

WEEK2 - Feedbacks

Mathias COUSTÉ 11.02.2020 1

team did not deliver.

team did not compete...

(because of broken maven build or no valid Cockpit)

5

teams had runtime errors... (GenericClientError)

NullPointerException, OutOfBoundsException, OutOfMe moryError, -> what about testing?

Please configure your Object Mapper to support unknown fields...



3 Wrong Format Exception

Do not generate your JSON manually... Check actions types...

5

teams did not found any checkpoints

(out of 18)

team finished the race

(out of 18)



GG gottagofast

team finished the race







KEEP CALM AND KEEP CODING

KEEP CALM AND KEEP CODING

Game complexity increments:

- 1_Straight line
- 2_ Curve + moving sailors
- 3_ Multiple checkpoint
- 4_ Rudder
- 5_Wind + Sail
- 6_Stream & Reef

- 7_ Pathfinding
- **8_ Polygons**
- 9_ Multiplayer
- 10_Canons
- 11_Battle mode

KEEP CALM AND KEEP CODING

Controlled complexity:

A team who is not confident to go in the next map can ask to explore an already visited sea.

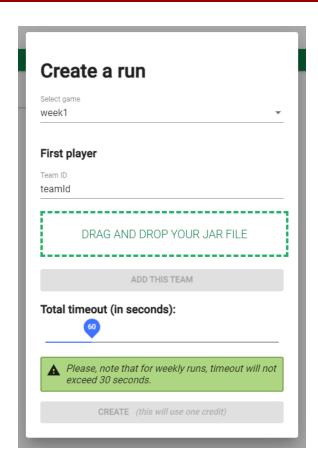
- Not points earn for the competition
- Ask teacher during Thursday visit

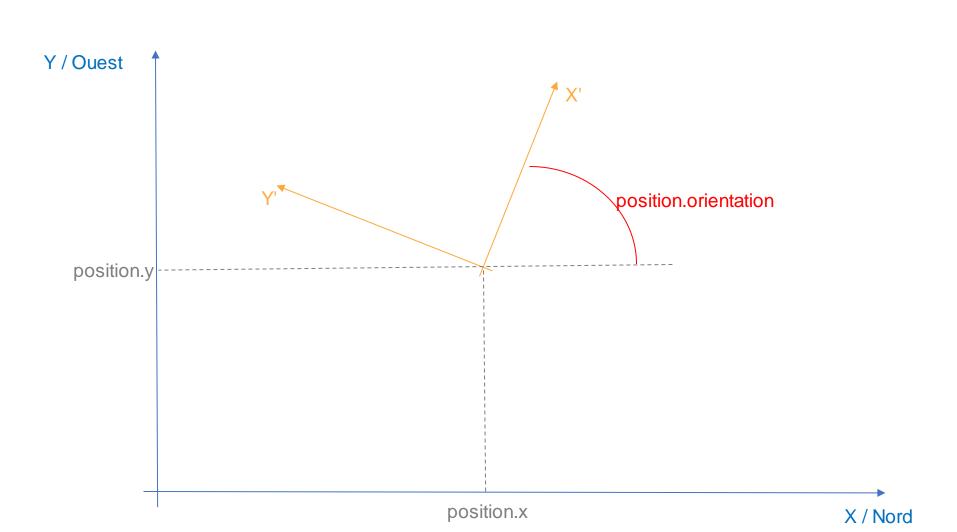
KEEP CALM AND KEEP CODING

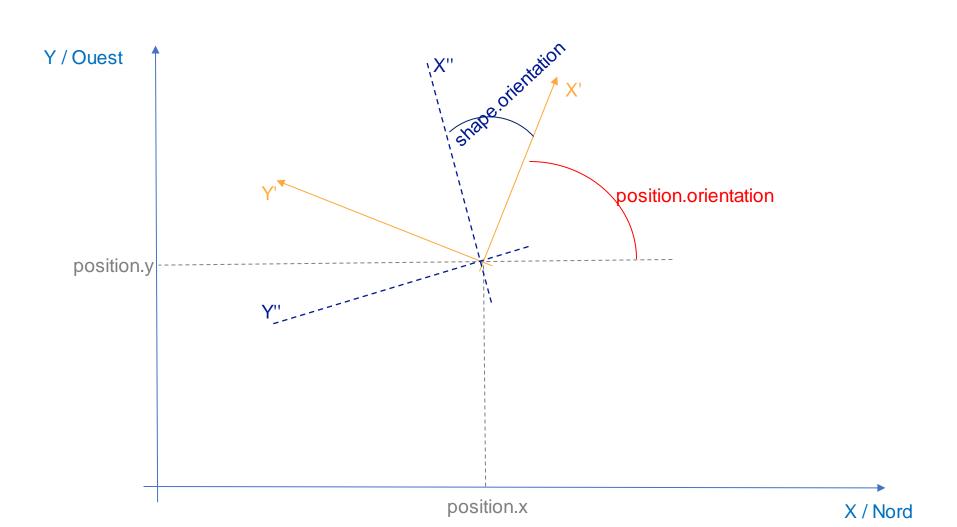
QGL Web Runner

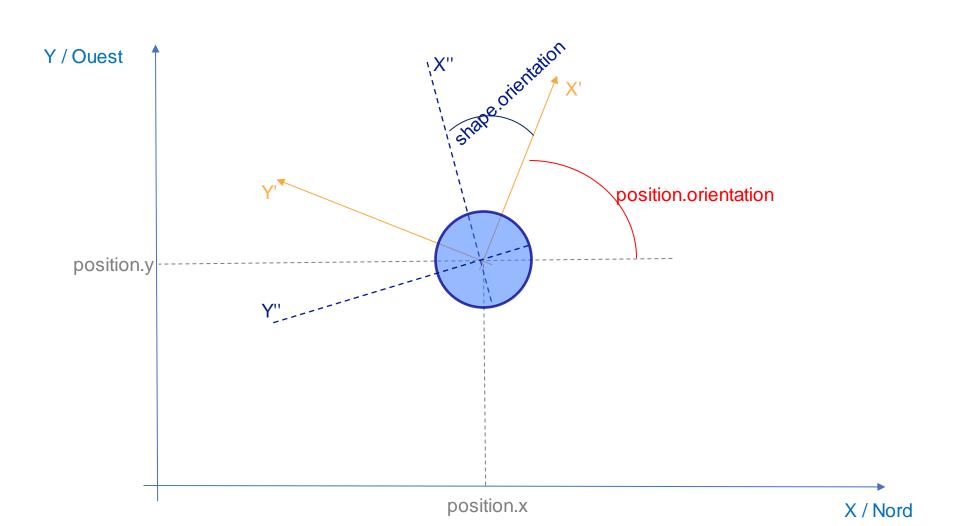
- 5 free runs per weeks
- Create your own map

