

### NFJS Software Symposium Series 2011

# **Enter The Gradle**

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### **About Speaker**





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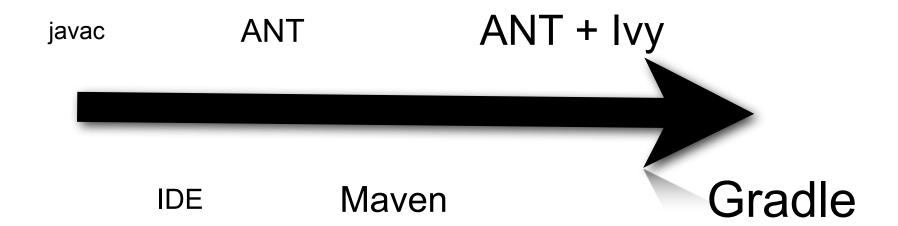
Developer: Embedded, C++, Java, Groovy, Grails, C#, Objective C

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Microsoft MCP Sun Certified Java 2 Architect Master of Scrums Agile Coach

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## Desired Functionality of a Build System



- Dependency management
- Versioning
- Compile Java code, build jars
  - □ + Other JVM Languages
- Execute tests and report results, fail build on failed tests
- Run quality-check tools (PMD, Findbugs, Checkstyles)
- File generation (XmlBeans, Xsl, Velocity, AspectJ)
- Property expansion / token substitution
- Build vs. deploy vs. release
- Full control when needed
- Cross-platform
- IDE Support
- Documentation / Support



- Cross Platform Builds
- ■IDE Independent
- XML "script" files
  - □build.xml





- Defined Lifecycle
- Convention for Project Structure
- Plugins
- Dependency Management
- XML based
  - $\square$ pom.xml





- Build steps defined and executed with Ant
- Dependencies managed with Ivy
- Ant targets to install, retrieve artifacts from lvy repository





- hard to implement an algorithm in the build file;
  - simple if or for constructs are hard to achieve, and very unnatural
- hard to go beyond the foresight of the Ant/ Maven developers
- "build by convention" is not supported (Ant), or ties your hands because the configuration is hard (Maven),
- support for multi-module builds is limited
- boilerplate of XML is annoying



- Built on top of Ant + Ivy
- Build DSL written in Groovy
- Uses Groovy AntBuilder
  - □ant.compile, ant.jar
- Plugins define common tasks to build different types of projects
  - □java, groovy, war, ...



# Gradle is Declarative

Specify what...

...not how



# Gradle is Declarative

... without being Rigid



- Many source dirs per project
- Dependencies per source dir
- JDK per source dir
- Many artifacts per project

# **Getting Started**



http://gradle.org/

~\$ gradle -t :reportTask

\_\_\_\_\_

**Root Project** 

\_\_\_\_\_

No tasks

**BUILD SUCCESSFUL** 

### Simple Build File

file:build.gradle apply plugin: 'java'



~/projects/playground/gradle-nfjs\$ gradle -t :reportTask

\_\_\_\_\_

#### Root Project

\_\_\_\_\_

:assemble - Builds all Jar, War, Zip, and Tar archives.

-> :jar

:build - Assembles and tests this project.

-> :assemble, :check

:buildDependents - Assembles and tests this project and all projects that depend on it.

-> :build

:buildNeeded - Assembles and tests this project and all projects it depends on.

-> :build

:check - Runs all checks.

-> :test

:classes - Assembles the main classes.

-> :compileJava, :processResources

:clean - Deletes the build directory.

:compileJava - Compiles the main Java source.

:compileTestJava - Compiles the test Java source.

-> :classes

```
createTask('hello') { // depreciated
   println 'Hello World'
task hello << {</pre>
  println 'Hello world!'
task intro(dependsOn: hello) << {</pre>
  println "I'm Gradle"
project.tasks.add('someTask').doFirst {
  // do something
```

### **DSL Syntax And Tasks**

```
task hello << { println 'Hello' }</pre>
// direct API access is fine for single statements
hello.dependsOn otherTask
// for multiple access we prefer closure syntax
hello {
  onlyIf { day == 'monday' }
  dependsOn otherTask
// combining Configuration and Actions
task hello {
  onlyIf {
      day == 'monday'
  doFirst {println 'Hello'}
```

### Sample Simple Build File



```
apply plugin: 'war'
version = 0.1
repositories {
    mavenCentral()
dependencies {
    compile "commons-lang:commons-lang:2.4"
```



```
apply plugin: 'war'
version = 0.1
defaultTasks 'clean', 'build'
repositories {
    mavenCentral()
dependencies {
    compile "commons-lang:commons-lang:2.4"
```



# Beyond the Basics



Does it **really** matter if your build system uses XML or Groovy?

