

# Buddy Review & Git workflows

COMP23420: Software Engineering

Week 4

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# Course Unit Roadmap (Weeks 2-10)

## Skills for Small Code Changes

Working with source  
code repositories

Debug

Test

Code reading

## Skills for Adding Features

Estimating for  
software change

Coding defensively

Code review

Design for testability

## Larger-Scale Change

Software  
architecture

Domain specific  
languages

Safe migration of  
functionality

**Week**

2

3

4

5

6

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10

## Coursework deadlines

- Deadline is Friday 5.00PM
- You are going to be marked based on the contents of the repo
- Marking will happen the next week
  - Face-to-face
  - With TAs
  - At the team study sessions
- Schedule on Moodle

## Link to the Coursework/Exam

- We will learn basic Git workflows including
  - Branch creation
  - Branch merging
  - Conflict resolution
- On the command line, Eclipse and GitLab
- We will learn how important code reviews are
- How code reviews can be incorporated onto distributed version control systems and their workflows

# Outline

*Times are estimated*

1. Motivation 5'
2. Git workflows 15'
3. Git workflows: branch creation 35'
4. Break? 10'
5. Code reviews 10'
6. Git workflows: branch merging 35'

# Motivation



# Motivation

- Software engineering is not an individual activity
- Challenges:
  - Working with people
  - Working in distributed teams
  - Working with others' code
- Key challenges (and opportunities):
  - Group coordination
  - Codebase synchronisation
  - Quality assurance