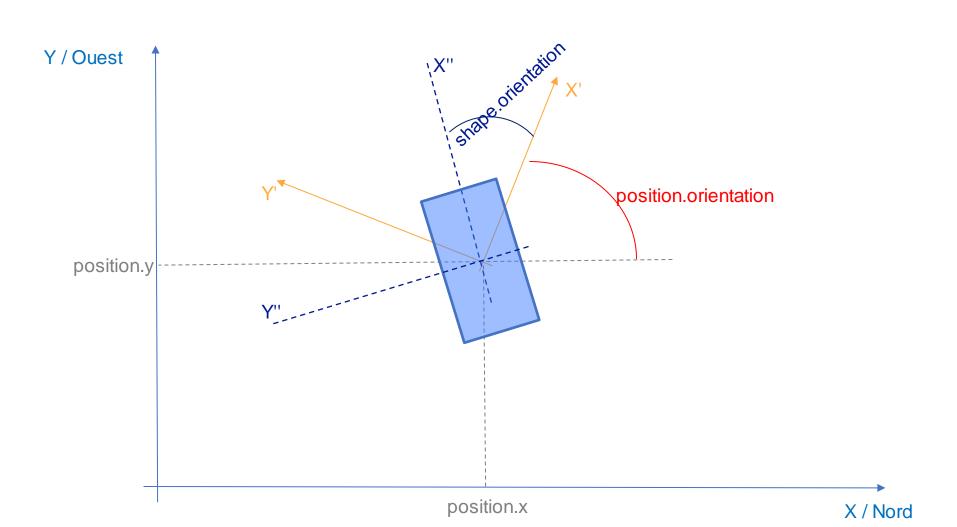
https://qglwebrunner.io-labs.fr

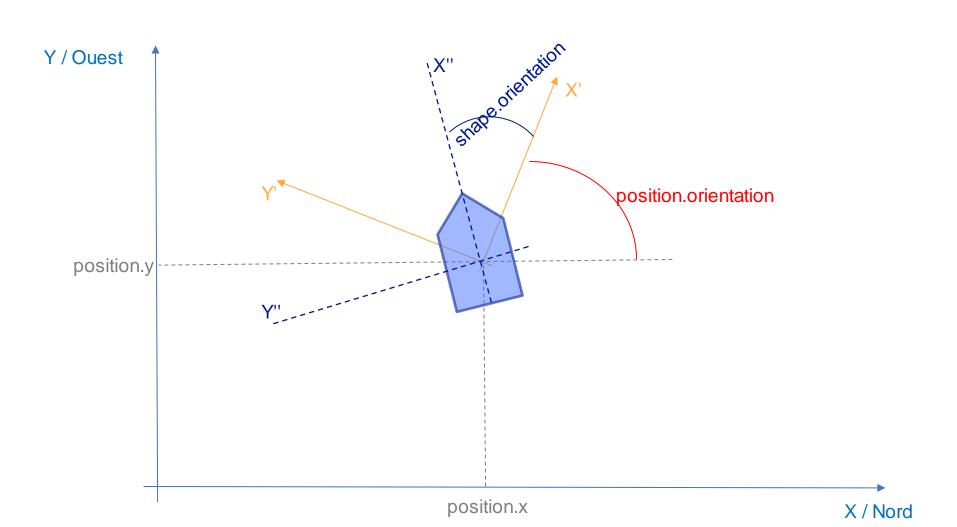


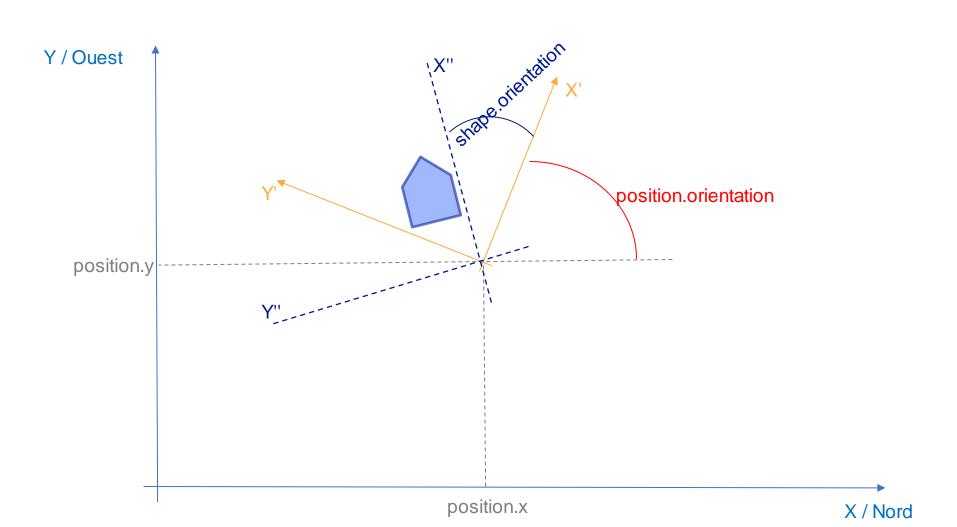








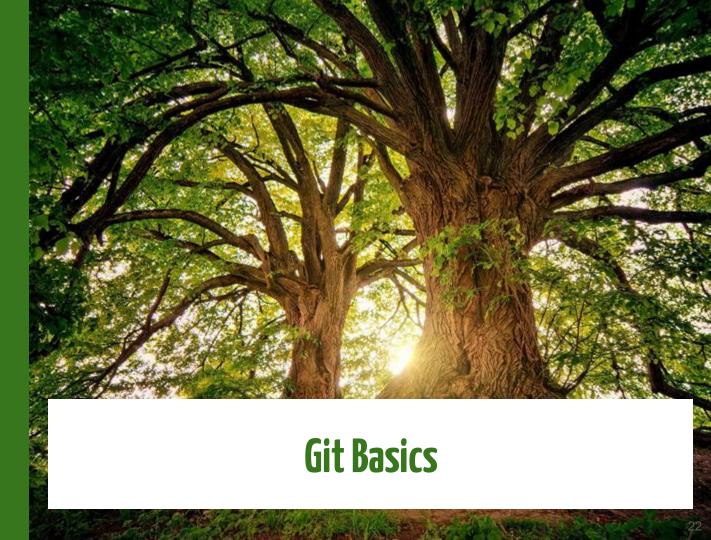






Git for teams

Mathias COUSTÉ 11.02.2020



Git basics

>Clone

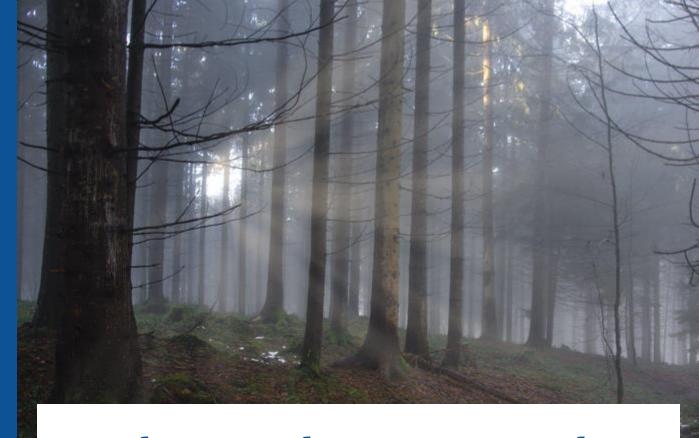
>Pull

>>Add

>Commit

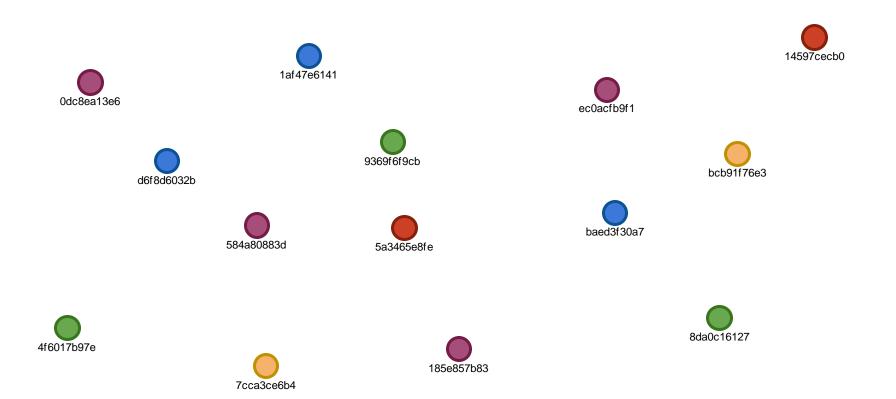
>> Push

>Tag

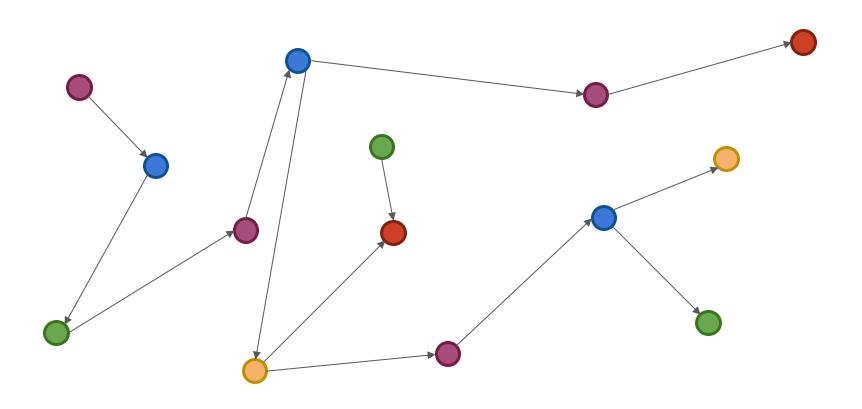


Understanding Git Branches

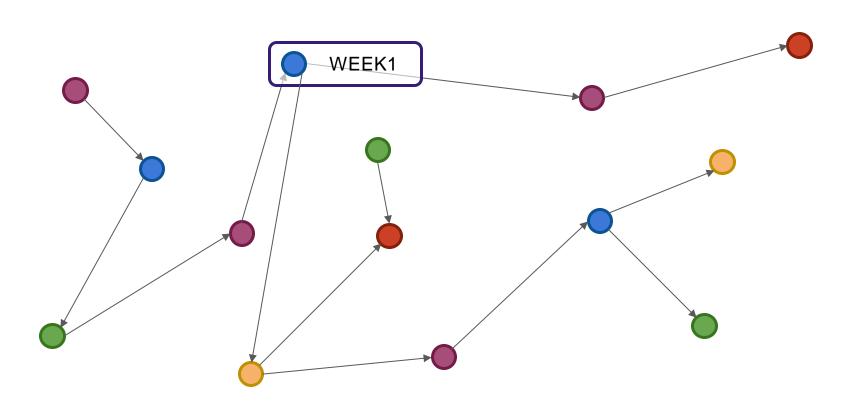
Lot of commit



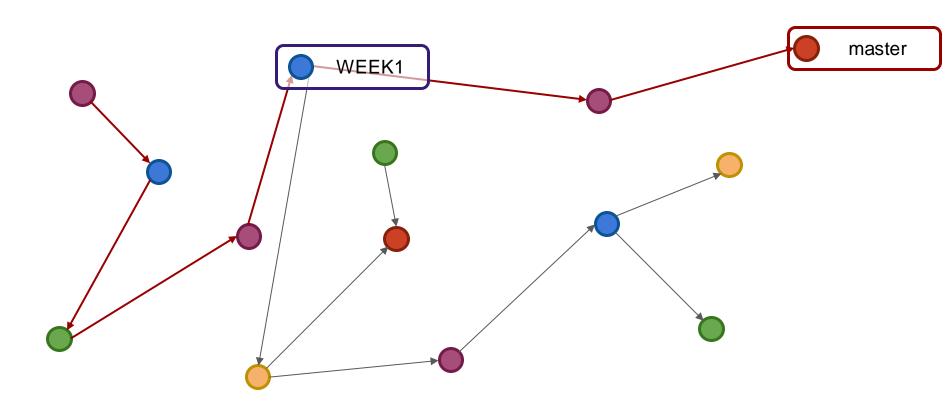
Links between commits



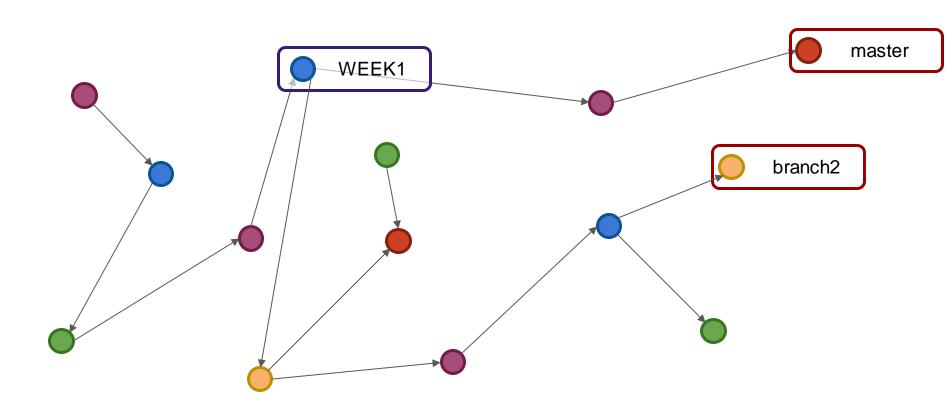
What is a tag?



