Recreation Outlet - SVN Usage

Last Revised: 15 January 2014

# Policies

1. ALWAYS perform an Update of the ENTIRE project before committing anything.
2. After performing an Update, if a conflict exists, resolve (i.e. merge) the conflict before you commit.
3. Perform all appropriate testing (including unit test) prior to commit. (Donuts or bagels are owed to the team by the person that breaks the build)
4. All SVN file commits are required to have a comment. The comment needed to state the activity and reason for the change. For example “Added edit item page to implement edit item feature” or “fixed bug posting item data to resolve issue #12354”, “Removed unnecessary file causing incomplete build”
5. Use SVN not the Operation System (Windows Explore) to Delete, Move and Rename files and folders. Failing to do so will cause files will not go where you expect them to and they will re-appear where you don’t want them to.
6. Keep commits SMALL. The basic rule is “One Change – One Commit”. This is not to say you can commit a group a files\folders at the same time. Rather the commit should be a group of files that address a single change.

* Do not mix multiple bug fixes in a single commit.
* Do not add multiple features in a single commit.

1. Add files to the appropriate folder\location. If in doubt where to add something, please ask!

# Based Folder Descriptions

### Database Folder

This folder is to contain all database files, specifically ERDs, Create/Update/Drop scripts for all tables, views, programmability etc…, Test/Seed data. It should not contain code (other than stored procedures)

### Documentation Folder

Product related documentation, such as any design, use case, UML, installation. I should not contain any project documentation, such as schedules, milestone meetings presentation.

### Retail Folder

All of the retail POS code resides here.

### Sandbox Folder

This folder is for the development experimental code. The idea here is that you can work on something completely new and get it basically working before being it into the core project.

### SharedLibraries Folder

All of the code shared between projects (i.e. Retail POS and Warehouse) resides here.

### Testing Folder

All testing rated documentation and artifacts belong here. Note that Unit test code should stay with the project code and should not reside in this folder. Rather this folder is for manual test procedures, test plans and the results of testing activities.

### Warehouse Folder

All of the warehouse code resides here.