

Ontwerp van SoftwareSystemen

7 On Multi-user Development

Tools, Versioning and Packaging of code, their Relations, the Universe and Everything.

Roel Wuyts

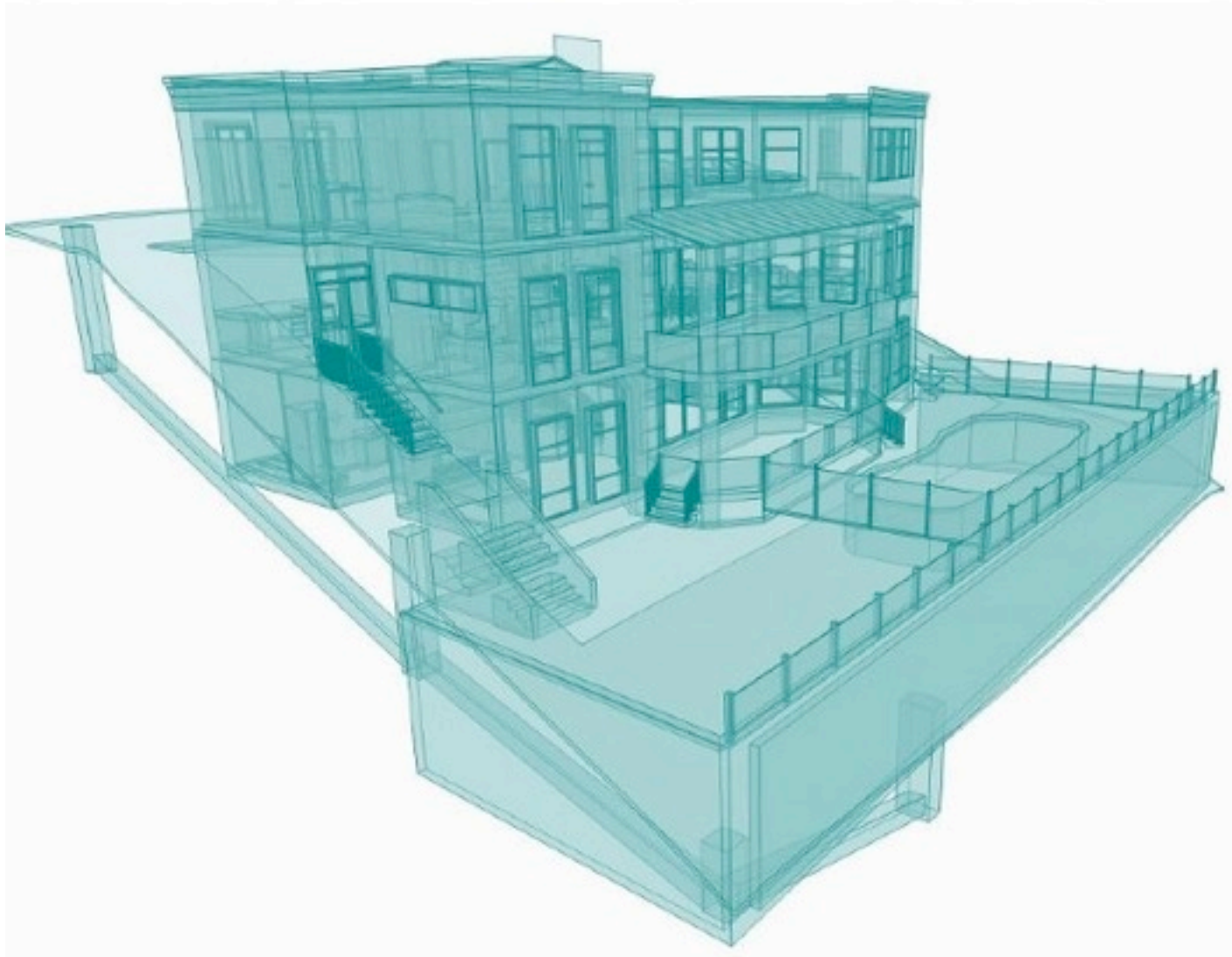
OSS 2013-2014



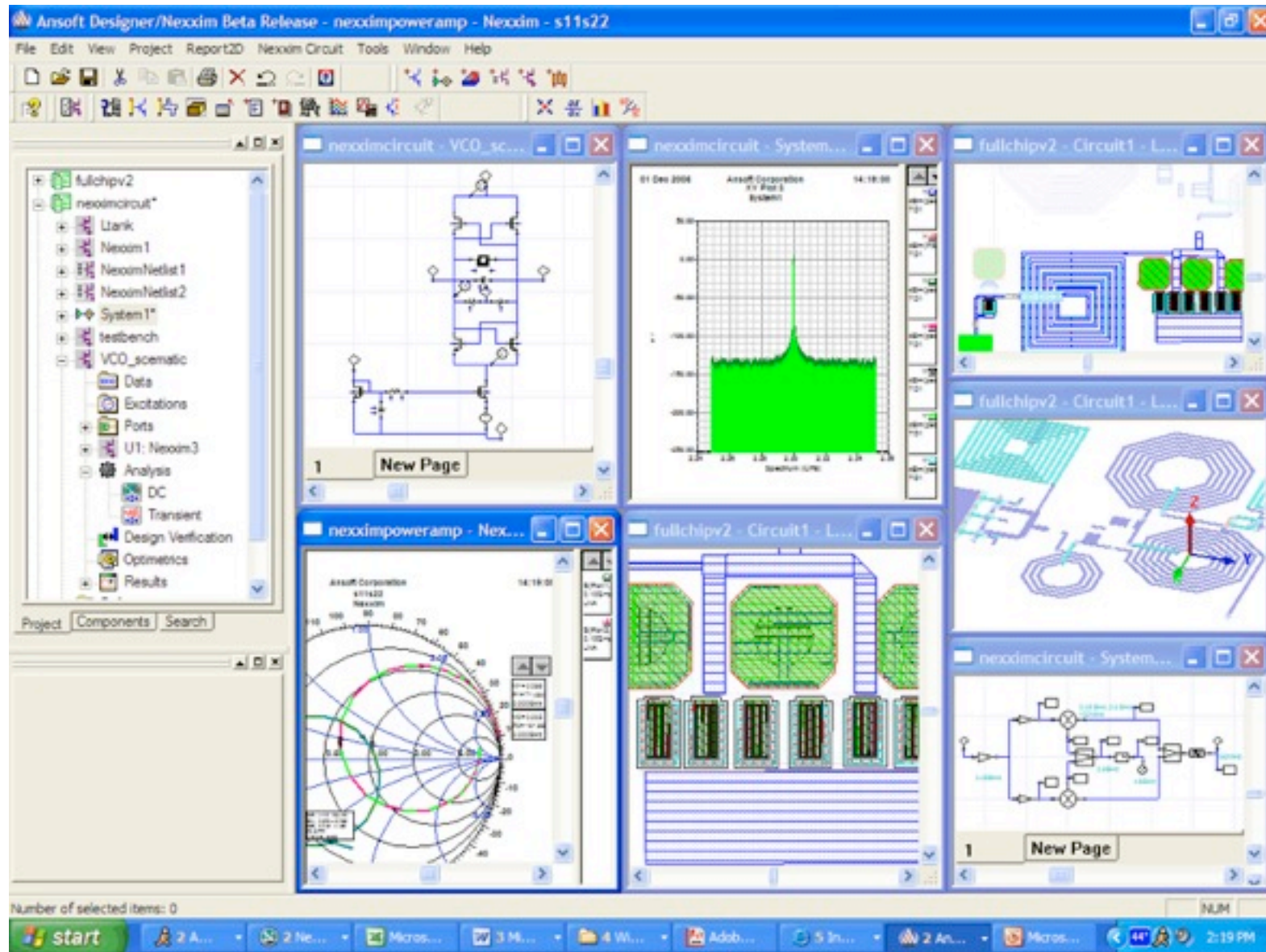
Developing Complex Systems

- How do scientific disciplines construct complex systems ?

