

1. Introduction

1.1 Purpose

This document provides step-by-step instructions for building and deploying/publishing our Kotlin based IntelliJ plugin using Gradle as a build tool.

1.2 Scope

The scope of this document covers the entire process from cloning the repository to publishing the plugin to the marketplace.

2. Prerequisites

2.1 Software Dependencies

Ensure the following software is installed on your machine:

- [Java JDK](#)
- [Gradle](#)

3. Build Process

3.1 Clone Repository

```
git clone <repository-url>
cd amos2023ws02-pitest-ide-plugin/pitmutationmate
```

3.2 Gradle Build

```
./gradlew build
```

3.3 Run Tests

```
./gradlew test
```

4. Deploy/Publish

4.1 Publishing the PIT MutationMate plugin to the JetBrains Marketplace

To deploy the plugin to the JetBrains Marketplace, you need to supply the Personal Access Token, which you can find on this project's JetBrains account. The account details can be requested from the members of the project. Once you have the token, set the following environment variable:

```
export PUBLISH_TOKEN=<your_token>
```

and publish the plugin via the gradle task:

```
cd amos2023ws02-pitest-ide-plugin/pitmutationmate
./gradlew publishPlugin
```

Please check JetBrains [Publishing a Plugin](#) documentation for more information and other ways of publishing the plugin.

4.2 Publishing the companion Gradle plugin

Our IntelliJ plugin relies on a Gradle plugin which is also part of this project and can be found in `amos2023ws02-pitest-ide-plugin/pitmutationmate-override-plugin`. To publish this Gradle plugin, you will need a key and secret, which can be found in the this project's Gradle account. Account information can be requested from the members of the team. Once these have been retrieved, the Gradle plugin can be published via the gradle task:

```
cd amos2023ws02-pitest-ide-plugin/pitmutationmate-override-plugin
./gradlew publishPlugins -Pgradle.publish.key=<key> -Pgradle.publish.secret=<secret>
```

Please check Gradle's [Publishing Plugins](#) documentation for more informations.

5. Troubleshooting

5.1 Build Issues

If the build fails, check the error messages and resolve any missing dependencies or configuration issues.

5.2 IDE Errors

1. If the override or the coverage-reporter plugin were changed run the gradle task `publishToMavenLocal`.
2. File/Repair IDE (you can do this for the sandbox-ide and the one you have installed locally)
3. File/Invalidate Caches (you can do this for the sandbox-ide and the one you have installed locally)
4. Delete all build, .gradle and .idea folders. (Also in the projects that you open with the sandbox-ide)
5. Delete the ~/.gradle/caches folder.
6. Check for updates in your IDEA and install them
7. Install the Android plugin in the sandbox-ide (for testing android projects)