



Version Control Systems (VCS)

"Good Reading on this topic: <http://betterexplained.com/articles/a-visual-guide-to-version-control/>" (Credits to this site!)

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Learning Goals

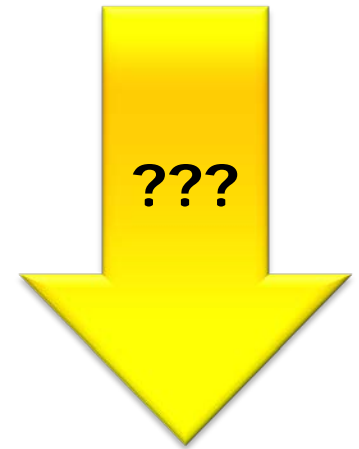
- Problem: Collaborate, Track and Backup

- Goal

- Concepts of Version Control Systems
- Using a version control system
- Using Web Interface
- Using a client
- Using in Eclipse

- Note:

- It is about the principles, not the tool
- You shall be able to apply the principles with VCS



Use Cases?

- Main.c, backup of main.c, main2.c, ...
- MyReport1.doc, myReport2.doc, ...
- Project.old, project.old2, ...
- ➔ 'Save as' Method
 - New file without impacting existing one
 - Backup
 - Go back if things break
 - Using 'version numbers' or 'date' information
- ➔ Sharing files
 - Shared folder (everyone saves under a new name), merge
 - Send out per email (have a local copy)
- OK: one-time paper, one person project, ...

Do we need something different?

- Things get out of control fast
 - Source project with hundreds of files?
 - 2, 4, 16, 30 developers?
 - Things changing fast, in 'parallel' fashion?
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- Need for a Version Control System
 - Kind of file data base
 - System cares about versioning
 - System imposes rules
-
- And: you need to invest some time to learn it

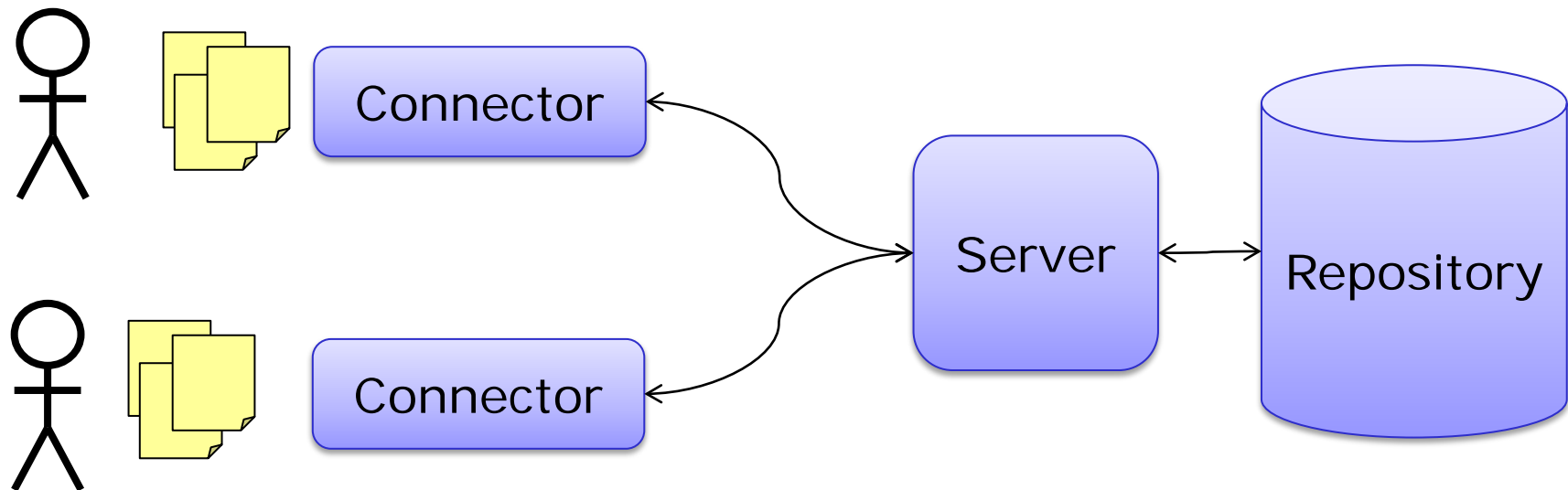
A Good VCS

- Backup and Restore
- Synchronization
- Short-term undo
- Long-term undo
- Track Changes
- Track Ownership
- Sandbox
- Branching
- Merging

➔ Shared folders are quick and simple, but hardly fulfill above!

