

Developer WorkBench

Developer WorkBench

People matter, results count.



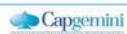
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Developer WorkBench

Document History

Date	Course Version No.	Software Version No.	Developer / SME	Change Record Remarks
21/11/2011	1.0	Maven-3.0	Rathnajothi Perumalsamy	Content Creation
16/05/2016	1.1	Maven-3.3.9	Zainab	Modified as per TOC for ELTP



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Course Goals and Non Goals

- Course Goals

- Enabling Java/JEE projects to be build efficiently
- To understand PMD Tool with Eclipse

- Course Non Goals

- Generating reports and continuous integration of projects using Maven



Pre-requisites

Course Pre-reqs:

- Learners should possess the following Technical Skills:
 - Java
 - Servlets
 - JSP
 - XML
 - Working knowledge in Eclipse Luna
- Lab should have the following Software Requirements:
 - Java 8
 - Eclipse Luna
 - pmd-eclipse-site-3.2.3.v200712041040.zip
 - Can be downloaded from <http://pmd.sourceforge.net/index.html>

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Intended Audience

- Developers.



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Day Wise Schedule

- Day 1

- Lesson 1: Introduction to Maven and Benefits
- Lesson 2: Maven Basics
- Lesson 3: Getting started with Maven
- Lesson 4: Creating applications using Maven in Eclipse Luna
- Lesson 5:PMD Tool



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 - 5.6: Customizing PMD



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References

- Books

- Apache Maven2 Effective Implementation by Maria Odea Ching and Brett Porter.
- Better Builds with Maven by Vincent Massol and Jason van Zyl
- The Maven Handbook by Tim O'Brien, stuart McCulloch and Brian Demers.(Sonatype)
- Apache Maven 3.0 Cookbook by Srirangan



References

- Websites

- <http://www.maven.apache.org>
- Maven 2 Plugins Project
- <http://mojo.codehaus.org/>
- <http://maven.apache.org/plugins/index.html>
- <http://pmd.sourceforge.net/>



- Popular Repository

- <http://repo1.maven.org/maven2/>

- Repository for Jboss

- <http://repository.jboss.org/maven2>

Other Parallel Technology Areas

- Ant
- Gradle
- Buildr



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Maven

Introduction to Maven

Lesson Objectives

- In this lesson, you will learn:
- Maven Overview
 - What is Maven?
 - Maven's Objective
- Maven's Principles
- Benefits of Maven



1.1.1 What is Maven?

1.1 Maven Overview

- Project Management and build tool hosted by Apache software foundation.
- Maven provides features such as:
 - Compilation
 - Deployment
 - Repository
 - Dependency
 - Reports
 - Site
 - Documentation
 - Portability

```
graph TD; Maven((Maven)) --- Compilation[Compilation]; Maven --- Deployment[Deployment]; Maven --- Repository[Repository]; Maven --- Dependency[Dependency]; Maven --- Reports[Reports]; Maven --- Site[Site]; Maven --- Documentation[Documentation]; Maven --- Portability[Portability]
```

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- **Maven** is a tool for project management and build automation.
- **Maven is not Ant++**
- Maven serves a similar purpose to the Apache Ant tool, but it is based on different concepts and works in a profoundly different manner.
- Maven is hosted by the Apache Software Foundation, where it was formerly part of the Jakarta Project.
- It is pronounced as “May-ven” and Maven is a Yiddish (Jewish Lang) word which means “**accumulator of knowledge**“.

Actually, there is a open source project named Jakarta Turbine which was facing complexity issues with module build processes and atlast the Apache team came up with a solution to simplify this build process which was than termed as Apache Maven.

Maven provides features such as:

- Build tool Capabilities
- Run Reports
- Generate a website
- Dependency Management
- Repositories (Reusable Plug-ins)
- Continuous Integration build systems
- Portable
- Building configuration using maven are portable to another machine without any effort

1.1.3 Maven's Objective

1.1 Maven Overview

- Maven allows to comprehend the complete state of a development effort in the shortest period of time.
- To attain this goal, Maven deals with:
 - Making the build process easy
 - Providing a uniform build system
 - Familiarize with automatic project build makes to navigate through multiple projects easily.
 - Providing quality project information
 - Project information provided in POM file improves the reusability of resources.
 - Providing guidelines for best practices development
 - Allowing transparent migration to new features
 - Easy way of installing new or updated plugins

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Maven allows to comprehend the complete state of a development effort in the shortest period of time. To attain this goal, Maven deals with:

Making the build process easy:

While using Maven doesn't eliminate the need to know about the underlying mechanisms, Maven does provide a lot of shielding from the details.

Providing a uniform build system:

Maven allows a project to build using its project object model (POM) and a set of plugins that are shared by all projects using Maven, providing a uniform build system. Once you familiarize yourself with how one Maven project builds you automatically know how all Maven projects build saving you immense amounts of time when trying to navigate many projects.

Providing quality project information:

Maven provides plenty of useful project information that is in part taken from your POM and in part generated from your project's sources. For example, Maven can provide:

- Change log document created directly from source control
- Cross referenced sources
- Mailing lists
- Dependency list
- Unit test reports including coverage

1.2 Maven Principles

- Maven provides following principles for creating a shared language:
 - Convention over Configuration
 - Declarative Execution
 - Coherent Organization of dependencies
- These principles allows developers to communicate more effectively at higher level of abstraction.
- It also allows team members to get on with the important work of creating value at the application level.
- It improves the software development process.

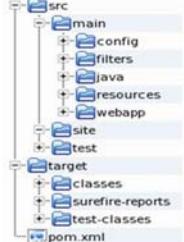


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1.2.1 Convention over configuration

1.2 Maven Principles

- Facilitate a uniform build system that speeds up the development cycle.
- There are three primary conventions that Maven employs to promote a familiar development environment:
 - Standard Project Layout
 - Standard Naming conventions
 - One Primary Output per Project
- Maven will require almost zero effort, if convention is followed.



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Conventions over configuration used to facilitate a uniform build system that speeds up the development cycle.

There are three primary conventions that Maven employs to promote a standardized development environment:

Standard Project Layout:

Having a common directory layout would allow for users familiar with one Maven project to immediately feel at home in another Maven project. The advantages are analogous to adopting a site-wide look-and-feel.

Standard Naming conventions

If multiple projects are involved, standard naming convention for directories provide clarity and immediate comprehension.

One Primary Output per Project:

Instead of producing a single JAR file for entire project, Maven would encourage you to have three, separate projects: a project for the client portion of the application, a project for the server portion of the application, and a project for the shared utility code portion.

This separation of concerns (SoC) principle used to achieve the required engineering quality factors such as adaptability, maintainability, extendibility and reusability.

If you follow the convention, Maven will require almost zero effort - just put your source in the correct directory and Maven will take care of the rest.

1.2 Maven Principles

- Maven is driven in a declarative fashion using Project Object Model (POM) and specifically the plugin configurations contained in the POM.
- **POM**
 - POM consists of entire Project information in an xml document(pom.xml)
 - POM plays a vital role that drives maven execution as Model driven execution.
 - POM file can be inherited to reuse the project resources in another project.
- **Build Life cycle**
 - In Maven, Build life cycle consists of series of phases where each phase can perform one or more actions.
 - Facilitates Automatic Build Process.



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Maven is driven in a declarative fashion using Maven's Project Object Model (POM) and specifically the plug-in configurations contained in the POM.

1.2.3 Reuse of Build Logic

1.2 Maven Principles

- Plugins are the central feature of Maven that allow for the reuse of common build logic across multiple projects.
- Encapsulates build logic into coherent modules called plugins
- Project build can be customized by using existing or custom plugin.
- Everything is a plug-in
 - Compilation
 - Unit testing
 - Deployment
 - Documentation
- The execution of Maven's plugins is coordinated by Maven's build life cycle with instructions from Maven's POM

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Maven uses SoC principle to promote reuse of build logic by encapsulating build logic into coherent modules called plugins. In Maven, there is a plug-in for compiling source code, a plug-in for running tests, a plug-in for creating JARs, a plug-in for creating Javadocs, and many other functions. Plugins are the key building blocks for everything in Maven.

1.2.4 Coherent Organization of dependencies

1.2 Maven Principles

- A dependency is a reference to a specific artifact that resides in a repository.
- Dependencies are requested in a declarative fashion with dependency's coordinates by looking up in repositories.
- There are two repositories available:
 - Local Repository
 - By default, Maven creates your local repository in `~/.m2/repository`
 - Remote Repository
 - Default central Maven repository:
 - <http://repo1.maven.org/maven2/>

```
graph TD; POM[POM] -- 1 --> Maven[Maven]; Maven -- 2 --> LocalRepository[Local Repository]; Maven -.-> RemoteRepository[Remote Repository]; RemoteRepository -.-> 3[Maven]
```

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When a dependency is declared within the context of your project, Maven tries to satisfy that dependency by looking in repositories. Maven uses a local repository to resolve its dependencies. If not found one or more remote repositories are consulted to find a dependency. If found, the dependency is downloaded to the local repository and used from the local repository.

1.3 Benefits of Maven

- Encourages best practices
- Provides a uniform build system and consistent usage across all projects
- Provides dependency management including automatic updating, dependency closures (also known as transitive dependencies)
- Provides reuse of build logic
- Defines project standard directory layout
- Helps to reduce the duplication of dependent software libraries (jars) required to build an application
- Stores all the software libraries or artifacts in a remote stores called as Maven repositories



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Maven can provide benefits for your build process by employing standard conventions and practices to accelerate your development cycle while at the same time helping you achieve a higher rate of success.

Summary

- In this lesson, you have learnt:
- Maven Overview
- What is Maven?
- Maven's Objective
- Maven's Principles
- Benefits of Maven



Review Question

■ Question 1: To promote standardized development environment, Maven uses

- Option 1: Standard directory Layout
- Option 2: No Naming Conventions
- Option 3: Build.xml file creation
- Option 4: None of the above



■ Question 2: Order of repository invocation:

- Option 1: pom.xml Remote Repository, local repository
- Option 2: pom.xml, local repository and remote repository
- Option 3: local repository, settings.xml and remote repository

Maven

Lesson 02
Maven Basics

Lesson Objectives

- POM
- Standard Directory Structure
- Build Life Cycle
- Plug-in
- Dependency Management
- Resolving Dependency Conflicts
- Repositories



2.1 Project Object Model(POM)

- POM = Project Object Model = pom.xml
- Contains metadata about the Project
 - Location of directories, Developers/Contributors, Issue tracking system, Dependencies, Repositories to use, etc
- Example:

```
<project>
  <modelVersion>1.0.0</modelVersion>
  <groupId>com.example</groupId>
  <artifactId>my-app</artifactId>
  <name>my maven app</name>
  <version>1.0-SNAPSHOT</version>
  <packaging>jar</packaging>
  <dependencies/>
  <build/>
  [...]
```

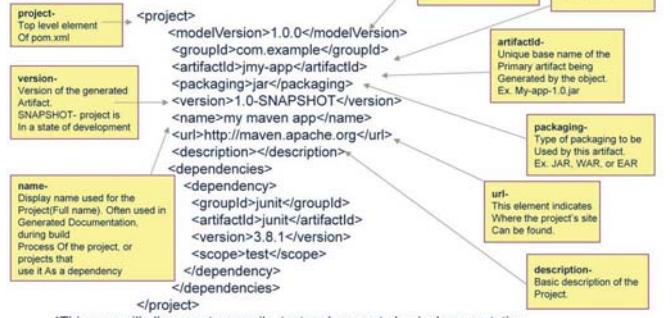
Minimal POM



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2.1 Project Object Model(POM)

Declarative execution- POM model.
pom.xml



*This pom will allow you to compile, test and generate basic documentation.



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The **<project>** element is the root of the project descriptor.

<modelVersion> : Declares to which version of project descriptor this POM conforms.

<groupId> : A universally unique identifier for a project. It is normal to use a fully-qualified package name to distinguish it from other projects with a similar name (eg. org.apache.maven).

<artifactId> : The identifier for this artifact that is unique within the group given by the group ID. An artifact is something that is either produced or used by a project. Examples of artifacts produced by Maven for a project include: JARs, source and binary distributions, and WARs.

<packaging> : The type of artifact this project produces, for example jar war ear pom. Plugins can create their own packaging, and therefore their own packaging types, so this list does not contain all possible types.

Default value is: jar.

<Name> : The full name of the project.

<url> : The URL to the project's homepage.

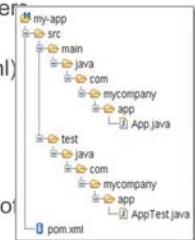
<Version> : The current version of the artifact produced by this project.

<description> : A detailed description of the project, used by Maven whenever it needs to describe the project, such as on the web site.

<dependencies>: This element describes all of the dependencies associated with a project. These dependencies are used to construct a classpath for your project during the build process. They are automatically downloaded from the repositories defined in this project.

2.2 Standard Directory Layout

- Having a common directory layout make the project easier to understand by other developer.
- It makes it easier to integrate plugins.
- Project home directory consists of POM(pom.xml) and two subdirectories initially:
 - src : contains all source code and
 - test: contains test source codes
- Target directory generated after the compilation of sources.



Directory structure
before project execution



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Advantages:

- A developer familiar with Maven will quickly get familiar with a new project
- No time wasted on re-inventing directory structures and conventions

2.2 Standard Directory Layout

- Listing out few subdirectories in src directory

Directory name	Purpose
src/main/java	Contains the deliverable Java source code for the project.
src/main/resources	Contains the deliverable resources for the project, such as property files.
src/test/java	Contains the testing classes (JUnit or TestNG test cases, for example) for the project.
src/test/resources	Contains resources necessary for testing.
src/site	Contains files used to generate the Maven project website.



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The src directory has a number of subdirectories, each of which has a clearly defined purpose. Listing out few subdirectories in src directory:

src/main/java - Contains the deliverable Java source code for the project.

src/main/resources - Contains the deliverable resources for the project, such as property files.

src/test/java - Contains the testing classes (JUnit or TestNG test cases, for example) for the project.

src/test/resources - Contains resources necessary for testing.

src/site - Contains files used to generate the Maven project website.

