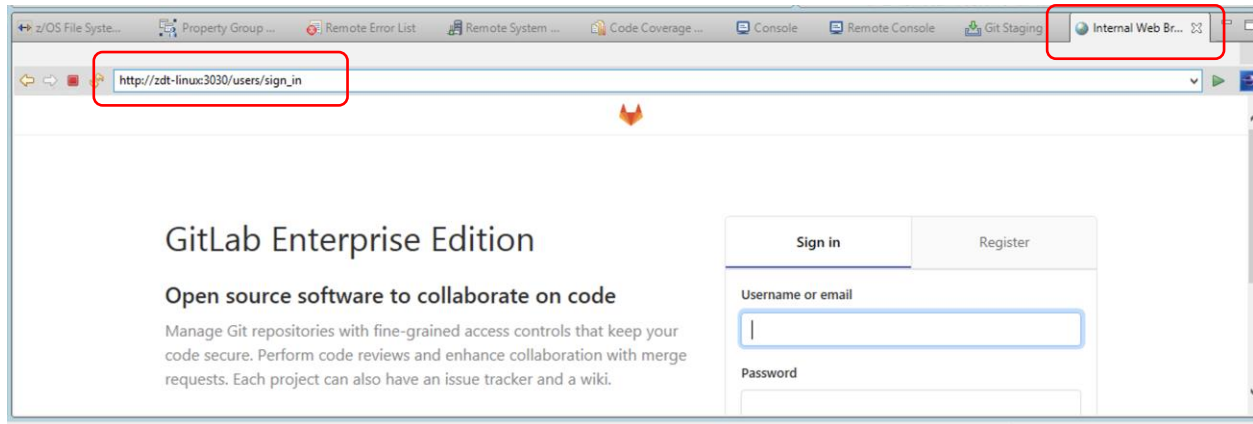


Logging into Gitlab.

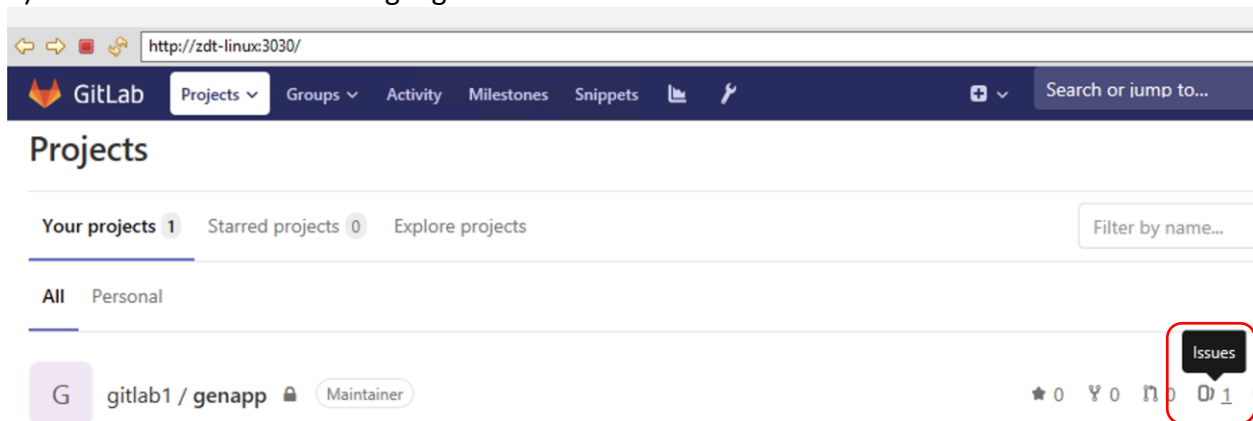
- 1) Type the url <http://zdt-linux:3030> in the url within the internal browser at the bottom of IDz.



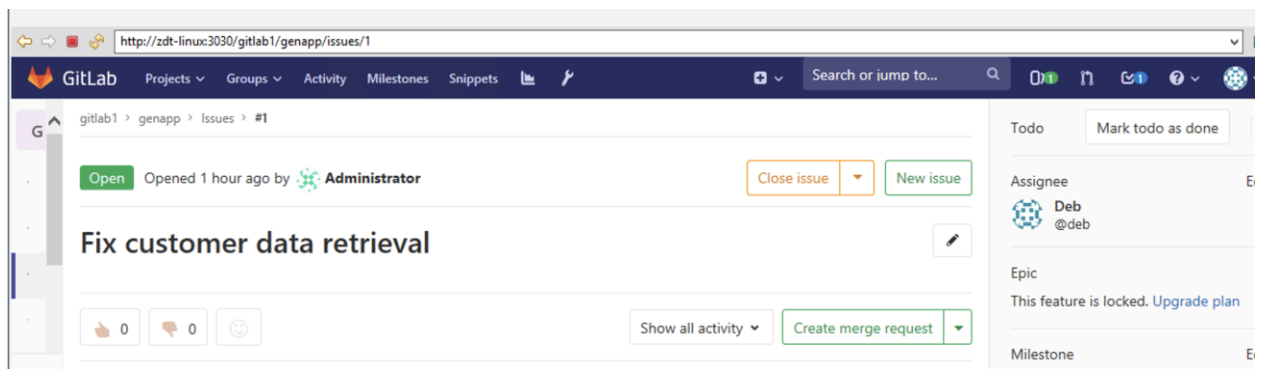
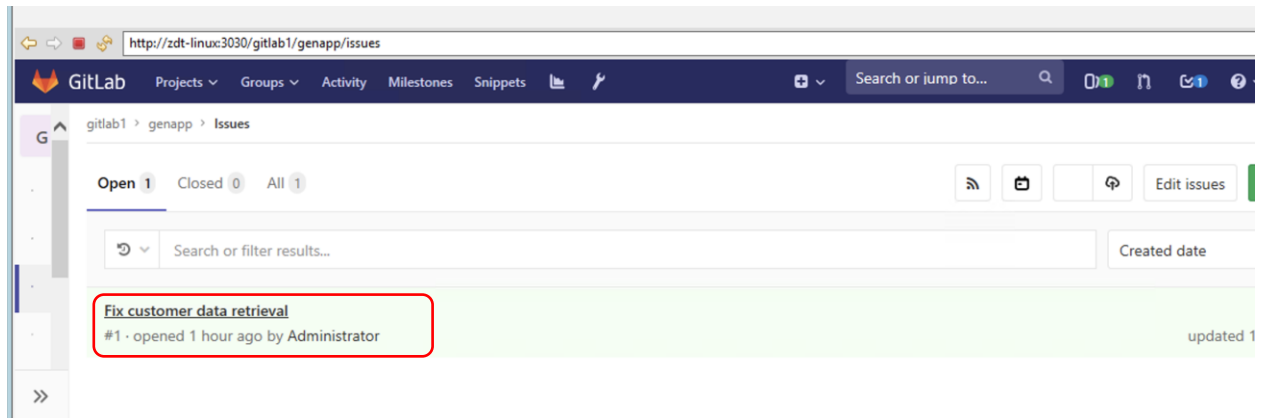
- 2) Login to gitlab by typing the following username and password

