Version control, issue tracking, and communication

Software Development, DIKU spring semester 2016

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Contact

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- Milestone Systems, company website and information
 - www.milestonesys.com

Version control

Return to Zero





EEWeb.com

Version Control

- Purpose
 - Manage change in time (history) and space (branches)
- Benefits
 - ► Ease collaboration
 - ▶ Allow branching and continuous integration
 - Track ownership and change history
- Types
 - Local
 - SCCS
 - Centralized
 - ► E.g. Subversion
 - Distributed
 - ▶ E.g. Git

A Brief Timeline of Version Control Systems

1972	Source Code Control System (SCCS) is launched, developed in SNOBOL at Bell Labs by Marc Rochkind.
1982	Revision Control System (RCS) is released. RCS is still maintained by the GNU Project.
1990	 Initial release of Concurrent Versions System (CVS) version control system
2000	Subversion (SVN) is launched by CollabNet. The first SVN source code is hosted.
2004 26 March 2005	SVN version 1.0 is released.
7 April 2005	Bazaar (then "Baz") is released under Canonical's sponsorship.
19 April 2005	Git is released as an open source project headed by Linus Torvalds, the namesake of Linux.
2008	 Mercurial project is launched a few days after Git, also designed for use with Linux development.
	The final stable release of CVS marks the end of an era (18 years).

Version control - definitions

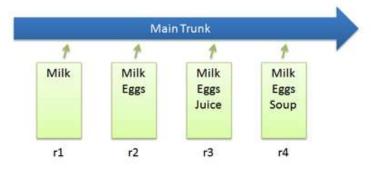
- "Manage change"
 - ▶ Put files in a data store (file system, database, etc)
 - Optionally associate with metadata
 - Maintain deltas
 - ► Rinse & repeat
- Achieves
 - Traceability
 - Concurrency
 - Reversability

Terminology 101 [10]

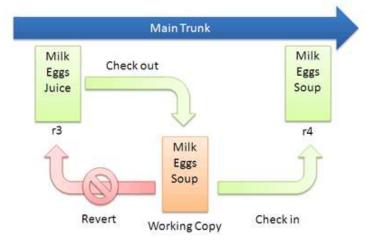
- Branch: A set of files under version control may be branched or forked at a point in time so that, from that time forward, two copies of those files may develop at different speeds or in different ways independently of each other.
- ▶ Change : A change (or diff, or delta) represents a specific modification to a document under version control.
- ▶ Checkout : To check out (or co) is to create a local working copy from the repository.
- Clone: Cloning means creating a repository containing the revisions from another repository.
- Commit: To commit (check in, ci or, more rarely, install, submit or record) is to write or merge the changes made in the working copy back to the repository.
- Conflict: A conflict occurs when different parties make changes to the same document, and the system is unable to reconcile the changes
- ▶ Head : Also sometimes called tip, this refers to the most recent commit, either to the trunk or to a branch
- Merge: A merge or integration is an operation in which two sets of changes are applied to a file or set of files
- ▶ Pull, push : Copy revisions from one repository into another
- Repository: The repository is where files' current and historical data are stored, often on a server
- ► Tag ; A tag or label refers to an important snapshot in time, consistent across many files
- Trunk: The unique line of development that is not a branch (sometimes also called Baseline, Mainline or Master)
- Working copy: The working copy is the local copy of files from a repository, at a specific time or revision

Version control - visual summary [12]

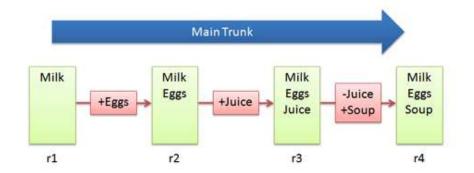
Basic Checkins



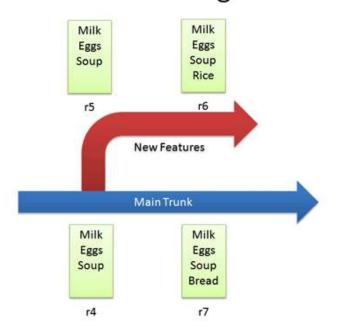
Checkout and Edit



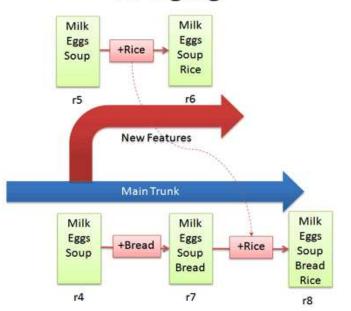
Basic Diffs



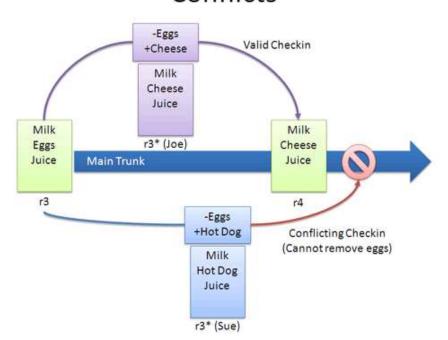
Branching



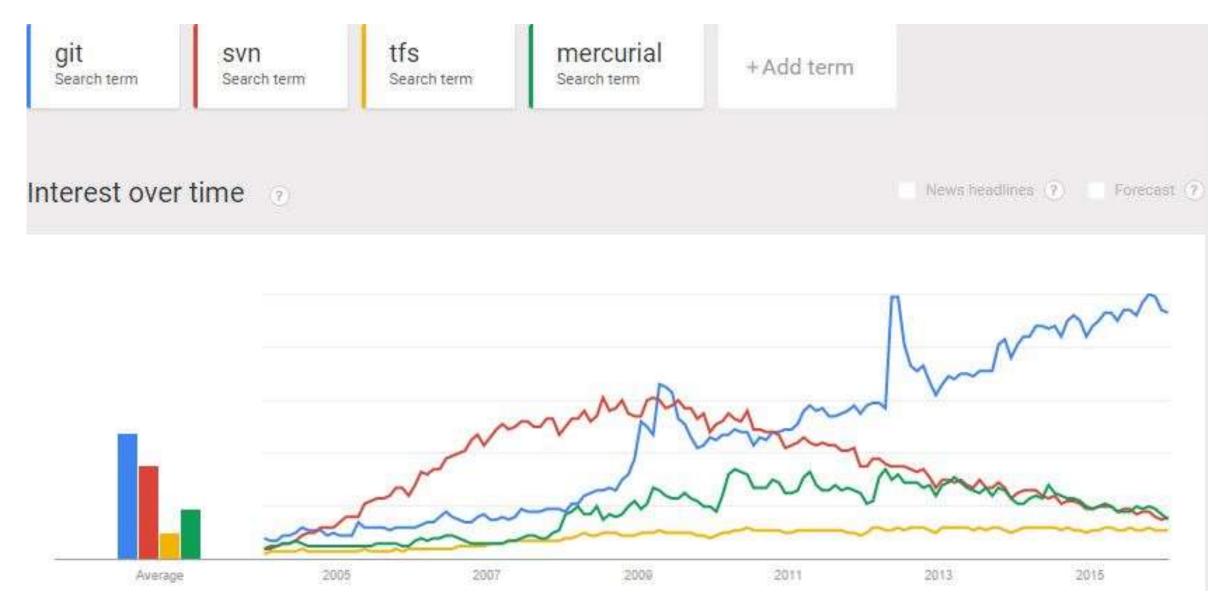
Merging



Conflicts



Version control system popularity - Google Trends

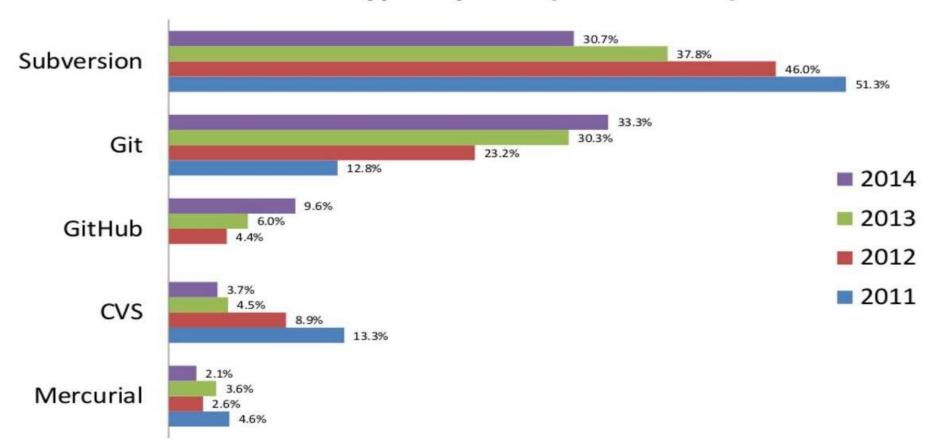


Version control system popularity - Eclipse Foundation Community Survey 2014 [6]

Primary Code Management



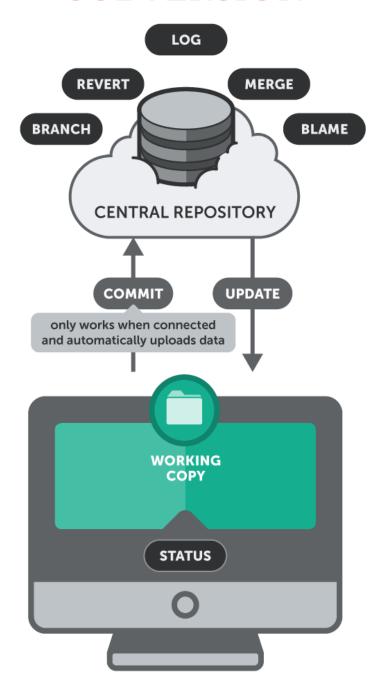
What is the primary source code management system you typically use? (Choose one.)