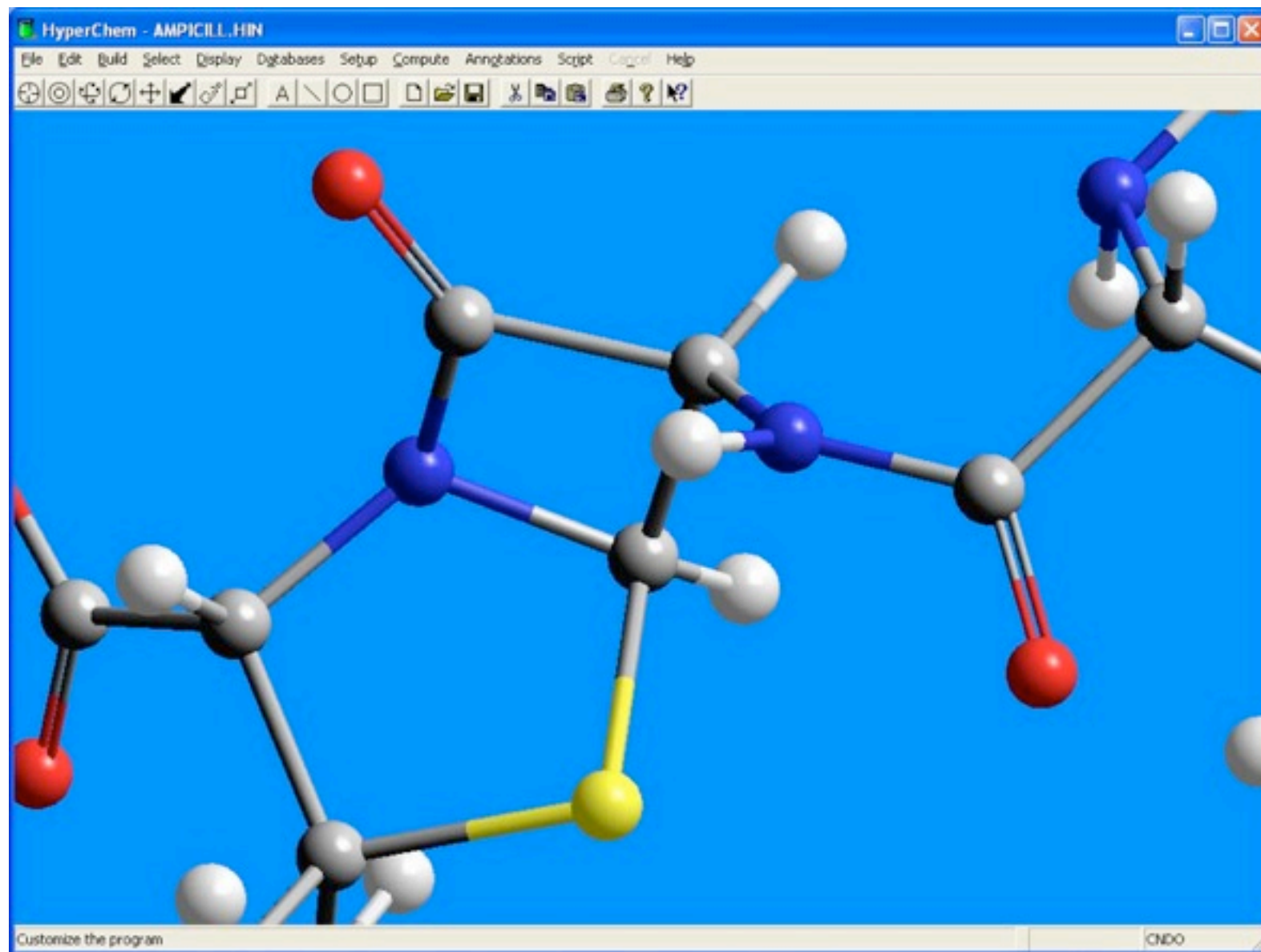
Architectural Software



RF/mW Design & Analog/RFIC Verification



Visualization & Manipulation of molecules



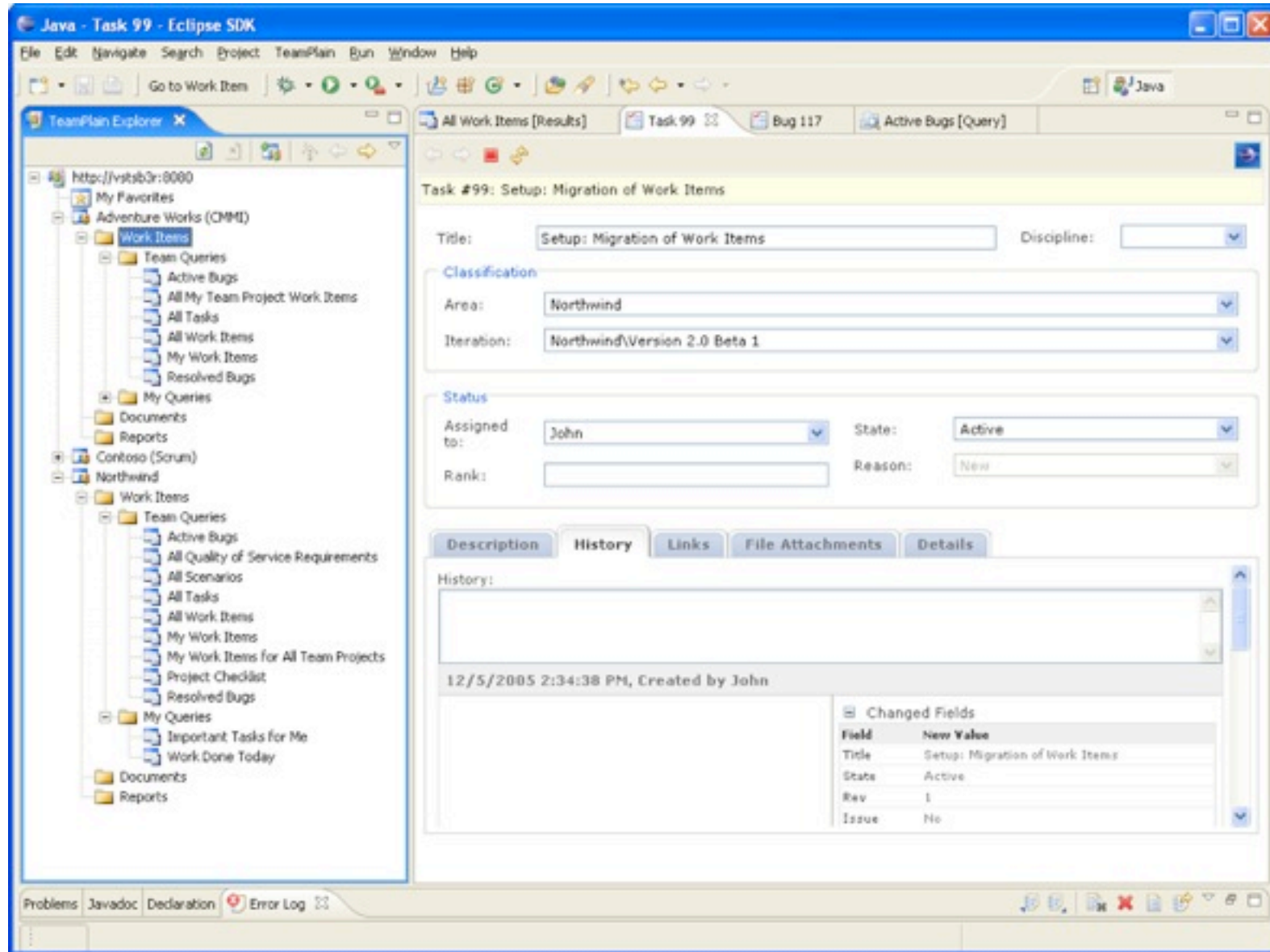
Computer Science

```
Buffers Files Tools Edit Search Help
AL = AL/3600.0E+0
SPA = DPA
A = 1.0- 4.6747D-5
B = A**3/6.0/206265.0E+0**2
PARA = SPA*(A+B*SPA*SPA)/3600.0E+0
T = T / 36525.0E+0
UTL = (( -17.2327E+0 + .01737E+0 * T)*SIN(OM)
.      + ( -1.2729E+0 -0.00013E+0 *T)* SIN(2 *OM + 2*F - 2 * DD)
.      + ( .2088E+0 + .00002E+0 * T) * SIN( 2*OM)
.      + ( .2037E+0 + .00002E+0 * T) * SIN(2* OM +2 * F))/ 3600
OL = OL+UTL
OL = AMOD(OL, 360.0E+0)
UTE = (( 9.21E+0 + .00091E+0 * T) * COS(OM)
.      + ( .5522E+0 - .00029E+0 * T)* COS(2 *OM +2*F -2 * DD)
.      + ( .0909E+0 + .00004E+0 * T) * COS(2* OM)
.      + ( .0884E+0 - .00005E+0 * T) *COS(2*OM+2*F))/ 3600
E = 23.0E+0 + 27.0E+0/60.0E+0 +8.26E+0/3600.0E+0
.      -46.845E+0*T/3600.0E+0 - .0059E+0*T*T/3600.0E+0
