Boot Project Team share

1. 팀장이 Github에 먼저 프로젝트를 생성성한다.

Required fields are marked with an asterisk (*).

Owner * kdgfox / Repository name * miniproject

miniproject is available.

Great repository names are short and memorable. Need inspiration? How about probable-octo-palm-tree ?

Description (optional)

backend miniproject

Public
Anyone on the internet can see this repository. You choose who can commit.

Private
You choose who can see and commit to this repository.

Initialize this repository with:

Add a README file
This is where you can write a long description for your project. Learn more about READMEs.

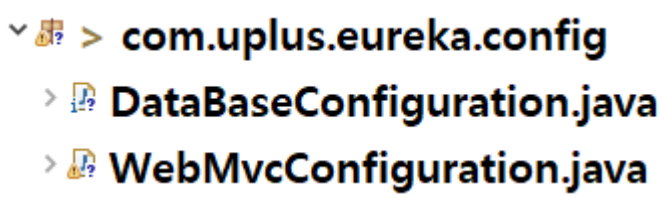
2. sts에서 Spring start project를 이용해서 String boot project를 생성한다. (spring boot 환경설정.pdf 참조)

   2.1 application.properties 에 DB 설정을 해야 한다. (project 생성시 mybatis와 mysql를 생성했기 때문에)

```
# DataBase Settings : hikariCP : https://github.com/brettwooldridge/HikariCP
spring.datasource.hikari.driver-class-name=com.mysql.cj.jdbc.Driver
spring.datasource.hikari.jdbc-url=jdbc:mysql://localhost:3306/uereka?serverTimezone=UTC
spring.datasource.hikari.username=uereka
spring.datasource.hikari.password=uereka
spring.datasource.hikari.pool-name=hikari-pool


# hikariCP property setting
spring.datasource.hikari.maximum-pool-size=50
spring.datasource.hikari.minimum-idle=50
spring.datasource.hikari.connection-timeout=5000
spring.datasource.hikari.connection-init-sql=SELECT 1
spring.datasource.hikari.idle-timeout=600000
spring.datasource.hikari.max-lifetime=1800000
spring.datasource.hikari.auto-commit=true
```

   2.2 config에 패키지 추가한 후 DataBaseConfiguration, WdbMvcConfiguration 파일을 넣어준다.



2.3 swagger 설정하는 경우 참조'

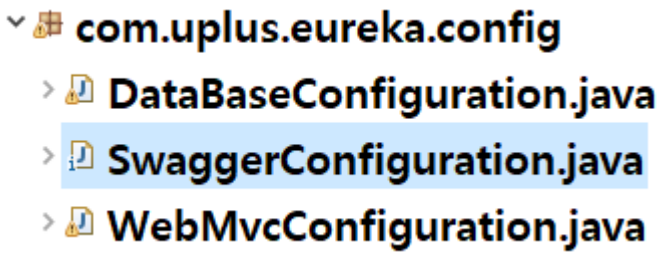
2.3.1 pom.xml 에 의존성 추가

```
<!-- swagger를 위한 의존성 추가. springdoc로 검색 : SpringDoc OpenAPI Starter Wel
<!-- https://mvnrepository.com/artifact/org.springdoc/springdoc-openapi-sta
<dependency>
    <groupId>org.springdoc</groupId>
    <artifactId>springdoc-openapi-starter-webmvc-ui</artifactId>
    <version>2.6.0</version>
</dependency>
```

2.3.2 application.properties 에 swagger 설정 추가 하기

```
# swagger v2.6 setting
springdoc.packages-to-scan=com.uplus.eureka.book.controller,com.uplus.eureka.member.controller
springdoc.paths-to-match=/**
springdoc.default-consumes-media-type=application/json;charset=UTF-8
springdoc.default-produces-media-type=application/json;charset=UTF-8
springdoc.swagger-ui.enabled=true
springdoc.swagger-ui.path=/swagger-ui.html
springdoc.swagger-ui.tags-sorter=alpha
springdoc.swagger-ui.operations-sorter=alpha
springdoc.api-docs.path=/v3/api-docs
springdoc.api-docs.groups.enabled=true
springdoc.cache.disabled=true
```

