

Q Search CS 61B Spring 2025 Dark Mode Ed OH Queue Beacon Student Support

Home Calendar Course Info Staff Labs	· ·	12 Survey	Mon Apr 07 Wed Apr 09	29. Software Engineering I [Optional] Recording 30. Merge Sort, Insertion Sort, and Quick Sort Video / Recording / Pacing 31. Software Engineering II	Ch 30	10. Graphs II, Tries Regular / Solutions / Video / Slides Exam Prep / Solutions / Video / Slides	Lab 10: Tetris (Optional)	Project 3A:	
Homeworks	~		Apr 11	[Optional]					World Generation (due 4/18)
Projects Resources	~		Mon Apr 14	32. Software Engineering III [Optional]	Ch 32	11. Sorting	Project 3 Workday		
Troubleshooting	~	13 Survey	Wed Apr 16	33. More Quicksort, Quick Select, Stability	Ch 32				
			Fri Apr 18	34. Sorting and Algorithmic Bounds	Ch 34				
		14 Survey	Mon Apr 21	35. Software Engineering IV [Optional]		12. Sorting II	Project 3 Workday	Homework 4 (due 05/04)	Project 3B: Interactivity (due 4/27)
			Wed Apr 23	36. Radix Sorts	Ch 35				
			Fri Apr 25	37. Sorting Conclusion, Algorithm Design Practice	Ch 36				















Lecture 31

Software Engineering II

CS61B, Spring 2025 @ UC Berkeley **Industry Practices for Collaboration**



Introduction

Lecture 31, CS61B Spring 2025

Introduction

Agile Development

Review: Git Commands

Git Branching and Merging

Pull Requests

Summary





Stella Kaval (she/her)

- 4th year, Computer Science
- 4th semester on CS61B staff
- Prev. intern at Microsoft, Oracle
- Favorite Taylor Swift album: Reputation



Kanav Mittal (he/him)

- 4th year, EECS
- 3rd semester on CS61B staff
- Prev. intern at a data privacy startup then at NVIDIA
- Favorite Taylor Swift album: Folklore



What comes to mind when you think about a software engineer's day to day work?

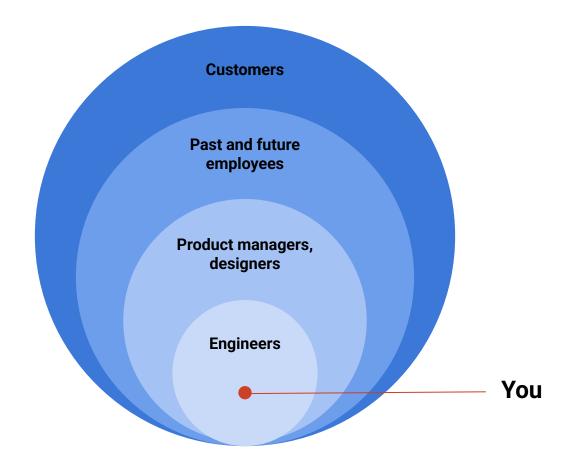


Myth: Software engineering is mostly coding by yourself



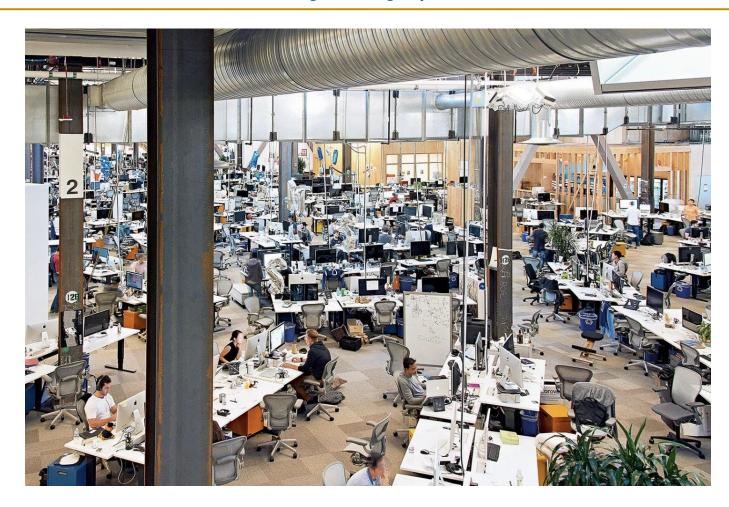


Collaboration





Introduction to collaboration in software engineering: open office



Introduction to collaboration in software engineering: open office

Advantages

- Efficient collaboration
- Spontaneous conversations

Disadvantages

- Only works in real time
- Remote work

Today's topics

- Agile framework at a larger scale
- Git to collaborate with teammates



Agile Development

Lecture 31, CS61B Spring 2025

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Collaborative Project

Name

61Belly

Purpose

Rating foods and sharing culinary opinions

Key Features

- User reviews
- Numerical rating system
- Photo uploads
- Social sharing





Talking to Customers

Why Customer Input Matters

- Ensures product-market fit
- Identifies real user needs and pain points
- Reduces risk of developing unwanted features

Questions

- What features would you find most useful in a food rating app?
- How often do you use food rating apps, and why?
- What frustrates you about existing food rating platforms?



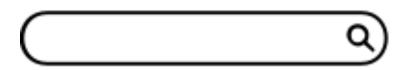


Findings

Top user suggestions

- Easy registration
- Customizable profile
- Reviews and ratings system
- High-quality photos
- Search and filter options for the menu
- Social sharing capabilities





Any class suggestions?



Next Steps

Given our findings, now what?

- How do we plan building out our app?
- How do we adapt to changing customer needs?
- How will we work together with limited time, how about asynchronously?



Agile Software Development Review

"Iterative approach to delivering a project, which focuses on continuous releases that incorporate customer feedback" (Atlassian)

Set of values that guide software development processes through 4 principles:



Agile Software Development Review

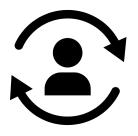
"Iterative approach to delivering a project, which focuses on continuous releases that incorporate customer feedback" (Atlassian)

Set of values that guide software development processes through 4 principles:









Individuals and interactions

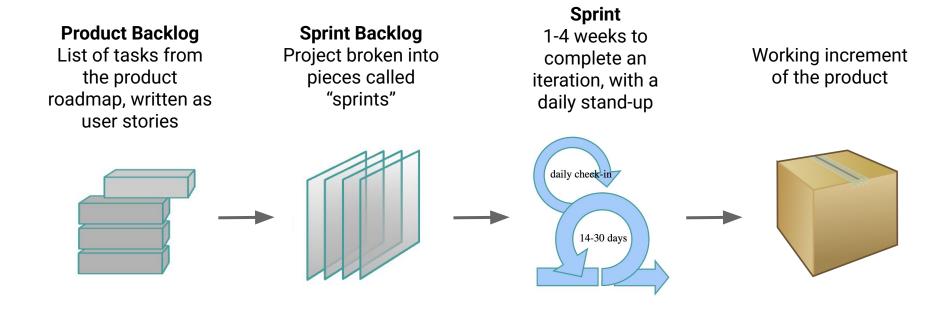
Working software

Customer collaboration

Responding to change

Agile Development

Scrum is an Agile framework for managing work





Product Backlog

- 1. Easy registration
- 2. Reviews and ratings system
- 3. Search and filter options for menu
- 4. Social sharing capabilities
- 5. Customizable profile
- 6. High-quality photos
- 7. Edit reviews after they're posted
- 8. Create shared ratings with friends
- 9. Push notifications

Sprint 1: 4/11 → 4/25

Sprint 2: $4/25 \rightarrow 5/1$



Product Backlog

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Sprint 1: $4/11 \rightarrow 4/25$

- Easy registration
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Sprint 1: $4/11 \rightarrow 4/25$

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- Customizable profile
- High-quality photos



Agile Development Tools

What tools do software engineers use to track and put these plans into action?

Jira is a software application developed by Atlassian for issue tracking and project management

- Sprint planning and tracking
- Customizable workflows and boards
- Backlog management
- Reporting and dashboards

Let's create a Jira project for 61Belly!





Projects / 61Belly

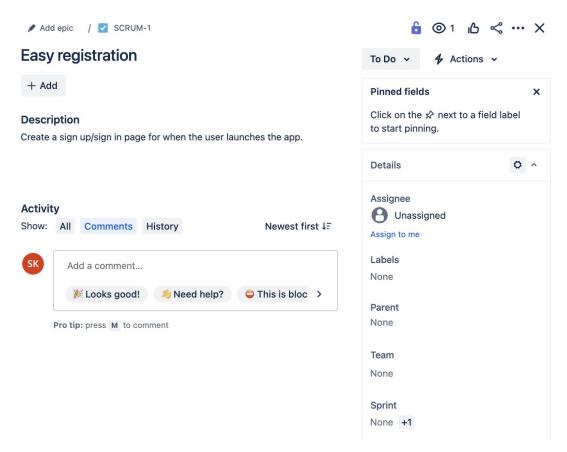
Backlog



+ Create issue



A Jira ticket is a task, bug, or request within a project





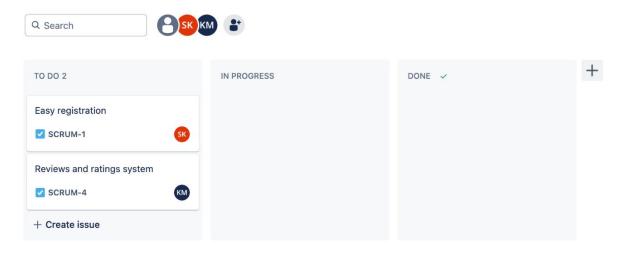
Backlog Q Search Insights View settings Sprint 1 18 Nov − 29 Nov (2 issues) Start sprint SCRUM-1 Easy registration TO DO V - KM SCRUM-4 Reviews and ratings system TO DO V + Create issue ÷ 2 issues Estimate: 0 ☐ ▼ Backlog (6 issues) 0 0 Create sprint **8** SCRUM-3 Search and filter options for menu TO DO V · 0 SCRUM-5 Social sharing capabilities TO DO ~ · 0 SCRUM-6 Customizable profile TO DO ~ - 8 SCRUM-7 High-quality photos TO DO V SCRUM-8 Edit reviews after they're posted TO DO V **8** SCRUM-9 Create shared ratings with friends TO DO V



+ Create issue

Projects / 61Belly

Sprint 1

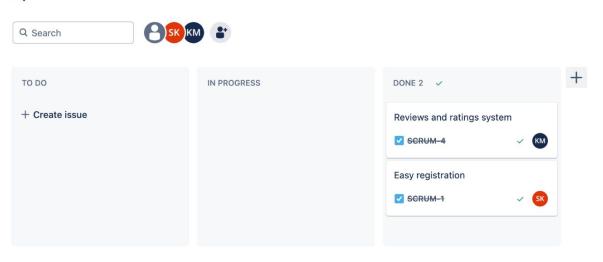






Projects / 61Belly

Sprint 1

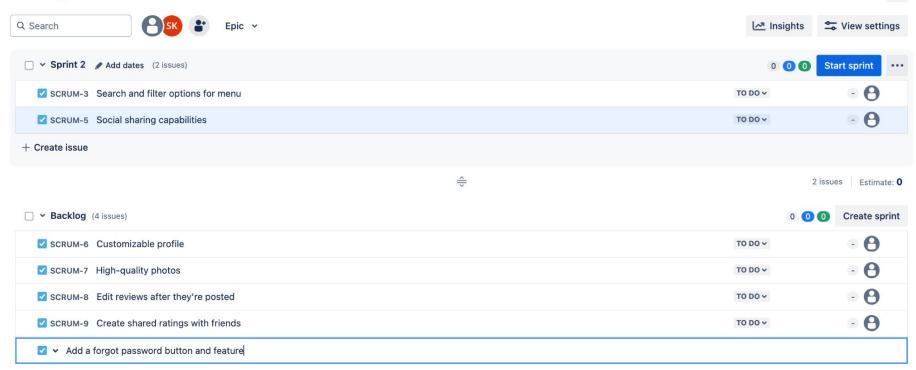






Projects / 61Belly

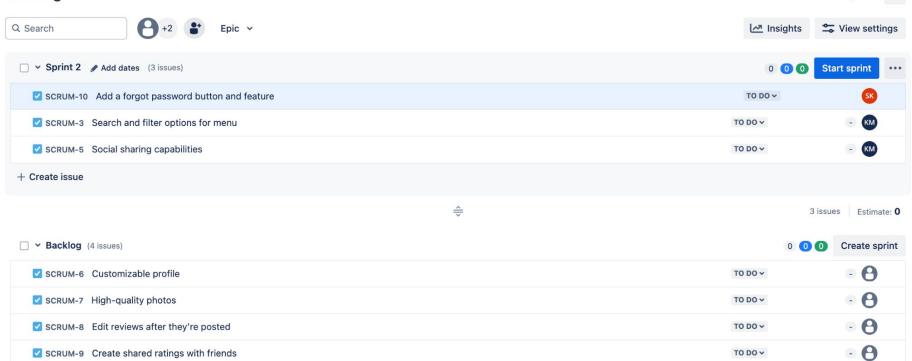






Projects / 61Belly





TO DO V

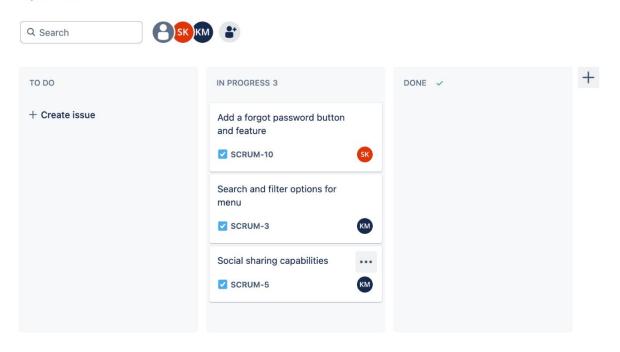
+ Create issue

SCRUM-9 Create shared ratings with friends



Projects / 61Belly

Sprint 2







Developing features and collaboration

Why do we use Jira? It helps communicate:

- **Who** will be doing which task
- When the tasks can be completed by
- How to adjust timelines to incorporate customer feedback



Developing features and collaboration

Why do we use Jira? It helps communicate:

- Who will be doing which task
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- How to adjust timelines to incorporate customer feedback

We talked about completing these tickets in the backlog on a high level, but how do we actually **code** them?