.      + .00181E+0 * T * T * T / 3600.0E+0
E = E+UTE
SB = SIN(AL * DTORAD)
CB = COS(AL * DTORAD)
SE = SIN( E * DTORAD)
CE = COS( E * DTORAD)
SL = SIN(OL * DTORAD)
A = CB * COS(OL * DTORAD)
B = CB * SL * CE - SB *SE
CC = CB * SL * SE +SB * CE
DELTAM =ATAN2(CC,SQRT(1.-CC**2))*RTODEG
BPERA = B/A
BPERA = BPERA/SQRT(1+BPERA*BPERA)
ALFA1 = ATAN2(BPERA,SQRT(1.E+0-BPERA**2))
IF (A .LT. 0.0) ALFA1=ALFA1+PI
IF (A .GT. 0.0 .AND. B .GT. 0.0) ALFA1=ALFA1 +PI2
ALFAM = ALFA1*RTODEG/15.0
IF (ALFAM .GT. 24.0) ALFAM=ALFAM-24
IF (ALFAM .LT. 0.0 ) ALFAM=ALFAM+24
RETURN
-----Emacs: nb.f 11:11am Mail (Fortran)--L469--41%-----
Garbage collecting...done
```

Corollary

- We need to construct systems that are typically more complex than in other disciplines
 - for several reasons
- We have tangible elements to manipulate
 - Buildings, circuits and molecules *need* a representation that is different than their physical one
- Yet lots of developers still seem to prefer basic tools
 - yes, emacs is a basic tool...