2.3.3 config에 Swagger config 추가하기

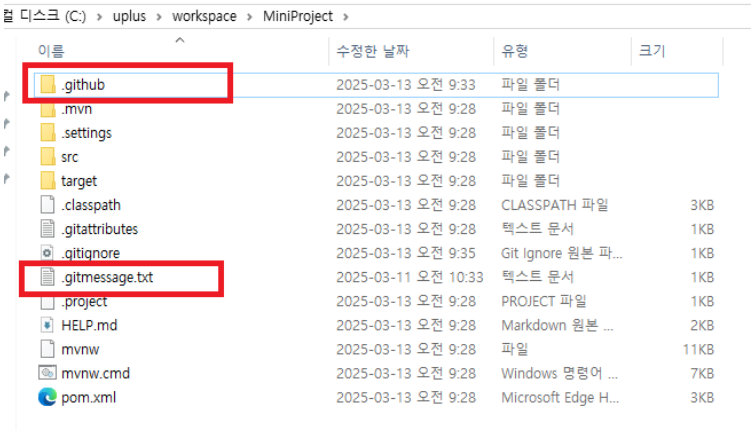


2.4 lombok을 사용하는 경우 참조

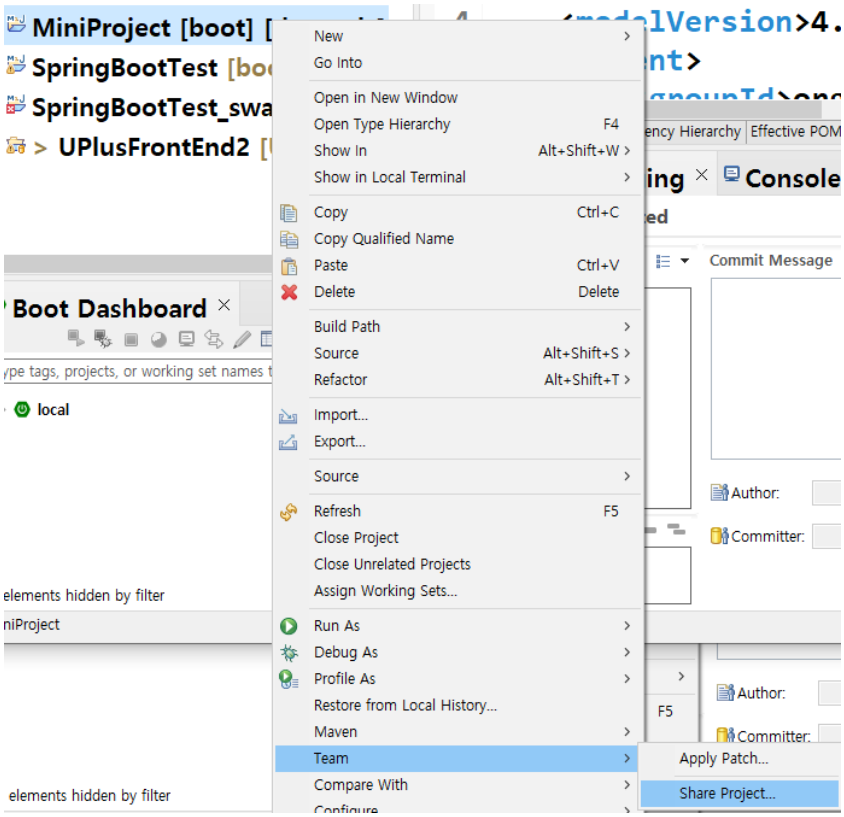
pom.xml에 의존성 추가

```
<!-- https://mvnrepository.com/artifact/org.projectlombok/lombok -->
<dependency>
    <groupId>org.projectlombok</groupId>
    <artifactId>lombok</artifactId>
    <version>1.18.36</version>
    <scope>provided</scope>
</dependency>
```

3. 프로젝트안에 .github 디렉토리와 .gitmessge.txt 파일을 추가한다.



4. 프로젝트를 우 클릭 후 team>share project를 선택한다.



