CSC 7003: Basics of Software Engineering

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http://www-public.telecom-sudparis.eu/~gibson/Teaching/CSC7003/

Version Control

.../~gibson/Teaching/CSC7003/L13-VersionControl.pdf

Version control: background

Version control is also known as resource control or source control

It is the management of changes to documents, programs, and other information stored as computer files.

It is mostly used in software development, where a team of people may change the same files, and it is an important part of software configuration management

Changes – known as revisions - are usually identified by a unique ID - the *revision number*,

Each revision is usually associated with a timestamp and the person making the change.

Revisions can be compared, restored, and with some types of files, merged.

Version control: a (selected) history

Local

- •1972 SCCS
- •1982 RCS

Client-Server

- •1990 CVS (Concurrent Versioning System)
- •2000 Subversion

Distributed

- •2001 GNU arch
- •2000 DCVS
- •2003 SVK
- •2005 Bazaar
- •2005 Git
- •2007 Fossil

Distributed Systems

- 1. No canonical, reference copy of the code base exists by default; only working copies.
- 2. Common operations such as commits, viewing history, and reverting changes are fast, because there is no need to communicate with a central server.
- 3. Each working copy is effectively a remote backup of the code base and change history, providing natural security against data loss.

Version control: some key articles

The Source Code Control System, Marc J Rochkind, 1975

Design, implementation, and evaluation of a Revision Control System, Walter F Tichy, 1982

On Optimistic Methods for Concurrency Control, H.T. Kung and John T. Robinson, 1981

Version control: why?

Reversion: If you make a change, and discover it's not viable, how can you revert to a code version that is known to be good?

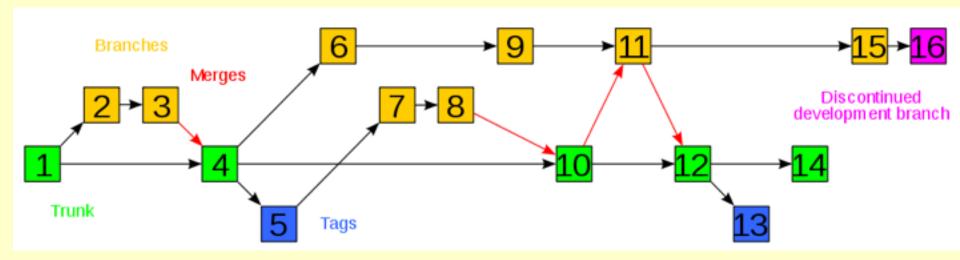
Change/Bug Tracking: You know your code has changed; do you know who, when and why? (When and where the new bug was introduced?)

Branches: How to introduce a completely new feature or concept and not mess up the working code?

Merging branches: If I divide up the code, how to merge new code with old code?

Parallel Development: How to manage independent developers making different changes to the same code?

Version Control: fundamental concepts



Tags (Baselines/Labels) – important snapshot of a project

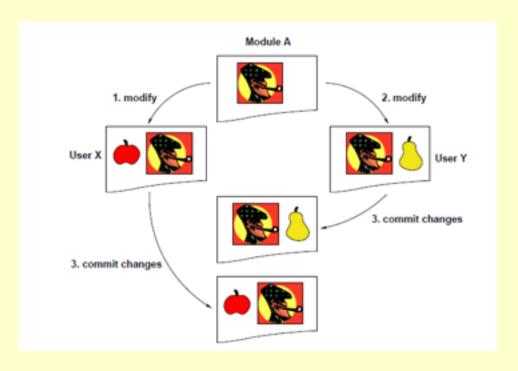
Branch - two (or more) copies of a project that may develop at different speeds or in different ways independently of each other.

Trunk (Baseline/Mainline) - The unique line of development that is not a branch

Merge - an operation in which two sets of changes are applied to a file or set of files or branches.

Version Control: fundamental concepts

Parallel Development: How to manage independent developers making different changes to the same code?



