Приложение 1

ПРОГРАММНЫЙ МОДУЛЬ ДЛЯ РЕАЛИЗАЦИИ ЖИЗНЕННОГО ЦИКЛА МОБИЛЬНОГО ПРИЛОЖЕНИЯ

ПМ РЖЦ

Содержание

[1. Buildben 3](#_Toc483849458)

[1.1. Файл buildben.rb 3](#_Toc483849459)

[1.2. Файл lib/buildben.rb 9](#_Toc483849460)

[1.3. Файл lib/buildben/xcode\_info.rb 12](#_Toc483849461)

[1.4. Файл lib/buildben/environment\_var.rb 20](#_Toc483849462)

[1.5. Файл lib/buildben/errors.rb 22](#_Toc483849463)

[1.6. Файл lib/buildben/file\_generators/podfile\_generator.rb 25](#_Toc483849464)

# Buildben

## Файл buildben.rb

*require* **'buildben/console\_silence'***require* **'rubygems'***require* **'commander/import'***require* **'buildben'**program **:name**, **'buildben'**program **:version**, **'0.0.1'**program **:description**, **'buildben'**command **:get\_platform do** |*c*|  
 *c*.syntax = **''** *c*.summary = **''** *c*.description = **''** *c*.*example* **'description'**, **'buildBen get\_platform'** *c*.option **'--some-switch'**, **'Some switch that does something'** *c*.action **do** |*args*, *options*|  
 ***BuildBen***::***IOS***.silence\_on  
 puts ***BuildBen***::***IOS***.get\_platform  
 **end  
end**command **:initialize do** |*c*|  
 *c*.syntax = **''** *c*.summary = **''** *c*.description = **''** *c*.*example* **'description'**, **'buildBen initialize'** *c*.option **'--some-switch'**, **'Some switch that does something'** *c*.action **do** |*args*, *options*|  
 ***BuildBen***::***IOS***.silence\_on  
 ***BuildBen***::***IOS***.initialize  
 **end  
end**command **:get\_teams do** |*c*|  
 *c*.syntax = **''** *c*.summary = **''** *c*.description = **''** *c*.*example* **'description'**, **'buildBen get\_teams "login" "password"'** *c*.option **'--some-switch'**, **'Some switch that does something'** *c*.action **do** |*args*, *options*|  
 **if** *args*.size == 2  
 ***BuildBen***::***IOS***.silence\_on  
 ***BuildBen***::***IOS***.go\_to\_xcodeproj\_dir  
 puts ***BuildBen***::***IOS***.get\_teams(**"**#{*args*[0]}**"**,**"**#{*args*[1]}**"**)  
 **else** *raise* **"Wrong number of arguments"  
 end  
 end  
end**command **:change\_bundle\_id do** |*c*|  
 *c*.syntax = **''** *c*.summary = **''** *c*.description = **''** *c*.*example* **'description'**, **'buildBen change\_bundle\_id "bundle\_id"'** *c*.option **'--some-switch'**, **'Some switch that does something'** *c*.action **do** |*args*, *options*|  
 **if** *args*.size == 1  
 ***BuildBen***::***IOS***.silence\_on  
 ***BuildBen***::***IOS***.go\_to\_xcodeproj\_dir  
 puts ***BuildBen***::***IOS***.change\_bundle\_id(**"**#{*args*[0]}**"**)  
 **else** *raise* **"Wrong number of arguments"  
 end  
 end  
end**command **:change\_bundle\_id\_set\_team do** |*c*|  
 *c*.syntax = **''** *c*.summary = **''** *c*.description = **''** *c*.*example* **'description'**, **'buildBen change\_bundle\_id\_set\_team "bundle\_id"'** *c*.option **'--some-switch'**, **'Some switch that does something'** *c*.action **do** |*args*, *options*|  
 **if** *args*.size == 1  
 ***BuildBen***::***IOS***.silence\_on  
 ***BuildBen***::***IOS***.go\_to\_xcodeproj\_dir  
 puts ***BuildBen***::***IOS***.change\_bundle\_id\_set\_team(**"**#{*args*[0]}**"**)  
 **else** *raise* **"Wrong number of arguments"  
 end  
 end  
end**command **:set\_team do** |*c*|  
 *c*.syntax = **''** *c*.summary = **''** *c*.description = **''** *c*.*example* **'description'**, **'buildBen create\_app\_in\_team "team\_id"'** *c*.option **'--some-switch'**, **'Some switch that does something'** *c*.action **do** |*args*, *options*|  
 **if** *args*.size == 2  
 ***BuildBen***::***IOS***.silence\_on  
 ***BuildBen***::***IOS***.go\_to\_xcodeproj\_dir  
 puts ***BuildBen***::***IOS***.create\_app\_in\_team!(**"**#{*args*[0]}**"**,**"**#{*args*[1]}**"**)  
 **else** *raise* **"Wrong number of arguments"  
 end  
 end  
end**command **:get\_scheme do** |*c*|  
 *c*.syntax = **''** *c*.summary = **''** *c*.description = **''** *c*.*example* **'description'**, **'buildBen get\_scheme'** *c*.option **'--some-switch'**, **'Some switch that does something'** *c*.action **do** |*args*, *options*|  
 ***BuildBen***::***IOS***.silence\_on  
 ***BuildBen***::***IOS***.go\_to\_xcodeproj\_dir  
 puts ***BuildBen***::***IOS***.get\_scheme  
 **end  
end**command **:choose\_scheme do** |*c*|  
 *c*.syntax = **'buildBen choose\_scheme "scheme\_name"'** *c*.summary = **''** *c*.description = **''** *c*.*example* **'description'**, **'buildBen choose\_scheme "scheme\_name"'** *c*.option **'--some-switch'**, **'Some switch that does something'** *c*.action **do** |*args*, *options*|  
 **if** *args*.size == 1  
 ***BuildBen***::***IOS***.silence\_on  
 ***BuildBen***::***IOS***.go\_to\_xcodeproj\_dir  
 ***BuildBen***::***IOS***.choose\_scheme(**"**#{*args*[0]}**"**)  
 **else** *raise* **"Wrong number of arguments"  
 end  
 end  
end**command **:set\_slack\_success\_message do** |*c*|  
 *c*.syntax = **'buildBen set\_slack\_success\_message "slack\_success\_message"'** *c*.summary = **''** *c*.description = **''** *c*.*example* **'description'**, **'buildBen set\_slack\_success\_message "slack\_success\_message"'** *c*.option **'--some-switch'**, **'Some switch that does something'** *c*.action **do** |*args*, *options*|  
 **if** *args*.size == 1  
 ***BuildBen***::***IOS***.silence\_on  
 ***BuildBen***::***IOS***.go\_to\_xcodeproj\_dir  
 ***BuildBen***::***IOS***.set\_slack\_success\_message(**"**#{*args*[0]}**"**)  
 **else** *raise* **"Wrong number of arguments"  
 end  
 end  
end**command **:set\_slack\_failure\_message do** |*c*|  
 *c*.syntax = **'buildBen set\_slack\_failure\_message "slack\_failure\_message"'** *c*.summary = **''** *c*.description = **''** *c*.*example* **'description'**, **'buildBen set\_slack\_failure\_message "slack\_failure\_message"'** *c*.option **'--some-switch'**, **'Some switch that does something'** *c*.action **do** |*args*, *options*|  
 **if** *args*.size == 1  
 ***BuildBen***::***IOS***.silence\_on  
 ***BuildBen***::***IOS***.go\_to\_xcodeproj\_dir  
 ***BuildBen***::***IOS***.set\_slack\_failure\_message(**"**#{*args*[0]}**"**)  
 **else** *raise* **"Wrong number of arguments"  
 end  
 end  
end**command **:generate\_gitlab\_script do** |*c*|  
 *c*.syntax = **''** *c*.summary = **''** *c*.description = **''** *c*.*example* **'description'**, **'buildBen generate\_gitlab\_script "script\_name"'** *c*.option **'--some-switch'**, **'Some switch that does something'** *c*.action **do** |*args*, *options*|  
 ***BuildBen***::***IOS***.silence\_on  
 ***BuildBen***::***IOS***.go\_to\_xcodeproj\_dir  
 ***BuildBen***::***IOS***.generate\_gitlab\_script(*args*)  
 **end  
end**command **:get\_build\_configuration do** |*c*|  
 *c*.syntax = **''** *c*.summary = **''** *c*.description = **''** *c*.*example* **'description'**, **'buildBen get\_build\_configuration'** *c*.option **'--some-switch'**, **'Some switch that does something'** *c*.action **do** |*args*, *options*|  
 ***BuildBen***::***IOS***.silence\_on  
 ***BuildBen***::***IOS***.go\_to\_xcodeproj\_dir  
 puts ***BuildBen***::***IOS***.get\_build\_configuration  
 **end  
end**command **:choose\_build\_configuration do** |*c*|  
 *c*.syntax = **'buildBen choose\_scheme "scheme\_name"'** *c*.summary = **''** *c*.description = **''** *c*.*example* **'description'**, **'buildBen choose\_build\_configuration "build\_configuration\_name"'** *c*.option **'--some-switch'**, **'Some switch that does something'** *c*.action **do** |*args*, *options*|  
