

Report on Version Controlling the Class Diagram Using Git

Course: CCS3313 - Advanced Software Design

Date: 07/12/2024

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1. Introduction

This report documents the process of version-controlling a class diagram using Git, as part of the CCS3313 - Advanced Software Design course. The primary objective of the assignment was to simulate collaboration on a software project by using Git and GitHub. This process involved creating a local Git repository, adding a class diagram, pushing changes to a remote GitHub repository, and managing collaboration using branching and pull requests.

The project focused on an Inventory Management System, and as part of the task, a class diagram representing the system's entities and relationships was version-controlled. A Payment entity was added to the diagram, demonstrating the use of Git for version control and collaboration.

2. Tasks Completed

2.1. Repository Setup

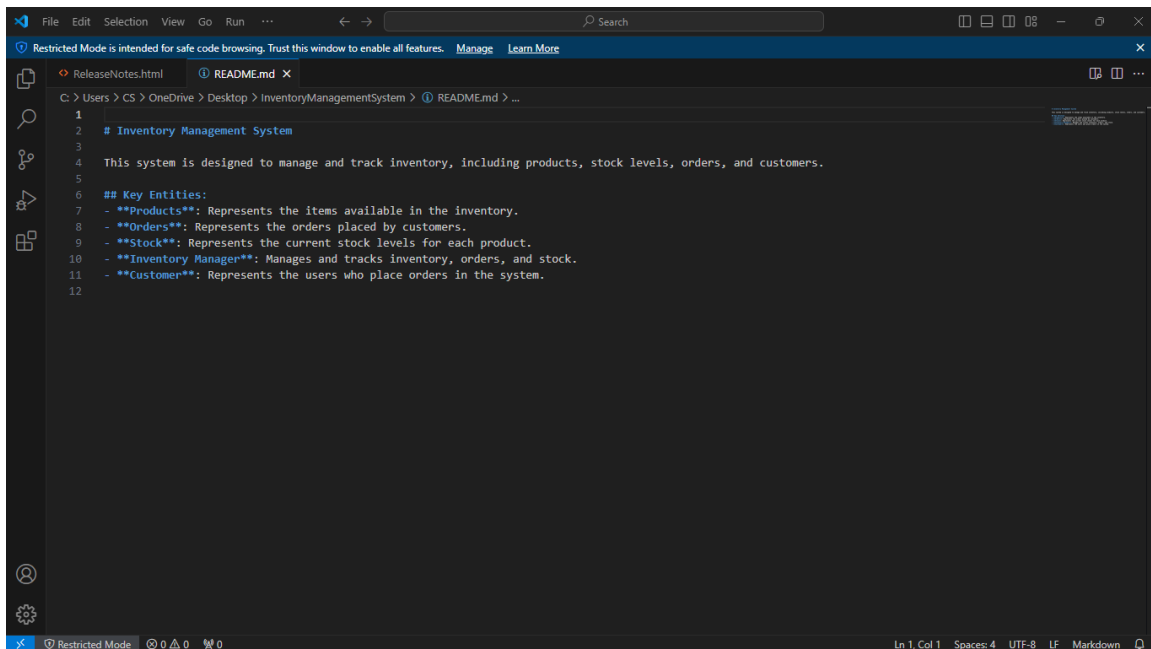
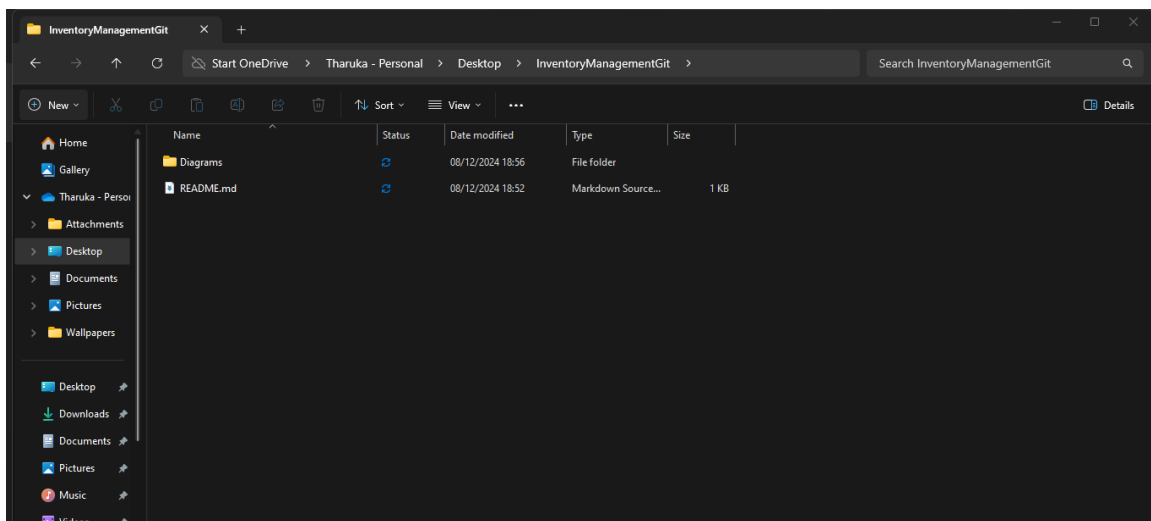
- Created a local Git repository and organized the project files.

