

Codice Brings Cross-Platform SCM Product to Market Using Mono

OVERVIEW

Codice Software, located in Valladolid, Spain, is a software engineering company focused on the development of tools to improve the software quality, by means of enhanced Configuration Management. The main aim of PlasticSCM, Codice's flagship product, is bringing high-end SCM technology to small and medium software teams, freeing them from the constraints imposed by their current version control systems, and providing this capability across platforms at an affordable cost.

The PlasticSCM server is the heart of the system and provides a solid and feature rich core so that development teams can feel free to implement any working pattern they choose.

PlasticSCM supports several clients to access its workspace and repository servers. Different modes are available, ranging from the command-line interface, to third-party application integrations. Both the server and client are built on top of .NET technology on Windows and Mono on Linux and the other Unix flavors.

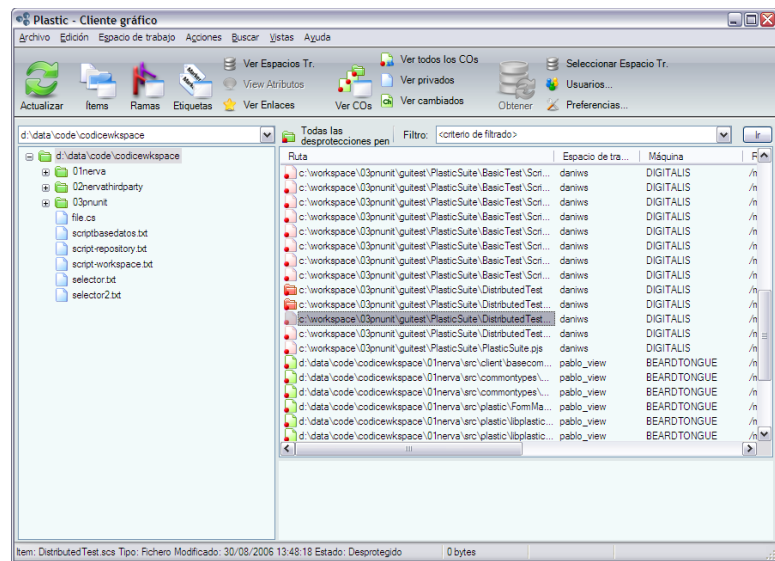
BUSINESS CHALLENGES

Codice Software entered the business after checking that the SCM market was divided in the following ways:

- High-end, high-cost SCM products are almost exclusively available to big companies. These solutions are generally hard to operate but provide full-featured solutions.
- Low-end, low-cost SCM products (sometimes free) solutions are affordable to any company and generally easy to operate, but are often constrained in their functionality.

Since SCM provides a way to coordinate the development process, measure the progress and trace activities, it is typically the corner-stone of any software development process. But too often, SCM products are inflexible and underpowered, and thus many software teams are limited by the constraints of their SCM tools.

The goal of Plastic SCM was to make high-end features available and affordable to any company, on multiple platforms, while still being easy to install and use. "The SCM market is extremely competitive, and a solution that is not multi-platform is not considered a serious one" said Pablo Santos, Engineering manager at Codice. "Also,



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Pablo Santos
Engineering Manager
Codice

we wanted to give development teams advanced features like branch handling and security settings, while still giving them the freedom to design their way and not impose on them any restrictions."

NOVELL SOLUTION

To shorten the development cycle, Codice wanted to use the newest available technology to develop Plastic SCM. And, creating a serious SCM product meant providing a multi-platform solution. "We have a C/C++ background on both Windows and Linux/Solaris platforms and some Java experience, but knowing their limits and complexities, we were searching for an alternative solution," said Santos. Codice decided to go with .NET and C# after learning about Mono. "Mono allowed us to develop on .NET / C#, the platform/language combination we considered the most productive, while still achieving our multi-platform goal."

Once they had made the decision, Santos says that Codice started developing on Mono from the very beginning. "From the very first time we ran our code on Mono/Linux, both the server and the client were able to start up and run very basic functionality. So with the cross-platform piece already taken care of by Mono, we could focus our efforts on tuning."

RESULTS

So, how has Mono helped Codice achieve their objectives? "Using Mono we can reach a much bigger market – we can offer a full-featured multi-platform SCM solution and target both the Linux and Windows markets with the same code base," said Santos. "In that sense we consider Mono a real empowerment option for our software."

Moving forward, Santos says he sees other potential benefits from the partnership with Novell. "We would like to work together on a full SUSE based solution, for both the client and server side. A fully tested, certified and rock stable SLED/Mono software ready to be shipped to customers."