2.3 Plug-in

- Maven is built using a plugin-based architecture
- Each step in a lifecycle flow is called a phase. Zero or more plugin goals are bound to a phase.
- A plugin is a logical grouping and distribution (often a single JAR) of related goals, such as JARing.
- A goal, the most granular step in Maven, is a single executable task within a plugin.
- For example, discrete goals in the jar plugin include packaging the jar (jar:jar), signing the jar (jar:sign), and verifying the signature (jar:sign-verify).



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Plugin	Description
Core plugins	Plugins corresponding to default core phases (ie. clean, compile). They may have multiple goals as well.
clean	Clean up after the build.
compiler	Compiles Java sources.
deploy	Deploy the built artifact to the remote repository.
failsafe	Run the JUnit integration tests in an isolated classloader.
install	Install the built artifact into the local repository.
resources	Copy the resources to the output directory for including in the JAR.
site for Maven 2	Generate a site for the current project.
surefire	Run the JUnit unit tests in an isolated classloader.
Verifier	Useful for integration tests - verifies the existence of certain conditions.

2.3 Plug-in

- A plugin provides a set of goals that can be executed using the following syntax:
 - mvn [plugin-name]:[goal-name]
- Plugins reduces the repetitive tasks involved in the programming.
- Plugins are configured in a <plugins>-section of a pom.xml file as shown below

```
<plugins>
<plugin>
<groupId>org.apache.maven.plugins</groupId>
<artifactId>maven-compiler-plugin</artifactId>
<version>2.0</version>
<configuration>
<source>1.5</source>
<target>1.5</target>
</configuration>
</plugin>
</plugins>
```

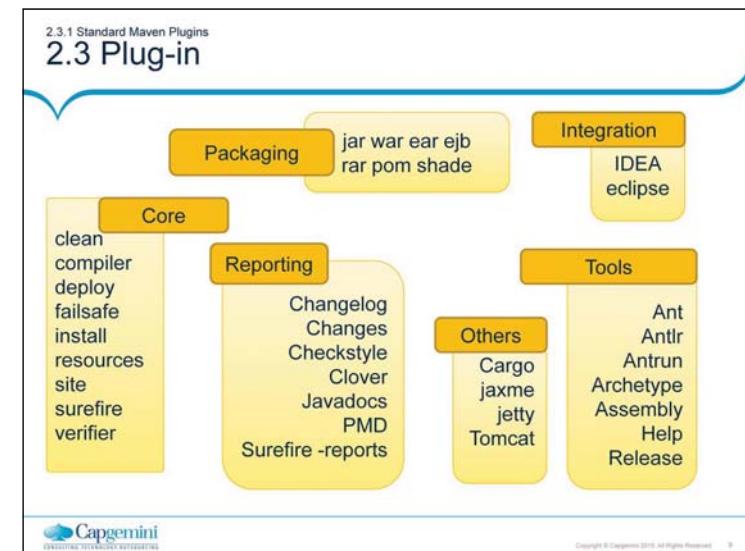


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For example, configuring the Java compiler to allow JDK 5.0 sources in a project. This is as simple as adding this following to your POM:

```
<project>
...
<build>
<plugins>
<plugin>
<groupId>org.apache.maven.plugins</groupId>
<artifactId>maven-compiler-plugin</artifactId>
<version>2.0</version>
<configuration>
<source>1.5</source>
<target>1.5</target>
</configuration>
</plugin>
</plugins>
</build>
...
</project>
```

This plugin will be downloaded and installed automatically, if it is not present on your local system.



To see the most up-to-date list browse the Maven repository at <http://repo1.maven.org/maven2/>, specifically the [org/apache/maven/plugins](#) subfolder. (*Plugins are organized according to a directory structure that resembles the standard Java package naming convention*)

2.3 Plug-in

- Standard Plugin Configuration:
 - Build plugins will be executed during the build and they should be configured in the <build/> element from the POM.
 - All plugins should have minimal required informations: groupId, artifactId and version
- A mojo (build task) within a plug-in is executed when the Maven engine executes the corresponding phase on the build life cycle.

2.4 Build Life Cycle

- In Maven, process for building and distributing artifact is clearly defined in the form of life cycle.
- Each lifecycle contains phases in a specific order, and zero or more goals are attached to each phase.
- For example, the compile phase invokes a certain set of goals to compile a set of classes.
- Similarly phases are available for testing, installing artifacts,..
- There are three standard lifecycles in Maven
 - Clean
 - default (sometimes called build)
 - Handle project deployment
 - site



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2.4 Build Life Cycle

- clean lifecycle handles the cleaning of all project files generated by a previous build.
- Running mvn clean invokes the clean lifecycle

pre-clean	executes processes needed prior to the actual project cleaning
clean	remove all files generated by the previous build
post-clean	executes processes needed to finalize the project cleaning



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2.4 Build Life Cycle

- The default lifecycle handles your project deployment.
- Some Key Phases in default life cycle are:
 - validate
 - compile
 - Test
 - Package
 - integration-test
 - Install
 - deploy



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validate - validate the project is correct and all necessary information is available

compile - compile the source code of the project

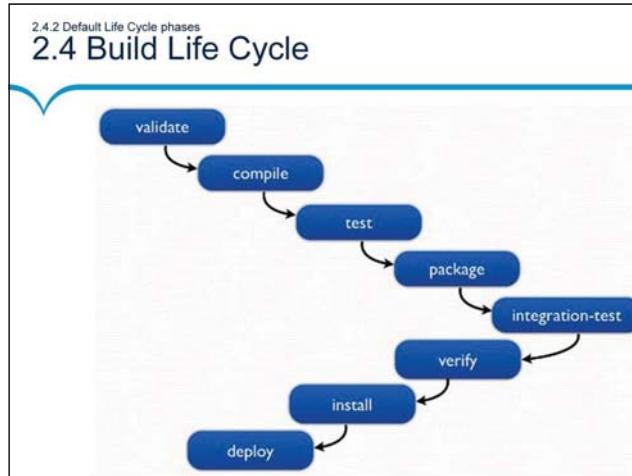
test - test the compiled source code using a suitable unit testing framework. These tests should not require the code be packaged or deployed

package - take the compiled code and package it in its distributable format, such as a JAR

integration-test - process and deploy the package if necessary into an environment where integration tests can be run

install - install the package into the local repository, for use as a dependency in other projects locally

deploy - done in an integration or release environment, copies the final package to the remote repository for sharing with other developers and projects



The default lifecycle of Maven first validates the project, like checking the consistency of pom.xml file, and then it tries to compile the code. If the compile is successful, it then tries to run the test against the compiled code, package the project in the specified format, run the integration tests against that package, verify the package by checking for the validity, install the verified package to the local repository, and finally deploy the package in the specified environment.

To execute phases/goals we can follow the notation below in the command line:

```
mvn phase mvn phase:goal
```

We can also invoke multiple phases/goals within one command line, like:

```
mvn phase:goal mvn phase:goal phase:goal
```

When we invoke the *mvn integration-test* command, Maven executes all the phases that are registered before that phase. So the validate, compile, and package phases get executed before the integration-test phase.

2.4 Build Life Cycle

- Site lifecycle handles the creation of your project's site documentation.
- You can generate a site from a Maven project by running the following command:
 -

pre-site	executes processes needed prior to the actual project site generation
site	generates the project's site documentation
post-site	executes processes needed to finalize the site generation, and to prepare for site deployment
site-deploy	deploys the generated site documentation to the specified web server



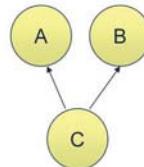
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2.5 Dependency Management

- The dependency management is a mechanism for centralizing dependency information.

- In Maven, Dependencies are defined in the POM.

```
<project ...>
... <dependencies>
<dependency>
<groupId>junit</groupId>
<artifactId>junit</artifactId>
<version>3.8.1</version>
<scope>test</scope>
</dependency>
</dependencies>
</project>
```



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- Dependency: a third-party or project-local software library (JAR or WAR file) of one project will be reused in another projects.

- In Maven, Dependencies are defined in the POM.

Dependency scope is used to limit the transitivity of a dependency, and also to affect the classpath used for various build tasks.

There are 6 scopes available:

- Compile - This is the default scope, used if none is specified. Compile dependencies are available in all classpaths of a project. Furthermore, those dependencies are propagated to dependent projects.

- Provided - This is much like compile, but indicates you expect the JDK or a container to provide the dependency at runtime.

. For example, when building a web application for the Java Enterprise Edition, you would set the dependency on the Servlet API and related Java EE APIs to scope provided because the web container provides those classes. This scope is only available on the compilation and test classpath, and is not transitive.

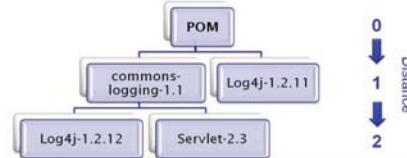
- **Runtime** - This scope indicates that the dependency is not required for compilation, but is for execution. It is in the runtime and test classpaths, but not the compile classpath.
- **Test** - This scope indicates that the dependency is not required for normal use of the application, and is only available for the test compilation and execution phases.
- **System** - This scope is similar to provided except that you have to provide the JAR which contains it explicitly. The artifact is always available and is not looked up in a repository.
- **import** - This scope is only used on a dependency of type pom in the <dependencyManagement> section. It indicates that the specified POM should be replaced with the dependencies in that POM's <dependencyManagement> section. Since they are replaced, dependencies with a scope of import do not actually participate in limiting the transitivity of a dependency.

Transitive Dependencies:

- Resolves Dependencies of dependencies are called transitive dependencies, and they are made possible by the fact that the Maven repository stores more than just bytecode; it stores metadata about artifacts.
- Transitive dependencies allows you to avoid needing to discover and specify the libraries that your own dependencies require, and including them automatically.
- For example, if you define a dependency to commons-logging and commons-logging itself defines a dependency to log4j, the commons-logging.jar and log4j.jar will be added to your build process. More formally spoken, transitiveness means that if A->B and B->C then A->C

2.6 Resolving Dependency Conflicts

- Conflicts arise in Maven when the same dependency (Ex. Log4j) of different version is identified in dependency graph.
- While resolving such conflicts Maven traverses the dependency in a top down manner and selects the version "nearest" to the top of the tree.
- For an Example, looking for Log4j-1.2.12 dependency in a dependency graph as shown below.
- In this image Log4j-1.2.11 is selected as it is closer to the root of the tree.



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As the tree grows, it is inevitable that two or more artifacts will require different versions of a particular dependency.

For an Example: The sample project defines two direct dependencies: One to commons-logging-1.1 and one to log4j-1.2.11. Now, because Maven transitively loads all dependencies that are defined for commons-logging-1.1, a second version of log4j (V1.2.12) pops up in the dependency tree.

Which dependency will be used by the build process?

Answer : log4j-1.2.11 is been loaded as it is the nearest to the top of the tree.

The dependency version to be used by the build process can be recommended as follows:

```
<dependency>
    <groupId>log4j</groupId>
    <artifactId>log4j</artifactId>
    <version>1.2.12</version>
</dependency>
```

2.7 Repositories

- Repositories store a collection of artifacts used by Maven during dependency resolution for a project.
- An artifact is a resource generated by maven project usually bundled as a JAR, WAR, EAR, or other code-bundling type.
- For an example, junit.jar is an artifact.
- An artifact in repositories can be uniquely identified using coordinates:
 - The group ID
 - The artifact ID
 - The version
- Maven has two types of repositories:
 - Local
 - Remote

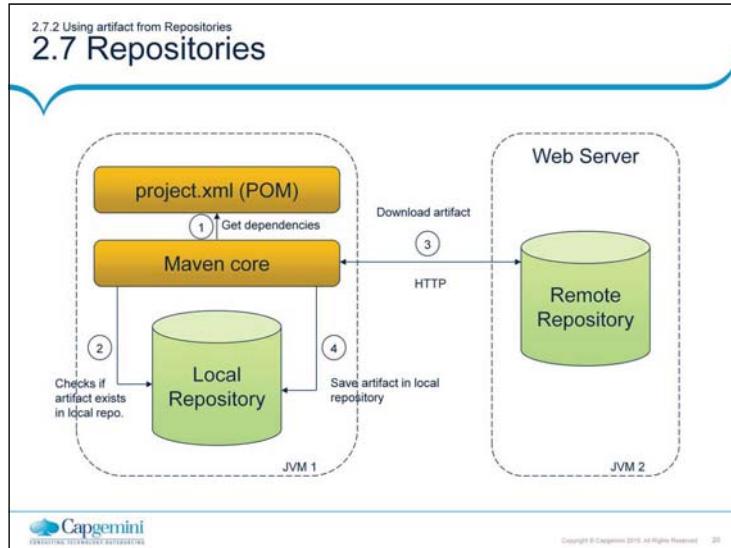


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The poor approach:

Replicating all dependencies for every project (put in /lib folder within the project)

- Dependencies are replicated and use more storage
 - Checking out a project will be slow
 - Difficult to keep track of versions
- The preferred solution: Use a repository



Summary

- POM
- Standard Directory Structure
- Build Life Cycle
- Plug-in
- Dependency Management
- Resolving Dependency Conflicts
- Repositories



Review Question

- Question 1: Clean Life cycle phases are _____, _____, _____.
- Question 2: Which command generates default Site for a Maven Project?
- Question 3: Plugin used for running JUnit tests _____.
- Question 4: For identifying artifact in repositories, coordinates required are _____, _____ and _____.