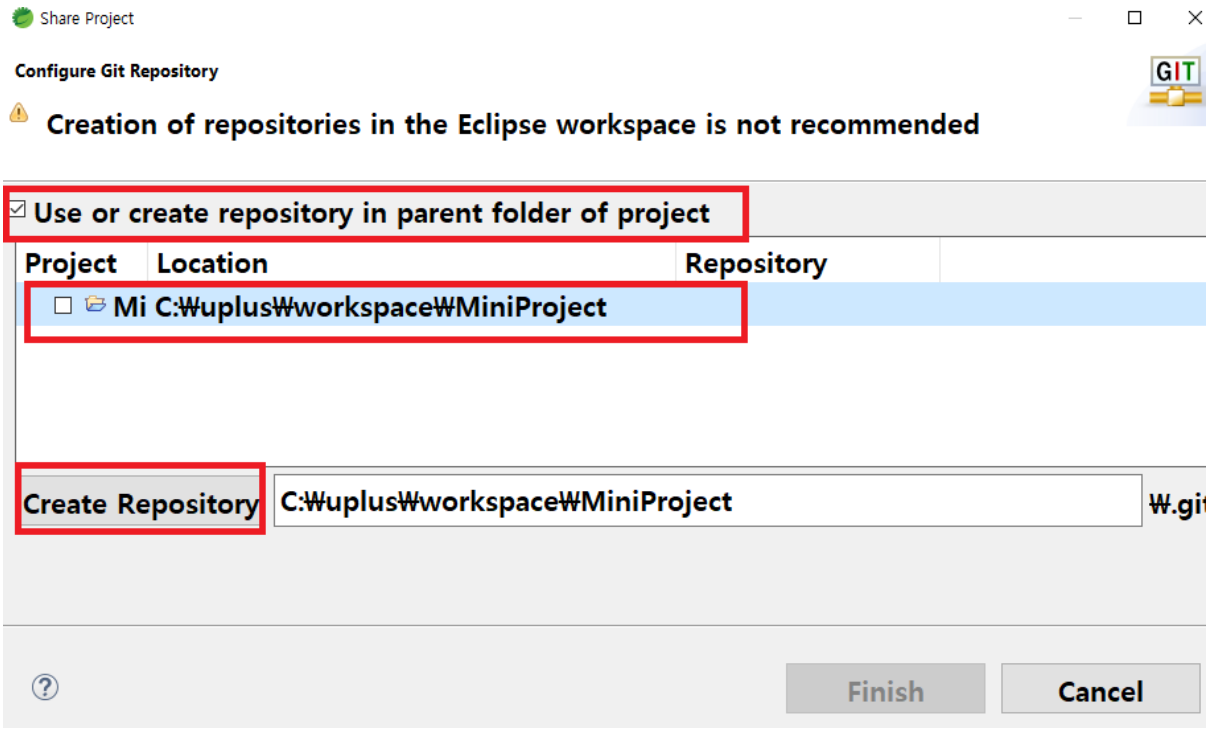
5. Repository 설정하기

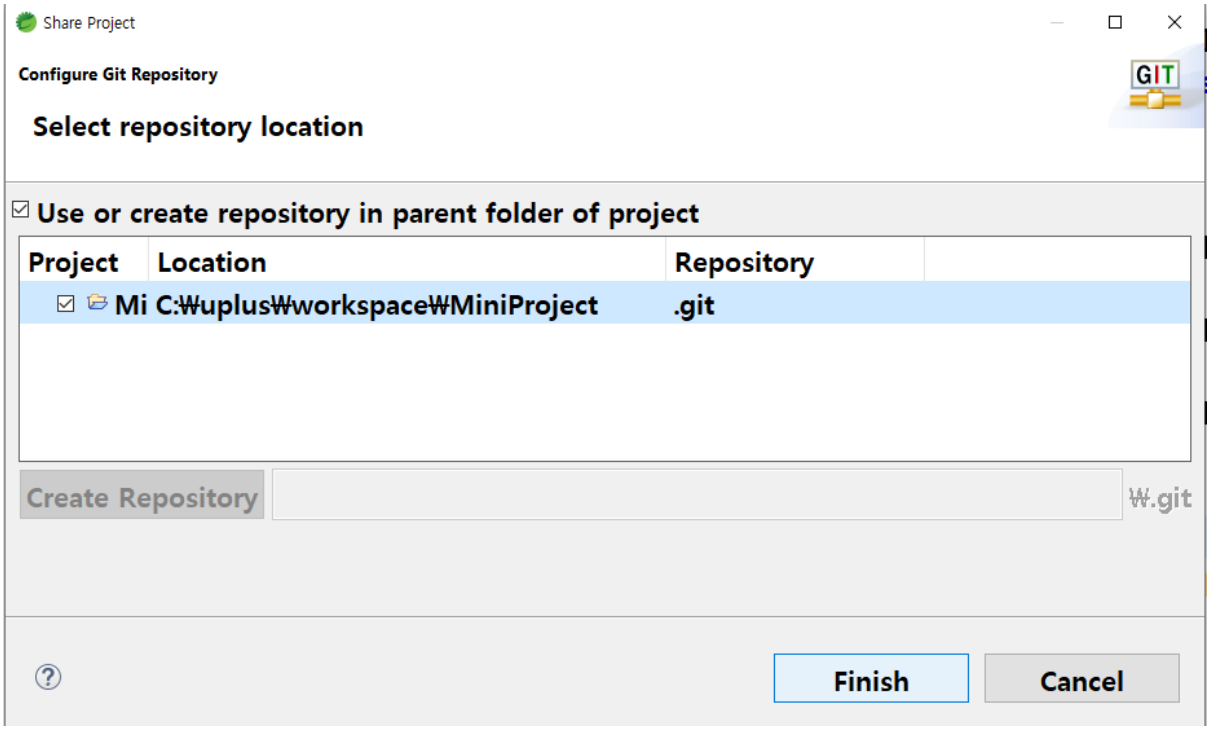
5.1 Use or create repository~ 를 클릭한다.

5.2 프로젝트를 선택하면 Create Repository를 클릭할 수 있게 활성화 된다.

5.3 활성화된 Create Repository를 클릭하면 finish 버튼이 활성화된다.

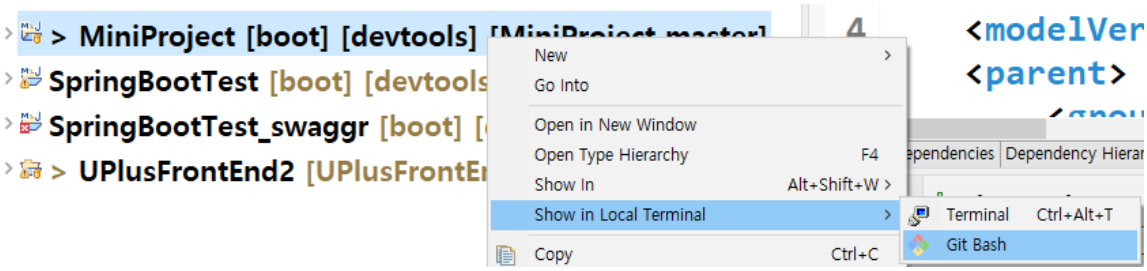
5.4 finish 버튼을 클릭한다.



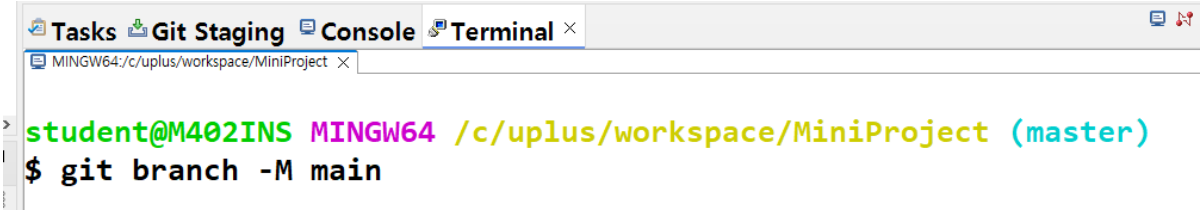


프로젝트에 Repository가 생성되었다.

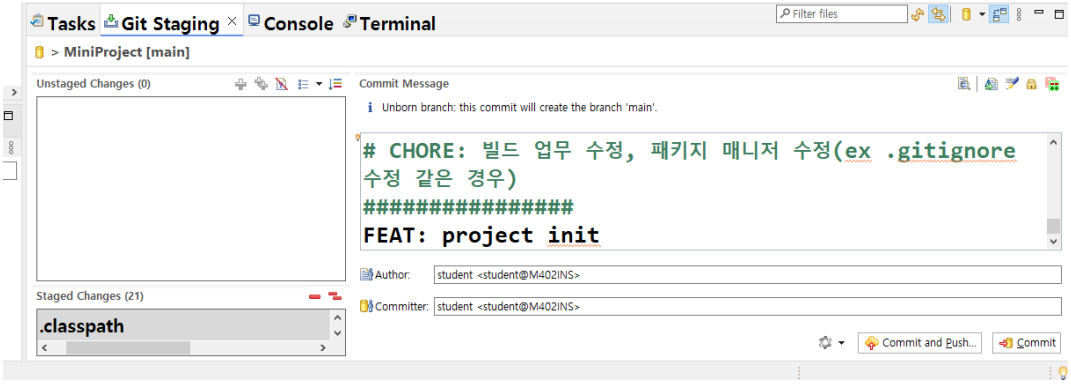
6. 프로젝트를 우 클릭 > show in Local Terminal > Git bash를 선택한다.



