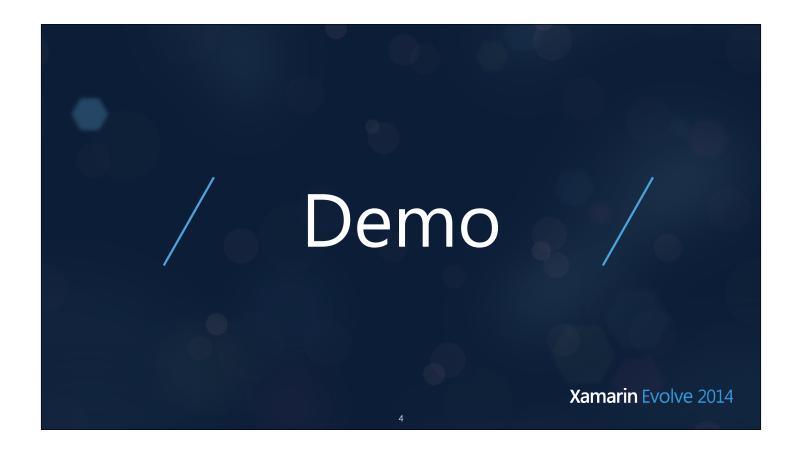




Continuous Integration Overview • What is Continuous Integration (CI)? • What Does it Do For Me? • What Do I Need for CI? • Setup • Xamarin Test Cloud • Guidance Xamarin Evolve 2014



What Is Continuous Integration?

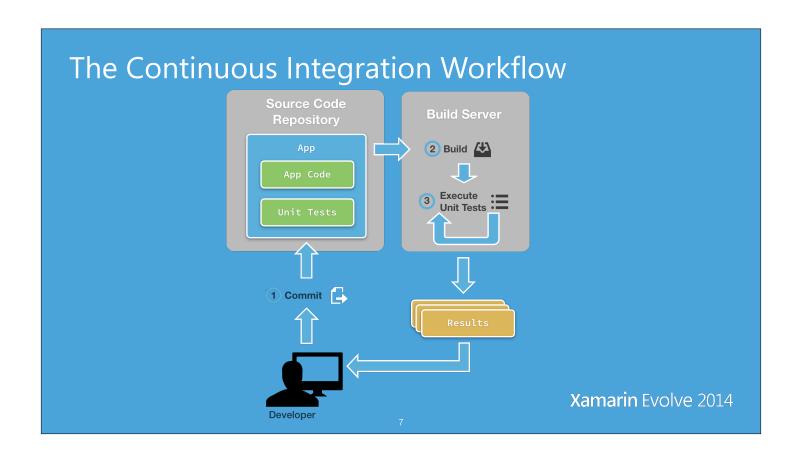
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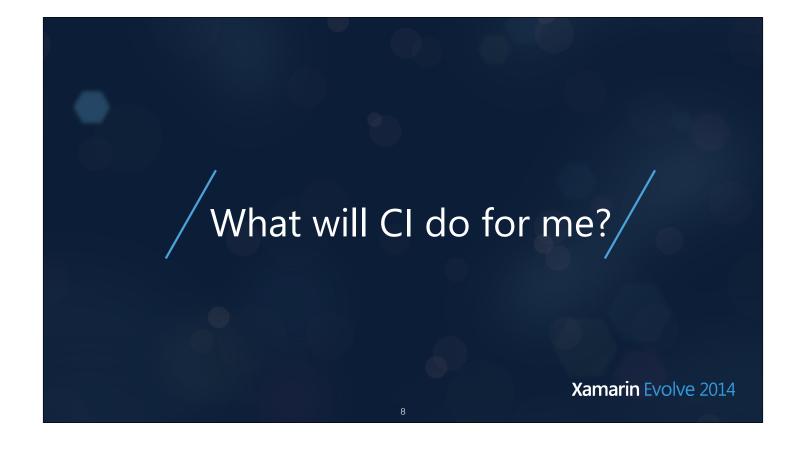
5

