App Development & Modelling



Eamonn de Leastar (edeleastar@wit.ie)

Department of Computing, Maths & Physics Waterford Institute of Technology

http://www.wit.ie

http://elearning.wit.ie





Repositories - Part 2

Repositories Lab 10 Step Programme!

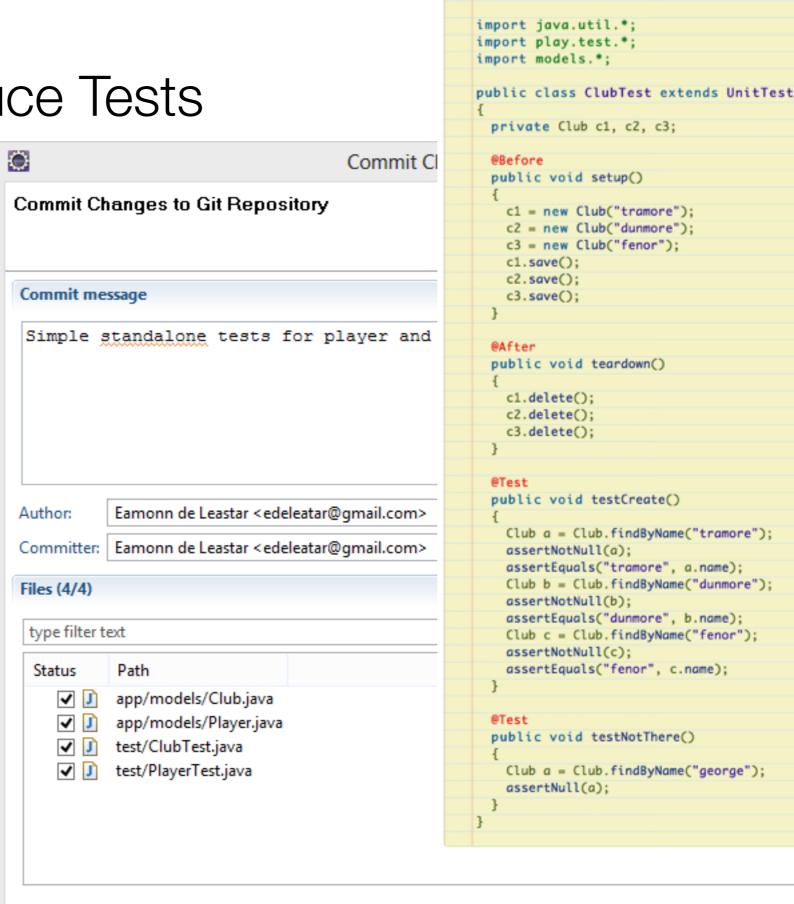
- 1. Install Git, Sourcetree & Egit
- 2. Create Schema Project
- 3. Commit Baseline Schema project to git repository
- 4. Create 'Walking Skeleton' Version
- 5. Commit "Walking Skeleton" Version
- 6. Commit Simple Player & Club Tests
- 7. Commit Club/Player One to Many Relationship
- 8. Manipulating Repository using Sourcetree & Bitbucket
- 9. Commit Bidirectional Player/Club
- 10. Checkout Earlier Revision

Repositories Lab 10 Step Programme!