- Added a README.md file to describe the Inventory Management System.
- Created a subfolder called Diagrams and added the class diagram (ClassDiagram.png).
- Committed the initial files to the repository.

```

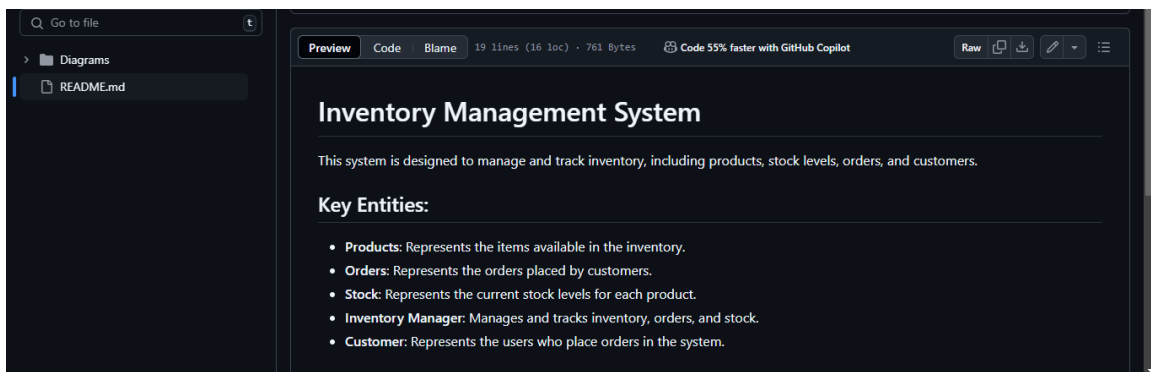
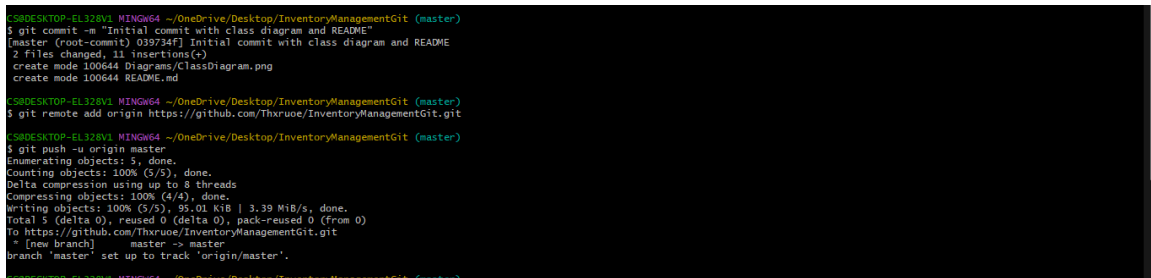
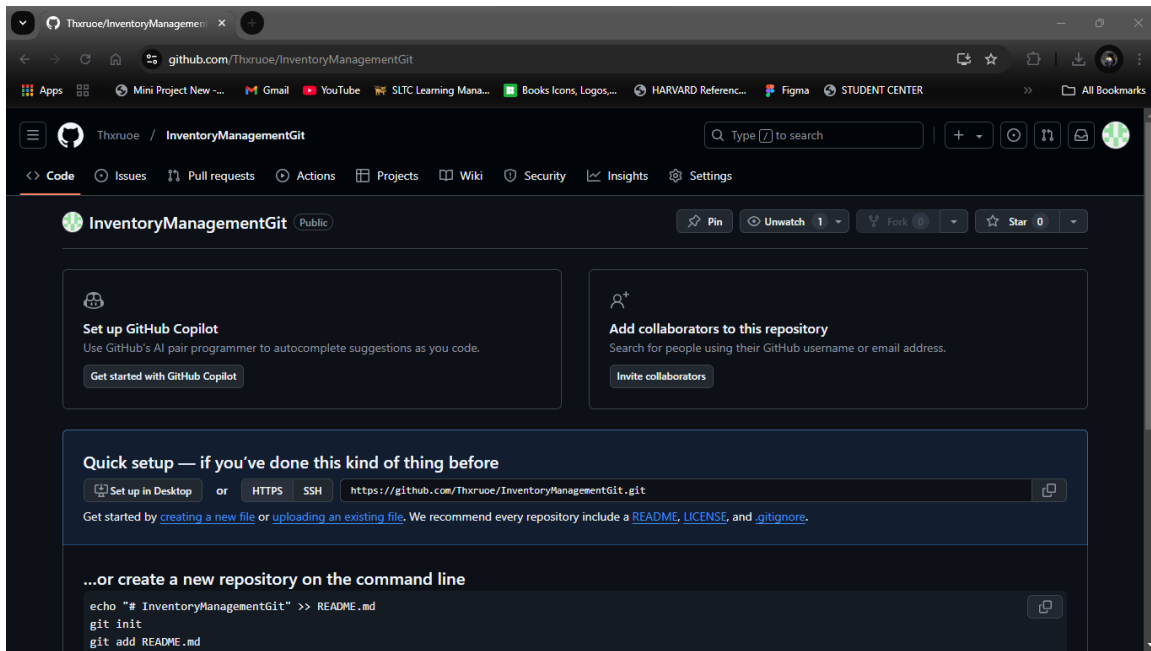
MINGW64 C:/Users/CS/OneDrive/Desktop/InventoryManagementGit
CSRDDESKTOP-EL328V1 MINGW64 ~
$ cd C:/Users/CS/OneDrive/Desktop/InventoryManagementGit
CSRDDESKTOP-EL328V1 MINGW64 ~/OneDrive/Desktop/InventoryManagementGit (master)
$ git init
Reinitialized existing Git repository in C:/Users/CS/OneDrive/Desktop/InventoryManagementGit/.git/
CSRDDESKTOP-EL328V1 MINGW64 ~/OneDrive/Desktop/InventoryManagementGit (master)
$ git add .
CSRDDESKTOP-EL328V1 MINGW64 ~/OneDrive/Desktop/InventoryManagementGit (master)
$ git commit -m "Initial commit with class diagram and README"
(master root-commit) 039734f Initial commit with class diagram and README
2 files changed, 11 insertions(+)
create mode 100644 Diagrams/ClassDiagram.png
create mode 100644 README.md

