Introduction to TFS 2013 MD. MAHEDEE HASAN

MAHEDEE.NET

1st Edition

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History and Overview

- Microsoft buys **SourceSafe** 1994
 - Also called Microsoft Visual SourceSafe (VSS)
 - o Purchased from North Carolina company called **One Tree Software**
 - SourceSafe is a source control
 - Data stored in file system
 - Manage small team

Microsoft TFS

- Also called Microsoft Team Foundation Server
- First release 2005
- o Data stored in **SQL Server**
- o Can Manage Large team
- Make developers life easy

Clients of TFS

- Visual Studio
 - Source Control
 - o Build
 - o Work Items
 - Reporting
- Eclipse
 - Source Control
 - o Build
 - Work Items
- Web Access
 - Source Control (read)
 - o Work Items
 - Reporting
- Test Manager
 - o Tests
- Excel
 - Reporting
 - o Work Items
- Outlook
 - Alerts
- Project
 - Work Items
- SharePoint
 - Reporting
 - Documentation
- SCVMM
 - Lab Management
- TFS Admin
 - o Admin
- TFS Power Tools
 - o Admin

Version Control Using TFS

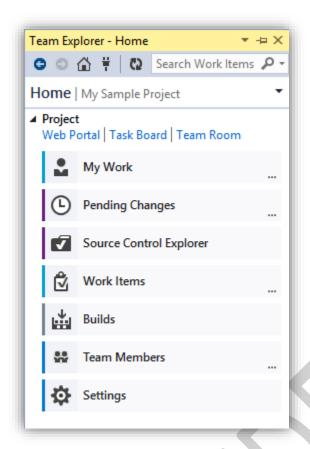
- Version control is a system that records changes to a file
- Changes files over time and you can recall specific versions later
- Version control is more general term of Source control
- Can create branch and marge it using source control
- For the examples, software source code as the files being version controlled, though in reality you can do this with nearly any type of file on a computer.

How to Connect with TFS

Create an application



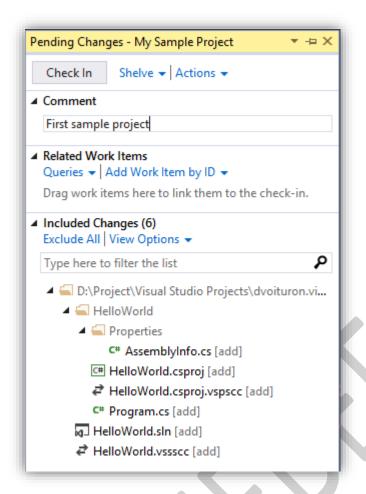
- Click on Team Explorer
- Click on Source Control Explorer



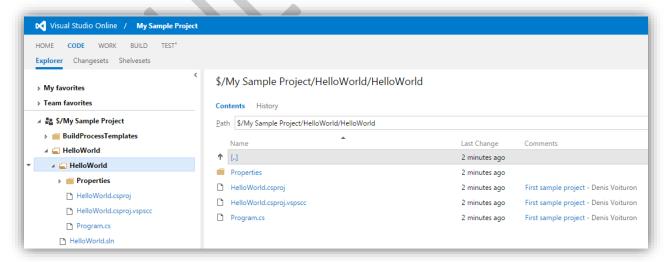
- Add project to the TFS and click next -> next -> finish
- Check In project to the TFS with proper comment

