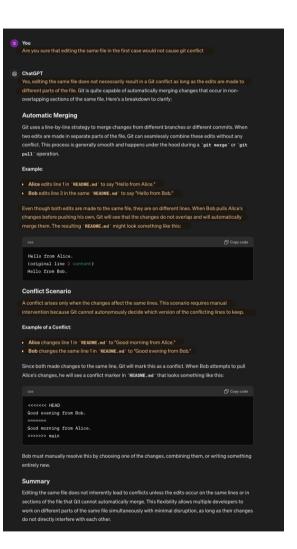
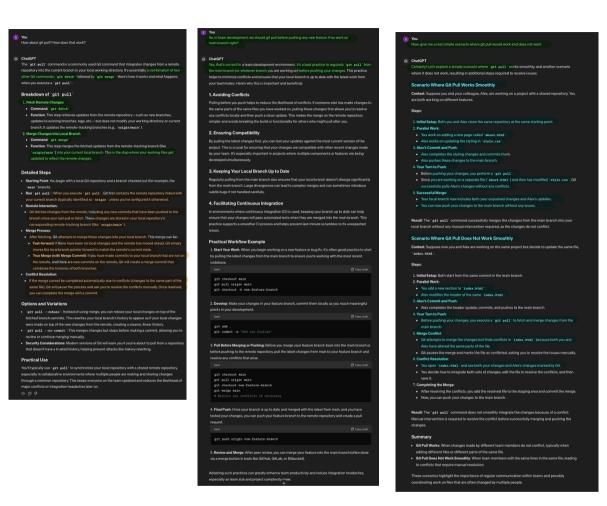
# Case1 simple without using git branch just core concept

# 1.1 git merge





# 1.2 git pull



# 1.3 git fetch



### Scenario: Checking for New Changes

- Initial Setup: You and a colleague, Emily, are working on a project. You both have cloned the same
- Emily's Updates: Emily pushes new commits to a shared branch named 'feature'
- Your Action: You run 'git fetch'. This command updates your local copy of the 'feature' branch ('origin/feature') with Emily's changes.
- Post-fetch: You can see the updates using 'git log' or by comparing branches ('git diff
  ortigin/feature 'feature'), but your local 'feature' branch remains unchanged until you decide to
  merce.

Result: 'git fotch' operates smoothly by giving you access to the latest changes without altering your current working state.

### Scenario Where 'git fetch' Might Encounter an Issue

Scenario: Network Issues or Permissions

- Initial Setup: You are working remotely and need to check for updates from the main repository.
- Network Problems: You attempt to run 'git fetch' but encounter a network issue, such as an
  unstable connection or a VPN that blocks access to the Git server.
- Error Message: Git responds with an error such as "fatal: unable to access

  "https://github.com/groups/s/com.air/%-Could not resolve back airbub access

  "https://github.com/groups/s/

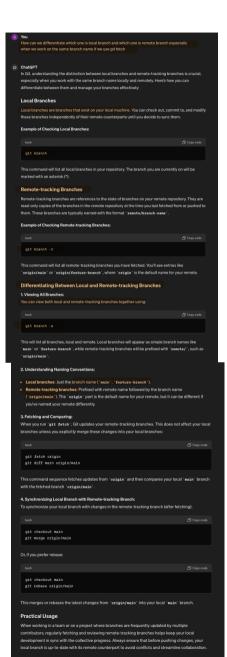
Result: 'git fetch' fails due to external factors like network issues, preventing you from fetching the latest updates.

### Resolving Fetch Issues

- Check Network Connection: Ensure that your internet connection is stable and that you can reach
  the Git server (e.g., GitHub. Bitbucket).
- $\bullet \quad \textbf{Check Repository URL: Use `git remote -v` to verify that the repository URL is correct.}\\$
- Check Access Rights: Make sure you have the necessary permissions to fetch from the repository.
   Firewall or VPN Settings: Adjust settings that might be blocking your access to the repository.
- Firewail or VPN Settings: Adjust settings that might be blocking ye

### Summary

jst etch is generally a side and non destructive command for updating your local repository with changes from a remote source. It becomes particularly useful in collaborative environments for keeping track of what others are doing without immediately affecting your local development work. Errors with "jst etch: are typically related to network issues, access permissions, or configuration problems, rather than issues with the command lated or the way it intercal with Git repositions with Configuration.





# In uscase

```
• (base) sirasittanrattanawong@Sirasits-MacBook-Air backend % git branch
* main
recording_list
recording_list_w_middleware
• (base) sirasittanrattanawong@Sirasits-MacBook-Air backend % git branch -a
* main
recording_list_w_middleware
remotes/origin/HEAD -> origin/main
remotes/origin/bata
remotes/origin/main
remotes/origin/main
remotes/origin/recording_list
remotes/origin/recording_list w_middleware
• (base) sirasittanrattanawong@Sirasits-MacBook-Air backend %
```

# 2. Git branch



Context: The same team but with a lanse in following established workflow practices

Scenario Where There Is a Problem

## 2. Development and Late Update:

- . Meanwhile, other team members have made significant changes to the 'main' branch, including

## 3. Attempting to Merge:



- The conflicts are complex and stem from structural changes in the code that Bob was unaware of.