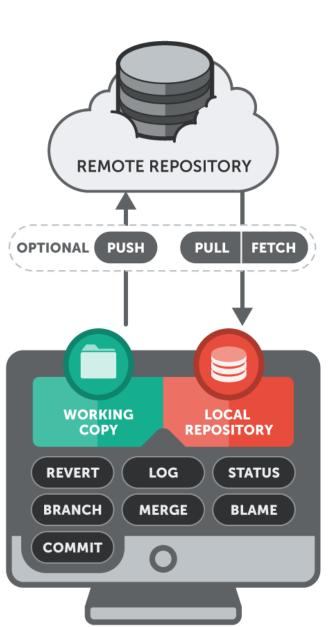
Why is git leading?

- SVN is conceptually simpler and easier to learn, and has some good UI add-ons + it automatically backs up remotely
- But, git has some unique selling points
 - Faster
 - Works decentralized
 - Isolation (less FUD factor)
- Why is "the other DVCS" Mercurial lagging so far behind
 - Git's a bit faster (written in C)
 - ► GitHub
 - Instant community because of Git origins in Linux world

SUBVERSION







Basic use scenarios

- "Save-as" version control
 - "MyCode.txt" => "MyCodeA.txt" => "MyCodeAA.txt" => ...you get the point
 - ▶ Use OS permissioning to "manage" concurrent access
 - ▶ Local version control systems (RCS) a refinement of this scheme [7]
- Central repository model (e.g. SVN) [8]
 - Basic cycle
 - SVN update => SVN add / delete / copy / move => SVN status / diff => SVN update / resolve => SVN commit => (goto start)
- Distributed repositories model (e.g. Git)
 - ► Git init => git add => git commit => git push => (git pull)

GitHub

- What is it?
 - Git
 - ► Git with a web interface
 - Git hosting
 - Issue and request tracking system
 - Documentation system
 - ► A social media platform (feeds, followers, wikis, newsletter, social graph)?



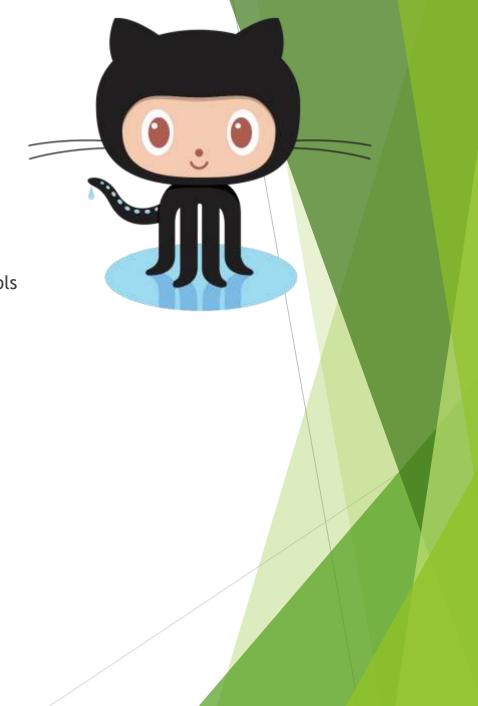
GitHub

- 12M users, 31M repositories
- ► Why?
 - Free(mium)
 - ▶ Natural fit to open source / non-colocated collaboration
 - ▶ Popular! (network effects, winner takes all)
 - ▶ Web interface / accessibility
- ▶ Why not ?
 - Arguably a steep learning curve
 - ▶ Maybe overkill / bad fit for certain scenarios = don't make a sheeple decision



GitHub

- Tooling and interfaces
 - https://git.wiki.kernel.org/index.php/InterfacesFrontendsAndTools
- ► GUI clients (fat clients, various platforms)
 - ► http://git-scm.com/downloads/guis
 - ► Github desktop: https://desktop.github.com/
- Branching model
 - ► http://nvie.com/posts/a-successful-git-branching-model/



<demo> <Subversion>

Available at https://drive.google.com/file/d/0B3nCmF_p yhpQVC1ZYXFnTlVfa1k/view

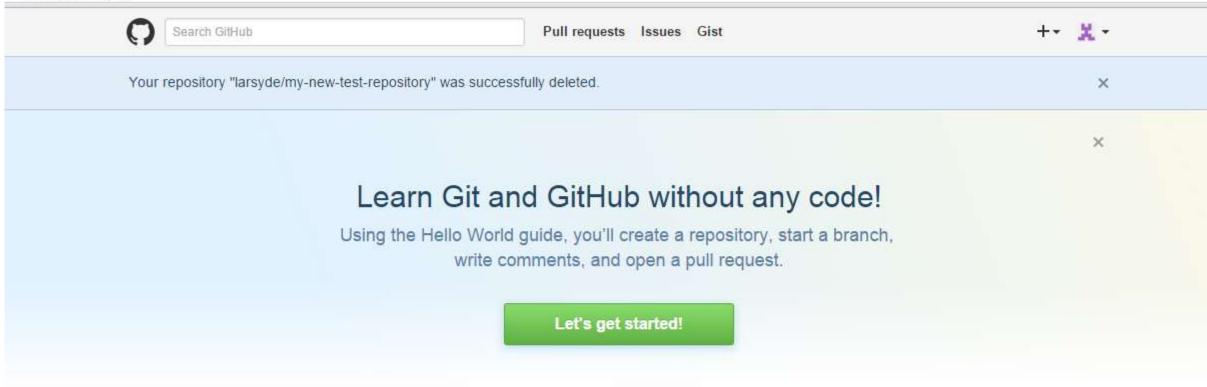
(download for optimal viewing)

<demo> <GitHub>

Available at https://drive.google.com/open?id=0B3nCmF_pyhpQakN3dTYyNmhuZ1E

(download for optimal viewing)