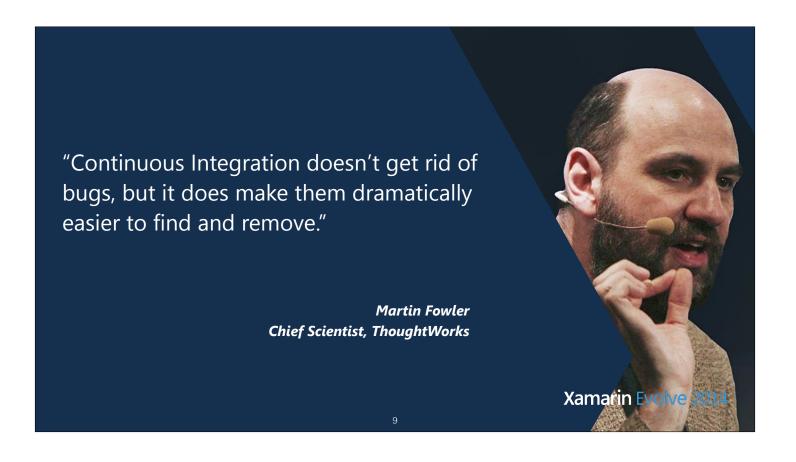
What Is Continuous Integration?

"Continuous Integration (CI) is a development practice that requires developers to integrate code into a shared repository several times a day. Each check-in is then verified by an automated build, allowing teams to detect problems early. "

Textbook Definition from ThoughtWorks







Minimizes the "Merge Migraine"

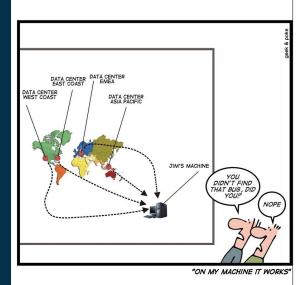
- Frequent integration results in smaller commits
- Easier to rollback small commits



Find Problems Quicker

- Detect errors close to the source
- Cheaper and easier to fix

SIMPLY EXPLAINED



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11

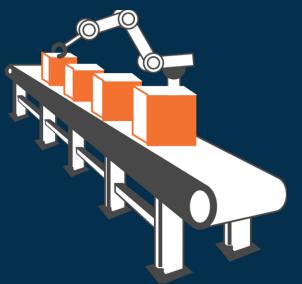
No more "Works on my Machine!"

- Consistent, <u>repeatable</u> builds
- App will work everywhere
- Less chance of build contamination



Deployable Software Any Time

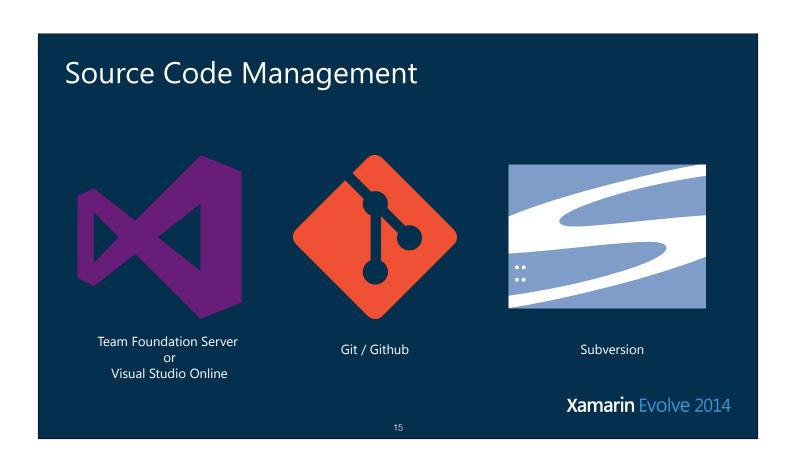
- "We need to show this to a customer NOW!"
- Get bug fixes out quicker
- Release new features easier
- Confidence in the Software



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19

What Do I Need for CI? Xamarin Evolve 2014



CI Server Software

Jenkins

- Open Source
- Windows & OS X
- Easy to setup
- Lots of plug-ins



CI Server Software

TeamCity

- Free Edition & Commercial Licenses
- Windows & OS X
- Easy to Install
- Scales Out
- Lots of Plugins



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17

CI Server Software

TFS

- Not Just Cl
- Windows Only Still Requires A Mac Build Host
- Requires Xamarin Pro or Business







Why Script the Build?