Gitlab user : deb
pwd : deb@zdtlinux

- 3) Click on the Issues icon highlighted below



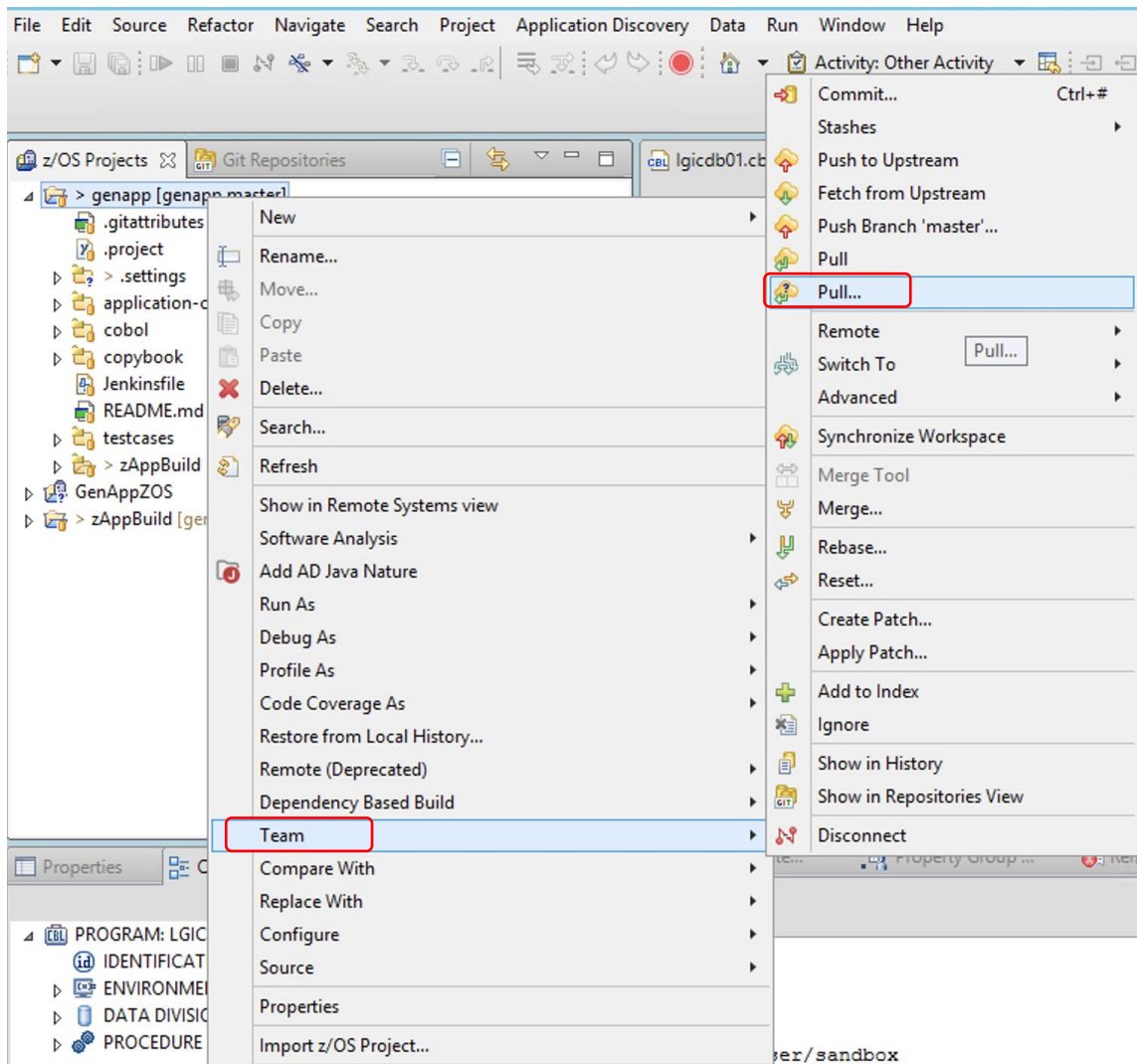
- 4) This shows the list of assigned issues. Click on the Issue to see more details.
(There aren't any details added at this moment. Can be added in the description if required)



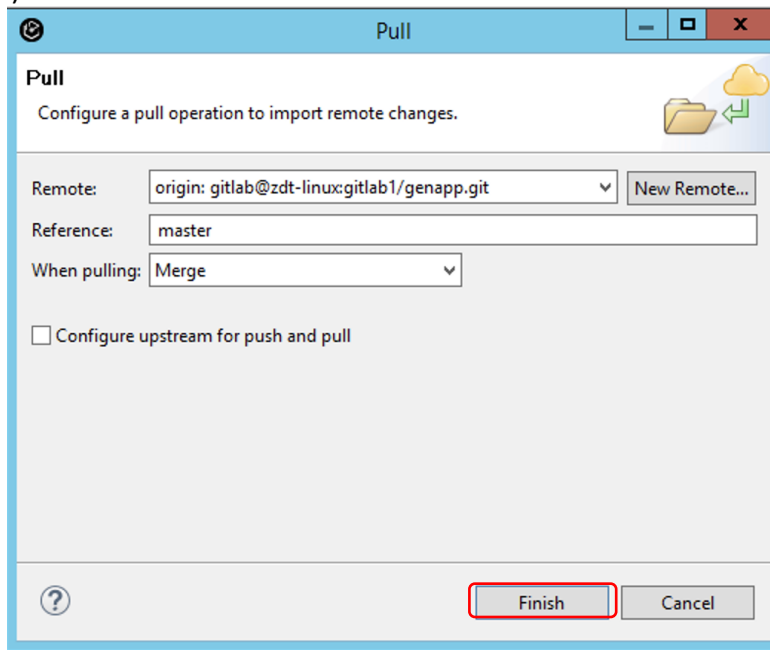
Getting started with making a source code change.

The source code of genapp from gitlab has already been cloned into IDz. This process need not be repeated. However, it is a good practice to perform a “Pull” against this code to make sure that the developer gets the latest code.

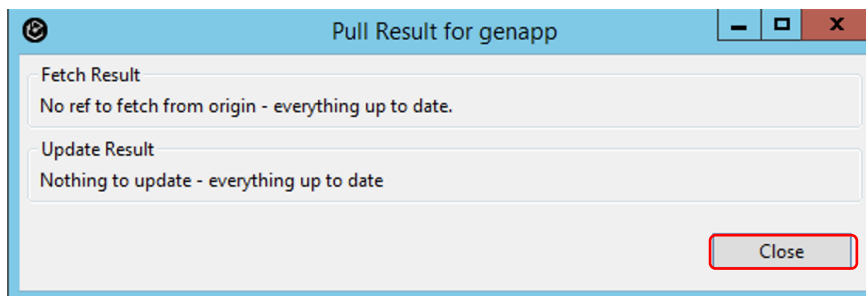
- 1) Right click on the project and navigate to Team -> Pull..



