

DADock - Tutorial

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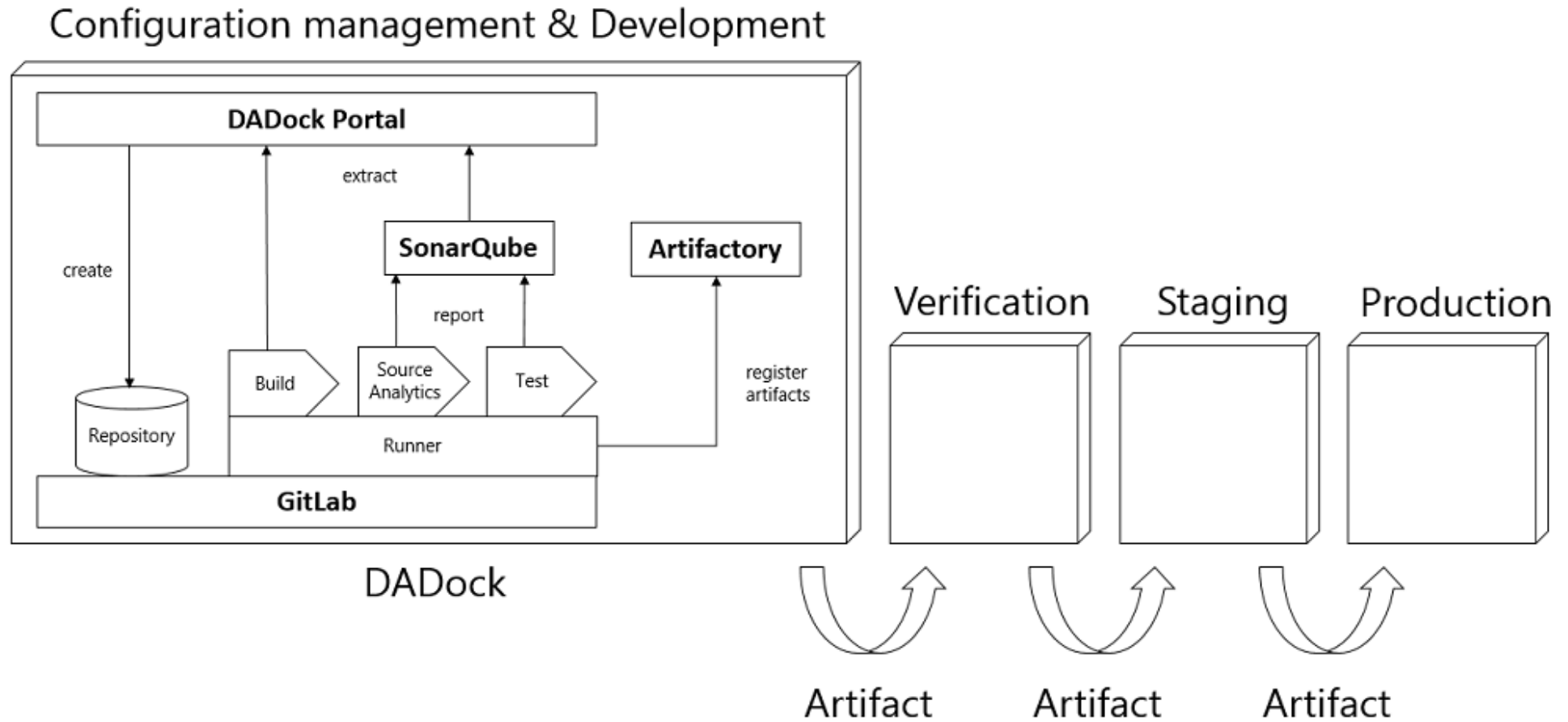
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Introduction

Welcome to DADock Tutorial!

The diagram below shows an overall image of the project from configuration management up to the release phase with the use of DADock. First, the configuration management for development in DADock is implemented. After that, when the artifact during the development is done, the artifact is then deployed in a verification environment for checking purposes. In case there are no issues in the artifact after checking in the verification environment, the artifact will be deployed in the staging environment for final checking. Finally, if in case there are no issues after checking in the staging environment, the artifact will be released in the production environment.

This tutorial will allow the user to experience the configuration management phase up to development phase of the project.



Features when developing using DADock

This section explains the features of DADock when it is used in project development.

Source code sharing with the use of Git repository

In DADock, source codes are managed with the use of Git repository in GitLab. Each developer can push changes in the project one or more times a day, while maintaining the status that the shared source code is still running and working. With this, redoing a large scale of work can be controlled and checking the actual status progress of the project becomes easier.

Build/Static Analysis of source code/Automation of unit test

In DADock, there is already a template prepared for automatic execution of build, static analysis of source code, and unit tests during every push of the developer. The developer will then check the results of the automation from the following check points and make the necessary changes when needed.

- no build errors
- no source code static analysis errors
- all items in the unit test are successfully working
- the unit test coverage reached the quality index value (Ex: 80% - the standards are set depending on the project)

With these, the source code can constantly maintain a high level of quality.

1. Setup of working environment for this tutorial

This chapter explains the environment settings and the kinds of tools needed in the client machine, which is to be used in this tutorial.

1.1. Prerequisite of DADock settings

As a prerequisite of setting up DADock, it is a must that installation of DADock is already finished. Check the following list and should there be any issues, contact the administrator.

- Administrator's user name and password of DADock
- DADock Portal can already be accessed from the browser and login is possible with the administrator account
- The Dashboard of DADock Portal is properly displayed

1.2. Varieties of tool to be used in this tutorial

This section explains the kinds of tools that will be used in this tutorial. The details on how to install each tool can be referred in Appendix.



About the installation of each tool

In case a different version of the tool indicated in this tutorial or an alternative tool is already installed in the client machine, the user can skip the installation of that particular tool.

Git

Git is a distributed version management system. This tutorial explains the flow of development by multiple teams done at the same time by using Git.

TortoiseGit

TortoiseGit is the GUI (Graphical User Interface) client of Git tool. If in case other GUI client is to be used, installation of TortoiseGit is not needed. However, this tutorial is based on the premise that TortoiseGit is already installed in the client.

JDK8

JDK8(Java SE Development Kit 8) is an environment used for development and execution of Java source codes.

Eclipse and related plugins

Eclipse is an integrated development environment mainly for Java language. This is used for modification of source codes and for execution of unit test.

Gradle

Gradle is a build tool mainly for Java language source codes. Since the repositories created by DADock uses Gradle Wrapper, installation of Gradle is no longer needed. However, in case the development is done in a proxy environment, it is a must to set the proxy of Gradle Wrapper.

Tomcat

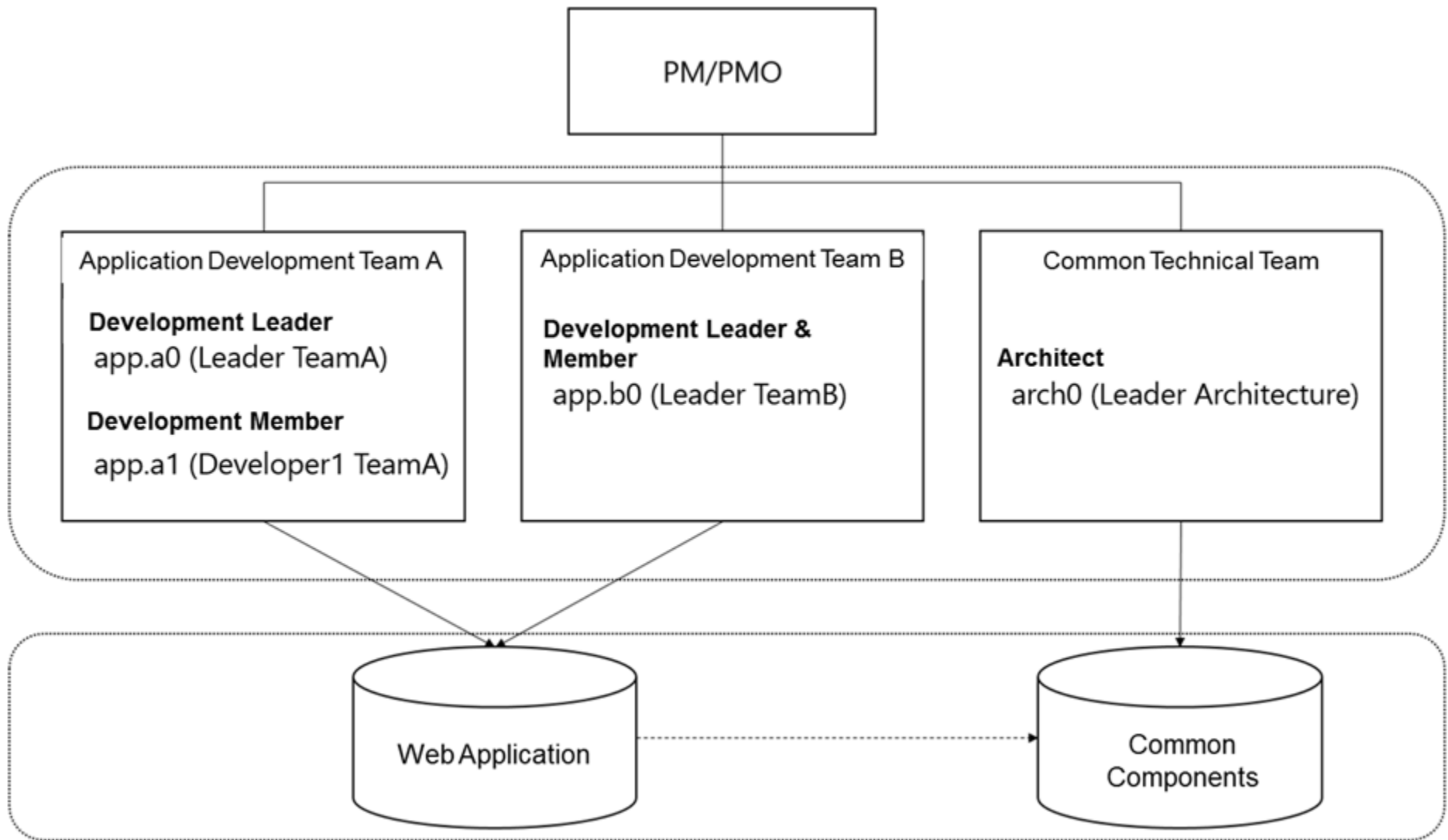
Tomcat is a servlet container tool. This is used for the deployment and operations of web application, which is created in this tutorial.

2. Tutorial outline

In this tutorial, development of Java web application with the use of DADock will be learned. In this chapter, the expected project will be explained. Within this tutorial, roles other than developer user will also be learned.

2.1. Project outline

The overall diagram of the project is shown below.



2.1.1. Structure

PM/PMO

Manager of the project. Manages the configuration of the users and creation of new repositories etc. in DADock.

Application Development Team A

A structure of 2 members team consisting of 1 development leader and 1 developer for developing web application.

Application Development Team B

A structure of 1 member team having the role of both the development leader developer for developing web application.

Common Technical Team

A structure of 1 member team having the role of an architect, who develops common components used by the web application.

2.1.2. Repository structure

Web application

A project for developing web application. The project is commonly used by both Team A and Team B. This is the web application developed by the Common Technical Team as a common component for the development.

list 1. Directory Framework of the Web Application

```
TutorialWeb
└─src
   └─main
      ├──java
      │   └─project
      │       └─web
      │           ├──teama
      │           └─teamb
      └─webapp
          ├──META-INF
          └─WEB-INF
              └─jsp
                  ├──teama
                  └─teamb
   └─test
       └─java
           └─project
               └─web
                   ├──teama
                   └─teamb
```

Application Development Team A saves assets in the following directory.

src/main/java/project/web/teama

src/main/webapp/WEB-INF/jsp/teama

src/test/java/project/web/teama

Application Development Team B saves assets in the following directory.

src/main/java/project/web/teamb

src/main/webapp/WEB-INF/jsp/teamb

src/test/java/project/web/teamb

Common Components

The project wherein the Common Technical Team develops the common components used by the Web Application.

list 2. Directory Framework of Common Components repository

```
TutorialLib
└src
  ├──main
  │   ├──java
  │   │   └project
  │   │       └lib
  └──test
      ├──java
      │   └project
      │       └lib
```

3. Configuration management

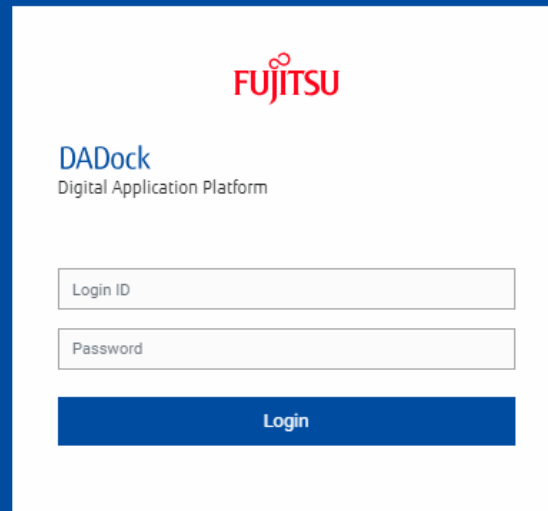
Configuration management is performed by the person who logs in as a privileged user to DADock in the role of PM / PMO. In here, the contents of the configuration management is a prerequisite of the development using DADock.

3.1. Create user

Create a project member user who will be using DADock.

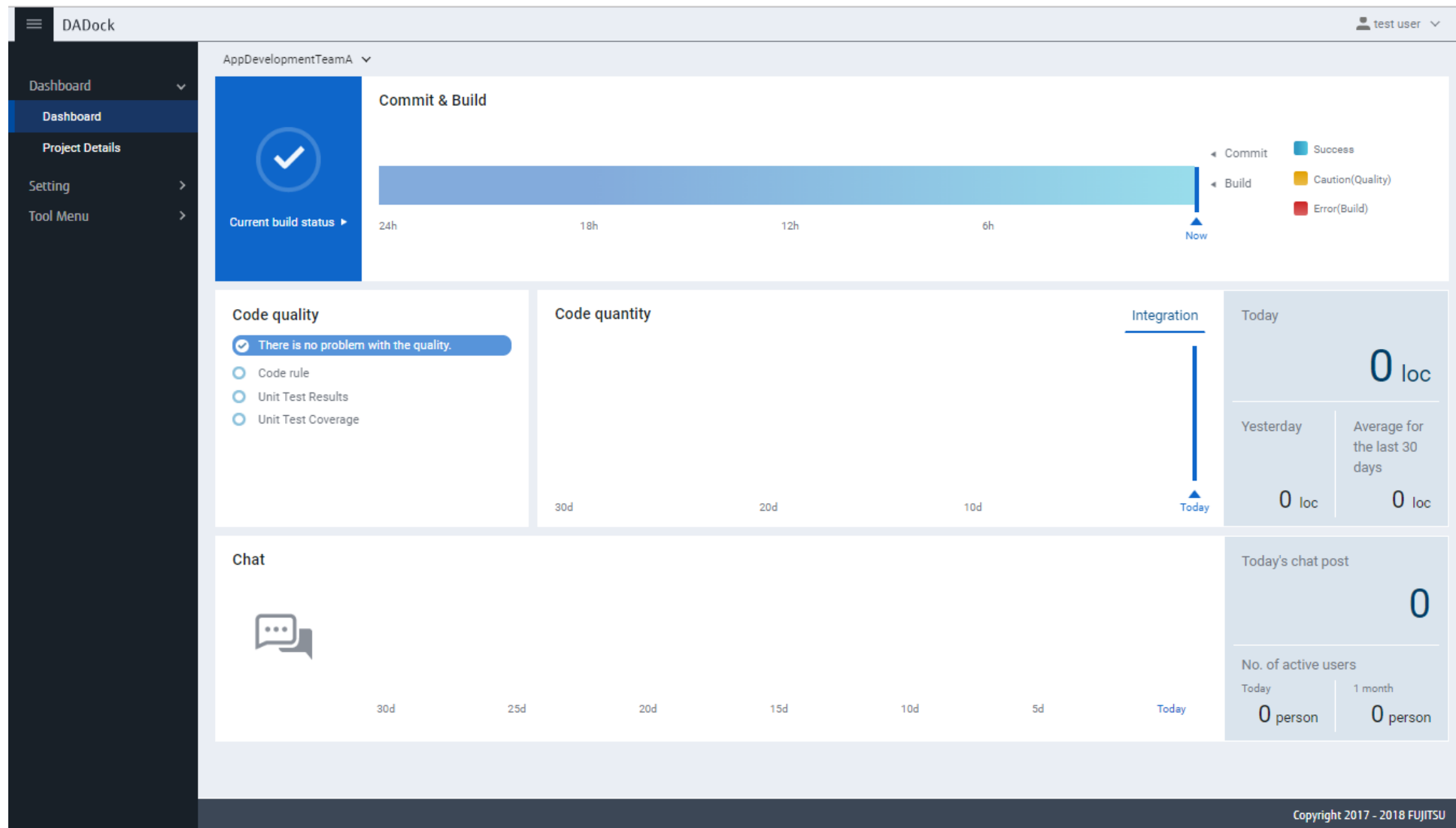
3.1.1. Login to DADock

Input the URL of DADock Portal in the browser and the Login Page will be displayed.



The image shows a login form for the DADock Digital Application Platform. The form is centered on a solid blue background. At the top of the form is the Fujitsu logo in red. Below the logo, the text 'DADock' is displayed in blue, followed by 'Digital Application Platform' in a smaller, grey font. There are two input fields: 'Login ID' and 'Password', both with light grey borders. Below these fields is a solid blue button with the word 'Login' in white text.



Input the User ID and Password of the administrator in the displayed fields and click the [Login] button then the Dashboard Page of DADock Portal will be displayed.



3.1.2. Create new user

From the Dashboard Page of DADock Portal, expand the [Settings] tab then click [User Settings] to display the User List Page.

The screenshot shows the DADock application interface. On the left is a dark sidebar with a hamburger menu icon and the text 'DADock'. Below this is a list of menu items: 'Dashboard' (with a dropdown arrow), 'Dashboard' (highlighted), 'Project Details', 'Setting' (with a right arrow), and 'Tool Menu' (with a right arrow). The main content area has a light gray background. At the top left of this area is the title 'User List'. At the top right is a dark gray button with a white '+' symbol. Below the title, it says 'Search Results 1 Item' followed by a search input field with a magnifying glass icon and the placeholder text 'Search'. Below this is a table with the following structure:

Login ID ▲	Name	Affiliation	Affiliated Team
 testuser	test user		[0] 

At the bottom right of the page, in the dark blue footer, is the text 'Copyright 2017 - 2018 FUJITSU'.

At the upper right part of the User List Page, click [+] button and the User Create Page will be displayed.

User Create

Login ID *

Login IDSetting requirement

- Alpha-numeric symbols(-_@) can be used.
- The length of characters is can be set from 1 to 16 number of characters.

Last Name *

First Name *

Mail Address *

Affiliation

Permission

For standard users, creation of other standard users and pushing of changes to the featured branch are possible.

Password *

PasswordSetting requirement

- Alpha-numeric characters can be used.
- The length of characters is can be set from 8 to 32 number of characters.

Password (confirmation) *

Displayed Language

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Input the following account information of the development leader for Application Development Team A and click the [Confirm] button to save the entry.

Field	Value
Login ID	app.a0

Field	Value
Last Name	TeamA
First Name	Leader
Email Address	app.a0@example.com
Affiliation	<leave as blank>
Permission	Leader
Password	password
Password (confirmation)	password
Displayed Language	English

The screenshot shows the 'User Create' form in the DADock application. A confirmation pop-up is displayed in the center, asking 'Are you sure you wish to create the user?' with 'Cancel' and 'OK' buttons. The background form is dimmed and contains the following fields and requirements:

- Login ID ***:
Login IDSetting requirement:
 - Alpha-numeric symbols(-_@) can be used.
 - The length of characters is can be set from 1 to 16 number of characters.
- Last Name ***:
- First Name ***:
- Middle Name ***:
- Mobile ***:
- Mail ***:
- Password ***:
PasswordSetting requirement:
 - Alpha-numeric characters can be used.
 - The length of characters is can be set from 8 to 32 number of characters.
- Password (confirmation) ***:
- Displayed Language**:

At the bottom of the form, there are 'Cancel' and 'Confirm' buttons.

Check the message displayed in the pop-up page, then click the [OK] button.

Dashboard

Project Details

Setting

Tool Menu

Successfully created user.

User List

Search Results 2 Item

Search

Login ID	Name	Affiliation	Affiliated Team
app.a0	TeamA Leader		[0]
testuser	test user		[0]

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Check that the user [app.a0] is created and displayed in User List Page, execute the same procedures to create the following 3 users.

- UserInformation of app.a1

Field	Value
-------	-------

Field	Value
Login ID	app.a1
Last Name	TeamA
First Name	Developer
Email Address	app.a1@example.com
Affiliation	<leave as blank>
Permission	Standard
Password	password
Password (confirmation)	password
Displayed Language	English

• UserInformation of app.b0

Field	Value
Login ID	app.b0
Last Name	TeamB
First Name	Leader

Field	Value
Email Address	app.b0@example.com
Affiliation	<leave as blank>
Permission	Leader
Password	password
Password (confirmation)	password
Displayed Language	English

• UserInformation of arch0

Field	Value
Login ID	arch0
Last Name	Architecture
First Name	Leader
Email Address	arch0@example.com
Affiliation	<leave as blank>
Permission	Leader

Field	Value
Password	password
Password (confirmation)	password
Displayed Language	English

DADock TeamA Leader

User List

Search Results 5 Item

Login ID	Name	Affiliation	Affiliated Team
app.a0	TeamA Leader		[1] AppDevelopmentTeamA
app.a1	TeamA Developer		[1] AppDevelopmentTeamA
app.b0	TeamB Leader		[1] AppDevelopmentTeamB
arch0	Architecture Leader		[1] CommonTechnologyTeam
testuser	test user		[0]

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With these procedures, the newly created 4 users can now login and use DADock Portal.

3.2. Create new team

From the Dashboard Page of DADock Portal, expand the [Settings] tab then click [Team Settings] to display the Team List Page.

The screenshot displays the DADock application interface. The top navigation bar is blue and contains the 'DADock' logo on the left and a user profile 'test user' on the right. A dark sidebar on the left side lists various navigation options: 'Dashboard', 'Project Details', 'Setting', 'Project Settings', 'Team Settings' (which is currently selected and highlighted in blue), 'User Settings', and 'Tool Menu'. The main content area is titled 'Team List' and shows 'Search Results 0 Item'. A search bar is located in the top right of the main area. Below the search bar is a table with three columns: 'Team Name', 'Description', and 'Affiliated Project'. The table is currently empty. A '+' button is located in the top right corner of the main content area. The footer of the page indicates 'Copyright 2017 - 2018 FUJITSU'.

At the upper right part of the Team List Page, click [+] button and the Team Create Page will be displayed.

The screenshot shows the 'Team Create' interface in DADock. The left sidebar has a dark blue background with white text. The 'Team Settings' option is highlighted. The main content area is white with a light blue header bar. The 'Team Name' field is required and has a placeholder 'Team'. Below it, the 'Team NameSetting requirement' is listed: 'Alpha-numeric symbols(-_) can be used.' and 'The length of characters is can be set from 1 to 32 number of characters.' The 'Description' field has a placeholder 'Description' and a note: '※The maximum length of characters is can be set up to 120 chracters.' The 'Member' field is a large text area with a '+' button on the right. At the bottom, there are 'Cancel' and 'Confirm' buttons. The footer of the page says 'Copyright 2017 - 2018 FUJITSU'.

Team Create

Team Name *

Team NameSetting requirement

- Alpha-numeric symbols(-_) can be used.
- The length of characters is can be set from 1 to 32 number of characters.

Description

※The maximum length of characters is can be set up to 120 chracters.

Member

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Input the following team information of the Application Development Team A and click the [Confirm] button to save the entry.

Field	Value
Team Name	AppDevelopmentTeamA

Field	Value
Description	Application Development Team A
Member	TeamA Leader、 TeamA Developer

DADock

test user

Team Create

Team Name * AppDevelopmentTeamA

Team NameSetting requirement

- Alpha-numeric symbols(-_) can be used.
- The length of characters is can be set from 1 to 32 number of characters.

Description Application Development Team A

※The maximum length of characters is can be set up to 120 chracters.

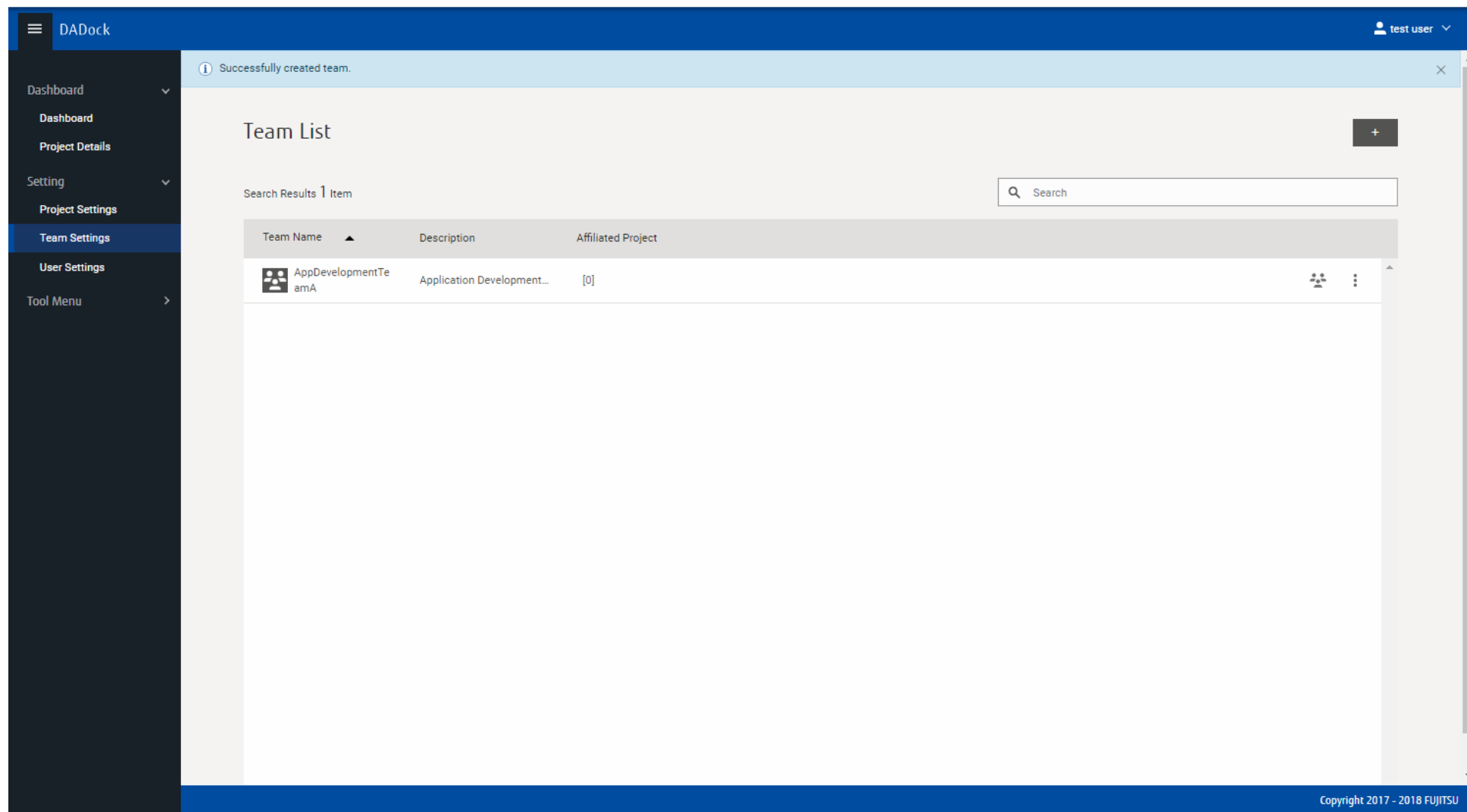
Member TeamA Leader, TeamA Developer

Are you sure you wish to create the team?

