

# Version Control

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# Goals

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- ▶ Review material from Chapter 6 of Pilone & Miles
  - ▶ Version Control & Configuration Management
    - ▶ Working “Without a Net”
    - ▶ Repository Management
      - ▶ Init, Add, Branch, Merge

# Without a Net (I)

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- ▶ Doing software development without configuration management is “working without a net”
  - ▶ Configuration management refers to both a process and a technology
    - ▶ The process encourages developers to work in such a way that changes to code are tracked
      - ▶ changes become “first class objects” that can be named, tracked, discussed and manipulated
  - ▶ The technology is any system that provides features to enable this process

# Without a Net (II)

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- ▶ If you don't use configuration management then
  - ▶ you are not keeping track of changes
  - ▶ you won't know when features were added
  - ▶ you won't know when bugs were introduced or fixed
  - ▶ you won't be able to go back to old versions of your software
- ▶ You would be “living in the now” with the code
  - ▶ There is only one version of the system: this one
- ▶ You would have no safety net

# Without a Net (III)

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Developer 1

Developer 2

Two developers need to modify the same file for the task they are working on

Demo Machine

**A**

# Without a Net (IV)

6

Developer 1

**A**

working copy

Developer 2

**A**

They both download the file from the demo machine, creating two working copies.

Demo Machine

**A**

# Without a Net (V)

7

Developer 1

**A1**

Developer 2

**A2**

They both edit their copies  
and test the new functionality.

Demo Machine

**A**

# Without a Net (VI)

8

Developer 1

**A1**

Developer 1 finishes first and uploads his copy to the demo machine.

Developer 2

**A2**

Demo Machine

**A1**



# Without a Net (VII)

9

Developer 1

**A1**

Developer 2

**A2**

Developer 2 finishes second and uploads his copy to the demo machine.

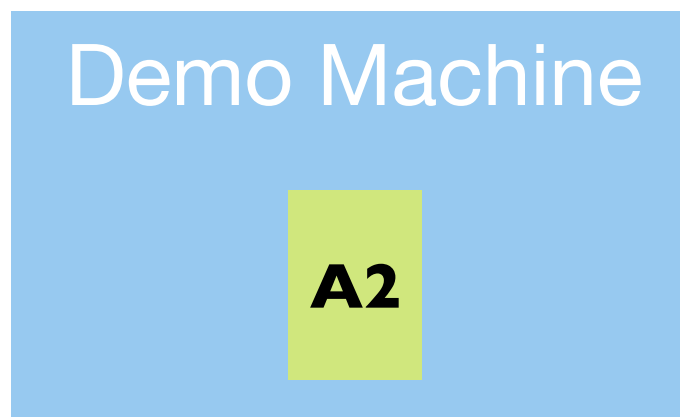
Demo Machine

**A2**

# Without a Net (VIII)

10

This is known as “last check in wins”



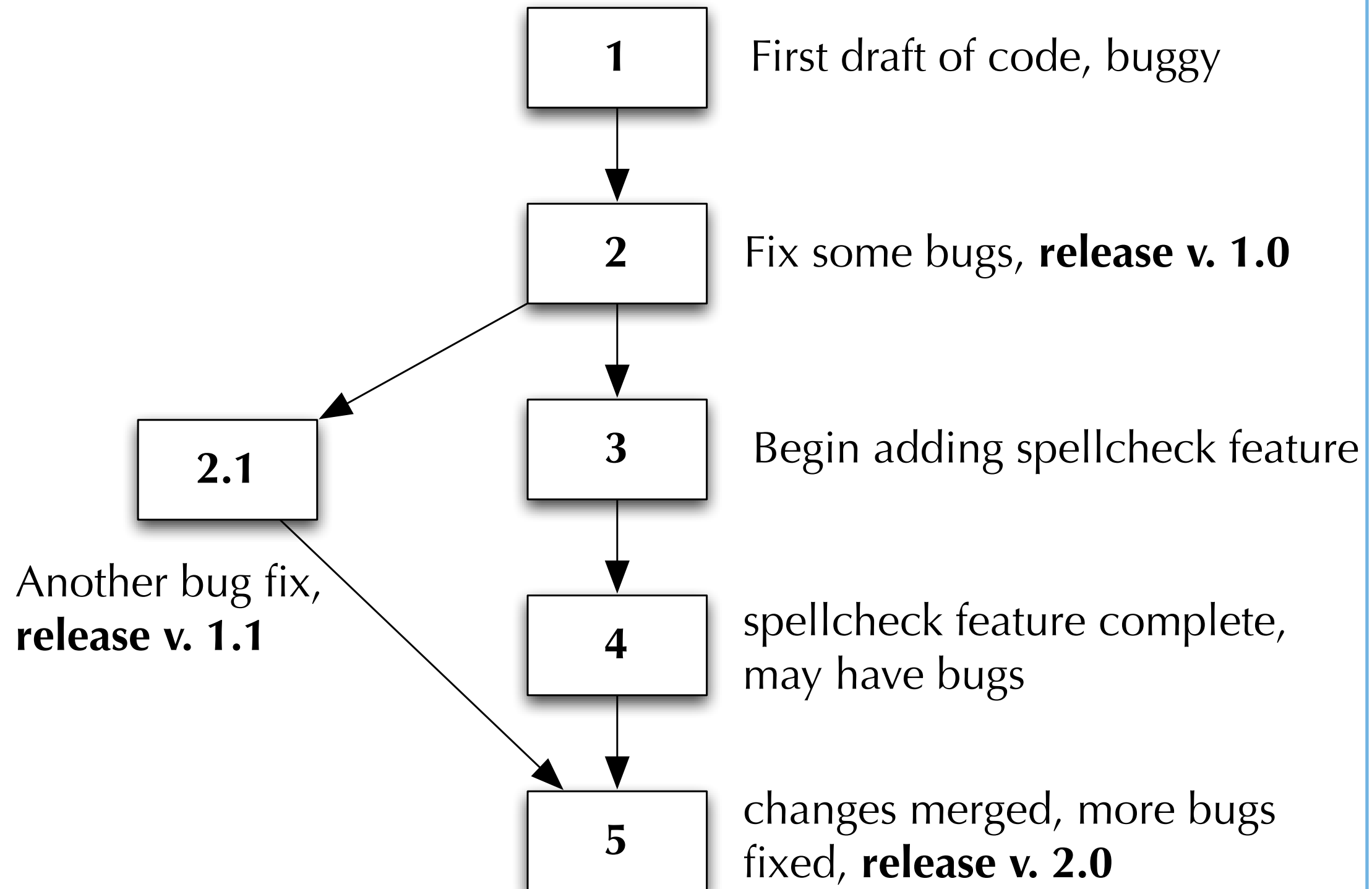
At best, developer 1's work is simply “gone” when the demo is run; At worst, developer 1 checked in other changes, that cause developer 2's work to crash when the demo is run.