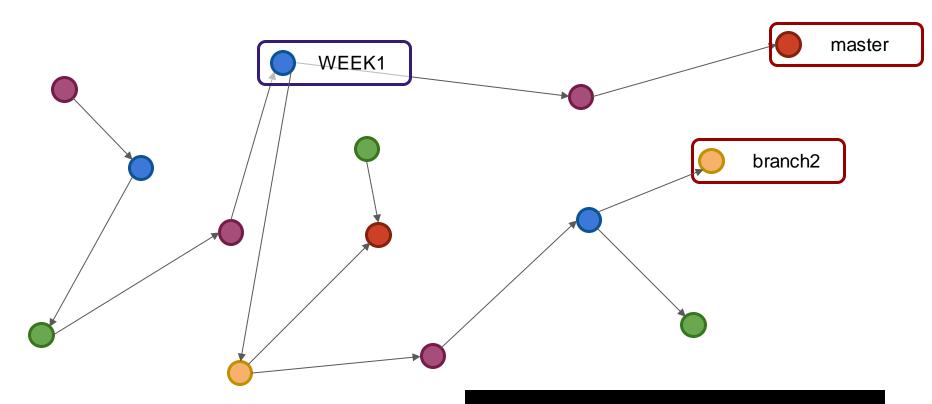
What is a branch?



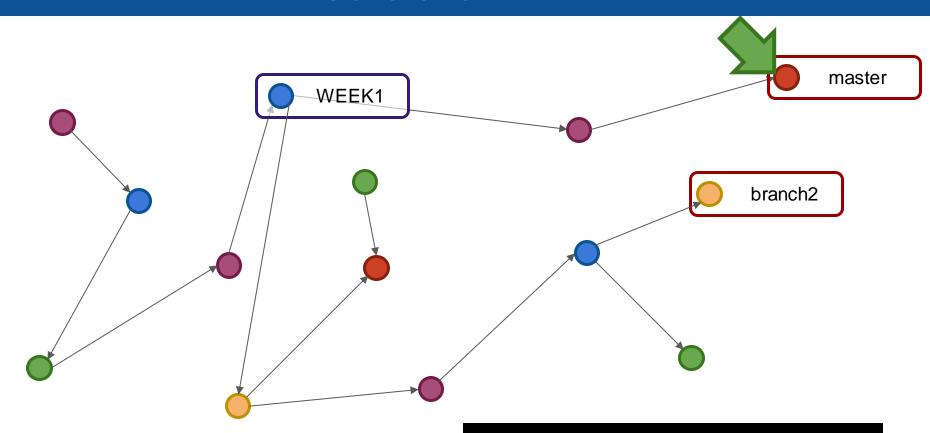
What is a branch?



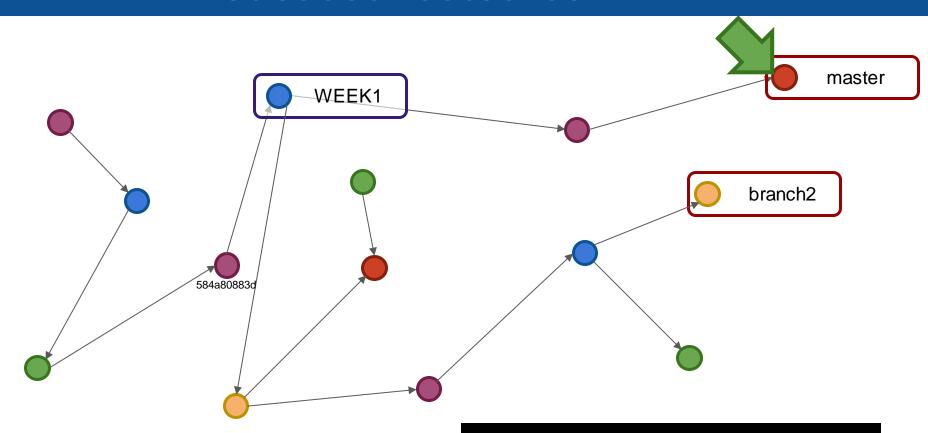
What is the "HEAD"?



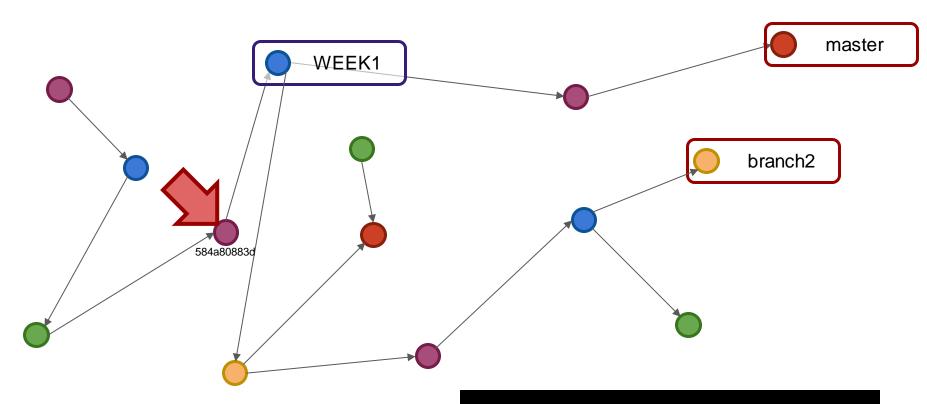
What is the "HEAD"?



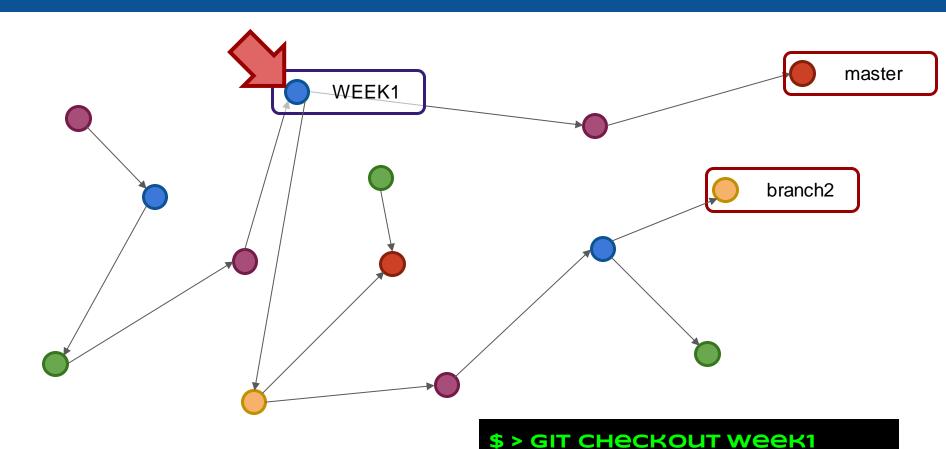
What about "detached HEAD"?



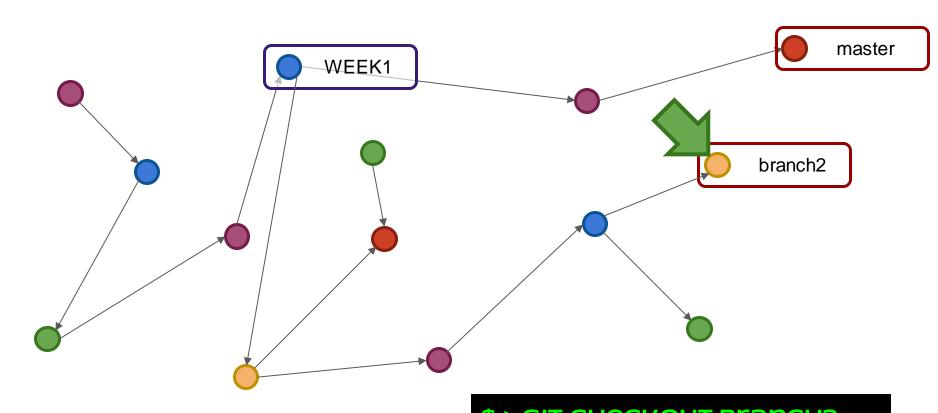
What about "detached HEAD"?



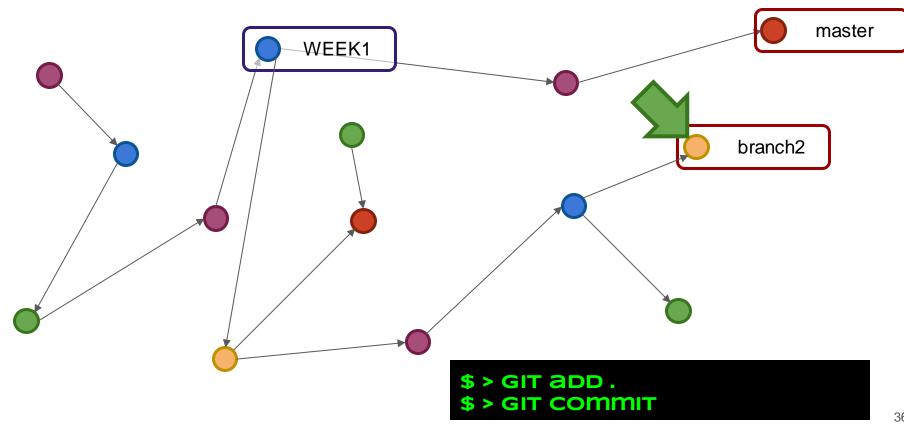
What about "detached HEAD"?



