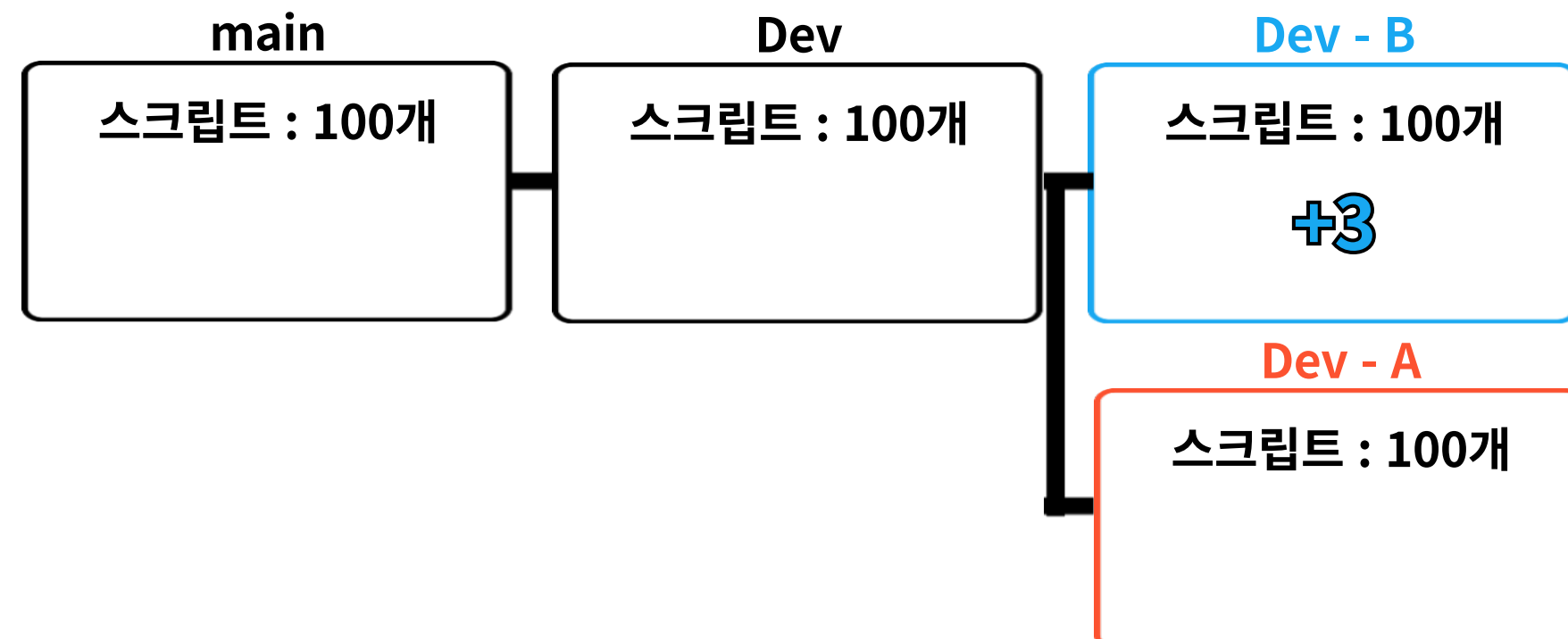


# Dev 브랜치로 이동 원격 저장소와 차이가 없음 (Pull, Push 불가능)

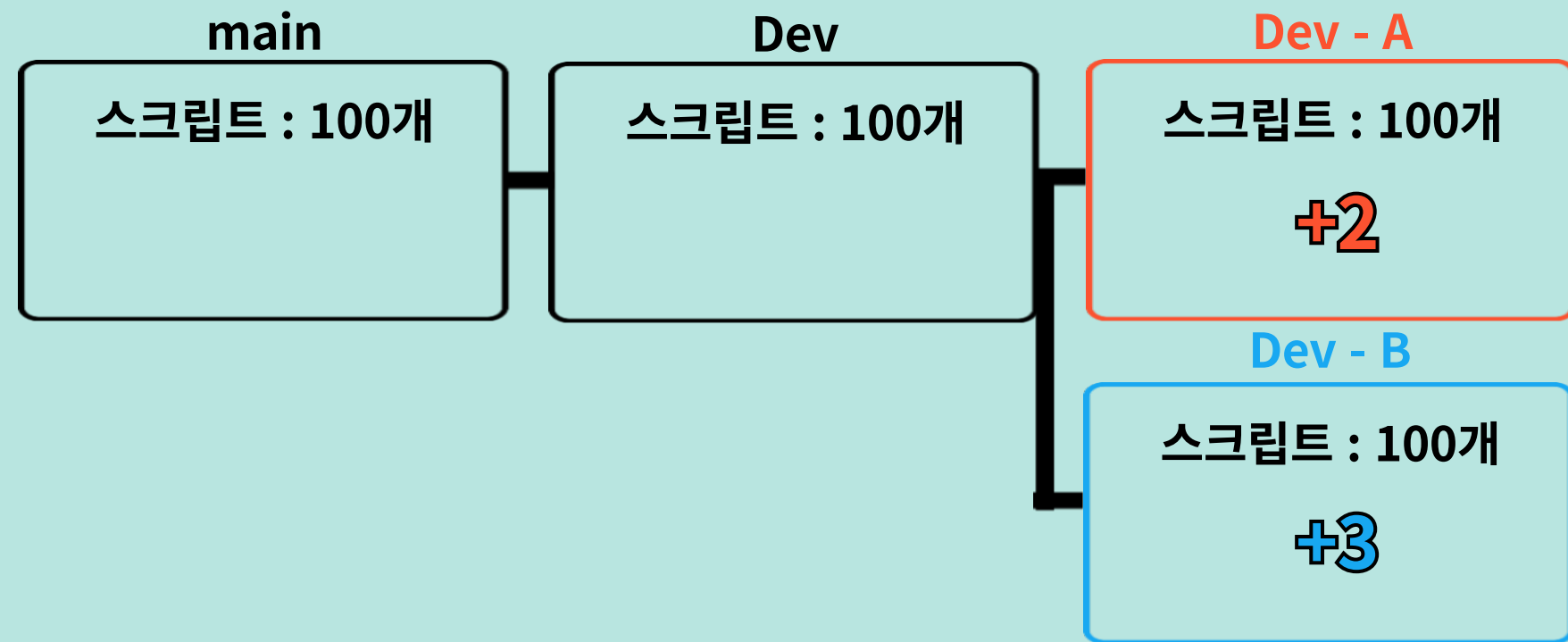
A



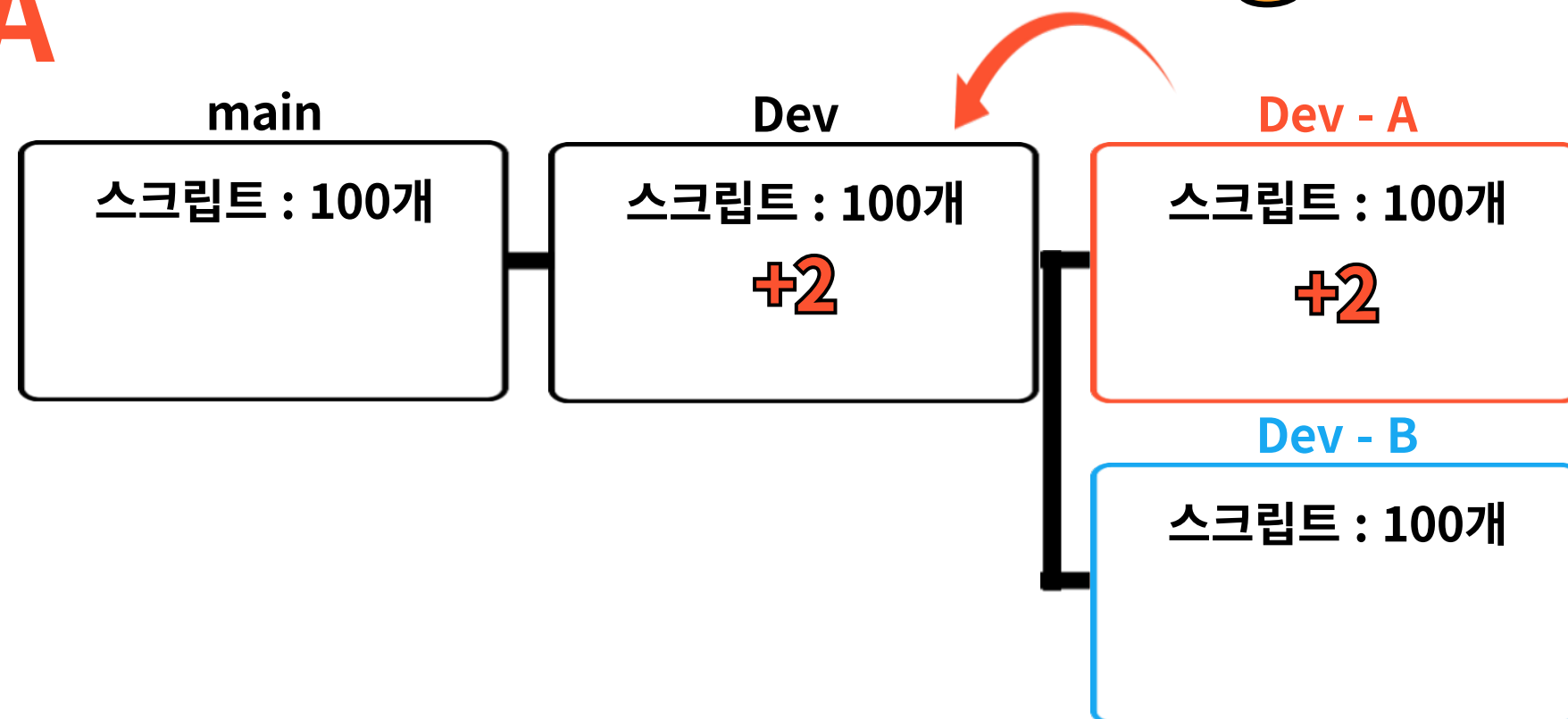
B



# 원격 레포지토리

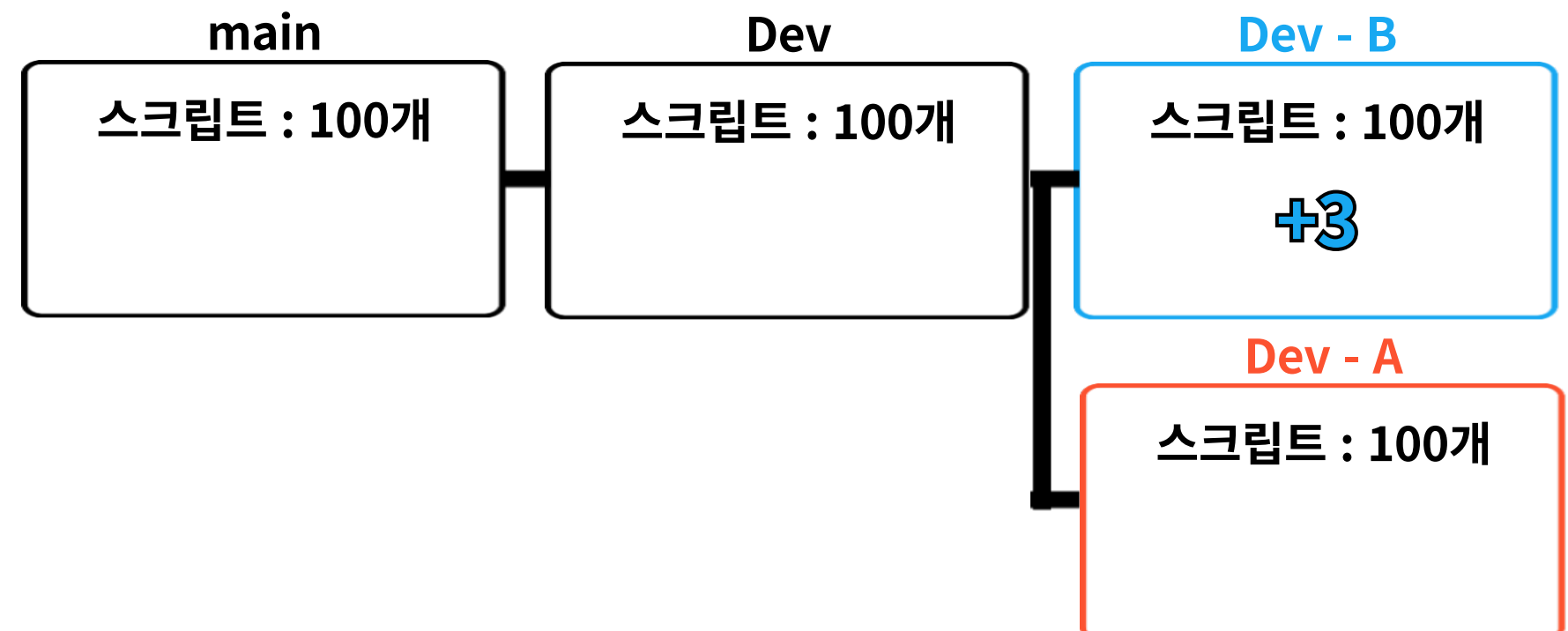


## A Dev에서 Dev-A를 merge 해옴

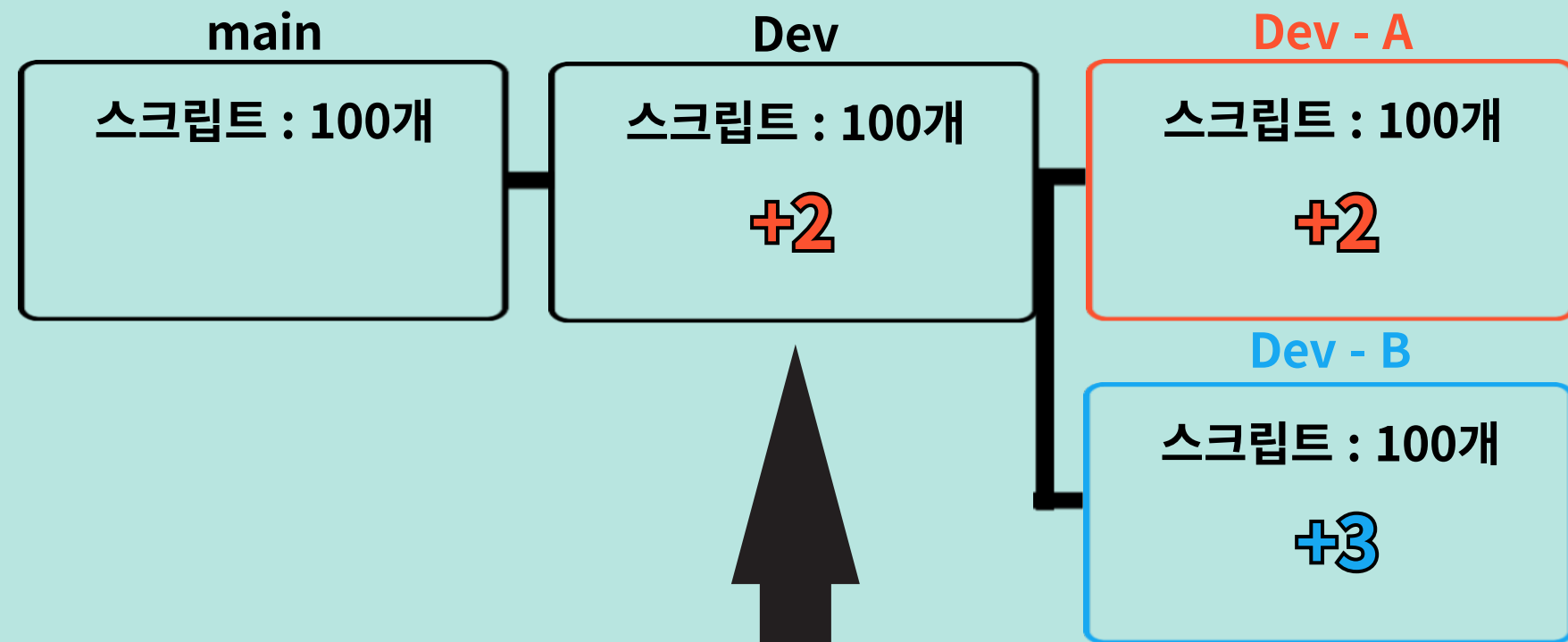


# 로컬 레포지토리

B



