

How to get productive on your first day.

Greg Young

Data about our code is as valuable as the data  
we produce for our clients.

- master Make the number of bytes to be read from
- remotes/origin/master test for current head
- dammit, this is the second time this has reverted
- modified index to create refs/heads if it is not there
- Add diff-libs dependency
- Add dependency for Open4
- merged recent changes:
- updated the Manifest file
- fixed alternates to accept relative paths and changed f
- added sha() def to commit object
- Merge branch 'idx2'
- merged in bryces changes and fixed some testing is
- Clarify how to get a full count out of Repo#comm
- ~~Remove the time test for the bryces~~

Jos Backus <jos@catnook.com>	2009-01-30 17:49:40
Josh Goebel <dreamer3@gmail.c	2008-08-26 04:48:51
Scott Chacon <schacon@gmail.c	2008-08-29 10:55:31
Scott Chacon <schacon@gmail.c	2008-08-26 10:09:45
Hans Engel <engel@engel.uk.to:	2008-08-23 11:00:10
Hans Engel <engel@engel.uk.to:	2008-08-23 09:51:15
Scott Chacon <schacon@gmail.c	2008-08-22 14:51:56
Scott Chacon <schacon@gmail.c	2008-08-11 10:05:57
Scott Chacon <schacon@gmail.c	2008-08-10 15:04:59
Scott Chacon <schacon@gmail.c	2008-08-07 15:35:31
Scott Chacon <schacon@gmail.c	2008-08-06 11:46:51
Scott Chacon <schacon@gmail.c	2008-07-31 13:47:19
Bryce Kerley <bryce@worldmedi	2008-07-31 12:52:25
Bryce Kerley <bryce@worldmedi	2008-07-31 12:27:07

SHA1 ID:  ← → Rev 1 / 194

Find    containing:  Exact  All fields

Patch  Tree

Diff  Old version  New version Lines of context:   ignore space change

Author: Jos Backus <jos@catnook.com> 2009-01-30 17:49:40  
 Committer: Scott Chacon <schacon@gmail.com> 2009-01-30 18:23:08  
 Parent: [66938d0e3329c7aebe598c2246a8e6af90d84646](#) (test for current head)  
 Branch: [master](#)  
 Follows: [v0.7.0](#)  
 Precedes:

Make the number of bytes to be read from git's stdout configurable.

