



Design and upload HOBbit components

Design (the standard HOBbit way)

Design components using the manuals:
[Develop a benchmark component in Java](#)
[Develop a component in Java](#)
[Develop a system adapter](#)
[Develop a system adapter in Java](#)

Create docker files using details (manual)

Build images (manual)

- Lots of reading and manual work (error-prone)
- Impossible to debug locally *
- Upload non-tested images *
- No logs from the online platform, just web GUI

* Unless you haven't local HOBbit deployment

Upload

Create and account at
<https://master.project-hobbit.eu>

Create a project at
<https://git.project-hobbit.eu>

Upload docker images to
<https://git.project-hobbit.eu>

Update ttl-files for you project

Find your benchmark or system at
<https://master.project-hobbit.eu>

Design (using our JAVA SDK)

Clone and extend the basic codes:
<https://github.com/hobbit-project/java-sdk-example>

Run tests locally as pure java code

Configure remote project details

Debug Docker images by running tests

- + Easy to start, minimum things to do
- + Test and debug your code from IDE
- + Built Docker images on demand from IDE
- + Run your images from IDE, check all internal logs
- + Upload fully tested images