 **if** *args*.size == 1  
 ***BuildBen***::***IOS***.silence\_on  
 ***BuildBen***::***IOS***.go\_to\_xcodeproj\_dir  
 puts ***BuildBen***::***IOS***.choose\_build\_configuration(**"**#{*args*[0]}**"**)  
 **else** *raise* **"Wrong number of arguments"  
 end  
 end  
end**command **:set\_xcodeproj\_settings do** |*c*|  
 *c*.syntax = **'buildBen set\_xcodeproj\_settings'** *c*.summary = **''** *c*.description = **''** *c*.*example* **'description'**, **'buildBen set\_xcodeproj\_settings'** *c*.option **'--some-switch'**, **'Some switch that does something'** *c*.action **do** |*args*, *options*|  
 ***BuildBen***::***IOS***.silence\_on  
 ***BuildBen***::***IOS***.go\_to\_xcodeproj\_dir  
 ***BuildBen***::***IOS***.set\_xcodeproj\_settings  
 **end  
end**command **:set\_git\_url do** |*c*|  
 *c*.syntax = **'buildBen set\_git\_url "git\_url"'** *c*.summary = **''** *c*.description = **''** *c*.*example* **'description'**, **'buildBen set\_git\_url "git\_url"'** *c*.option **'--some-switch'**, **'Some switch that does something'** *c*.action **do** |*args*, *options*|  
 **if** *args*.size == 1  
 ***BuildBen***::***IOS***.silence\_on  
 ***BuildBen***::***IOS***.go\_to\_xcodeproj\_dir  
 ***BuildBen***::***IOS***.set\_git\_url(**"**#{*args*[0]}**"**)  
 **else** *raise* **"Wrong number of arguments"  
 end  
 end  
end**command **:set\_crashlytics\_key do** |*c*|  
 *c*.syntax = **'buildBen set\_crashlytics\_key "key"'** *c*.summary = **''** *c*.description = **''** *c*.*example* **'description'**, **'buildBen set\_crashlytics\_key "key"'** *c*.option **'--some-switch'**, **'Some switch that does something'** *c*.action **do** |*args*, *options*|  
 **if** *args*.size == 1  
 ***BuildBen***::***IOS***.silence\_on  
 ***BuildBen***::***IOS***.go\_to\_xcodeproj\_dir  
 ***BuildBen***::***IOS***.set\_crashlytics\_key(**"**#{*args*[0]}**"**)  
 **else** *raise* **"Wrong number of arguments"  
 end  
 end  
end**command **:set\_crashlytics\_groups do** |*c*|  
 *c*.syntax = **'buildBen set\_crashlytics\_groups "groups"'** *c*.summary = **''** *c*.description = **''** *c*.*example* **'description'**, **'buildBen set\_crashlytics\_groups "groups"'** *c*.option **'--some-switch'**, **'Some switch that does something'** *c*.action **do** |*args*, *options*|  
 **if** *args*.size == 1  
 ***BuildBen***::***IOS***.silence\_on  
 ***BuildBen***::***IOS***.go\_to\_xcodeproj\_dir  
 ***BuildBen***::***IOS***.set\_crashlytics\_groups(**"**#{*args*[0]}**"**)  
 **else** *raise* **"Wrong number of arguments"  
 end  
 end  
end**command **:set\_hockey\_app\_key do** |*c*|  
 *c*.syntax = **'buildBen set\_hockey\_app\_key "key"'** *c*.summary = **''** *c*.description = **''** *c*.*example* **'description'**, **'buildBen set\_hockey\_app\_key "key"'** *c*.option **'--some-switch'**, **'Some switch that does something'** *c*.action **do** |*args*, *options*|  
 **if** *args*.size == 1  
 ***BuildBen***::***IOS***.silence\_on  
 ***BuildBen***::***IOS***.go\_to\_xcodeproj\_dir  
 ***BuildBen***::***IOS***.set\_hockey\_app\_key(**"**#{*args*[0]}**"**)  
 **else** *raise* **"Wrong number of arguments"  
 end  
 end  
end**command **:set\_enable\_bitcode\_no do** |*c*|  
 *c*.syntax = **''** *c*.summary = **''** *c*.description = **''** *c*.*example* **'description'**, **'buildBen set\_enable\_bitcode\_no'** *c*.option **'--some-switch'**, **'Some switch that does something'** *c*.action **do** |*args*, *options*|  
 ***BuildBen***::***IOS***.silence\_on  
 ***BuildBen***::***IOS***.go\_to\_xcodeproj\_dir  
 ***BuildBen***::***IOS***.set\_enable\_bitcode\_no  
 **end  
end**command **:set\_slack\_url do** |*c*|  
 *c*.syntax = **'buildBen set\_slack\_url "url"'** *c*.summary = **''** *c*.description = **''** *c*.*example* **'description'**, **'buildBen set\_slack\_url "url"'** *c*.option **'--some-switch'**, **'Some switch that does something'** *c*.action **do** |*args*, *options*|  
 **if** *args*.size == 1  
 ***BuildBen***::***IOS***.silence\_on  
 ***BuildBen***::***IOS***.go\_to\_xcodeproj\_dir  
 ***BuildBen***::***IOS***.set\_slack\_url(**"**#{*args*[0]}**"**)  
 **else** *raise* **"Wrong number of arguments"  
 end  
 end  
end**command **:set\_slack\_channel\_id do** |*c*|  
 *c*.syntax = **'buildBen set\_slack\_channel\_id "channel\_id"'** *c*.summary = **''** *c*.description = **''** *c*.*example* **'description'**, **'buildBen set\_slack\_channel\_id "channel\_id"'** *c*.option **'--some-switch'**, **'Some switch that does something'** *c*.action **do** |*args*, *options*|  
 **if** *args*.size == 1  
 ***BuildBen***::***IOS***.silence\_on  
 ***BuildBen***::***IOS***.go\_to\_xcodeproj\_dir  
 ***BuildBen***::***IOS***.set\_slack\_channel\_id(**"**#{*args*[0]}**"**)  
 **else** *raise* **"Wrong number of arguments"  
 end  
 end  
end**command **:set\_slack\_settings do** |*c*|  
 *c*.syntax = **'buildBen set\_slack\_settings "url" "channel\_id" "success\_message" "failure\_message"'** *c*.summary = **''** *c*.description = **''** *c*.*example* **'description'**, **'buildBen set\_slack\_settings "url" "channel\_id" "success\_message" "failure\_message"'** *c*.option **'--some-switch'**, **'Some switch that does something'** *c*.action **do** |*args*, *options*|  
 **if** *args*.size == 4  
 ***BuildBen***::***IOS***.silence\_on  
 ***BuildBen***::***IOS***.go\_to\_xcodeproj\_dir  
 ***BuildBen***::***IOS***.set\_slack\_url(**"**#{*args*[0]}**"**)  
 ***BuildBen***::***IOS***.set\_slack\_channel\_id(**"**#{*args*[1]}**"**)  
 ***BuildBen***::***IOS***.set\_slack\_success\_message(**"**#{*args*[2]}**"**)  
 ***BuildBen***::***IOS***.set\_slack\_failure\_message(**"**#{*args*[3]}**"**)  
 **else** *raise* **"Wrong number of arguments"  
 end  
 end  
end**command **:set\_mattermost\_settings do** |*c*|  
 *c*.syntax = **'buildBen set\_mattermost\_settings "url" "channel\_id" "success\_message" "failure\_message"'** *c*.summary = **''** *c*.description = **''** *c*.*example* **'description'**, **'buildBen set\_mattermost\_settings "url" "channel\_id" "success\_message" "failure\_message"'** *c*.option **'--some-switch'**, **'Some switch that does something'** *c*.action **do** |*args*, *options*|  
 **if** *args*.size == 4  
 ***BuildBen***::***IOS***.silence\_on  
 ***BuildBen***::***IOS***.go\_to\_xcodeproj\_dir  
 ***BuildBen***::***IOS***.set\_mattermost\_url(**"**#{*args*[0]}**"**)  
 ***BuildBen***::***IOS***.set\_mattermost\_channel\_id(**"**#{*args*[1]}**"**)  
 ***BuildBen***::***IOS***.set\_mattermost\_success\_message(**"**#{*args*[2]}**"**)  
 ***BuildBen***::***IOS***.set\_mattermost\_failure\_message(**"**#{*args*[3]}**"**)  
 **else** *raise* **"Wrong number of arguments"  
 end  
 end  
end**command **:run\_telegram\_bot do** |*c*|  
 *c*.syntax = **'buildBen run\_telegram\_bot'** *c*.summary = **''** *c*.description = **''** *c*.*example* **'description'**, **'buildBen run\_telegram\_bot'** *c*.option **'--some-switch'**, **'Some switch that does something'** *c*.action **do** |*args*, *options*|  
 ***BuildBen***::***IOS***.silence\_on  
 ***BuildBen***::***IOS***.run\_bot  
 **end  
end**command **:send\_telegram\_message do** |*c*|  
 *c*.syntax = **''** *c*.summary = **''** *c*.description = **''** *c*.*example* **'description'**, **'buildBen send\_telegram\_message "chat\_id" "text"'** *c*.option **'--some-switch'**, **'Some switch that does something'** *c*.action **do** |*args*, *options*|  
 **if** *args*.size == 2  
 ***BuildBen***::***IOS***.silence\_on  
 ***BuildBen***::***IOS***.send\_telegram\_message(**"**#{*args*[0]}**"**,**"**#{*args*[1]}**"**)  
 **else** *raise* **"Wrong number of arguments"  
 end  
 end  
end**

