

# Lecture 9: Configuration Management

## CS190: Software System Design

February 22, 2002

Steven P. Reiss

### I. Today's Class

**A. Configuration management**

**B. How to write code as a team**

**C. How to keep your code safe**

### II. Configuration Management

#### A. Why configuration management

**1. Keeping track of all the files in a project**

**2. Keeping track of previous versions of a project**

a) To allow recovery if you do something wrong

b) To allow debugging of a released version

**3. Allowing multiple programmers on a project**

a) So that changes don't interfere

b) So that they know who is doing what

**4. To provide a change history of a project**

**5. To support multiple versions of a system simultaneously**

#### B. Basic concepts

**1. Files have versions**

a) A version reflects the file's contents at a point in time

b) Versions can be open or closed

c) Versions can be organized in a sequence or a tree

**2. Files have locks**

a) Files are locked by a particular user for a particular purpose

b) Locks are used to ensure cooperation

**3. File versions can be merged**

- a) To handle changes from multiple sources
- b) To handle merging of version trees

### **III.RCS**

#### **A. History**

1. SCCS/RCS are some of the earliest CM systems
2. They are still widely used

#### **B. Basic principles**

1. All users work in the same directory hierarchy
2. Locking is done at the individual file level
3. Check-in, check-out model
4. Logs are maintained in the file
5. Files are stored as deltas (all versions in one file)

#### **C. Problems**

1. Difficult to have multiple versions simultaneously
2. Difficult to support multiple programmers on same file
3. Granularity doesn't match programmer's

### **IV.CVS**

#### **A. History**

1. CVS attempts to fix the problems with RCS
2. Actually built on top of RCS

#### **B. Basic principles**

1. Each user works in their own directory hierarchy
  - a) Users can have multiple hierarchies for different versions
  - b) Users can work independently
2. Snapshot/Commit model
  - a) User gets a snapshot of the system
  - b) cvs update grabs that snapshot, updating local files
  - c) After changes are made, user commits all changes in a directory (or directory hierarchy)
  - d) cvs commit commits a directory
3. Commit does a merge of new and old versions

- a) Detects changes since snapshot
- b) Asks user to help if changes overlap
- 4. Still maintains logs, stores files as deltas**

## **V. Other systems**

### **A. ClearCase**

- 1. Based on work done at Apollo**
- 2. Directory-based approach**
- 3. But versioning is done as part of the file system**
  - a) Environment variables indicate which version should be used
  - b) File system provides that version when accessing file by name
  - c) Check-in, check-out model

### **B. Shape**

- 1. Integrate configuration management and make**
- 2. Make rules for specifying which version**
- 3. Shape automatically accessed that version**