

EXA7124 : SemVer

Librement inspiré de <https://medium.com/fiverr-engineering/major-minor-patch-a5298e2e1798>

Enoncé

Rappel : les crochets sont inclusifs et les parenthèses exclusives

Questions



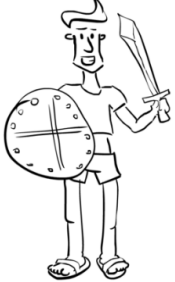
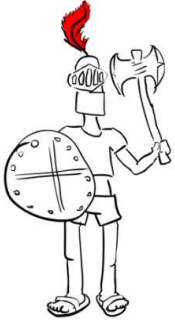

- Q1. Etablir la bijection entre les appellations du SemVer et celles proposées par gr2m dans le ticket 411 du projet Semver (hébergé sur github).
- Q2. Combien de *digit* comprend le numéro de version ?
- Q3. Au vue du récit de chacune des 8 versions (identifiées de A à G), indiquer dans la colonne **SemVer** le numéro de version que devrait avoir l'API de l'application Joe en appliquant le **Semantic Versioning (SemVer)**.
- Q4. Indiquer dans la colonne **API** l'une des valeurs M, N, O ou P (issu du document A) afin d'explicitier le contenu de l'API de chacune des 8 versions documentées dans le tableau.



Documents B, A, T, C.

Document B : les appellations des identifiants du SemVer (1,2 et 3 à gauche) et celles proposées par Irina Gebauer (X, Y, Z à droite)			
Major	1	X	Fix
Minor	2	Y	Breaking
Patch	3	Z	Feature

Document A : M, N, O et P désignent les différents contenus possibles pour l'API de l'application Joe.		Document T : Traductions	
ID	Liste des services de l'API	English	Français
M	Walk Talk Throw a fist	Throw a fist	donner un coup de poing.
N	Walk Talk Throw a fist Jab Shield	Swing	tournoyer
O	Walk Talk Throw a fist Jab (deprecated) Shield Swing	Axe	hâche
P	Walk Talk Throw a fist Swing	Sword	épée

Document C (comme Cartoon)

ID	Illustration	Récit	SemVer	API
A		<p>This is where we meet Joe, in Joe's first major release. Joe is a software with internal logic and an API, making his functionality available to his consumers (He can walk, talk, and throw a fist).</p>		
B		<p>We thought Joe's a bit too slow on his feet. Research suggests sandals can really help Joe pick up the pace. This is an internal update, it does not change any of Joe's behaviour or abilities, but improves on existing ones.</p>		
C		<p>As we go along adventuring with Joe, we decide to add some functionality to Joe's interface. We've added some weaponry. Now Joe's able to fight more fiercely and tackle more challenging endeavours.</p>		
D		<p>We're continuing to upgrade Joe with new features, but our tests suggest Joe could perform better using an axe instead of his sword. Because we want Joe's users to keep updating without fear of old functionality breaking, we've decided to give him a small axe with which he can still jab, but we're recommending users to start swinging, instead. This is called a deprecation strategy.</p>		
E		<p>Finally, we decide it's time to move on to Joe's big boy's axe. To do that we need to free up Joe's other hand, which means he can't use his shield any more. We've removed some of Joe's functionality, which means this version is not fully backward compatible. It means users relying on Joe's behaviour should update carefully, and replace instances where they're on his shield if there are any. Their programs might break if they don't test their usage. And while we're breaking compatibility, we're going to drop support of Jab, too.</p>		

F		<p>It has come to our attention, that a Joe has a vulnerability caused by his feather. It makes him too visible on the battle field and we've decided to remove it. This change is internal and does not change the API.</p>		
G		<p>But the feather wasn't introduced in this major release, it was introduced in an older version. If we want to keep supporting our user base, we should release a patch to our old versions as well.</p>		