Review Question

- Question 5: Invoking the deploy phase deploys the application in which environment?
 - Option 1: Local repository
 - Option 2: Release environment
 - Option 3: External Repository



Maven

Lesson 03 : Getting Started
with Maven

Lesson Objectives

- In this lesson, you will learn about:
 - Installation and setup Maven
 - Download and Install Maven
 - Configure settings.xml file
 - Creating your first project using Maven commands
 - Creating Project Template
 - Compiling project
 - Testing the sources



3.1.1 Download and Install Maven

3.1 Installation and Setup Maven

- Download Maven from Website:
 - <http://maven.apache.org/download.html>
- Unzip the distribution archive into the directory you wish to install Maven.
- Set these environment variables:
 - Maven installation directory:
 - M2_HOME=/usr/local/apache-maven/apache-maven-3.3.9.
 - Java installation directory:
 - JAVA_HOME=/usr/java/jdk1.8.0_31
- Set the path to Java and Maven Home environment variables:
 - path:
 - path =%path%;JAVA_HOME/bin;M2_HOME/bin;

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3.1.2 Configuring Settings.xml file

3.1 Installation and Setup Maven

- Configure settings.xml file with the following content:

```
<settings>
  <proxies>
    <proxy>
      <active>true</active>
      <protocol>http</protocol>
      <host>proxy.company.com</host>
      <port>8080</port>
      <username>your-username</username>
      <password>your-password</password>
    </proxy>
  </proxies>
</settings>
```

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If you are behind a firewall, then you will have to set up Maven to understand and download required plugins from repository. To do this, create a <your-home directory>/.m2/settings.xml file with the following content:

For Example:

```
<settings>
  <proxies>
    <proxy>
      <id>optional</id>
      <active>true</active>
      <protocol>http</protocol>
      <username>username</username>
      <password>password</password>
      <host>192.168.104.40.org.com</host>
      <port>8080</port>
      <nonProxyHosts>local.net|some.host.com</nonProxyHosts>
    </proxy>
  </proxies>
</settings>
```

3.1 Installation and Setup Maven

■ Testing version of Maven:

```
mvn -version
```

- Gives information of Maven version & environment being used

```
C:\Users>mvn -version
Apache Maven 3.3.9 (bb52d8502b132ec0a5a3f4c09453c07478323dc5; 2015-11-10T22:11:4
7+05:30)
Maven home: D:\Softwares\apache-maven-3.3.9
Java version: 1.8.0_31, vendor: Oracle Corporation
Java home: C:\Program Files\Java\jdk1.8.0_31\jre
Default locale: en_US, platform encoding: Cp1252
OS name: "windows 7", version: "6.1", arch: "x86", family: "dos"
```



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3.2 Creating your First Project

- Archetype mechanism used to create first Maven Project.
- Archetype is a Maven project templating toolkit which is combined with some user input to produce a fully functional Maven project.
- To create Maven project execute the following command and follow the instructions:
 - mvn archetype:generate
 - The full list of archetypes will be displayed
 - Choose a number for selecting an archetype and provide the project information.(groupId, artifactId,...)
- Example:
 - mvn archetype:generate
 - DarchetypeGroupId=org.apache.maven.archetypes
 - DgroupId=com.mycompany.app -DartifactId=my-app



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“An archetype is defined as an original pattern or model from which all other things of the same kind are made.”

You may want to standardize J2EE development within your organization so you may want to provide archetypes for EJBs, or WARs, or for your web services. Once these archetypes are created and deployed in your organization's repository they are available for use by all developers within your organization.

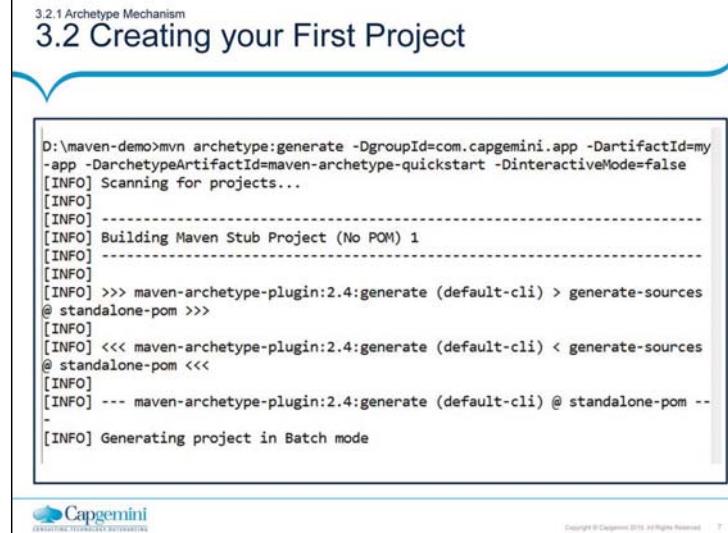
Archetypes are packaged up in a JAR and they consist of the archetype metadata which describes the contents of archetype and a set of Velocity templates which make up the prototype project.

To create Maven project execute the following command and follow the instructions:

```
mvn archetype:generate
```

If this is the first time you have run the archetype plugin, you will notice that Maven spends some time downloading the archetype functionality as well as the other Java libraries that it uses. These files are stored in your local repository for re-use in the future.

Once the downloads finish from the earlier archetype command, you will be prompted (with a long list!) to select an archetype to generate the project from.



The screenshot shows a terminal window with the following command and its output:

```
D:\maven-demo>mvn archetype:generate -DgroupId=com.capgemini.app -DartifactId=my-app -DarchetypeArtifactId=maven-archetype-quickstart -DinteractiveMode=false  
[INFO] Scanning for projects...  
[INFO]  
[INFO] -----  
[INFO] Building Maven Stub Project (No POM) 1  
[INFO] -----  
[INFO] >>> maven-archetype-plugin:2.4:generate (default-cli) > generate-sources @ standalone-pom >>>  
[INFO]  
[INFO] <<< maven-archetype-plugin:2.4:generate (default-cli) < generate-sources @ standalone-pom <<<  
[INFO]  
[INFO] --- maven-archetype-plugin:2.4:generate (default-cli) @ standalone-pom --  
-  
[INFO] Generating project in Batch mode
```

At the bottom of the terminal window, there is a Capgemini logo and the text "Copyright © Capgemini 2010. All Rights Reserved 7".

Among the many choices, the default is the quick start archetype that is used in Maven's getting started guide. This is a good choice for a minimal Maven project or an archetype from which new modules can be built (particularly for JAR projects).

Each Maven project needs some coordinates to allow it to be identified by other Maven projects. These are called the group ID, artifact ID, and version (sometimes referred to as the GAV).

Group ID: An identifier for a collection of related modules. This is usually a hierarchy that starts with the organization that produced the modules, and then possibly moves into the increasingly more specialized project or sub-projects that the artifacts are a part of. This can also be thought of as a namespace, and is structured much like the Java package system.

Artifact ID: The Artifact ID is a unique identifier for a given module within a group.

Version: The version is used to identify the release or build number of the project.

3.2 Creating your First Project

```
[INFO] Parameter: basedir, Value: D:\maven-demo  
[INFO] Parameter: package, Value: com.capgemini.app  
[INFO] Parameter: groupId, Value: com.capgemini.app  
[INFO] Parameter: artifactId, Value: my-app  
[INFO] Parameter: packageName, Value: com.capgemini.app  
[INFO] Parameter: version, Value: 1.0-SNAPSHOT  
[INFO] project created from Old (1.x) Archetype in dir: D:\maven-demo\my-app  
[INFO] -----  
[INFO] BUILD SUCCESS  
[INFO] -----  
[INFO] Total time: 16.301 s  
[INFO] Finished at: 2016-05-13T02:18:12+05:30  
[INFO] Final Memory: 10M/26M  
[INFO] -----
```



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In Maven, there are two types of versions: releases and snapshots (those that end in -SNAPSHOT). A snapshot should always be used by the projects during development as it has a special meaning to Maven to indicate that development is still occurring and that the project may change. A release is assumed never to change, so release versions (such as 1.1, 2.0, or 3.0-beta-5) should only be used for a single state of the project when it is released, and then updated to the next snapshot.

The final prompt for a **package** is the Java package that will be used for source code. It is not the packaging type that to take by the project as that is provided by the archetype itself.

After entering the values above, prompt will be displayed to confirm that the values are as you intended, and then the project will be created. If the below highly desirable banner displayed, then congratulations—Maven project created successfully!

```
[INFO] -----  
[INFO] BUILD SUCCESSFUL  
[INFO] -----
```

3.2.2 Viewing Project structure

3.2 Creating your First Project

- To view the project structure which is created based on archetype, execute the following command:

- tree application-name

```
D:\maven-demo>tree my-app
Folder PATH listing
Volume serial number is 00000002 8A01:5839
D:\MAVEN-DEMO\my-app
+-- src
|   +-- main
|   |   +-- java
|   |   |   +-- com
|   |   |       +-- capgemini
|   |   |           +-- app
|   +-- test
|       +-- java
|           +-- com
|               +-- capgemini
|                   +-- app
```

- The src/main/java directory contains the basic java application, while pom.xml specifies the information Maven needs to know.
- This directory structure has followed the Maven convention, which requires a minimal amount of configuration to construct a functional build.

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3.2 Folder Structure



3.2.3 Compiling Project

3.2 Creating your First Project

- For Compiling your application sources, execute the following command:

- mvn compile

```
D:\maven-demo\my-app>mvn compile
[INFO] Scanning for projects...
[INFO]
[INFO] ------------------------------------------------------------------------
[INFO] Building my-app 1.0-SNAPSHOT
[INFO] ------------------------------------------------------------------------
[INFO] --- maven-resources-plugin:2.6:resources (default-resources) @ my-app ---
[WARNING] Using platform encoding (Cp1252 actually) to copy filtered resources,
i.e. build is platform dependent!
[INFO] skip non-existing resourceDirectory D:\maven-demo\my-app\src\main\resources
[INFO]
[INFO] --- maven-compiler-plugin:3.1:compile (default-compile) @ my-app ---
[INFO] Changes detected - recompiling the module!
[WARNING] File encoding has not been set, using platform encoding Cp1252, i.e. build is platform dependent!
[INFO] Compiling 1 source file to D:\maven-demo\my-app\target\classes
[INFO]
[INFO] BUILD SUCCESS
[INFO]
[INFO] ------------------------------------------------------------------------
[INFO] Total time: 5.699 s
[INFO] Finished at: 2016-05-14T22:40:51+05:30
[INFO] Final Memory: 10M/26M
[INFO]
```

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For Compiling your application sources, execute the following command:

- mvn compile

After compilation, the compiled classes generated in the default target directory i.e target/classes.

The compiler plugin was used to compile the application sources, that maps to the Maven's default build life cycle.

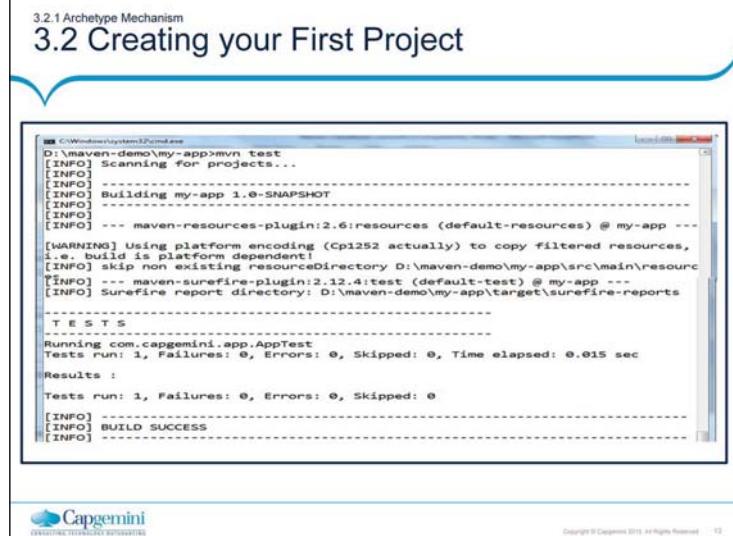
3.2 Creating your First Project

- After successfully compiling application's sources, testing phase in the lifecycle will be performed.
- Use the following simple command to test:
 - mvn test
- Before compiling and executing the tests, Maven compiles the main code.
- mvn test will always run the compile and test-compile phases.
 - compile : Compiles Application sources.
 - test-compile: Compile tests
- Test logs are written under target/surefire-reports.
- Debugging an application can be done by viewing the test logs.



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- After successfully compiling application's sources, testing phase in the lifecycle will be performed.
- Use the following simple command to test:
 - mvn test
- Maven downloads more dependencies this time. These are the dependencies and plugins necessary for executing the tests.
- Before compiling and executing the tests, Maven compiles the main code.
- mvn test will always run the compile and test-compile phases.
 - compile - Compiles the application source codes.
 - test-compile - compiles the test codes.



3.2.5 Packaging and Installation to Local Repository

3.2 Creating your First Project

- **Packaging an Application**
 - Artifact creation can be accomplished by executing the following command:
 - mvn package
 - Artifact will be created based on the packaging element value in the pom.xml file.
 -/target directory contains generated artifact of a project.
- **Installation of artifact into local repository:**
 - The directory <home directory>/.m2/repository is the default location of the repository
 - Once artifact installed, it can be used by other projects as a dependency.
 - To install, execute the following command:
 - mvn install

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Packaging an Application:

- Artifact creation can be accomplished by executing the following command:
 - mvn package
- Artifact will be created based on the packaging element value in the pom.xml file.
-/target directory contains generated artifact of a project.

Installation of artifact into local repository:

- The directory <home directory>/.m2/repository is the default location of the repository
- Once artifact installed, it can be used by other projects as a dependency.
- To install, execute the following command:
 - mvn install
- This command can be used instead most of the time, as it will process all of the previous phases of the build life cycle (generate sources, compile, compile tests, run tests, etc.).

