



L3 Mention Informatique
Parcours Informatique et MIAGE

Génie Logiciel Avancé -Advanced Software Engineering

Part IV: Version and Configuration Management

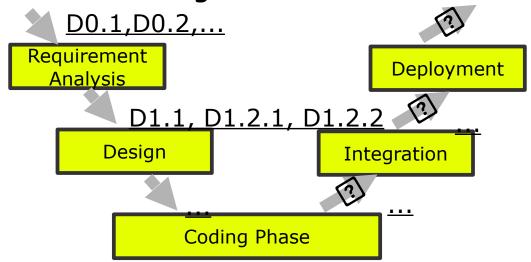
Burkhart Wolff wolff@Iri.fr

Plan of the Chapter

- Motivation: Version and Configuration Management as "the" means for collaborative development
- Version management
 - Centralized Version Control
 - Distributed Version Control
 - Organizing Merges
- Beyond Versions: Configurations
 - Build Management
 - Advanced Configuration Management

Motivation

- Recall: SE Processes are based
 - on a large flow of documents and code
 - ... that have to be edited collaboratively
 - ... distributed consistently
 - ... while controlling access



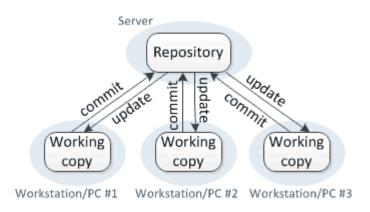
Motivation

- Important TECHNICAL means to support the process
 - Explicit tools for Version Management (CVS, svn, git, mercurial, sourcedepot, ...)
 - Create and track revisions of files and file-trees
 - Create and track differences between files and file-trees
 - Access control to the various parties of process
 - Locking of documents
 - Merging of revisions
 - Quality control
 - ... actually, it is dead-useful for everything !!!

Concepts of Centralized Version Control

- Working copises (in user space)
- Repository (on the server-side)
- update: syncing with the repository
- commit: creating a new revision of a document (involves new registration, inclusion in documents, consistency checks)
- operations lock, checkout, import, ...

Centralized version control



Concepts of Centralized Version Control

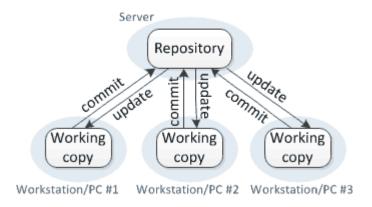
First widely used system: CVS

Nowadays in

use: svn

In connection with
 a gui-client:
 useable for end-users ...
 ... for everything ...

Centralized version control



https://subversion.apache.org/

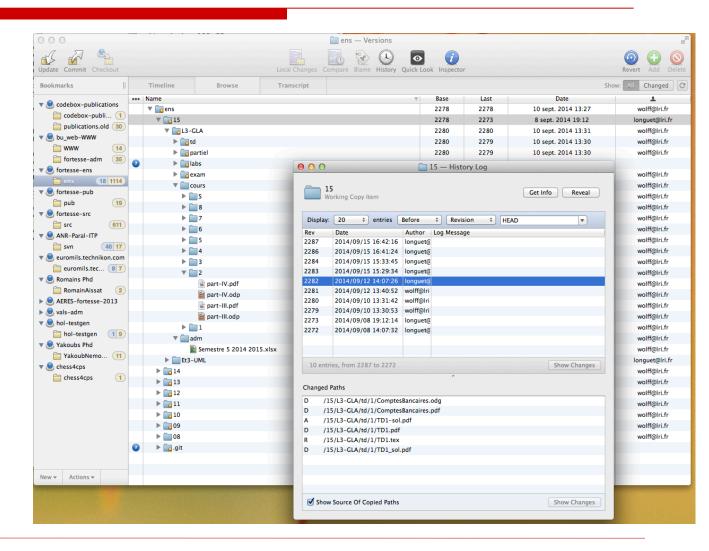


... for everything ...