Typical Version Control System

- Server(s) with data base(s)
- Clients connect to server
 - Locally or remote
 - Single Server or distributed
- 'Optimistic' or 'Pessimistic' approach



Centralized vs. Distributed

- Centralized
 - Repository server (typically single server)
 - Data is on server
 - Local copy of current snapshot on client
 - Commit/compare when connected
 - Example: CVS (Concurrent Versions System), **SVN** (SubVersion)
- Distributed
 - Repository server (can be multiple)
 - Data is on server and on client
 - Local copy contains full repository history
 - Commit/compare/etc even when not connected
 - Commit(s) to local repo, then sync with server
 - Example: **Git**

Language

- Setup

- Repository
- Server
- Working Set/Copy
- Trunk/Main(line)/Master/Head

- Basic Actions

- Add
- Revision
- Head
- Check-out
- Update, Sync, Pull
- Check-in / Commit / Push
- Check-in message
- Revert

- Advanced Actions

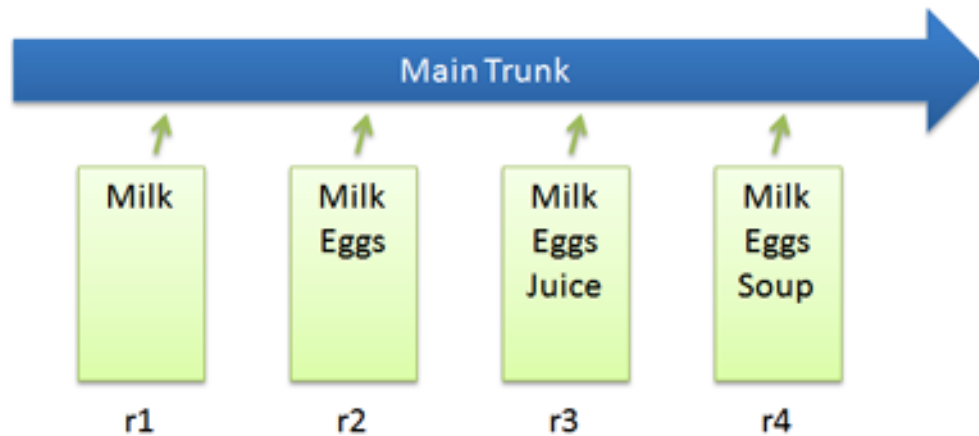
- Branch
- Diff/Delta
- Merge
- Conflict
- Resolve

A Day in Joe's Live

1. Joe **adds** main.c to the **repository**.
2. Bill **checks** it **out**, makes a change and **commits** it with a **commit message**.
3. Two hours later, Joe **updates** his local working set and sees the latest **revision** of main.c which contains the change.
4. Joe can browse the **change log** or **diff** to see what Bill had changed the day before.