Cancel OK

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Check the message displayed in the pop-up page, then click the [OK] button.



The screenshot shows the DADock application interface. The top navigation bar is blue with the DADock logo on the left and a user profile 'test user' on the right. A dark sidebar on the left contains a menu with items: Dashboard, Project Details, Setting, Project Settings, Team Settings (highlighted), User Settings, and Tool Menu. The main content area has a light gray background. At the top of this area, a light blue banner displays the message 'Successfully created team.' with an information icon and a close button. Below the banner, the 'Team List' page is shown. It includes a search bar with the text 'Search Results 1 Item' and a search input field. A table lists the teams with columns 'Team Name', 'Description', and 'Affiliated Project'. One team is listed: 'AppDevelopmentTeamA' with description 'Application Development...' and affiliated project '[0]'. To the right of the team name is a group icon and a vertical ellipsis menu. A dark blue footer at the bottom right contains the text 'Copyright 2017 - 2018 FUJITSU'.

Team Name	Description	Affiliated Project
AppDevelopmentTeamA	Application Development...	[0]

Check that the team [AppDevelopmentTeamA] is created and displayed in Team List Page, execute the same procedures to create the following 2 teams.

- TeamInformationofAppDevelopmentTeamB

Field	Value
Team Name	AppDevelopmentTeamB
Description	Application Development Team B
Member	TeamB Leader

• TeamInformationofCommonTechnologyTeam

Field	Value
Team Name	CommonTechnologyTeam
Description	Common Technology Team
Member	Architecture Leader

Successfully created team.

Team List

Search Results 3 Item

Search

Team Name	Description	Affiliated Project
AppDevelopmentTeamA	Application Development...	[0]
AppDevelopmentTeamB	Application Development...	[0]
CommonTechnologyTeam	Common Technology Te...	[0]

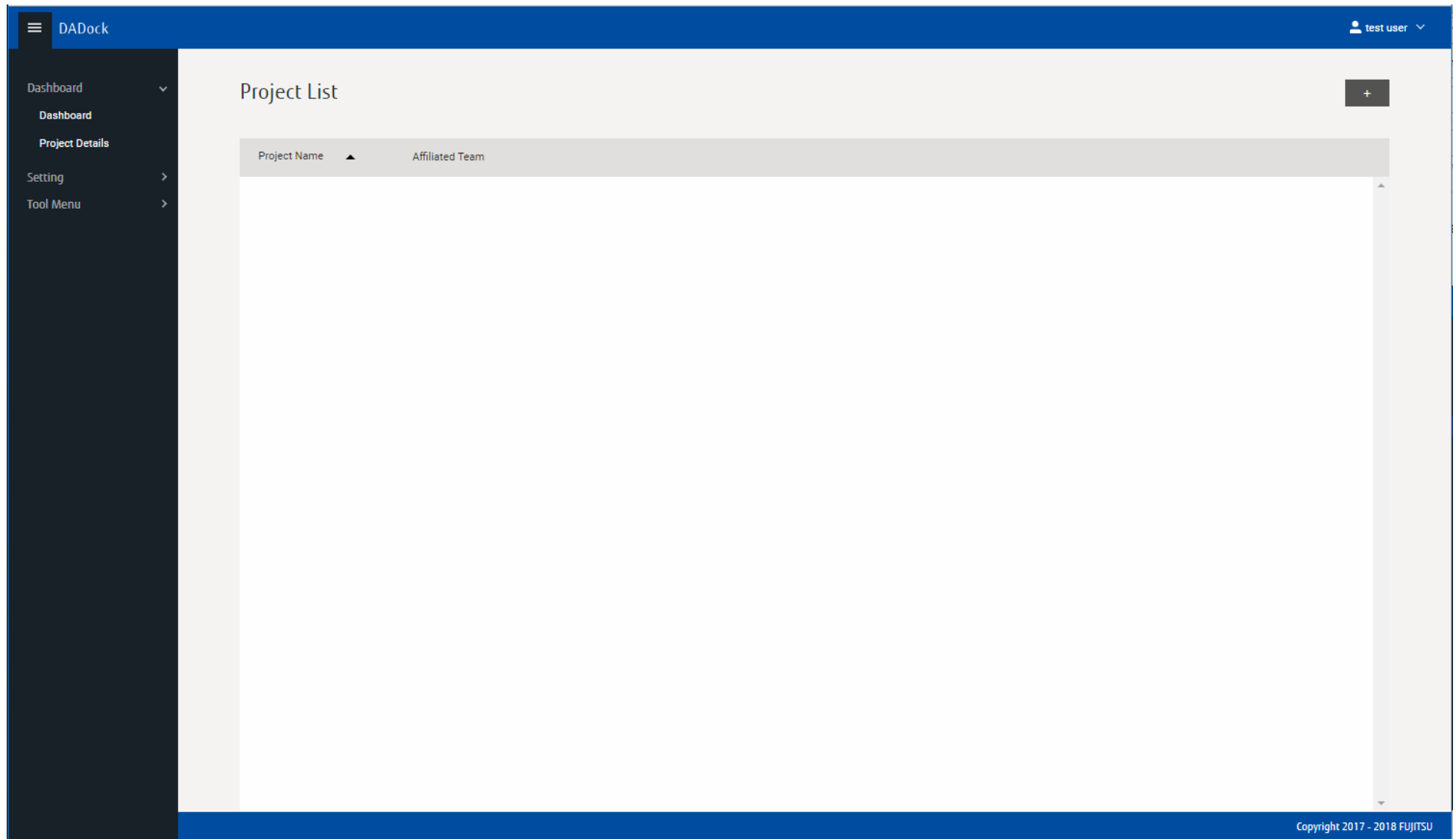
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3.3. Create project

Create projects for Web Application development and common components development.

3.3.1. Create new project

From the Dashboard Page of DADock Portal, expand the [Settings] tab then click [Project Settings] to display the Project List Page.



At the upper right part of the Project List Page, click [+] button and the Project Create Page will be displayed.

Project Create

Type *

This is an empty project.

Project Name *

Project NameSetting requirement

- Alpha-numeric symbols(-_) can be used.
- The length of characters is can be set from 1 to 32 number of characters.

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Input the following information to create a web project and the click [Next] button.

Field	Value
Type	Java Web Application

Field	Value
Project Name	TutorialWeb

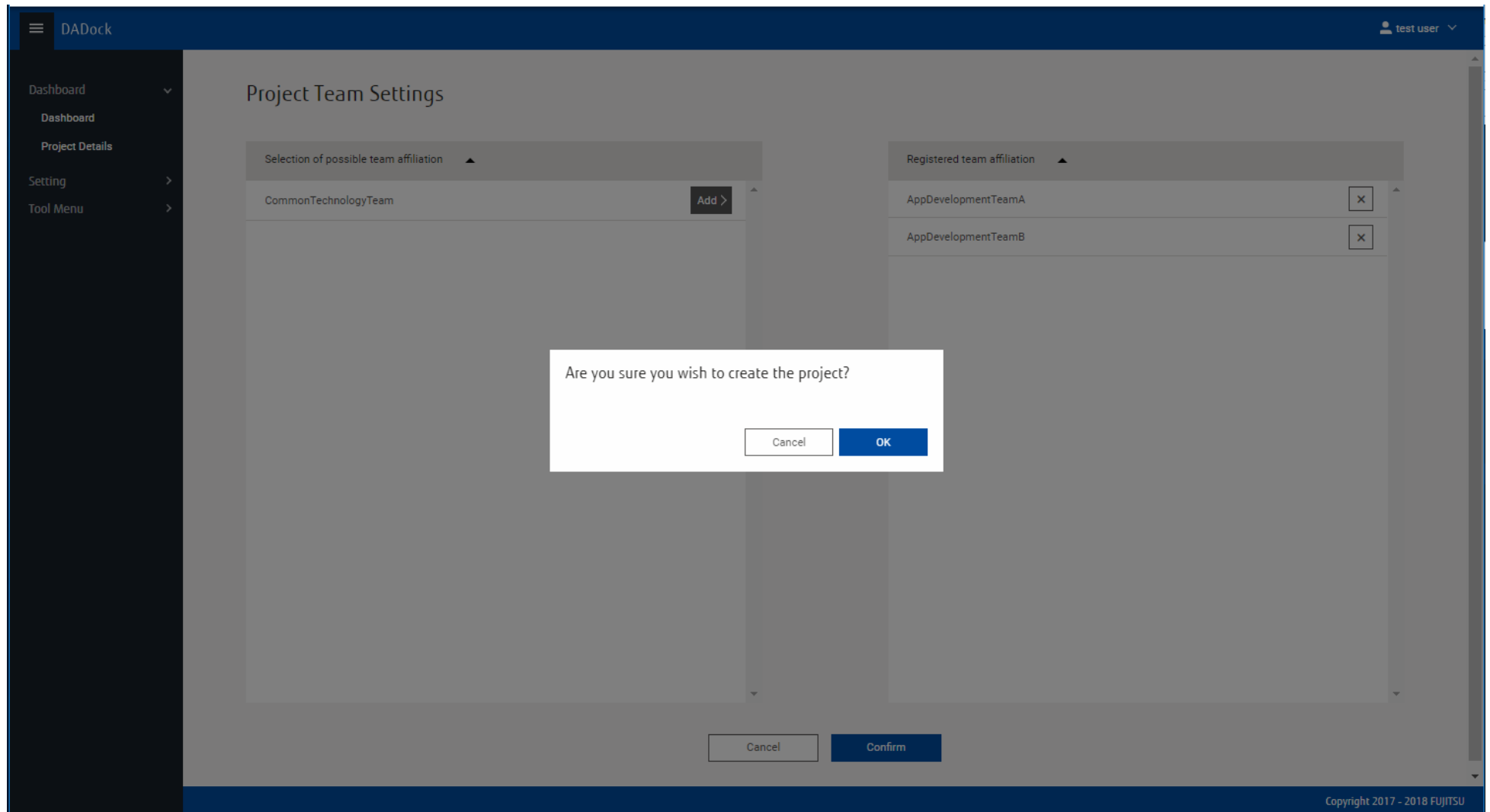
The screenshot displays the 'Project Team Settings' window in the DADock application. The interface includes a dark sidebar on the left with a menu containing 'Dashboard', 'Project Details', 'Setting', and 'Tool Menu'. The main area is titled 'Project Team Settings' and is divided into two sections. The left section, 'Selection of possible team affiliation', contains a list of three teams: 'AppDevelopmentTeamA', 'AppDevelopmentTeamB', and 'CommonTechnologyTeam'. Each team name is followed by an 'Add >' button. The right section, 'Registered team affiliation', is currently empty. At the bottom of the main area, there are two buttons: 'Cancel' and 'Confirm'. The top of the window has a blue header bar with the 'DADock' logo on the left and the user 'test user' on the right. The bottom of the window has a blue footer bar with the text 'Copyright 2017 - 2018 FUJITSU'.

The Project Team Settings will be displayed then from [Selection of possible team affiliation] list, click the [Add>] button of the following teams.

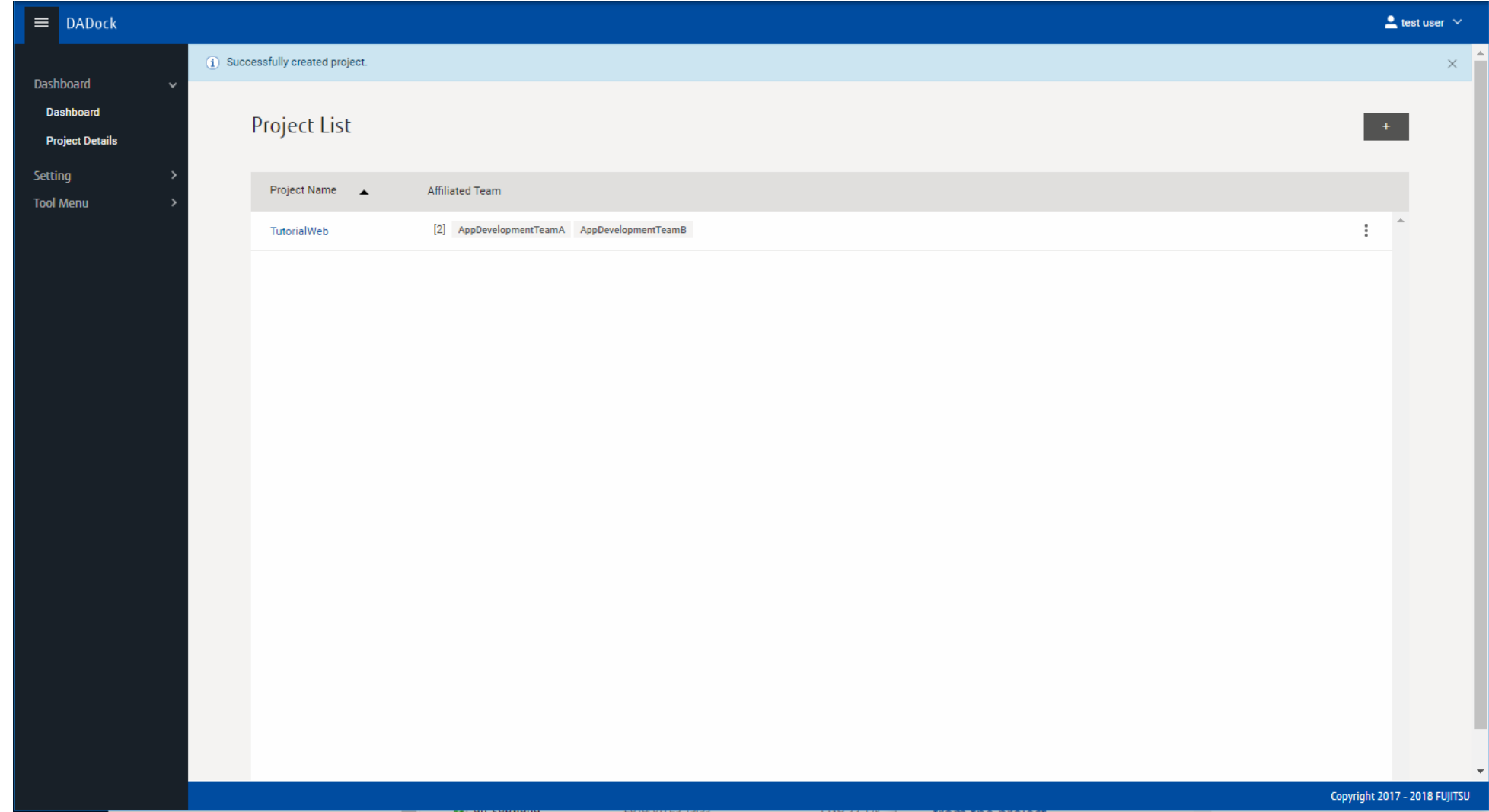
TeamName**AppDevelopmentTeamA、AppDevelopmentTeamB**

The screenshot shows the DADock application interface. The top navigation bar is blue with the DADock logo on the left and a user profile 'test user' on the right. A dark sidebar on the left contains a menu with 'Dashboard', 'Project Details', 'Setting', and 'Tool Menu'. The main content area is titled 'Project Team Settings' and is divided into two panels. The left panel, 'Selection of possible team affiliation', contains a list with 'CommonTechnologyTeam' and an 'Add >' button. The right panel, 'Registered team affiliation', contains a list with 'AppDevelopmentTeamA' and 'AppDevelopmentTeamB', each with a removal 'x' button. At the bottom of the main area are 'Cancel' and 'Confirm' buttons. The footer of the application is blue and contains the text 'Copyright 2017 - 2018 FUJITSU'.

Check if the team is moved to the list of [Registered team affiliation], then click the [Confirm] button.



Check the message displayed in the pop-up page, then click the [OK] button.



Check that the project [TutorialWeb] is created and displayed in Project List Page, execute the same procedures to create project for common components.

Field	Value
Type	Java Library

Field	Value
Project Name	TutorialLib
Team Name	CommonTechnologyTeam

≡

DADock

test user

Dashboard

Dashboard

Project Details

Setting

Tool Menu

Successfully created project.

Project List

+

Project Name	Affiliated Team
TutorialLib	[1] CommonTechnologyTeam
TutorialWeb	[2] AppDevelopmentTeamA AppDevelopmentTeamB

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With these procedures, 2 projects are now created.

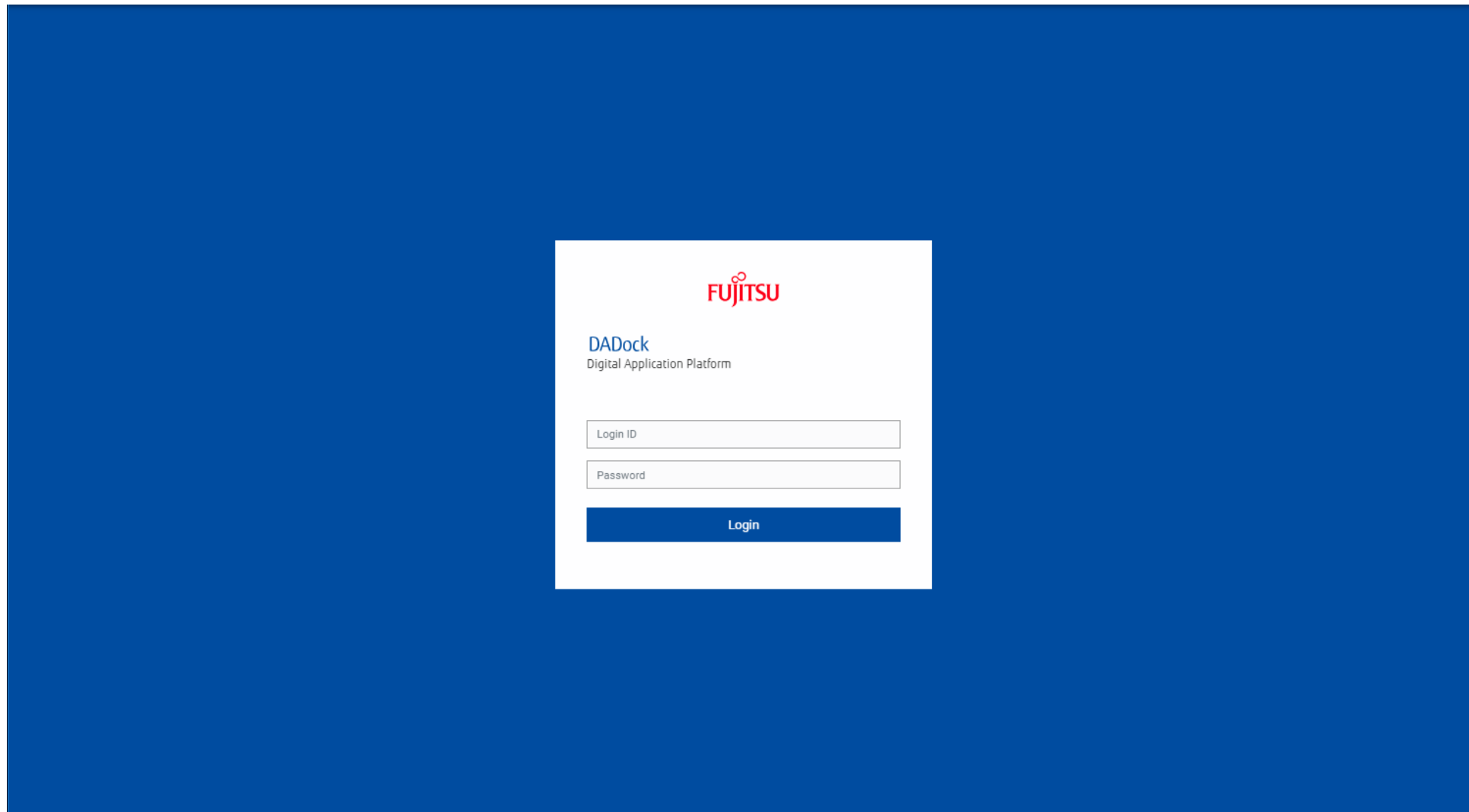
4. Common components development

This chapter explains the flow from development of common components to release of the project by common technical team.

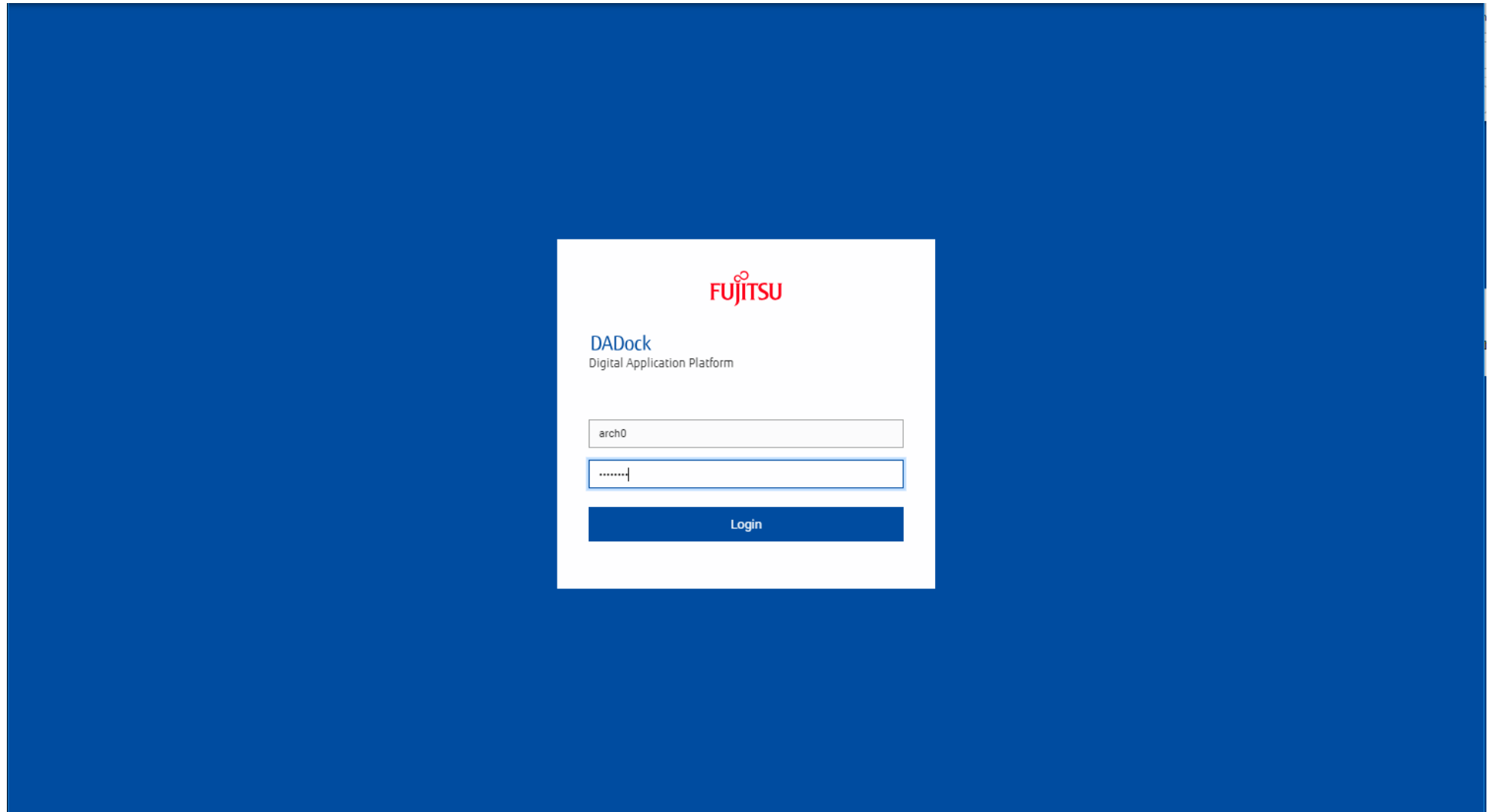
4.1. Clone the development assets from the project

In this section, clone the development assets from the Git repository and download the development assets in the client machine.

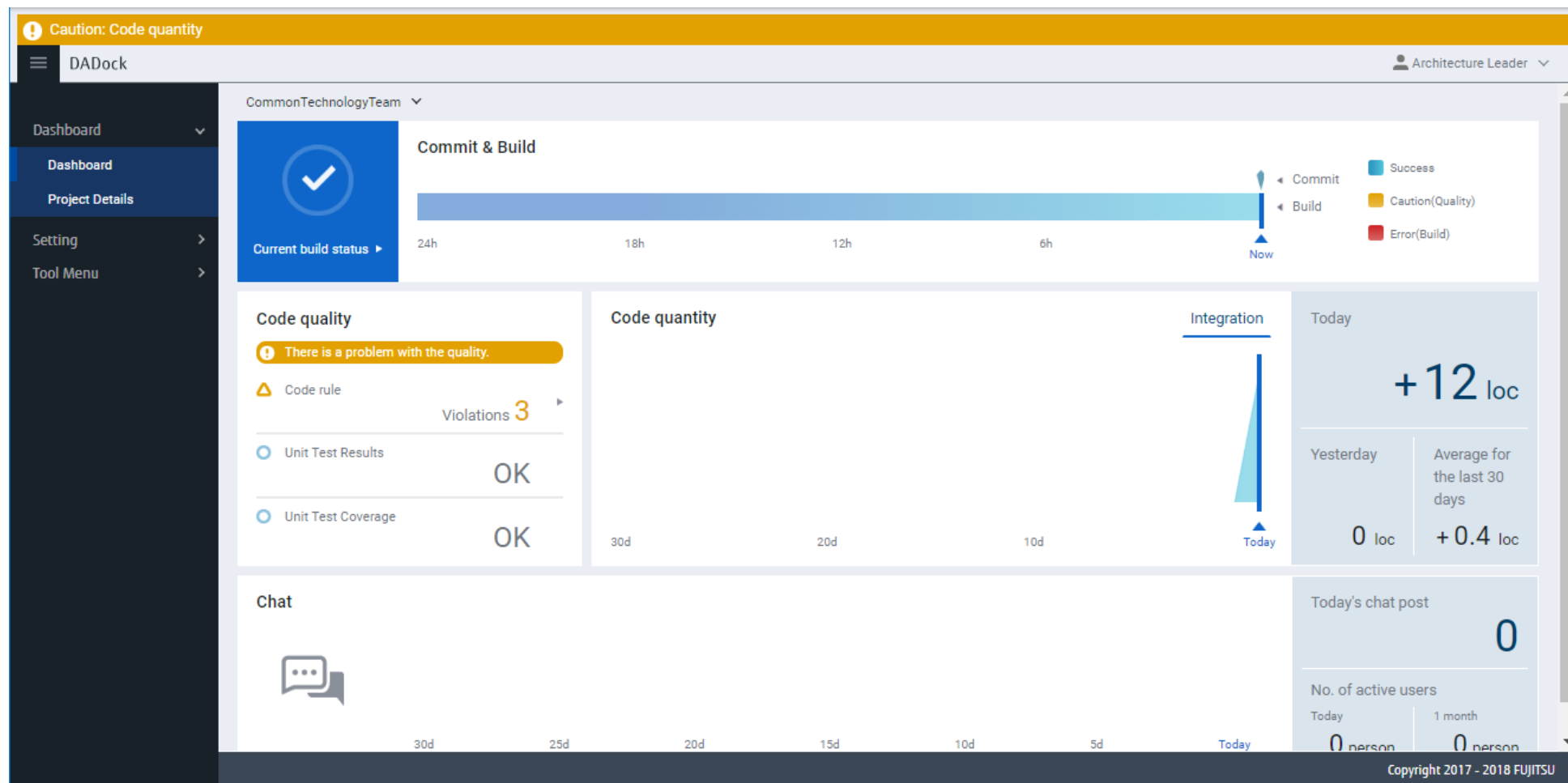
1. Access DADock Portal and the Login Page will be displayed.



