Abstract

Collaborative development can be hampered when conflicts arise because developers have inconsistent copies of a shared project. We present an approach to help developers identify and resolve conflicts early, before those conflicts become severe and before relevant changes fade away in the developers’ memories. A proactive high-order conflict detector helps programmers in a collaborative environment to detect conflicts and resolve same early to avoid malfunction of the software after deployment. With this, system conflicts are detected on time during design and resolved before they become more difficult to handle or before the code becomes too voluminous to debug. Using Java as a design tool the system was developed to detect code errors earlier and faster than already existing systems. The result obtained shows that the system resolves and detects conflicts early enough to avoid damage to the design in record time. The system designed uses less memory space with highly effective software activity which maximizes the host system resources. The methodology adopted for this design is the object oriented approach which gives a lot of avenues for conflict resolution and encourages code flexibility.
References


Index Terms

Computer Science
Information Sciences

Keywords

Proactive, Conflicts, FLAME, Conflict detection, Software model high-order.