**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.

…

A software systems are forever evolving.  They are not static engineering products that are distributed and forgotten. They are constantly evolving before their first release to users and after the release with bug fixes, new features, new variations and many other changes.  Configuration management is about managing the evolution of a software system over its lifetime.

Version management is essential when multiple programmers are working on one system.  Each programmer may be working on her/his own version of a component and sometimes this may happen in parallel.  Further, historic versions are also important in case the system must revert to old versions due to unanticipated bugs or misunderstood requirements for change.

You may have not seen the system building that is automated by your development environments, e.g. Visual Studio.  In large projects, the single IDE building is usually not possible and specialised building tools driven by scripts may be used.  Some of these tools you may have encountered previously, e.g. make, ant and Gradle.

Change management is a process to control the change requests generated by users, developers and others associated with a system.  These include requests for new features and bug fixes.  These require management because the development team is a finite resource.  In addition, bug fixes may need to be prioritised and some people’s requests for change may have the potential to interfere with the use of the system by other people.

Release management is also important to keep track of the components that have been released to users.