



Technology Background Development environment, Skeleton and Libraries

Christian Kroiß (based on slides by Dr. Andreas Schroeder)

18.04.2013 Christian Kroiß



Lecture 1

- I. Eclipse
- II. Redmine, Jenkins, Git

Lecture 2

- **IV. Skeleton Overview**
- V. Libraries Overview
- **VI.** Game Rules and Coding Session Task



LUDWIG-MAXIMILIANS-UNIVERSITÄT MÜNCHEN



Part I. Eclipse

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- Recognize the power of Eclipse
- Identify what you did not know yet
- Know where to find tutorials and help
- Being able to set up the Eclipse IDE for the lab

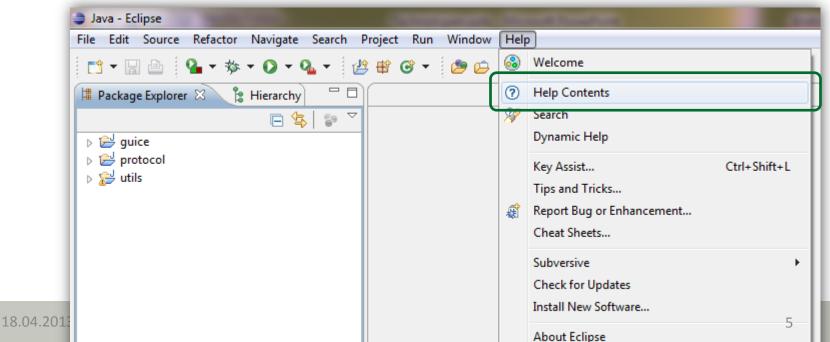






Eclipse is far more than a Java editor

- Code navigation and exploration
- Refactoring
- Background compilation
- Customizable build system
- Extensibile: Git, JUnit, Code Coverage, Web development tools, ...





Eclipse

Recommended **reads**

NIVERSITÄT

- Workbench user guide > Tips and tricks
- Java development user guide > Tips and tricks

Recommended shortcuts

- Quick Fix (Ctrl+1), Quick Access (Ctrl+3)
- Open Type / resource (Ctrl+Shift+T / Ctrl+Shift
- Open declaration / Javadoc (F3 / F2)
- Quick type hierarchy (Ctrl+T)
- Quick outline (Ctrl+O)
- Refactor / Rename (Alt+Shift+T / Alt+Shift+R)
- ... Key bindings overview (Ctrl+Shift+L) 🙂

Help - Eclipse				
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Join Lines	Press "	Ctrl+S		





To setup your Eclipse, you need to:

- 1. Download and install pre-packaged eclipse
- 2. Setup code styles (formatting, comments, field prefix)
- 3. Setup Save actions, file encoding, quick diffs
- 4. Do the initial Git clone
- 5. Setup EclEmma

Setup steps:

http://svn.pst.ifi.lmu.de/redmine/projects/swep13/wiki/Eclipse_Setup







Part II. Git, Redmine, Jenkins

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Learning Targets

- Get familiar with Git
- Understand the link between Redmine and the process
 - User Stories, tasks, issues
 - Ticket lifecycle
 - Effort Estimation and time tracking
 - Visualizing progress with charts
 - Wiki as knowledge base
- Continuous integration with Jenkins





- Git is a modern distributed version control system (VCS)
- Initial release 2005 by Linus Torwalds
- Widely adopted in open source communities: Linux Kernel, Ruby on Rails, Android, Debian, ...
- Can best be learned if you forget everything you know about how version control works!