Can there be aspects of the build that are difficult from a declarative perspective?



```
version = "1.0-${new Date().format('yyyyMMdd')}"

task sources {
   sourceSets.test.allGroovy
      .matching {include '**/*Demo*.groovy' }
      .files.each {
        println "$it.absolutePath"
   }
}
```



```
tasks.withType(Jar).allObjects { jarTask ->
  jarTask.osgi = new DefaultOsgiManifest()
  jarTask.doFirst { task ->
    importOsgiManifestIntoManifest(task) }
}
```

### Rich and Extensible API



```
tasks.withType(Jar).allObjects { jarTask ->
 jarTask.manifest.mainAttributes(Provider: "CodeMentor Inc.")
tasks.withType(Compile).allObjects { compile ->
 compile.options.fork.executable = "$pathToJavac"
dependencies.allObjects { dependency ->
 throwExceptionIfDependencyIsGPL(dependency)
```



```
tasks.addRule("Pattern: ping<ID>") { String taskName ->
  if (taskName.startsWith("ping")) {
    task(taskName) << { // add task
      println "Pinging: " + (taskName - 'ping')
task groupPing(dependsOn: [pingServer1, pingServer2])
               ~/projects/playground$ gradle gP
               :pingServer1
               Pinging: Server1
               :pingServer2
               Pinging: Server2
               :groupPing
```



# **Gradle Lifecycle**



- Initialization
  - supports single and multi-project builds
  - creates project instances for all that are taking part in the build
- Configuration
  - DAG (dependency acyclic graph) of tasks is created
- Execution



- executed during initialization phase
- required for multi-project builds
  - □in root project
- defines participating projects for builds

optional for single-project build

# Order of Execution



```
settings.gradle
println 'executed during the init phase'
build.gradle
println 'executed during the config phase'
task test << {
   println 'executed during the execution phase'
}</pre>
```

### Jump Between Phases



```
task release(dependsOn: assemble) << {
    println 'We release now'
}

build.taskGraph.whenReady { taskGraph ->
    if (taskGraph.hasTask(':release')) {
        version = '1.0'
    } else {
        version = '1.0-SNAPSHOT'
    }
}
```



# **Gradle Dependencies**

# Runtime Dependencies



```
dependencies {
    runtime group: 'org.springframework', name: 'spring-core', version: '2.5'
    runtime 'org.springframework:spring-core:2.5', 'org.springframework:spring-aop:2.5
}
```

## Separate Compiles from Tests



```
dependencies {
          compile 'org.springframework:spring-webmvc:3.0.0.RELEASE'
          testCompile 'org.springframework:spring-test:3.0.0.RELEASE'
          testCompile 'junit:junit:4.7'
}
```

### **Transitive**

#### Options 1: Everything



```
configurations.compile.transitive = true

dependencies {
        compile 'org.springframework:spring-webmvc:3.0.0.RC2'
        testCompile 'org.springframework:spring-test:3.0.0.RC2'
        testCompile 'junit:junit:4.7'
}
```

#### Options 2: Selective

```
runtime('org.hibernate:hibernate:3.0.5') {
    transitive = true
}
runtime group: 'org.hibernate', name: 'hibernate', version: '3.0.5', transitive: true
runtime(group: 'org.hibernate', name: 'hibernate', version: '3.0.5') {
    transitive = true
}
```

# File Dependencies



```
dependencies {
   runtime files('libs/a.jar', 'libs/b.jar') runtime
   fileTree(dir: 'libs', includes: ['*.jar'])
}
```

# Giving Names to Dependencies



```
List groovy = ["org.codehaus.groovy:groovy-all:1.5.4@jar",
"commons-cli:commons-cli:1.0@jar",
"org.apache.ant:ant:1.7.0@jar"]
List hibernate = ['org.hibernate:hibernate:3.0.5@jar',
'somegroup:someorg:1.0@jar']

dependencies {
   runtime groovy, hibernate
}
```



```
repositories {
   mavenCentral()
}
```

Or

```
repositories {
    mavenCentral name: 'single-jar-repo',
        urls: "http://repo.mycompany.com/jars"
    mavenCentral name: 'multi-jar-repos',
        urls: ["http://repo.mycompany.com/jars1", "http://repo.mycompany.com/jars1"]
}
```

Or

```
repositories {
   mavenRepo urls: "http://repo.mycompany.com/maven2"
}
```

### Flat File Repo



```
repositories {
  flatDir name: 'localRepository',
  dirs: 'lib' flatDir dirs: ['lib1', 'lib2']
}
```



### **Custom Gradle**

custom tasks and plugins



- Plugins == Build Scripts
- Two Flavors:
  - Another build script (local or remote) (Script Plugin)
  - A class implementing org.gradle.api.Plugin (Binary Plugin)

- Any gradle script can be a plugin.
- Binary plugins must be in the build script classpath
  - □ can have id's (meta properties in the jar).
  - □ will learn later how to add elements to the build script classpath.
  - ☐ The build-in plugins are by default in the build script classpath.

```
apply from: 'otherScript.gradle' apply from: 'http://mycomp.com/otherScript.gradle'
```

```
apply plugin: org.gradle.api.plugins.JavaPlugin apply plugin: 'java'
```

