



# Maximizing Developer Productivity with Gradle Enterprise

# Training content

- What is Gradle Enterprise?
- Leveraging the build cache
- Working with build scans
- Performing build analytics

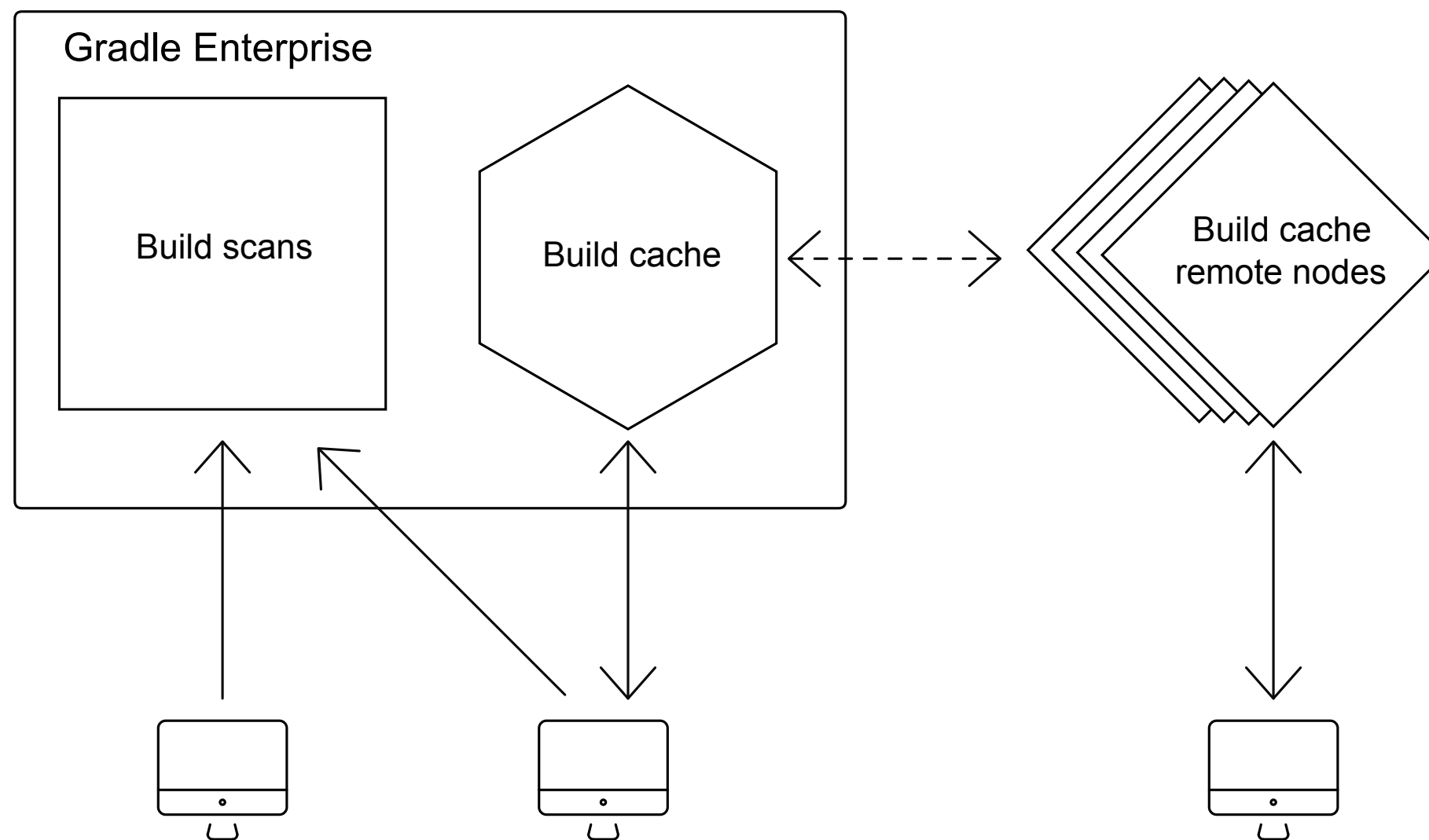
# Training material

- Gradle Enterprise training instance  
@ <https://enterprise-training.gradle.com>
- Zip with hands-on labs and slides  
@ <https://enterprise-training.gradle.com/developer-productivity-with-gradle-enterprise>

# What is Gradle Enterprise?

Gradle Enterprise is a platform on top of the Gradle build tool that allows to maximize productivity of developers and build teams, hosted on-premises.

