



Condo

B u i l d b y C o n v e n t i o n

bit.ly/condo-live

bit.ly/condo-deck



I might know some stuff...

D e a v o n M . M c C a f f e r y

 github.com/dmccaffery

 github.com/automotiveMastermind



Condo

YET ANOTHER BUILD SYSTEM
SEE IT IN ACTION (DEMO)
THE BUILD LIFECYCLE

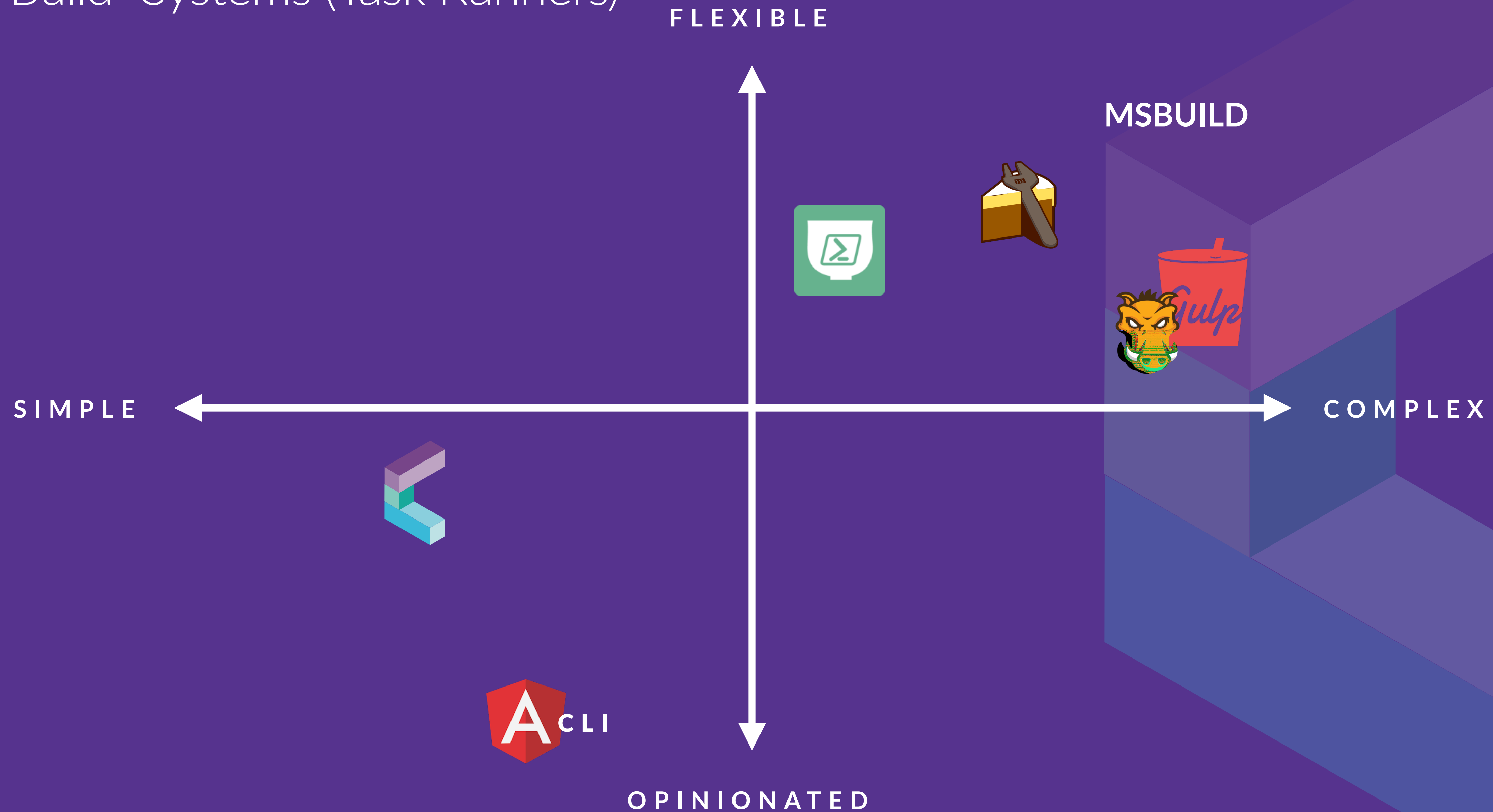
ESTABLISHED CONVENTIONS
CONFIGURATION
WHAT'S COMING NEXT



Yet Another Build System

Why Do We Want/Need This?!

