

# Notes Software Engineering

Brendon Mendicino

April 17, 2023

# Contents

<b>1</b>	<b>Introduction</b>	<b>3</b>
1.1	Describe Software . . . . .	3
1.2	Activity . . . . .	4
1.3	Phases . . . . .	4
<b>2</b>	<b>Requirement Engineering</b>	<b>4</b>
2.1	Context Diagram . . . . .	5
<b>3</b>	<b>UML</b>	<b>9</b>
3.1	Glossary . . . . .	11
3.2	System Design . . . . .	11
3.3	UML Deployment Diagram . . . . .	12
3.4	Use Cases and Scenarios . . . . .	16
<b>4</b>	<b>Non-Functional Requirements</b>	<b>16</b>
4.1	EZGas . . . . .	17
<b>5</b>	<b>User Interface</b>	<b>20</b>
5.1	Prototype . . . . .	21
5.2	In Lab Tests . . . . .	21
5.3	In Field Tests . . . . .	21
5.4	GUI Design . . . . .	22
<b>6</b>	<b>Project Mangement</b>	<b>23</b>
6.1	Measures . . . . .	23
6.2	Techniques . . . . .	23
6.3	Estimation . . . . .	24
6.4	Tracking . . . . .	24
6.5	Staffing Profile . . . . .	24
6.6	Stories and personas . . . . .	25
6.7	Elicitation . . . . .	25
6.7.1	Interview . . . . .	25
6.7.2	Ethnographics . . . . .	25
6.8	Exercise . . . . .	25
<b>7</b>	<b>VV, Inspection, Reading</b>	<b>27</b>
7.1	Failure, Fault, Defect . . . . .	27
7.2	Inspections . . . . .	28
<b>8</b>	<b>Git</b>	<b>29</b>

# 1 Introduction

Definitions:

**Definition 1.1 – Multi Person Multi Version**

People coordinating in long period of time.

**Definition 1.2 – Software**

Is a collection of code and not only digital assets like: rules, documentations, procedures and many more.

**Definition 1.3 – Software Types**

- **Stand alone:** products used alone, like email, office, calendar;
- **Embedded in software products:** car, smart house;
- **Embedded in business process:** an information system;
- **Embedded in production process:** embedded in factories and classic production pipelines;

## 1.1 Describe Software

To describe a software we define his properties, they are divided in: **functional** property, which express an action to be performed, and **non-functional** property, that describes how a functional property should behave and describing his correctness. Because it's not possible to define if something is 100% correct in the software field the **reliability** is also defined, the idea is that correctness it's impossible to obtain, thus trying to the number of **defects** a software can have, setting a threshold for the maximum number of them, on the other hand the **availability** is the percentage, over a period of time, of the system without occurring in any defect:  $A = \frac{T - T_{\text{down}}}{T}$ . Other non-functional properties are **security, safety and deniability**. **Efficiency** is the response time and the amount of resources used.

Every software has a life process divided in: development, operation, maintenance. During development, which will be the main focus of this course, there are 4 main phases:

- **requirements;**
- **design;**
- **coding;**
- **testing;**

Basic rules of software development:

- **keep it simple;**
- **separation of concerns;**
- **abstraction**

## 1.2 Activity

In software the base is source code, to make it more readable the code is divided in **units**, before starting to code there should be an idea of the **design** of the project, which is how and which are the units are interacting with each other. Only after the requirements and the design the coding starts. The start of the process is deciding what the software should do, those are all the **requirements**. Every part produces a result:

- **Requirements** → **requirements document**
- **Design** → **design document**
- **Implementation** → **unit**

After the requirements there should be some checking with **Validation and Verification** (VV).

## 1.3 Phases

After the first version of the product is released there is a deployment phase where people will install the product, the product will need **operation** and **maintenance** operations and after a period of time the product will **retire** meaning that it will no longer be supported. During the support span the operations are all the set of the actions done on the product, like security tasting, bug discovery, etc. While maintenance is the action of changing the code to do bug fixes or publish new feature.

# 2 Requirement Engineering

The aim of requirement engineering is to define the *properties of the product* before starting implementation. When defining the functionality there is one or more non-functional property associated. Requirement engineering is divided into:

- **Elicitation:** talk to the end-user and understand what they want
- **Analysis and formalization:** writing down the
- **Inspection:** checking what it has been written down on the documents

**Definition 2.1 – Stakeholder**

In elicitation the person in charge of the requirements has to extract all information to create the requirements, the stakeholder is the *person or company* that is involved in the building of the project. The stakeholder may be: user, administrator, buyer, analyst, developer.

The starting point is an informal description of the problem, usually they contain defects like: omission, inconsistencies, ambiguity. The best document is the most concise one and doesn't contain omissions, this is called **complete and consistent**.

**Example 2.1 – Stakeholder**

- POS in a supermarket.
- User:
  - cashier at POS (profile 1)
  - administrator, inspector (profile 2)
  - customer at POS
- Administrator:
  - POS application administrator (profile 3)
  - IT administrator (profile 4)
  - ...
- Buyer:
  - CEO of supermarket

## 2.1 Context Diagram

The context diagram tells what is the focus of the requirements. The context diagram contains the **actors** of the system which can interact with it, the system is called **use case** and there can be more than one. The context diagram defines the **interface** between the inside and outside.