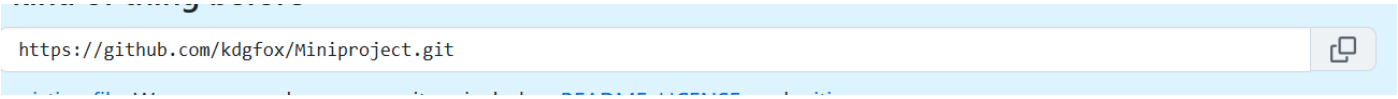
Git branch – M main



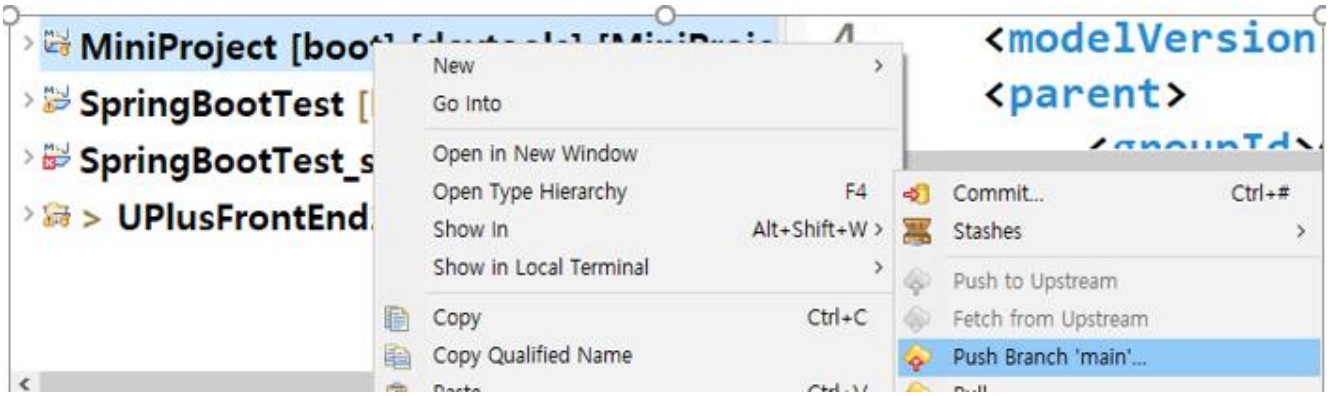
sts에서 team>commit을 선택해 ++ 로 모두 staging 하고 commit 메시지 입력 후 commit 버튼 클릭



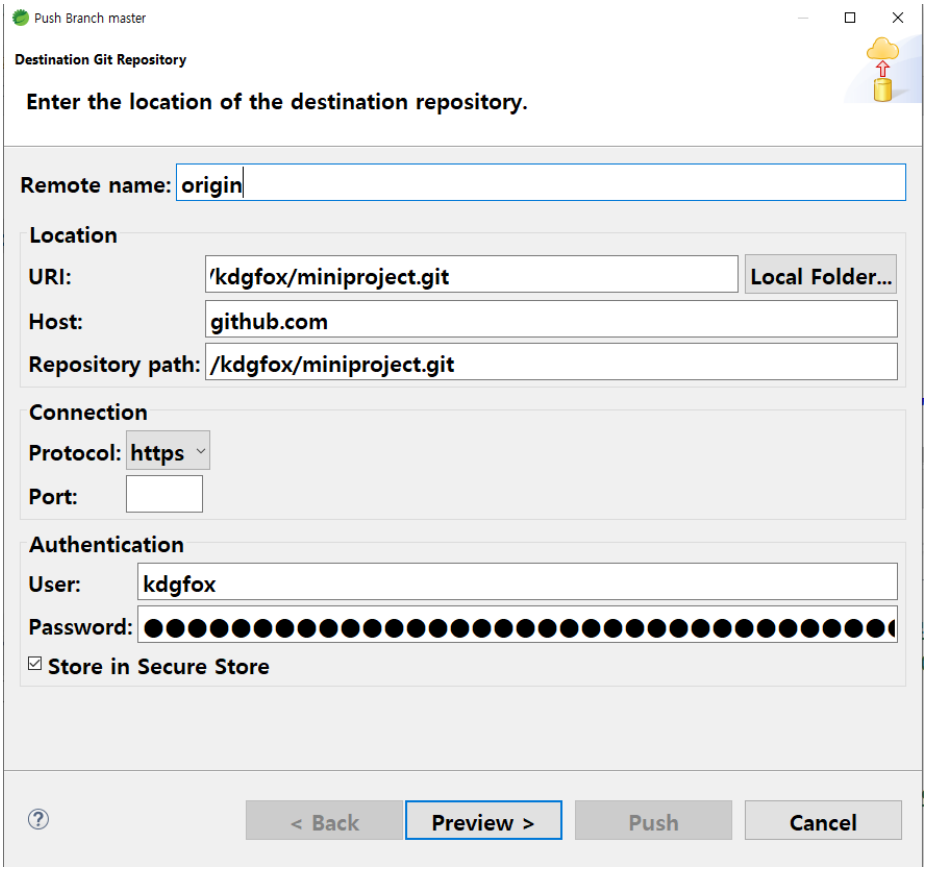
Github 의 원격 주소를 복사한다.



