

# Stucco: Start to Publish

Creating an open  
source module in  
minutes!

# Follow Along or Jump Ahead

You can see the slides:

- Slides
- One Page
- PDF
- PPTX

# Quick Intro

- Gilbert Sanchez
- Señor Systems Engineer at Meta
- Writing PowerShell for the last 10ish years

# Agenda

1. Install Modules
2. Setup Our Github Repo
3. Create Our Module
4. Commit
5. Publish

# Pre-Requisites

If you want to follow along on your computer here's what you should get ready.

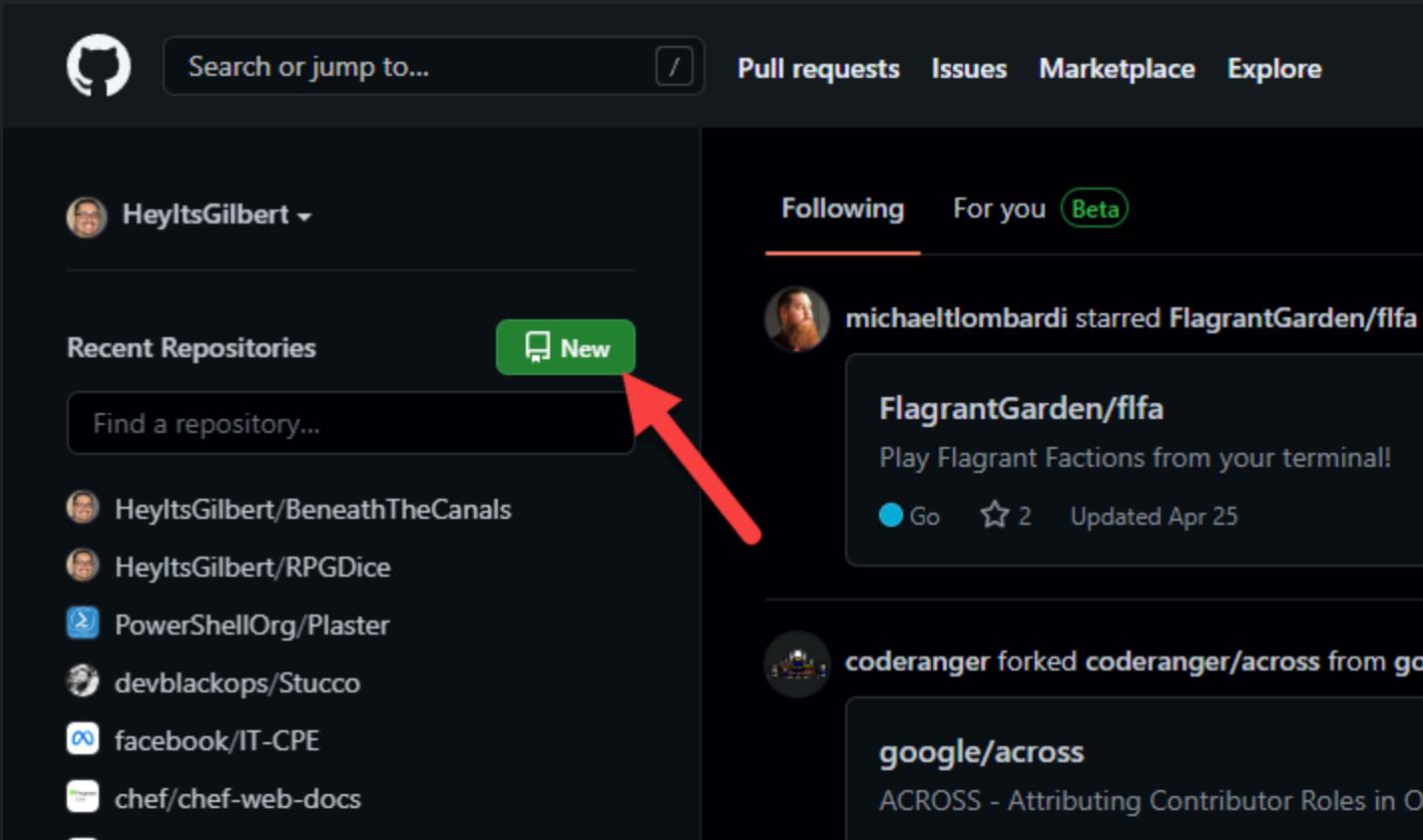
- Github account
- Git installed
- VS Code (Recommended)

# Install Stucco!

A good starting point.

Install-Module Stucco

# Configure Your Github Repository



# Create Repo & Check it Out

1. Pick a name, description, etc.
2. Create Repository
3. Check it out!

# Create Your Module

New-StuccoModule

Follow the prompts

# Let's Examine

- Repo Layout
- Requirements.ps1
- psakeFile.ps1
- Build.ps1

# Build

```
.\build.ps1 -Task Test
```

Or in VS Code

*Terminal -> Run Task -> Test*

# Commit your code!

```
git add .  
git commit -m "Initial commit!"  
git push
```

# Get Ready for PSGallery

1. Login to PSGallery
2. Create API keys
3. Copy

# Put Your API Key into Github

1. Go to your new repo
2. Settings
3. Secrets -> Actions
4. "PS\_GALLERY\_KEY" and paste

# Time to Publish

At this point your code should be ready to publish.

- `Publish.yaml`
- `Mkdocs.yaml`

# Bonus: Test Results on PR's

1. \$PSBPreference.Test.OutputFormat = 'JUnitXml'
2. Upload your unit tests via upload-artifact
3. Use EnricoMi/publish-unit-test-result-action@v1

See [CI.yaml](#)

# Thank you!

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