```



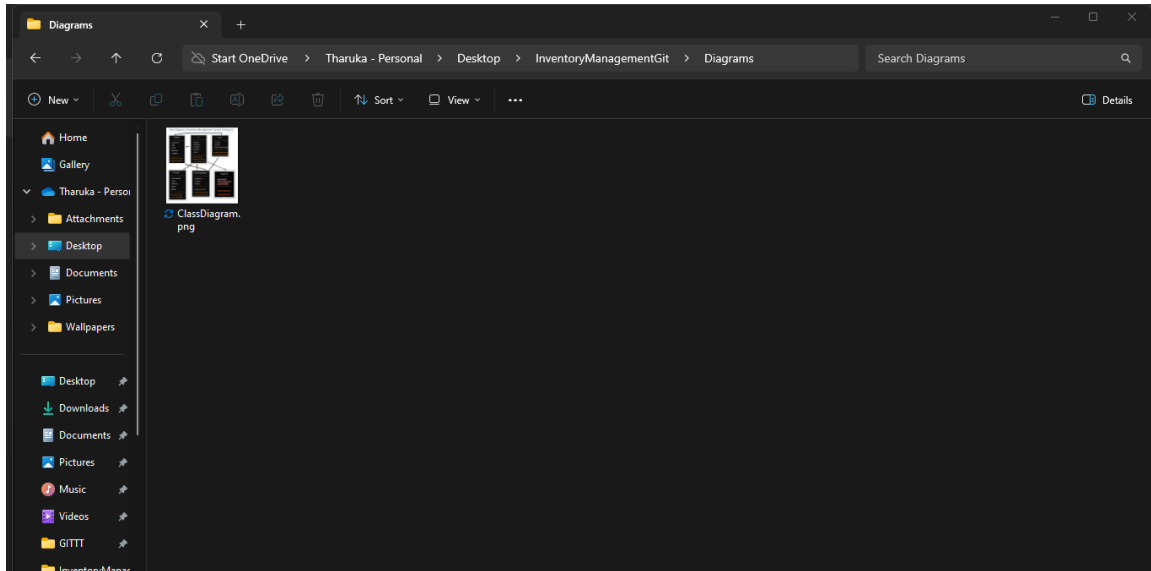
2.2. Remote Repository

- Created a remote repository on GitHub and linked it to the local repository.
- Pushed the initial files to GitHub to make the repository accessible for collaboration.



2.3. Collaboration:

- Simulated collaboration by creating a new branch (update-class-diagram).
- Added the Payment entity to the class diagram and established a relationship between Order and Payment.
- Committed and pushed the changes to the remote repository.



```
MINGW64/c/Users/CS/OneDrive/Desktop/InventoryManagementGit
CS@DESKTOP-EL328V1 MINGW64 ~/OneDrive/Desktop/InventoryManagementGit (master)
$ git clone https://github.com/Thxruoe/InventoryManagementGit.git
Cloning into 'InventoryManagementGit'...
remote: Enumerating objects: 5, done.
remote: Counting objects: 100% (5/5), done.
remote: Compressing objects: 100% (4/4), done.
remote: Total 5 (delta 0), reused 5 (delta 0), pack-reused 0 (from 0)
Receiving objects: 100% (5/5), 95.01 KiB | 1.25 MiB/s, done.
CS@DESKTOP-EL328V1 MINGW64 ~/OneDrive/Desktop/InventoryManagementGit (master)
$ cd InventoryManagementGit
bash: cd: InventoryManagementGit: No such file or directory
CS@DESKTOP-EL328V1 MINGW64 ~/OneDrive/Desktop/InventoryManagementGit (master)
$ git checkout -b update-readme-and-diagram
Switched to a new branch 'update-readme-and-diagram'
CS@DESKTOP-EL328V1 MINGW64 ~/OneDrive/Desktop/InventoryManagementGit (update-readme-and-diagram)
$ git add .
git commit -m "Updated README with contributor and made minor changes to class diagram"
[update-readme-and-diagram 535e7b] Updated README with contributor and made minor changes to class diagram
1 file changed, 8 insertions(+)
CS@DESKTOP-EL328V1 MINGW64 ~/OneDrive/Desktop/InventoryManagementGit (update-readme-and-diagram)
$ git push origin update-readme-and-diagram
Enumerating objects: 5, done.
Counting objects: 100% (5/5), done.
Delta compression using up to 8 threads
Compressing objects: 100% (3/3), done.
Writing objects: 100% (3/3), 526 bytes | 526.00 KiB/s, done.
Total 3 (delta 1), reused 0 (delta 0), pack-reused 0 (from 0)
remote: Resolving deltas: 100% (1/1), completed with 1 local object.
remote: Create a pull request for 'update-readme-and-diagram' on GitHub by visiting:
remote:   https://github.com/Thxruoe/InventoryManagementGit/pull/new/update-readme-and-diagram
remote:
To https://github.com/Thxruoe/InventoryManagementGit.git
 * [new branch] update-readme-and-diagram -> update-readme-and-diagram
CS@DESKTOP-EL328V1 MINGW64 ~/OneDrive/Desktop/InventoryManagementGit (update-readme-and-diagram)
```