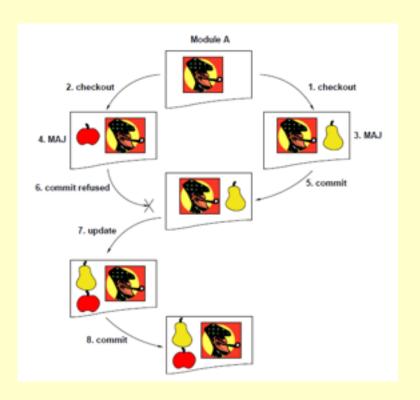
Solution: an *access* protocol

Most VCSs follow 1 of 2 approaches:

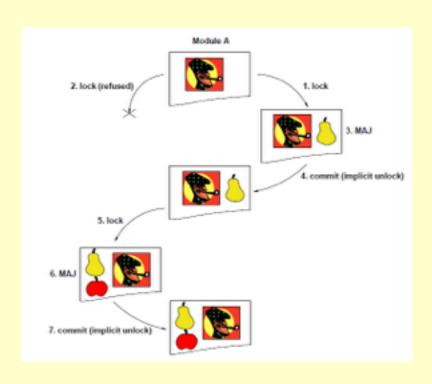
- Copy-Modify-Merge
- Lock-Modify-Unlock

Version Control: fundamental concepts

Parallel Development: How to manage independent developers making different changes to the same code?



Copy-Modify-Merge



Lock-Modify-Unlock

"Always Use Source Code Control"

From "The pragmatic programmer" by Andrew Hunt and David Thomas, 1999, an excellent advanced programming book:

"Always. Even if you are a single-person team on a one-week project. Even if it's a "throw-away" prototype. Even if the stuff you're working on isn't source code. Make sure that everything is under the source code control — documentation, phone number list, memos to vendors, makefiles, build and release procedures, that little shell script that burns the CD master — everything. ... Even if we're not working on a project, our day-to-day work is secured in a repository."

Basic svn commands

svn checkout/co svn add svn delete svn status svn update/up svn commit/ci svn diff svn move





Basic CVS commands

cvs checkout/co

cvs add

cvs remove

cvs log

cvs update

cvs commit

cvs diff

cvs tag

cvs release



Warning: like languages with common syntax, do not assume a common semantics

My preferred system: git

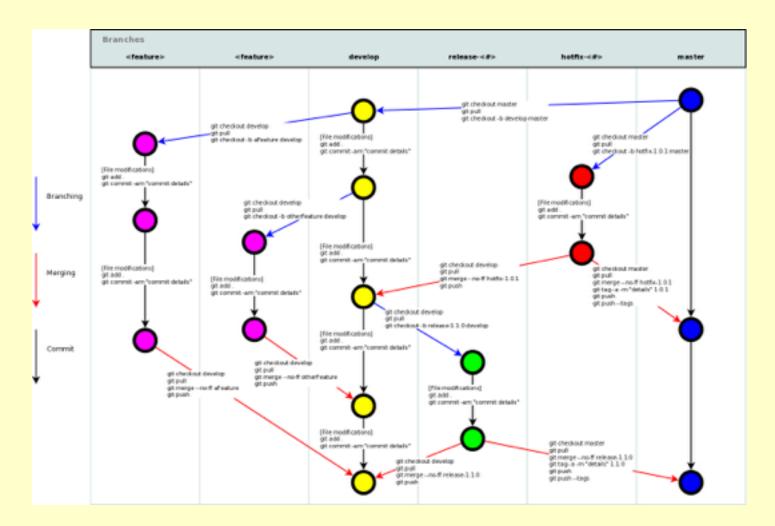


Git is a free and open source distributed version control system designed to handle everything from small to very large projects with speed and efficiency.

Git is easy to learn and has a tiny footprint with lightning fast performance. It outclasses SCM tools like Subversion, CVS, Perforce, and ClearCase with features like cheap local branching, convenient staging areas, and multiple workflows.

https://git-scm.com

A recommended workflow



http://www.geekgumbo.com/2011/08/04/git-a-simple-workflow-commands-usage/

An on-line tutorial

http://rogerdudler.github.io/git-guide/

git - the simple guide

just a simple guide for getting started with git. no deep shit;)



by Roger Dudler

credits to @tfnico, @fhd and Namics

this guide in deutsch, español, français, indonesian, italiano, nederlands, polski, português, русский, türkçe,

ලිඛ්හා, 日本語, 中文, 한국어 Vietnamese

please report issues on github

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