Rhino

1. Repositories

* Documents: <http://web.sea-solutions.com/git/Rhino_docs.git>

Always pull/commit to master branch

* Backend: <http://web.sea-solutions.com/git/Rhino_Backend.git>
  + Branch “Master”
  + Branch “Develop”
  + Other branches
* Frontend: <http://web.sea-solutions.com/git/Rhino_FrontEnd.git>
  + Branch “Master”
  + Branch “Develop”
  + Other branches
* Mobile:
  + Android: <http://web.sea-solutions.com/git/Rhino_Mobile.git>
  + iOS: <http://web.sea-solutions.com/git/Rhino_iOS.git>
  + Branch “Master”
  + Branch “Develop”
  + Other branches

1. Branch rules

* Master: always be synchronized with “live” system. Never commit direct to this branch
* Staging: synced with “Rhino - Test” system. DO NOT commit directly against this.
* Develop: is synchronized with “SEA - test” system. Never commit direct to this branch
* Other branches: are for implement tickets. A new branch should be created for each big ticket. Some small tickets should be grouped in a branch.

1. Steps to start a ticket

* Checkout “master” branch: git checkout master
* Pull latest code: git pull
* Create a new branch: git checkout –b [new\_branch\_name]  
  And work locally in your new branch. When you are ready to share your branch, push it

git push –u origin [new\_branch\_name]

* Note the branch name to ticket in redmine.

\* Branch should be named with this format: [CodeType][Issue\_ID]\_[YYYYMMMDD]\_[QuickInformation]

[CodeType] = be, fe, mo (Backend, Frontend, Mobile)

Ex:

*be12345\_2019May20\_FixDashboardBalance*

*fe12345\_2019May22\_FixDashboardUI*

1. Merge a branch to ‘develop’ branch

* Only team leader would do this. The only exception is when he asks someone directly to do this, but ideally the leader is one who approves this merge.
* Checkout “develop” branch: git checkout develop
* Merge: git merge [ticket\_branch\_name]
* All branches have been merged to “develop” branch should be noted in the red-mine. They should be removed after merged “develop” to “master”

1. Database changes

Use scripts to insert/update/delete data.

Every script file must include ‘USE [DATABASENAME]’ on the top of file