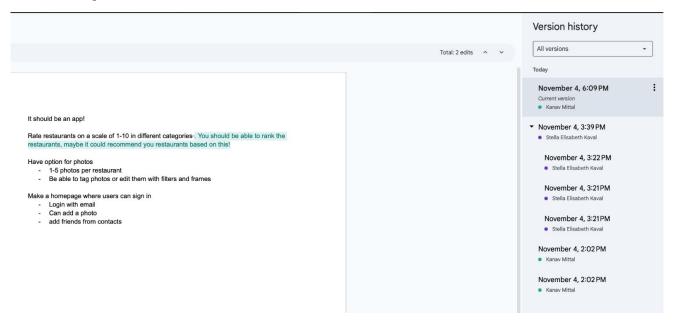
- Collaborate with developers (co-workers, future ones, yourself)
- See changes over time
- Revert to previous versions



Solution 1: Google Docs

Google Docs is great at working together on documents

- Easy-to-use
- Allows for real time collaboration
- Maintains a version history of documents so you can go back
- So... what's the problem?





Git is more powerful!

Advantages

- Git allows you to choose files and when to take a snapshot of your files to include in your version history
- Git allows you to collaborate on different variations of your project without interference from the others
 - e.g. partners working on different Project 3B ambition features
 - You don't want errors from one variation affecting the other variation

Disadvantages

 Git is a more specialized tool for software development and not as helpful for non-developers





Review: Git Commands

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Git as a version control system

- Committing is like a stronger type of saving
 - Saves a snapshot of your files
 - You can go back to this snapshot if you would like

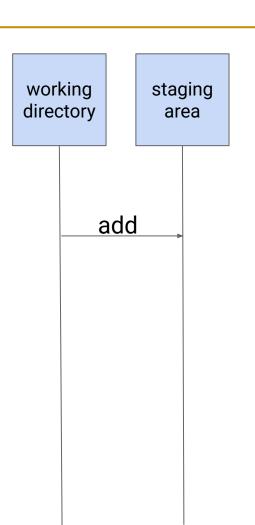


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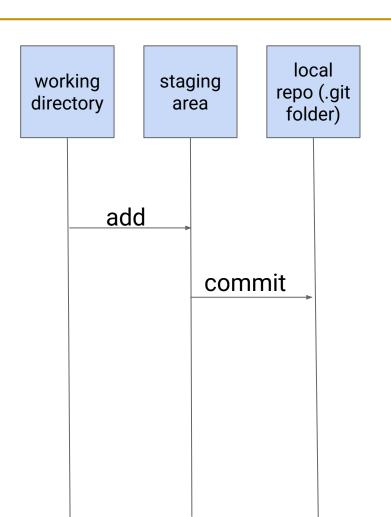
working directory



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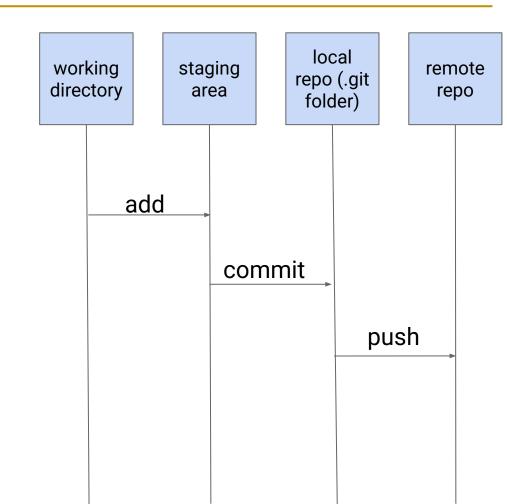


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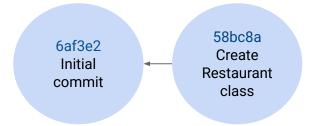




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- git push sends your updated version history to a remote repository for backup
 - Remote repository: copy of your code stored on Internet

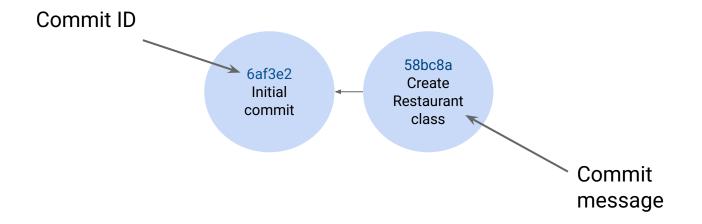


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 - Commit history forms a linked list





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 - When we make a commit, we add a new node to our linked list





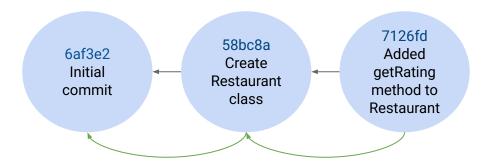
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- git log gives you the commit history
 - Starting from current commit, keep iterating through the previous commits until you reach the initial commit
 - What are all the changes that occurred to get the current code?



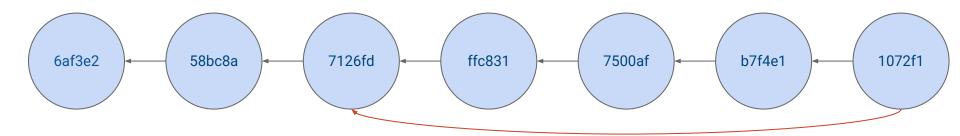
- Why do we care about storing a version history?
 - What if you break something in your code and want to go back?
 - Or what if you want to build off a past checkpoint of your code?



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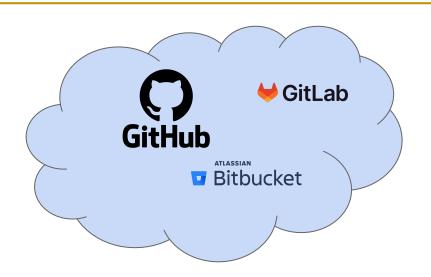




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- Tips
 - Write brief but descriptive commit messages
 - Commit frequently!



 Remote repositories can be shared by multiple people

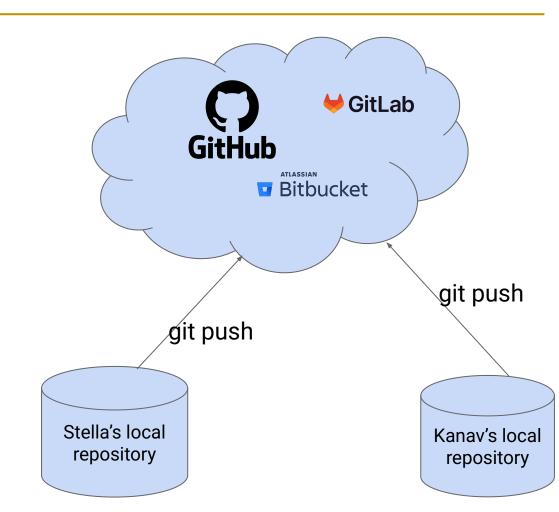




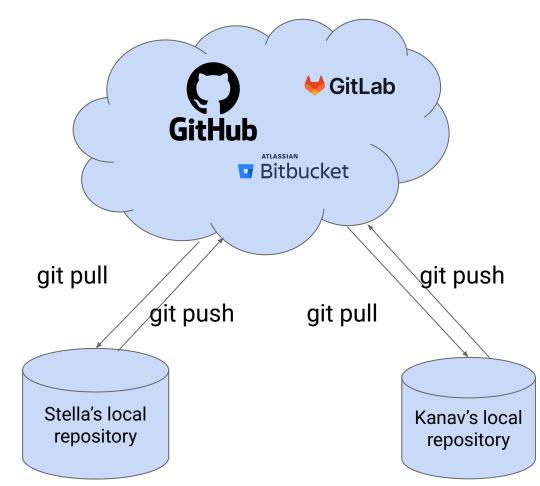




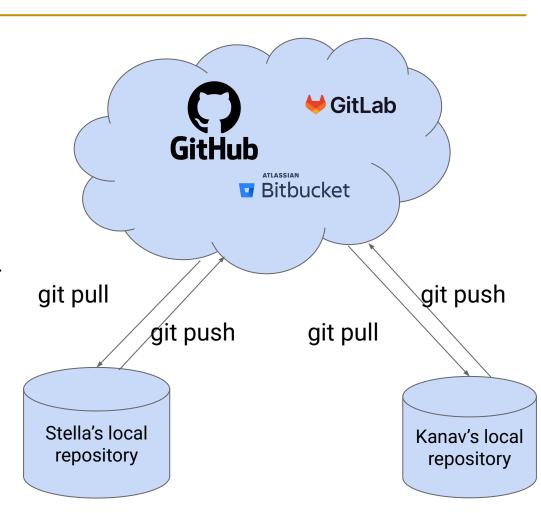
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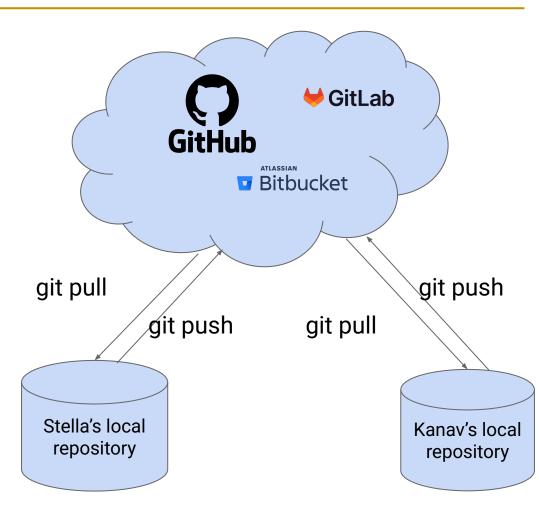


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- One developer can push their changes, and the other developer can pull them in to work off them.





