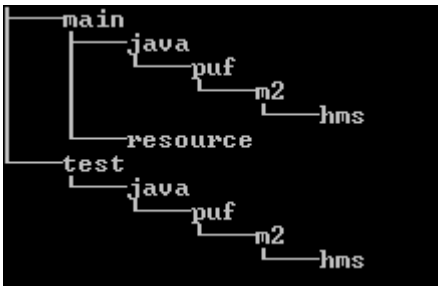
Developer's report

Task: Setting up Development environment

1. Version control system and Source code repository
   - As a requirement, the version control system is *Git* and our source code would be hosted at *Github*, a popular hosting services for software development projects.
   - I signed up a Github account and created a repository, other members can connect and clone this remote repository to their local machine with following information:
     - Repository url: git@github.com:pufm2/hms.git or https://pufm2@github.com/pufm2/hms.git
     - Github account: pufm2, password: changeit123
   - Beside the Git console tool for Windows (msysgit), I also tried to use some other GUI Git client, they are:
     - *EGit*: an Eclipse plugin, use of this will be very convenient for ones who work with eclipse
     - *TortoiseGit*: another Git client that's integrated to Windows Explorer. This tool reflects status (changed or not) of the local repository (up to each file) very well
   - I'm going to write an introduction to these tool for team

2. Build system
   - I set up a build system with *Apache Maven*
   - Build and test can be started with only one command
   - With Maven, dependencies amongst modules are also defined clearly

3. Eclipse project
   - An Eclipse project was created and pushed to remote repository
   - Following is structure of the src and test folder



   - This project has already had a Maven POM (Project Object Model) descriptor, other team member only need to clone the remote repository (with urls above), import the Eclipse projects, and then can build the project with Maven
4. Setup local workspace
   - I prepare a guideline to help team members set up la local workspace, you can find it here: https://github.com/pufm2/hms/blob/master/doc/Env_Dev-Guide.pdf