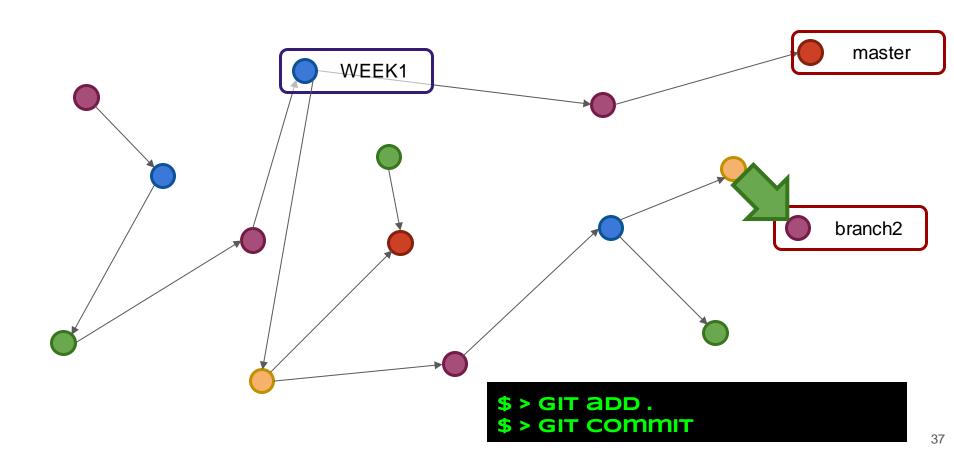
Updating a branch



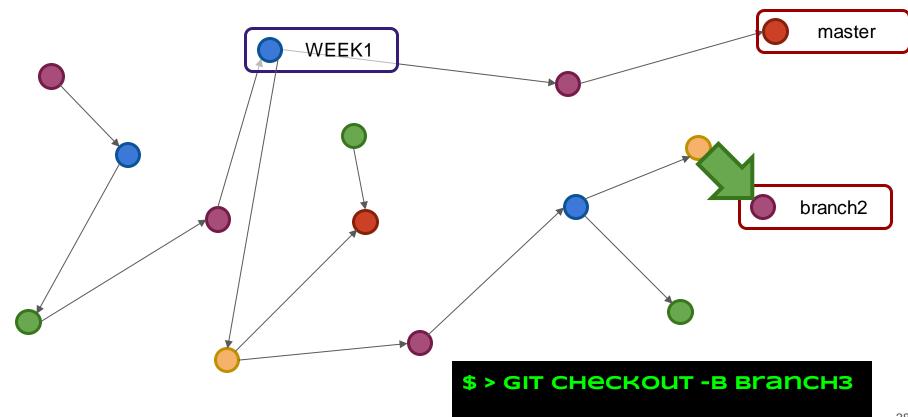
Updating a branch



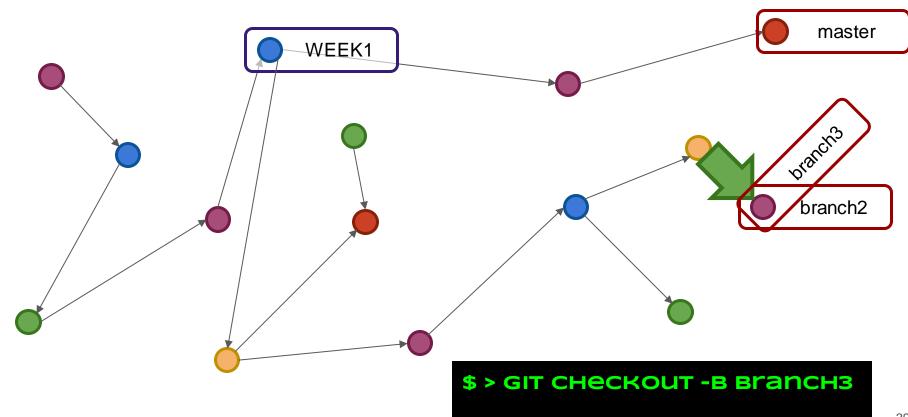
Updating a branch

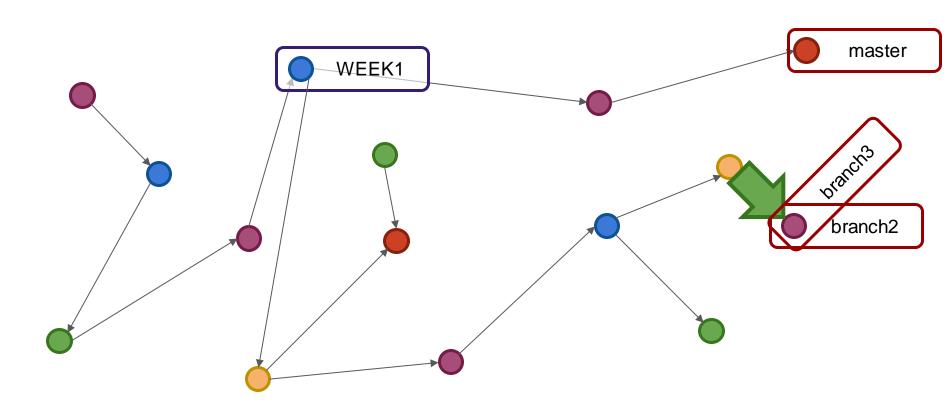


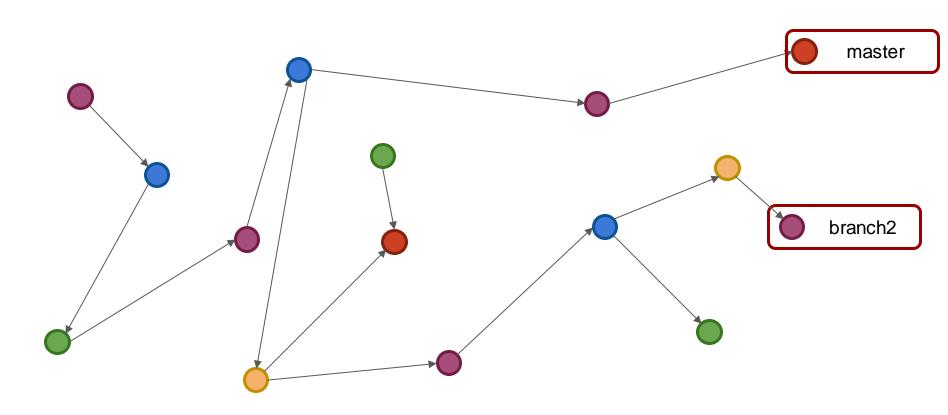
Creating a branch

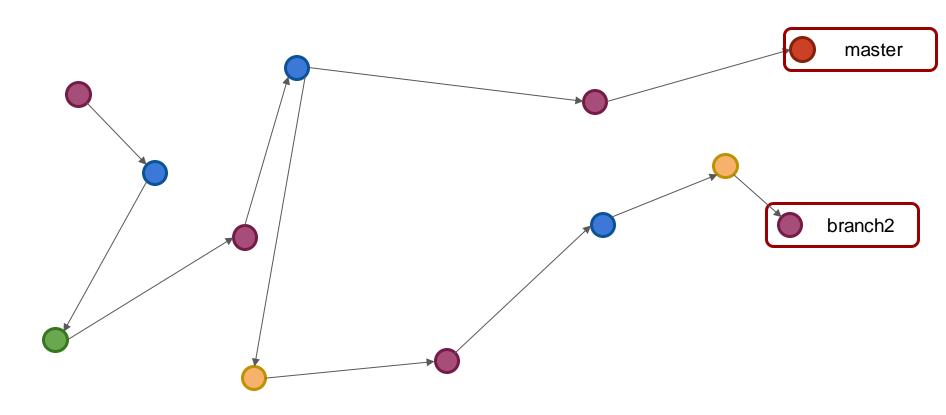


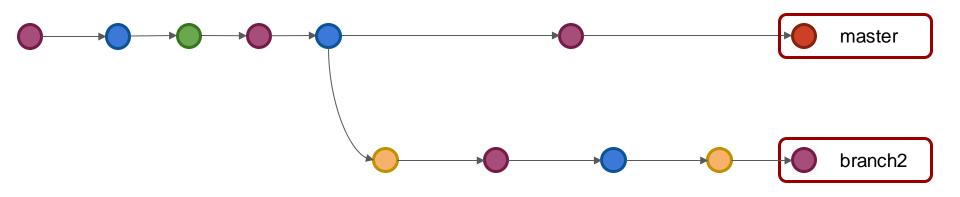
Creating a branch







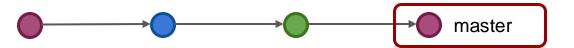


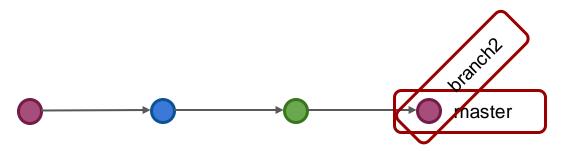


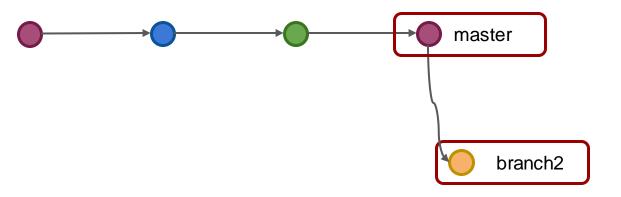


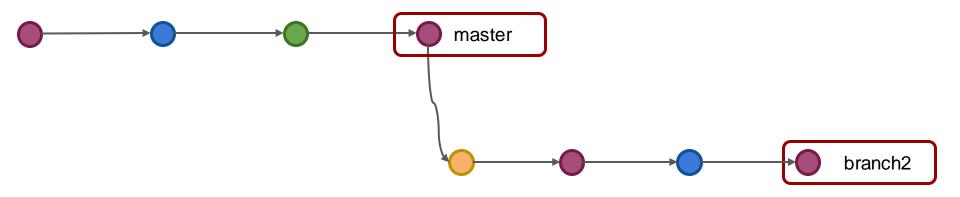


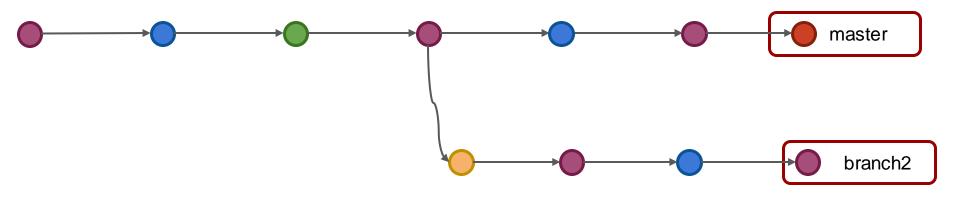
Why using branches?

