

# **TeamCity**

## **Optimizing Build Management and Continuous Integration**

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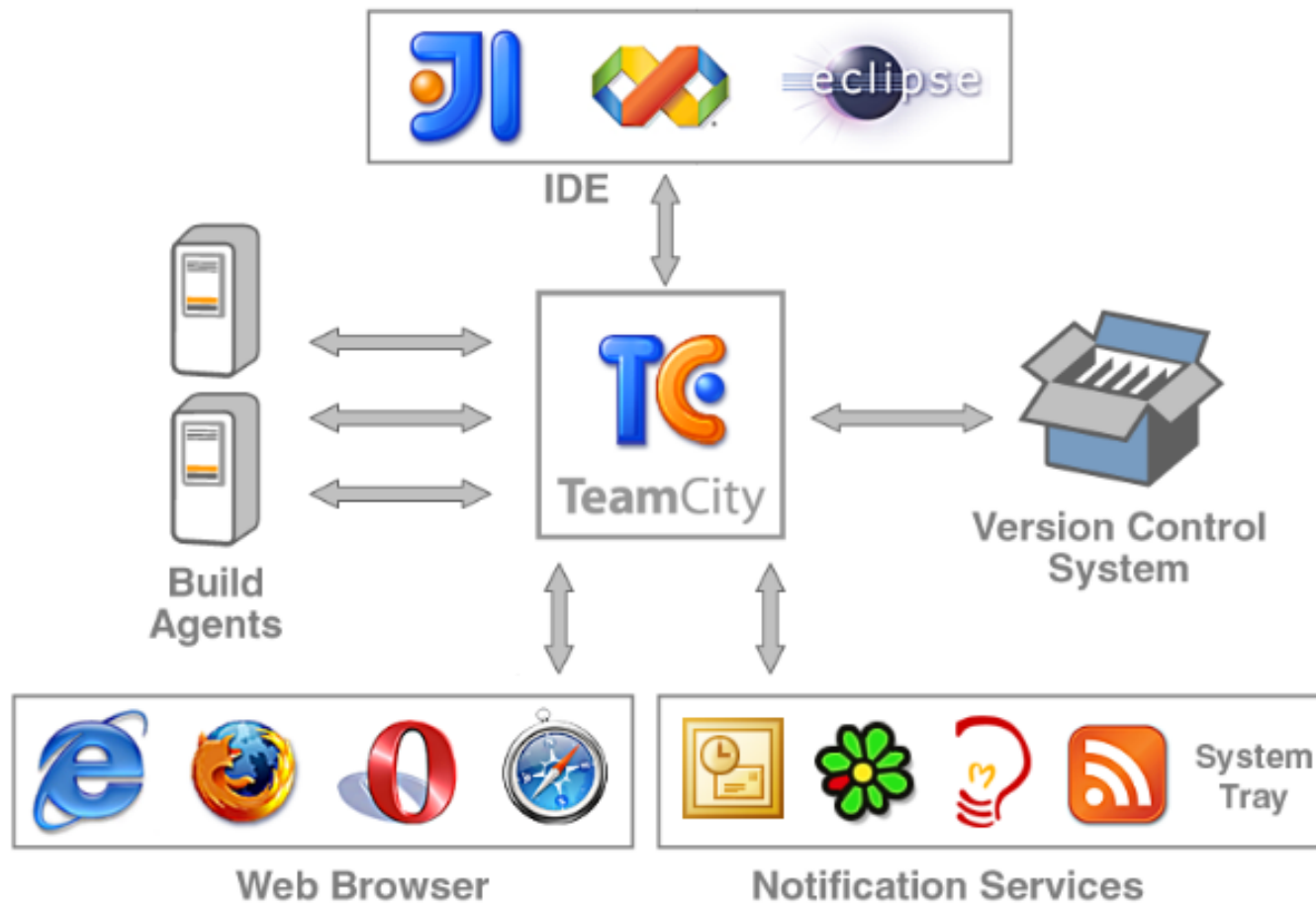
**JetBrains, Inc.**



## TeamCity Facts

- around for 3 years, preparing version 5.0
- developer-oriented
- wide tools support
- web UI and IDE plugins
- FREE and commercial editions