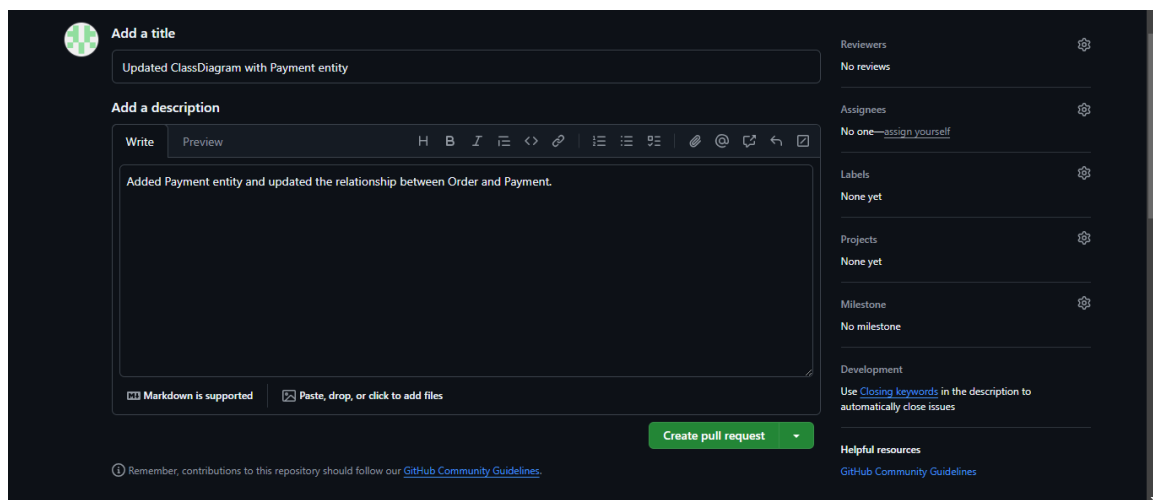
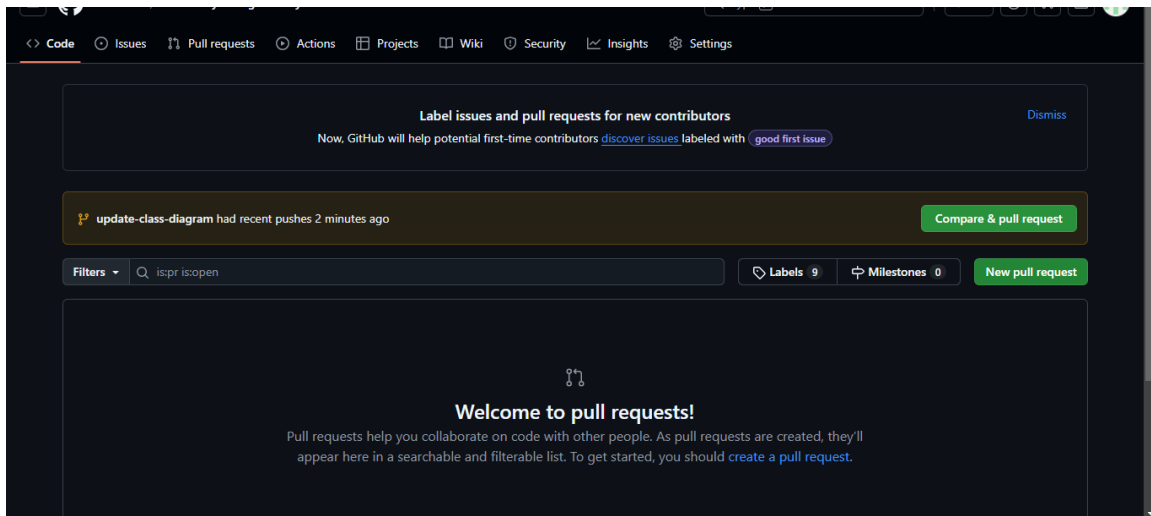
```

C:\DESKTOP-EL328V1 MINGW64 ~/OneDrive/Desktop/InventoryManagementGit (update-readme-and-diagram)
$ git add Diagrams/ClassDiagram.png
C:\DESKTOP-EL328V1 MINGW64 ~/OneDrive/Desktop/InventoryManagementGit (update-readme-and-diagram)
$ git commit -m "Updated class diagram with minor changes"
[update-readme-and-diagram c59e0fc] Updated class diagram with minor changes
1 file changed, 0 insertions(+), 0 deletions(-)
C:\DESKTOP-EL328V1 MINGW64 ~/OneDrive/Desktop/InventoryManagementGit (update-readme-and-diagram)
$ git push origin update-readme-and-diagram
Enumerating objects: 7, done.
Counting objects: 100% (7/7), done.
Delta compression using up to 8 threads
Compressing objects: 100% (3/3), done.
Writing objects: 100% (4/4), 100.41 KiB | 20.08 MiB/s, done.
Total 4 (delta 0), reused 0 (delta 0), pack-reused 0 (from 0)
To https://github.com/Tharoon/InventoryManagementGit.git
5355e7b..c59e0fc update-readme-and-diagram -> update-readme-and-diagram
C:\DESKTOP-EL328V1 MINGW64 ~/OneDrive/Desktop/InventoryManagementGit (update-readme-and-diagram)
$
C:\DESKTOP-EL328V1 MINGW64 ~/OneDrive/Desktop/InventoryManagementGit (update-readme-and-diagram)
$