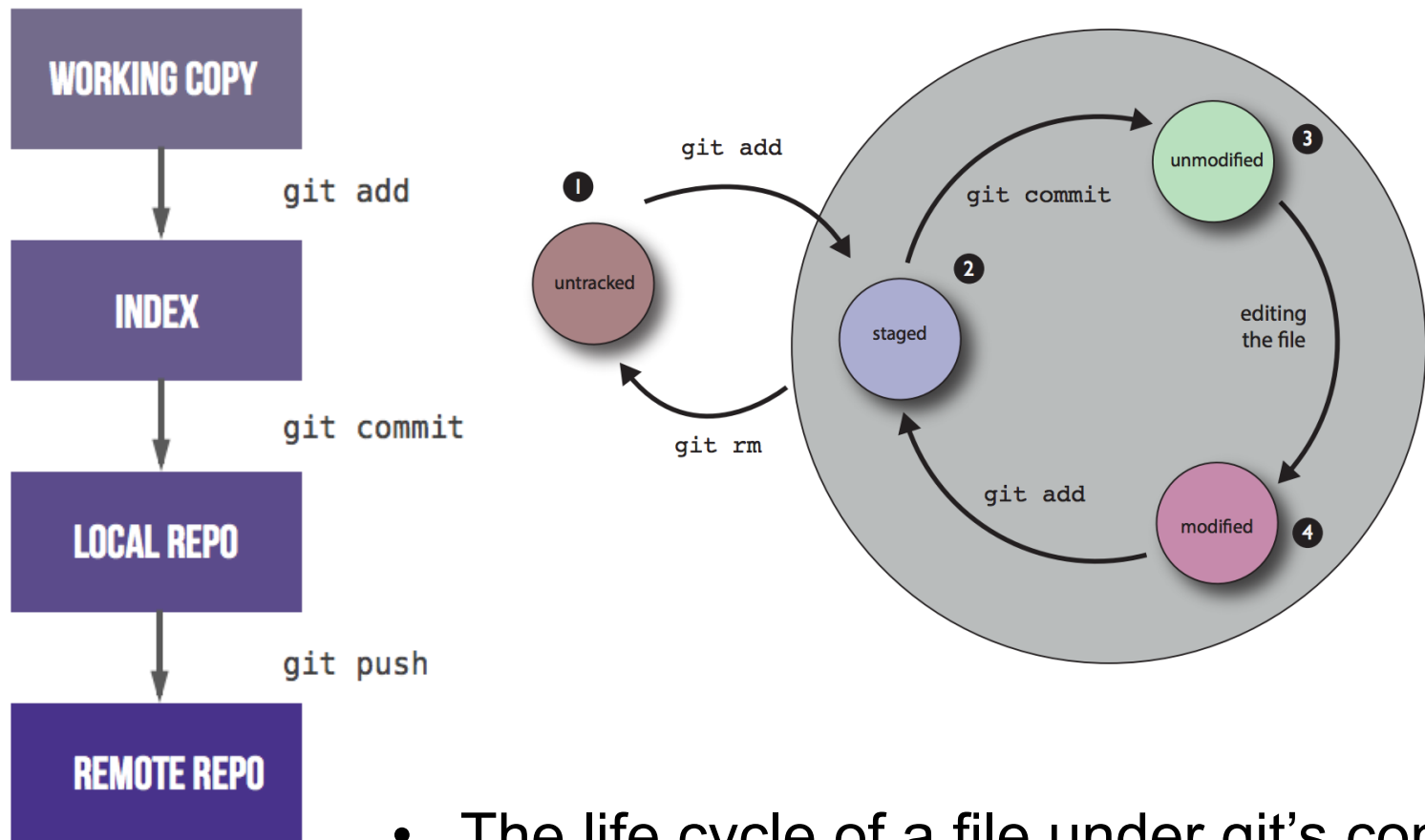
# Git workflows





# Basic Git: what you *should* know

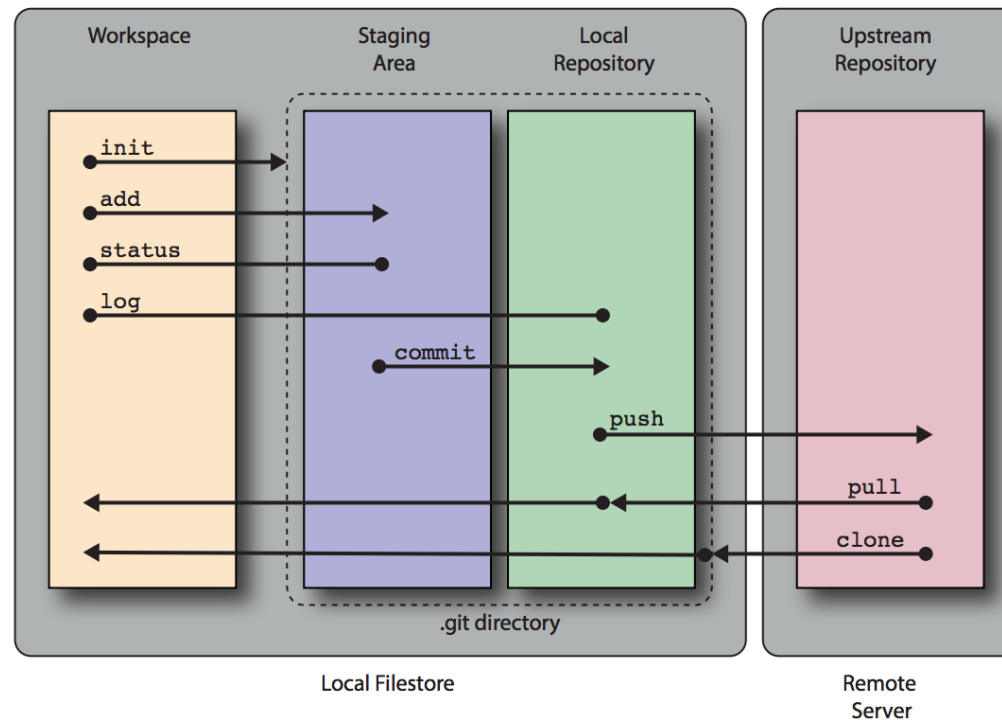
- Git is a distributed version control system



- The life cycle of a file under git's control

# Git: what you *should* know

- Basic git commands and their interaction with various repositories



## Git: best practice

- A `commit` should represent one conceptual change to your work
  - Expressed in one sentence
  - One `commit` per bug
- Do `commit` frequently
- Do not `commit` unfinished things
- Write **meaningful** messages

