

GitLit Design Document

Deadlines:

Design document worth 4 points is due in-lab Monday, July 9.

Project due Saturday, July 21

Compose a design document that specifies all the classes in your design. For each class:

- Include a name.
- Give a natural language descriptions of the class's responsibilities.
- Enumerate the data and functionality it will encapsulate.
- For each kind of data, specify in natural language the exact data type.
- For each kind of functionality, specify in natural language the inputs and outputs and their exact data types and the properties of the intended output.

In addition to details about individual classes, write a natural language description of how the classes interact, describing their connectors. Are they communicating with events, function calls, timers, or other kinds of mechanisms? If it helps clarity, create diagrams to specify these interactions.

Remember that the purpose of this document you're writing is not to satisfy the instructors. It's intended to help you organize, plan, and streamline your Gitlet implementation, so focus on writing a document that's useful to you.

Classes

Name: Tree

Abstract data type would be list

Commit class within tree

Prev and Next nodes are pointed to by each commit

Each Commit object stores metadata and pointers to necessary blobs

Pointer named head pointing to the current branch

Branch objects (similar to sentinel node) that point to beginning and end of branch (allowing for merge functionality)

Head pointer points to current branch

Name: Blobs

Individual Blobs:

Each blob will have text stored as String

Will be Snapshot of the actual file

BlobMap:

Blobs are organized by a new map for each file added. Each term in the map points to the blob with an updated version of the file

Key of each element will be its SHA 1 Hash

Order of BlobMap entries will be tracked

Overview:

Will have a constructor where the input will be text name and inside there is a SHA 1 hash code generator and the name will be the generator code

Organized by an array where each file gets an array and a blob in the array

Name: Commits

The data structure would be similar to DLLs where commits are nodes and we can have commit type variables that connects them to parent commits and to later commits

It will have a variable name of type String that is the user's inputs name (and other metadata)

Will have variables of type blob where they point to the blobs that the stage area is pointing to

Name: Branch

Likely to be nested in Tree class

Branches are as pointers to commits

Double pointer similar to sentinel that will track the beginning and end of a branch

Current branch pointed to by head

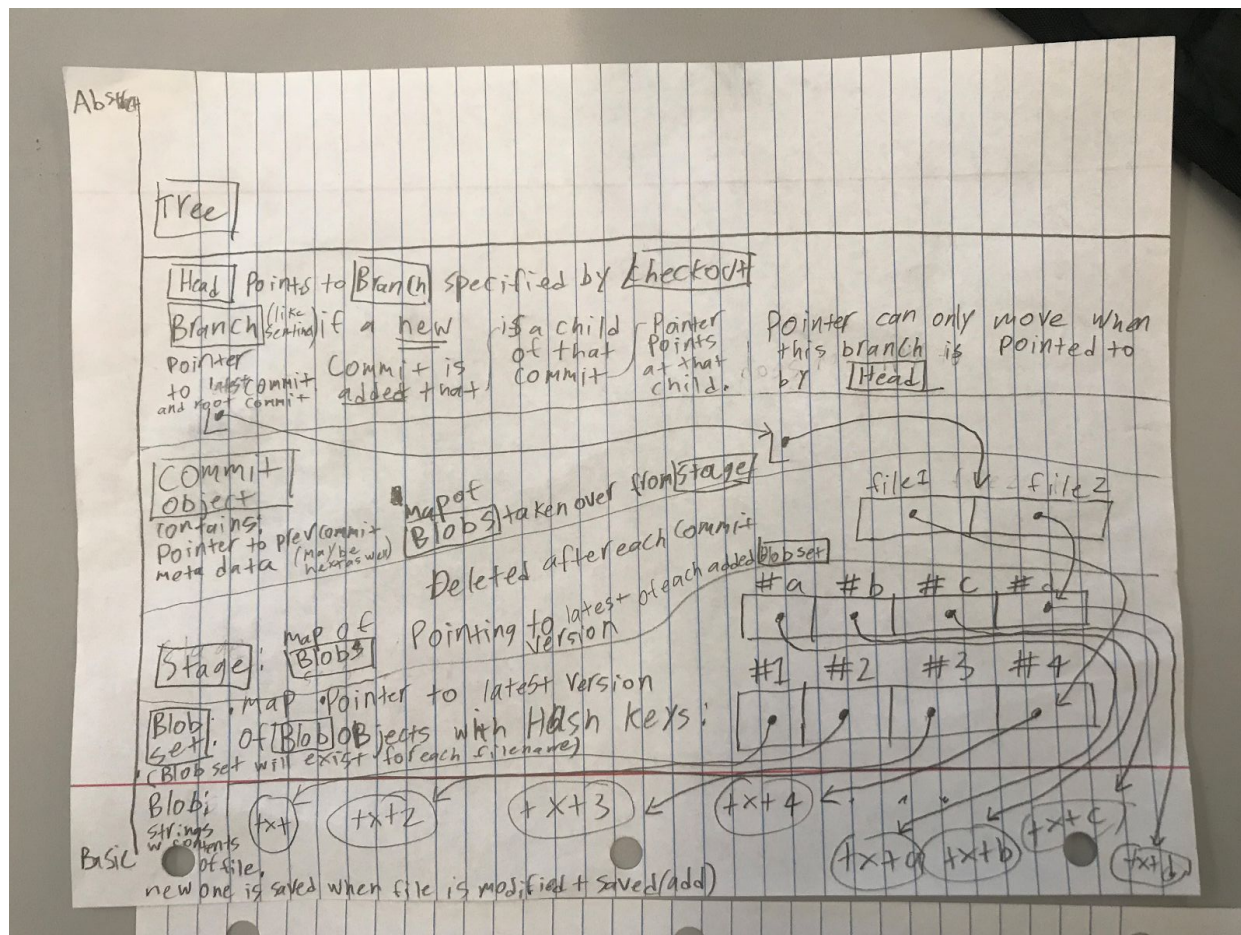
Class: Staging area

Place where you add all the files to commit

Access it when committing

List where each term will point to the latest version of the file the user inputs (i.e the latest member of that file's BlobMap)

Visual representation of our draft design



Delegation (timeline):

7/12 - 7/18 *Eli/Alec Work from 11AM - 5PM *Won/Soungbae can come at 3

(work on everything together)

First Gradescope submit (7/18)

Fix code/bugs (7/19 - 7/21)

DUE 7/21

The Commands:

*line counts

FINISH BY

Init (20) - **7/12**

Add (20) - **7/12**

Commit (40) - **7/13**

Rm (5) - **7/14**

Log (5) - **7/14**

Global-log (5) - **7/14**

Find (5) - **7/14**

Status (15) - **7/15**

Checkout (20/20/20)- **7/16**

Branch (5) - **7/17**

RM-branch (5) - **7/17**

Merge (70) - **7/18**