GitHub Actions

In this document, we will show you how to put the unit, API and UI tests into a pipeline through GitHub Actions. GitHub allows us to run a series of commands on an event, such as push, merge or pull-request. A standalone command is called an action. You can create your own action or use and customize actions shared by the GitHub community. A task, which can execute an action is called a step. The step can also run shell commands. A series of steps is called a job. Workflows are .yml files consisting of one or more jobs and are stored in the .github/workflows directory. Unless said otherwise, the jobs in a workflow run in parallel. The environment, where they run, is called a runner. The runner can be either GitHub hosted or self-hosted. Diagram of a workflow can be seen in Fig. 1.

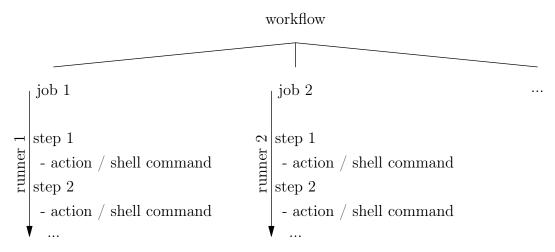


Fig. 1: Diagram of a workflow. The workflow contains jobs, which run in parallel. A job consists of a series of steps. Each step can run an action or a shell command.

In our case we used GitHub Actions to create a workflow, which runs the unit, API and UI tests. However, there were some issues with the UI tests and for now, they need a self-hosted runner to run. Also, I am not allowed to add self-hosted runners to the https://github.com/openmainframeproject-internship/Zowe-toolkit-plugin-for-Intellij repository.

So, the workflow results, will be shown from this forked repository instead:

https://github.com/MaliMi97/Zowe-toolkit-plugin-for-Intellij. Later in this document, we will tell you how to successfully run the pipeline.

There is only one workflow in the repository. The workflow consists of two jobs. One, visible in Code 1, runs the unit and API tests. The other, visible in Code 2, runs the UI tests. Some actions, like action/setup-java@v2 or actions/cache@v2 have a clean up, which starts automatically at the end of the job. On lines 56 and 57 we remove some files, so that they are not being cached. The reason is that they might cause problems for future builds (https://docs.github.com/en/actions/guides/building-and-testing-java-with-gradle). In the ui job, Code 2, we do not cache the gradle at all, because we had troubles running the UI tests when we did.

By default in gradle, the unit tests are being run alongside the gradle build task. However, we run the unit tests separately. Also in GitHub Actions, unless said otherwise, once a step fails, the whole job fails and subsequent steps are not being run. We want the job to fail if the build of the plugin fails. But if the unit tests fail, we still want the API and UI test to run. Because

of this, we build the plugin on lines 44 and 75 without unit tests. The unit tests are then run separately on line 47. Lastly, thanks to the line 50, the API tests will be run even if the unit tests fail.

```
runs-on: ubuntu-latest
    uses: actions/setup-java@v2
                             that the build is faster on the next ru
   - name: Cache Gradle
       ~/.gradle/caches
~/.gradle/wrapper
   - name: Cleanup Gradle Cache
```

Code 1: The job running the unit and API tests.

```
# The second job will be called unitAndApi and will be run on a GitHub hosted runner with the latest version of ubuntu as its OS.

vi:

runs-on: self-hosted

# The job will be run only if the commit message contains the phrase: "ui".

if: "contains(github.event.head_commit.message, 'ui')"

steps:

- uses: actions/checkout@v2

- name: Set up JDK 11

uses: actions/setup-java@v2

with:

java-version: '11'

distribution: 'adopt'

- name: Build with Gradle

run: |

gradle wrapper --gradle-version 6.8.1

chmod +x gradlew

./gradlew build -x test

- name: Run Ui Tests

run: ./src/uiTest/resources/uiTest.sh
```

Code 2: The job running the UI tests.

Also, there are other issues with running UI tests in GitHub Actions. You can see on line 77 that we are running them through a shell script, visible in Code 3. Firstly, we run IDEA on the background. Then we wait for 30 sec. That is because it takes some time for the IDEA to start and we do not want the UI tests to run before it happens. On line 4 we run a special test, that accepts the user agreement. It is necessary to do so, since in each run, we start with a clean machine.

```
#!/bin/bash

./gradlew runIdeForUiTest&

sleep 30

./gradlew firstTimeUiTest

./gradlew uiTest
```

Code 3: The shell script for running UI tests.

Running the pipeline

You can run the pipeline by following these steps:

- 1. Fork the https://github.com/openmainframeproject-internship/Zowe-toolkit-plugin-for-Intellij repository.
- 2. In GitHub, go to Settings/Actions/Runners. Click on Add runner and follow the instructions. We used OS Linuc and Architecture X64. There might be some issues if your runner will have something else.
- 3. Run the self-hosted runner if you have not done so already.
- 4. Make a small irrelevant change to the project and push a commit containing: "unit api ui" in its message.
- 5. Make sure that the IDEA, where the UI tests are being run is visible at all times.

The results can be seen here:

https://github.com/MaliMi97/Zowe-toolkit-plugin-for-Intellij/actions/runs/1197862927. By clicking on uniAndApi, we can see that firstly there are some warnings. Those are because of bugs

Fig. 2: Results of unit tests.

```
settings.connection.ConnectionManagerTest > testOnAddExistingUrl FAILED

junit.framework.AssertionFailedError at ConnectionManagerTest.kt:54

settings.connection.ConnectionManagerTest > testOnAdd FAILED

junit.framework.AssertionFailedError at ConnectionManagerTest.kt:54

settings.connection.ConnectionManagerTest > testOnAddExistingName FAILED

junit.framework.AssertionFailedError at ConnectionManagerTest > testOnAddExistingName FAILED

junit.framework.AssertionFailedError at ConnectionManagerTest.kt:55
```

Fig. 3: Results of API tests.

in the plugin. Then, when we click on Run Unit Tests (Fig. 2), it is visible that all tests except the one that should fail (the shouldFail()) passed. The purpose for shouldFail was to introduce an error, so we know whether the if always() works or not. And it works, since the API tests have been run. All of them failed (Fig. 3). The reason for that is being discussed in the document pertaining to the API tests. Only one UI tests failed (Fig. 4). The failure was introduced by us in order to check whether the tear down method works properly. The discussion about the tear down method can be seen in the document about UI test.

```
ConnectionManager > firstTime(RemoteRobot) PASSED

141 ConnectionManager > testA(RemoteRobot) FAILED

142 org.opentestdj.AssertionFailedError at ConnectionManager.kt:62

143 2021-09-03 13:55:04,145 [ 209942] MARN - ConfigurableExtensionPointUtll - ignore deprecated groupId: language for id: preferences.language.Kotlin.scripting

144

145 ConnectionManager > test8(RemoteRobot) PASSED

146 2021-09-03 13:55:13,800 [ 309597] MARN - com.intellij.util.xmlb.Binding - no accessors for com.intellij.openapi.updateSettings.impl.pluginsAdvertisement.PluginAdvertiserExtensionStateServiceSState

147 2021-09-03 13:55:13,21 (21131) MSDL .com.intellij.wibl.Binding - no accessors for cry.telbraius idea perforce ConnectionId

149 2021-09-03 13:55:13,21 (21131) MSDL .com.intellij.wibl.Binding - no accessors for cry.telbraius idea perforce ConnectionId
```

Fig. 4: Results of UI tests.