**Example 2.2 – EZGas**

*"EZGas is an application to help drivers find gas at lowest prices. Gas station owners can register their gas station with prices and eventually discounts. Users look for gas stations closest to them and with best prices and quality of service."*

**1. Stakeholder Users:**

- Person looking for a gas station;
- Owner of the gas station;
- Workers of the gas station;

**Administrator:**

- App database(s) administrator;
- Local gas station administrator;
- Money transaction administrator;

**Buyers:**

- Local gas station owners;

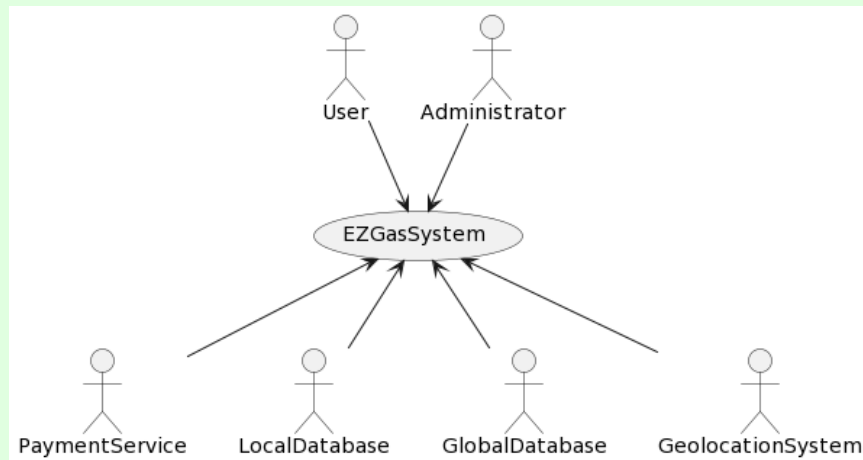
**2. Context diagram and interface**

Figure 1: Context Diagram EZGas

Actor	Physical Interface	Logical Interface
User	Smartphone, Internet	GUI
Administrator	Screen, Keyboard	GUI, shell
Payment System	Internet	API
Geolocation System	Internet	API
Local/Global Database	Keyboard, Internet	shell, API

Table 1: Interface Table

### 3. Functional Requirements

f1	user authentication
f1.1	use authentication token
f1.2	register unregistered users
f1.3	create new account
f2	search gas station
f2.1	choose search options
f2.1.1	closest gas station
f2.1.2	best price gas station
f2.1.3	closest/best price mix gas station
f2.2	select fuel kind
f2.3	select most green company
f3	user becoming gas station owner
f3.1	add owned gas station
f3.1.1	add discount
f3.1.2	remove discount
f3.1.3	modify gas prices
f3.1.4	modify gas kinds
f3.2	pay periodical fee

### 5. Table of rights

Actor	User	Owner
f1	✓	✓
f2	✓	✓
f3		✓

### Example 2.3 – Robotic Vacuum Cleaner

*"Since several years robotic vacuum cleaners (RVC) are available. An RVC is capable of cleaning the floors of a house in autonomous mode. An RVC system is composed of the robot itself and a charging station. The charging station is connected to an electric socket in the house, and allows charging the battery on board of the robot. The robot itself is composed of mechanical and electric parts, a computer, and sensors. One infrared sensor in the frontal part recognizes obstacles, another infrared sensor always on the frontal part recognizes gaps (like a downhill staircase). A sensor on the battery reads the charge of the battery. The computer collects data from the sensors and controls the movement of four wheels. Another sensor on one of the wheels computes direction and distance*

*travelled by the robot. Finally, on top of the robot there are three switches: on-off, start, learn. The learn button starts a procedure that allows the robot to map the space in the house. With a certain algorithm the robot moves in all directions, until it finds obstacles or gaps, and builds an internal map of this space. By definition the robot cannot move beyond obstacles, like walls or closed doors, and beyond gaps taller than 1 cm. The starting point of the learn procedure must be the charging station. When the map is built the robot returns to the charging station and stops. The start button starts a cleaning procedure. The robot, starting from the charging station, covers and cleans all the space in the house, as mapped in the 'learn' procedure. In all cases when the charge of the battery is below a certain threshold, the robot returns to the charging station. When recharged, the robot completes the mission, then returns to the charging station and stops."*

**Business Model:**

- Private Company;
- Customers buy the RVC;
- Customers can bring RVC to assistance;
- Expert Customers can buy spare parts;

**1. Stakeholders:**

- Users:
  - Customers;
  - Technicians;
- Administrators:
  - Firmware administrator;
  - Components administrator;
- Buyers:
  - Customer;
  - Components Companies;

**2. Context Diagram:**



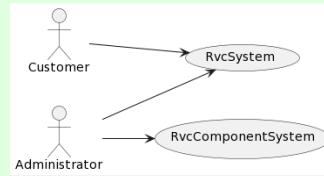


Figure 2: RVC Context Diagram

Actor	Physical Interface	Logical Interface
Customer	Buttons	-
Administrator	Keyboard	USB

### 3. Functional Properties:

f1	perform action
f1.1	start/stop learning
f1.2	start/stop cleaning
f1.3	start/stop charging
f1.4	return to charging station
f1.5	return to previous action
f2	firmware update
f3	factory reset
f4	read data from sensors

### 5. Table of Rights

## 3 UML

Thanks to UML (*Unified Modeling Language*) it's possible to represent the relationships between the various objects of the system. UML has many characteristics, some of which are (it the case of *UML Class Diagrams*):

- The Object is the **Model** of an item, every Object *has unique ID*.
- **Class** is the descriptor of a set of items that can be grouped together.
- Classes can be **associated**.
- Every Class has **Attributes**.

In UML different class can be *linked* together, this is called **Association** and represent a logical relationship between them, the association can unidirectional or bidirectional, also classes may have more than one link to represent different logical concepts. When links are formed between classes there can multiplicity of the number of classes dependent:

- 1
- 0..1
- 0..n
- 1..n
- m..n

The **role** is how what a class represent when it has an association. This comes useful when **recursive associations** are present.

**Composition** is indicated with a *diamond*, it represent when a Class is a *component* of another one, this takes a different approach with respect to inheritance, and there are two kinds:

- When the diamond **is hollow** and *the class A which points to B* means that, A is part of B.
- When the diamond **is full** the lifecycle are all associated, if a component dies all the other component die too.

