#### lecture #16 — mon oct 28, 2002

#### • news

- homework #3 due today
- homework #4 out today replacing quiz #3
- see web page for updates...

#### • today

- programming tools overview
- configuration management
- sources:
  - \* some slides from H. Schulzrinne, cs3995, spring 2002

# software development models.

- integrated development environment (IDE)
  - integrate code editor, compiler, build environment, debugger
  - graphical tool
  - single or multiple languages
  - VisualStudio, JCreator, Forte, ...
- Unix model
  - individual tools, command-line

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#### source code management.

- problem: lots of people working on the same project
  - source code (C, Perl, ...)
  - documentation
  - specification (protocol specs)
- mostly on different areas
- different versions
  - released maintenance only
  - *stable* about to be released, production use
  - development, beta
- different hardware and OS versions

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# configuration management.

- version control system
- there are many popular tools:
  - CVS
  - RCS
  - SCCS
- collection of directories, one for each "module"
- release control
- version control
- there is a single master copy ("repository") and local (developer) copies

#### about rcs.

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- it doesn't build a system (alone)
- it isn't project management (alone)
- all changes are isolated vs. single logical change
- it can help with bug fix tracking
- it can help with track change verification
- it doesn't test program (regression testing)
- it is not a work flow or process model

# setting up a repository.

• create a directory for the repository:

unix\$ mkdir RCS

which creates an RCS directory under your current working directory

#### adding a file to the repository.

• use the "check in" command:

```
unix$ ci movie.c
RCS/movie.c,v <-- movie.c
enter description, terminated with single '.' or end of file:
NOTE: This is NOT the log message!
>> this file manipulates the movie database
>> .
initial revision: 1.1
done
```

- you'll be asked to enter a description of the file you are adding to the repository
- you only have to do this the first time a file is checked in

# what's in the directory now?

• the directory:

```
unix$ ls -lt RCS
total 8
-r---- 1 cs3157 library 4338 Oct 28 11:27 movie.c,v
```

• notice that the file is only read-only by owner

#### the RCS file...

```
1.1;
head
access;
symbols;
locks; strict;
comment @ * @;
1.1
        2002.10.28.16.27.27; author cs3157; state Exp;
date
branches;
next
desc
@this file manipulates the movie database
1.1
log
@Initial revision
text
@/* movie.c */
#include <stdio.h>
etc
```

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## checking a file out of the repository.

- there are two modes:
  - read-only
  - read-write
- command for read-only:

```
unix$ co movie.c

RCS/movie.c,v --> movie.c
revision 1.1
done
```

• command for read-write:

```
unix$ co -l movie.c
RCS/movie.c,v --> movie.c
revision 1.1 (locked)
done
```

## locking files.

- checking out a file in read-write mode is called checking it out with a lock
- this means that only the user who checked out the file can check it back in and unlock the file
- you can also lock a file that is already checked out:

```
unix$ rcs -1 movie.c
```

- if the file is already locked by another user, you'll be asked if you want to break the lock
- this can be bad...

#### getting file information.

• the *rlog* command is used to get information about files in the repository

```
unix$ rlog movie.c
RCS file: RCS/movie.c,v
Working file: movie.c
head: 1.1
branch:
locks: strict
access list:
symbolic names:
keyword substitution: kv
total revisions: 1; selected revisions: 1
description:
this file manipulates the movie database
revision 1.1
date: 2002/10/28 16:27:27; author: cs3157; state: Exp;
Initial revision
______
```

# finding out about locks.

- you can use rlog to find out which files are locked
- to find out which files are locked:

```
unix$ rlog -R -L RCS/*
RCS/movie.c,v
```

#### checking changed files back in.

• once you make a change to a file (and test it), you should check the file back into the repository

```
unix$ ci movie.c
RCS/movie.c,v <-- movie.c
new revision: 1.2; previous revision: 1.1
enter log message, terminated with single '.' or end of file:
>> added comments
>> .
done
```

- you'll be asked to enter a message describing the changes you made
- if the file is unchanged, RCS is smart enough not to increment the revision number:

```
unix$ ci movie.c

RCS/movie.c,v <-- movie.c

file is unchanged; reverting to previous revision 1.1
done</pre>
```

# keeping the working directory clean.

- use the *rcsclean* command
- this removes from the current working directory all files that are checked out in read-only mode but have not been changed since they were checked out

```
unix$ rcsclean
rm -f movie.h
```

#### finding differences.

• the *rcsdiff* command is used to show the differences between the version in your current working directory and the version that was last checked in to RCS

## using with your makefile.

- it is handy to integrate RCS into your makefile
- add a DEFAULT rule that will check files out of RCS for the purpose of building your project:

```
.DEFAULT:
co $(RCS)/$@,v
```

- add this line just after the SUFFIXES line
- you can also add rcsclean to your clean rule:

```
clean:
rcsclean
rm *.o
```

#### ident

- you can record version information directly in your source code
- place a line like this:

```
static char const rcsid[] = "$Id$";
in the global declaration section of your source code files
```

• after you check the file in and check it out again, RCS will automatically expand the tag:

```
static char const rcsid[] =
   "$Id: movie.c,v 1.5 2002/10/28 16:55:09 cs3157 Exp $";
```

- now you can use the resid variable in your program
- you can also use the *ident* command to see the values:

```
unix$ ident movie.c
movie.c:
$Id: movie.c,v 1.5 2002/10/28 16:55:09 cs3157 Exp $
```

## revision tagging.

- each revision increases rightmost number by one: 1.1, 1.2, ...
- more than one period implies branches
- versions of file = RCS revisions
- use the *rcs* command to set revisions and branches
- do man resfile for more information
- there's also a script called *rcsfreeze* which is handy for these functions, but it is not a standard part of RCS (unfortunately)