

# Advanced Software Development: Version Control

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**CPSC 501: Advanced Programming Techniques  
Fall 2022**

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Friday, September 2, 2022



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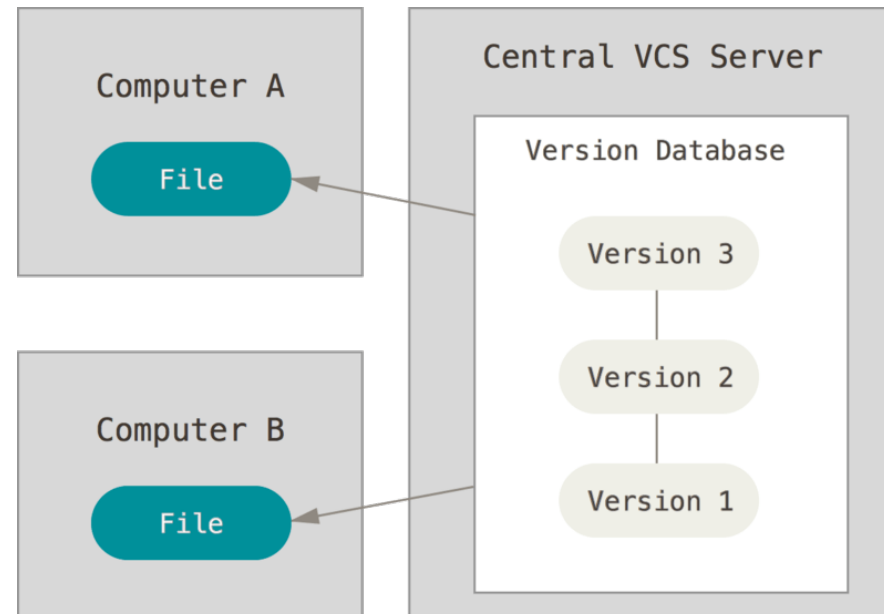
# Version control ... quick history

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- Three generations
  1. Concurrency though **lock** operations on one file at a time (1972 **antiquated**)
  2. **Centralized** repository - CVCS (SVN, Team Foundation Server)
    - Merge your change in case someone else made changes to central repo, then you can commit a change.
    - Managers like the control

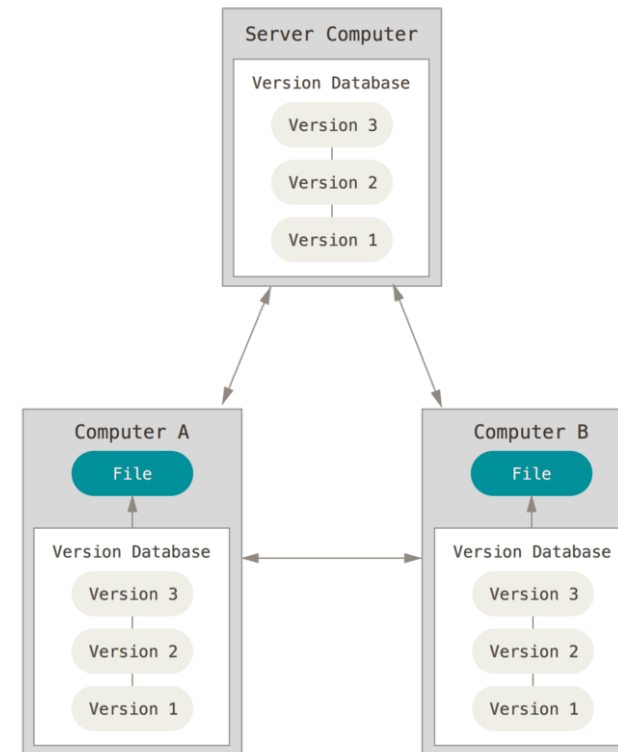


<https://git-scm.com/book/en/v2>

# Version control ... quick history

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- Three generations
- 3. **Distributed** repositories – DVCS (**Git [by far market leader]**, Mercurial, more)
  - Can do work on a local repo
  - Developers like flexibility (managers can adapt)



<https://git-scm.com/book/en/v2>

# First up some definitions

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Contrast and compare ... later

# Version Control

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- **Version control:**
  1. Stores source code files for a project in a **central** place
    - Allows multiple developers to work on the same code base in a controlled way
  2. Keeps a **record of changes** made to source code files over time
    - You can recall any version of a file based on a date or version number
  3. Allows you to maintain **multiple**, concurrent **releases** of your software
    - i.e. the mainline (or trunk) plus one or more branch releases

# Version Control: Repository

- **Repository:** the place where source code files for projects are stored
  - Will contain all versions of the files
  - Actually stored as differences
    - much smaller than full copies
    - but means you need to history to recreate a full file
  - Can be local but often network accessible



# Version Control: Repository

- **In addition to source code, often stores non-code project artifacts** such as:
  - Ant/Maven files, Makefiles, etc.
  - External documentation (analysis, design, etc.)
- Generally **does not to store generated artifacts**
  - E.g. Object code, .class files, linking files, executables, temp files, etc