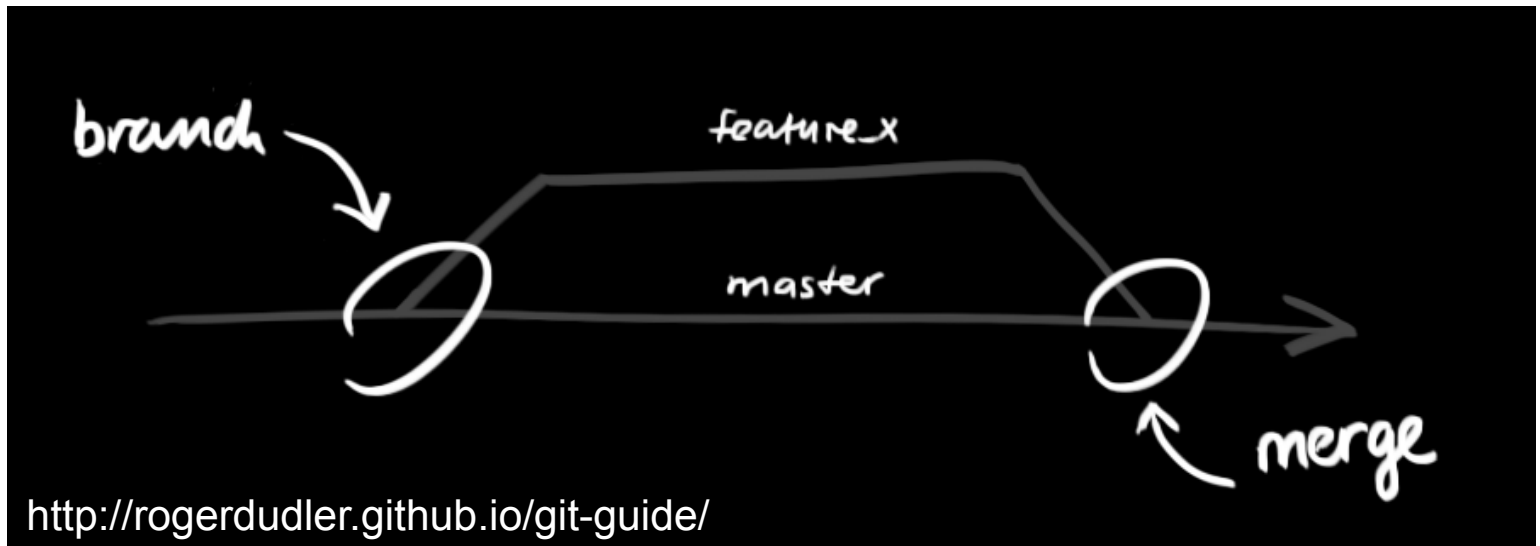


	COMMENT	DATE
○	CREATED MAIN LOOP & TIMING CONTROL	14 HOURS AGO
○	ENABLED CONFIG FILE PARSING	9 HOURS AGO
○	MISC BUGFIXES	5 HOURS AGO
○	CODE ADDITIONS/EDITS	4 HOURS AGO
○	MORE CODE	4 HOURS AGO
○	HERE HAVE CODE	4 HOURS AGO
○	AAAAAAA	3 HOURS AGO
○	ADKFJSLKDFJSDKLFJ	3 HOURS AGO
○	MY HANDS ARE TYPING WORDS	2 HOURS AGO
○	HAAAAAAAAAANDS	2 HOURS AGO

AS A PROJECT DRAGS ON, MY GIT COMMIT  
MESSAGES GET LESS AND LESS INFORMATIVE.

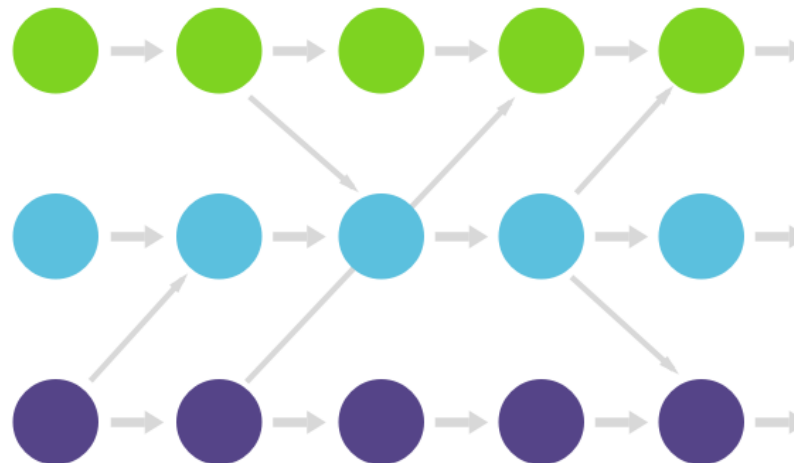
# Branching

- Branches are used to develop features isolated from each other.
- The master branch is the “default” branch when you create a repository
- Use other branches for development and merge them back to the master branch upon completion.