⚙️ “Build” Systems (Task Runners)

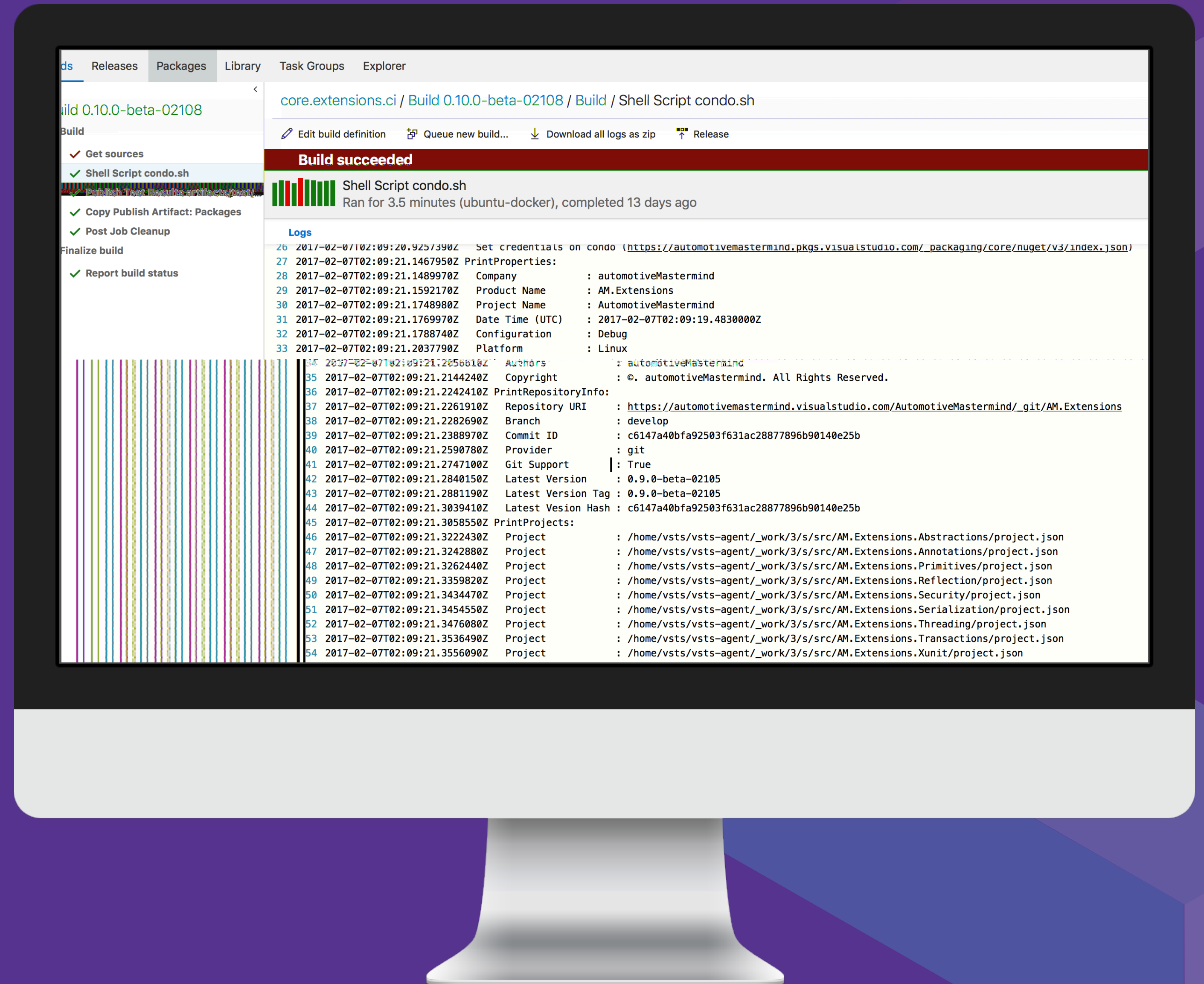




Introduction to Condo

An open-source, conventional build system used to automate *most* build tasks without authoring complex scripts