# Version Control: Basic Terms



**Workspace:** the place where you work on a copy of a project's files

Files in the *repository* are not changed by you directly



**Checking out:** populates your *workspace* with up-to-date copies of files and directories from the *repository*



**Committing:** saves your changes back into the repository

Sometimes called checking in

The repository keeps track of changes using revision numbers



**Updating/pulling:** repopulates your workspace with the latest versions of files

Useful when other developers are also working concurrently on the same project

# Version Control: Versioning

- **Revision:** Each version of a file (or a set of files) is given a unique identifier
  - It is time-stamped and should be commented to describe the change made
  - In SVN:
    - 1 for the initial version
    - 2, 3, etc. for subsequent committed versions
  - In Git
    - no revision numbers, **generated hash values**
    - **You have to name revisions for context with tagging**

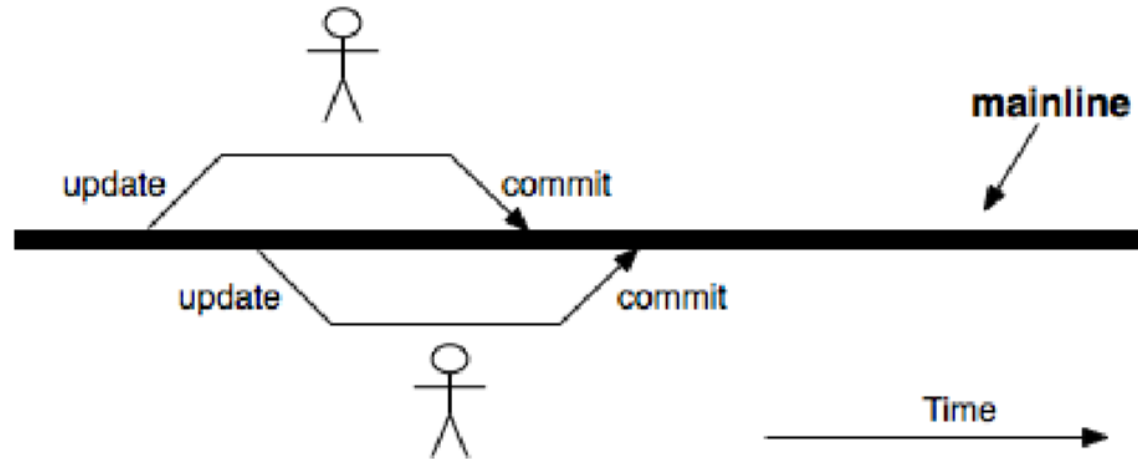
# Version Control: Versioning/Tagging

## Revisions

1. Retrieve a specific revision of a file or set of files (i.e. a directory or a project)
2. List the differences between revisions
3. Retrieve all source code as it appeared at some date in the past

