Maven

Automated build management.



Manual build management (life before maven)

Download the dependencies to compile the source code.

• Run the *javac* command to compile the source code.

Run the java commands to test the source code.

• Run the *jar* command to package the source code.

Run the *javadoc* command to create the documentation.

Hey, but...



Anything, which is not the part of business logic, must be automated!

That's correct! Mayen is at our rescue.

What is Maven?

- At its simplest, build automation tool
 - Produces deployable artifact (jar, war etc) from source code.
 - Helps us manage the dependencies.
 - Has built in build lifecycle.

- Can also be used as a project management tool
 - Can produce the project documentation
 - Supports plugins to provide various report.
 - Supports versioning and releasing the project.

Maven in action!

Lets create a simple maven based project.



Creating a simple java application

- mvn archetype:generate
 - Creates an application in interactive mode; will prompt for
 - archetype default 414 (maven-archetype-quickstart)
 - archetype version default 1.1
 - groupId com.hashedin.hu
 - artifactId HelloWorldMaven
 - version default 1.0-SNAPSHOT
 - package default groupId
- mvn archetype:generate -DgroupId=com.hashedin.hu -DartifactId=HelloWorldMaven -DinteractiveMode=false -DarchetypeArtifactId=maven-archetype-quickstart

Directory Structure

```
rahul@rahul-2520:~/workspace/HelloWorldMaven$ tree
   pom.xml
       main
                 -- hashedin
                         ·-- App.java
                 -- hashedin
                         `-- AppTest.java
11 directories, 3 files
```

src/main/java

- The source code directory.
- com.hashedin.hu package created automatically by archetype.

src/test/java

- The test directory.
- The test cases are also placed inside the same default package.

pom.xml

Contents of pom.xml

</project>

```
cproject xmlns="http://maven.apache.org/POM/4.0.0" xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
  xsi:schemaLocation="http://maven.apache.org/POM/4.0.0 http://maven.apache.org/maven-v4 0 0.xsd">
  <modelVersion>4.0.0</modelVersion>
  <groupId>com.hashedin.hu</groupId>
  <artifactId>HelloWorldMaven</artifactId>
  <packaging>jar</packaging>
  <version>1.0-SNAPSHOT</version>
  <name>HelloWorldMaven</name>
  <url>http://maven.apache.org</url>
  <dependencies>
    <dependency>
      <groupId>junit</groupId>
      <artifactId>junit</artifactId>
      <version>3.8.1</version>
      <scope>test</scope>
    </dependency>
  </dependencies>
```

Goals - Automated build commands

• mvn compile

Compiles the source code, generates any files, copies resources to our target directory.

mvn clean

Deletes the target directory and any generated resources.

mvn package

Runs the compile command first, run test cases and packages the app based on its packaging type.

mvn install

Runs the package command then installs it in local repo.

The 'target' directory

Automatically created by maven.

This is where everything gets compiled to.

This is also the place where test cases run from.

Contents in this directory gets packaged into jar, war etc.

The pom.xml

- Holds the meta information about the project.
- Project Information
 - groupId
 - artifactld
 - version
 - packaging
- Dependencies Direct dependencies used in our application.
- Build Plugins, Directory Structure etc.
- Repositories Holds all the dependencies and artifacts.

Creating a web application

mvn archetype:generate -DgroupId=com.hashedin

- -DartifactId=hu-webapp
- -DarchetypeArtifactId=maven-archetype-webapp

```
rahul@rahul-2520:~/workspace/hu-webapp$ tree
   pom.xml
    -- main
                `-- web.xml
```

src/main/webapp

The base directory containing all the assets like JSP, Images etc.

src/webapp/WEB-INF

web.xml - Deployment Desc.

src/main/java

Standard java classes: Servlets, POJOs etc.



Dependencies

Dependencies

- Resources that our project relies upon to function.
- To include, just list the dependency in pom.xml
 - Transitive dependencies will be pulled in by maven.
- Dependencies are identified by their coordinates
 - groupId
 - artifactId
 - version

Transitive Dependencies

- Our project dependencies's dependencies.
 - Eg: Hibernate has dependency on 8 other resources:
 - hibernate-core
 - hibernate-commons-annotations
 - jboss-logging etc
- All the transitive dependencies are automatically downloaded and added by maven.
- The main reason people start off with maven.

Dependencies Scope

- Not all resources are needed at all times!
- There are 6 available scopes:
 - compile default scope, artifacts available everywhere.
 - provided like compile, but not packaged into an artifact. It will be available where artifact is deployed. (servlets-api)
 - runtime needed only for execution not for compiling.
 - test available for test-compilation and execution phase.
 - system provided, you specify the path to the jar on file system.
 - import deals with dependencyManagement and multi modules.
- Lets add few dependencies to our simple application.

Repositories

Local Repository

- Where maven caches everything it downloads
 - /home/<username>/.m2/repository.
- When maven needs to resolve a dependency, it first looks into the local repository and then goes about downloading it.
- Stores the artifacts using the information we provide for artifactId, groupId and version.
 - ~/.m2/repository/com.hashedin/HelloWorldMaven/1.0-SNAPHOST/HelloWorldMaven-1.0-SNAPSHOT.jar
- No need to copy the artifact into every project and store it in the SCM (git etc)

Remote Repository

- Just a network accessible location that maven downloads dependencies from.
- Default location: http://repo.maven.apache.org/maven2/
- We can add multiple repositories.
- All the artifacts that remote repository contains are open source. Dont add any private artifact of the organization.

