
AgileDev
v. 0.1.9-SNAPSHOT
Project Documentation

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1 Developers Setup

Developer setup guide

These instructions are intended to assist the would-be developer with setting up an environment in which to successfully build the source code.

1.1 Required tools

- Maven
- GPG

1.2 Details

1.2.1 Installation

1. **Download and Install Maven** - Download the latest version of Maven and install it
2. Add username/password github account to settings.xml maven.


```
<servers>
  <server> <id>github</id> <username>GitHubLogin</username>
  <password>GitHubPassw0rd</password> </server> </servers>
```
3. Add username/password ossrh account to settings.xml maven.


```
<settings>
  <servers> <server> <id>ossrh</id> <username>your-jira-id</username>
  <password>your-jira-pwd</password> </server> </servers> </settings>
```
4. **Download GPG** - Download GPG and follow the instructions and install it to your system. Verify your gpg installation by running gpg with the version flag `gpg --version`
5. Generate key pair - Before you do anything with GPG, you will need to generate a key pair for yourself. Once you have you own key pair, you can use your private key to sign artifacts, and distribute your public key to public key servers and end-users so that they can validate artifacts signed with your private key. Generate a key pair like this `gpg --gen-key` You'll be asked for the type, the size, and the time of validity for the key, just use the default value if you don't have any special requirements. You will be asked to input your name, email, and comment for the key. These identifiers are essential as they will be seen by anyone downloading a software artifact and validating a signature. Finally, you can provide a passphrase to protect your secret key, this is not mandatory, but I highly recommend you to do this. It is essential that you choose a secure passphrase and that you do not divulge it to any one. This passphrase and your private key are all that is needed to sign artifacts with your signature.
6. Add GPG Passphrase to settings.xml:


```
<settings> <profiles> <profile>
  <id>release</id> <activation> <property> <name>performRelease</
  name> <value>true</value> </property> </activation> <properties>
  <gpg.passphrase>the_pass_phrase</gpg.passphrase> </properties> </
  profile> </profiles> </settings>
```
7. Distribute Your Public Key - Since other people need your public key to verify your files, you have to distribute your public key to a key server: `gpg --keyserver <key server url> --send-keys <key id>` You can get your keyid by listing the public keys (`gpg --list-keys`). The line starting with pub shows the length, the keyid, and the creation date of the public key.

1.2.2 Build

Once the above setup is complete:

1. Open a fresh terminal

2. Navigate to the `\${project.name}` directory, or whatever you called it.
3. Type the following on the command line: `mvn clean install`

1.2.3 Snapshot deployment

Snapshot deployment are performed when your version ends in `-SNAPSHOT`. When performing snapshot deployments simply run `mvn clean deploy` on your project.

`SNAPSHOT` versions are not synchronized to the Central Repository. If you wish your users to consume your `SNAPSHOT` versions, they would need to add the snapshot repository to their Nexus, `settings.xml`, or `pom.xml`. Successfully deployed `SNAPSHOT` versions will be found in <https://oss.sonatype.org/content/repositories/snapshots/>.

1.2.4 Release deployment

You can perform a release deployment to OSSRH with `mvn release:clean release:prepare` by answering the prompts for versions and tags, followed by `mvn release:perform`.

This execution will deploy to OSSRH and release to the Central Repository in one go, thanks to the usage of the Nexus Staging Maven Plugin with `autoReleaseAfterClose` set to `true`.

2 Site Documentation

Site Documentation

All documentation is within the code base and is written in Markdown. Markdown is a plain text formatting syntax designed so that it can be converted to HTML. There is no clearly defined Markdown standard but if you comply to the following syntax the generated pages should be formatted correctly.

| Paragraphs and Breaks | |
|---|---|
| <p>Markdown accepts text on consecutive lines as a hard-wrapped paragraph.</p> <p>Put a blank Line in between to start a new graph.</p> | <p>Markdown accepts text on consecutive lines as a hard-wrapped paragraph.</p> <p>Put a blank Line in between to start a new graph.</p> |
| Headings | |
| <pre># Header 1 ## Header 2 ### Header 3</pre> | <p>Header 1 Header 2 Header 3</p> |
| Blockquote | |
| <pre>> Blockquote.</pre> | <p>Blockquote.</p> |
| Lists | |
| <pre>Start ordered list with number. 6. Ordered 7. List 8. Items Unordered list * Unordered * List * Item</pre> | <p>1. Ordered 2. List</p> <p>1. Items</p> <p>Unordered list</p> <ul style="list-style-type: none"> Unordered List <ul style="list-style-type: none"> Item |
| Links | |

An `[inline link](http://www.google.com)` An [inline link](http://www.google.com).

An `[inline link to header page](#Site)` An [inline link to header page](#) references header on current page.

A `[reference link][id]`. A [reference link](#).

`[id]` defined elsewhere `id` defined elsewhere

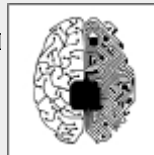
`[id]: <http://www.google.com/>` (optional) Linked URL: <http://www.google.com/>

Linked URL: `<http://www.google.com/>` Mail to: address@example.com

Mail to: `<address@example.com>`

Images

`! [Alternative title image](images/Uni)`



Code

Inline ``code`` example.

