Code Ownership Categories

Owner Only → Strong Code Ownership

Reviewed → Weak Code Ownership

Any Pair / **Anyone** → Collective Code Ownership
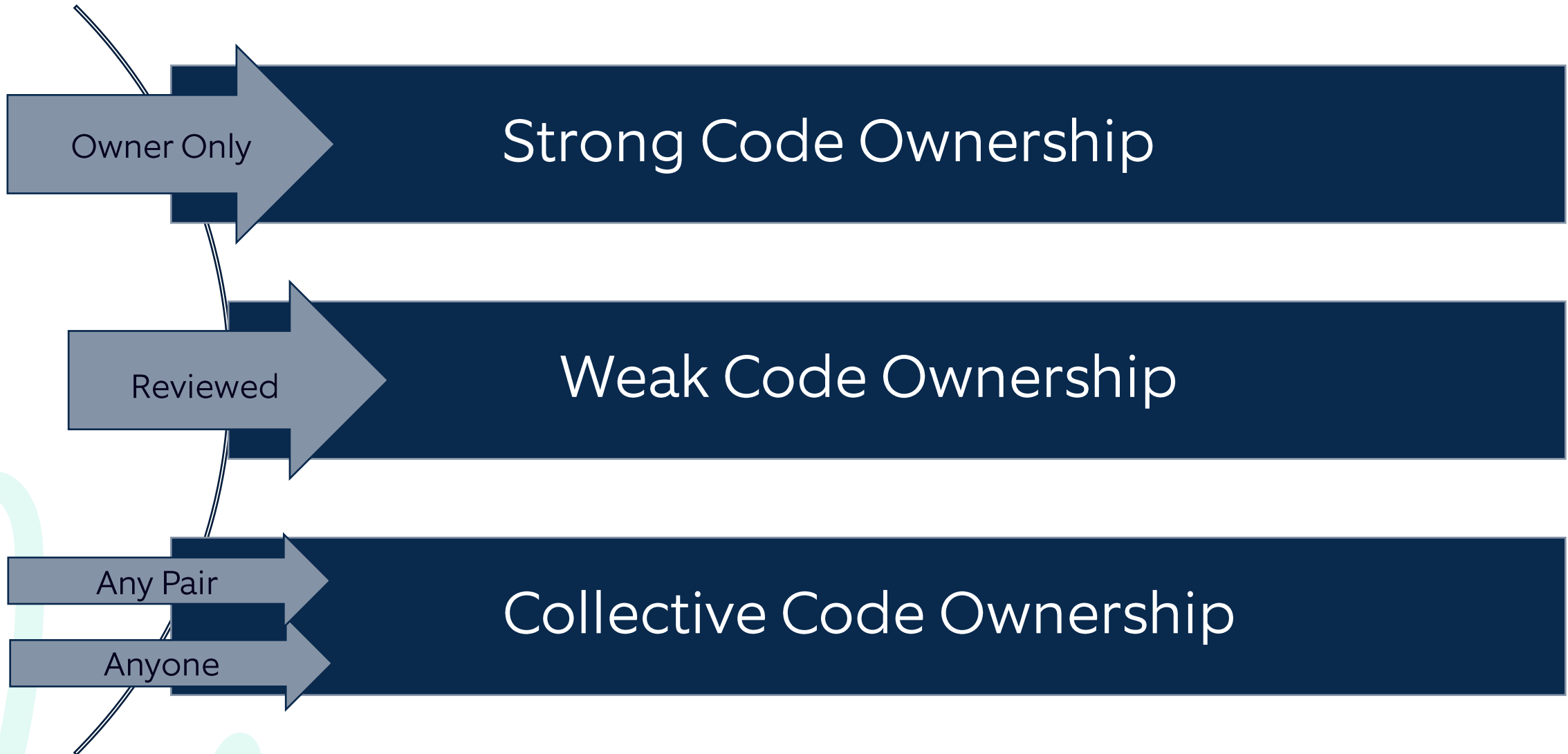
Martin Fowler, 2006, https://martinfowler.com/bliki/CodeOwnership.html

Strong Code Ownership

- Code is broken up into modules (e.g. libraries, classes, files, methods) which are assigned to one developer

- Developers are only allowed to make changes to modules they own

- Changes in „foreign" modules need to be requested at the owner
  - can be speeded up by providing recommended patches

Weak Code Ownership

- Modules are assigned to owners, but other developers are allowed to change „foreign" modules

- Module owner takes responsibility and reviews or moderates all changes made to her/his module

- By convention you should talk to the owner if you would like to make substantial changes

Collective Code Ownership

- The code is owned by the team

- No owners, **anyone** can make changes

- **Any pair**
  - Extreme Programming: any pair is automatically established due to pair programming
  - Also called „Shared Code"