

## Lab Exercise

# Source Code Management using CVS

### Goal

This lab is intended to demonstrate basic CVS usage. You are supposed to work in pairs on one computer, simulating a small software team developing a simple program component under version control. The lab also demonstrates the XP practices of Collective Ownership and Continuous Integration.

### Note!

- During the lab, write down the commands that you use and brief descriptions of the results.
- Write down brief answers to all questions appearing in this lab text.
- Be prepared to discuss your notes with the lab coach.

## 1 Getting started with CVS

Later on in the project, you will use CVS from Eclipse. In this lab exercise, however, you will work with CVS directly from the command line, and edit files using an ordinary text editor. This will give you a better insight into how CVS works than if you had only used it via Eclipse.

Before you start using CVS you should add a configuration file and a password file in your home directory. You should also create a sandbox directory where you can check out modules from CVS. Here is how you do these things:

**Configuration file** The configuration file should have the name `.cvsrc` and be placed in your home directory. It defines suitable default behavior for the different CVS commands. At the course web site, there is a prepared configuration file that you should copy to your home directory. Feel free to look at the file using an editor, but if you change it you are completely on your own. A few of you, however, might want to change the default editor used for editing commit logs. (Our default choice is to use EMACS.)

**Password file** Create a CVS password file, unreadable for everyone but you:

```
$ touch ~/.cvspass
$ chmod 700 ~/.cvspass
```

**Sandbox** Create a directory where you can work with CVS. This directory is usually called `sandbox`, and is placed in your home directory. Enter the new directory! Now you can start working with CVS.

## 2 Single Developer

In this lab exercise, you will use a module `bstmapNN` that you can both check out and commit changes to. The `NN` in the module name is a two-digit number which will be given to you and your partner by the lab coach. In this part of the lab, the two of you are supposed to work as an ordinary XP developer pair, together implementing a piece of software.

The software is a class `BSTMap` that implements a map using a binary search tree. It is intended to become an implementation of the standard Java class `AbstractMap`. Most of the methods in `BSTMap` are, so far, not fully implemented. This is indicated by letting them throw a specialized run-time exception.

### 2.1 Checkout

You can find the lab module `bstmapNN` in the following repository

```
:pserver:username@vitter.cs.lth.se:/local/cvs/eda260/cvslab
```

where `username` is your CVS pserver username. You should have gotten an email with this information earlier. If not, ask your lab coach.

**Login and checkout** Login to the repository and check out the appropriate module.

**Look at revision info** What is the current revision number of the `BSTMap` class? Who has committed this revision?

**Compile** Check that all source code is compilable without errors: `javac *.java`

**Look at the code** Take a brief look at the code. *Note!* You will just do a few small changes to this code during the lab exercise in order to experiment with CVS. You don't need to understand all the code in detail.

### 2.2 Modify

Now, we assume that the two of you are developer Alice. The scenario is that you will implement a few of the methods, but, for this exercise, it is fine if you fake the implementations. For example, "implement" a method by letting it return some constant like zero, 42, or null. Or change it by adding a comment. However, make sure that after any change, the code still compiles without errors.

Your first task is to make an implementation of `BSTMap.size()`.

**Implement** Implement `size` and then check that the status of `BSTMap.java` has changed to `Locally Modified`.

**Try diff** Try the following command:

```
$ cvs diff BSTMap.java
```

What information is provided? Try to explain in what way the output text could be used.

### 2.3 Commit

Before committing, we should make sure that we are committing a clean version of the code into the repository:

- The code *must not* contain programming errors, i.e., it has to be compilable without error messages or warnings.
- The code *must* have been tested, so that we know that it behaves as intended.

Both these requirements should be quite natural. By keeping the repository clean, any developer can check out a fresh, working, compilable version at any time.