2.Login as arch0 (common technical team leader).



3. Check that the quality status information is displayed in the Dashboard Page and then click [Project Details] from the Menu Bar.



4. Check that the detailed quality information is displayed in the Project Details Page then, click the project name link of TutorialLib project.

The screenshot displays the DADock web application interface. At the top, a yellow banner reads "Caution: Code quantity". Below this, the header shows "DADock" and a user profile "Architecture Leader". A left sidebar contains navigation links: "Dashboard", "Dashboard", "Project Details" (selected), "Setting", and "Tool Menu". The main content area is titled "Project Details" and "CommonTechnologyTeam". It features a "List of Caution" section with a yellow warning icon. Below this, a "Build Status" section shows details for the "TutorialLib" project, including the last commit date (2018/07/26 14:50:23), line of codes (0 kloc), and number of unit tests (4). To the right, a summary table displays "Code rule : Violations 3", "Unit Test Results : Failed 0", and "Unit Test Coverage : 83.3 %". The footer indicates "Copyright 2017 - 2018 FUJITSU".

Build Status		Code rule :		Unit Test Results :		Unit Test Coverage :	
TutorialLib		Violations 3		Failed 0		83.3 %	
Branch: master							
No. of Unit Tests: 4							

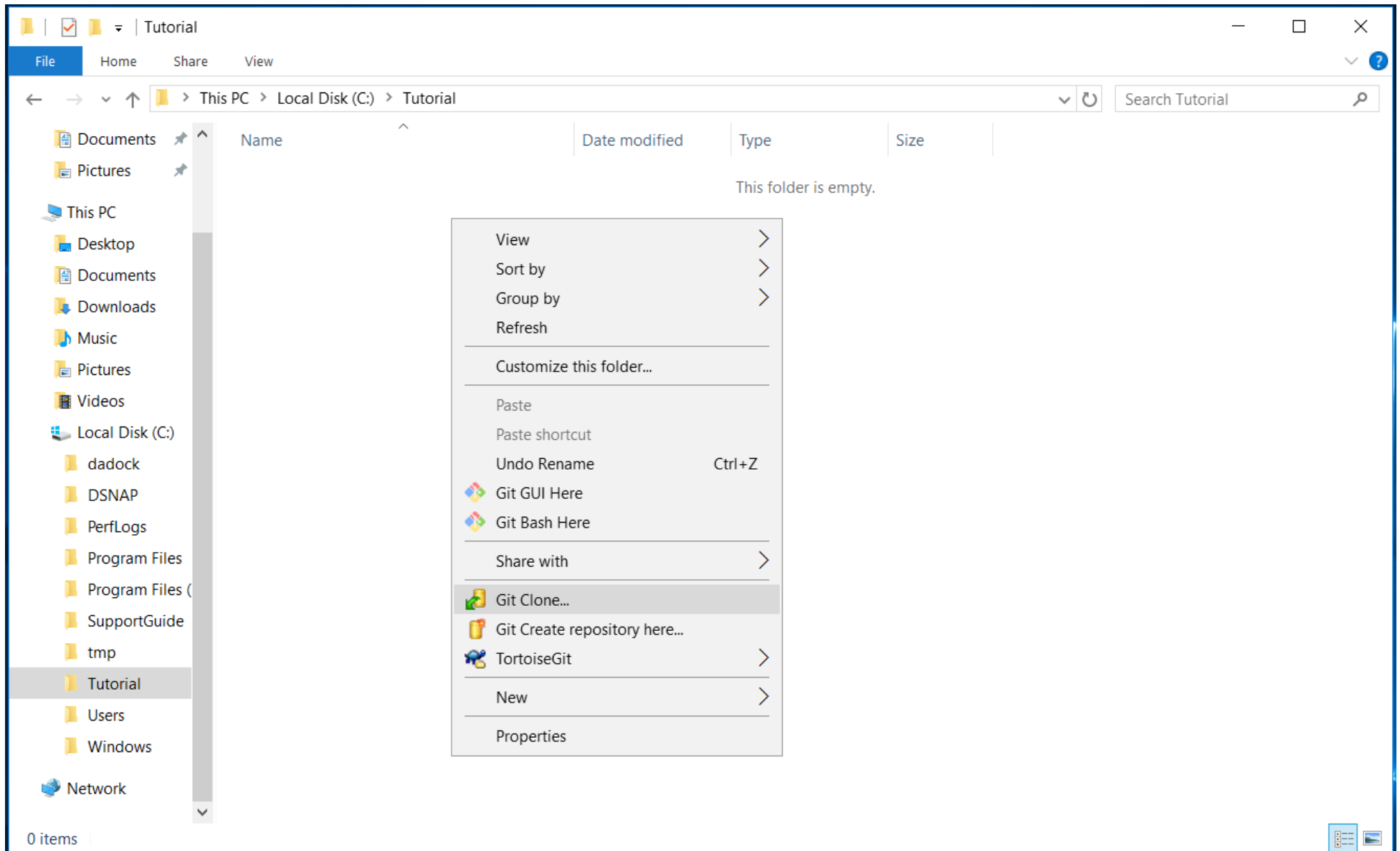
5. In the new tab of the browser, the TutorialLib project from GitLab page is displayed, copy the displayed URL located at the right side of the [HTTP] field.

The screenshot shows the GitLab web interface for a project named 'TutorialLib'. The top navigation bar includes links for Projects, Groups, Activity, Milestones, and Snippets. A notification banner at the top states: 'You won't be able to pull or push project code via SSH until you [add an SSH key](#) to your profile'. The left sidebar contains a menu with options: Overview, Details, Activity, Cycle Analytics, Repository, Registry, Issues (0), Merge Requests (0), CI / CD, Wiki, Snippets, and Settings. The main content area shows the project details for 'TutorialLib'. It includes a star/fork button (0 stars, 0 forks), the HTTP URL 'http://gitlab.take.fujitsu.local', and buttons for 'Add Changelog', 'Add License', 'Add Contribution guide', and 'Add Kubernetes cluster'. Below this, there is a section for the 'master' branch, showing an 'Initial commit' by 'root' 7 minutes ago. A table lists the files in the repository:

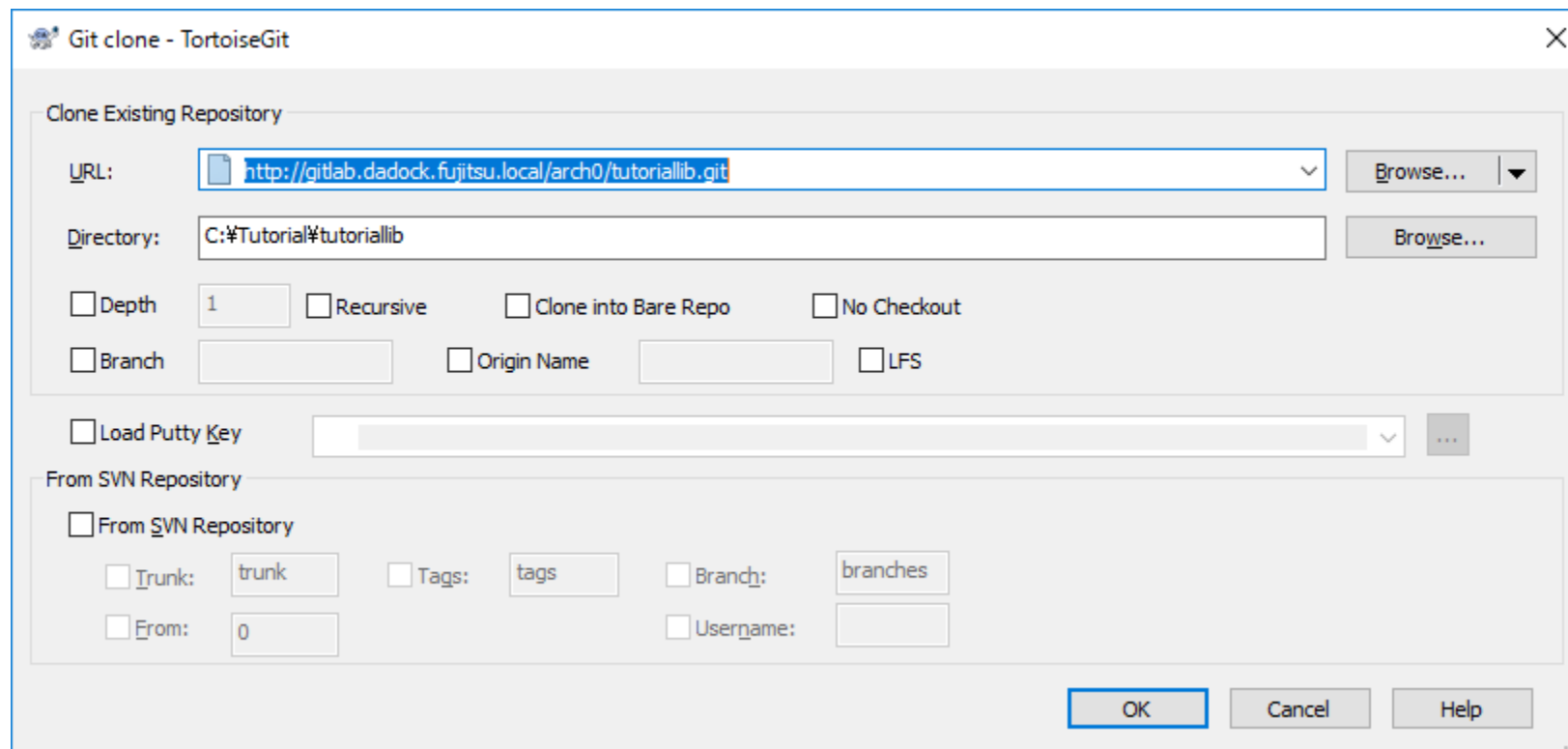
Name	Last commit	Last update
gradle/wrapper	Initial commit	7 minutes ago
src	Initial commit	7 minutes ago
.gitignore	Initial commit	7 minutes ago
.gitlab-ci.yml	Initial commit	7 minutes ago
README.md	Initial commit	7 minutes ago
build.gradle	Initial commit	7 minutes ago
gradlew	Initial commit	7 minutes ago
gradlew.bat	Initial commit	7 minutes ago
settings.gradle	Initial commit	7 minutes ago

6. In the client machine, create a directory naming 'C:\Tutorial'.

7. In the created folder, right click and select [Git Clone] from [TortoiseGit] context Menu.



8. In the Git Clone Page of TortoiseGit, input the information of the GitLab repository and click the [OK] button.

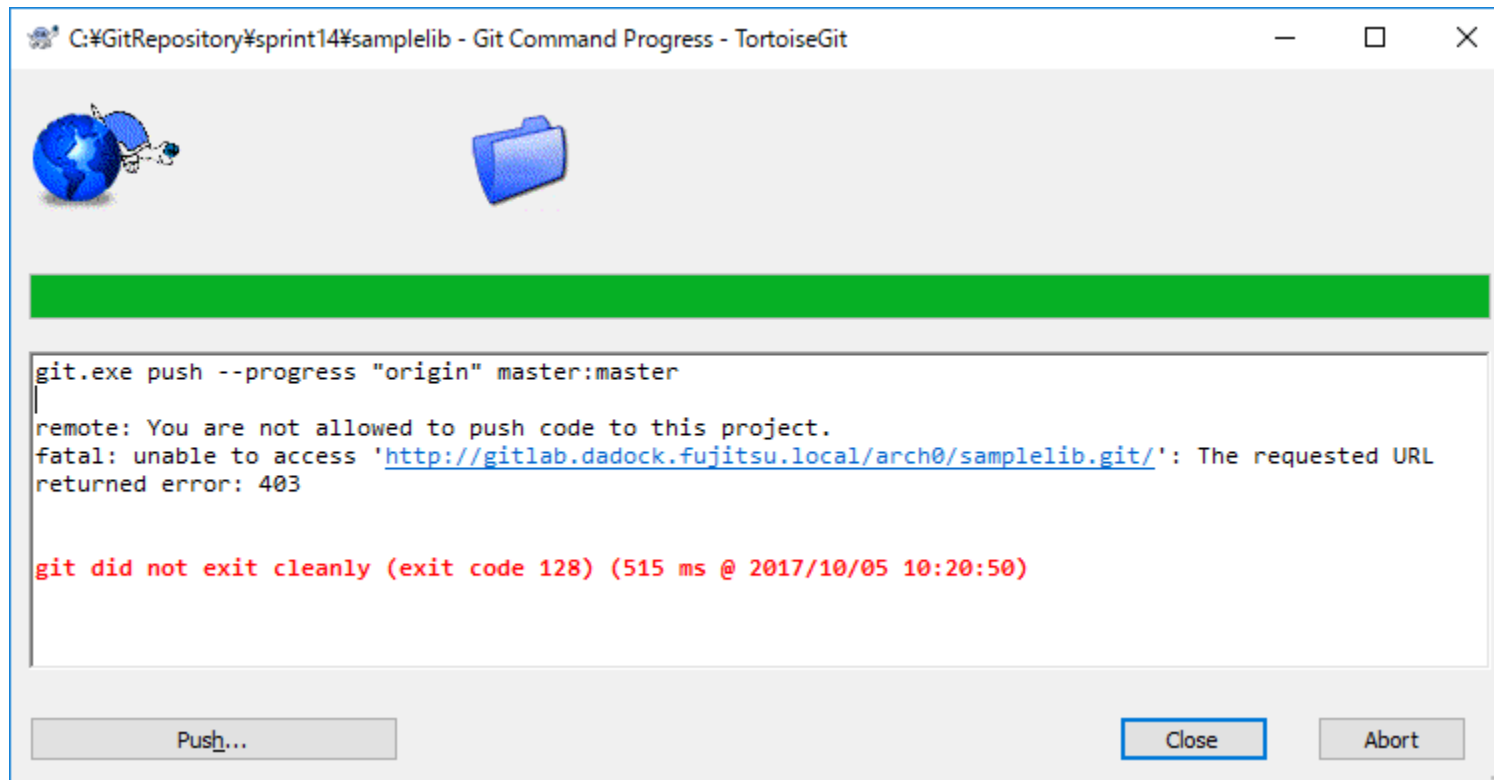


Item Field	Value
URL:	The value copied in the clipboard (leave it as it is since this is the default value)
Directory:	C:\Tutorial\tutoriallib (leave it as it is since this is the default value)

In case authentication with GitLab fails



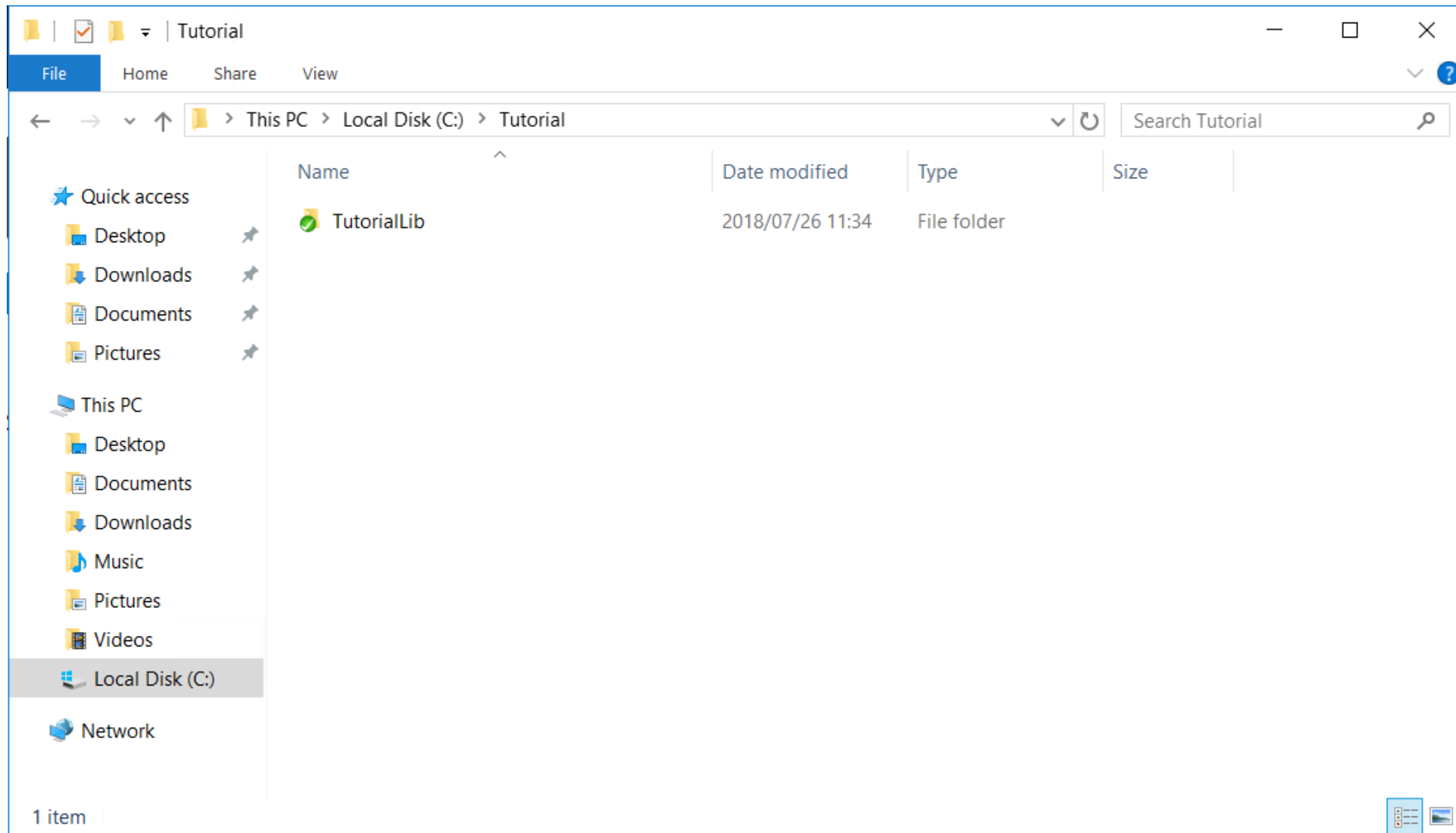
If in case the authentication information with GitLab is saved in the used client machine, there is a chance that the following error will appear and authentication with GitLab will fail. From the Control Panel, open the Credential Manager and delete the authentication information related to the defined URL.



Inputting Information Credentials

When the username and password are required from TortoiseGit, use the credentials of [arch0] as an input information.

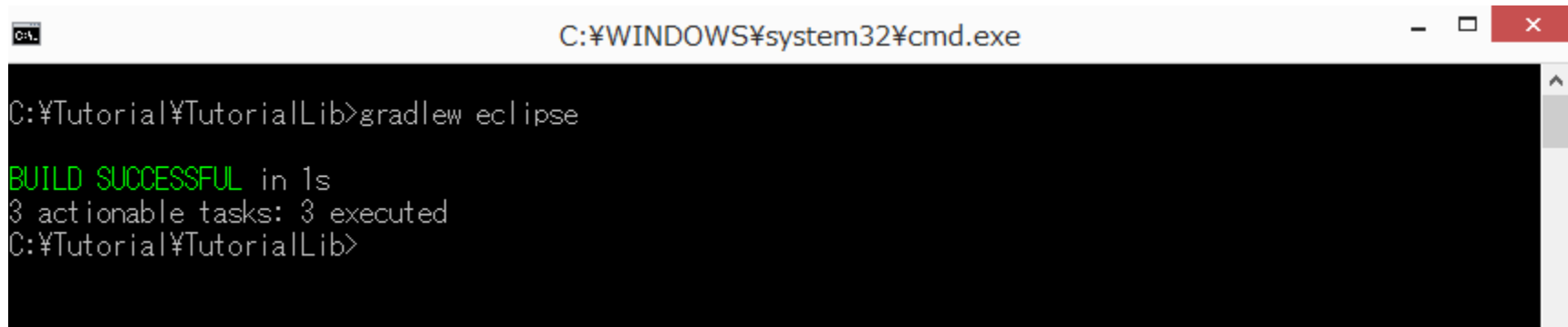
9. After the clone process, the folder 'C:\Tutorial\tutoriallib' will be created and the development assets is downloaded from the repository.



4.2. Import the development assets in Eclipse

In this section, the development assets are imported in Eclipse so that development can now be done in Eclipse. Execute beforehand the procedure in Proxy settings for the various tools.

1. Start up the command prompt and move the current directory to 'C:\Tutorial\tutoriallib', then execute the command 'gradlew eclipse'.

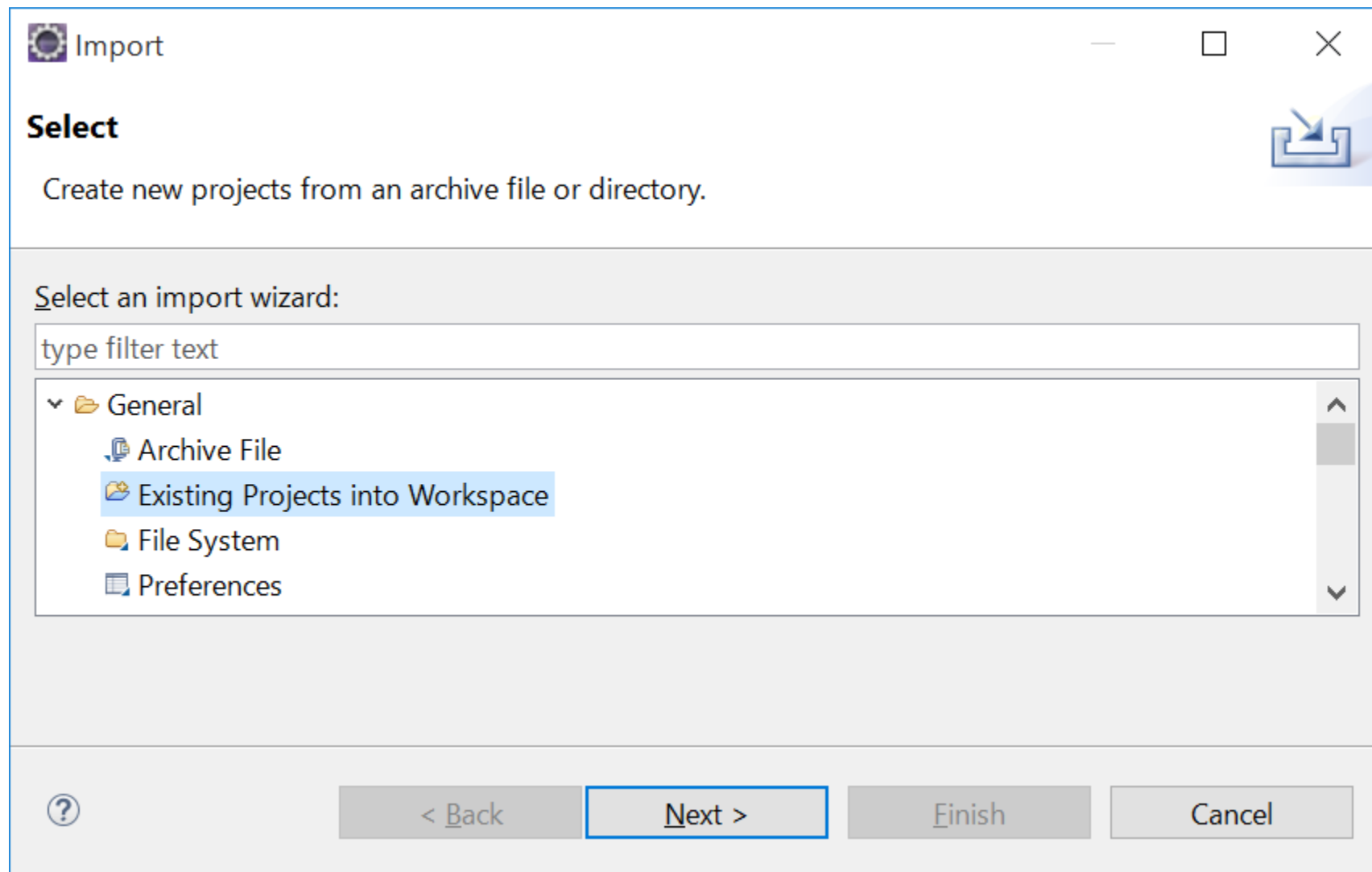


```
C:\WINDOWS\system32\cmd.exe

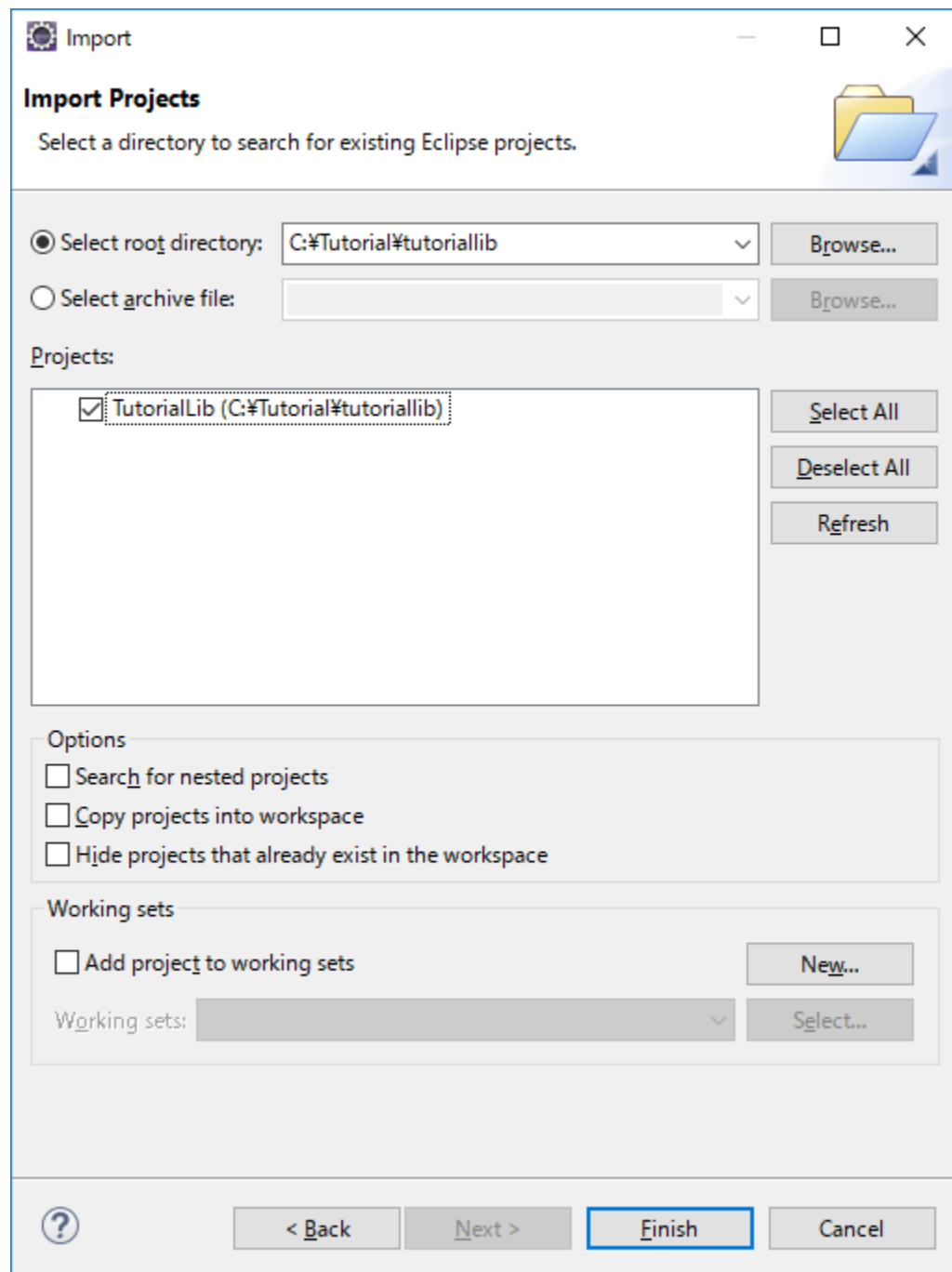
C:\Tutorial\TutorialLib>gradlew eclipse

BUILD SUCCESSFUL in 1s
3 actionable tasks: 3 executed
C:\Tutorial\TutorialLib>
```

2. Start up Eclipse and from the File menu, click [Import...], select [General] → [Existing Projects into Workspace] and click [Next >].