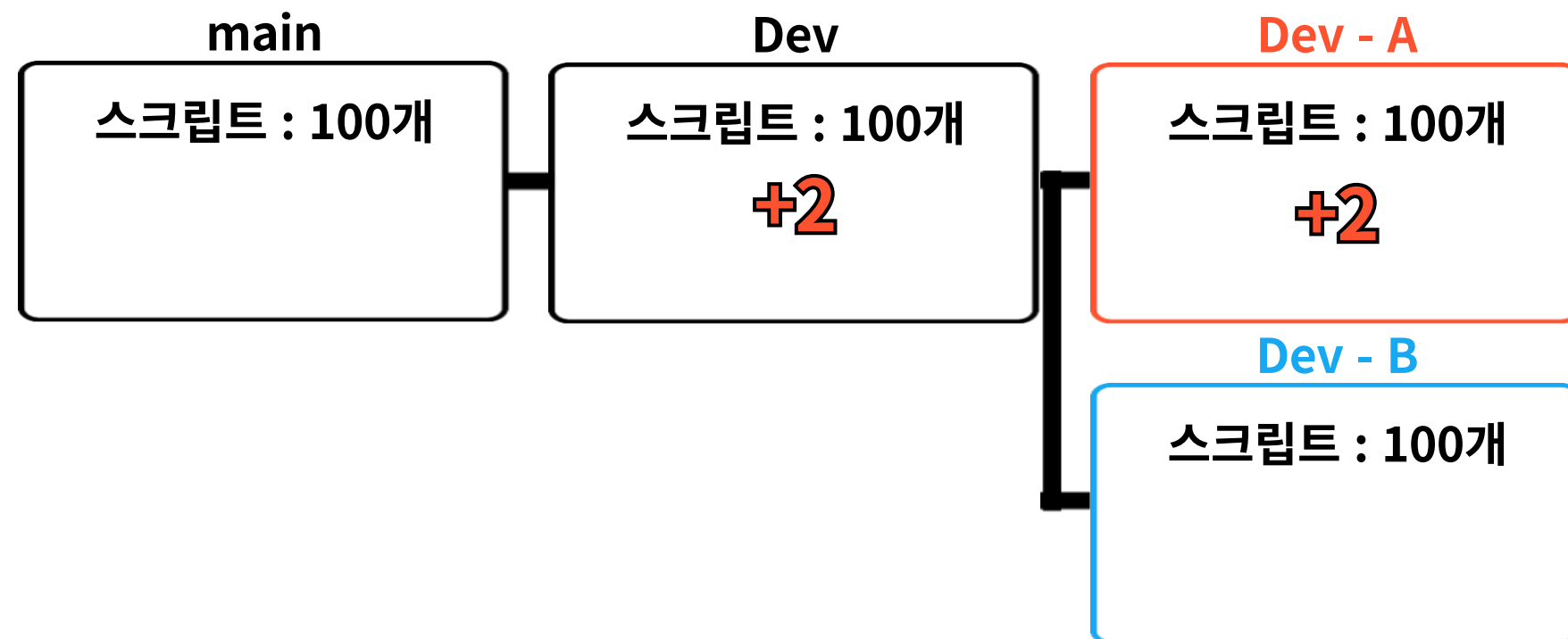
# 원격 레포지토리



**Push**

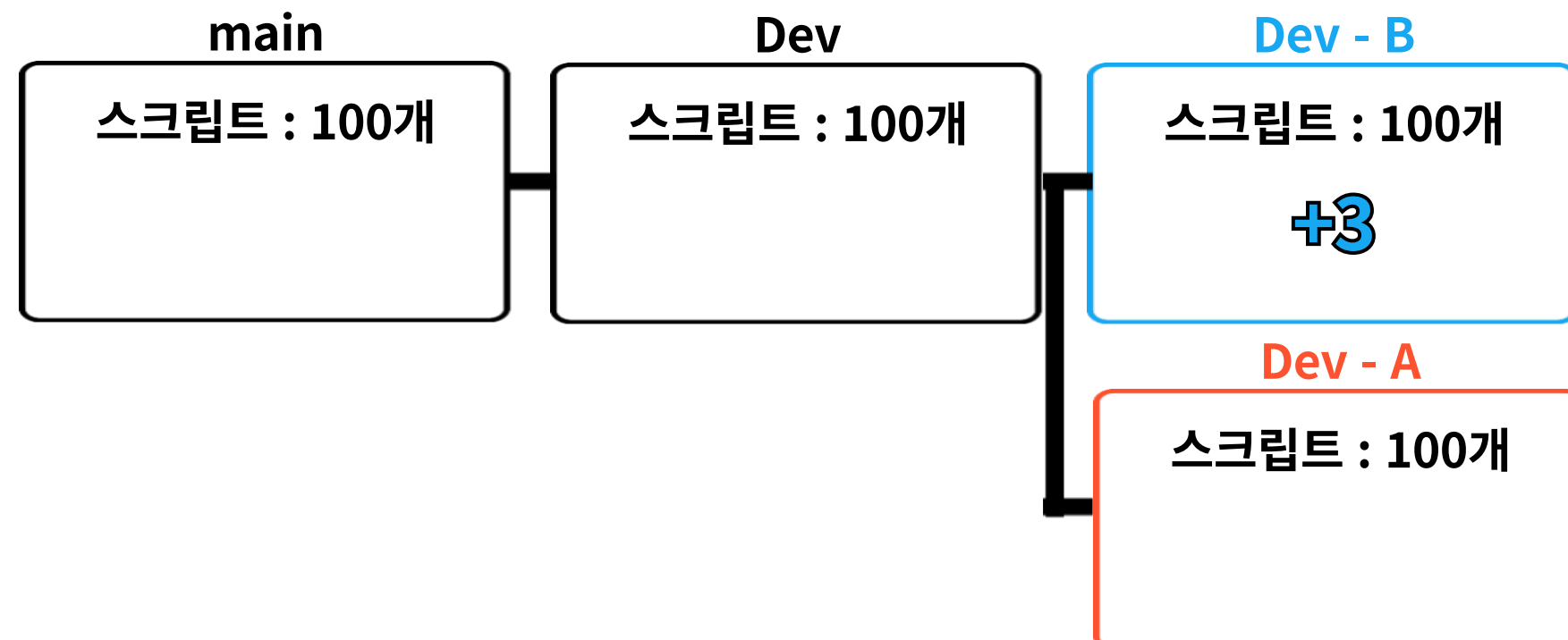
# 로컬 레포지토리

**A**

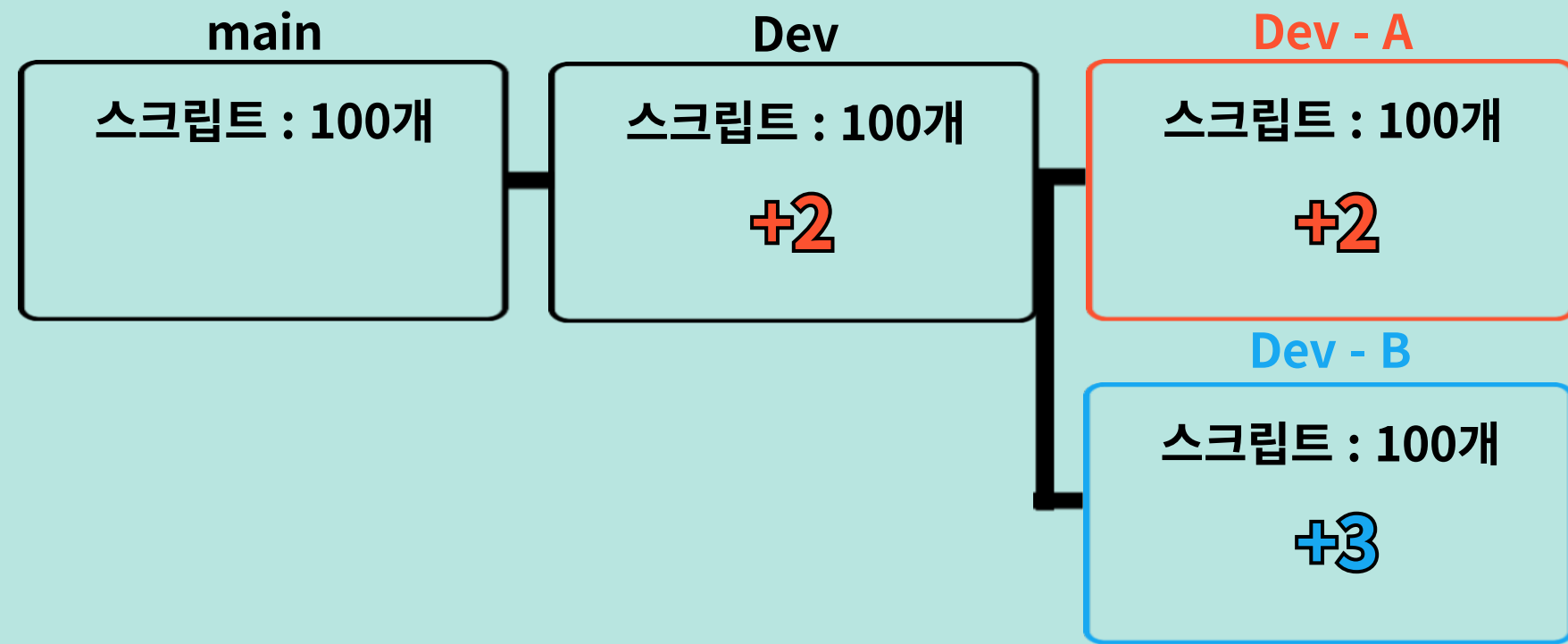


# 로컬 레포지토리

**B**



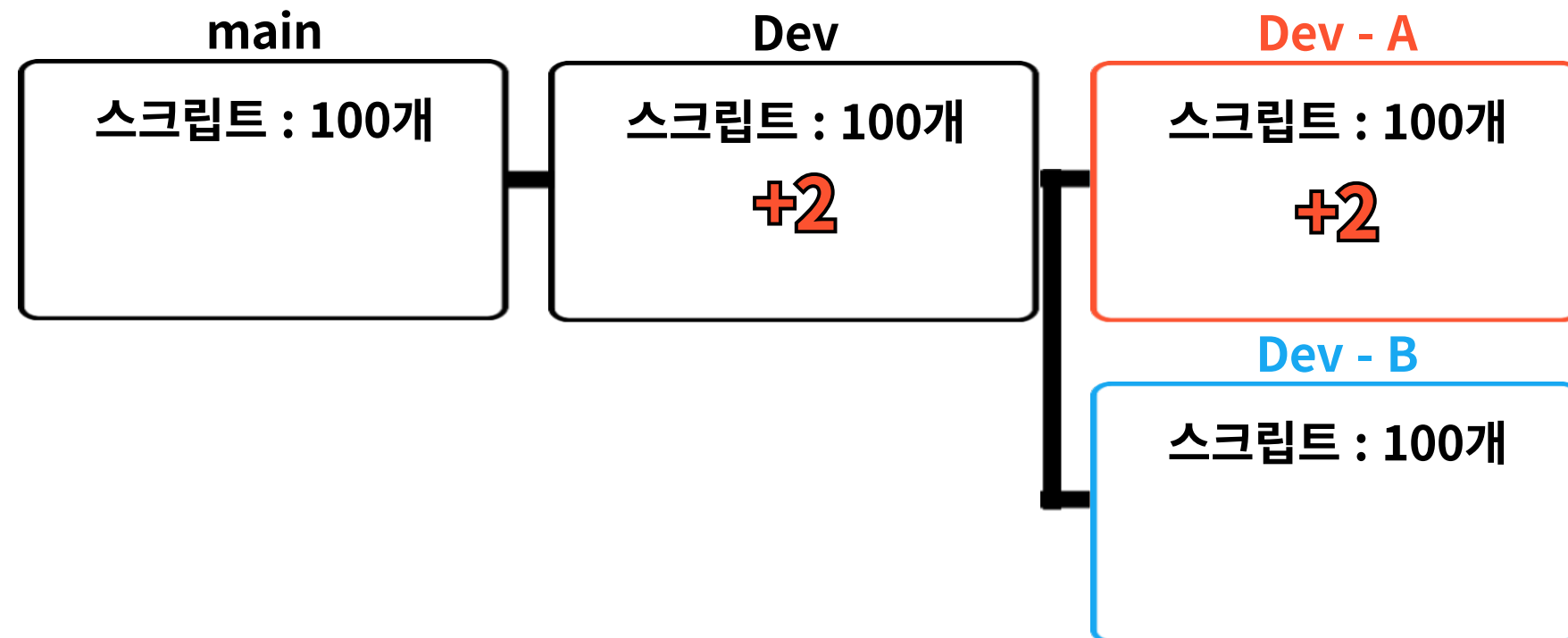
## 원격 레포지토리



B가 Dev로 브랜치를 이동하면  
원격과 차이가 발생

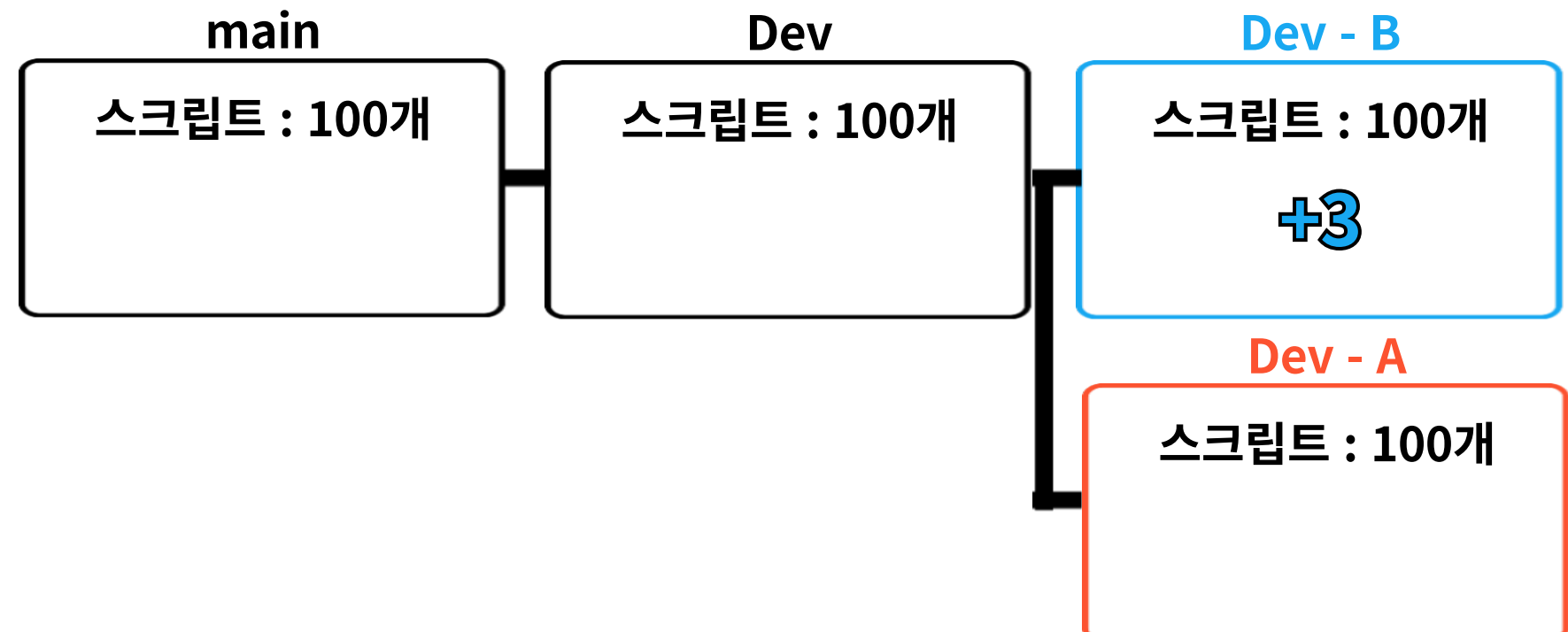
## 로컬 레포지토리

A



