SOURCE CONTROL

"DON'T BE A SAVAGE, USE TOOLS"

WHAT IS SOURCE CONTROL?

- Source or version control is a system for the maintenance and management of content, typically code.

- Typically built around a central server that hosts a repository code, including who changed what, what was changed, when it was changed, etc…

- Clients connect to the repository and check out the code to work on it, and when appropriate send changes made back to the repository.

WHY USE IT

- "I forgot to bring the flash drive."

- "WTF?! why did you change that? Can we undo it?"

- "The computer crashed and deleted everything!"

SOURCE CONTROL SOFTWARE

- Subversion
- Mercurial
- Git
- …

COMMON FEATURES

- Check Out/In – General control

- Synchronize, Update, Pull – Client update

- Add, Submit, Push – Client change submission

- Fork, Branch – Split the project

- Merge – Recombine the project

- Delete – Remove an item

- Revert – Go back to a previous state

- Log comments on submission

HOW TO MAKE USE OF IT

- Setup a repository. Google Code has free hosting and management for open source.

- Get clients setup. Plugins exist for most source control system in most IDEs (there's another tool to use!)

- Check-in an initial project. Maybe just skeleton code or a file tree.

- Have everyone check-out.

- Agree on when you should do check-ins. Daily? Weekly? When a feature is finished? When a feature is tested?

- Prosper.