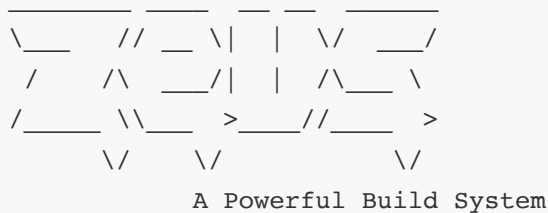


ZEUS



ZEUS is a modern build system featuring an interactive shell with tab completion and support for keybindings.

It looks for shellscripts inside the ZEUS directory in your project, and transforms these into commands.

A command can have typed parameters and commands can be chained.
For each command a command chain is resolved prior to execution, similar to GNU Make.

You can export global variables and functions visible to all scripts. The built in event engine allows the user to register file system events, and run commands when an event occurs.

It also features an auto formatter for shell scripts, a bootstrapping functionality, build report logging and a rich set of customizations available by using a config file.

ZEUS can save and restore project specific data such as events, keybindings, aliases, milestones, author, build number and a project deadline.

JSON is used for serialization of the **zeus_config** and **zeus_data** files. This makes them easy to read, edit and transparent, especially when working in a team and using version control.

It was designed to happily coexist with GNU Make,
and offers a builtin Makefile command overview and migration assistance.

The name ZEUS refers to the ancient greek god of the sky and thunder.
When starting the interactive shell there is good chance you will be hit by a lightning,
that will boost your productivity :)

NOTE:

ZEUS is still under active development and is an early release dedicated to testers.

Please read the BUGS section as well as the COMING SOON section

to get an impression of whats coming up for version 1.0

Installation

From github:

```
$ go get -u github.com/dreadl0ck/zeus
...
```

Initial install from source:

```
$ godep go install
...
```

ZEUS uses ZEUS as its build system!

After the initial install simply run **zeus** inside the project directory,
to get the command overview.

When developing install with:

```
$ zeus install
...
```

Preface

Why not GNU Make?

GNU Make has its disadvantages:

For large projects you will end up with few hundred lines long Makefile,
that is hard to read, overloaded and hard to maintain.

Also writing pure shell is not possible, instead the make shell dialect is used.

If you ever tried writing an if condition in a Makefile you will know what I'm talking about ;)

ZEUS keeps things structured and reusable:

The scripts can also be executed manually without ZEUS if needed,
and generic scripts can be reused in multiple projects.

CAUTION:

GNU Make executes the script line by line,
and stops if one line returns an error code != 0

ZEUS does NOT do that!

Execution is canceled and marked as failed when a script (aka command) returns with a non zero
exit code!

That means the programmer is responsible for error checking and handling inside the scripts!

Terminology

Command Prompts:

```
# shell commands
$ ls

# ZEUS interactive shell prompt
zeus »
```

Usage Descriptions:

```
# no parentheses: built in commands
# [] parentheses: optional parameters
# <> parentheses: values that need to be supplied by the user
milestones [remove <name>] [set <name> <0-100>] [add <name> <date>
[description]]
```

Interactive Shell

ZEUS has a built in interactive shell with tab completion for all its commands!

All scripts inside the **zeus** directory (except for globals.sh) will be treated and parsed as commands.

To start the interactive shell inside your project, run:

```
$ cd project_folder
$ zeus
```

Builtins

the following builtin commands are available:

Command	Description
<i>format</i>	run the formatter for all scripts
<i>config</i>	print or change the current config
<i>deadline</i>	print or change the deadline
<i>version</i>	print version
<i>data</i>	print the current project data
<i>makefile</i>	show or migrate GNU Makefile contents
<i>milestones</i>	print, add or remove the milestones
<i>events</i>	print, add or remove events
<i>exit</i>	leave the interactive shell
<i>help</i>	print the command overview or the manualtext for a specific command
<i>info</i>	print project info (lines of code + latest git commits)
<i>author</i>	print or change project author name
<i>clear</i>	clear the terminal screen
<i>globals</i>	print the current globals
<i>alias</i>	print, add or remove aliases
<i>color</i>	change the current ANSI color profile

you can list them by using the **builtins** command.