Check Out and Check In Code

- Check Out code for edit
- Check In code for update to TFS



See changes history in Web access



Get Latest version to the local PC

Source control features

- Offline development
- History
- Compare tool
- Merging tool

Source Compare

Can compare two change sets

```
/// Summary description for CodedUITest:
                                                            /// Summary description for CodedUITe *
18
        [CodedUITest]
                                                    18
                                                            [CodedUITest]
19
        public class CodedUITest1
                                                    19
                                                            public class CodedUITest1
20
21
            public static string WebServer = Sy:
                                                    21
                                                                public static string WebServer
                                                    22
23
            public CodedUITest1()
                                                    23
                                                                public CodedUITest1()
                                                    24
25
                                                    25
26
                                                    26
27
                                                    27
28
            [TestMethod]
                                                    28
                                                                [TestMethod]
            public void CodedUITestMethod1()
29
                                                    29
                                                                public void CodedUITestMethod1()
30
                                                    30
                                                                       To generate code for this
31
                // To generate code for this te
                                                    31
32
                this.UIMap.PurchasePlane();
                                                    32
                                                                    /*this.UIMap.PurchasePlane();
                this.UIMap.AssertGrandTotalExped
                                                    33
                                                                    this.UIMap.AssertGrandTotalEx
33
                this.UIMap.AssertGrandTotal();
                                                    34
                                                                    this.UIMap.AssertGrandTotal()
34
                                                    35
35
                this.UIMap.InternetExplorerEnhal
                                                                    this.UIMap.InternetExplorerEn
36
                                                    36
37
                                                    37
                                                                [TestMethod]
38
            [TestMethod]
                                                    38
            public void CodedUITestFail()
                                                                public void CodedUITestFail()
39
                                                    39
                                                    40
40
                this.UIMap.PurchasePlane();
                                                                    /*this.UIMap.PurchasePlane();
41
                                                    41
                this.UIMap.AssertGrandTotalExped
42
                                                                    this.UIMap.AssertGrandTotalEx
```

Branching and Merging

Scenarios for Branching and Merging

- If you are having regular **problems with broken builds**, you should create a **development branch** to isolate **parallel development efforts**.
- If you have features that are causing stability issues
- **Teams** causing stability issues among each other, create separate feature or team branches beneath a development container folder in source control.

Common Scenarios in Practice

- Scenario 1 No Branches.
- Scenario 2 Branch for Release
- Scenario 3 Branch for Maintenance.
- Scenario 4 Branch for Feature.
- Scenario 5 Branch for Team

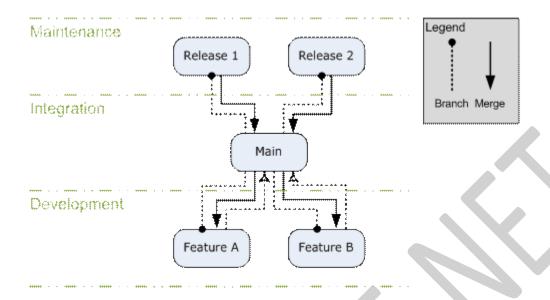
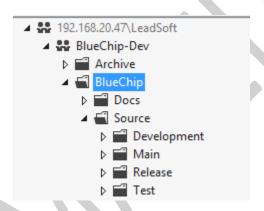


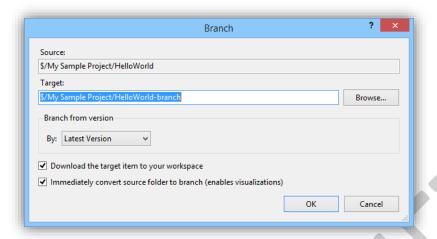
Fig - Logical Relationship Showing Branch and Merge Flow

Organization's branching structure

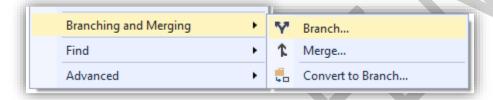


How to create branch





How to marge to a branch



Source Control Merge Wizard (Workspace: MAHEDEE)





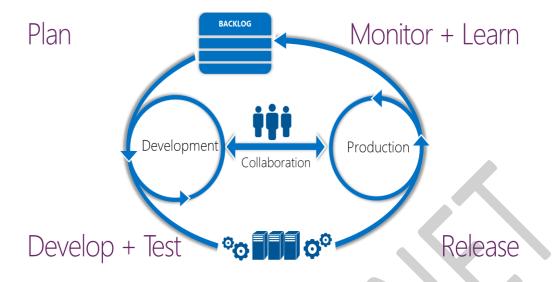


Select the source and target branches for the merge operation

Select the branch that contains the changes you would like to merge.			
Source branch:			
\$/BlueChip-Dev/BlueChip/Source/Development/Applications/Bluechip_2012	Browse		
Select the source branch changes you would like to merge: All changes up to a specific version Selected changesets 			
Select the target branch for the merge operation. The drop-down list contains all target branches applicable to the selected source branch.			
Target branch:			
\$/BlueChip-Dev/BlueChip/Source/Main/Applications/Bluechip_2012	Browse		
< Previous Next > Finish	Cancel		

