ataccama

ONE Desktop Workshop

Environment Preparations

Prepared for: v15.4.x

Prepared by: Ataccama

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Contents of the Document

1. Introduction

The content of this workshop sets up your ONE Desktop Environment, so you are prepared to carry out the exercises outlined in the upcoming workshops.

2. Installing the ONE Desktop application

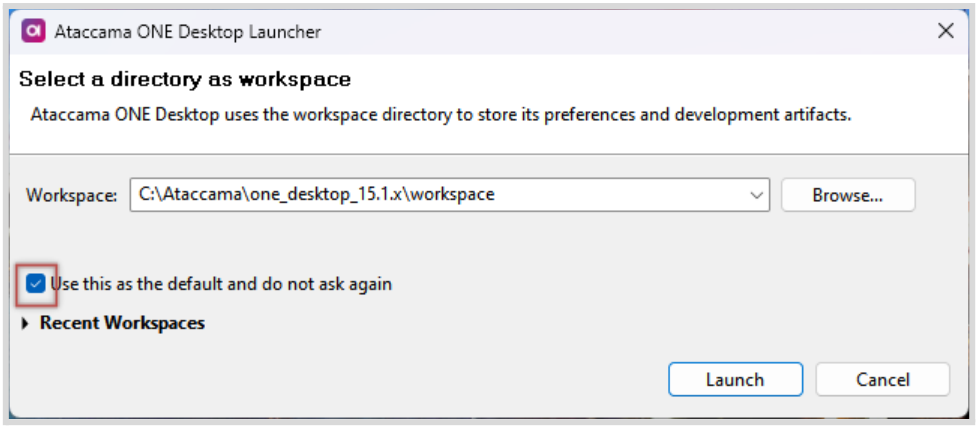
Firstly, we need to install the Ataccama ONE Desktop application onto your computer (if you haven't done so already):

- The latest builds can also be found here: **https://support.ataccama.com/downloads/15.4.0**
- Unzip the package into a local folder on your computer and ensure you have full admin rights on the folder you are unzipping to. For this example, we are installing it in the **C:\Ataccama\15.4_training** folder. We will be referring to it as the **[build folder]** from now on.
- Copy your license key (a **.plf** file) into **C:\Ataccama\15.4_training\runtime\license_keys\.**

> CAUTION
>
> *Make sure your build folder does not contain any **spaces** in its full pathname. This might cause further issues with the execution of some ONE Desktop's Java Runtime commands.*

> NOTE
>
> *You do not have to install it in the exact same folder that was used in our example. The installation should work anywhere on your computer as things are referenced with relative paths. In some environments, long folder names can sometimes cause issues, so it is a good idea to rename the build folder to a shorter name with no spaces.*

- Navigate to your **[build folder]** and run the ONE Desktop via the **one-desktop.exe** file.
- A new window will prompt you to choose a folder for a workspace. You can choose to have your workspace elsewhere, but for now, let's use the default. We also recommend setting the folder as a default location using the checkbox, so you won't be asked again for a new location:

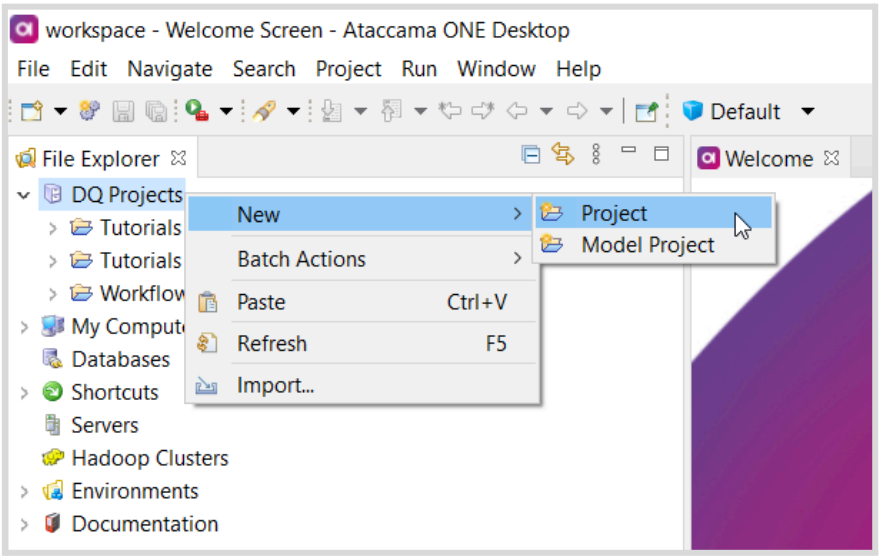


- The initial run will perform a set of operations. After everything is loaded, you appear in the main workspace of the ONE Desktop platform.

