



**PUZZLE ITC**  
changing IT for the better

The background is a solid dark blue. In the top-left corner, there are several overlapping squares in shades of light blue and teal. In the bottom-right corner, there are several overlapping triangles and squares in shades of teal and light blue.

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1. Introducing Gradle
2. Groovy Basics
3. Gradle Build Scripts
4. Tasks
5. Plugins
6. Dependency Management
7. Publishing Artifacts

# Agenda

# \$ whoami

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Puzzle ITC – since 2010 [Software Engineer, Software Architect]

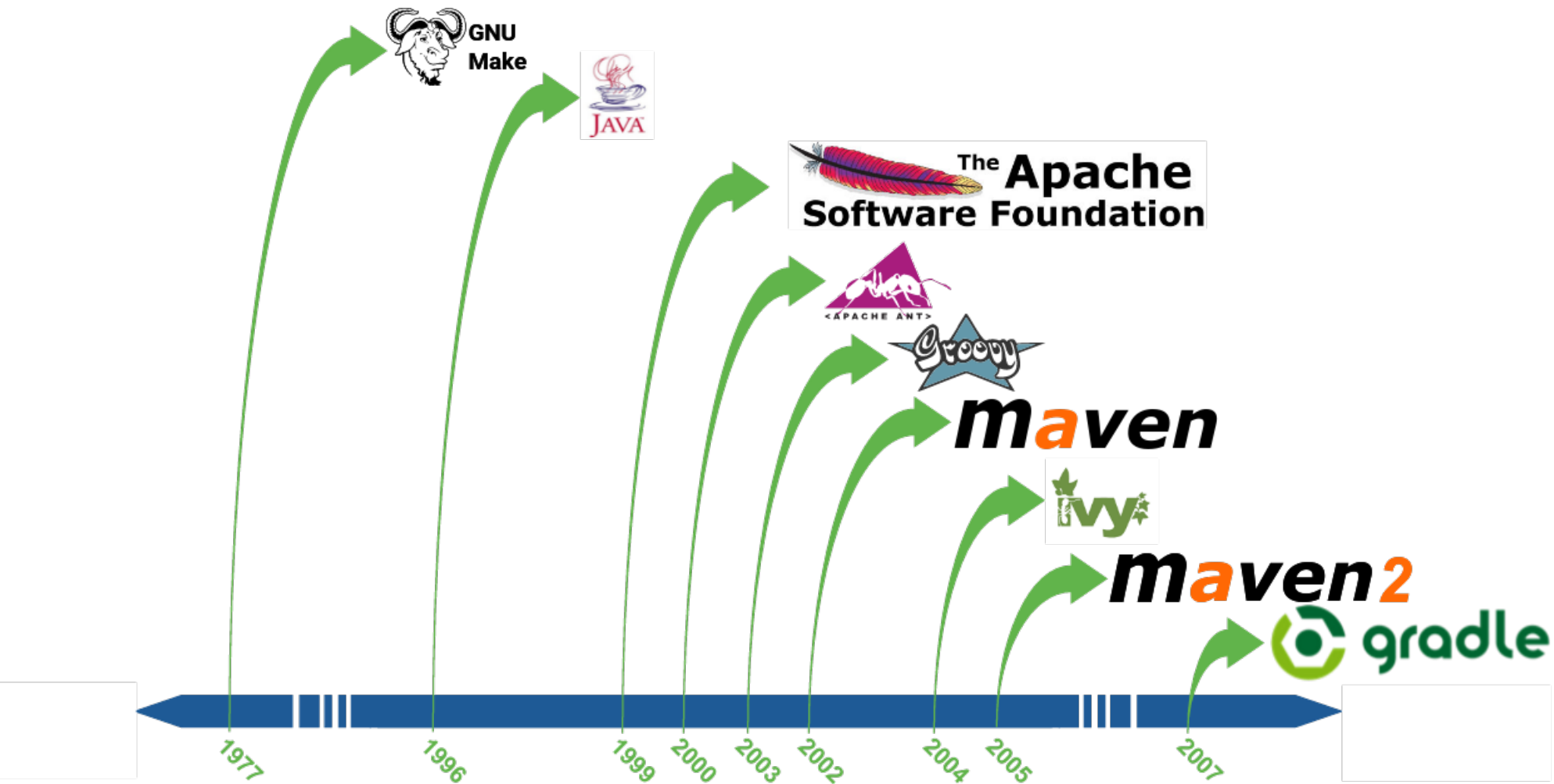
Java Enthusiast – since 1997

Gradle Enthusiast – since 2014

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# Introducing Gradle



# Gradle is ...

*« Gradle is an open source build automation system that builds upon the concepts of [Apache Ant](#) and [Apache Maven](#) and introduces a [Groovy-based domain-specific language \(DSL\)](#) instead of the XML form used by Apache Maven of declaring the project configuration. »*

*Wikipedia*

# Gradle is ...

- Not just a build-tool but a build-environment
- Implemented in Java and Groovy
- On GitHub (<https://github.com/gradle/gradle>)
- Very well documented (<https://docs.gradle.org/>)
- Developed by a dedicated company (Gradleware), as well as by a strong community



# Gradle provides ...

- very flexible general purpose build tool (like Ant)
- build-by-convention frameworks (like Maven)
- strong dependency management (based on Ivy)
- Great multi-project support
- Groovy build scripts (no XML!)
- Gradle Wrapper
- ...

