COSC 499: Capstone Software Engineering Project

\$ git commit -m "bug fix" REJECTED: Please, you can do better than this.



\$ git commit -m "validation bug fix"
REJECTED: I can play this game all day long...

\$ git commit -m "including timestamp validation \
> in the customer backend service"
REJECTED: Do you really believe your validation
is working??? Run the tests before commiting, dude!

\$ yum remove git && yum install svn REJECTED: No, no, no! fix that validation bug first.

Daniel Stori {turnoff.us}



Git

Git is installed and maintained on your local system (rather than in the cloud)

<^/>

First developed in 2005



One thing that really sets Git apart is its branching model GitHub is designed as a Git repository hosting service



You can share your code with others, giving them the power to make revisions or edits



GitHub

GitHub is exclusively cloud-based



Git is a high quality version control system

GitHub is a cloud-based hosting service

Image taken from https://devmountain.com/

VS

Git and GitHub

- Git is a modern version control system for software developers
- GitHub is a public platform that supports Git in the cloud
 - Do not push files with secrets (use .gitignore)
- Using GitHub
 - GitHub CLI https://cli.github.com/
 - GitHub Desktop <u>https://docs.github.com/en/desktop</u> some IDEs also have Git integration
 - This course: GitHub classroom



Examples?

Development Process in Git Commands

- Common steps:

```
git clone
git pull origin master
git checkout -b new branch name
[create files, write tests, write code]
git add file name
git status
git commit -m "string message describing change"
git push new branch name
[create pull request, wait for review, make fixes as needed, merge to master]
```

Development Process in Git Commands

repeat

```
Common steps:
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  git clone
                              So important!
  git pull origin master
  git checkout -b new branch name
  [create files, write tests, write code]
  git add file name
  git status
  git commit -m "string message describing change"
  git push new branch name
  [create pull request, wait for review, make fixes as needed, merge to master]
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Whv?

Basic Development Process: Alone



Basic Development Process: In a Team



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- Branch when you have a new feature
- Naming convention
 - Use a short representative description of the feature
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- Merging your branch
 - Process of joining your branch with original source code after fully testing

- Master branch stable code, ready to stage/deploy
- Develop branch where features merge to



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at 4?

- Master branch stable code, ready to stage/deploy _
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Branching Conventions for this Course

- Branches for your repo
 - master for deployment / deployment-ready
 - develop for active development
 - doc for repo documentation only
 - log for class logs only; irrelevant to client
 - one per feature
- In log branch:
 - student A indiv logs
 - student B indiv logs
 - ...
 - team logs

Branching Conventions for this Course

- Do NOT delete your feature branches after they have been merged
 - We want to see commit patterns in GitHub insights
- The integration lead is the only one who can merge develop to master
 - You may want 1-2 people assigned to integration
- Required reviewers:
 - Features and documentation require 2 reviewers
 - Logs require 1 reviewer
 - After reviewers approve a PR, the repo can auto-merge the feature to develop or the last reviewer can do it manually

Another Example

- More complex branching strategy



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Developer Maxim: Merge Early and Often

- Merging is analogous to a "synch" action
- What happens if you develop your feature for a long time while everyone else is developing and merging their work?

Developer Maxim: Merge Early and Often

- Merging is analogous to a "synch" action
- What happens if you develop your feature for a long time while everyone else is developing and merging their work?
 - You get stuck handling all the merge conflicts
- Therefore: Pull changes and integrate frequently
 - Keep your PRs small
 - Avoid massive merge conflicts



Other Goodies: GitHub Student Developer Pack

 Available to students and offers a range of free services <u>https://education.github.com/pack</u>

Intro to Web Dev offers (Total 8)	Mobile App Development offers (Total 8)	Developer Operations offers (Total 7) ×
Bootstrap Studio Design Developer tools	Microsoft Azure Cloud Virtual Events	Travis Cl Developer tools Infrastructure & APIs
DigitalOcean	FrontendMasters	GitHub Developer tools
JetBrains Developer tools	Creation Contract Con	
Microsoft Azure Cloud Virtual Events	U Lingohub Developer tools Infrastructure & APIs	Sentry Intrastructure & APIs Developer tools
Educative	Kodika Design Developer tools Mobile	BrowserStack Developer tools
Polypane Design Developer tools	Bump.sh Infrastructure & APIs Developer tools	DevCycle Developer tools Security & analytics
Microsoft Visual Studio Dev Essentials	Replit Developer tools Learn	C CodeScene Security & analytics Developer tools
GitHub Pages Developer tools	GitHub Codespaces	New Relic Developer tools Cloud
Explore the experience	Explore the experience	Explore the experience 2

Next Steps

- Watch the IP guest lecture
- Review sample IP agreement
 - Client's ownership over project
 - Students and instructor maintain educational rights
- Review project plan template
- Next week:
 - Finalize project option
 - Draft out project requirements, print 6 copies for class
 - Meet with teams for each project option ~20 min
 - Submit client questions
 - Complete Team exercise
 - Submit logs at the end of Week 3 (your first "dry-run")