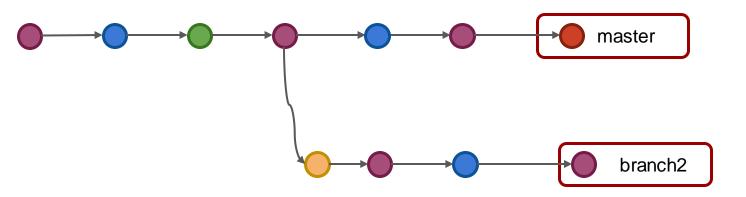


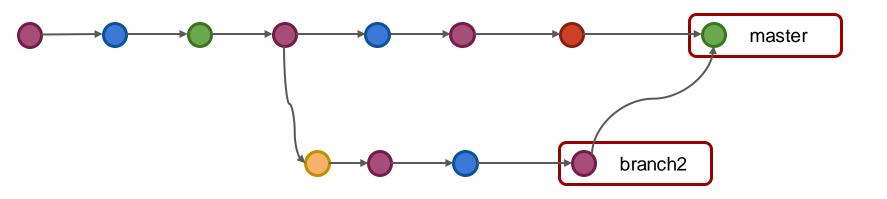










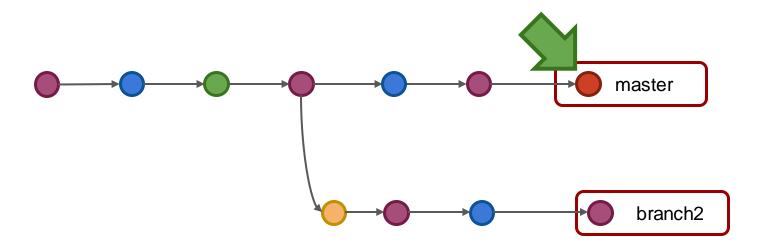




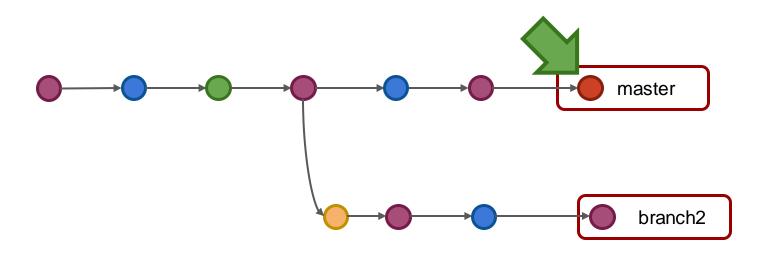


Best to know commands

Merge

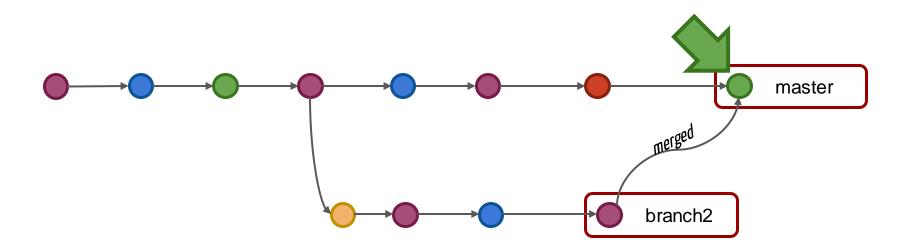


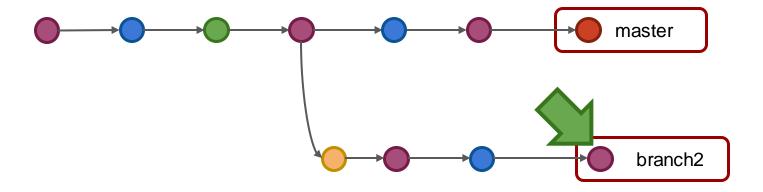
Merge

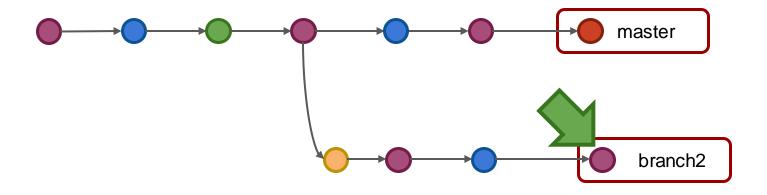


\$ > GIT merge BrancH2

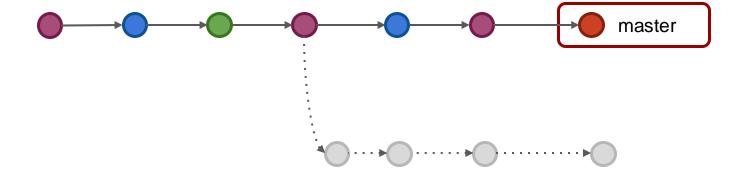
Merge

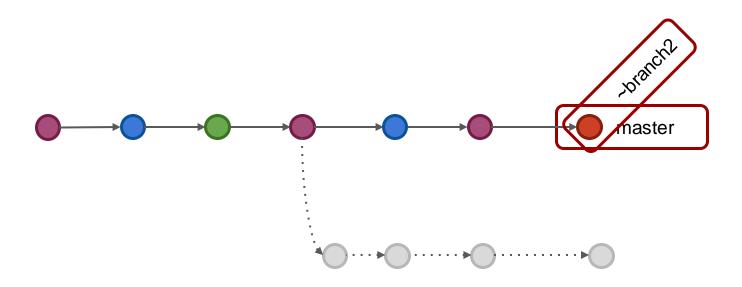


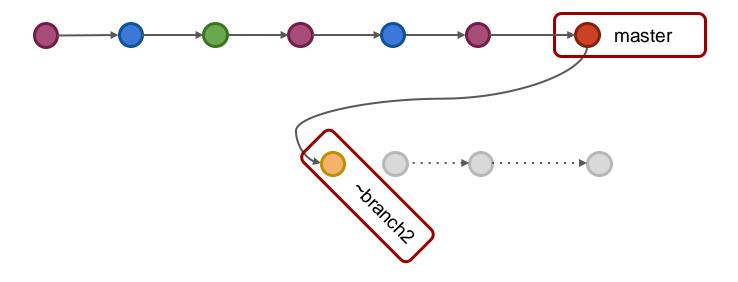




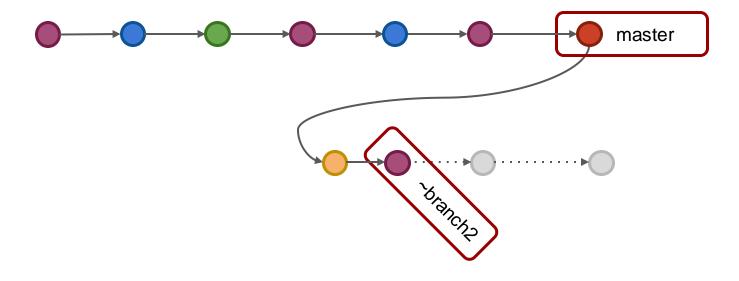
\$ > GIT rebase master



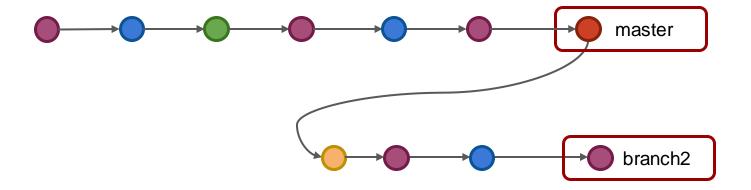




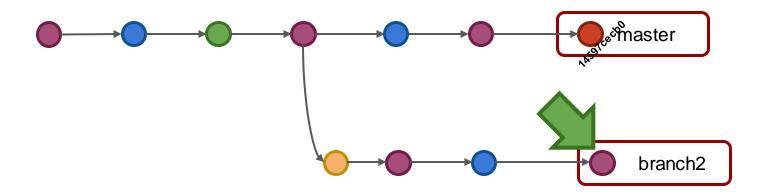
\$ > GIT rebase master



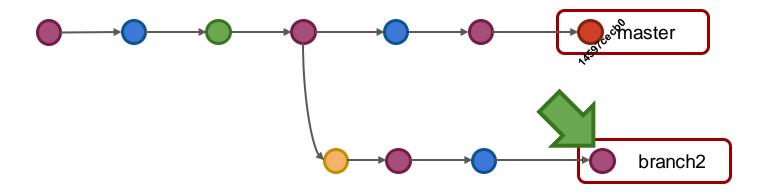
\$ > GIT rebase master



Cherry-pick

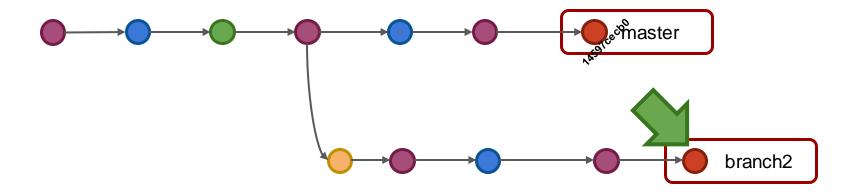


Cherry-pick



\$ > GIT CHETTY-PICK 14597CECBO

Cherry-pick



\$ > GIT CHETTY-PICK 14597CECBO



What is a pull request?