```

2.4. Pull Request & Merge

- Created a Pull Request (PR) for merging the update-class-diagram branch into the master branch.
- Reviewed and merged the PR after confirmation.



Conversation 0 Commits 1 Checks 0 Files changed 1 +0 -0

Thxrue commented now

Added Payment entity and updated the relationship between Order and Payment.

Updated ClassDiagram with Payment entity 10fc86f

Require approval from specific reviewers before merging
Rulesets ensure specific people approve pull requests before they're merged. Add rule X

Continuous integration has not been set up
GitHub Actions and several other apps can be used to automatically catch bugs and enforce style.

This branch has no conflicts with the base branch
Merging can be performed automatically.

Reviewers
No reviews
Still in progress? Convert to draft

Assignees
No one—assign yourself

Labels
None yet

Projects
None yet

Milestone
No milestone

Updated ClassDiagram with Payment entity 10fc86f

Thxrue merged commit 33b02d5 into master now Revert

Pull request successfully merged and closed
You're all set—the update-class-diag- branch can be safely deleted. Delete branch

Add a comment

Write Preview H B I

Add your comment here...

Markdown is supported Paste, drop, or click to add files

Remember, contributions to this repository should follow our GitHub Community Guidelines.

ProTip! Add .patch or .diff to the end of URLs for Git's plaintext views.

Labels
None yet

Projects
None yet

Milestone
No milestone

Development
Successfully merging this pull request may close these issues.
None yet

Notifications Customise
Unsubscribe
You're receiving notifications because you're watching this repository.

