**BCK-PA- June 2020 Release**

*Process*

1. I cloned the git repository in my local computer.
2. Initially it was in a git perspective and then we changed into the java perspective.
3. As this was a Gradle project. After every change in the project we had to do refresh and refresh Gradle project. Because every change in the project reflects only after that.
4. We were able to find the problems from the Problems, Console and Gradle Tasks section in the eclipse.
5. Then we build the project using component\_build\_local
6. component\_build is for building at the global level

*Errors Faced*

1. Whenever we cloned it there was a folder missing in the library folder named “fw” containing libraries like Mockito
2. It was because due to vpn it was not connect to the internet and it could not download it. That was resolved by disconnecting the vpn.
3. Error was still present even after refreshing but as soon as we restart the eclipse it was gone and bck-pa was finally set up.

**BCK-Service- June 2020 Release**

*Process*

1. Did same for BCK- Service
2. And then build it locally on my computer

*Errors Faced*

1. There was no error as such in bck-service and it got build in the first time.
2. Here also we had to restart the eclipse in order to set up the bck-service and remove the error.

**Overview**

1. By setting up the project I observed a few things that these projects consist of main code of LPP Module which have Port Assignment (PA) and Services between ports that are done in AT&T.
2. It has all the CRUD Operations. It has the DAO, UTIL, SERVICE, COMPONENT.
3. Got to know the rules of working in these projects like
4. Once when we pull the project then we must build it locally with our changes rather than directly building globally.
5. If there is any failure while building locally, we should not build it as it may block the whole system and others also cannot access the code and that might get into serious trouble.
6. Due to similar workspace eclipse might get confused between the metadata in different projects.
7. In order to solve this problem, we have to have projects in different folder.