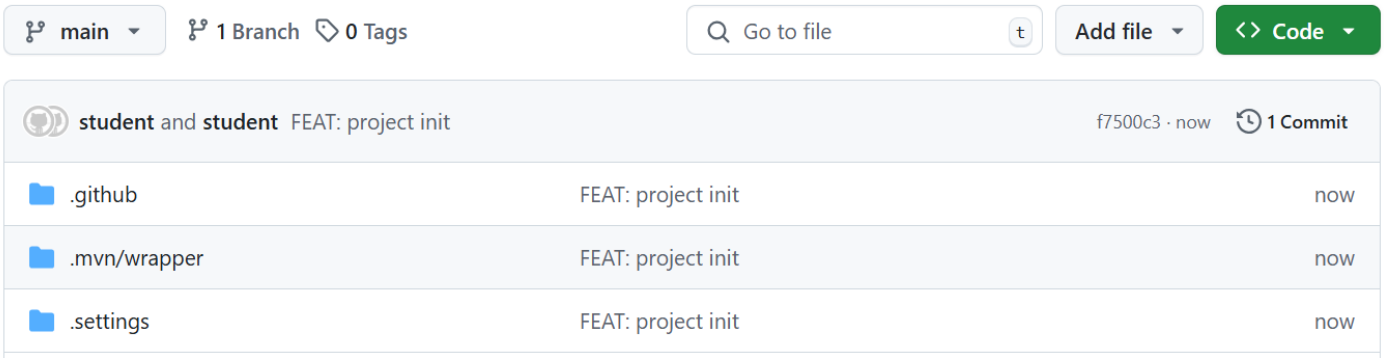
Temp>push Branch main을 선택한다.



계정명과 token을 입력후 previw> push 한다.



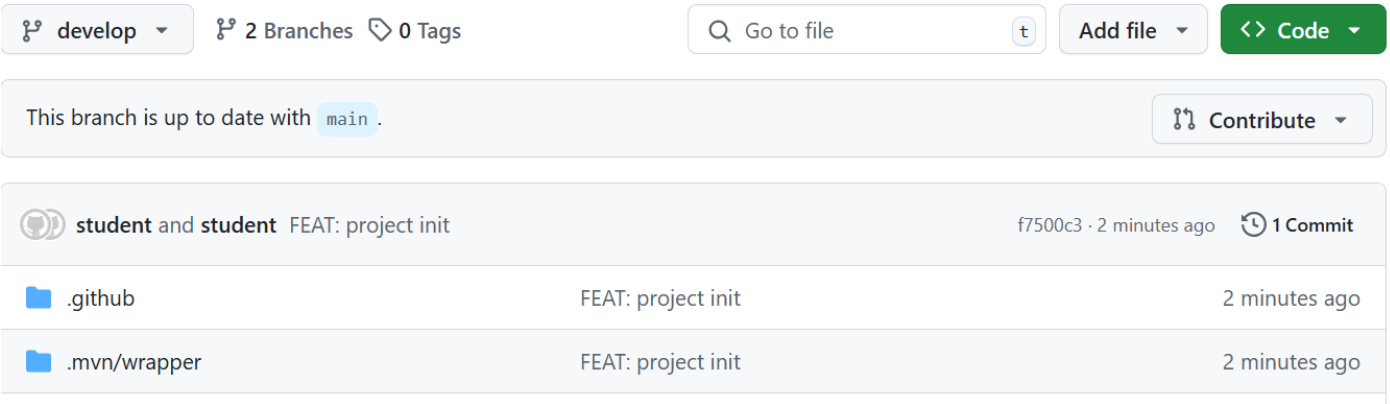
원격 레포짓토리를 새로고침하면 push된 것을 확인할 수 있다.



7. Sts에 열어온 git bash에서 develop branch 생성해서 push 한다.

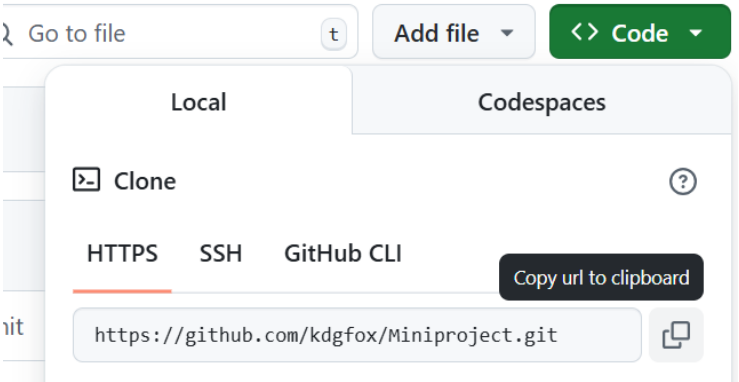
```
student@M402INS MINGW64 /c/uplus/workspace/MiniProject (main)
$ git branch -M develop

student@M402INS MINGW64 /c/uplus/workspace/MiniProject (develop)
$ git push origin develop
Total 0 (delta 0), reused 0 (delta 0), pack-reused 0 (from 0)
```