nttps://github.com



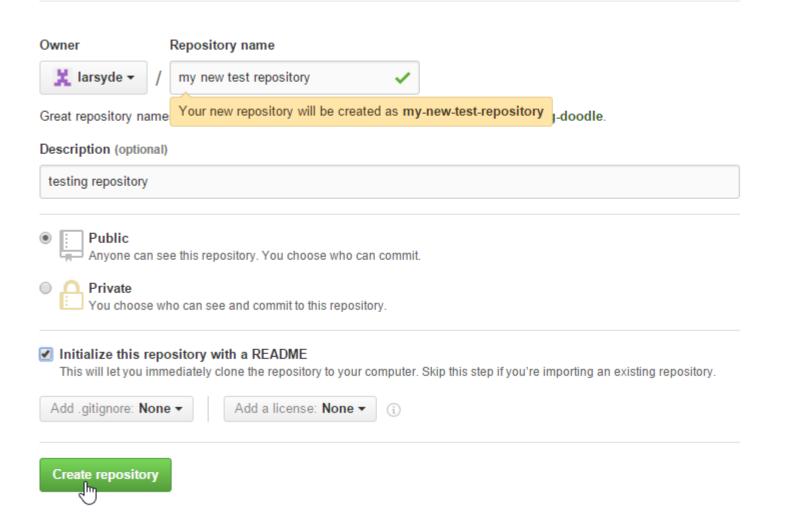


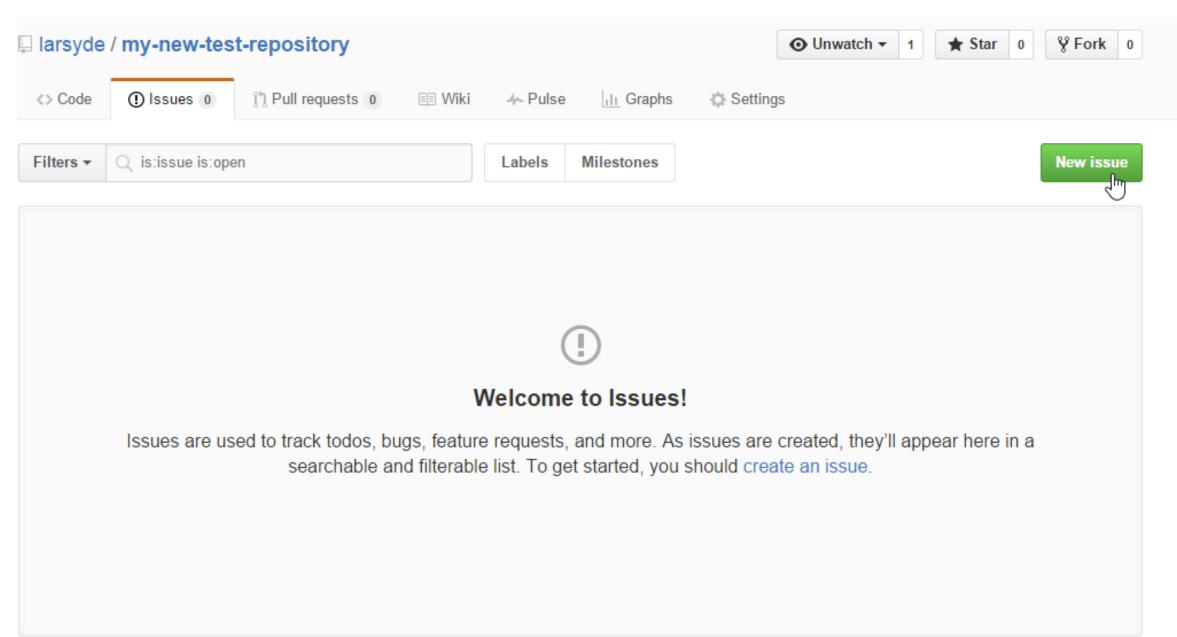


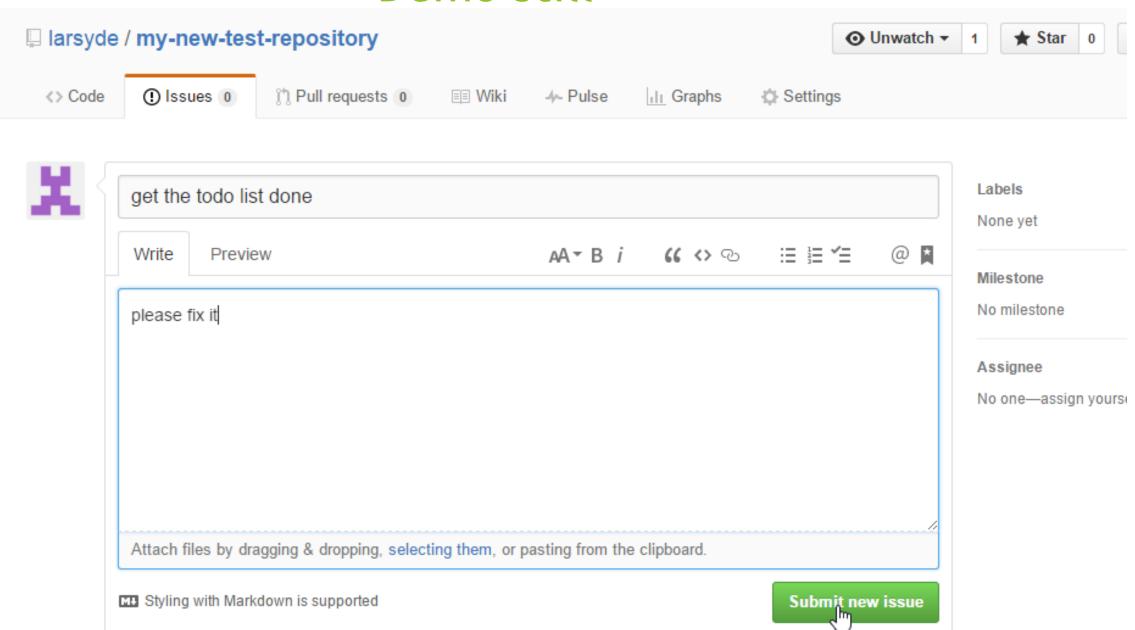
Subscribe to your news feed

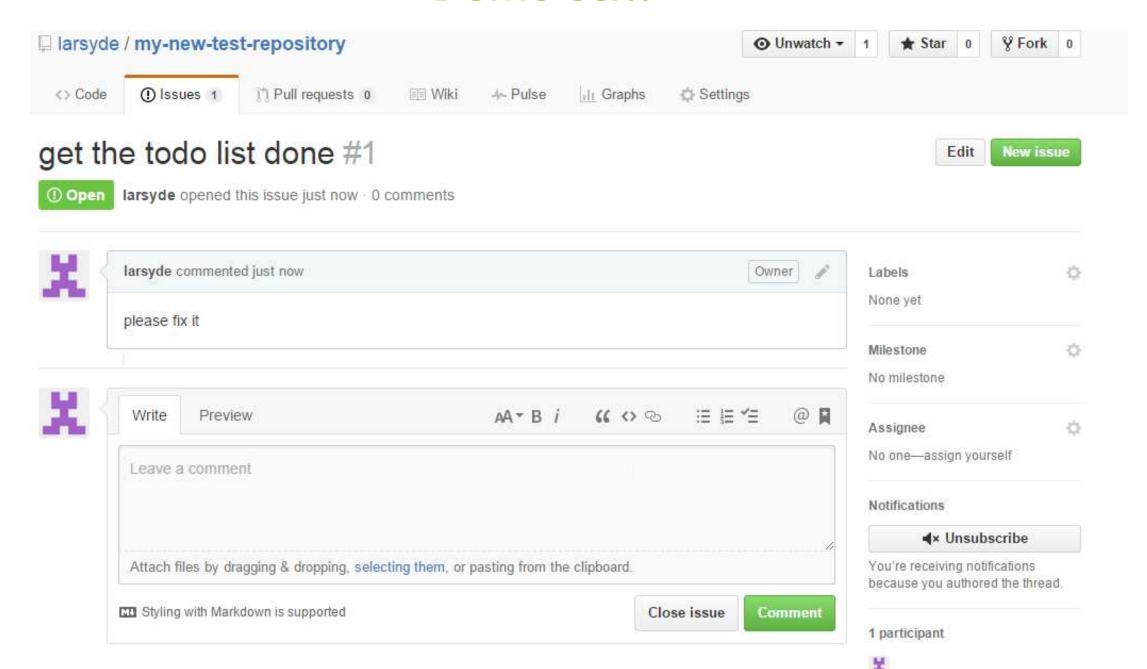
Create a new repository

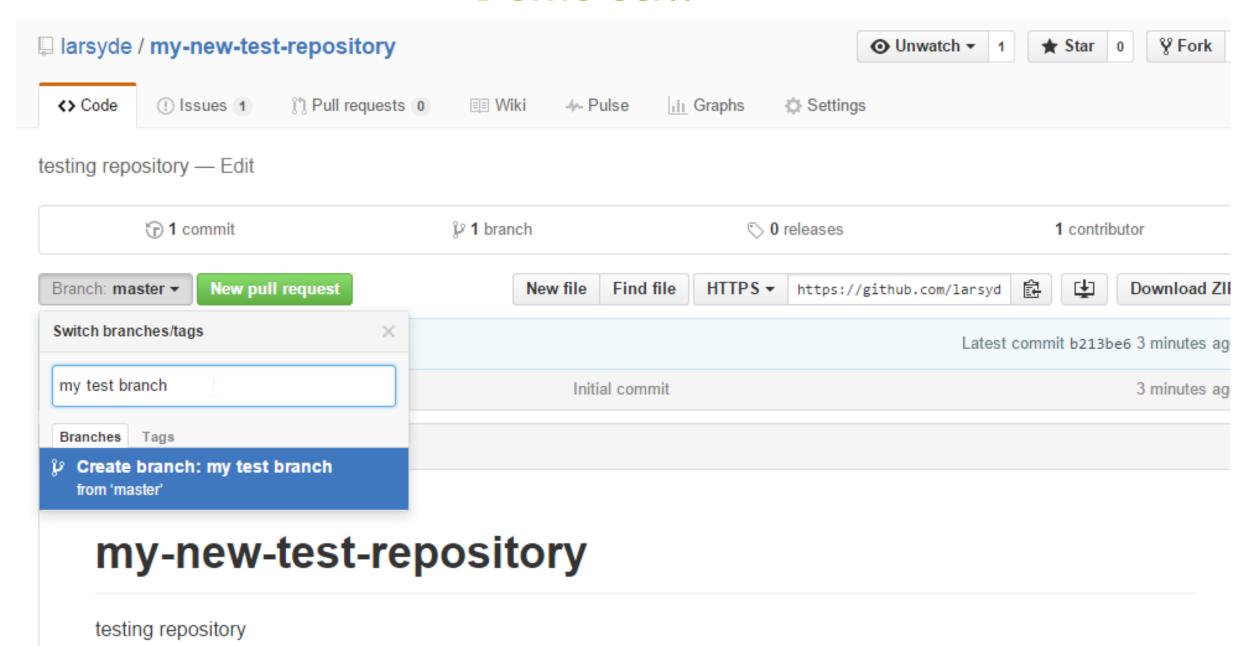
A repository contains all the files for your project, including the revision history.