Adding a new remote repository

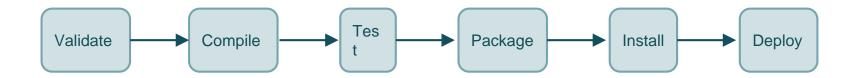
We can add a remote repository to search for dependencies if these dependencies aren't available on default location.



Build Lifecycle

- Software projects undertake various steps before they are actually distributed. (eg. compile, test, package etc).
- Build lifecycle defines the process of building and distributing the artifacts.
- There are three built-in build lifecycles:
 - Default/Build Handles project building and deployment.
 - Clean Handles project cleaning
 - Site Handles project's site generation.
- Each build lifecycle is made up of phases.

Build / Default lifecycle



- You can invoke a specific phase on the lifecycle
 - Example: mvn test
- When you invoke a specific phase, every previous phase run, including the one you specified. If we run, mvn test



Refer: All lifecycle phases

Clean and Site lifecycle phases



- Handles project cleaning.
- Deletes target directory and any generated files.



- Generates project documentation.
- Used to generate various kind of reports.

Maven Architecture

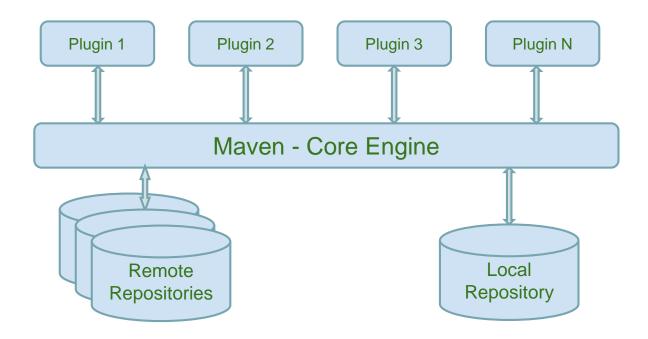


Fig: Maven's plugin based architecture.

Maven Architecture - Core Engine

- Project processing
 - Read the project configuration file and configure the project accordingly.

- Build lifecycle management
 - Run a series of phases (as seen before).

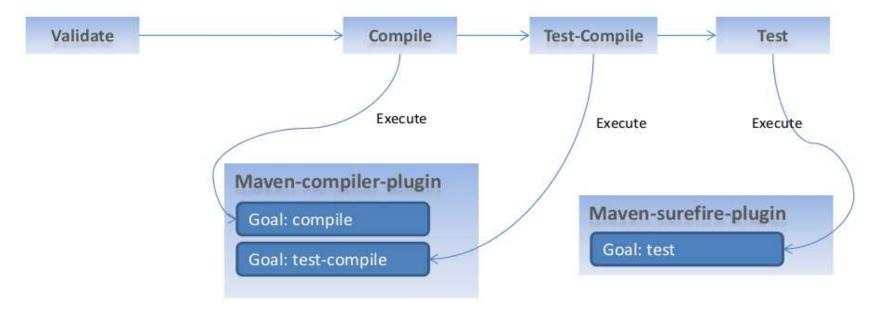
Framework for plug-ins

Maven Architecture - Plugins

- Provides the core operations to build your project.
 - For example, to create a jar the maven jar plugin will do the job, not maven itself.
- Plug-ins provides one or more "Goals"
- A Goal perform some operation on the project.
 - Ex: compile, create a Jar, deploy to Jboss, etc.
- Goals can be bound to build lifecycle phases

Maven lifecycle, plugins, and goals

- Goals can be bound to build-lifecycle phases
 - Eg: \$ mvn test



Maven lifecycle, plugins, and goals

We can bind a plugin's goal to a lifecycle phase

```
<plugin>
   <groupId>com.mycompany.example</groupId>
   <artifactId>some-maven-plugin</artifactId>
   <version>1.0</version>
   <executions>
        <execution>
            <phase>compile</phase>
            <goals>
                <goal>myGoal</goal>
            </goals>
        </execution>
   </executions>
</plugin>
```

Maven lifecycle, plugins, and goals

- Putting lifecycle phases plug-ins and goals together
 - A lifecycle is a series of phases
 - A phase is made of goals
 - Goals are provided by plug ins

Each phase have default bindings

Jetty

The web interface for Maven.



Jetty - The Web Container

We can use the jetty plugin to run our web application

```
Plugin configuration:
```

```
<plugin>
  <groupId>org.mortbay.jetty/groupId>
  <artifactId>jetty-maven-
plugin</artifactId></plugin>
```

Usage:

Start: **\$mvn jetty:run**

Stop: <ctrl-c>, \$mvn jetty:stop

For jetty to function without any configuration, keep:

- resources in \${basedir}/src/main/webapp
- classes in \${project.build.outputDirectory}
- web.xml in \${basedir}/src/main/webapp/WEB-INF/

Summary - Benefits of maven

- Declarative way of defining the dependency.
- Transitive dependency management.
- Keeps the code organized.
- Various plugins available for almost any task we would need to undertake.
- Reduces build size by eliminating the need to check in jar files into source code repository.

References

Apache Maven Guides

Maven by example

Apache Maven tutorial

That's It!

Questions, Suggestions Or Feedback?