**Generalization** is a way to implement inheritance, the parent class is pointed by a *hollow arrow*. The parent class is a more generalized class, all the attributes of the generalized class are inherited by his children.

Before starting the project with UML it is import to define what are his context, e.g.:

- model of concepts (glossary);
- model of system (system design);
- model of software classes;
- model of deployment (deployment diagram);

*It's always important to minimize the number of classes.*

### 3.1 Glossary

The **glossary** or **conceptual diagram** is a way to describe the objects of our system processing. Thanks to *UML Class Diagram* it's possible to represent the relationships between the various objects of the system. The glossary it's different from the **System Design**, in fact during this phase the design of the various software component must not be considered, for example the glossary representation of a university is the following:

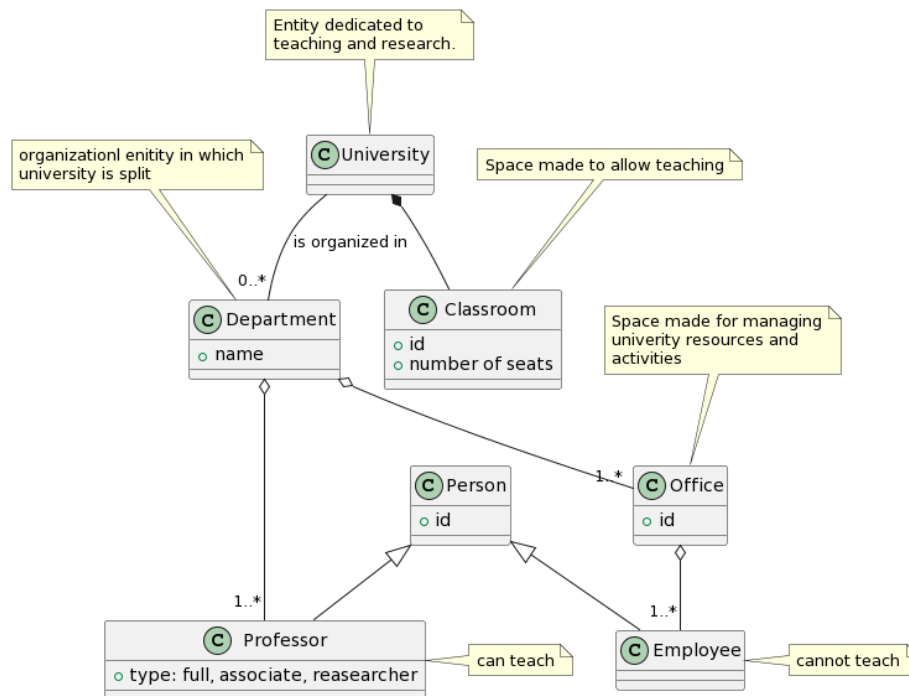


Figure 3: University UML Diagram

If the name of the class is not self-explanatory a note is recommended to explain what that is or does.

### 3.2 System Design

On the other hand a **System Design** shows how the software parts of the system are related to one another, the system design can have different granularity, ranging from the representation of an entire software app reduced to a Class, to represent the real software Classes inside the application.

### 3.3 UML Deployment Diagram

The **deployment diagram** is a way to represent how the system is deployed on the physical hardware, and it uses *UML Deployment Diagram*, in general every physical device is represented with a **node**, and the piece of software, library, or file that is *deployed* on that physical device is called **artifact**.