my working copy for this course material

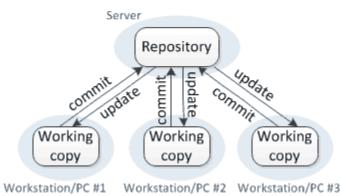
••

Version management is not just for code



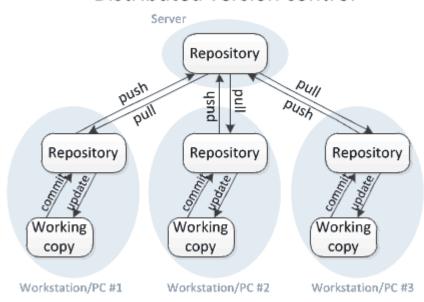
Hierarchy of repositories:

Centralized version control



- one more sync-level, but more precise history in practice... since everybody can check in locally
- hierarchy strictly speaking not necessary

Distributed version control



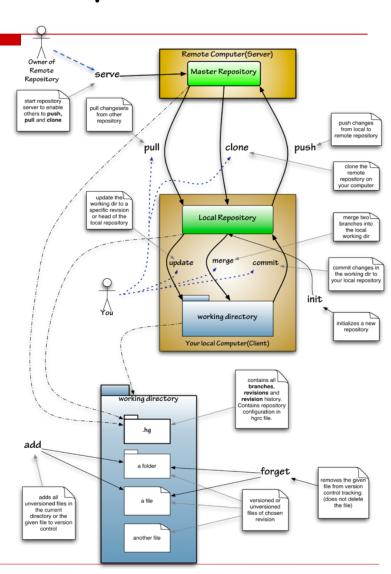
Distributed Version Control Systems

- Opensource:
 - > git (Linux)



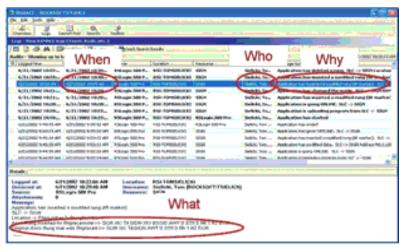
mercurial (Isabelle) http://mercurial.selenic.com/





Consequences for a development process

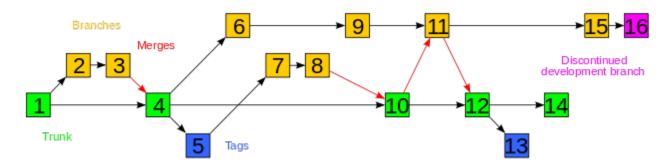
The entire development becomes visible, trackable, reproducible, and can be an object in its own right (if formal): apply changeset XYZ ...



Copyright 6-2006 Floromal Automation, Inc. All rights received.

Problems of a distributed development

If not synced via explicit locks, a development looks like this:



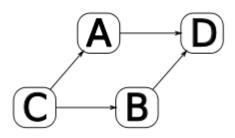
- Merging: For binary formats, only special purpose merges work (as in MS Word, for example ...)
- For textual formats:

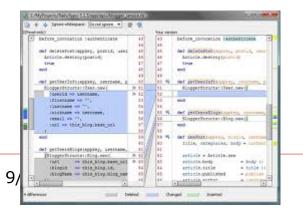
A partial solution ...

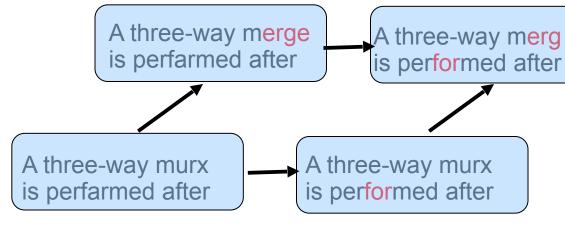
For textual formats:

A three-way merge is performed after an automated difference analysis between a file 'A' and a file 'B' while also considering the origin, or common ancestor, of both files. It is a rough merging method, but widely applicable since it only requires one common ancestor to reconstruct the changes that

are to be merged.







Tools: For example xmerge, which also offer conflict resolution by hand ...

