#### **Enumeration Factory Example**

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See also main SDK page.

#### FFF - Introduction

In this example we will show how to create custom enumeration factory.

what will be shown in the example

1. how to create custom enumeration factory- we will implement factory for Time Point enumeration

#### EFE - Java API Workspace preparation

See section Workspace preparation

## EFE - Creating project plugin

The best way is to import provided example, which contains all dependencies you need for custom plugin creation

#### FFF - Import of the example

Info: You must ensure that your plugin is compiled against your Polarion version. This example contains precompiled jar plugin. You can remove it before you start developing your plugin based on this example. The Eclipse ensure that new jar plugin will be created against your source code and Polarion version.

To import this example to workspace, do these steps:

- 1. Select File > Import...
- 2. In the dialog that appears, select Existing Project into Workspace in General section and press Next button.
- 3. By pressing Browse. button, select the directory of examples (mostly in C:\Polarion\polarion\SDK\examples\). Submit it.
- 4. Select com.polarion.example.enumerationfactory and press Finish.

## EFE - Deployment to Installed Polarion

See section Deployment to Installed Polarion

#### **EFE - Execution from Workspace**

See section Execution from Workspace

#### **EFE - Configuration**

After successful deployment of plug-in into Polarion, you can modify custom fields configuration to start using new enumaration factory:

1. Select the Repository or project view. Go to Administration perspective, choose Custom Fields in Work Items section and go to editor for specific work item type. Here in editor select Type "Enum:" and new option "My Time Points".

## Requirements

## Development Environments

- Eclipse IDE for Enterprise Java Developers or any other Eclipse IDE with The Eclipse Plug-in Development Environment. (Go to Help > Install New Software... > Install Eclipse Plug-in Development Environment > Restart Eclipse)
- Eclipse Temurin™ 17 (LTS) by Adoptium for building and running your code.

# Workspace Preparation

To start developing a Polarion Java API plug-in, you first need to perform following steps:

- 1. Start Eclipse, then select Window > Preferences...
- 2. In the dialog that appears, select Plug-In Development > Target Platform.
- 3. Click the  $\boldsymbol{Add}$  button on the right.
- 4. Keep the Nothing: Start with an empty target definition option selected and click Next.

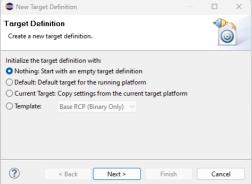


Figure WP-1: Starting with an Empty Target Definition

- 5. Enter a Name and click Add.
- 6. Select **Directory** and click **Next**.
- 7. Click Browse and select the C:\Polarion\polarion folder (Windows) or /opt/polarion/polarion (Linux). (One level above the plugins folder.)
- 8. Click Next.

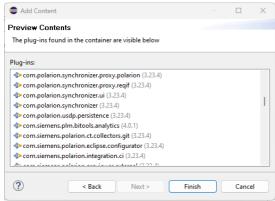


Figure WP-2: Currently Installed Polarion Plug-ins

9. A list of currently installed Polarion plug-ins appears. Click **Finish**.

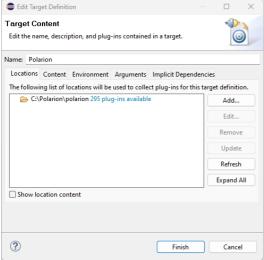


Figure WP-3: Confirm the Selected Path

- 10. The selected path and the number of discovered plug-ins available appear. Confirm that the path is correct and click Finish.{WP\_4.png|description=Figure WP-4: Select the Target Platform}
- 11. Check the box beside the newly added path and click Apply.

## Deployment to Installed Polarion

You can deploy a plugin to Polarion in two ways. First you can export a project as **Deployable Plugins and Fragments**. The second way is described in the following section *Execution from Workspace*. To export the plug-in, perform these steps:

- 1. Select File > Export...
- 2. In the dialog that appears, select **Deployable Plugins and Fragments** in **Plug-in Development** section and click the **Next** button.
- 3. Mark your project (e.g. for Servlet example it will be com.polarion.example.servlet), and as the destination directory specify the polarion folder of your Polarion installation directory (usually in C:\Polarion\polarion)
- 4. At the Options card be sure, that Package plug-ins as individual JAR archives is unchecked. Click Finish.
- 5. Because this is a new polarion plug-in extension, you have to restart your Polarion server.

NOTE: Servlets loaded by Polarion are cached in: [Polarion\_Home]\data\workspace\.config. If this folder is not deleted before deploying a servlet extension (plugin) and restarting Polarion, then either the servlets will not be properly loaded, or the old ones will be loaded.

# **Execution from Workspace**

The second way to deploy the plug-in to Polarion is to launch Polarion directly from your Eclipse workspace. This method has the added advantage of debugging the code directly in Eclipse.