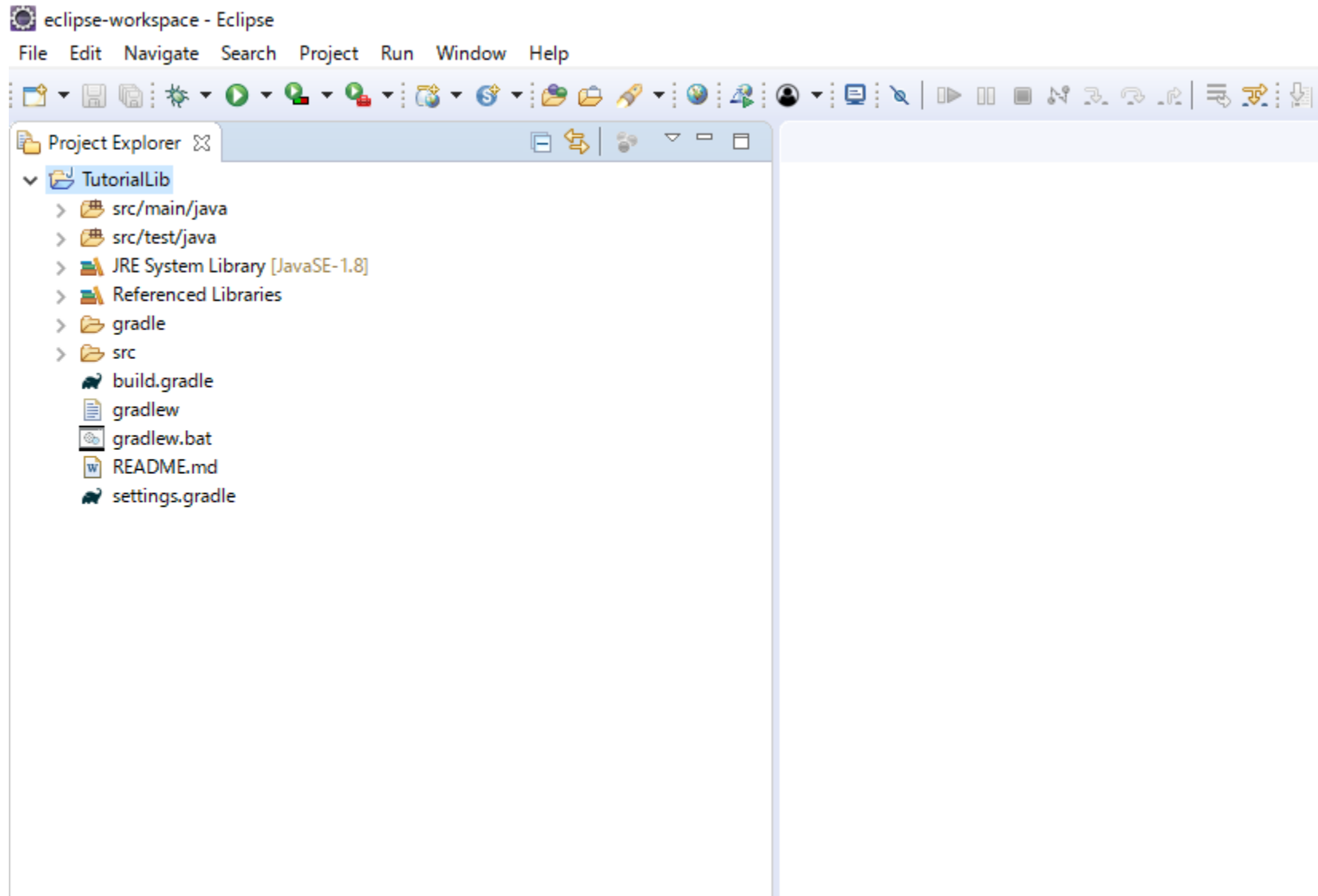


3. Select C:\Tutorial\tutoriallib and click [Finish] button.



Item Field	Value
Select root directory:	C:\Tutorial\tutoriallib
Projects:	*When the value in the root directory is inputted, this is automatically inputted so leave this field as it is.

4.The project will then be displayed in Eclipse.



4.3. Modification of source Code

In this section, modifications of the automatically generated source code will be done and to reflect all the changes made in the repository.

1.From the project explorer of Eclipse, open the following 2 files.

- StringUtil.java, located under the directory src/main/java, which is included in project package
- StringUtilTest.java, located under the directory src/test/java, which is included in project package

2. In the file StringUtil.java, make the following modifications.

- Change the class name to CheckUtil.
- Implement the private constructor in CheckUtil. (dealing with the Code Smells shown in SonarQube)
- Implement the method isNumber() to check if the inputted string represents a number.
- Edit the implementation of isNullOrEmpty method so that the [return true] code inside the method will only appear once. (dealing with the Code Smells shown in SonarQube)

After the modifications of the source code, the code will be as follows:

list 3. CheckUtil.java

```
1 package project;
2
3 import java.util.regex.Matcher;
4 import java.util.regex.Pattern;
5
6 /**
7  * This is a utility class that performs string operations.
8  */
9 public final class CheckUtil {
10
11     /**
12      * This class is a utility class and can not be instantiated.
13      */
14     private CheckUtil() {
15     }
16
17     /**
18      * check whether arguments is null or empty.
19      *
20      * @param target
21      *         target string
22      * @return whether arguments is null or empty
23      */
24     public static boolean isNullOrEmpty(String target) {
25         if (target == null || target.trim().isEmpty()) {
26             return true;
27         } else {
28             return false;
29         }
30     }
31
32     /**
33      * check whether arguments is integer value.
34      *
35      * @param target
36      *         target string
37      * @return whether arguments is integer value
38      */
39     public static boolean isNumber(String target) {
40         String regex = "^-?[0-9]*.[0-9]+$";
41         Pattern p = Pattern.compile(regex);
42         Matcher m = p.matcher(target);
43         return m.find();
44     }
45 }
```


3. In the `StringUtilTest.java` file, make the following changes.

- Change the class name to `CheckUtilTest`.
- Add the following test codes for `isNumber()` method.

After the modifications in the source code, the code will be as follows:

list 4. CheckUtilTest.java

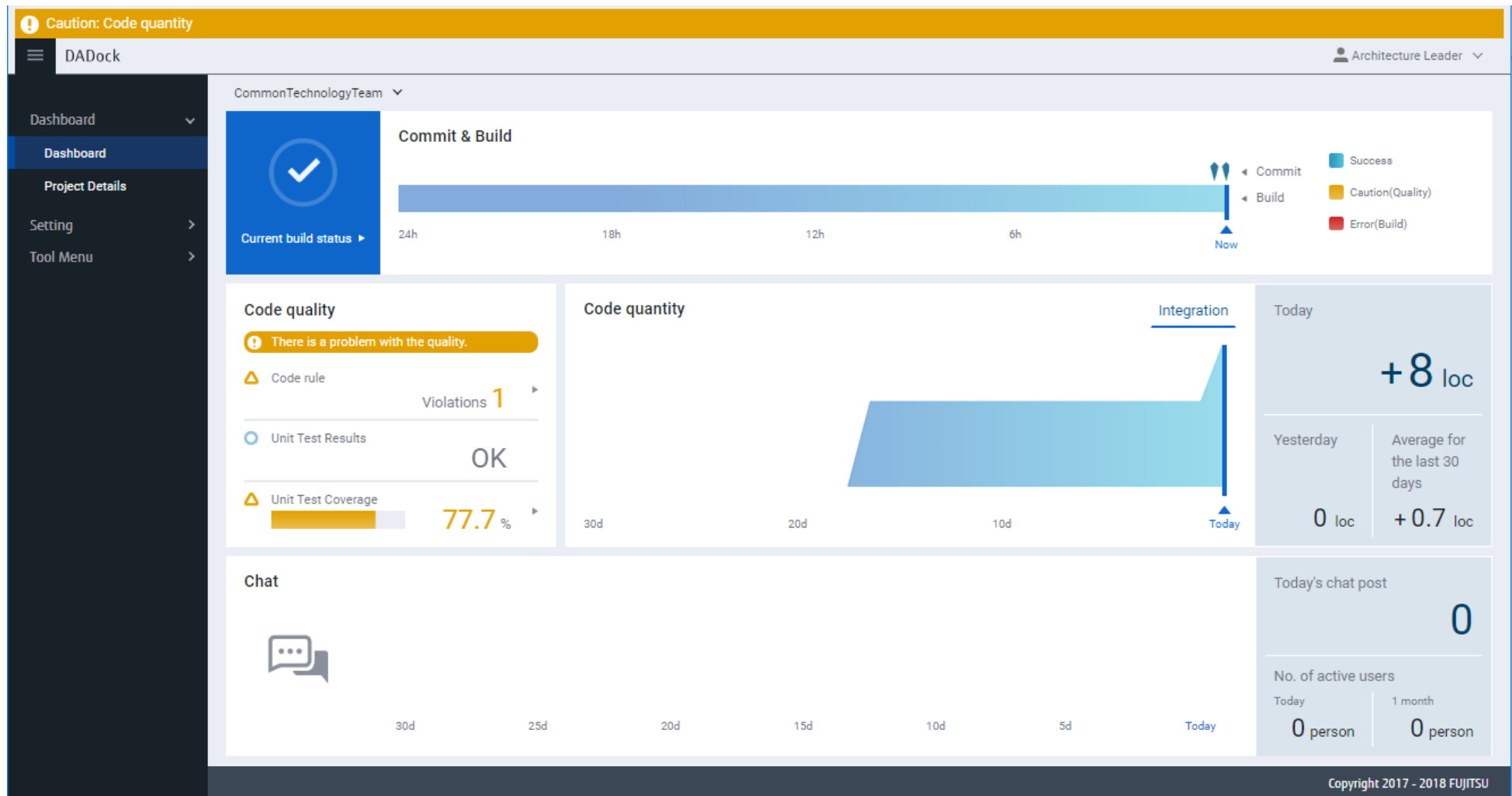
```
1 package project;
2
3 import static org.junit.Assert.*;
4
5 import org.junit.Test;
6
7 public class CheckUtilTest {
8
9     @Test
10    public void isNullOrEmpty_valid() {
11        assertFalse(CheckUtil.isNullOrEmpty("valid"));
12    }
13
14    @Test
15    public void isNullOrEmpty_nullValue() {
16        assertTrue(CheckUtil.isNullOrEmpty(null));
17    }
18
19    @Test
20    public void isNullOrEmpty_emptyValue() {
21        assertTrue(CheckUtil.isNullOrEmpty(""));
22    }
23
24    @Test
25    public void isNullOrEmpty_blankValue() {
26        assertTrue(CheckUtil.isNullOrEmpty(" "));
27    }
28
29    @Test
30    public void isNumber_number() {
31        assertTrue(CheckUtil.isNumber("1"));
32    }
33
34    @Test
35    public void isNumber_minusNumber() {
36        assertTrue(CheckUtil.isNumber("-1"));
37    }
38
39    @Test
40    public void isNumber_string() {
41        assertFalse(CheckUtil.isNumber("test"));
42    }
43
44 }
```

4.From the context menu of TortoiseGit, click [Git Commit] then input the commit contents then click the [Commit & Push] button. (can be selected from the pulldown of the Commit button)

Item Field	Value
Message	Fix util class
Changes made (double-click on file for diff)	Put a check mark in all the files

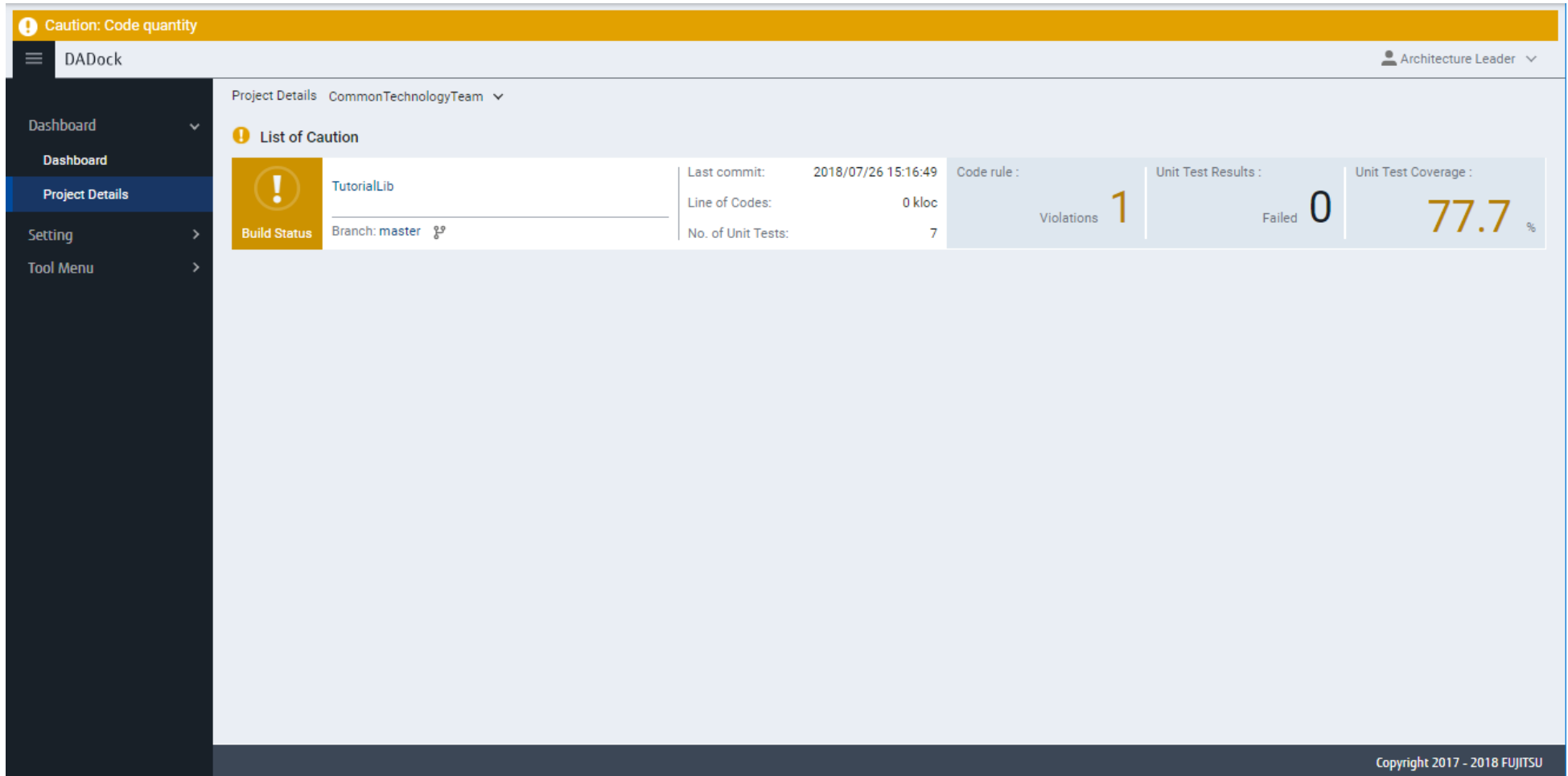
5.Login as arch0(Common Technology Team Leader) and the Dashboard page will be displayed.

6.The Quality status will be changed.



7. From the Menu Bar of DADock Portal, click [Project Details] and the Project Details Page will be displayed.

8. The same in the Dashboard Page, the quality status will be changed.



The screenshot displays the DADock web application interface. At the top, a yellow banner reads "Caution: Code quantity". Below this, the header shows "DADock" and the user "Architecture Leader". The left sidebar contains navigation links: "Dashboard", "Project Details" (selected), "Setting", and "Tool Menu". The main content area is titled "Project Details" for the "CommonTechnologyTeam". It features a "List of Caution" section with a yellow warning icon. Below this, a table displays project metrics for "TutorialLib" on the "master" branch. The table includes fields for "Last commit", "Line of Codes", "No. of Unit Tests", "Code rule", "Unit Test Results", and "Unit Test Coverage".

TutorialLib		Last commit:	2018/07/26 15:16:49	Code rule :	Unit Test Results :	Unit Test Coverage :
Build Status	Branch: master	Line of Codes:	0 kloc	Violations	Failed	77.7 %
		No. of Unit Tests:	7	1	0	

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Merge Request (Standard user)

When developing a project as a standard user, create first a local branch of the project and make the modifications of the source code in that local branch. (*note: DADock recommends the assets approval process by merge request, so a standard user doesn't have a right to update the master branch) When done with the changes and the source code is already working, the standard user will submit a merge request to the project leader. When the leader approves the changes made in the source code, the changes will be reflect the changes to the master branch.

4.4. Storing of build artifacts in Artifactory

In this section, storing of the build artifacts in Artifactory and releasing the common components will be done.

Either attach a GitLab Tag in the corresponding repository or comment out the following entries below inside the gitlab-ci.yml file located in the job_package stage.

```
only:  
  - tags
```

For the way on how to grant GitLab Tag, refer to the manuals below and execute the necessary settings.

Separate Manual [DADock - Reference Guide] > How to attach GitLab Tag

Separate Manual [DADock - Reference Guide] > GitLab Protected Tags settings procedures

Important

In storing the build artifacts in the Artifactory, the following settings are needed beforehand.

Refer to the manual below and execute the settings.

- Separate Manual [DADock - Reference Guide] > [JavaLibrary] > [JavaLibrary Pre-setting]

1. After reloading the Project Details Page of DADock Portal, click the [build status] of [TutorialLib] project.

The screenshot displays the DADock web interface. At the top, a yellow banner reads "Caution: Code quantity". Below this, the header shows "DADock" and a user profile "Architecture Leader". A left sidebar contains navigation links: "Dashboard", "Project Details" (selected), "Setting", and "Tool Menu". The main content area is titled "Project Details" for the "CommonTechnologyTeam". It features a "List of Caution" section with a yellow warning icon. Below this, a "Build Status" section shows details for "TutorialLib" on the "master" branch, including the last commit date (2018/07/26 15:16:49), line of codes (0 kloc), and number of unit tests (7). To the right, a summary table displays: "Code rule : Violations 1", "Unit Test Results : Failed 0", and "Unit Test Coverage : 77.7 %". The footer indicates "Copyright 2017 - 2018 FUJITSU".

Build Status		Code rule :		Unit Test Results :		Unit Test Coverage :	
TutorialLib		Violations 1		Failed 0		77.7 %	
Branch: master							
Last commit: 2018/07/26 15:16:49							
Line of Codes: 0 kloc							
No. of Unit Tests: 7							

2.Move into the GitLab Login Page.

3.Login as arch0(Common Technology Team Leader).

4.Move to the detailed page of the Pipeline status.

The screenshot displays the GitLab web interface for a project named 'TutorialLib'. The left sidebar contains navigation links: Overview, Repository, Registry, Issues (0), Merge Requests (0), CI / CD (selected), Pipelines, Jobs, Schedules, Environments, Kubernetes (1), Charts, Wiki, Snippets, and Settings. The main content area shows the 'Pipelines' section for 'TutorialLib'. A message indicates 'Pipeline #26 triggered 22 minutes ago by arch0' and is marked as 'passed'. Below this, the title 'Update .gitlab-ci.yml' is shown, followed by a summary: '8 jobs from master in 21 seconds (queued for 1 second)'. A commit hash '99280698' is visible. The pipeline visualization shows three stages: 'Build' with job 'job_build', 'Test' with job 'job_test', and 'Package' with job 'job_package'. All jobs are marked with green checkmarks, indicating success.

5. Click the [job_package] button to display the console page of the job, which stores the built deliverables.

6. Check that the execution of storing the build artifacts job is successful (the job status shown at the left side of the page is passed).

The screenshot displays the GitLab CI/CD interface for the 'TutorialLib' project. The main panel shows the execution of job #92, which has passed. The terminal output indicates that the job was triggered 4 minutes ago by 'arch0'. The build process includes downloading artifacts from the coordinator, running 'gradlew', and uploading artifacts to Artifactory. The right sidebar shows the job details for 'job_package', including its duration (3 seconds), runner (#1), and a list of artifacts.

```

Running with gitlab-runner 10.6.0 (a3543a27)
on initial-runner 88c8ec19
Using Shell executor...
Running on dadockincind2.fc8.local...
Retrieving changes...
Removing build/
Removing build/
HEAD is now at 9928069 Update .gitlab-ci.yml
Checking out 9928069 as master...
Skipping Git submodules setup
Skipping cache extraction due to empty cache key
Downloading artifacts for job_test (90)... id=86 responseStatus=200 OK token=88QyRfG
Downloading artifacts for job_build (90)... id=90 responseStatus=200 OK token=s2Mk3Hw
$ chmod +x gradlew
$ ./gradlew publish
:generatePomFileForJarPublication
:compileJava
:processResources NO-SOURCE
:classes
:jar
:publishJarPublicationToMavenRepository
Upload http://artifactory.take.fujitsu.local/artifactory/libs-release-local/project/TutorialLib/0.1/TutorialLib-0.1.jar.sha1
Upload http://artifactory.take.fujitsu.local/artifactory/libs-release-local/project/TutorialLib/0.1/TutorialLib-0.1.jar.md5
Upload http://artifactory.take.fujitsu.local/artifactory/libs-release-local/project/TutorialLib/0.1/TutorialLib-0.1.pom
Upload http://artifactory.take.fujitsu.local/artifactory/libs-release-local/project/TutorialLib/0.1/TutorialLib-0.1.pom.sha1
Upload http://artifactory.take.fujitsu.local/artifactory/libs-release-local/project/TutorialLib/0.1/TutorialLib-0.1.pom.md5
Could not find metadata project:TutorialLib/maven-metadata.xml in remote (http://artifactory.take.fujitsu.local/artifactory/libs-release-local/)
Upload http://artifactory.take.fujitsu.local/artifactory/libs-release-local/project/TutorialLib/maven-metadata.xml
Upload http://artifactory.take.fujitsu.local/artifactory/libs-release-local/project/TutorialLib/maven-metadata.xml.sha1
Upload http://artifactory.take.fujitsu.local/artifactory/libs-release-local/project/TutorialLib/maven-metadata.xml.md5
:publish
BUILD SUCCESSFUL in 2s
4 actionable tasks: 4 executed
$ mkdir artifacts
$ cp build/libs/*.jar artifacts
Skipping cache archiving due to empty cache key
Uploading artifacts...
artifacts/*: found 1 matching files
Uploading artifacts to coordinator... ok id=92 responseStatus=201 Created token=sx1s6_z8
Job succeeded
  
```

job_package Retry

Duration: 3 seconds
Runner: #1

Job artifacts
Download Browse

Commit 9928069
Update .gitlab-ci.yml

Pipeline #26 from master
package


job_package job_package job_package job_package job_package

7. Move back to the Dashboard Page of DADock Portal and click [Tool Menu] tab to expand the and the Tool Menu List Page will be displayed.

8. Click the [Artifactory] button to display the Top Page of the Artifactory.

9. At the left side of the page, select [Artifacts] to display the Artifacts Repository Page.

10. Check if the build artifacts [libs-release-local] is saved under the TutolialLib project.

 **JFrog Artifactory**

Home
Artifacts
Search
Builds
Admin

Artifact Repository Browser
Tree Simple ☒ Compress Empty Folders
libs-release
libs-snapshot
libs-release-local
tutorial/project/lib/TutorialLib
0.1
TutorialLib-0.1.jar
TutorialLib-0.1.pom
maven-metadata.xml
libs-snapshot-local
jcenter
jcenter-cache

TutorialLib-0.1.jar
Download Actions
General Properties Builds
Info
Name: TutorialLib-0.1.jar
Repository Path: libs-release-local/tutorial/project/lib/TutorialLib/0.1/TutorialLib-0.1.jar
Module ID: tutorial.project.lib:TutorialLib:0.1
Deployed by: developer
Size: 1.07 KB
Created: 22-12-17 09:15:31 +00:00
Last Modified: 22-12-17 09:15:31 +00:00
Downloads: 0
Remote Downloads: 0
Package Information
Please login to view package information from Bintray's JCenter.
Dependency Declaration
Build Tool: Maven Ivy **Gradle** Sbt
1 compile(group: 'tutorial.project.lib', name: 'TutorialLib', version: '0.1')
Virtual Repository Associations
libs-release
Checksums
SHA-256: 081dac49c733d773ae3f565b088b0045945ce2bdb884fe67ed078bd992202a3e (Uploaded: Identical)
SHA-1: a6e003a3a887dfbb5e085b04baadac8e7dc1aaf7 (Uploaded: Identical)
MD5: 617c12ec2b0e45f8fa0b0f1e568d77dd (Uploaded: Identical)

Artifactory OSS
5.5.2 rev 50502800
© Copyright 2017 JFrog Ltd

5. Web application development

In this section, how the development flow of two development teams working on the same web application development repository will be learned.

Team A and Team B will develop a web application with the use of TutorialWeb, a repository created in the section Configuration management. Refer to Tutorial outline for the details about repository and team structures.

The following is the outline for the development flow:

- The developer from team B starts with the development by adding a low quality source code
- The developer from team A starts with the development by adding a high quality source code
- The development leader of team A will use Team Directory settings of DADock to set that only the quality status information of team A source code can be checked/viewed.

5.1. Team B development

5.1.1. Development preparation

Create a directory for the source codes of team B.