B. Wolff - GLA - Advanced UML

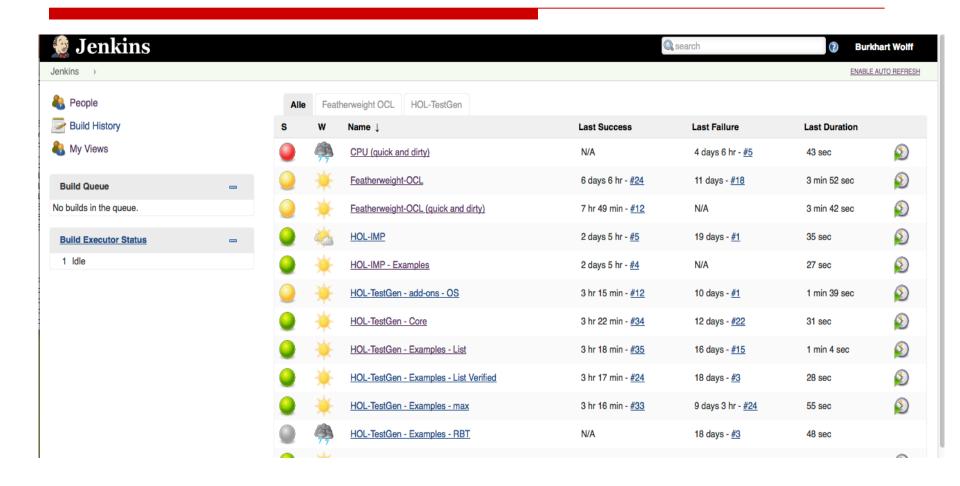
A better solution ...

 In a distributed development process, where a very large number of merges occurs routinely, the validation of the intermediate results becomes crucial.

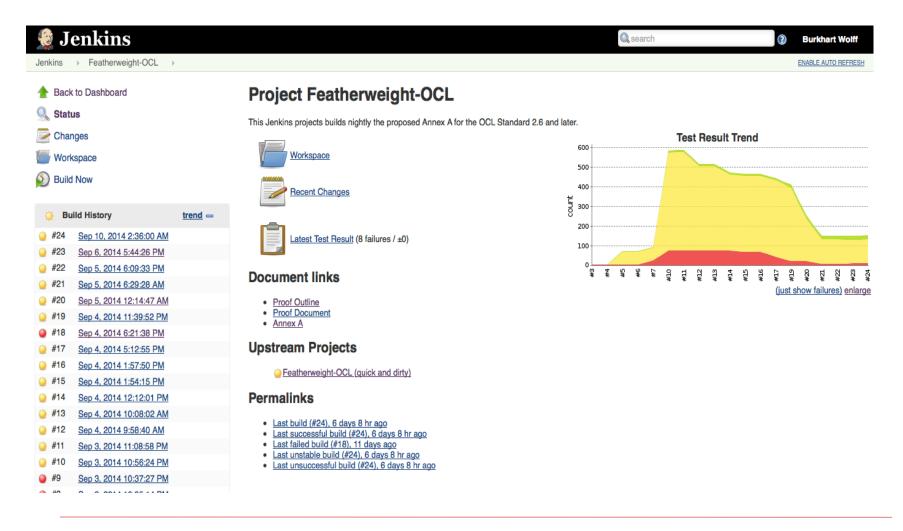
(This limits the use of informal documents.)

- validation on any check-in (for example: automated type-checking)
- validation for UML documents
 (self-defined consistency checkers for UML models)
- automated static analysis and tests during systematic and periodic builds ...
- ... more advanced methods, using proof techiques.

Build Management: A Build-Server



Build Management: A Build-Server



Towards Configuration Management

- ... generalizes Version-Management
 - by configuration
 descriptions
 (including functionality
 environment, hardware,...)
 - attempts to GENERATE a revision on the basis
 - of meta-data over dependencies and change-sets
 - works with heavy
 virtualization techniques
 nowadays (Google, Microsoft)