- Remote repositories can be shared by multiple people
- git push updates the remote with your local changes
- git pull incorporates changes from remote into local
- One developer can push their changes, and the other developer can pull them in to work off them.
- Remember to pull before pushing





Remember: commit history forms a linked list-like structure

- Remember: commit history forms a linked list-like structure
- git push and git pull try to copy this linked list of commits back and forth between local and remote repositories
 - Multiple people can work on the same line of development

Stella



Kanav



Stella creates a Restaurant class and commits it

Stella

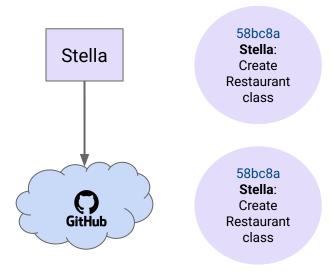
58bc8a Stella: Create Restaurant class



Kanav



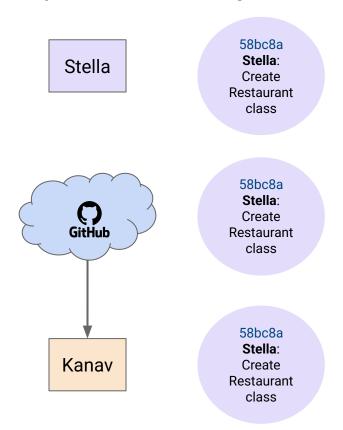
Stella pushes her changes to GitHub so others can access them



Kanav

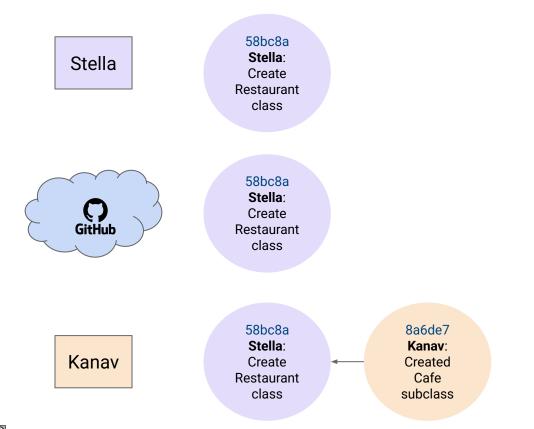


Kanav pulls Stella's changes from GitHub



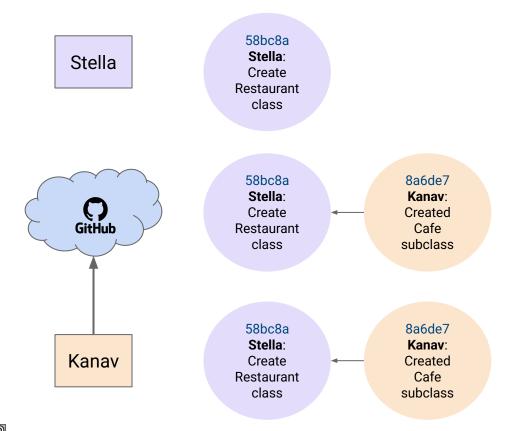


Kanav works on creating a Cafe subclass and commits it



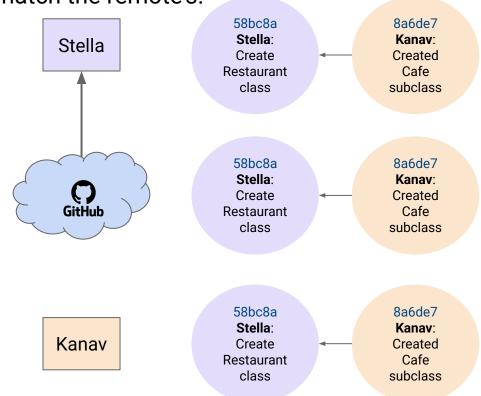


Kanav pushes his commit history to GitHub



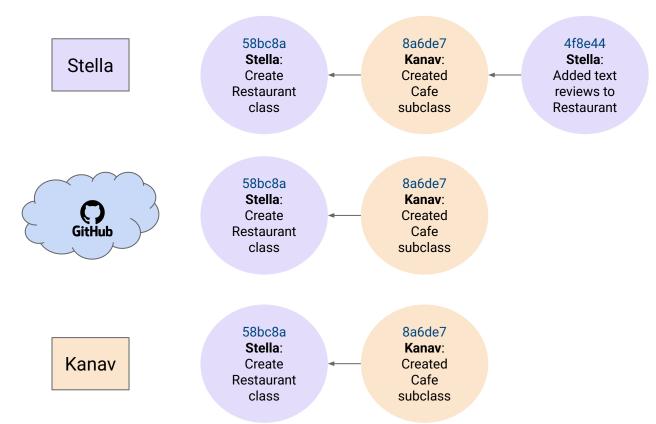


Stella pulls the commit history from GitHub. Her commit history is fast-forwarded to match the remote's.



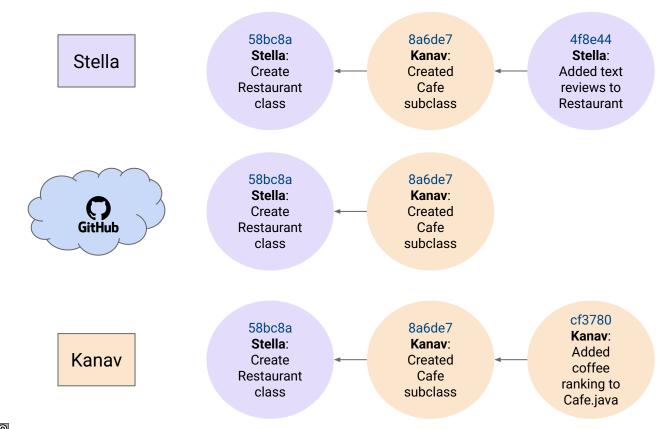


Stella works on adding text reviews to Restaurant.java



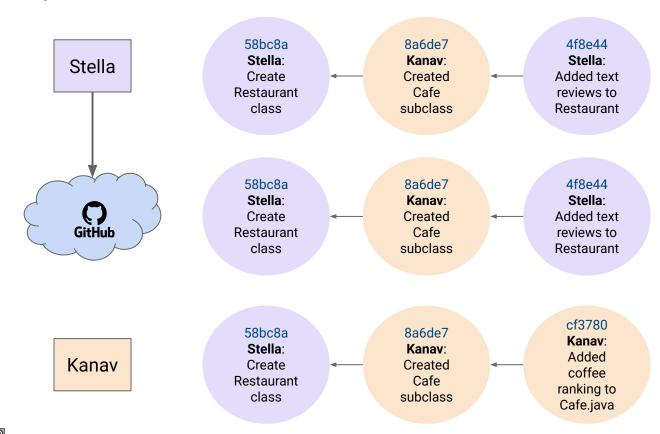


Kanav works on adding a coffee ranking feature to Cafe.java



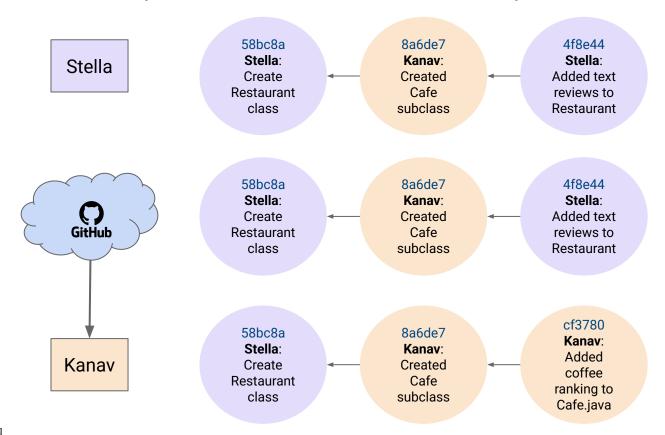


Stella pushes her work to GitHub



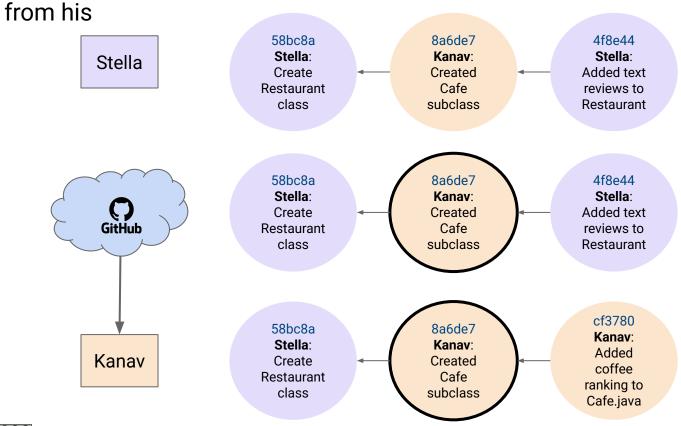


Kanav wants to push to GitHub, but first he tries to pull from GitHub...





Kanav tries to pull from GitHub, but he now finds that the remote's history diverges





Merging

 If the remote and local commit histories at one point shared a common ancestor commit but have since then gone their own way, we say that the two histories diverge from each other



Merging

- If the remote and local commit histories at one point shared a common ancestor commit but have since then gone their own way, we say that the two histories diverge from each other
- Solution: merge the remote and local commit history together
 - We add a merge commit to signify the merge



Merging

- If the remote and local commit histories at one point shared a common ancestor commit but have since then gone their own way, we say that the two histories diverge from each other
- Solution: merge the remote and local commit history together
 - We add a merge commit to signify the merge
- The merge finds the Closest Common Ancestor (point of divergence) of the two histories
 - Combines the changes made from the closest common ancestor to each of the latest commits



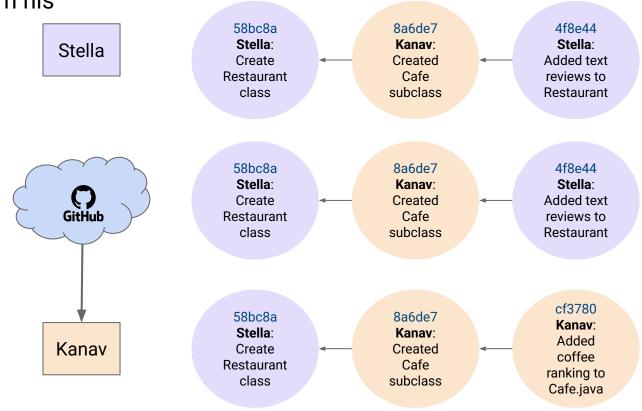
Merging

If you've seen a message like this, this is executing a merge

```
Merge branch 'main' of github.com:kanavmittal314/61belly
# Please enter a commit message to explain why this merge is necessary,
# especially if it merges an updated upstream into a topic branch.
#
# Lines starting with '#' will be ignored, and an empty message aborts
# the commit.
~
```

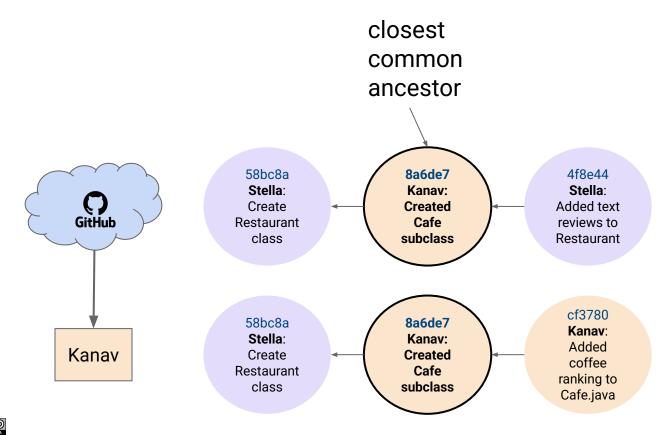


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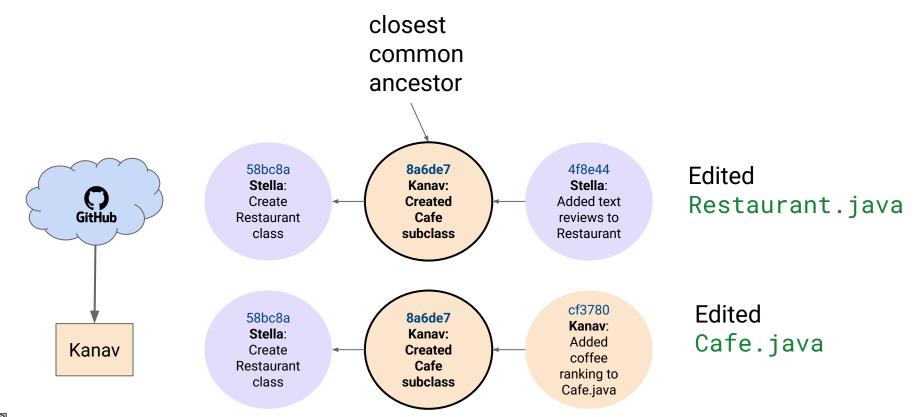