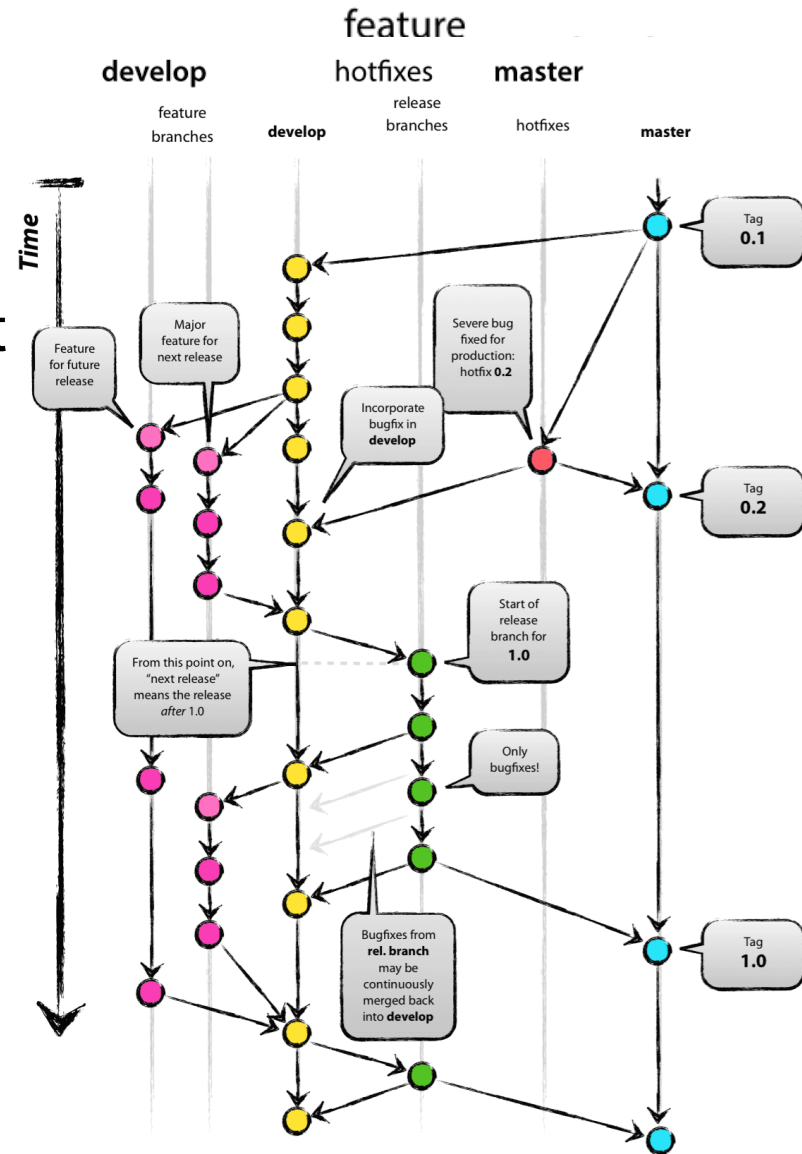
# Git workflows

- Branching allows a wide variety of strategies
- This flexibility can result in complex, intertwined and messy ways of developing code
- Using Git stops being efficient
- A '**code of conduct**' or **protocol** or **conventions** are needed
- Patterns for Git use: Git workflows



# Git workflows

- The GitFlow model
- Two main branches
  - *Master*: production code
  - *Develop*: latest development
- Supporting branches
  - Feature branches
  - Hotfix branches
  - Release branch
- Positive aspects
  - Popular workflow
- Negative aspects
  - Still complex!