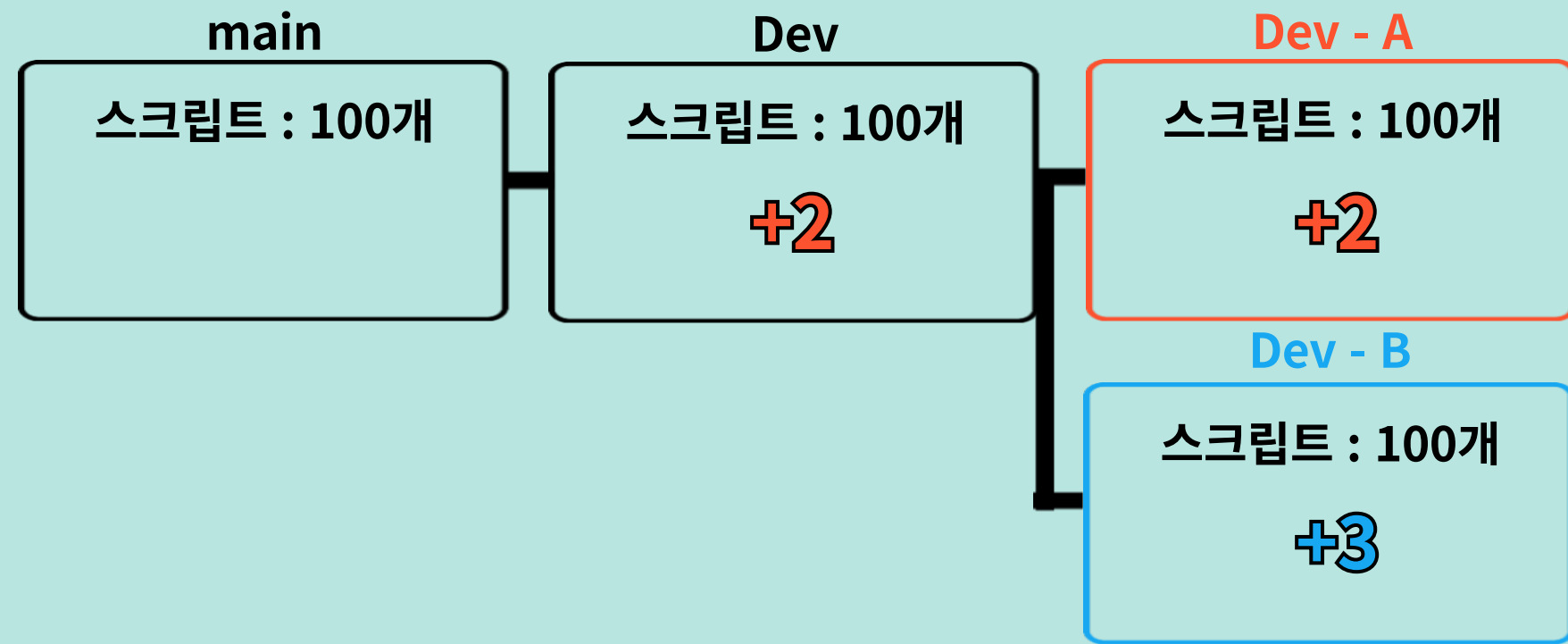
## 로컬 레포지토리

B





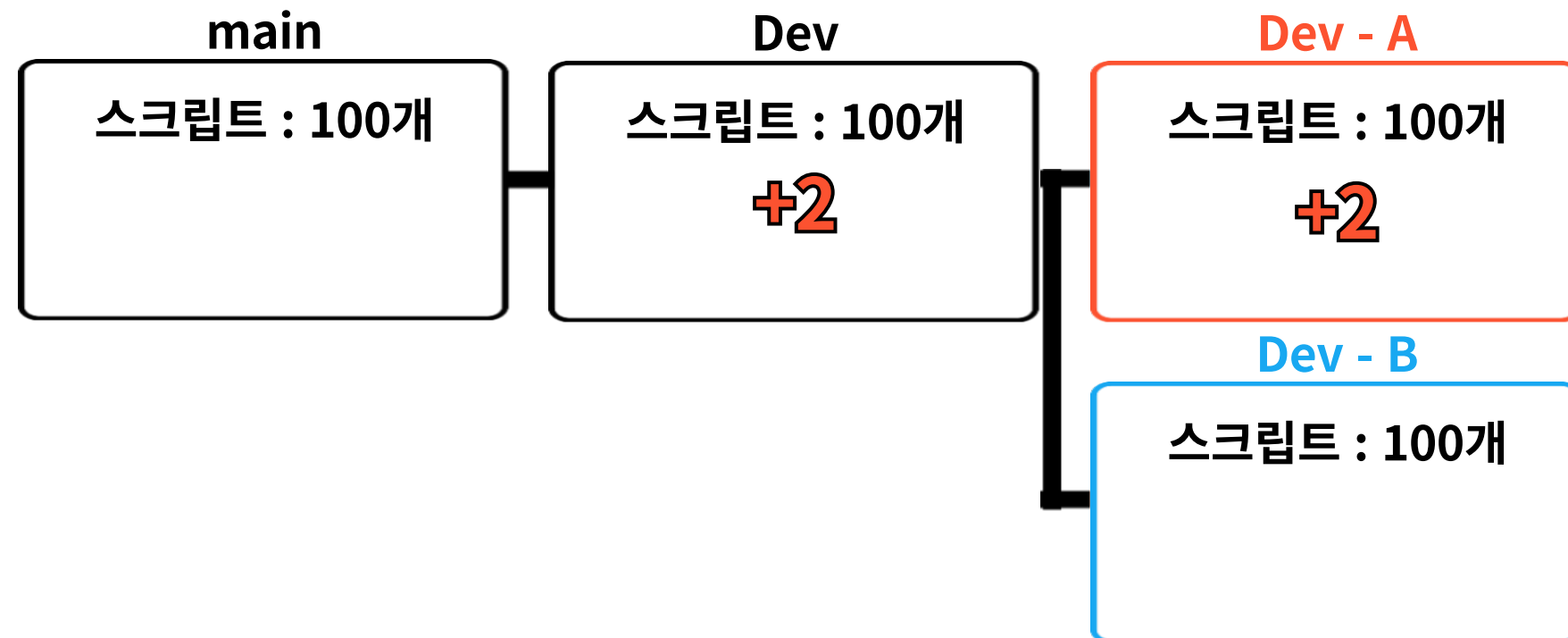
# 원격 레포지토리



**Pull**

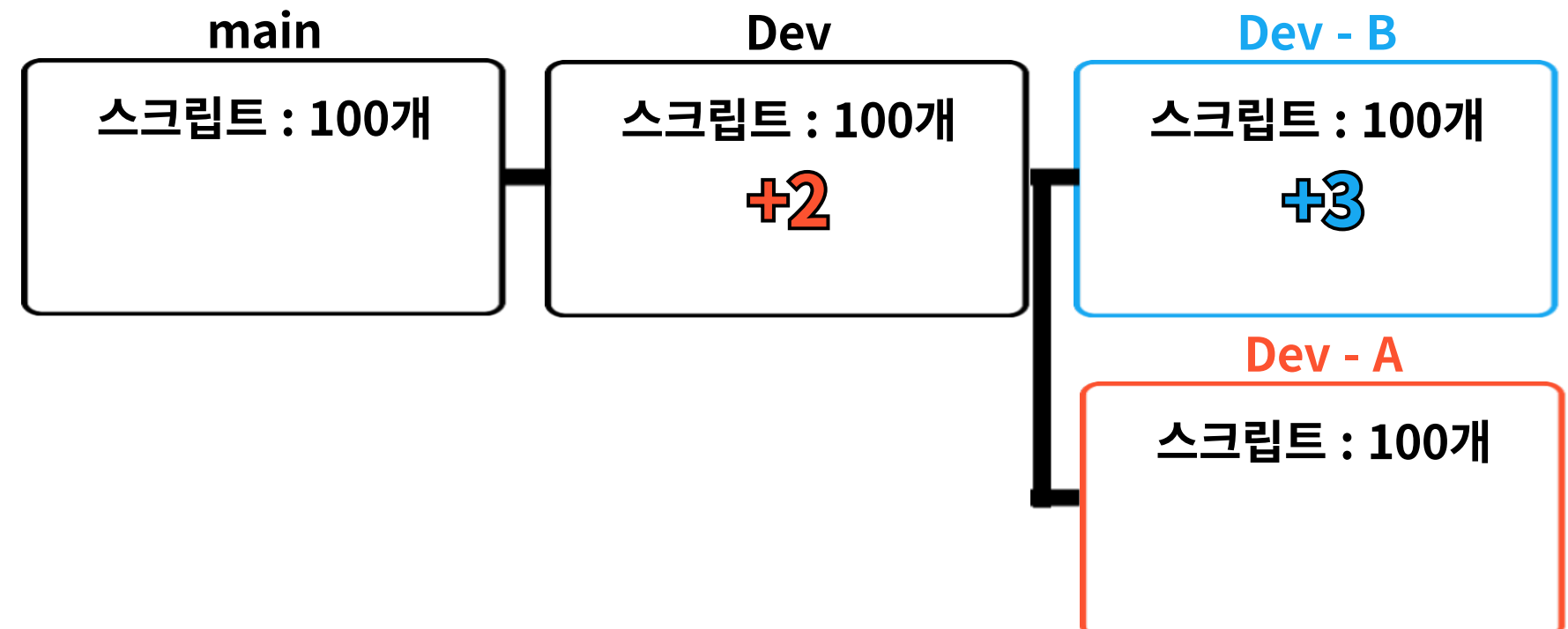
# 로컬 레포지토리

**A**

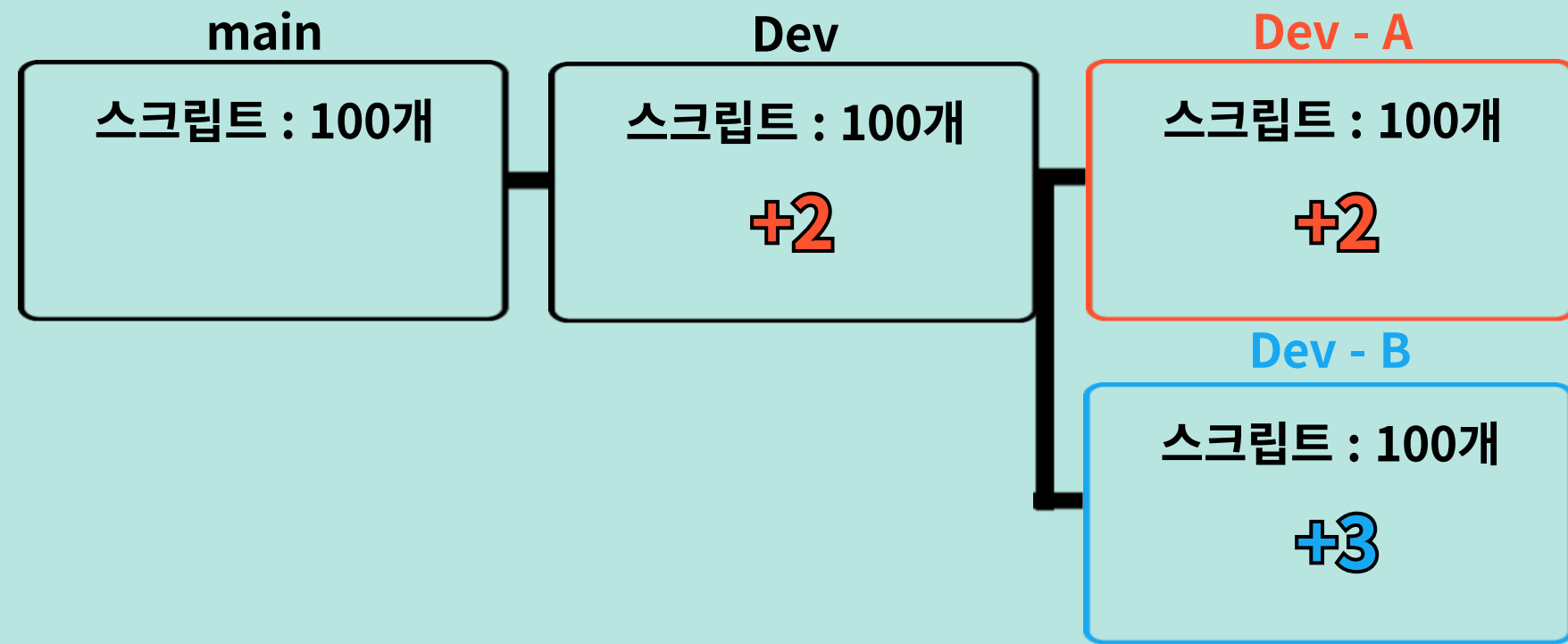


# 로컬 레포지토리

**B**



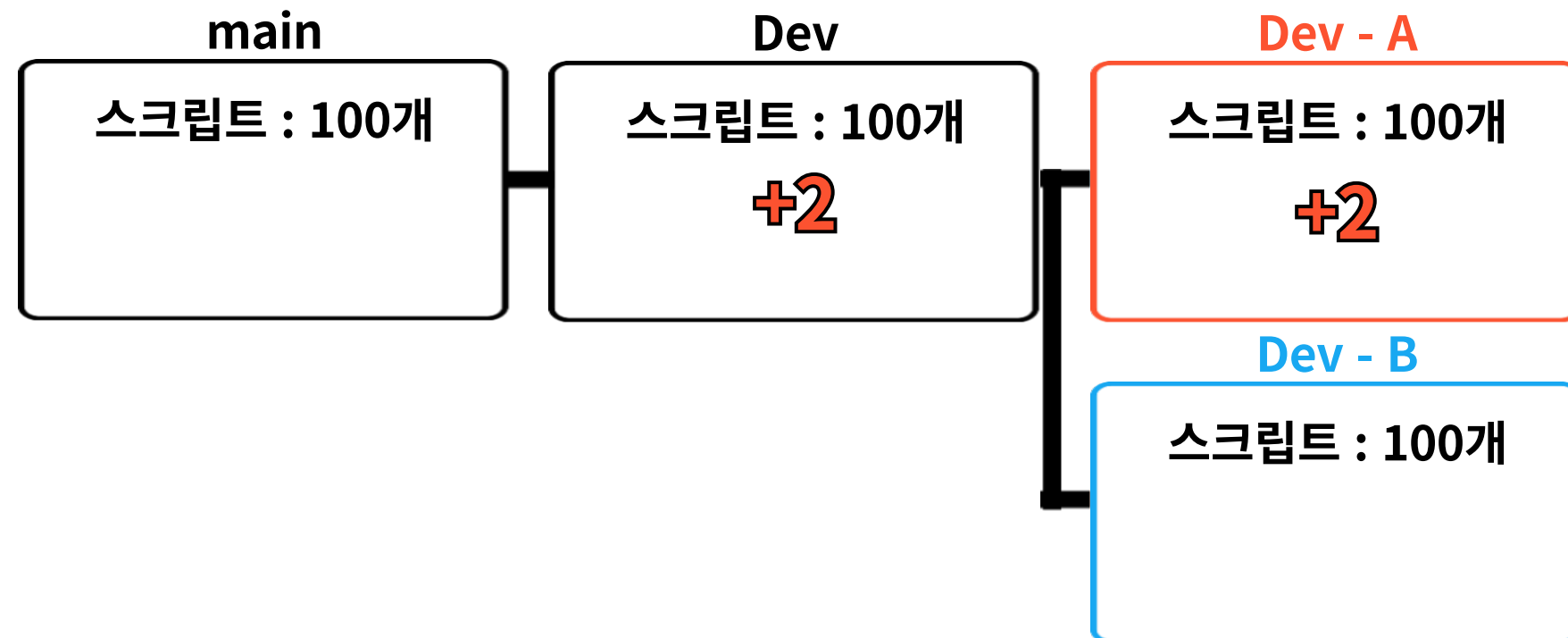
## 원격 레포지토리



이곳에서 최초로  
내 코드와 남의 코드가 합쳐짐  
(충돌 발생 가능)

