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Source Code Management

SCM can be used in a lot of projects that I have been assigned to. Before knowing what SCM meant or was used for, I used to save multiple files of the same project just in case I made a mistake or had to go back and see how I initially started that. Doing that made it difficult to use a correct file or one as the final file to use. Had I known about SCM, it would’ve saved me a lot of time on an individual project that has been altered and saved multiple times.

The features I could use for future projects, is knowing where changes were made and the last change to date. I can also save where I left off and try something else, if it doesn’t work out, I can always go back to where I had last saved it instead of starting from scratch. Another feature would be to have users view the file and see where changes or bugs needs to be fixed. This makes it a lot easier than trying to figure out a bug on my own or it can help show something I previously missed but another user caught. Another feature would be seeing what input other users have, such as using a different way of doing something and allowing myself to decide if it seems fit for the appropriate project.

Initially, using a SCM can save a lot of space and files from constantly being saved as different versions. I can have all information on one screen where I can see the changes made and the changes that needs to be made. SCM being user friendly can help with feedbacks on projects as well as inspire ideas from other’s commits.