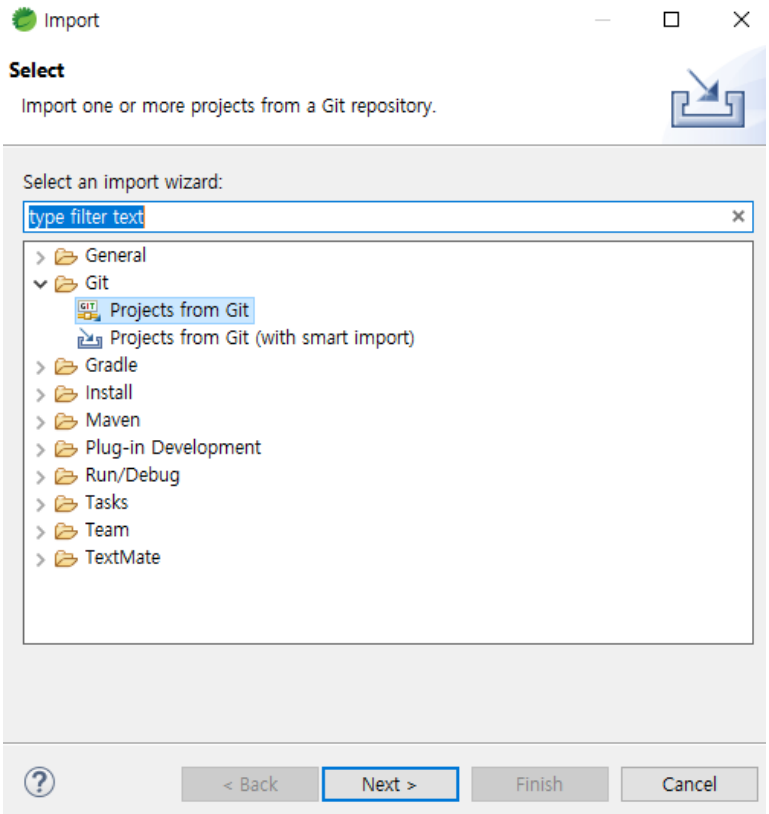


팀원이 공유 프로젝트 sts에 import하기

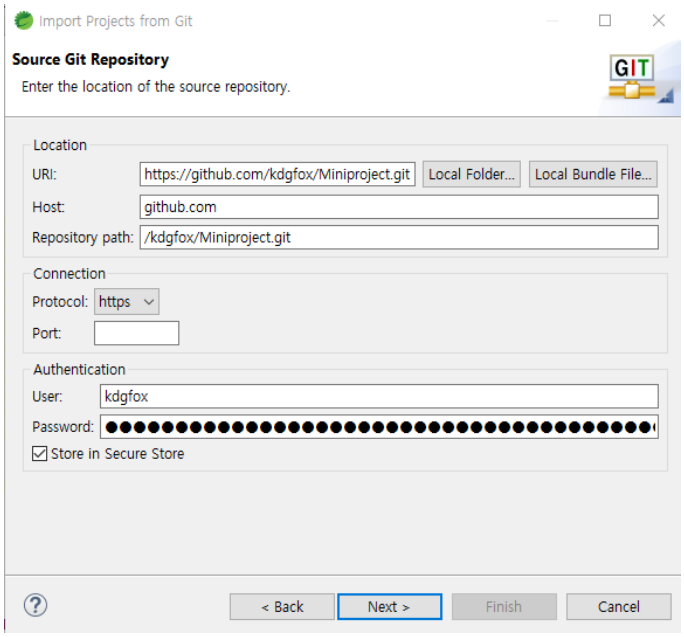
1. 공유 프로젝트의 주소를 복사한다.



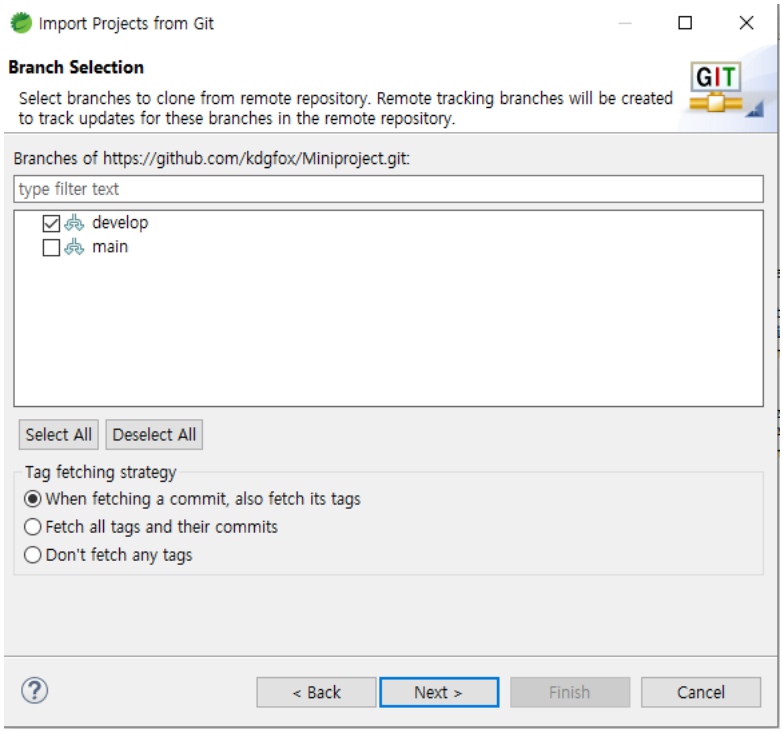
2. Import project를 선택 후 Projects from Git을 선택하고 next 버튼을 클릭한다.



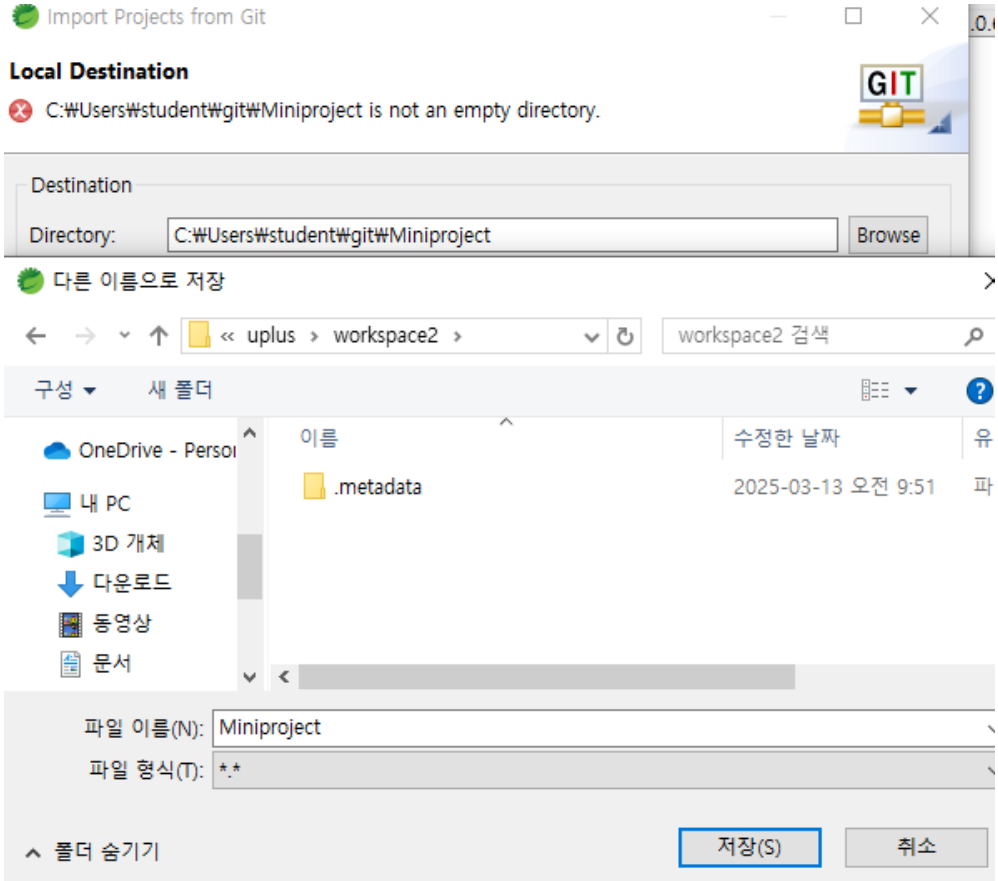
계정명과 토큰을 입력하고 next한다.