## Файл lib/buildben.rb

*require* **'json'***require* **'fastlane'***require* **'buildben/version'***require* **'buildben/constants'***require* **'buildben/xcode\_info'***require* **'buildben/properties'***require* **'buildben/spaceship\_worker'***require* **'buildben/console\_silence'***require* **'buildben/check\_platform'***require* **'buildben/file\_generators/gitlab\_script\_generator'***require* **'buildben/file\_generators/matchfile\_generator'***require* **'buildben/telegram/telegram\_buildben\_bot'  
  
  
module *BuildBen* module *IOS*** module\_function  
  
 **def** *silence\_on* ***ConsoleSilence***.on  
 **end  
  
 def** *go\_to\_xcodeproj\_dir* ***Dir***.chdir(***File***.dirname(***XcodeInfo***.find\_xcodeproj\_dir))  
 **end  
  
 def** *initialize* ***XcodeInfo***.create\_fastlane\_folder  
 ***XcodeInfo***.find\_xcworkspace  
 ***XcodeInfo***.set\_xcode\_version  
 ***XcodeInfo***.remove\_mogenerator  
 ***XcodeInfo***.add\_podfile\_settings **if *File***.file?(***PODFILE***)  
 **end  
  
 def** *get\_platform  
 result* = ***CheckPlatform***.get\_platform.to\_json  
 ***ConsoleSilence***.off  
 *result* **end  
  
 def** *get\_teams*(*login*, *password*)  
 ***XcodeInfo***.set\_app\_name  
 *result* = ***XcodeInfo***.set\_credentials(*login*, *password*).to\_json  
 ***ConsoleSilence***.off  
 *result* **end  
  
 def** *get\_scheme  
 result* = ***XcodeInfo***.get\_gym\_scheme.to\_json  
 ***ConsoleSilence***.off  
 *result* **end  
  
 def** *generate\_gitlab\_script*(*users\_scripts\_array*)  
 ***GitlabScriptGenerator***.generate\_scripts\_name\_array(*users\_scripts\_array*)  
 ***GitlabScriptGenerator***.generate\_gitlab\_script  
 **end  
  
 def** *choose\_scheme*(*scheme*)  
 ***XcodeInfo***.choose\_gym\_scheme(*scheme*)  
 **end  
  
 def** *change\_bundle\_id*(*bundle\_id*)  
 ***XcodeInfo***.change\_bundle\_id(*bundle\_id*)  
 **end  
  
 def** *change\_bundle\_id\_set\_team*(*bundle\_id*)  
 ***XcodeInfo***.change\_bundle\_id\_set\_team(*bundle\_id*)  
 **end  
  
 def** *set\_ci\_build\_ref\_name*(*ci\_build\_ref\_name*)  
 ***XcodeInfo***.set\_ci\_build\_ref\_name(*ci\_build\_ref\_name*)  
 **end  
  
 def** *set\_ci\_pipeline\_id*(*ci\_pipeline\_id*)  
 ***XcodeInfo***.set\_ci\_pipeline\_id(*ci\_pipeline\_id*)  
 **end  
  
 def** *set\_ci\_build\_id*(*ci\_build\_id*)  
 ***XcodeInfo***.set\_ci\_build\_id(*ci\_build\_id*)  
 **end  
  
 def** *set\_slack\_success\_message*(*success\_message*)  
 ***XcodeInfo***.set\_slack\_success\_message(*success\_message*)  
 **end  
  
 def** *set\_slack\_failure\_message*(*failure\_message*)  
 ***XcodeInfo***.set\_slack\_failure\_message(*failure\_message*)  
 **end  
  
 def** *set\_slack\_url*(*url*)  
 ***XcodeInfo***.set\_slack\_url(*url*);  
 **end  
  
 def** *set\_slack\_channel\_id*(*channel\_id*)  
 ***XcodeInfo***.set\_slack\_channel\_id(*channel\_id*);  
 **end  
  
  
 def** *set\_mattermost\_success\_message*(*success\_message*)  
 ***XcodeInfo***.set\_mattermost\_success\_message(*success\_message*)  
 **end  
  
 def** *set\_mattermost\_failure\_message*(*failure\_message*)  
 ***XcodeInfo***.set\_mattermost\_failure\_message(*failure\_message*)  
 **end  
  
 def** *set\_mattermost\_url*(*url*)  
 ***XcodeInfo***.set\_mattermost\_url(*url*);  
 **end  
  
 def** *set\_mattermost\_channel\_id*(*channel\_id*)  
 ***XcodeInfo***.set\_mattermost\_channel\_id(*channel\_id*);  
 **end  
  
 def** *get\_build\_configuration  
 result* = ***XcodeInfo***.get\_build\_configuration  
 ***ConsoleSilence***.off  
 *result* **end  
  
 def** *choose\_build\_configuration*(*config*)  
 ***XcodeInfo***.choose\_build\_configuration(*config*)  
 **end  
  
 def** *set\_xcodeproj\_settings* ***XcodeInfo***.set\_xcodeproj\_settings  
 **end  
  
 def** *set\_git\_url*(*git\_url*)  
 *properties* = ***Properties***.deserialize  
 *properties*.git\_url = *git\_url  
 properties*.serialize  
 ***MatchfileGenerator***.create\_matchfile!  
 **end  
  
 def** *create\_app\_in\_team!*(*team\_id*, *team\_name*)  
 ***SpaceshipWorker***.create\_app\_in\_team!(*team\_id*, *team\_name*)  
 **end  
  
 def** *set\_enable\_bitcode\_no* ***XcodeInfo***.set\_enable\_bitcode\_no  
 **end  
  
 def** *set\_crashlytics\_key*(*key*)  
 ***XcodeInfo***.set\_crashlytics\_key(*key*)  
 **end  
  
 def** *set\_crashlytics\_groups*(*groups*)  
 ***XcodeInfo***.set\_crashlytics\_groups(*groups*)  
 **end  
  
 def** *set\_hockey\_app\_key*(*key*)  
 ***XcodeInfo***.set\_hockey\_app\_key(*key*)  
 **end  
  
 def** *run\_bot* ***TelegramBuildbenBot***.run\_bot  
 **end  
 def** *send\_telegram\_message*(*chat\_id*, *text*)  
 ***TelegramBuildbenBot***.send\_telegram\_message(*chat\_id*, *text*)  
 **end  
 end  
end**