# The feature sets



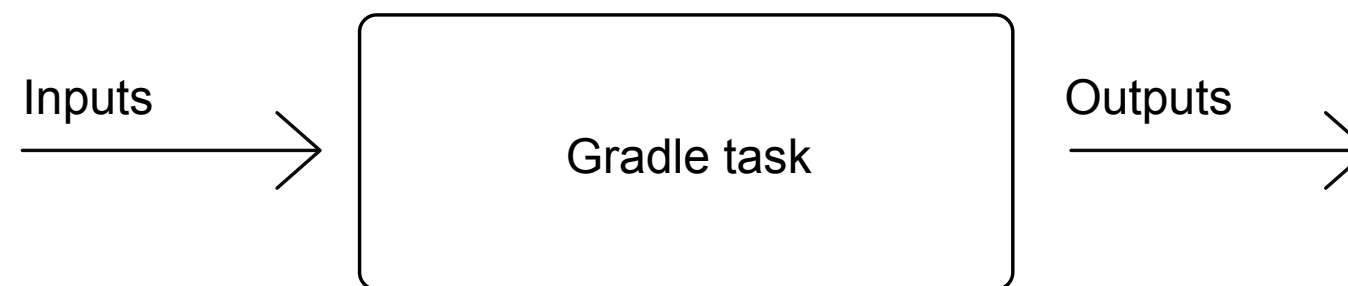
# Operations

- Easy installation
- Automatic license handling
- One-click version upgrades
- Systems health monitoring
- Automatic backups
- Support bundles

# Leveraging the build cache

# What is build caching in Gradle?

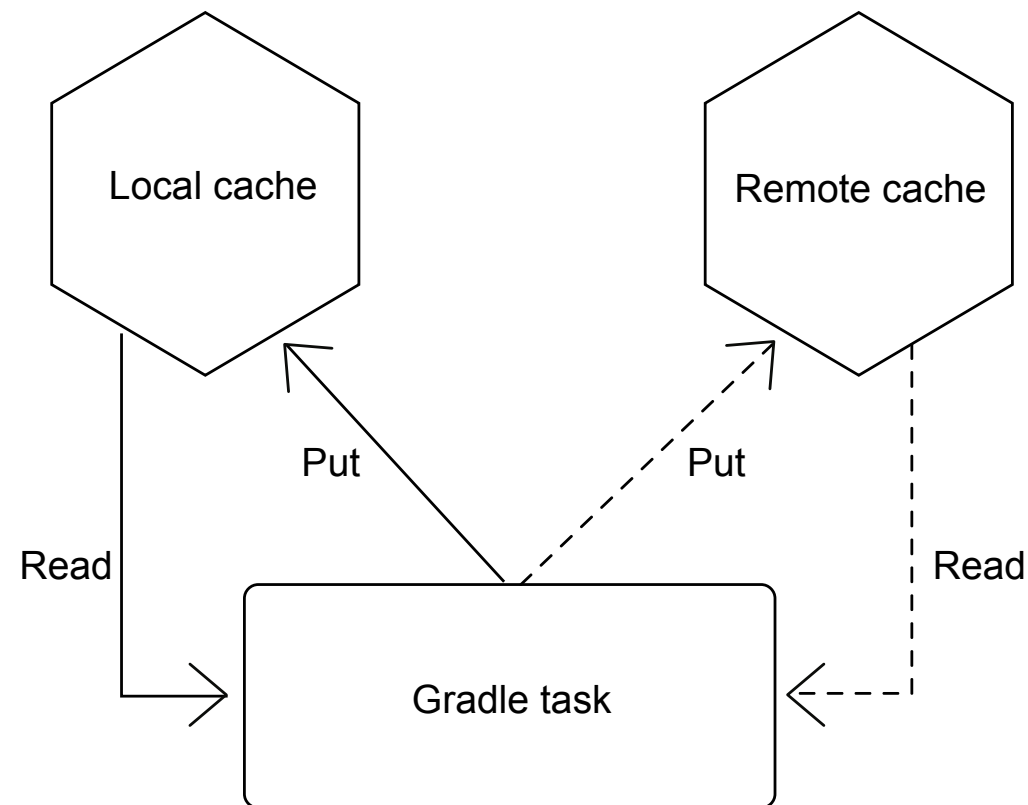
- Cache mechanism that aims to save time by reusing task outputs produced by other builds
- Works by storing task outputs and allowing builds to fetch these task outputs when the task inputs have not changed