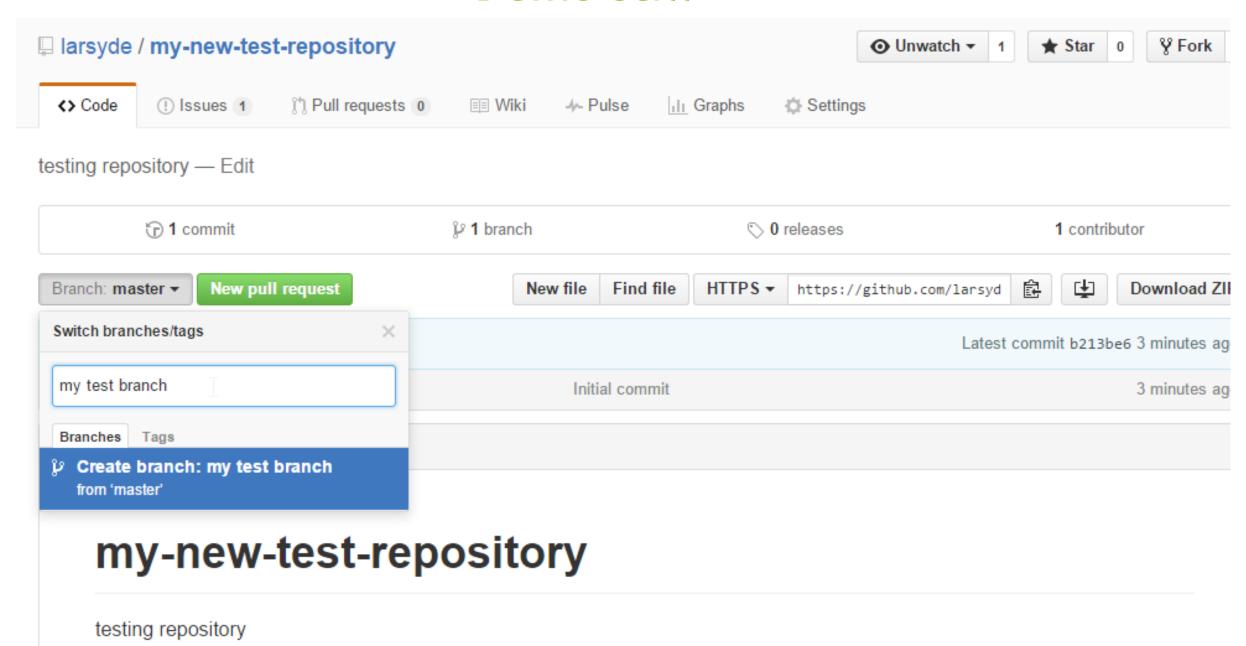


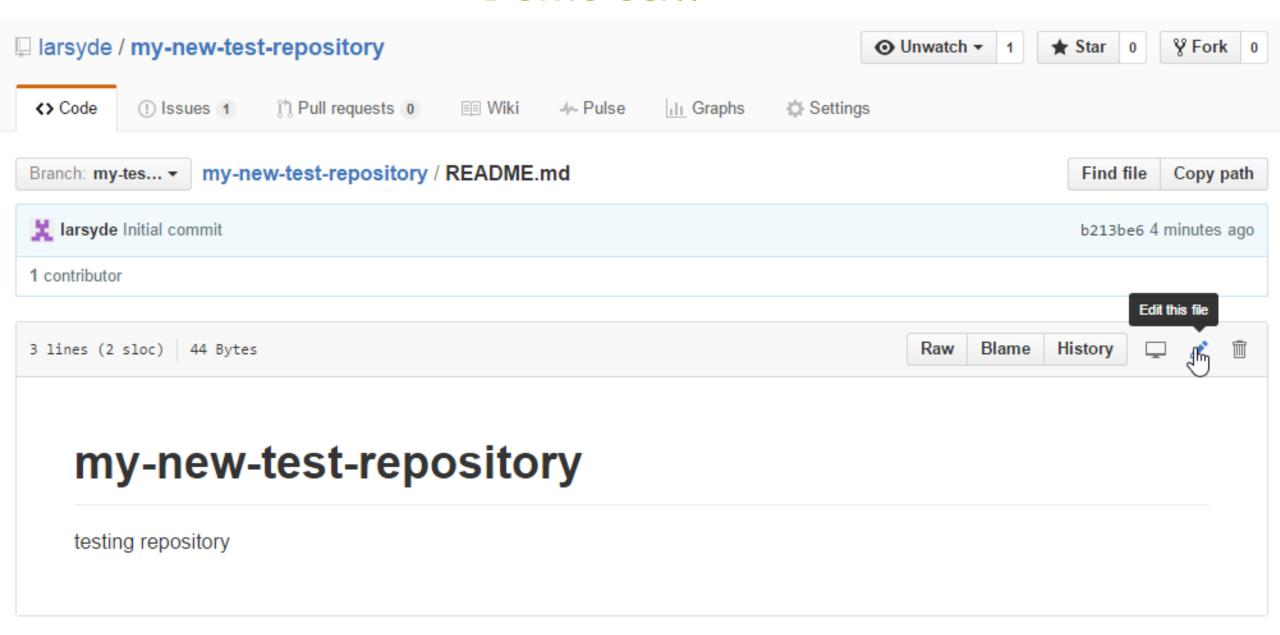


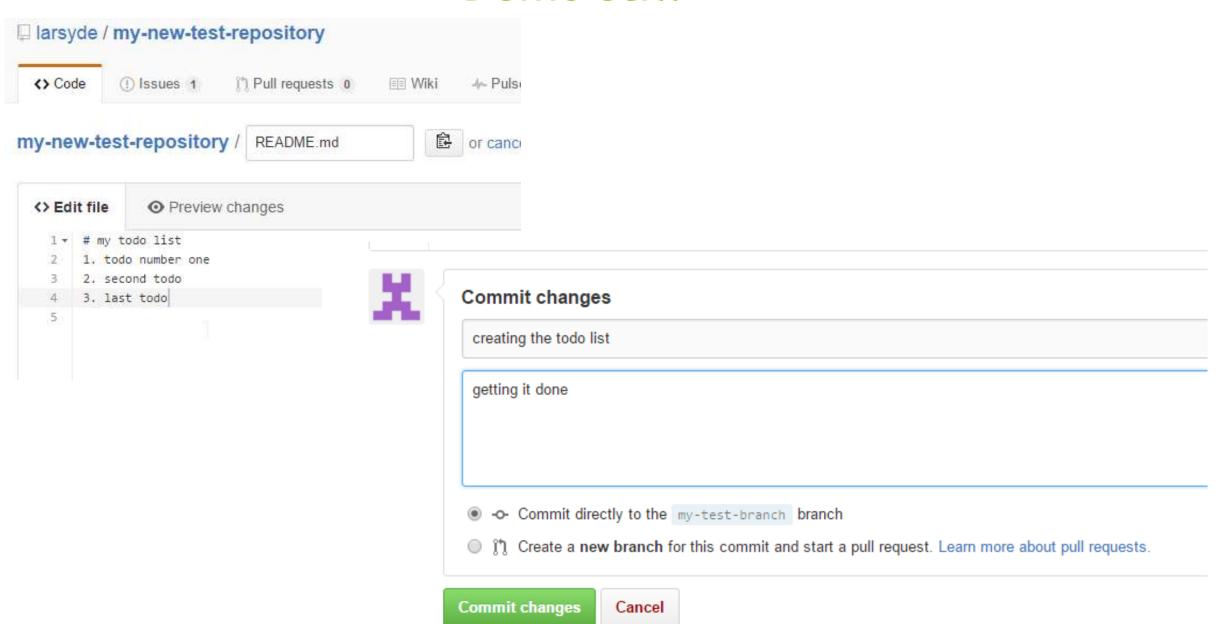




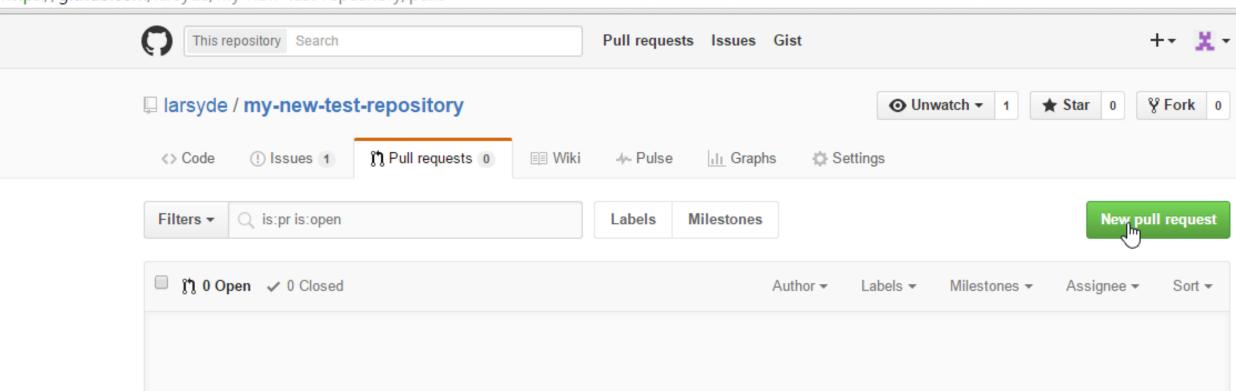


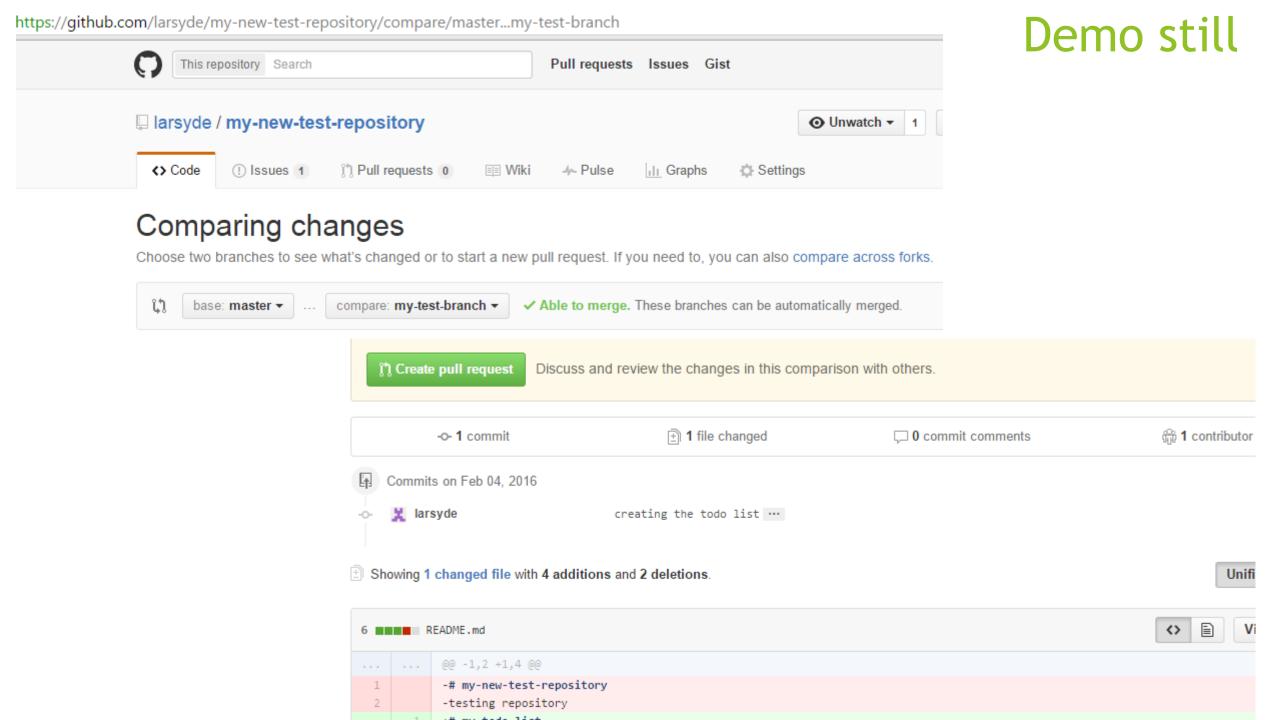






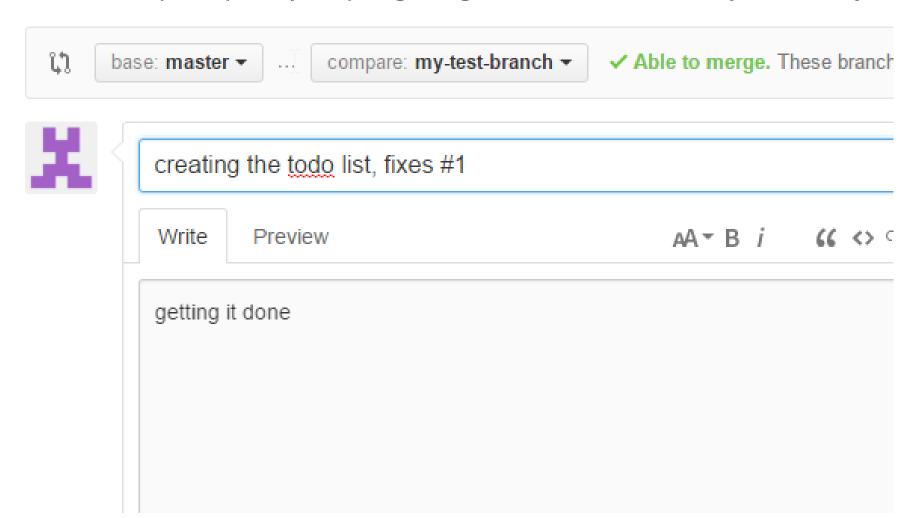