  4. Difficult Conflict Resolution:
- Result: Bob's development process encounter's significant nutries occu-latest version of "nain". The late merging of a significantly diverged "nain" causes complex conflicts,

## Best Practices to Prevent Issues

- date to minimize merge conflicts later.
- your feature branch during development, not just at the end.

   Communication: Keep in constant communication with your team about changes that may affect multiple aspects of the project, especially those that might lead to merge conflicts.

Following these best practices helps maintain a smooth and efficient team workflow, minimizing the chances of significant conflicts and ensuring that integration processes are as seamless as possible.

give me a simple real scenario we need to do this "อย่าลืมแก้ conflict ตัวอน้ำ วิธีคือ merge dev เข้า branch ตัวเองก่อน แล้วค่อย merge branch ตัวเองเข้า dev อีกที่มีจ\*

## (h) ChatGPT

Let's take a simple real-world scenario that involves multiple developers working on different features for a website project. This scenario will demonstrate why and how the recommended workflow of merging from "dev" into a personal feature branch, resolving conflicts, and then merging back into

Scenario: Website Development with Multiple Features

### Project Setup

- · Alice is working on updating the user login functionality.
- · Carol is managing the 'dev' branch and ensuring everything runs smoothly.

### Steps and Workflow:

- · Alice creates a new branch from "dev" called "feature-login-update" to work on the login
- ssly creates another branch from "dev" called "feature-profile-page" to work on

### Step 2: Development and Initial Completion

· Alice and Bob work on their respective features in their branches. They commit their changes and are now ready to integrate them back into the "dev" branch.

### Step 3: Preparing for Integration

. Before merging her changes into "dev", Alice fetches the latest updates from "dev" and merges them into her "feature-login-update" branch to make sure she's working with the latest code

"dev", affect some of the same files she was working on.

Alice resolves these conflicts in her "feature-login-update" branch, ensuring that both her updates and Bob's updates work harmoniously.

## Step 4: Merging Back to 'dev'

and conflict-free feature branches back into "dev":

Both features are integrated into 'dev' without disrupting the development flow or causing integration headaches. Carol, the branch manager, finds it easier to prepare 'dev' for a smooth transition to 'main' for the next release.

### Why This Process?

This process ensures that each feature branch is compatible with the current state of 'dev' before it introducing errors into "dey", which is crucial for keeping the development process stable and efficient.

In this scenario, merging 'dev' into their feature branches first allows Alice and Bob to handle conflicts ach promotes a cleaner, more manageable merge process when they finally integrate their features back into 'dev'.

# 3. Origin

Vou

Now, explain me about origin what is it?

I see many of them ex. git push vs git push -u origin main git pull vs git pull origin main and many others

git pull vs git pull origin main and many others explain me with a simple real scenario when to use origin or not.

### (B) ChatGPT

In Gif, 'extigata' is a common name used to refer to the default remote repository for your project. It's not a feature of Gif itself but a standard naming convention used widely in the Git community. When you clone a repository, Git automatically names this remote connection 'origin.' This serves as a reference

### Understanding 'origin' and its Usage

### ....

estigan is the default name Git gives to the remote repository from which you clone. It's essentially
a shorthand alias for the remote repository's URL. For example, if you clone a repository from GitHub,
estigan "Will point back to that GitHub resolutory."

### Using 'origin' in Command

- "git push origin main": This command pushes your local "main" branch changes to the "main" branch at the remote named "origin".
- 'git pull origin sain': This command pulls changes from the 'sain' branch of the remote named 'origin' into your current branch.

### Simple Real Scenario Explaining When to Use 'oxigin'

### Scenario: Collaborative Project on GitHub

Context: Imagine you're working on a collaborative open-source project hosted on GitHub. Your project

### Setup:

You clone the repository, which automatically sets up "origin" to point to this central GitHub

### Daily Workflow:

### 1. Starting Your Day with a Pull

- Command: 'git pull origin main'
- When & Why: You start by pulling the latest changes from the "main" branch of the "origin" (the
  project's central repository on GitHub) to make sure you have the latest code before you start
  your work. This ensures that any changes made by other contributors are integrated into your

### 2. Developing a New Feature

- You create a new branch locally for a feature, say 'feature-x'.
- Command: 'git checkout -b feature-x'
- You make changes and commit them to this branch

### 3. Pushing Changes

- Command 'git push -u origin feature-x'
- When & Why, You push your 'feature-x' branch to the remote 'origin' for the first time and set it to track the remote branch with '-u'. This means that subsequent pushes can be done wit just 'git push', and Git knows that you mean to push to 'origin/feature-x'.

