

Local: update(3, "int x;")
Remote: update(3, "int y=0;")

Positions	Documents
... <Pos2, id1> <Pos3, id3> <Pos4, id4> <Pos5, id2> ...	//variables int y; int x; //variables int z;

>>>>>>local
int x;
==== origin
int y;
<<<<< remote
int y=0;

Awarness information

elements	values
id1	{Pos2, Pos4}
	(val1, "//variables")
id2	{Pos5}
	(val2, "int z;")
id3	{Pos3}
	<(val31, "int x;"), (val32, "int y=0;")>