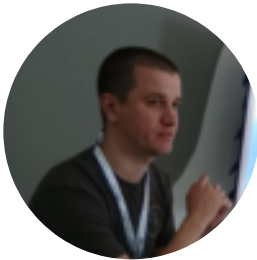




Technical Articles



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September 3, 2021 | 1 minute read

Editing ABAP code directly on GitHub

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ABAP code [can be stored as files](#) on Github, and [many open-source ABAP projects already exist](#).

When [proposing changes](#), it might take more time to clone and install the files into a system, than doing the actual change. This blog post lists the possibilities for editing files directly on Github, without cloning to a local system.

Web-based editor

Any file [can be edited](#) via the web-based editor,

abapGit / src / git / zcl_abapgit_git_add_patch

<> Edit file Preview changes

```
1  CLASS zcl_abapgit_git_add_patch DEFINITION
2      PUBLIC
3      FINAL
4      CREATE PUBLIC.
5
6      PUBLIC SECTION.
7
8      METHODS:
9          constructor
10         IMPORTING
11             it_diff TYPE zif_abapgit_definitions=>ty_diffs_tt,
12
```

But for ABAP files, there is no help provided for the developer, no syntax highlighting, no removal of trailing whitespace, it's a raw text editor.

If [continuous integration](#) is set up, the developer will get feedback after having saved/committed the changes.

GitHub Codespaces

Editing files via [codespaces](#) will spawn a virtual machine in the cloud, and give the possibility to edit the files in a web-based editor, but it comes at a [cost](#) due to the virtual machine.

The editor works with all vscode extensions, providing ABAP [syntax highlighting](#) and [fast feedback](#) before commit.

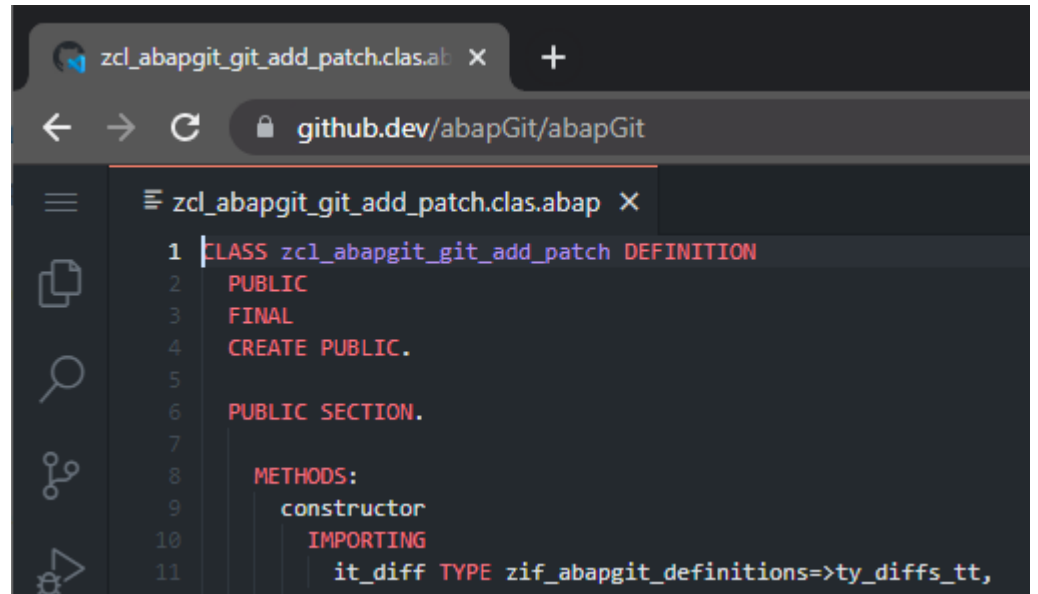
It's possible to run vscode locally and connect to the virtual machine via [vscode remote](#) workspaces.

As this is a full virtual machine, it's also possible to [run unit tests](#) before commit.

github.dev / VS Code Web

The [latest](#) and greatest is the possibility to [edit files using only the browser](#), while on github.com press "." or change the URL from ".com" to ".dev", and the editor will start

up:



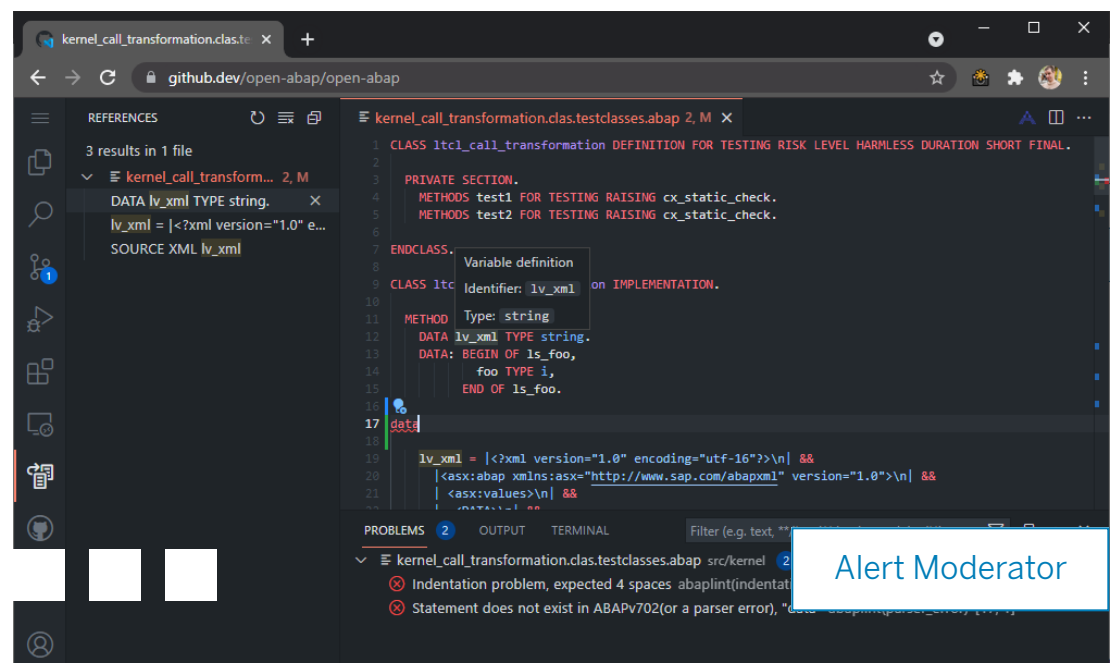
The screenshot shows a web browser window with the address bar displaying 'github.dev/abapGit/abapGit'. The main content area shows a code editor with a file named 'zcl_abapgit_git_add_patch.clas.abap'. The code is an ABAP class definition with the following structure:

```
1 CLASS zcl_abapgit_git_add_patch DEFINITION
2   PUBLIC
3   FINAL
4   CREATE PUBLIC.
5
6   PUBLIC SECTION.
7
8   METHODS:
9     constructor
10    IMPORTING
11      it_diff TYPE zif_abapgit_definitions=>ty_diffs_tt,
```

This is a web-enabled version of [vscode](#), providing similar (but limited) features as the native version.

Syntax highlighting works via the [ABAP extension](#), and partial static analysis via the [abaplint extension](#)

The below screenshot shows where-used, problems, and hover, running all in the browser! 🎉🤖🤖



The screenshot shows a web browser window with the address bar displaying 'github.dev/open-abap/open-abap'. The main content area shows a code editor with a file named 'kernel_call_transformation.clas.testclasses.abap 2, M'. The code is an ABAP class definition with the following structure:

```
1 CLASS ltc_call_transformation DEFINITION FOR TESTING RISK LEVEL HARMLESS DURATION SHORT FINAL.
2
3   PRIVATE SECTION.
4     METHODS test1 FOR TESTING RAISING cx_static_check.
5     METHODS test2 FOR TESTING RAISING cx_static_check.
6
7   ENDCLASS.
8
9   CLASS ltc
10    Identifier: lv_xml on IMPLEMENTATION.
11    Type: string
12  METHOD
13    DATA lv_xml TYPE string.
14    DATA: BEGIN OF ls_foo,
15            foo TYPE i,
16    END OF ls_foo.
17
18    lv_xml = |<?xml version="1.0" encoding="utf-16"?>\n| &&
19              |<asx:abap xmlns:asx="http://www.sap.com/abapxml" version="1.0">\n| &&
20              |<asx:values>\n| &&
21              |<asx:method name="test1">\n| &&
```

A hover tooltip is visible over the 'lv_xml' variable, showing its type as 'string'. The 'PROBLEMS' panel at the bottom shows two errors:

- Indentation problem, expected 4 spaces abaplint(indentation)
- Statement does not exist in ABAPv702(or a parser error), "data: BEGIN OF ls_foo, foo TYPE i, END OF ls_foo."

Assigned tags

ABAP Development

#ABAP

#github

As always, with some bugs, but I'm personally looking forward to using github.dev for ad-hoc changes 😊

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