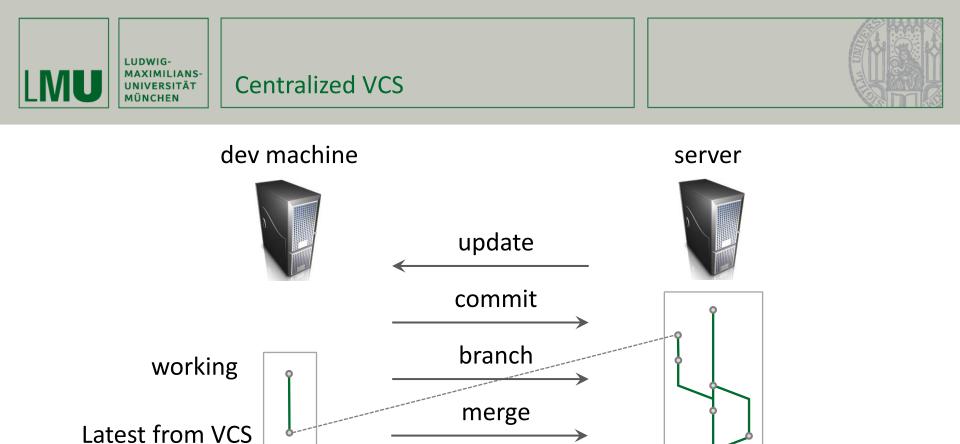


- Repository a database containing files under version control and the history of these files.
- Working Copy a local copy of files from the repository. May be modified, and may not represent the most recent repository revision.
- Revision the state of a file (CVS), of a branch (Git), or of the whole repository (SVN) as committed to the version control system.
- Change Set a set of modifications to files under version control.
- Commit the act of writing a change set from the working copy to the repository.
- Update the act of fetching changes that have been performed on the repository since the last update and applying them to the working copy.

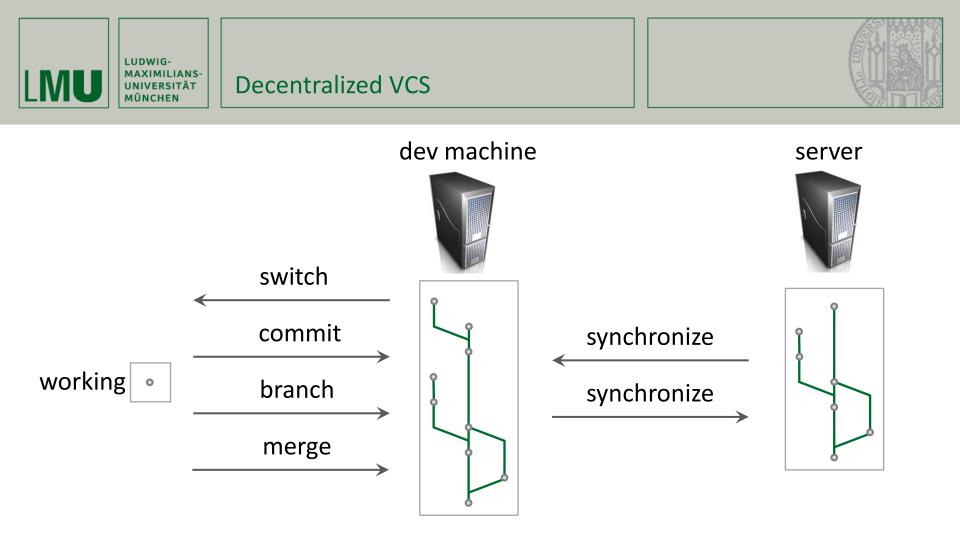




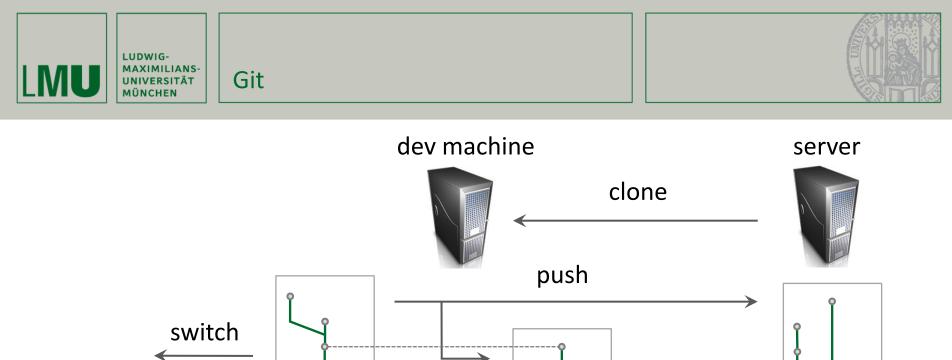
- Branch a set of files under version control that evolve independently of the others. Often defines an own line of development of a product.
- Tag a human-readable link to a specific revision. Is often used to mark the source code of released versions (e.g. tag v_2_0_3).
- Trunk/Master the branch denoting the main line of development of a product.
- Merge the act of reconciling change sets from parallel branches.
- Switch the act of changing the working copy from a branch to another.
- Conflict occurs when a file was changed concurrently, and the VCS cannot reconcile the changes automatically. Conflicts must be resolved manually.

