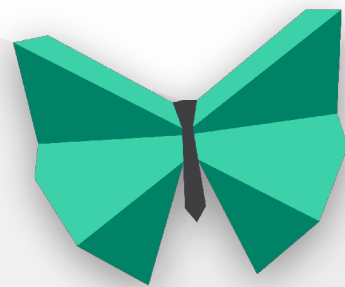


# Let's Ship This Thing! 🚀

By: Gary Ewan Park



SWETUGG  
GÖTEBORGG

# Slides

<https://gep13.me/ShipltSlides>



# Code

<https://gep13.me/ShipltCode>



# Agenda

- What is an issue?
- What is Semantic Versioning?
- What branching strategy should I use?
- What is GitVersion?
- What is GitReleaseManager?

Q

What is an  
**issue**

Demo

Q. What is an issue?

A

**...it is the focal point for work undertaken on a particular task/bug/feature in a product release.**

# Q

## What is **Semantic Versioning**

A

**...a simple set of rules and requirements that dictate how version numbers are assigned and incremented. These rules are based on, but not necessarily limited to, pre-existing widespread common practices in use in both closed and open-source software.**



# The Rules

Given a version number MAJOR.MINOR.PATCH, increment the:

- MAJOR version when you make incompatible API changes
- MINOR version when you add functionality in a backwards-compatible manner
- PATCH version when you make backwards-compatible bug fixes

Additional labels for pre-release and build metadata are available as extensions to the MAJOR.MINOR.PATCH format.

# Examples

- 0.1.0
- 0.3.13
- 1.0.0
- 0.2.0-alpha.3
- 0.2.0-alpha.3+Branch.develop.Sha.e6eb071cd30974b80d7e237b85e7729a1d791e1e

# Q

How do you know  
**when to bump**  
a version number

# Tools

- [PublicApiGenerator](#)
- [Microsoft.CodeAnalysis.PublicApiAnalyzers](#)

