**ISYS3001 – Assignment 1 exercise**

Remember that this is a public repository - your changes could be seen by anyone who looks!

Add some comments about Version management outside this border, or just add some text so there is a change to this file.

Remember that your GitHub user ID must be submitted in your assignment report!

Once you’ve changed follow the next step in your assignment task.

**Version management, also known as source code control or source control, is a system that tracks and controls code changes during software development. It allows developers to trace back to previous code versions, view the history of each change, and who made which modifications.**

**There are two main types of version management systems: centralized version control systems (CVCS) and distributed version control systems (DVCS). CVCS, such as Subversion, uses a single, centralized server to store all file versions. DVCS, such as Git, allows each developer to have a complete copy of the code library on their local machine.**

**Git is currently one of the most popular version control systems, widely used in open source projects and commercial development. GitHub, an online platform based on Git, provides developers with a public or private place to store code, while also supporting collaborative features such as problem tracking and code review.**

**There are many benefits to using a version management system, including but not limited to:**

**Easier to track and understand code changes: You can clearly see the content of each submission and who is responsible for it.**

**Parallel development: Multiple developers can work on the same project simultaneously without interfering with each other.**

**Reduce risk: If there are issues with the latest code, you can easily revert back to the previous version.**

**Overall, version management is an indispensable part of modern software development processes. Whether it's personal projects or team collaboration, version control systems should be used to manage code.**