https://github.com/larsyde/my-new-test-repository/pulls



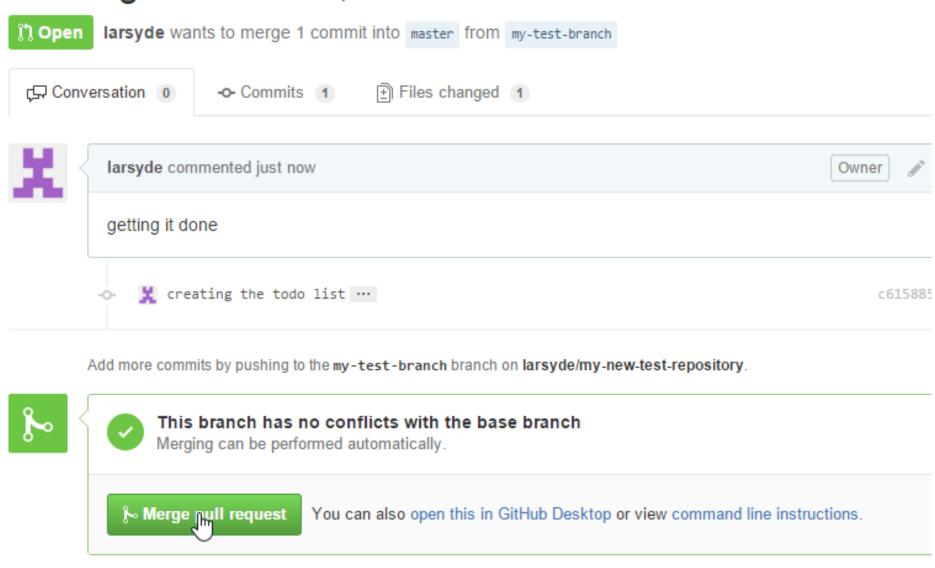


Open a pull request

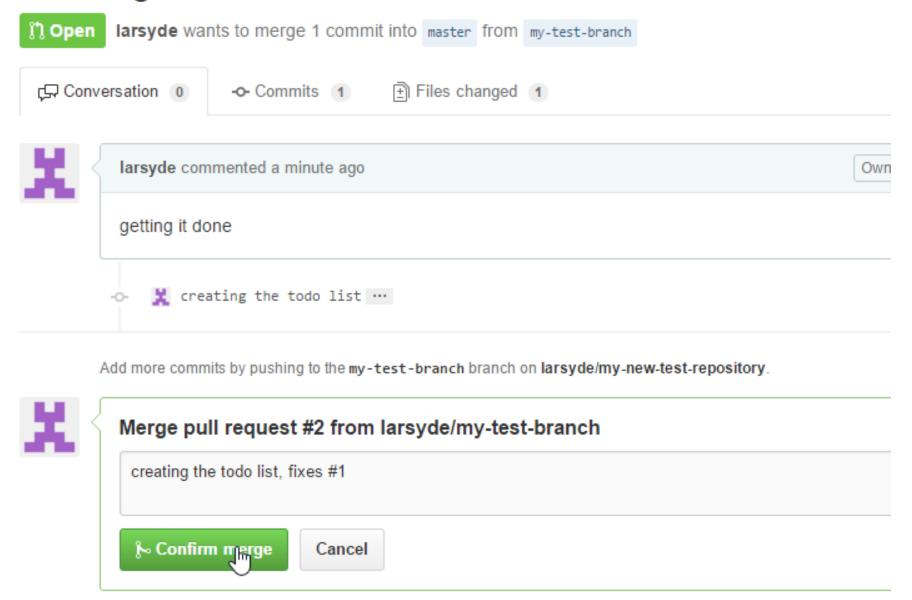
Create a new pull request by comparing changes across two branches. If you need to, you



