#### G52GRP 2012–2013: Lecture 3

Project Site

and

Version Control with Subversion

Henrik Nilsson

University of Nottingham, UK

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#### **Sharing Code and Documents (1)**

 Passing copies from person to person using e.g. e-mail or USB memory sticks?

Might work for a single document where people "take turns", but otherwise recipe for disaster!

- Who's got the latest version?
- Who's got the right to edit?
- How to ensure that everyone sees up-to-date versions of everything?

<del>-</del> ...

#### This Lecture

- Indefero project site
- Why use version control systems?
- Subversion
- Using Subversion

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## **Sharing Code and Documents (2)**

- A shared repository is a better idea!
  - A School-hosted Indefero project has been set up for each group. Sign in with your CS credentials at:

https://code.cs.nott.ac.uk

- Provides additional project management features beyond a shared repository.
- The designated gp12-XXX Indefero project should (in most cases) be your central repository for code and documentation.
- Additionally, a Unix group has been created for each group on the School's Linux servers.

#### **Indefero Features (1)**

- Project Management:
  - Project description (using Markdown syntax).
  - Access rights (who can access and change what: defaults should work for most groups).
  - Detailed configuration of many of the other features (e.g. "tags", notification e-mails).
- Source code repository:
  - Version control using Subversion.
  - Not just for code, but can also be used for reports, design documents, and more.

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## **Group Project Site Deliverable**

- Group Project Site: first "deliverable" of G52GRP
- Due 2 November
- Designed to get your project site off the ground and ensure everyone understands the basics of Indefero and Subversion
- Nominate a Project Site Master ASAP!
- See the Group Project Handbook for further details.

#### **Indefero Features (2)**

- Documentation
  - Detailed project description (including aims, vision), agendas, meeting minutes, design documents, QA plans, . . .
  - Hyperlinks between documents
  - Markdown syntax
- Issue tracking
- Downloads
  - Various releases
  - Source, binaries for various platforms, ...

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## Other Ways To Share & Coordinate (1)

What about other (possibly external) solutions? For example:

- GitHub, Gitorious, Bitbucket, . . .
- Google Docs
- Dropbox
- Facebook
- Google+
- . . .

#### Other Ways To Share & Coordinate (2)

OK, and may even be needed, but:

- Group Project Site deliverable must still be done as specified.
- All documents and code *must* be backed up on School servers!
   Temporary unavailability of external hosting, or external host going out of business (or your own, private machines dying, getting stolen, ...), are *not* valid extenuating circumstances.
- You may have to copy certain data across to the project site for submission purposes.

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#### Other Ways To Share & Coordinate (4)



#### Other Ways To Share & Coordinate (3)

#### Additionaly:

- Social networking sites like Facebook were designed for . . . social networking, not software development.
- Consequently, lack key features like version control and issue tracking.
- Grops that did use Facebook reported that the social aspects were a constant source of distraction.

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## Why Use Version Control Systems? (1)

OK, doc and code shared. Problem solved? No ...

- If a team of people involved, how to coordinate the work on the shared source code and documentation?
- As the source and documentation evolves, how to
  - keep track of changes
  - keep track of consistent configurations
  - insulate against "work in progress"

<del>-</del> ...

## Why Use Version Control Systems? (2)

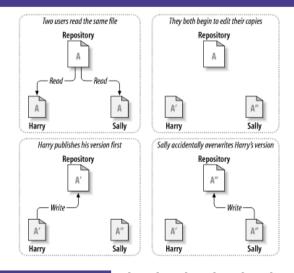
#### Version control systems

- originally addressed the second problem (hence the name)
- but modern ones also provide very sophisticated support for
  - teams of programmers working on shared source and documentation
  - distributed teams of programmers (over the Internet)

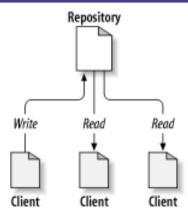
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#### The Problem to Avoid



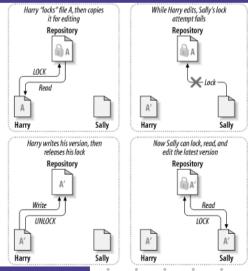
#### **Basic Model**



(Pictures from Collins-Sussman, Fitzpatrick, Pilato: Version Control with Subversion.)

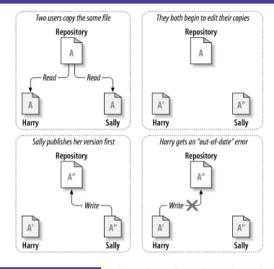
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## The Lock, Modify, Unlock Model



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#### The Copy, Modify, Merge Model (1)



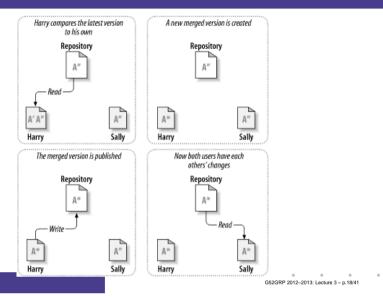
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#### **Version Control**

A version control system provides

- a "time travel" facility: arbitrary earlier versions of the repository can be retrieved
- facilities for supporting parallel, non-interfering development, e.g. through what *looks* like separate copies, . . .
- ... while maximizing sharing and facilitating reintegration of lines of development.