Inline code example.

Preformatted code block:

Preformatted code block:

```
<strong>Just indent 4 spaces.</strong>
```

```
<strong>Just indent 4 spaces.</strong>
```

Double-backticks (`` ` ``) delimit literal

Double-backticks (```) delimit literal backticks

3 Branching Models

Branching Models

Within the following paragraphs will discuss some of the popular branching models which are around these days. After reading this you should be able to decide which one fits your project the most.

3.1 Git-Flow

This workflow has been published by [Vincent Driesen](#) as a successful branching model for git and covers most of the standard needs for a 'classical' development project.

3.1.1 How it works

Git-Flow has the following branching model:



There are 2 primary branches:

- `master` is the main branch where everything is stable. Each commit is a stable (fully tested) version of the project, (i.e. a release) which could be deployed to production and tagged accordingly.
- `develop` is the main branch where development is done. It will contain prepared changes for the next release in `master`.

And secondary branches which are flexible over time:

- `feature` starts from `develop` and merge into `develop`. When you are working on a specific feature, you create a `feature/xxx` branch and once it's done, you merge it back into `develop` to add the stable feature to the scope for the next release. The essence of a feature branch is that it exists as long as the feature is in development, but will eventually be merged back into `develop` or discarded.
- `release` starts from `develop` and merge into `master` and/or `develop`. When `develop` is reflecting the desired state of the feature release, (all features for the release haven been merged), you create a `'release/xxx'` branch. By doing this, you can prepare the next release, correct eventual bugs and continue development in parallel. All features targeted at future releases may not be merged into the `develop` branch until the `release` branch is branched off. It is exactly at the start of a release branch that the upcoming release gets a version number assigned.
- `hotfix` starts from `master` and merge into `master` and/or `develop/ release`. When you want quickly to resolve critical bugs in production you create a `hotfix/xxx` branch. When the hotfix is developed, you merge it back into `master` with the appropriate version number, and into `develop` and/or `release` branch to update it with the modifications you made.

3.2 GitHub

GitHub has the following branching model:



As you can see in the picture above, there is only a single `master` branch and the following 6 basic rules should be followed:

1. **Everything that is in `master` could be deployed in production** - The `master` branch is the only meaningful branch of the project and it should stay stable in any circumstance so you can base your work upon and deploy it to production at anytime.
2. **Create descriptive feature branches from `master`** - When you want to develop a feature or a hotfix, you just create your branch from `master` with an explicit name that describe your work.
3. **Regularly push to `origin`** - In contrary of the Git-Flow where developers doesn't have to push its local feature branch to the main repo, you have to do that regularly within the GitHub model.
4. **Open a pull-request at anytime**
5. **Only merge after a pull request review** - This is more an advice than an absolute rule. It's a best practice that another developer should review the pull request and confirm that the branch is stable. From here you can, merge the branch back into `master` and delete the merge branch.

6. **Immediately deploy after you merge into master** - Once your branch is merged into `master` the whole thing is deployed to production. Doing so, you will stress on the necessity to keep `master` stable. Developers don't want to break everything because of its modifications were deployed, so they are more likely to pay attention to code stability before merge.

The GitHub model perfectly fits projects that don't have releases nor versions.

You do continuously integrate into `master` and you deploy the stable project to production regularly; sometimes several times a day.

Due to this it's very unlikely to add series of big bugs. If problems appear, they are quickly fixed on the go. There is no difference between a big feature and a small hotfix in terms of process.

3.3 Final words

To choose the best model depends on the nature and needs of your project. It's up to you to consider which of these models fit more or less to your environment. If necessary adapt the framework to your needs.

4 Glossary

Glossary

- **Architectural Epic** - Architectural epics are large, typically cross cutting technology initiatives that are necessary to evolve solutions to support current and future business needs.
- **Business Epic** - Business epics are large, typically cross cutting, customer facing initiatives that encapsulate the new development to realize certain business benefits.
- **Epic** - There are 2 kind of epics, business epics and architectural epics.
- **Feature** - Features are services provided by the system that fulfill one or more stakeholder needs. Features are a central part of Agile and often come from the breakdown of Epics. Features live at a level above specific requirements and bridge the gap from the problem domain (understanding the needs of the user and stakeholders) to the solution domain (specific requirements and acceptance criteria). The attributes of a feature may include: *The feature* - A short 1-3 word title summarizing the feature *The benefit* - A short description which elaborates the feature and describes the value to the user. There may be multiple benefits per feature.
- **User story** - Traditionally expressing intended system behavior has been captured in software requirements specifications. In agile this traditional document is replaced by a series of stories which express the intent of the system. Stories are small, independent behaviors that can be implemented incrementally, each of which provides some value to the user. The recommended form of expressing a user story is the user voice form, and it appears as follows: As a *user role* I can *activity* so that *business value*

5 Abbreviations

Abbreviations

- DTO - Data Transfer Object
- REST - REpresentational State Transfer