Signed-off-by: Scott Chacon <schacon@gmail.com>

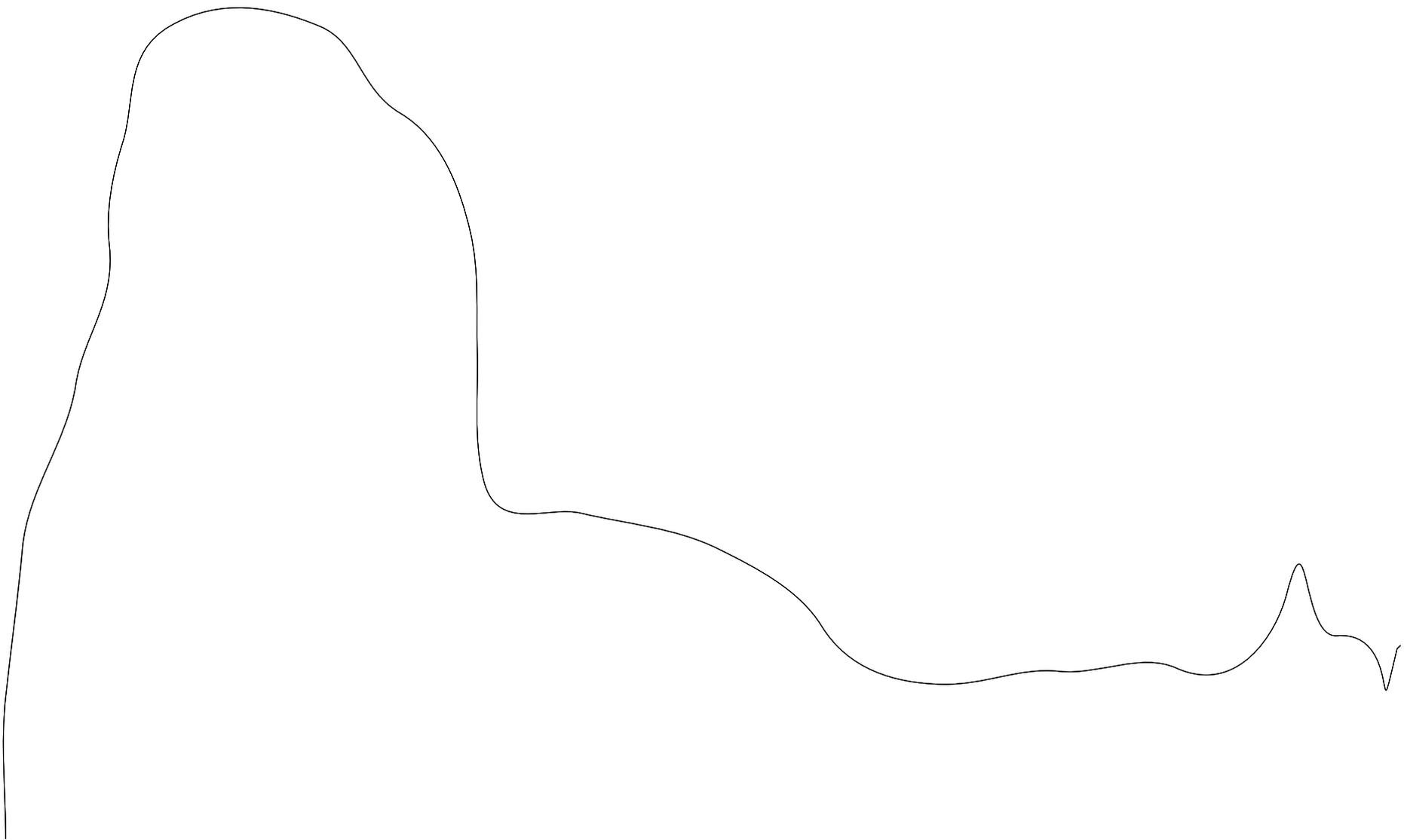
```
----- lib/grit/git.rb -----
index 7c1785d..fe3d0b5 100644
@@ -22,11 +22,19 @@ module Grit
  include GitRuby

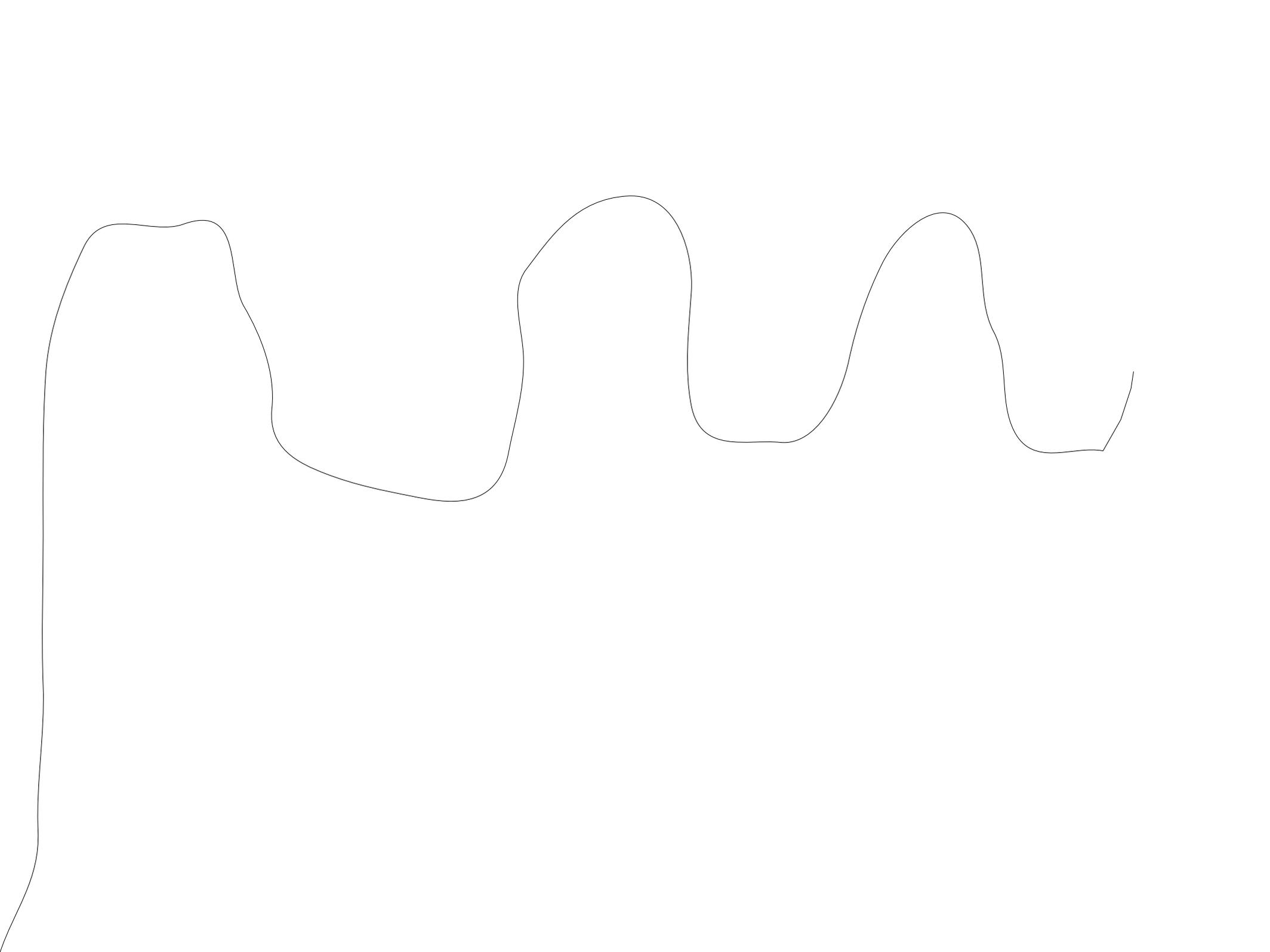
  class << self
-    attr_accessor :git_binary, :git_timeout
+    attr_accessor :git_binary, :git_timeout, :git_max_size
  end

-  self.git_binary = "/usr/bin/env git"
```