# Architecture



## Build Grid

- Single server (storing settings, users)
- Many agents with different environments
- Ability to run several builds in parallel
- Choosing agent for a build based on agent's properties



## Common problems

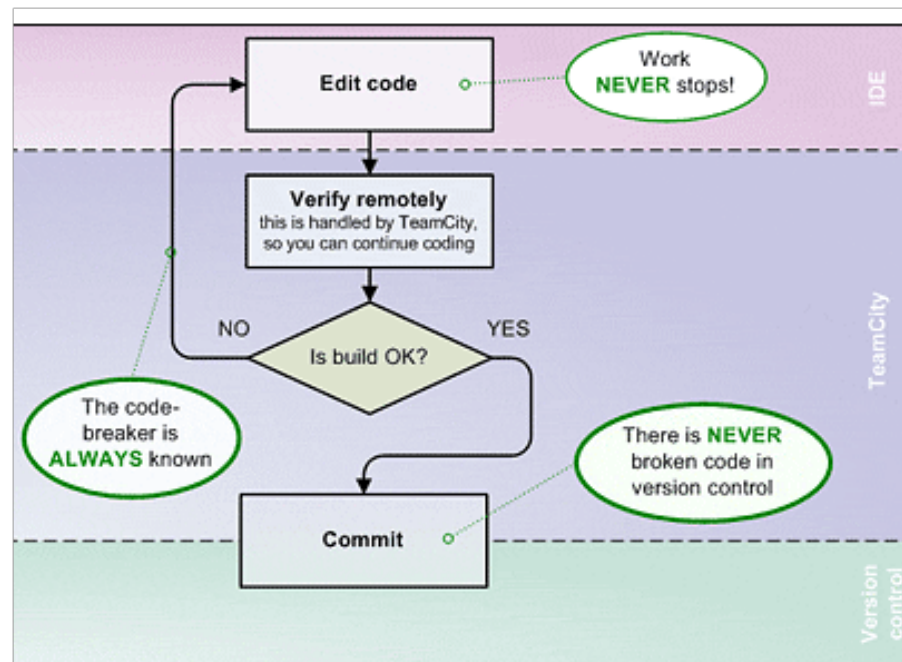
- Broken code in version control
- Notifications spam
- Build failure investigation is not easy
- Code quality degrades over time
- Complex/multipart builds

## Broken Code: problem

- forgot to check-in a file modified locally
- tests run in my environment but fail on another OS
- 5 o'clock check-in

# Broken Code: solution

- Pre-tested commit



## Notification spam: problem

- Excessive notifications
  - Build failure caused by other developer's changes
  - A test that is not fixed for several days
- Problem investigation requires significant time



## Notification spam: solution

- Customize notification rules to your needs
- Personalized notifications (when MY changes failed the build)
- Notify only when NEW failures occur
- Notify as soon as a first test fails
- Customizable notification templates

## **Hard to investigate the failure reason: problem**

- Find changes that might have caused the failure
- Let the responsible developer know
- Drill down into test failure details

## Hard to investigate the failure reason: solution

- Who broke it:
  - Display changes included into the build
  - Test “new” status, build that had it failed for the first time
  - Test runs history
- Assign responsibility
- Investigate the failure:
  - View test details in web
  - Jump to the test in IDE

## Code quality degrades: problem

- Manual task: discipline required
- Requires time to run analysis tools
- Everyone should do it