Q. How do you know when to bump a version number?

A

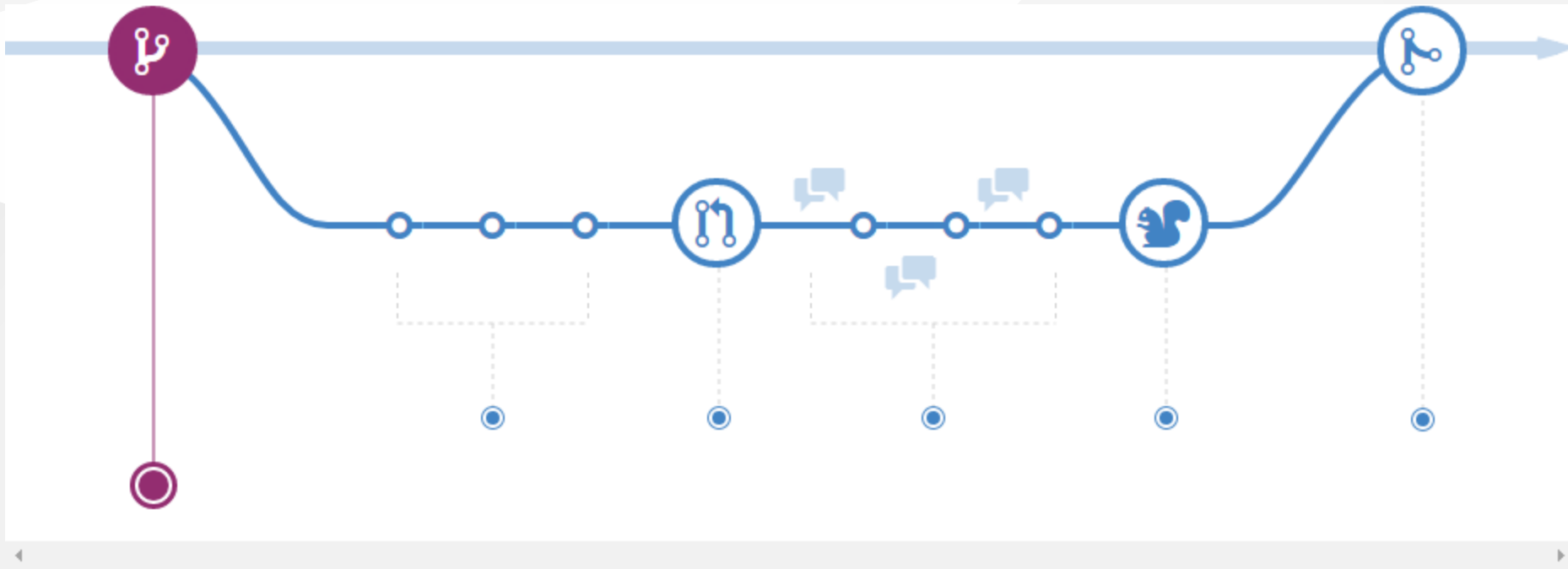
**There is no quick answer** 🙄

Q

What  
**branching strategy**  
should I use

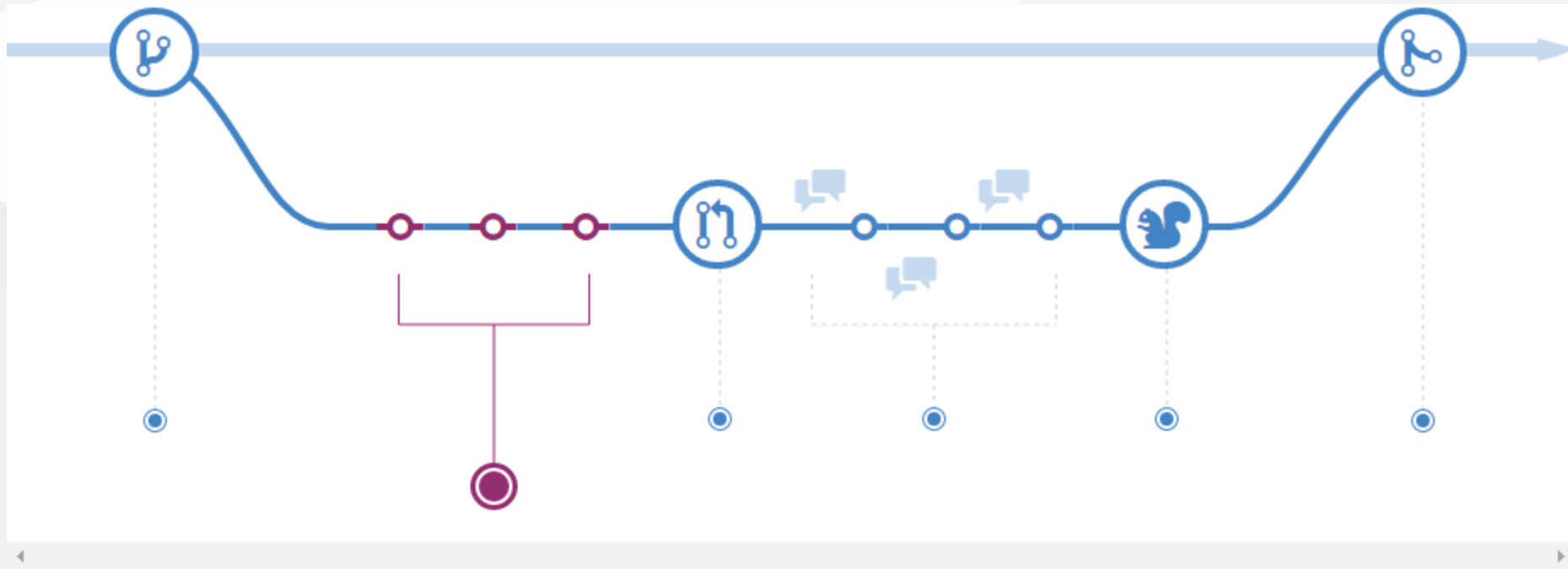
# GitHub Flow

## Create a branch

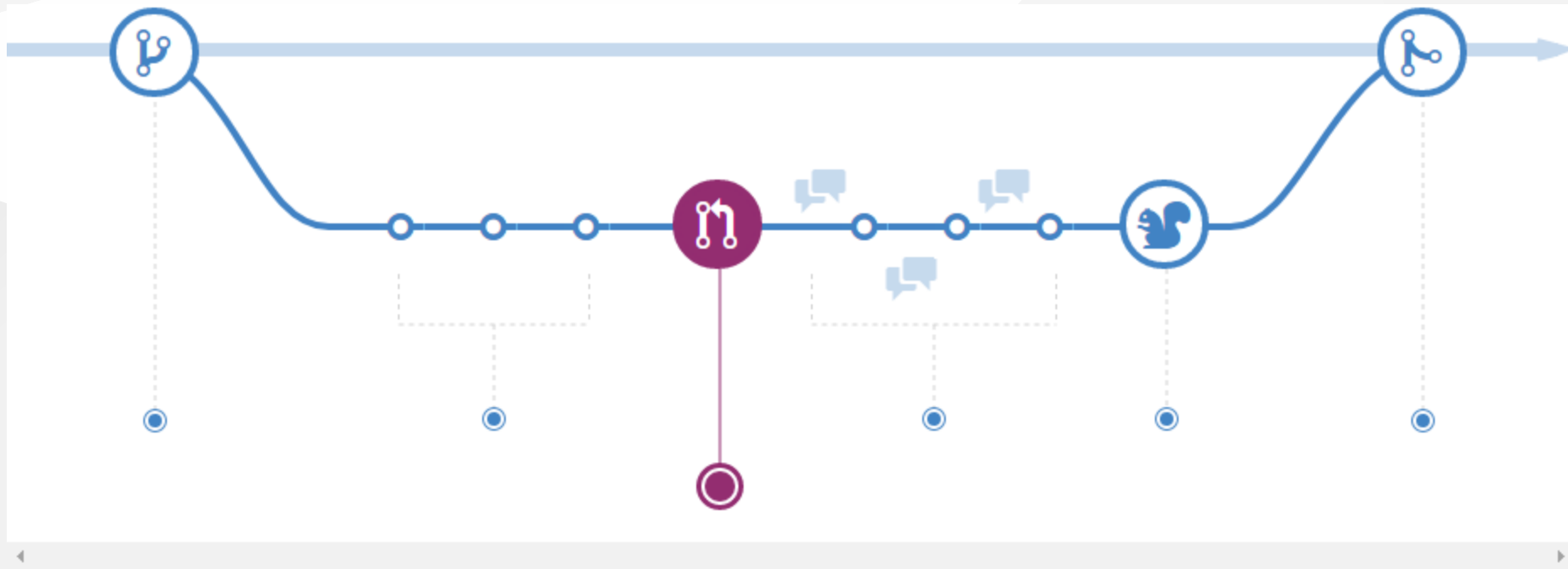




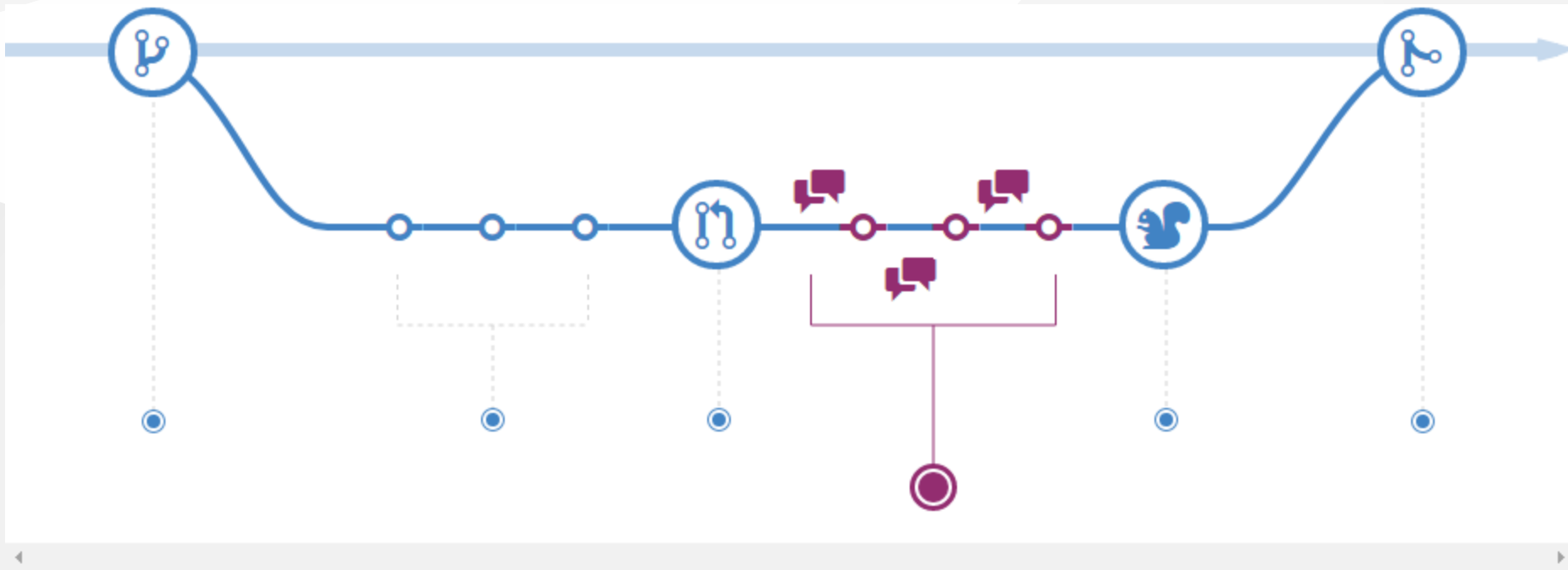
## Add commits



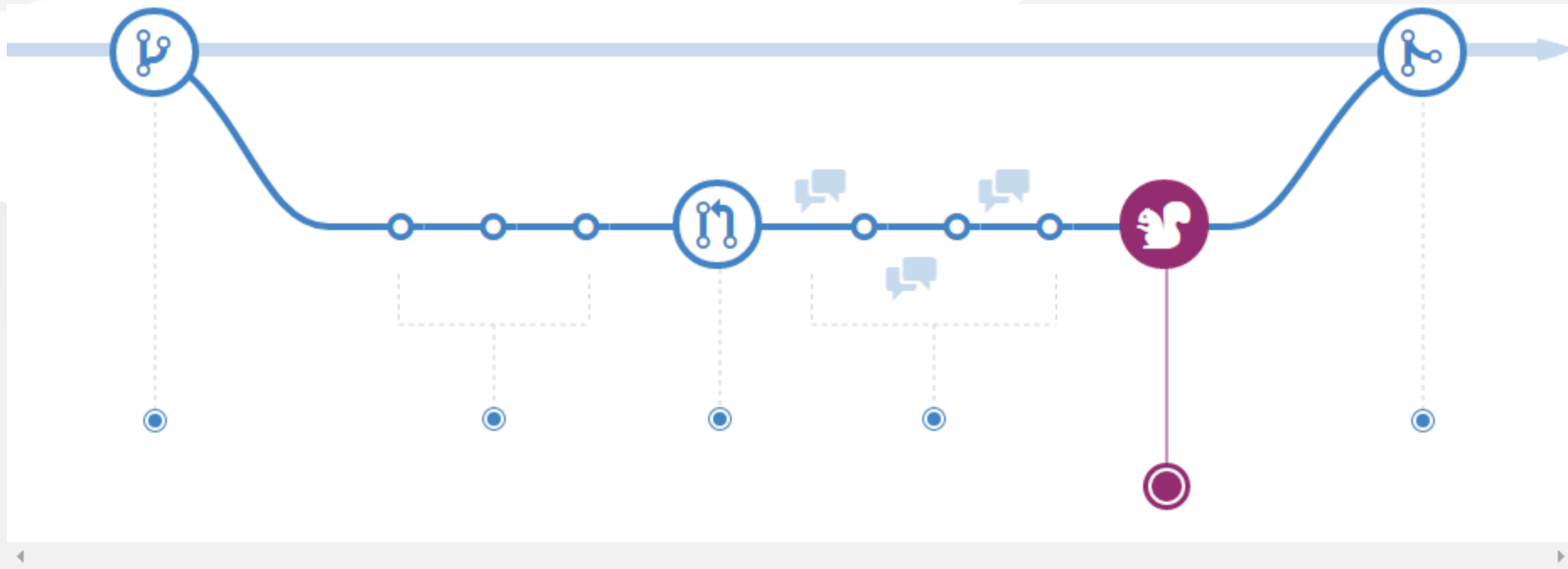
## Open a Pull Request



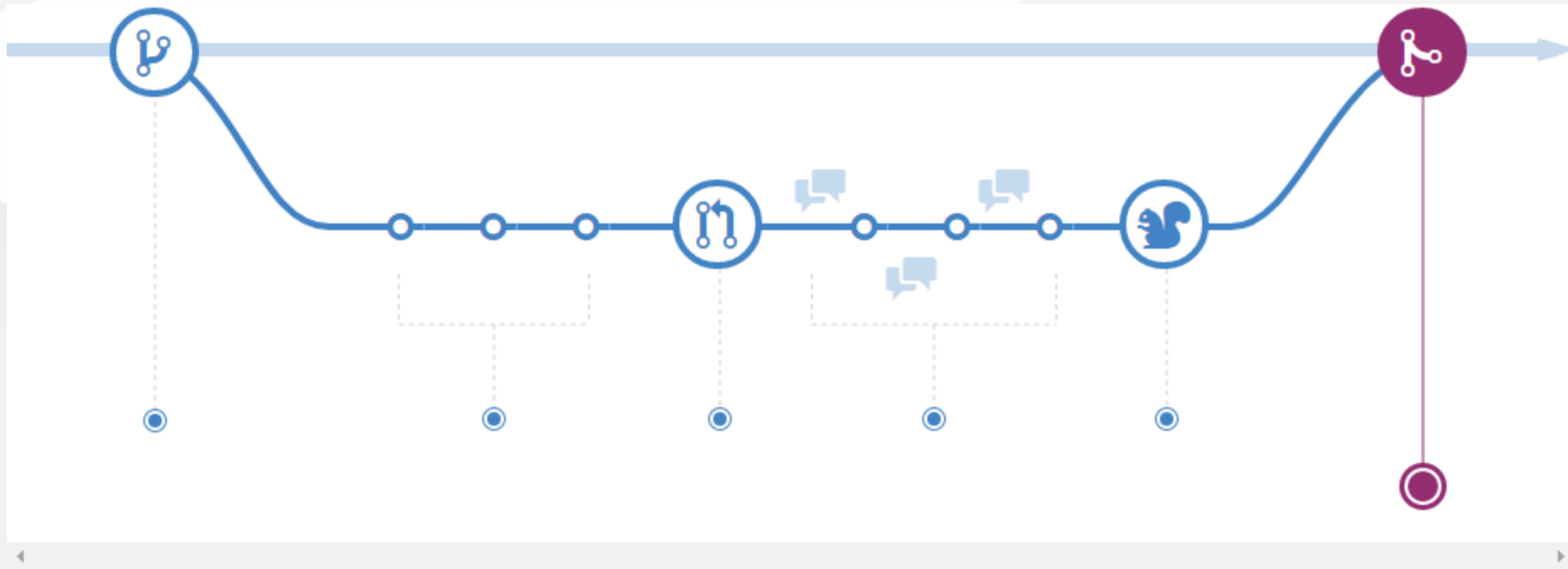
## Discuss and review your code



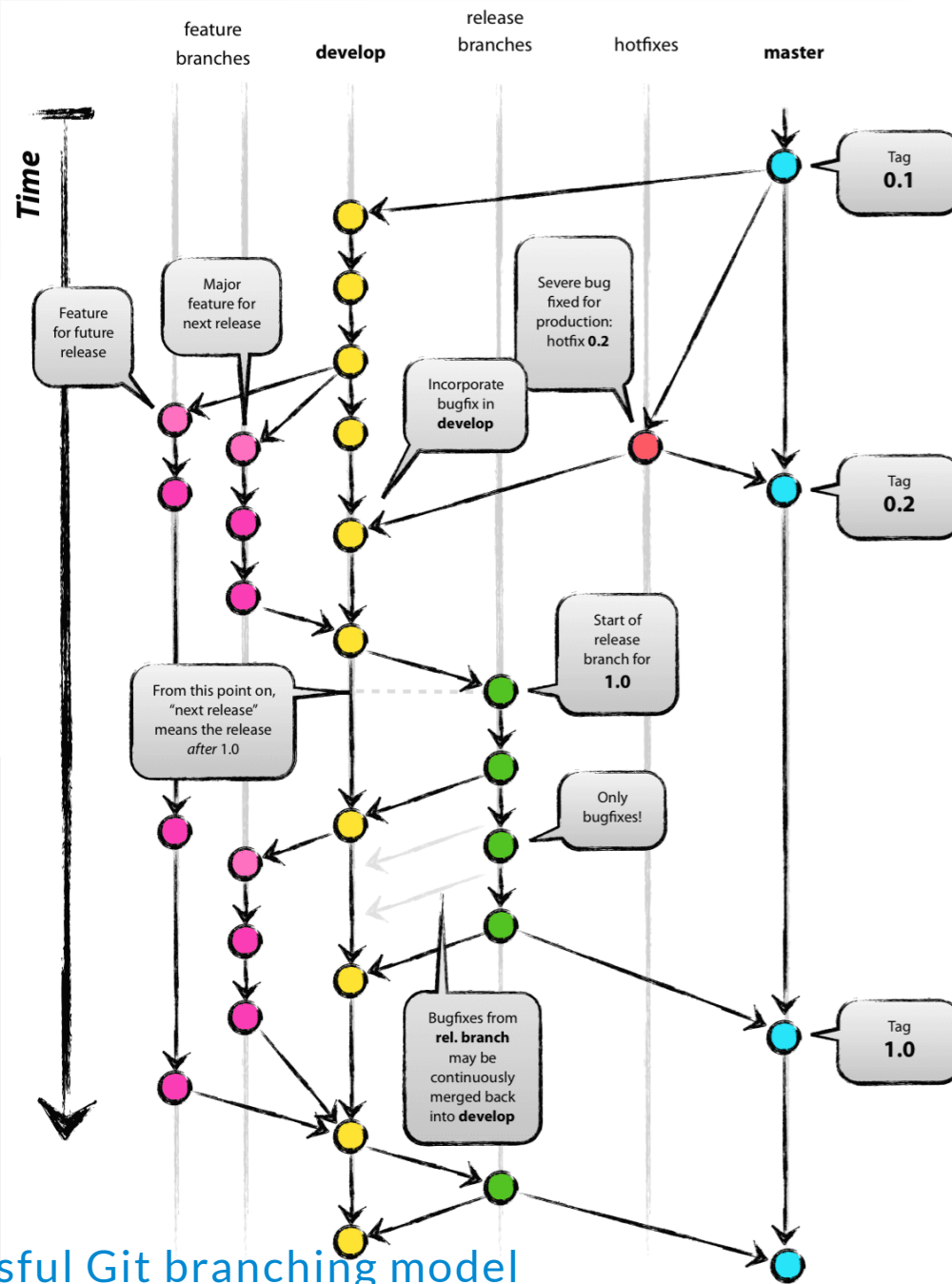
# Deploy



# Merge

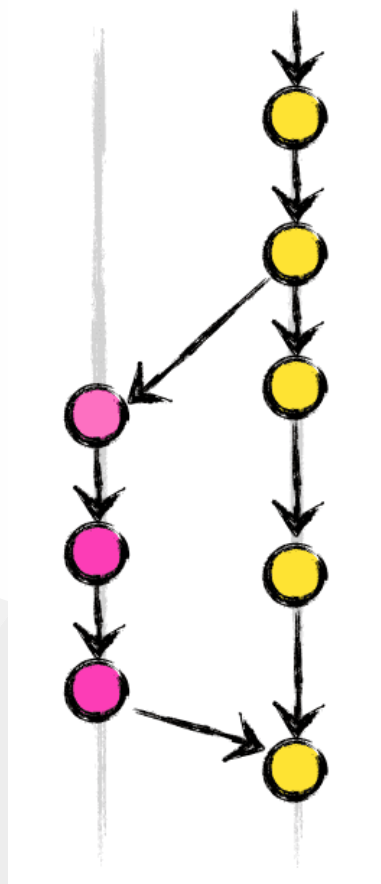


# GitFlow



feature  
branches

develop