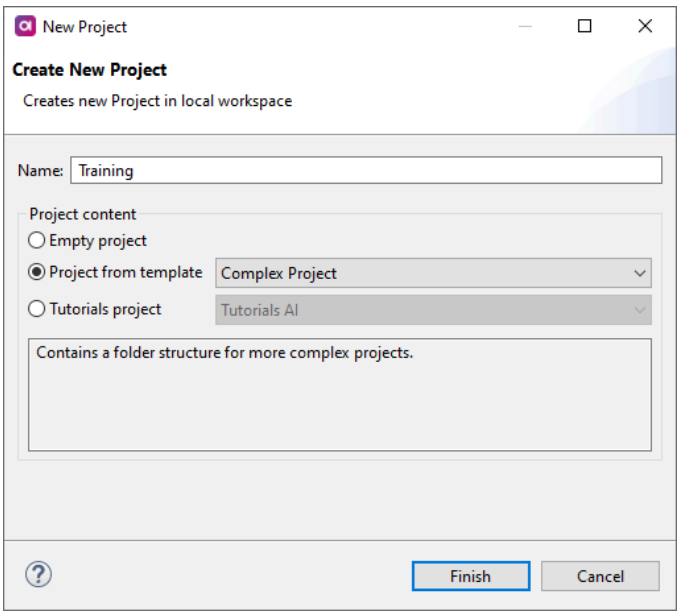
3. Create a new project.

To start working, a **Project** needs to be created. It houses all your configuration and logic for running operations within the Ataccama platform. In this chapter, we will show two ways how to create a new project – directly from the ONE Desktop environment and by importing an existing one from a ZIP file.

- In ONE Desktop, locate the ***File Explorer*** tab on the left of the screen, right-click on ***DQ Projects***, and choose **'New'** → **'Project'**.

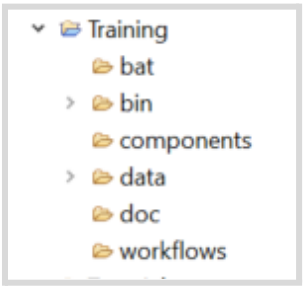


- Give the project a name: **'Training'**. Also, choose the right project content type as **'Project from template'** → **'Complex Project'**.



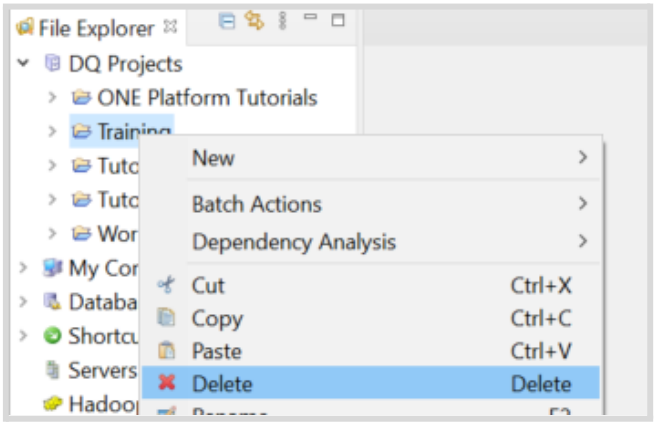
- Press **Finish** to confirm.

A new, blank project has been created. Its folder structure should look like this:



Now that you know the process of how to create a new project, let's remove it and import the project using the second option. There is an existing, preconfigured project prepared for you which contains some additional files for starting, stopping, and clearing the PostgreSQL database we're going to use:

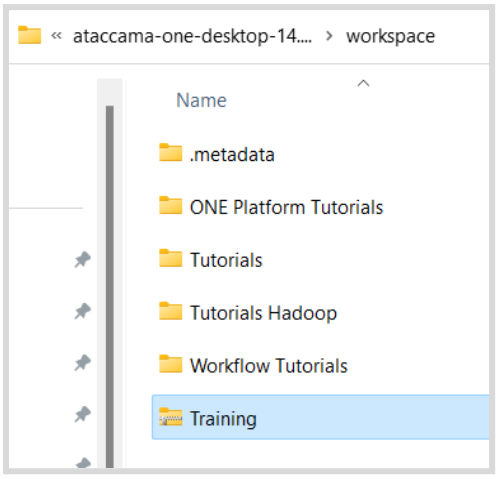
- Right-click on the '**Training**' project and press **Delete** to remove it.