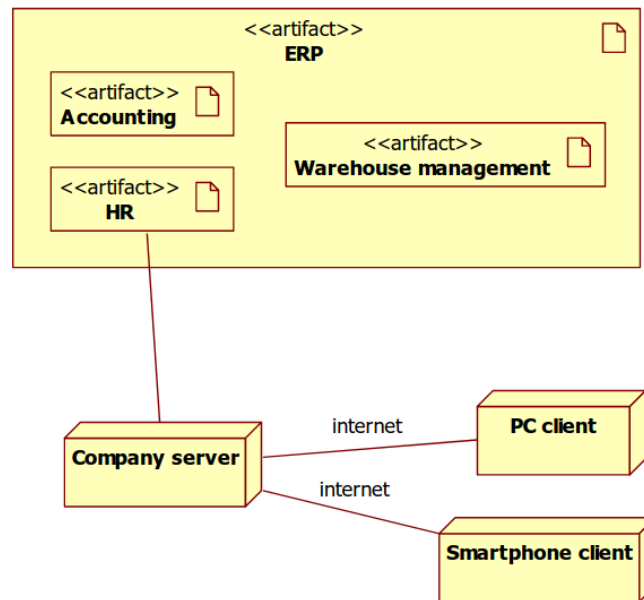


Figure 4: Deployment Diagram Example

#### Example 3.1 – Lab2 EZGas

#### 6. Glossary

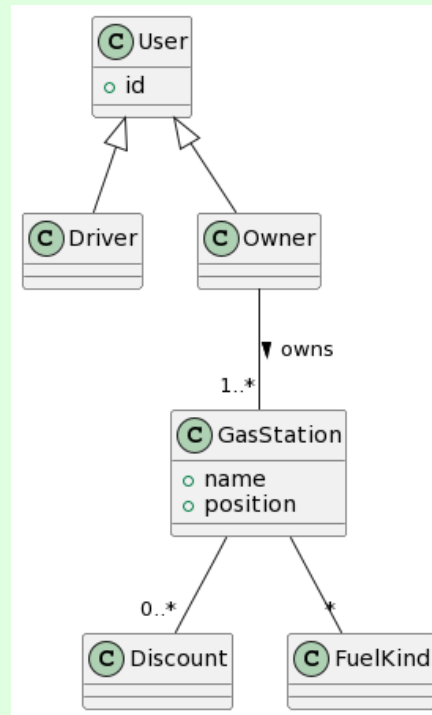


Figure 5: Ezgas Glossary

## 7. System Design

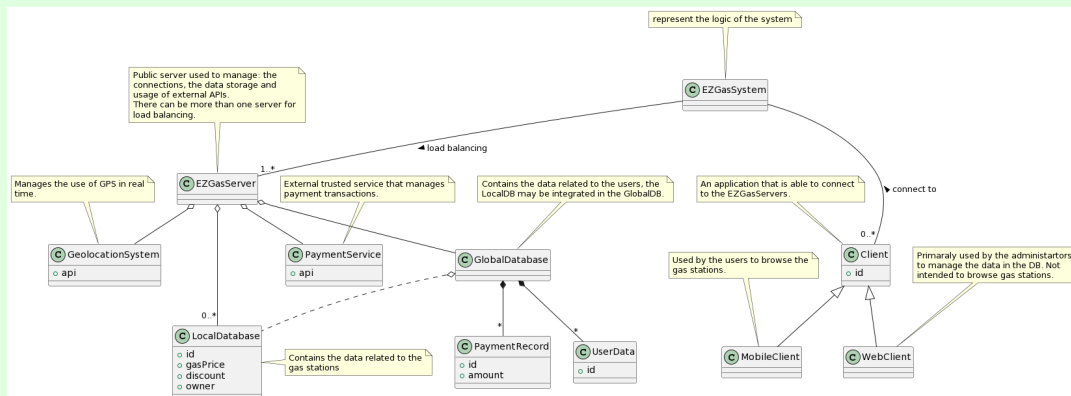


Figure 6: Ezgas System Design

## 8. Deployment Diagram

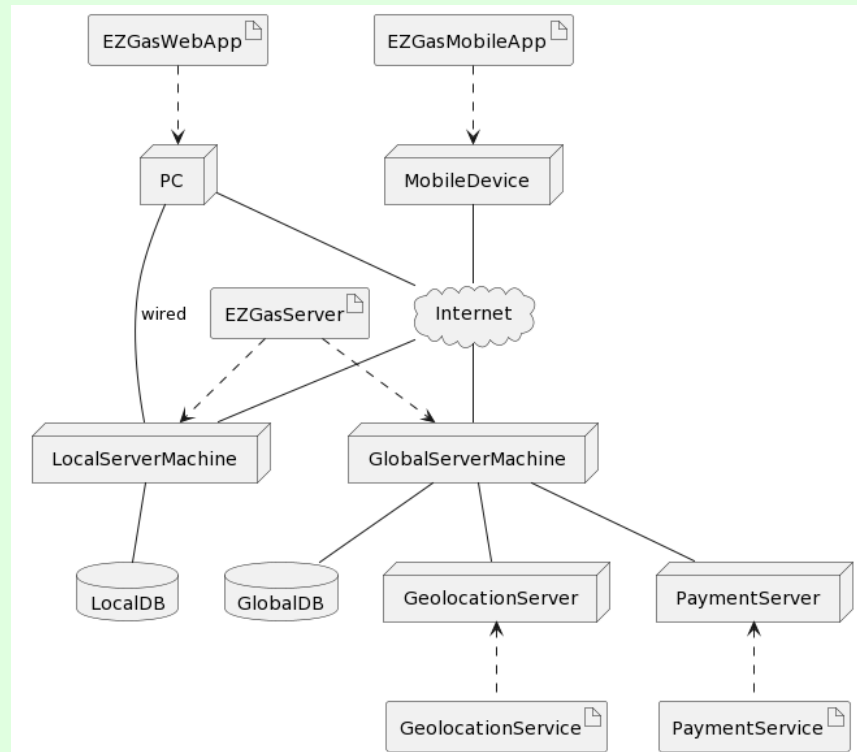


Figure 7: Ezgas Deployment Diagram

### Example 3.2 – Lab2 RVC

#### 6. Glossary

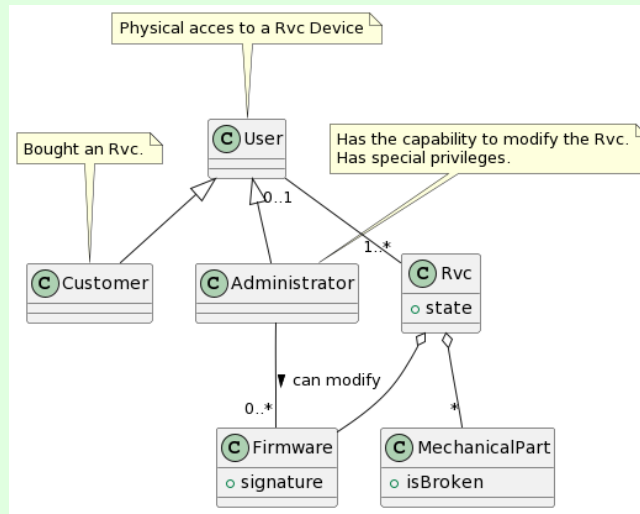


Figure 8: Rvc Glossary

## 7. System Diagram

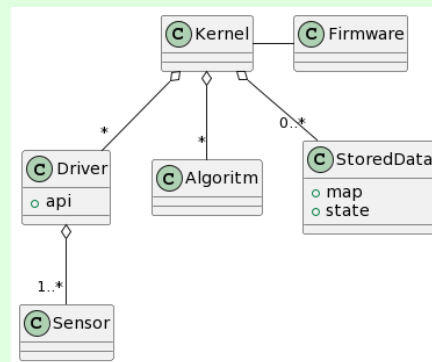


Figure 9: Rvc System Design

## 8. Deployment Diagram

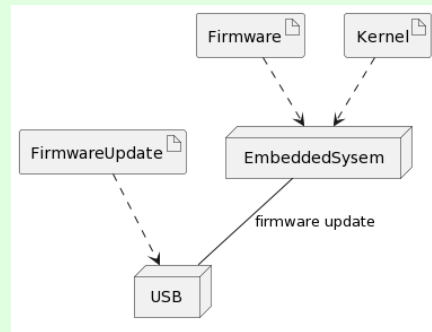


Figure 10: Rvc Deployment Diagram

### 3.4 Use Cases and Scenarios

A **scenario** is a story. To build a scenario we start from the **context diagram**, and the focus of the scenario is about explaining how the actors interact with the interfaces. Every scenario described is described with steps about what is going to happen.