Headers

A ZEUS header looks like this:

```

# ----- #
# @zeus-chain: clean
# @zeus-help: build project
# @zeus-args: name:String
# @zeus-build-number
# ----- #
# zeus build script
# this script produces the zeus binary
#
# it will be be placed in bin/$name
# ----- #

```

Header Fields:

Field	Description
<i>@zeus-chain</i>	command chain to be executed prior to execution of the current script
<i>@zeus-args</i>	typed arguments for this script
<i>@zeus-help</i>	one line help text for command overview
<i>@zeus-build-number</i>	increase build number when this field is present

All header fields are optional.

The contents between the 2nd and 3rd separator lines,
are the manual text for the command.

The manual text can be accessed by using the **help** builtin:

```

zeus » help build

# zeus build script
# this script produces the zeus binary
#
# it will be be placed in bin/$name

```

Command Chains

Targets (aka commands) can be chained, using the `->` operator

By using the **@zeus-chain** header field you can specify a command chain (or a single command),
that will be run before execution of the target script.

```
#!/bin/bash
```

```
# define a build chain that will be run prior to execution of this script  
# @zeus-chain: clean -> build
```

This command chain will be executed from left to right,
each of them can also contain a chain commands and so on...

Globals

Globals allow you to declare variables and functions in global scope and share them among all ZEUS scripts.

This works by prepending the **globals.sh** script in the **zeus** directory to every command before execution.

Aliases

You can specify aliases for ZEUS or shell commands.

This is handy when using commands with lots of arguments,
or for common git or ssh operations.

Aliases will be added to the tab completer, saved in the project data and restored every time you run ZEUS.

```
zeus » alias set gs git status  
zeus » gs  
On branch master  
Your branch is up-to-date with 'origin/master'.  
Changes not staged for commit:  
  (use "git add <file>..." to update what will be committed)  
  (use "git checkout -- <file>..." to discard changes in working directory)  
...
```

Running *alias* without params will print the current aliases:

```
zeus » alias  
gs = git status
```

Event Engine

Events for the following filesystem operations can be created: WRITE | REMOVE | RENAME | CHMOD

When an operation of the specified type occurs on the watched file (or on any file inside a directory),
a custom command is executed. This can be a ZEUS or any shell command.

```
zeus » events add WRITE TODO.md say hello
```

Running *events* without params will print the current events:

```
zeus » events
0 op: WRITE path: zeus
1 op: WRITE path: zeus/zeus_config.json
2 op: WRITE path: TODO.md chain: say hello
```

Note that you can also see the internal ZEUS events used for watching the config file,
and for watching the shellscripts inside the **zeus** directory to run the formatter on change.

For removing an event specify its path:

```
zeus » events remove TODO.md
INFO removed event with name TODO.md
```

Milestones

For a structured workflow milestones can be created.

A Milestone tracks the progress of a particular programming task inside the project,
and contains an expected date and an optional description.

Usage:

milestones [remove]

milestones [set <0-100>]

milestones [add [description]]

Add a milestone to the project:

```
zeus » milestones add Testing 12-12-2018 Finish testing
INFO added milestone Testing
```

list the current milestones with:

```
zeus » milestones
Milestones:
# 0 [ ] 0% name: Testing date: 12-12-2018 description:
Finish testing
```

set a milestones progress with:

```
zeus » milestones set Testing 50
zeus » milestones
Milestones:
# 0 [=====] 50% name: Testing date: 12-12-2018 description:
Finish testing
```

Project Deadline

```
Usage:
deadline [remove]
deadline [set <date>]
```

A global project Deadline can also be set:

```
zeus » deadline set 24-12-2018
INFO added deadline for 24-12-2018
```

get the current deadline with:

```
zeus » deadline
Deadline: 24-12-2018
```

Keybindings

Keybindings allow mapping ZEUS or shell commands to Ctrl-[A-Z] Key Combinations.

```
Usage:
keys [set <KeyComb> <commandChain>]
keys [remove <KeyComb>]
```

To see a list of current keybindings, run *keys* in the interactive shell:

```
zeus » keys
Ctrl-B = build
Ctrl-S = git status
Ctrl-P = git push
```

To add a Keybinding:


```
zeus » keys add Ctrl-H help
```

To remove a Keybinding:

```
zeus » keys remove Ctrl-H
```

Auto Formatter

The Auto Formatter watches the scripts inside the **zeus** directory and formats them when a WRITE Event occurs.