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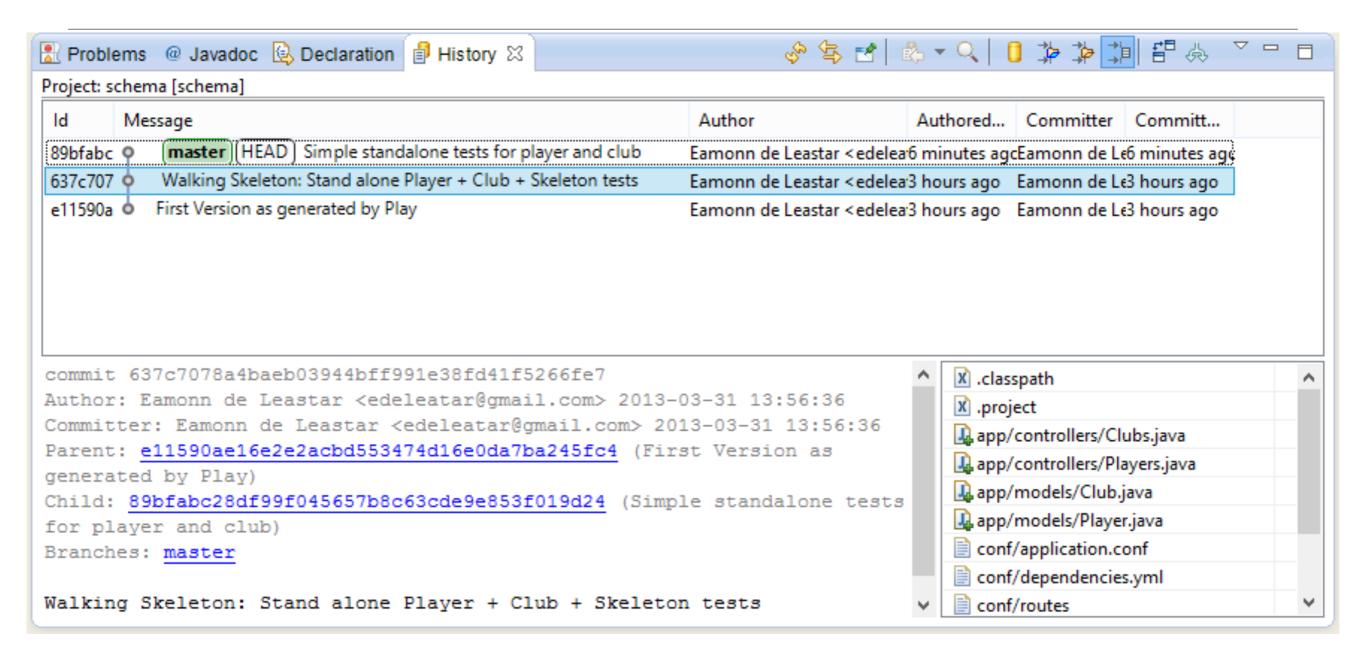
Step 6: Introduce Tests

- Change Player and Club classes
- Change ClubTest and PlayerTest classes
- Commit to the repo with a commit message



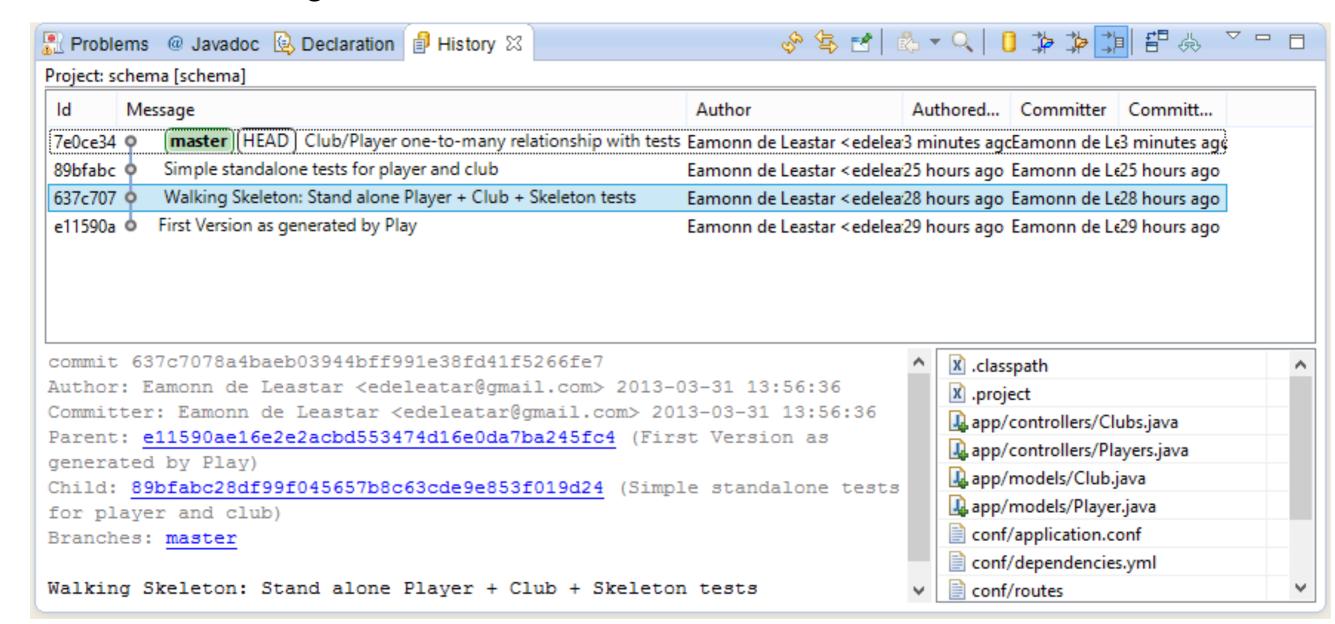
import org.junit.*;