## Файл lib/buildben/xcode\_info.rb

*require* **'fileutils'***require* **'buildben/environment\_var'***require* **'buildben/spaceship\_worker'***require* **'buildben/properties'***require* **'buildben/workspace\_schemes'***require* **'buildben/errors'***require* **'buildben/gitlab\_machine'***require* **'buildben/constants'***require* **'buildben/file\_generators/dotenv\_generator'***require* **'buildben/file\_generators/gemfile\_generator'***require* **'buildben/file\_generators/appfile\_generator'***require* **'buildben/file\_generators/podfile\_generator'  
  
module *BuildBen* module *IOS* module *XcodeInfo*** module\_function  
  
 **def** *set\_project\_path* (*project\_path*)  
 ***EnvironmentVar***.set\_project\_path(*project\_path*)  
 **end  
def** *set\_credentials*(*login*, *password*)  
 *properties* = ***Properties***.deserialize  
 *properties*.login = *login  
 properties*.password = *password  
 properties*.bundle\_id = get\_bundle\_id  
 *properties*.serialize  
 ***EnvironmentVar***.set\_credentials(*login*, *password*)  
 ***EnvironmentVar***.set\_bundle\_id(*properties*.bundle\_id)  
 ***AppfileGenerator***.create\_appfile!  
 ***SpaceshipWorker***.team\_for\_bundle(*properties*.bundle\_id)  
 **end  
  
 def** *set\_app\_name  
 properties* = ***Properties***.deserialize  
 *project* = ***Xcodeproj***::***Project***.open(*properties*.xcodeproj\_dir)*app\_name* = ***File***.basename(*properties*.xcodeproj\_dir,***XCODE\_PROJECT\_EXTENSION***)  
  
 *project*.targets.each **do** |*target*|  
 **if** *app\_name* == *target*.name  
 *properties*.app\_name = *app\_name  
 properties*.serialize  
 ***EnvironmentVar***.set\_app\_name(*app\_name*)  
 **return  
 end  
 end** *app\_name* = *project*.targets.first.name  
 *properties*.app\_name = *app\_name  
 properties*.serialize  
 ***EnvironmentVar***.set\_app\_name(*app\_name*)  
 **end  
  
 def** *add\_xcodeproj\_yaml*(*dir*)  
 *properties* = ***Properties***.deserialize  
 *properties*.xcodeproj\_dir = *dir  
 properties*.serialize  
 **end  
  
 def** *find\_xcodeproj\_dir  
  
 xcodeproj\_dirs* = ***Dir***.glob(***Dir***.pwd+**"/\***#{***XCODE\_PROJECT\_EXTENSION***}**"**)  
 *xcodeproj\_dirs* = ***Dir***.glob(***Dir***.pwd+**"/\*/\***#{***XCODE\_PROJECT\_EXTENSION***}**"**) **if** *xcodeproj\_dirs*.empty?  
  
 ***Errors***.not\_found\_xcodeproj\_file **if** *xcodeproj\_dirs*.empty?  
  
 *xcodeproj\_dir* = ***Array***.new  
 *xcodeproj\_dirs*.each **do** |*dir*|  
 *xcodeproj\_dir*.push(*dir*) **unless** ((**/**(**\/**Carthage**\/**)**/**.*match dir*)||(**/**(**\/**Pods**\/**)**/**.*match dir*)||(**/**(**\/**Frameworks**\/**)**/**.*match dir*))  
 **end  
 if** *xcodeproj\_dir*.size < 1  
 ***Errors***.not\_found\_xcodeproj\_file **if** *xcodeproj\_dir*.size < 1  
 **end** *xcodeproj\_dir*.first  
 **end  
  
 def** *remove\_mogenerator  
 properties* = ***Properties***.deserialize  
 *project\_text* = ***IO***.read(*properties*.xcodeproj\_dir+**"/**#{***PBXPROJ\_FILE***}**"**)  
 *project\_text* = *project\_text*.gsub(**/**[^\n]\* **\/**\\* Mogenerator \\***\/**,**/**){**''**}  
 ***IO***.write(*properties*.xcodeproj\_dir+**"/**#{***PBXPROJ\_FILE***}**"**,*project\_text*)  
 **end  
  
 def** *remove\_provision\_profiles  
 properties* = ***Properties***.deserialize  
 *project\_text* = ***IO***.read(*properties*.xcodeproj\_dir+**"/**#{***PBXPROJ\_FILE***}**"**)  
 *project\_text* = *project\_text*.gsub(**/**PROVISIONING\_PROFILE[\s]\*=[^\n]\*;**/**){**''**} **if** *properties*.xcode\_version.to\_f >= 8  
 *project\_text* = *project\_text*.gsub(**/**PROVISIONING\_PROFILE\_SPECIFIER[\s]\*=[^\n]\*;**/**){**''**} **if** *properties*.xcode\_version.to\_f < 8  
 ***IO***.write(*properties*.xcodeproj\_dir+**"/**#{***PBXPROJ\_FILE***}**"**,*project\_text*)  
 **end  
def** *change\_development\_team  
 properties* = ***Properties***.deserialize  
 *project\_text* = ***IO***.read(*properties*.xcodeproj\_dir+**"/**#{***PBXPROJ\_FILE***}**"**)  
 *project\_text* = *project\_text*.gsub(**/**(DevelopmentTeam[\s]\*=)[^\n]\*;**/**){**$1**+**"** #{*properties*.team\_id}**;"**}  
 ***IO***.write(*properties*.xcodeproj\_dir+**"/**#{***PBXPROJ\_FILE***}**"**,*project\_text*)  
 **end  
  
 def** *change\_provisioning\_style  
 properties* = ***Properties***.deserialize  
 *project\_text* = ***IO***.read(*properties*.xcodeproj\_dir+**"/**#{***PBXPROJ\_FILE***}**"**)  
 *project\_text* = *project\_text*.gsub(**/**(ProvisioningStyle[\s]\*=)[^\n]\*;**/**){**$1**+**' Manual;'**}  
 ***IO***.write(*properties*.xcodeproj\_dir+**"/**#{***PBXPROJ\_FILE***}**"**,*project\_text*)  
 **end  
def** *find\_xcworkspace  
 properties* = ***Properties***.deserialize  
 *xcworkspace\_dirs* = ***Dir***.glob(***Dir***.pwd+**"/\*\*/\***#{***XCODE\_WORKSPACE\_EXTENSION***}**"**)  
 *xcworkspace\_dirs* = ***Dir***.glob(***Dir***.pwd+**"/\*/\***#{***XCODE\_WORKSPACE\_EXTENSION***}**"**) **if** *xcworkspace\_dirs*.empty?  
  
 *xcworkspace\_dir* = ***Array***.new  
 *xcworkspace\_dirs*.each **do** |*dir*|  
 *xcworkspace\_dir*.push(*dir*) **unless** ((**/**(**\/**Carthage**\/**)**/**.*match dir*)||(**/**(**\/**Pods**\/**)**/**.*match dir*)||(**/**(**\/**Frameworks**\/**)**/**.*match dir*)||(**/**(**\/**project\.xcworkspace)**/**.*match dir*))  
 **end  
 if** *xcworkspace\_dir*.size < 1  
 *properties*.xcworkspace\_dir = **nil** *properties*.serialize  
 **return  
 end** *properties*.xcworkspace\_dir = *xcworkspace\_dir*.first  
 *properties*.serialize  
 *properties*.xcworkspace\_dir  
  
 **end  
  
  
 def** *set\_crashlytics\_key*(*key*)  
 ***EnvironmentVar***.set\_crashlytics\_key(*key*)  
 **end  
  
 def** *set\_crashlytics\_groups*(*groups*)  
 ***EnvironmentVar***.set\_crashlytics\_groups(*groups*)  
 **end  
  
 def** *set\_hockey\_app\_key*(*key*)  
 ***EnvironmentVar***.set\_hockey\_app\_key(*key*)  
 **end  
  
  
 def** *set\_enable\_bitcode\_no  
 properties* = ***Properties***.deserialize  
 **begin** *xcproj* = ***Xcodeproj***::***Project***.open(*properties*.xcodeproj\_dir)  
 **rescue  
 *Errors***.error\_parser  
 **end  
 begin** *properties* = ***Properties***.deserialize  
 ***Errors***.project\_pbxproj\_file\_not\_found **unless *File***.file?(*properties*.xcodeproj\_dir+**"/**#{***PBXPROJ\_FILE***}**"**)  
  