In this lab we are just simulating development, and we will therefore focus only on the compilability requirement. Testing will be introduced later in the course. The compilability requirement is, however, very important:

*From now on, in this lab session and in the upcoming project task, each and every line of code that is committed into the repository, and thereby integrated with common team resources, has to be compilable without errors or warnings.*

**Commit** When you have implemented the `size` method, and verified that it is compilable, try to do a commit. Since there are situations where a commit operation might change the files of the local sandbox, it is recommended that you quit all editors before issuing the commit command.<sup>1</sup>

When asked for a commit log, write a concise message that describes the change that you have made. After you have saved the message and quit the editor, the commit proceeds.

**Check status** After the commit, check the sandbox status and the commit logs; verify that they are correct. What is now the revision number of `BSTMap.java`? What is its status? What is returned from the `diff` command?

## 2.4 Repeat and reflect

Establish and improve your skills by choosing another method of `BSTMap` and repeat Sections 2.2–2.3. **Make sure you understand the process of checking file status, doing diff, and committing changes.**

- What is the exact meaning of `Up-to-date` and `Locally Modified` in the context of the CVS status command?
- What information is relevant to put in the commit log messages?
- Write a list of the CVS commands you have seen so far and give a short description of their purposes. Indicate which commands that modify the repository or the sandbox, respectively. Which commands change neither of these?

## 3 Multiple Developers

In this section, we are going to simulate the introduction of a new developer in the team. His name is Bob! The simulation will be carried out by using both of your user accounts on the same workstation. Open a new terminal window and use `ssh` to connect to one of the login machines, using the one of your two user identities which is *not* logged into the local host. Use the following command: `ssh username@login-X.student.lth.se` (with “Bob’s” user name and one of the login machines `login-1...login-15`) Write into the tabular below which user account that corresponds to Alice and Bob, respectively:

CVS Name	Student Account
Alice:	
Bob:	

<sup>1</sup>This has actually not been mentioned before. Source code files which are subject to version control may contain certain tags, which CVS alters on commits. Generally we won’t use these tags. However, quitting from the editors before interacting with the repository using non-trivial operations is a good common practice. Another good reason to do this, is that it will guarantee that all files are properly saved to the sandbox before they are committed.

From now on we are going to use a box in the margin with either the name Alice or the name Bob to indicate who is currently issuing commands in their respective terminal windows. Do your very best to keep up awareness of who is who and who does what and what is who and what is what and so on... In other words:

We are now *simulating* the situation where two developers interact with each other via a common repository. Since the intention of this lab is for you to learn how to use CVS — and also for practical reasons — the two of you are working *alternately*, issuing commands on the keyboard into your *respective* terminal window.

Note that this implies good opportunities for you to make the practice of switching roles in your development pairs.

### 3.1 Configuration

Bob's account needs to be configured for CVS use. Redo the steps of Section 1 on Bob's account as well.

*Bob*

### 3.2 Checkout

Login to the repository server, now using the username name of Bob, and check out the same `bstmapNN` module into his sandbox. Check by using the status command that he receives the latest version of `BSTMap.java`. Also inspect the commit log, to see the messages from Alice's earlier commits.

### 3.3 Modify

Now, Bob uses his editor to implement a constructor of `BSTMap.java`. (Again, do not focus on difficult programming issues. Simply changing the throw statement into a comment saying “`Constructor now implemented`” or “`Bob was here, 2008`”, is a perfect implementation here. However, making a *compatible* implementation is *absolutely essential*, as it will be committed.) Check that Bob's file is now `Locally Modified`, compile it and quit from his editor. Do *not* commit the changes yet.

At the same time (well, almost), Alice is implementing one of the methods from the end of the class definition. Choose any method you like and implement it. Do *not*, however, implement the same constructor as Bob did. What is the status of Alice's file after her editing? Check compilability and quit from the editor.

*Alice*

### 3.4 Merge without textual conflicts

When Alice's implementation is done, commit her changes. Remember to specify a good log message, accurately specifying what has been done by Alice. Check the status of Alice's file.

