

OSRMT

Open Source Requirements Management Tool

Development Guide

Version 1.6

February 2019

Revision History

Date	Version	Description	Author
02-10-2019	1.6	1.6 Rebuild	Anton Timofieiev
9-24-2006	1.3	Manual method	Aron Smith

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1. Introduction

Open Source Requirements Management Tool (OSRMT) is a highly configurable, free open source solution for defining and managing Requirements for software development. This is an easy to install and easy to use solution with capabilities to document all aspects of software development life cycle (SDLC).

This solution was initially built in 2006. However no further development happened for many years. In 2019, the redevelopment was initiated by Alan Clifford and a new version (Version 1.6) was released in Feb 2019 at GitHub. This can be accessed through https://github.com/osrmt/osrmt

Purpose of this Document:

The purpose of this document is to enable the developers and other technical resources to enhance the product.

2. Pre Requisites for development

- a. JDK 1.8+
- b. Database server, one of the following: MySQL, Oracle, Postgres, MS
 Sql, MS Access
- c. Eclipse (as of now project is configured for Eclipse IDE)
- d. Ant
- e. GIT client
- f. Set up database (refer to user manual Install Database link_to_user_manual>)

	3. <u>Getting started</u>			
https://github.com/osrmt/osrmt.git download source or clone them via git clone command to chosen directory: git clone and create branch				
Make sure to create brand	ch as pushing changes into main branch is not permitt	ed.		

4. Development

As of now project is configured for Eclipse IDE. You can use any IDE you want, just make sure to configure project classpath. All dependencies are in <code>osrmt\build-resources\common\runtime-lib</code> and <code>osrmt\build-resources\common\compile-lib</code> directories.

Start Development:

- 1. Start eclipse
- 2. File -> Open Project from file system
- 3. Directory -> select path where source was downloaded and extracted
- 4. Finish import
- 5. You are ready to make changes in source

5. **Building**

Project can be built via Ant script. Open command line prompt from in the root of source folder and execute following commands:

- ant app.client.assemble desktop application build. After build is finished assembled application will be available in 'dist' folder
- ant web.app.assemble web application build. After build is finished assembled application will be available in 'dist/web' folder

6. Contribution

After all required updates/enhancements are finished push them all to remote origin branch: git push origin chranch_name>

Go to Github -> osrmt project -> branches -> find your branch -> create pull request ('New pull request') for your branch in order to merge changes into main branch.

Read <u>CONTRIBUTING.md</u> for details on our code of conduct, and the process for submitting pull requests to us.