  
 *xcproj*.targets.each **do** |*target*|  
 *target*.build\_configurations.each **do** |*conf*|*conf*.build\_settings[**'ENABLE\_BITCODE'**] = **'NO'  
 end  
 end** *xcproj*.build\_settings(*properties*.build\_configuration)[**'ENABLE\_BITCODE'**] = **'NO'** *xcproj*.save  
 **rescue  
 *Errors***.build\_config\_incorrect  
 **end  
 end  
  
 def** *set\_xcodeproj\_settings  
 properties* = ***Properties***.deserialize  
 ***Errors***.build\_config\_is\_empty **if** *properties*.build\_configuration.nil?  
 ***Errors***.team\_id\_not\_found **if** *properties*.team\_id.nil?  
 ***Errors***.app\_name\_not\_found **if** *properties*.app\_name.nil?  
 ***Errors***.not\_found\_xcodeproj\_file **unless *File***.file?(*properties*.xcodeproj\_dir+**"/**#{***PBXPROJ\_FILE***}**"**)  
 **begin** *xcproj* = ***Xcodeproj***::***Project***.open(*properties*.xcodeproj\_dir)  
 **rescue  
 *Errors***.error\_parser  
 **end  
 begin** *properties* = ***Properties***.deserialize  
 ***Errors***.project\_pbxproj\_file\_not\_found **unless *File***.file?(*properties*.xcodeproj\_dir+**"/**#{***PBXPROJ\_FILE***}**"**)  
  
  
 *identity* = **"iPhone Distribution:** #{*properties*.team\_name} **(**#{*properties*.team\_id}**)"** *csi\_key* = **'CODE\_SIGN\_IDENTITY'** *csi\_key\_iphone* = **"**#{*csi\_key*}**[sdk=iphoneos]"** *csi\_key\_iphone\_any* = **"**#{*csi\_key*}**[sdk=iphoneos\*]"** *profile* = **"$(sigh\_**#{*properties*.bundle\_id}**\_adhoc)"***profile\_key* = **'PROVISIONING\_PROFILE'** *profile\_specifier* = **"match AdHoc** #{*properties*.bundle\_id}**"** *profile\_key\_specifier* = **'PROVISIONING\_PROFILE\_SPECIFIER'** *development\_team\_key* = **'DEVELOPMENT\_TEAM'** *team\_id* = *properties*.team\_id  
  
 *xcproj*.targets.each **do** |*target*|  
 *target*.build\_configurations.each **do** |*conf*|  
 *conf*.build\_settings[*csi\_key*] = *identity  
 conf*.build\_settings[*csi\_key\_iphone*] = *identity  
 conf*.build\_settings[*csi\_key\_iphone\_any*] = *identity  
 conf*.build\_settings[*profile\_key*] = *profile* **if** *properties*.xcode\_version.to\_f < 8  
 *conf*.build\_settings[*profile\_key\_specifier*] = *profile\_specifier* **if** *properties*.xcode\_version.to\_f >= 8  
 *conf*.build\_settings[*development\_team\_key*] = *team\_id* **end  
 end** *xcproj*.build\_settings(*properties*.build\_configuration)[*csi\_key\_iphone\_any*] = *identity  
 xcproj*.build\_settings(*properties*.build\_configuration)[*csi\_key\_iphone*] = *identity  
 xcproj*.build\_settings(*properties*.build\_configuration)[*csi\_key*] = *identity  
 xcproj*.build\_settings(*properties*.build\_configuration)[*development\_team\_key*] = *properties*.team\_id  
 *xcproj*.build\_settings(*properties*.build\_configuration)[*profile\_key*] = *profile* **if** *properties*.xcode\_version.to\_f < 8  
 *xcproj*.build\_settings(*properties*.build\_configuration)[*profile\_key\_specifier*] = *profile\_specifier* **if** *properties*.xcode\_version.to\_f >= 8  
 *xcproj*.recreate\_user\_schemes  
 *xcproj*.save  
 remove\_provision\_profiles  
 change\_development\_team  
 change\_provisioning\_style  
 **rescue  
 *Errors***.build\_config\_incorrect  
 **end  
 end  
  
 def** *get\_build\_configuration  
 properties* = ***Properties***.deserialize  
 ***Errors***.project\_pbxproj\_file\_not\_found **unless *File***.file?(*properties*.xcodeproj\_dir+**"/**#{***PBXPROJ\_FILE***}**"**)  
 *proj\_info* = ***IO***.read(*properties*.xcodeproj\_dir+**"/**#{***PBXPROJ\_FILE***}**"**)  
 *build\_configurations\_block* = **/**buildConfigurations = \([\s+|\w+|\d+|\,|**\/**|\\*]\*\)\;**/**.*match*(*proj\_info*).to\_s  
 *build\_configurations* = *build\_configurations\_block*.scan( **/**\\* ([\w+|\d+]+) \\***/**)  
 ***Errors***.build\_config\_is\_empty **if** *build\_configurations*.size == 0  
  
 *configrations* = ***Array***.new  
 *build\_configurations*.map { |*element*| *configrations*.push(*element*[0].to\_s) }  
 *configrations*.uniq  
 *configrations*.each **do** |*config*|  
 **if /**(release|Release|RELEASE)**/**.*match config  
 properties* = ***Properties***.deserialize  
 *properties*.build\_configuration = *config  
 properties*.serialize  
 ***EnvironmentVar***.set\_gym\_configuration(*config*)  
 *config\_array* = ***Array***.new  
 *config\_array*.push(*config*)  
 **return** *config\_array*.to\_json  
 **end  
 end** *configrations*.to\_json  
  
 **end  
  
 def** *choose\_build\_configuration*(*config*)  
 ***Errors***.build\_config\_is\_empty **if** *config* == **''** *properties* = ***Properties***.deserialize  
 *properties*.build\_configuration = *config  
 properties*.serialize  
 ***EnvironmentVar***.set\_gym\_configuration(*config*)  
 **end  
  
 def** *get\_gym\_scheme* ***WorkspaceSchemes***.get\_gym\_scheme  
 **end  
  
 def** *choose\_gym\_scheme*(*scheme*)  
 ***Errors***.scheme\_is\_empty **if** *scheme* == **''  
 *EnvironmentVar***.set\_gym\_scheme(*scheme*)  
 **end  
  
 def** *get\_bundle\_id\_plist  
 properties* = ***Properties***.deserialize  
 ***Errors***.not\_found\_xcodeproj\_file **if** *properties*.xcodeproj\_dir.nil?  
 ***Errors***.project\_pbxproj\_file\_not\_found **unless *File***.file?(*properties*.xcodeproj\_dir+**"/**#{***PBXPROJ\_FILE***}**"**)  
 *pbxproj\_text* = ***File***.read(*properties*.xcodeproj\_dir+**"/**#{***PBXPROJ\_FILE***}**"**)  
 *plist\_path* = **/**INFOPLIST\_FILE = "([^\n]+)";**/**.*match*(*pbxproj\_text*){**$1**}.to\_s  
 *plist\_path* = **/**INFOPLIST\_FILE = ([^\n]+);**/**.*match*(*pbxproj\_text*){**$1**}.to\_s **if** *plist\_path* == **''  
 *Errors***.info\_plist\_file\_not\_found **unless *File***.file?(*plist\_path*)  
 *plist\_text* = ***File***.read(*plist\_path*)  
 **/**<key>CFBundleIdentifier<**\/**key>\s+<string>([^\n]+)<**\/**string>**/**.*match*(*plist\_text*){**$1**}.to\_s  
 **end  
  
 def** *get\_bundle\_id  
 properties* = ***Properties***.deserialize  
 ***Errors***.not\_found\_xcodeproj\_file **unless *File***.file?(*properties*.xcodeproj\_dir+**"/**#{***PBXPROJ\_FILE***}**"**)  
 **return** get\_bundle\_id\_plist **unless** get\_bundle\_id\_plist == **'$(PRODUCT\_BUNDLE\_IDENTIFIER)'  
 begin** *project* = ***Xcodeproj***::***Project***.open(*properties*.xcodeproj\_dir)  
 **rescue  
 *Errors***.error\_parser  
 **end  
 begin** *bundle\_id* = *project*.targets[0].build\_configurations[0].build\_settings[**'PRODUCT\_BUNDLE\_IDENTIFIER'**]  
 **rescue  
 *Errors***.bundle\_id\_not\_found  
 **end** *bundle\_id* **end  
  
 def** *change\_bundle\_id*(*bundle\_id*)  
 *properties* = ***Properties***.deserialize  
 ***Errors***.not\_found\_xcodeproj\_file **if** *properties*.xcodeproj\_dir.nil?  
 *pbxproj\_dir* = *properties*.xcodeproj\_dir+**"/**#{***PBXPROJ\_FILE***}**"  
 *Errors***.project\_pbxproj\_file\_not\_found **unless *File***.file?(*pbxproj\_dir*)  
  