Check-In/Commit

Basic Checkins

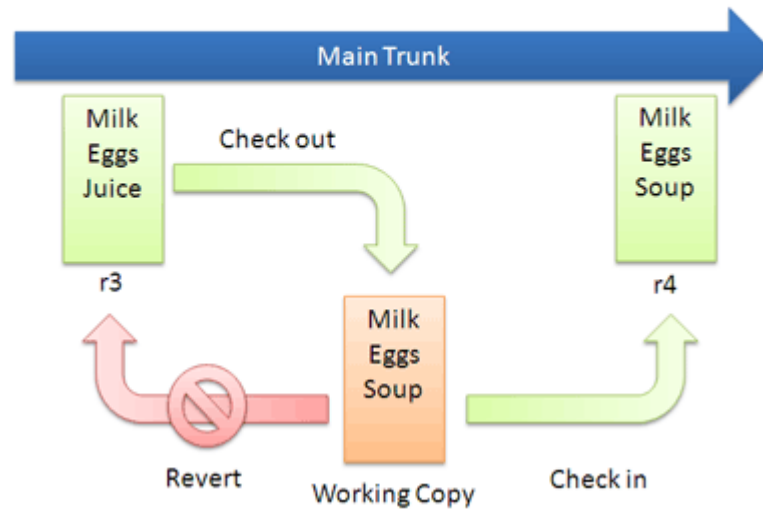


Source: betterexplained.com

- Each commit creates a revision
- Modification over time

Check-Out and Check-In

Checkout and Edit

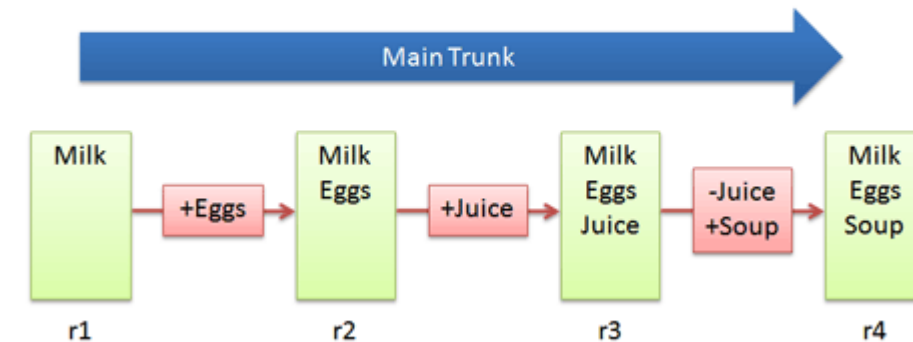


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- Check-Out → Edit working Copy → Check-In
- Revert to throw away local changes → get back version from server

Diffs / Delta

Basic Diffs

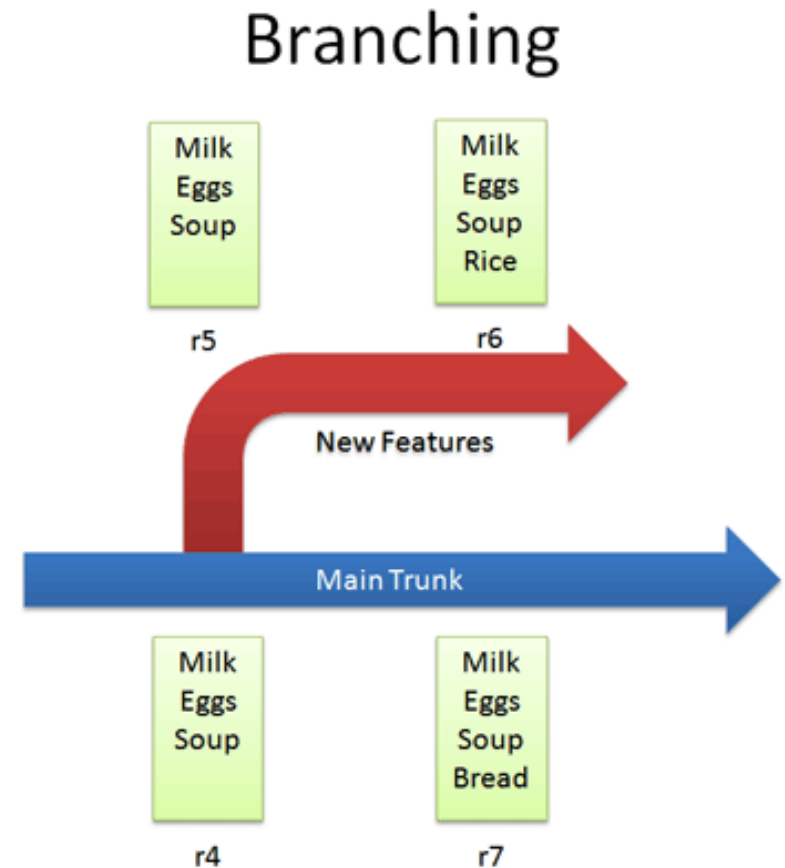


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- Making diff between (arbitrary) versions
- Most VCS just store the delta (save space)