1. Create the following directory in the local machine.

`C:/Tutorial/TutorialWeb_B0`

2. Login as app.b0 in DADock Portal then clone TutorialWeb repository in the newly created directory.



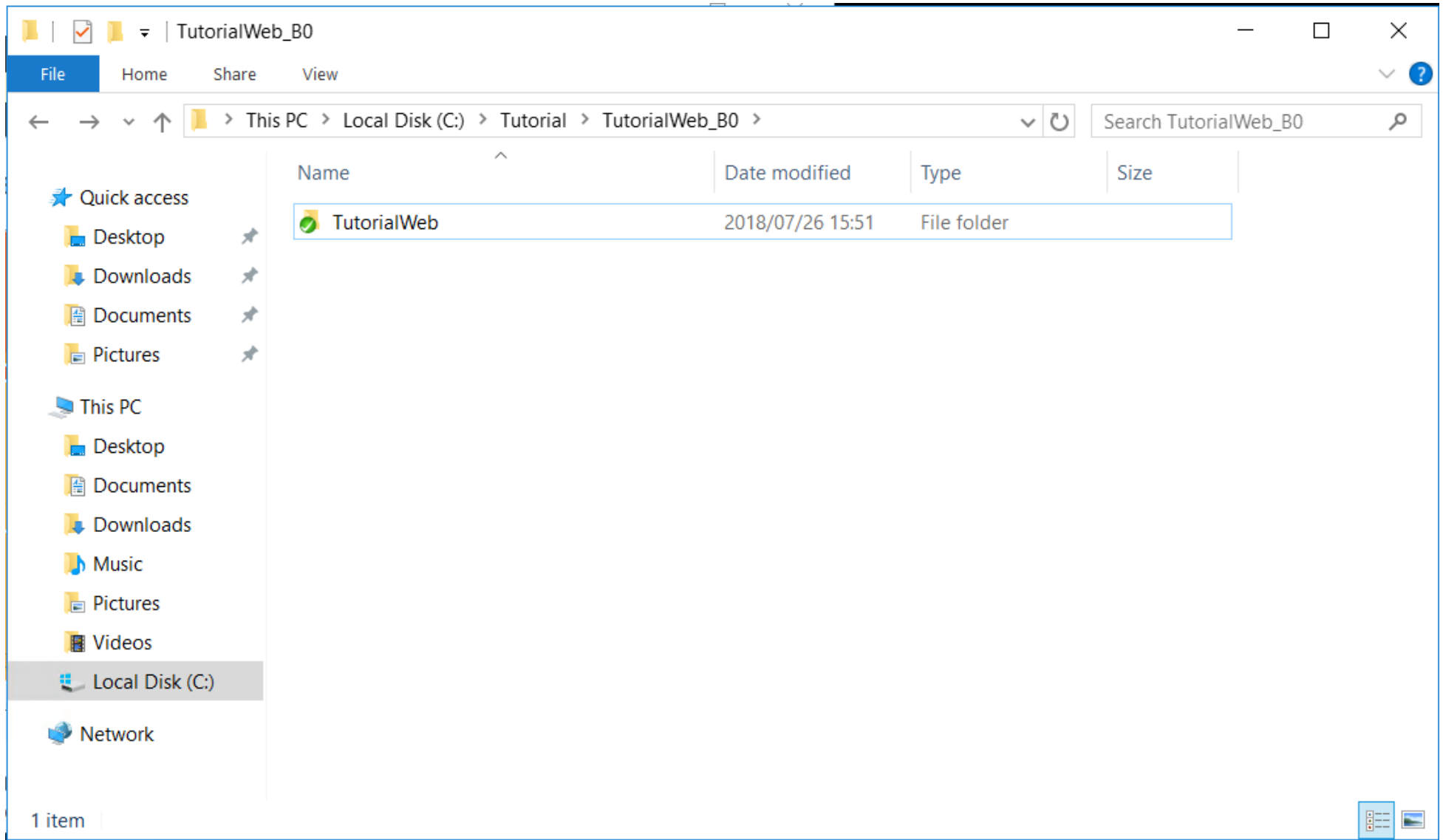
Refer to Clone the development assets from the project.



When username and password are required

When the username and password of TortoiseGit are required, input the user credentials of [app.b0].

After cloning, the directory `C:/Tutorial/TutorialWeb_B0/tutorialweb` will be automatically created.



3.Import the cloned development assets in Eclipse.



Refer to Import the development assets in Eclipse.

5.1.2. Initial changes in the assets

1.Since the following source codes will not be used in this tutorial, delete the following files.

```
src/main/java/project/CalculationInputCalculateServlet.java
src/main/java/project/CalculationInputCreateServlet.java
src/main/java/project/CalculationUtil.java
src/main/webapp/WEB-INF/jsp/CalculationInput.jsp
src/main/webapp/WEB-INF/jsp/CalculationResult.jsp
src/test/java/project/CalculationUtilTest.java
```

2.In order to switch pages for the implementation of team A and team B, edit the source code `src/main/webapp/index.jsp` as follows.

list 5. index.jsp

```
1  <%@ page contentType="text/html; charset=UTF-8" pageEncoding="UTF-8"%>
2  <!DOCTYPE html>
3  <html lang="en">
4  <head>
5  <title>TutorialWeb</title>
6  <meta charset="UTF-8">
7  </head>
8  <body>
9      <input type="button" value="Team A - Calculation Input" onClick="document.location='/TutorialWeb/TeamA/CalculationInput.Create'">
10     <input type="button" value="Team B - Calculation Input" onClick="document.location='/TutorialWeb/TeamB/CalculationInput.Create'">
11 </body>
12 </html>
```

HTML

3.[Commit & Push] the edited source code and reflect all the changes in the repository. From the context menu of TortoiseGit, click [Git Commit] and input the description of the commit process then click the [Commit & Push] button (can be selected from the pull-down menu of the commit button).

Item Field	Input Value
Message	Fix initial assets
Changes made (double-click on file for diff)	Put a check mark in all of the files



When username and password are required

When the username and password of TortoiseGit are required, input the user credentials of [app.b0].

5.1.3. Reference settings of the common components project

Web application refers to the common components that is created in Common components development section.

With the following procedures, add the existing dependencies of the common components.

1.Login to DADock Portal as [app.b0] then, expand the [Tool Menu] tab click [Artifactory] to display the Top Page of Artifactory.

2. Expand the [libs-release-local] tree and select the file [project/lib/TutorialLib/0.1/TutorialLib-0.1.jar].

JFrog Artifactory

Home Artifacts Search Builds Admin

Artifact Repository Browser

Tree Simple Compress Empty Folders

- libs-release
- libs-snapshot
- libs-release-local
 - tutorial/project/lib/TutorialLib
 - 0.1
 - TutorialLib-0.1.jar**
 - TutorialLib-0.1.pom
 - maven-metadata.xml
- libs-snapshot-local
- jcenter
- jcenter-cache

TutorialLib-0.1.jar

Download Actions

General Properties Builds

Info

Name:	TutorialLib-0.1.jar
Repository Path:	libs-release-local/tutorial/project/lib/TutorialLib/0.1/TutorialLib-0.1.jar
Module ID:	tutorial.project.lib:TutorialLib:0.1
Deployed by:	developer
Size:	1.07 KB
Created:	22-12-17 09:15:31 +00:00
Last Modified:	22-12-17 09:15:31 +00:00
Downloads:	0
Remote Downloads:	0

Package Information

Please login to view package information from Bintray's JCenter.

Dependency Declaration

Build Tool: Maven Ivy **Gradle** Sbt

```
1 compile(group: 'tutorial.project.lib', name: 'TutorialLib', version: '0.1')
```

Virtual Repository Associations

libs-release

Checksums

SHA-256:	081dac49c733d773ae3f565b088b0045945ce2bdb884fe67ed078bd992202a3e (Uploaded: Identical)
SHA-1:	a6e003a3a887dfbb5e085b04baadac8e7dc1aaf7 (Uploaded: Identical)
MD5:	617c12ec2b0e45f8fa0b0f1e568d77dd (Uploaded: Identical)

3. From the [General] Tab, select [Dependency Declaration] then, select [Gradle]. At the right side of the page, click the button that displays the message “Copy snippet to clipboard” when the cursor is hovered.

JFrog Artifactory

Home Artifacts Search Builds Admin

Artifact Repository Browser

Tree Simple Compress Empty Folders

- libs-release
- libs-snapshot
- libs-release-local
 - tutorial/project/lib/TutorialLib
 - 0.1
 - TutorialLib-0.1.jar**
 - TutorialLib-0.1.pom
 - maven-metadata.xml
 - libs-snapshot-local
 - jcenter
 - jcenter-cache

TutorialLib-0.1.jar

Download Actions

General Properties Builds

Info

Name:	TutorialLib-0.1.jar
Repository Path:	libs-release-local/tutorial/project/lib/TutorialLib/0.1/TutorialLib-0.1.jar
Module ID:	tutorial.project.lib:TutorialLib:0.1
Deployed by:	developer
Size:	1.07 KB
Created:	22-12-17 09:15:31 +00:00
Last Modified:	22-12-17 09:15:31 +00:00
Downloads:	0
Remote Downloads:	0

Package Information

Please login to view package information from Bintray's JCenter.

Dependency Declaration

Build Tool: Maven Ivy **Gradle** Sbt

```
1 compile(group: 'tutorial.project.lib', name: 'TutorialLib', version: '0.1')
```

Virtual Repository Associations

libs-release

Checksums

SHA-256:	081dac49c733d773ae3f565b088b0045945ce2bdb884fe67ed078bd992202a3e (Uploaded: Identical)
SHA-1:	a6e003a3a887dfbb5e085b04baadac8e7dc1aaf7 (Uploaded: Identical)
MD5:	617c12ec2b0e45f8fa0b0f1e568d77dd (Uploaded: Identical)

4. In Eclipse, go to [Project Explorer] windows and open the [TutorialWeb] repository then open the following file.

- build.gradle

5. In the [dependencies] task, add the dependencies to the artifacts of Java Library project.

After editing, the description of build.gradle file will be changed as follows.

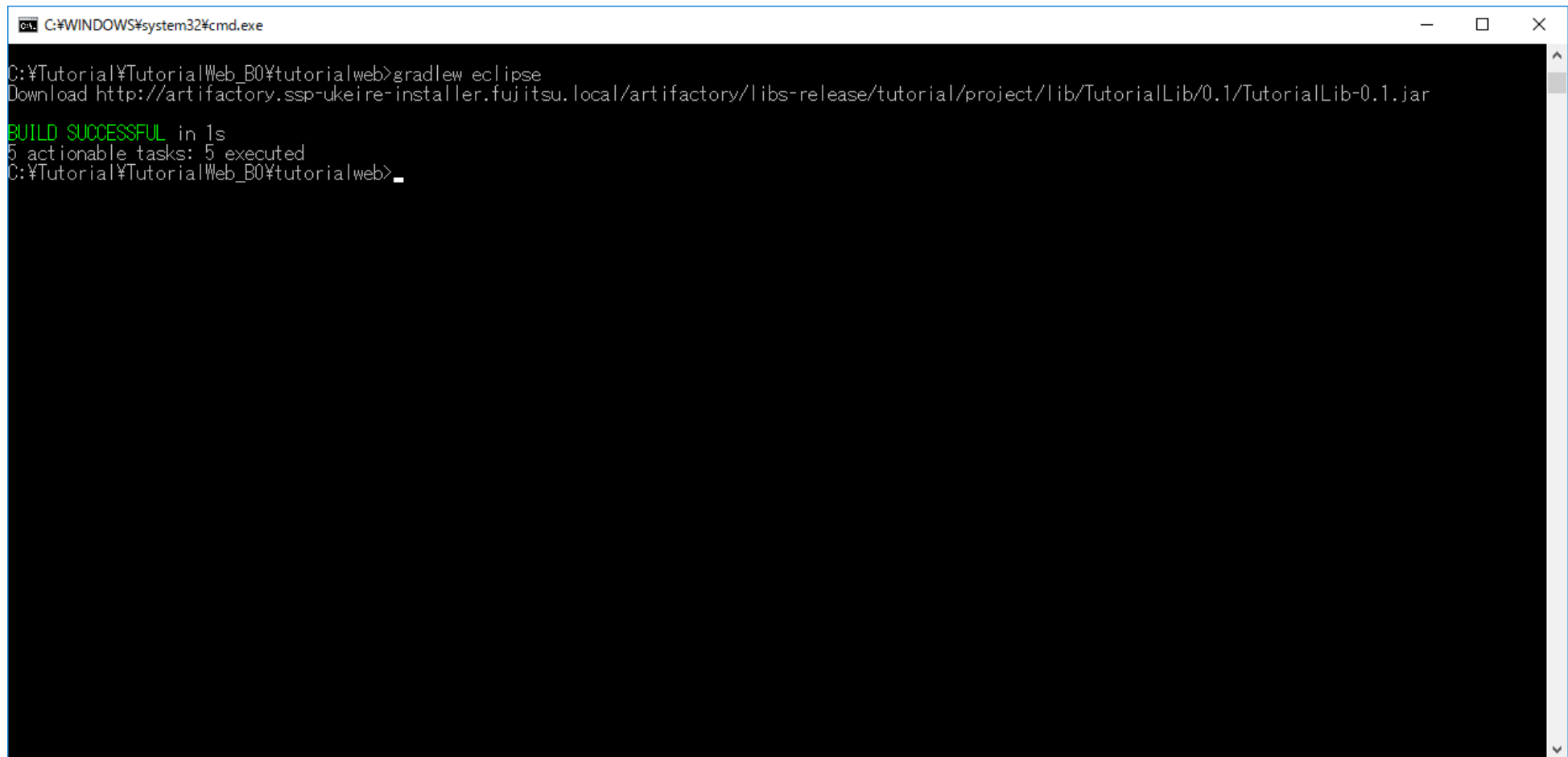
list 6. build.gradle

- omitted -

```
dependencies {  
    compile(group: 'javax.servlet', name: 'javax.servlet-api', version: '3.1.0')  
    compile(group: 'project', name: 'TutorialLib', version: '0.1')  
    testCompile(group: 'junit', name: 'junit', version: '4.12')  
}
```

- omitted -

6. In command prompt, move the current directory to C:/Tutorial/TutorialWeb_B0/tutorialweb and execute gradlew eclipse command.

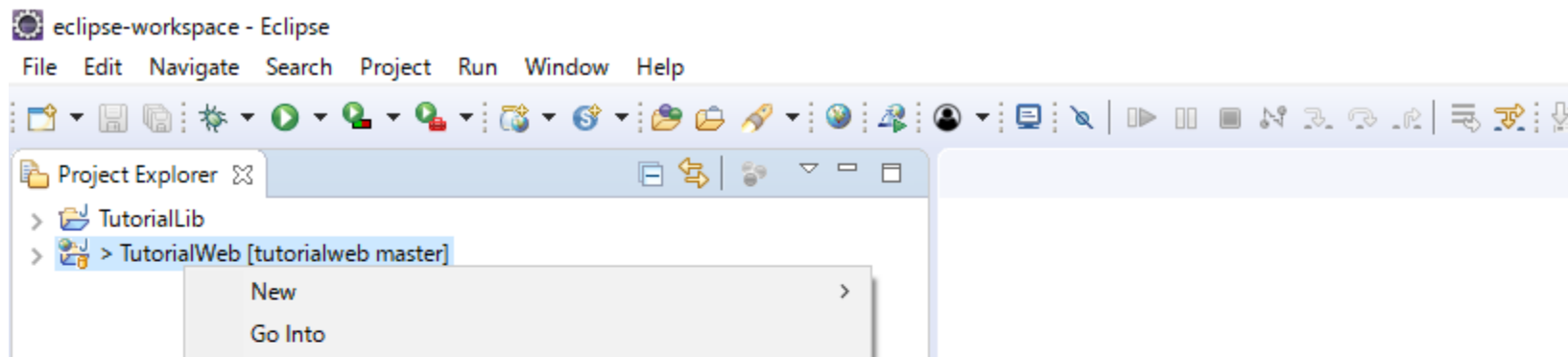


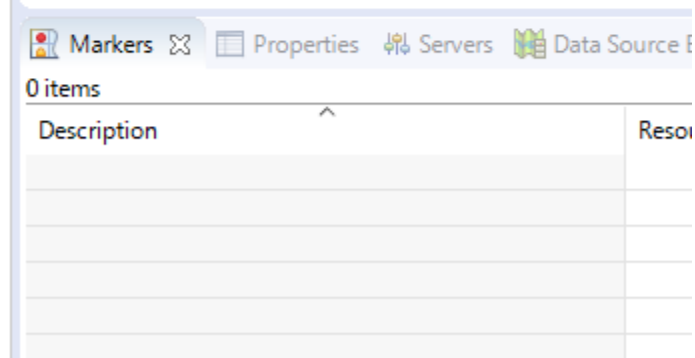
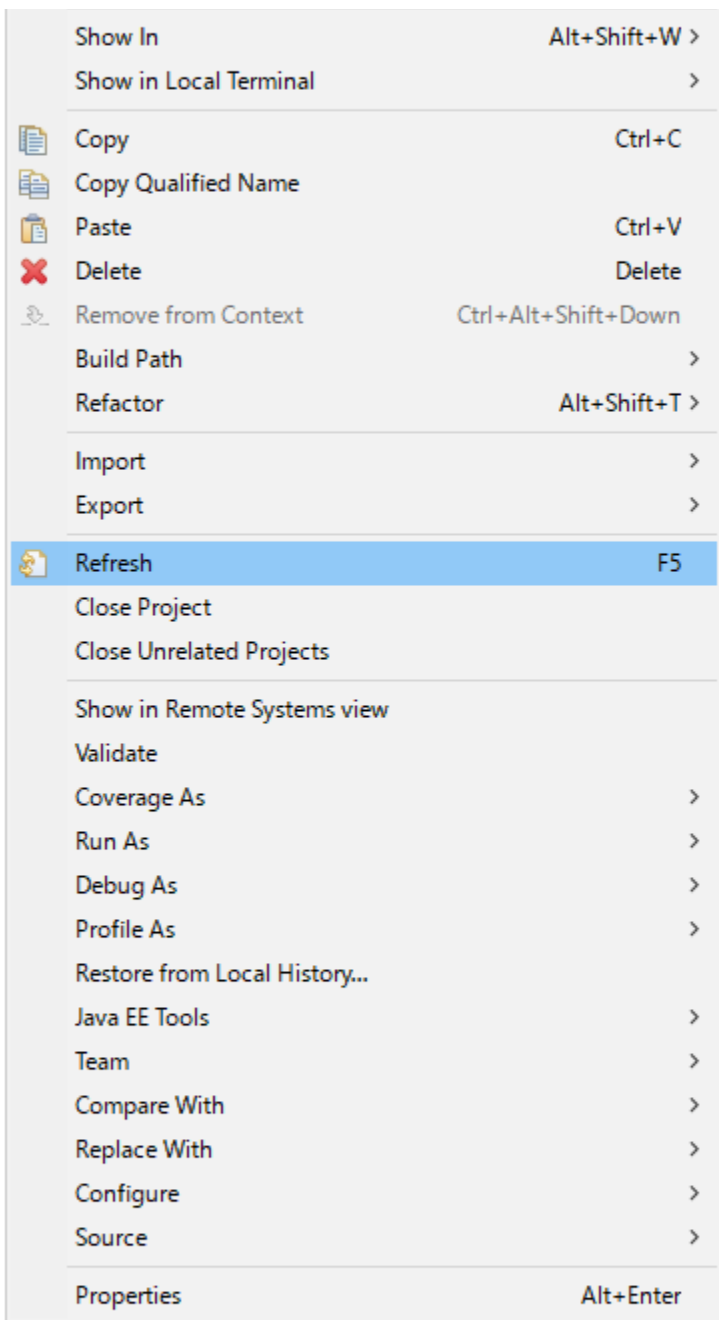
```
C:\WINDOWS\system32\cmd.exe

C:\Tutorial\TutorialWeb_B0\tutorialweb>gradlew eclipse
Download http://artifactory.ssp-ukeire-installer.fujitsu.local/artifactory/libs-release/tutorial/project/lib/TutorialLib/0.1/TutorialLib-0.1.jar

BUILD SUCCESSFUL in 1s
5 actionable tasks: 5 executed
C:\Tutorial\TutorialWeb_B0\tutorialweb>
```

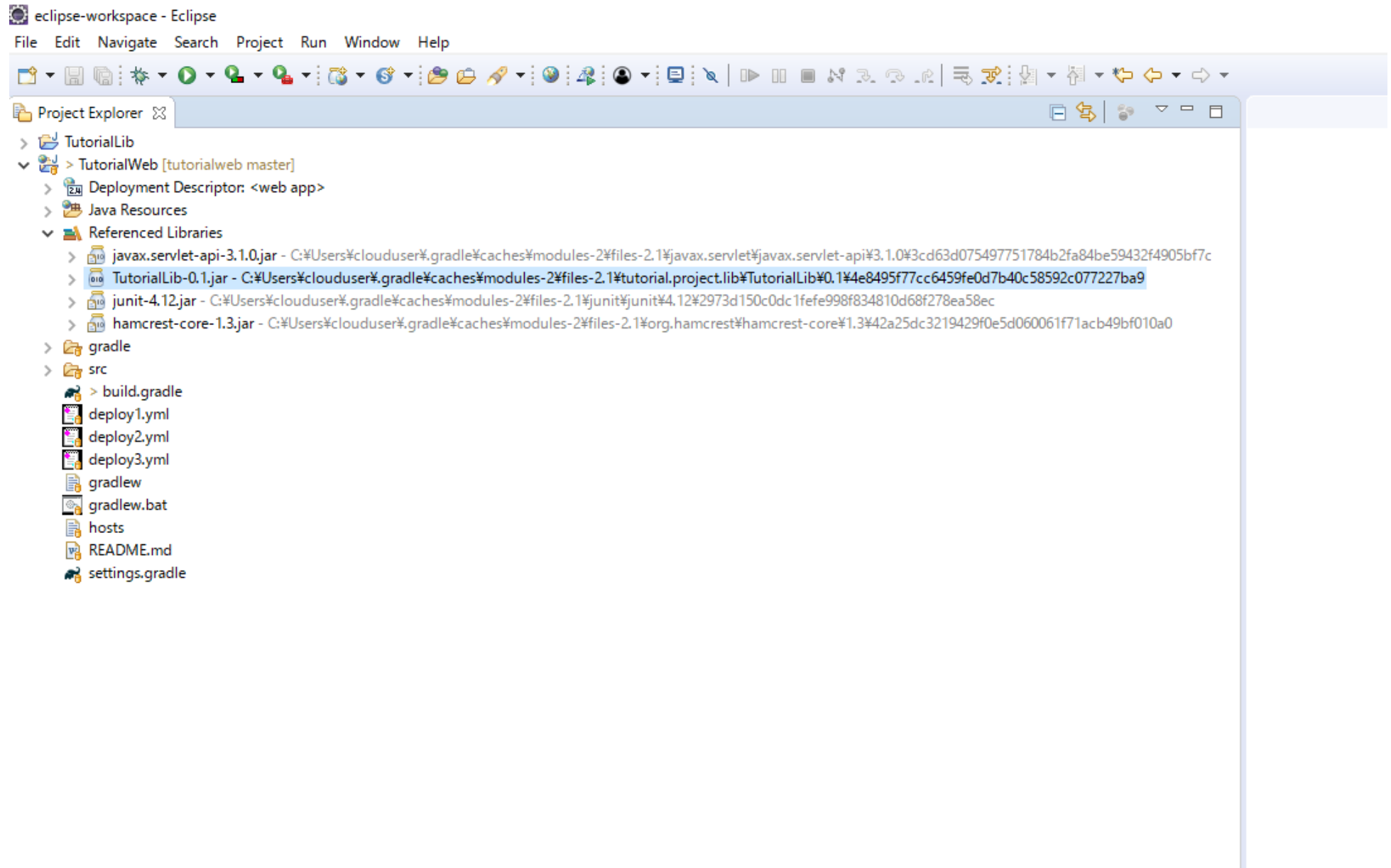
7. In Eclipse, open the [Project Explorer] windows and then right click the [TutorialWeb] repository. From the context menu, click [Refresh].







8. In Eclipse, open the [Project Explorer] window and open the [Referenced Libraries] tree. Check if TutorialLib-0.1.jar file is included in the directory.



With these procedures, the common components project can now be used.

5.1.4. Web Application Implementation

Team B will implement a web application that checks the results of Mathematical addition.
At this point, it is expected that the developer of team B will write a low quality source code.

1. Under the directory `C:/Tutorial/TutorialWeb_B0/TutorialWeb` , create the following new directories for the source codes of team B.

```
src/main/java/tutorial/project/web/teamb
```

```
src/main/webapp/WEB-INF/jsp/teamb
```

2. Add the following 3 java files under `src/main/java/tutorial/project/web/teamb` directory.

list 7. CalculationUtilB.java

```
1 package project.web.teamb;
2
3 /**
4  * This is a utility class that performs calculations.
5  */
6 public final class CalculationUtilB {
7     /**
8      * Add arguments x and y.
9      *
10     * @param x
11     *      argument
12     * @param y
13     *      argument
14     * @return calculation result
15     */
16     public static int add(int x, int y) {
17         return x + y;
18     }
19 }
```

JAVA

list 8. CalculationInputCalculateServletB.java

```
1 package project.web.teamb;
2
3 import java.io.IOException;
4
5 import javax.servlet.ServletException;
6 import javax.servlet.annotation.WebServlet;
7 import javax.servlet.http.HttpServlet;
8 import javax.servlet.http.HttpServletRequest;
9 import javax.servlet.http.HttpServletResponse;
10
11 import project.lib.CheckUtil;
12
13 /**
14  * A servlet class that processes the calculate button of the calculation input
15  * screen.
16  */
17 @WebServlet("/TeamB/CalculationInputCalculate.do")
18 public class CalculationInputCalculateServletB extends HttpServlet {
19     /**
20      * Constructs a new instance.
21      */
22     public CalculationInputCalculateServletB() {
23     }
24
25     /**
26      * Handle a POST request.
27      *
28      * @param request
29      *      an {@link HttpServletRequest} object that contains the request
30      *      the client has made of the servlet
31      * @param response
32      *      an {@link HttpServletResponse} object that contains the
33      *      response the servlet sends to the client
34      * @throws IOException
35      *      if an input or output error is detected when the servlet
36      *      handles the GET request
37      * @throws ServletException
38      *      if the request for the GET could not be handled
39      */
40     @Override
41     protected void doPost(HttpServletRequest request, HttpServletResponse response)
42         throws ServletException, IOException {
43         String formArgX = request.getParameter("argX");
44         String formArgY = request.getParameter("argY");
45         if (CheckUtil.isNullOrEmpty(formArgX)) {
46             request.setAttribute("errorMessage", "argumentX is required.");
47             request.setAttribute("argX", formArgX);
```



```
48         request.setAttribute("argY", formArgY);
49         request.getRequestDispatcher("/WEB-INF/jsp/teamb/CalculationInputB.jsp").forward(request, response);
50         return;
51     }
52     if (CheckUtil.isNullOrEmpty(formArgY)) {
53         request.setAttribute("errorMessage", "argumentY is required.");
54         request.setAttribute("argX", formArgX);
55         request.setAttribute("argY", formArgY);
56         request.getRequestDispatcher("/WEB-INF/jsp/teamb/CalculationInputB.jsp").forward(request, response);
57         return;
58     }
59
60     int argX;
61     int argY;
62     if (CheckUtil.isNumber(formArgX)) {
63         argX = Integer.parseInt(formArgX);
64     } else {
65         request.setAttribute("errorMessage", "argumentX must be numeric.");
66         request.setAttribute("argX", formArgX);
67         request.setAttribute("argY", formArgY);
68         request.getRequestDispatcher("/WEB-INF/jsp/teamb/CalculationInputB.jsp").forward(request, response);
69         return;
70     }
71     if (CheckUtil.isNumber(formArgY)) {
72         argY = Integer.parseInt(formArgY);
73     } else {
74         request.setAttribute("errorMessage", "argumentY must be numeric.");
75         request.setAttribute("argX", formArgX);
76         request.setAttribute("argY", formArgY);
77         request.getRequestDispatcher("/WEB-INF/jsp/teamb/CalculationInputB.jsp").forward(request, response);
78         return;
79     }
80
81     int result = CalculationUtilB.add(argX, argY);
82     request.setAttribute("argX", argX);
83     request.setAttribute("argY", argY);
84     request.setAttribute("result", result);
85     request.getRequestDispatcher("/WEB-INF/jsp/teamb/CalculationResultB.jsp").forward(request, response);
86 }
87 }
```

list 9. CalculationInputCreateServletB.java

```
1 package project.web.teamb;
2
3 import java.io.IOException;
4
5 import javax.servlet.ServletException;
6 import javax.servlet.annotation.WebServlet;
7 import javax.servlet.http.HttpServlet;
8 import javax.servlet.http.HttpServletRequest;
9 import javax.servlet.http.HttpServletResponse;
10
11 /**
12  * A servlet class that initializes the calculation input screen.
13  */
14 @WebServlet("/TeamB/CalculationInput.Create")
15 public class CalculationInputCreateServletB extends HttpServlet {
16     /** serialVersionUID */
17     private static final long serialVersionUID = 2972265646531623810L;
18
19     /**
20      * Constructs a new instance.
21      */
22     public CalculationInputCreateServletB() {
23     }
24
25     /**
26      * Handle a GET request.
27      *
28      * @param request
29      *      an {@link HttpServletRequest} object that contains the request
30      *      the client has made of the servlet
31      * @param response
32      *      an {@link HttpServletResponse} object that contains the
33      *      response the servlet sends to the client
34      * @throws IOException
35      *      if an input or output error is detected when the servlet
36      *      handles the GET request
37      * @throws ServletException
38      *      if the request for the GET could not be handled
39      */
40     @Override
41     protected void doGet(HttpServletRequest request, HttpServletResponse response)
42         throws ServletException, IOException {
43         request.getRequestDispatcher("/WEB-INF/jsp/teamb/CalculationInputB.jsp").forward(request, response);
44     }
45 }
```

Also, add the following 2 jsp files under the directory `src/main/webapp/WEB-INF/jsp/teamb` .

list 10. CalculationInputB.jsp

```

1 <%@ page contentType="text/html; charset=UTF-8" pageEncoding="UTF-8"%>
2 <!DOCTYPE html>
3 <html lang="en">
4 <head>
5     <title>Team B - Calculation Input</title>
6     <meta charset="UTF-8">
7 </head>
8 <body>
9     ${errorMessage}
10    <form action="<%=request.getContextPath()%>/TeamB/CalculationInputCaluculate.do" method="POST">
11        argumentX
12        <input type="text" name="argX" value="${requestScope.argX}"/><br>
13        argumentY
14        <input type="text" name="argY" value="${requestScope.argY}"/><br>
15        <input type="submit" value="Calculate">
16    </form>
17 </body>
18 </html>

```

JAVA

list 11. CalculationResultB.jsp

```

1 <%@ page contentType="text/html; charset=UTF-8" pageEncoding="UTF-8"%>
2 <!DOCTYPE html>
3 <html lang="en">
4 <head>
5     <title>Team B - Calculation Result</title>
6     <meta charset="UTF-8">
7 </head>
8 <body>
9     ${requestScope.argX} + ${requestScope.argY} = ${requestScope.result}
10 </body>
11 </html>

```

JAVA

3.[Commit & Push] the modified source codes and reflect all the changes in the repository. From the context menu of [TortoiseGit], click [Git Commit] and input the description of the commit then click the [Commit & Push] button (can be selected from the pull-down menu of Commit button).