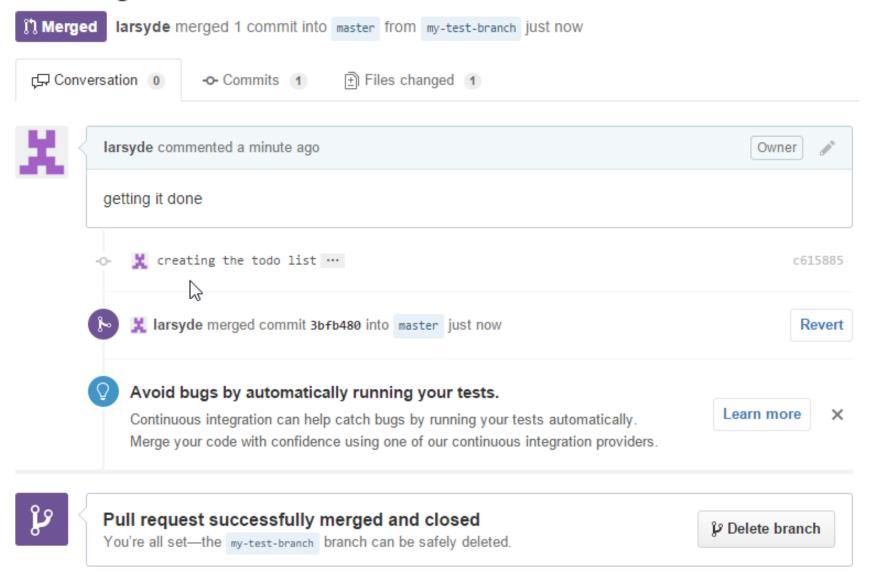
Creating the todo list, lixes #1 #Z



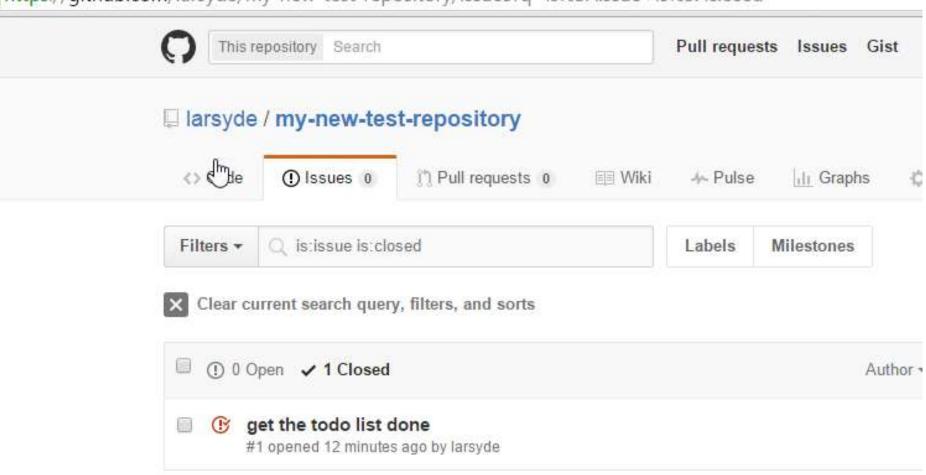
creating the todo list, fixes #1 #2



creating the todo list, fixes #1 #2



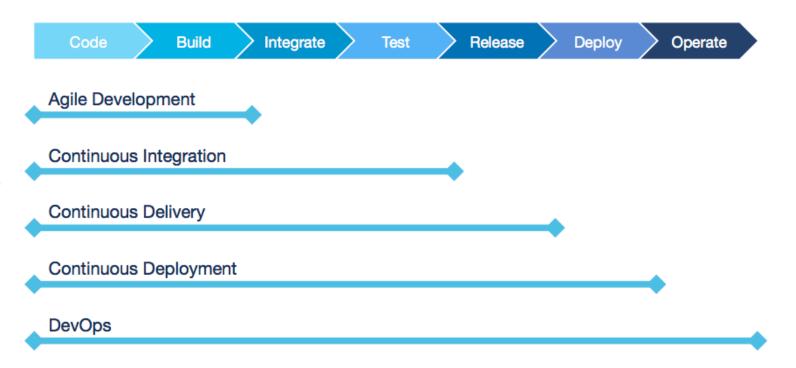
https://github.com/larsyde/my-new-test-repository/issues?q=is%3Aissue+is%3Aclosed

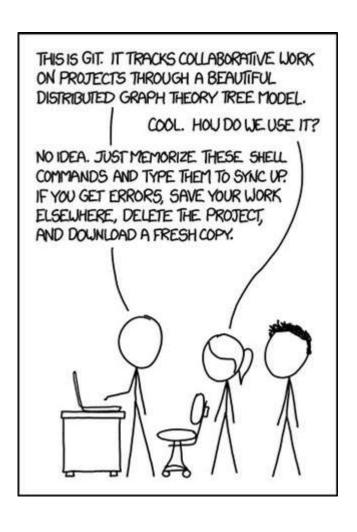


O ProTip! Notify someone on an issue with a mention. I

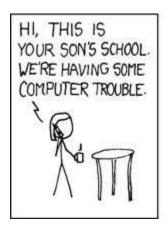
Advanced topics - Github with CI / CD

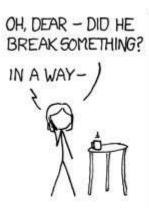
- Continuous Integration (CI)
 - Integrate early, integrate often
 - ► Tight feedback loop
- Continuous Deployment / Delivery (CD) ~ DevOps
 - Repeatable process
 - End-to-end automation
 - Systems thinking
 - Amplify feedback loops
 - Culture of continual experimentation and learning

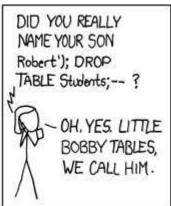


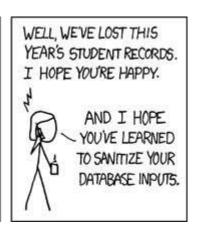


Issue tracking









Issue tracking

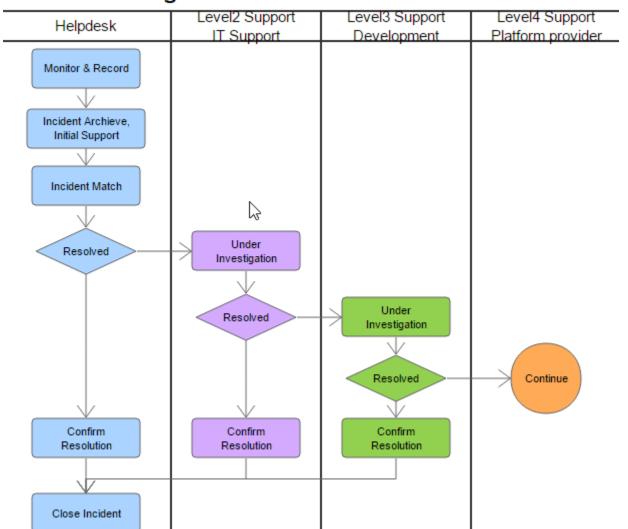
- ▶ What is it?
 - Incident management = project management (ITIL) discipline with an ISO standard
 - ► A TODO list you keep on your device
 - ► A mental list you (may) remember before dev complete
 - A shared list (e.g spreadsheet) of description and metadata that is collaboratively maintained
 - ▶ A release notes document that follows the software
 - A tracking system that maintains a database of incidents / issues / bugs, relevant metadata, history information and secondary data (forensic data, resolution files)
 - A definitions game: what constitues an issue, who fixes it, who's responsible?