Branching

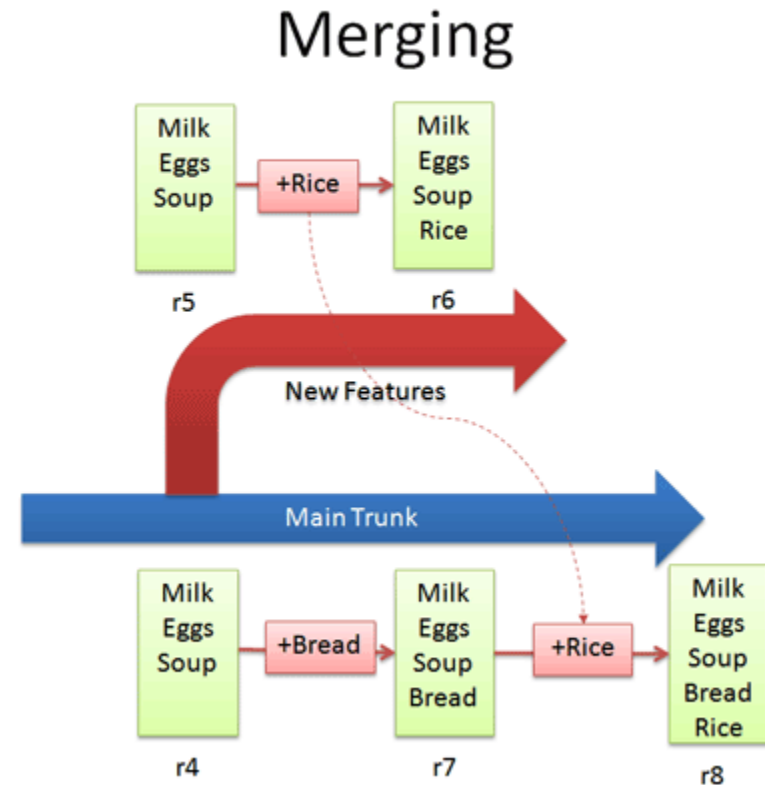
- Sandboxing
- Adding large features
- Development over a longer time
- Isolating from main trunk development
- Usually: to be **merged** back to main trunk/line



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Merging

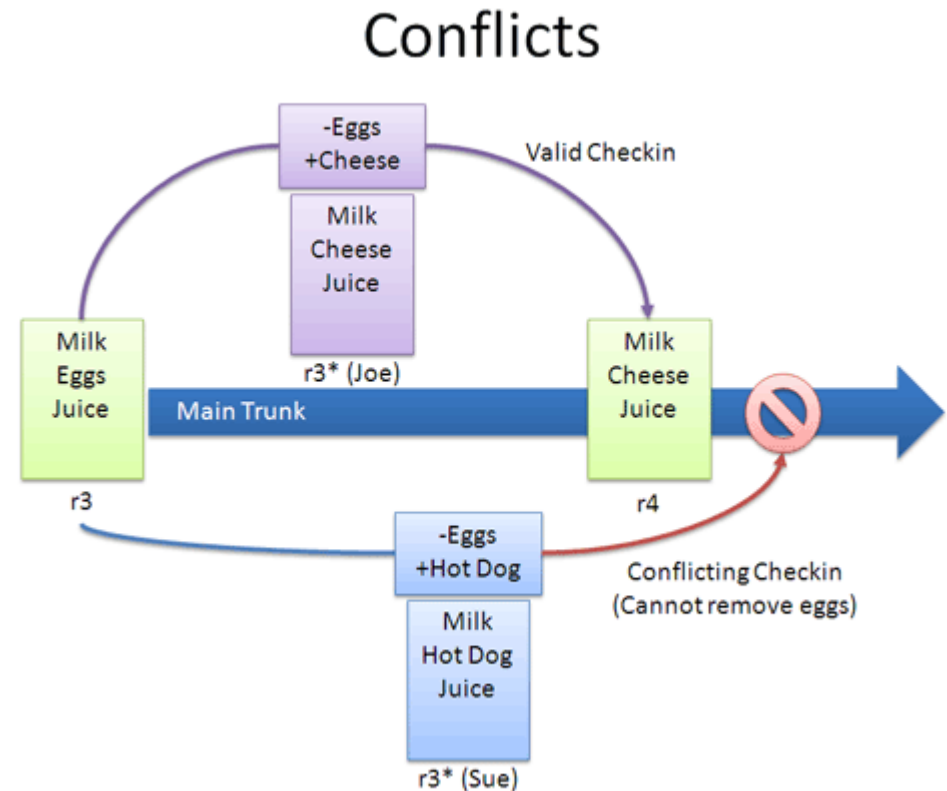
- Developing on a branch needs discipline
- Merging needs to be carefully planned
- ➔ write/keep change/commit logs to assist you in merging!