Item Field	Value
Message	Add team B implementation
Changes made (double-click on file for diff)	Put a check mark in all the files



When username and password are required

When the username and password of TortoiseGit are required, input the user credentials of [app.b0].

5.2. Team A development

5.2.1. Development preparation

Create directory for cloning the development assets from the repository and storing the source code of team A.

1. In the local machine, create the following directory.

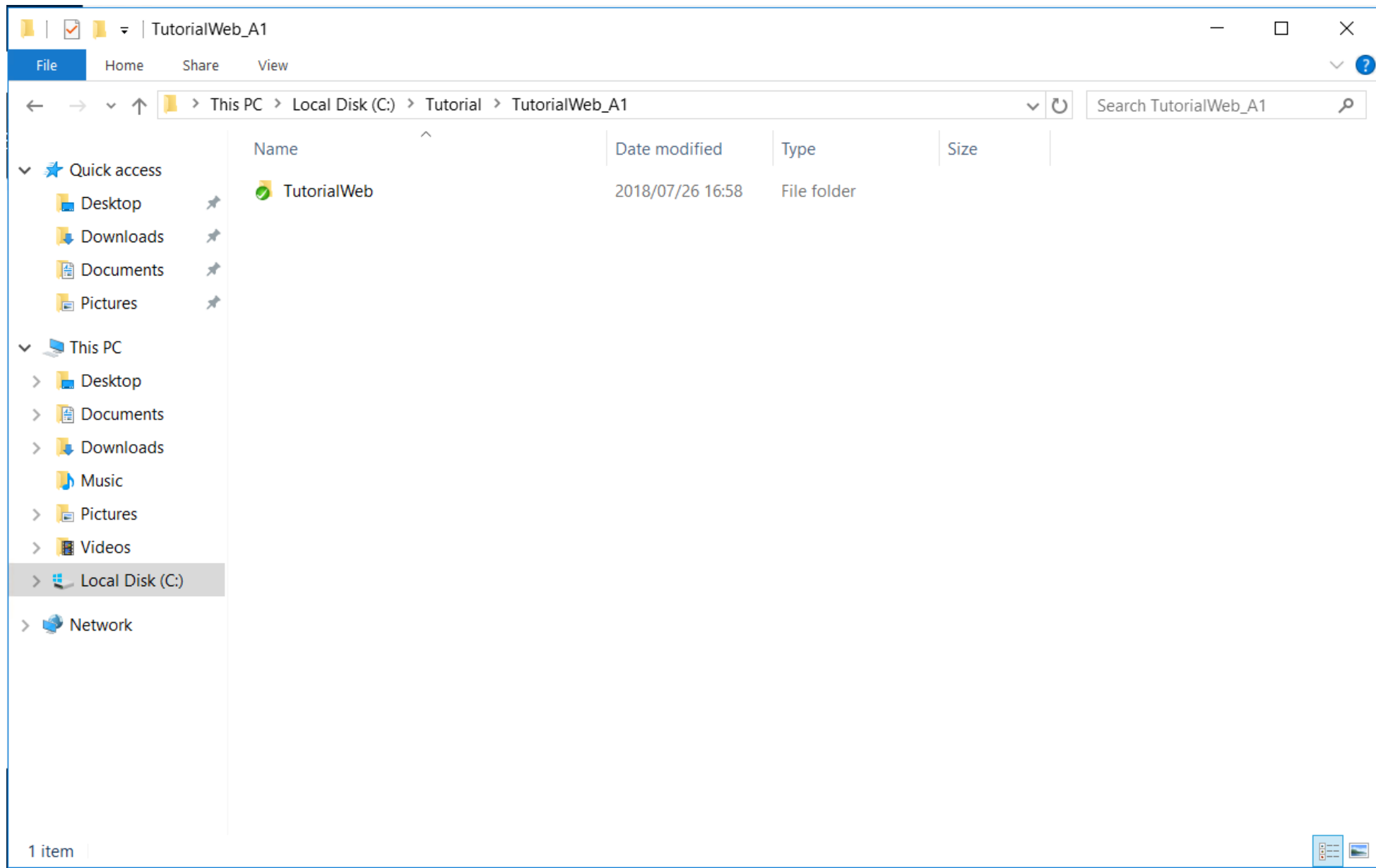
`C:/Tutorial/TutorialWeb_A1`

2. Login to DADock Portal as [app.a1] user and clone the [TutorialWeb] repository in the newly created directory.



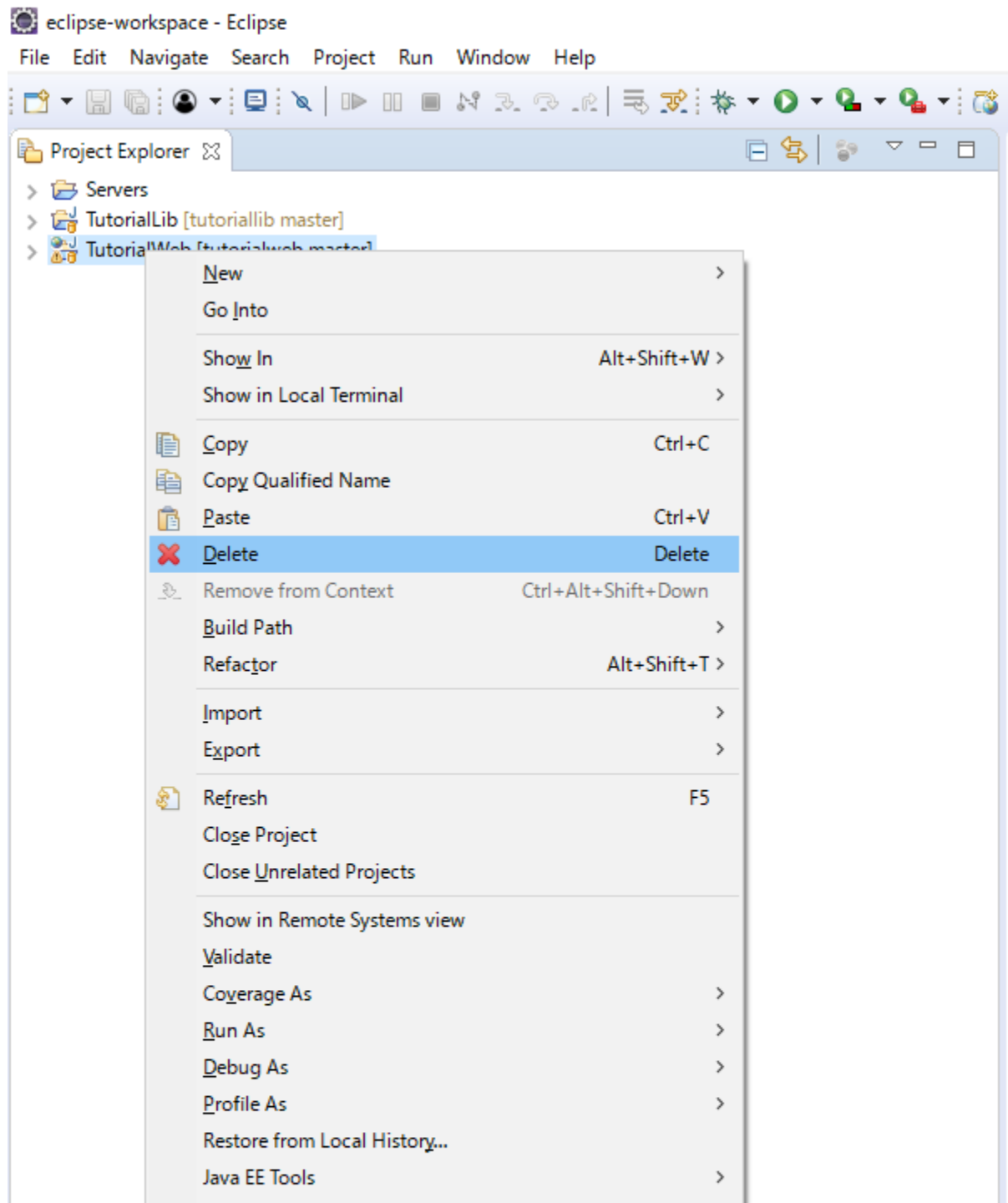
Refer to Clone the development assets from the project.

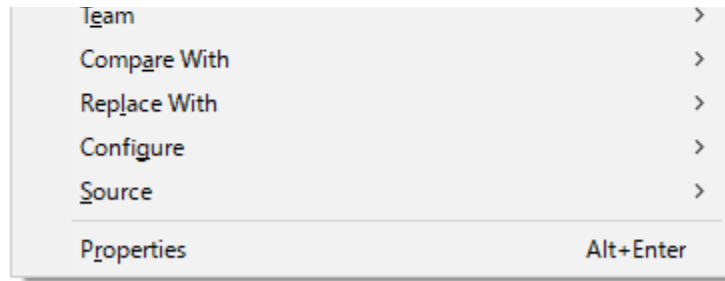
After cloning, the directory `C:/Tutorial/TutorialWeb_A1/tutorialweb` will be automatically created.



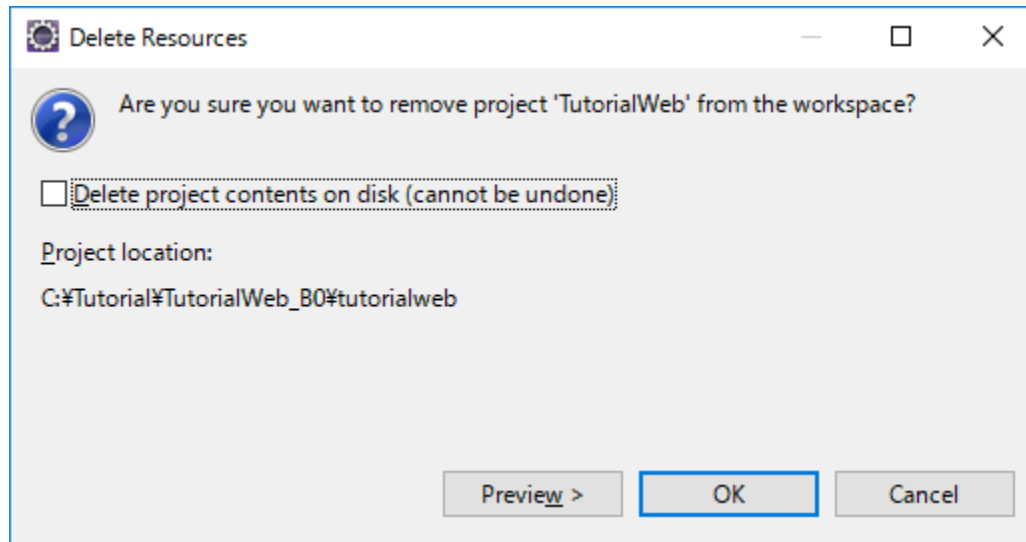
3. In order to import the development assets of team A in Eclipse, delete first [TutorialWeb] project Development preparation in Eclipse.

In Eclipse, select [Project Explorer] then right click [TutorialWeb] project then from the context menu, click the [Delete] button.





Check if the [Delete project contents on disk (cannot be undone)] does not have a check mark and click the [OK] button.



4.Import the cloned development assets in Eclipse.



Refer to Importing the development assets in Eclipse.

5.2.2. Web application Implementation

Team A will implement a web application that checks the results of Mathematical multiplication.
At this point, it is expected that the developer of team A will write a high quality source code.

1.Under the directory `C:/Tutorial/TutorialWeb_A1/tutorialweb` , create the following new directories for the source codes of team A.

```
src/main/java/project/web/teama  
src/main/webapp/WEB-INF/jsp/teama  
src/test/java/project/web/teama
```

2.Add the following 3 java files under `src/main/java/project/web/teama` directory.

list 12. CalculationUtilA.java

```
1  package project.web.teama;  
2  
3  /**  
4   * This is a utility class that performs calculations.  
5   */  
6  public final class CalculationUtilA {  
7      /**  
8       * This class is a utility class and can not be instantiated.  
9       */  
10     private CalculationUtilA() {  
11     }  
12  
13     /**  
14      * Multiply arguments x and y.  
15      *  
16      * @param x  
17      *      argument  
18      * @param y  
19      *      argument  
20      * @return calculation result  
21      */  
22     public static int multiply(int x, int y) {  
23         return x * y;  
24     }  
25 }
```

JAVA

list 13. CalculationInputCalculateServletA.java

```
1 package project.web.teama;
2
3 import java.io.IOException;
4
5 import javax.servlet.ServletException;
6 import javax.servlet.annotation.WebServlet;
7 import javax.servlet.http.HttpServlet;
8 import javax.servlet.http.HttpServletRequest;
9 import javax.servlet.http.HttpServletResponse;
10
11 import project.lib.CheckUtil;
12
13 /**
14  * A servlet class that processes the calculate button of the calculation input
15  * screen.
16  */
17 @WebServlet("/TeamA/CalculationInputCalculate.do")
18 public class CalculationInputCalculateServletA extends HttpServlet {
19     private static final String ERROR_MESSAGE_KEY = "errorMessage";
20     /** serialVersionUID */
21     private static final long serialVersionUID = 2972265646531623810L;
22
23     /**
24      * Constructs a new instance.
25      */
26     public CalculationInputCalculateServletA() {
27         // No operation
28     }
29
30     /**
31      * Handle a POST request.
32      *
33      * @param request
34      *      an {@link HttpServletRequest} object that contains the request
35      *      the client has made of the servlet
36      * @param response
37      *      an {@link HttpServletResponse} object that contains the
38      *      response the servlet sends to the client
39      * @throws IOException
40      *      if an input or output error is detected when the servlet
41      *      handles the GET request
42      * @throws ServletException
43      *      if the request for the GET could not be handled
44      */
45     @Override
46     protected void doPost(HttpServletRequest request, HttpServletResponse response)
47         throws ServletException, IOException {
```

```
48 String formArgX = request.getParameter("argX");
49 String formArgY = request.getParameter("argY");
50 // You can link with the Java Library Project of DevOps Project
51 // Initializer
52 // by releasing the following comment out and modifying the dependencies
53 // of build.gradle.
54 if (CheckUtil.isNullOrEmpty(formArgX)) {
55     request.setAttribute(ERROR_MESSAGE_KEY, "argumentX is required.");
56     request.setAttribute("argX", formArgX);
57     request.setAttribute("argY", formArgY);
58     forwardToInputPage(request, response);
59     return;
60 }
61 if (CheckUtil.isNullOrEmpty(formArgY)) {
62     request.setAttribute(ERROR_MESSAGE_KEY, "argumentY is required.");
63     request.setAttribute("argX", formArgX);
64     request.setAttribute("argY", formArgY);
65     forwardToInputPage(request, response);
66     return;
67 }
68
69 int argX = 0;
70 int argY = 0;
71 if (CheckUtil.isNumber(formArgX)) {
72     try {
73         argX = Integer.parseInt(formArgX);
74     } catch (NumberFormatException e) {
75         // cannot be reached
76     }
77 } else {
78     request.setAttribute(ERROR_MESSAGE_KEY, "argumentX must be numeric.");
79     request.setAttribute("argX", formArgX);
80     request.setAttribute("argY", formArgY);
81     forwardToInputPage(request, response);
82     return;
83 }
84 if (CheckUtil.isNumber(formArgY)) {
85     try {
86         argY = Integer.parseInt(formArgY);
87     } catch (NumberFormatException e) {
88         // cannot be reached
89     }
90 } else {
91     request.setAttribute(ERROR_MESSAGE_KEY, "argumentY must be numeric.");
92     request.setAttribute("argX", formArgX);
93     request.setAttribute("argY", formArgY);
94     forwardToInputPage(request, response);
95     return;
```

```
96         }
97
98         int result = CalculationUtilA.multiply(argX, argY);
99         request.setAttribute("argX", argX);
100        request.setAttribute("argY", argY);
101        request.setAttribute("result", result);
102        forwardToResultPage(request, response);
103    }
104
105    /**
106     * Forward the request to Calculation Input page.
107     *
108     * @param request
109     *         an {@link HttpServletRequest} object that contains the request
110     *         the client has made of the servlet
111     * @param response
112     *         an {@link HttpServletResponse} object that contains the
113     *         response the servlet sends to the client
114     */
115    private void forwardToInputPage(HttpServletRequest request, HttpServletResponse response) {
116        try {
117            request.getRequestDispatcher("/WEB-INF/jsp/teama/CalculationInputA.jsp").forward(request, response);
118        } catch (ServletException | IOException e) {
119            e.printStackTrace();
120        }
121    }
122
123    /**
124     * Forward the request to Calculation Result page.
125     *
126     * @param request
127     *         an {@link HttpServletRequest} object that contains the request
128     *         the client has made of the servlet
129     * @param response
130     *         an {@link HttpServletResponse} object that contains the
131     *         response the servlet sends to the client
132     */
133    private void forwardToResultPage(HttpServletRequest request, HttpServletResponse response) {
134        try {
135            request.getRequestDispatcher("/WEB-INF/jsp/teama/CalculationResultA.jsp").forward(request, response);
136        } catch (ServletException | IOException e) {
137            e.printStackTrace();
138        }
139    }
140 }
```

list 14. CalculationInputCreateServletA.java

```
1 package project.web.teama;
2
3 import java.io.IOException;
4
5 import javax.servlet.ServletException;
6 import javax.servlet.annotation.WebServlet;
7 import javax.servlet.http.HttpServlet;
8 import javax.servlet.http.HttpServletRequest;
9 import javax.servlet.http.HttpServletResponse;
10
11 /**
12  * A servlet class that initializes the calculation input screen.
13  */
14 @WebServlet("/TeamA/CalculationInput.Create")
15 public class CalculationInputCreateServletA extends HttpServlet {
16     /** serialVersionUID */
17     private static final long serialVersionUID = 2972265646531623810L;
18
19     /**
20      * Constructs a new instance.
21      */
22     public CalculationInputCreateServletA() {
23         // No operation
24     }
25
26     /**
27      * Handle a GET request.
28      *
29      * @param request
30      *      an {@link HttpServletRequest} object that contains the request
31      *      the client has made of the servlet
32      * @param response
33      *      an {@link HttpServletResponse} object that contains the
34      *      response the servlet sends to the client
35      * @throws IOException
36      *      if an input or output error is detected when the servlet
37      *      handles the GET request
38      * @throws ServletException
39      *      if the request for the GET could not be handled
40      */
41     @Override
42     protected void doGet(HttpServletRequest request, HttpServletResponse response)
43         throws ServletException, IOException {
44         try {
45             request.getRequestDispatcher("/WEB-INF/jsp/teama/CalculationInputA.jsp").forward(request, response);
46         } catch (ServletException | IOException e) {
47             e.printStackTrace();
48         }
49     }
50 }
```

```

48 |         }
49 |     }
50 | }

```

Also, add the following 2 jsp files under the directory `src/main/webapp/WEB-INF/jsp/teama`.

list 15. CalculationInputA.jsp

```

1  <%@ page contentType="text/html; charset=UTF-8" pageEncoding="UTF-8"%>
2  <!DOCTYPE html>
3  <html lang="en">
4  <head>
5      <title>Team A - Calculation Input</title>
6      <meta charset="UTF-8">
7  </head>
8  <body>
9      ${errorMessage}
10     <form action="<%=request.getContextPath()%>/TeamA/CalculationInputCaluculate.do" method="POST">
11         argumentX
12         <input type="text" name="argX" value="${requestScope.argX}"/><br>
13         argumentY
14         <input type="text" name="argY" value="${requestScope.argY}"/><br>
15         <input type="submit" value="Calculate">
16     </form>
17 </body>
18 </html>

```

JAVA

list 16. CalculationResultA.jsp

```

1  <%@ page contentType="text/html; charset=UTF-8" pageEncoding="UTF-8"%>
2  <!DOCTYPE html>
3  <html lang="en">
4  <head>
5      <title>Team A - Calculation Result</title>
6      <meta charset="UTF-8">
7  </head>
8  <body>
9      ${requestScope.argX} * ${requestScope.argY} = ${requestScope.result}
10 </body>
11 </html>

```

JAVA

Also, add the following java unit test source code under the directory `src/test/java/project/web/teama`.

list 17. CalculationUtilTestA.java

```

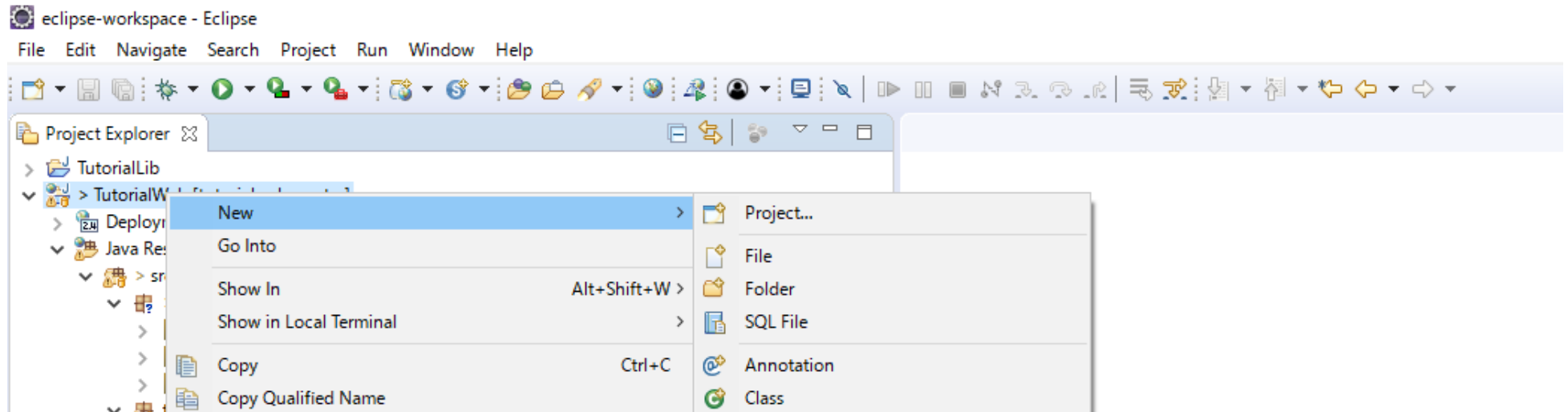
1 package project.web.teama;
2
3 import static org.junit.Assert.*;
4
5 import org.junit.Test;
6
7 public class CalculationUtilTestA {
8     @Test
9     public void testMultiply() {
10         assertEquals(2, CalculationUtilA.multiply(1, 2));
11     }
12
13     @Test
14     public void testMultiply_Zero() {
15         assertEquals(0, CalculationUtilA.multiply(0, 0));
16     }
17 }

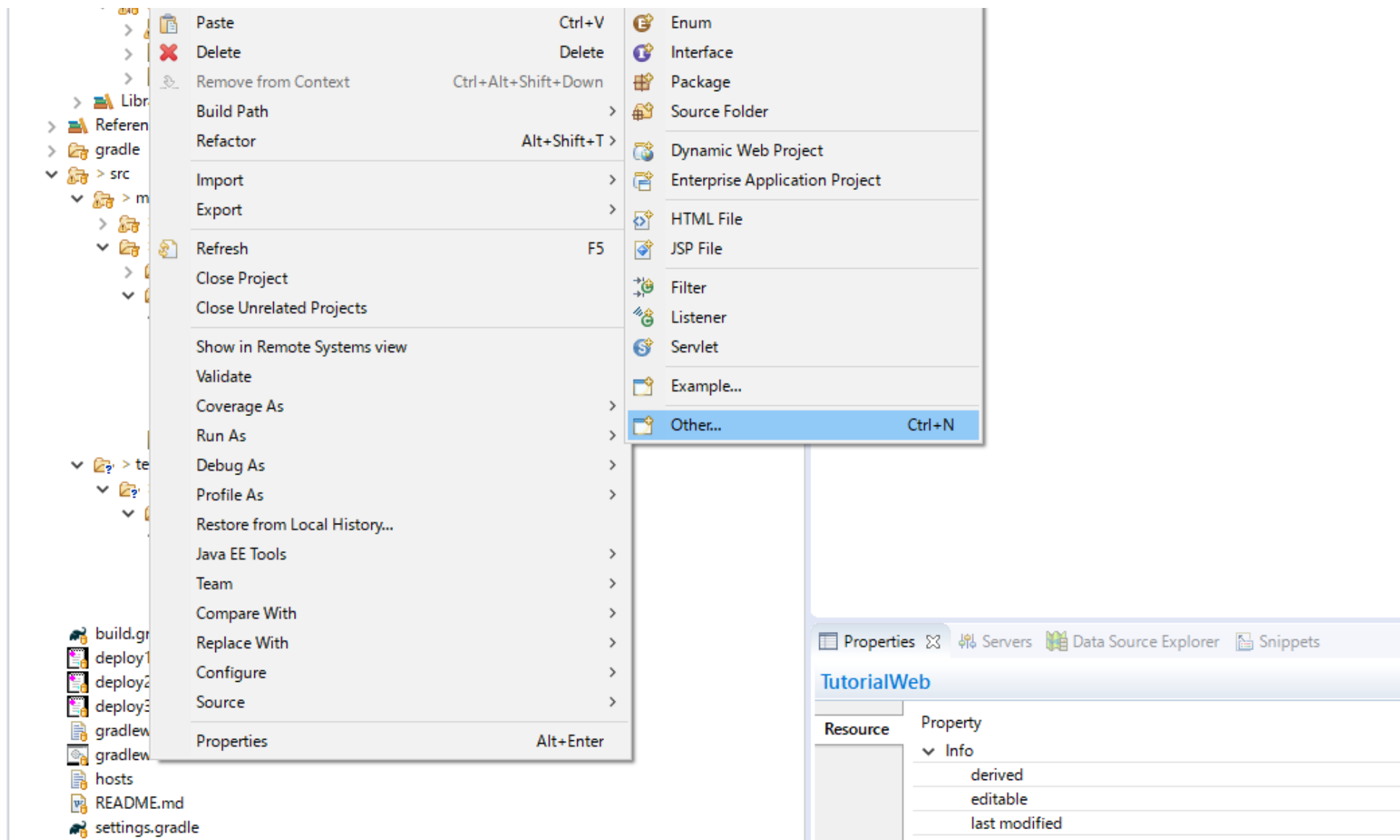
```

JAVA

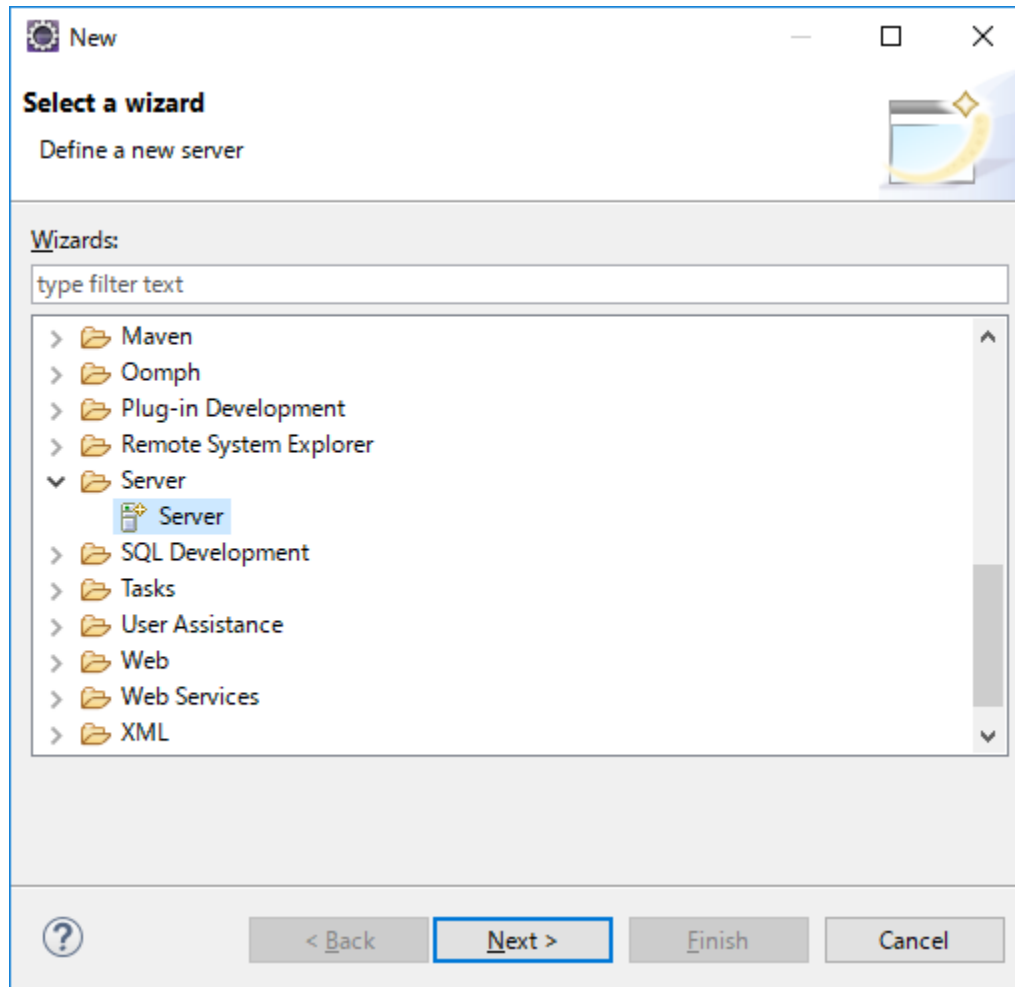
3. Check the operations of the implemented web application in the local machine.