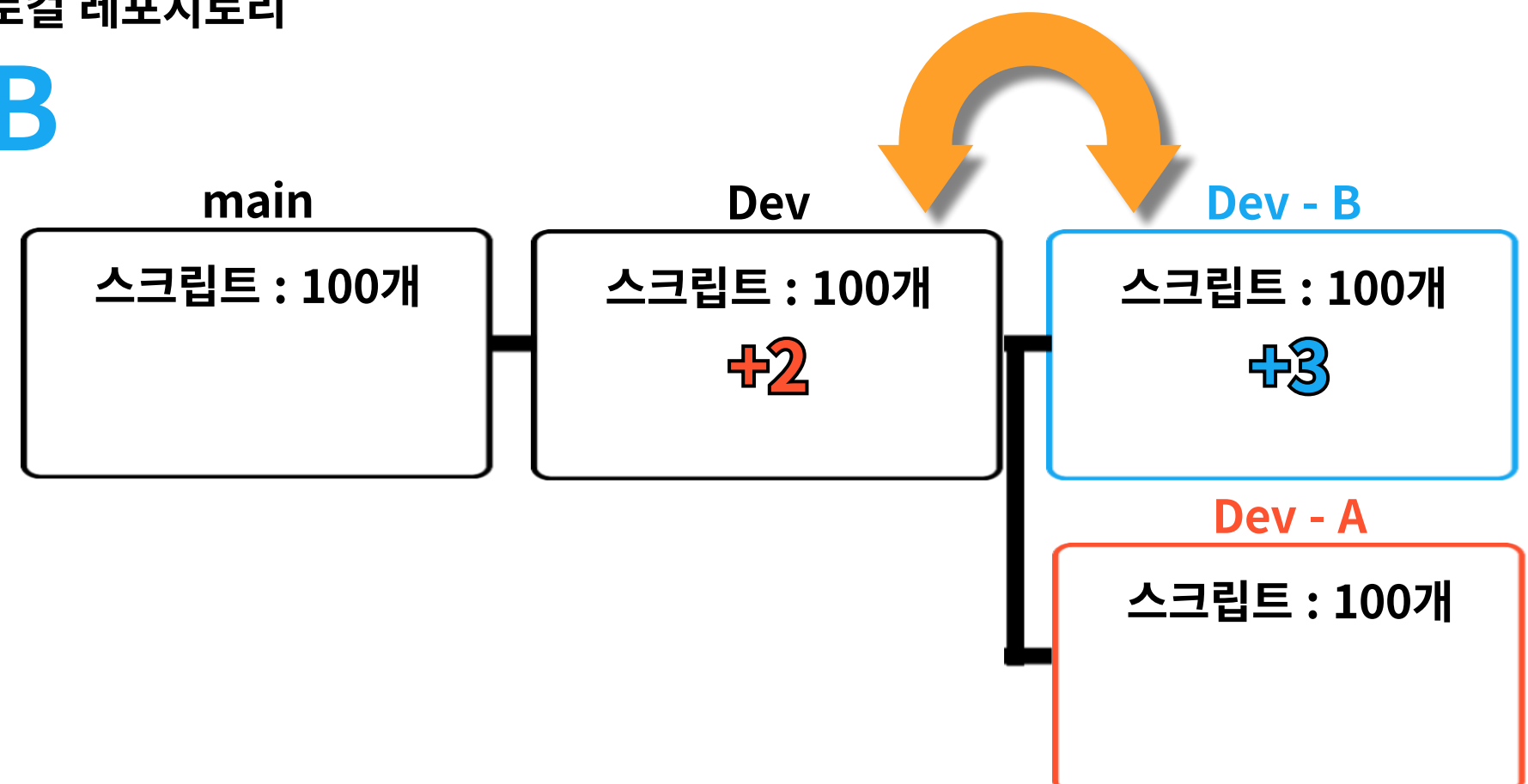
## 로컬 레포지토리

A

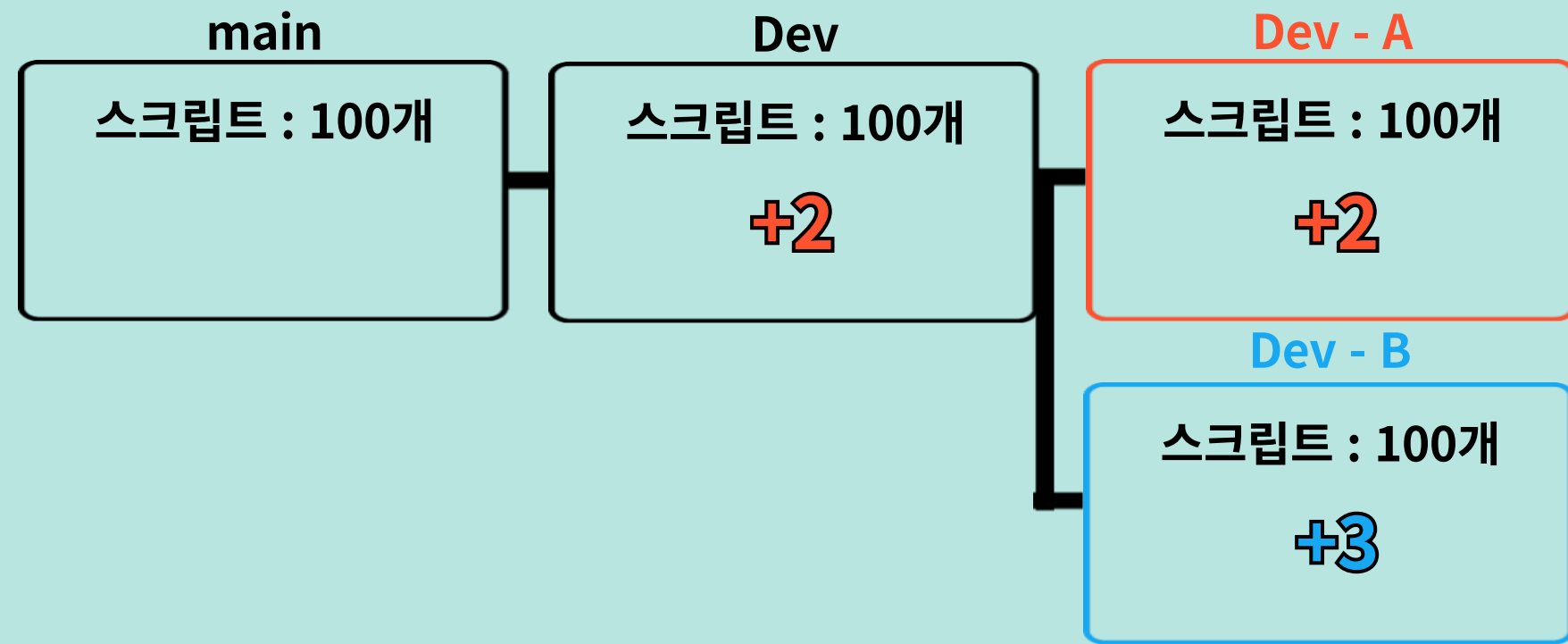


## 로컬 레포지토리

B



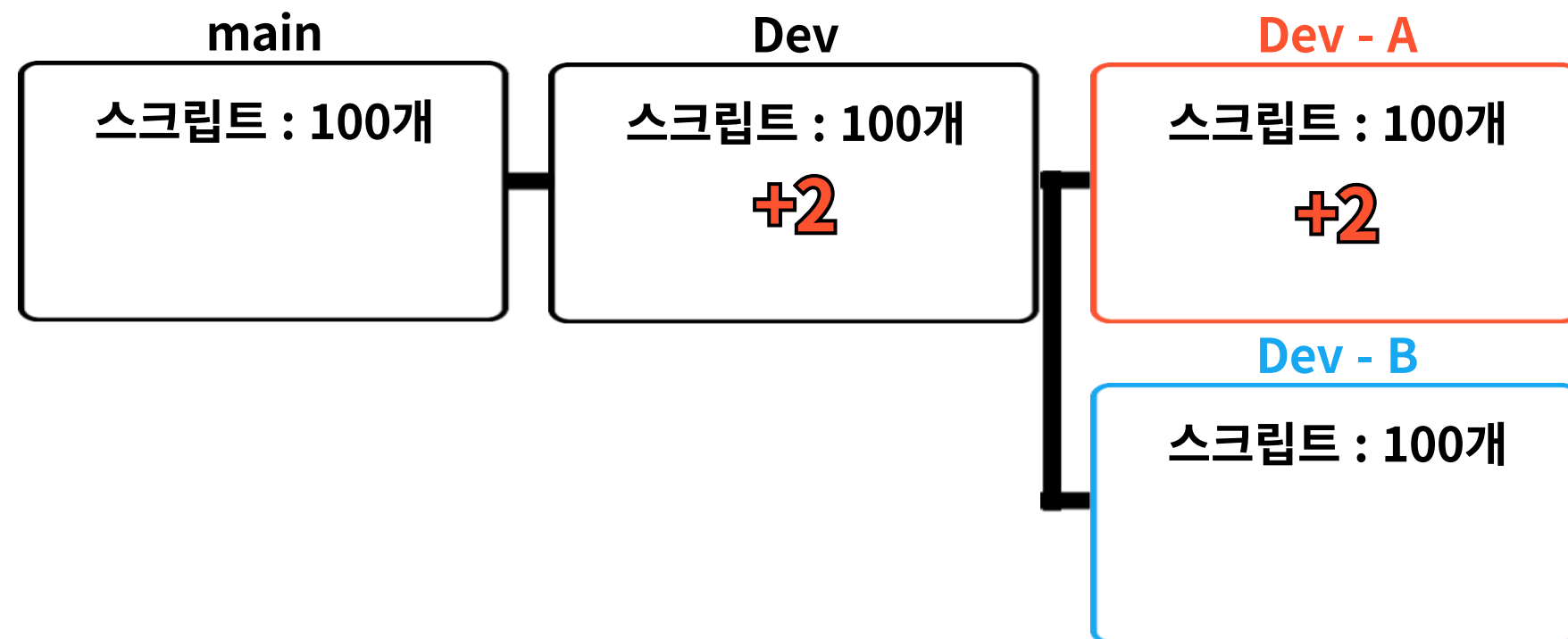
## 원격 레포지토리



만약 합치다가 문제가 발생했다?

## 로컬 레포지토리

A

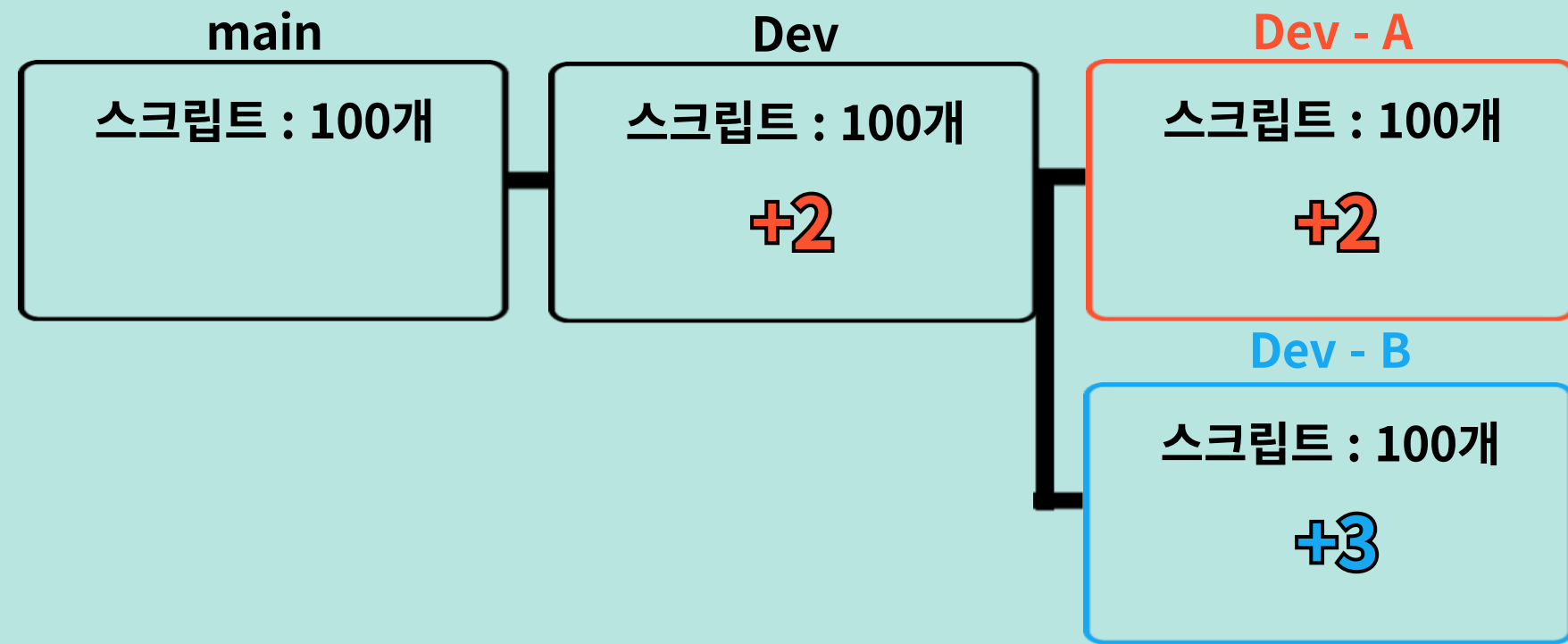


## 로컬 레포지토리

B

1, Undo / Revert  
2, 소통해서 충돌 해결  
3, 만약 터져버렸을 경우  
로컬 저장소 그냥 삭제해버리고  
원격 저장소 다시 clone 하면 됨