Q. What branching strategy should I use?

A

**It depends!** 🧑

Q

What is  
**GitVersion**

Q. What is GitVersion?
















A

**...a tool to help you achieve Semantic Versioning on your project.**

Demo

Q

Why do I need  
**GitVersion**

Name	Date modified	Type	Size
 .git	22/06/2015 11:13	File folder	
 BuildScripts	22/06/2015 11:13	File folder	
 Documentation	22/06/2015 11:13	File folder	
 Prototypes	22/06/2015 11:13	File folder	
 Source	17/07/2015 09:45	File folder	
 SQL Scripts	22/06/2015 11:13	File folder	
 Testing	22/06/2015 11:13	File folder	
 Tools	22/06/2015 11:13	File folder	
 .editorconfig	22/06/2015 11:13	EDITORCONFIG File	1 KB
 .gitattributes	22/06/2015 11:13	Text Document	1 KB
 .gitignore	22/06/2015 11:13	Text Document	3 KB
 build.bat	22/06/2015 11:13	Windows Batch File	1 KB
 generateHelp.bat	22/06/2015 11:13	Windows Batch File	1 KB
 README.md	22/06/2015 11:13	MD File	1 KB
 version.txt	02/09/2015 20:02	Text Document	0 KB

```
[assembly: AssemblyTrademark("")]  
[assembly: AssemblyCulture("")]  
[assembly: NeutralResourcesLanguage("en-GB")]  
  
[assembly: AssemblyVersion("0.2.0.0")]  
[assembly: AssemblyFileVersion("0.2.0.0")]  
[assembly: AssemblyInformationalVersion("0.2.0.0")]
```

Administration > <Root project> > CIDemo > Create Build Configuration

## General Settings

Name: \*

Our First Build Configuration