## 4. End of the Day Pull Request

- After pushing your changes, you create a pull request on GitHub for "feature-x" to be merged into "exter"
- Other team members review your code, and once approved, it gets merged into the main branch 5. Fetching Merged Changes

## Command: 'git pull origin main

When & Why: After your feature has been merged, you pull from the "origin main" again to ensure your local "main" branch is updated with the merged feature and any other changes that

## When Not to Specify 'origin'

- Local Operations: When performing operations that are purely local, such as switching branches
  ('gst checkout branch-name'), merging locally ('gst merge another-branch'), or viewing logs
  ('gst log'), there's no need to specify 'origin'.
- Default Behavior: If you've set up tracking information (like after using 'git push -u origin branch-name'), you don't need to specify 'origin' every time you push or pull to that branch; "git push' and 'git pull' will automatically use the default remote and branch set by the tracking.

### Conclusion

Using 'origin' is essential when interacting with the central remote repository, especially in a collaborative setting where multiple developers push to and pull from a shared repository. It helps maintain synchronization with the project's central code base, ensuring that all contributions are integrated smoothly and considerably.



and your current needs in managing branch updates. Understanding these distinctions helps treamline your workflow in multi-branch environments, ensuring that each branch is updated cor

Summary

You
 So,—u origin is used for the first time only for connecting to remote. For the next time we can simply use all push and git push right?

### a ....

@ ChatGPT

Wes, thorties exceptly right! The "-a" option with "gat\_push", which stands for "--set-upstrese", is used when you want to set the upstream (tracking) information for a branch. This tells cit where the local branch should push to and pull from in the future, essentially linking your local branch to a specific

## Setting Upstream with '•u'

Pauling your local "seas" branch to the remder repository (specifically to a branch called
"seas" or the remote named "seas" and "seas".
 Settling the upstream for your local "seas" branch to "estgate/seas". This means that in the
future, you can simply run "gist "peah" or "gist post? will white on your "seas" branch, and Git will
know to posit to or pull from "estgate/seas".

## Subsequent 'git push' and 'git pull'

- After you've set the upstream branch with 'git push 'e', you can use 'git push' and 'git pull' without specifying the remote or branch:
   "git push': This will push changes from your local branch to the branch on 'ezigin' that you've
- 'git gull': This will pull changes from the upstream branch on 'grigin' into your local branch

### Real-World Application

Imagine you start a new project and set up a remote repository on GitHub. You clone this repositors, an by default, your local "eals" branch is linked to "erigin/main" (because "clene" automatically sets to "erigin" on the undrawn tracking).

If you create a new branch locally and want to start pushing it to a new branch on the remote, you would do a constition like this:



## Benefits of Using `-u`

Setting the apotiteran with "--" is particularly useful because it simplifies follow command and highs; and confusion about where code should be pushed or pulsels expected spiking proprietion with multiple branches and contributors. This particle ensures that each branch consistently interacts with its corresponding sender counterpart, reducing the risk of pushing to or pulling from the wrong branches of \$\times 2\$ in \$\times 2\$ or \$\times 2\$.



# Definition of "downstream" and "upstream"

Asked 14 years ago Modified 2 years, 5 months ago Viewed 380k times



I've started playing with Git and have come across the terms "upstream" and "downstream". I've seen these before but never understood them fully. What do these terms mean in the context of SCMs (Software Configuration Management tools) and source code?

1064

git version-control versioning terminology definition

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edited Jun 7, 2019 at 14:17 ThomasMcLeod 7,689 • 4 • 44 • 80



- 20 There are two different contexts for upstream/downstream in git: remotes, and time/history. Upstream/downstream with respect to remotes is, the downstream repo will be pulling from the upstream repo (changes will flow downstream naturally). Upstream/downstream with respect to time/history can be confusing, because upstream in time means downstream in history, and viceversa (genealogy terminology works much better here - parent/ancestor/child/descendant). charlesreid1 Jul 18, 2015 at 5:06
- 8 Related: What does 'upstream' mean? at OS kenorb Aug 20, 2015 at 15:48
- 6 Related: Difference between origin and upstream on gitHub RBT Aug 12, 2017 at 2:50

Add a comment

with the same issue in the next release.

6 Answers

Sorted by: Highest score (default)



In terms of source control, you're downstream when you copy (clone, checkout, etc) from a repository. Information flowed "downstream" to you.

841

When you make changes, you usually want to send them back "upstream" so they make it into that repository so that everyone pulling from the same source is working with all the same changes. This is mostly a social issue of how everyone can coordinate their work rather than a technical requirement of source control. You want to get your changes into the main project so



you're not tracking divergent lines of development. Sometimes you'll read about package or release managers (the people, not the tool) talking about submitting changes to "upstream". That usually means they had to adjust the original sources so they could create a package for their system. They don't want to keep making those changes, so if they send them "upstream" to the original source, they shouldn't have to deal