- ✓ Automatic semantic versioning
- ✓ Automatic test discovery and execution
- ✓ Automatic change log generation
- ✓ Automatic packaging (NuGet, etc)
- ✓ Supports macOS, Linux, and Windows
- ✓ Works with .NET and .NET Core (among others)
- ✓ No Preinstalled Prerequisites Required
- ✓ Super Simple Configuration





See it in Action

DEMO



The Build Lifecycle

Understanding the Build Pipeline

Condo Lifecycle



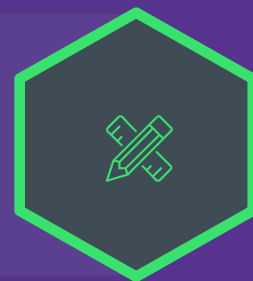
Initialize



Bootstrap



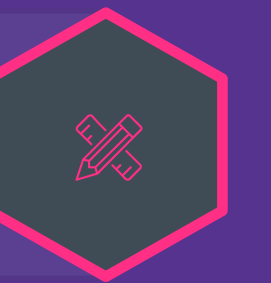
Version



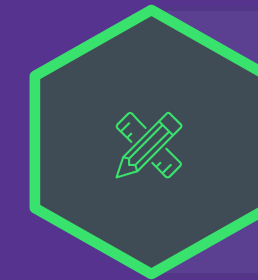
Prepare



Compile



Test



Package



Verify



Document



Publish



Condo Lifecycle



Initialize

- Get the Current Time (Local or NTP)
- Get Platform Information (OS, etc)
- Get Repository Information (Commit History)
- Get Project Metadata

- Print Build Configuration
- Print Repository Information
- Print Detected Projects
- Print Build Information
- Print Artifact Paths

Condo Lifecycle

Bootstrap



Bootstrap Protected NuGet Feeds
Bootstrap Protected NPM Feeds

Bootstrap Dependencies

NPM
Gulp
Grunt
Bower
DocFX

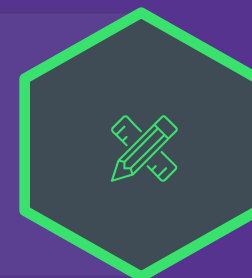


Version

Determine Build Quality
Determine Semantic Version

Update <VersionPrefix> in MSBuild Projects
Emit Assembly Info (Condo.AssemblyInfo.cs)

Prepare



Create Artifact Paths
Restore Git Submodules

Restore Packages
NuGet
NPM
Bower

Condo Lifecycle



Compile

Compile .NET Projects
Compile .NET Core Projects

Execute Task Runners
NPM Script
Gulp
Grunt
Angular CLI



Condo Lifecycle

Discover Tests

VSTest

xUnit

NUnit

MSTest

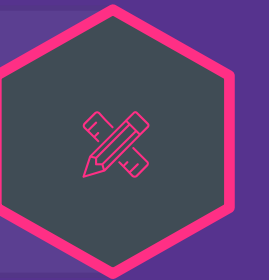
Execute Tests

Platform Specific

Agent Specific

NOTE: At present all test types will be executed (Unit, Integration, EndToEnd, and Performance)

Test





Condo Lifecycle

Package NuGet

.NET Core - csproj or project.json

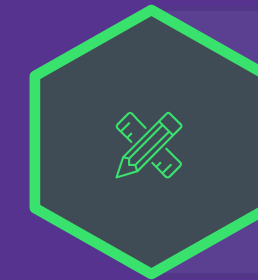
nuspec

Package NPM

package.json

Package Bower

bower.json



Package



Condo Lifecycle

NOTE: Currently has no default implementation, but can be used to perform tasks similar to the following:

Code Signing
Signature Verification
Package Verification

Verify





Condo Lifecycle

Generate Documentation

DocFX (coming soon)

GitHub Pages (coming soon)



Document



Condo Lifecycle

Publish Build Artifacts

`./artifacts/build`

Publish Test Artifacts

`./artifacts/test`

Publish Package Artifacts

`./artifacts/package`

Publish Documentation Artifacts

`./artifacts/docs`

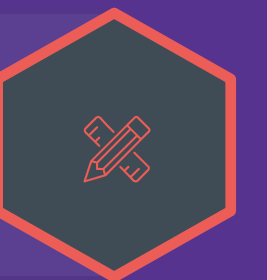
Publish Feed

`./artifacts/feed` (local copy)

Publish Release Artifacts

`./artifacts/publish`

Publish





Established Conventions

Getting the Most from Condo

⚙️ Folder Convention



src

Contains projects that contribute to deployable artifacts



test

Contains projects that contribute to testing, including unit, integration end-to-end, and performance tests.



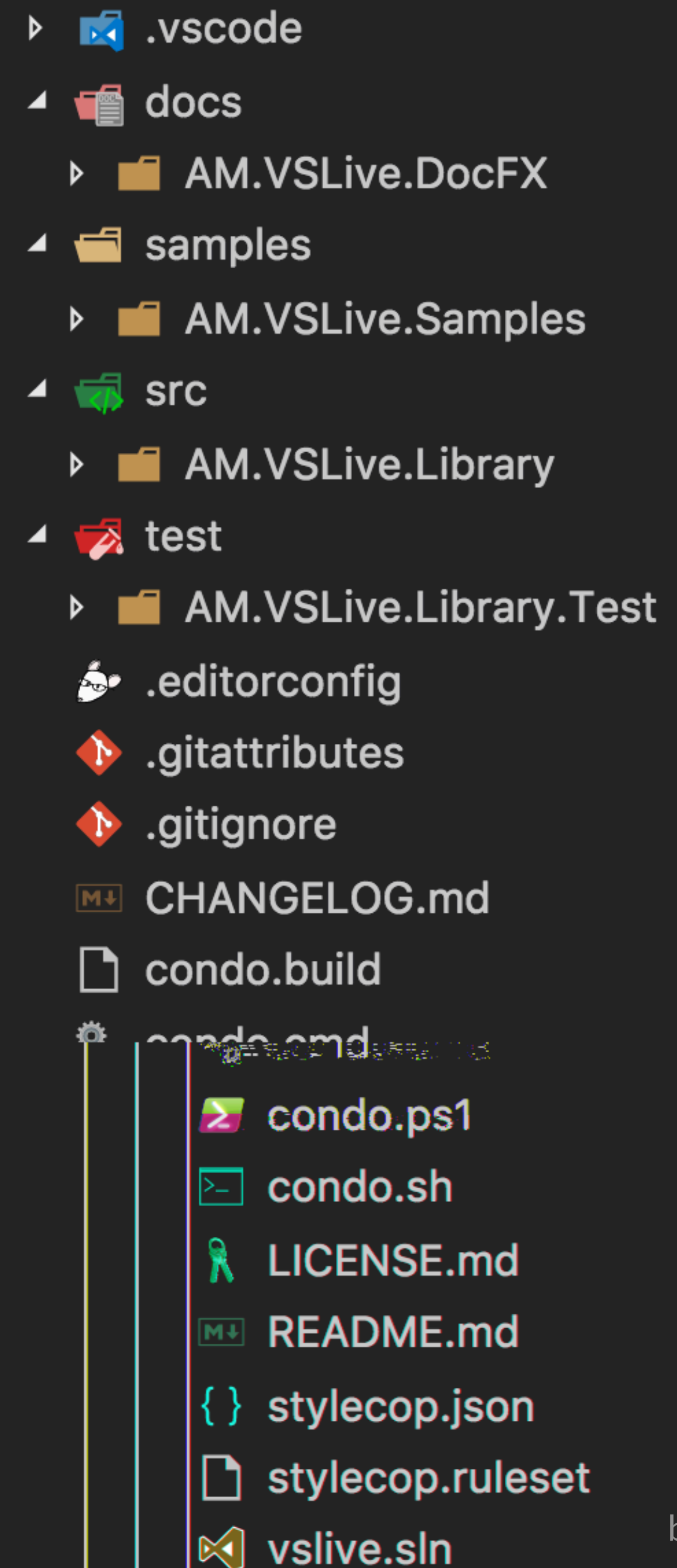
docs

Contains projects used to generate documentation, such as DocFX

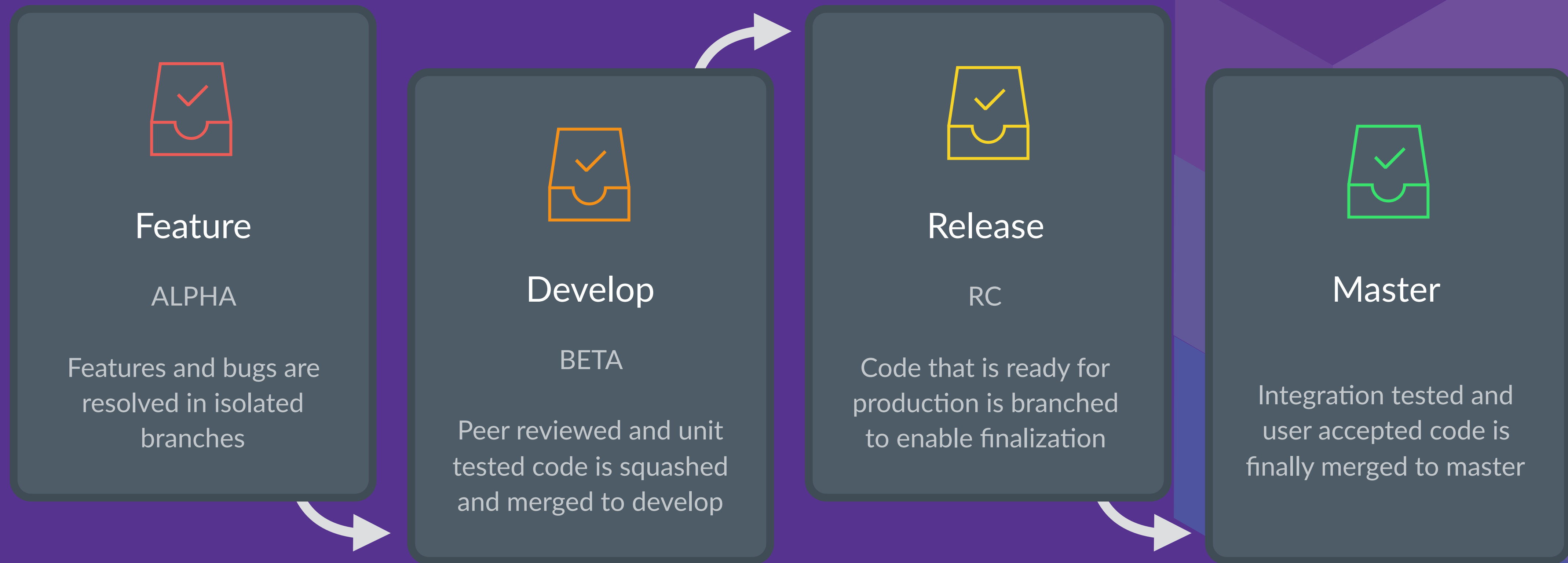


samples

Contains projects used to provide examples or code samples



⚙ Branch Strategy Convention



⚙️ Commit Message Convention

<type>(**<scope>**): **<subject>**
<BLANK LINE>
<body>
<BLANK LINE>
<footer>

<type>: a well-known, predefined value that represents the reason for the commit

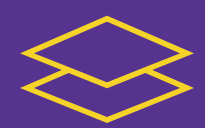
<scope>: a predefined value (by project) that represents the area of concern

<subject>: a short, imperative sentence fragment in the present tense that describes the reason for the commit

