



People matter, results count.

Ground Rules for Face-to-face Classrooms





Ground Rules for Virtual Classrooms

Participate actively in each session

Share experiences and best practices

Bring up challenges, ask questions

Discuss successes

Respond to whiteboards, polls, quizzes, chat boxes

Hang up if you need to take an urgent phone call, don't put this call on hold

Communicate professionally with others

Mute when you're not speaking

Wait for others to finish speaking before you speak

Each time you speak, state your name

Build on others' ideas and thoughts

Disagreeing is OK –with respect and courtesy

Be on time for each virtual session

As a best practice...be just a few minutes early!

Module at a Glance

SME to provide the details required in the table.

Target Audience:	
Course Level:	Basic
Duration (in hours):	30 mins
Pre-requisites, if any:	NA
Post-requisites, if any:	Submit Session Feedback
Relevant Certifications:	None

Introductions (for Virtual Classrooms)

SME to provide the photos and names of the facilitators. **Business Photo Business Photo Facilitator** Moderator Name **Name** Role Role

Agenda

Introduction to SVN Setting up SVN 3 **Basic Commands** 4 Branching and Merging **Best Practices**



Module Objectives

Note to the SME: Please provide the module Objectives or validate the partially updated content



What you will learn

At the end of this module, you will learn:

What is Subversion (SVN)



What you will be able to do

At the end of this module, you be able to:

- Understand what is Subversion (SVN)
- Describe Windows based with Tortoise SVN
- Differentiate between working knowledge and details
- List the Basic Commands of SVN
- State the best practices

What is Source Control?

Code storage

Versioned

Facilitates multiple developers



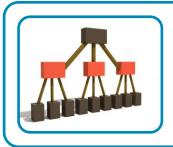
Types of Source Control



Locking



Merging



Distributed



History of SVN





About SVN

Merge based

- Developers check out local copies of code
- Changes to the same file are 'merged'

