

Team Schfifty-Five – Deliverable #1

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Summary of Chosen Project:

OpenRemote is a platform-independent interface between off-the-shelf automation hardware and custom built panels. Panels are built by the user to control dimmer and on/off switches, access control systems, and other residential and commercial equipment. Panels can be designed for Android, iOS, or any browser. The OpenRemote suite consists of 3 software programs, the Designer, Controller, and Panels. The Designer is a cloud-based application that allows for the creation of Panels and their subsequent controllers by the user. The Controller handles the back-end of the Panel's function, while the Panel is the interface for the user.

Checkout Procedures and Building Experience:

OpenRemote provides a documentation page for building the project and its components, which may cause skepticism as building a project can vary from machine to machine. However the project uses Apache Ant to handle its build phases, which is a pretty widely used technology, and also provides a supported version of Ant to make the process even easier. Overall there were a few problems building the project. A couple of members had difficulty building the project initially because a download from SVN missed a file or two for direct download. However, after downloading the missing file the build was successful. Using an IDE such as Netbeans or Eclipse to download from SVN made it the process easier. Also, trying to get the right Java files and putting them where they needed to be was a bit of a challenge for members with a fresh install of Ubuntu. Luckily, after consulting some forums online, a solution was found and the project was able to be built using the Java compiler.

Existing Tests and Results:

OpenRemote uses JUnit as its testing framework and given that the documentation encourages developers to download the Alpha release, we were not surprised that the testing framework reported 3 failures and 30 errors out of 170 tests when executed. Again since we all checked out the developer beta a rather large number of errors is not unusual. The 3 failures and 30 errors is indicative of ongoing development for the application and should be interpreted as a marker of an active project.

Overall Experience:

The overall team experience went smoothly. Other than missing files which was on the distribution side there were not many other issues. The entire program suite was able to compile and be fully function from both provided code and source code. There were of course errors and small difficulties as were to be expected, but they did not impede the overall experience of the project. The OpenRemote software suite is a mature product that still has room for growth and development.