3.2.1 Archetype Mechanism

3.2 Creating your First Project

```
D:\maven-demo>cd my-app
D:\maven-demo\my-app>mvn package
[INFO] Scanning for projects...
[INFO]
[INFO] -----
[INFO] Building my-app 1.0-SNAPSHOT
[INFO] -----
[INFO]
[INFO] --- maven-resources-plugin:2.6:resources (default-resources) @ my-app ---
[WARNING] Using platform encoding (Cp1252 actually) to copy filtered resources,
i.e. build is platform dependent!
[INFO] skip non existing resourceDirectory D:\maven-demo\my-app\src\main\resources
[INFO]
[INFO] --- maven-compiler-plugin:3.1:compile (default-compile) @ my-app ---
[INFO] Changes detected - recompiling the module!
[WARNING] File encoding has not been set, using platform encoding Cp1252, i.e. build is platform dependent!
[INFO] Compiling 1 source file to D:\maven-demo\my-app\target\classes
[INFO]
[INFO] --- maven-resources-plugin:2.6:testResources (default-testResources) @ my-app ---
[WARNING] Using platform encoding (Cp1252 actually) to copy filtered resources,
```



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3.2.1 Archetype Mechanism

3.2 Creating your First Project

```
[INFO]
[INFO] --- maven-jar-plugin:2.4:jar (default-jar) @ my-app ---
[INFO] BUILD SUCCESS
[INFO] -----
[INFO] Total time: 2.768 s
[INFO] Finished at: 2016-05-13T02:20:58+05:30
[INFO] Final Memory: 7M/19M
[INFO] -----
D:\maven-demo\my-app>java -cp target\my-app-1.0-SNAPSHOT.jar com.capgemini.app.A
pp
Hello World!
```

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3.2.6 Implementation of rich features in Maven

3.2 Creating your First Project

- Creating a simple site for a project can be done by running a command:
 - mvn site
- To remove target directory and remains project with old build data, execute the following command:
 - mvn clean
- Help command:
 - mvn help
 - For an example, to view the options for the maven-compiler-plugin, use the following command:
 - mvn help:describe -DgroupId=org.apache.maven.plugins \
 - DartifactId=maven-compiler-plugin -Dfull=true



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The screenshot shows a presentation slide with the title "3.2 Creating your First Project". Below the title is a code block containing a generated POM.xml file. A callout bubble highlights the URL element: <url><http://maven.apache.org></url>. The code block is as follows:

```
<project xmlns="http://maven.apache.org/POM/4.0.0" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" xsi:schemaLocation="http://maven.apache.org/POM/4.0.0 http://maven.apache.org/xsd/maven-4.0.0.xsd">
  <modelVersion>4.0.0</modelVersion>
  <groupId>com.capgemini.app</groupId>
  <artifactId>my-app</artifactId>
  <packaging>jar</packaging>
  <version>1.0-SNAPSHOT</version>
  <name>my-app</name>
  <url>http://maven.apache.org</url>
  <dependencies>
    <dependency>
      <groupId>junit</groupId>
      <artifactId>junit</artifactId>
      <version>3.8.1</version>
      <scope>test</scope>
    </dependency>
  </dependencies>
</project>
```

At the bottom left is the Capgemini logo, and at the bottom right is the text "Copyright © Capgemini 2010. All Rights Reserved 10".

The archetype has substituted the coordinates that it prompted for earlier in the **pom.xml** file . It has also added the jar packaging type to indicate that the build structure for the project is a Java application. A default name has been added, which you would typically change to something which describes the project better.

Maven's declarative project model defines a number of well-known properties that the whole build can reuse for a number of different purposes. For Example, even javadoc can be produced if requested.

The POM contains important pieces of information about the project, which include:

- The Maven coordinate of the project for reuse by other Maven projects
- The project name, description and license
- Project resource information such as the location of source control, issue tracking, and continuous integration
- The developers, contributors and organizations participating in the project

The POM will also include information about how the project should be built, such as:

- The source directory layout
- Dependencies on other projects
- Build requirements (by means of Maven plugins) and configuration

3.2.7 Demo on Project creation

3.2 Creating your First Project

- Creating and executing the “Hello World!” program



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3.2.8 Demo on Project creation

Lab: 1

- 1.1 : Getting Started With Maven
- 1.2 : Configuring Maven Settings
- 1.3 : Creating first standalone Maven application using archetype



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Summary

- In this lesson, you have learned about:
 - Installation and setup Maven
 - Download and Install Maven
 - Configure settings.xml file
 - Creating your first project using Maven commands
 - Creating Project Template
 - Compiling project
 - Testing the sources



Summary



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Review Question

■ Question1: _____ command execution will remove target directory and remains project with old build data.

- mvn compile
- mvn clean
- mvn stage
- mvn verify



■ Question2: Maven stores all the software libraries or artifacts in stores called a repository.

- True
- False

Maven

Creating Applications with Maven

Lesson Objectives

- In this lesson, you will learn about:
 - Overview
 - Testing your application
 - Generating Java Projects using Maven in Eclipse Luna
 - Setting Maven in Eclipse Environment
 - Adding/Updating Dependencies
 - Importing Project
 - Creating Maven Module
 - Creating Web application using Maven
 - Creating Maven web Module



4.1 Testing your application

- The Surefire Plugin is used during the test phase of the build lifecycle to execute the unit tests of an application.
- By default, these files are generated at \${basedir}/target/surefire-reports.
- The Surefire Plugin has only 1 goal:
 - surefire:test runs the unit tests of an application.
- By default, the Surefire plugin executes */Test*.java, */*Test.java, and */*TestCase.java test classes
- Use the following command to execute the unit tests:
 - mvn test
- To skip the entire unit test, use “-Dmaven.test.skip=true” option in command line.
- For example,
 - \$ mvn install -Dmaven.test.skip=true



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It generates reports in 2 different file formats:

- Plain text files (*.txt)
- XML files (*.xml)

4.1 Testing your application

- The Failsafe Plugin is used during the integration-test and verify phases of the build lifecycle to execute the integration tests of an application
- The Maven lifecycle has four phases for running integration tests:
 - pre-integration-test for setting up the integration test environment.
 - integration-test for running the integration tests.
 - post-integration-test for tearing down the integration test environment.
 - verify for checking the results of the integration tests.
- Use the following command to run and verify the integration test.
 - mvn verify



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The Failsafe Plugin has only 2 goals:

[failsafe:integration-test](#) runs the integration tests of an application.

[failsafe:verify](#) verifies that the integration tests of an application passed.

The Failsafe plugin will look for `**/IT*.java`, `**/*IT.java`, and `**/*ITCase.java`.

4.1.3 Running unit test in Integration test phase

4.1 Testing your application

- Add these code snippet in pom.xml

```
<!--  
    <executions>  
        <execution>  
            <id>unit-tests</id>  
            <phase>test</phase>  
            <goals>  
                <goal>test</goal>  
            </goals>  
            <configuration>  
                <!-- Never skip running the tests when the test phase is invoked -->  
                <skip>false</skip>  
                <includes>  
                    <!-- Include unit tests within integration-test phase. -->  
                    <include>**/*Tests.java</include>  
                </includes>  
                <excludes>  
                    <!-- Exclude integration tests within (unit) test phase. -->  
                    <exclude>**/*IntegrationTests.java</exclude>  
                </excludes>  
            </configuration>  
        </execution>  
    </executions>  
-->
```

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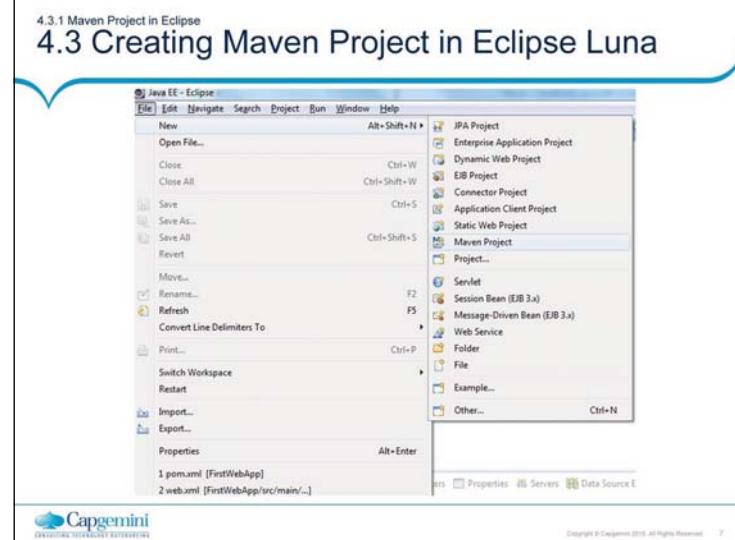
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4.2 Setting Maven in Eclipse Environment

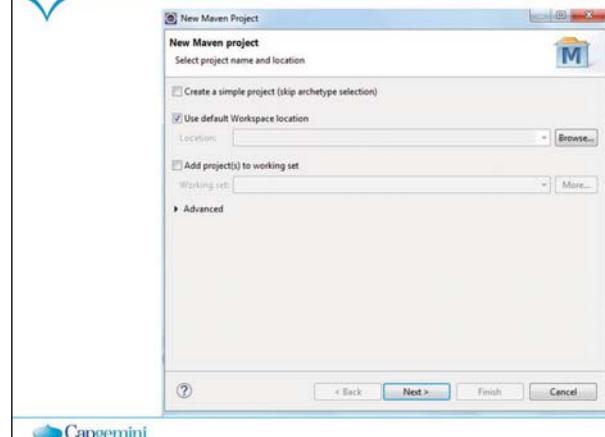
- Maven requires Eclipse using a JDK, instead of a JRE.
- To check with what Java version (JRE or JDK) Eclipse is running, do the following:
 - Open the menu item "Help > About Eclipse". (On the Mac, it's in the Eclipse-menu, not the Help-menu)
 - Click on "Installation Details".
 - Switch to the tab "Configuration"
 - Search for a line that starts with "-vm". The line following it shows which Java binary is used.



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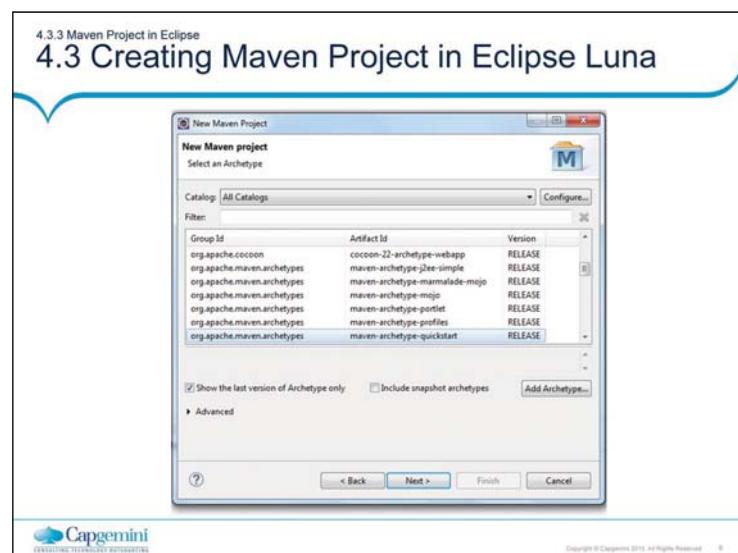


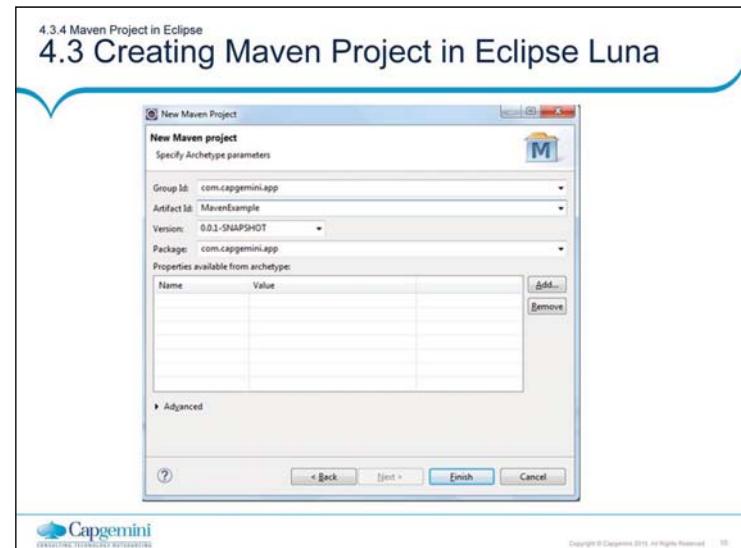
4.3 Creating Maven Project in Eclipse Luna



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4.3 Creating Maven Project in Eclipse Luna

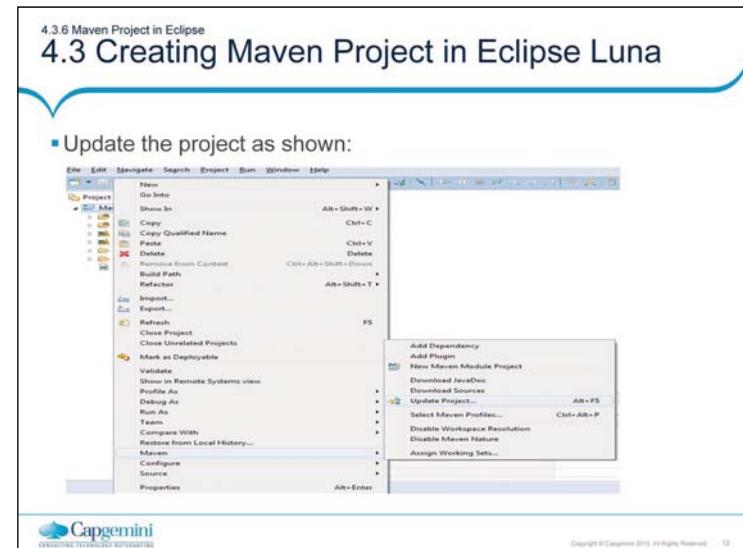
- Update the jUnit version to 4.11 in pom.xml

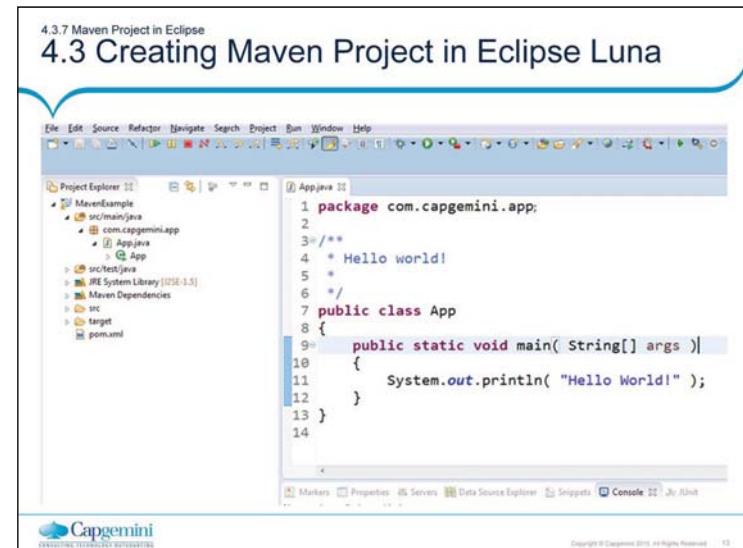
```
1<project xmlns="http://maven.apache.org/POM/4.0.0" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance" xsi:schemaLocation="http://maven.apache.org/POM/4.0.0 http://maven.apache.org/xsd/maven-4.0.0.xsd">
2  <modelVersion>4.0.0</modelVersion>
3
4  <groupId>com.capgemini.app</groupId>
5  <artifactId> MavenExample</artifactId>
6  <version>0.0.1-SNAPSHOT</version>
7  <packaging>jar</packaging>
8
9  <name> MavenExample </name>
10 <url>http://maven.apache.org</url>
11
12  <properties>
13      <project.build.sourceEncoding>UTF-8</project.build.sourceEncoding>
14  </properties>
15
16  <dependencies>
17      <dependency>
18          <groupId>junit</groupId>
19          <artifactId>junit</artifactId>
20          <version>4.11</version>
21          <scope>test</scope>
22      </dependency>
23  </dependencies>
24
25 </project>
```