# Not Acceptable

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- ▶ This type of uncertainty and instability is simply not acceptable in production software environments
  - ▶ That's where configuration management comes in
  - ▶ The book uses the term “version control”
    - ▶ But in the literature, “version control” is “versioning” applied to a single file while “configuration management” is “versioning” applied to collections of files

# Versioning



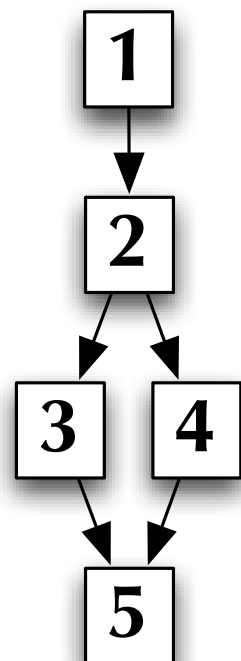
# Configuration Management

Particular versions of files are included in...

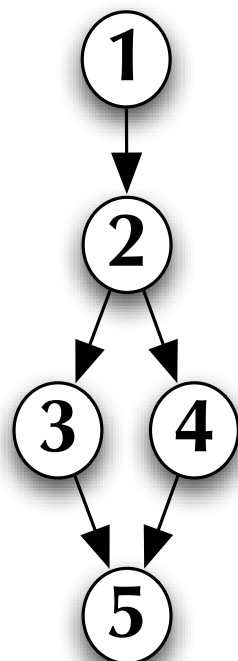
... different versions of a configuration

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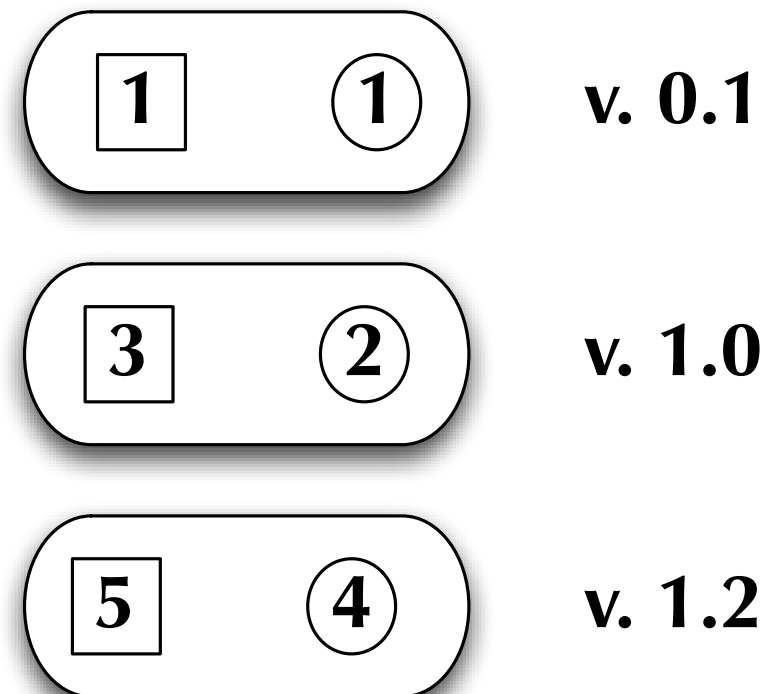
**File A**



**File B**



**Configuration Z**



# With a Net (I)

14

Developer 1

Repository

**A**

Developer 2

Demo Machine

Two developers need to modify the same file for separate tasks

# With a Net (II)

15

Developer 1

**A**

Repository

**A**

Developer 2

**A**

Demo Machine

They check the file out into their own working copies

# With a Net (III)

16

Developer 1

**A1**

Repository

**A**

Developer 2

**A2**

Demo Machine

They modify their copies.



# With a Net (IV)

17

Developer 1

**AI**

Repository

**AI**

Developer 2

**A2**

Demo Machine

Developer 1 finishes first.

# With a Net (V)

18

Developer 1

**A1**

Repository

**A2**

Developer 2

**A2**

Demo Machine

Developer 2 finishes and tries to check in, but...

# With a Net (VI)

19

Developer 1

**A1**

Repository

**A1**

Developer 2

**A2**

Demo Machine

the change is rejected, because it conflicts with A1

# With a Net (VI)

19

Developer 1

**A1**

This is known  
as “first check-  
in wins”!

Repository

**A1**

Developer 2

**A2**

Demo Machine

the change is rejected, because it conflicts with A1

# With a Net (VII)

20

Developer 1

**AI**

Repository

**AI**

Developer 2

**AI/  
A2**

Demo Machine

What is sent back is an amalgam of A1 and A2's changes

# With a Net (VII)

20

Developer 1

**AI**

Developer 2

**AI/  
A2**

The file will not  
be syntactically  
correct and will  
not compile!

