Automate SDL tools run in AzDO Pipelines

SDL Scripts

SDL scripts are a set of powershell scripts that provide the ability to run SDL tools. The scripts are located here

How to add the SDL scripts to pipeline

The pre-reqs needed to run the SDL scripts are defined with default values in a template - execute-sdl.yml. The template is added part of post-build.yml and is turned-off by default and can be enabled by setting the parameter SDLValidationParameters.enable.

Arguments

All arguments that are not repo specific have default values specified to them, so only provide values for them if there is a need to override.

Name	Туре	Description
Guardian Package Name	string	the name of guardian CLI package. Default is provided in post-build.yml.
NugetPackageDirectory	Dir Path	directory where NuGet packages are installed . The default is provided in post-build.yml.
Repository	string	the name of the repository (e.g. dotnet/arcade). The default is populated from the current build.
BranchName	string	name of branch or version of gdn settings; The default is populated from the current build.
SourceDirectory	Dir Path	the directory where source files are located. The default is populated from the current build.
ArtifactsDirectory	Dir Path	the directory where build artifacts are located. The default is populated from the current build.
AzureDevOpsAccessToken	string	access token to access internal AzDO repo which maintains the baseline data
SourceToolsList	Arrav	list of SDL tools to run on source code

Name	Туре	Description
ArtifactToolsList	Array	list of SDL tools to run on build artifacts
TsaPublish	bool	true will publish results to TSA; only set to true after onboarding to TSA; TSA is the automated framework used to upload test results as bugs.
TsaBranchName	string	TSA Parameter; The default is populated from the current build
TsaRepositoryName	string	TSA Parameter; The default is populated from the current build
BuildNumber	string	TSA Parameter; The default is populated from the current build
UpdateBaseline	bool	default value is false; if true, will update the baseline in the repository; should only be run after fixing any issues which need to be fixed
TsaOnboard	bool	TSA Parameter; default value is false; if true, will onboard the repository to TSA; should only be run once
TsaInstanceUrl	string	TSA Parameter; the instance-url registered with TSA;
TsaCodebaseName	string	TSA Parameter; the name of the codebase registered with TSA;
TsaProjectName	string	TSA Parameter; the name of the project registered with TSA;
TsaNotificationEmail	string	TSA Parameter; the email(s) which will receive notifications of TSA bug filings (e.g. alias@microsoft.com);
TsaCodebaseAdmin	string	TSA Parameter; the aliases which are admins of the TSA codebase (e.g. DOMAIN\alias);
TsalterationPath	string	TSA Parameter; the area path where TSA will file bugs in AzDO;
GuardianLoggerLevel	string	TSA Parameter; the iteration path where TSA will file bugs in AzDO;

Note:

• Items in bold are repo specific and do not carry a default.

• All TSA parameters are needed only if TsaPublish and / or TsaOnBoard is set to true.

Usage Examples

Arcade

Arcade has enabled SDL runs in official-ci builds.

- azure-pipeline.yml
- Build

```
SDLValidationParameters:
enable: true
params: ' -SourceToolsList @("xyz","abc")
-ArtifactToolsList @("def")
-TsaInstanceURL "https://devdiv.visualstudio.com/"
-TsaProjectName "DEVDIV"
-TsaNotificationEmail "xxx@microsoft.com"
-TsaCodebaseAdmin "aa\bb"
-TsaBugAreaPath "DevDiv\NET Core "
-TsaIterationPath "DevDiv"
-TsaRepositoryName "Arcade"
-TsaCodebaseName "Arcade"
-TsaPublish $True'
```

SDL run failures filed as bugs

If TsaPublish is set to true, the output of the SDL tool runs for every build will be published to the account specified under TsaInstanceURL and TsaProjectName.

If TsaNotificationEmail is set, a notification email will be sent out with a link to the bugs filed for each tool run.

Here is the link to bugs filed after a test run for Arcade.

See Also

- SDL Control Flow Document
- Introduction to Guardian and TSA

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