[Overview](#) | [Dependencies](#) | [Dependency Hierarchy](#) | [Effective POM](#) | [pom.xml](#)

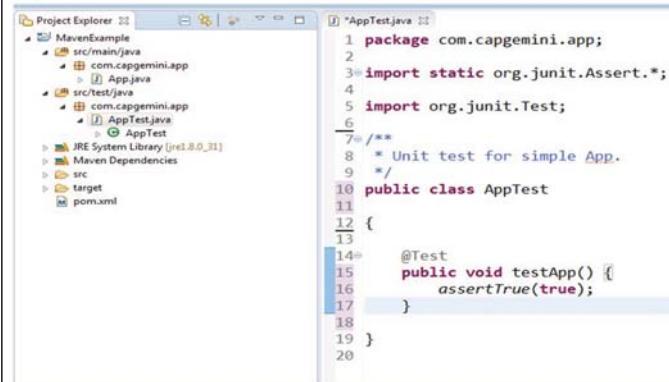


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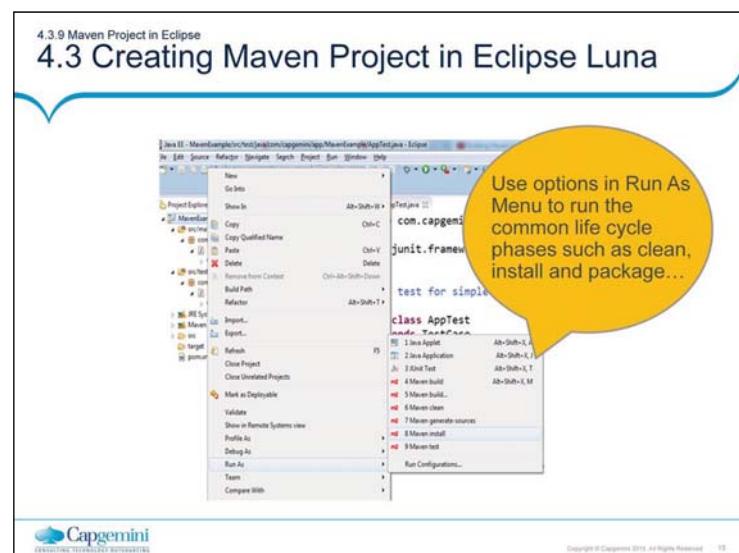
4.3 Creating Maven Project in Eclipse Luna



The screenshot shows the Eclipse IDE interface with a Maven project named "MavenExample". The Project Explorer view on the left displays the project structure, including src/main/java, src/test/java, and pom.xml. The code editor on the right shows the content of AppTest.java:

```
1 package com.capgemini.app;
2
3 import static org.junit.Assert.*;
4
5 import org.junit.Test;
6
7 /**
8 * Unit test for simple App.
9 */
10 public class AppTest {
11
12     @Test
13     public void testApp() {
14         assertTrue(true);
15     }
16
17 }
```

Below the code editor, there is a Capgemini logo and a copyright notice: "Copyright © Capgemini 2010. All Rights Reserved - 14".



4.3 Creating Maven Project in Eclipse Luna

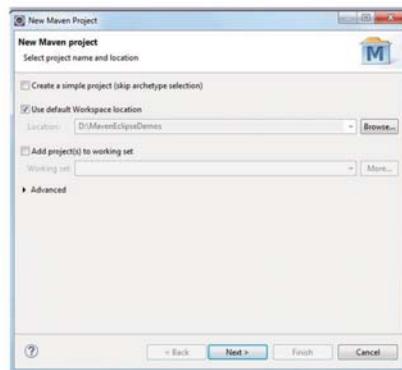
- Eclipse offers two options for adding dependencies to a project.
 - By manually editing the POM file to type in the XML to add the dependency.
 - Open the pom.xml using XML Editor
 - Edit the pom by adding /updating dependency and save the file.
 - Searching for a dependency using groupId
 - Open the pom.xml using Maven POM Editor
 - Click on Dependency tab to add the dependency.
 - Search the dependency by entering groupId or artifactID.
 - Eclipse queries the dependency in repository indexes and even shows a version of the artifact that is currently in local Maven repository

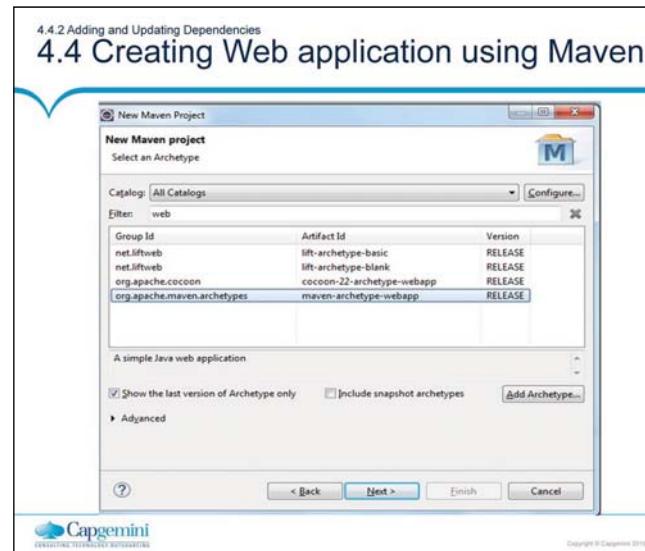
4.3 Creating Maven Projects in Eclipse Luna

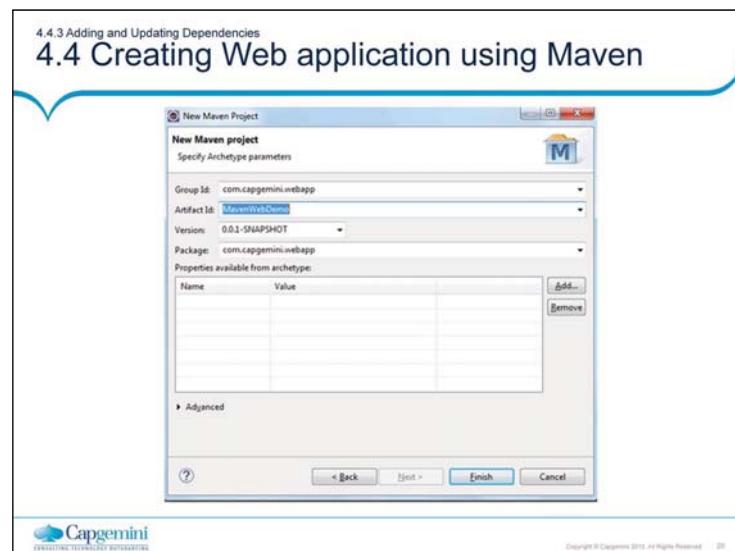
- Creating and executing the “Maven Example!” program



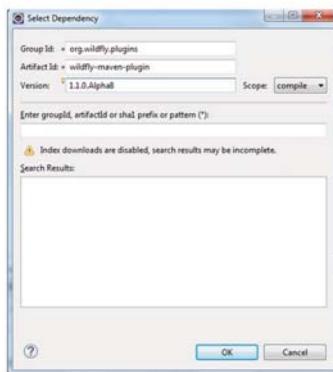
4.4 Creating Web application using Maven







4.4 Creating Web application using Maven



4.4 Creating Web application using Maven

```
10<dependencies>
11<dependency>
12  <groupId>junit</groupId>
13  <artifactId>junit</artifactId>
14  <version> 4.11 </version>
15  <scope>test</scope>
16</dependency>
17<dependency>
18  <groupId>org.wildfly.plugins</groupId>
19  <artifactId>wildfly-maven-plugin</artifactId>
20  <version>1.1.0.Alpha8</version>
21</dependency>
22</dependencies>
23<build>
24  <finalName>MavenWebDemo</finalName>
25</build>
26</project>
27
```

Overview | Dependencies | Dependency Hierarchy | Effective POM | pom.xml



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4.4 Creating Web application using Maven

Type the URL to see the output :

<http://localhost:9090/MavenWebDemo/index.jsp>

Hello World!

4.4 Creating Web application using Maven

Creating and executing the "Maven Example!" program



4.4.8 Integrating Maven with Eclipse

Lab: 2

- 2.1: Configure environment to run Maven project
- 2.2: Creating a sample Maven project



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Summary

- In this lesson, you have learned about:
 - Overview
 - Testing your application
- Generating Java Projects using Maven
 - Using archetype
 - Creating Maven Module
- Generating Java web application Projects using Maven



Review Question

- Question 1: mvn deploy command executes all the build phases in the default lifecycle
 - True
 - False
- Question 2: Configuration of dependencies, is specified in which of the following files?
 - pom.xml
 - setting.xml
 - .m2 folder
 - test files



Review Question

■ Question 3: _____ repository for containing released artifacts and _____ repository for storing deployed snapshots.



- Question 4: Which of the following statements is true?
- groupId and artifactId must be same in a project.
 - groupId and artifactId may be same in a project.
 - groupId and artifactId must not be same in a project.

Developer WorkBench

PMD - Code Review Tool

Lesson Objectives

- In this lesson, you will learn:
 - What is PMD
 - PMD Rulesets
 - PMD usage
 - PMD in Action



What is PMD?

- Automated code review utility for java
- Static code analyzer
- Automatically detects a wide range of potential defects and unsafe or non-optimized code
- Focuses on preemptive defect detection

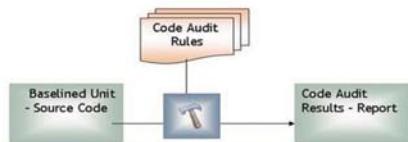


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3

What is PMD? (Contd...)

- Possible bugs: Empty try/catch/finally/switch statements
- Dead code: Unused local variables, parameters and private methods
- Suboptimal code: Wasteful String/String Buffer usage
- Overcomplicated expressions - Unnecessary if statements, for loops that could be while loops
- Duplicate code: Copied/pasted code means copied/pasted bugs



PMD Rule Sets

- Rules are grouped together and form a Rule Set
 - E.g. Basic Rules, Code Size Rules, Coupling Rules, Design Rules, JavaBeans Rules, Junit Rules, Migration Rules, Naming Rules, Optimization Rules, Security Code Guidelines, Unused Code Rules, etc.
- For more information visit:
<http://pmd.sourceforge.net/rules/index.html>



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PMD Usage

- Installation:
 - Windows and UNIX
- Prerequisites:
 - JDK 1.4 or higher
 - WinZip for Windows or "zip" utility InfoZip for UNIX
- Download the latest binary distribution - i.e., pmd-bin-x.xx.zip from <http://pmd.sourceforge.net/index.html>. Unzip it into any directory
 - *Note: Please contact ITIMD Helpdesk to download the plug-in



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Integration with IDE's

- PMD can be integrated with following IDE's:
 - Eclipse
 - Jdeveloper
 - Jedit
 - Jbuilder
 - BlueJ
 - CodeGuide
 - NetBeans/Sun Java Studio Enterprise/Creator
 - IntelliJ IDEA
 - TextPad
 - Maven
 - Ant
 - Gel
 - Jcreator
 - Emacs



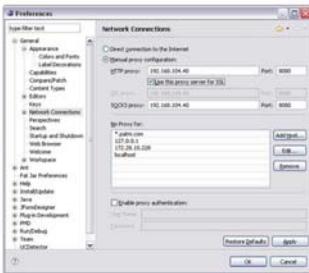
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7

Integration with Eclipse IDE

Configure Eclipse:

- Setup the network connection in Eclipse preferences. Go to Windows -> Preferences -> General -> Network Connection
- Set your preferences as per your Internet Browser Connections Settings



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Integration with Eclipse IDE (Contd...)

- To install PMD plug-in,
 - Start Eclipse and open a project
 - Select "Help"->"Software Updates"->"Find and Install"
 - Click "Next", then click "New remote site"
 - Enter "PMD" into the Name field and "<http://pmd.sf.net/eclipse>" into the URL field (this downloads the plug in from the site)
 - Click through the rest of the dialog boxes to install the plug-in
- Alternatively, you can download the latest zip file and follow the above procedures except for using "New local site" and browsing to the downloaded zip file.

Integration with Eclipse IDE (Contd...)

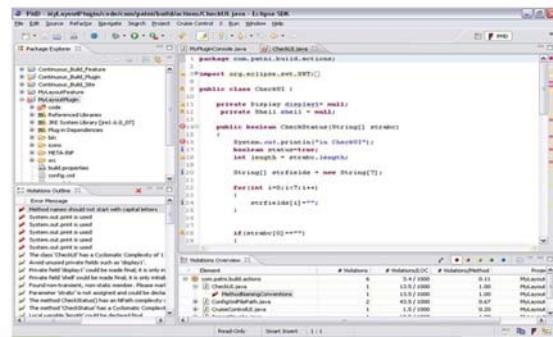
- Configuring PMD in a Project:

Rule set name	Rule name	Since	Priority	Description
Basic Rules	AvoidMultipleUnaryOperations	3.4	Warning high	One might assume that "new BigInteger(17)" is exactly eq...
Basic Rules	AvoidThreadGroup	4.2	Error	Using multiple unary operators may be a bug, and/or it is intended to be us...
Basic Rules	AvoidUsingStringIntern	3.6	Warning high	Avoid using ThreadGroups; although it is intended to be used in...
Basic Rules	BigDecimalZeroDivision	4.2	Error	BigDecimal objects can't be divided by zero. If you want to divide by zero, use Double...
Basic Rules	AvoidUsingStringIntern	3.9	Warning high	String literals should not start with zero. <code>0100</code> Zero ...
Basic Rules	BigIntegerInstantiation	3.9	Warning high	Don't create instances of already existing BigInteger (0100 ...
Basic Rules	BooleanAssignment	1.2	Error	Avoid initializing Boolean objects; you can reference ...
Basic Rules	CheckReturnValue	3.8	Warning	This rule checks if the return value of a navigation method is null.
Basic Rules	CheckResultSize	4.1	Warning high	Always check the return of one of the navigation method...
Basic Rules	CollectAndPrintElements	3.4	Warning high	If you need to get an array of a class from a Collection ...
Basic Rules	DoubleCheckedLocking	1.0	Error high	Partially created objects can be returned by the Double C...
Basic Rules	EmptyCatchBlock	0.1	Warning high	Empty Catch Block finds instances where an exception is ...
Basic Rules	EmptyFinallyBlock	0.4	Warning high	Avoid empty finally blocks - these can be deleted.

