### Source Control

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## Outline

- Motivation
- Repository vs. Working Directory
- Conflicts and Merging
- Branching
- PRCS Project Revision Control System

## Goals

- Working together should be easy
- Time travel
  - Useful for challenging patents
  - *Very* useful for reverting from a sleepless hack session
- Parallel universes
  - Experimental universes
  - Product-support universes

### Goal: Shared Workspace

Reduce development latency via parallelism
 – [But: Brooks, <u>Mythical Man-Month]</u>



### Goal: Time Travel

• Retrieving old versions should be easy.

Once Upon A Time...

Alice: What happened to the code? It doesn't work. Charlie: Oh, I made some changes. My code is 1337! Alice: Rawr! I want the code from last Tuesday!

### Goal: Parallel Universes

- Safe process for implementing new features.
  - Develop bell in one universe
  - Develop whistle in another
  - Don't inflict B's core dumps on W
  - Eventually produce bell-and-whistle release

### How?

• *Keep a global repository for the project.* 

# The Repository

- Version
  - Contents of some files at a particular point in time
  - AKA "Snapshot"
- Project
  - A "sequence" of versions
    - (not really)
- Repository
  - Directory where projects are stored

## The Repository

- Stored in group-accessible location
  - Old way: file system
  - Modern way: "repository server"
- Versions *in repository* visible to whole group
- "Commit access" often a separate privilege

## How?

- Keep a global repository for the project.
- Each user keeps a working directory.

## The Working Directory

- Many names ("sandbox")
- Where revisions happen
- Typically belongs to *one* user
- Versions are *checked out* to here
- New versions are *checked in* from here

## How?

- Keep a global repository for the project.
- Each user keeps a working directory.
- Concepts of checking out, and checking in

# Checking Out. Checking In.

- Checking out
  - A version is copied from the repository
    - Typically "Check out the latest"
    - Or: "Revision 3", "Yesterday noon"
- Work
  - Edit, add, remove, rename files
- Checking in
  - Working directory *atomically* copied to repository
  - Result: new version

## Checking Out. Checking In.



## How?

- Keep a global repository for the project.
- Each user keeps a working directory.
- Concepts of checking out, and checking in
- Mechanisms for merging

- Two people check out.
- Both modify foo.c
- Each wants to check in a new version.
- Whose is the *correct* new version?

- Conflict
  - Independent changes which "overlap"
  - *Textual* overlap detected by revision control
  - Semantic conflict cannot be
- Merge displays conflicting updates to each file
- Pick which code goes into the new version
   A, B, NOTA
- Picture now, example later





## How?

- Keep a global repository for the project.
- Each user keeps a working directory.
- Concepts of *checking out*, and *checking in*
- Mechanisms for *merging*
- Mechanisms for branching

## Branching

- A branch is a *sequence of versions* (not really...)
- Changes on one branch don't affect others
- Project may contain many branches
- Why branch?
  - Implement a new "major" feature
  - Begin an independent sequence of development

## Branching



The actual branching and merging take place in a particular user's working directory, but this is what such a sequence would look like to the repository.

## Branch Life Cycle

- "The Trunk"
  - "Release 1.0", "Release 2.0", "Release 3.0", ...
- Release 1.0 *maintenance* branch
  - 1.0.1, 1.0.2, ...
  - Bug-fix updates as long as 1.0 has users
- Internal *development* branches
  - 1.1.1, 1.1.2, ...
  - Probably 1.1.1.client, 1.1.1.server

## Branch Life Cycle

- Successful development branch
  - Merged back to parent
  - No further versions
- Unsuccessful development branch
  - Some changes pulled out?
  - No further versions
- Maintenance branch
  - "End of Life": No further versions

### Are Branches *Deleted*?

- Generally a bad idea
  - *Complicated* data structure update
    - [Not a well-tested code path]
  - History can *always* turn out to be useful

### Source Control Software

### • CVS

- very widely used
- mature, lots of features
- default behavior often wrong
- OpenCM
  - security-conscious design
  - not widely used
- BitKeeper
  - Favored by Linus Torvalds
  - "Special" license restrictions

- SubVersion
  - lots of potential
  - not ready yet
- PerForce
  - commercial
  - conceptually reasonable design
  - works ok

### Dave's Raves

- CVS
  - Commit: atomic if you are careful
  - Named snapshots: if you are careful
  - Branching: works if you are careful
  - The *core operations* require care & expertise!!!
- Many commercial products
  - Require full-time person, huge machine
  - Punitive GUI
  - Poor understanding of data structure requirements

## Recommendation for 15-410

- PRCS, Project Revision Control System
  - Small "conceptual throw weight"
  - Easy to use, state is visible
  - No bells & whistles
- Opportunity to learn revision control *concepts* 
  - Quick start when joining research project/job
  - They will probably not be using PRCS

### Getting Started

- Add 410 programs to your path (in bash):
  - \$export
    - PATH=/afs/cs.cmu.edu/academic/class/15410 -f03/bin:\$PATH
- Set PRCS\_REPOSITORY
  - \$export

PRCS\_REPOSITORY=/afs/cs.cmu.edu/academic/ class/15412-s03-users/group-99/REPOSITORY

## Creating A New Project

- In a working directory:
  - -\$prcs checkout P
  - P is the name of the project
- Creates a file: P.prj

### The Project File



## Using the Project File

- Adding Files
  - \$prcs populate P file1 file2 ... fileN
  - To add *every* file in a directory
    - \$prcs populate P
- Removing, renaming files
  - See handout

## Checking In

- Checking in
  - \$prcs checkin P
  - check in will fail if there are conflicts.

• Suppose this file is in the repository for project P:

```
#include <stdlib.h>
#include <stdlib.h>
int main(void)
{
    printf("Hello World!");
    return 0;
}
```

{

• Suppose that Alice and Charlie check out this version, and make changes:

#### **Alice's Changes**

```
#include <stdlib.h>
#include <stdio.h>
#define SUPER 0
int main (void)
{
        /* prints "Hello World"
           to stdout */
        printf("Hello World!");
        return SUPER;
}
```

#### **Charlie's Changes**

```
#include <stdlib.h>
#include <stdio.h>
```

```
int main (void)
        /* this, like, says
           hello, and stuff */
        printf("Hello Hercules!");
        return 42;
```

- Suppose Alice checks in first.
- If Charlie wants to check in he must perform a merge
  - \$prcs merge
  - The default merge option performs a CVS-like merge.

### • The file after a merge

- Pick/create the desired version
  - Check that into the repository.

## Branching

- To create the first version of a new branch:
   \$prcs checkin -rWednesday P
- To merge with branch X version 37:

- \$prcs merge -rX.37 P

### Information

- To get a version summary about P:
  - \$prcs info P
  - with version logs:
    - \$prcs info -l P

# Suggestions

- Develop a convention for naming revisions
  - Date
  - Type of revision(bug-fix, commenting, etc.)
  - Short phrase
- When to branch?
  - Bug fixing?
    - Check out, fix, check in to same branch
  - Attempting COW Fork after regular Fork works?
    - Branching probably a good idea.

## Summary

- We can now:
  - Create projects
  - Check source in/out
  - Merge, and
  - Branch
- See PRCS documentation:
  - Complete list of commands
  - Useful options for each command.