Start Eclipse, from the menu select [File] → [New] then click [Other...] option.





Select [Server] then click the [Next>] button.



From [Apache] directory select the version of Tomcat installed in Tomcat installation and click [Next >] button.

New Server

Define a New Server

Choose the type of server to create

Select the server type:

type filter text

- Tomcat v5.5 Server
- Tomcat v6.0 Server
- Tomcat v7.0 Server
- Tomcat v8.0 Server
- Tomcat v8.5 Server**
- Tomcat v9.0 Server

> Basic

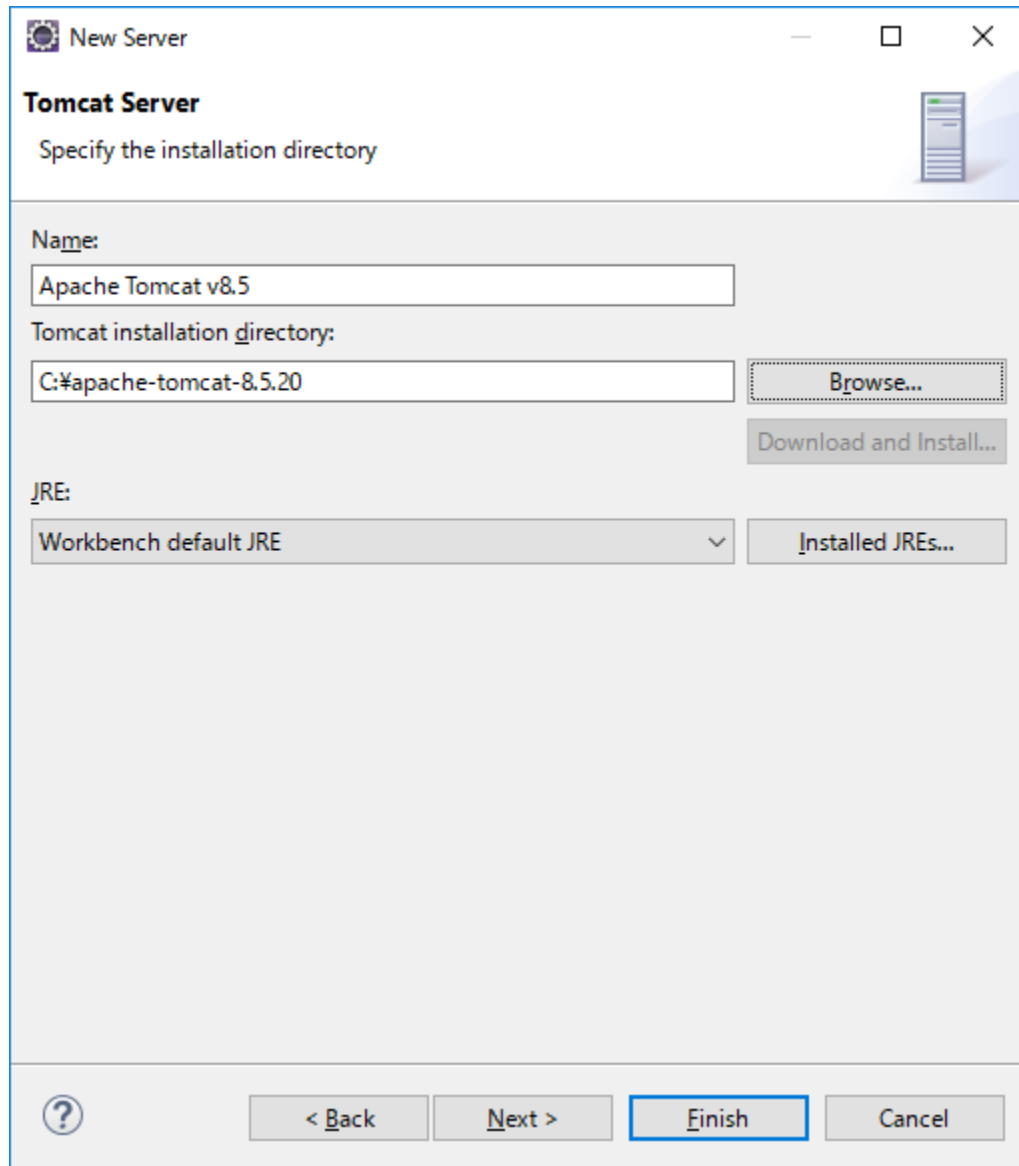
Publishes and runs J2EE and Java EE Web projects and server configurations to a local Tomcat server.

Server's host name: localhost

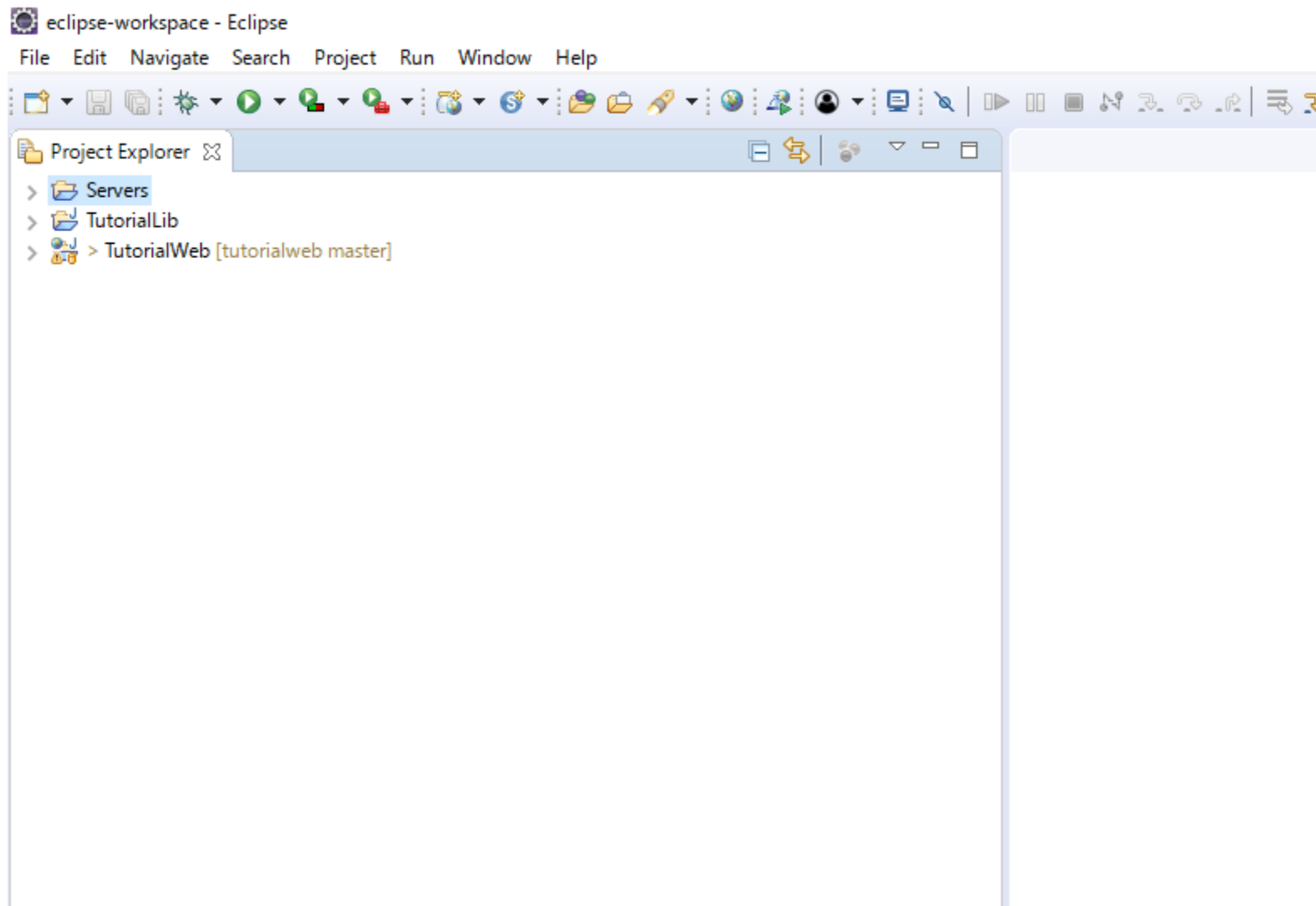
Server name: Tomcat v8.5 Server at localhost

? < Back Next > Finish Cancel

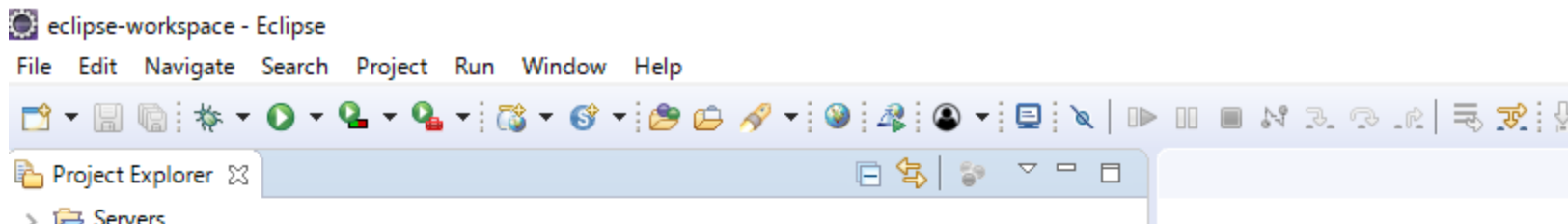
In the field Tomcat installation directory, set the folder of the Tomcat installed in Tomcat installation then click [Finish] button.

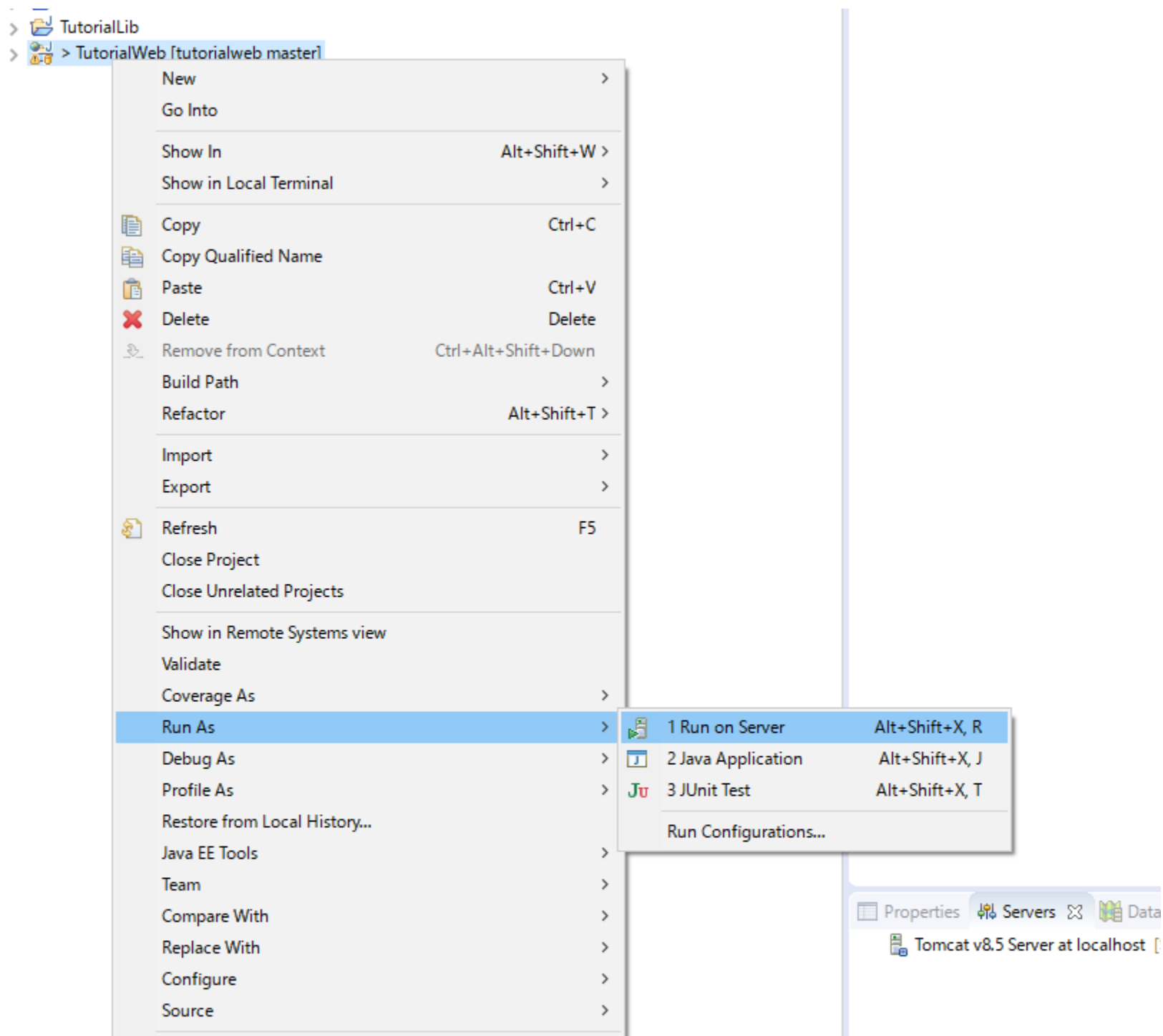


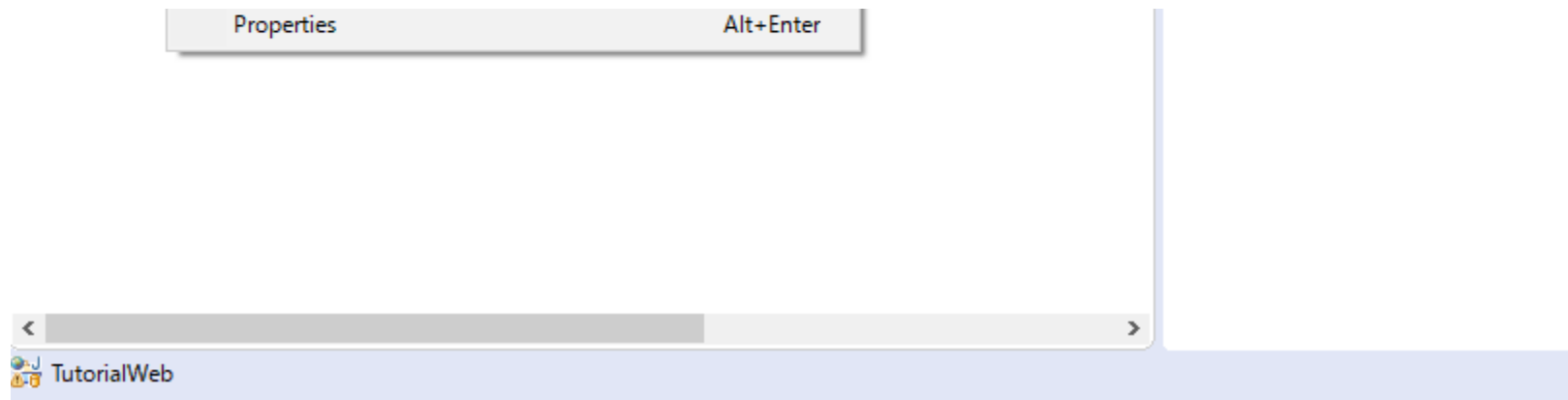
Then in the [Project Explorer] window of Eclipse, check if [Servers] is added.




In [Project Explorer] window of Eclipse, right click [TutorialWeb] project then from the context menu, select [Run As] → [Run on Server] option.








Select the option [Choose an existing server] and select the Tomcat server and click [Finish] button.

 Run On Server

Run On Server

Select which server to use



How do you want to select the server?

☒ Choose an existing server


☐ Manually define a new server

Select the server that you want to use:

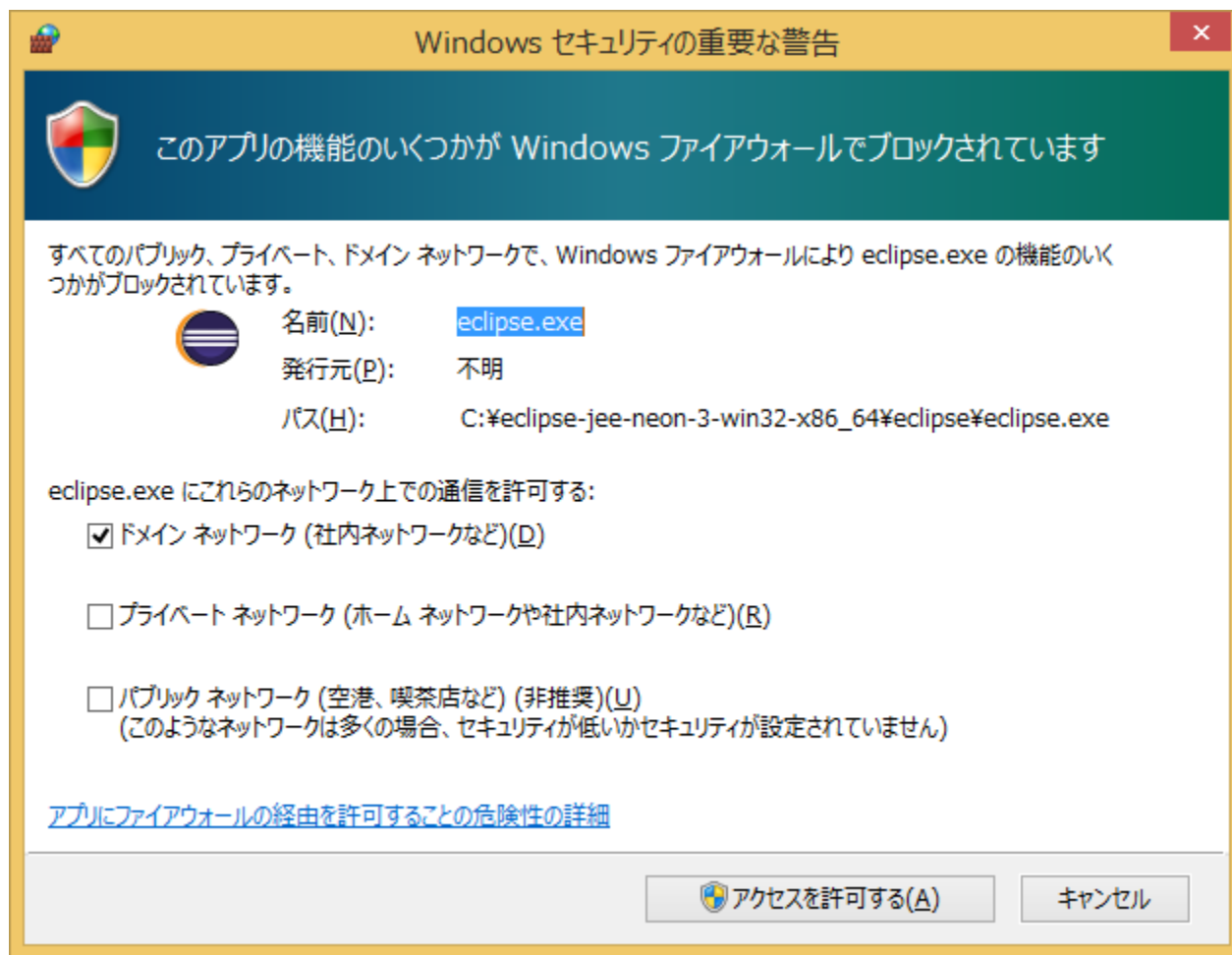
Server	State
localhost	
Tomcat v8.5 Server at localhost	Stopped

Apache Tomcat v8.5 supports J2EE 1.2, 1.3, 1.4, and Java EE 5, 6, and 7 Web modules.

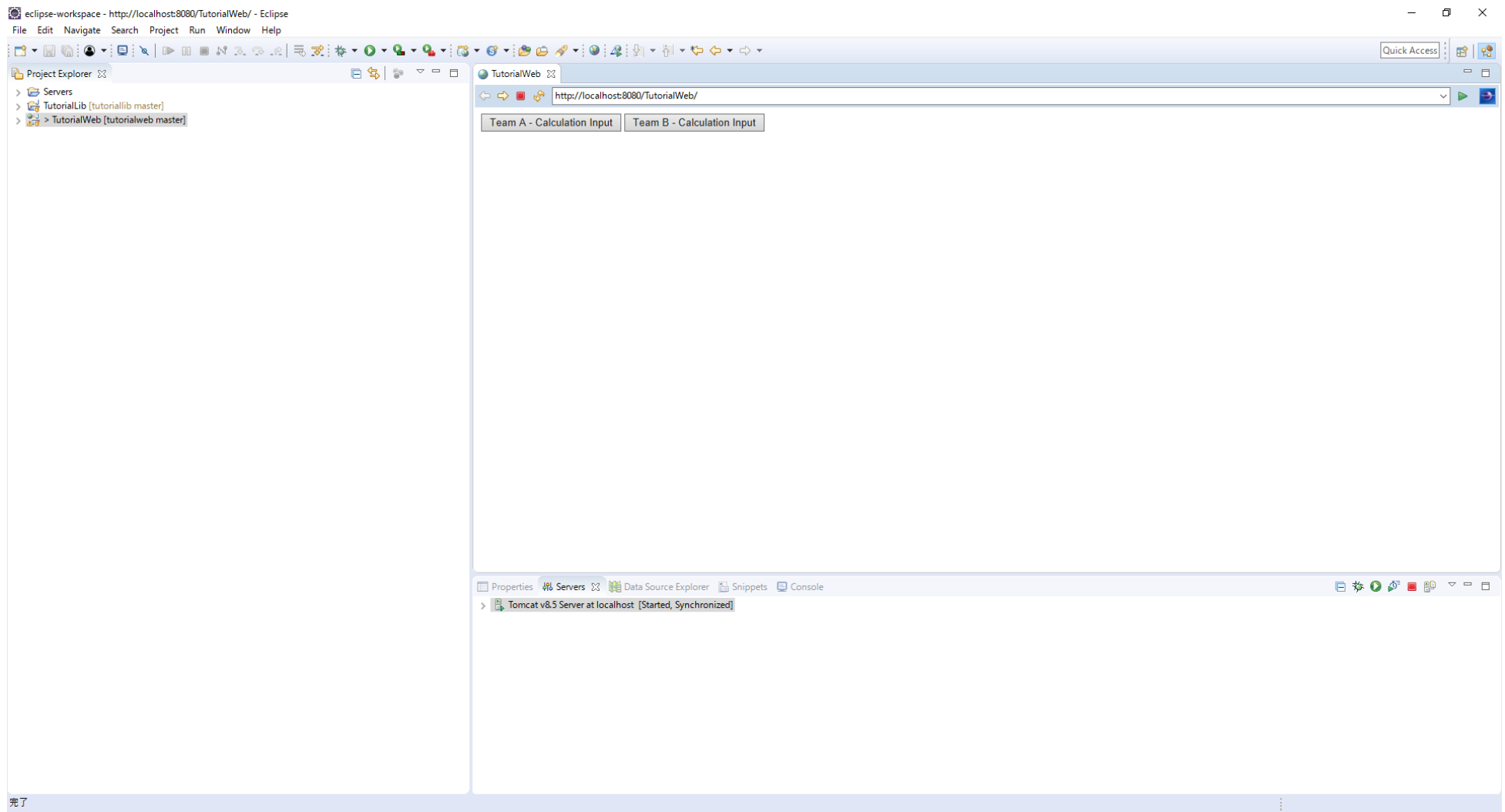
☐ Always use this server when running this project



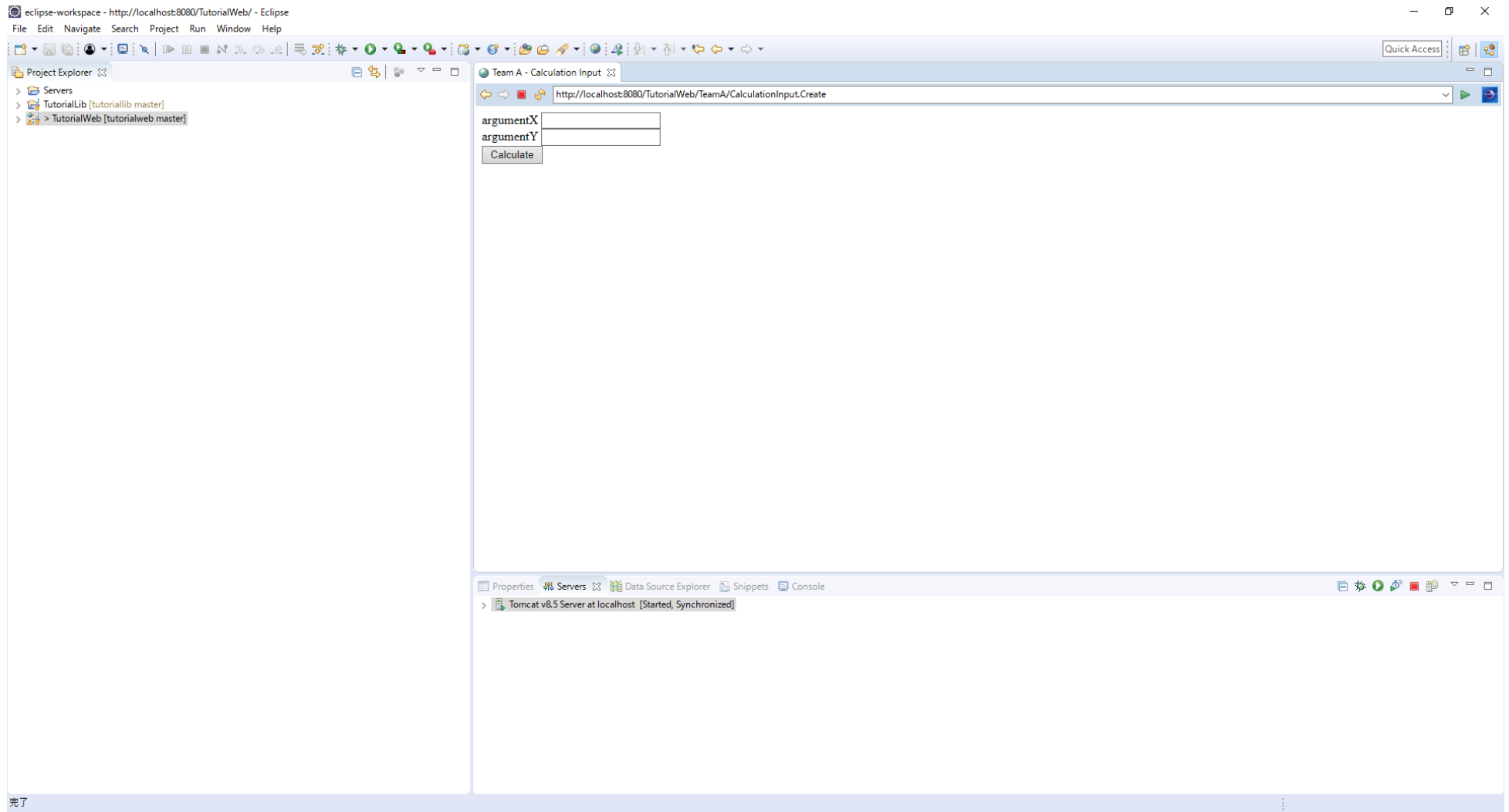
Only during at the initial startup of Tomcat server will the security warning dialog box appear. From the dialog box, click the [Allow access] button.