Comments  
 lib/grit/git.rb







Db4objects.Db4o

Db4objects.Db4o.Internal

ClassMetadata

FieldMetadata

ObjectContainerBase

ObjectReference

ConfigImpl

HandlerRegistry

Platform

ConfigBlock

Db4objects.Db4o

Collection

Collection

HashTableBase

GenericClass

QQueryBase

QCon

QCandidate

QCandidates

QConObject

ArrayHandler

ArrayList<E>

Db4objects.Db4o.Internal

1.Btree

BTreeNode

Storage

Db4objects.Db4o

DTrace

Db4objects.Db4o.CS

Db4objects.Db4o.CS

Internal

ObjectContainer

ObjectServerImpl

Db4oUnit

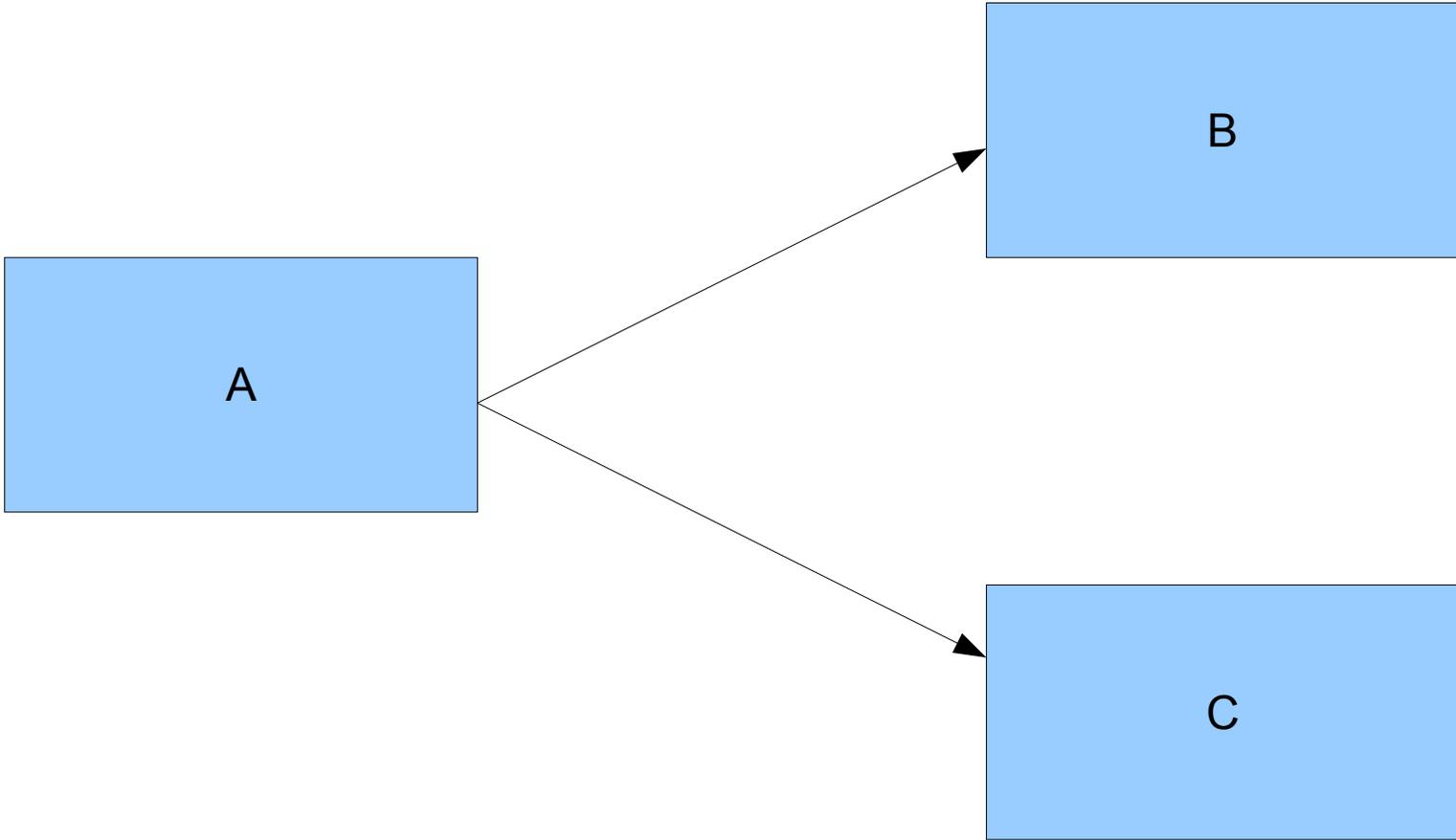
Db4oUnit

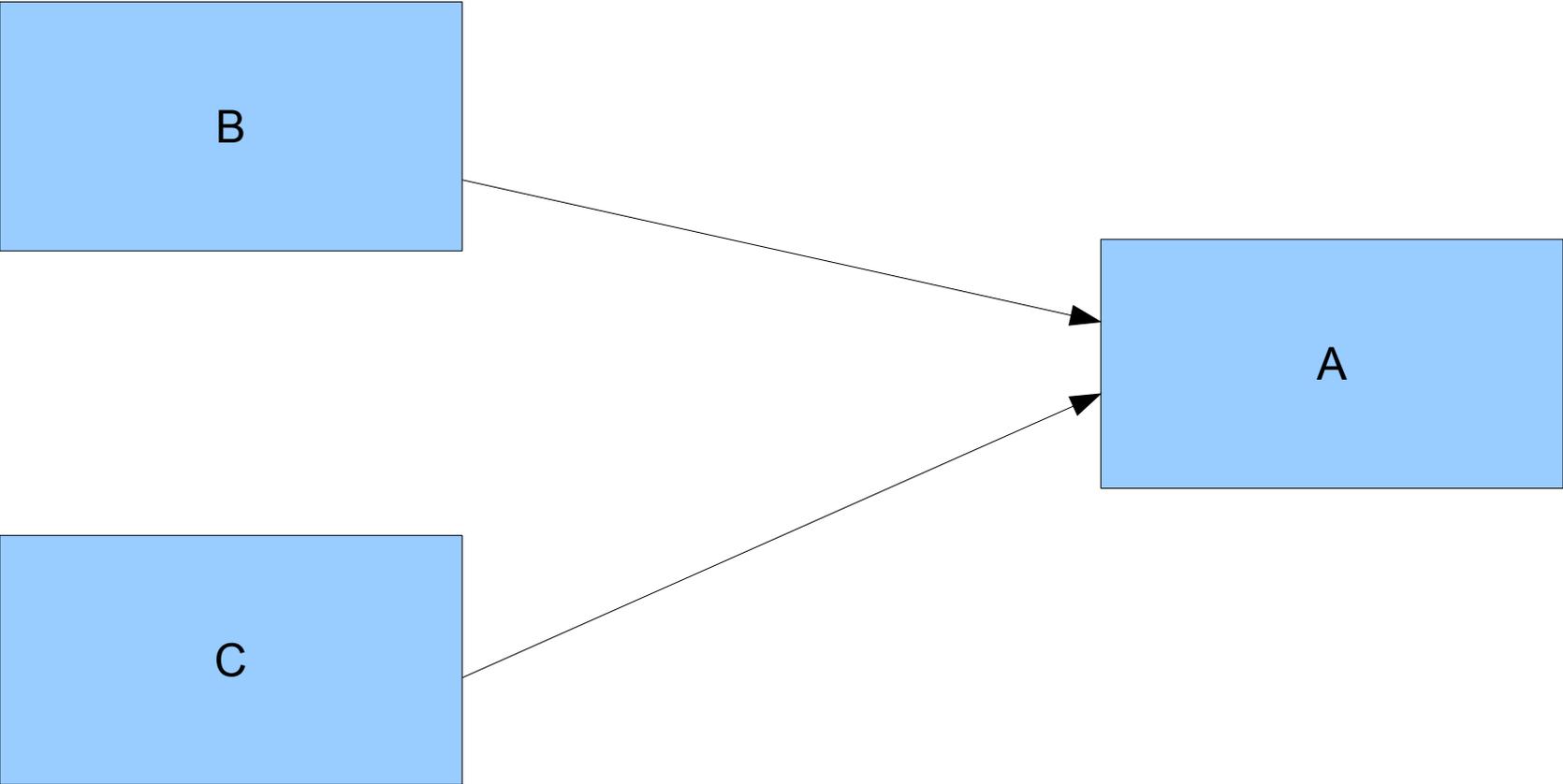
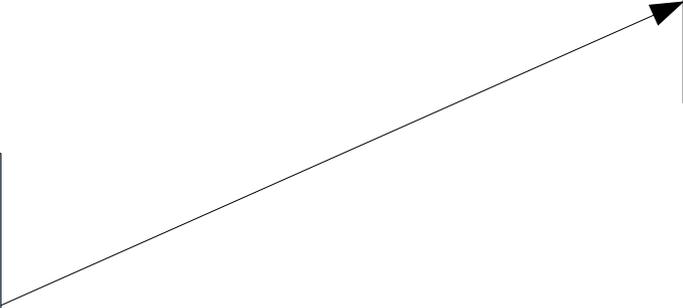
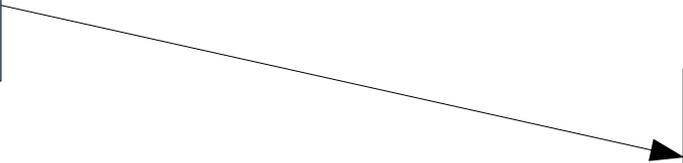
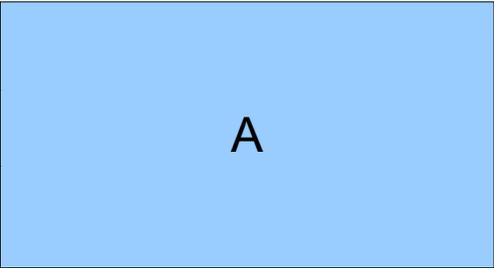
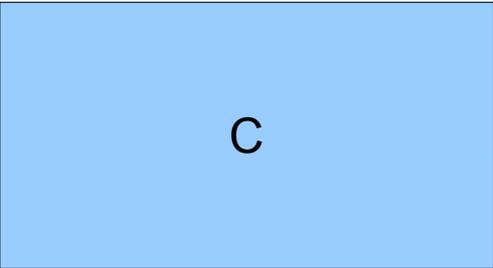
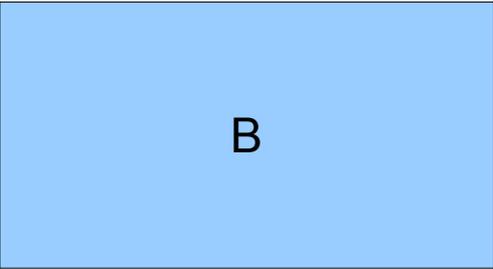
Db4objects.Db4o.N