Now, try to commit Bob's changes.

*Bob*

- What happens, i.e., what instruction is given by CVS? Why? What is the status of Bob's file?
- What do you think will happen if you follow the instruction given?
- Try it! What happened? Check the result using the editor. Then compile!
- Why is it important to check the result before the compilation attempt and the commit?

- How did Bob's action affect Alice's sandbox? What is the status of Bob's file now?

Try again committing the file. What happened this time? Why? How did this affect Alice's sandbox? What is the status of Alice's file? Solve the problem!

### 3.5 Merge with textual conflicts

Now, repeat Section 3.3, but try both to implement the same method in different ways. Let Bob as well as Alice make their changes before anyone of them commit.

- Let Bob commit first. What problems occur? *Bob*
- What is now the status of Alice's file? What happens if she updates? Why? How about the file status after the update operation? *Alice*
- Fix the file using the editor. What is the status of Alice's file now?
- Try to commit Alice's changes! What happens? Why?

### 3.6 Repeat and Reflect

Repeat Sections 3.3–3.5 again in order to strengthen your skills.

- What is the exact meaning of `Needs Patch` in the context of the CVS status command?
- What other file status descriptions have you seen? What do they mean exactly?
- Complete your list of CVS commands and describe how they affect the sandbox and/or the repository.

## 4 Committing different files

In the merge scenarios above, Alice and Bob have been editing the same file. Now we will look at what problems can occur when they edit different files.

### 4.1 Alice adds a method

First, Alice adds a new method `doit()` to class `BSTMap.java`:

- Update, to make sure you are working with the latest files.
- Edit `BSTMap.java` to add the new `doit()` method.
- Make sure everything compiles.
- Commit.

### 4.2 Bob performs a change

Bob is now ready to continue with his work:

- Do update to make sure you are working with the latest version of the software
- Compile, to be sure you have a consistent version of the source code.
- Look at the commit logs to see what the recent changes are.

Now, Bob takes a look at the new `doit` method. He really likes it, but decides to make some enhancements. He adds a comment inside, and he also changes its name to the (in his opinion) more informative name `doMap`.

- Do the changes to the file.
- Make sure everything compiles.
- Commit.

### 4.3 Alice adds a new file

Alice now wants to add a program that tests `doit` by calling it from a main method. But she is not aware of the changes that Bob has done. (It's a bit strange that Bob didn't tell Alice he did that rename. He really should have, but maybe he just hasn't gotten around to it yet.)

Alice

- Create a new source code file, `Program.java` which has a main method that creates a `BSTMap` object and calls `doit()`.
- Put the new file under version control, using the `cv`s `add` command.
- Check that everything compiles.
- Commit. Does the commit succeed? Should it?

### 4.4 Bob continues to edit

Bob is now going to continue with his changes. But cautious as he is, he again does an update to make sure he is working with the latest version of the software. And he compiles to make sure everything is in a consistent state.

Bob

- Update.
- Compile all files.

Oops! What has happened here? What went wrong? To keep the repository clean, it is not sufficient to make sure everything compiles and works before committing. We also need to make sure that the sandbox we are committing are based on the *latest* version of *all* files in the repository. Otherwise, we need to update and compile and test again. Clearly, when Alice committed, the repository ended up in an unclean state. What should she have done to avoid this?

There are some important habits that you should have when working with version-controlled software:

**Update often** Do `update` often. Why?

**Commit often** Do `commit` often. Why?

**Update before commit** Right before you are about to `commit`, be sure to make an `update`. Why?

**Commit working software** Before you `commit`, make sure your software compiles and works correctly. Why?

## 5 Lab Reflection

When you feel that you master CVS updating, committing, and merging in all the different cases shown above, call for one of the lab coaches and discuss with her/him what you have learned. Be prepared to show legibly written answers to the lab questions and possibly to answer a few more questions coming up in the discussion.