1 participant

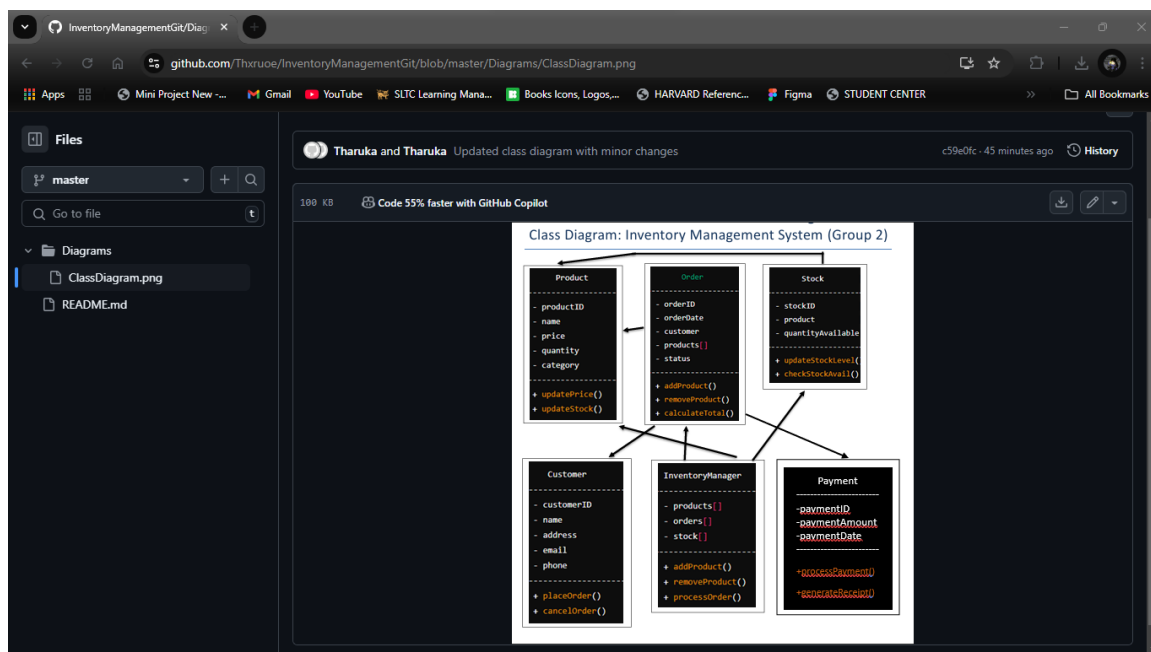
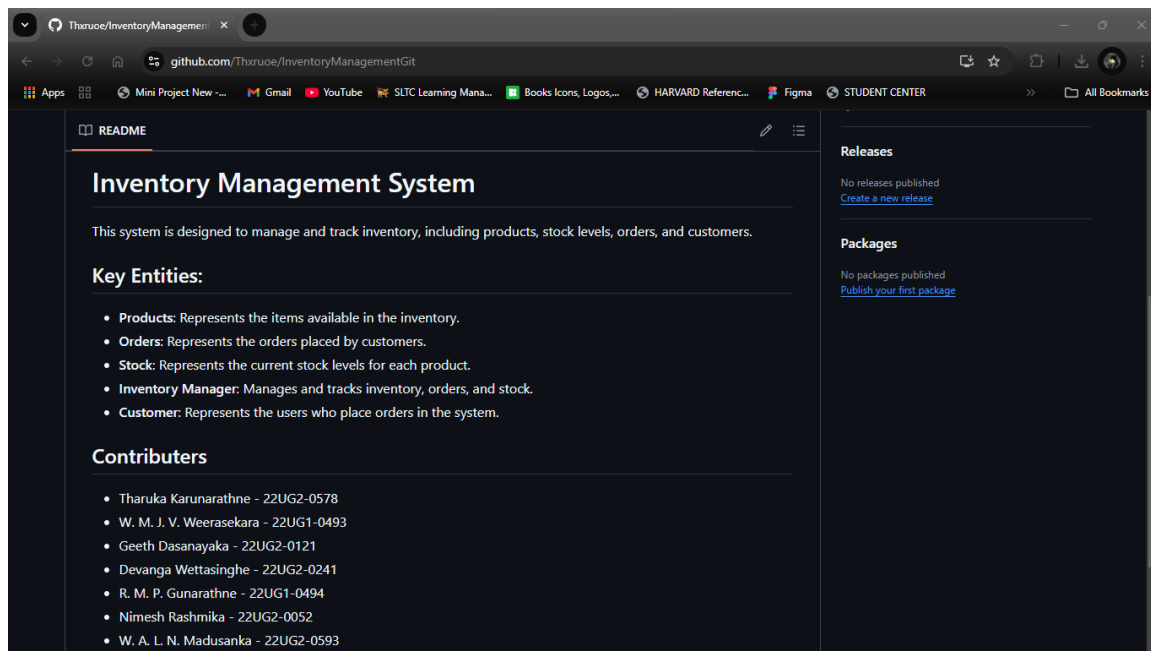
```
CS8DESKTOP-EL328V1 MINGW64 ~/OneDrive/Desktop/InventoryManagementGit (update-readme-and-diagram)
$ git add Diagrams/ClassDiagram.png

CS8DESKTOP-EL328V1 MINGW64 ~/OneDrive/Desktop/InventoryManagementGit (update-readme-and-diagram)
$ git commit -m "Updated class diagram with minor changes"
[update-readme-and-diagram c59e0fc] Updated class diagram with minor changes
1 file changed, 0 insertions(+), 0 deletions(-)

CS8DESKTOP-EL328V1 MINGW64 ~/OneDrive/Desktop/InventoryManagementGit (update-readme-and-diagram)
$ git push origin update-readme-and-diagram
Enumerating objects: 7, done.
Counting objects: 100% (7/7), done.
Delta compression using up to 8 threads
Compressing objects: 100% (3/3), done.
Writing objects: 100% (4/4), 100.41 KiB | 20.08 MiB/s, done.
Total 4 (delta 0), reused 0 (delta 0), pack-reused 0 (from 0)
To https://github.com/Thxrue/InventoryManagementGit.git
  5355e7b..c59e0fc update-readme-and-diagram -> update-readme-and-diagram

CS8DESKTOP-EL328V1 MINGW64 ~/OneDrive/Desktop/InventoryManagementGit (update-readme-and-diagram)
$

CS8DESKTOP-EL328V1 MINGW64 ~/OneDrive/Desktop/InventoryManagementGit (update-readme-and-diagram)
$ |
```