Issue tracking >= bug tracking

- Defects may be in implementation (bugs) or elsewhere requirements, design, documentation - as defects
- Why issue tracking?
 - Capture
 - Record
 - Ensure accountability
 - Store resolution
 - Facilitate review

Incident management (ITIL)

Incident Management - ITIL V2



Incident management (ITIL) [14]

- "An 'Incident' is any event which is not part of the standard operation of the service and which causes, or may cause, an interruption or a reduction of the quality of the service."
- "The objective of Incident Management is to restore normal operations as quickly as possible with the least possible impact on either the business or the user, at a cost-effective price."
- An ISO standard (ISO 20000)
- An exam (ITIL certification)
- A process



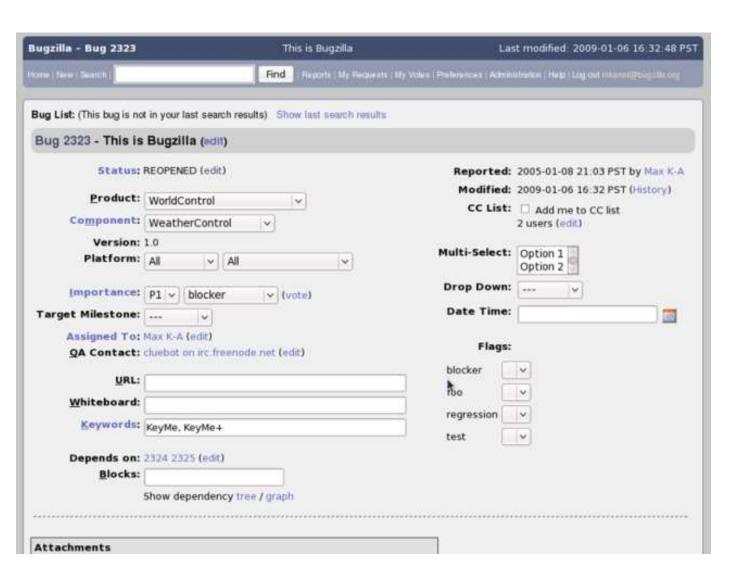
The TODO list

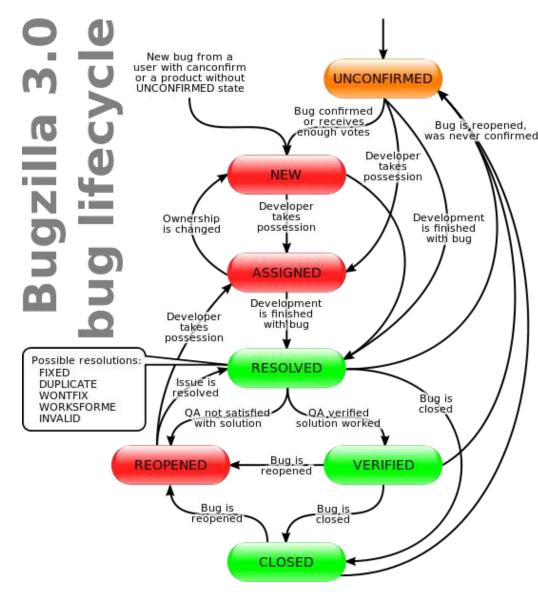
- Simple
- Easy to use and share
- Can be version-controlled
- Ships easily with the product as a release notes
- However...
- No workflow support
- No history
- No concurrency

Issue tracking systems [15]

- Open source (Bugzilla, Mantis, Redmine)
- Commercial (JIRA, ClearQuest, Trac)
- Integrated (Eclipse, TFS / Visual Studio, NetBeans)
- Auxiliary uses [18]
 - Knowledge repository
 - Communication and coordination hub
 - Communication channel
 - Context repository

Issue tracking system - Bugzilla





Defect Triage Meeting / Bug Council

- What is triage?
- Assemble stakeholders: development leads, managers, product owners, test leads, etc
- Ensure correct severity and priority for bug backlog
- Rinse and repeat until all is triaged

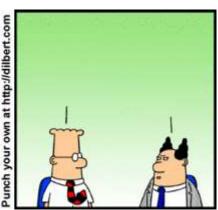




Communication







Small group communication theory [24][25]

Systems theory

- "...groups are open systems, which are influenced by such independent variables as; openness to environment, interdependence, input variables, process variables, and output variables"
- Social exchange theory
 - "...[people] base the likeliness of developing a relationship with someone on the perceived possible outcomes. When these outcomes are perceived to be greater, we disclose more and develop a closer relationship with that person."
- Symbolic convergence theory
 - In small groups, members develop private code words and signals that only those inside the group understand. When groups achieve symbolic convergence, they have a sense of community based on common experiences and understandings."
- Structuration theory
 - "[ST] views small groups as systems that both produce structures and are produced by structures. This means that group members follow particular rules in their interactions that produce some sort of outcome. That outcome eventually influences the group's future interactions."
- Functional theory
 - Functional Perspective claims that there are four functions for effective decision making which include an analysis of the problem, goal setting, identification of alternatives, and an evaluation of positive and negative characteristics, all of which are equally important."

Group development [26]

Life cycle models:

Describe the process of change as the unfolding of a prescribed and linear sequence of stages following a program that is prefigured at the beginning of the cycle (decided within the group or imposed on it).

► Teleological models:

Describe change as a purposeful movement toward one or more goals, with adjustments based on feedback from the environment.

Dialectical models:

 Describe change as emerging from conflict between opposing entities and eventual synthesis leading to the next cycle of conflict

Evolutionary models:

Describe change as emerging from a repeated cycle of variation, selection and retention and generally apply to change in a population rather than change within an entity over time.

Tuckman's model of group development

- Most popular team development model in agile
- Tuckman identifies four stages (and one additional stage in later versions)
 - Forming
 - "Groups initially concern themselves with orientation accomplished primarily through testing. Such testing serves to identify the boundaries of both interpersonal and task behaviors. Coincident with testing in the interpersonal realm is the establishment of dependency relationships with leaders, other group members, or pre-existing standards."

Storming

► The second point in the sequence is characterized by **conflict** and **polarization** around interpersonal issues, with concomitant emotional responding in the task sphere. These behaviors serve as **resistance** to group influence and task requirements"

Norming

"Resistance is overcome in the third stage in which in-group feeling and cohesiveness develop, new standards evolve, and new roles are adopted. In the task realm, intimate, personal opinions are expressed"

Performing

• "Finally, the group attains the fourth and final stage in which interpersonal **structure** becomes the **tool** of task activities. Roles become **flexible** and **functional**, and group energy is channeled into the task. Structural issues have been resolved, and **structure** can now become **supportive** of task performance"

Tuckman visualized

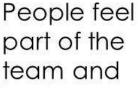
Forming

Team acquaints and establishes ground rules. Formalities are preserved and members are treated as strangers.



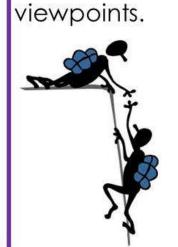
Storming

Members start to communicate their feelings but still view themselves as individuals rather than part of the team. They resist control by group leaders and show hostility.



Norming

team and realize that they can achieve work if they accept other



Performing

The team works in an open and trusting atmosphere where flexibility is the key and hierarchy is of little importance.

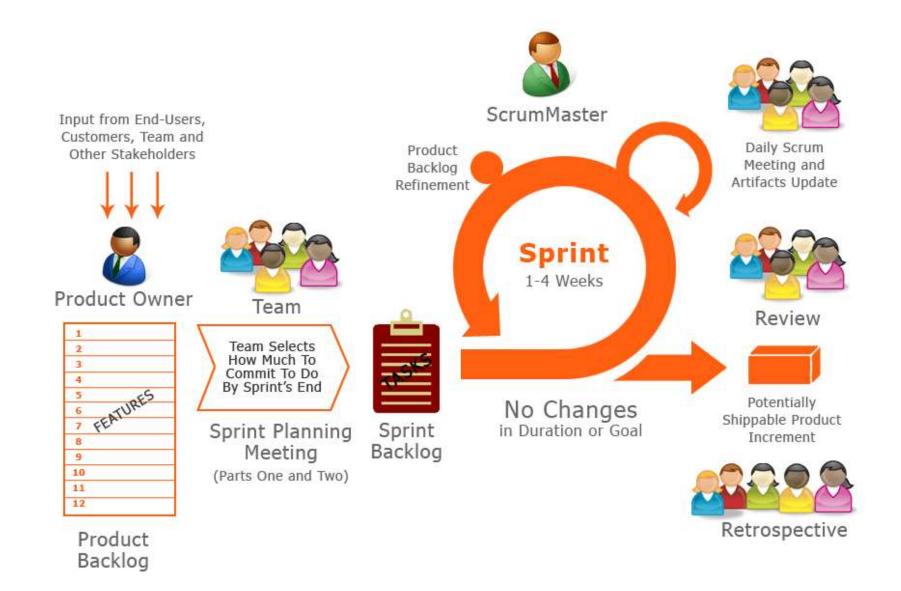


Adjourning

The team conducts an assessment of the year and implements a plan for transitioning roles and recognizing members' contributions.