 *pbxproj\_text* = ***File***.read(*pbxproj\_dir*)  
 *plist\_path* = **/**INFOPLIST\_FILE = "([^\n]+)";**/**.*match*(*pbxproj\_text*){**$1**}.to\_s  
 *plist\_path* = **/**INFOPLIST\_FILE = ([^\n]+);**/**.*match*(*pbxproj\_text*){**$1**}.to\_s **if** *plist\_path* == **''  
  
 *Errors***.info\_plist\_file\_not\_found **unless *File***.file?(*plist\_path*)  
  
 *plist\_text* = ***File***.read(*plist\_path*)  
 *bundle\_id\_plist* = **/**<key>CFBundleIdentifier<**\/**key>\s+<string>([^\n]+)<**\/**string>**/**.*match*(*plist\_text*){**$1**}.to\_s  
 **if** *bundle\_id\_plist* != **'$(PRODUCT\_BUNDLE\_IDENTIFIER)'** *file\_dir* = *plist\_path  
 new\_contents* = *plist\_text*.gsub(**/**#{*bundle\_id\_plist*}**/**){*bundle\_id*}  
 **else** *file\_dir* = *pbxproj\_dir  
 new\_contents* = *pbxproj\_text*.gsub(**/**PRODUCT\_BUNDLE\_IDENTIFIER[^\n]+;**/**, **"PRODUCT\_BUNDLE\_IDENTIFIER =** #{*bundle\_id*}**;"**)  
 **end  
 *File***.open(*file\_dir*, **"w"**) {|*file*| *file*.puts *new\_contents* }  
 **end  
  
 def** *change\_bundle\_id\_set\_team*(*bundle\_id*)  
 *properties* = ***Properties***.deserialize  
 ***Errors***.not\_found\_xcodeproj\_file **if** *properties*.xcodeproj\_dir.nil?  
 *pbxproj\_dir* = *properties*.xcodeproj\_dir+**"/**#{***PBXPROJ\_FILE***}**"  
 *Errors***.project\_pbxproj\_file\_not\_found **unless *File***.file?(*pbxproj\_dir*)  
  
 *pbxproj\_text* = ***File***.read(*pbxproj\_dir*)  
 *plist\_path* = **/**INFOPLIST\_FILE = "([^\n]+)";**/**.*match*(*pbxproj\_text*){**$1**}.to\_s  
 *plist\_path* = **/**INFOPLIST\_FILE = ([^\n]+);**/**.*match*(*pbxproj\_text*){**$1**}.to\_s **if** *plist\_path* == **''  
  
 *Errors***.info\_plist\_file\_not\_found **unless *File***.file?(*plist\_path*)  
  
 *plist\_text* = ***File***.read(*plist\_path*)  
 *bundle\_id\_plist* = **/**<key>CFBundleIdentifier<**\/**key>\s+<string>([^\n]+)<**\/**string>**/**.*match*(*plist\_text*){**$1**}.to\_s  
 **if** *bundle\_id\_plist* != **'$(PRODUCT\_BUNDLE\_IDENTIFIER)'** *file\_dir* = *plist\_path  
 new\_contents* = *plist\_text*.gsub(**/**#{*bundle\_id\_plist*}**/**){*bundle\_id*}  
 **else** *file\_dir* = *pbxproj\_dir  
 new\_contents* = *pbxproj\_text*.gsub(**/**PRODUCT\_BUNDLE\_IDENTIFIER[^\n]+;**/**, **"PRODUCT\_BUNDLE\_IDENTIFIER =** #{*bundle\_id*}**;"**)  
 **end  
 *File***.open(*file\_dir*, **"w"**) {|*file*| *file*.puts *new\_contents* }  
 *properties* = ***Properties***.deserialize  
 *properties*.bundle\_id = *bundle\_id  
 properties*.serialize  
 ***EnvironmentVar***.set\_bundle\_id(*properties*.bundle\_id)  
 ***AppfileGenerator***.create\_appfile!  
 ***SpaceshipWorker***.team\_for\_bundle(*properties*.bundle\_id)  
 **end  
  
 def** *set\_xcode\_version  
 properties* = ***Properties***.deserialize  
 **begin** *proj\_info* = ***IO***.read(*properties*.xcodeproj\_dir+**"/**#{***PBXPROJ\_FILE***}**"**)  
 **rescue  
 *Errors***.project\_pbxproj\_file\_not\_found  
 **end** *swift\_version* = **/**SWIFT\_VERSION = (\d\*.\d\*|\d\*.\d\*.\d\*);**/**.*match*(*proj\_info*){**$1**}.to\_s  
 **case** *swift\_version* **when '2.2'** *xcode\_ver* = **'7.3'  
 when '2.3'** *xcode\_ver* = **'8.0'  
 when '3.0'** *xcode\_ver* = **'8.0'  
 when '3.0.1'** *xcode\_ver* = **'8.2'  
 when '3.0.2'** *xcode\_ver* = **'8.2'  
 end  
 unless** *xcode\_ver*.nil?  
 *properties*.xcode\_version = *xcode\_ver  
 properties*.swift\_version = *swift\_version  
 properties*.serialize  
 ***EnvironmentVar***.set\_xcode\_version(*xcode\_ver*)  
 ***EnvironmentVar***.set\_gitlab\_machine\_tag(***GitlabMachine***.get\_machine\_tag(*xcode\_ver*))  
 **return  
 end  
  
 if** *xcode\_ver*.nil?  
 *xcode\_ver* = **/**LastSwiftMigration = (\d\*)**/**.*match*(*proj\_info*){**$1**}.to\_s  
 **end  
 if** *xcode\_ver*.empty?  
 *xcode\_ver* = **/**LastUpgradeCheck = (\d\*)**/**.*match*(*proj\_info*){**$1**}.to\_s  
 **end** *xcode\_ver* = *xcode\_ver*.delete(**"0"**)  
 **if** *xcode\_ver*.size == 1  
 *xcode\_ver* = *xcode\_ver* + **".0"  
 else** *xcode\_ver*.insert(1, **'.'**)  
 **end  
 *Errors***.xcode\_version\_not\_found **if** *xcode\_ver* == **''** *properties*.xcode\_version = *xcode\_ver  
 properties*.swift\_version = 0  
 *properties*.serialize  
 ***EnvironmentVar***.set\_xcode\_version(*xcode\_ver*)  
 ***EnvironmentVar***.set\_gitlab\_machine\_tag(***GitlabMachine***.get\_machine\_tag(*xcode\_ver*))  
 **end  
  
 def** *create\_fastlane\_folder  
 xcode\_proj\_dir* = find\_xcodeproj\_dir  
 ***File***.dirname(*xcode\_proj\_dir*)  
 ***Dir***.chdir(***File***.dirname(*xcode\_proj\_dir*))  
 ***FastlaneCore***::***FastlaneFolder***.create\_folder! **unless *XcodeInfo***.fastlane\_setup?  
 *path* = ***FastlaneCore***::***FastlaneFolder***::path  
 ***FileUtils***.cp\_r(***File***.dirname(**\_\_FILE\_\_**)+**'/../script\_fastlane'**, *path*+**'/Fastfile'**)  
 ***IO***.write(*path*+***CONFIG\_YAML\_FILE***, ***YAML***::dump(***Properties***.new))  
 add\_xcodeproj\_yaml(*xcode\_proj\_dir*)  
 ***GemfileGenerator***.create\_gemfile!  
 ***DotenvGenerator***.create\_env\_default  
 **end  
  