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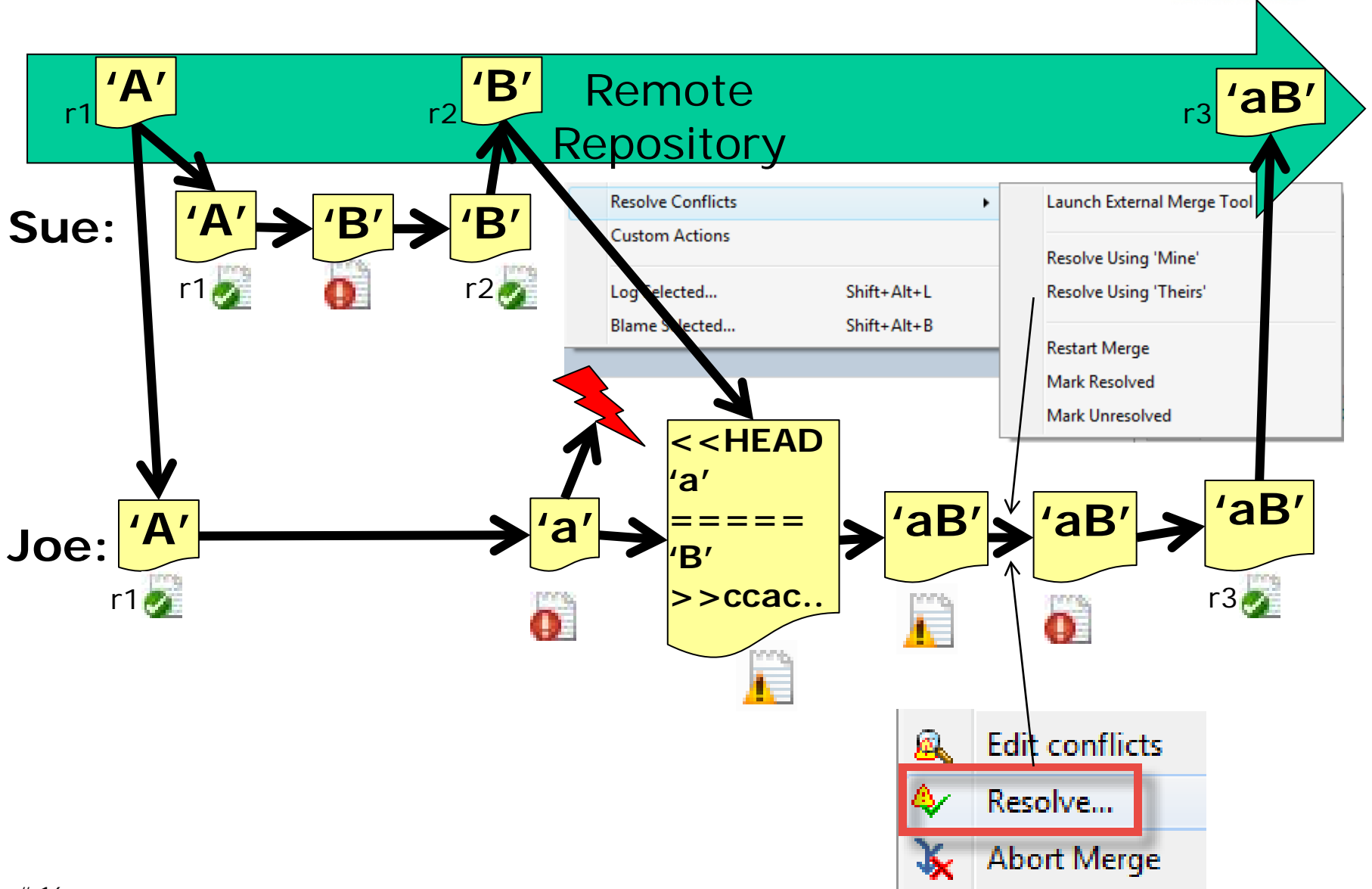
Conflicts

