Managing Artifacts

There are a lot more details in this paper than you need to worry about. The study questions will guide you in what is considered to be important for you to know at this point.

I – Managing Artifacts

➥ **Why do we want to keep track of versions?**

➥ **What kinds of complexity affect our artifacts?**

➥ **What does configuration management (CM) do for us? What does it support? What information do we keep track of?**

➥ **What is the basic process or use of CM?**

➥ **There are two spaces that are critical in CM – what are they and what do they consist in? What is their relationship to each other? How are they represented?**

II – Product Space 1

➲ PSobjects (used as a very general term, not a PL specific term) result from what?

➲ How are these objects identified? Which way is used most often?

➲ What are the various forms of granularity that objects can take? What is the most common?

➲ What kinds of representations are possible for PS objects? How does these various representations affect the PS part of CM?

III – Product Space 2

⇨ **What are the two models of PS? Advantages?**

⇨ **What are the composition relationships? What are the two kinds of objects in compositions?**

⇨ **What kinds of dependency relationships do we find in PS objects? Examples?**

⇨ **What are different kinds of representations of objects in PS?**

IV – Version Space 1

⮱ **What is the ideal VS? How does that differ from practical PS? What does the latter consist of?**

⮱ **What are the dimensions of evolution in VS?**

⮱ **What is the relationship of VS to PS?**

⮱ **What is an Item? How is it identified?**

⮱ **What is an Invariant?**

⮱ **What are the various approaches to Version Identifiers (VIDs)?   What are the advantages of each?**

V – Version Space 2

⇨ **What are the two styles of managing deltas? Advantages?**

⇨ **How does the addition of merging affect representations?**

⇨ **What are the two approaches to identifying sets of versions? What are the advantages/disadvantages?**

⇨ **How are the aspects of evolution captured in VS?**

⇨ **What are useful representations for VS**