First step of the merge: identify the closest common ancestor



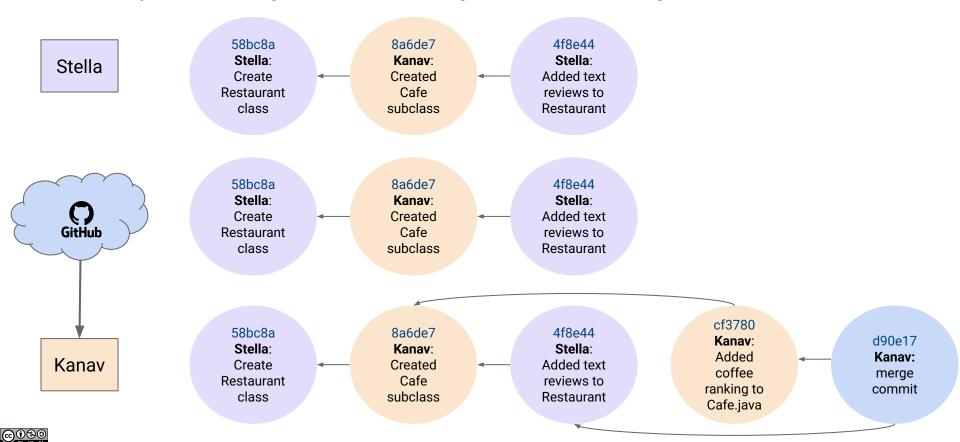


Second step of the merge: combine changes and add a merge commit

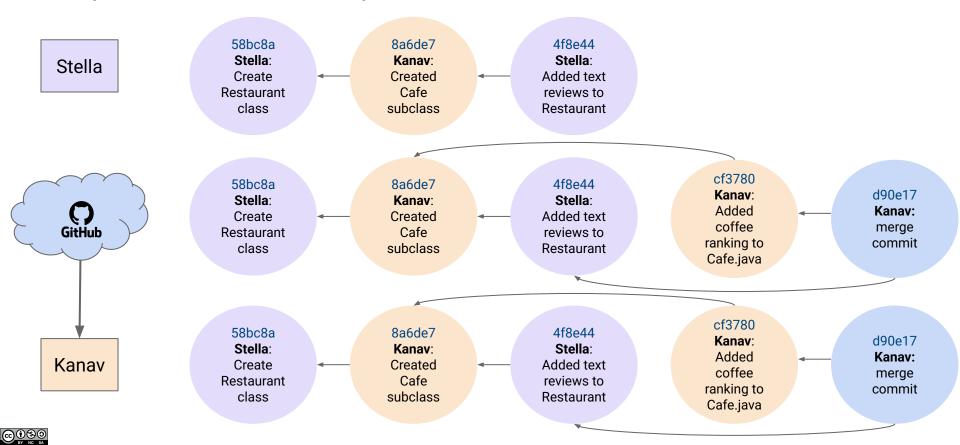




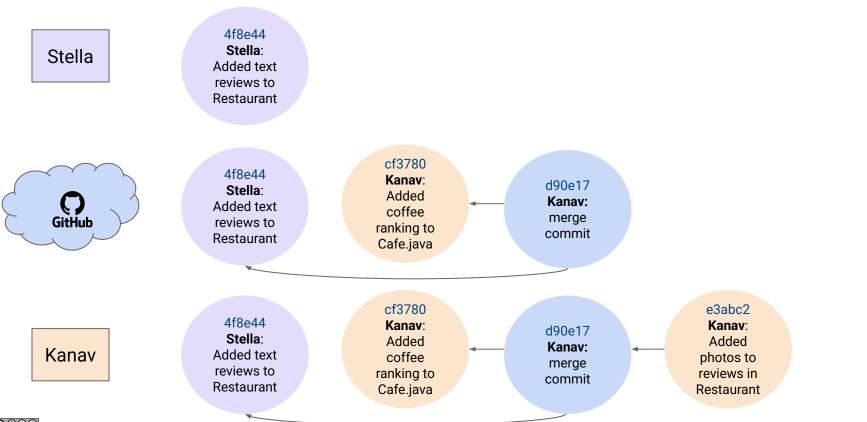
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Kanav pushes his commit history

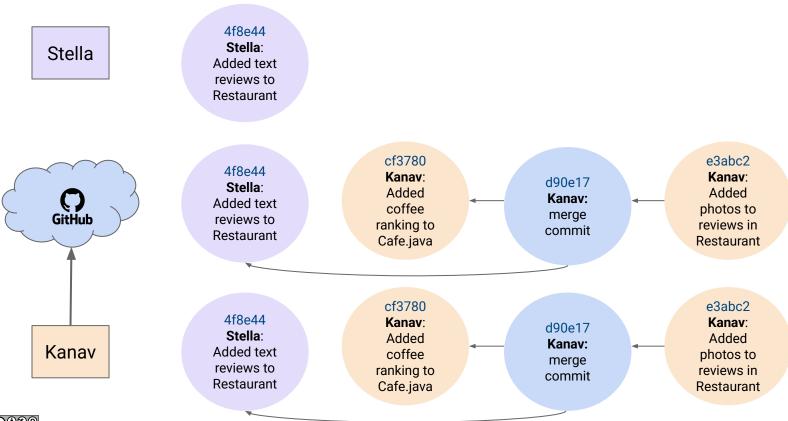


Kanav edits Restaurant. java to add photos to reviews and makes a commit



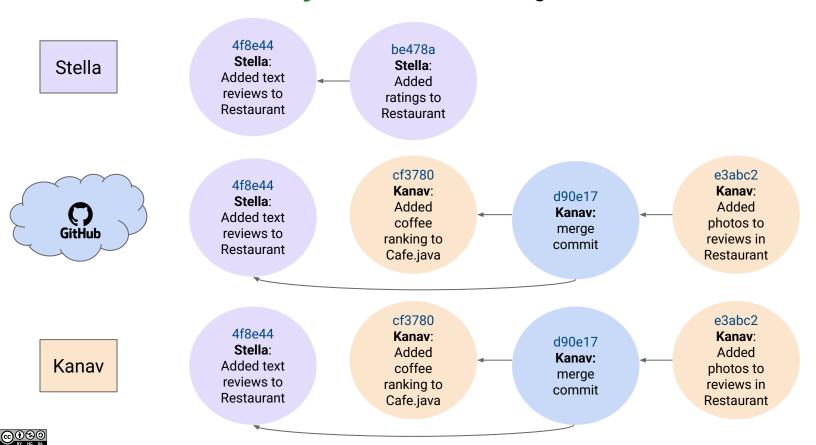


Kanav pushes his changes to GitHub

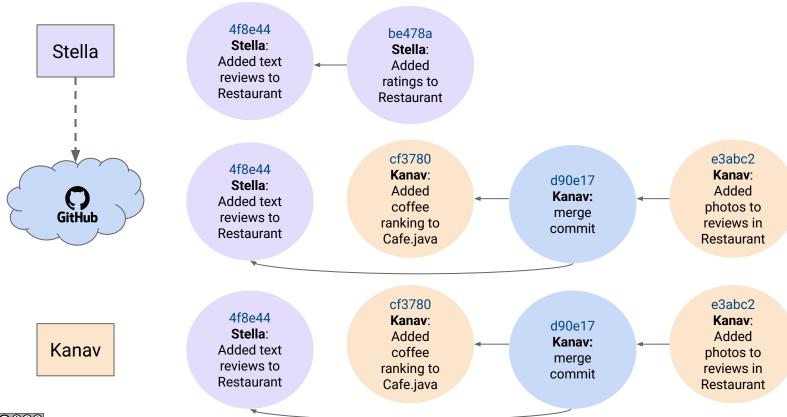




Stella edits Restaurant.java to add star ratings to reviews and makes a commit

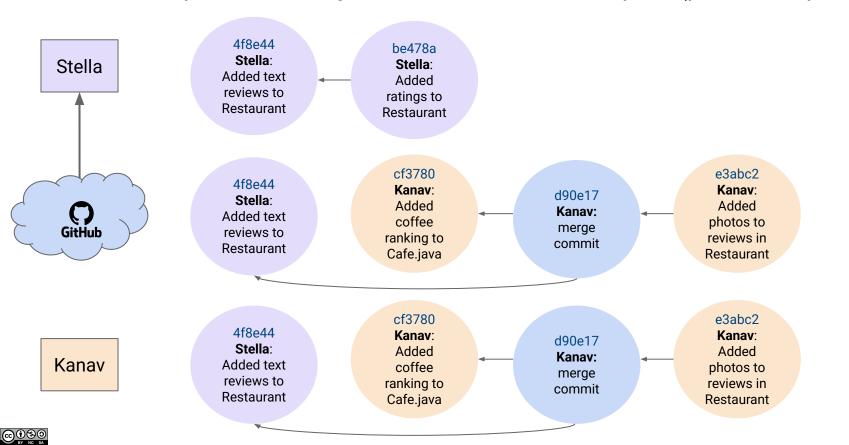


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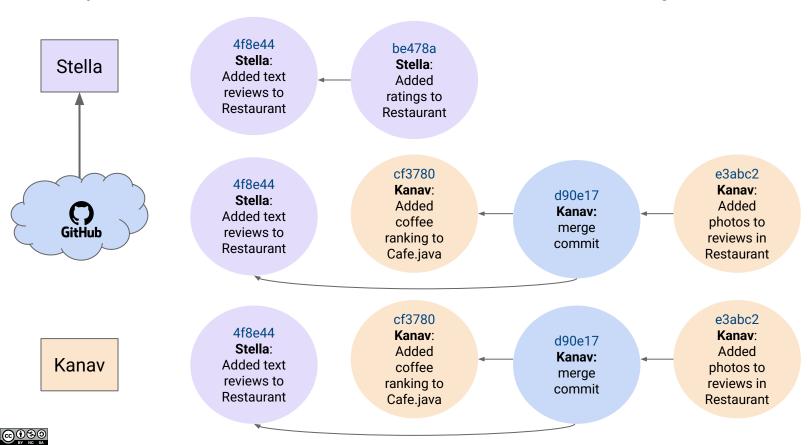




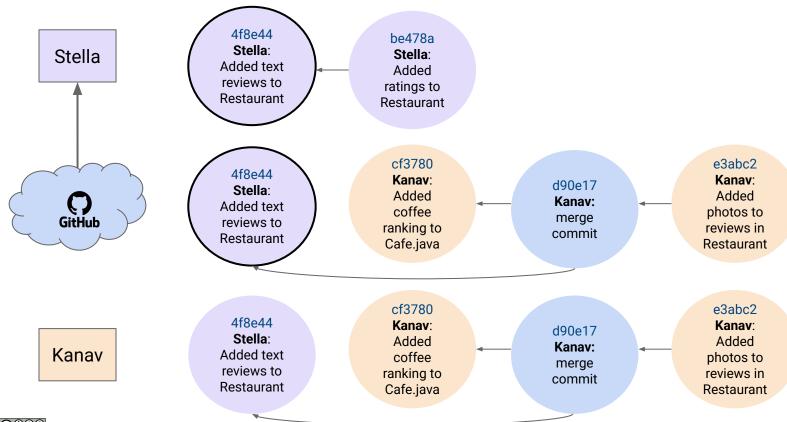
Stella wants to push her changes to GitHub, but she first pulls (pull before push!)



Stella pulls from GitHub, but local and remote histories diverge.

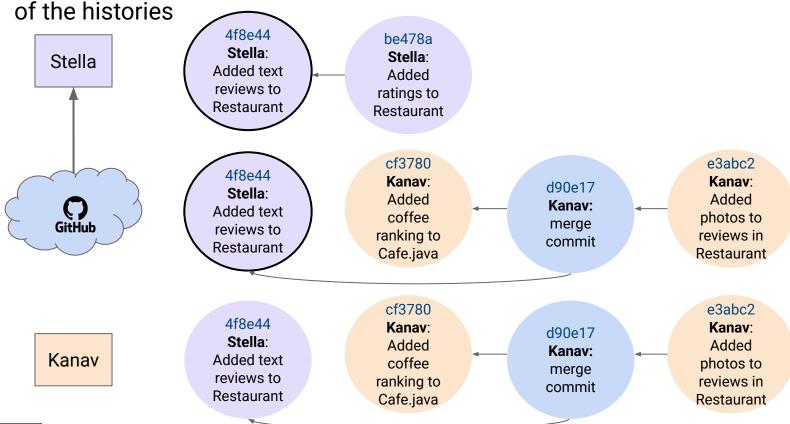


Step 1: Git identifies Closest Common Ancestor





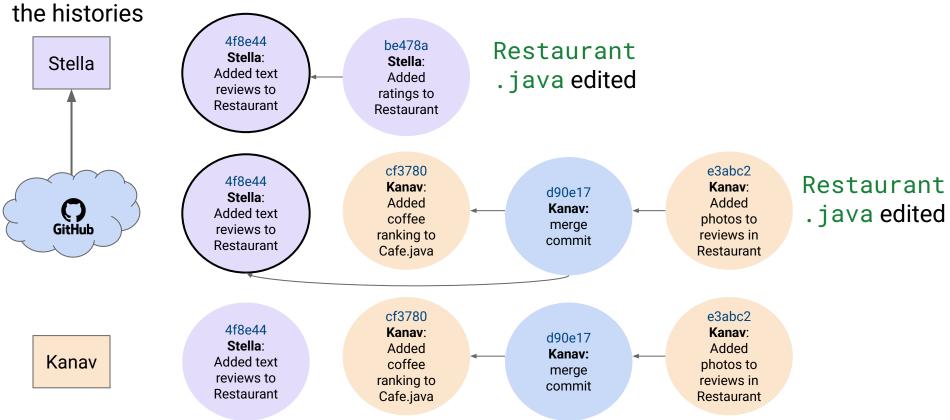
Step 2: Combine changes from the Closest Common Ancestor to the latest commits





<u>@080</u>

Step 2: Combine changes made from Closest Common Ancestor to latest commits of



- If both histories modified the same file in different ways, which version do we use in our merge commit?
 - Git cannot automatically compute the merge
 - Answer: let the developer decide by resolving a merge conflict