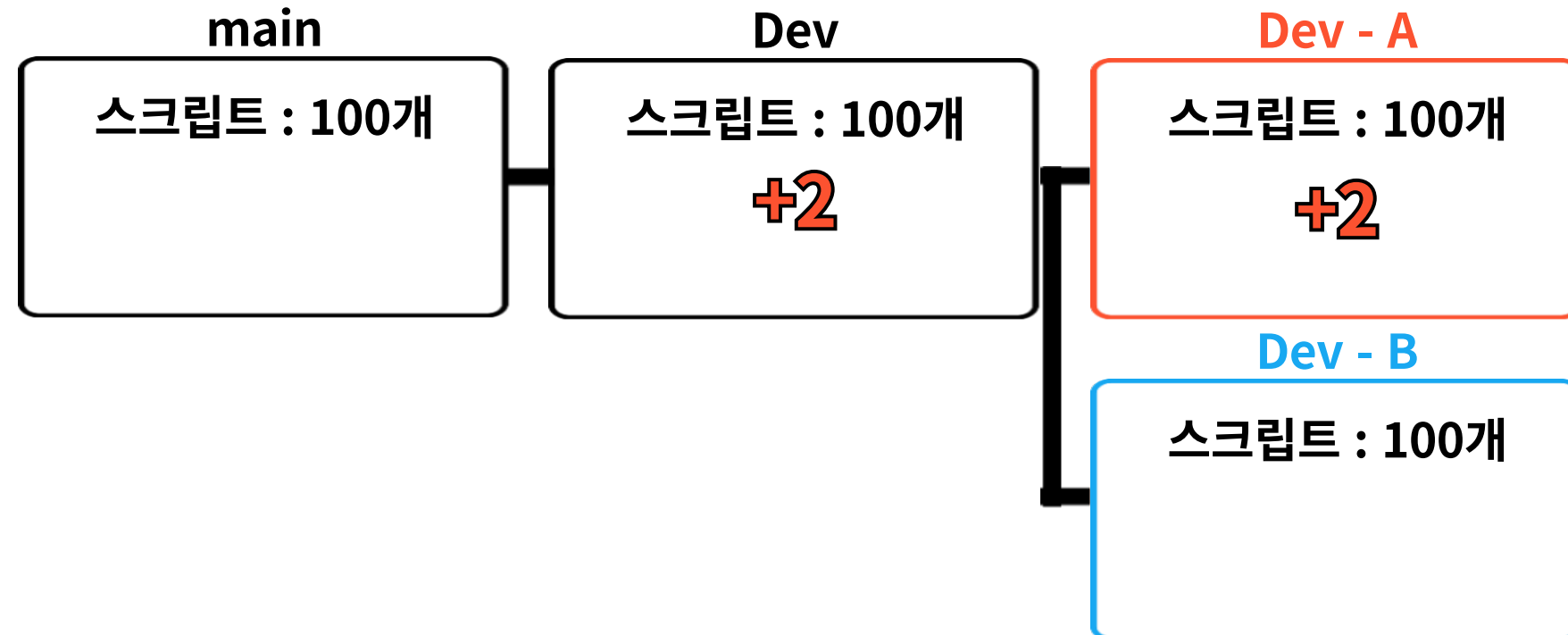
## 원격 레포지토리



Dev-B에서 Dev를 merge 해옴  
충돌이 없다면 OK

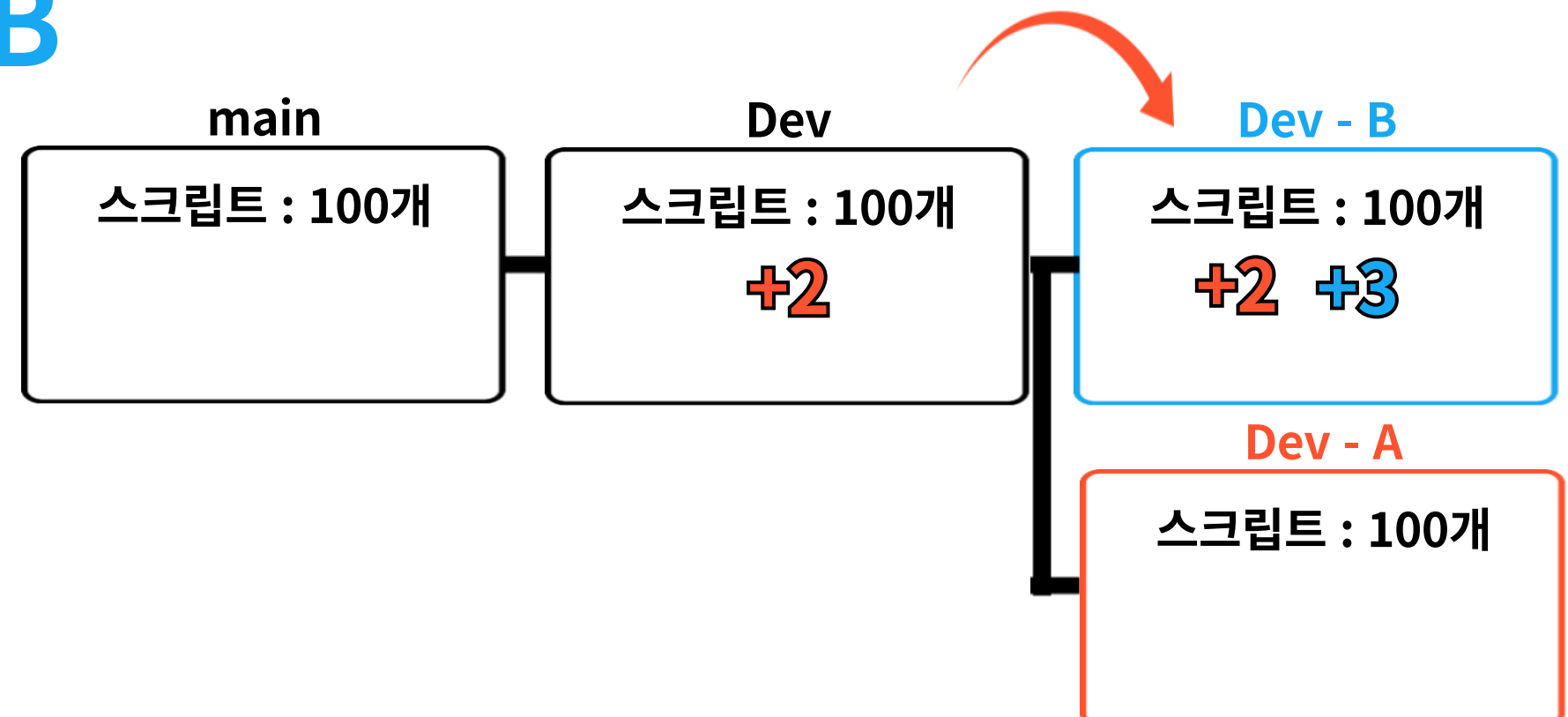
## 로컬 레포지토리

A

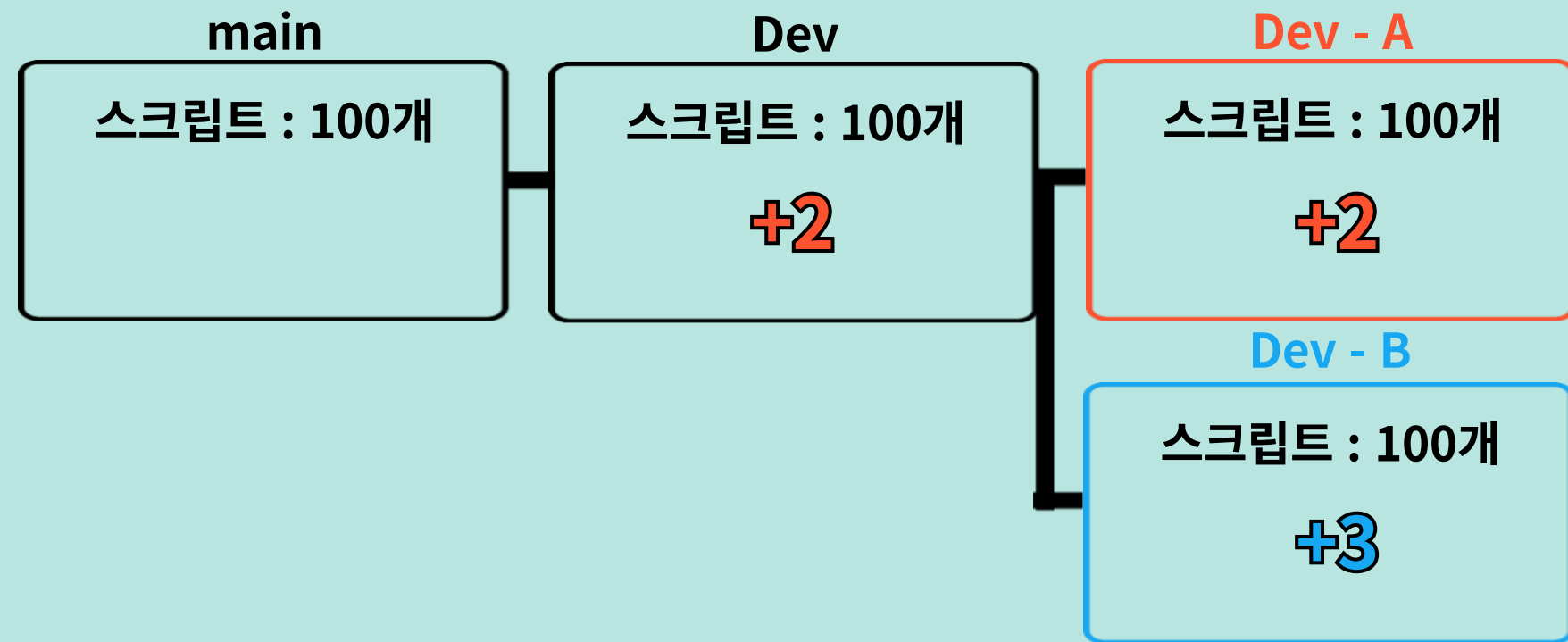


## 로컬 레포지토리

B

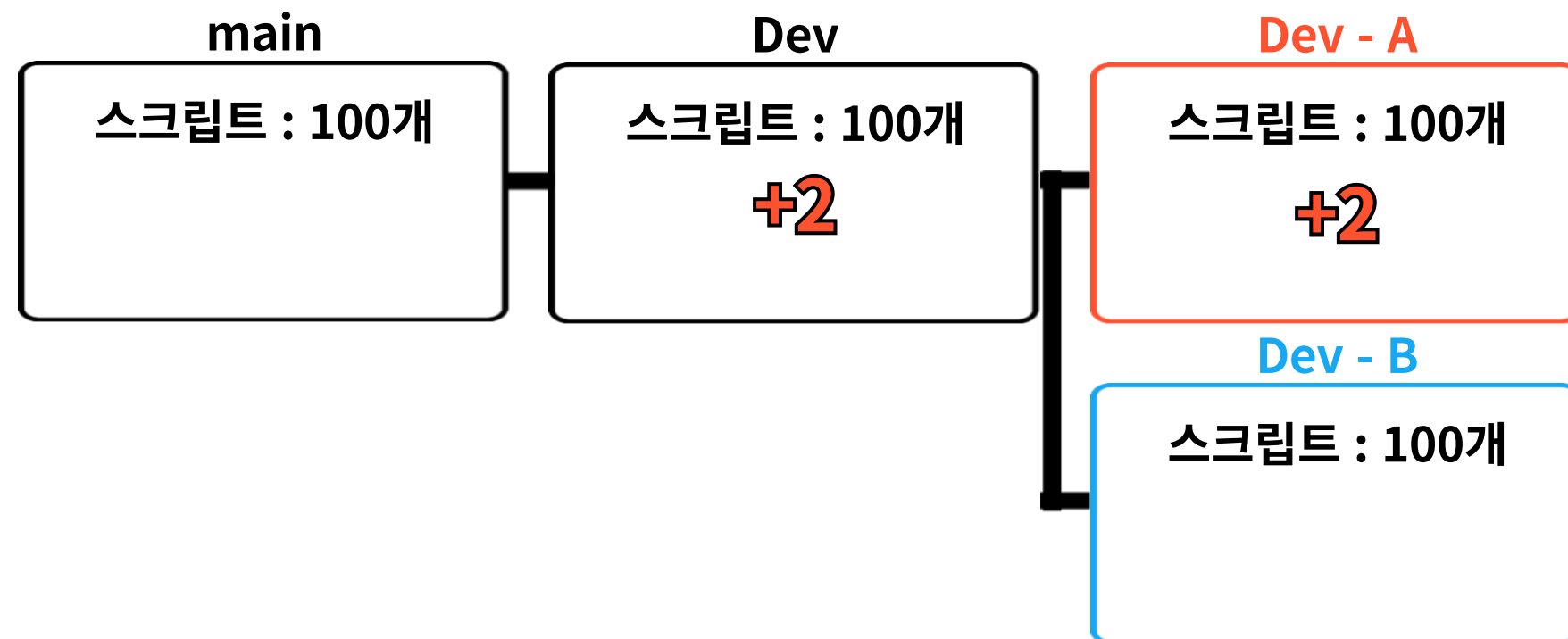


# 원격 레포지토리



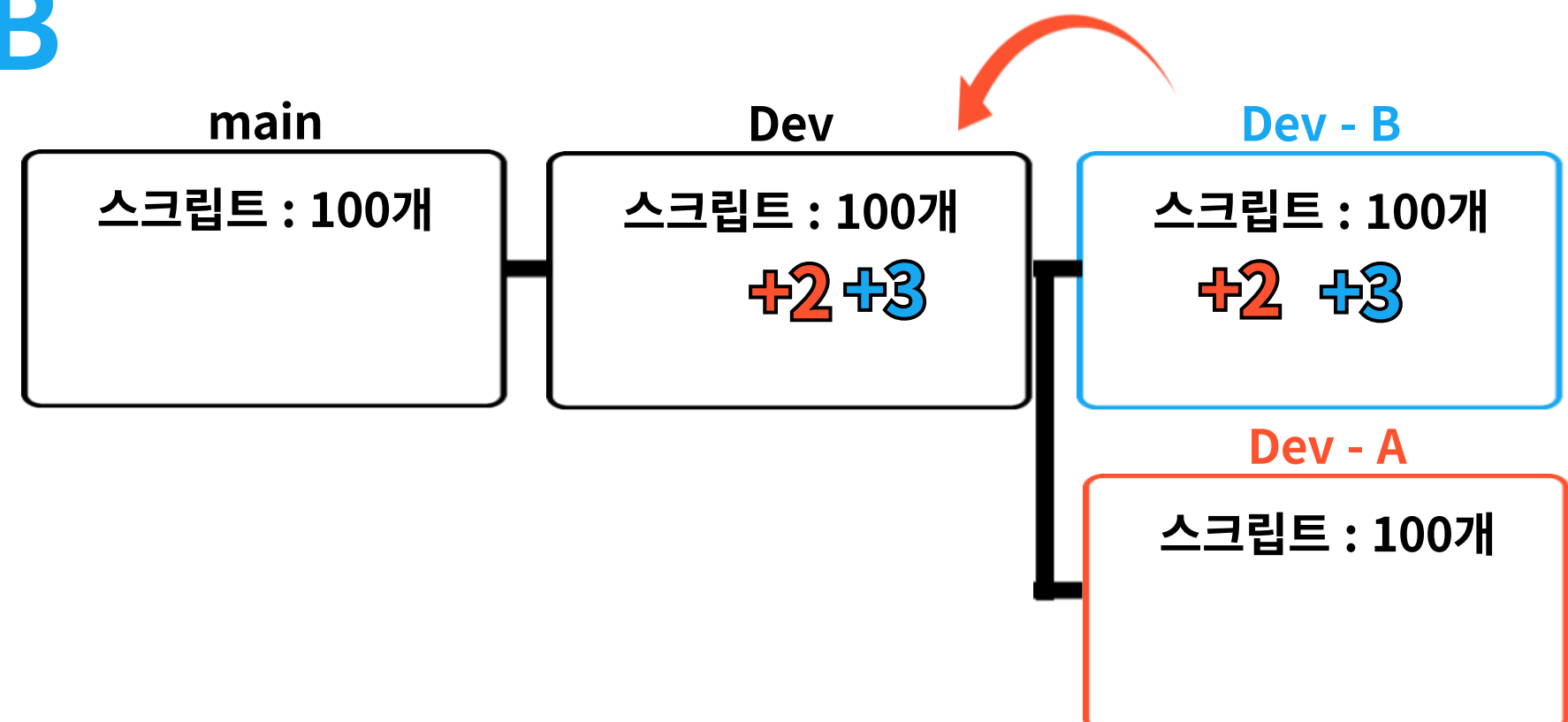
# 로컬 레포지토리

**A**



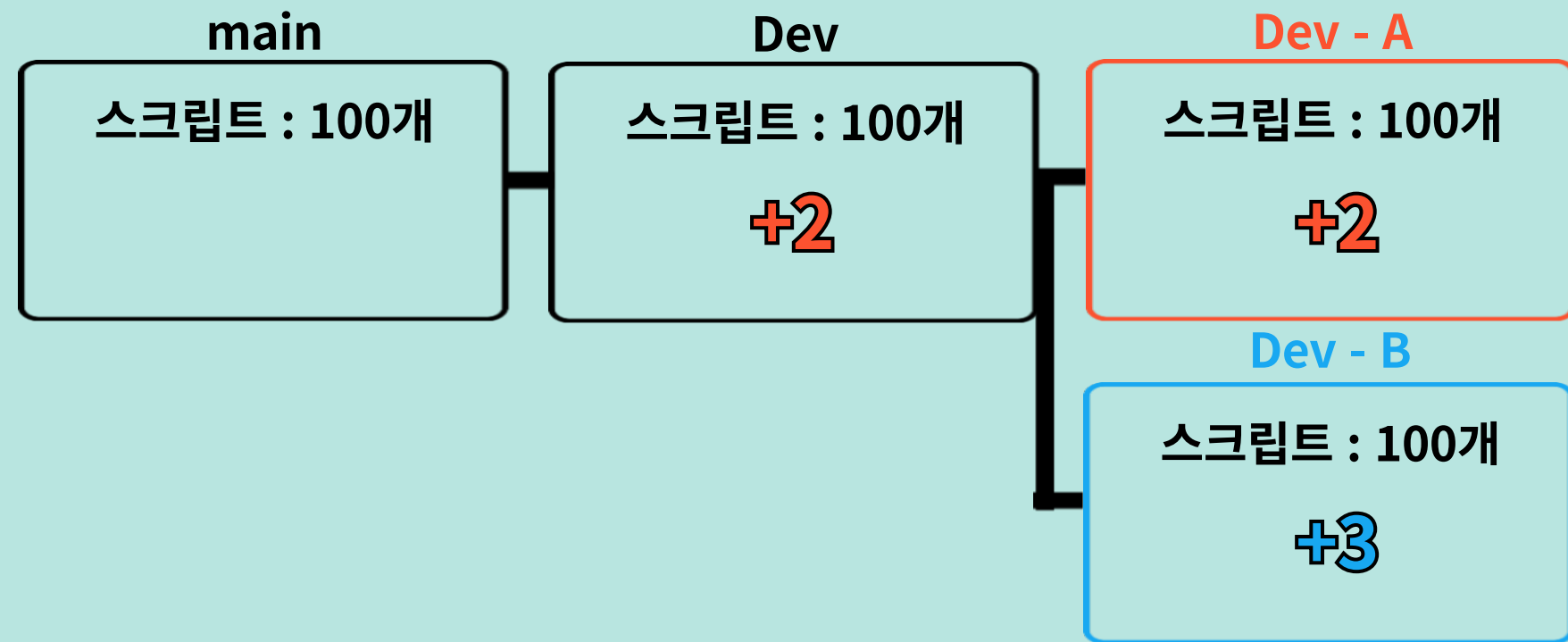
# 로컬 레포지토리

**B**



**Dev에서 Dev-B를 merge**

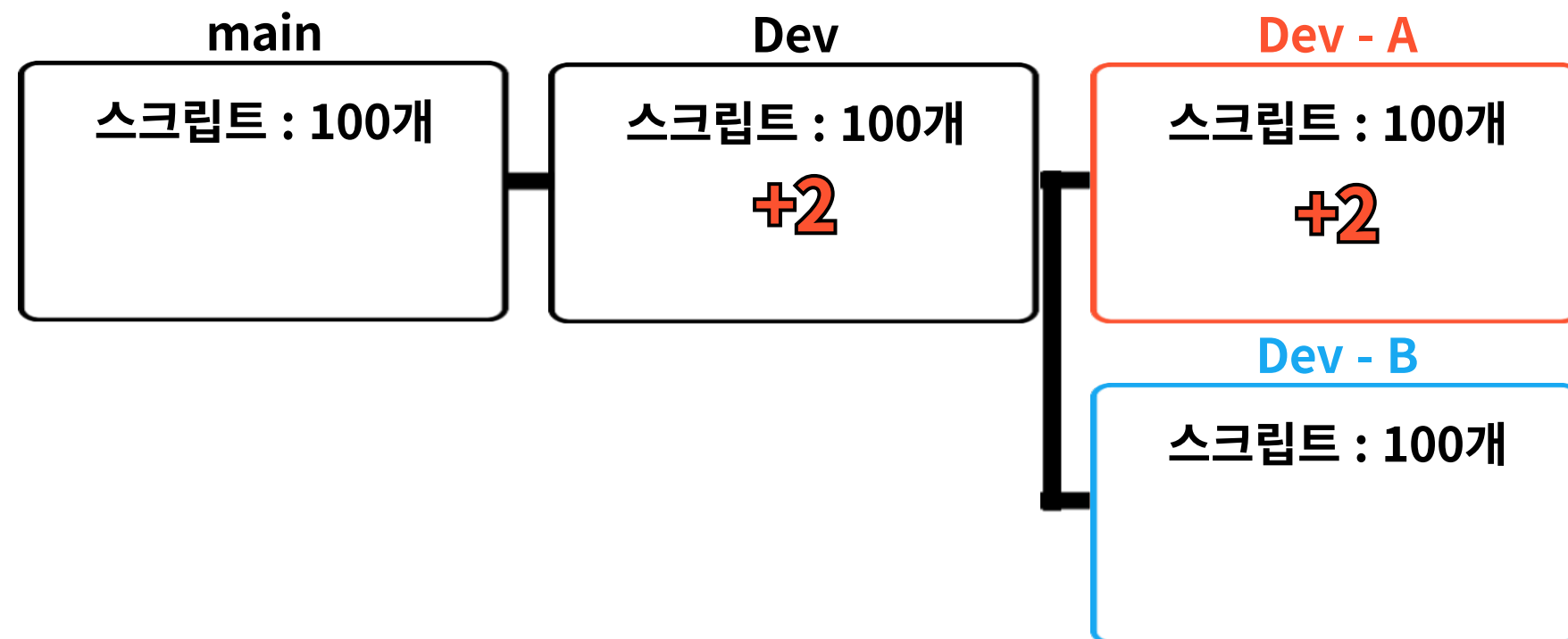
## 원격 레포지토리



사실은 그냥  