However this does not play well with all IDEs and Editors, and should be implemented as IDE PPlugin.

My IDE (VSCode) complains sometimes that the content on disk is newer, but most of the time its works ok.

Please note that for VSCode you have to CMD-S twice before the buffer from the IDE gets written to disk.

You can disable this feature in the config.

ANSI Color Profiles

Colors are used for good readability and can be configured by using the config file.

Currently there are 3 profiles: dark, light, default

```
Usage:
colors [default] [dark] [light]
```

To change the color profile to dark:

```
zeus » colors dark
```

Documentation

ZEUS uses the headers help field for a short description text, which will be displayed on startup by default.

Additionally a multiline manual text can be set for each script, inside the header.

```
zeus » help <command>
```

You can get the command overview at any time just type help in the interactive shell:

Typed Command Arguments

Command argument are typed by default.

This prevents mixing up args, which is important, because ZEUS expects arguments in the order they are declared.

When a command has parameters, these are mandatory.

Available types are: Int, String, Float, Bool

Argument typechecking can be disabled in the config, by setting the **AllowUntypedArgs** field to true.

Auto Sanitizing

ZEUS is error prone.

It checks automatically for cyclos in build chains, and corrects typos in the ZEUS header.

If this fails for you, please let me know.

You can disable this behaviour in the config.

Shell Integration

When ZEUS does not know the command you typed it will be passed down to the underlying shell. That means you can use git and all other shell tools without having to leave the interactive shell!

This behaviour can be disabled by using the *PassCommandsToShell* option.

There is path and command completion for basic shell commands (cat, ls, ssh, git, tree etc)

Remember: Events, Aliases and Keybindings can contain shell commands!

Makefile Integration

By using the **makefile** command you can get an overview of targets available in a Makefile:

```
zeus » makefile
available GNUmake Commands:
~> clean
~> configure
~> status
~> backup
~> bench: build
~> test: clean
~> debug: build
~> build: clean
~> deploy
```

This might be helpful when switching to ZEUS or when using both for whatever reason.

Makefile Migration Assistance

ZEUS helps you migrate from Makefiles, by parsing them and transforming the build targets into a ZEUS structure.

Your Makefile will remain unchanged, Makefiles and ZEUS can happily coexist!

simply run:

```
zeus » makefile migrate
```

Configuration

The configfile allows customization of the behaviour, when a ZEUS instance is running in interactive mode this file is being watched and parsed when a WRITE event occurs.

The builtin *config* command is recommended for editing the config, it features tab completion for all config fields, actions and values.

```
Usage:
config [get <field>]
config [set <field> <value>]
```

Config Options:

Option	Type	Description
MakefileOverview	bool	print the makefile target overview when starting zeus
AutoFormat	bool	enable / disable the auto formatter
FixParseErrors	bool	enable / disable fixing parse errors automatically
Colors	bool	enable / disable ANSI colors
PassCommandsToShell	bool	enable / disable passing unknown commands to the shell
WebInterface	bool	enable / disable running the webinterface on startup
Interactive	bool	enable / disable interactive mode
LogToFileColor	bool	enable / disable logging colored logging to file
LogToFile	bool	enable / disable logging to file
Debug	bool	enable / disable debug mode
RecursionDepth	int	set the amount of repetitive commands allowed
ProjectNamePrompt	bool	print the projects name as prompt for the interactive shell
AllowUntypedArgs	bool	allow untyped command arguments
ColorProfile	string	current color profile
HistoryFile	bool	save command history in a file
HistoryLimit	int	history entry limit
ExitOnInterrupt	bool	exit the interactive shell with an SIGINT (Ctrl-C)
DisableTimestamps	bool	disable timestamps when logging

Logging

ZEUS can write its output into a logfile.
This could be used for archiving tests etc

You can choose wheter the output should be colorized or not.