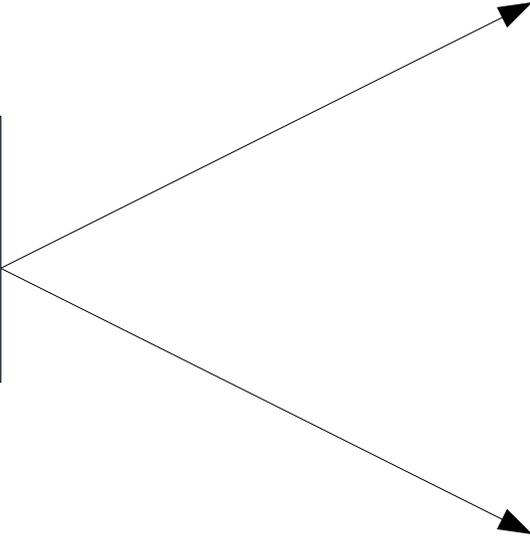
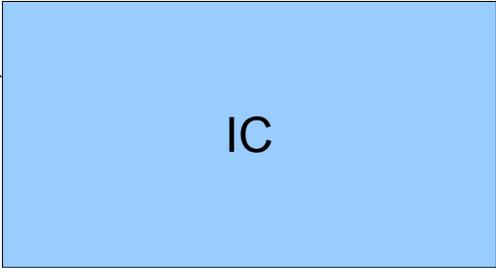
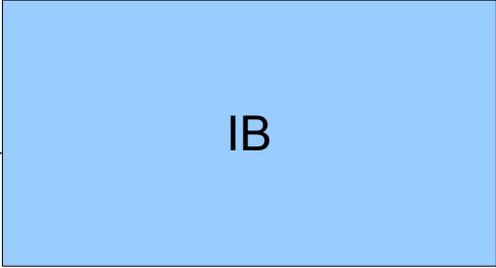
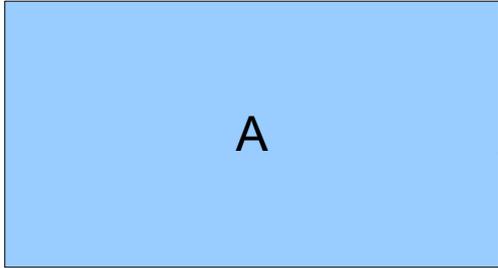
ativeQueries