 def** *add\_podfile\_settings  
 properties* = ***Properties***.deserialize  
 ***PodfileGenerator***.disable\_code\_signing **unless *PodfileGenerator***.podfile\_code\_signing\_no?  
 ***PodfileGenerator***.update\_swift\_version **if** *properties*.xcode\_version.to\_f > 8 && ***IO***.read(***PODFILE***).*match*(**/**SWIFT\_VERSION**/**).nil?  
 ***PodfileGenerator***.update\_checksum  
 **end  
  
 def** *fastlane\_setup?* **return false unless *FastlaneCore***::***FastlaneFolder***::path  
 ***File***.exist?(***FastlaneCore***::***FastlaneFolder***::path)  
 **end  
  
 def** *set\_slack\_url*(*url*)  
 ***EnvironmentVar***.set\_slack\_url(*url*)  
 **end  
  
 def** *set\_slack\_channel\_id*(*channel\_id*)  
 ***EnvironmentVar***.set\_slack\_channel\_id(*channel\_id*)  
 **end  
  
 def** *set\_slack\_success\_message*(*success\_message*)  
 ***EnvironmentVar***.set\_slack\_success\_message(*success\_message*)  
 **end  
  
 def** *set\_slack\_failure\_message*(*failure\_message*)  
 ***EnvironmentVar***.set\_slack\_failure\_message(*failure\_message*)  
 **end  
  
  
 def** *set\_mattermost\_url*(*url*)  
 ***EnvironmentVar***.set\_mattermost\_url(*url*)  
 **end  
  
 def** *set\_mattermost\_channel\_id*(*channel\_id*)  
 ***EnvironmentVar***.set\_mattermost\_channel\_id(*channel\_id*)  
 **end  
  
 def** *set\_mattermost\_success\_message*(*success\_message*)  
 ***EnvironmentVar***.set\_mattermost\_success\_message(*success\_message*)  
 **end  
  
 def** *set\_mattermost\_failure\_message*(*failure\_message*)  
 ***EnvironmentVar***.set\_mattermost\_failure\_message(*failure\_message*)  
 **end  
  
 end  
 end  
end**

## Файл lib/buildben/environment\_var.rb

*require* **'buildben/file\_generators/dotenv\_generator'***require* **'buildben/spaceship\_worker'  
  
module *BuildBen* module *IOS* module *EnvironmentVar*** module\_function  
  
 **def** *set\_credentials*(*login*, *password*)  
 ***DotenvGenerator***.load\_env  
 ***DotenvGenerator***.append\_env\_var(**'FASTLANE\_USER'**, *login*)  
 ***DotenvGenerator***.append\_env\_var(**'FASTLANE\_PASSWORD'**, *password*)  
 **end  
  
 def** *set\_team\_id*(*team\_id*)  
 ***DotenvGenerator***.load\_env  
 ***DotenvGenerator***.append\_env\_var(**'FASTLANE\_TEAM\_ID'**,*team\_id*)  
 **end  
  
 def** *set\_bundle\_id*(*bundle\_id*)  
 ***DotenvGenerator***.load\_env  
 ***DotenvGenerator***.append\_env\_var(**'FASTLANE\_BUNDLE\_IDENTIFIER'**,*bundle\_id*)  
 **end  
  
 def** *set\_gym\_scheme*(*scheme*)  
 ***DotenvGenerator***.load\_env  
 ***DotenvGenerator***.append\_env\_var(**'GYM\_SCHEME'**,*scheme*+**'\_buildben'**)  
 **end  
  
 def** *set\_app\_name*(*app\_name*)  
 ***DotenvGenerator***.load\_env  
 ***DotenvGenerator***.append\_env\_var(**'APP\_NAME'**,*app\_name*)  
 **end  
  
 def** *set\_match\_password* ***DotenvGenerator***.load\_env  
 ***DotenvGenerator***.append\_env\_var(**'MATCH\_PASSWORD'**,**'1l0vekilograpp'**)  
 **end  
  
 def** *set\_gym\_configuration*(*config*)  
 ***DotenvGenerator***.load\_env  
 ***DotenvGenerator***.append\_env\_var(**'GYM\_CONFIGURATION'**,*config*)  
 **end  
  
 def** *set\_gym\_project*(*path*)  
 ***DotenvGenerator***.load\_env  
 ***DotenvGenerator***.append\_env\_var(**'GYM\_PROJECT'**,*path*)  
 **end  
  
 def** *set\_gym\_workspace*(*path*)  
 ***DotenvGenerator***.load\_env  
 ***DotenvGenerator***.append\_env\_var(**'GYM\_WORKSPACE'**,*path*)  
 **end  
  
 def** *set\_gitlab\_machine\_tag*(*version*)  
 ***DotenvGenerator***.load\_env  
 ***DotenvGenerator***.append\_env\_var(**'GITLAB\_MACHINE\_TAG'**,*version*)  
 **end  
  
 def** *set\_xcode\_version*(*version*)  
 ***DotenvGenerator***.load\_env  
 ***DotenvGenerator***.append\_env\_var(**'XCODE\_VERSION'**,*version*)  
 **end  
  
 def** *set\_crashlytics\_key*(*key*)  
 ***DotenvGenerator***.load\_env  
 ***DotenvGenerator***.append\_env\_var(**'CRASHLYTICS\_API\_TOKEN'**,*key*)  
 **end  
  
 def** *set\_crashlytics\_groups*(*groups*)  
 ***DotenvGenerator***.load\_env  
 ***DotenvGenerator***.append\_env\_var(**'CRASHLYTICS\_GROUPS'**,*groups*)  
 **end  
  
 def** *set\_fastlane\_path*(*path*)  
 ***DotenvGenerator***.load\_env  
 ***DotenvGenerator***.append\_env\_var(**'FASTLANE\_PATH'**,*path*)  
 **end  
  
 def** *set\_slack\_success\_message*(*success\_message*)  
 ***DotenvGenerator***.load\_env  
 ***DotenvGenerator***.append\_env\_var(**'SLACK\_SUCCESS\_MESSAGE'**,*success\_message*)  
 **end  
  
 def** *set\_slack\_failure\_message*(*failure\_message*)  
 ***DotenvGenerator***.load\_env  
 ***DotenvGenerator***.append\_env\_var(**'SLACK\_FAILURE\_MESSAGE'**,*failure\_message*)  
 **end  
  
 def** *set\_slack\_channel\_id*(*channel\_id*)  
 ***DotenvGenerator***.load\_env  
 ***DotenvGenerator***.append\_env\_var(**'SLACK\_CHANNEL\_ID'**,*channel\_id*)  
 **end  
  
 def** *set\_slack\_url*(*url*)  
 ***DotenvGenerator***.load\_env  
 ***DotenvGenerator***.append\_env\_var(**'SLACK\_URL'**,*url*)  
 **end  
  
 def** *set\_mattermost\_success\_message*(*success\_message*)  
 ***DotenvGenerator***.load\_env  
 ***DotenvGenerator***.append\_env\_var(**'MATTERMOST\_SUCCESS\_MESSAGE'**,*success\_message*)  
 **end  
  
 def** *set\_mattermost\_failure\_message*(*failure\_message*)  
 ***DotenvGenerator***.load\_env  
 ***DotenvGenerator***.append\_env\_var(**'MATTERMOST\_FAILURE\_MESSAGE'**,*failure\_message*)  
 **end  
  
 def** *set\_mattermost\_channel\_id*(*channel\_id*)  
 ***DotenvGenerator***.load\_env  
 ***DotenvGenerator***.append\_env\_var(**'MATTERMOST\_CHANNEL\_ID'**,*channel\_id*)  
 **end  
  
 def** *set\_mattermost\_url*(*url*)  
 ***DotenvGenerator***.load\_env  
 ***DotenvGenerator***.append\_env\_var(**'MATTERMOST\_URL'**,*url*)  
 **end  
  
 def** *set\_hockey\_app\_key*(*key*)  
 ***DotenvGenerator***.load\_env  
 ***DotenvGenerator***.append\_env\_var(**'HOCKEY\_APP\_API\_TOKEN'**,*key*)  
 **end  
  
  
 end  
 end  
end**

## Файл lib/buildben/errors.rb

*require* **'json'***require* **'buildben/errors'***require* **'buildben/console\_silence'  
  
module *BuildBen* module *IOS* class *Errors* @title  
 @status  
 @detail  
 @solution  
  
 def** *initialize*(*status*, *detail*)  
 **@status**, **@detail** = *status*, *detail* **end  
  