- VCS's can automatically merge non-conflicting changes
- 'same line' changes
 - Race change
- VCS reports **conflict**
- Need to **resolve**

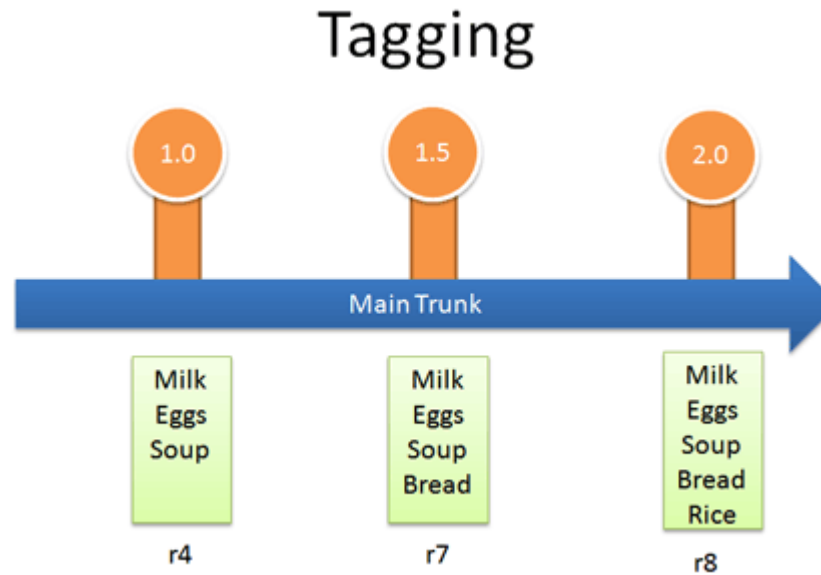


Source: *betterexplained.com*

Conflicts (TortoiseGit/SourceTree)



Tagging



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- Apply a label
- 'V1.0', 'Release', 'beta', ...
- Check-out all files with a given label

Summary

- Use Version Control

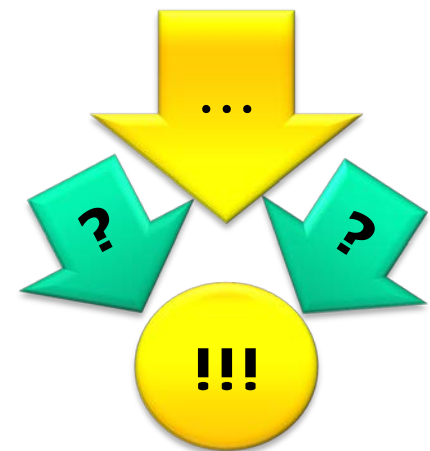
- Pretty much for everything you want to maintain and you are changing

- Take it slow and easy

- Advanced features are not needed in the first place (branching, merging, ...)
- Check-out, check-in, update, merge is critical

- Keep Learning

- Every tool is a little bit different
- Know the concepts!
- VCS does **not** replace communication!





Sharing or Not...

"... that's the question?"

