Aaron Schendel

Dr. Zelle – CS 270

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Version Control Reflection

Although Subversion and Mercurial/Git are both forms of version control they have some rather stark differences in how they do it. Subversion is a centralized system where there is one master repository that everyone working on the project works from. It allows for merging of files but is typically slower than Git for larger and more complex merges. Git also allows for local version control in that you can commit changes on your local machine without merging them with coworker’s repositories right away. This is due to Git being based on everyone having local repositories that are simply being merged together whereas Subversion is based on everyone merging their files with a master repository that is being hosted on a server that is never directly worked on. In this way Git has the advantage because it would allow us to easily work on our own versions of the Hotgammon code and store separate versions on our own machines in case we need to go back while working individually. We are then able to merge our repositories together with our most updated/correct local versions.

Setting up Git to work with Hotgammon is fairly easy; my group has been using it for the last couple of weeks. Each person needs to download Git, you can find out how to do this for each platform with a quick google search. Then one person in the group can create a repository and then the rest of the group can clone it on their own machines. As people work on their local versions of the files then they are able to do a Git Add command to add the files to the commit list. Then commit the files to your repository with a comment about what you changed. Lastly, do a git push to merge the files with the repository that everyone can then pull updated files from. A complete tutorial is available at <http://git-scm.com/documentation> .