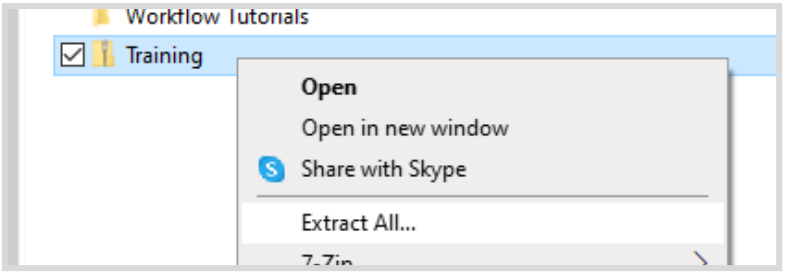
4. Import a project (Copy to workspace method)

Now when the old project is removed, let's import the other one using a different approach:

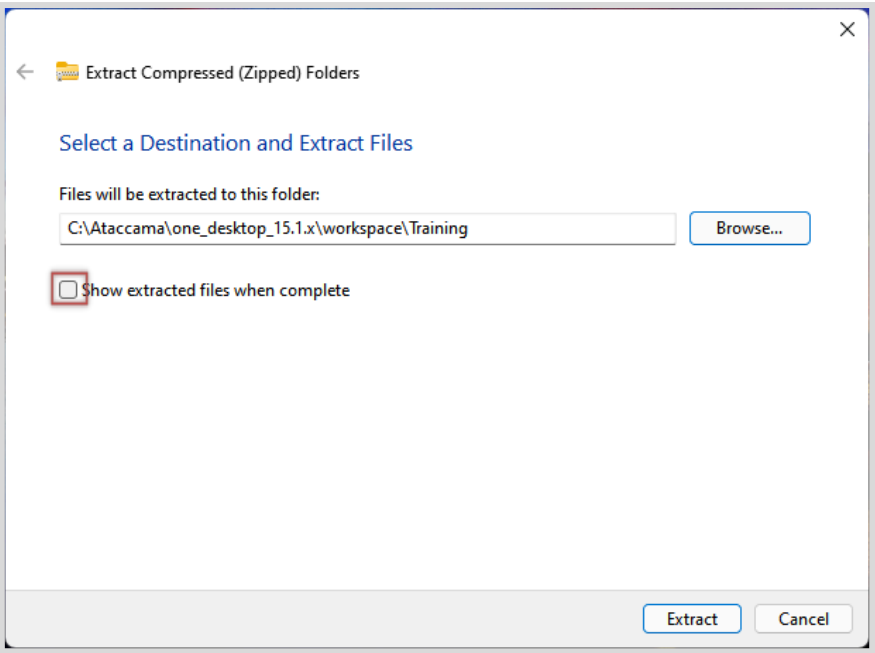
- Download the prepared project **Training.zip** from your resources.
- Using a **Windows Explorer** or similar file tool, copy the **Training.zip** to the **C:\Ataccama\15.4_training\workspace** folder:



- Right-click on **Training.zip** and select **Extract All...** or use your standard archive tool for package content extraction.

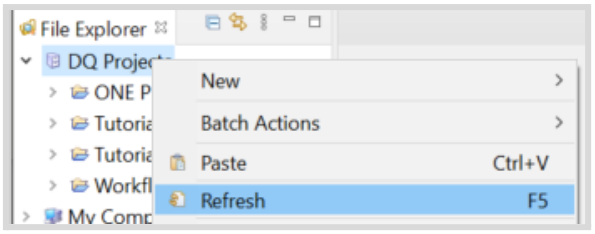


- Untick the **Show extracted files when complete** and press **Extract**.