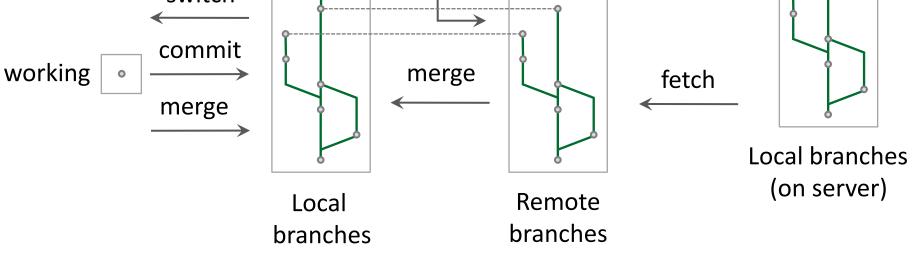


- Cannot work without connectivity
- Needs server to branch and merge
- Cannot save experimental features locally



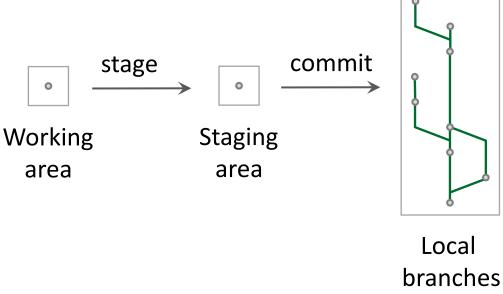
- Works without connectivity
- Can branch and merge against local VCS
- Needs synchronization among multiple VCS



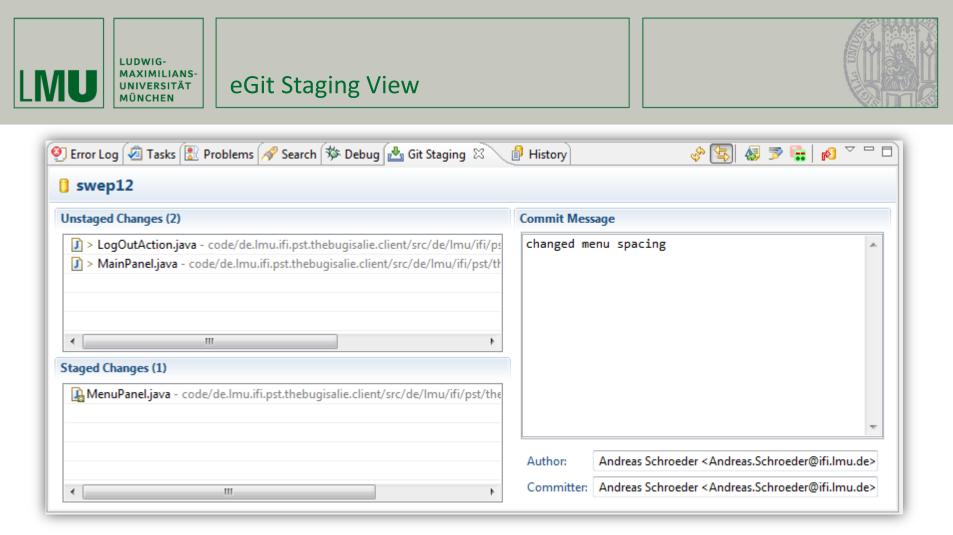


pull = fetch & merge





- Git allows to select changes for commit
- "Staging area" lies between working area and local branches



- Very helpful tool for creating commits
- Much more faster than Menu > Team > Add