Agile practices and communication



Structure: traditional vs agile

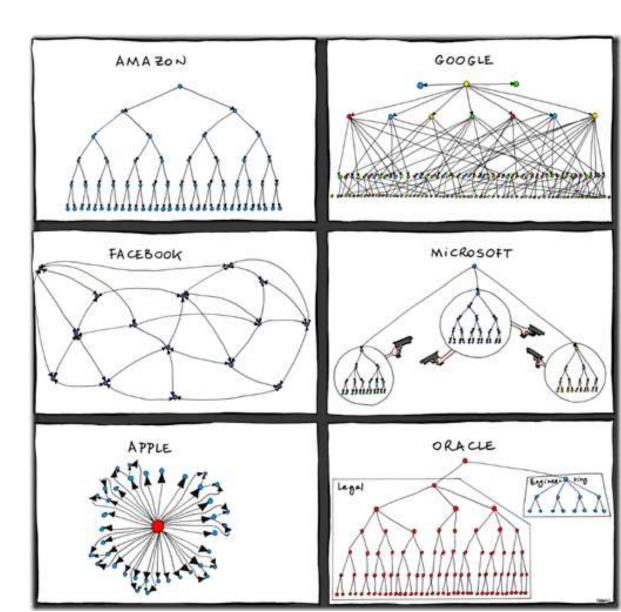
Practice	Waterfall	Iterative (hybrid)	Agile
Daily Standup	Daily/Weekly Status reports. PM calls for the status meeting at scheduled intervals	Daily/Weekly Status reports. PM calls for the status meeting at scheduled intervals.	Scrum Master facilitates the daily standup meeting to update: • what we did?, • what we are going to do? • where we lag?
Status Report	Status report in prescribed template. More focus on Percentage done.	Status report in prescribed template. More focus on Percentage done.	Update on daily basis by logging hours spent & hours required to complete. Burndown/Burnup chart reflects the remaining hours required to complete
Planned vs Actual	Stick to baseline project plan	Stick to baseline iteration plan	Actual hours burnt vs hours required to complete

Barriers to communication

- Lack of unplanned contact [22]
 - Knowing who to contact about what,
 - Cost of initiating contact,
 - Ability to communicate effectively, and
 - ► Lack of trust, or willingness to communicate openly.

Organisation and technology as communication matrix

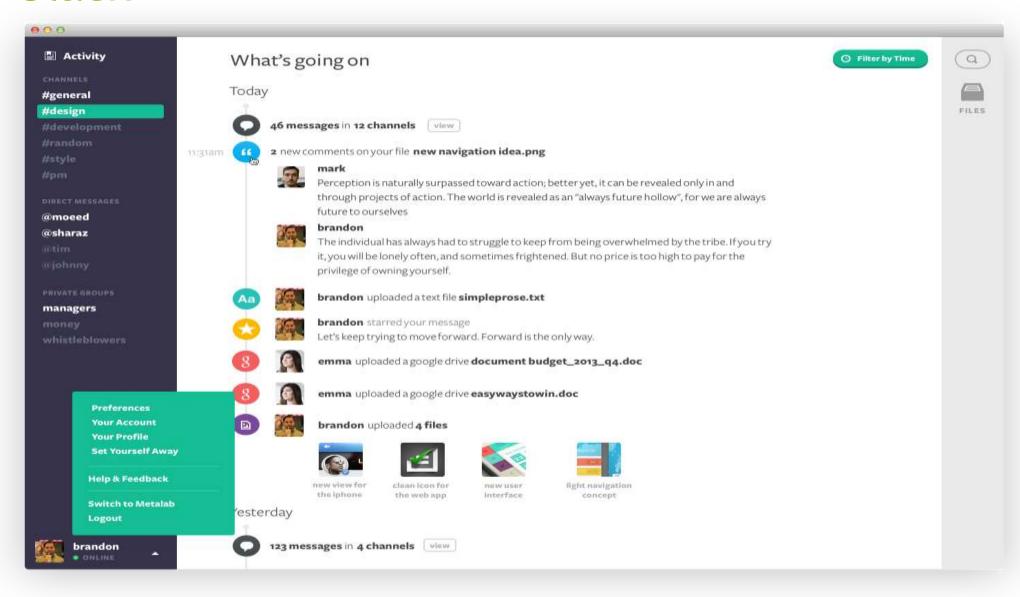
- Conway's law [21]
 - "organizations which design systems ... are constrained to produce designs which are copies of the communication structures of these organizations"
- Brook's law [22]
 - "if a project is late then adding more people to the development will slow the work down further"
 - "the addition of more people creates communications overhead"



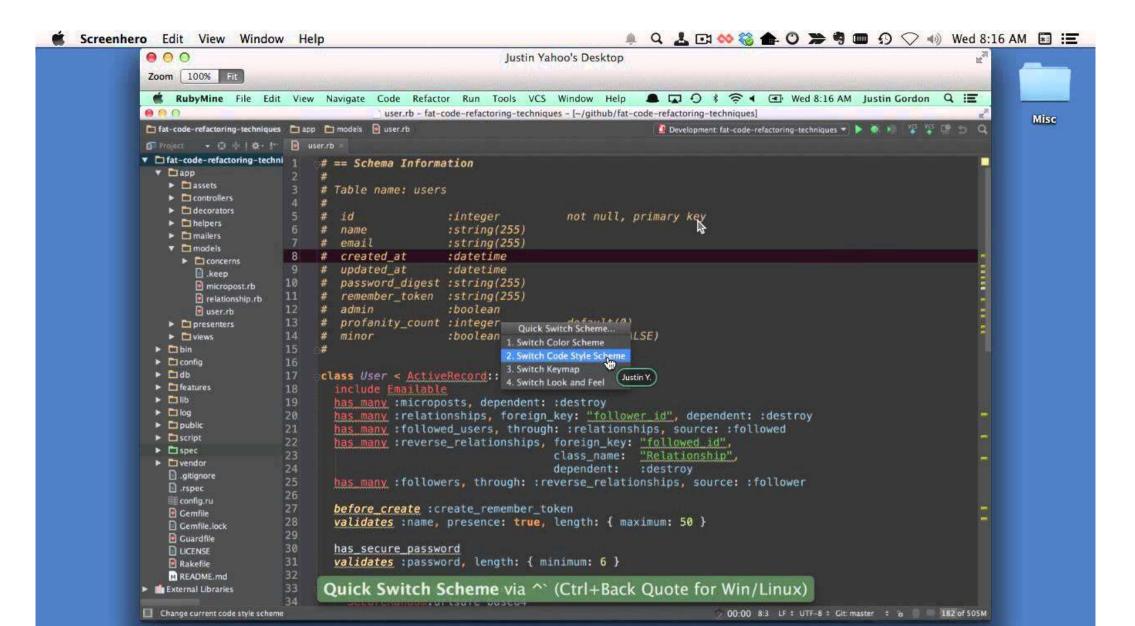
Communication tool support [19]

- A distributed VCS aids in meeting communication needs[5]
 - Improve cooperation, communicate feeling / sentiment, measure progress
 - ► Reduce uncertainty, act as a knowledge hub
 - ▶ Flow communication at the horizontal level of an organisation
- Groupware / CSCW applications
 - Document sharing (non-VCS'ed): Quip, Dropbox, Screen Hero
 - Communications: Skype, Mail clients, Slack, Glip, HipChat, MatterMost
 - Project managerial: Trello, shared calendars, wikis, group sites, spread-sheets

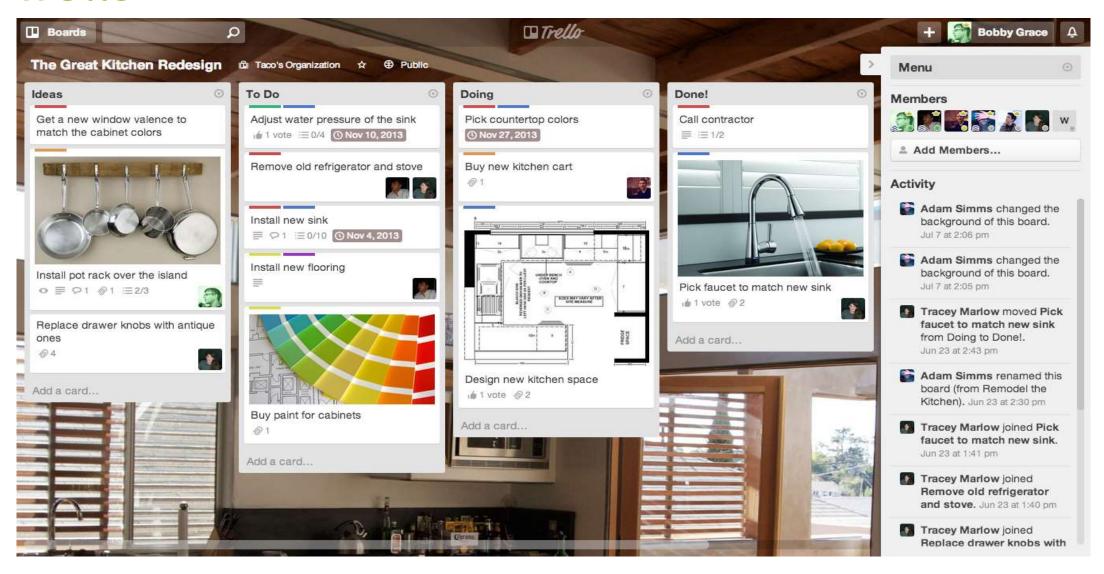
Slack



Screen Hero



Trello



Skype



Quip









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