Commits are atomic

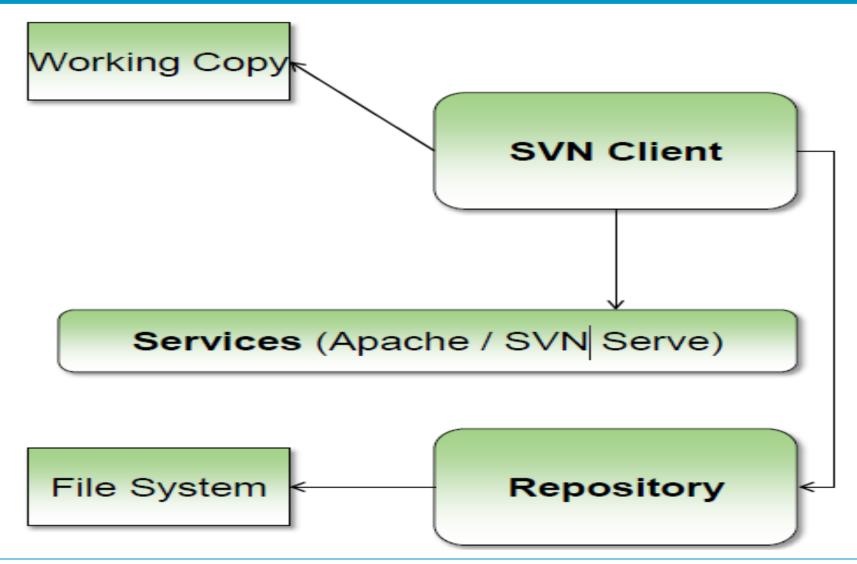
Uses properties for metadata

Branching and tagging are copies

Different implementations

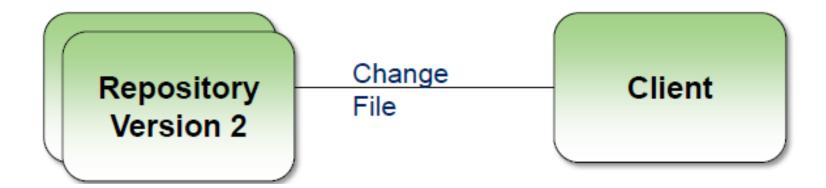


Basic Architecture



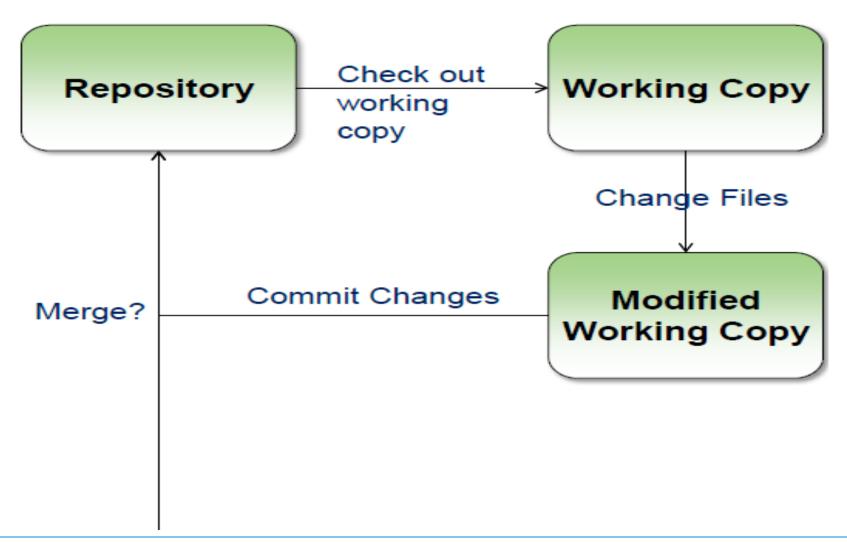


Basic Architecture (contd.)





Basic Architecture (contd.)





Repository Structure

A repository is a big tree!