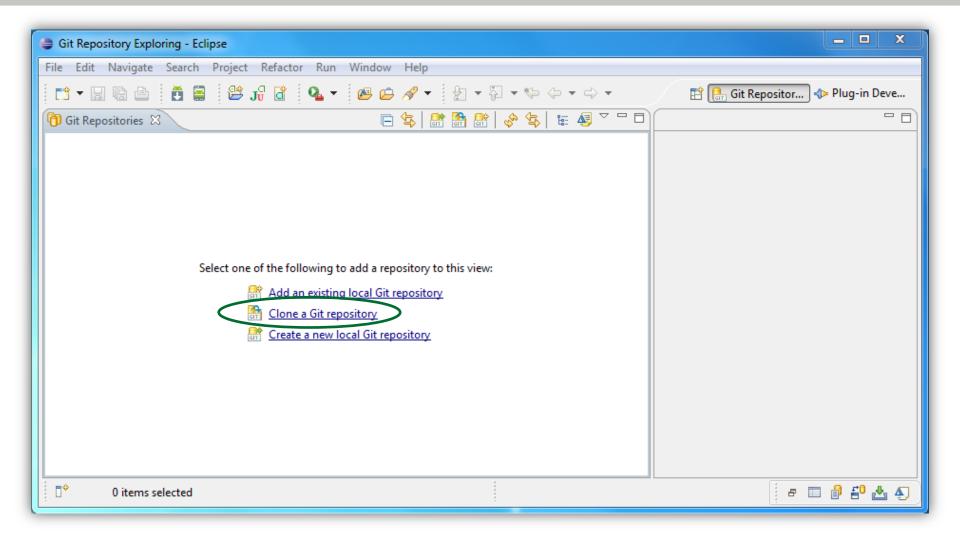
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 Menu → Team → Synchronize Workspace (or change to Team Synchronizing perspective)