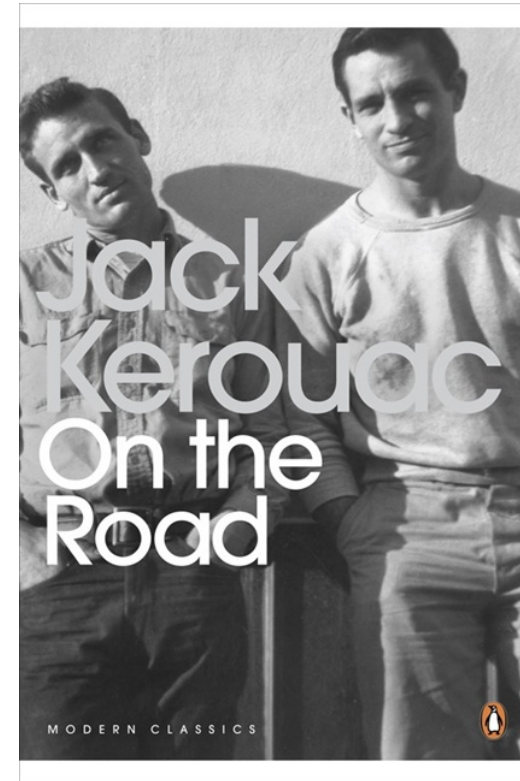


# Git workflows

- The GitHub Flow model as a reaction
  - Master branch
  - Feature branches
- GitHub Flow assumes you are able to deploy every time you merge a feature branch
- Simplification and reduction of branch types
- GitLab Flow simplifies this even more
- Confusion: different repository managers use different terminology for merging!
  - Gitlab and Gitorious: merge request
  - GitHub and BitBucket: pull request

# Practicing Git workflows: branching

- 'On the Road' by Jack Kerouac
- Job description: you are the publisher of the book and you have received the first chapter.
  1. You will request different chapters to complete the book.
  2. We will have the master branch for the title and chapter 1
  3. We will **create** one branch for
    - I. chapter 2 in the command line
    - II. chapter 3 in GitLab
    - III. chapter 4 in Eclipse





# Break: 10 minutes



# Code reviews

```

448 filter_mock = mock_sql.get_session().query().filter()
449 self.assertFalse(filter_mock.limit.called)
450 self.assertTrue(filter_mock.delete.called_once)
451
452
453 def test_flush_expired_tokens_batch_mysql(self):
454     # test mysql dialect, we don't need to test IBM DB SA separately, since
455     # other tests below test the differences between how they use the batch
456     # strategy
457     with mock.patch.object(token_sql, 'sql') as mock_sql:
458         mock_sql.get_session().query().filter().delete.return_value = 0
459         mock_sql.get_session().bind.dialect.name = 'mysql'
460
461         tok = token_sql.Token()
462         expiry_mock = mock.Mock()
463         ITERS = [1, 2, 3]
464         expiry_mock.return_value = iter(ITERS)
465         token_sql.expiry_range_batched = expiry_mock
466
467         tok.flush_expired_tokens()
468
469         # The expiry strategy is only invoked once, the other calls are via
470         # the yield return.
471         self.assertEqual(1, expiry_mock.call_count)
472         mock_delete = mock_sql.get_session().query().filter().delete

```

```

448 filter_mock = mock_sql.get_session().query().filter()
449 self.assertFalse(filter_mock.limit.called)
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455     # other tests below test the differences between how they use the batch
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457     with mock.patch.object(token_sql, 'sql') as mock_sql:
458         mock_sql.session_for_write().__enter__(
459             ).query().filter().delete.return_value = 0
460
461         mock_sql.session_for_write().__enter__(
462             ).bind.dialect.name = 'mysql'