2) Click Finish on the next screen to retrieve the latest code from the master branch.



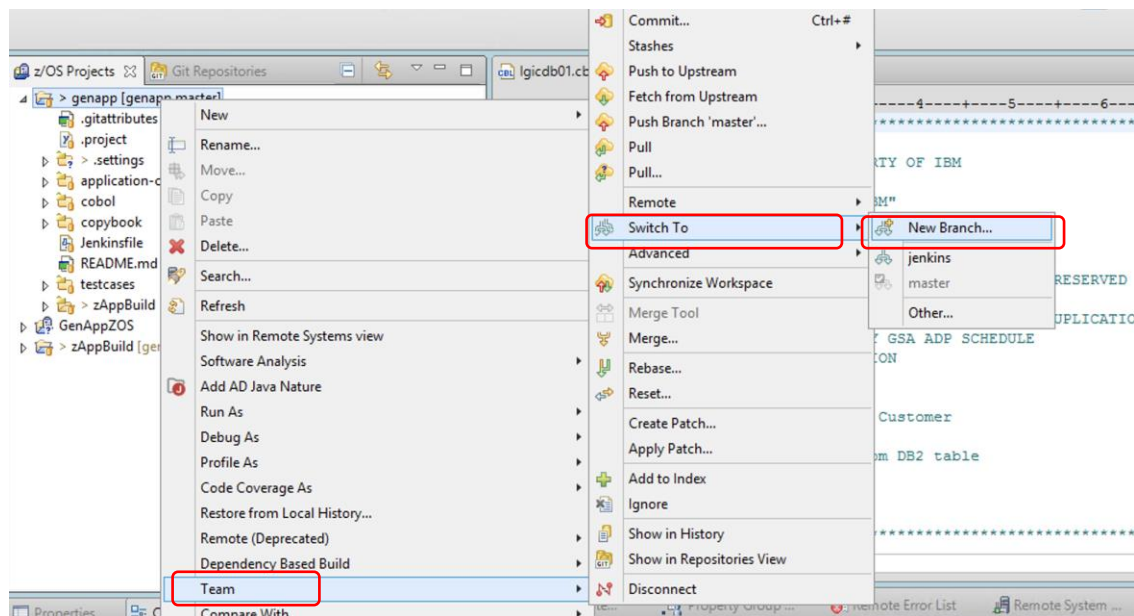
3) The below screen shot appears if there are no new changes. However, if there are new changes, it will list the changes that have been pulled into the workspace



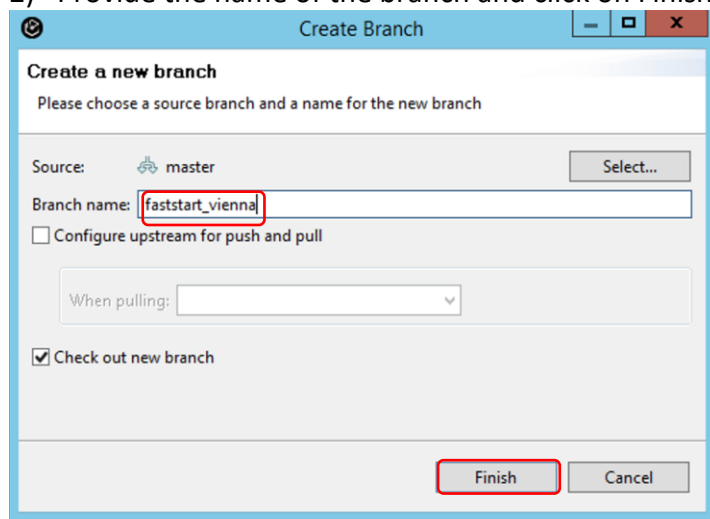
Creating a branch

One of the reasons to choose modern SCMs is to utilize their parallel development capability i.e. allowing multiple developers to work on the same applications at the same time. This could be for different releases. Hence, the first task for a developer before he/she starts coding is to create a new branch.

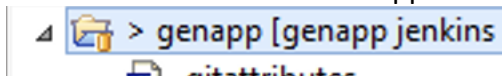
1) Right click on the project > Team > Switch To > New Branch



2) Provide the name of the branch and click on Finish.



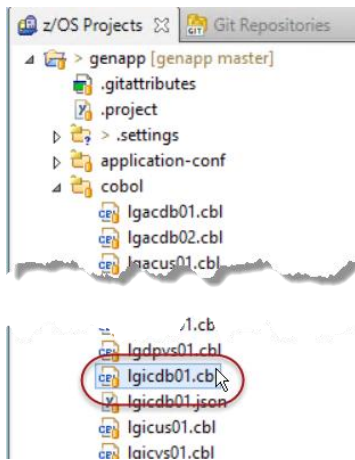
3) The name of the branch will appear next to the git project name ->



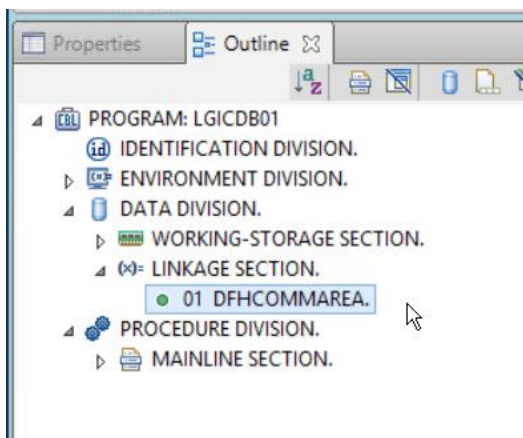
Editing a program

IDz provides unparalleled editing and analysis capabilities

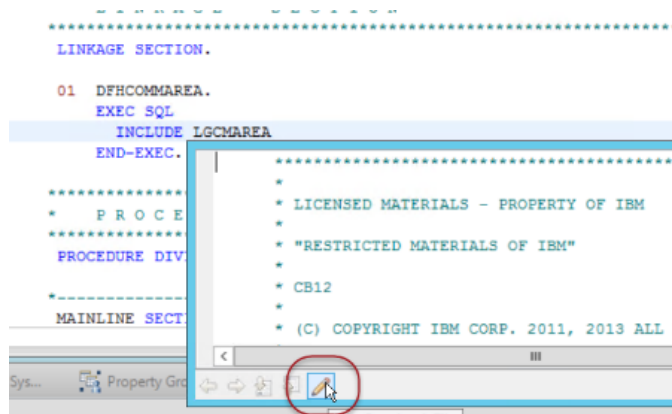
- 1) Double click on the program lgicdb01.dbl