eGit from the start







eGit: cloning

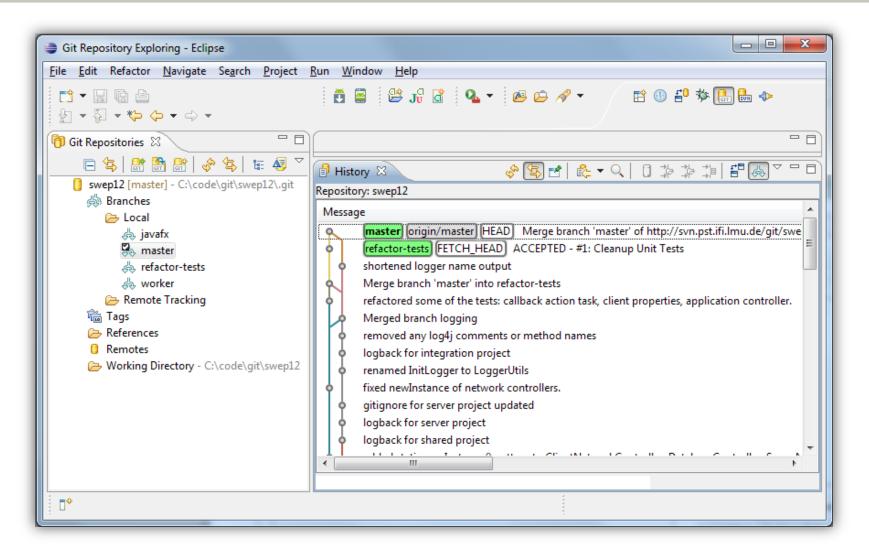


Git Location: http://svn.pst.ifi.lmu.de/git/swep13/

Clone Git Repository	Clone Git Repository
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Location URI: http://svn.pst.ifi.lmu.de/git/swep13 Host: svn.pst.ifi.lmu.de Repository path: /git/swep13 Connection Protocol: http< Port:	Branches of http://svn.pst.ifi.lmu.de/git/swep13: type filter text Image: Comparison of the system
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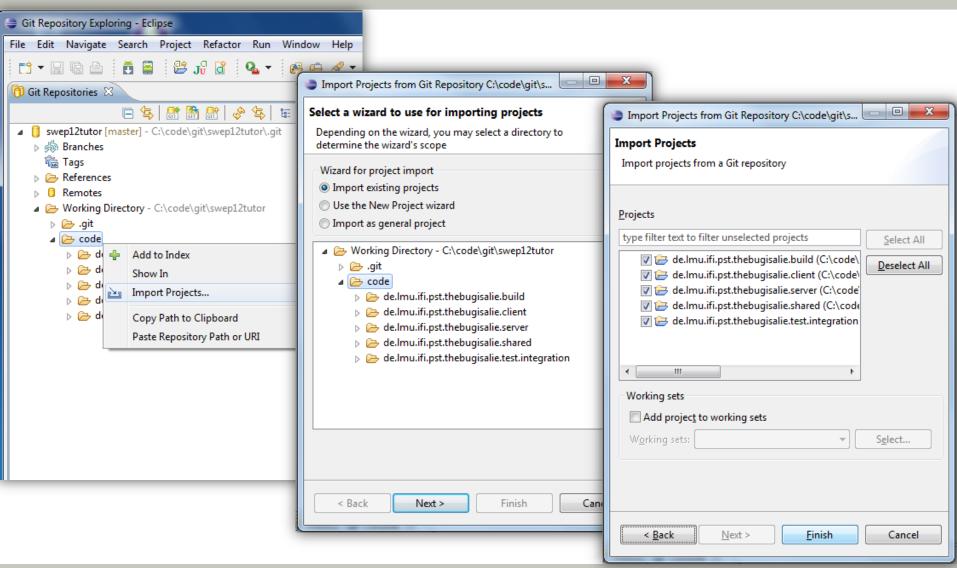


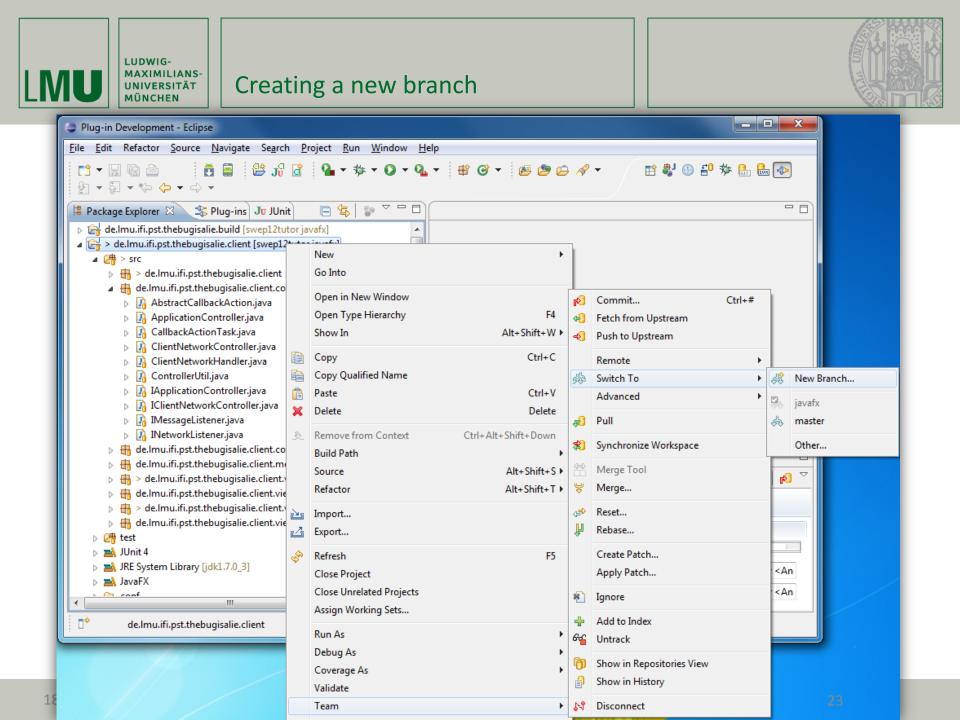




eGit: Import Projects



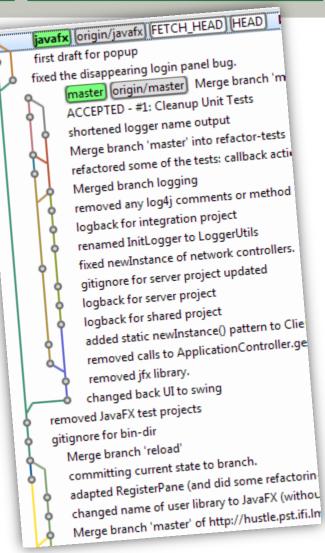








- When working on a user story
 - Create a branch for your story (= feature branch)
 - Work on the branch
 - Merge the branch into master
- Don't disconnect from the repository (= team): Fetch/pull regularly!
- Read the Git tutorials