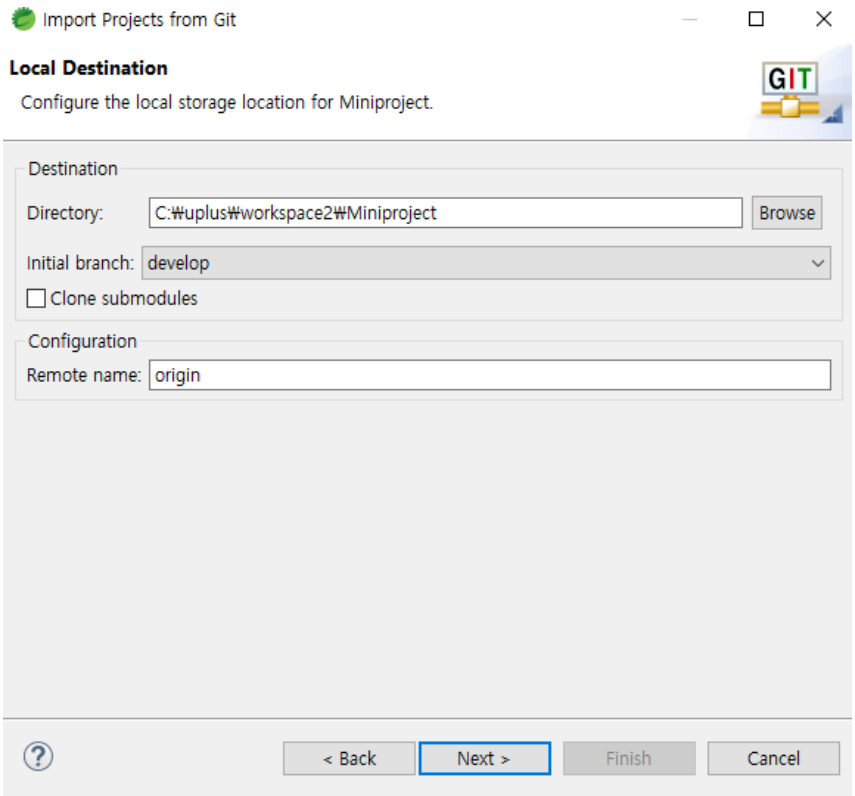


팀원은 Develop만 선택하고 next한다.



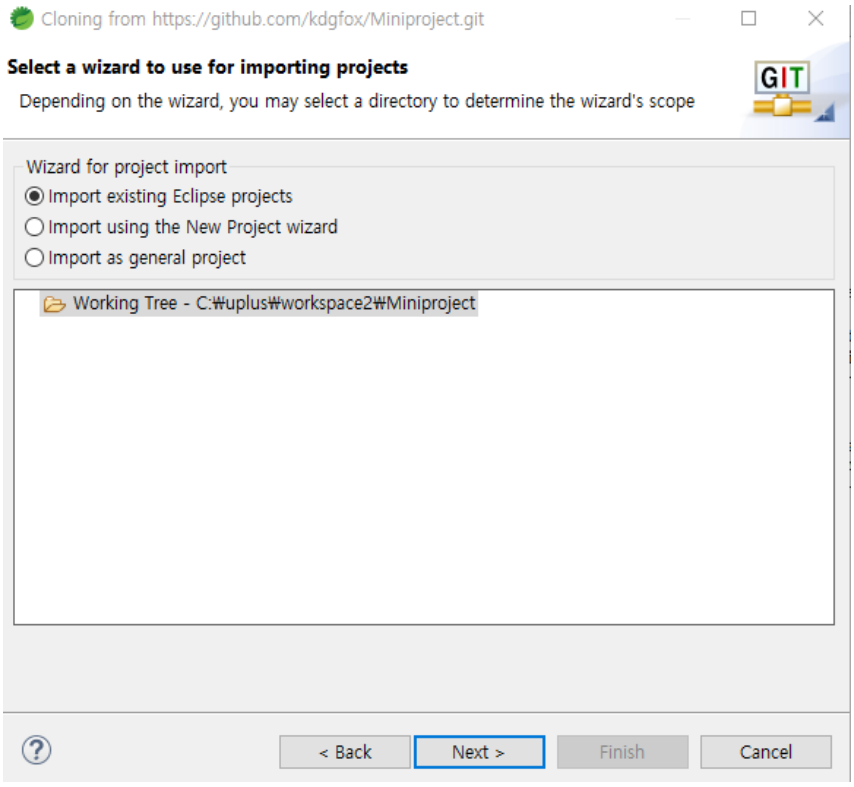
다운 받을 경로를 설정한다.