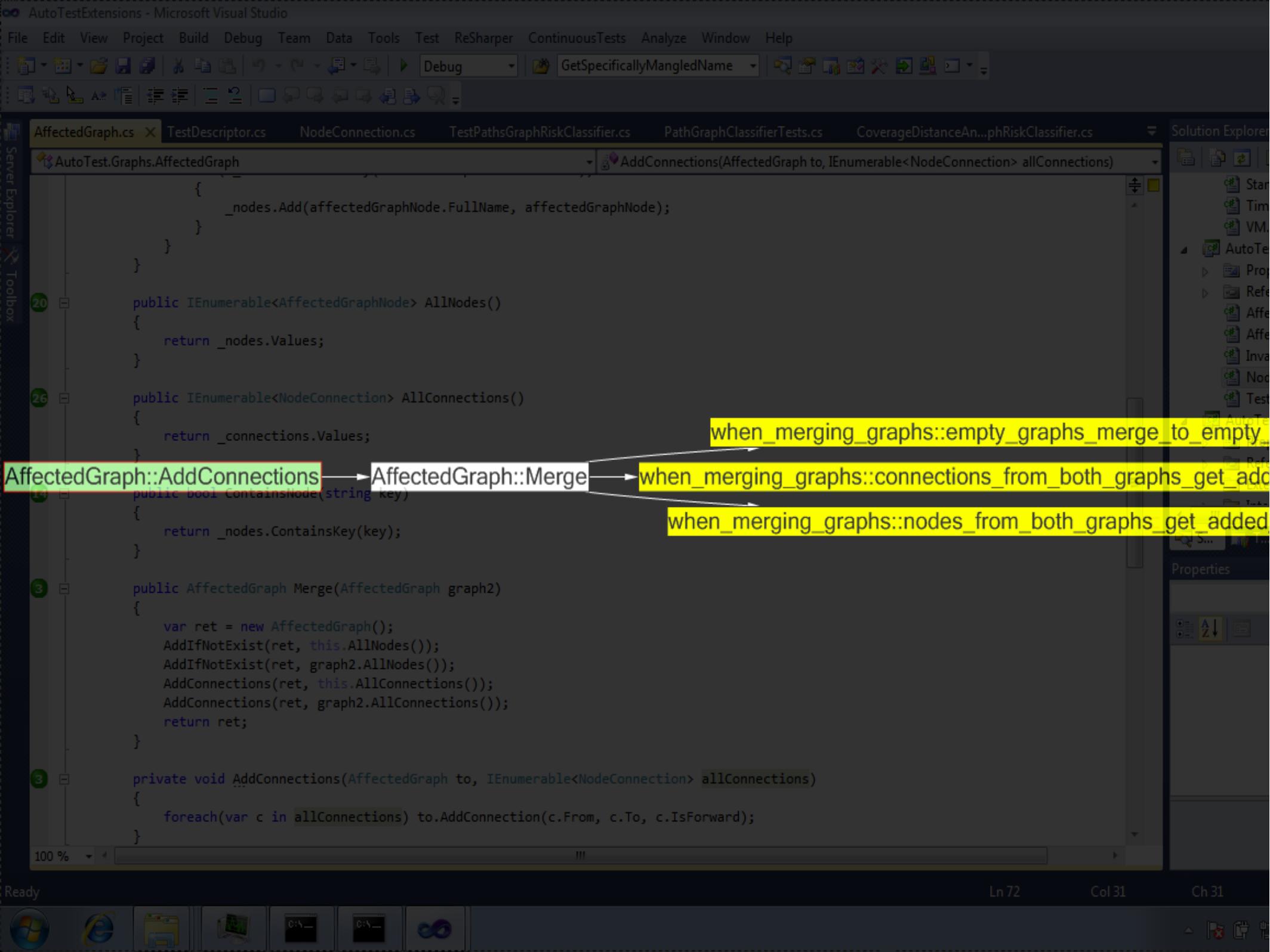
Db4objects.Db4o

Optional









```
File Edit View Project Build Debug Team Data Tools Test ReSharper ContinuousTests Analyze Window Help
AffectedGraph.cs x TestDescriptor.cs NodeConnection.cs TestPathsGraphRiskClassifier.cs PathGraphClassifierTests.cs CoverageDistanceAn...phRiskClassifier.cs
AutoTest.Graphs.AffectedGraph AddConnections(AffectedGraph to, IEnumerable<NodeConnection> allConnections)
{
    _nodes.Add(affectedGraphNode.FullName, affectedGraphNode);
}
}
}
20 public IEnumerable<AffectedGraphNode> AllNodes()
{
    return _nodes.Values;
}
26 public IEnumerable<NodeConnection> AllConnections()
{
    return _connections.Values;
}
AffectedGraph::AddConnections AffectedGraph::Merge when_merging_graphs::empty_graphs_merge_to_empty
when_merging_graphs::connections_from_both_graphs_get_added
when_merging_graphs::nodes_from_both_graphs_get_added
3 public bool ContainsNode(string key)
{
    return _nodes.ContainsKey(key);
}
3 public AffectedGraph Merge(AffectedGraph graph2)
{
    var ret = new AffectedGraph();
    AddIfNotExist(ret, this.AllNodes());
    AddIfNotExist(ret, graph2.AllNodes());
    AddConnections(ret, this.AllConnections());
    AddConnections(ret, graph2.AllConnections());
    return ret;
}
3 private void AddConnections(AffectedGraph to, IEnumerable<NodeConnection> allConnections)
{
    foreach(var c in allConnections) to.AddConnection(c.From, c.To, c.IsForward);
}
```

```
public class AffectedGraph
{
    private readonly Dictionary<string, AffectedGraphNode> _nodes = new Dictionary<string, AffectedGraphNode>();