- Instead of checking out a remote branch directly, it's better to create a local branch that tracks the remote branch.
- After that, you can pull and push directly to/from the original remote branch.
- If you push a branch that you created locally, the local branch starts tracking the remote copy.

Please choose for the new b	e a source brai ranch	nch and a na	ame
Source ref:	refs/remotes	;/origin/bra	nch1
Branch name:	refs/heads/	branch1	
Pull strategy			
Rebase			
Merge			
None			
Checkout r	ew branch		





- Deleting the remote reference doesn't do anything on the server.
- To remove a remote branch you have to push "nothing" to the branch:

git push origin :branch1 or with the push dialog in eGit (see picture).

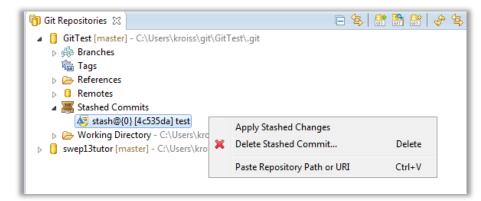
 Deleting remote branches is most fun when others are tracking it ⁽²⁾

Push to: origin
Push Ref Specifications Select refs to push.
Add create/update specification Source ref: Destination ref: * Add Spec
Add delete ref specification Remote ref to delete:
Add Configured Push Specs Add All Branches Spec Add All Tags Spec Specifications for push
Force Update All Specs Remove All Specs
(?) < Back Next > Finish Cancel





- Git allows to switch between branches at any time
 - eGit: Menu→Team→Switch To
- If you have uncommitted changes, you have to either commit them first or stash your changes
 - eGit: Menu in Git Repository View \rightarrow Stash Changes
 - Those changes get "cached" and you can switch branches
 - You can restore stashed changes in the Git Repository View







- Merging branches may lead to conflicts. When this happens you end up in a "merging-state" where you have to resolve the conflicts.
- Resolve conflicts:
 - Menu→Team→
 Merge Tool
 - Or/and edit manually
- Then:
 - Add to index
 - Commit

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	Servers	<pre>package gittest; public class Foo { public static void main(String[] args) System.out.println("foo2");</pre>	<pre>package gittest; public class Foo { public static void main(String[] an System.out.println("foo2");</pre>	





- Undoing changes:
 - Use Menu→Replace→(HEAD|Commit|...) to replace files/folders with previous versions from the repository
- If you're used to SVN: don't forget to push
 - Commit only writes to your local repository. Use "commit and push" in Commit dialog or push explicitly.
- Resolving conflicts without editing (e.g. for binary files)
 - git checkout --ours <path>
 - git checkout --theirs <path></path></path>
- Use own repository (e.g. GitHub) to experiment!
- Install full Git distribution (<u>www.git-scm.com</u>) and (optionally) GUI like TortoiseGit, etc.
- Have a look at the command line tools





Merging a user story into master means integration

- Conflicts must be carefully resolved
- The whole codebase must compile
- All tests must pass: unit tests, integration tests, UI tests, system tests

Integrate early and opportunistically, It will not get easier if you wait!





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Redmine (<u>www.redmine.org</u>)

official "The Bug Is A Lie" project management app

Project location: <u>http://svn.pst.ifi.lmu.de/redmine/projects/swep13</u>





- Main features of Redmine
 - Wiki knowledge base
 - Connection to version control system (Git)
 - Configurable ticket system
 - Timeline what happened
 - Keeping track of progress with charts
 - Roadmap was should happen next
 - Discussion forums (or fora if you have a Latinum...)