Dev에서 Dev-B를 가져와도  
문제는 없어야 정상이다

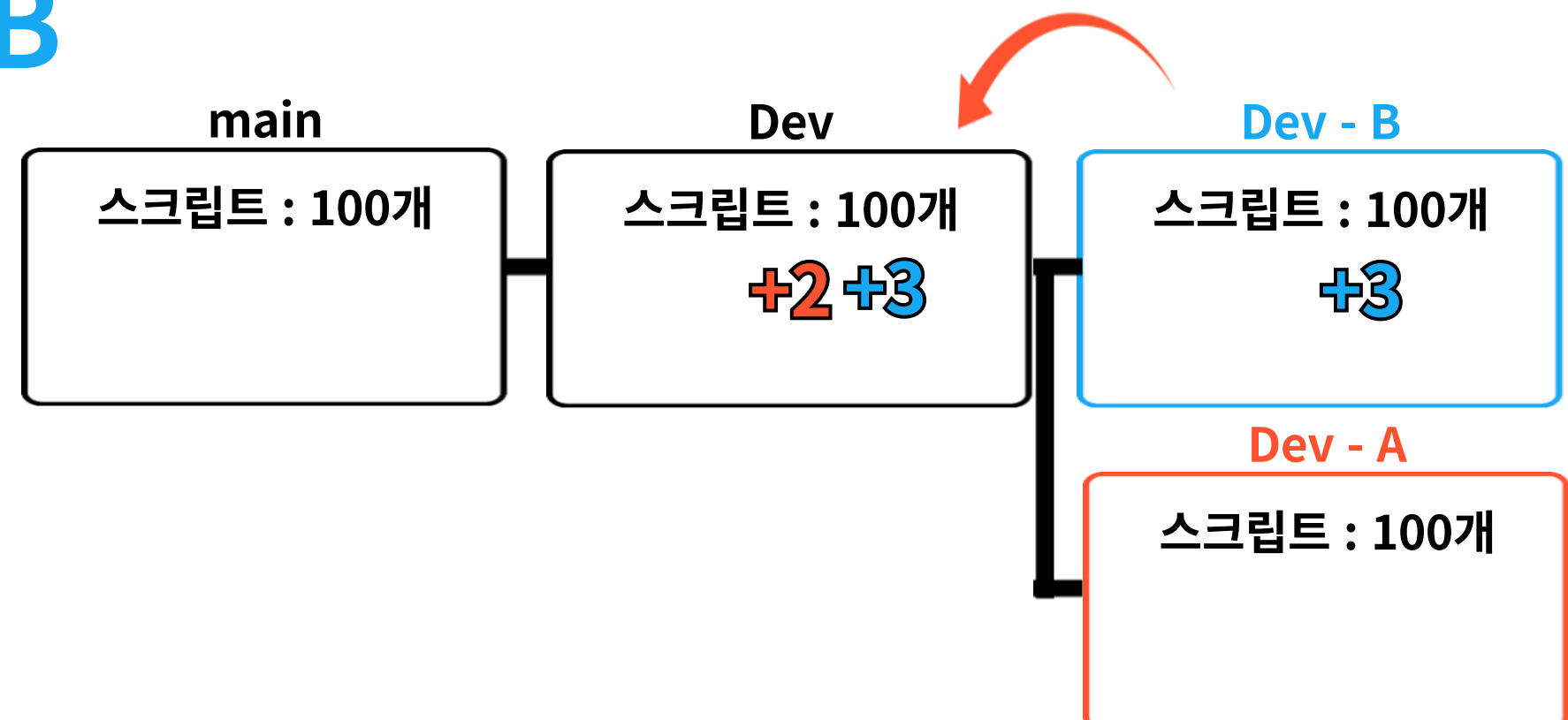
## 로컬 레포지토리

A

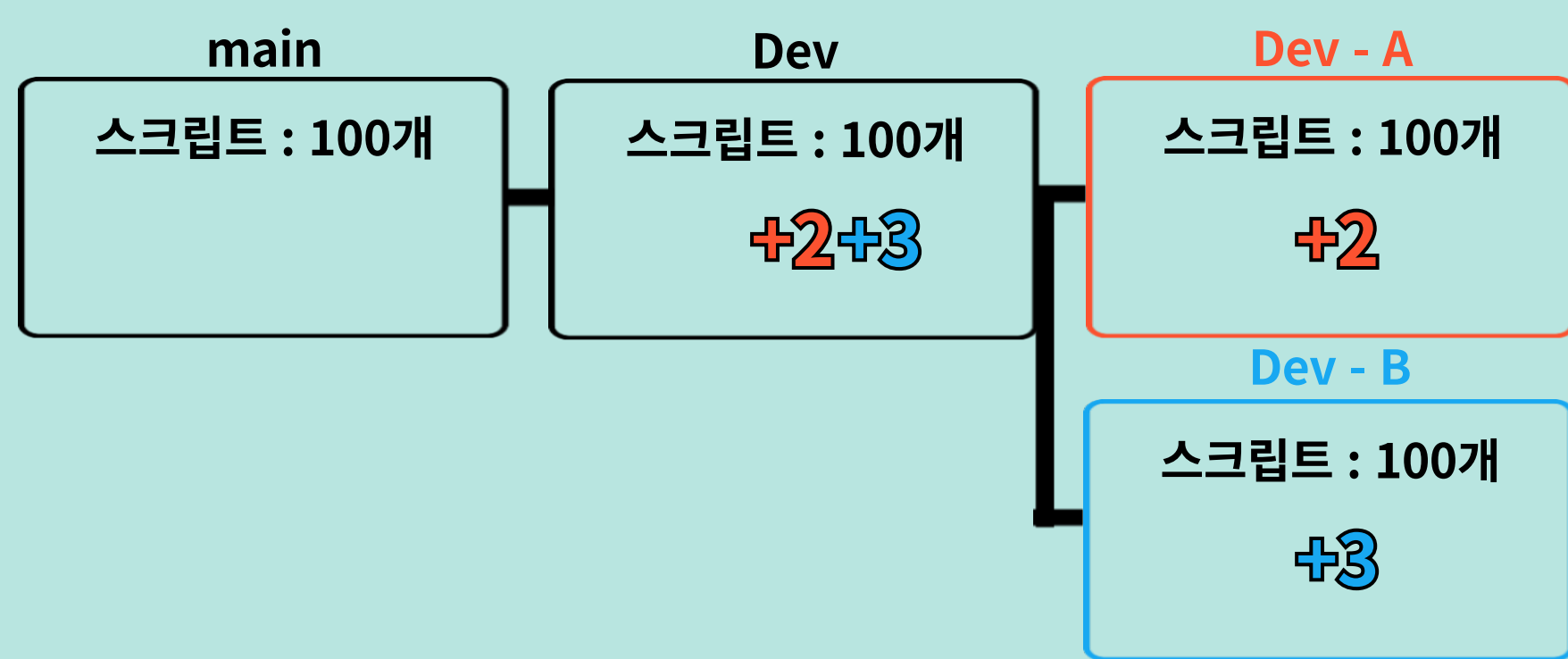


## 로컬 레포지토리

B



# 원격 레포지토리

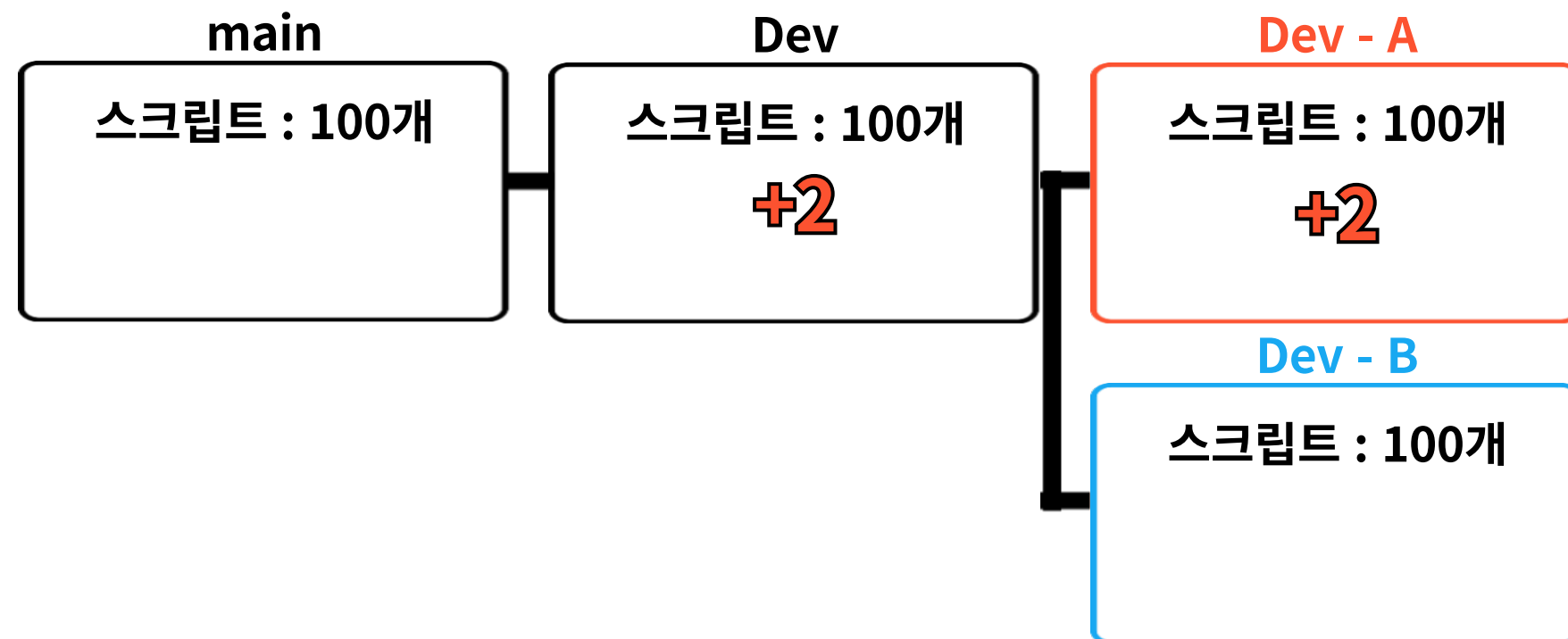


비로소 원격저장소의  
Dev 브랜치에 작업물이 합쳐짐

PUSH

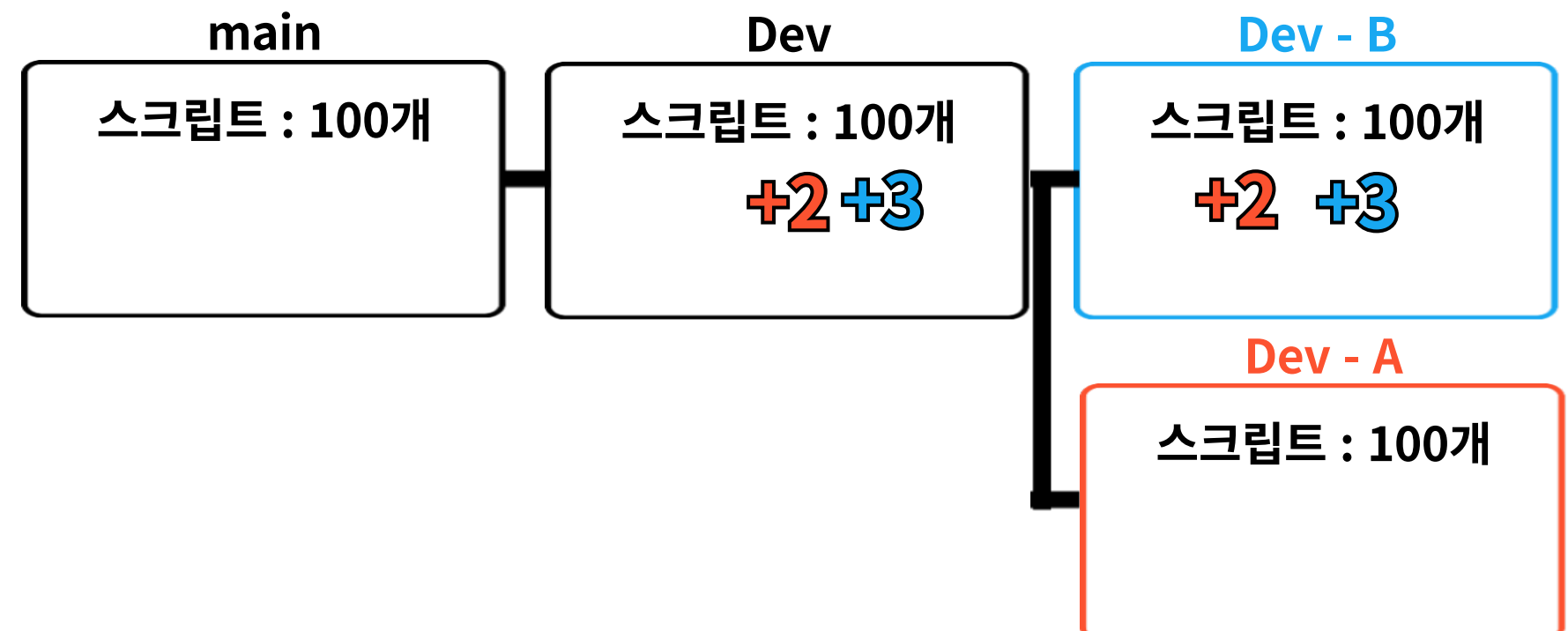
# 로컬 레포지토리

A

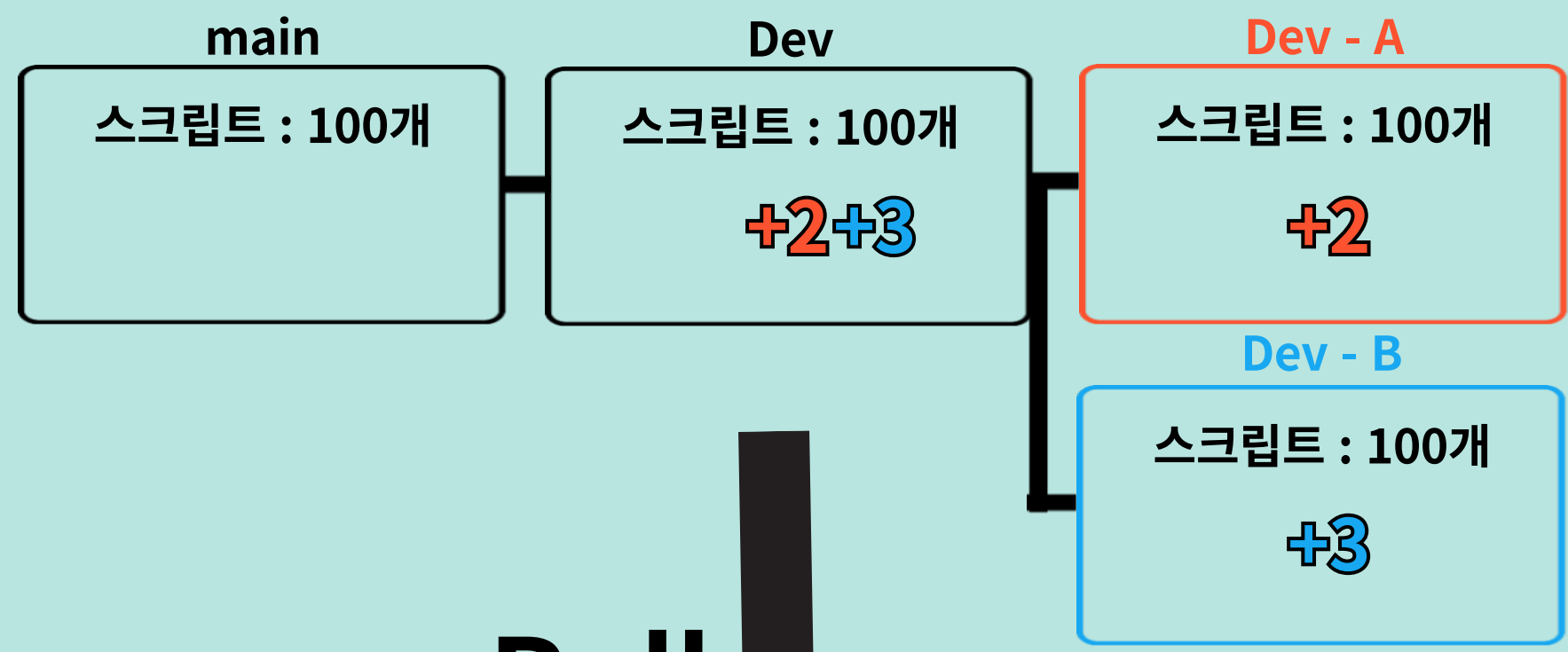


# 로컬 레포지토리

B



원격 레포지토리



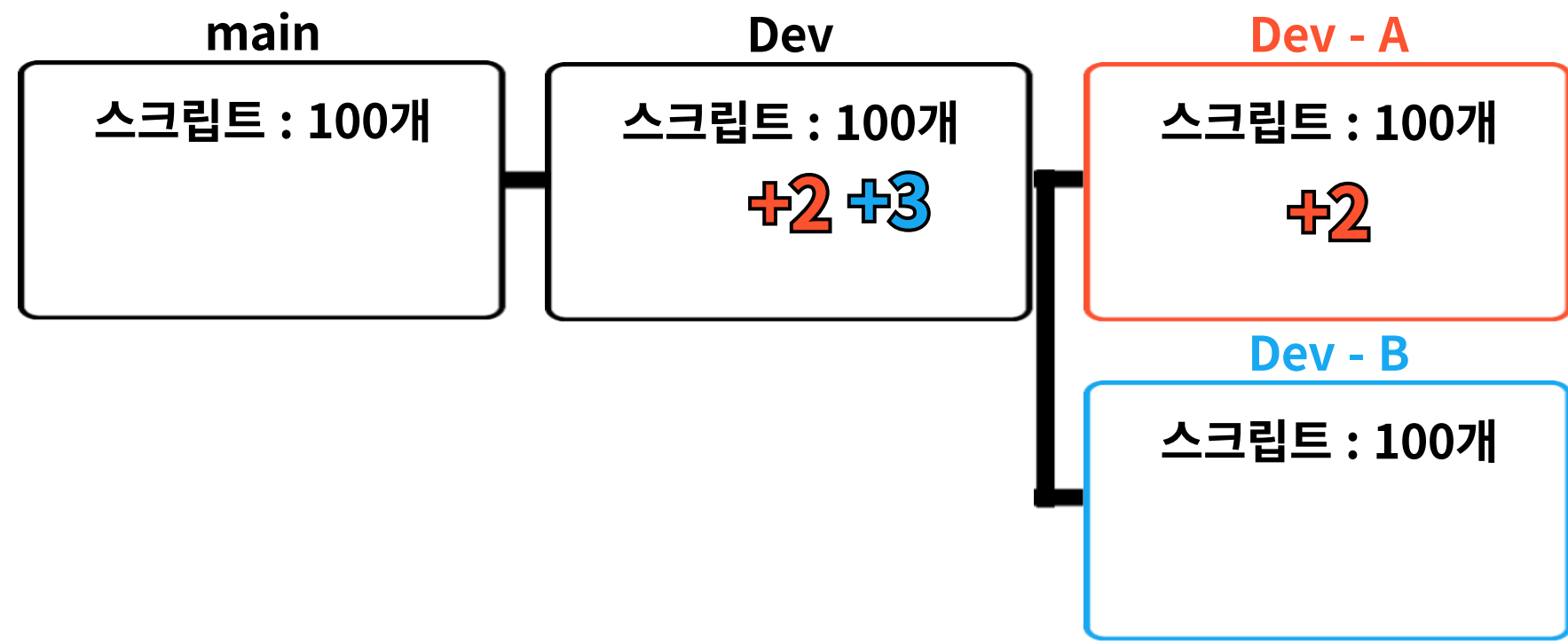
**A가 Pull까지 해줘야  
모든 저장소의 Dev 브랜치가  
동기화 완료됨**