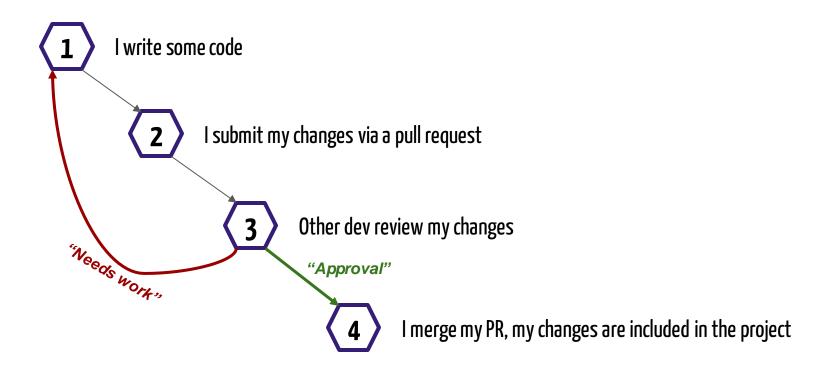
"A **pull request** (PR) is a method of submitting contributions to an *open* development project. It occurs when a developer asks for changes committed to an *external repository* to be considered for inclusion in a project's *main repository* after the peer review."

- kenorb, on StackExchanges

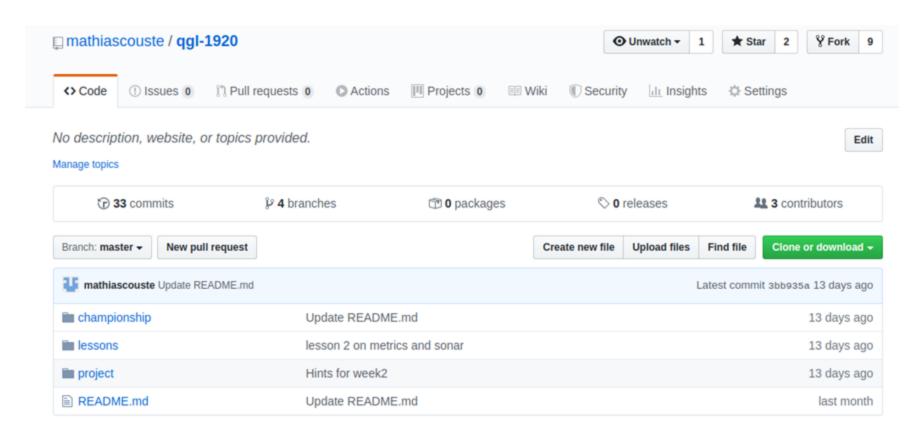
What is a pull request for us?

A **pull request** (PR) is a method of submitting contributions to an development project. It occurs when a developer asks for changes committed on *a branch* to be considered for inclusion in a project's *other branch* after the peer review.

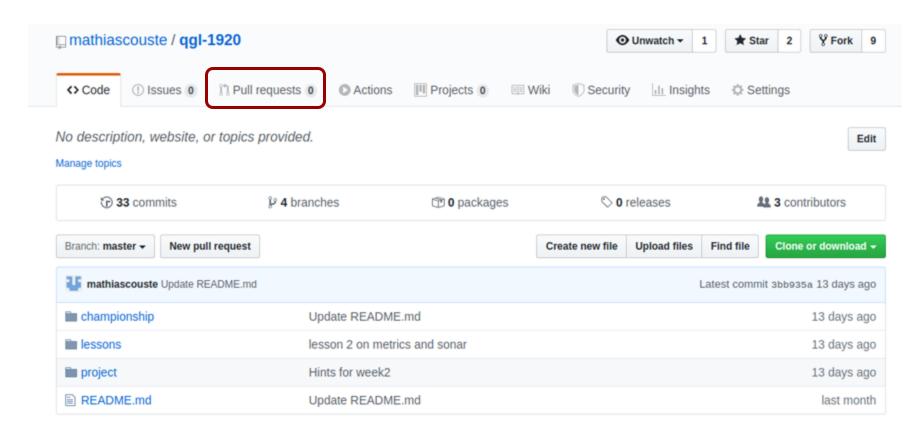
Why using pull requests?



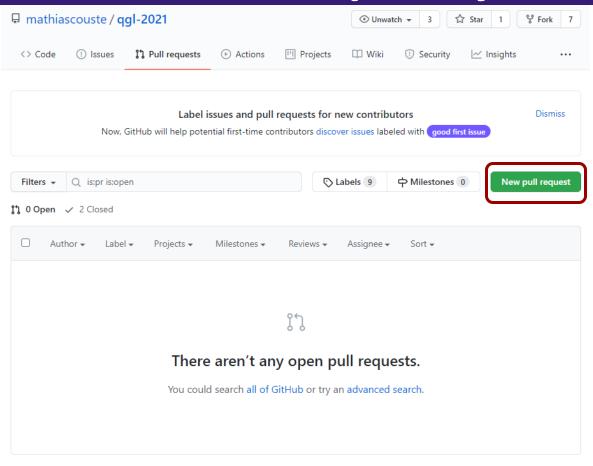
How to create a pull request?



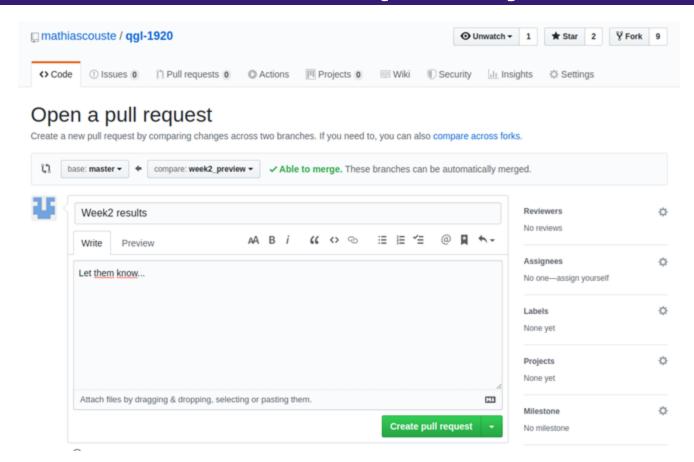
How to create a pull request?



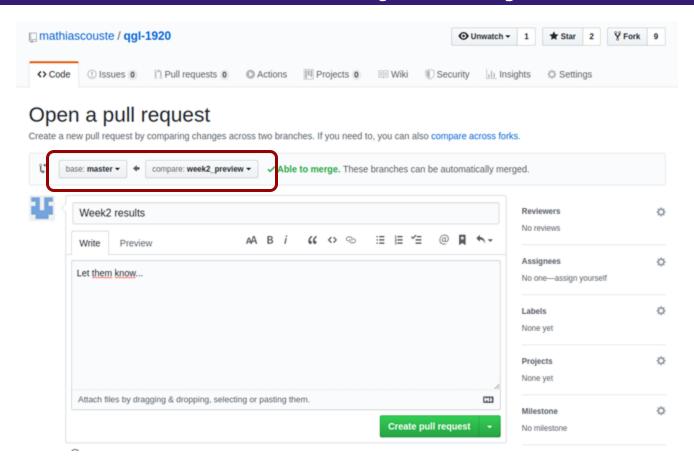
How to create a pull request?

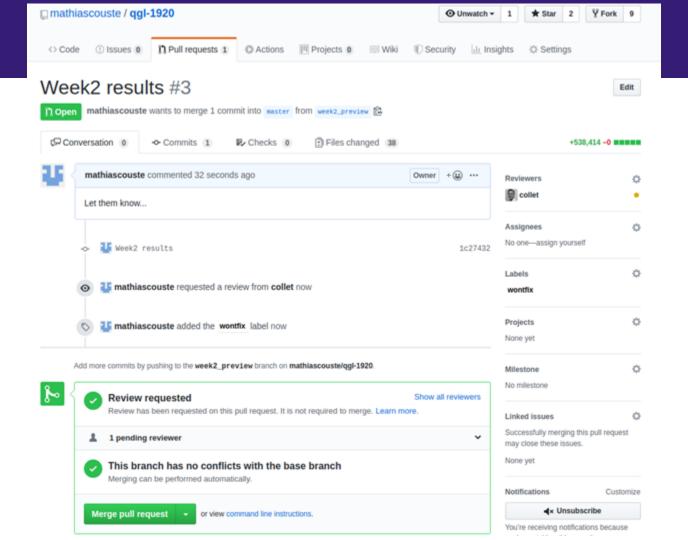


How to create a pull request?



How to create a pull request?







Mathias COUSTÉ 11.02.2020

ictatorial /,drkte'to real like a dictator. 2 overbear orially adv. [Latin: re] TATOR diction /'dikf(ə)n/ n. man ciation in speaking or si dictio from dico dict- say] dictionary /'diksənəri/ book listing (usu. alpha) explaining the words of You said branching strategy?

Branching strategy



PROCESS

A team agreement to standardize the usage of GIT tools

A strategy covers many aspect of Git:

- branch naming convention
- merging strategy
- branch lifecycle
- rebase VS merge
- cherry-picking fixes
- merge strategy
- etc...