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Estimation Ses	ssion	29.4	4.2013, 12.	15, Oet 155									
Coding Session	n	2.5.	2013, 10.1	5, Oet 133									
Sprint 1 Planni	ing	6.5.	2013, 12.1	5, Oet 155									
Standup Meeti	ing	9.5.	2013, 10.1	5, Oet 133 Chris	ti Himmelf	ahrt							

- Team members organize the content of the Wiki together.
- Used for know-how sharing, meeting minutes, design and architecture descriptions, team barbecue planning...
- Allows to link tickets, files in the Git, change sets, specific versions, etc.
- See <u>http://www.redmine.org/projects/redmine/wiki/RedmineWikis</u>

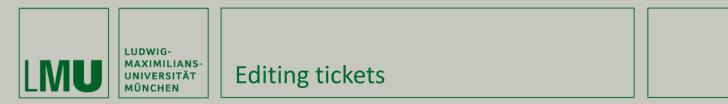




Ticket overview

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3	Task	New	30	▶ Task 1.2		17.04	2013 22:18		User Story #1	: Story 1				
	User Story	New	30 9	Story 2		17.04	2013 22:21							
4	ober beery													
4	Task	New	30	▶ Task 2,1		17.04	2013 22:21		User Story #4	: Story 2				
5		New	30	▶ Task 2,1		17.04	2013 22:21		User Story #4	: Story 2				
		New	30	▶ Task 2,1		17.04	2013 22:21		User Story #4	: Story 2				

- Three ticket types: User Story, Task, Issue.
- Tickets can be arranged in trees (e.g. tasks of user story).
- Sprints and product backlog are modeled as target versions for tickets.
- Redmine supports priorities, estimated effort, and time tracking.





Bearbeiten

Projekt * Testprojekt 💌										
Tracker * Task										
Thema * Task 1.1										
Beschreibung 🧷										
Status * New 🗾 Übergeordnete Aufgabe 🔍 1										
Priorität * New In Progress Beginn 2013-04-17										
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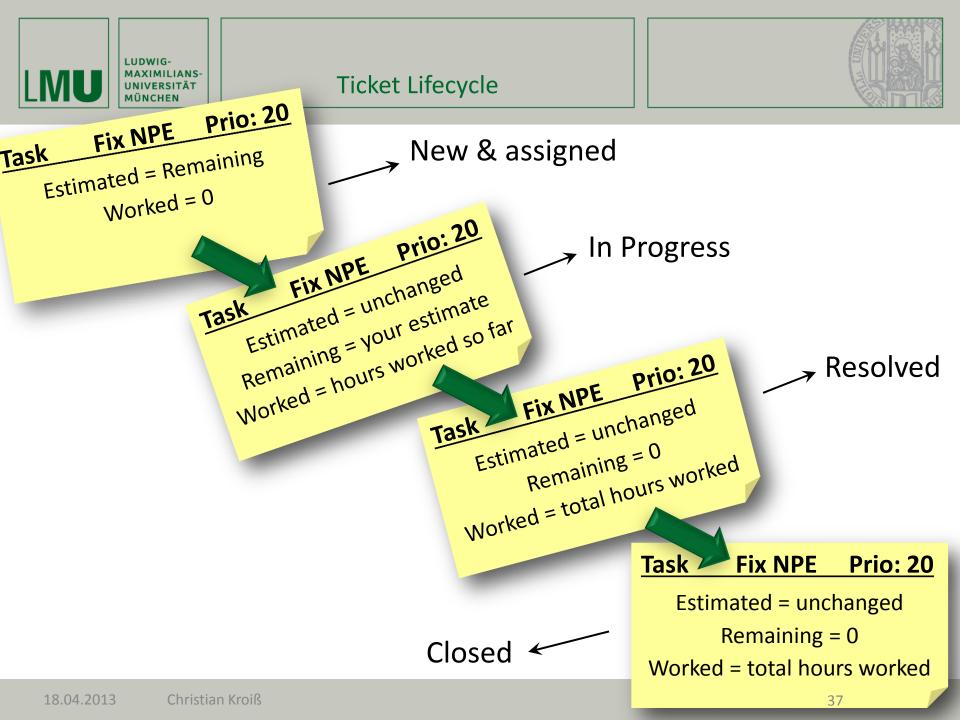
- Workflow: Successive updates of status and estimated remaining effort.
- (Re-)Assignment of tasks to team members.
- Allows tracking time for different activities.