# What is build caching in Gradle?

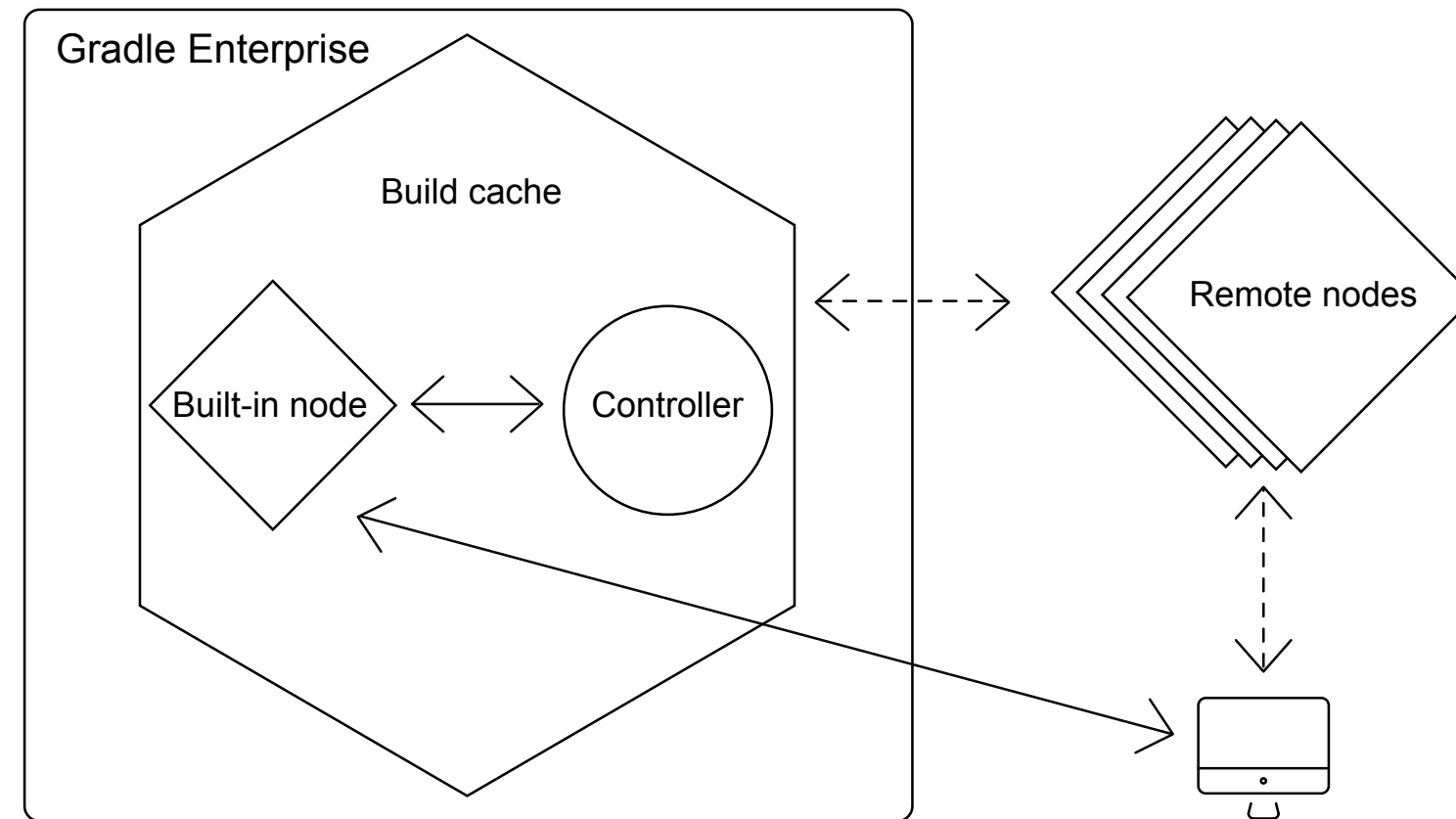
- Enabled via `--build-cache` flag or system property
- Local and remote cache can be enabled and configured individually
- Gradle Enterprise provides a high-performance build cache back-end