Eclipse ?



Eclipse...

- Eclipse is a decent integrated development environment
 - integrates navigation, editing, unit tests, refactoring, ...
 - was developed by a lot of former Smalltalk people :-)
- But at its core it is file-based
 - So ? Why don't I like this ?

Files versus Objects

- Non computer science disciplines:
 - Architects work with construction materials&buildings
 - So do their tools
 - Molecular biologists work with modules
 - Environment manipulates molecules
 - ...
- We work with objects
 - Most tools deal with files ?!

Smalltalk image approach

- The Smalltalk image is a live environment
 - consists entirely of objects
 - objects are manipulated
- Files are one way of *storing* objects
 - code too, since code are objects
 - Databases are another mechanism, or network sockets or ...

Sidenote on Environments

- Good developers tailor their environment
 - So they need to be easily extensible
 - emacs: easy
 - Smalltalk environments: easy
 - Eclipse: possible
 - Most environments: hard or not possible
- Always favor an extensible one
 - control your tools!

Multi-user Development

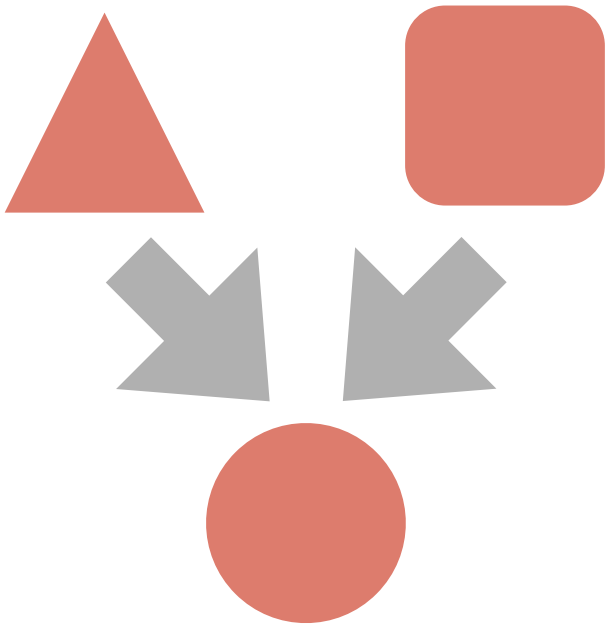
- Needed
 - a code repository that allows multiple users
 - integrated versioning
 - configuration management
- The language also has packaging mechanisms
 - with or without namespaces
- These concepts cross-cut

Code repositories and multiple users

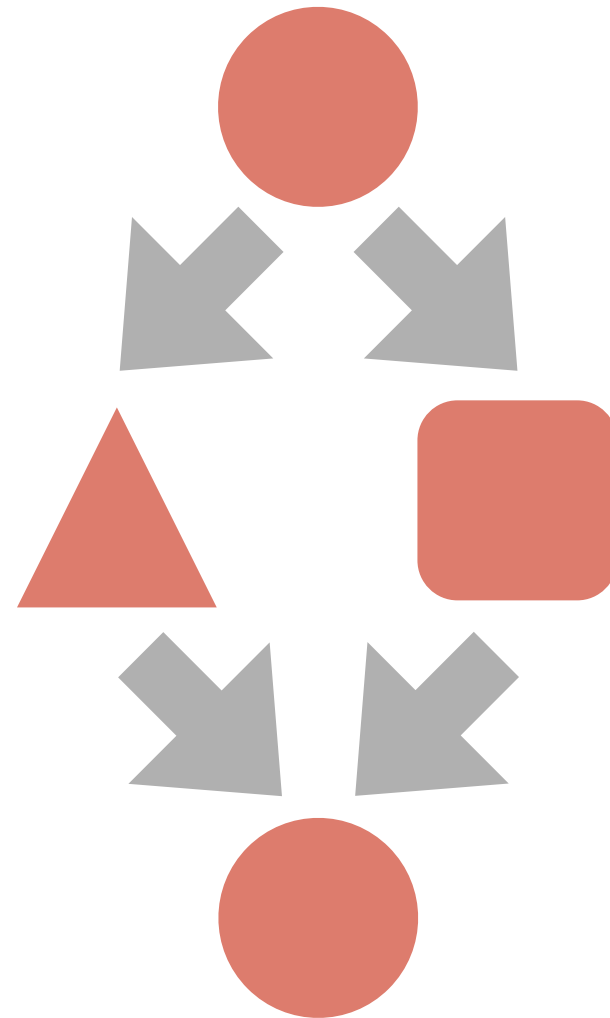
- Need to store code (obviously)
 - but preferable also binaries, documentation, tests, ...
- Locking vs. concurrent
 - Lock: one user has (part of) code, unlocks when done
 - Concurrent (lazy locking): several users can work simultaneously on the same system
- Support for merging

Merges

- Two-way merge



- Three-way merge



Example

- One framework,
- instantiated for two different clients,
- each with their own customizations,
- Where there is a stable version,
- and two development branches
 - a new version and a brand new one
 - one dependent on the customization of the framework for one particular client

Common Concepts

- Repository: holds data
- Local copy/working copy
- Change or Delta: a modification to the data

- Load or Check out: create local copy from repository
- Commit or Publish: copy changes to repository

Version Control Concepts

- Edition: copy of data of the repository
- Version: frozen edition, identified by name/number

Let's view two systems

- CVS
- Envy

(Many more exist, but cvs is archetypical for most popular tools, and Envy is a nice contrast)

cvs : Concurrent Versioning System

- Granularity: file
- Users work detached:
 - Load local copy of files from cvs server (*repository*)
 - Work on local copy (*working directory*)
 - Commit changed files back to server
- Loading local copy can be done from the network
 - using secure shell or not

Conflicts

- Multiple users can work on same file
 - each in its own working directory
- When committing, versions in working directory are checked with versions in repository
 - triggers merge when there are differences

- cvs stores text
 - has no semantics about what it stores
 - works with latex files, C++ files, ...
- Therefore it cannot use semantics
 - e.g. renaming a method, changing a latex label, ...

