

INFORMATION & NOTICE

- *Your Trainer will give you a **SVN** link.*
- *You must install svn client and setup environment before doing*
- *Follow rules of SVN*

You must check your SVN link and account first by view your svn link via **Repo-browser**

If you have any question or issue, contact your trainer please!

Congratulations! Go to next page to start!

SVN PRACTICES

Note:

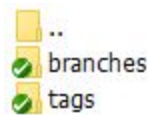
- *Read SVN rules careful and apply during practice*
- ***1 question = 1 commit***
- *Repo-browser and Working-copy often view during practice*
- *Do top - down, if you have any problem at the question. Let pause and contact your trainer. Make sure, your Working-tù Copy always be normal state*
- ***Use Diff feature to check your changed before commit on SVN***

1. [Check-out]

Check-out data from your svn link to your PC with folder name: **WorkingCopy1**

2. [Add]

In WorkingCopy1, create 2 folders (**tags & branches**) then **Add** them into your SVN
Well done! Your WorkingCopy1 becomes:



3. [Export]

Export data from:

https://saiwks1380.sai.gameloft.org/svn/glvndevtraining/SEA_Training/SVN_Training_Program/trunk

to your PC with folder name: **data**

You can do it in 1 of 2 ways below:

- View Repo-browser then Export
- Check-out then Export

Note: you can save “data” anywhere that you want

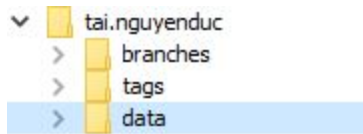
4. [Import]

Import “data” from result above into your SVN.

Note, in order to have result below, insert “/data” end of your SVN link:

Like this: .../svn/Training/<YOUR_NAME>/data

Well done! View **Repo-browser** and your SVN becomes



5. [Rename]

Rename “**data**” to “**trunk**”

Well done! Your *WorkingCopy1* becomes:



6. [Delete]

Delete **android** and **win** folder in **trunk/build** folder from *WorkingCopy1*

7. [Revert]

Delete **trunk/build** folder, open applyPatches.bat and modify (anythings you want)

Don't commit on SVN, revert all to BASE

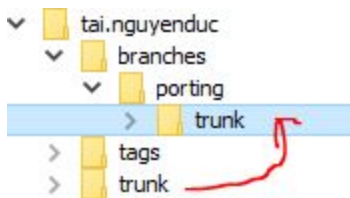
8. [Revert change from this/these revision]

Revert WorkingCopy1 at revision that you deleted **android** and **win** folder

9. [Copy to...]

Copy **trunk** to **branches/porting**

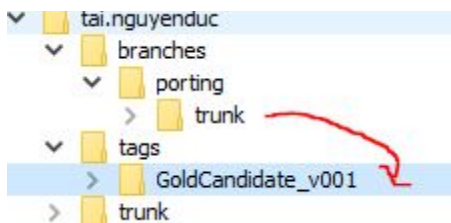
Well done! View **Repo-browser** and your SVN becomes



10. [Branch/tag...]

From “trunk” of branches/porting, create a first tag with name: **GoldCadidate_v001**

Well done! View **Repo-browser** and your SVN becomes



11. [Switch...]

Check-out “trunk” (not porting/trunk) to your PC with name: **WorkingCopy2** then switch to **branches/porting/trunk**

Well done!

*Let pause your working, think about **WorkingCopy1** & **WorkingCopy2***

Where is WorkingCopy2 linking to? Let view Repo-browser to know

12. [Resolve conflict 1]

- Open **WorkingCopy1/branches/porting/trunk/applyPatches.bat** and push the text below at end of file, then commit on SVN

```
echo nothing to do here
```

- Open **WorkingCopy2/applyPatches.bat** and push the text below at end of file, then commit on SVN

```
echo nothing to do here  
echo this line: nothing to do here too
```

Well done! A conflict will be occurred. Resolve it with “**use mine**” solution

13. [Resolve conflict 2]

- In WorkingCopy2, rename **makedata.bat** to **make.bat** via Repo-browser
- Open WorkingCopy2/makedata.bat and remove first line, then commit on SVN

A Tree conflict will be occurred. Resolve it by keep everything of the last changed

14. [Resolve conflict 3]

- Modify file Utils.cpp in **WorkingCopy1/branches/porting/trunk/sources/source** Change source code below (end of file), then commit on SVN.

from

```
int Utils::Random(int min, int max)
```

to

```
int Utils::Rand(int min, int max)
```

- Modify file Utils.cpp in *WorkingCopy2/sources/source*
Change source code below (end of file), then commit on SVN.
from

```
int Utils::Random(int min, int max)
{
    int random = rand() % (max - min + 1) + min;
    return random;
}
```

to

```
int Utils::random(int min, int max)
{
    int random = rand() % max + min;
    return random;
}
```

A conflict will be occurred. Resolve it by keep everything of the last changed and the source code that you are modifying inside of Rand function

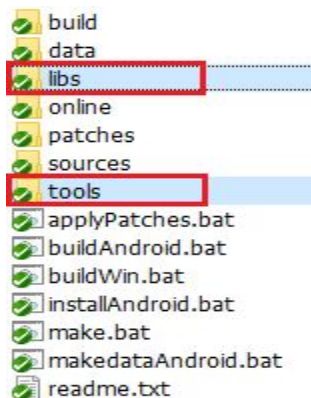
15. [External links]

This practice, you can use any working-copy (1 or 2 is ok)

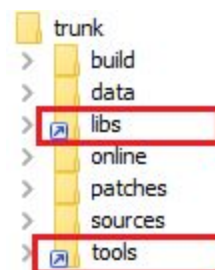
Link your trunk with external links with names and urls below:

Local path	URL
tools	https://saiwks1380.sai.gameloft.org/svn/glvndevtraining/SEA_Training/SVN_Training_Program/tools
libs	https://saiwks1380.sai.gameloft.org/svn/glvndevtraining/SEA_Training/SVN_Training_Program/libs

Commit on SVN then update whole trunk. *The result likes*



Working-Copy



View Repo-browser

16. [Ignore]

This practice, you can use any working-copy (1 or 2 is ok)

Ignore build folder and Solution.sdf file

17. [Create Patch 1]

This practice, you can use any working-copy (1 or 2 is ok)

Open and modify anythings that you want of two files below:

- installAndroid.bat
- buildWin.bat

Create a **patch** after modifying with name: *patch_trunk.patch* (this patch is whole trunk - be created at **trunk** folder) and save into *patches* folder.

After that, **revert** everything that you have modified then **add** patch_trunk.patch on SVN

18. [Create Patch 2]

This practice, you can use any working-copy (1 or 2 is ok)

Add source code below into end of file: *sources/source/Utils.cpp*

```
int Add(int a, int b)
{
    return a + b;
}
```

Create a **patch** after modifying with name: *patch_sources.patch* (this patch is created at **sources** folder) and save into *patches* folder.

After that, **revert** everything that you have modified then **add** patch_sources.patch on SVN

19. [Apply Patch]

This practice, you can use any working-copy (1 or 2 is ok)

Apply *patch_source.patch* in *patches* folder at **sources/source** folder

Apply patches that you created: patch_trunk.patch, patch_sources.patch

After then, create a patch at the whole trunk with the same name: *patch_trunk.patch*, commit *patch_trunk.patch* on SVN

Congratulations! You have just completed the Practice