Build Automation

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Ant

Ant is a build automation tool, like make. Install it however you want (like with homebrew on a Mac), then put this in a file named build.xml in the root directory of your blackjack project:

```
<?xml version="1.0" encoding="UTF-8"?>
<path id="classpath">
   <fileset dir="target/classes" includes="**/*.class"/>
 </path>
 <target name="init">
   <mkdir dir="target"/>
   <mkdir dir="target/classes"/>
 </target>
 <target name="compile" depends="init">
   <javac srcdir="src/main/java"
         destdir="target/classes"
         classpathref="classpath"
         source="1.7"
         target="1.7" />
 </target>
</project>
```

Compiling with Ant

Invoke the compile target to compile the project:

```
$ ant compile
Buildfile: /Users/chris/scratch/blackjack/build.xml
init:
...
compile:
...
BUILD SUCCESSFUL
Total time: 0 seconds
```

This will produce class files in target/classes. How would you run the Black jack class?

Runnable Jar Files

The hard way: Oracle's Jar docs

The easy way: add this to your build.xml:

Then you can do:

```
$ ant package
...
BUILD SUCCESSFUL
Total time: 0 seconds
$ java -jar target/blackjack.jar
```

Generating Documentation

Add this target to your build.xml

```
<target name="javadoc" description="Generate Javadoc"
    depends="compile">
    <javadoc destdir="target/docs/api"
             classpathref="classpath"
             access="private"
             version="true"
             use="true"
             author="true"
             overview="src/main/java/overview.html">
      <fileset dir="src/main/java" defaultexcludes="yes">
        <include name="**/*.java" />
      </fileset>
      <doctitle>
        <![CDATA[<h1>Blackiack API Documentation</h1>]>
      </doctitle>
      <br/>bot.t.om>
        <! [CDATA [<i>Copyright &#169; Georgia Tech. All Rights
    Reserved.</i>11>
      </bot.t.om>
```