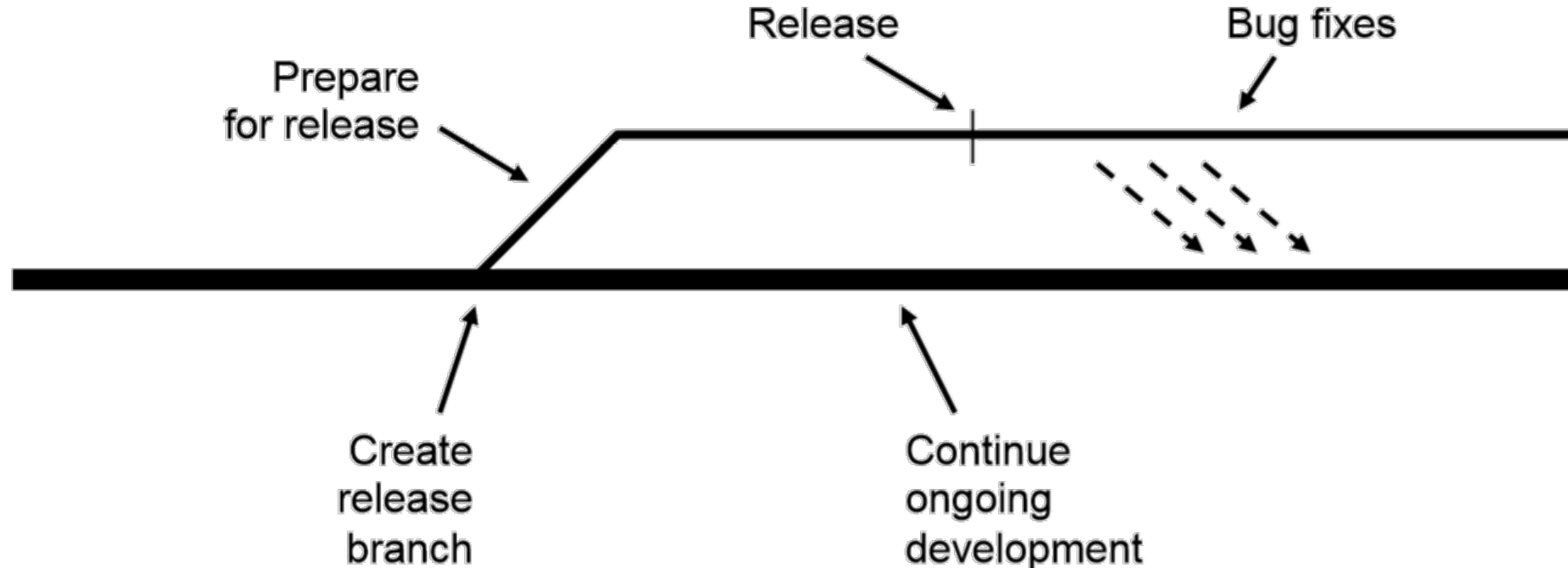
# Version Control: Trunk/Mainline

- In very simplistic development, developers work on the same shared code base for a project
  - Called the mainline (or trunk)



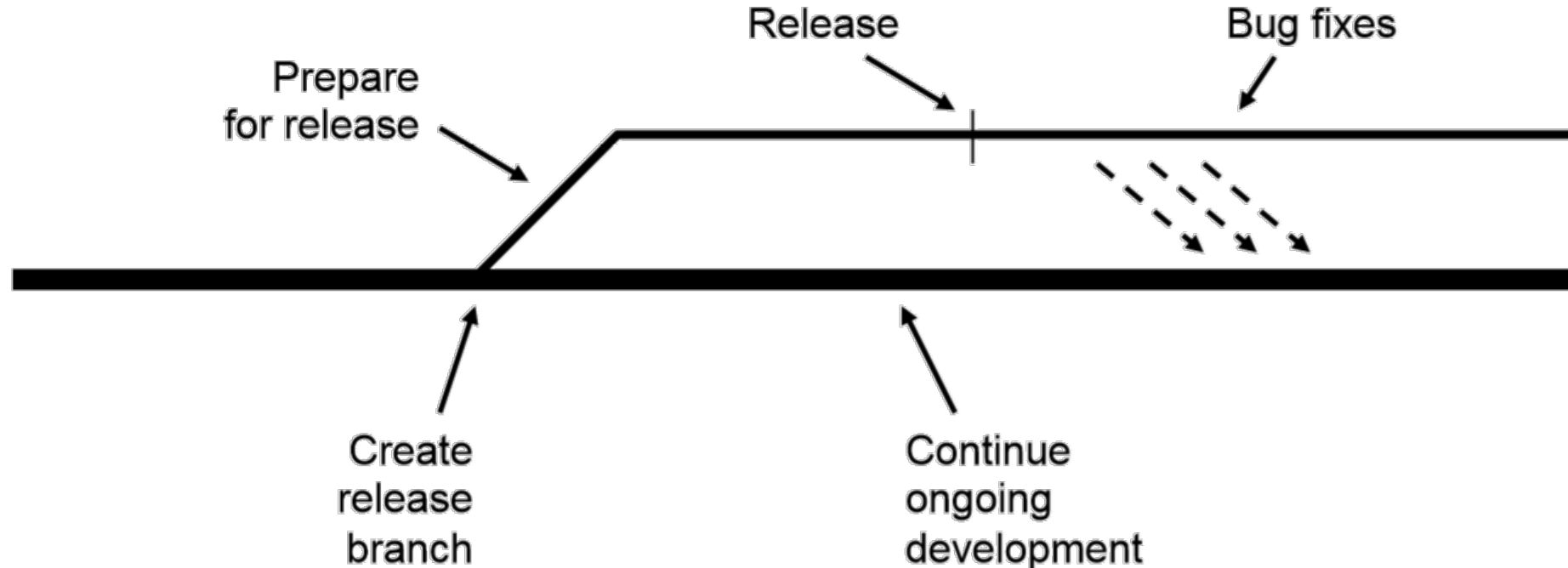
# Version Control: Branching

- A **branch** is a separate, independent line of development
  - Is like a separate repository for the same project
  - Allows parallel development on the same code base
  - Useful for creating a release branch



# Basic Concepts: Merging

- **Merging** allows you to apply changes made in a release branch back into the mainline
  - E.g. Bug fixes, **Refactorings!!!**



# Basic Concepts : Conflicts

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- Two or more developers editing the same file can lead to **conflicts**
  - Strict locking allows only one person at a time to have write access to the file (gen 1)
- *SVN (normally) used optimistic locking*
  - *If you try to commit a shared file, you **are forced to update the file first***
  - *SVN merges changes from other developers into the working copy*
  - *If no conflicts, you simply commit the file*
  - *Else, you must manually resolve the conflicts*
- **Git**
  - **Will attempt to do merge itself, even within files**
  - **Will have 'conflict' if file is gone, or same line is edited**
  - **Will produce file with both lines and you'll have to pick (or to make more changes)**

# Onward to ... quick overview of SVN.

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