go through code smells document (viewpornt code not design)

Head First ch. 6 version control

don't just make your code work, male it heep working

heeps code sate, con undo mistales

book shows on example of a merge gove bad, where two developes are working at same time a one overwates the other changes - and trepeats only his own tests, not the tests for the other new code

they were not using version control (aha configuration management), so may or may not be able to reconstruct the missing changes

book uses subversion, we use git (stash) = show basiz model for all version control Systems

create repository
set up mitial version in repo (possibly null)
chech out your own working copy
mate changes
chech in your changes (wil commit msg)
system next time some one cheche out,
they get new version or updates

details different for when multiple developes chance same code at Some time

Some Systems simply disallow
Using locks
some systems to be automatically
merge changes - or mosist
that developer manually marge
- pror to checkin

o trunh/mam

trunh/mam

branch

different files have different number of revisions

tass mark all files in the same release or ather milestone, so they can be found again

branches allow intentionally diversent code bases, but best to avoid

branch for frast previous vectors of for Spile solutions (throwavay)

don't branch for different platforms or be gree each developer own sandbox

vesion control does not address Software bound comple a test

(talhmore generally about tools what are your favority a why??

Head Freth ch. 612 Build

about Ant, also mentions Maven Java play has its own build tool, 86+

build scripts

- comple source code into executable form
- find dependencies (libraries)
- pachase for deployment (jar)
- generate do comentation
- "clean"

con run regression test suite
continuous integration rebuilds a
retests whole application for
every commit (or nightly)

developers do not need to remember steps for build process they're written down in the script a automated by the tool

frame work & IDE might each use their own build tool-make sure everyone on your team uses same