3. Challenges Faced

- Branching and Merging:** Initially, managing branches and ensuring changes were correctly pushed to the remote repository was a challenge. However, this was overcome by creating a new branch and using Git commands such as `git checkout`, `git commit`, and `git push`.

- **Conflict Handling:** While no actual conflicts were encountered, learning about how to handle merge conflicts (using git merge and resolving issues locally) was important to ensure smoother future collaboration.

4. Key Learnings from Using Git:

- **Version Control:** Understanding the importance of version control for collaborative projects. Git allows easy tracking of changes, collaboration across team members, and reverting to previous versions if necessary.
- **Branching and Merging:** Gained hands-on experience in using branches to implement changes independently and merging them back into the main branch, which is essential for team collaboration.
- **Pull Requests:** Learned how to create and review Pull Requests, a key aspect of collaboration in GitHub. PRs ensure that code changes are reviewed before being merged into the main codebase.
- **Conflict Resolution:** While no conflicts arose, We learned how to handle them effectively. Understanding how to use Git to manage conflicting changes in the code is an essential skill for working in teams.

6. Conclusion

This task provided a comprehensive understanding of how to use Git for version control, collaboration, and handling changes in a project. It demonstrated the power of GitHub for managing a software development project, even for a simple task like version-controlling a class diagram.