- 1. Select Run > Open Debug Configurations..
- Create a new Eclipse application (double click on *Eclipse Application*)
- 3. You should set:

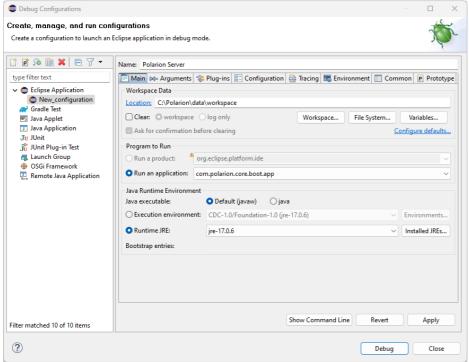


Figure EXEC-1: Debug - Main page

- Name to Polarion Server
- Workspace Data Location to C:\Polarion\data\workspace (assuming that your Polarion is installed in C:\Polarion\).
- Run an application to com. polarion. core. boot. app in the Program to Run section.
- 4. Finally set your Runtime JRE. On the second, "Arguments" tab, set the following arguments:

In the Program Arguments section:

#### Windows:

```
os win32 -ws win32 -arch x86 -appId polarion.server
```

# Linux:

```
os linux -ws gtk -arch x86_64 -appId polarion.server
```

# In the VM Arguments section:

## Windows

```
-Dcom.polarion.home=C:\Polarion\polarion
```

## I inux

```
-Xmslg -Xmxlg
-Dcom.polarion.home=/opt/polarion/polarion -Dcom.polarion.propertyFile=/opt/polarion/etc/polarion.properties
-XX:YUseBiasedLocking -XX:BiasedLockingStartupDelay=0
-add-opens=java.io=ALL-UNNAMED -add-opens=java.base/java.lang.annotation=ALL-UNNAMED
-add-opens=java.io=ALD-UNNAMED -add-opens=java.base/java.lang.annotation=ALL-UNNAMED
-add-opens=java.base/java.lang.nroke=ALL-UNNAMED -add-opens=java.base/java.lang.ant=ALL-UNNAMED
-add-opens=java.base/java.lang.ant=ALL-UNNAMED
-add-opens=java.base/java.ant.spi=ALL-UNNAMED
-add-opens=java.base/java.nio.channels=ALL-UNNAMED
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-add-opens=java.base/java.util.concurrent=ALL-UNNAMED
-add-
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-add-opens=java.desktop/java.awt.desktop=ALL-UNNAMED --add-opens=java.desktop/java.awt.dnd-ALL-UNNAMED --add-opens=java.desktop/java.awt.dnd.peer=ALL-UNNAMED --add-opens=java.desktop/java.awt.dnd.peer=ALL-UNNAMED --add-opens=java.desktop/java.awt.dnd.peer=ALL-UNNAMED --add-opens=java.desktop/java.awt.immaLL-UNNAMED --add-opens=java.desktop/java.awt.immaLL-UNNAMED --add-opens=java.desktop/java.awt.immaLL-UNNAMED --add-opens=java.desktop/java.awt.print=ALL-UNNAMED --add-opens=java.mrint=ALL-UNNAMED --add-opens=java.mrint=ALL-UNNA

5. You must now change the parameters to the Polarion server based on your installation. You can check the settings with the following screenshot:

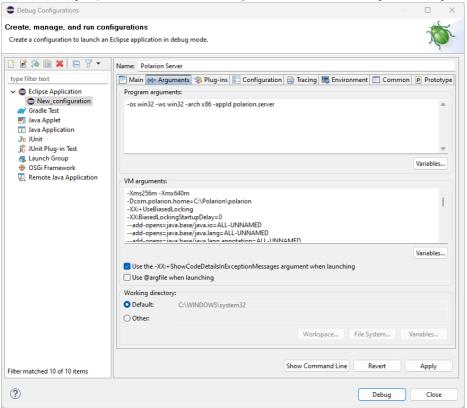


Figure EXEC-2: Debug - Arguments page

6. On the third "Plug-ins" tab, make sure, you have also selected "Target Platform" plugins.

7. Select all, and then click the Validate Plug-ins button. If there are some problems, uncheck the plugins which are in conflict.

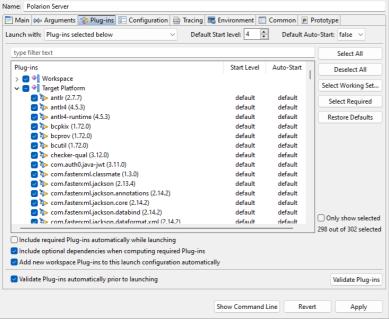


Figure EXEC-3: Debug - Plug-ins page

8. Other pages shouldn't be changed. Just click the **Debug** button, and go on with your new Polarion Server application.