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```
public class Restaurant {
   <<<<< HEAD
   private int[] ratings;
   public Restaurant (int[]
   ratings) {
       this.ratings = ratings;
   private Photo[] photos;
   public Restaurant (Photo[]
   photos) {
       this.photos = photos
   >>>>> e3abc2
```

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    public Restaurant (int[]
    ratings) {
        this.ratings = ratings;
    private Photo[] photos;
    public Restaurant (Photo[]
    photos) {
        this.photos = photos
    >>>>> e3abc2
                       Remote version
```

- If both histories modified the same file in different ways, which version do we use in our merge commit?
 - Git cannot automatically compute the merge
 - Answer: let the developer decide by resolving a merge conflict
- Resolve merge conflicts by choosing the correct version (or combining parts of both) and removing all the extra text. Test, then, finish the commit with git commit

```
public class Restaurant {
                         Local version
   <<<<< HEAD
   private int[] ratings;
   public Restaurant (int[]
   ratings) {
       this.ratings = ratings;
   private Photo[] photos;
   public Restaurant (Photo[]
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       this.photos = photos
   >>>>> e3abc2
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```

Merge conflicts are messy!

- Merge conflicts require a lot of manual work
- Occur when we have multiple developers editing same file in different ways
 - Almost inevitable!



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Merge conflicts are messy!

- Merge conflicts require a lot of manual work
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- Can we reduce the frequency of merges and merge conflicts?
- Can we let developers edit files independently and then only merge when necessary?



Solution 1: Just push and pull less

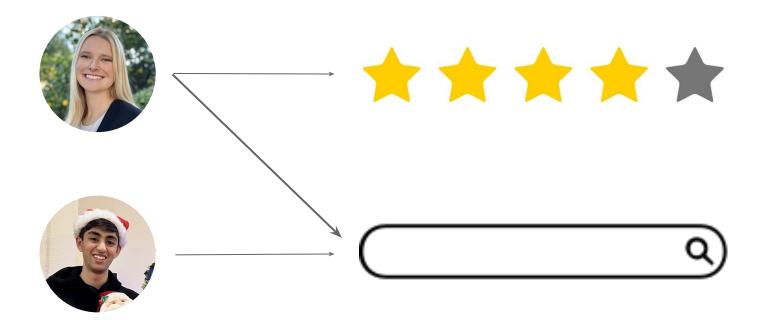
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- Solution: push and pull only when you have completed a feature.





Solution 1: Just push and pull less

- Can we let developers edit files independently and then only merge when necessary?
- Solution: push and pull only when you have completed a feature.
- But...what if two people wanted to work on the same feature together?
 - We need pushing and pulling to work off each others' changes





From linear to branches

- With a linked list linear commit history, everyone adds their commits to the same line of development
 - This means that your changes will affect your collaborators' changes
 - Can we isolate changes from each other until they're ready?

From linear to branches

- With a linked list linear commit history, everyone adds their commits to the same line of development
 - This means that your changes will affect your collaborators' changes
 - Can we isolate changes from each other until they're ready?
- Solution: we can create other lines of development (branches)
 - Developers can work independently on in-progress features without interference from other features
 - This may be useful for ambition features in Project 3B



Git Branching and Merging

Lecture 31, CS61B Spring 2025

Introduction

Agile Development

Review: Git Commands

Git Branching and Merging

Pull Requests

Summary



- Branches are pointers to commits
 - Generally, they point to the latest commit in a line of development



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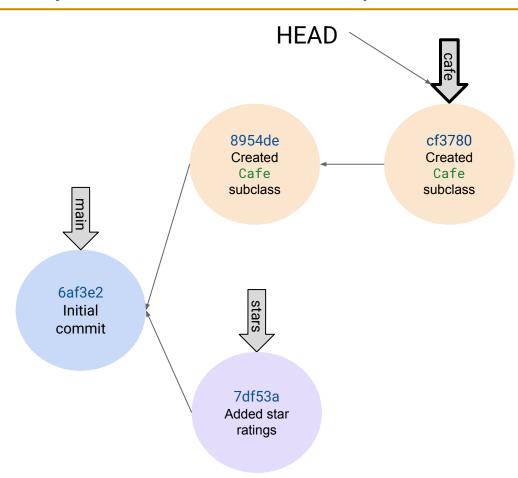


