

disttree: A Small Language for Creating Distribution Trees

Ulrich Hoffmann

May 17, 2002

Abstract

This document describes the syntax and semantics of the small specification language `disttree` which can be used to conveniently specify the mapping from build trees to distribution trees for software deployment. The reader will learn about the language elements and, a processor for `disttree`, and a small example.

1 Introduction

When large software systems are created, the task to finally deploy the software on a target system is of significant work. Typically a build process generates files in a directory structure (the *build tree*), which is structured according to software development needs. The target system often requires a rather different directory structure (the *distribution tree*) to successfully run the software. It is necessary to have a mechanism to map from the build tree to the distribution tree. The small language `disttree` is such a mechanism, that allows to specify how to construct a complete distribution tree from a build tree. The use of a macro substitution mechanism in the specification text allows for easy adaptation to changes in both trees. Based on the specification a `disttree` processor actually copies files from the build tree to their appropriate places in the distribution tree. The processor allows for convenient generation of log/manifest files and is easily integrated in a fully automated build process.

2 `disttree` Language Elements

`disttree` is designed to be as simple as possible in order to be easily learned. It is as sophisticated as necessary to express the various needs for convenient distribution tree generation. `disttree` has a line oriented syntax. Each language element has to be written on a line of its own. The line length is not limited.

2.1 Comments

Comments in `disttree` are important to explain the rationale and the structure of the specification. A `disttree` comment is a line which first non whitespace character is a number sign `#`. All remaining characters until the end of line are ignored.

2.2 Variable Assignments

A `disttree` variable identifier is a lower or uppercase letter, oder `_` character possibly followed by additional lower-, uppercase letters or `_s` or digits. Thus `temp3`, `ROOT`, `CONFIG_DATA` are all variable identifiers, whereas `SRC-DIR` is not. Case is significant.

`disttree` assignments have the form `variable=<rhs>`

`rhs` is a string, which possibly contains variable references of the form `$variable`. The value of `variable` is expanded in order to create a variable free string. This string is assigned to be the value of the variable on the left hand side of the assignment.

2.3 Target Directory Specifications

A target directory `[path]`

2.4 Source File Specifications

`path`

files and directories

2.5 Message Output

```
%error message
```

```
%print
```

```
%print message
```

2.6 Conditional Processing

```
%ifdef variable
```

```
%ifndef variable
```

```
%else
```

```
%endif
```

2.7 Looped Processing

```
%for variable1, variable2, ... in sequence
%endfor
```

2.8 External Command Execution

```
@ command
```

3 A Processor for disttree

Distribution Tree Creator

Create a distribution tree according to disttreespec

Usage: python disttree.py [options] disttreespec

options:

-v	verbose
-q	on copy error, ask retry question
-n	don't actually perform copy
-w	just warn if a file does not exist
-f	force (overwrite existing r/o files)
-a	reset read-only attributes
-c	don't create empty directories
-m	generate md5sums in logfile
-l logfile	write log file
-D name=value	preset variable

Example: python disttree.py -v -D DST=X:\ distribution.spec

4 A sample distribution tree specification

```
# A sample disttree script
```

```
# Notify user that generation has started
```

```
%print start
```

```
# SRC and DST are typically set when invoking
```

```
# the disttree processor
```

```
%ifndef DST
```

```
DST=
```

```
%endif
```

```
%ifndef SRC
```

```

%error SRC must be set using -D when invoking disttree
%endif

# Setup a target directory ROOT
ROOT=$DST\ROOT

# Define Source locations
LOCVOB=$SRC\localization
COMP1VOB=$SRC\comp1
C1BIN=$COMP1\bin
COMP2VOB=$SRC\comp2
C2BIN=$COMP2\bin
COMP3VOB=$SRC\comp3
C3BIN=$COMP3\bin

# Setup localization information
GERMAN=German,de
FRENCH=French,fr
ENGLISH=English,en

LANGUAGES=$GERMAN,$FRENCH,$ENGLISH

# iterate localization

%for LANG,L in $LANGUAGES
[$ROOT\locale\${LANG}]
$LOCVOB\localizations\localization_${L}.jar
%endfor

# Some executables go to the bin dir
[$ROOT\bin]
$C1BIN\component1.exe
# or similar
$COMP2VOB\bin\component2.exe
$COMP3VOB\bin\component3.exe

[$ROOT\lib]
# Mentining a directory recursively enumerates files
$COMP1VOB\lib

# Notify user that generation has ended
%print end

```