

Git: merging a development branch into master



This is a work-in-progress pattern for merging a development branch into master - we should apply this pattern consistently for our magnolia projects on Git. This is necessary to help keeping the Git history as clean as possible, i.e. without empty merge commits.

Prerequisites

- local master is up-to-date

Steps

1. First create an *integration* branch out of your development branch

```
git checkout -b myfeature-int
```

- a. This guarantees that you won't spoil your development branch
- b. This is especially valid for dev branches that are also remote, we should never rewrite the history of a shared branch

2. Then **rebase** that new branch onto master

```
git rebase -i master myfeature-int
```

- a. Ideally you do an interactive rebase with the `-i` flag, so that you can squash, reorder, or drop commits
- b. Having 3 commits for subsequently renaming a class is an ideal candidate for squashing
- c. Don't hesitate to re-do it several times over. It's easier to, for example, first reorder some commits, make sure they can be re-applied in that order, then do a second rebase to squash'em.

3. Publish that integration branch, so this can be used for reviews

```
git push -u origin myfeature-int
```

4. Now all your commits are stacked on top of the latest master, therefore merging to master should be a fast-forward. We want to enforce this.

```
git checkout master
```

```
git merge myfeature-int --ff-only
```

- a. This will reject non fast-forward merges

5. Finally if you have to pull again from master before pushing, don't forget to do a *pull rebase*.

```
git pull --rebase
```

6. Delete your integration branch

```
git branch -d myfeature-int
```

If you pushed it, then delete the remote branch too: `git push origin --delete myfeature-int`

Result

- Your branch commits are flattened into master's history
- You can keep working on your dev branch
 - remote tracking is not spoiled by the rebase
 - then reapply the same pattern for the next merge to master

