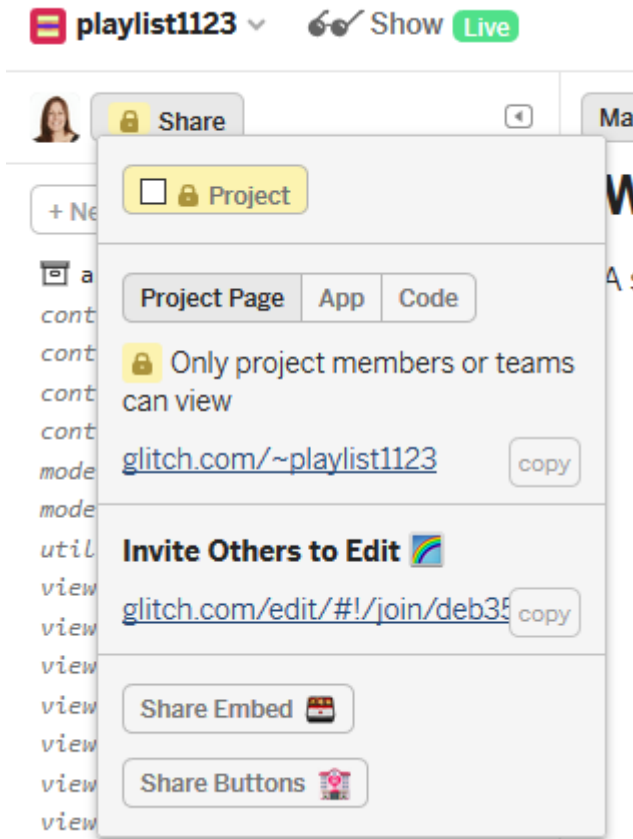


Tips for Assignment 2

Locking your code



- The starting point for your work on CA 2 is the project you submitted for CA1.
- Your first task is to lock your code so no one else can copy it.
- Click on the Share button and then click on the lock Project icon.
- This ensures others can not use your code without your permission.

Version Control

- Version control is important during development.
- A version should be associated with new piece of functionality or individual requirement in a specification.
- Each version should be a complete, functioning project with no errors.
- When you remix a new version name it appropriately, using numbers or the functionality/requirement name.
- Current version is the work in progress on new functionality.

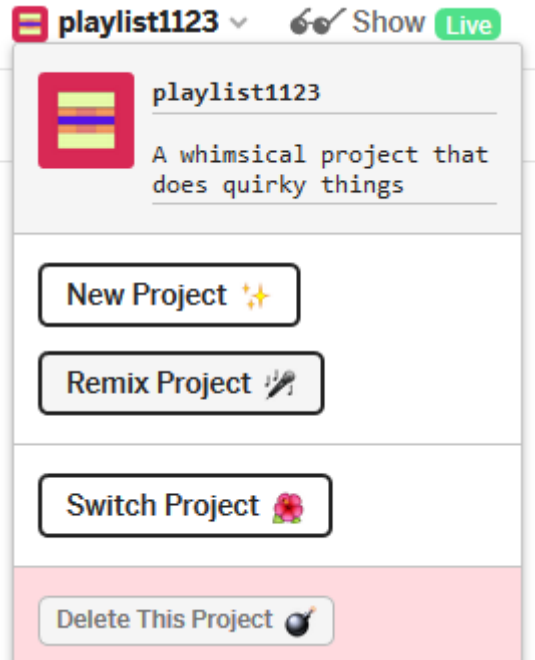
Version Control

- For assignment 2 there are detailed specifications for the following:
 1. Dashboard & details views –add/remove
 2. About view – comment form
 3. Authentication: Login & Register
 4. Statistics: per user & all users
 5. Welcome view – statistics panel
 6. Images: image per item on detail view
- This means you could have at least 6 versions at the end of your work, you submit only the latest functioning error free version.

Version Naming

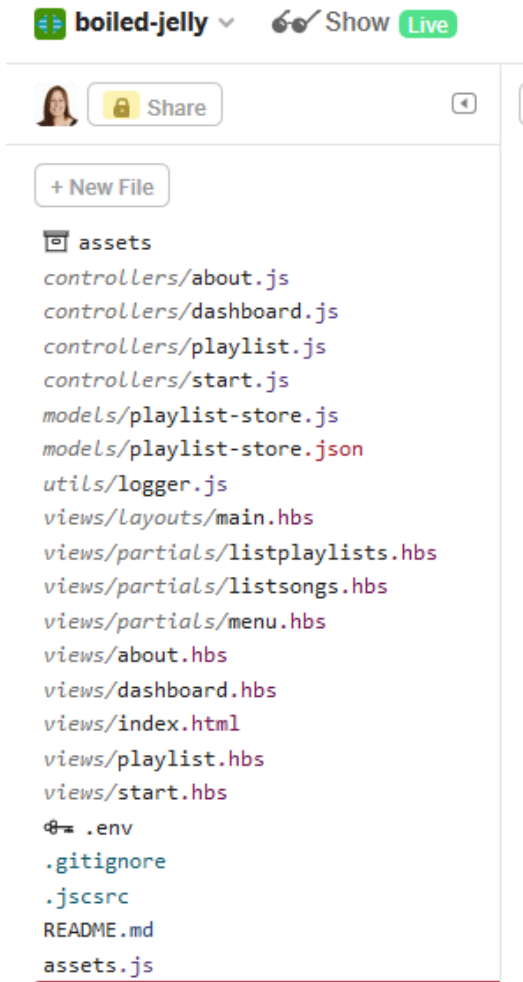
- You could choose to first work on the add button for your dashboard of collections.
 - Once that is working with no errors and tested you then remix your project in glitch and name it.
 - For example:
 - yourname_ca_add_btn
- Or
- yourname_ca_version1

Version Control –glitch.com



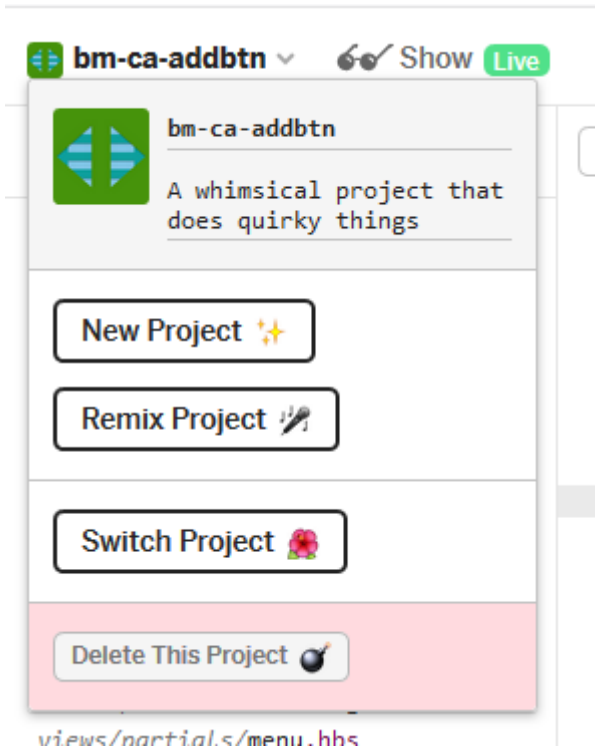
- Click the arrow beside your project name and then click on Remix Project.

Version Control – glitch.com



- Glitch will automatically copy the full project and name it something random.
- The new project is still locked.

Version Control – glitch.com



- Now rename the project appropriately.
bm-ca-addbtn
- Now you begin to work on the next piece of functionality.
- Repeat the process once your app is functioning and tested.