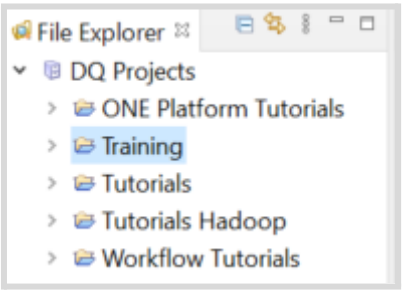


Now let's make this newly imported project visible in the platform:

- Go back to the Ataccama ONE Desktop Application, right-click on **DQ Projects,** and select the **Refresh** option:



The structure and list of available projects will be updated. You should now see a project called **Training** in your list of DQ Projects:



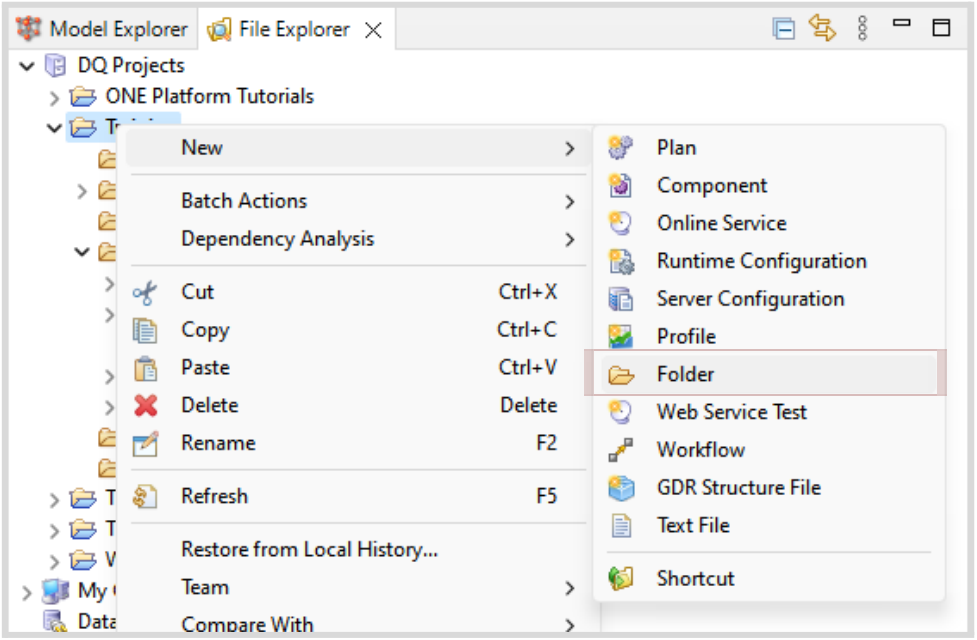
5. Define shortcuts.

Shortcuts are a good way to define where your files are held.

In the project that we have just created, there will be many folders used for storing your data, plans, components, and workflows. It is a good practice to configure plans, components, and workflows using shortcuts (aka path *variables* / *pathvars*). These shortcuts will store a relative path and point to specific folders in your project that the ONE Desktop will use.

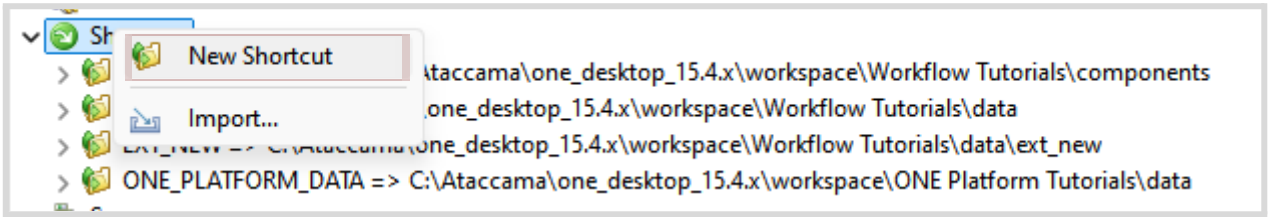
You will define these shortcuts so they can point to specific folders on the ONE Desktop's remote server. This ensures that, when your plans, components, and workflows are transferred to ONE Desktop remote server, ONE Desktop will be able to find the files in its own server and execute the copies held there.