**Pull**



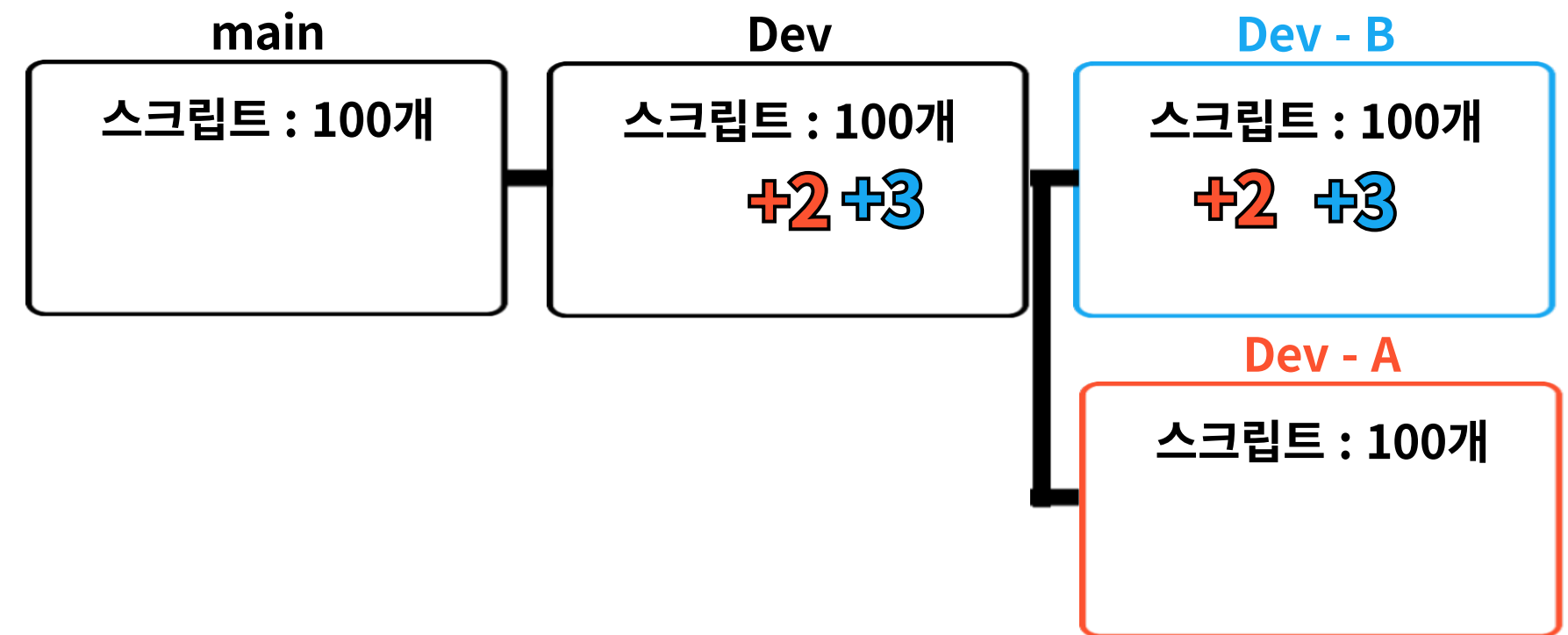
로컬 레포지토리

**A**

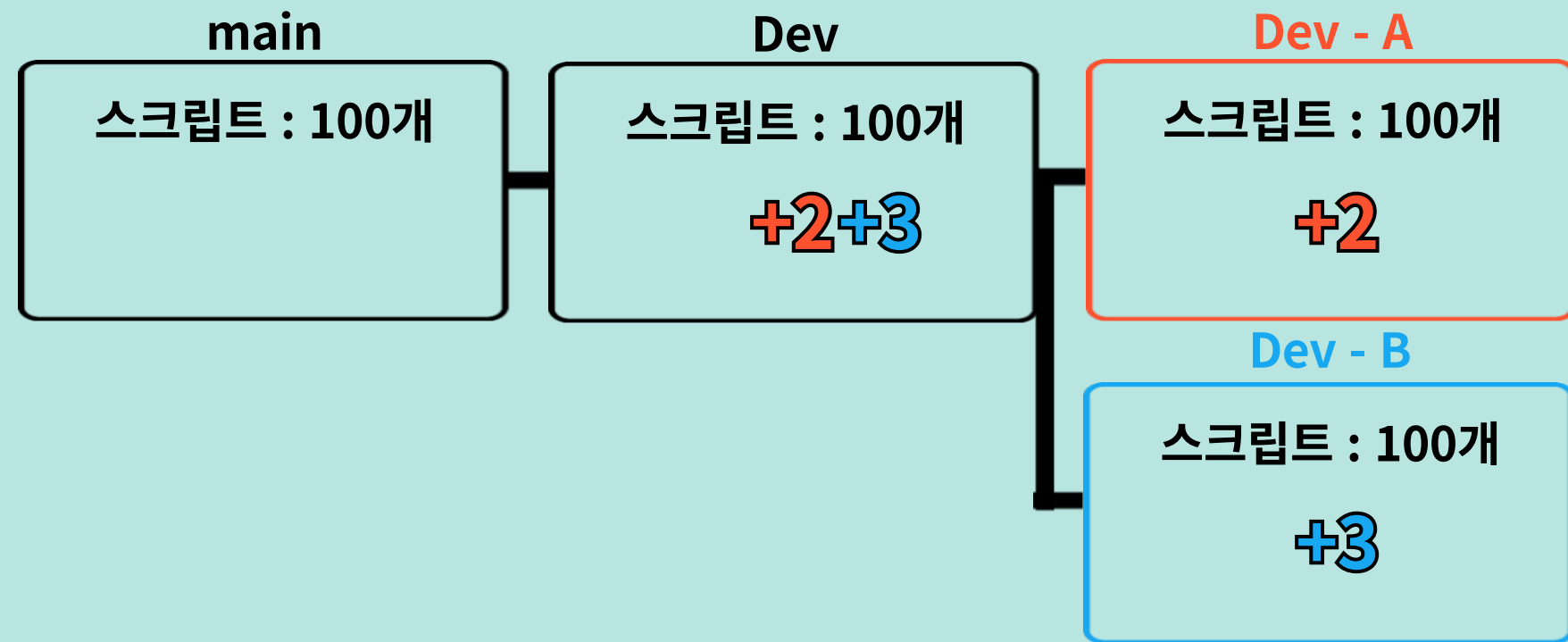


로컬 레포지토리

**B**

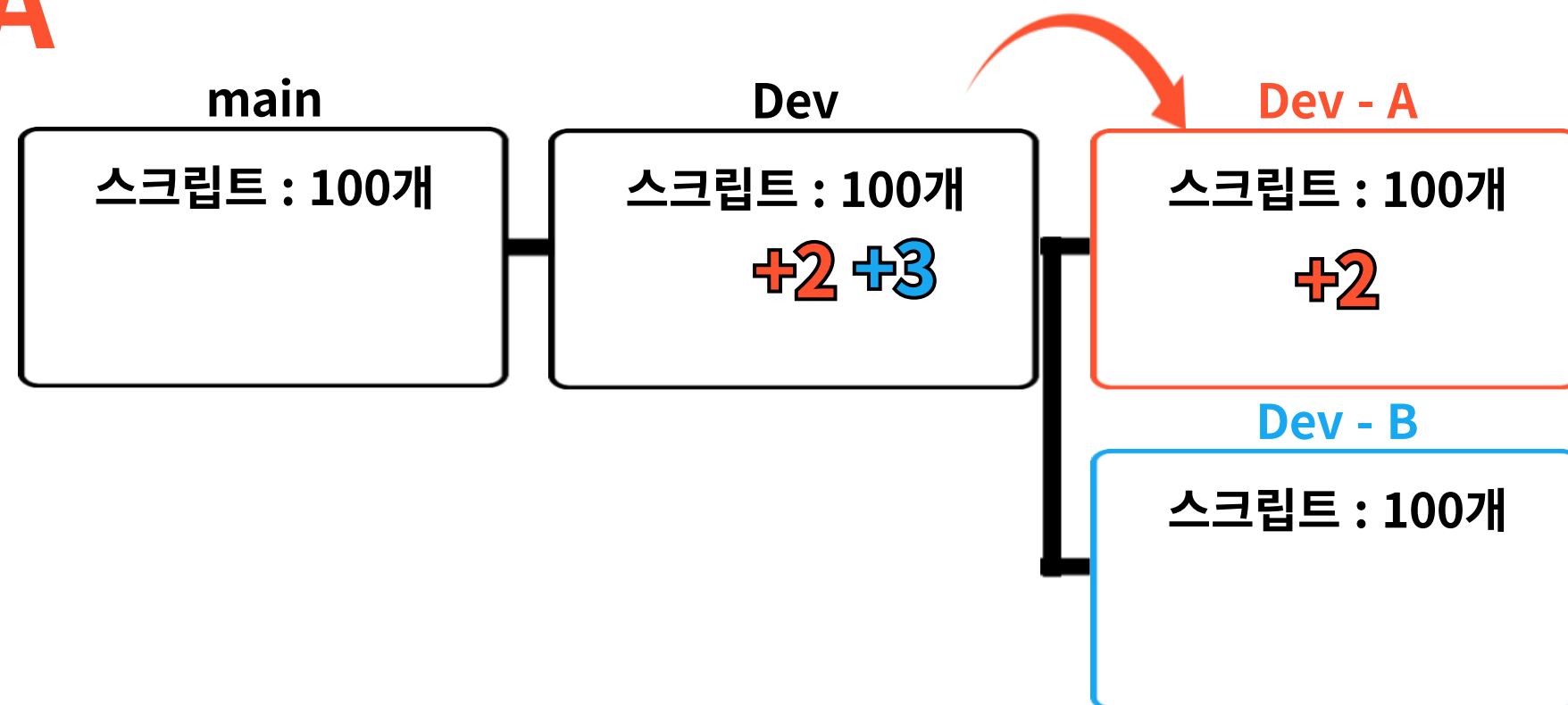




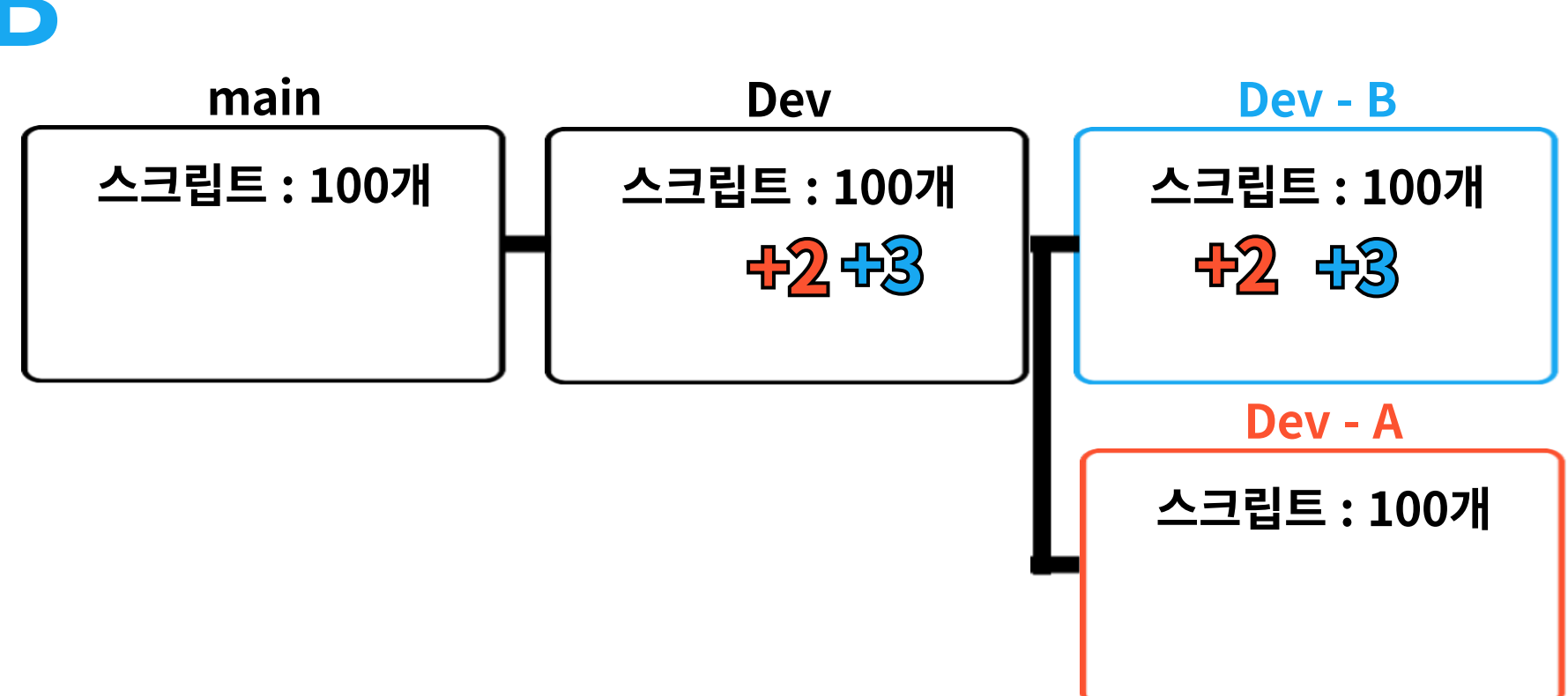


**A는 다시 Dev-A 에서 다시 작업을 시작하기 전에  
브랜치를 동기화하고 나서 작업을 시작해야함**

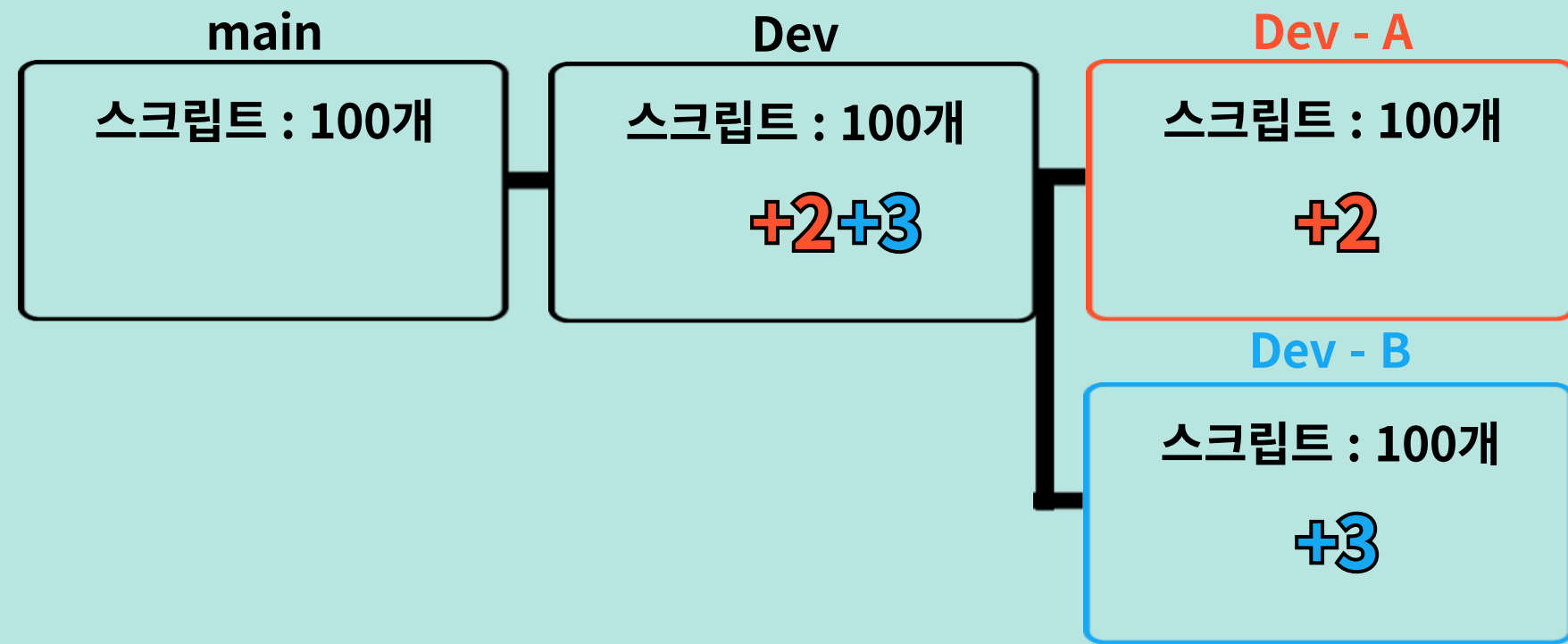