Repository

**AI**

Demo Machine

What is sent back is an amalgam of A1 and A2's changes

# With a Net (VII)

21

Developer 1

**A1**

Repository

**A1**

Developer 2

**A3**

Demo Machine

It is up to Developer 2 to merge the changes correctly!

# With a Net (VII)

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Developer 1

**A1**

Repository

**A3**

Developer 2

**A3**

Demo Machine

He tells the repository the conflict has been resolved and checks the file in again



# With a Net (VII)

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Developer 1

**A3**

Repository

**A3**

Developer 2

**A3**

Demo Machine

Developer 1 can now update his local copy and check the changes on his machine

# With a Net (VII)

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Developer 1

**A3**

Repository

**A3**

Developer 2

**A3**

Demo Machine

**A3**

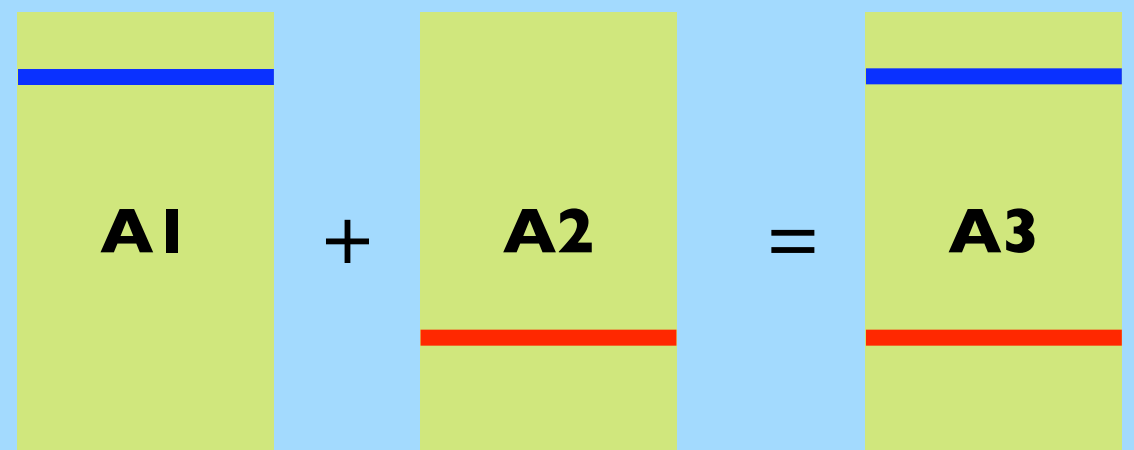
When they are both satisfied, the system can be deployed to the demo machine and a successful demo occurs!

# Why Multiple Copies?

25

- ▶ Old versioning systems (RCS) did not allow multiple developers to edit a single file at a same time
  - ▶ Only one dev. could “lock” the file at a time
- ▶ What changed?
  - ▶ The assumption that conflicts occur a lot
  - ▶ data showed they don’t happen very often!

When two developers edit the same file at the same time, they often make changes to different parts of the file; such changes can easily be merged



# Tags, Branches, and Trunks, Oh My!

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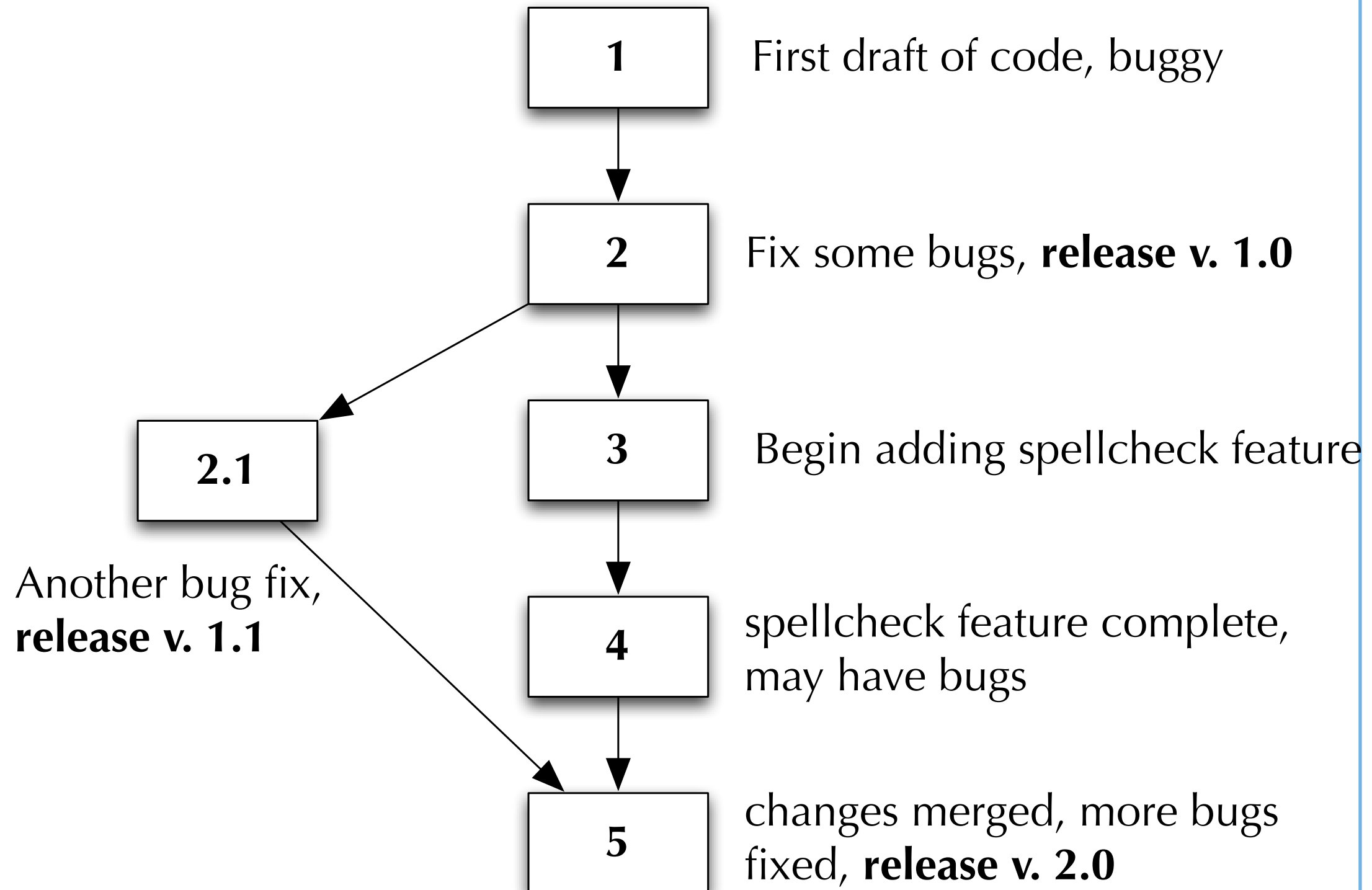
- ▶ Configuration management systems can handle the basics of checking out the latest version of a system, making changes, and checking the changes back in
  - ▶ These changes are committed to what is typically called “the trunk” or main line of development
    - ▶ git calls it the “master” branch
- ▶ But configuration management systems can do much more than handle changes to the version of a system that is under active development
  - ▶ and that’s where tags and branches come in