- Granularity: Method
- Users work connected to the repository
- Works with methods, classes, ...
 - e.g. have all versions for a particular method
- They load code in their environment, and version it when done
 - Everybody can see and use all versions

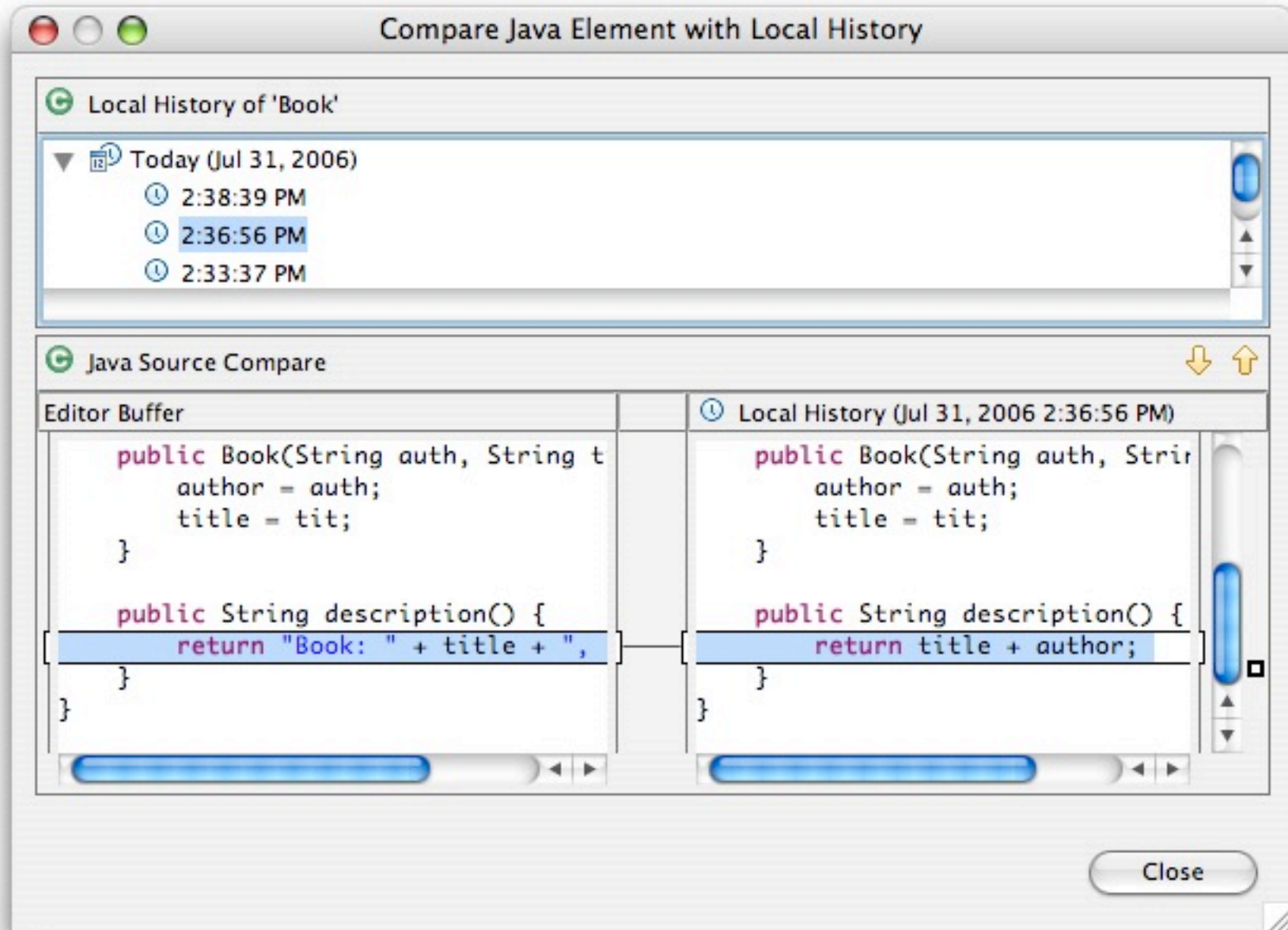
Envy: Configuration Management features

- Editions are made into versions
- Applications group classes and methods
 - can have editions and versions themselves
 - have prerequisite versions (!)
- Configurations group applications
 - (e.g. Manifests)
- Support for conditional loading and prerequisites
 - Platform-specific code, for example

On granularity...

- With cvs, you have a history of the *files* you've checked in
- With Envy, you have a history of the *development* you did
- This is fundamentally different

What is Envy doing in Eclipse ?!



More recent approaches

- svn
 - better cvs
- distributed version control systems
 - examples: git, mercurial
 - much better support for branching, versioning, integration