**A**



**B**



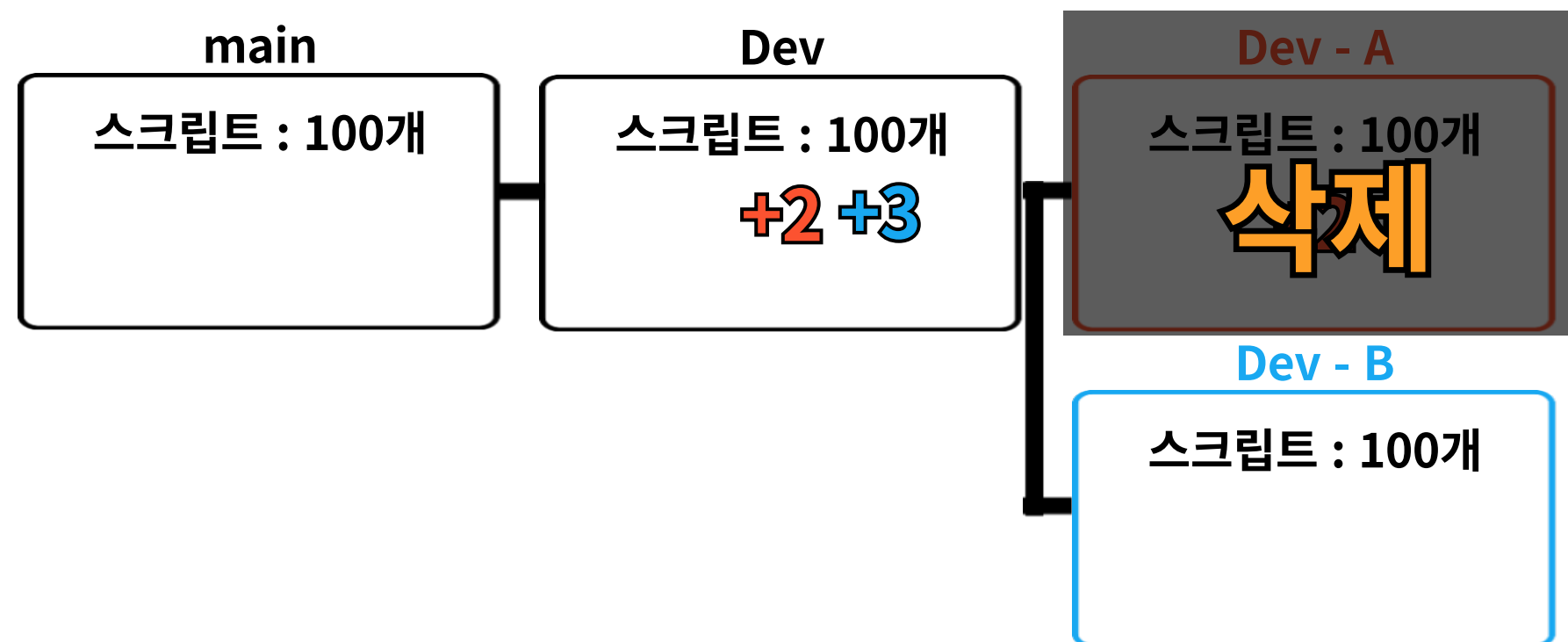
원격 레포지토리



혹은 Dev-A 브랜치를 삭제하고  
새롭게 브랜치를 만든다

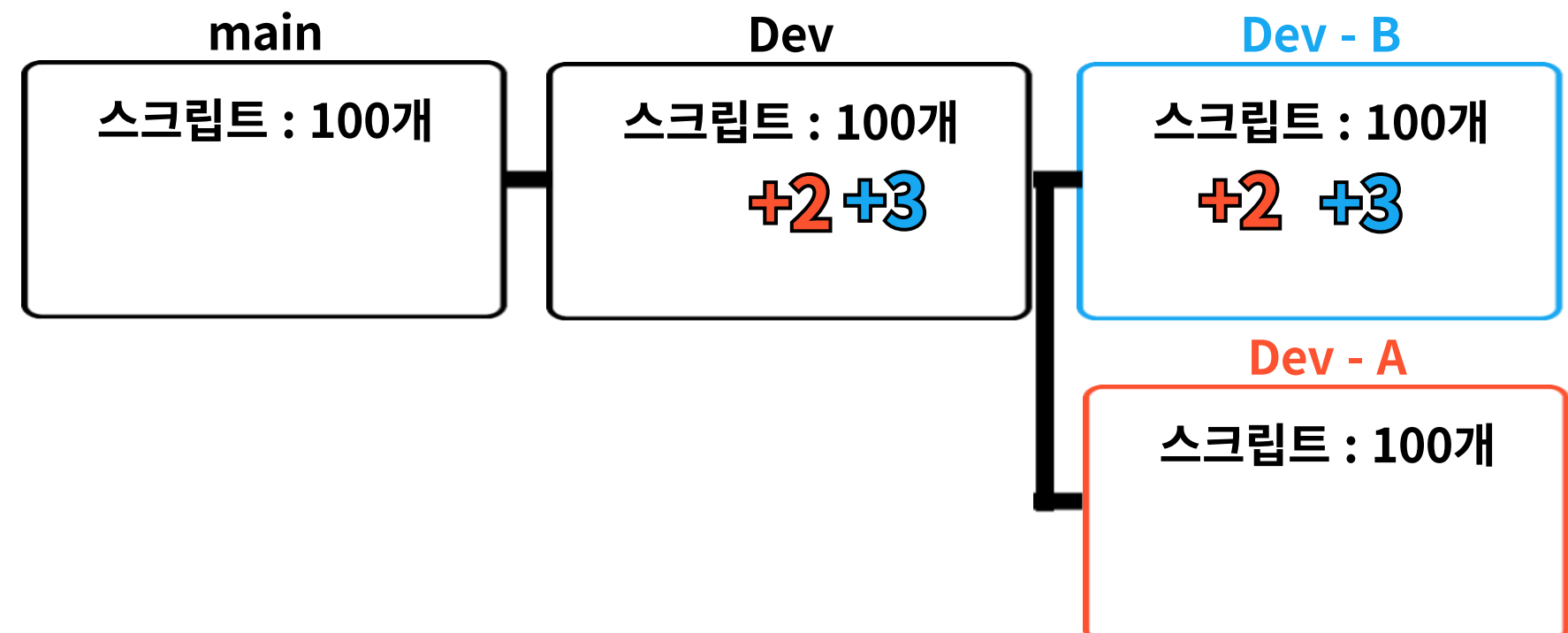
로컬 레포지토리

A

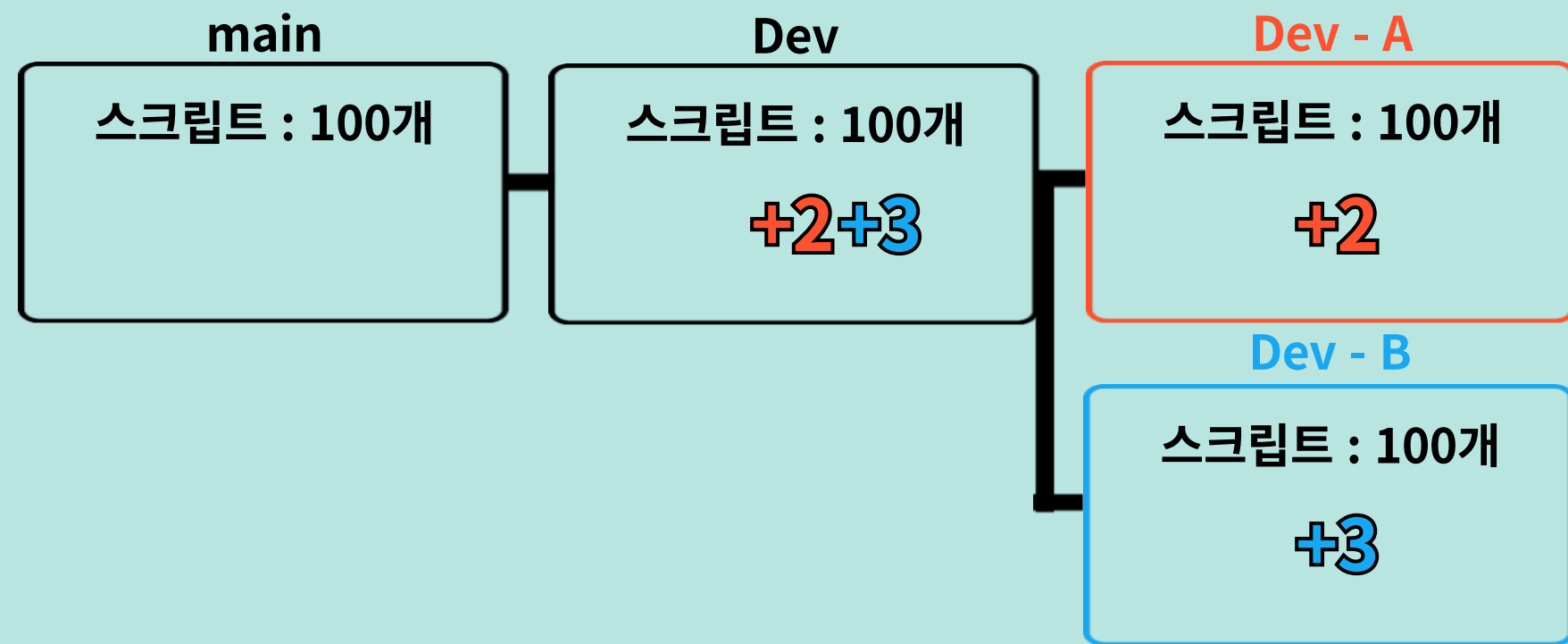


로컬 레포지토리

B

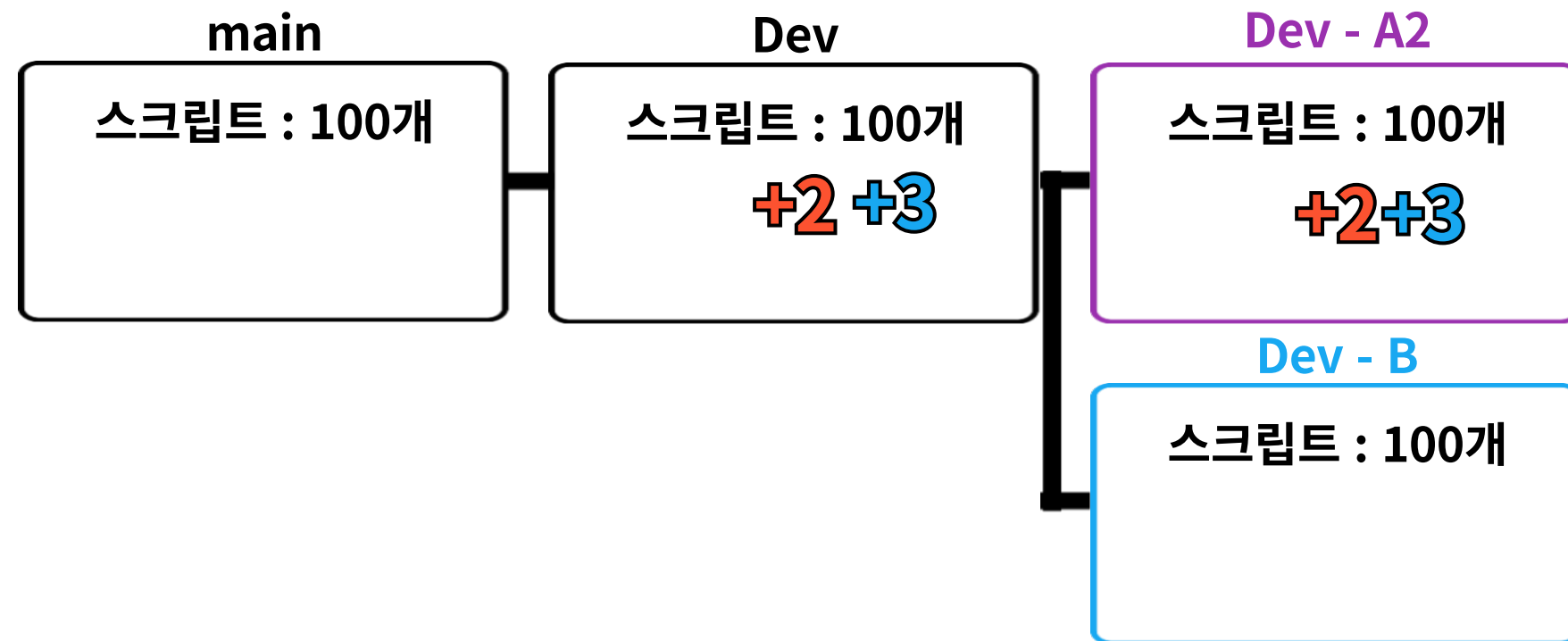


# 원격 레포지토리



# 로컬 레포지토리

A



# 로컬 레포지토리

B