# The Gradle Wrapper

A lightweight distribution of the Gradle executable

Ensures the proper Gradle version amongst team and buildserver

without the need for manual installation

Should be checked into version control!

```
$ gradle wrapper --gradle-version 3.1
:wrapper

BUILD SUCCESSFUL

Total time : 1 secs

$ ./gradlew -version

-----
Gradle 3.1
-----

Build time: 2016-09-19 10:53:53 UTC
```



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# Groovy Basics

# Groovy Basics

- Modern scripting language for the JVM
- Designed to be easily picked up by Java developers
- Interchangeable with Java semantics/API

# Groovy Language Features

- Dynamically and optionally static typing
- Removes a lot of « syntax noise »
- Strings
  - Single quoted – no interpolation
  - Double quoted – interpolated
  - Triple quoted – multiline, interpolation depends on single or double
- Many JDK library enhancements

# Groovy Closures

- « Compareable » to Java 8 lambdas, JavaScript functions, ...
  - But they are Objects, not Interfaces
- Can have parameters

<code>{ name -&gt; "Hello, \$name !" }</code>	<code>// Explicit parameter</code>
<code>{ greeting, str -&gt; "\$greeting, \$name!" }</code>	<code>// Multiple parameters</code>
<code>{ "Hello, \$it!" }</code>	<code>// Implicit parameter</code>
<code>{ -&gt; "Hello, world!" }</code>	<code>// No parameters</code>

# Groovy Methods

- Implicit return of last statement
- Parameters *can* have a default value
- Braces are optional in method calls
- If the last method parameter is a closure, it can be placed *outside* the method call

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# Gradle Build Scripts



# Gradle Build scripts

Gradle scripts are valid and fully powered Groovy scripts

Gradle scripts follow the Gradle DSL

Gradle build scripts are actually build *configuration* scripts

Gradle builds upon 2 basic concepts :

- Projects

- Tasks

# build.gradle

The « build script » is in a file named `build.gradle`

This build script is backed by the Project object

```
1 apply plugin: 'java'
2
3 repositories {
4     mavenCentral()
5 }
6
7 dependencies {
8     testCompile 'junit:junit:4.12'
9 }
10
11 task run(type: JavaExec) {
12     classpath = sourceSets.main.runtimeClasspath
13     main = 'ch.puzzle.gradle.HelloWorld'
14 }
```

# Project properties

Project properties can be set directly in the build script, or in a separate `gradle.properties` file.

Some useful project properties include

`version = <project version>`

`group = <com.project.group>`

`name = <project name> // Will default to the build directory`

`description = <project description>`

# Extra properties

All « extra » properties must be defined through the `ext` namespace

```
ext.isSnapshot = version.endsWith("-SNAPSHOT")  
if (isSnapshot) {  
    // do something snapshotty  
}
```

# Proxy Settings

Proxy settings can be specified in the `gradle.properties` file

This file can be in 2 places: the build root dir or Gradle home dir

Proxy Settings are configured via standard JVM system properties

```
systemProp.http.proxyHost=<host>  
systemProp.http.proxyPort=<port>  
systemProp.http.proxyUser=<username>  
systemProp.http.proxyPassword=<password>  
systemProp.http.nonProxyHosts=*.nonproxyrepos.com |localhost  
systemProp.https.proxyHost=<host>  
...
```

# Build Lifecycle

A Gradle build has three distinct phases

- Initialization : Create Project instances for the projects to be build
- Configuration : Configuration of the project objects  
build scripts for *all* initialized projects are executed
- Execution : requested – and required – tasks are executed

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# Tasks

# Defining a task

Tasks are the fundamental units of build activity

At a minimum, a task needs a name

To ensure « simple » task actions are executed during *execution phase*, they should be executed inside the **doFirst** or **doLast** methods.

The << operator can be used as short-hand notation for doLast



# Defining a task

```
task helloWorld << {  
    println 'Hello, World!'  
}
```

```
task helloWorld {  
    doLast {  
        println 'Hello  
    }  
}
```

```
task helloWorld {  
    doFirst { print 'Hello, ' }  
    doLast { print 'World! ' }  
}
```

```
task helloWorld  
helloWorld << {  
    print 'Hello, '  
}  
helloWorld << {  
    print 'World!'  
}
```

# Task Configuration

Tasks are commonly configured with configuration Closure:

```
task copy(type: Copy) {  
    from 'resources'  
    into 'build'  
}
```

Note that *any* statement in the configuration Closure is considered part of the task configuration!