# Gradle Enterprise build cache architecture

- Cache controller
- Cache nodes
  - Built-in cache node
  - Remote cache nodes

# Gradle Enterprise build cache architecture



# Gradle Enterprise build cache

Demo

# *Lab 01*

Use the Gradle Enterprise build cache

# Optimize for cache artifact reuse

- Make tasks cacheable
- Populate cache early for downstream consumers
  - CI pipeline with downstream builds consuming the outputs of upstream builds
  - CI builds with artifacts for local developers

# Working with build scans

# What are build scans?

- Persistent record of what happened during a build
- Permanent and shareable URL
- For developers and build engineers



# Short tour of build scans

- Publishing a build scan
- Browsing the build scan UI
- Seeing all build scans

# Build scan plugin configuration

- Pointing to Gradle Enterprise instance
- Publishing scans for all builds
- Injecting custom values
- Using life-cycle hooks

# *Lab 02*

Inspect a build scan

# Fixing build failures and code issues faster

*Share console output you don't understand*

scan

***Pull in help for an unexpectedly failing test***

scan

*See all locally failing tests across all projects*

scan

*Check if your code relies on a specific dependency and if so on what version*

scan



# *Understand why a given third-party library ends up on your classpath*

scan

*Find out what dependencies of your project  
use dynamic versions*

scan

*Find out what concrete version was used for  
a dependency with a dynamic version*

scan

***Determine if changed dynamic dependencies broke the build***

scan list

*See all external Gradle plugins applied to  
your build*

scan

# *Understand why a given Gradle plugin was applied to your build*

scan

# *Investigate why your project does not compile on your colleague's machine*

failing

successful

scan list

## *Lab 03*

Find out if the developers in your company run the `clean` task



# Adding your own data to build scans

*Distinguish CI build scans from developer  
build scans*

***Understand the difference in build duration  
for a given project built locally vs. on CI***

scan list

***Add source control information to your build scans***

# *Surface static code analysis issues in build scans*

*Reach out for help when local build fails to  
succeed*

scan

*Categorize build failures*

# *Lab 04*

See all builds that ran tests



# Enhancing build performance proactively

***Make any build faster***

scan

*Investigate what has the biggest impact on  
your configuration time*

scan

*Investigate why your configuration time is  
slower than it should be*

scan

*Determine if your build needs more memory*

scan

***Determine how much time was spent  
resolving dependencies***

scan

# *Make the build faster by optimizing task parallelization*

scan

scan 2

# *Verify local optimization experiments*

scan



# *Lab 05*

Find potential performance killers

# Optimizing incremental build and use of build cache

*Find out why a task was not up-to-date but  
got executed*

scan

scan 2

# *Analyze build cache hit rate*

scan

*Investigate why a certain task is slow even though its output is taken from the cache*

scan

*Determine what tasks to make cacheable  
next*

scan

***Investigate why you are getting an  
unexpected build cache miss***

scan

*Investigate why you are getting an  
unexpected build cache hit and want to find  
the producing build*

scan

scan 2



## *Lab 06*

Decide how you could increase the cacheability of the given build

# *Jump straight to the build scan of a build run on CI*

- TeamCity integration
- Jenkins integration

# Performing build analytics

# Scan list

- What builds were run?
- By whom were the builds run?
- How long did the builds take to run?
- What is the build failure rate?