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Integration with Eclipse IDE (Contd...)

- To run PMD with Eclipse – Right click on the project, select PMD – Check Code with PMD



PMD In Action

- PMD is quite flexible. You can use it in two basic ways:
 - Wait for PMD to automatically analyze a file each time it is saved or added to the project
 - Manually execute it against selected files, folders, or projects



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PMD In Action (Contd...)

- PMD violations have the following five levels of severity:
 - Error (high)
 - Error
 - Warning (high)
 - Warning
 - Information

Element	# Violations	# Violations/LOC	# Violations/Method	Project
com.patri.build	11	950.0 / 1000	2.20	MyLayoutPlugin
com.patri.build.actions	573	319.9 / 1000	10.23	MyLayoutPlugin
CheckUITest.java	73	986.5 / 1000	73.00	MyLayoutPlugin
↳ SystemPrintln	(max) 5	67.6 / 1000	5.00	MyLayoutPlugin
↳ LocalVariableCouldBeFinal	1	13.5 / 1000	1.00	MyLayoutPlugin
↳ CyclomaticComplexity	2	27.0 / 1000	2.00	MyLayoutPlugin
↳ MethodNamingConventions	1	13.5 / 1000	1.00	MyLayoutPlugin
↳ DataflowAnalysis	47	635.1 / 1000	47.00	MyLayoutPlugin
↳ LocalVariableCouldBeFinal	1	13.5 / 1000	1.00	MyLayoutPlugin
↳ NPathComplexity	1	13.5 / 1000	1.00	MyLayoutPlugin
↳ ImmutableField	2	27.0 / 1000	2.00	MyLayoutPlugin
↳ UnusedLocalVariable	1	13.5 / 1000	1.00	MyLayoutPlugin



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PMD In Action (Contd...)

▪ Details of the Rule

The screenshot shows the 'PMD Plugin' dialog box with the following details:

- Selected name: MethodNaming
- Since: 1.0.0
- Rule name: MethodNamingConventions
- Rule implementation class: net.sourceforge.pmd.rules.MethodNamingConventions
- Message: Method name does not begin with a lower case character.
- Priority: Critical (highlighted)
- Description: Method names should always begin with a lower case character, and should not contain underscores.
- External Info URL: http://pmd.sourceforge.net/rules/naming.html#MethodNamingConventions (with an 'Open in Browser' button)
- Example:

```
public class Foo {  
    public void foostuff() {  
    }  
}
```
- XPATH: (empty)

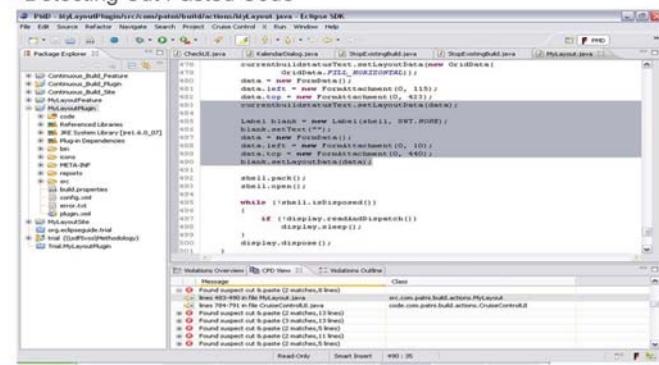
At the bottom right of the dialog box are 'OK' and 'Cancel' buttons.

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PMD In Action (Contd...)

Detecting Cut Pasted Code

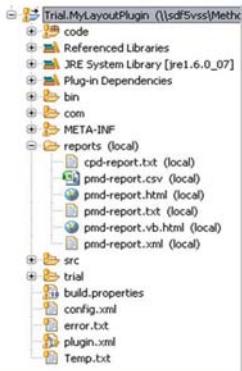


The screenshot shows the Eclipse IDE interface with the PMD plugin active. The central view displays a Java code editor for a file named `CheckUI.java`. The code contains several lines of Java code related to UI components like `JFrame`, `JPanel`, and `Label`. Below the code editor is the 'Validation Overview' tool window, which lists numerous inspection results. A significant portion of the results are red circles indicating 'Found suspect cut & paste' with various counts (e.g., 2, 13, 11, 6, 11, 11) across different file paths. The bottom status bar indicates 'Read-Only' and 'Smart Insert'.

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PMD In Action (Contd...)



- Reporting Feature: PMD generates reports in following formats:
 - .txt
 - .csv
 - .html
 - .vb.html
 - .xml

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PMD In Action (Contd...)

- HTML Reporting Format:

PMD report		
Problems found		
#	File	Line
1	code/com/patus/build/Activator.java	21 Avoid unnecessary constructors – the compiler will generate these for you
2	code/com/patus/build/Activator.java	21 Document empty constructor
3	code/com/patus/build/Activator.java	21 It's a good practice to call super() in a constructor
4	code/com/patus/build/Activator.java	28 A method/constructor shouldn't explicitly throw java.lang.Exception
5	code/com/patus/build/Activator.java	28 A method/constructor shouldn't explicitly throw java.lang.Exception
6	code/com/patus/build/Activator.java	28 Parameter 'content' is not assigned and could be declared final
7	code/com/patus/build/Activator.java	37 A method/constructor shouldn't explicitly throw java.lang.Exception
8	code/com/patus/build/Activator.java	37 A method/constructor shouldn't explicitly throw java.lang.Exception
9	code/com/patus/build/Activator.java	37 Parameter 'content' is not assigned and could be declared final
10	code/com/patus/build/Activator.java	38 Assume an Object to null is a code smell. Consider refactoring.
11	code/com/patus/build/Activator.java	58 Parameter 'path' is not assigned and could be declared final
12	code/com/patus/build/actions/CheckUI1.java	7 The class 'CheckUI1' has a Cyclomatic Complexity of 11 (Hubert = 10).
13	code/com/patus/build/actions/CheckUI1.java	9 Avoid unused private fields such as 'display1'
14	code/com/patus/build/actions/CheckUI1.java	9 This final field could be made static
15	code/com/patus/build/actions/CheckUI1.java	10 This final field could be made static
16	code/com/patus/build/actions/CheckUI1.java	12 The method 'checkStatus' has a Cyclomatic Complexity of 10.
17	code/com/patus/build/actions/CheckUI1.java	12 The method checkStatus() has an NPath complexity of 512



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PMD In Action (Contd...)

- XML Reporting Format:

```
1<?xml version="1.0" encoding="UTF-8"?>
2<pmd version="4.2.1" timestamp="2009-01-13T12:28:29.576">
3<rule key="com.pmd/build/Activator.java">
4<violation>
5<beginline>21</beginline>
6<endline>21</endline>
7<begincolumn>0</begincolumn>
8<endcolumn>0</endcolumn>
9<rulekey>UnnecessaryConstructor</rulekey>
10<description>Controversial Rules</description>
11<package>com.pmd.build</package>
12<externalInfoUrl>http://pmd.sourceforge.net/rules/controversial.html#UnnecessaryConstructor</externalInfoUrl>
13<priority>2</priority>
14<msg>Useless unnecessary constructors - the compiler will generate these for you</msg>
15</violation>
16<violation beginline="21" endline="22" begincolumn="0" endcolumn="0" rule="UncommentedEmptyConstructor" keulest="Controversial Rules">
17<description>empty constructor</description>
18</violation>
19<violation beginline="21" endline="22" begincolumn="0" endcolumn="0" rule="CallSuperInConstructor" keulest="Controversial Rules">
20<description>it's a good practice to call super() in a constructor</description>
21</violation>
22<violation beginline="26" endline="28" begincolumn="0" endcolumn="0" rule="SignatureDeclareThrowsException" keulest="Controversial Rules">
23<description>method signature should explicitly throw java.lang.Exception</description>
24</violation>
25<violation beginline="26" endline="28" begincolumn="0" endcolumn="0" rule="SignatureDeclareThrowsException" keulest="Controversial Rules">
26<description>method signature should explicitly throw java.lang.Exception</description>
27</violation>
28<violation beginline="28" endline="28" begincolumn="0" endcolumn="0" rule="MethodArgumentCouldBeFinal" keulest="Controversial Rules">
29<description>the argument is not assigned and could be declared final</description>
30</violation>
31<violation beginline="32" endline="32" begincolumn="0" endcolumn="0" rule="SignatureDeclareThrowsException" keulest="Controversial Rules">
32<description>method signature should explicitly throw java.lang.Exception</description>
33</violation>
```



Customizing PMD

- It is possible to create your own rules and rule sets
- For additional information and detailed description on customizing PMD visit,
 - http://www.jacocozi.com/index.php?option=com_content&task=view&id=121&Itemid=134
 - <http://pmd.sourceforge.net/>



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Lab: 3

- 2.1: Installing PMD
- 2.2 Using PMD with Eclipse



Summary

- Learned the usage of PMD
- Understood how to Integrate PMD with Eclipse IDE



Summary

Review Question

- Question 1: PMD is a
 - Review tool
 - Testing Tool
 - Design Tool

- Question 2: PMD violations has _____ level of severity
 - Error (high)
 - Fatal
 - Warning (high)
 - Information



Developer WorkBench

Appendices

Developer Tools

- PMD,Checkstyle and Findbugs are the widely used static code analysis tools in Java development
 - PMD: looks for potential problems, possible bugs, unused and sub-optimal code and over-complicated expressions in the Java source code
 - Checkstyle: scans source code and looks for coding standards, e.g. Sun Code Conventions, JavaDoc
 - Findbug: finds bugs in Java byte code

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Configuring tools in Eclipse

- Eclipse code review
- Right click project ->Properties -> Java compiler ->Error/Warning
- Check "Enable project specific settings" and select the appropriate severity level
- PMD
 - Pre Configured
- Find Bugs
 - Pre Configured
- Check Style
 - Pre Configured

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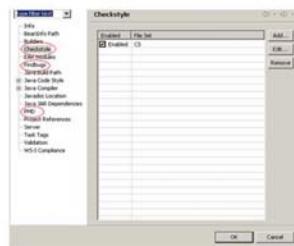
Tools Selection

- Eclipse can be configured to run a particular or all code review tools
 - In the "Problem" panel, click Filter
 - Tools can be selected / de-selected from "Show Items of Type" section
 - Select PMD, Find Bugs or Check style accordingly



Configuring tools in Eclipse

- Rules can be configured according to the specific needs of a project
- Select the project and right click-> go to properties-> go to Window -> Preference
- Select the tool that needs to be configured



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Configuring tools in Eclipse

- How to run Eclipse code review tool ?
 - As and when code is typed, the rules will be applied on the fly

- How to view the report ?
 - Issues generated, will be shown on the screen
 - For an error a red color dot will be shown on the LHS of the screen
 - For a warning a yellow color dot will be shown on the LHS



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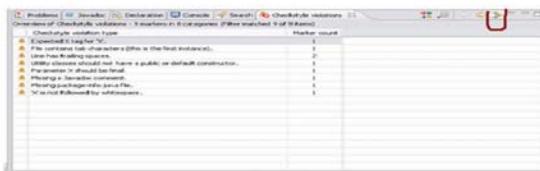
Checkstyle

- Checkstyle tool helps in ensuring that the Java code adheres to a set of coding standards
- Help programmers write Java code that adheres to a coding standard
- Automates the process of checking Java code
- Highly configurable tool
- URL: <http://checkstyle.sourceforge.net/>

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Configuring Checkstyle tool in Eclipse

- Steps to run Check Style code review tool
 - Select the project, right click -> Properties -> Check Style, and click Add
 - Provide a "File set name" and select "Sun Checks" in Check configuration
 - Click OK
- Steps to view the report
 - Click "Filters" icon in the View panel, and Check "Checkstyle Marker" and click OK



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Find Bugs

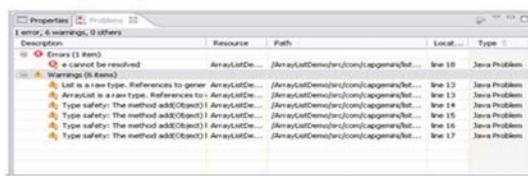
- Find Bugs uses static analysis of the Java bytecode to identify potential software bugs
- It provides early feedback about potential errors in the code
- This helps the developer to access these problems early in the development phase
- URL: <http://findbugs.sourceforge.net>

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Appendix B. Code Examples

Configuring Find Bugs tool in Eclipse

- Steps to run the FindBugs review tool
 - Select the Project->Right click and select Find Bugs -> Find Bugs
- Steps to view the report
 - Go to Window ->Show View -> Problems, and Click OK
 - Error report is generated, under "Problem" View



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Developer WorkBench for JEE Lab Book

Document Revision History

Date	Revision No.	Author	Summary of Changes
01-Nov -11	1.0	Rathnajothi Perumalsamy	
5-6-2016	1.1	Zainab Kulkarni	ANT was replaced with MAVEN

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Getting Started

Overview

This lab book is a guided tour for learning Maven tool and PMD tool. It comprises step by step guidance and 'To Do' assignments. Follow the steps provided in the solved examples and work out the 'To Do' assignments given which will expose you to working with Java applications.

Setup Checklist for Maven and PMD

Here is what is expected on your machine in order for the lab to work.

Minimum System Requirements

- Intel Pentium 90 or higher (P166 recommended)
- Microsoft Windows 95, 98, or NT 4.0, 2k, XP.
- Memory: 32MB of RAM (64MB or more recommended)
- Internet Explorer 6.0 or higher
- MS-Access/Connectivity to Oracle database
- Apache Tomcat Version 5.0.
- Apache Maven 3.0

Please ensure that the following is done:

- Eclipse Luna is installed.
- JDK 1.8 is installed. (This path is henceforth referred as <java_install_dir>)
- Wildfly 8.1

Instructions

- For all coding standards refer Appendix A. All lab assignments should refer coding standards.
- Create a directory by your name in drive <drive>. In this directory, create a subdirectory java_assgn. For each lab exercise create a directory as lab <lab number>.