# Scenario (I)

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- ▶ In the book, a development team has released version 1.0 of a system and has moved on to work on version 2.0
  - ▶ they make quite a bit of progress when their customer reports a significant bug with version 1.0
- ▶ None of the developers have version 1.0 available on their machines and none of them can remember what version of the repository corresponded to “release 1.0”
  - ▶ This highlights the need for good “commit messages”
    - ▶ when you are checking in changes be very explicit about what it is you have done; you may need that information later

Remember this diagram? The numbers in boxes are repository versions; the text in bold represent tags



# Scenario (II)

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- ▶ To fix the bug found in version 1.0 of their system, the developers
  - ▶ look at the log to locate the version that represented “release 1.0”
  - ▶ associate a symbolic name with that version number to “tag it”
    - ▶ In this case the tag might be “release\_1.0”
  - ▶ create a branch that starts at the “release 1.0” tag
  - ▶ and fix the bug and commit the changes to the branch
    - ▶ They don’t commit to the trunk, since the associated files in the trunk may have changed so much that the patch doesn’t apply
      - ▶ once the patch is known, a developer can apply it to the trunk manually at a later point; or use a “merge/fix conflicts” approach

# Branches are Cheap

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- ▶ In any complicated software system, many branches will be created to support
  - ▶ bug-fixes
    - ▶ e.g. one branch for each official release
  - ▶ exploration
    - ▶ possibly one branch per developer or one per “risky” feature
      - ▶ e.g. switching to a new persistence framework
- ▶ Because of this, modern configuration management systems make it easy to create branches



# Subversion Branches

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- ▶ In subversion, tags and branches are made in the same way
  - ▶ by creating a copy of the trunk (or any specified revision)
  - ▶ the project can be huge, containing thousands of files, and it doesn't matter, branch/tag creation is completed in constant time and without the size of the repository changing
    - ▶ all that subversion does on a copy is note what the copy represents by pointing at the “source” version number

# subversion cheat sheet

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- ▶ Create a new repository
  - ▶ `svnadmin create <repo>`
- ▶ Check in new project
  - ▶ `svn import <dir> <repo>/<project>/trunk`
- ▶ Check out working copy
  - ▶ `svn checkout <repo>/<project>/trunk <project>`
- ▶ Check for updates
  - ▶ `svn update`
- ▶ Check in changes
  - ▶ `svn commit`
- ▶ Creating a tag
  - ▶ `svn copy -r <version> <repo>/<project>/trunk <repo>/<project>/tags/<tag>`
- ▶ Creating a branch
  - ▶ `svn copy -r <version> <repo>/<project>/trunk <repo>/<project>/branches/<branch>`
- ▶ tag/branch creation identical!