```

Steve Martinelli	not clear on these changes and why they were needed	Feb 7 6:35 PM
Morgan Fainberg	to identify this is a writer session and use the context manager corre...	3:45 PM

```

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464         tok = token_sql.Token()
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```

# Code reviews

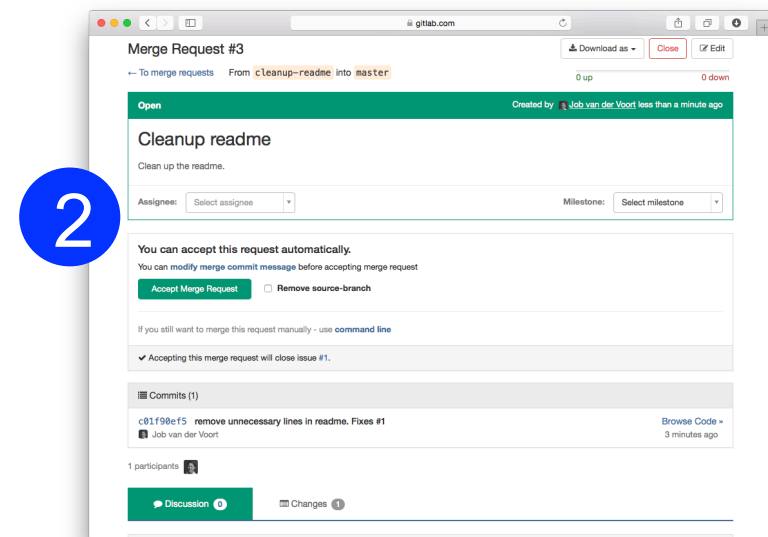
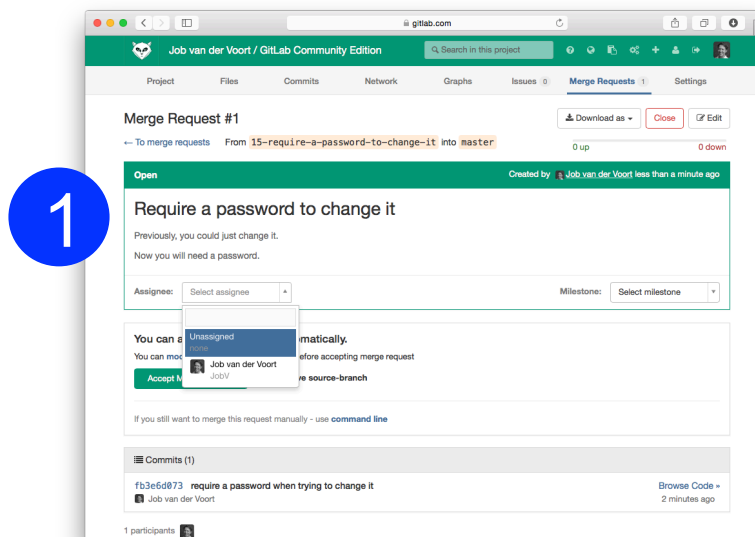
- Having the coder reviewed by somebody else is good
- It can be done in several ways:
  - Formal meeting with a projector and code is checked line by line
  - ‘Over the shoulder’
  - Email
  - Pair programming
  - Tool based
- It improves the quality, readability and maintainability of software.
- It has an average of 60% of defect removal rate (even 85%) vs. 25% of unit testing

## Code review: what to report

- Code review rates should be between 200 and 400 lines of code per hour
- What sort of issues?
  - Design issues
  - Possible errors
  - Coding style issues
  - Testing issues
  - Rewards: positive comments
- How to do the reviews?
  - Be nice
  - Be constructive (somebody else will look at yours!)
- It's good for your own soft skills

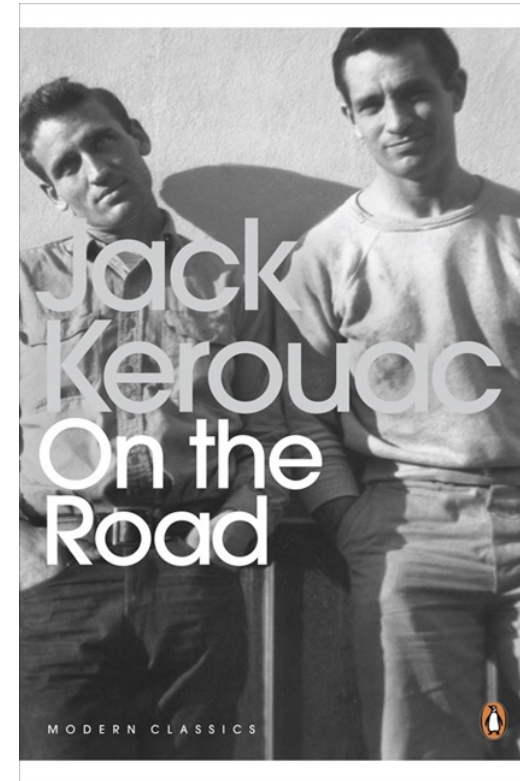
# Code reviews in the GitLab workflows

- GitLab provides a online platform to discuss the code
- Code reviews on merge requests
  1. Assign the request to somebody else
  2. This person will verify(through code reviews)
    - I. If happy with request they accept the merge
    - II. If not they may require further work



# Practicing Git workflows: merging

- 'On the Road' by Jack Kerouac
- Job description: you are the publisher of the book and you have received the first chapter.
  1. You will request different chapters to complete the book.
  2. We will have the master branch for the title and chapter 1
  3. We will **merge**
    - I. chapter 2 from GitLab
    - II. chapter 3 from the command line
    - III. chapter 4 from Eclipse



## Next Week

- In the team study sessions you will work on the coursework
- In the workshop we will learn to estimate the cost of bug fixing and adding new features