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What to share with a VCS

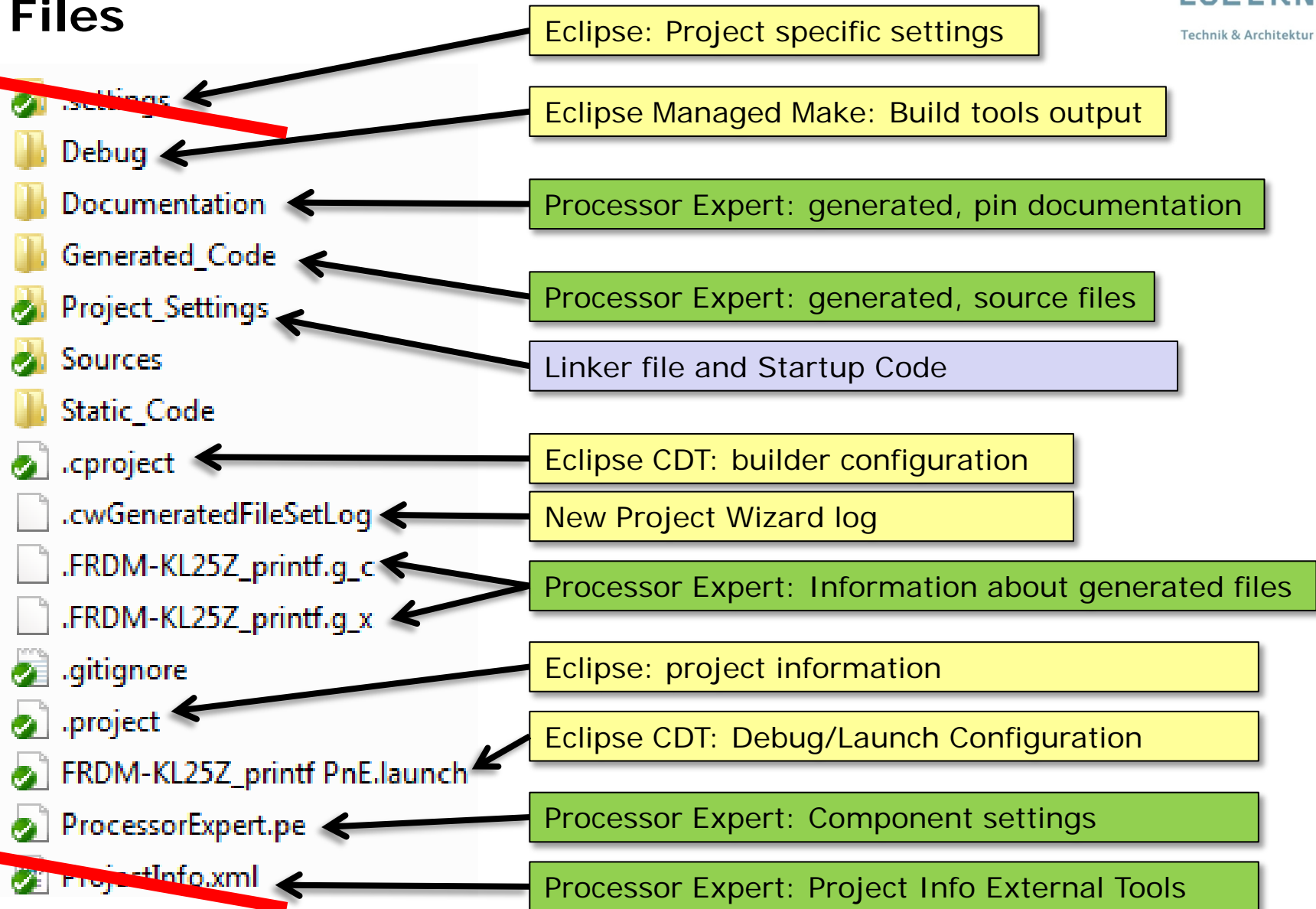
- **Share:** everything needed to build the project
 - **.project** and **.cproject** (project files and build options)
 - sources files (***.c**, ***.h**, **etc**) and folders
 - **Project_Settings** folder and files (linker files, startup files)
 - ***.launch** (contains launch/debugger settings)
 - Processor Expert specific
 - **ProcessorExpert.pe** (contains component settings)
 - → **Special rules/consideration needed!!!**
 - **main.c**, **Events.c** and **Events.h**
 - → **Processor Experts adds content!**
 - → **Shared between user and PE!**



What **NOT** to share with a VCS

- **Do not share: generated or derived resources**
 - Derived Folders/Files (resource attribute!)
 - Documentation generated files (e.g. **HTML output**)
 - Build output files (named as the build target, e.g. **'Debug'**)
 - Processor Expert (as generated)
 - **Documentation**
 - **Generated_Code**
 - **.ProcessorExpert.g_c** and **.ProcessorExpert.g_x** contain information about the generated files. As we do not share the generated files, they do not need to be shared too
 - *Discussion point: sharing the generated Processor Expert Sources?????*

Files



Summary

- Only share what is needed to build the project
- Do **NOT** share derived files
 - Object files
 - Generated files
- In case of tool/XML/binary files
 - Special consideration needed!
- **ALWAYS** check what you commit!