- Create a new subfolder called **plans** within your **Training** folder:

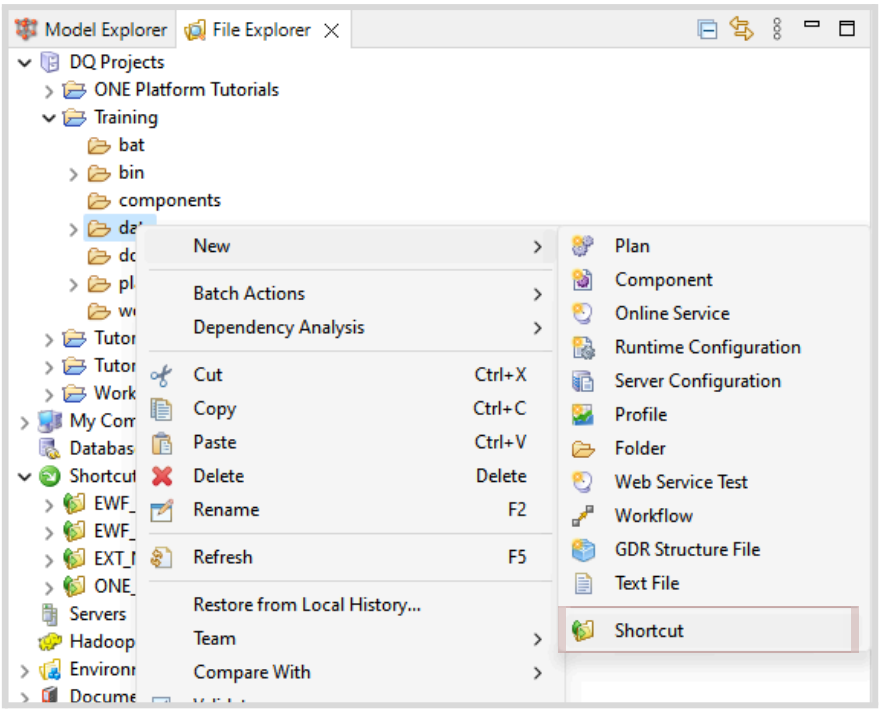


To define shortcuts, you can either:

- Right-click on the ***Shortcuts*** node in the ***File Explorer*** tab and add a new path:



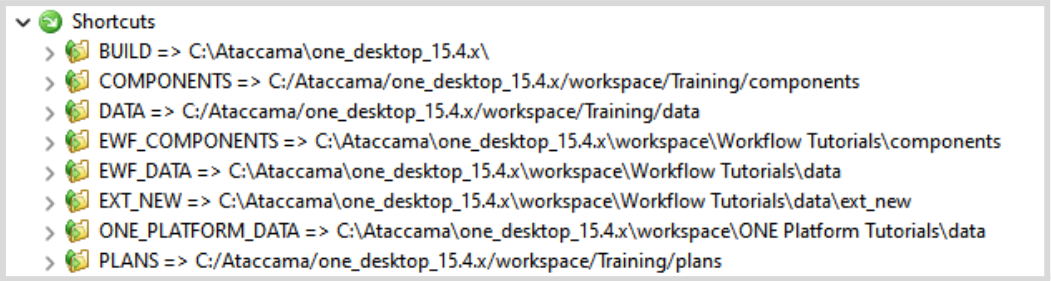
- or you can right-click any folder in the folder structure and add a shortcut via a context menu:



› Now go ahead and define the following shortcuts:

- **COMPONENTS:** **[build folder]\workspace\Training\components**
- **DATA:** **[build folder]\workspace\Training\data**
- **PLANS:** **[build folder]\workspace\Training\plans**
- **BUILD:** **[build folder]** *(This will be handy for starting the server in the later workshops)*

- When finished, regardless of the version, this is what the shortcut definitions should look like:



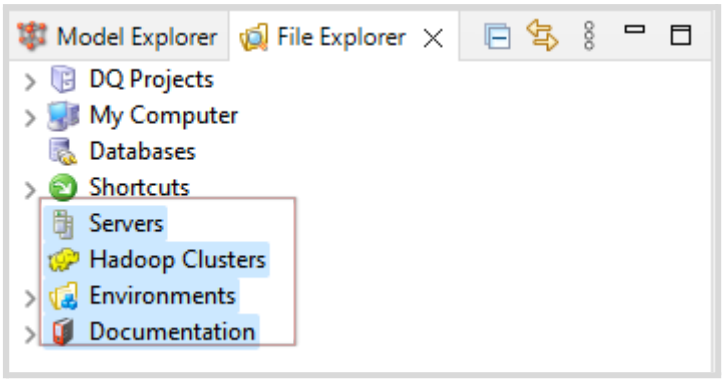
NOTE

ONE Desktop can handle both forwardslash "/" and backslash "\" in folder paths. Configuration files that the server uses will need to conform to the operating system of the server