# Many Graphical Tools

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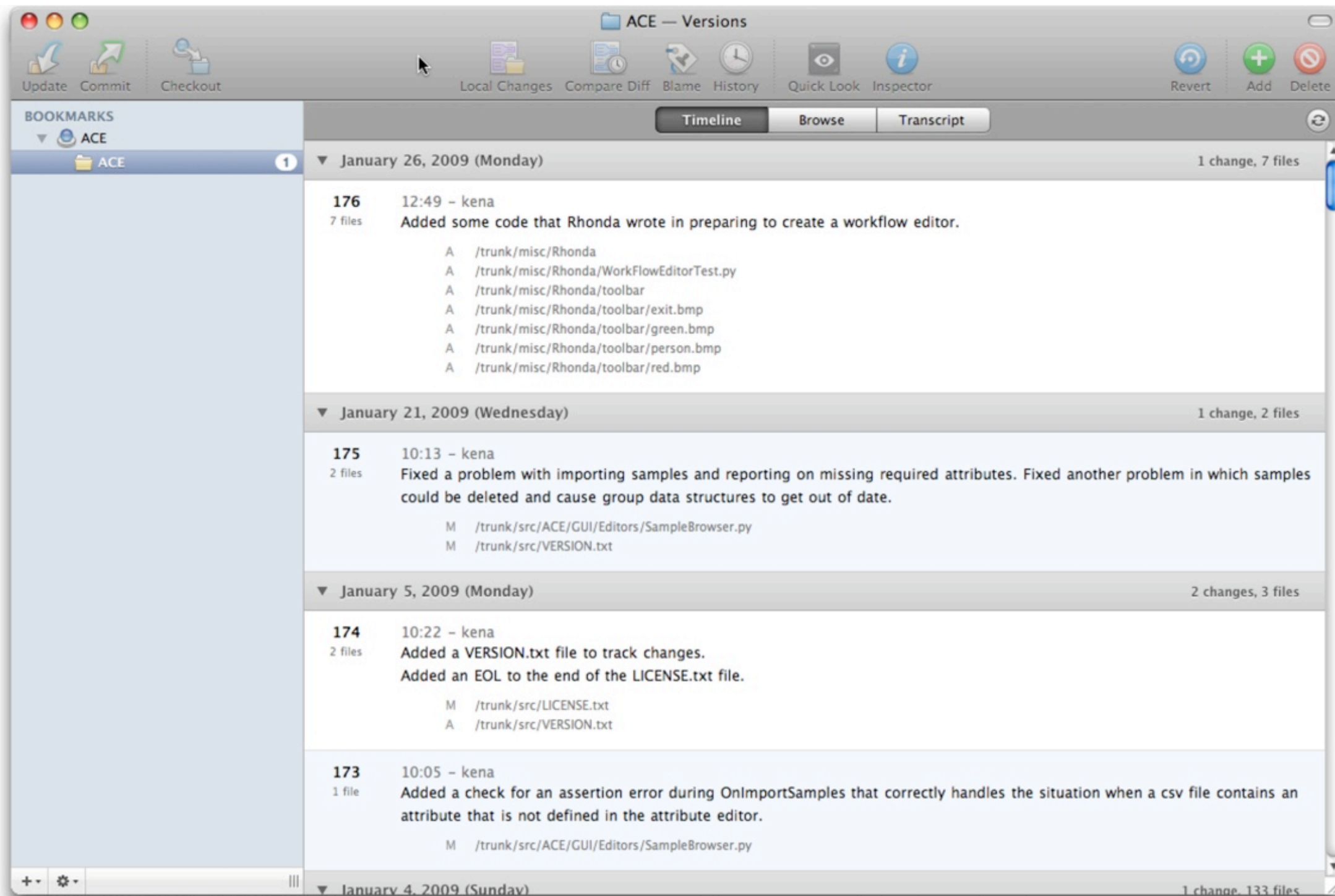
- ▶ Standalone Applications
  - ▶ Versions <<http://versionsapp.com/>>
- ▶ Integration into Development Environments
  - ▶ TextMate <<http://macromates.com/>>
- ▶ These are just examples, both for MacOS X, because that's my primary platform
  - ▶ but there are examples of these tools for multiple platforms

# Versions: Browsing Project Files

The screenshot shows the 'ACE — Versions' application window. The interface includes a top toolbar with icons for 'Update', 'Commit', 'Checkout', 'Local Changes', 'Compare Diff', 'Blame', 'History', 'Quick Look', 'Inspector', 'Revert', 'Add', and 'Delete'. Below the toolbar is a 'BOOKMARKS' sidebar on the left with a tree view showing 'ACE' and its subfolders. The main area displays a table of file versions under the 'Browse' tab. The table has columns for 'Name', 'Base', 'Last', 'Date', and a user icon. The file 'create\_release.py' is highlighted in yellow.

Name	Base	Last	Date	User
ACE	169	169	Dec 11, 2008 4:03 PM	kena
repo	169	141	Dec 9, 2008 10:07 AM	kena
util	169	150	Dec 9, 2008 10:21 AM	kena
create_release.py	169	150	Dec 9, 2008 10:21 AM	kena
misc	169	151	Dec 9, 2008 10:22 AM	kena
WorkflowEditorTest.py	169	1	Jan 25, 2008 10:29 AM	kena
WorkflowEditorTestPanel.py	169	1	Jan 25, 2008 10:29 AM	kena
imports	169	146	Dec 9, 2008 10:12 AM	kena
command_line	169	151	Dec 9, 2008 10:22 AM	kena
Rhonda	176	176	Jan 26, 2009 12:49 PM	kena
src	169	169	Dec 11, 2008 4:03 PM	kena

# Versions: Viewing Log Messages



# Versions: Selecting different versions of a file for comparison

Original file in Working Copy (BASE)

Display: 20 entries Before Revision HEA

Rev	Date	Author	Log Message
150	2008/12/09 10:21:07	kena	Updated create_release.py to no longer...
134	2008/12/07 23:01:18	kena	No longer have "ace-data" under "impo...
21	2008/02/20 16:22:15	kena	Updated the create_release script to de...
1	2008/01/25 10:29:19	kena	Initial import

4 entries, from 150

Changed Paths

M /trunk/util/create\_release.py

☒ Show Source Of Copied Paths

Existing revision in Repository:

Display: 20 entries Before Revision HEA

Rev	Date	Author	Log Message
150	2008/12/09 10:21:07	kena	Updated create_release.py to no longer...
134	2008/12/07 23:01:18	kena	No longer have "ace-data" under "impo...
21	2008/02/20 16:22:15	kena	Updated the create_release script to de...
1	2008/01/25 10:29:19	kena	Initial import