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 - When we create a commit, we move only the active branch forward to point to the new commit
 - This means development on the active branch does not affect other branches



Branching allows you to have other lines of development





Merging

Branching allows us to have lines of development that diverge from main



Merging

- Branching allows us to have lines of development that diverge from main
- Join two lines of development back together by merging them!

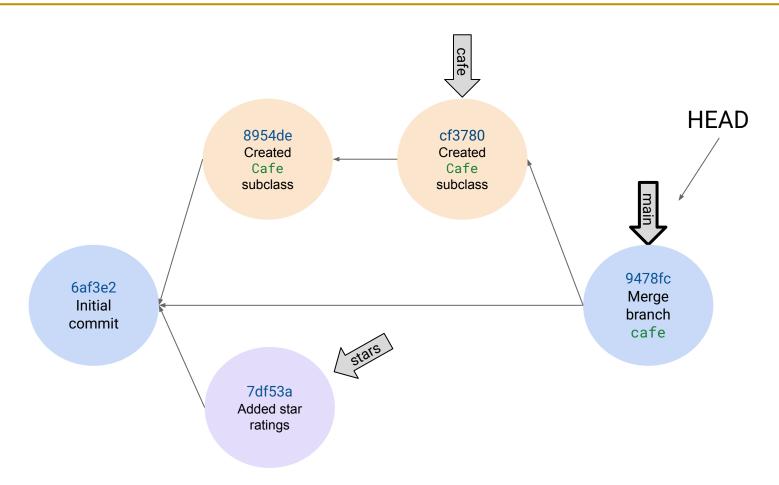


Merging

- Branching allows us to have lines of development that diverge from main
- Join two lines of development back together by merging them!
- git merge <branch_name> merges the specified branch into the active branch and creates a merge commit
 - Merge commits have two parents (commits at the tips of the branches)

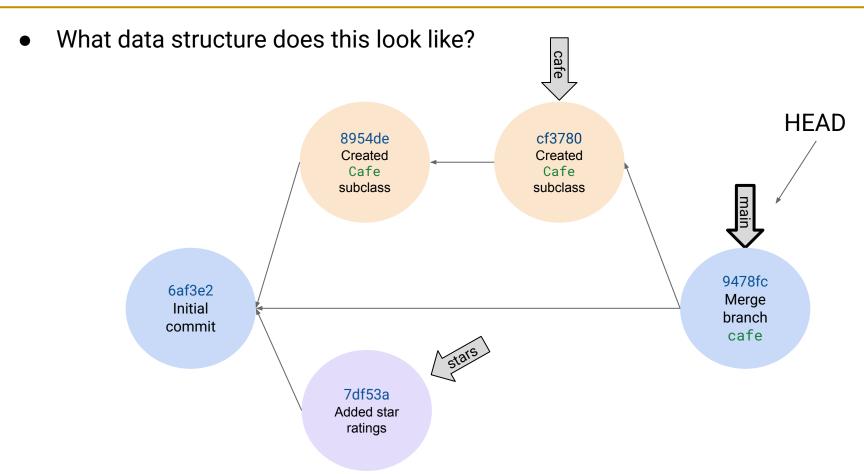


Merging joins together two lines of development



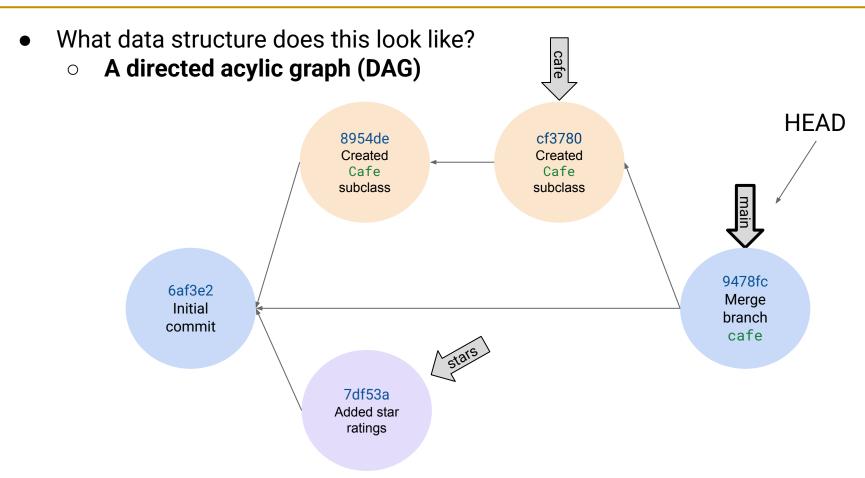


Merging joins together two lines of development



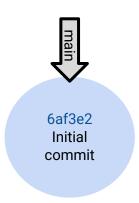


Merging joins together two lines of development



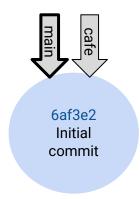


Initially, our main branch starts off by pointing to our initial commit.



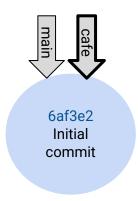


git branch cafe



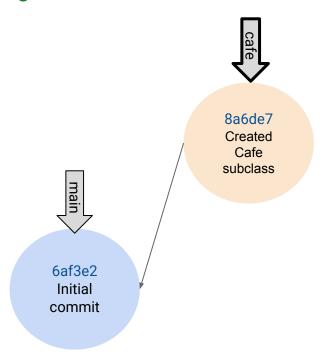


git switch cafe



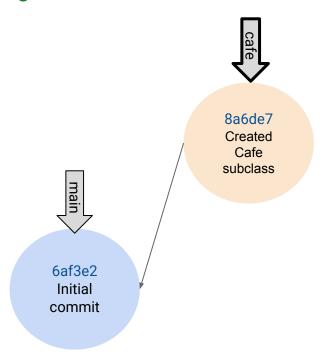


git commit -m "Created Cafe subclass"



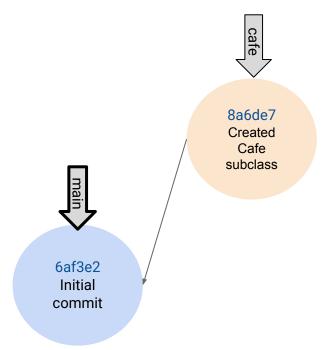


git commit -m "Created Cafe subclass"



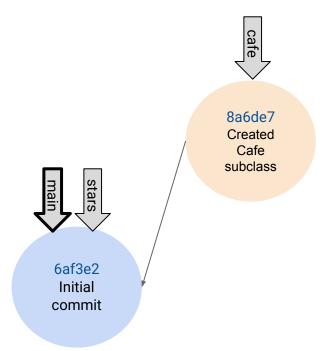


git switch main



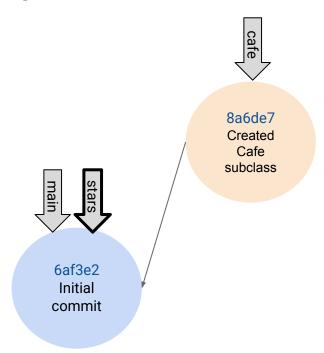


git branch stars



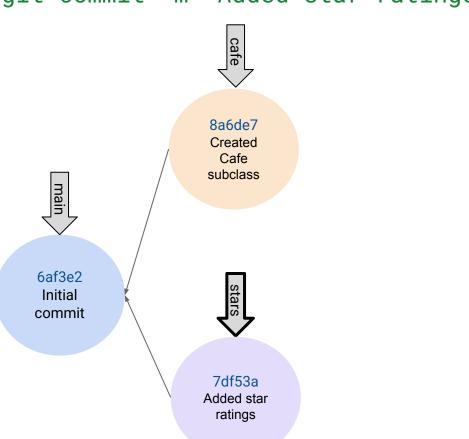


git switch stars



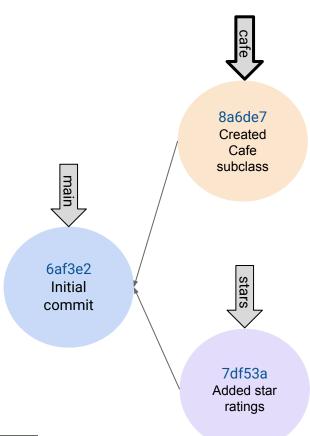


git commit -m "Added star ratings"



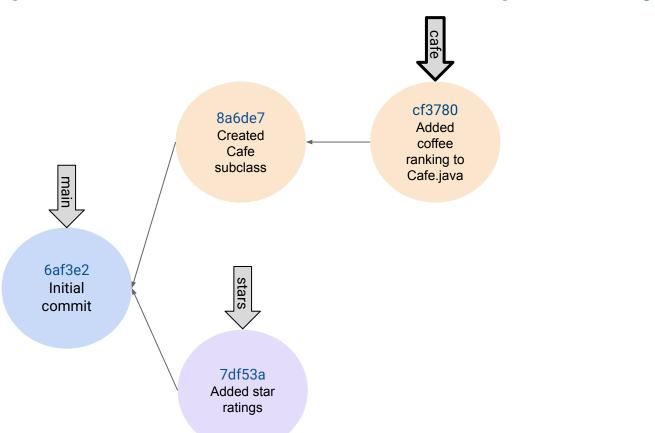


git switch cafe



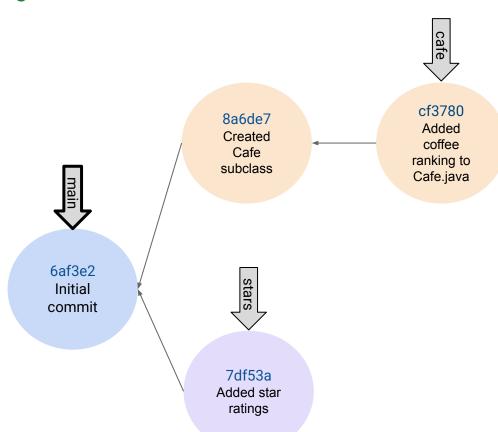


git commit -m "Added coffee ranking to Cafe.java"





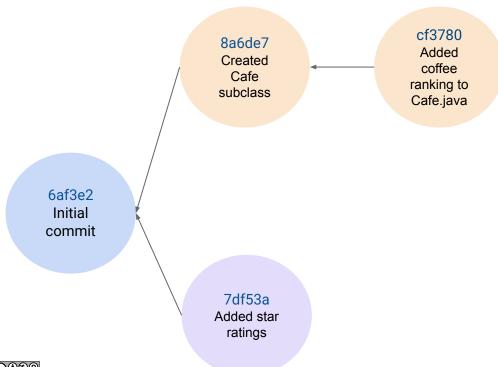
git switch main





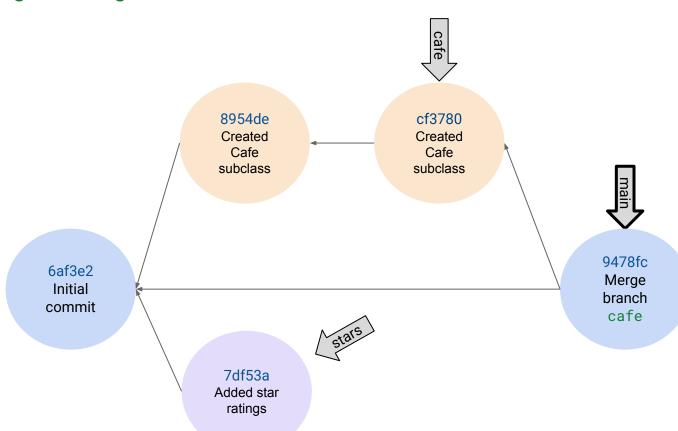
From linked list to trees

 By adding the ability to create branches and other lines of development, our commit history begins to resemble a tree





git merge main





 Feature branch workflow means that ALL development occurs in branches apart from main



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- Name feature branches according to the feature being developed
 - May also include main developer's username (e.g.,: kanav/login-page) or category (e.g., bugfix/ratings-display)

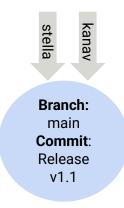


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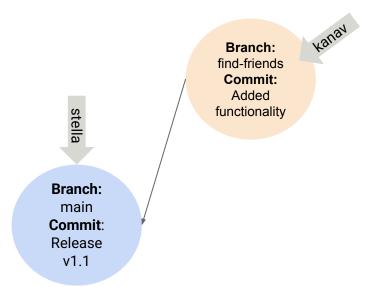
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- Once we finish implementing and testing on a feature branch, we can merge into the main branch.
- Important: Test your changes on your feature branch as much as possible!





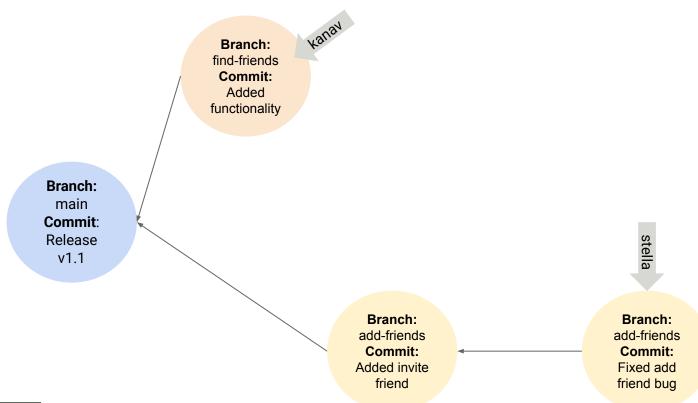


Kanav: creates find-friends branch



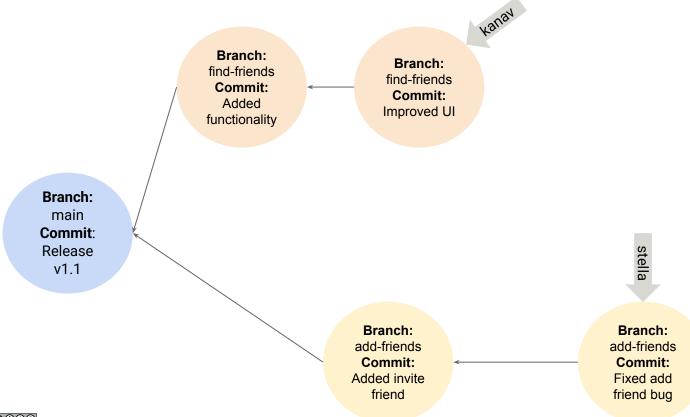


Stella: creates add-friends branch and works on it



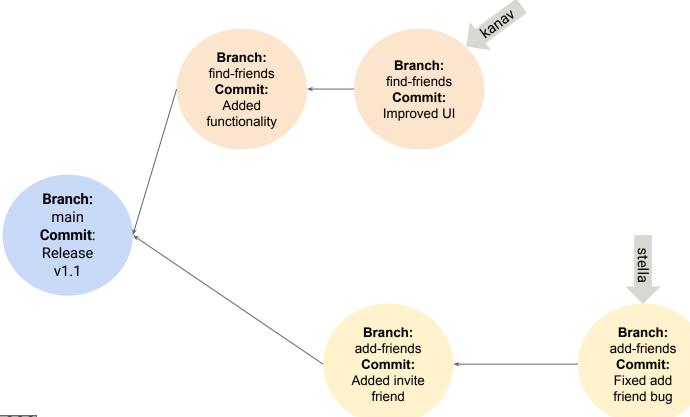


Kanav: works some more on find-friends branch



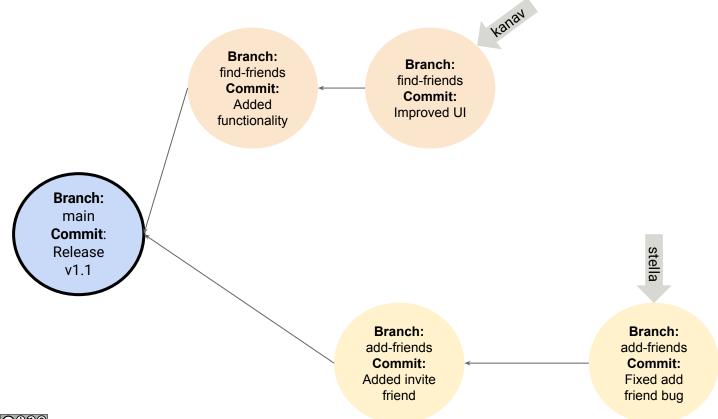


Kanav: merges find-friends branch into main



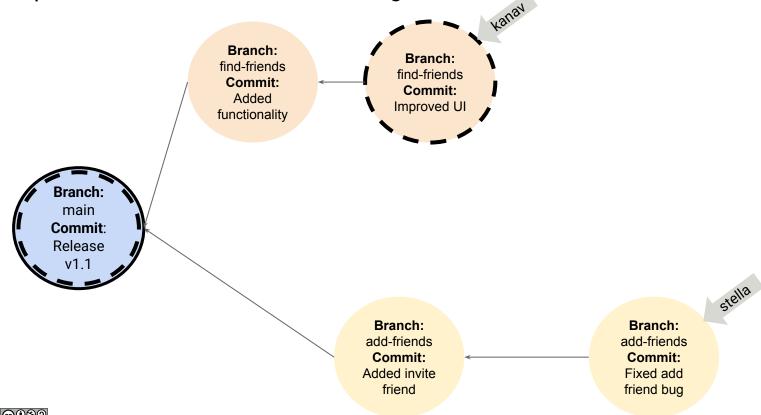


Step 1: Git identifies Closest Common Ancestor of find-friends and main

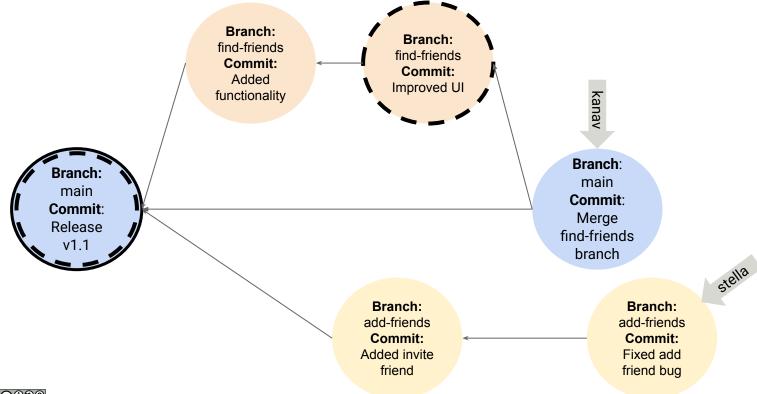




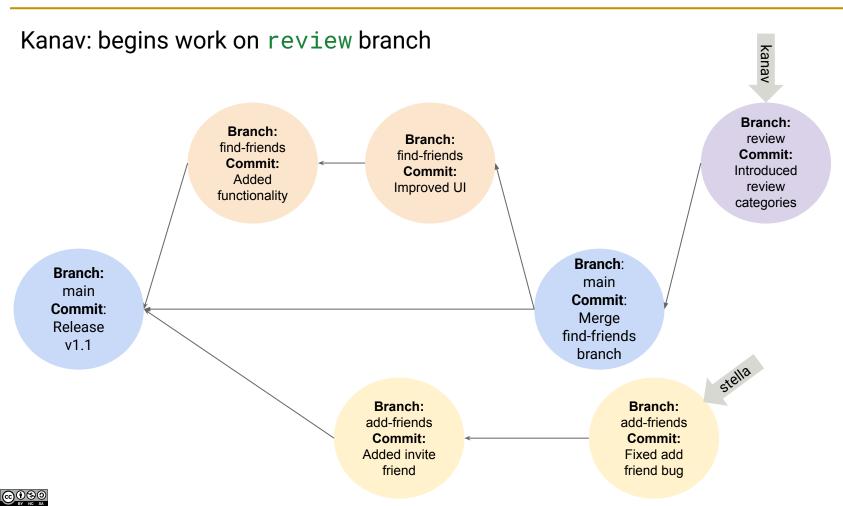
Step 2: Git combines changes made between Closest Common Ancestor and the tips of branches and creates a merge commit