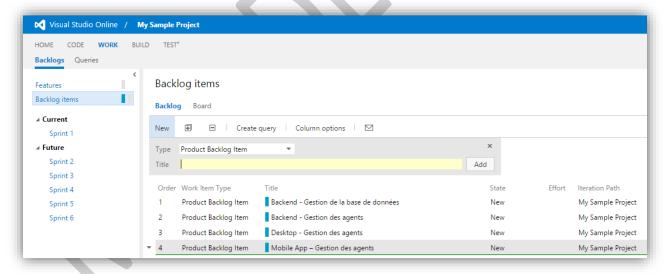
ALM

- Also called **Application Life Cycle Management**
- Continuous value delivery and rapid response to change
- It is a product life cycle management
 - Planning
 - Development
 - Maintenance



Product backlog

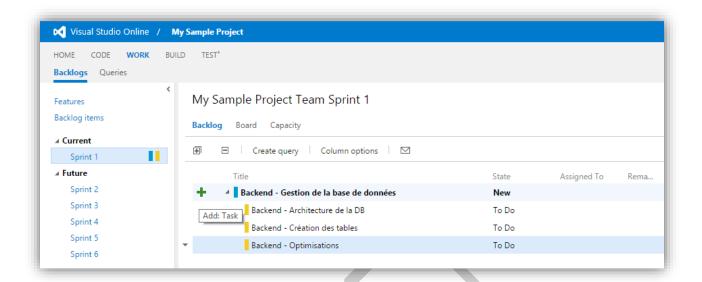
- A product backlog is a prioritized list of all the features and functionality needed to complete a project.
- In TFS, you manage your product backlog using work items.
- Your choice of work item types will differ depending on the process template used to create your team project.



Work Item

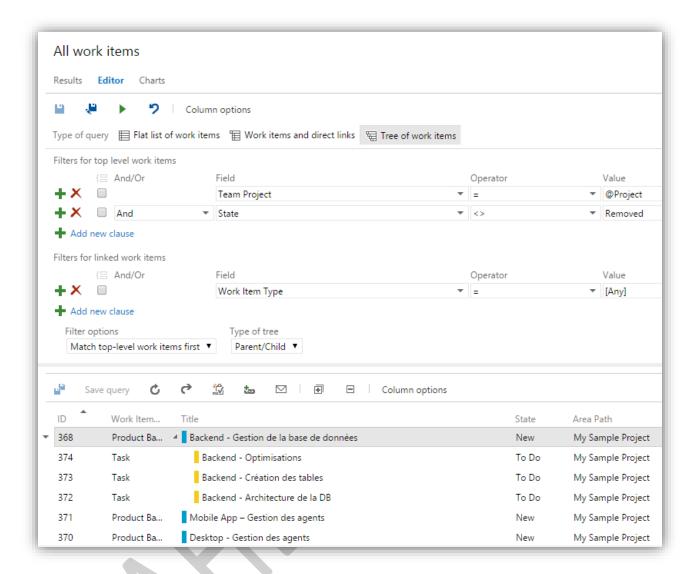
- Team Foundation has work item tracking features
 - Designed to assist enterprise software development teams to manage their work and software defect tracking
- Share a set of common system fields.
- Track comprehensive history of changes to the work item.

• Support **links to other work items**, file **attachments**, or any other work product in Team Foundation.



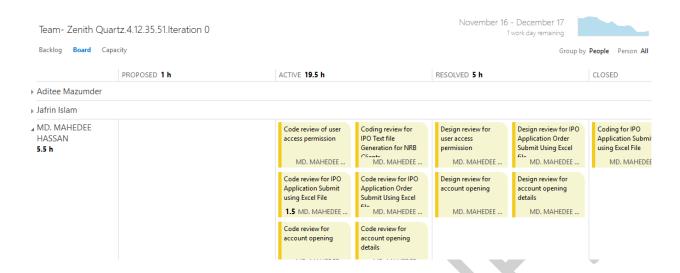
Queries

- Uses to track work item information customized way
- You can create query as your own
- Shared Queries
 - Queries for all project
- My Queries
 - o Queries for individual users



Board

- Also called Kanban Board
- Can see project or iteration progress at a glance
- Can monitor backlog status at a glance



Burn Down Chart

- A burn down chart is a graphical representation of work left to do versus time.
- The outstanding work (or backlog) is often on the vertical axis, with time along the horizontal.
- It is useful for predicting when all of the work will be completed.
- There is an Ideal tread and Remaining Work representation



References

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