4 entries, from 150

Changed Paths

M /trunk/util/create\_release.py

☒ Show Source Of Copied Paths

create\_release.py

Cancel Compare



# Versions: Using Apple's FileMerge to see differences

```
create_release.revBASE.py vs. create_release.rev134.py
create_release.revBASE.py - /var/folders/YA/YANLcEXz2RWK+E+8ZKOhEU+++TI/-Tmp-/con
create_release.rev134.py - /var/folders/YA/YANLcEXz2RWK+E+8ZKOhEU+++TI/-Tmp-/conr

sys.exit(1)

if not os.path.isdir(dev_dir):
    print "Usage: create_release.py <ACE-DEVELOPMENT-DIRECTORY>"
    print "Error: <%s> is not a directory." % (dev_dir)
    sys.exit(1)

src_path = os.path.join(dev_dir, "src")
rep_path = os.path.join(dev_dir, "repo")

src_cmp = os.path.exists(src_path)
rep_cmp = os.path.exists(rep_path)

if not (src_cmp and rep_cmp):
    print "Usage: create_release.py <ACE-DEVELOPMENT-DIRECTORY>"
    print "Error: <%s> is not an ACE Development Directory." % (dev_dir)
    sys.exit(1)

current_day = time.strftime("%m-%d-%Y", time.localtime())

dest_dir = os.path.dirname(dev_dir)
dest_dir = os.path.join(dest_dir, "ACE-%s" % (current_day))

if os.path.exists(dest_dir):
    sys.exit(1)

if not os.path.isdir(dev_dir):
    print "Usage: create_release.py <ACE-DEVELOPMENT-DIRECTORY>"
    print "Error: <%s> is not a directory." % (dev_dir)
    sys.exit(1)

src_path = os.path.join(dev_dir, "src")
imp_path = os.path.join(dev_dir, "imports")
rep_path = os.path.join(dev_dir, "repo")

src_cmp = os.path.exists(src_path)
imp_cmp = os.path.exists(imp_path)
rep_cmp = os.path.exists(rep_path)

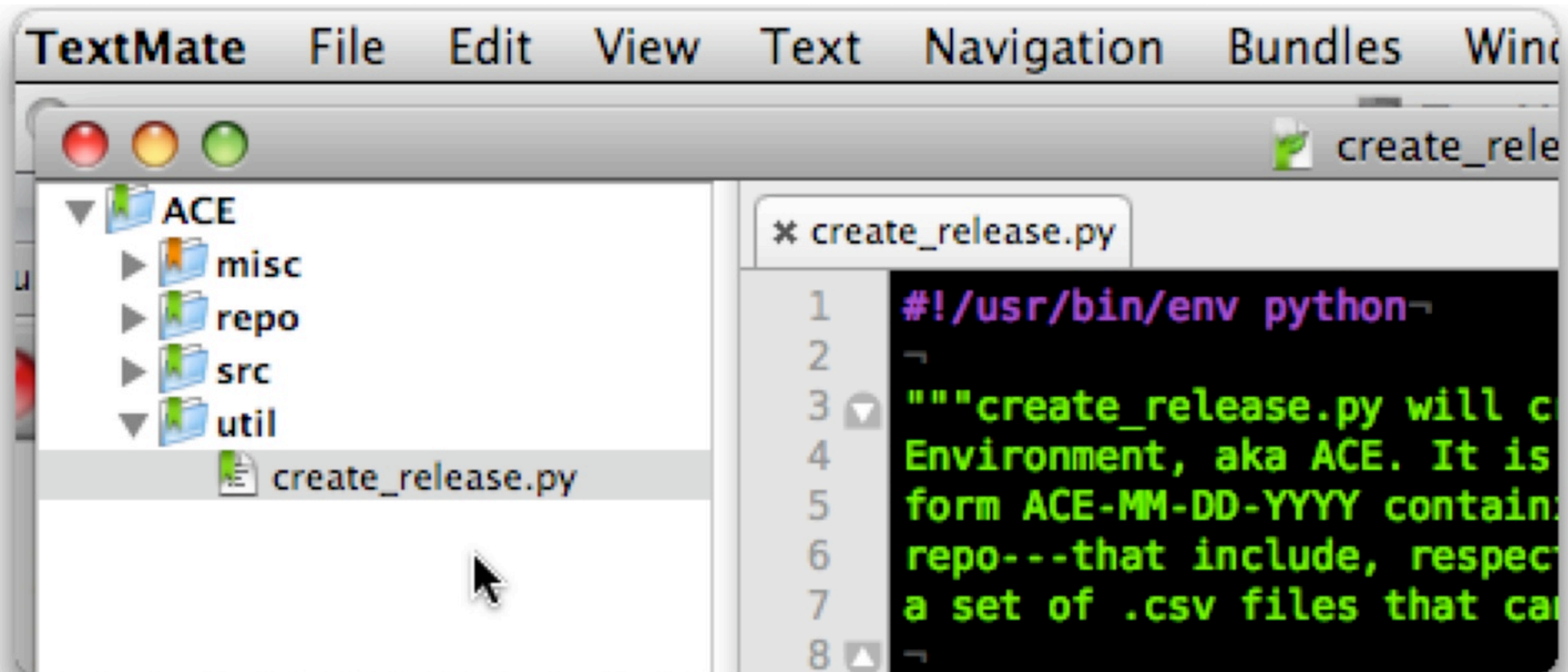
if not (src_cmp and imp_cmp and rep_cmp):
    print "Usage: create_release.py <ACE-DEVELOPMENT-DIRECTORY>"
    print "Error: <%s> is not an ACE Development Directory." % (dev_dir)
    sys.exit(1)

current_day = time.strftime("%m-%d-%Y", time.localtime())

dest_dir = os.path.dirname(dev_dir)
dest_dir = os.path.join(dest_dir, "ACE-%s" % (current_day))

status: 5 differences
```