  
 def** *as\_json*(*options*={})  
 {  
 **status**: **@status**,  
 **detail**: **@detail**,  
 }  
 **end  
  
 def** *to\_json*(\**options*)  
 as\_json(\**options*).to\_json(\**options*)  
 **end  
  
 def self**.*not\_found\_xcodeproj\_file* ***ConsoleSilence***.off  
 puts ***Errors***.new(1,**".xcodeproj file not found"**).to\_json  
 exit 1  
 **end  
  
 def self**.*wrong\_login\_or\_password* ***ConsoleSilence***.off  
 puts ***Errors***.new(2,**"wrong login or password"**).to\_json  
 exit 2  
 **end  
  
 def self**.*bundle\_id\_not\_found* ***ConsoleSilence***.off  
 puts ***Errors***.new(3,**"bundle id not found"**).to\_json  
 exit 3  
 **end  
 def self**.*team\_id\_not\_found* ***ConsoleSilence***.off  
 puts ***Errors***.new(4,**"team id not found"**).to\_json  
 exit 4  
 **end  
 def self**.*app\_name\_not\_found* ***ConsoleSilence***.off  
 puts ***Errors***.new(5,**"app name not found"**).to\_json  
 exit 5  
 **end  
 def self**.*fastlane\_dir\_not\_found* ***ConsoleSilence***.off  
 puts ***Errors***.new(6,**"fastlane dir not found"**).to\_json  
 exit 6  
 **end  
 def self**.*schemes\_not\_found* ***ConsoleSilence***.off  
 puts ***Errors***.new(7,**"schemes not found"**).to\_json  
 exit 7  
 **end  
 def self**.*scheme\_is\_empty* ***ConsoleSilence***.off  
 puts ***Errors***.new(8,**"scheme is empty"**).to\_json  
 exit 8  
 **end  
 def self**.*build\_config\_is\_empty* ***ConsoleSilence***.off  
 puts ***Errors***.new(9,**"build config is empty"**).to\_json  
 exit 9  
 **end  
 def self**.*project\_pbxproj\_file\_not\_found* ***ConsoleSilence***.off  
 puts ***Errors***.new(10,**"project.pbxproj file not found"**).to\_json  
 exit 10  
 **end  
 def self**.*config\_file\_not\_found* ***ConsoleSilence***.off  
 puts ***Errors***.new(11,**"config file not found"**).to\_json  
 exit 11  
 **end  
 def self**.*build\_config\_incorrect* ***ConsoleSilence***.off  
 puts ***Errors***.new(12,**"build config incorrect"**).to\_json  
 exit 12  
 **end  
 def self**.*error\_parser* ***ConsoleSilence***.off  
 puts ***Errors***.new(13,**"xcodeproj parser error"**).to\_json  
 exit 13  
 **end  
 def self**.*env\_file\_not\_found* ***ConsoleSilence***.off  
 puts ***Errors***.new(14,**"env file not found"**).to\_json  
 exit 14  
 **end  
 def self**.*app\_create\_error* ***ConsoleSilence***.off  
 puts ***Errors***.new(15,**"app create error"**).to\_json  
 exit 15  
 **end  
 def self**.*git\_url\_not\_found* ***ConsoleSilence***.off  
 puts ***Errors***.new(16,**"git url not found"**).to\_json  
 exit 16  
 **end  
 def self**.*info\_plist\_file\_not\_found* ***ConsoleSilence***.off  
 puts ***Errors***.new(17,**"info plist file not found"**).to\_json  
 exit 17  
 **end  
 def self**.*xcode\_version\_not\_found* ***ConsoleSilence***.off  
 puts ***Errors***.new(18,**"xcode verson not found"**).to\_json  
 exit 18  
 **end  
  
 def self**.*machine\_not\_found* ***ConsoleSilence***.off  
 puts ***Errors***.new(19,**"machine not found"**).to\_json  
 exit 19  
 **end  
  
 def self**.*podfile\_not\_found* ***ConsoleSilence***.off  
 puts ***Errors***.new(20,**"podfile not found"**).to\_json  
 exit 20  
 **end  
 def self**.*podfile\_lock\_not\_found* ***ConsoleSilence***.off  
 puts ***Errors***.new(21,**"podfile.lock not found"**).to\_json  
 exit 21  
 **end  
 def self**.*target\_not\_found* ***ConsoleSilence***.off  
 puts ***Errors***.new(22,**"target not found"**).to\_json  
 exit 22  
 **end  
 end  
 end  
end**

## Файл lib/buildben/file\_generators/podfile\_generator.rb

*require* **'buildben/file\_generators/dotenv\_generator'***require* **'buildben/file\_generators/gemfile\_generator'***require* **'buildben/constants'***require* **'buildben/properties'***require* **'buildben/errors'***require* **'buildben/environment\_var'***require* **'cocoapods-core/podfile'  
  
module *BuildBen* module *IOS* module *PodfileGenerator*** module\_function  
  
  
  
 **def** *disable\_code\_signing* **if** post\_install\_using?  
  
 *disable\_signing\_script* = ***IO***.read(***File***.dirname(**\_\_FILE\_\_**)+**'/../podfile\_scripts/code\_signing\_no'**)  
 *disable\_signing\_script* = *disable\_signing\_script*.gsub(**/**post\_install do \|installer\|**/**, **""**)  
 *disable\_signing\_script* = *disable\_signing\_script*.gsub(**/**(end\s\*\n\s\*end\s\*\n\s\*)end**/**, **'\1'**)  
 **begin** *old\_podfile* = ***IO***.read(***PODFILE***)  
 **rescue  
 *Errors***.podfile\_not\_found  
 **end** *new\_podfile* = *old\_podfile*.gsub(**/**(post\_install do \|installer\|\s\*)**/**, **'\1'**+*disable\_signing\_script*+**"\n"**)  
  
 ***IO***.write(***PODFILE***,*new\_podfile*)  
  
 **else** *input* = ***File***.open(***File***.dirname(**\_\_FILE\_\_**)+**'/../podfile\_scripts/code\_signing\_no'**)  
 *data\_to\_copy* = *input*.read  
 **begin** *output* = ***File***.open(***PODFILE***, **'a+'**)  
 **rescue  
 *Errors***.podfile\_not\_found  
 **end** *output*.write(*data\_to\_copy*)  
 *output*.write(**"\n\n\n"**)  
 *output*.close  
 *input*.close  
 **end  
 end  
  
 def** *update\_swift\_version  
 properties* = ***Properties***.deserialize  
 *old\_podfile* = ***IO***.read(***PODFILE***)  
 *config\_swift\_version\_string* = **"config.build\_settings['SWIFT\_VERSION'] = '**#{*properties*.swift\_version}**'"** *new\_podfile* = *old\_podfile*.gsub(**/**(target\.build\_configurations\.each do \|config\|)**/**, **'\1'**+**"\n"**+**' '**+*config\_swift\_version\_string*)  
 ***IO***.write(***PODFILE***,*new\_podfile*)  
 **end  
  
 def** *update\_checksum  
 podfile* = ***Pod***::***Podfile***.new(***PODFILE***)  
 **begin** *podfile\_lock\_text* = ***IO***.read(***PODFILE\_LOCK***)  
 **rescue  
 *Errors***.podfile\_lock\_not\_found  
 **end** *new\_podfile\_lock* = *podfile\_lock\_text*.gsub(**/**(PODFILE CHECKSUM: )[^\n]+**/**, **'\1'**+*podfile*.checksum)  
 ***IO***.write(***PODFILE\_LOCK***,*new\_podfile\_lock*)  
 **end  
def** *post\_install\_using?***begin** *podfile\_text* = ***IO***.read(***PODFILE***)  
 **rescue  
 *Errors***.podfile\_not\_found  
 **end** *post\_install* = **/**post\_install**/**.*match*(*podfile\_text*)  
 **return true unless** *post\_install*.nil?  
 **false  
 end  
def** *podfile\_code\_signing\_no?* **begin** *podfile\_text* = ***IO***.read(***PODFILE***)  
 **rescue  
 *Errors***.podfile\_not\_found  
 **end** *code\_signing* = **/**\[\'EXPANDED\_CODE\_SIGN\_IDENTITY\'\] = ""**/**.*match*(*podfile\_text*)  
 **return true unless** *code\_signing*.nil?  
 **false  
 end  
 end  
 end  
end**