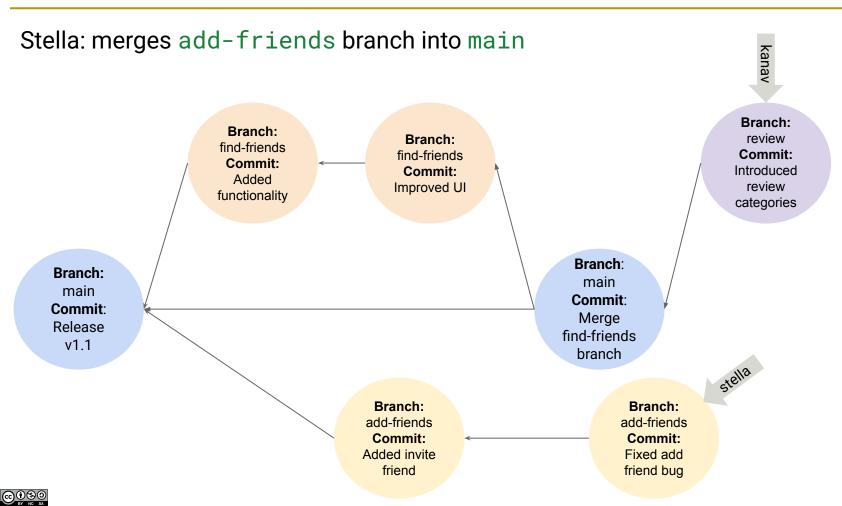


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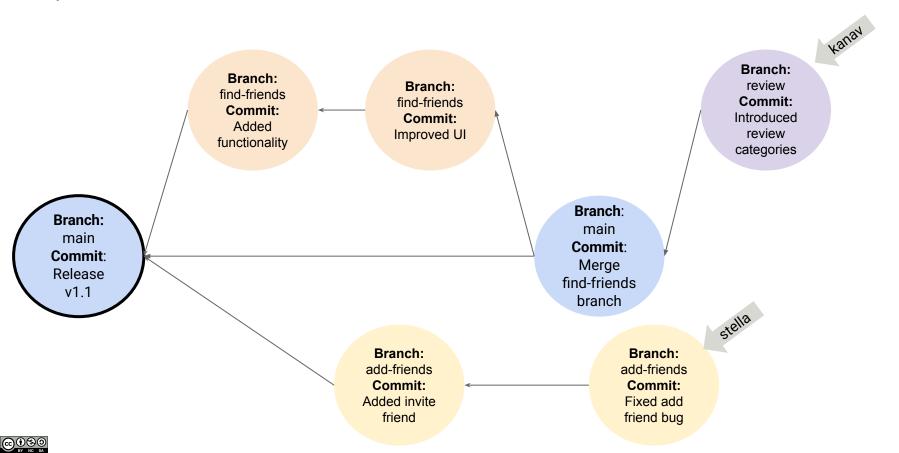




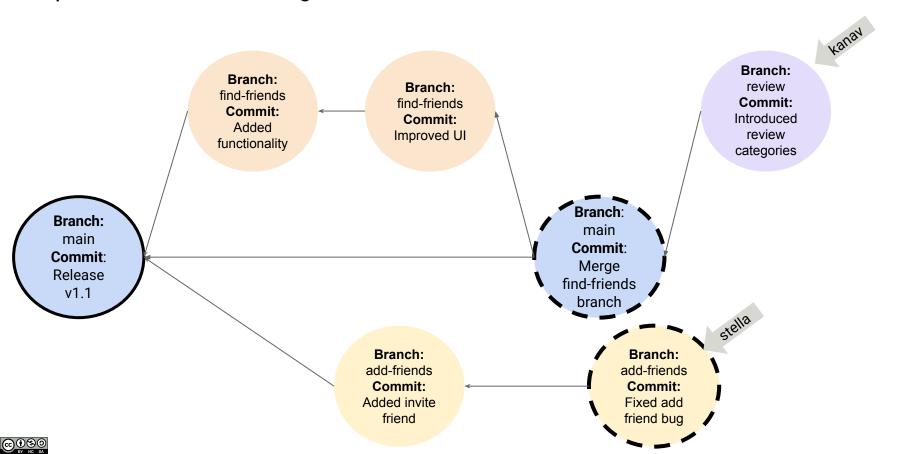




Step 1: Git identifies Closest Common Ancestor of add-friends and main

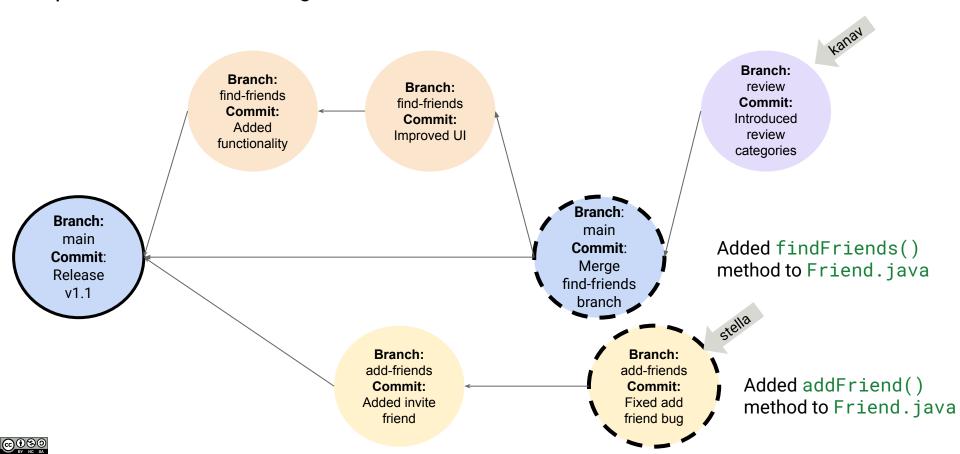


Step 2: Git combines changes made since the Closest Common Ancestor and...



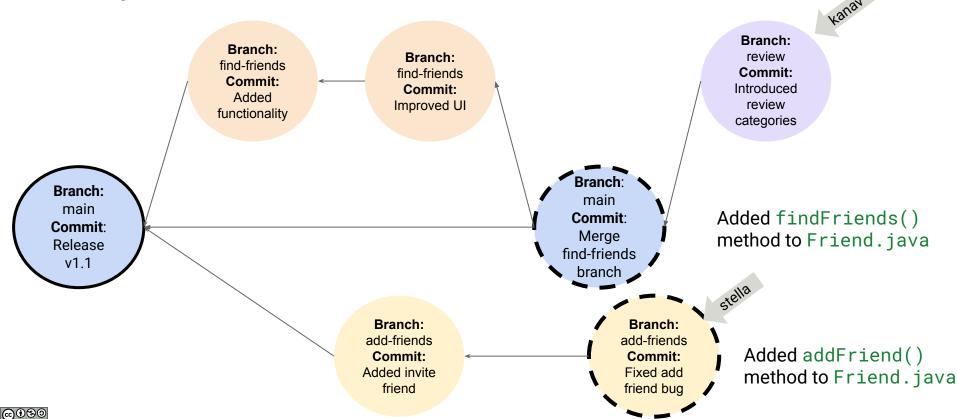
Feature branch demo with multiple developers

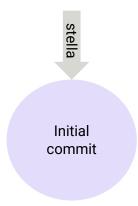
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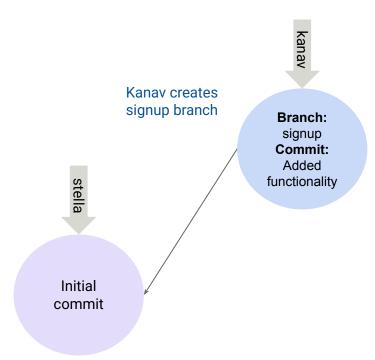
Feature branch demo with multiple developers

Step 2: Git combines changes made since the Closest Common Ancestor and... uh oh ... merge conflict

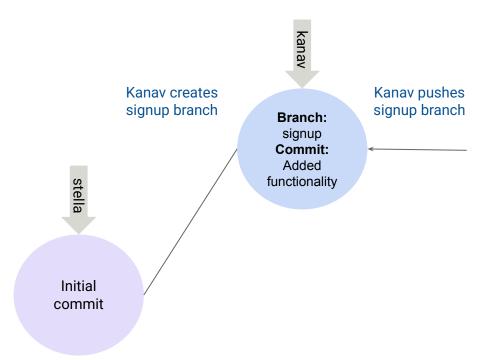




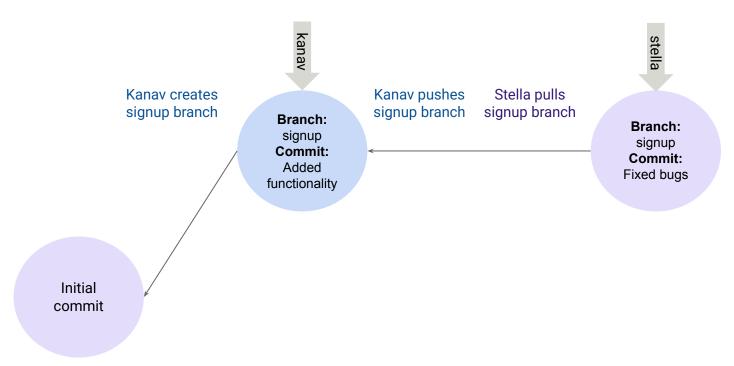




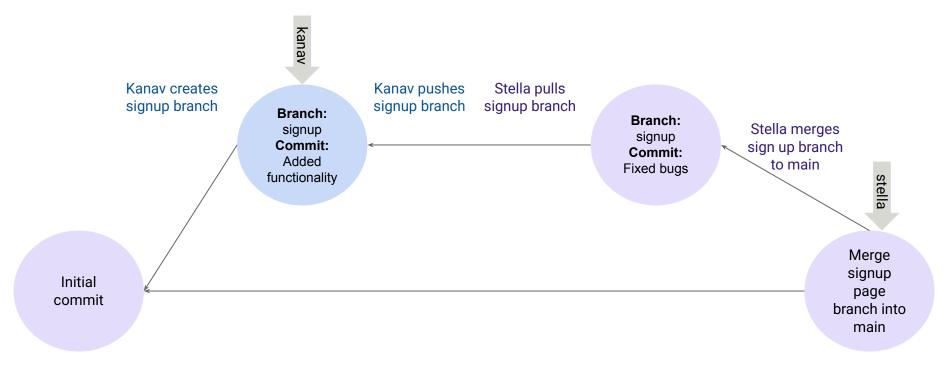












Stella pushes main branch



General advice with Git

- Be careful with Git commands
 - Use git status and git log to check status of commits and history
 - Beware "shortcuts"
 - i. git add . or git add *
 - ii. git push --force
- Google is your friend. There are a lot of tips online about Git
- If Git terminal commands fail, Git will often tell you how to fix them
 - Don't just blindly follow, understand what they are saying
 - Again, use Google to help you



https://xkcd.com/1597/

Pull Requests

Lecture 31, CS61B Spring 2025

Introduction

Agile Development

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Pull Requests

Summary



Main branch

- The main branch is often reserved for deployment
 - Deployment is the process of making software available for use by users
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Main branch

- The main branch is often reserved for deployment
 - Deployment is the process of making software available for use by users
 - CI/CD pipelines use the main branch to test and deploy
- What does this mean?
 - We don't want development to occur on the main branch
 - Need safeguards to ensure that we only merge complete, functional, and well-tested changes to main
 - Paranoia!



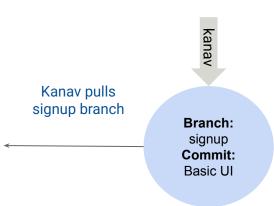
Pull requests

- How do we ensure that we only merge complete, functional, and well-tested changes?
- Pull request (PR): way to request that your changes be merged into main
 - Developers can review your changes, leave feedback, and approve the request
 - Good practice for others to review your code before it's merged!
 - Most major tech companies mandate that at least one additional person review your code

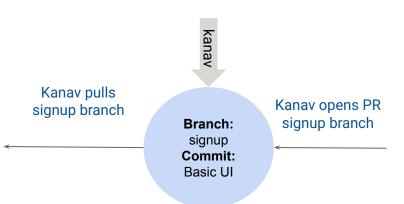
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 - Good practice for others to review your code before it's merged!
 - Most major tech companies mandate that at least one additional person review your code
- You can contribute to open-source projects (e.g. Firefox) by making a pull request
 - A maintainer will review your changes and provide feedback

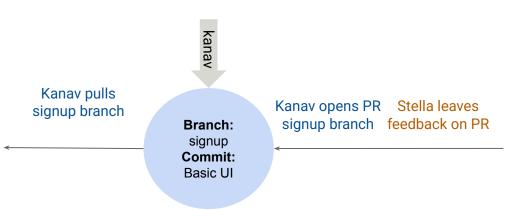




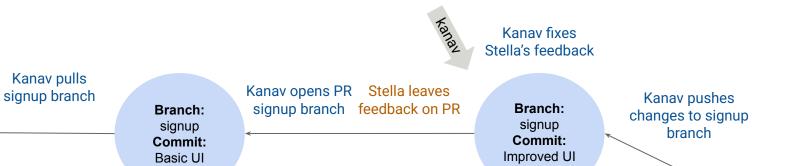




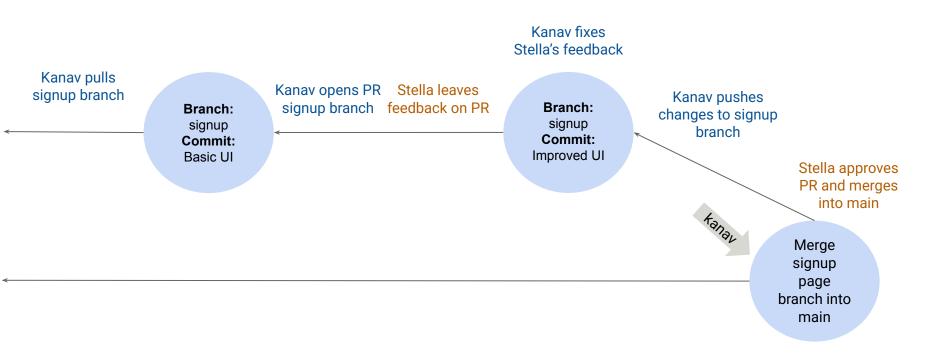














Writing good PRs

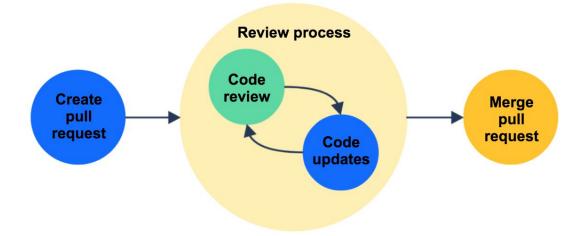
- The goal of a PRs is to get feedback on your code
 - Be explicit about what feedback you want
 - @mention individuals involved
 - Keep PR descriptions and commit messages professional and informative
- Important: keep the code changes in a PR small
 - Easier to review a small code change than a big one!
 - Average PR size is 50-200 lines of code (GitHub)
- Storytime