6. Finish!

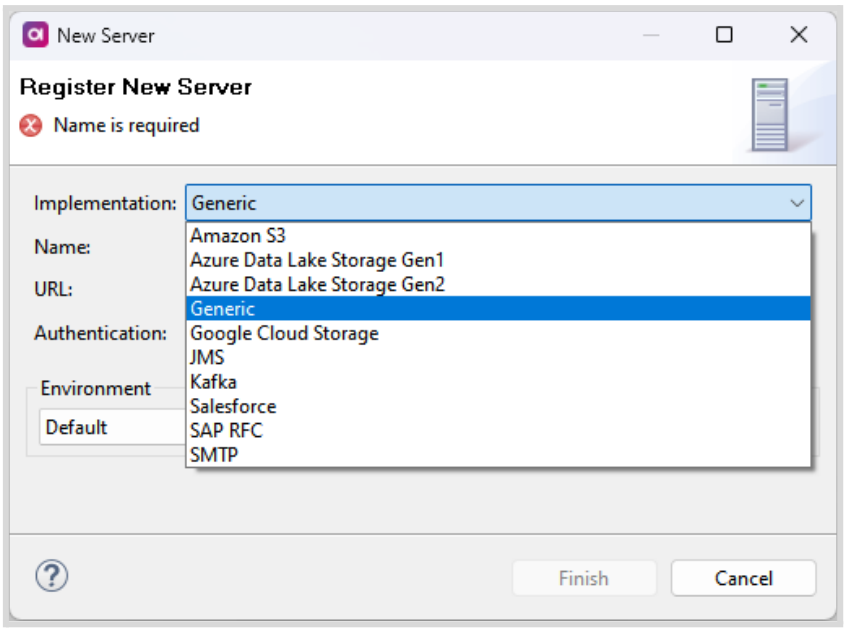
You have completed all ONE Desktop configuration tasks required to start the training.

There are 4 more items in File ***Explorer***. Even though they are not essential for this training, let's have a look through at what they are:



Servers

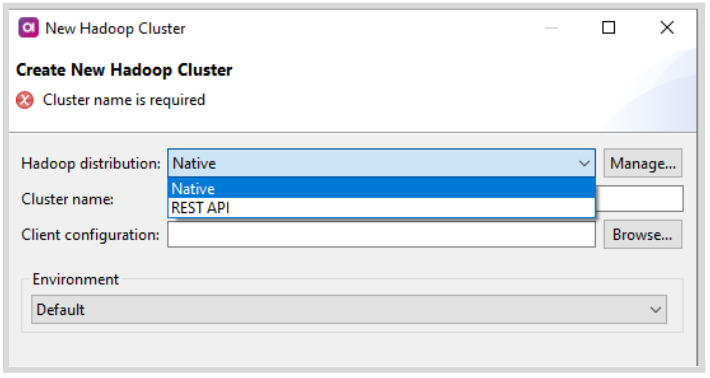
In the ***Servers*** node, you can define other servers to connect to. There are various types to choose from like mail servers, Ataccama ONE Platform, JMS, Kafka, etc.:



Each new server requires a configuration - define its type, name, URL, and credentials if any. Once set up, you can refer to these servers in your plans and workflows.

Hadoop Clusters

Hadoop Clusters are defined in the ***Hadoop Clusters*** node:



Environments

You may have noticed that in some configuration settings (declaring a database, server connection, and Hadoop cluster screens), there is an option for selecting the ***Environment*** at the bottom.

ONE Desktop provides the capability for you to connect to different environments using the same server/database/Hadoop name references in your plans and workflows. This means that you can switch which environment your ONE Desktop uses and points to for testing purposes.

Documentation

Finally, the ***Documentation*** node includes a link to all documentation for Ataccama tools. It is online accessible and full of useful information – step specifications, upgrade & installation guides, technical details, or examples. This will help you with troubleshooting issues or guiding you through project configurations.