[EXTERNAL EXPORT] Versioning Conventions

Background

From the publisher and developer perspective, Rendering Module consists of several components:

- [Obligatory] SDK
- [Optional] GAM Event Handlers
- [Optional] MoPub Adapters

Each of them is an independent component that might be developed independently.

Therefore, if GAM Event Handlers is changed we should increase its version but it still should be compatible with the current version of SDK. We should not increment the SDK version just to sync it with the last version of event handlers.

It means that publishers will be able to update these components independently. It can lead to pitfalls. The user can download and update just a GAM Event Handler but don't update the SDK. It would lead to a runtime crash because the Event Handler was built with a newer SDK version that might have a different API.

To avoid such a situation, in both cases of integration, with dependency manager and manual, we must provide a strict convention of compatible versions between components.

The dependency manager, if it is possible, should be tuned respectively to this convention and publishers should be informed in the documentation.

Convention

1. SDK and all Event Handlers use Semantic Versioning 2.0.0
2. In the case of incrementing of the SDK version, the version of all event handlers must be incremented respectively
   a. The MAJOR and MINOR should be always synced between SDK and Event Handlers
   b. The PATH of SDK and Event Handlers might be different. The PATH between event handlers might be different as well.
3. Only the PATH could be incremented in Event Handlers.
4. On incrementing the Event Handler version the spec of dependency manager should be configured in such a way that the new Event Handler version requires the currently last version of SDK.
5. The information about version compatibility should be added to the chart in the public docs.

Examples

Component	Initial	New
SDK	1.0.0	1.0.1
GAM Event Handler	1.0.0	1.0.1
MoPub Adapter	1.0.0	1.0.1

Component	Initial	New
SDK	1.1.2	1.2.0
GAM Event Handler	1.1.2	1.2.0
MoPub Adapter	1.1.2	1.2.0

Component	Initial	New
Apollo SDK	1.1.2	No Change
GAM Event Handler	1.1.2	1.1.3
MoPub Adapter	1.1.2	No Change

Component	Initial	New

Apollo SDK	1.1.2	1.1.3
GAM Event Handler	1.1.3	1.1.4
MoPub Adapter	1.1.2	1.1.3