On the other hand the **usecase** is the visual description of how the actor are related to the functional requirements of the system and the steps that they have to take.

## 4 Non-Functional Requirements

Non-functional requirements are some kind of properties associated to a functional property. There are some defined standard non-functional properties which are: usability, efficiency,

**Usability:** usability could be measured in:

- effort to learn: to do this is experiment we can take a number of users (non-technical) and observe their responses;

**Efficiency:** represent the response time and the resource used (usually computed for the whole application, it's difficult to calculate the efficiency for a single functionality).

**Correctness:** capability of writing the right functionality, this is always unfeasible.

**Reliability:** it is the probability to encounter a defect over a period of time, the defects are bugs visible to the end-user.

**Maintainability:** is the maximum effort to operate a change on the software.

**Portability:**

**Security:** protection from malicious attacks.



**Safety:** the system is safe if it cannot harm any person or get into a hazardous situation, if it does so it needs to have some kind of control.

**Dependability:**

## 4.1 EZGas

### Scenarios and Usecases

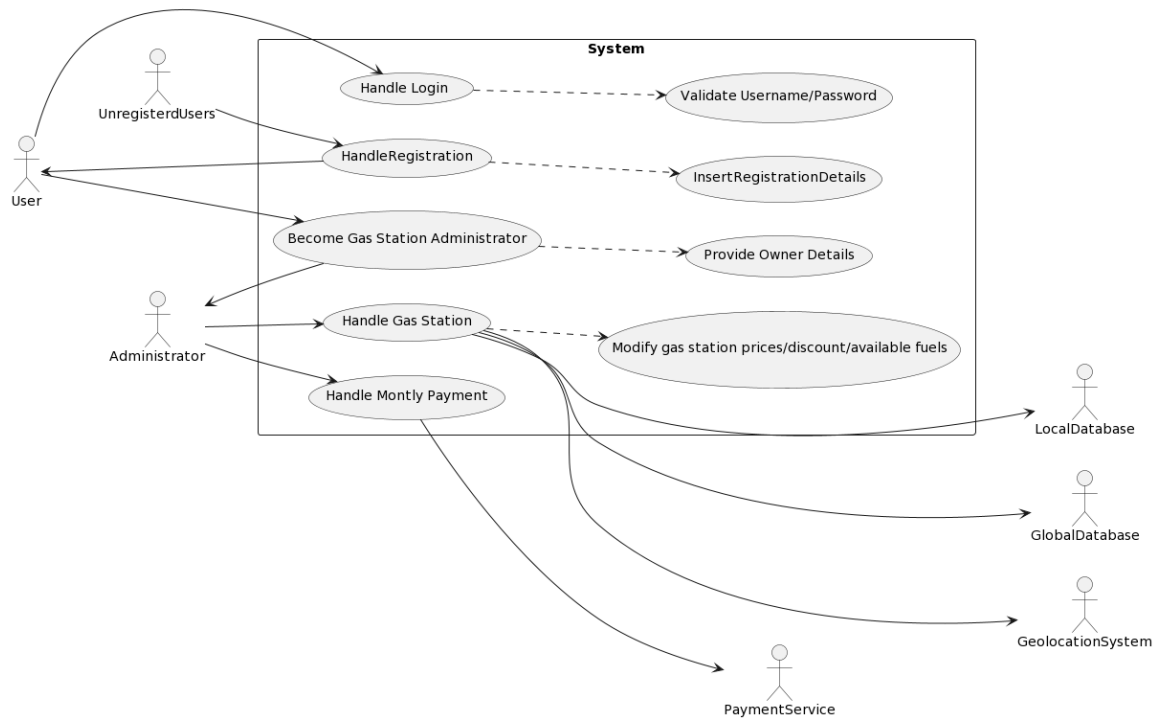


Figure 11: Ezgas Usecase Diagram, Link

#### • UC: Login

##### – Precondition:

- \* User is not authenticated and not authorized;
- \* User must be registerd;

##### – Postcondition:

- \* User is authenticated and authorized;

1. User enters the app;
2. Inserts username and passwords;
3. Repeat until username and passwords are correct;

4. User is logged in;

- **UC: Registration**

- Precondition:

- \* Download the app;

- Postcondition:

- \* User has an account associated to a username and password;

1. User enters the app;
2. Click the sign in button;
3. Insert his username;
4. Repeat until a valid username;
5. Insert password;
6. Repeat until a valid password;
7. Insert email for password recovery;
8. Verify email;
9. User is now registrated;

- **User Needs Gas Station**

- Precondition: user logged in;

- Postcondition: user finds gas station;

1. Users may set custom parameter for searching a gas station;
2. User is prompted with a gas station;
3. User may decline the gas station, if declined repeat previous step;
4. User drives to gas station following the map instructions;
5. User arrives;
6. User completes his journey;

- **User Becomes GasStation Administrator**

- Precondition: user is logged in;

- Postcondition: user is now a gas station administrator;

1. User wants to become a gas station owner;
2. User enrolls to become a gas station owner;

3. User provides his details: partita IVA;
4. User pays monthly fee;
5. User becomes Administrator;

- **Administrator Add GasStaion**

- Precondition: user is an administrator, administartor has acces to local/-global db;
  - Postcondition: a new gas station is added the EZGas system;
1. Admin enters gas station owner area in the application;
  2. Admin can add or remove his owned gas stations;
  3. Admin adds all the kinds of fuel present in a gas station;
  4. Admin can add or remove discounts present for a fuel in a gas station;
  5. Changes are submitted;
  6. Validation is received from the server;