Adding a human-readable **description** to a task helps to identify it in the task list

# Task Actions

The build steps of a task are defined in task actions.

The execution phase executes the task actions :

1 defined as **doFirst** actions

2 defined as task actions by the Task type (@TaskAction)

3 Defined as **doLast** actions

# Task Dependencies

Gradle tasks can define dependencies on other tasks with the **dependsOn** method

```
task y  
task x (dependsOn: y)
```

```
task x {  
    dependsOn y  
}
```

```
x.dependsOn y
```

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# Plugins

# Gradle Plugins

Plugins are used to extends the build functionality

Plugins add tasks, domain objects, conventions and more.

Gradle comes with various core plugins

[https://docs.gradle.org/current/userguide/standard\\_plugins.html](https://docs.gradle.org/current/userguide/standard_plugins.html)

# Add a core plugin

Gradle core plugins can be enabled using the apply statement :

```
apply plugin : 'java'
```

or defined inside the **plugins** block:

```
plugins {  
    id 'java'  
}
```

# Add 3rd party plugins

3rd party plugins can be found at the Gradle Plugin portal

<https://plugins.gradle.org>

Defined in the buildfile inside the **plugins** block:

```
plugins {  
    id "org.gradle.hello-world" version "0.2"  
}
```



# Add 3rd party plugins (legacy style)

```
buildscript {  
    repositories {  
        maven {  
            url "https://plugins.gradle.org/m2/"  
        }  
    }  
    dependencies {  
        classpath "org.gradle:gradle-hello-world-plugin:0.2"  
    }  
}  
  
apply plugin: "org.gradle.hello-world"
```

# Java Plugin – SourceSet conventions

## Source set conventions:

src/main/java	- Production Java source
src/main/resources	- Production resources
src/test/java	- Test Java source
src/test/resources	- Test resources
src/<sourceSet>/java	- Java source for the given source set
src/<sourceSet>/resources	- Resources for the given source set

# Java Plugin – Tasks

Some of the tasks added by the Java Plugin

- compileJava and processResources tasks for *each* source set

- clean and clean<Taskname> tasks for specific cleanups

- jar and uploadArchives

- test

# Java Plugin – Test

Requires test-library dependency for test compilation

Works 'out of the box' for the test source set



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# Dependency Management

# Standard Repositories

Dependency repositories are defined in the **repositories** block.

Gradle offers out-of-the-box support for various standard repositories :

```
repositories {  
    mavenCentral()           // http://repo1.maven.org/maven2  
    jcenter()                // https://jcenter.bintray.com  
    mavenLocal()             // local maven repository (USER_HOME/.m2)  
}
```

# Custom Repositories

It is also possible to specify custom Maven, Ivy or Flat directory repositories :

```
repositories {  
    maven {  
        url "https://repo.mycompany.com/m2"  
    }  
}
```

To add basic auth, a **credentials** block can be added to the **maven** block

*Credentials should not be in the project build file, but in a personal `gradle.properties`!*

# Dependency configurations

Dependencies in Gradle are grouped by configurations.

Some of those configurations as defined by the Java Plugin are

<b>compile</b>	compile-time dependencies for the production source
<b>runtime</b>	runtime dependencies for the production classes
<b>testCompile</b>	compile-time dependencies for the test source
<b>testRuntime</b>	runtime dependencies for the test classes



# External dependencies

External dependencies are defined in the **dependencies** block

```
dependencies {  
    compile group: 'com.example', name: 'dependency', version: '1.0'  
    compile 'com.example:dependency:1.0'  
}
```

# Fine-tuning dependencies

[https://docs.gradle.org/current/userguide/dependency\\_management.html#sec:finetuning\\_the\\_dependency\\_resolution\\_process](https://docs.gradle.org/current/userguide/dependency_management.html#sec:finetuning_the_dependency_resolution_process)

- Forcing a particular module version
  - Resolve version conflicts
- Excluding transitive dependencies
  - Either specific or altogether
- Dependency substitution

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# Publishing Artifacts

# Artifacts

The **archives** method call in the **artifacts** block adds artifacts that should be created when calling the **assemble** task

```
task fooJar(type: Jar)

artifacts {
    //archives foo --> implicit
    archives fooJar
}
```

# Publishing

Artifacts can be published, using the **maven-publish** plugin

The definitions is done inside the **publications.publishing** block

The repositories to upload to are defined within the **publications.repositories** block

# Publishing

```
apply plugin : 'maven-publish'
```

```
group = 'my.group'  
//name = $project.name  
version = '0.1'
```

```
publishing {  
    repositories { mavenLocal() }  
    publications {  
        mavenJava(MavenPublication) { from components.java }  
    }  
}
```



# Resources

# Gradle Resources

## Gradle User Guide

<https://docs.gradle.org/current/userguide/userguide.html>

## Gradle DSL Reference

<https://docs.gradle.org/current/dsl/>

## Free O'Reilly E-Books

<https://gradle.org/books/>

## Gradle Videos

<https://gradle.org/videos/>



# Thank you!