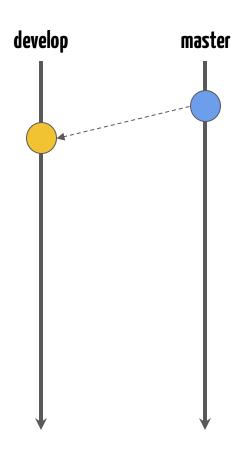
Common branching strategies

master



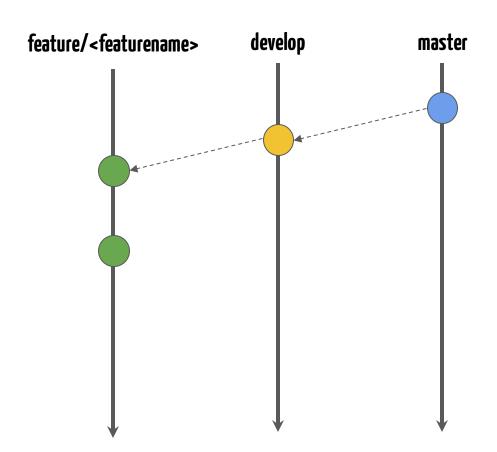
Master:

- infinite lifetime
- very stable
- production ready



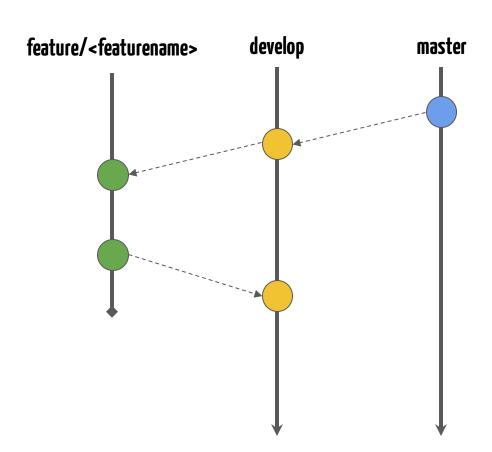
<u>Develop:</u>

- infinite lifetime
- unstable

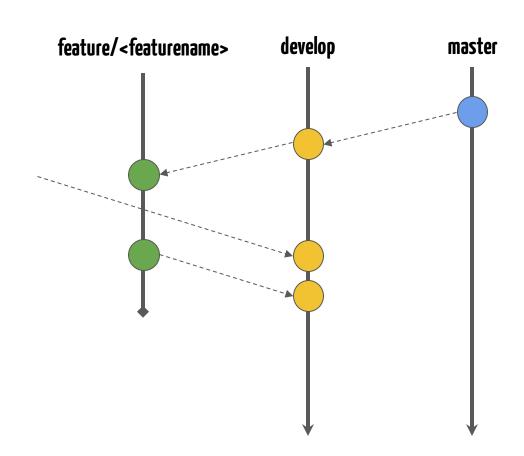


Feature/<featurename>:

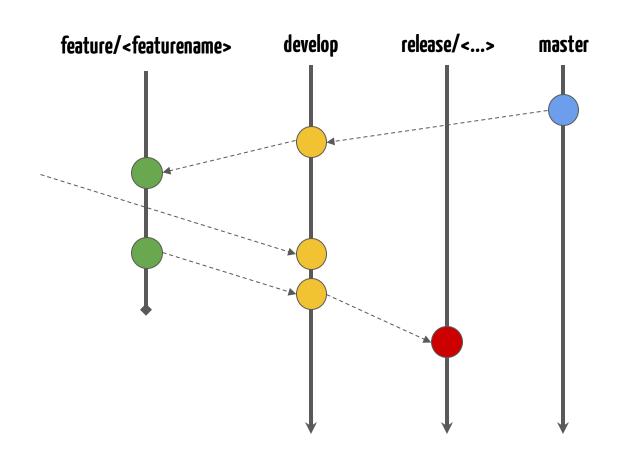
- destroyed after feature development
- unstable
- work in progress



- Feature is merged into develop
- feature/<featurename> can be destroyed

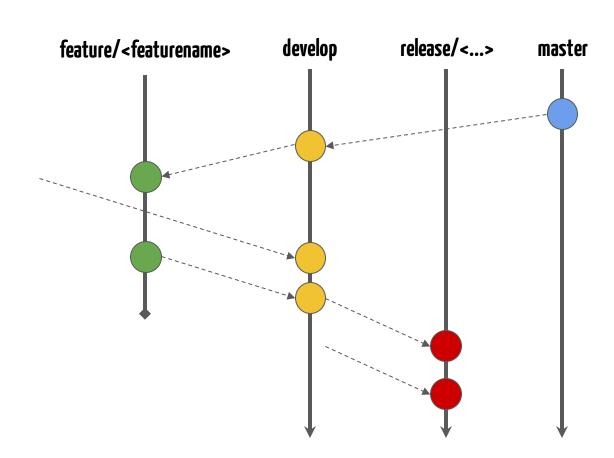


Many feature can be merged into develop...

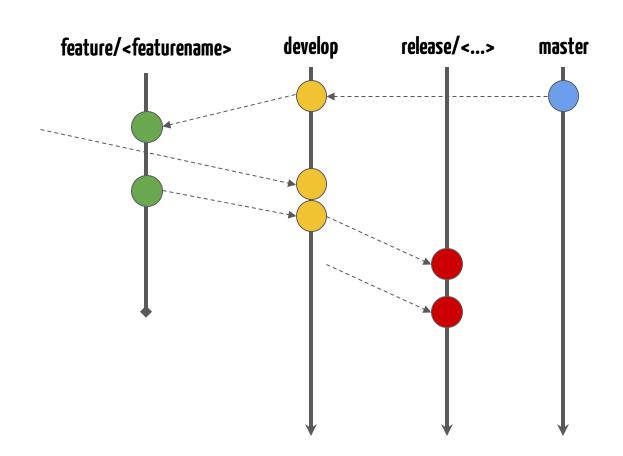


Release/<releasename>:

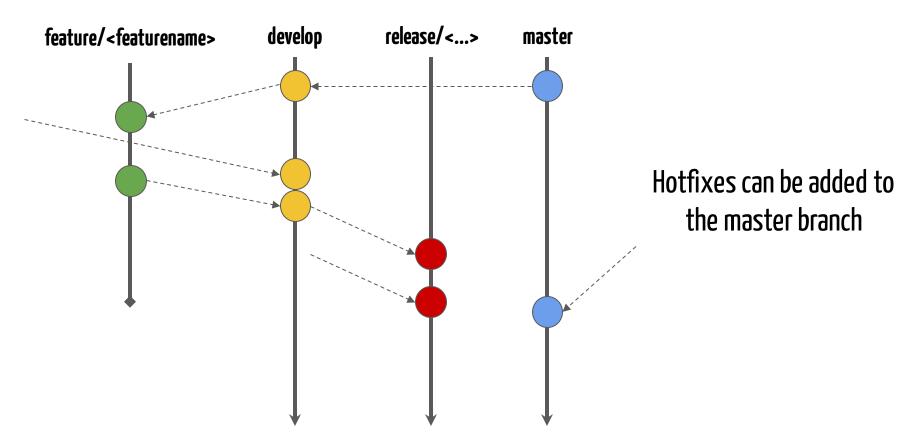
- destroyed after release is not supported
- tends to be stable

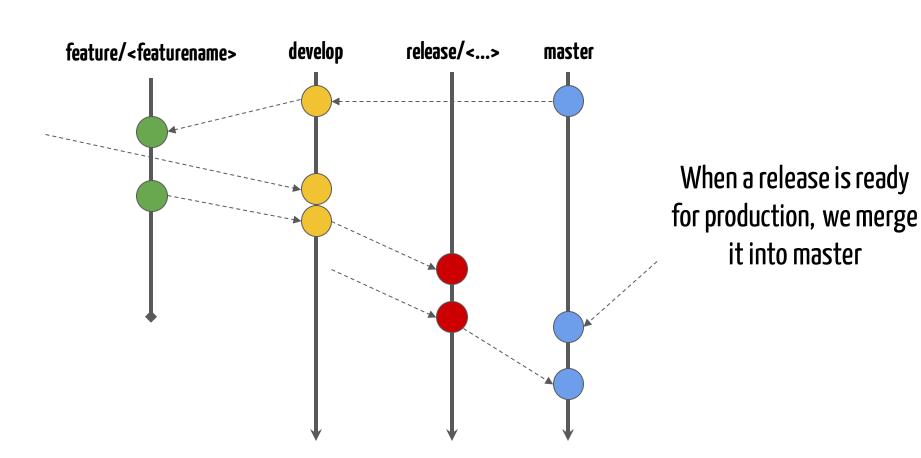


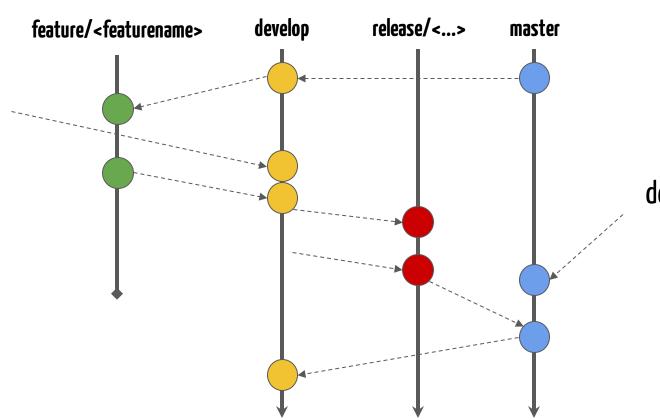
Add fixes to the release branch to increase its stability



Add fixes to the release branch to increase its stability







Don't forget to keep develop up to date with master...

