Lesson 6 Version control in software design

# Learning goals

1. Explain the benefit of using version control in a team software design project.
2. Use the features of “checking out” code and “publishing” code in version control software.

# Agenda

1. Warm up: the cost to a company of holding a meeting
2. Agreeing on a delivery date for the final product (project start + two weeks)
3. Go over the *Team Project Marking Form.xls*, emphasizing
   1. the importance of team work, documentation and the project plan in deciding the mark
   2. the importance of handing in all 3 deliverables on time (project plan, prototype, final product)
4. Broadcast demo of GetHub.com:
   1. Creating an account
   2. Adding team members
   3. Creating a repository
   4. Publishing code to a gethub repository from NetBeans
   5. Pulling code from gethub into NetBeans