Concepts in Code Repositories

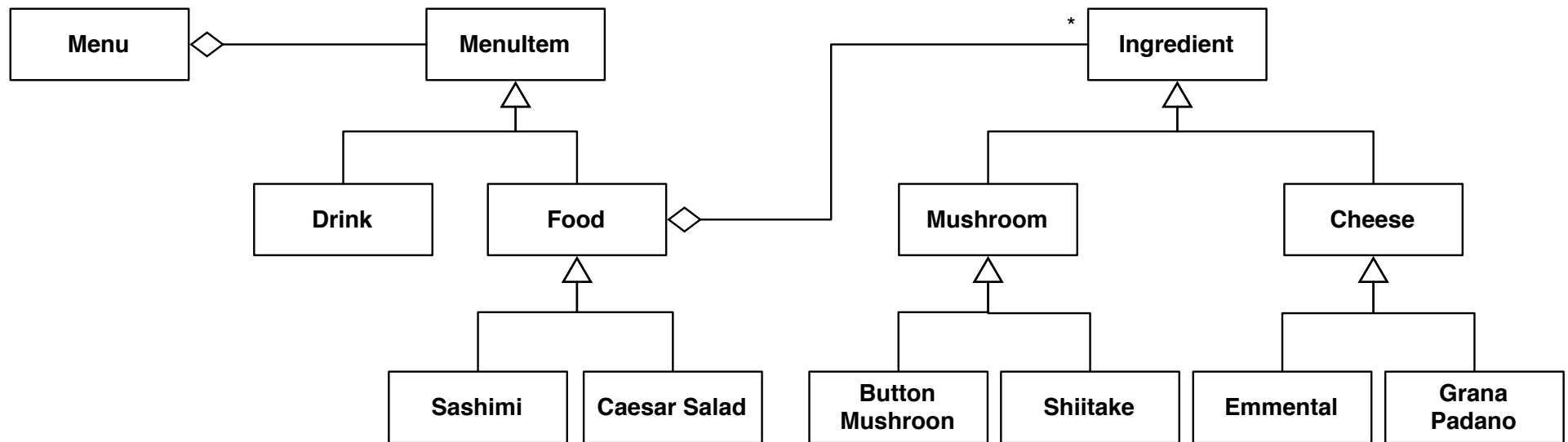
- Code
- Package
- Configuration

- Packages and Namespaces should be orthogonal
 - package contains definitions
 - namespaces is a visibility mechanism

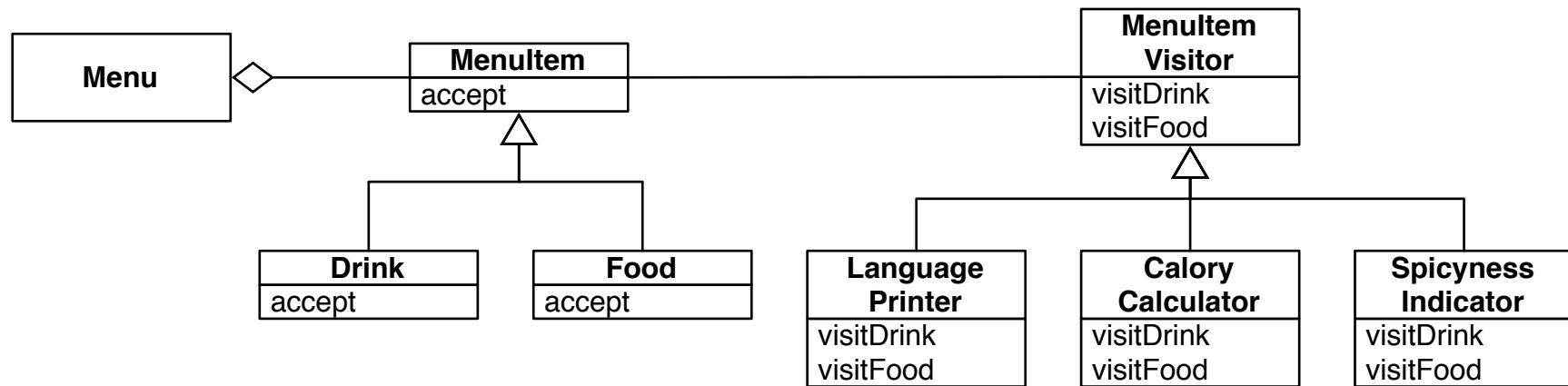
Versioning

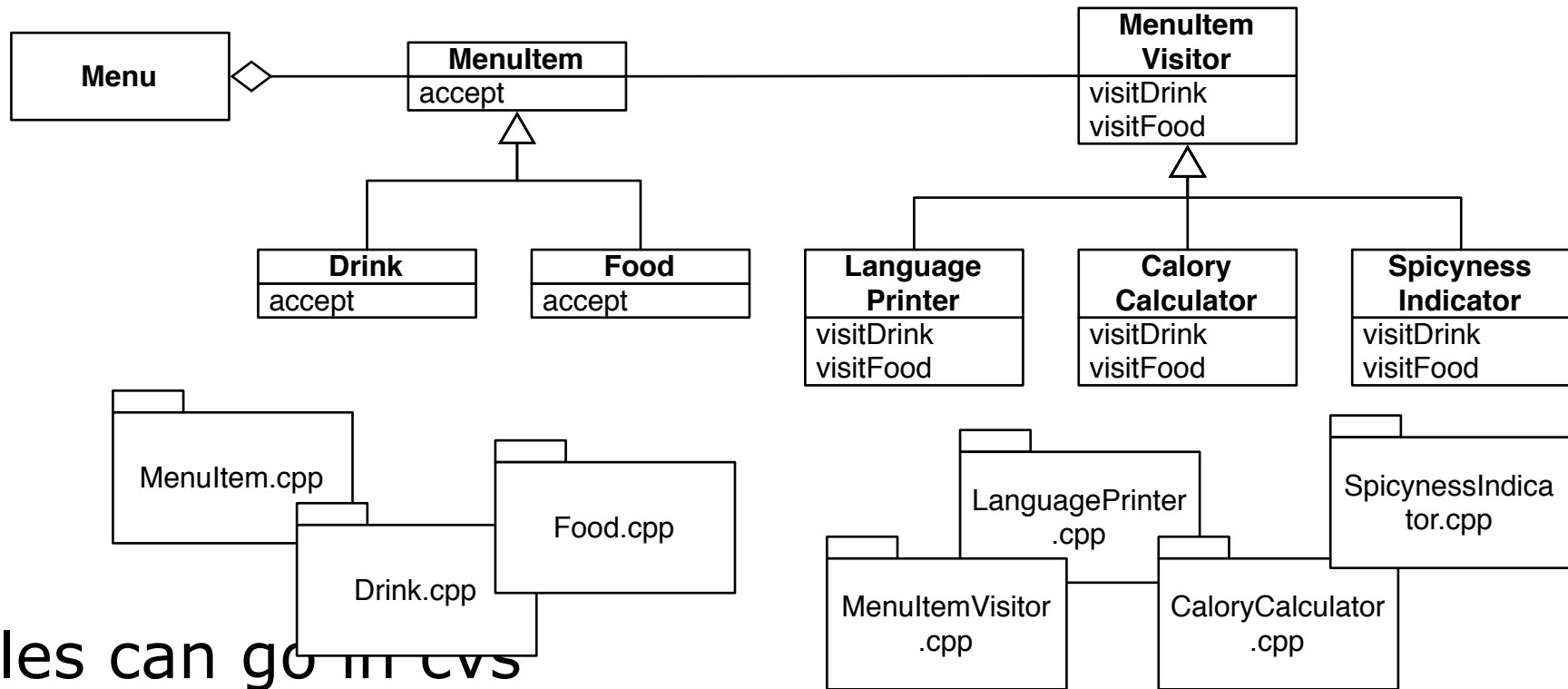
- All the elements need to be versionable
- Decisions, decisions:
 - granularity of version
 - line of code, method, class+methods, package, ...
 - forms of version numbers
 - single number, composed number, alphanumeric
 - version numbers versus release numbers
 - and their relationships