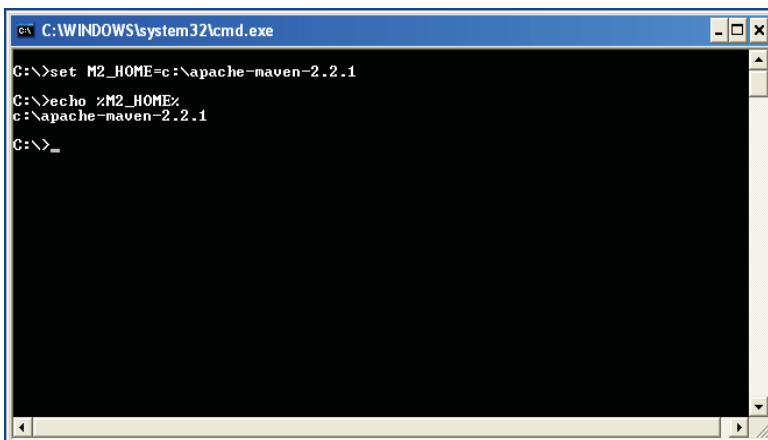
Lab 1. Getting Started With Maven

Goals	<ul style="list-style-type: none">• Learn and Understand the process of<ul style="list-style-type: none">• Setting environment variables• Configuring Maven settings• Creating a simple Maven Project using commands
Time	60 minutes

1.1: Setting environmental variables

Step1: set M2_HOME to Maven Installation Directory using the following command:

- **set M2_HOME= C:\apache-maven-version.**



The screenshot shows a Windows Command Prompt window titled 'C:\WINDOWS\system32\cmd.exe'. The command 'set M2_HOME=c:\apache-maven-2.2.1' is entered and executed, followed by an 'echo %M2_HOME%' command which outputs 'c:\apache-maven-2.2.1'. The prompt then changes to 'C:\>-'.

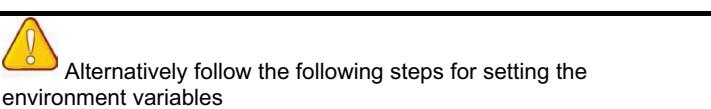
Figure 1: Environmental Variable

Step 2: Set JAVA_HOME to Jdk1.8.0_31 using the following command:

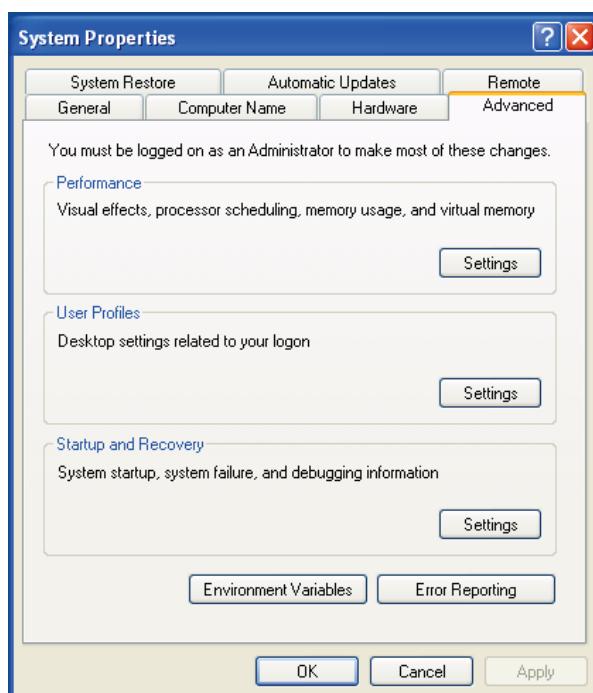
- **set JAVA_HOME= C:\Program Files\Java\jdk1.8.0_31**

Step 3: Set PATH environment variable:

- Set **PATH=%PATH%;%JAVA_HOME%\bin;%M2_HOME%\bin;**

**Alternate approach:**

Step 1: Right click **My Computers**, and select **Properties→Environment Variables**.

**Figure 2: System Properties**

Step 2: Click Environment Variables. The Environment Variables window will be displayed.

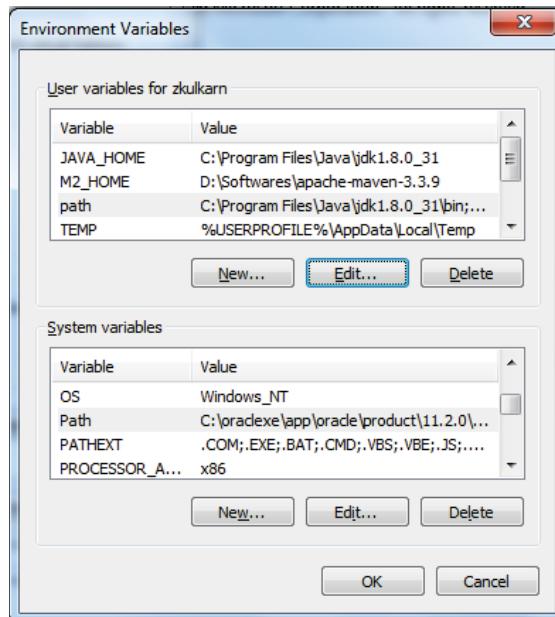


Figure 3: Environment Variables

Step 3: Create a new user variable M2_HOME by clicking on edit and set the path of Apache Maven installation path as shown in the figure.

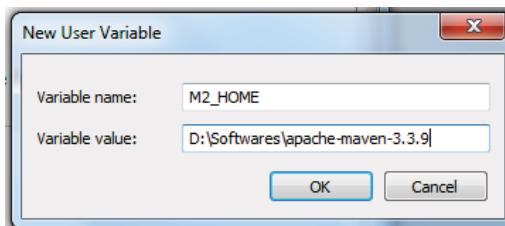


Figure 4: Edit User Variable

Step 4: Click **JAVA_HOME** System Variable if it already exists, or create a new one and set the path of JDK1.8.0_31 as shown in the figure.

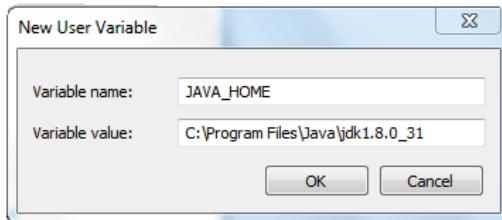


Figure 5: Edit User Variable

Step 5: Click **PATH** System Variable and set it as
`%JAVA_HOME%\bin;%M2_HOME%\bin;`

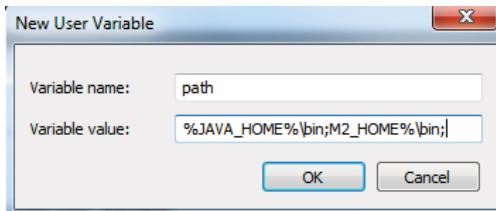


Figure 6: Edit User Variable

1.2 Configuring Maven Settings:

Step 1: Edit settings.xml to configure the proxy settings for downloading artifacts from remote repository.

```
<settings>
...
<proxies>
    <proxy>
        <active>true</active>
        <protocol>http</protocol>
        <host>proxy.mycompany.com</host>
        <port>8080</port>
        <username>your-username</username>
        <password>your-password</password>
    </proxy>
</proxies>
```

Figure 7: settings.xml

1.3 Creating first standalone Maven application using archetype:

Step 1: Execute the following command to create Maven Project

```
mvn archetype:generate -DgroupId=com.capgemini.app -DartifactId=my-
app -DarchetypeArtifactId=maven-archetype-quickstart-
DinteractiveMode=false
```

The execution of the above command should result into the display of archetypes as shown below:

```
D:\maven-demo>mvn archetype:generate -DgroupId=com.capgemini.app -DartifactId=my-app -DarchetypeArtifactId=maven-archetype-quickstart -DinteractiveMode=false
[INFO] Scanning for projects...
[INFO]
[INFO] -----
[INFO] Building Maven Stub Project (No POM) 1
[INFO] -----
[INFO]
[INFO] >>> maven-archetype-plugin:2.4:generate (default-cli) > generate-sources @ standalone-pom >>>
[INFO]
[INFO] <<< maven-archetype-plugin:2.4:generate (default-cli) < generate-sources @ standalone-pom <<<
[INFO]
[INFO] --- maven-archetype-plugin:2.4:generate (default-cli) @ standalone-pom ---
[INFO] Generating project in Batch mode

[INFO] Parameter: basedir, Value: D:\maven-demo
[INFO] Parameter: package, Value: com.capgemini.app
[INFO] Parameter: groupId, Value: com.capgemini.app
[INFO] Parameter: artifactId, Value: my-app
[INFO] Parameter: packageName, Value: com.capgemini.app
[INFO] Parameter: version, Value: 1.0-SNAPSHOT
[INFO] project created from Old (1.x) Archetype in dir: D:\maven-demo\my-app
[INFO] -----
[INFO] BUILD SUCCESS
[INFO] -----
[INFO] Total time: 16.301 s
[INFO] Finished at: 2016-05-13T02:18:12+05:30
[INFO] Final Memory: 10M/26M
[INFO] -----
```

Figure 8: Creating first standalone Maven application using archetype

Step 2: After successful execution of the command, Maven will create the project directory my-app having pom.xml with the contents shown below.

Keep the application specific files in \${basedir}/src/main/java and test sources reside in \${basedir}/src/test/java, where \${basedir} represents the directory containing pom.xml.

```
<project>
<modelVersion>4.0.0</modelVersion>
<groupId>com.capgemini.app</groupId>
<artifactId>my-app</artifactId>
<packaging>jar</packaging>
<version>1.0</version>
<name>my-app</name>
<url>http://maven.apache.org</url>
<dependencies>
    <dependency>
        <groupId>junit</groupId>
        <artifactId>junit</artifactId>
```

Figure 9: Sample pom.xml

Step 3: Execute the "mvn compile" command to compile your application sources as shown below:

```
D:\maven-demo\my-app>mvn compile
[INFO] Scanning for projects...
[INFO]
[INFO] -----
[INFO] Building my-app 1.0-SNAPSHOT
[INFO] -----
[INFO]
[INFO] --- maven-resources-plugin:2.6:resources (default-resources) @ my-app ---
[WARNING] Using platform encoding (Cp1252 actually) to copy filtered resources,
i.e. build is platform dependent!
[INFO] skip non existing resourceDirectory D:\maven-demo\my-app\src\main\resources
[INFO]
[INFO] --- maven-compiler-plugin:3.1:compile (default-compile) @ my-app ---
[INFO] Changes detected - recompiling the module!
[WARNING] File encoding has not been set, using platform encoding Cp1252, i.e. b
uild is platform dependent!
[INFO] Compiling 1 source file to D:\maven-demo\my-app\target\classes
[INFO] -----
[INFO] BUILD SUCCESS
[INFO] -----
[INFO] Total time: 5.699 s
[INFO] Finished at: 2016-05-14T22:40:51+05:30
[INFO] Final Memory: 10M/26M
[INFO] -----
```

Figure 10: Compiling Sample Project

Step 4: Unit testing of the project can be performed by executing the following command:

mvn test

After successful execution of the command, the test result will be displayed which comprises the details such as test run, failures, errors...

Step 5: Artifact can be packaged and installed into local repository using commands such as mvn package and mvn install.

- mvn package packages the artifact based on the packaging type specified in the pom.xml.
- mvn install installs the packaged artifact into the local repository.

Step 6: Basic Standard site for project can also be created using command mvn site.

<<TODO>>

Assignment-1: Create a Banking System project in maven which maintains two kinds of accounts for customers, one called savings account and the other as current account. The savings account provides compound interest and withdrawal facilities but no cheque book facility. The current account provides cheque book but no interest. Current account holders should have a minimum balance else they should pay service charges. Build, test and deploy the project into local repository.

Lab 2. Integrating Maven with Eclipse

Goals	<ul style="list-style-type: none">• Learn and Understand the process of<ul style="list-style-type: none">• Installing m2eclipse plugin• Configure environment to run Maven Project• Creating a simple Maven Project in eclipse
Time	60 minutes

2.1: Configure environment to run Maven project

Step1: To execute Maven project, eclipse needs to be run using JDK instead of JRE.

Step2: Start the eclipse now, to create a Maven Project and run successfully.

2.2: Creating a sample Maven project

Create a simple java project named ‘myproject’.

Solution:

Step 1: Open **eclipse3.3**.

Step 2: Select **File→New→Project →Maven project**.

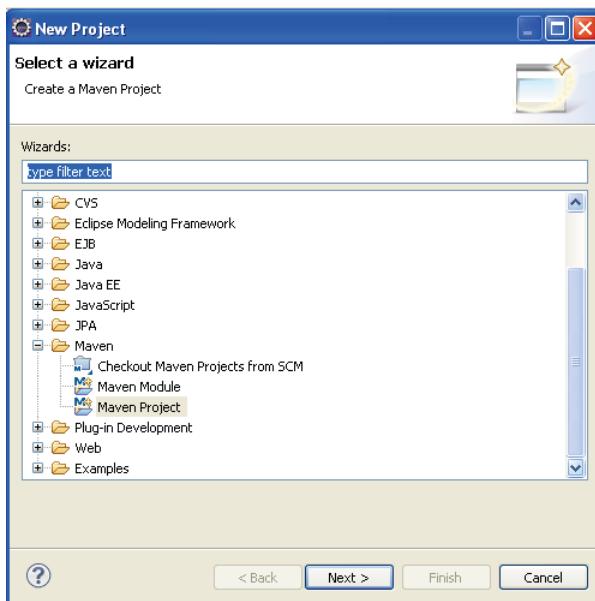


Figure 9: Select Wizard in Eclipse

Step 3: Choose Maven Project and use the default Workspace location or specify the location if necessary.