## Code quality degrades: solution

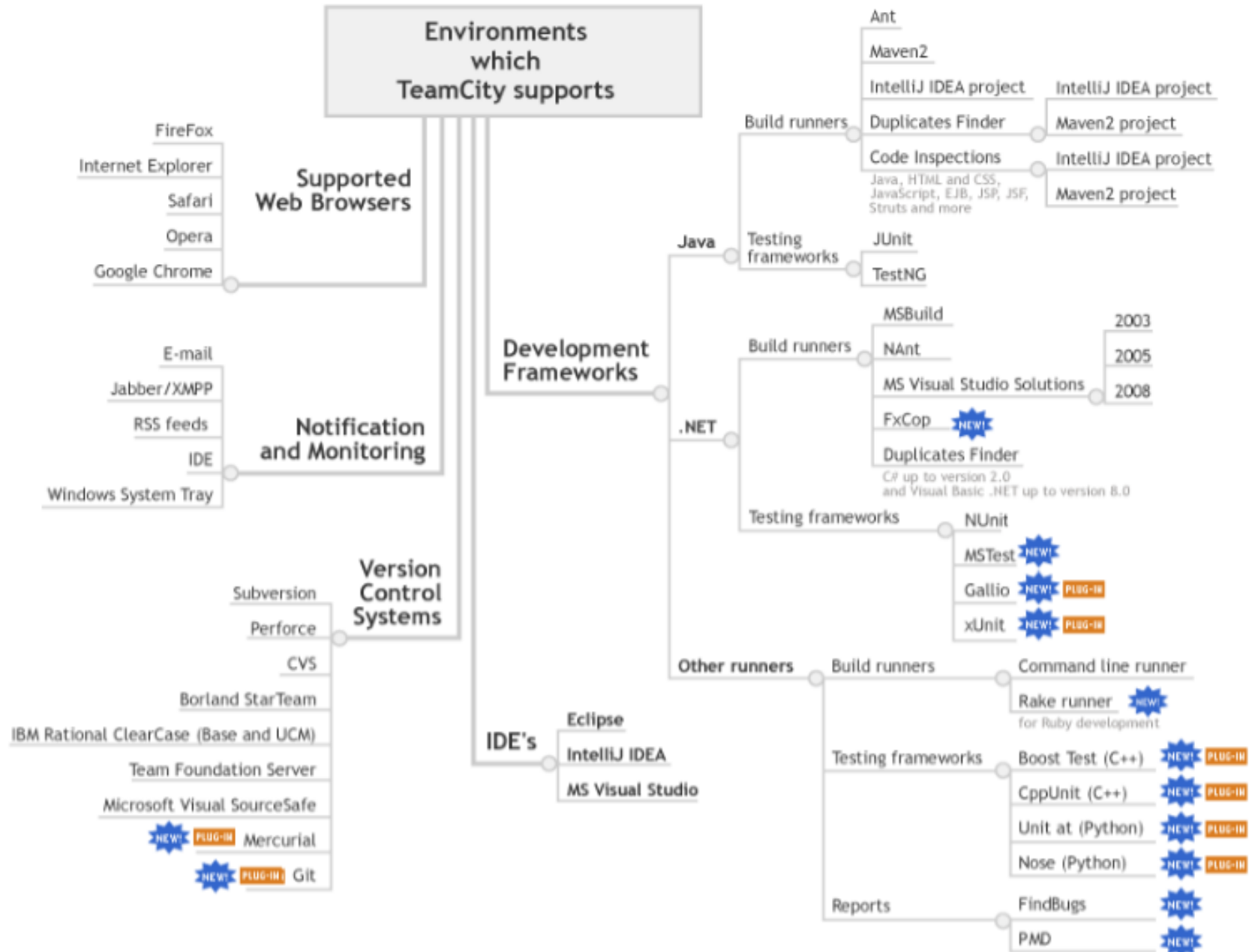
- Run code analysis on the server, display the results in IDE and in the web for the whole team
- Inspections
- Duplicate code
- Code coverage

## **Multipart and inter-dependent builds: problem**

- Separate build for a library in a project
- Need different OS'es for packaging/testing
- Run parts of a build in parallel

## **Multipart and inter-dependent builds: solution**

- Artifact dependencies
- Snapshot dependencies (same sources)
- Dependency triggers





## Extensions

- Configuration extensions:
  - Report tabs
  - Service messages
- Java plugins using open API

## What's new in upcoming 5.0

- Build Configuration templates
- Improved Maven integration
- Responsibility per individual test
- EC2 dynamic agents support
- TeamCity data backup from web UI
- Many UI improvements

## Free Professional Edition Limitations

	Professional	Enterprise
Build Configurations Limit	20	unlimited
Users Limit	20	unlimited
User Roles	global admin, developer, guest	per-project, customizable
Authentication schemes	internal user list	internal, LDAP, NT domain, customizable
Agents included	3	3
Server price	FREE	\$1999
Agent price	\$299	\$299

## More information

- Demo server: <http://teamcity.jetbrains.com>
- [Early access program](#)
- [Developers blog](#)
- [Forums](#)

*Thank you!*

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