```
## What?
## Why?
## How?
## Testing?
## Screenshots (optional)
## Anything Else?
```

Code reviews

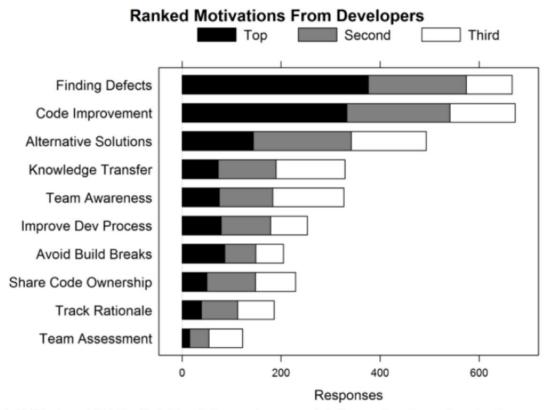
Key part of pull requests: someone can leave feedback on your code! This is called a **code review**.

- Reviewers can comment on specific lines of code
- Can cover both high-level concerns and low-level issues
- Reviewers provide actionable suggestions for improvement
- Back-and-forth discussion between author and reviewers
- Author can push updates to address feedback, PR automatically refreshes



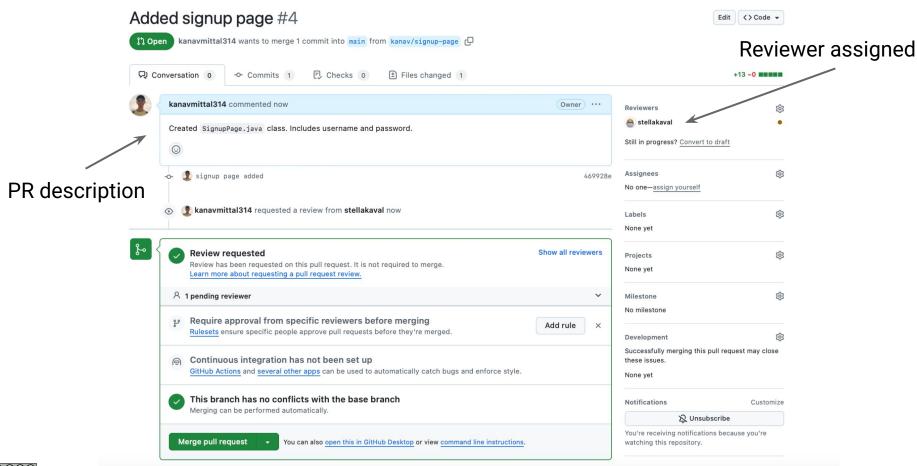


Why Code Review?

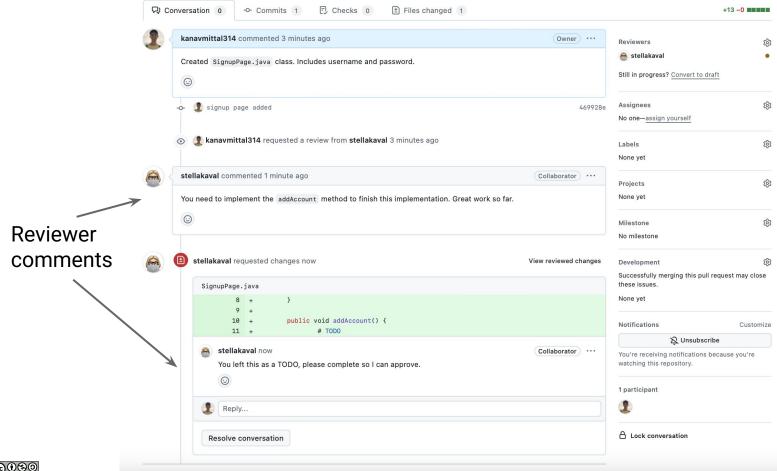


Bacchelli, Alberto and Christian Bird. "Expectations, outcomes, and challenges of modern code review." Proceedings of the 2013 International Conference on Software Engineering. IEEE Press, 2013.

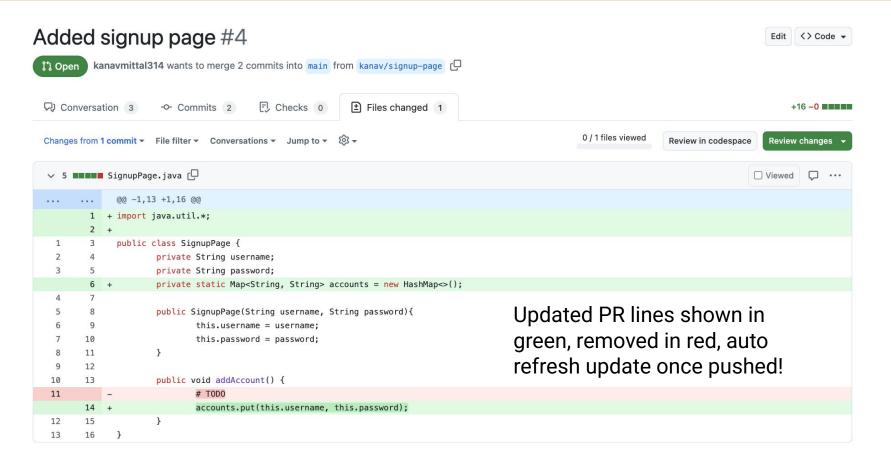




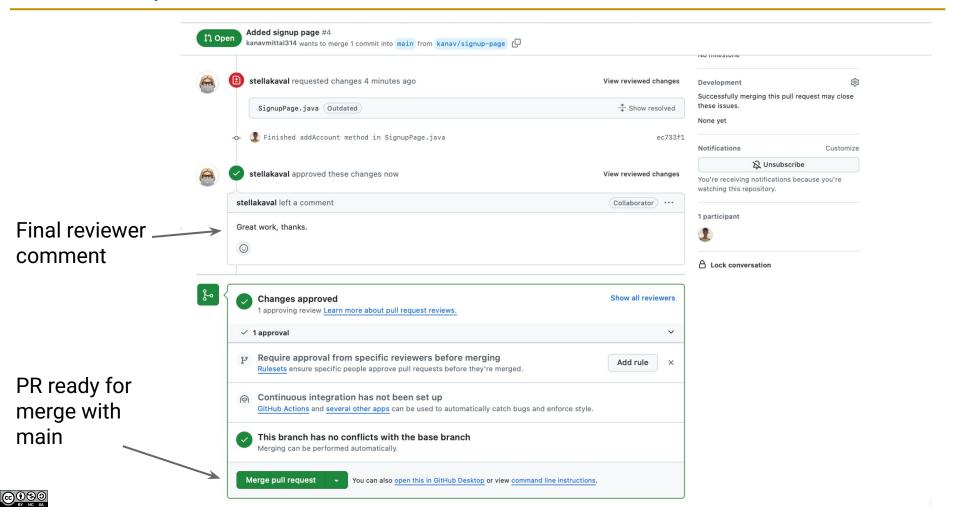












Summary

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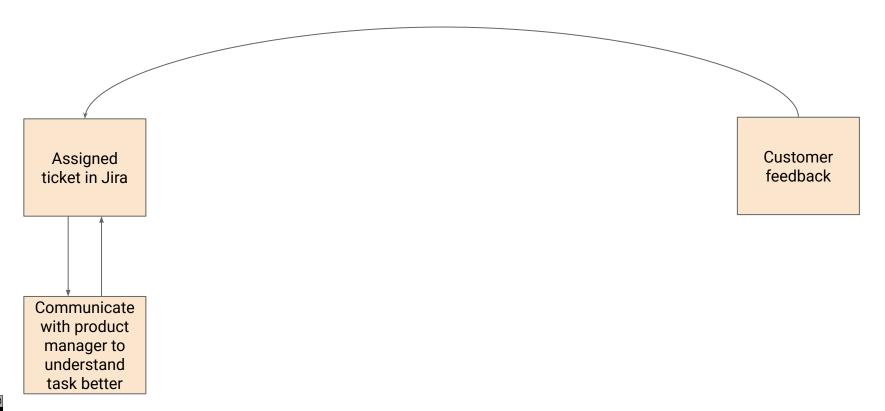
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Summary



Summary (Git + Jira + Customer)

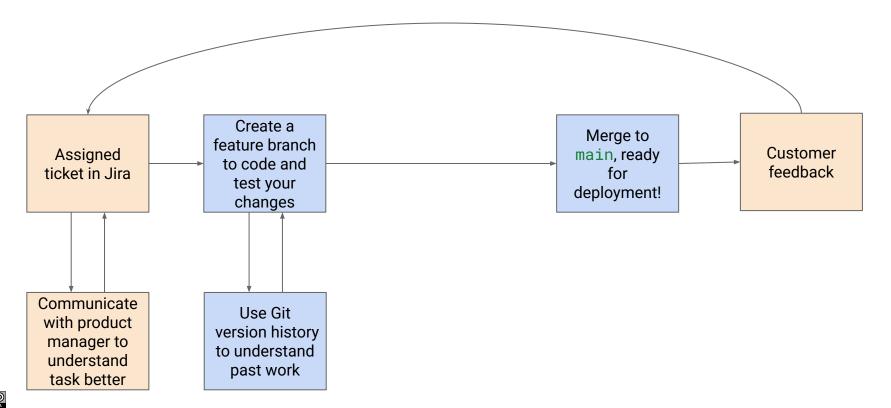
1. First, we talked about using Jira for organizing Agile/Scrum development





Summary (Git + Jira + Customer)

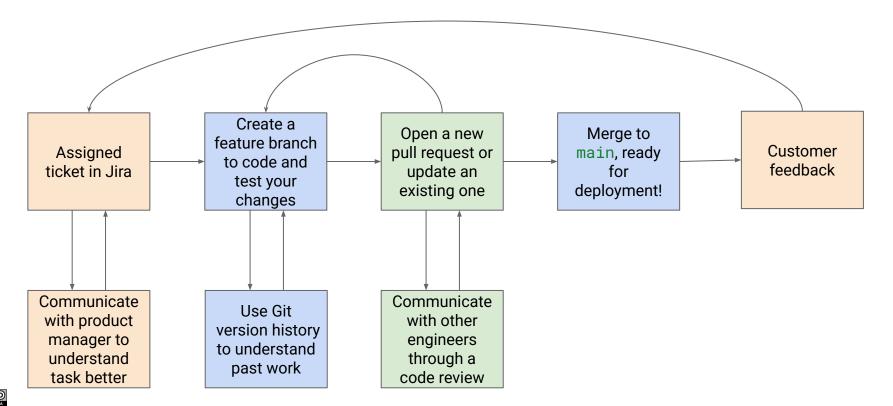
2. Second, we talked about git workflows like feature branches to develop these items





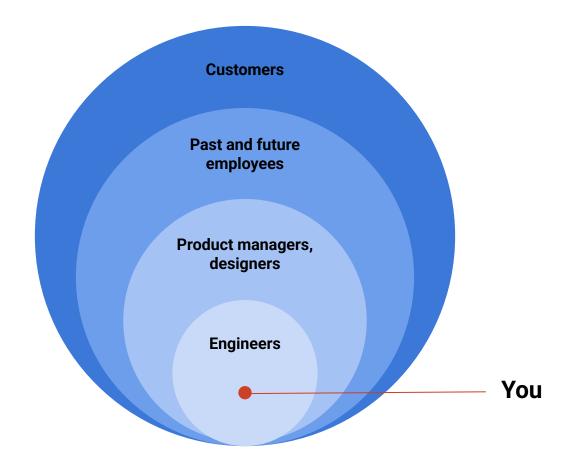
Summary (Git + Jira + Customer)

3. Third, we discussed how the PR and code review process was key for code quality and releasing to main





Collaboration





Summary (Collaboration is key)

Lessons: **Collaboration is key.** Opportunities to collaborate with customers, product managers, other engineers, and past/future employees exist throughout the process!