Build configuration ID: ?

CIDemo\_OurFirstBuildConfiguration

This ID is used in URLs, REST API, HTTP requests to the server, and configuration settings in the TeamCity Data Directory.

Description:

This will build and test our CIDemo Project

Build number format: ?

%build.counter%

The format may include '%build.counter%' as a placeholder for the build counter value, for example, 1.%build.counter%.

It may also contain a reference to any other available parameter, for example, %build.vcs.number.VCSRootName%.

Note: The maximum length of a build number after all substitutions is 256 characters.

Build counter: ?

1

[Reset counter](#)

Artifact paths: ?

Edit artifact paths:

Newline- or comma-separated paths to build artifacts. Ant-style wildcards like `dir/**/*.zip` and target directories like

`*.zip => winFiles, unix/distro.tgz => linuxFiles`, where `winFiles` and `linuxFiles` are target directories are supported.

Build options: ?

☒ enable hanging builds detection

☐ enable status widget ?

Limit the number of simultaneously running builds (0 — unlimited) 0

[VCS settings >>](#)

[Cancel](#)





Q. Why do I need GitVersion?

A

**To make version assertion  
reliable and consistent**

Q

What is  
**GitReleaseManager**

Q. What is GitReleaseManager?

A

**a tool that will help create, and  
manage, a release for your  
application/product.**

Demo



# Gary Ewan Park

**Principal Software Engineer**  
**Chocolatey Software, Inc**

- Twitter: [@gep13](https://twitter.com/gep13)
- Mastodon: [@gep13@mastodon.social](https://mastodon.social/@gep13)
- Blog: <https://gep13.co.uk>
- GitHub: [gep13](https://github.com/gep13)

# Questions

# Learn More

- GitVersion Documentation
  - <https://gitversion.net/docs/>
- GitReleaseManager Documentation
  - <https://gittools.github.io/GitReleaseManager/docs/>
- Git Branching Strategies
  - <https://www.atlassian.com/git/tutorials/comparing-workflows>
- GitFlow
  - <https://nvie.com/posts/a-successful-git-branching-model/>