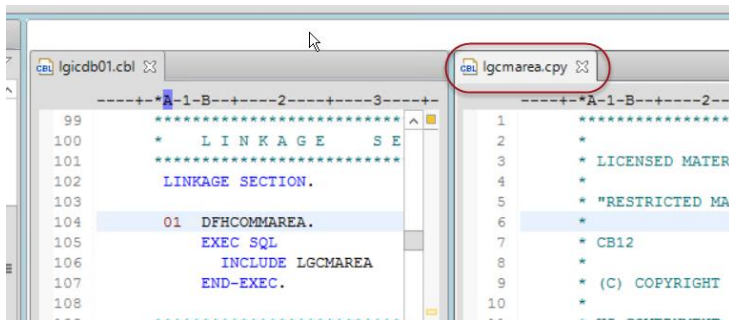
- 2) Highlight outline view, navigate by clicking on DFHCOMMAREA:



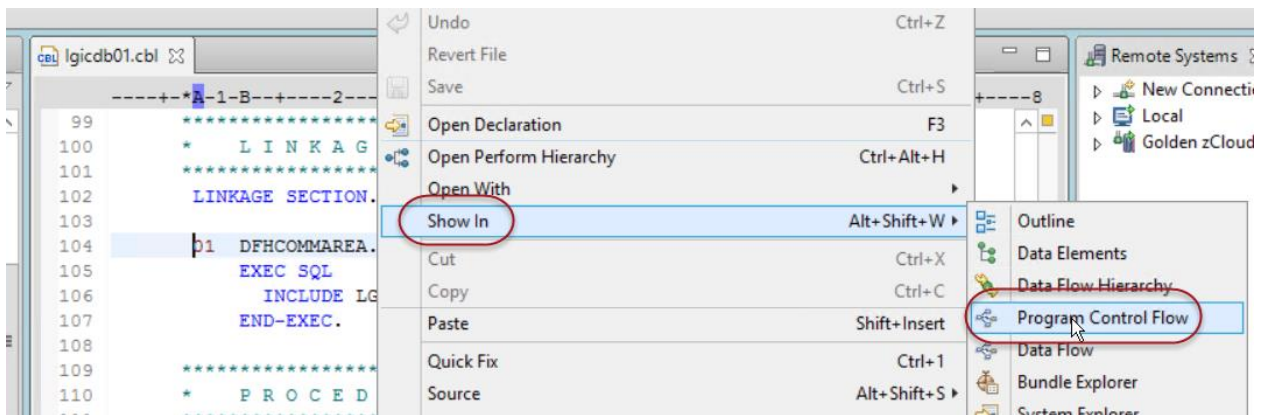
- 3) In editor area, hover over included SQLCA LGCMAREA member, press F2 and click edit icon to open:



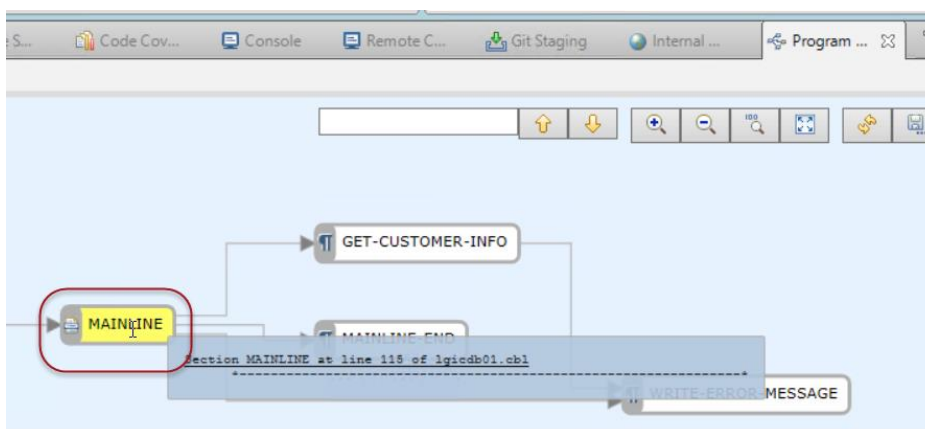
4) Drag lgcmarea.copy tab to the right to create two windows:



5) Right-click in lgicdb01.cbl editor area and choose -> Show In -> Program Control Flow:



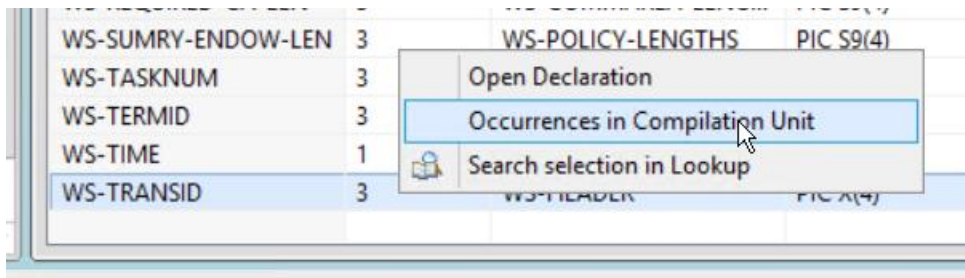
6) Click Mainline Section:



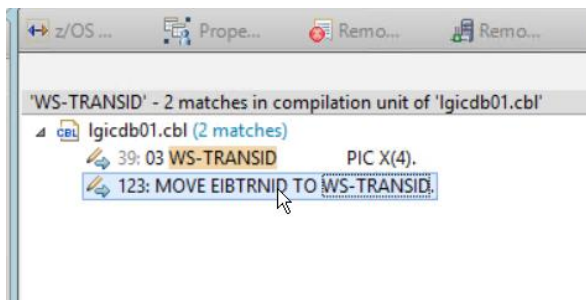
7) Double-click WS-TRANSID to select, then right click and choose Show In -> Data Elements:



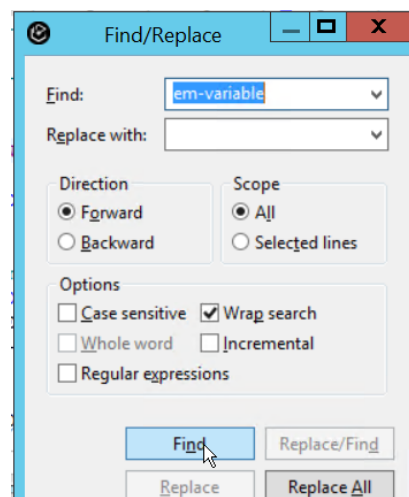
8) Right-click on WS-TRANSID in the Data Elements view, and choose occurrences in compilation unit:



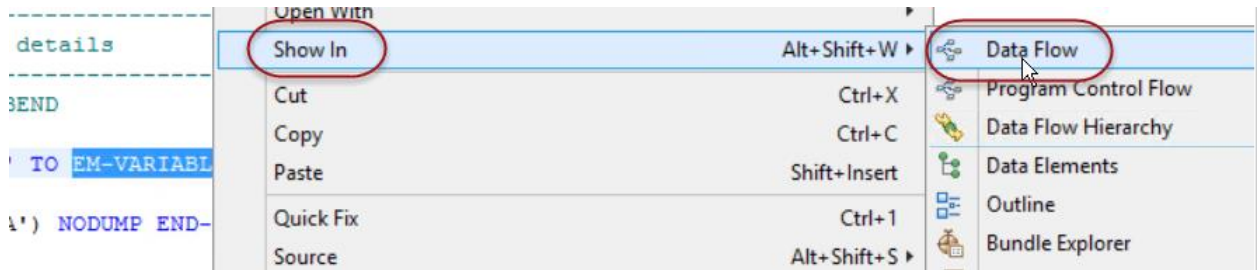
9) You can navigate to any instance where WS-TRANSID is used by double-clicking:



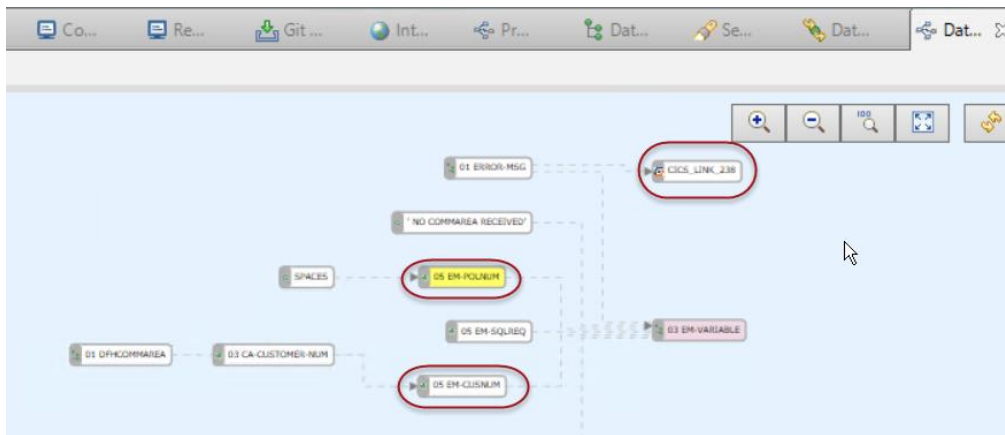
10) Press CTRL-F to find string EM-VARIABLE:



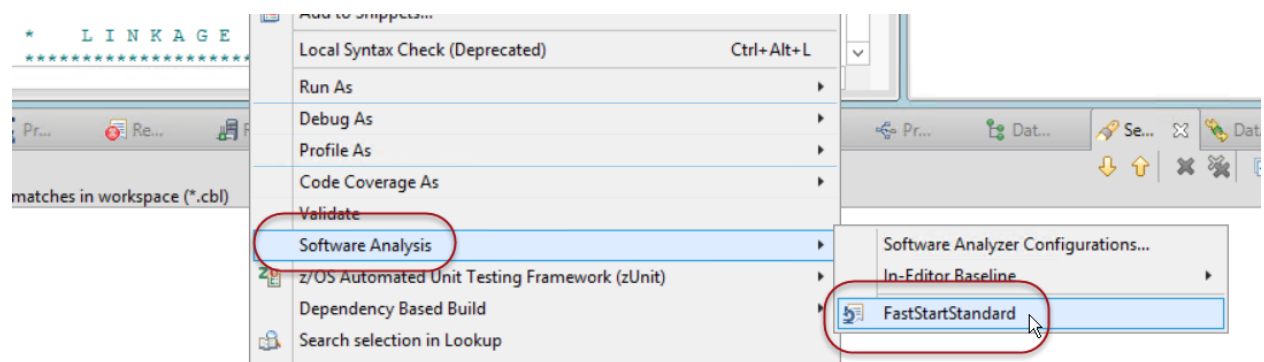
11) Double-click to select, then right-click and choose Data Flow:



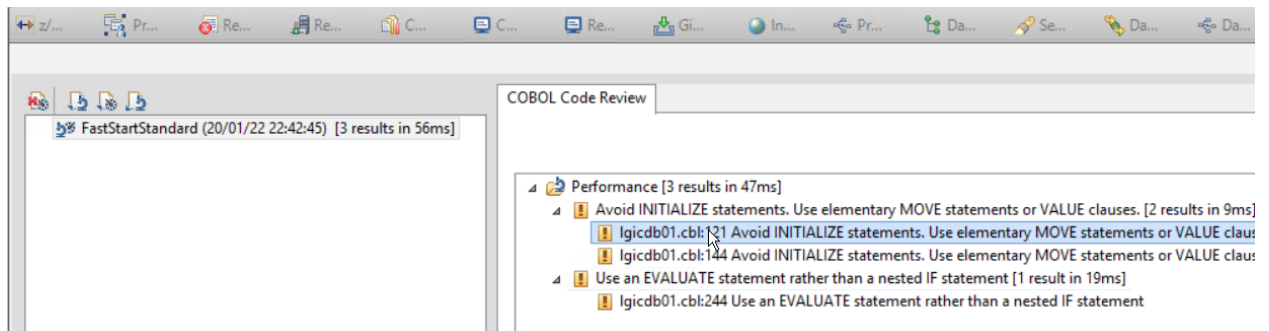
12) Navigating the objects in the diagram will take you to code and statements that modify EM-VARIABLE:



13) Right-click within lgicdb01.cbl, choose Software Analysis, and choose FastStart Standard:



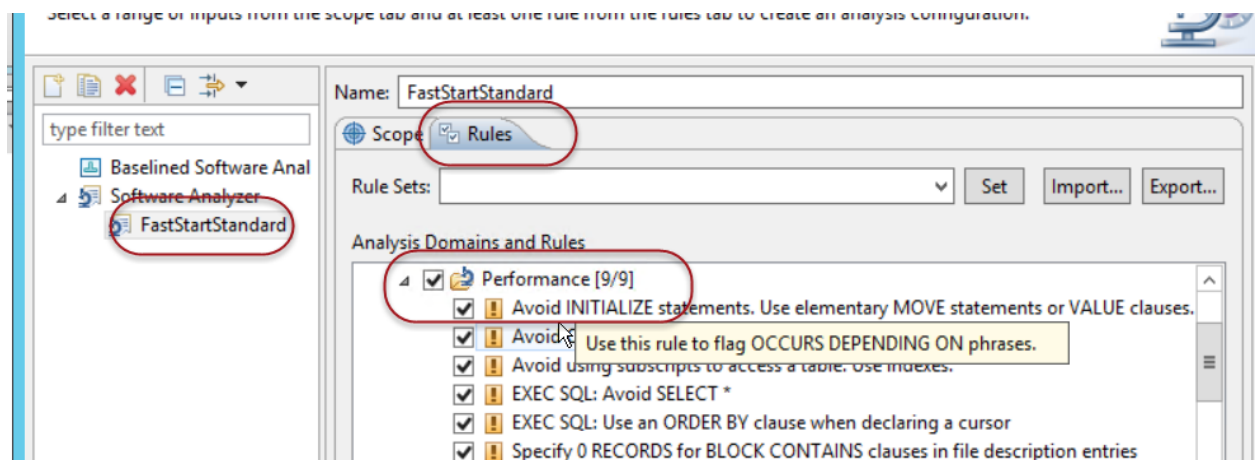
14) Code Review results will be displayed:



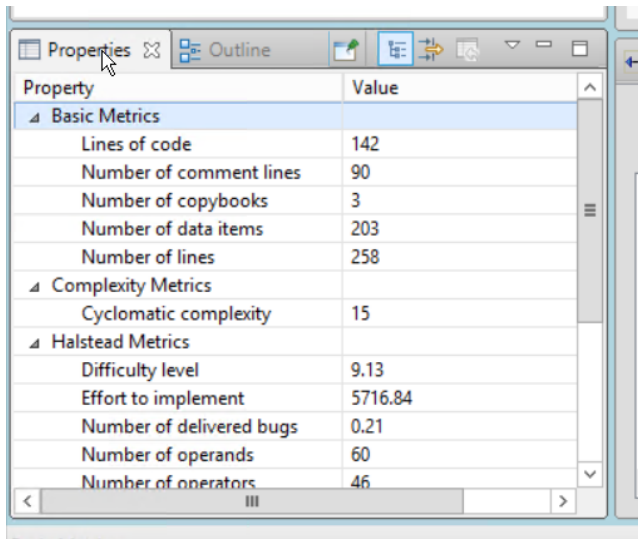
15) Right-click on Software Analysis again, and choose Software Analyzer Configurations:



16) Click FastStartStandard, Rules, and expand Performance. For this configuration we chose only the Performance Rules (for a Fast Start ... sorry, it's late ...):



17) Related to our Code Review, the Properties View in the lower left hand corner of the workbench will display our program's metrics:



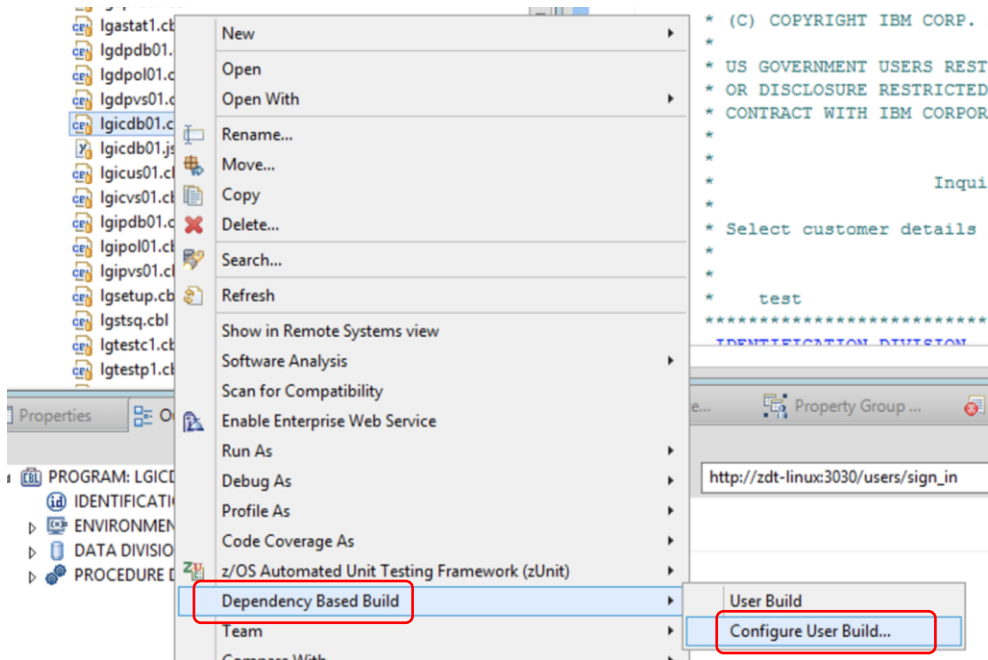
The screenshot shows the 'Properties' view in an IDE, displaying a table of program metrics. The table has two columns: 'Property' and 'Value'. The metrics are grouped into three categories: Basic Metrics, Complexity Metrics, and Halstead Metrics. The 'Basic Metrics' group includes Lines of code (142), Number of comment lines (90), Number of copybooks (3), Number of data items (203), and Number of lines (258). The 'Complexity Metrics' group includes Cyclomatic complexity (15). The 'Halstead Metrics' group includes Difficulty level (9.13), Effort to implement (5716.84), Number of delivered bugs (0.21), Number of operands (60), and Number of operators (46).

Property	Value
Basic Metrics	
Lines of code	142
Number of comment lines	90
Number of copybooks	3
Number of data items	203
Number of lines	258
Complexity Metrics	
Cyclomatic complexity	15
Halstead Metrics	
Difficulty level	9.13
Effort to implement	5716.84
Number of delivered bugs	0.21
Number of operands	60
Number of operators	46

18) **Close the program**

Performing a user build

- 1) Right click on the program and select Dependency Based Build > **Configure User Build..**



The above setup is to be done when invoking the user build for the first time. Once setup, it is sufficient to just click on **User Build** from the menu and not **Configure User Build..** But it is good to show this so everyone can understand how the user build works.

- 2) Click Next on the below screen. The different fields on this screen are explained below

A screenshot of the 'DBB User Build' configuration dialog. The dialog has a title bar 'DBB User Build' and a subtitle 'Configure User Build Operation'. Below the subtitle is a text box 'Specify information for user build operation.' The dialog contains several fields: 'Select the z/OS system to use:' with a dropdown menu showing 'Golden zCloud'; 'Select the build script to use:' with a text box containing '\genapp\zAppBuild\build.groovy' and a 'Browse...' button; 'Enter the build sandbox folder:' with a text box containing '/u/ibmuser/sandbox' and a 'Browse...' button; 'Enter the log file location:' with a text box containing '/u/ibmuser/sandbox/work' and a 'Browse...' button; and 'Enter the build destination HLQ:' with a text box containing 'IBMUSER.DBB'. At the bottom, there is a checkbox 'Use this configuration as the project default' and a 'Preferences' link. The 'Next >' button is highlighted with a red box.

- a) Build script – points to the build groovy script that will run the build. In this project the build groovy script is in the folder zAppBuild. This will be explained in detail in the DBB session
 - b) The sandbox is a folder on the USS where the programs to be build, the dependencies, the groovy scripts will be copied over so that the build can be executed
 - c) The log file contains the build logs etc.
 - d) During the groovy build, the programs will be copied over to the MVS along with the copybooks and dependencies and compiled and linked into a LOAD PDS also in MVS. The destination HLQ refers to the HLQ for these PDSes. These will be created if it doesn't exist.
- 3) The following screen shows a preview of the build script that will be run. Additional options like debug, any other parameters can be added into this screen (new feature). Click on Next.

