**ISYS3001 – Assignment 1 exercise**

Remember that this is a public repository - your changes could be seen by anyone who looks!

Add some comments about Version management outside this border, or just add some text so there is a change to this file.

Remember that your GitHub user ID must be submitted in your assignment report!

Once you’ve changed follow the next step in your assignment task.

Release management, as discussed earlier, is a pivotal process area: the primary bridge between solutions and operations, between the [service lifecycle](https://www.sciencedirect.com/topics/computer-science/service-lifecycle" \o "Learn more about service lifecycle from ScienceDirect's AI-generated Topic Pages) and service delivery.

It's also difficult to clearly define and scope in terms of data and supporting systems. “Release” considered as an entity is ambiguous. One does not see “Release Management” systems marketed by IT management vendors with as much vigor and clarity as Change, Incident, or [Project Management systems](https://www.sciencedirect.com/topics/computer-science/project-management-system" \o "Learn more about Project Management systems from ScienceDirect's AI-generated Topic Pages). (Application Lifecycle Management systems may become the primary solution here.)

The relationship between Project and Release can work two ways: a Project may have several (smaller-grained) Releases, and a large-grained enterprise Release may coordinate across multiple Projects. This flexibility of interpretation, coupled with narrower and broader scopes for Release, make it a particularly difficult concept from a [conceptual modeling](https://www.sciencedirect.com/topics/computer-science/conceptual-modeling" \o "Learn more about conceptual modeling from ScienceDirect's AI-generated Topic Pages) perspective.

A Release may have a number of Changes associated with it, but a Change should be “owned by” only one Release. That is to say, two different Releases should not be cited as justification for one Change. (See the Justify Change pattern later in this chapter.)