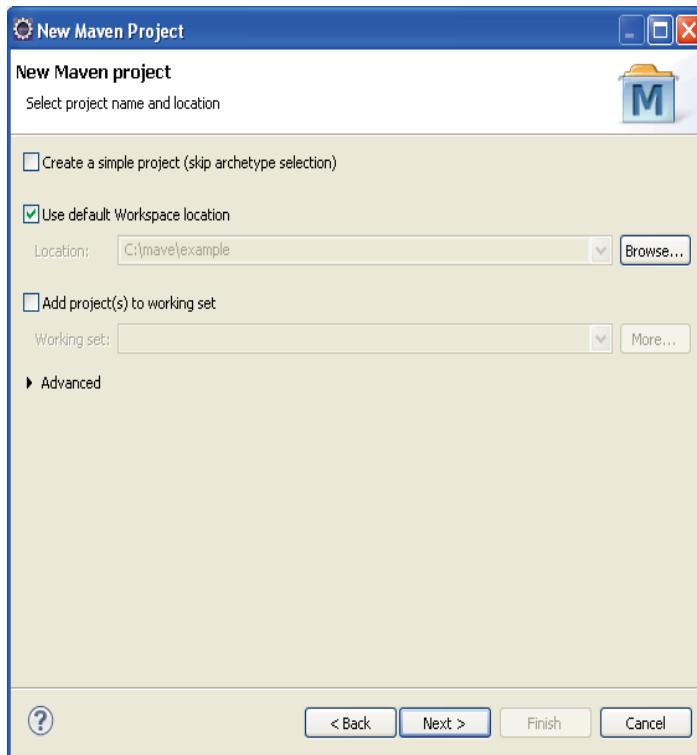


Figure 10: New Maven Project

Step 4: Select the maven-archetype-quickstart archetype from the list.

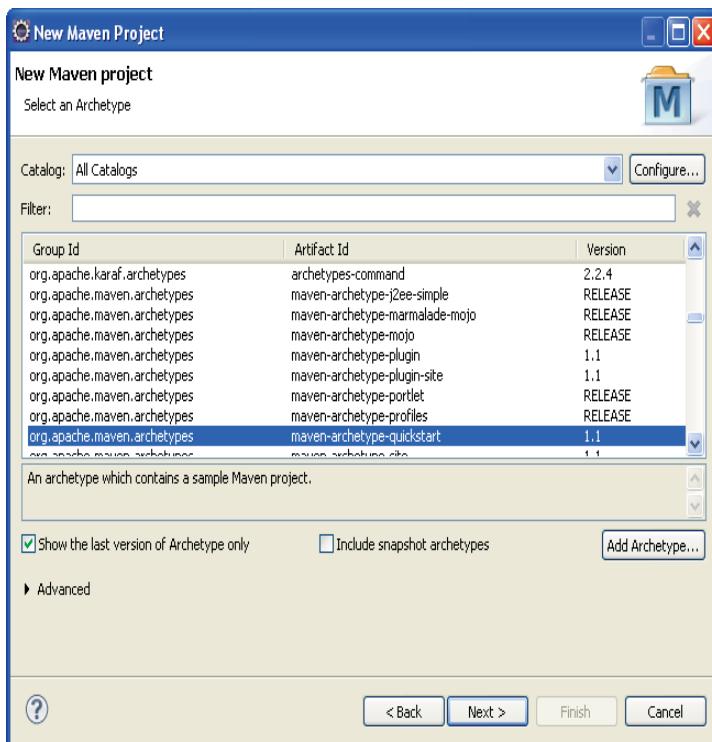


Figure 11: Selecting an archetype

Step 5: Enter the project coordinate details such as Group Id, Artifact Id and click 'Finish'

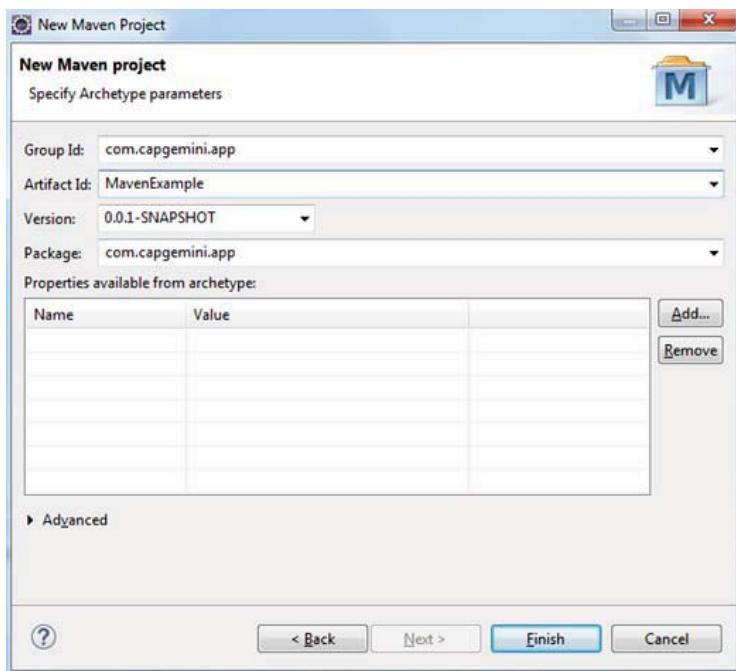


Figure 12: Specifying Archetype Parameters

Step 6: To build the project, right click on project named “examples” and choose Maven Build under Run As option.

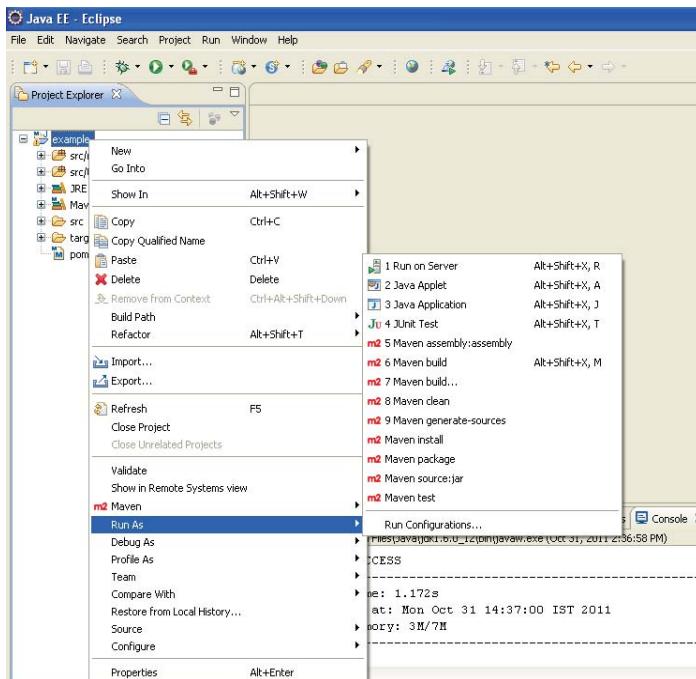


Figure 13: Building an Application

<<TODO>>

Assignment 1: Create a web application which displays product details such as Product Name, Product description, and its price. Users can place orders specifying the quantity of each product. Once the order is placed by customer, the invoice for the current products transaction showing the product name,

quantity ordered, price and total amount should be displayed. Build and execute the common life cycle phases for the web application in eclipse.

Assignment 2: Use the Assignment 1 in Lab 1, import the Banking system project into eclipse and build the project in eclipse environment.

Lab 3. PMD Tool

Goals	At the end of this lab session, you will be able to: <ul style="list-style-type: none"> o Install PMD. o Use PMD with Eclipse.
Time	90 minutes

2.1: Installing PMD

Solution:

Step 1: Download the latest binary distribution - i.e., pmd-bin-x.xx.zip from [Http://pmd.sourceforge.net/index.html](http://pmd.sourceforge.net/index.html) or obtain it from the faculty.

Step 2: Extract the contents of the downloaded zip file.

2.2 Using PMD with Eclipse

Solution:

Step 1: import the Project named PMDEExample.

Step 2: select the project and click properties. Select PMD and check Enable PMD

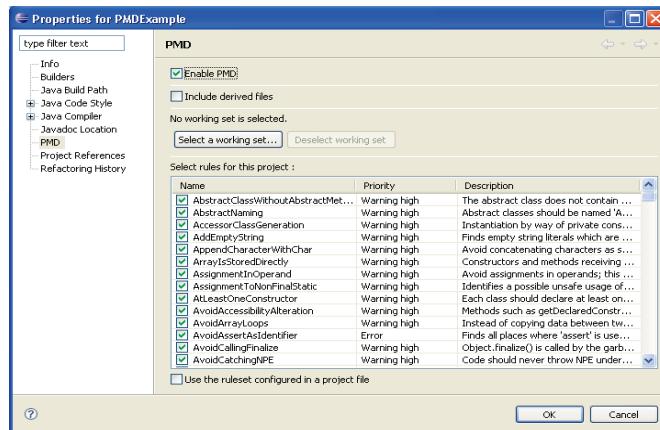
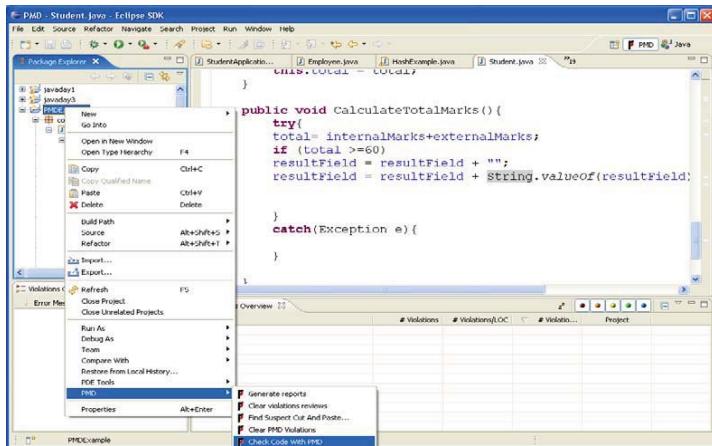


Figure 114: Enable PMD

Step 3: To run PMD with Eclipse right click on the project, select PMD, check code with PMD.

**Figure 115: check code with PMD**

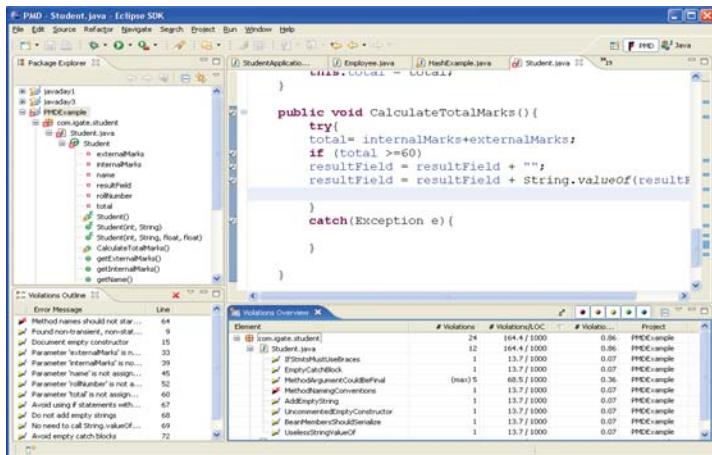


Figure 116: Eclipse showing with Violations

Step 4: Right click project select PMD – Generate Report

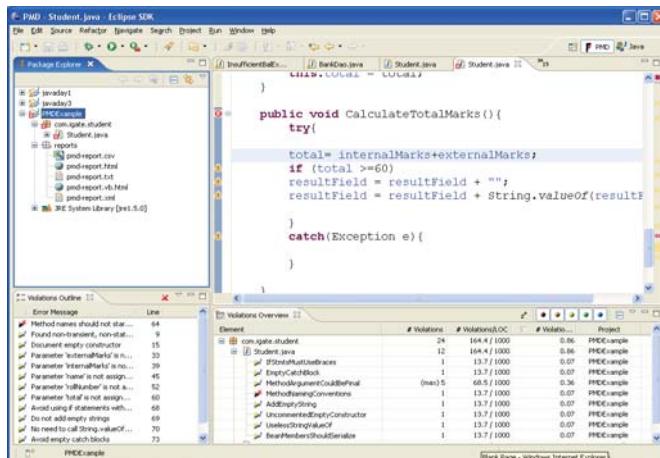


Figure 117: Generate Report

Step 5: Double click pmd-report.html

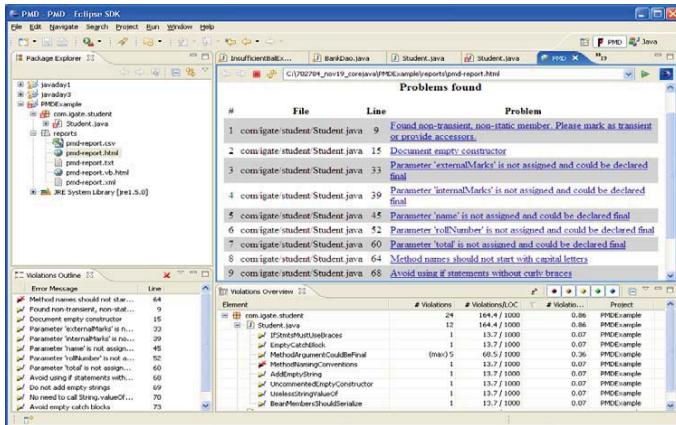


Figure 18: HTML Reporting Format

Step 6: Double click pmd-report.html

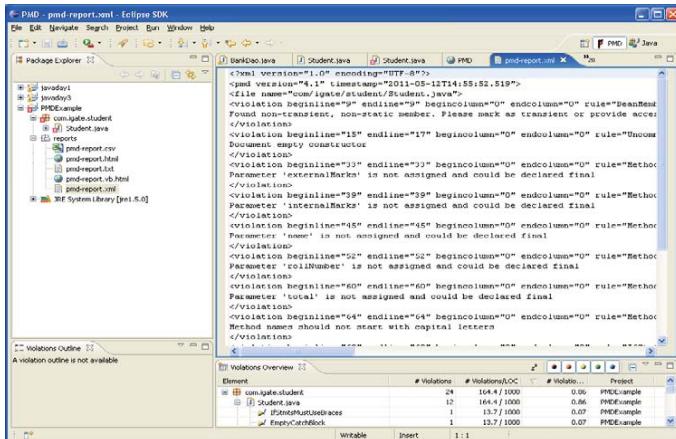


Figure 19: XML Reporting Format

<< TO DO>>

Assignment-1:

Review the java code created in the core java Lab Assignment - 4 using PMD tool. Generate the HTML and XML reports.

Appendices

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