Concrete example : Menu Framework



Menu Framework with Visitor

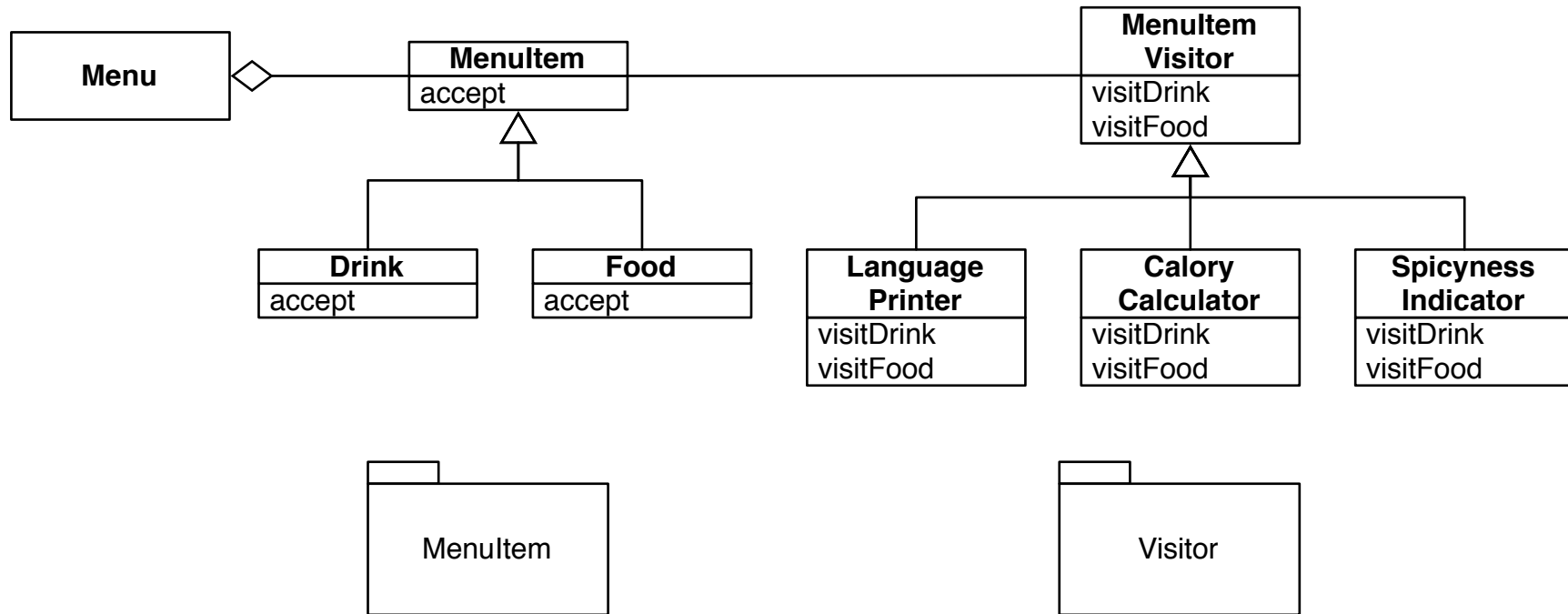




- Files can go in cvs

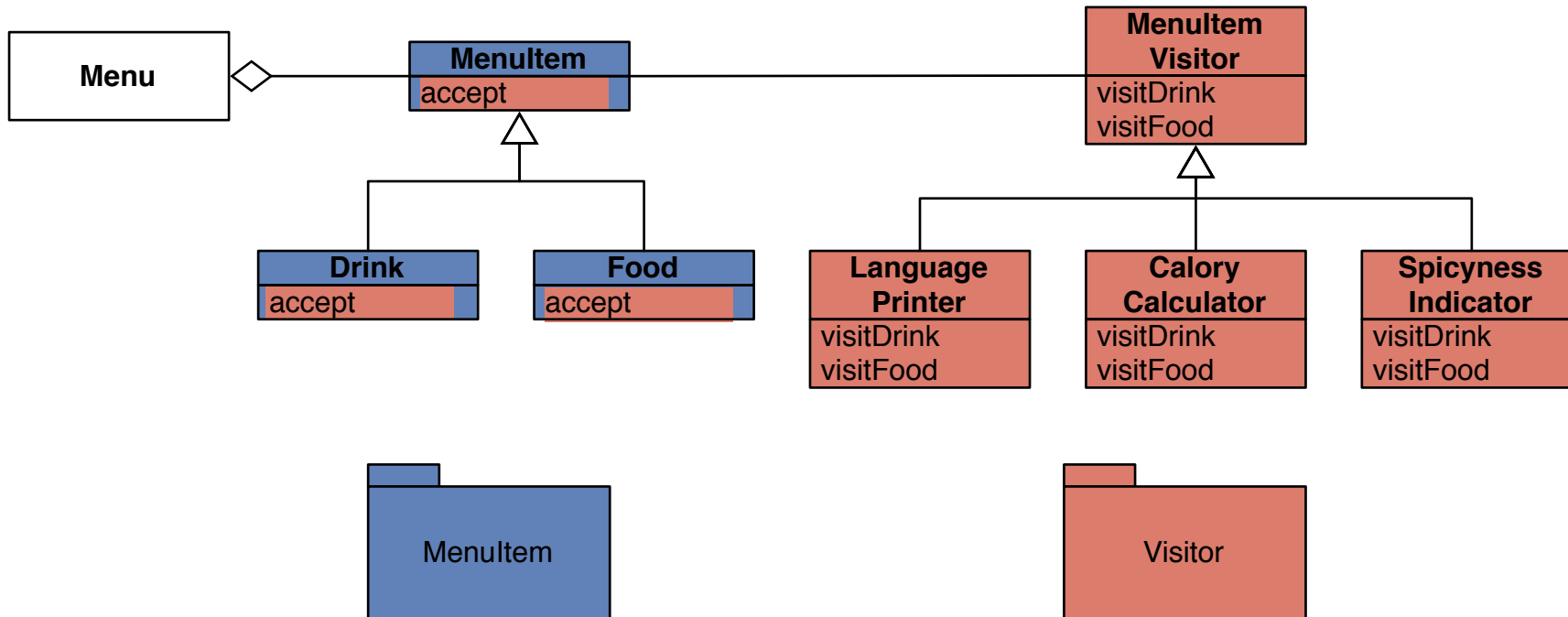
- But decomposition is not the right one
- What if the visitor traversal needs to be changed?

