Mozilla Addon Builder Definition of the Package Building System

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This document is written in LATEX 1

1 Syntax

1.1 Objects

x, y, z — represents [a..z] m, n — represents [0..9]+

Ux is the specific User (identified by *UserName*)

Px is the specific Package (identified by PackageName)

It should always be used within its type context as Lx — Library or Ax — Addon

Every Package has associated PackageRevision² (identified by a triplet Ux:Py.n User/Package/RevisionNumber)

Mx is the Module³ (identified by a triplet User/PackageRevision/ModuleName)

1.2 Object identification — revision numbers and HEAD

Ux:Py.n defines revision of the Package.

Ua:La.1 — First revision of Library La saved by Ua.

Ux:Py.n:Mz defines Module inside the revision of the Package.

Ua:La.1:Ma — Module Ma inside the first revision of Library La saved by Ua.

 $Px \implies Uy:Px.n$ is the HEAD revision of the Package

La ⇒ Ua:La.1 — La's HEAD points to the first revision of Library La saved by Ua.

Ux:Py.n ⊃ {Ux:Py.m:Mz, ...} Modules inside the Package revision.

Ua:La.2 ⊃ {Ua:La.1:Ma, Ub:La.2:Mb} — Second revision of Library La saved by Ua contains Ma saved by Ua in his La's first revision and Mb saved by Ub in his second La's revision.

¹For quick doc please follow to http://web.mit.edu/olh/Latex/ess:Latex.html, All used symbols may be found here: http://www.artofproblemsolving.com/Wiki/index.php/LaTeX:Symbols

²Please bare in mind that PackageVersion is just metadata, a field of PackageRevision object used only in exported XPI. It will no longer be used for data identification.

 $^{^{3}}$ The only revision is the PackageRevision. It is similar concept to git's commits. For every saved Module change new PackageRevision is created.

2 Building Library

2.1 Starting point

```
\texttt{La} \implies \texttt{Ua:La.1} \supset \{\texttt{Ua:La.1:Ma}\}
```

Package La is created by User Ua.

La's HEAD is PackageRevision identified as Ua:La.1

It contains only one module - Ma

Following steps had to happen to achieve above status:

```
1. Ua creates a package La
```

```
La \implies Ua:La.0
Ua:La.0 \supset \{\}
```

2. Ua adds Ma to La

```
Ua:La.1 \supset \{Ua:La.1:Ma\}
```

3. Ua sets the HEAD

 $La \implies Ua:La.1$

2.2 Scenario (1 Module, 2 Users, no dependencies)

Ua and Ub are working on La Ub modified one module

1. Ub modifies Ma

```
\begin{tabular}{ll} $\tt Ub:La.0 \supset \{Ua:La.1:Ma\} - automatic fork of La \\ $\tt Ub:La.1 \supset \{Ub:La.1:Ma\}$ \end{tabular}
```

- 2. Ub sends request to La's creator (Ua) to upgrade La from Ub:La.1
- 3. Ua accepts the request by setting the HEAD to Ub's version La \implies Ub:La.1
- 4. Result: La \Longrightarrow Ub:La.1 \supset {Ub:La.1:Ma}

2.3 Scenario (2 Modules, 2 Users, no dependencies)

Ua and Ub are working on La Ua created module Mb Ub is working on Mb

1. Ua adds a new module ${\tt Mb}$ to ${\tt La}$

```
Ua:La.2 \supset \{Ua:La.1:Ma, Ua:La.2:Mb\}
```

2. Ua sets the HEAD

$$La \implies Ua:La.2$$

3. Ub modifies Mb

```
\begin{tabular}{ll} $\tt Ub:La.0 \supset \{Ua:La.1:Ma,\ Ua:La.2:Mb\} - automatic\ fork\ of\ La. \\ $\tt Ub:La.1 \supset \{Ua:La.1:Ma,\ Ub:La.1:Mb\}$ \\ \end{tabular}
```

- 4. Ub sends request to Ua to upgrade La from Ub:La.1
- 5. Ua modifies Ma

```
Ua:La.3 ⊃ {Ua:La.3:Ma, Ua:La.2:Mb}
```

2.4 Scenario (2 Modules, 2 Users, no dependencies)

Ua and Ub are working on La Ub created module Mb

```
    Ub adds a new module Mb to La
        Ub:La.0 ⊃ {Ua:La.1:Ma} — automatic fork of La
        Ub:La.1 ⊃ {Ua:La.1:Ma, Ua:La.1:Mb}
    Ub modifies Mb
        Ub:La.2 ⊃ {Ua:La.1:Ma, Ub:La.2:Mb}
    Ub sends request to Ua to upgrade La from Ub:La.2
    Ua modifies Ma
        Ua:La.2 ⊃ {Ua:La.2:Ma}
    Ua acepts Ub's request
        Ua:La.3 ⊃ {Ua:La.2:Ma, Ub:La.2:Mb}
    Ua sets the HEAD
        La ⇒ Ua:La.3
    Result: La ⇒ Ua:La.3 ⊃ {Ua:La.2:Ma, Ub:La.2:Ma, Ub:La.2:Mb}
```

2.5 Scenario with conflict (2 Modules, 2 Users, no dependencies)

Ua and Ub are working on La Ua created module Mb Ua and Ub are working on Mb Conflict arises...

```
    Ua adds a new module Mb to La
        Ua:La.2 ⊃ {Ua:La.1:Ma, Ua:La.2:Mb}
    Ua sets the HEAD
        La ⇒ Ua:La.2
    Ub modifies Mb
```

```
\begin{tabular}{ll} $\tt Ub:La.0 \supset \{Ua:La.1:Ma,\ Ua:La.2:Mb\} - automatic\ fork\ of\ La.\ Ub:La.1 \supset \{Ua:La.1:Ma,\ Ub:La.1:Mb\} \end{tabular}
```

5. CONFLICT

At the time we've got two versions of La.Mb which came out from the same version

- 6. Ua sets the HEAD La ⊃ Ua:La.3
- 7. Ub receives info that his source is behind the HEAD Ub:La.1:Mb (and Ub:La.1) is marked as *conflicted* Ub can't send the update request
- 8. Ub manually solves conflict by editing the Mb and removing the *conflict flag* Ub:La.2 ⊃ {Ua:La.1, Ub:La.2:Mb}
- 9. Ub sends request to Ua to upgrade La from Ub:La.2
- 10. Ua acepts Ub's request
 Ua:La.4 ⊃ {Ua:La.3:Ma, Ub:La.2:Mb}
- 11. Ua sets the HEAD La ⇒ Ua:La.4
- 12. Result: La ⇒ Ua:La.4 ⊃ {Ua:La.3:Ma, Ub:La.2:Mb}

Draft/Ideas

update Library if Library HEAD has been changed something should tell the User that an update is possible. It should then (on request) change the versions of all Modules which are not in conflict with updating Library. If

forking Consider forcing users to fork a Library before entering to edit mode (as in github)

To be continued...