### Non-Functional Requirements

- The app shall be developer for iOS, Android, Web;
- Avarage users should be able to learn how to use the basic functionality of the app in 10 minutes
- The application must satisfy the requirements of GDPR (EU) and CCPA (California) for the satisfaction of the app security.
- A time of 20 hour person (5 persons in a week development) to add a new feature.
- To develop an app for iOS, Android, Web shall take 6 months for the initial deployement.
- The map must be updated once a week to avoid bringing the users into hazardous situations like: work in progress zone, accident site, ...
- The application server needs to have an *up-time* of 99% during the span of a year.
- The application

## 5 User Interface

Typically the user interface represent a human interacting with the graphical interface of the program. Usually when we start to build a UI for our applications we need to start from: **context diagrams and actors**, **function requirements** and especially **use cases**. When looking at our use cases we can the steps that an actor is performing and the UI should represent this steps in simple way. A key idea to always remember is to *keep the UI simple*, in fact "A user interface is like a joke. If you have to explain it, it's not that good", also another key aspect of implementing a UI is **experimentation**.

The context is also important, in fact nowadays the applications can be developed for many different devices, like: desktop, web, mobile phone, smartwatch, etc...

As a principle we should use the **simplicity**, we can represent it with three different axes, which are all related to each other, and we should remain as close to the origin as possible.

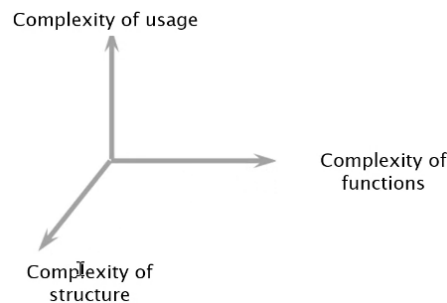


Figure 12: Ui Simplicity

Obviously the simplicity of the interface depends on the functionality that it is built on, if for example we are building an application to pilot a shuttle to the ISS, it's not a very good idea to implement the controller with three buttons, obviously such application will have thousands of lines of code and hundreds of buttons to control every functionality, that's way the context of build a UI is very important.

The main approaches for designing an interface are:

- **Ergonomy**: safety, adaptability, comfort, usability, one entry point, ...
- **Emotional Design**: is about the emotion about using a certain device raise in a user using it, like Apple products.
- **User Experience (UX)**: usability + feelings + emotions + values.

We also need to keep in mind that at the end of day the end-user will interact with the UI and so our choices need to be based on *feedback from the real user*, and not on

our personal opinion, this is called **User Centered Design (UCD)**. The UCD has five steps:

Activity#	Activity	Techniques
1	Identify the users	Context diagram, personas / actors
2	Define requirements	Use cases, scenarios, functional requirements
3	Define system and interactions	Prototypes
4	In lab tests	Ethnographics, Interviews
5	In field tests	A/B testing Measurements

Figure 13: User Centered Design Process

## 5.1 Prototype

A proptotype is a simplified version of the final version of the interface. The initial steps can be made on: paper, postit, sketches, ... (**Low Fidelity**: needs to be done fast). The next step is by producing **High Fidelity** UI, this is done by using a computer, there are many products to do this, like: **Balsamiq**, **Figma**, ... The final step will be to use an *actual GUI Builder*, which will generate all the software calsses and all the methods needed to link the software and his functionality with the GUI.

## 5.2 In Lab Tests

The test are done via interviews with the users or in a monitored environment.

## 5.3 In Field Tests

For example a way to get feedback from a deplyed system is the A/B test.

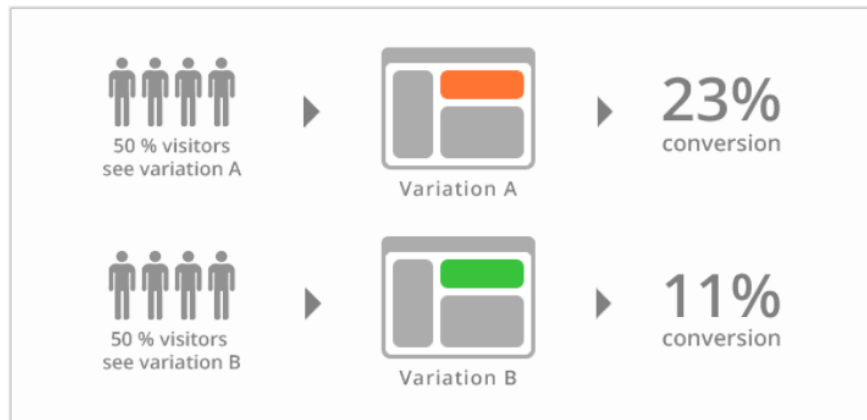


Figure 14: A B Test

This is typically done: the users are split in two sets which there is a functionality has a variation injected to the two subsets, if the feature has a far greater use in a scenario then that will be the final choice on the application.

## 5.4 GUI Design

Usability Guidelines .....

After many years there are some conventions used in the design of a product:

- logo at top left;
- click on logo brings home;
- links change color on mouse hover;
- next/back is always in the same place;

## 6 Project Mangement

Before starting a project there are the Estimation document which contains the the estimations for when the project will be ready and how much time the project will require, this is what project managemtn tries to answer to.

The planning of the project and the cantract between company and buyer are called **Inception Phase**, this phase is payed by the company which is producing the estimation documents, only if the buyer will accept all the terms then there will somt profit, otherwise the company operates at a loss.

During the **Development Phase**, it's important to keep track of the time and resources pent on the project.