Repositories



scratch





branches





tags





trunk



Branches

Branched code goes here

Uses a copy to be efficient

Only differences

Can branch any part of code

Branches are like new trees



Tags

Just a name for a revision

Also is a copy, but read only

Doesn't take up additional space



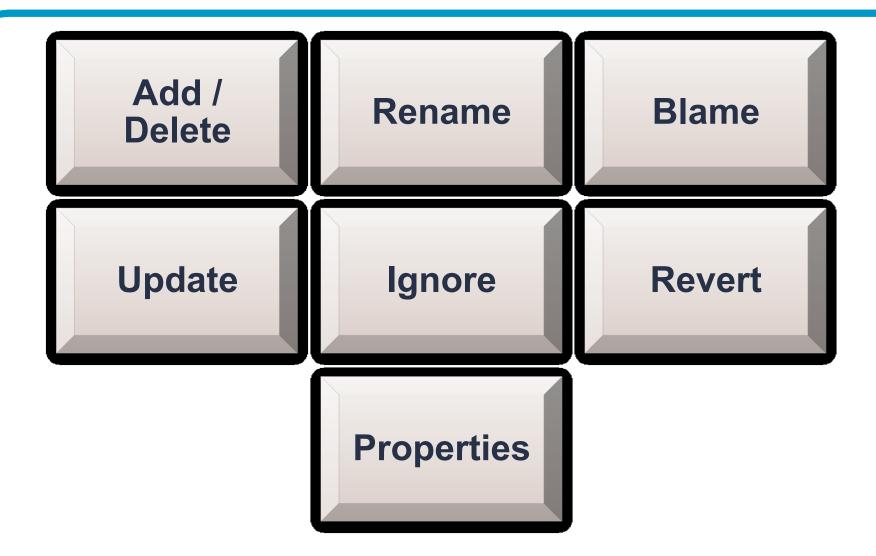
Trunk

Main code line

Active development happens on trunk

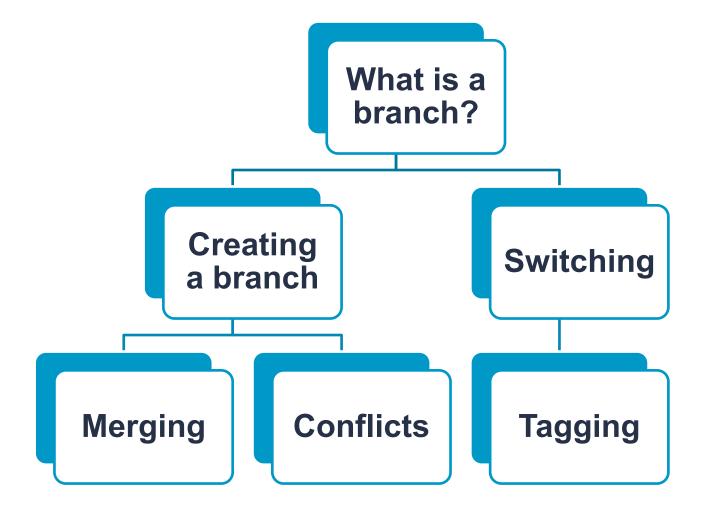


Basic Commands – Outline



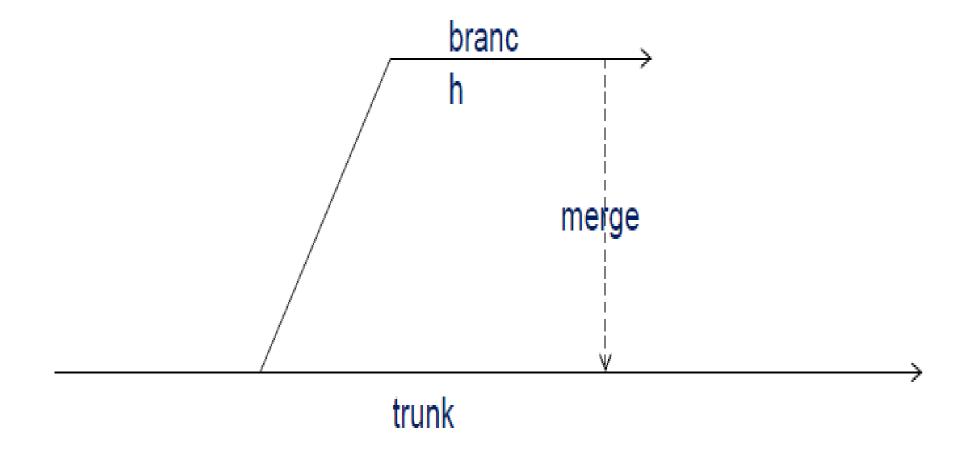


Branching – Outline





What is a Branch?





Branching Basics

Can branch from any point in the code

Branches don't have to merge back

Branch = Copy (cheap copy)



Reasons for Branching

Branch for a feature

Branch for a release

Branch for different version



Branching Strategies – Best Practices

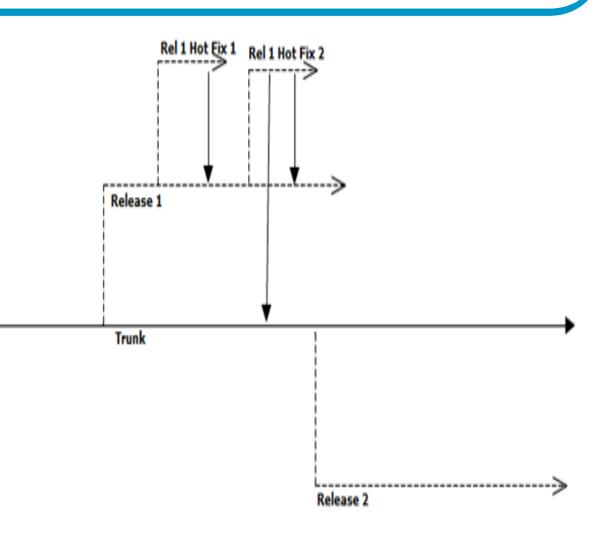
Branch Per Feature

Branch per release

Branch per developer

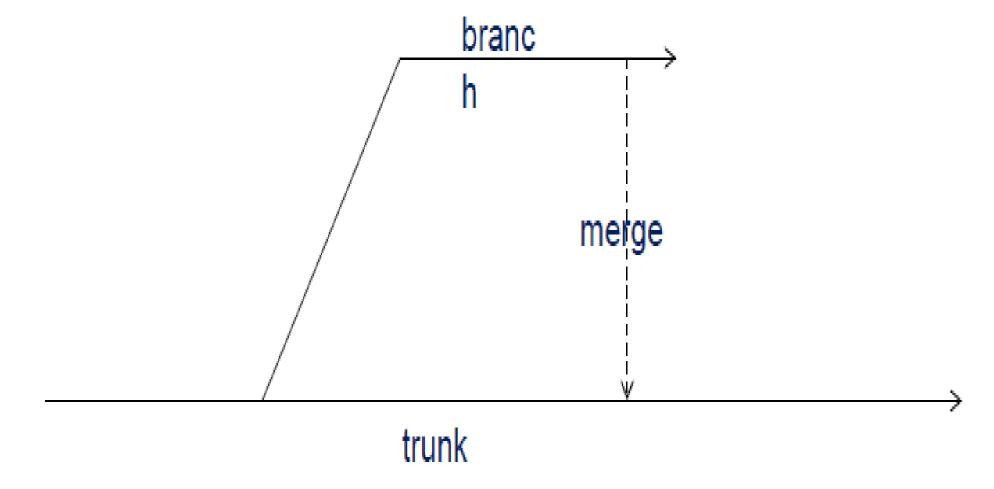
Branch per team

Branch only when needed





Merge In, Merge Out







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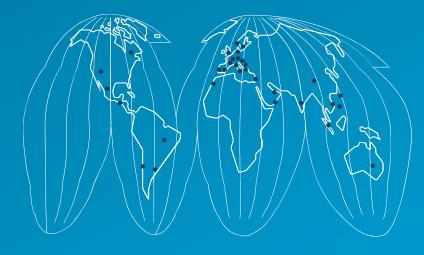


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