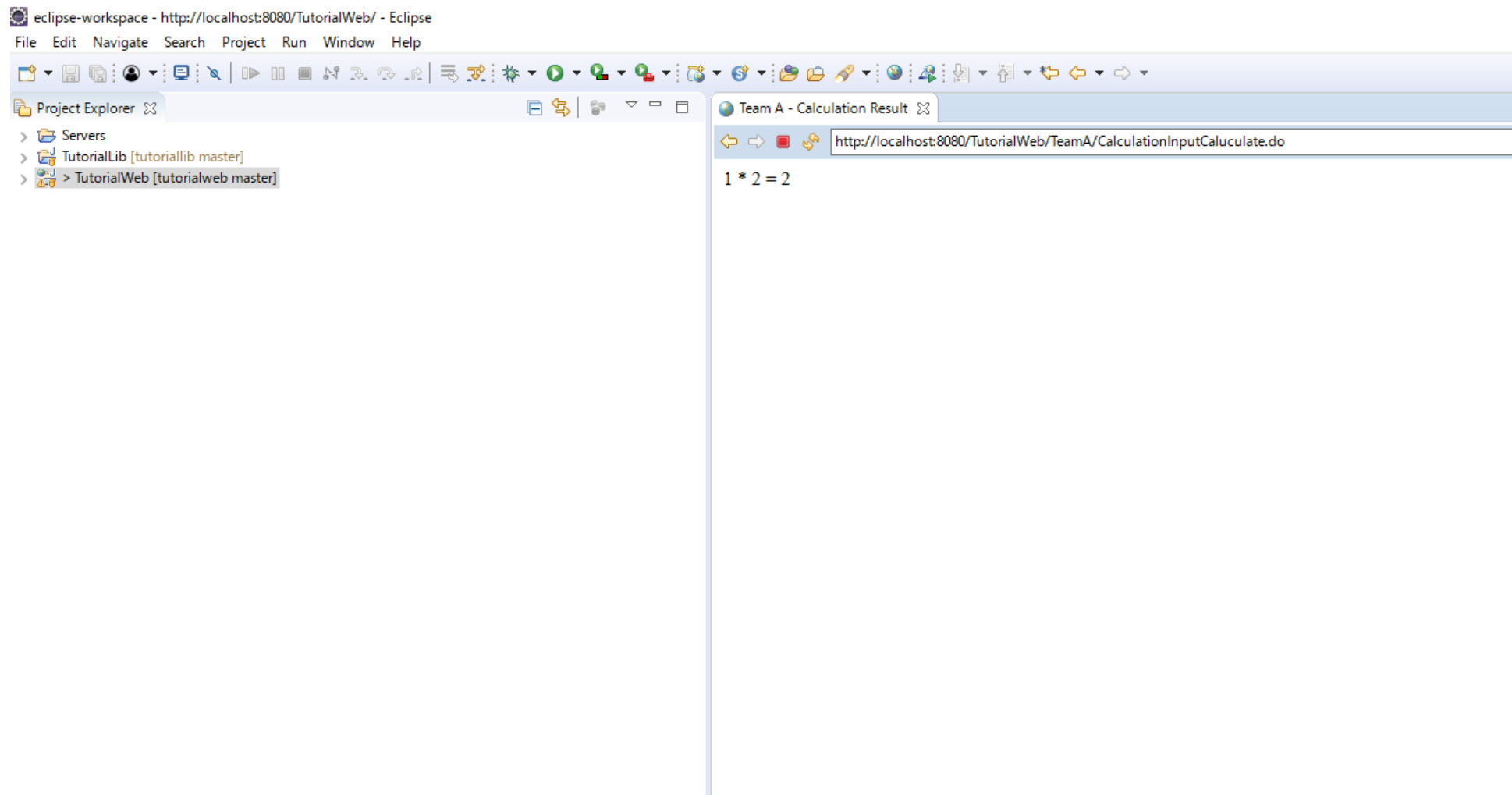
The [Calculation Input] tab will be opened, and the screen as shown below will be displayed.



When the button [Team A - Calculation Input] is clicked, the screen as shown below will be displayed.



In the fields of argumentX and argumentY, input any random number and click the [Calculate] button. Check that the result displayed is the product of the numbers inputted.



4.[Commit & Push] the implemented source code and reflect all the changes in the repository. From the context menu of [TortoiseGit], click [Git Commit] and input the description of commit then, click [Commit & Push] button (can be selected from the pull-down menu of Commit button).

Item Field	Value
Message	Add A team implementation

Item Field	Value
Changes made (double-click the file for diff)	Put a check mark in all the files



When username and password are required

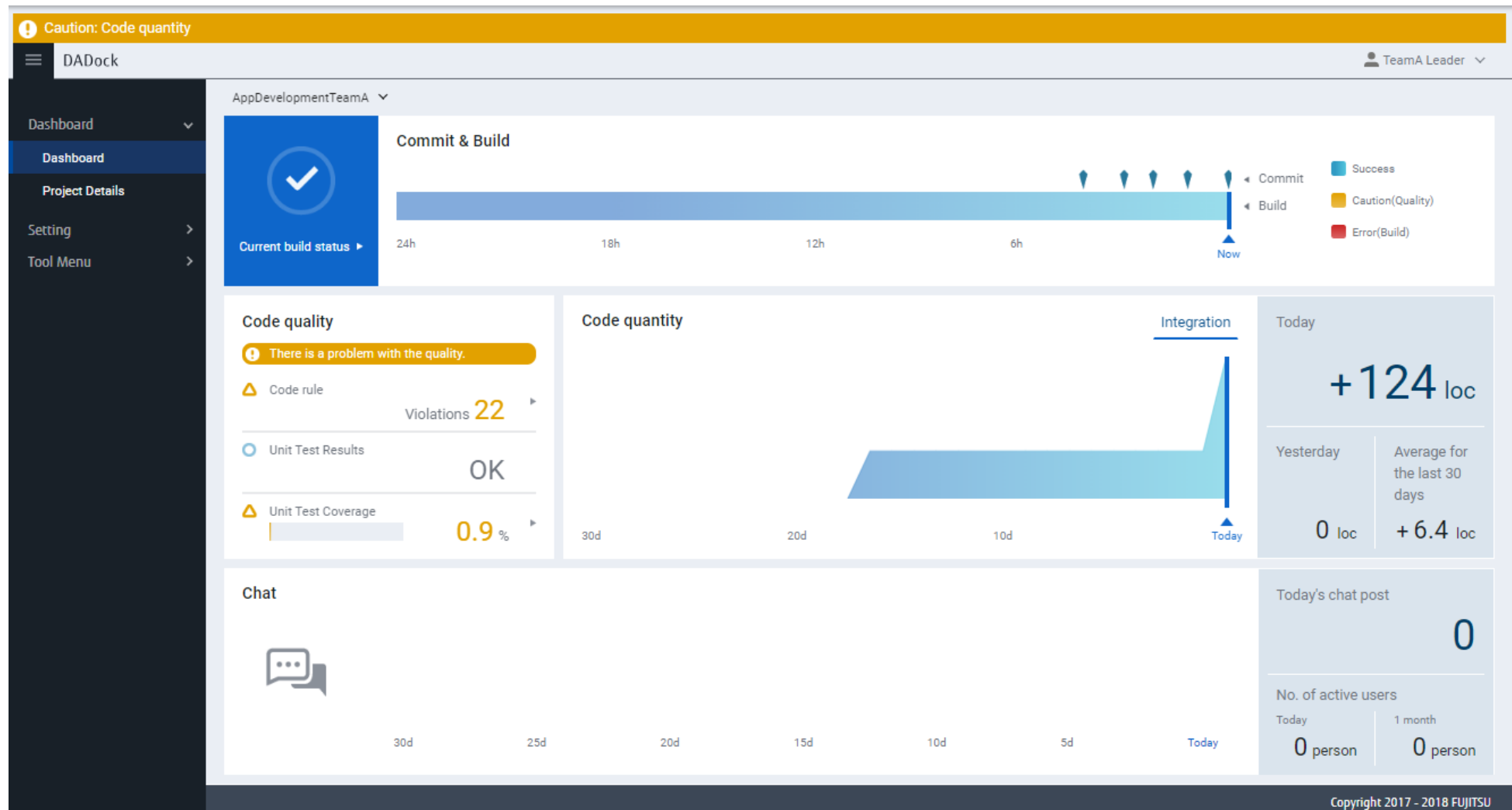
When the username and password of TortoiseGit are required, input the user information of [app.a0].

5.2.3. Source Code Quality Check

The development leader of team A will check the quality of the source code.

1. Access DADock Portal and login as [app.a0] user.

2. At the Dashboard Page of DADock Portal, check the displayed values of the code violation in the source code static analysis.



3. In order to check the values of the code violations implemented only by team A, from the menu bar expand the [Settings] tab and click [Project Settings] to display the Project List Page. +

The screenshot shows the DADock web application interface. On the left is a dark sidebar with a menu containing 'Dashboard', 'Project Details', 'Setting', and 'Tool Menu'. The main content area is titled 'Project List' and contains a table with two columns: 'Project Name' and 'Affiliated Team'. The table lists two projects: 'TutorialLib' affiliated with 'CommonTechnologyTeam' and 'TutorialWeb' affiliated with 'AppDevelopmentTeamA' and 'AppDevelopmentTeamB'. The 'TutorialWeb' row is highlighted in blue. A context menu is open on the right side of the 'TutorialWeb' row, displaying three options: 'Project Team Settings', 'Team Directory Settings', and 'Threshold Value Settings of Project'. The bottom right corner of the interface shows the copyright notice 'Copyright 2017 - 2018 FUJITSU'.

Project Name	Affiliated Team
TutorialLib	[1] CommonTechnologyTeam
TutorialWeb	[2] AppDevelopmentTeamA AppDevelopmentTeamB

- Project Team Settings
- Team Directory Settings
- Threshold Value Settings of Project

4. In order to check the values of the code violations implemented only by team A, at the right part of [TutorialWeb] project, click the context menu and select [Team Directory Settings] to display the Team Directory Settings page.

The screenshot shows the DADock web application interface. The top navigation bar is blue with the 'DADock' logo on the left and a user profile 'TeamA Leader' on the right. A dark sidebar on the left contains a menu with items: 'Dashboard', 'Project Details', 'Setting', 'Project Settings' (highlighted), 'Team Settings', 'User Settings', and 'Tool Menu'. The main content area is titled 'Team Directory Settings [TutorialWeb]' and features a table with two columns: 'Team' and 'Directory Path'. The table is currently empty. A '+' button is located in the top right corner of the table area. A 'Back' button is positioned at the bottom center of the main content area. The footer of the page is blue and contains the text 'Copyright 2017 - 2018 FUJITSU'.

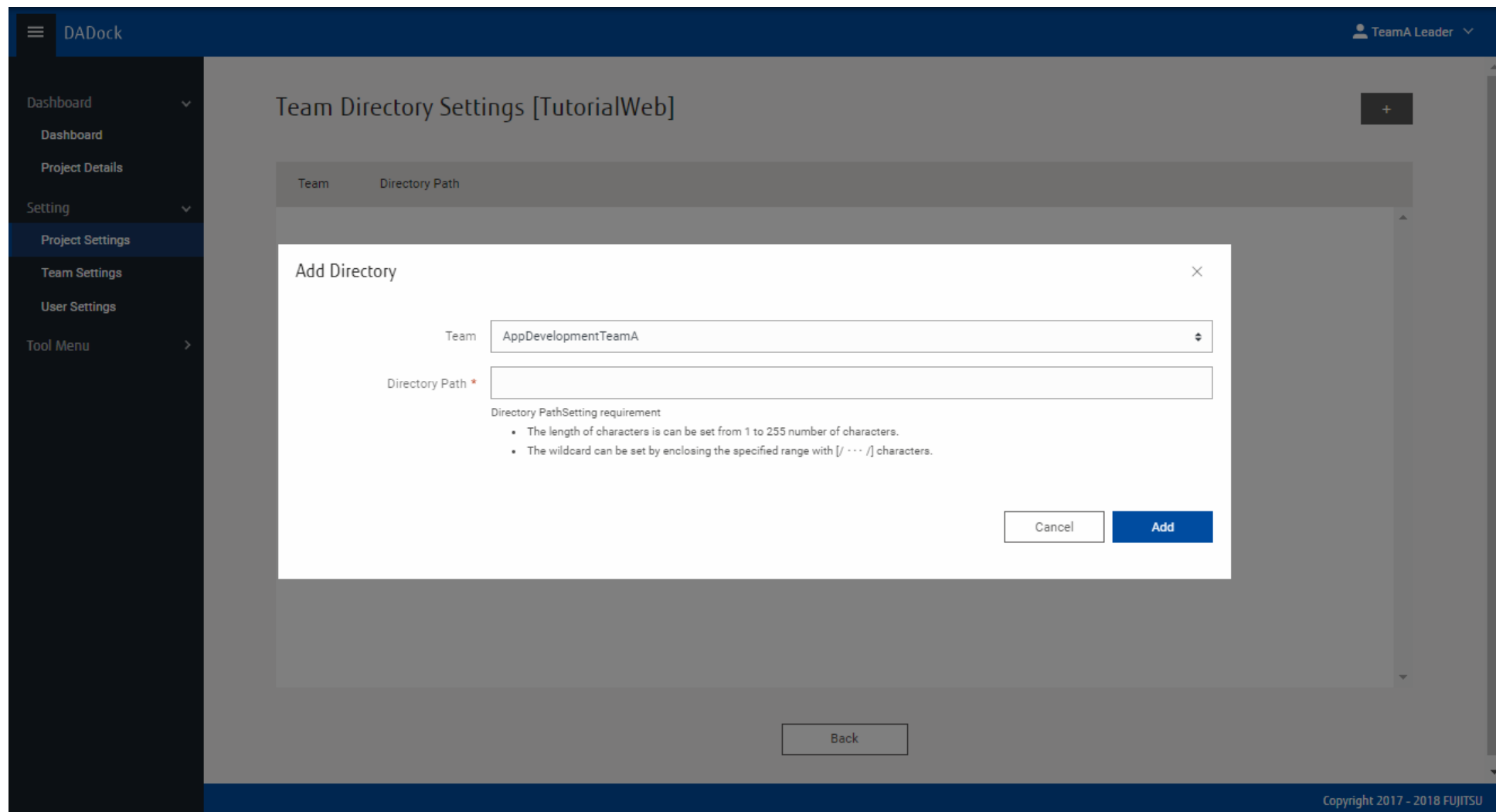
Team Directory Settings [TutorialWeb]

Team	Directory Path
------	----------------

Back

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5. Check if the Team Directory Settings page is displayed, click the [+] button at the upper right side of the page.



6. Check that the Add Directory pop up page is displayed, then input the following information to add the team directory settings and then click the [Add] button.

Item	Value
Team	AppDevelopmentTeamA

Item	Value
Directory Path	*/project/web/team*/

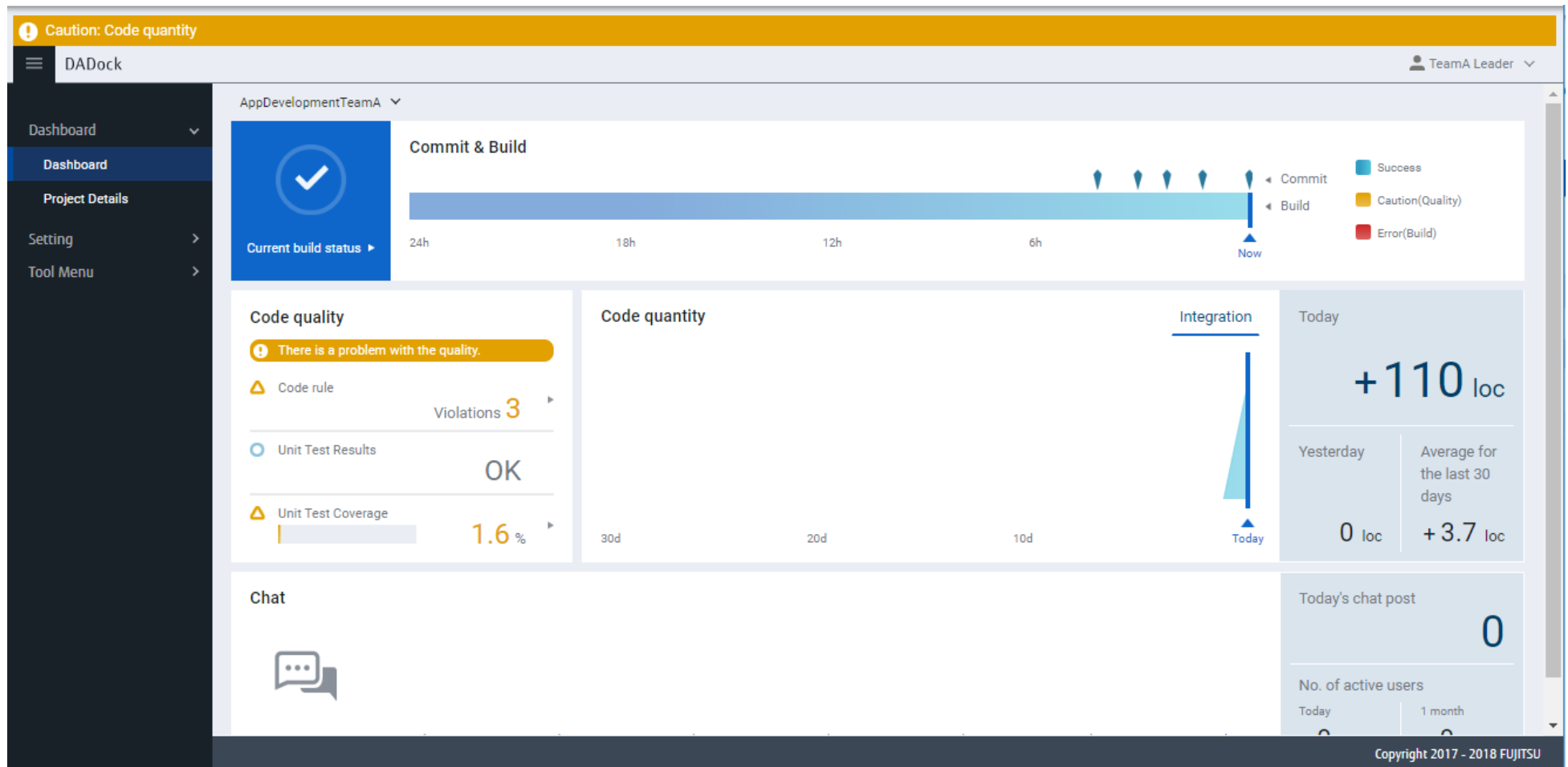
The screenshot displays the 'Team Directory Settings [TutorialWeb]' page in the DADock application. The page features a dark blue sidebar on the left with navigation links: Dashboard, Dashboard, Project Details, Setting, and Tool Menu. The main content area has a light gray background and contains a table with the following data:

Team	Directory Path
AppDevelopmentTeamA	*/project/web/team*/

At the bottom of the main content area, there is a 'Back' button. The top right corner of the page shows the user 'TeamA Leader' with a dropdown arrow. The bottom right corner of the page contains the copyright notice 'Copyright 2017 - 2018 FUJITSU'.

7. Check that there is 1 entry added in the Team Directory Settings Page.

8.Go back to the Dashboard Page and check that the displayed values in the code violations in the static analysis decreased as compared to before adding the Team Directory conditions.



9.Go to the Project Details Page, and the same with the Dashboard Page, check that the displayed values in the code violations in the static analysis decreased as compared to before adding the Team Directory conditions

The screenshot displays the DADock web application interface. At the top, a yellow banner reads "Caution: Code quantity". Below this, the header shows "DADock" and a user profile "TeamA Leader". A left sidebar contains navigation links: "Dashboard", "Project Details" (selected), "Setting", and "Tool Menu". The main content area is titled "Project Details AppDevelopmentTeamA" and features a "List of Caution" section. This section includes a "Build Status" card for "TutorialWeb" on the "master" branch, showing the last commit time, line of codes, and number of unit tests. To the right, a summary table displays key metrics.

Build Status		Code rule :		Unit Test Results :		Unit Test Coverage :	
Violations	3	Failed	0			1.6 %	

By adding the Team Directory settings, it is possible that only the quality status of team A can be checked.

This is the end of Tutorial.

6. Appendix

6.1. How to install various tools

This chapter explains on how to install the various tools used in this tutorial.

6.1.1. Git installation

From the home page of Git for Windows, download the installer and install the software.

6.1.2. TortoiseGit installation

From the official home page of TortoiseGit, download the installer and install the software. During installation, the username and password will be required so input the following information.

Item Field	Value
git user name	The characters before the @ mark of the email address. Example) For the email address, fujitsu_taro@jp.fujitsu.com, The username will be [fujitsu_taro]
git e-mail address	Email address

In case development is done in a proxy environment



Even if the development is done in a proxy environment, the proxy setting for TortoiseGit is not needed anymore since DADock itself is operating in a proxy environment. On the opposite, if proxy settings is done in TortoiseGit, DADock can no longer be accessed so it is a must to be careful with this setting.

6.1.3. JDK8 installation

JDK8 (Java SE Development Kit 8) is an environment for Java development and execution. From the home page of Oracle, download the installer and install the software. After the installation, add the following settings in the environment variables.

Environment variable name	Value
JAVA_HOME	Set the file path of the installation folder of JDK8
PATH	Set the file path of bin folder under the installation folder of JDK8

6.1.4. Eclipse and other related plugin installation

From the home page of Eclipse, download the zip file of [Eclipse IDE for Java EE Developers] installer and install the software in any random directory. After installing, start the Eclipse software.

In case development is done in a proxy environment

In case the development is done with an internet connection to the proxy server, the proxy settings of Eclipse is needed so that internet can be accessed when the plugin is being downloaded. In case development is done in a proxy environment, the proxy setting of Eclipse is also needed.

Details of Settings

Refer to Eclipse proxy settings

6.1.5. Gradle settings

Since the project generated in the Project Create page uses Gradle Wrapper, there is no need to install Gradle. However, if the development is done in proxy environment, it is needed to set the proxy settings of Gradle.

In case development is done in a proxy environment

In case the development is done via internet connection to the proxy server, the proxy setting of Gradle is needed so that internet can be accessed. In case development is done in a proxy environment, the proxy setting of Gradle is also needed to set.

Details of Settings

Refer to Gradle proxy setting

6.1.6. Tomcat installation

To operate Tomcat, it is a must that Java is already installed in the local machine. Java can be installed by executing the JDK8 installation.

From the home page of Apache Tomcat, download the zip file of the installer and extract it. It is recommended that the extraction folder is under C drive.

6.2. Proxy settings for the various tools

6.2.1. Eclipse proxy setting

In Eclipse application, go to [Window] menu, open [Preference] → [General] → [Network Connections] and add the appropriate settings.

To check that the settings are properly set, restart Eclipse, go to [Window] menu, select [Help] then click [Eclipse Marketplace]. In case Eclipse Marketplace window is not displayed, check again the settings of Eclipse.

6.2.2. Gradle proxy setting

In case build is done in the development environment, Gradle and Artifactory will download the libraries from the internet and resolve the existing dependencies. In accordance to that, proxy settings for Gradle is needed.

Add the following entries in gradle.properties file. (Content of gradle.properties)

```
<UserHomeDirectory>/ .gradle/gradle.properties
```

Example 1. gradle.properties Example(In case the hostname of DADock Portal is [portal.dadock.fujitsu.local])

```
systemProp.http.proxyHost=<HostName>
systemProp.http.proxyPort=<Port>
systemProp.http.proxyUser=<UserName>
systemProp.http.proxyPassword=<PassWord>
systemProp.http.nonProxyHosts=gitlab.dadock.fujitsu.local|sonarqube.dadock.fujitsu.local|artifactory.dadock.fujitsu.local

systemProp.https.proxyHost=<HostName>
systemProp.https.proxyPort=<Port>
systemProp.https.proxyUser=<UserName>
systemProp.https.proxyPassword=<Pass Word>
systemProp.https.nonProxyHosts=gitlab.dadock.fujitsu.local|sonarqube.dadock.fujitsu.local|artifactory.dadock.fujitsu.local
```

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