Direct Command Execution

you dont need the interactive shell to run commands, just use the following syntax:

```
$ zeus [commandName] [args]
...
```

This is useful for scripting or using ZEUS from another programming language.

Bootstrapping

When starting from scratch, you can use the bootstrapping functionality:

```
$ zeus bootstrap
...
```

This will create the **zeus** folder, and bootstrap the basic commands (build, clean, run, install, test, bench), including empty ZEUS headers.

Tests

ZEUS will have automated tests for its core functionality. These are not yet implemented, but will be added for the 1.0 release!

OS Support

ZEUS was developed on OSX, and thus supports OSX and Linux. Windows is currently not supported! This might change in the future.

Assets

ZEUS uses asset embedding to provide a path independent executable. For this [rice](#) is used.

If you want to work on ZEUS source, you need to install the tool with:

```
$ go get github.com/GeertJohan/go.rice
$ go get github.com/GeertJohan/go.rice/rice
...
```

The assets currently contains the shell asciiArt as well the bare scripts for the bootstrap command. You can find all assets in the **assets** directory.

Vendoring

ZEUS is vendored with [godep](#)

That means it is independent of any API changes in the used libraries and will work seamlessly in the future!

Internals

For parsing the header fields, regular expressions are used.

On startup two goroutines will be spawned for parsing the scripts concurrently.

The interactive shell uses the readline library,

although some modifications were made to make the path completion work.

For shell script formatting the "github.com/mvdan/sh/syntax" package is used.

The code is well commented and formatted. Have a look!

Coming Soon

The listed features will be implemented over the next weeks.

After that the 1.0 Release is expected.

- Encrypted Storage

Projects can contain sensitive information like encryption keys or passwords.

ZEUS 1.0 will feature encrypted storage inside the project data, that be accessed and modified using the interactive shell.

- Webinterface

ZEUS 1.0 will feature an optional web interface to track your build status and display project information,

execute build commands and much more!

- Markdown / HTML Report Generation

ZEUS 1.0 will offer generating a markdown build report that can be converted to HTML, which allows adding nice fonts and syntax highlighting for dumped output.

I think this is especially interesting for archiving unit test results.

- Support for more Scripting Languages

The parser was implemented to be generic and can be adapted for parsing any kind of scripting language.

The next ones being officially supported will be python and javascript.

In theory, even mixing scripting languages is possible, although this will require improved handling of the globals.

Also the formatter was implemented generically, and could be adapted to work for more languages.

Bugs

Path tab completion is still buggy, the reason for this seems to be an issue in the readline library, and I need more time to investigate & fix it.

When using path completion at the moment, press tab and select and starting path.
After selection, the completer will insert a trailing space character. This behaviour is wrong and needs to fixed.

To go deeper into a directory structure, hit delete then tab again and select a file/directory.
Dont start typing the leading characters of the file / dirname, this leads to invalid paths.

Also the Keybindings should be used with care, this is not stable yet.

I observed them firing after being loaded from the project data.

This means handling the runes for key detection needs to be improved.

If the interactive misbehaves after loading project data with keybindings, remove them manually from the project data JSON.

NOTE: Please notify me about any issues you encounter during testing.

Project Stats

Language	files	blank	comment	code
Go	22	819	822	2822
Markdown	2	205	0	489
JSON	7	0	0	217
Bourne Shell	14	35	105	37
SUM:	45	1059	927	3565

License

ZEUS - A Powerful Build System

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Contact

You have ideas, feedback, bugs, security issues, pull requests, questions etc?

Contact me: dreadl0ck@protonmail.ch

-----BEGIN PGP PUBLIC KEY BLOCK-----

Version: GnuPG v2

```
mQINBFdOGxQBEADWNY5UsZVA72OHO3B0ycU4X5DChpCS8z207nVOM6aGe/U4Zqn9
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```


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