    private readonly Dictionary<string, NodeConnection> _connections = new Dictionary<string, NodeConnection>();

    public void AddConnection(string from, string to, bool isForward)
    {
        if (from == null || to == null) return;
        lock (this)
        {
            if (!_nodes.ContainsKey(from) || !_nodes.ContainsKey(to))
            {
                return;
            }
            var key = from + "!" + to;
            if(!_connections.ContainsKey(key))
                _connections.Add(key, new NodeConnection(from, to, isForward));
        }
    }
}
```



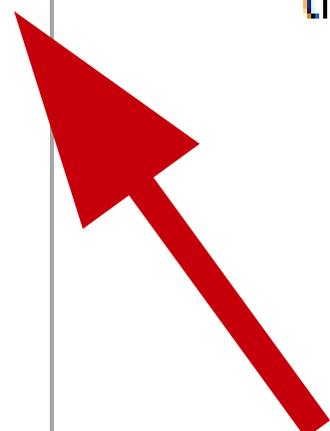
```
public class Order
{
    public uint DetermineCommercialCut(uint aTotalOrderAmount)
    {
        if (aTotalOrderAmount <= 1500)
        {
            return 0;
        }
        else if (aTotalOrderAmount > 1500 & aTotalOrderAmount <= 5000)
        {
            return 2;
        }
        else if (aTotalOrderAmount > 5000 & aTotalOrderAmount <= 10000)
        {
            return 3;
        }
        else if (aTotalOrderAmount > 10000 & aTotalOrderAmount <= 25000)
        {
            return 4;
        }
        else
        {
            return 5;
        }
    }
}
```

23



```
private readonly Dictionary<string, NodeConnection> _connections;

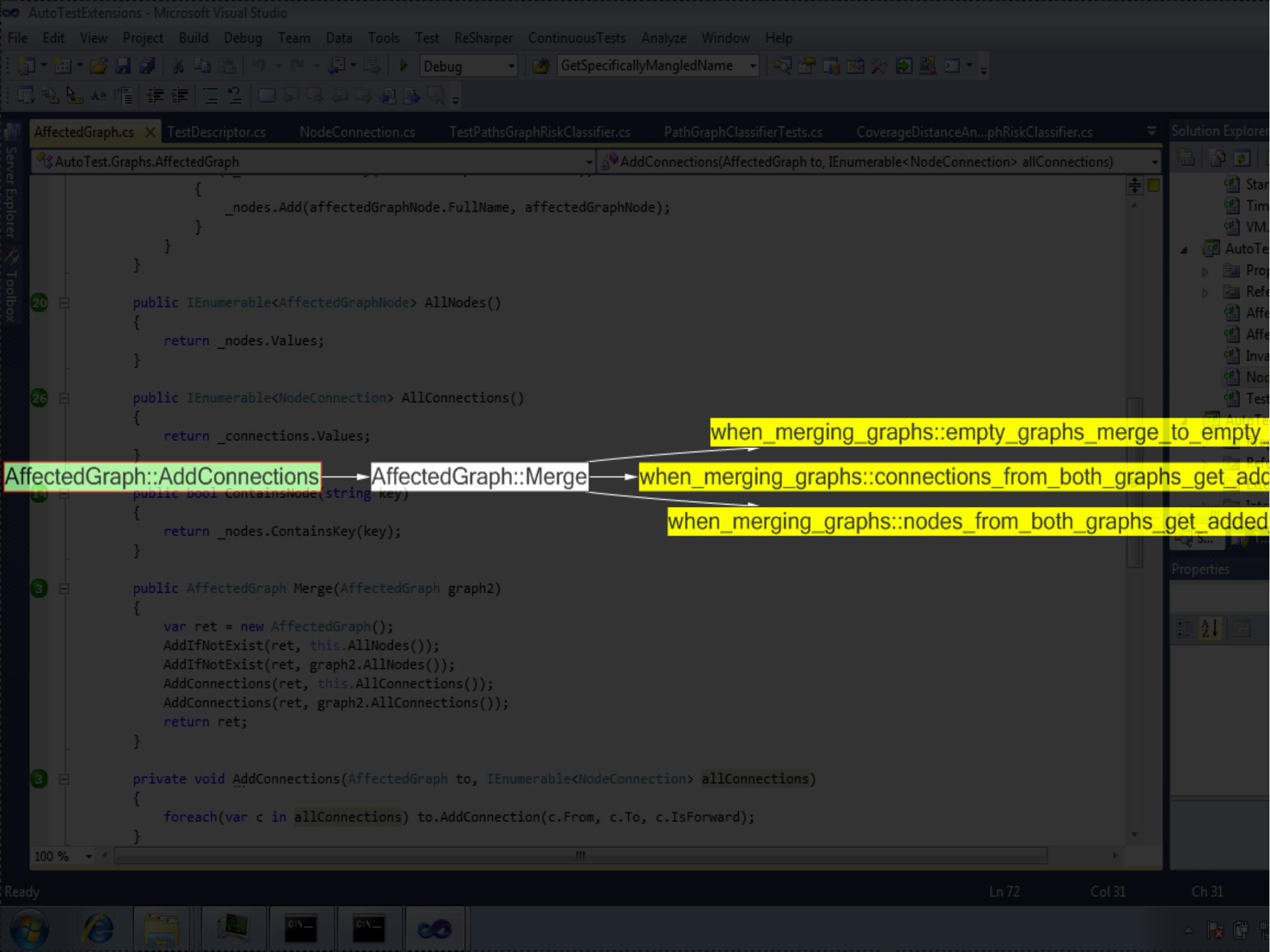
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{
    if (from == null || to == null) return;
    lock (this)
    {
        if (!_nodes.ContainsKey(from) || !_nodes.ContainsKey(to))
        {
            return;
        }
        var key = from + "!" + to;
        if(!_connections.ContainsKey(key))
            _connections.Add(key, new NodeConnection(from, to));
    }
}
```