- Documentation
- Traceability
- Developers can use it too!
- Easier to Debug and Maintain
- Simplifies Setting up the CI Server



Build Scripts

Option #1: Rake

- A DSL for Builds
- Lots of Gems to support builds
- Works on both Windows & Mac



Sample: A Rakefile

```
desc "Compiles the Android and iOS projects."
task :build => [:clean, :build_android, :build_ios] do
end

desc "Builds a Debug and Release IPA."
task :build_ios do
   puts "Build the IPA:"
   system("#{@mdtool} \"--configuration:Debug|iPhone\" TaskyPro-Calabash.sln")
   system("#{@mdtool} \"--configuration:Release|iPhone\" TaskyPro-Calabash.sln")
end

desc "Build a Release APK."
task :build_android do
   system("#{@xbuild} /verbosity:diagnostic /t:SignAndroidPackage /
p:Configuration=Release ./Tasky.Droid/Tasky.Droid.csproj")
end
```

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Build Scripts

Option #2: Powershell (psake)

- A DSL written in Powershell for Builds
- Great for Windows
- Not as many plugins (gems) as Rake





Sample: PSake

```
task default -depends Test

task Test -depends Compile, Clean {
    $testMessage
}

task Compile -depends Clean {
    $compileMessage
}

task Clean {
    $cleanMessage
}
```

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Build Scripts

Option #3: FAKE - the F# make

- A DSL for Builds
- Works on Windows & Mac
- Very Rake-like



Sample: FAKE



Setting Up Test Cloud

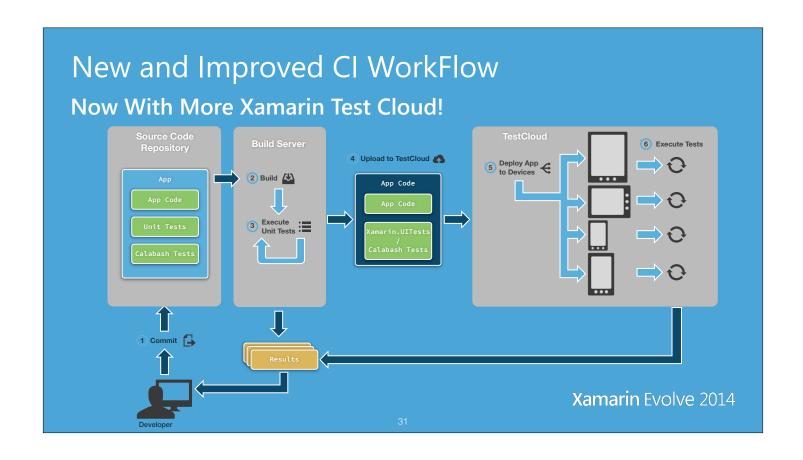
- Get a Test Cloud API key
- Create a Test Run to get the Device ID's for iOS & Android
- Install Calabash or Xamarin.UITest
- Install Calabash Component (for iOS)
- Update the Build Script

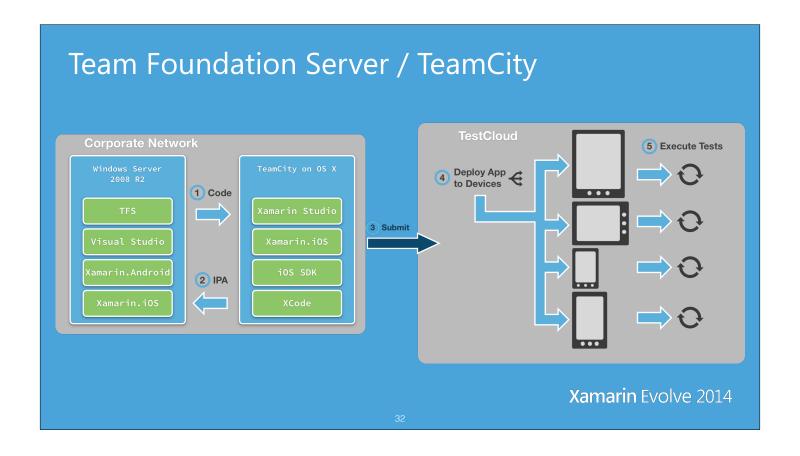


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29

Sample Rake Task for Xamarin Test Cloud











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Go Forth And Integrate Continuously

Tom Opgenorth

@topgenorth