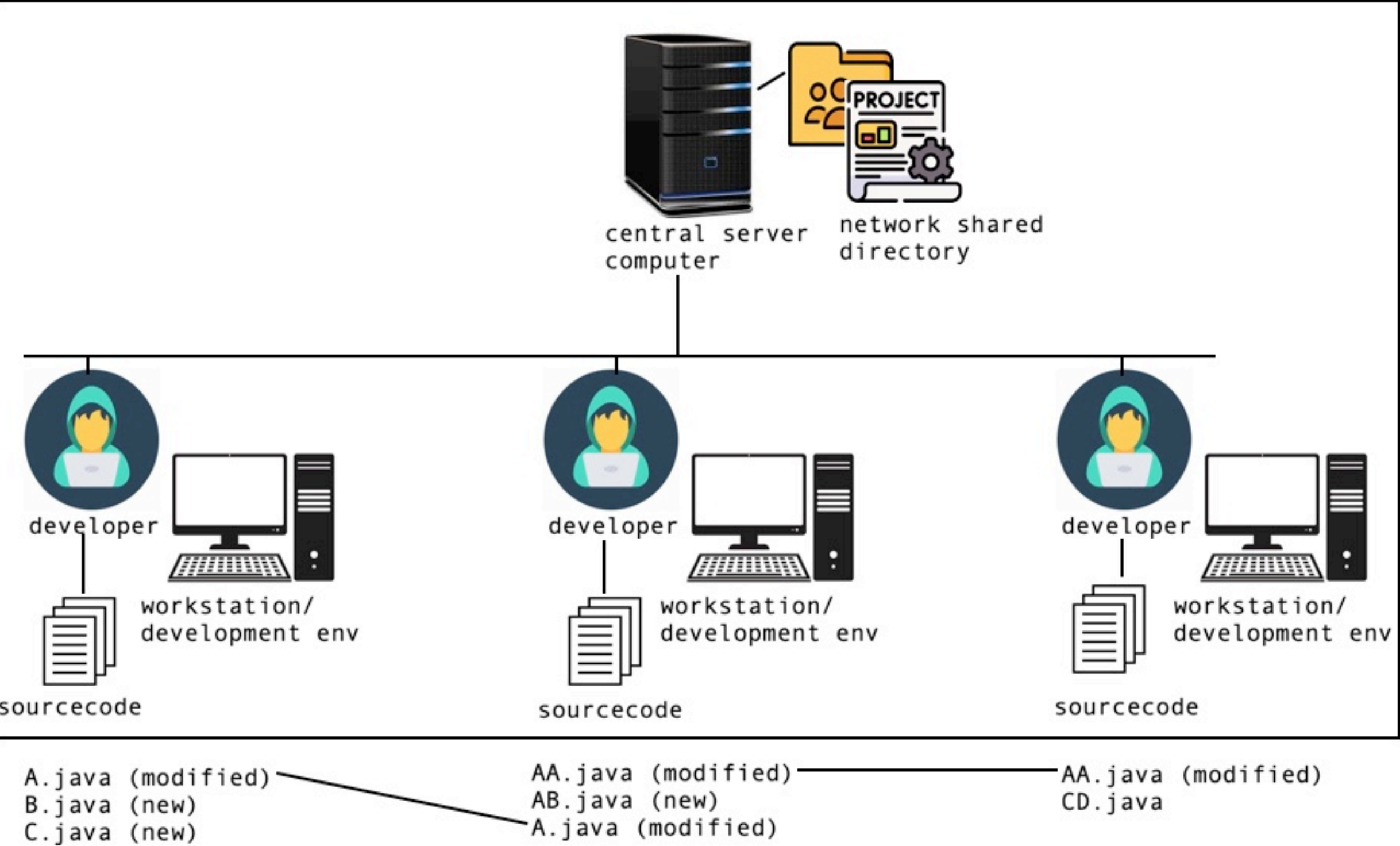


How to do an collaborative application development without using sourcecode management repositories?

#1. Approach-I

Have an central server computer, on which create an network fileshare directory location in which all the members of the team will place/merge/combine their individual sourcecodes into project sourcecode



How does all the developers in the team will be able to do collaborative development using the network fileshare directory location?

1. The initial project setup is done by an lead / architect or one of the developer within the team and places the project within the central server shared directory location.

2. every day the developers before starting their development has to take the code from central server directory location and copy it into the local workstation which is called "gold copy"

3. now each developer can continue to work on their local gold copy in creating new programs, or modifying existing programs etc in developing the application independently and individual

4. End of the day all the developers has to assemble/merge their individual sources codes into the final copy before placing it onto the central server network directory location.

For this all developers has to maintain changeset listing down

1. what programs/files are created newly
2. which are modified
3. which are deleted

now bring all their individual sourcecodes and their changesets into one developer machine and start comparing the changes made between them

1. if the program is newly produced by a developer, he can directly place the program onto the central directory shared location
2. if any 2 developers has worked on the same sourcecode program, then both developers has to sit together and identify their local changes and merge together before placing it onto the shared directoy location.

once the individual codes of all the developers are merged together and made an final copy locally then the project code should be placed onto the central network shared directory location.

The whole process has to be followed by all the developers in them team to produce the sourcecode of the project in an collaborative way

There are lot of drawbacks or dis-advantages in collaborating the sourcecode through network shared directory location

1. each developer has to mandatorily maintain the changeset of the files he/she is going create newly or modify or delete during the development. Maintaining the changeset is very difficult and most of the time developers tend to ignore keeping track of it that leads to corrupted or lost changes
2. most of the time the developer may not be able to complete their development at the end of the day and might have partial or half-cooked code left in their workingcopy. The workingcopy changes may not be in an compilable state and cannot be shared with other members of the team.
3. if the changes are delayed in integrating, then the changeset growsup and would become difficult in colloborating the code
4. endof the day all the developers has to sit together and compare their changesets in building the final copy which is going to take huge amount of time, out of the development time on daily basis atleast 20% of the development time would be wasted for each developer in colloborating the code
5. upon making the final copy, the developer has to validate those changes which would adds up the retesting cost in certifying the code that is colloborated.
6. always there is a chance where the code of individual developer might be lost due to improper changeset maintained.
7. there is no security in protecting the sourcecode from the network shared directory location since any developer can do any operation on the sourcecode.