1



```
public AffectedGraphNode GetNode(string name)
{
    AffectedGraphNode node;
```



```
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AffectedGraph::AddConnections AffectedGraph::Merge when_merging_graphs::empty_graphs_merge_to_empty
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    AddIfNotExist(ret, graph2.AllNodes());
    AddConnections(ret, this.AllConnections());
    AddConnections(ret, graph2.AllConnections());
    return ret;
}
3 private void AddConnections(AffectedGraph to, IEnumerable<NodeConnection> allConnections)
{
    foreach(var c in allConnections) to.AddConnection(c.From, c.To, c.IsForward);
}
```

```
using AutoTest.Graphs;
```

```
namespace AutoTest.Minimizer.RiskClassifiers
```

```
{
```

```
public class TestPathsGraphRiskClassifier : IGraphRiskClassifier
```

```
{
```

7



```
public int CalculateRiskFor(AffectedGraph graph)
```

```
{
```

```
    if (graph == null) return 0;
```

```
    var root = graph.GetRootNode();
```

```
    if (root == null) return 0;
```

```
    var connections = GraphNodeHashBuilder.GetHashFrom(graph);
```

```
    var risk = RecurseRisk(root.FullName, connections, new Dictionary<string, bool>());
```

```
    if (risk.nottested + risk.tested == 0) return 0;
```

```
    return (int)(risk.tested / (decimal)(risk.nottested + risk.tested) * 100.0m);
```

```
}
```

5

```
private RiskCount RecurseRisk(string fullName, Dictionary<string, RiskNode> graph, Dictionary<string, bool> visited)
```

```
{
```

```
    var ret = new RiskCount();
```

```
    RiskNode item;
```

```
    if (visited.ContainsKey(fullName)) return ret;
```

```
    visited.Add(fullName, true);
```

```
    if (graph.TryGetValue(fullName, out item))
```

```
{
```



AutoTest.Graphs.AffectedGraph AllNodes()

```
{
    _nodes.Add(a);
}

public IEnumerable<NodeConnection> AllConnections()
{
    return _connections.Values;
}

public bool ContainsNode(string key)
{
    return _nodes.ContainsKey(key);
}

public AffectedGraph Merge(AffectedGraph graph2)
{
    var ret = new AffectedGraph();
    AddIfNotExist(ret, this.AllNodes());
    AddIfNotExist(ret, graph2.AllNodes());
    AddConnections(ret, this.AllConnections());
    AddConnections(ret, graph2.AllConnections());
    return ret;
}

private void AddConnections(AffectedGraph to, IEnumerable<NodeConnection> allConnections)
{
    foreach(var c in allConnections) to.AddConnection(c.From, c.To, c.IsForward);
}
```

Solution Explorer showing project structure:

- Startup...
- TimeForm...
- VM.cs
- AutoTest.Gra...
- Properties
- Reference
- Affected...
- InvalidCo...
- NodeCon...
- TestDescr...
- AutoTest.Min...
- Properties
- Reference
- Extension...
- Test-f...