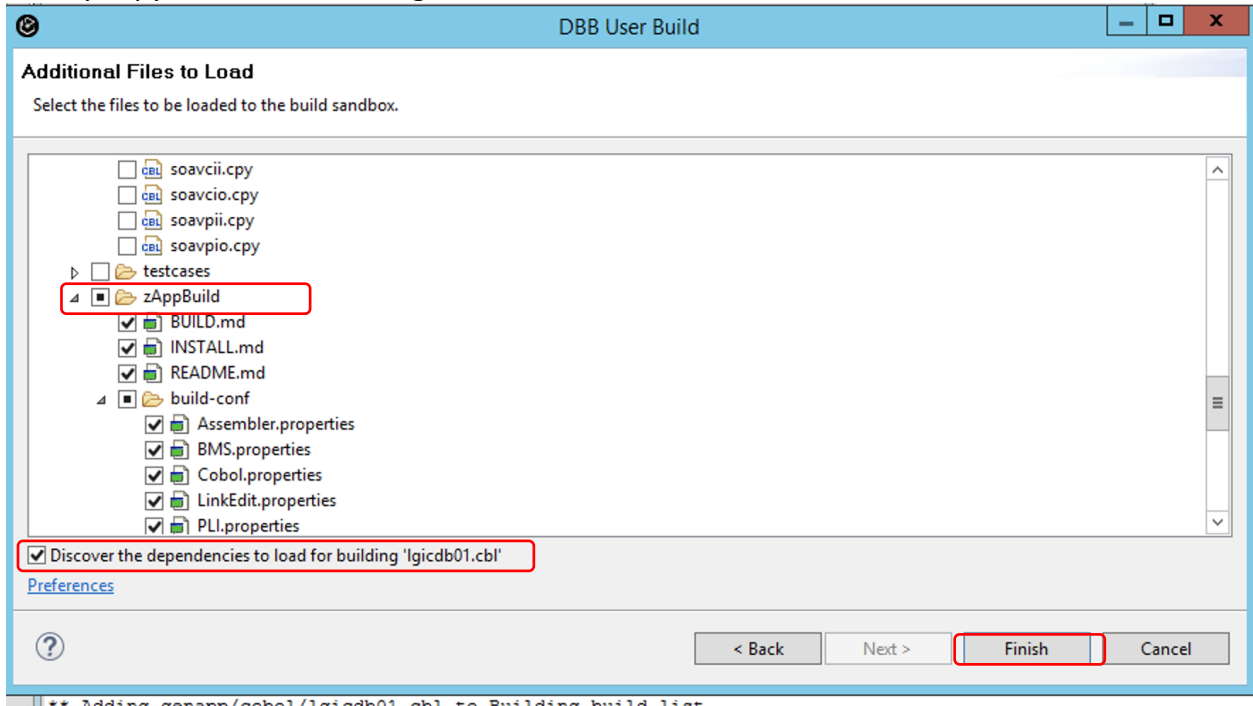
The screenshot shows the 'DBB User Build' dialog box. It has a title bar with a close button. The main area is titled 'Script Parameters' and contains a text box for 'Enter additional parameters to be used in the script command.' Below this is a section 'Create the Dependency Based Build command:' which contains a table with three columns: 'Option', 'Value', and 'Description'. The table has five rows: '--sourceDir' with value '\${SANDBOX}' and description 'Represents the value of the build sandbox from the first screen...'; '--workDir' with value '\${LOGS}' and description 'Represents the output location of the log folder from the first ...'; '--hlq' with value '\${HLQ}' and description 'Represents the build destination HLQ from the first screen of t...'; '--application' with value 'genapp'; and '--debug' which is highlighted with a red box. To the right of the table are buttons: 'Add', 'Edit', 'Remove', 'Up', and 'Down'. Below the table is a 'Groovy Parameters' section with a text box. At the bottom is a 'Command preview' section, also highlighted with a red box, showing the command: '\$DBB_HOME/bin/groovy /u/ibmuser/sandbox/genapp/zAppBuild/build.groovy --sourceDir /u/ibmuser/sandbox --workDir /u/ibmuser/sandbox/work --hlq |'. At the very bottom are buttons: '< Back', 'Next >' (highlighted with a red box), 'Finish', and 'Cancel'.

Option	Value	Description
--sourceDir	\${SANDBOX}	Represents the value of the build sandbox from the first screen...
--workDir	\${LOGS}	Represents the output location of the log folder from the first ...
--hlq	\${HLQ}	Represents the build destination HLQ from the first screen of t...
--application	genapp	
--debug		

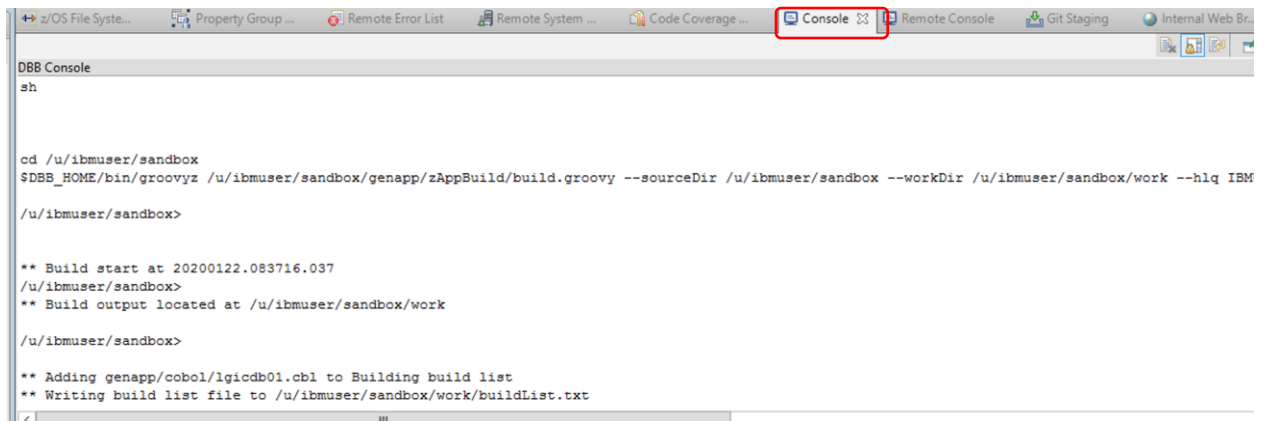
Command preview

```
$DBB_HOME/bin/groovy /u/ibmuser/sandbox/genapp/zAppBuild/build.groovy --sourceDir /u/ibmuser/sandbox --workDir /u/ibmuser/sandbox/work --hlq |
```

- 4) The below screen gives an option to select the files to be copied over to USS from the local workspace in the laptop. By default, the dependencies check box is selected. This allows dependent copybooks to be copied over to USS. The folders containing the build script are also checked. All these need to be checked during the first build. After which it is required to only copy over the files changed. Click on Finish.