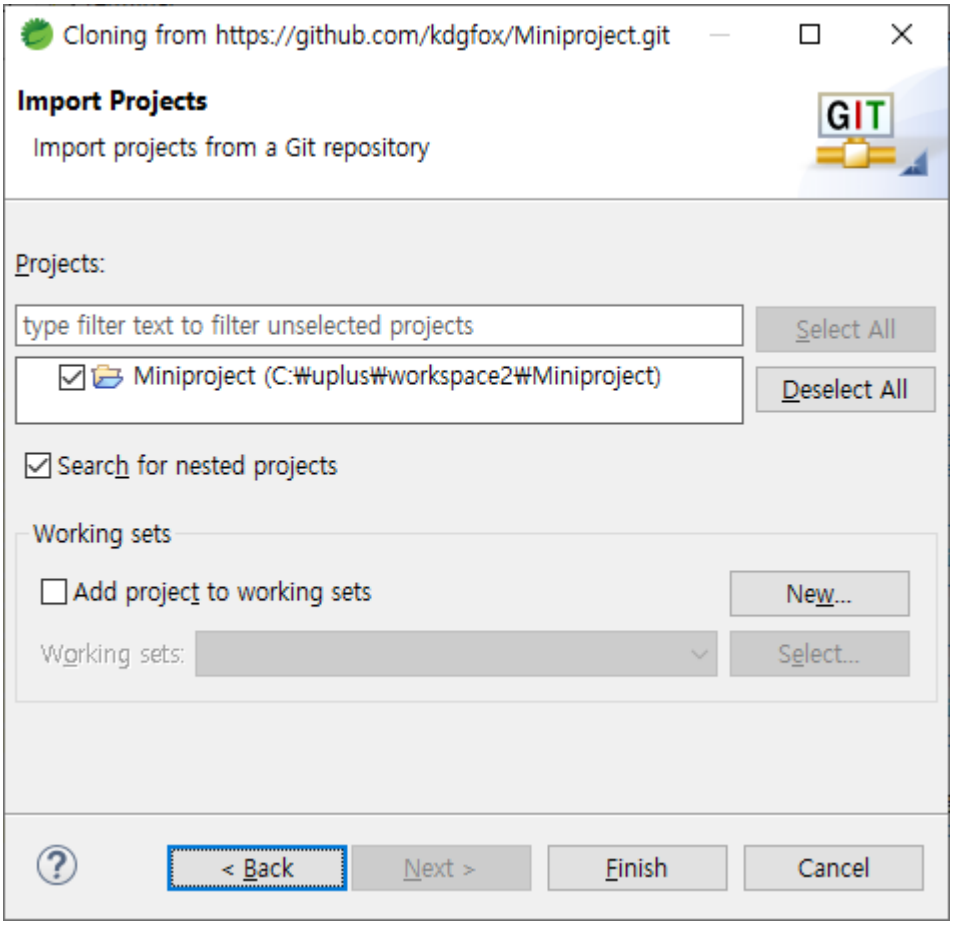


Next 선택한다.

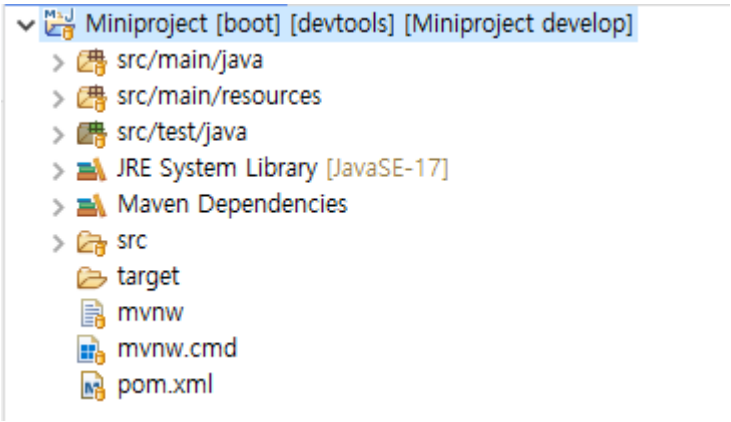
Import existing Eclipse projects를 선택후 next



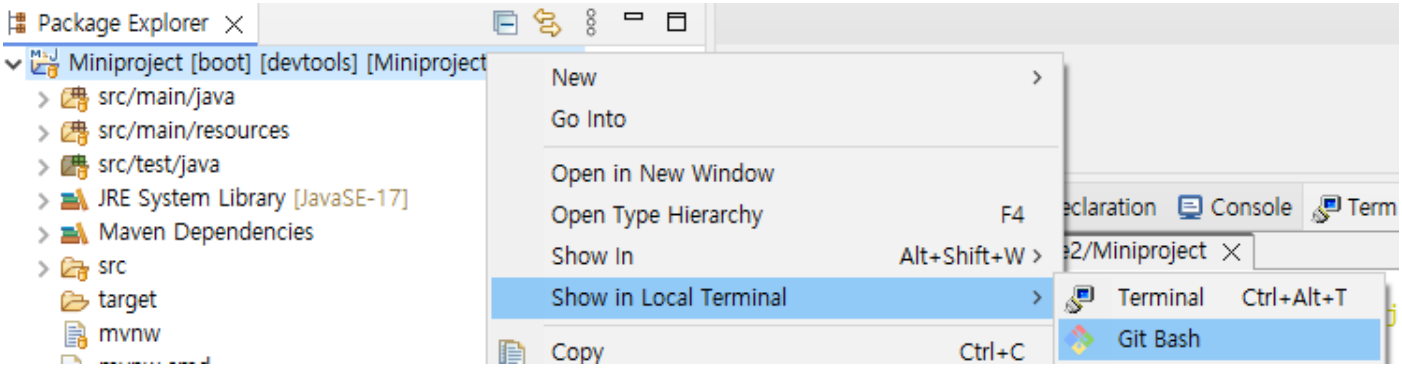
Finish 버튼을 클릭한다.



프로젝트가 import됐다.



Git bash를 연다



feature/~ branch를 생성해서 push한다. Push 해야 프로젝트가 feature branch로 변경된다.

변경된 feature branch에서 작업한다.