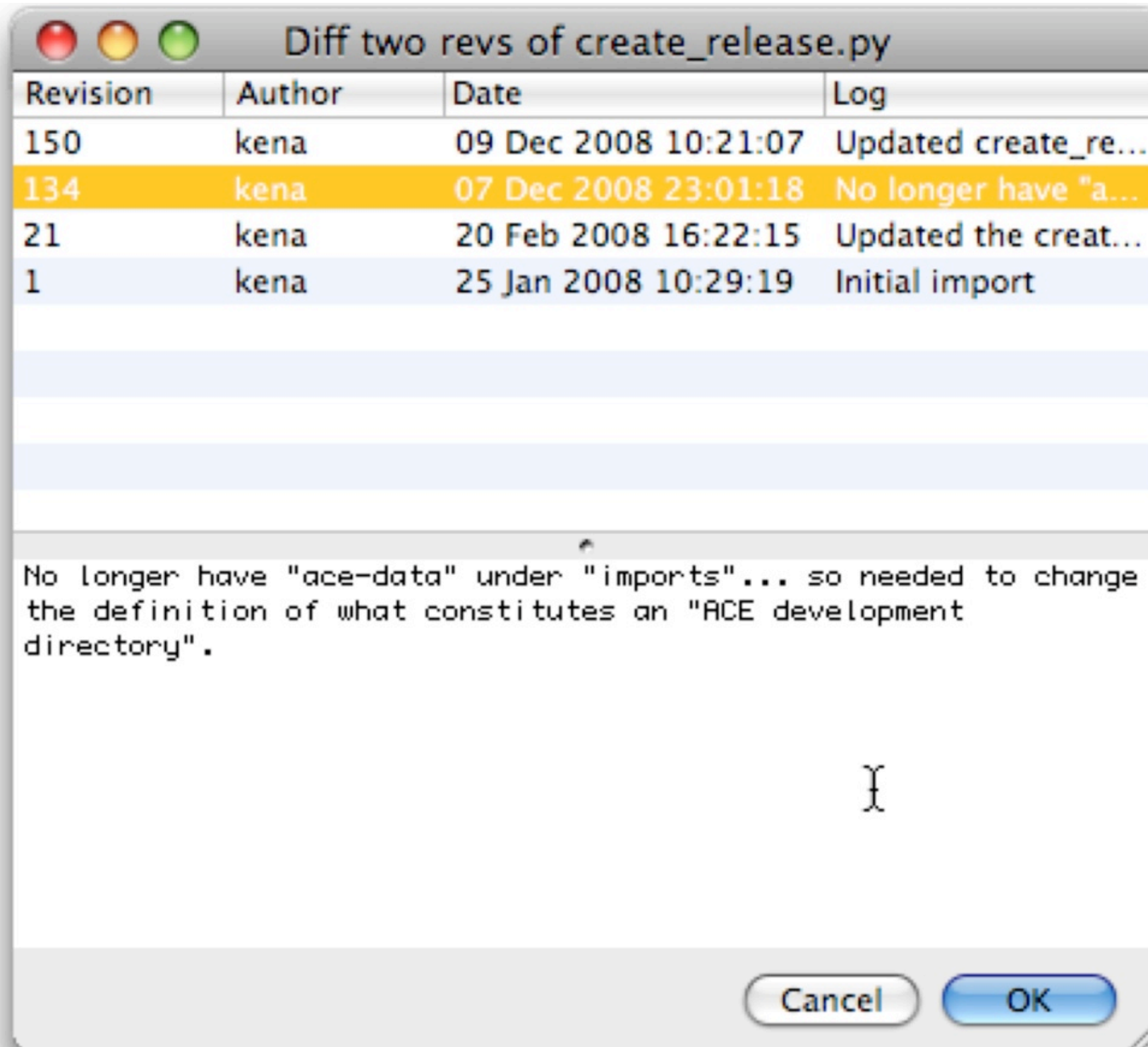
## TextMate: Showing subversion information on files





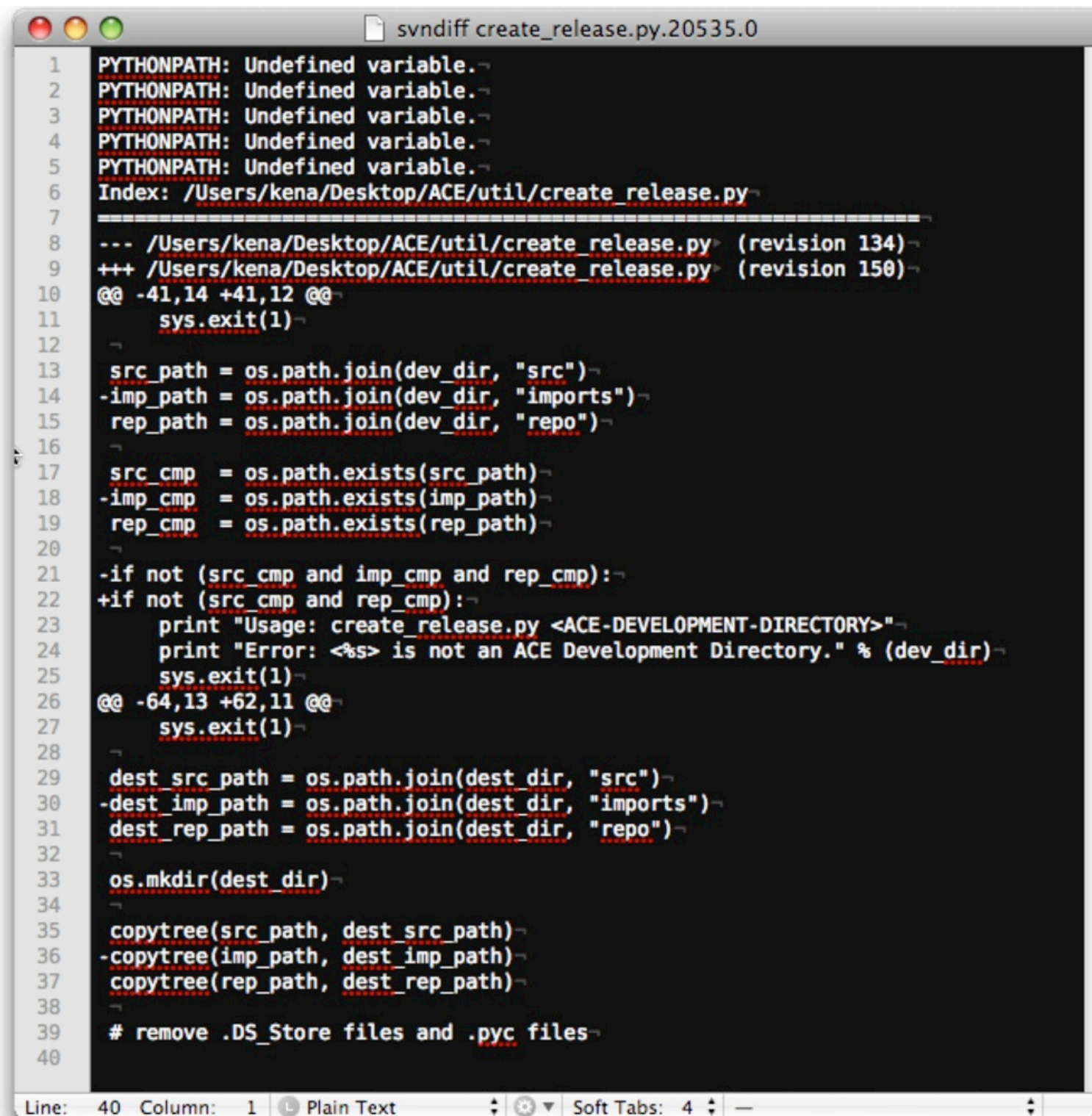
## TextMate: Selecting versions of a file for comparison

