

Software Engineering Essentials



Software Configuration Management 1

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Learning goals

- 1) Understand why software configuration management is required
- 2) Explain the differences between a promotion, a release and a revision

Motivation

- Multiple people work on artifacts that are changing
 - More than one version of the artifact has to be supported:
 - Source code
 - Documents
 - Released software systems
 - Software is running on different machines & operating systems in the target environment
- ➔ Need for coordination: Software configuration management (SCM)
- Manages evolving software systems
 - Controls the costs involved in making changes to the system

Definition

Software configuration management (SCM) encompasses disciplines and techniques for

- Initiating, evaluating and **controlling change** to work products
- During and after a software project

It is a **project function** with the goal to make technical and managerial activities more effective

IEEE 828-2012: Standard for configuration management in systems and software engineering

Terminology

Version: A specific instance of configuration items (e.g. files, hardware)

Release: The (formal) distribution of an approved version

Revision: Change to a version that corrects only errors in the design/code, but does not affect the documented functionality

Baseline: A work product that has been (formally) reviewed and that thereafter can be changed only through change control procedures

Six main activities

1) Configuration item identification

- Modeling the system as set of evolving components

2) Promotion management

- Creation of versions for other developers

3) Build and release management

- Creation of versions for clients and users

4) Change management

- Handling, approval & tracking of change requests

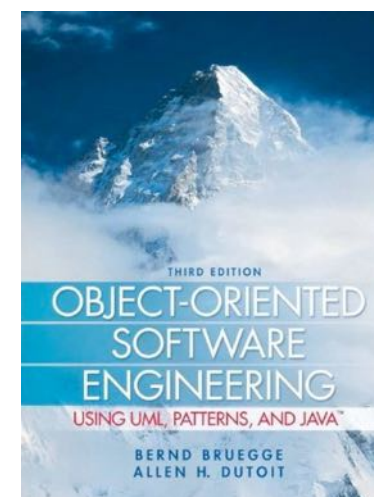
5) Branch management

- Management of concurrent development

6) Variant management

- Management of coexisting versions

Covered in this course



Bruegge, Dutoit: Object-Oriented Software Engineering Using UML, Patterns, and Java (Chapter 13)