## Standard Gradle Plugins

Plugin-Id	applies
base	
java-base	base
groovy-base	java-base
groovy	groovy-base
scala-base	java-base
scala	scala-base
war	java
osgi	
code-quality	
maven	
eclipse	



# Jetty Plugin Demo

with CamelCase

#### **Custom Plugin**



\*\* All projects using this plugin will now have the 'hello' task added and all its functionality



### **Common Interests**

- Jars can be added to the buildscript classpath
  - □Custom build logic
  - □Plugins
  - □Helper classes (e.g. commons-math)

```
buildscript {
  repositories { mavenCentral() }
  dependencies {
    classpath "commons-lang:commons-lang:3.1"
    classpath files('lib/foo.jar')
  }
}
```

### Explode the WAR



```
war.doLast {
   ant.unzip(src: war.archivePath,
   dest: "$buildDir/exploded")
}
```

#### Integration with ANT

#### build.xml



```
build.gradle
ant.importBuild 'build.xml'
hello.doFirst { println 'Here comes Ant' }
task intro << { println 'Hello, from Gradle'}</pre>
```

```
output:
~/projects/playground/gradle/ant$ gradle hello
:intro
Hello, from Gradle
:hello
Here comes Ant
[ant:echo] Hello, from Ant
```



- Integration with Maven repositories
  - autogeneration of pom.xml
  - □install to local Maven repo
  - □deploy to any remote Repo
  - □full maven metadata generation
- Integration of Maven builds in the future

#### Running Processes from Gradle



#### Cobertura (1/2)



```
apply plugin: 'java'
def cobSerFile="${project.buildDir}/cobertura.ser"
def srcOriginal="${sourceSets.main.classesDir}"
def srcCopy="${srcOriginal}-copy"
repositories {
   mavenCentral()
dependencies {
        testRuntime 'net.sourceforge.cobertura:cobertura:1.9.3'
        testCompile 'junit:junit:4.5'
test.doFirst {
    ant {
        delete(file:cobSerFile, failonerror:false)
        delete(dir: srcCopy, failonerror:false)
        taskdef(resource: 'tasks.properties', classpath: configurations.testRuntime.asPath)
        copy(todir: srcCopy) {
            fileset(dir: srcOriginal)
        }
        'cobertura-instrument'(datafile:cobSerFile) {
            fileset(dir: srcOriginal,
                   includes: "my/classes/**/*.class",
                   excludes:"**/*Test.class")
```

#### Cobertura (2/2)



#### Special Environments

```
// File: build.gradle
loadConfiguration()

task printProps << {
    println "serverName: $config.serverName"
    println "mail.server: $config.mail.server"
    println "mail.port: $config.mail.port"
}

def loadConfiguration() {
    def environment = hasProperty('env') ? env : 'dev'
    setProperty 'environment', environment
    println "Environment is set to $environment"

    def configFile = file('config.groovy')
    def config = new ConfigSlurper(environment).parse(configFile.toURL())
    setProperty 'config', config
}</pre>
```



```
// File: config.groovy
mail {
    server = 'localhost'
    port = 25
}
environments {
    dev {
        serverName = 'http://localhost:9090'
    }

    test {
        serverName = 'http://testserver'
        mail {
            server = 'mail.testserver'
        }
    }

    prod {
        serverName = 'http://www.nfjs.com'
        mail {
            port = 552
            server = 'mail.host.com'
        }
    }
}
```

~/projects/playground/gradle/env\$ gradle -q -Penv=test pP

Environment is set to test

serverName: <a href="http://testserver">http://testserver</a>

mail.server: mail.testserver

mail.port: 25

thanks to mrhaki for the tip!

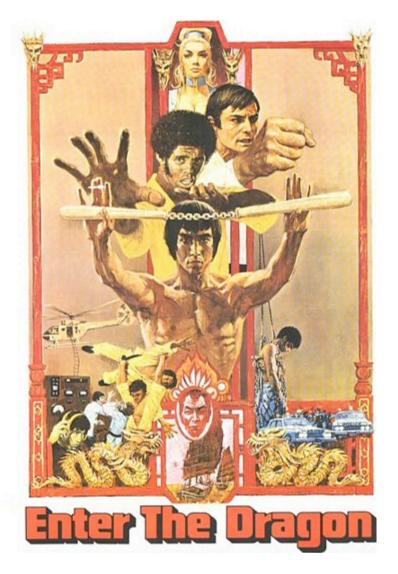


```
task wrapper(type: Wrapper) {
   gradleVersion = '0.8'
}
```

task execution results:

build build.gradle gradle-wrapper.jar gradle-wrapper.properties gradlew.bat gradlew





•Gradle is version 1.0-Milestone2a!

but

•It is very powerful!



### Closing and Q&A

- ☐ Please fill out the session evaluation
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