- **Project:** collaborative endeavour to achieve a goal, wiht define limits of time/-money;
- **Program:** managemtn of several related projects (e.g. *Apollo Program*);

A project can be:

- **bespoke:** e.g. politico app;
- **commercial:** e.g. MS Windows;

### 6.1 Measures

Some of the measurament variants are: estimated value, actual value, targe value (what is desirable), benchmark (what the others do).

Project is basically a way to keep toghter: calendar time, cost, functionality and quality.

The first measure is **Duration**, which is dived in absolute and relative, eventually relative will be transalted into absoute.

**Effort** is defined as  $p * h$ , where  $p$  is the number of persons and  $h$  is the number of hours. What is the realtion between cost and price? The siplest model is: price = cost + margin.

TCO: ...

The **Size** of a software product is usually defined as Lines of Code (LOC) even though it's not very precise.

### 6.2 Techiques

**WBS** Work Breakdown Structure: you have a certain activity, and then this is divied in smaller activities (divide and conquer), in WBS there is no temporale relationshippt.

**Gantt Chart**

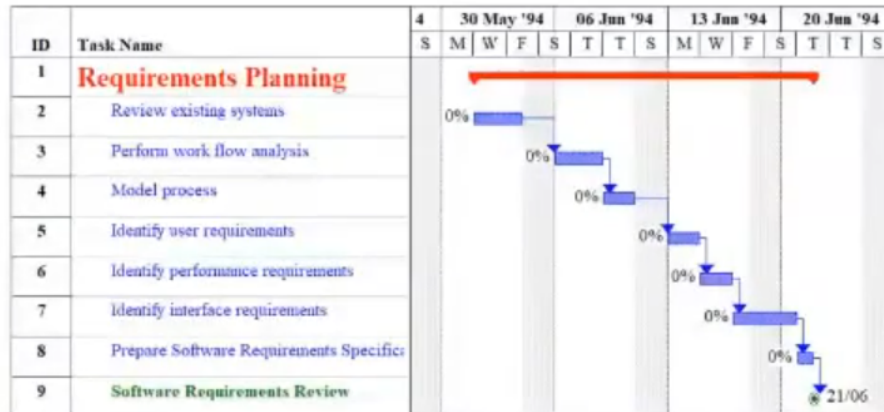


Figure 15: Gantt Chart

On the left there are the various the WBS, on the right each bar is calendar time of each WBS, and they are put with temporal relationship.

The **PBS (Product Breakdown Structure)**, is the heirarchical structure of a project.

The planning process aims to:

- estimate the effort and cost;
- identify acitivities: PBS, WBS
- define schedule: Gantt

## 6.3 Estimation

Estimating a project is more easier with more experience.

Other ways (more objective) to estimate a prject are the following techniques:

- **By decomposition:** based on WBS or PDS, then the various parts are summed up to get the totale effort;

## 6.4 Tracking

How to keep track of the project? The first step is to collect data, to do that we need to collect

## 6.5 Staffing Profile

Typically, by increasing the number of people working on a single feature it increaces productivity up to a certain point, and then it starts to decrease, this shape follows a Bell's Curve.



## 6.6 Stories and personas

(Mettere in Requirements)

How to define how the people using our app will behave? One solution is using personas, this comes from the technique of fragmentation. For example people can be partitioned by:

- **Demographic:** age, gender, income, religion, level of education, ...

A persona identifies and describes typical users, and we target the application to a subset of personas, obviously it's not possible to define every subset of people.

## 6.7 Elicitation

(Da finire: Requirement) We take a group of people which could represent the personas.

### 6.7.1 Interview

Interview people with a set of prepared questions

### 6.7.2 Ethnographics

The data collector is not present in the room and the people are alone in the room, and the collector observes how the people behave with the app, this is also done online with tracking tool that observe how we interact with the applications.

## 6.8 Exercise

**Exercise 1:** ...

**Exercise 2:** A new software project has an estimated size of 210000 lines of code. Past similar projects in the same company had a productivity 30 person day.

1. Estimate the effort for the new project:  $\text{output} / \text{effort} = \text{LOC} / \text{effort}$  210000  
 $\text{loc} / 30 \text{ loc/pd} = 7000 \text{ person day}$   
 $7000 / 140 = \dots$  p month
2. Estimate the duration of the project, assuming to have 4 people available to work on it.  
 $7000 \text{ pd} / 4 \text{ p} = 1750 \text{ calendar days} = 12.5 \text{ calendar months}$
3. on average the cost of a person day is 150 Euros. Estimate the cost of the project.  
 $150 * 7000 \text{ euro}$

**Exercise 3:**

1. Compute the effort (peron hours) estimated for developement, according to the article (assume a person wrokd 140 hours per calendar month):

$$5 * 2 * 140 = 1400 \text{ ph}$$

2. Compute the cost per person hour, during developemnt:

$$300000 / 1400 = 214 \text{ euros per person hour}$$

3. Discuss the estimates of time and cost for development.

2 months seems very short time, cost very high

4. Using the cost per person hour at point 2, compute the person hourse estimated fot eh maintanance phase, per year.

$$200000 / 214 = 934 \text{ ph} = 7 \text{ pm}$$

## 7 VV, Inspection, Reading

Whatever we produce can contain bugs and errors, this is why there is the last part which is the inspection of the work done, ...

Verification and Validation: checking that what we did is correct. Validation: doing the right software system valued by the stakeholders. Verification: is doing correctly the internal transformation.