<body>: an imperative, long form description of the reason for the commit

<footer>: used to identify breaking changes as well as work item references

Commit Message Convention



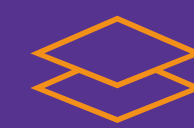
feat

Changes that introduce a new feature



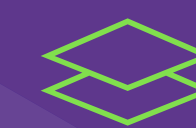
fix

Changes that introduce a fix to an existing bug



build or ci

Changes that effect the build system or continuous integration configuration



test

Changes that add additional tests or corrects existing tests



refactor

Changes that refactors existing code without adding a new feature or fixing a bug



perf

Changes that improve performance



style

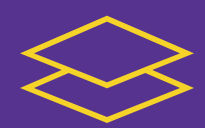
Changes that do not effect the meaning of the code (white space, formatting, missing semi-colons, etc)



docs

Changes that effect conceptual or generated documentation

⚙️ Commit Message Convention



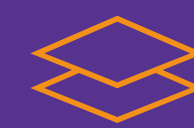
feat

Changes that introduce a new feature



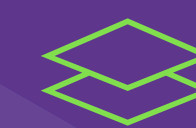
fix

Changes that introduce a fix to an existing bug



build or ci

Changes that effect the build system or continuous integration configuration



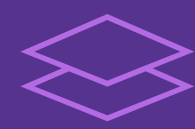
test

Changes that add additional tests or corrects existing tests



refactor

Changes that refactors existing code without adding a new feature or fixing a bug



perf

Changes that improve performance



style

Changes that do not effect the meaning of the code (white space, formatting, missing semi-colons, etc)



docs

Changes that effect conceptual or generated documentation

SEMANTIC VERSIONING

⚙️ Commit Message Convention

feat(transactions): simplify the invoker implementation

- remove embedded resource mappings as they are ignored by vs sdk
- simplify the invoker implementation

NOTE:

The .NET Core SDK preview tooling for Visual Studio 2015 ignores the buildOptions -> embed -> mappings when generating embedded resources, such as resx, which causes the namespace to change when building within Visual Studio. This code change removes those mappings and relies on the conventional namespace generated within Visual Studio.

This commit also resolves the unnecessary use of a locally scoped variable within the ActivityScope class as pointed out by @keith during the last code review.

BREAKING CHANGE:

The signature of the `AMM.Transactions.IInvoker<TRequest>` interface has changed to `AMM.Transactions.IInvoker<TProtocol, TRequest>`. This change has had a cascading effect on the `IRetryPolicy.SendAsync` method signature.

Related work items: #4656



Semantic Versioning

1

Major

Changes that introduce a breaking change to public API

Identified by 'BREAKING CHANGE' in a commit message footer

2

Minor

Changes that introduce a new feature

Identified by a commit message with a type of 'feat'

3

Patch

Changes that introduce a bug fix

Identified by a commit message with a type of 'fix'

alpha

Prerelease Tag

Changes in build quality

Identified by the git branch from which the build was initiated



Change Log Generation

All notable changes to this project will be documented in this file.

0.1.0-beta-02075 (2017-01-31)

Features

- **collections:** add support for distinct 3b6dd16, closes #4908
- **di:** add infra service accessor abstraction 7ad05c3, closes #4908
- **ipv6:** remove failing ipv6 cases 0c05843
- **transactions:** simplify the invoker implementation 9796236, closes #4656
- initial implementation of core extensions e5ea011, closes #4656

BREAKING CHANGE

- **transactions:**

- The signature of the `aMm.Transactions.IInvoker<TRequest>` interface has changed to `aMm.Transactions.IInvoker<TProtocol, TRequest>`. This change has had a cascading effect on the `IRetryPolicy.SendAsync` method signature.