#### The Copy, Modify, Merge Model (2)



#### What Is Subversion? (1)

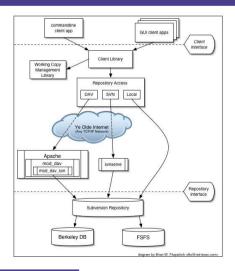
- Free, open-source version control system.
- Manages files and directories, allowing older versions of (a part of) a file hierarchy to be retrieved at any point in time, pinpointing changes, keeping track of metadata such as logs for information about changes, etc.
- Handles both text and binary data (like Word documents, images)
- Supports concurrent development (the Copy, Modify, Merge model), both locally and remotely (over a network).

#### What Is Subversion? (2)

- Also does support locking (mainly intended for binary data that cannot easily be merged: images, Word documents, other application-specific binary data, ...)
- · Other helpful features like
  - file portability (e.g. transparent conversion between CR/LF and LF line ending conventions)
  - automation through hooks (e.g. sending e-mail after changes committed)

Main reference (freely available on-line) G52GRP 2012-2013. Lecture 3 - p.21/41

#### **Architecture of Subversion**

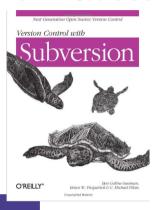


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#### What Is Subversion? (3)

Main reference (freely available on-line):

Collins-Sussman, Fitzpatrick, Pilato: Version Control with Subversion



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**Getting Started** 

- Use either the command-line interface, or a Subversion client like Tortoise (Windows, shell extension), or from within IDEs like NetBeans, Eclipse (with Subclipse plugin).
- Command-line interface used in the following: principles remain the same regardless of access mode.
- Check out a copy of the repository, e.g.:

svn checkout \
https://code.cs.nott.ac.uk/svn/gp12-nhn

• Change directory: cd gp12-nhn.

## **Accessing the Repository**

The command-line Subversion client is called svn. It has many subcommands, e.g.:

- svn list
- svn add
- svn copy
- svn commit

It is always possible to get help, including on specific subcommands:

- svn help
- svn help copy

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#### **Initial Repository Structure (2)**

Under trunk we might want to have subdirectories for subprojects, e.g.:

• src: for source code

doc: for documentation

Subversion does not make any particular assumptions: the directory structure can be what you like.

AND! It is easy to change the structure later by simply moving around files and directories.

## **Initial Repository Structure (1)**

Let's pupulate the repository with some initial structure. The Subversion book recommends three main directories for each project:

- trunk: for the main development
- branches: for branched-off developments (may later be merged back into main branch)
- tags: named "snap shots" of the development; often a "release".

Branches and Tags are created by copying: svn copy

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#### **Initial Repository Structure (3)**

#### Let's create this directory structure:

```
marian$ mkdir trunk
marian$ mkdir branches
marian$ mkdir tags
marian$ mkdir trunk/src
marian$ mkdir trunk/doc
```

#### **Initial Repository Structure (4)**

Let's tell subversion all these directories have been added:

```
marian$ svn add trunk
marian$ svn add branches
marian$ svn add tags
marian$ svn add trunk/src
marian$ svn add trunk/doc
```

Then, let's commit to the central repository:

```
marian$ svn commit
```

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#### Adding a File (1)

#### Let's add a document:

```
isis-19% cd trunk/doc
isis-20% ooffice
isis-21% ls -1
-rw-r--r- 1 henrik henrik 8192 Oct 23 01:45
   design.doc
```

The location of the repository is stored with the working copy, so Subversion commands can now be given without giving the repository URL:

```
isis-49% svn status
? design.doc
```

## **Checking Out a Working Copy**

Now *other* people can check out a working copy of the relevant part of the repository:

```
svm checkout \
https://code.cs.nott.ac.uk/svn/gp12-nhn/trunk
A trunk/doc
A trunk/src
Checked out revision 1.
```

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#### Adding a File (2)

The status "?" indicates something which is unknown to Subversion. We need to tell Subversion about it:

```
isis-50% svn add design.doc
A (bin) design.doc
```

*Important!* The new document is now added to the *local working copy*. But it (and other changes) will not be propagated to the central repository until we explicitly perform a *commit*.

```
isis-51% svn status
A design.doc
```

#### Adding a File (3)

# Subversion correctly determined that our document is a *binary* file. (Could have been configured otherwise.)

```
isis-52% svn proplist design.doc
Properties on 'design.doc':
    svn:mime-type
isis-53% svn propget svn:mime-type \
    design.doc
application/octet-stream
```

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#### **Committing**

## Time to propagate the changes to the central repository:

## **Adding a Directory**

#### It is equally easy to add directories:

Oruse syn mkdir.

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#### **Making Changes**

#### Let's assume a few typos in the design are fixed:

```
isis-65% svn status

M design.doc

isis-66% svn commit -m "Fixed typos"

Sending doc/design.doc

Transmitting file data .

Committed revision 3.
```

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#### **Propagating Changes (1)**

Assume someone else makes changes and commits. We can check the status against the repository and get log entries

### Conflicts (1)

What if someone else has commited changes before I commit?

Conflict! Text files can, however, be merged.

#### **Propagating Changes (2)**

Let's bring our working copy up-to-date:

```
isis-71% svn update
U design.doc
Updated to revision 3.
```

In general, it is good practice to to bring everything up-to-date before starting to make any changes. Minimizes the risk of conflicts.

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### Conflicts (2)

The differences are marked in the file. Edit as necessary. Then:

```
isis-93% svn resolved idead.txt
Resolved conflicted state of 'ideas.txt'
isis-94% svn commit
```

(Newer versions has a more sophisticated svn resolve command.)

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## **Other useful Subversion commands**

#### Some other commands:

- svn delete
- svn copy
- svn diff
- svn revert
- svn lock
- svn unlock

Be sure to read at least the introductory chapters of the Subversion book (very accessible) and do use syn\_help!

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