

## Table of Contents

Table of Contents	1
ASPARK-STARTER	2
1. WHAT IS IT ?!	2
2. INSTALLATION AND CONFIGURATION	2
2.1. Fetch the source	2
2.2. Prerequisites	2
2.3. Build the first aspark-starter instance	2
2.4. Check the runnable actions	2
2.5. Start hacking	3

# ASPARK-STARTER

## 1. WHAT IS IT ?!

A demo application which will help you to grasp the Apache Spark concept.

## 2. INSTALLATION AND CONFIGURATION

This section presents the steps needed to perform to deploy the aspark-starter tool. Note, that the commands are for Ubuntu, thus if you are on different OS choose , google the names of the packages applicable for your OS.

### 2.1. Fetch the source

Fetch the source from git hub as follows:

```
# create your product dir:
mkdir -p /opt/csiteda/
cd /opt/csiteda/

# fetch the source
git clone git@github.com:YordanGeorgiev/aspark-starter.git

# DO NOT CD into the new dir !!!!
```

### 2.2. Prerequisites

The must have binaries are:

bash, perl, zip

The nice to have are:

tmux, vim ,ctags

The examples are for Ubuntu - use you OS package manager ...

```
apt-get autoclean
apt-get install --only-upgrade bash
sudo apt-get install -y perl

apt-get upgrade
```

### 2.3. Build the first aspark-starter instance

Build the aspark-starter instance by running the bootstrap script

```
# bootstrap the product instance dir
bash aspark-starter/src/bash/aspark-starter/bootstrap-aspark-starter.sh

# the script should prompt you to cd
```

### 2.4. Check the runnable actions

You could check the functions which could be run - aka "actions" by issuing the following command.

---

```
# check the runnable with the -a cmd arg actions  
find . -name '*.func.sh' | sort
```

## 2.5. Start hacking

Start hacking ... or wait check at least the test call running all the functions of the tool ...

```
# optionally if you are in the vim camp open the "project relative files list file"  
vim meta/.dev.aspark-starter  
  
# Ctrl + Z ,  
bash sfw/bash/aspark-starter/test-aspark-starter.sh  
  
# now clone your own instance  
bash sfw/bash/aspark-starter/aspark-starter.sh -a to-app=my-tool
```