Configuration

Customizing the Build



Minimal Configuration

```
<?xml version="1.0" encoding="utf-8"?>
<Project ToolsVersion="15.0" xmlns="http://schemas.microsoft.com/developer/msbuild/2003"
    InitialTargets="Clean" DefaultTargets="Build">
  <PropertyGroup>
    <Product>AM.Condo</Product>
    <StartDateUtc>2015-05-28</StartDateUtc>

    <Company>automotiveMastermind</Company>
    <Authors>automotiveMastermind</Authors>

    <License>MIT</License>
    <LicenseUri>https://opensource.org/licenses/MIT</LicenseUri>
  </PropertyGroup>

  <Import Project="$(CondoTargetsPath)\Lifecycle.targets" />
  <Import Project="$(CondoTargetsPath)\Goals.targets" />
</Project>
```

⚙ Branch Strategy Configuration

```
<PropertyGroup>  
  <BranchStrategy>GitFlow </BranchStrategy>  
</PropertyGroup>
```

Set the BranchStrategy property to one of the following:

- GitFlow
- GitLabFlow
- GitHubFlow

The default value is GitFlow (if not specified). This is also fully customizable regardless of the flow that is chosen.

⚙ Branch Strategy Configuration (GitFlow)

```
<?xml version="1.0" encoding="utf-8"?>
<Project ToolsVersion="15.0" xmlns="http://schemas.microsoft.com/developer/msbuild/2003">
  <PropertyGroup>
    <DevelopBranch Condition=" '$(DevelopBranch)' == '' " >develop</DevelopBranch>
    <MasterBranch Condition=" '$(MasterBranch)' == '' " >master</MasterBranch>
    <FeatureBranchPrefix Condition=" '$(FeatureBranchPrefix)' == '' " >feature</FeatureBranchPrefix>
    <BugfixBranchPrefix Condition=" '$(BugfixBranchPrefix)' == '' " >bugfix</BugfixBranchPrefix>
    <ReleaseBranchPrefix Condition=" '$(ReleaseBranchPrefix)' == '' " >release</ReleaseBranchPrefix>
    <SupportBranchPrefix Condition=" '$(SupportBranchPrefix)' == '' " >support</SupportBranchPrefix>
    <HotfixBranchPrefix Condition=" '$(HotfixBranchPrefix)' == '' " >hotfix</HotfixBranchPrefix>
    <DefaultBuildQuality Condition=" '$(DefaultBuildQuality)' == '' " >alpha</DefaultBuildQuality>
    <DevelopBranchBuildQuality Condition=" '$(DevelopBranchBuildQuality)' == '' " >beta</DevelopBranchBuildQuality>
    <MasterBranchBuildQuality Condition=" '$(MasterBranchBuildQuality)' == '' " ></MasterBranchBuildQuality>
    <FeatureBranchBuildQuality Condition=" '$(FeatureBranchBuildQuality)' == '' " >$(DefaultBuildQuality)</FeatureBranchBuildQuality>
    <BugfixBranchBuildQuality Condition=" '$(BugfixBranchBuildQuality)' == '' " >$(DefaultBuildQuality)</BugfixBranchBuildQuality>
  </PropertyGroup>

```

⚙ Version Strategy Configuration

```
<PropertyGroup>  
  <VersionStrategy>Conventional</VersionStrategy>  
</PropertyGroup>
```

Set the VersionStrategy property to one of the following:

- Conventional
- Manual

The default value is Conventional, which generates semantic versioning based on the BranchStrategy and ConventionStrategy configuration.

Manual will not generate the version or write the assembly info files.

⚙ Version Strategy Configuration

```
<PropertyGroup>  
  <ConventionStrategy>Angular </ConventionStrategy>  
</PropertyGroup>
```

Set the ConventionStrategy property to one of the following:

- Angular

The default value is Angular, which uses AngularJS style commit messages.

More convention strategies will be coming soon. In the meantime, all properties are fully customizable.