Properties

```
{
    nodes.Add(a);
}

public IEnumerable<NodeConnection> AllConnections()
{
    return connections.Values;
}

public bool ContainsNode(string key)
{
    return nodes.ContainsKey(key);
}

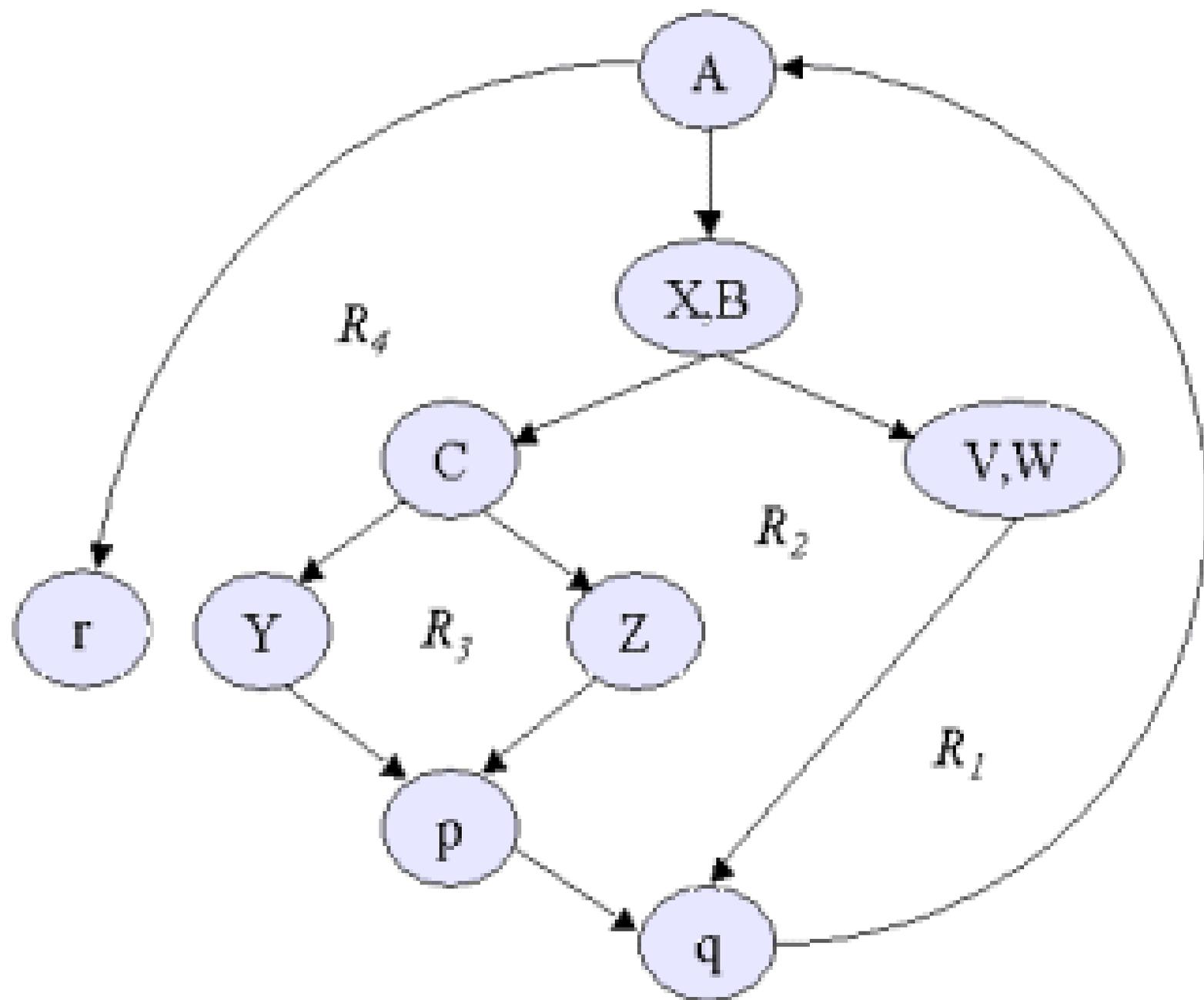
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    AddIfNotExist(ret, this.AllNodes());
    AddIfNotExist(ret, graph2.AllNodes());
    AddConnections(ret, this.AllConnections());
    AddConnections(ret, graph2.AllConnections());
    return ret;
}

private void AddConnections(AffectedGraph to, IEnumerable<NodeConnection> allConnections)
{
    foreach(var c in allConnections) to.AddConnection(c.From, c.To, c.IsForward);
}
```

Solution Explorer

- Startup
- TimeForm
- VM.cs
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- Reference
- Affected
- InvalidCo
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- TestDescr
- AutoTest.Min
- Properties
- Reference
- Extension
- Test-f...

Properties



```
// If mspec changes the definition of their "It" this should still work
public static FieldDefinition TranslateGeneratedMethod(MethodDefinition definition)
{
    try
    {
        if (definition == null) return null;
        if (!definition.HasBody) return null;
        var constructor = definition.DeclaringType.Methods.FirstOrDefault(x => x.Name == ".ctor");
        if (constructor == null) return null;
        var body = constructor.Body;
        for (var i = 0; i < body.Instructions.Count; i++)
        {
            var instruction = body.Instructions[i];
            if (instruction.OpCode.Code == Code.Ldftn)
            {
                var reference = instruction.Operand as MethodReference;
                if (reference == null) continue;
                var resolved = reference.ThreadSafeResolve();
                if (resolved == null) continue;
                if (resolved.GetCacheName() == definition.GetCacheName())
                {
                    var nextstsfld = GetNextInstructionAfter(i, body.Instructions, Code.Stsfld);
                    if (nextstsfld == -1) continue;
                    var cachedfield = body.Instructions[nextstsfld].Operand as FieldReference;
                    if (cachedfield == null) continue;
                    var nextlds fld = GetNextInstructionAfter(nextstsfld, body.Instructions, Code.Ldsfld);
                    if (nextlds fld == -1 ||
                        cachedfield.FullName !=
                            ((FieldReference) body.Instructions[nextlds fld].Operand).FullName) continue;
                }
            }
        }
    }
}
```