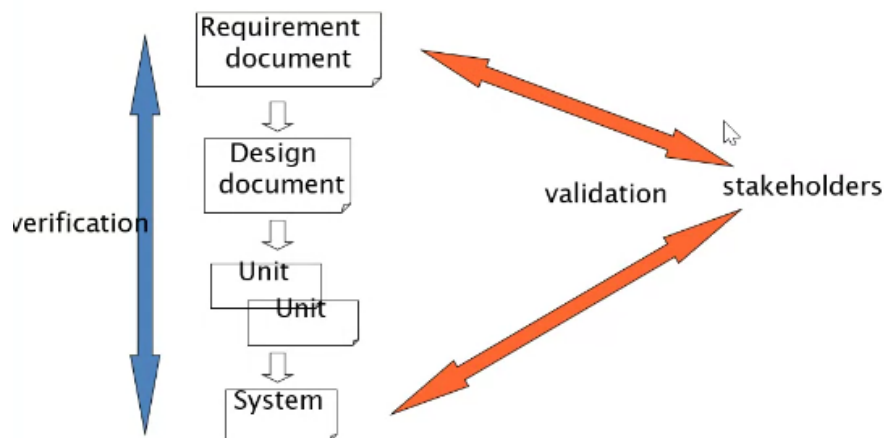


Figure 16: V&V

### 7.1 Failure, Fault, Defect

Failure is an execution event where the software behaves in unexpected way. The end-user caught the problem

Fault: a feature in software that causes a problem, error in the code or in documents.

A failure is caused by a fault. A failure may never arise, the simple reason is that that part of the code/documents is unused.

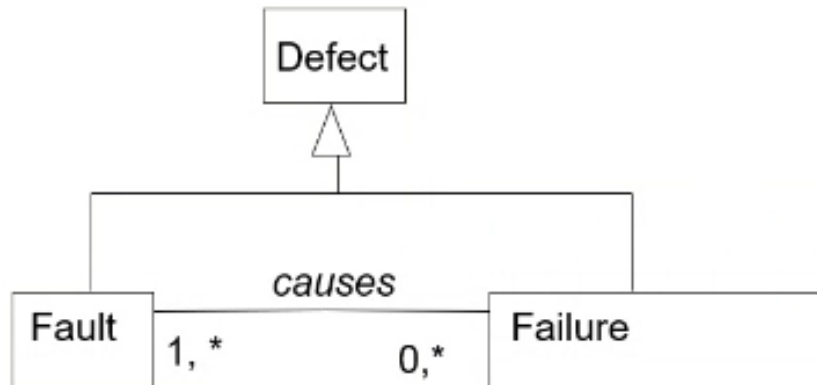


Figure 17: Failure Fault Defect

Sometimes it's not clear what is the fault and what is the failure so can both call them defects.

## 7.2 Inspections

This is done for document checking (also applicable to code), is a reading technique and it uses group dynamic, the aim is to **find defects**.

## 8 Git

Git uses distributed CMS (Content Management System) to provide version control of a project, using the concept of snapshots which allows developers to work concurrently on a single project, other than that git also has integrity with a checksum and instead of storing whole files it just stores the **delta** of the changed file (a delta represent the changes in a file based on base file). Basic git concepts:

- **repository**: contains all the files and versions of the project;
- **working copy**: it is a snapshot of the repository, the working copy is on the client side;
- **commit**: it is an atomic operator that modifies the repository, all commits are tracked into a log file, to every commit a message is associated;
- **push**: is an operation that updates the modifications from a local server to the online server;
- **update**: updates the working copy by merging the changes;
- **staging area**: it is local dock that stores the changes that are not committed yet;
- **typical workflow**: checkout project, stage changes, commit;

Git basic commands:

- `$ git init`: initialize a local repo;
- `$ git remote add origin http://server.com/project.git`: add a new remote repository;
- `$ git status`: status;
- `$ git add`: add a file;
- `$ git diff`: changes;
- `$ git commit -m "..."`: commit changes;
- `$ git commit -am "..."`: commit all changes;
- `$ git rm`: removes a file with git tracking, adding the staging area;
- `$ git mv`: moves a file adding modifications to staging area;
- `$ git log`: logs;

- `$ git reflog`
- `$ git pull/push`
- `$ git checkout <branch-name>`: switch between branches;

Every commit points to a tree which contains a list of modified files, it's possible to reach the **blob** of the changes made to that file via a pointer, every commit is linked to the previous one. The last commit of the current working branch is called **HEAD**, every **HEAD** points to a branch that we last commit to. If we want to switch branch we need to check out the branch, and the **HEAD** will change which branch it is pointing to. If there are many branches we want to bring the changes of a branch to our current one, we need to use `git checkout other-branch`, when merging two branches some **conflict** can be created, when this happens the changes need to be solved by hand, in other case git is able to fix them on his own.

Other than merge there is also **rebase**, which is a bit different than merge, it tries to rewrite the history of the branch we are rebasing to and to commit all our changes to the last commit. The difference between merge and rebase, is the rebase it creates a linear commit history, while merge keeps track of every commit where done in different branches.

- `$ git rebase -i HEAD~4`:
  - `-i`  $\Rightarrow$  interactive mode
  - `~ 4`  $\Rightarrow$  number of commits we want to target;
- `$ git merge <other-branch>`: this command tries to merge `other-branch` inside the current working branch.

### Example 8.1 – Revert changes

In case an uncommitted file needs to be reset to the original version it is possible to use two commands:

- `$ git checkout <name-of-file>`
- `$ git reset --hard`

### Example 8.2 – Resolve a conflict

When merging two branches conflicts can arise, if git is not able to automatically solve it will prompt the user to do so. When a conflict needs to be solved manually a new version of the file is created and inside both versions of the branches are present (highlighted) with conflicting sections, the conflict is solved by hand and then by committing the file.

**Fork and pull** is the way to go for open source development, the operation of fork copies the full project in your account and thus becoming the new owner, the two projects are separate unless it is synched to the original one.

**Definition 8.1 – Conventional commit message**

```
1 <type>[optional scope]: <description>
2
3 [optional body]
4
5 [optional footer(s)]
```

Type of commit:

- **fix**: a commit the type **fix** patches a bug in your codebase.
- **feat**: a commit of type **feat** introduces a new feature to the codebase.
- **BREAKING CHANGE**: a commit with **BREAKING CHANGE** or appends **!**, introduces a breaking API change