Java Packages



- Packages to regroup classes, storage still in files
- Decomposition still not the right one
 - What would be the right decomposition?

Smalltalk class extensions



- Packages defines classes and/or methods

- Can be different versions, under control of different people/project/companies

Note: declarative packages

- The Class Extensions scheme can be done with files
 - See Smalltalk file-outs
- Declarative system is needed
 - Class definition
 - Method definition, not nested within class
- Java Packages are different
 - Packages contain classes, classes contain methods
 - Watch out for a new Java package system :-)

Software-engineering wise

- Important to be able to separate development into logical, manageable pieces
 - e.g. Visitor design pattern
- Each piece should have:
 - owners & responsables
 - versions
 - dependencies
 - post-load and pre-unload statements

Corollary

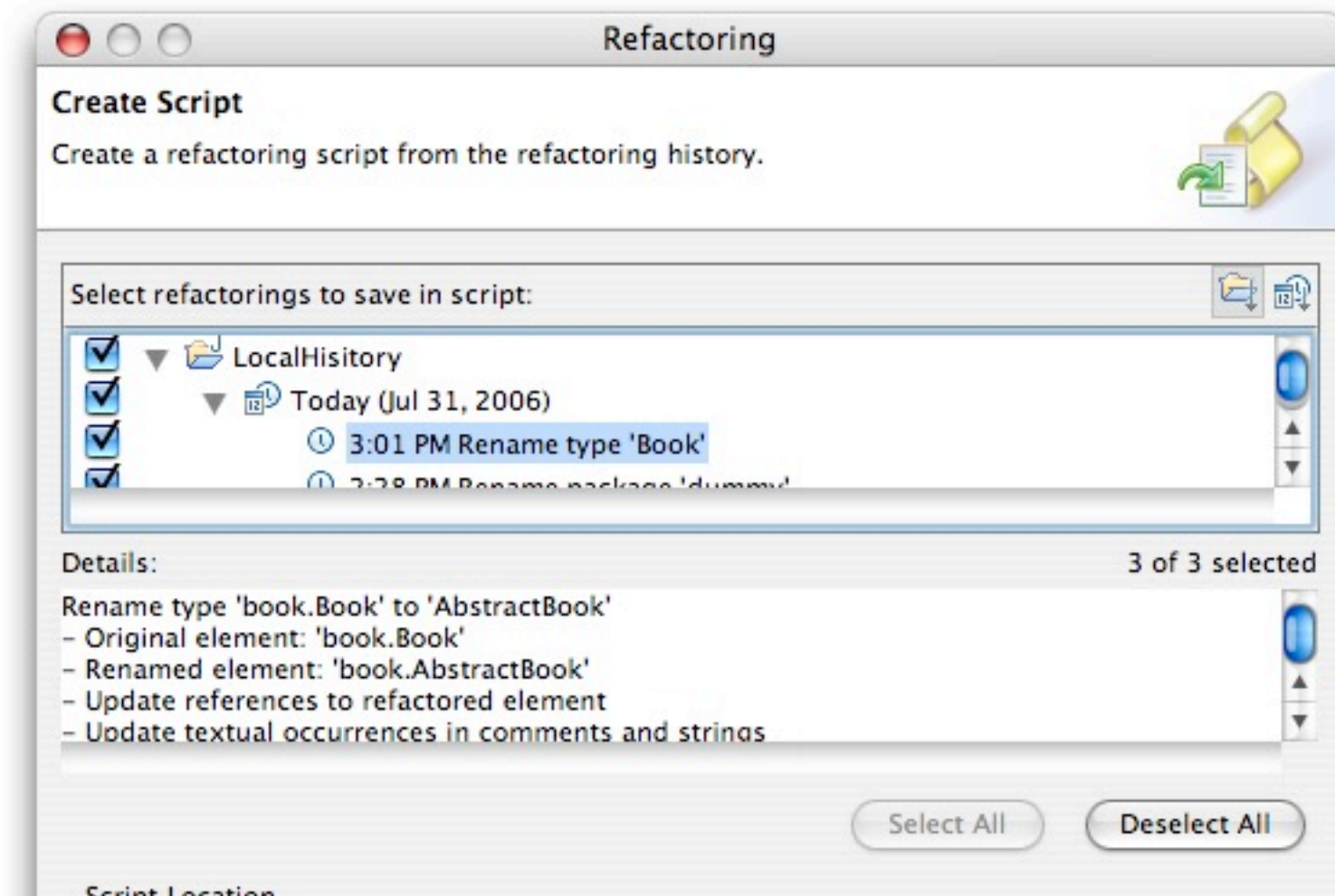
- Good packages support evolution
 - Company can sell parsetree
 - Other company can sell visitor for parsetree
- Code repositories and packages should support flexible forms of packaging code
- Code repositories, packaging & storage are linked

- Design question:
 - why is the plug-in mechanism in Eclipse so difficult?

Last but not least

- We discussed granularity
 - want to see the development you really did, not the changes you made
- Nice example: Refactoring Scripts in Eclipse
 - Record and replay the refactorings you did
- Why is this practical ?

Saving & Replaying Refactoring Scripts



Conclusion

- Multi-user development needs to be supported
 - code repositories with concurrent access
 - version support
 - (automatic) merge support
 - configuration management
- Current systems are quite weak
 - cvs & files
 - watch out for newer offerings