

## SDEVEN Software Development & Engineering Methodology

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# System development and changes logging (SDEVEN.55-TRACE)

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## Preamble

This procedure is about *in development system* logging and trace issues, features, fixes, etc, generally speaking all "actions" like intentions, changes, proposals, and so on.

## Common files used to keep tracking

The following files are mostly present in development projects:

- **CHANGELOG** file - this keep record of all things done in development process - all changes or new things happened
- **ROADMAP** file - this keep record of all things approved on project development roadmap (see *NOTE 1: Files with commercial impact*) - a template document can be found in [file Appendix\\_D\\_ROADMAP\\_template.md](#)
- **RELNOTE** file(s) - this keep the record of things already done in a released version, RELNOTE name is an acronym for "RELEASE NOTES" (see *NOTE 1: Files with commercial impact*) - a template document can be found in [file Appendix\\_E\\_RELNOTE\\_template.md](#)

Outside of these files, projects can have some files dedicated to project management domain, the most usual files "seen by developers" being [Status\\_report STATUSR - template in Appendix\\_C\\_Status\\_Report.md](#) (see *NOTE 1: Files with commercial impact*).

**NOTE 1: Files with commercial impact**

ROADMAP, Release notes - RELNOTE, Status report - STATUSR files have DIRECT commercial visibility and impact and can be used by other persons from commercial departments so they should follow just a minimum strictness regarding used language

## Taxonomy

Speaking about situations, items or events that that must be traced, these could be of category:

- **to be done category** representing those things that should be made in a short term - these will be marked with `#TODO` text to be recognized by editing platforms (most of IDEs platform have extensions for that) and visually highlight them
- **bugs or "problems" category** representing those things that create any kind of problems and should be fixed - these will be marked with `#FIXME` text to be recognized by editing platforms (most of IDEs platform have extensions for that) and visually highlight them
- **notes or useful comments** these will be marked with `#NOTE` text to be recognized by editing platforms (most of IDEs platform have extensions for that) and visually highlight them

The words can appear anywhere is considered necessary: code, comments, README files, documentation, and so on.

For all previous enumerated markers and if they are used in code they will be prefixed by language specific comments code, for example in `Java`, `JavaScript` or `C` will be prefixed with `//` resulting for NOTE for example: `// #NOTE`.

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