Status	Description
New	A ticket was created but work on it hasn't started yet.
In Progress	The ticket is worked on.
Resolved	The member of the team who was assigned for the ticket thinks the ticket is finished.
Feedback	Feedback of other members is requested. Details would be given in ticket comments.
Closed	The test lead, issue reporter, customer, or product owner [*] has accepted the resolution of the ticket.
Rejected	The ticket was found to be invalid. Further details have to be given in comments.

* This topic will be discussed in one of the next sessions





Charts in Redmine



Burndown charts for sprint and product

- Logged hours (by activity, user, etc.)
- Deviation of logged and estimated time









- Continuous integration workflow:
 - 1. Check out code from Git
 - 2. Build (e.g. using Ant)
 - 3. Run tests + generate reports



- 4. If build is ok, deploy in integration environment
- Benefits of continuous integration
 - Frequent full builds and tests in integration environment
 - Test & Test coverage reports for each build available
 - Test report history correlated with versions in Git
 Can help with spotting problem causes
 - Current status and evolution of the project is visible to whole team (CI web-app + notification via e-mail)





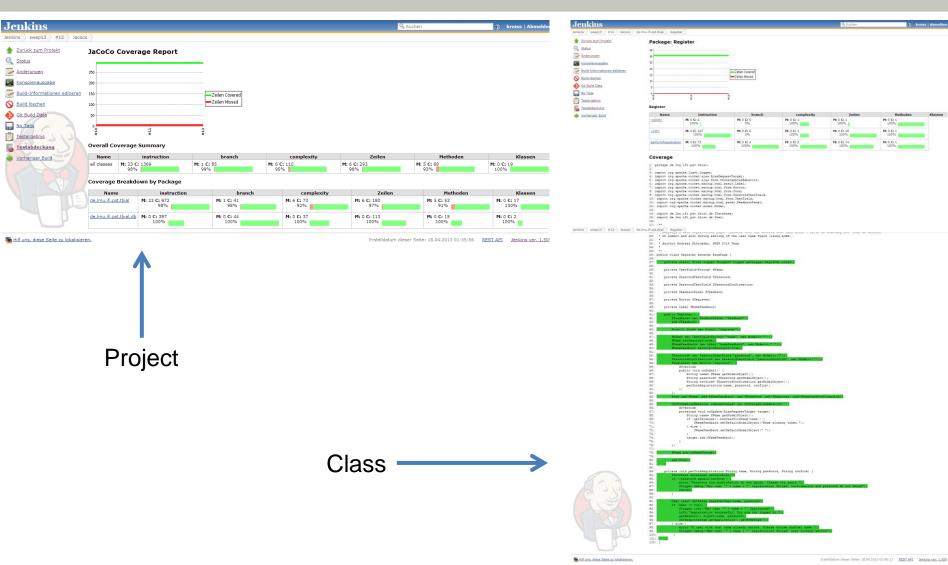
Jenkins installation for SWEP: <u>http://svn.pst.ifi.lmu.de/jenkins/</u>

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Jenkins swep13			AUTO-AKTUALIS	SIERUNG EINSCHALTEN
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Test Coverage Report







LUDWIG-MAXIMILIANS-UNIVERSITÄT MÜNCHEN



Summary

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Summary: Development Environment

Eclipse

LUDWIG-

- The IDE for our project
- Git
 - Distributed version control system
 - Built-in branching facilities
- Redmine and Jenkins
 - Knowledge base
 - Ticket repository for user stories, tasks and issues
 - Effort estimation and time tracking
 - Continuous integration system



eclipse











- Mylyn (<u>http://www.eclipse.org/mylyn/</u>)
 - ...is a task and application lifecycle management (ALM) framework for Eclipse
 - ...introduces a task-focused interface for programming
 - ...integrates seamlessly with Git, Redmine, Jenkins
 - ...will be introduced and demonstrated in one of the Monday sessions