Version Strategy Configuration (Angular)

```
<?xml version="1.0" encoding="utf-8"?>
<Project ToolsVersion="15.0" xmlns="http://schemas.microsoft.com/developer/msbuild/2003">
  <PropertyGroup>
    <FieldPattern          Condition=" '$(FieldPattern)'          = '' ">^-(.*?)-$</FieldPattern>
    <HeaderPattern          Condition=" '$(HeaderPattern)'          = '' ">^(\w*)(?:\(((\w\$\.\-\\* ]*)\))?\: (.*)$</HeaderPattern>
    <HeaderCorrespondence   Condition=" '$(HeaderCorrespondence)'   = '' ">Type;Scope;Subject</HeaderCorrespondence>
    <RevertPattern          Condition=" '$(RevertPattern)'          = '' ">^Revert\s"([\s\S]*)"\s*This reverts commit (\w*)\.</RevertPattern>
    <RevertCorrespondence   Condition=" '$(RevertCorrespondence)'   = '' ">RevertHeader;RevertHash</RevertCorrespondence>
    <MergePattern           Condition=" '$(MergePattern)'           = '' "></MergePattern>
    <MergeCorrespondence    Condition=" '$(MergeCorrespondence)'    = '' "></MergeCorrespondence>
    <ActionKeywords         Condition=" '$(ActionKeywords)'         = '' ">Close;Closes;Closed;Fix;Fixed;Resolve;Resolves;Resolved</ActionKeywords>
    <NoteKeywords           Condition=" '$(NoteKeywords)'           = '' ">BREAKING CHANGE;BREAKING CHANGES</NoteKeywords>
    <ReferencePrefixes      Condition=" '$(ReferencePrefixes)'      = '' ">#</ReferencePrefixes>
    <MentionPrefixes        Condition=" '$(MentionPrefixes)'        = '' ">@</MentionPrefixes>
    <IncludeInvalidCommits  Condition=" '$(IncludeInvalidCommits)'  = '' ">False</IncludeInvalidCommits>
    <ReleaseMessage         Condition=" '$(ReleaseMessage)'         = '' ">chore(release): </ReleaseMessage>
    <HeaderPartial          Condition=" '$(HeaderPartial)'          = '' ">$(MSBuildThisFileDirectory)$(slash)header.hbs</HeaderPartial>
    <FooterPartial          Condition=" '$(FooterPartial)'          = '' ">$(MSBuildThisFileDirectory)$(slash)footer.hbs</FooterPartial>
    <CommitPartial          Condition=" '$(CommitPartial)'          = '' ">$(MSBuildThisFileDirectory)$(slash)commit.hbs</CommitPartial>
    <ChangeLogTemplate      Condition=" '$(ChangeLogTemplate)'      = '' ">$(MSBuildThisFileDirectory)$(slash)template.hbs</ChangeLogTemplate>
    <GroupByHeader          Condition=" '$(GroupByHeader)'          = '' ">Type</GroupByHeader>
    <SortByHeader           Condition=" '$(SortByHeader)'           = '' ">Scope</SortByHeader>
    <MinorCorrespondence    Condition=" '$(MinorCorrespondence)'    = '' ">Type</MinorCorrespondence>
    <MinorValue             Condition=" '$(MinorValue)'             = '' ">feat</MinorValue>
    <ChangeLogTypes         Condition=" '$(ChangeLogTypes)'         = '' ">feat;fix;perf;revert</ChangeLogTypes>
    <ChangeLogNames         Condition=" '$(ChangeLogNames)'         = '' ">Features;Bug Fixes;Performance Improvements;Reverts</ChangeLogNames>
  </PropertyGroup>

  <ItemGroup>
    <ChangeLogPartials Include="$(HeaderPartial)" Condition=" Exists('$(HeaderPartial)') " />
    <ChangeLogPartials Include="$(FooterPartial)" Condition=" Exists('$(FooterPartial)') " />
    <ChangeLogPartials Include="$(CommitPartial)" Condition=" Exists('$(CommitPartial)') " />
  </ItemGroup>
</Project>
```




What's Coming Next

Coming Soon to a Repo Near You



What's Coming Next

- ✓ DocFX support on Windows or Mono
- ✓ GitHub Pages support on all platforms
- ✓ Additional OOB commit message conventions
- ✓ PoSH Module publishing for PoSH 5.0
- ✓ PoSH Module testing via Pester
- ✓ Up-to-date documentation on github.io
- ✓ Condo CLI for an improved initialization experience
- ✓ Configuration templates and user defaults

