

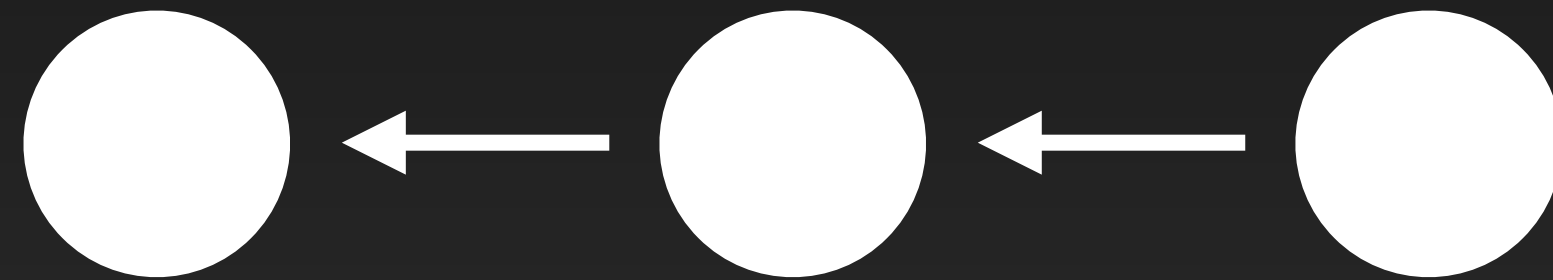
reset



HEAD

reset

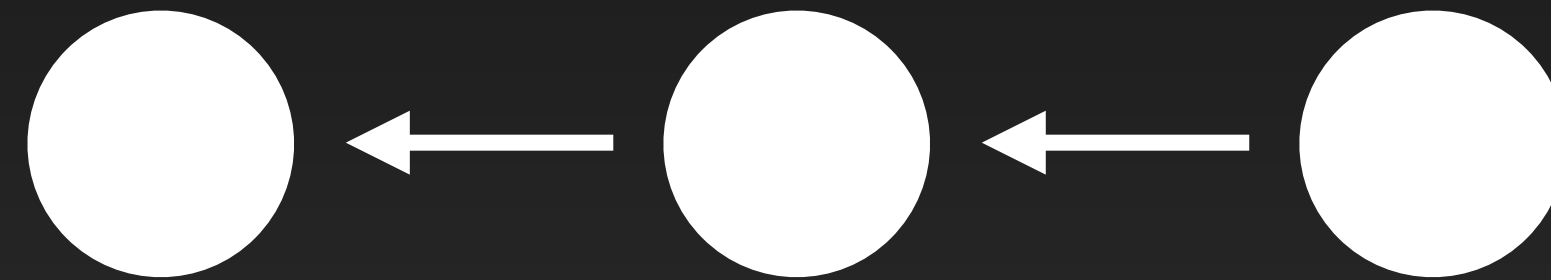
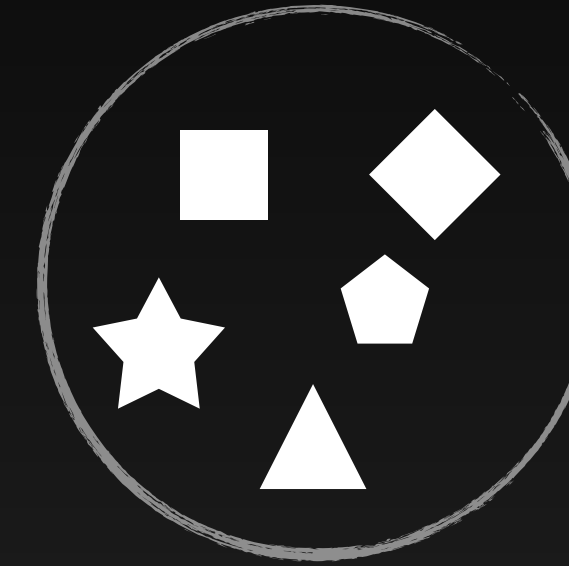
working tree



↑
HEAD

stash

working tree



↑
HEAD