# Export API

- Whilst running a build, build data is mapped to a series of events
- Build events can be exported from your Gradle Enterprise instance via an HTTP endpoint
- Any data available in a build scan is available for export
- Build events can be exported since a point in time or given build
- Build event streams can be filtered to include only the events you are interested in
- Real-time streaming is supported

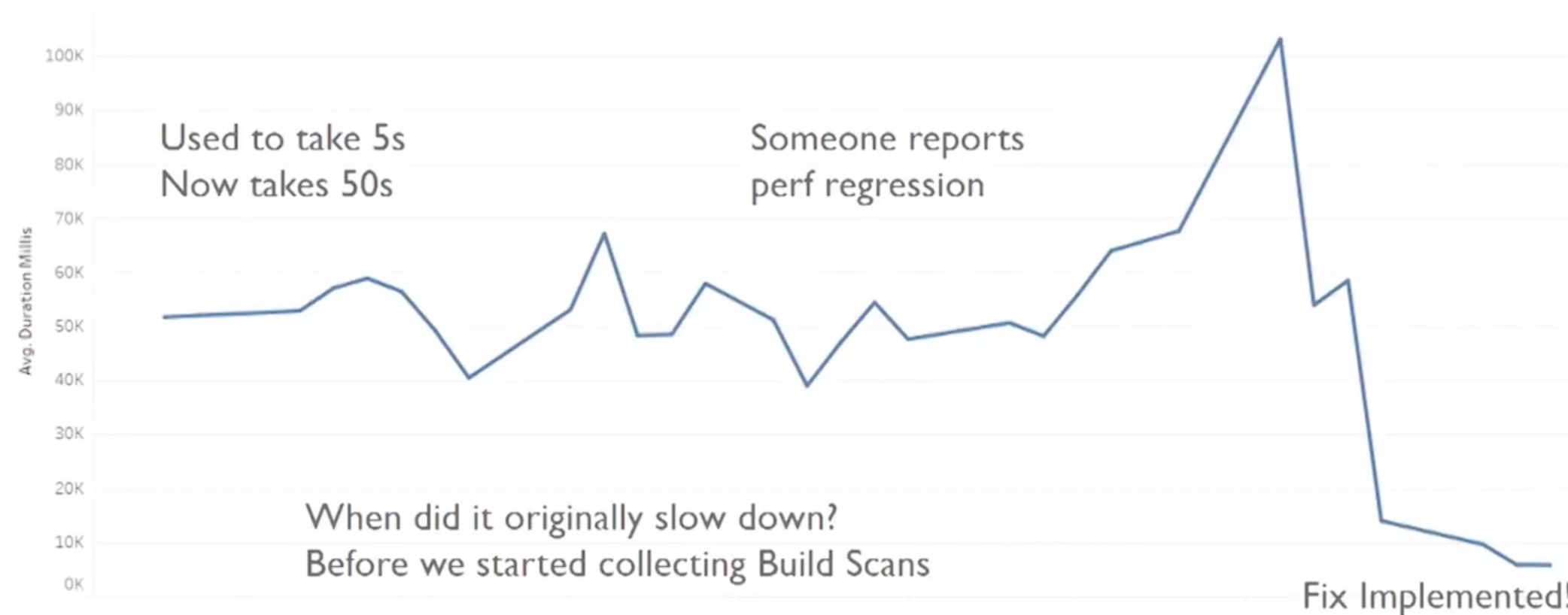
# *Lab 07*

You want a live dashboard of build activity

# *You want to see whether a performance fix worked as expected*

## Checkstyle Performance

webclientUITests:checkstyle



***You want to prioritize build problems to  
tackle first***



# *You want to push your build data into your own BI tool*

- Exporting events from Gradle Enterprise via Export API
- Pushing the captured events into the BI tool of your choice for further analysis

# Resources

<https://gradle.com/enterprise/resources>

<https://guides.gradle.org/using-build-cache>



Thank you