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# TextMate: Viewing the differences as a “patch” file

I think I like  
FileMerge a bit  
better! :-)



```
1 PYTHONPATH: Undefined variable.~
2 PYTHONPATH: Undefined variable.~
3 PYTHONPATH: Undefined variable.~
4 PYTHONPATH: Undefined variable.~
5 PYTHONPATH: Undefined variable.~
6 Index: /Users/kena/Desktop/ACE/util/create_release.py~
7 ~~~~~
8 --- /Users/kena/Desktop/ACE/util/create_release.py (revision 134)~
9 +++ /Users/kena/Desktop/ACE/util/create_release.py (revision 150)~
10 @@ -41,14 +41,12 @@~
11     sys.exit(1)~
12 ~
13     src_path = os.path.join(dev_dir, "src")~
14 -imp_path = os.path.join(dev_dir, "imports")~
15     rep_path = os.path.join(dev_dir, "repo")~
16 ~
17     src_cmp = os.path.exists(src_path)~
18 -imp_cmp = os.path.exists(imp_path)~
19     rep_cmp = os.path.exists(rep_path)~
20 ~
21 -if not (src_cmp and imp_cmp and rep_cmp):~
22 +if not (src_cmp and rep_cmp):~
23     print "Usage: create_release.py <ACE-DEVELOPMENT-DIRECTORY>"~
24     print "Error: <%s> is not an ACE Development Directory." % (dev_dir)~
25     sys.exit(1)~
26 @@ -64,13 +62,11 @@~
27     sys.exit(1)~
28 ~
29     dest_src_path = os.path.join(dest_dir, "src")~
30 -dest_imp_path = os.path.join(dest_dir, "imports")~
31     dest_rep_path = os.path.join(dest_dir, "repo")~
32 ~
33     os.mkdir(dest_dir)~
34 ~
35     copytree(src_path, dest_src_path)~
36 -copytree(imp_path, dest_imp_path)~
37     copytree(rep_path, dest_rep_path)~
38 ~
39     # remove .DS_Store files and .pyc files~
40
```

# svn demo

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- ▶ Time for a demonstration of subversion in action!

# Distributed Configuration Management (I)

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- ▶ With subversion and cvs (and many others), configuration management depends on an “official” repository
  - ▶ There is a notion that somewhere there is a “master copy” and that all working copies are subservient to that copy
- ▶ This can be a limiting constraint in large projects with lots of developers; why?
  - ▶ so much so that the large project may be tempted to write its own configuration management system just to make progress
    - ▶ this is what happened with the Linux project; they produced git because no other configuration management system met their needs!

# Distributed Configuration Management (II)

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- ▶ In distributed configuration management systems, like git, the notion of a centralized repository goes away
  - ▶ each and every developer has their own “official” repository
    - ▶ with a master branch and any other branches needed by the local developer
  - ▶ then other developers can “pull” branches from publicly available git repositories and “push” their changes back to the original repository
- ▶ You can learn more about git at the git tutorial
  - ▶ <<http://www.kernel.org/pub/software/scm/git/docs/gittutorial.html>>

# git cheat sheet

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- ▶ Create a new repository
  - ▶ git init
- ▶ Check in new project
  - ▶ git add . ; get commit
- ▶ Check out working copy
  - ▶ N/A
- ▶ Check for updates
  - ▶ N/A
- ▶ Check in changes
  - ▶ git add <file>; git commit
- ▶ Creating a tag
  - ▶ git tag <tag> <version>
- ▶ Creating a branch
  - ▶ git branch <branch>
- ▶ Collaboration
  - ▶ git clone <remote> <local>
  - ▶ Update
    - ▶ git pull <remote> <branch>
  - ▶ Commit
    - ▶ git push <remote>

# Accidental Difficulties?

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- ▶ svn
  - ▶ adds .svn dir to each directory in your repository
    - ▶ if you ever have supporting files stored in a directory of your repository that your application reads, it needs to be aware of the .svn dirs and ignore them
  - ▶ single repository version number even in the presence of multiple projects
    - ▶ <repo>/<project1>/trunk
    - ▶ <repo>/<project2>/trunk
      - ▶ Make a change in project 2 and the version number for project 1 is incremented!



# Accidental Difficulties?

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- ▶ git

- ▶ The git FAQ seems to indicate that this tool has its own set of accidental difficulties (you can't avoid them!)
  - ▶ <<http://git.or.cz/gitwiki/GitFaq>>
- ▶ I just don't have enough personal experience with git to detail them here.



# Wrapping Up

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- ▶ Version Control & Configuration Management
  - ▶ Inject safety and confidence into software development
  - ▶ Lots of tools available
    - ▶ cvs, svn, git, Mercurial, Visual Source Safe

# Coming Up

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- ▶ Lecture 14: Review for Midterm
- ▶ Lecture 15: Midterm
- ▶ Lecture 16: Review of Midterm