# Version Control Systems

Some of the pictures in the slides are taken from Collabnet inc

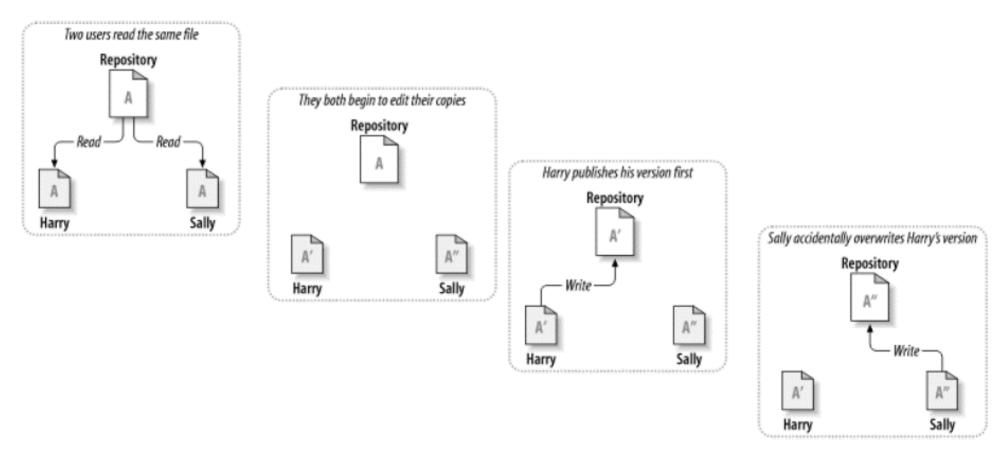
# Why Versioning?

Members of a software development group need to:

- have access to the group source code (file sharing)
- work at the same time on the same files (concurrent editing)
- keep track of different versions of the same file (history)

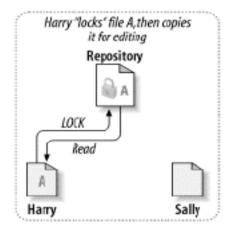
A Version Control System is a special file server, designed for concurrent editing and to store history information.

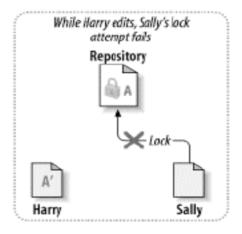
## Concurrent Editing

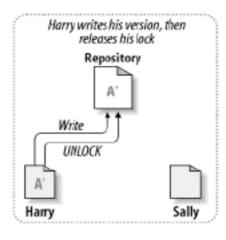


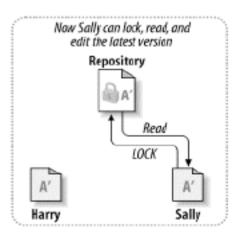
A normal file server (ex. NFS) can provide file sharing but maintains only one version of each file

# Lock – Modify - Unlock









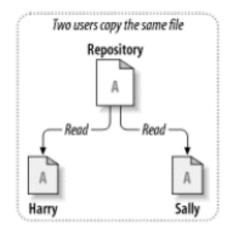
A simple mechanism to support concurrent editing

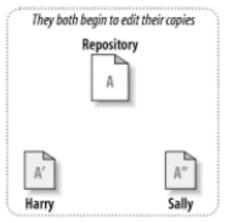
#### Lock – Modify - Unlock

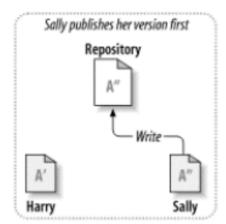
- Disadvantages of this scheme:
  - delays: locking a file prevents concurrent editing
  - administrative overhead: if a user forgets to release the files he has locked, an administrator has to manually remove the lock before another user can edit the files.
  - false sense of security: locking a single file is not sufficient if there are other files depending on it

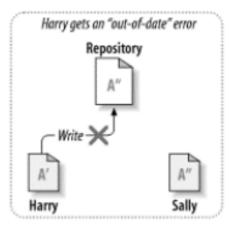
# Copy – Modify - Merge

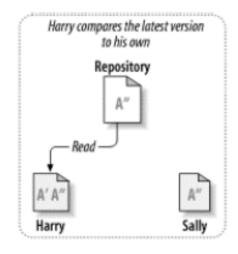
#### A better mechanism

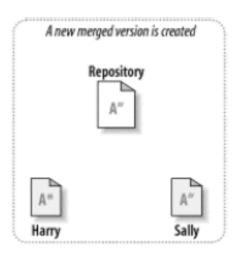


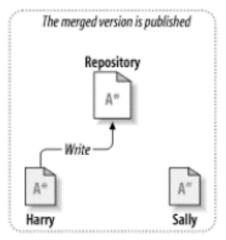


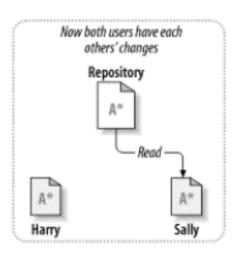












#### Copy – Modify - Merge

- When merging, two types of changes to a file can occur
  - changes that do not overlap: in this case merging is trivial just take the sum of changes
  - changes that overlap: in this case there is a conflict and merging can be difficult - users must communicate to decide which changes to propagate to the new version.
- Merging is a manual process by the user
  (No Al available yet to decide which changes to take).
- The amount of time it takes to resolve conflicts is far less than the time lost by a locking system.

# Available Version Control systems

- **CVS**
- ▶ SVN
- BitKeeper
- Git
- Mercurial
- Others...

#### Centralized Vs Distributed Versioning

- Client-server Vs Peer-Peer
- Single "central" repository Vs Many "central" repositories
- Many different ways to merge/branch have been proposed
- ▶ There are many other differences...