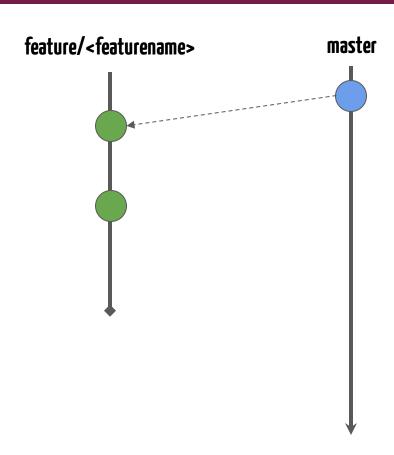
PROS

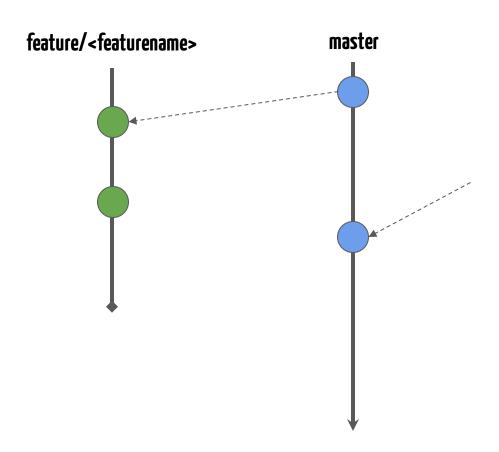
- Ensure a clean state of branches
- Branches' name follow an easy to understand systematic pattern
- Support multiple production version
- High level of composition thanks to feature branches

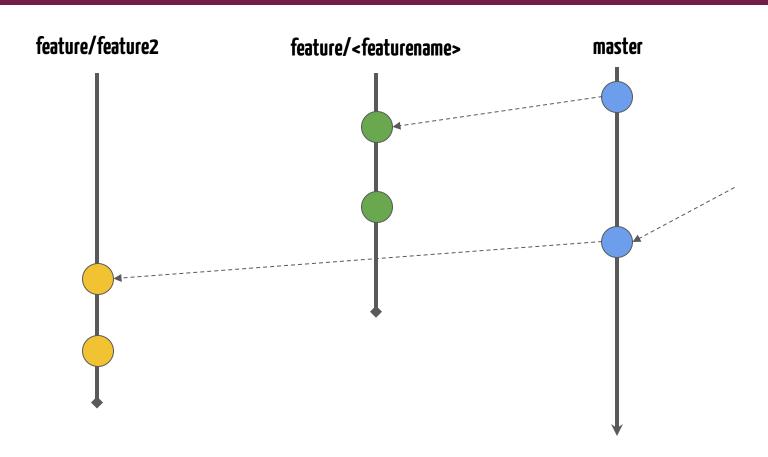
CONS

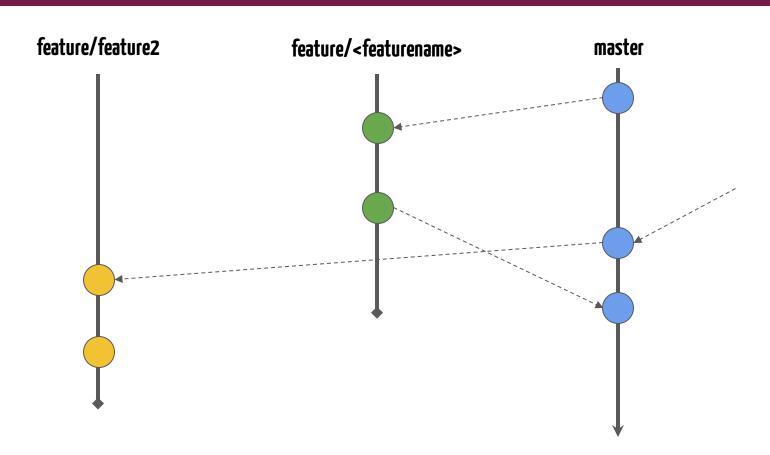
- Not recommended to support only 1 production version
- Merging old features costs a lot
- Boilerplate

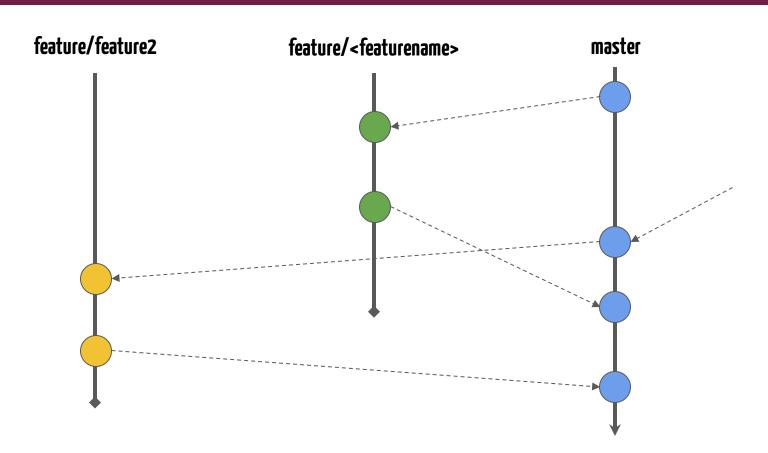


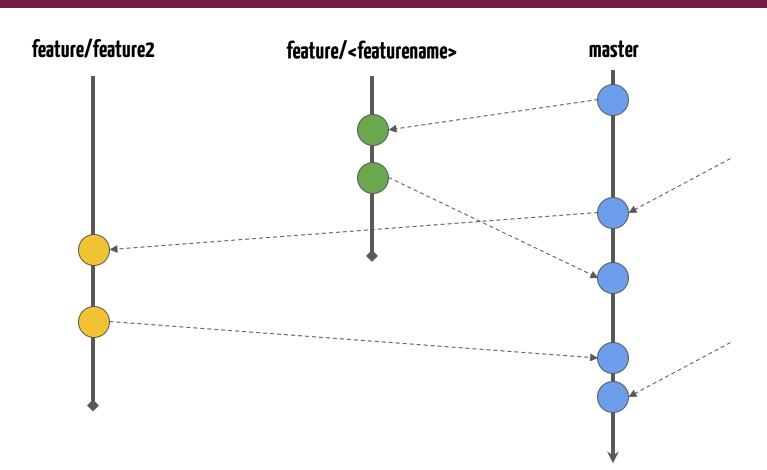












PROS

- Continuous delivery friendly
- Simpler than git flow
- Ideal for single production version

CONS

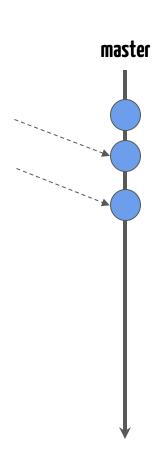
- master can be unstable
- Hard to follow a release plan
- May need code freeze on master

master

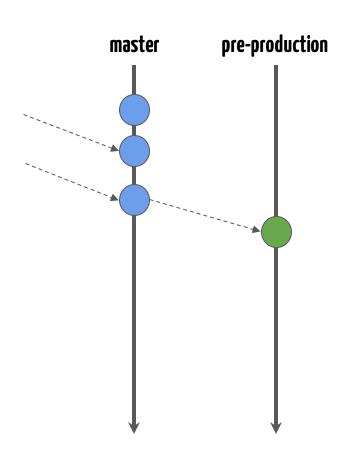


Master:

- infinite lifetime
- unstable

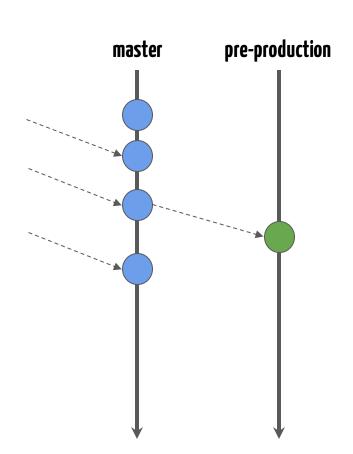


Add new code as you want...

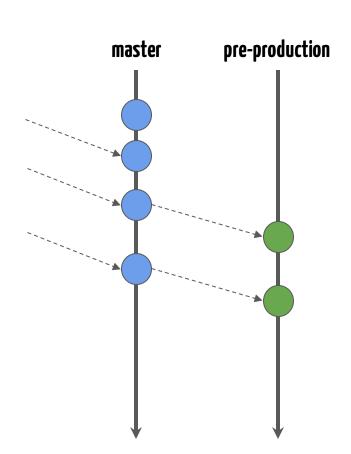


Pre-production:

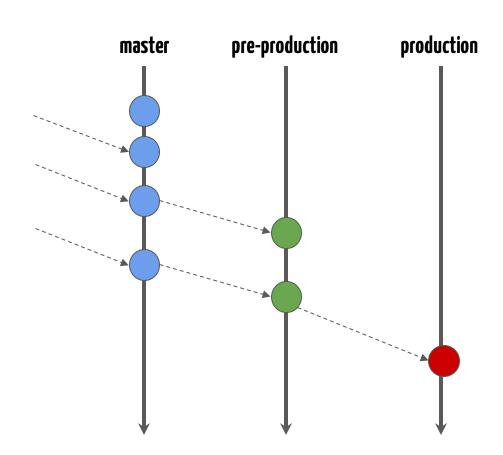
- infinite lifetime
- Tends to be stable
- pre-production ready



Fixing pre-production bugs...



Fixing pre-production bugs...



Production:

- infinite lifetime
- stable
- production ready

PROS

- Continuous delivery graal
- Simpler than git flow
- Ideal for single production version

CONS

- High regression risks needs lot of automated tests
- Hard to follow a release plan
- May need code freeze on master





Your branching strategy!



Define your own branching strategy!

Define a branching strategy for your team that matches the project specificity

2 Apply your strategy during the project development

3 Defend it in front of a jury

CONTRIBUTING.md

Add a CONTRIBUTING.md file in your project that explains your branching strategy

Contributing to the Spring Framework

First off, thank you for taking the time to contribute! 👍 🞉

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Code of Conduct

This project is governed by the Spring Code of Conduct. By participating you are expected to uphold this code. Please report unacceptable behavior to spring-code-of-conduct@pivotal.io.

How to Contribute

#