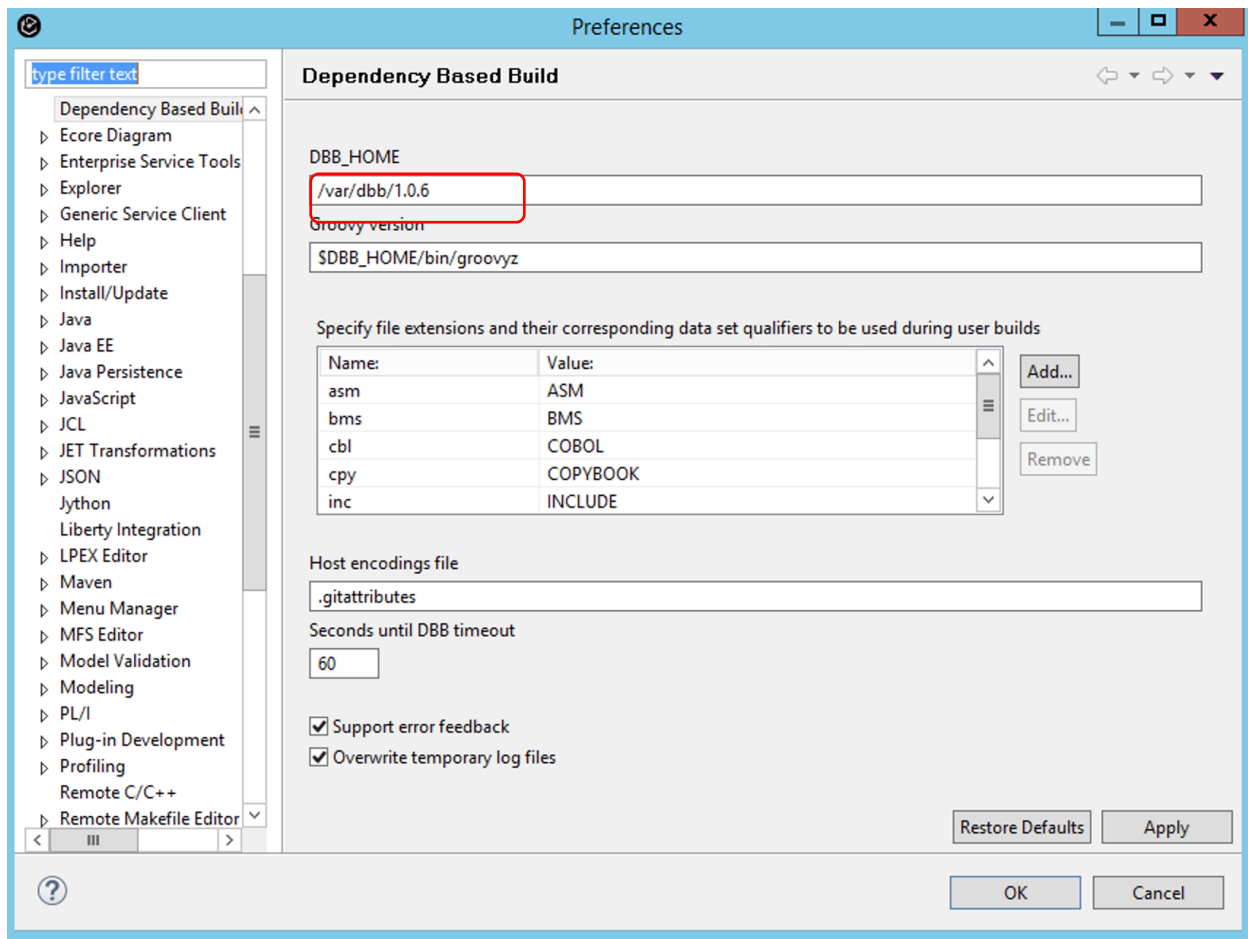


- 5) Finish on the above screen invokes the DBB user build. The build progress can be viewed in the console

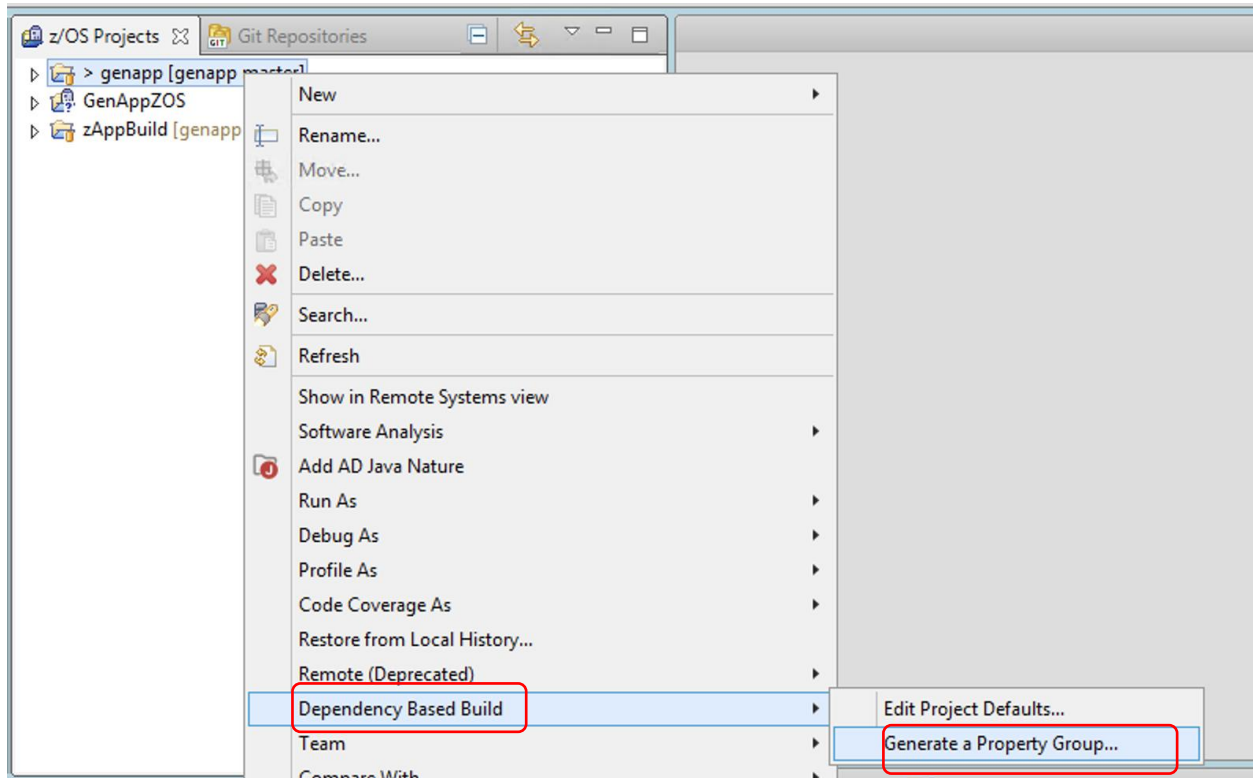


Other preferences and settings

- 1) DBB preferences can be accessed from Windows > Preferences > Dependency Based Build
For the build to work, the DBB_HOME i.e. the installation directory of the DBB toolkit has to be provided



- 2) When you clone a project for the first time, IDz provides an option to create a local property group for this project. This enables correct copybook detection etc. To do this, right click on the project and select **Dependency Based Build > Generate a property group ..**



- 3) For the zD&T Image, the following dataset needs to be deleted from TSO before the build can be run. This is a zDT issue for this instance.

IBMUUSER.DBB.U4839255.SYSXMLSD.XML Volume USER04