Step 6: History



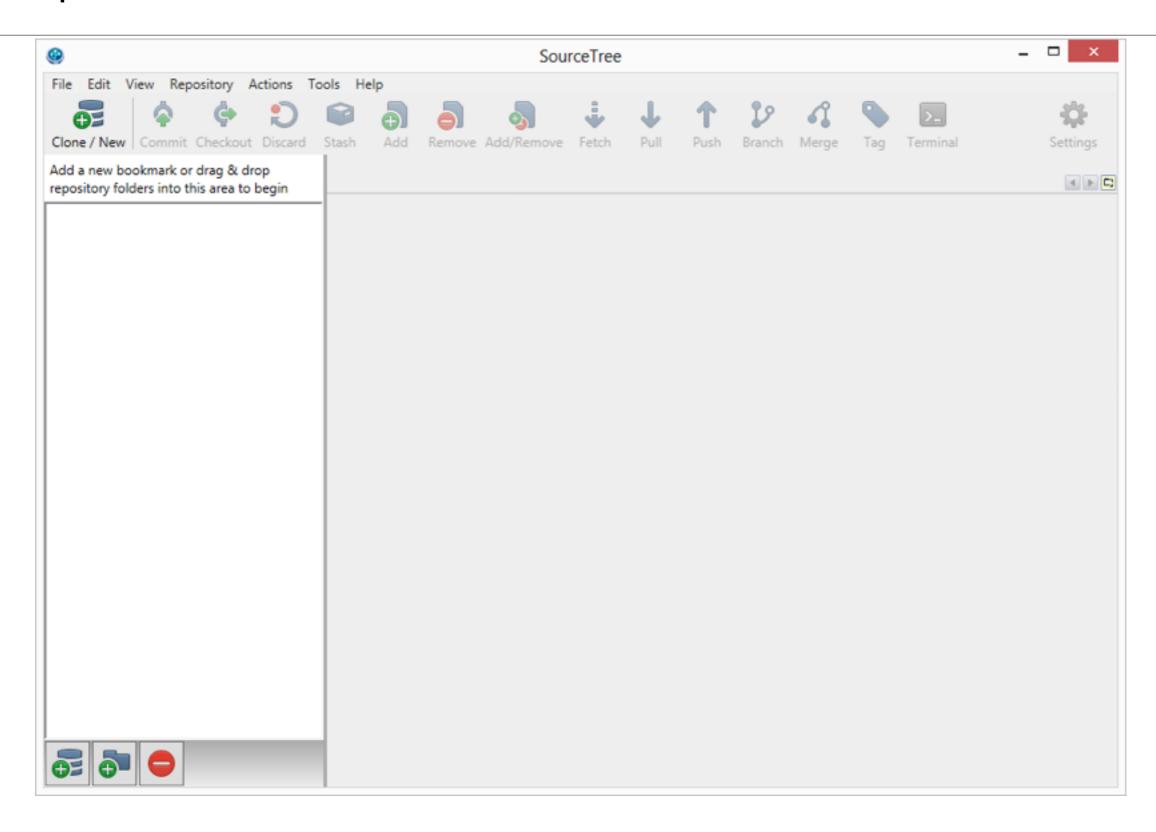
Step 7: Club/Player One-to-Many relationship

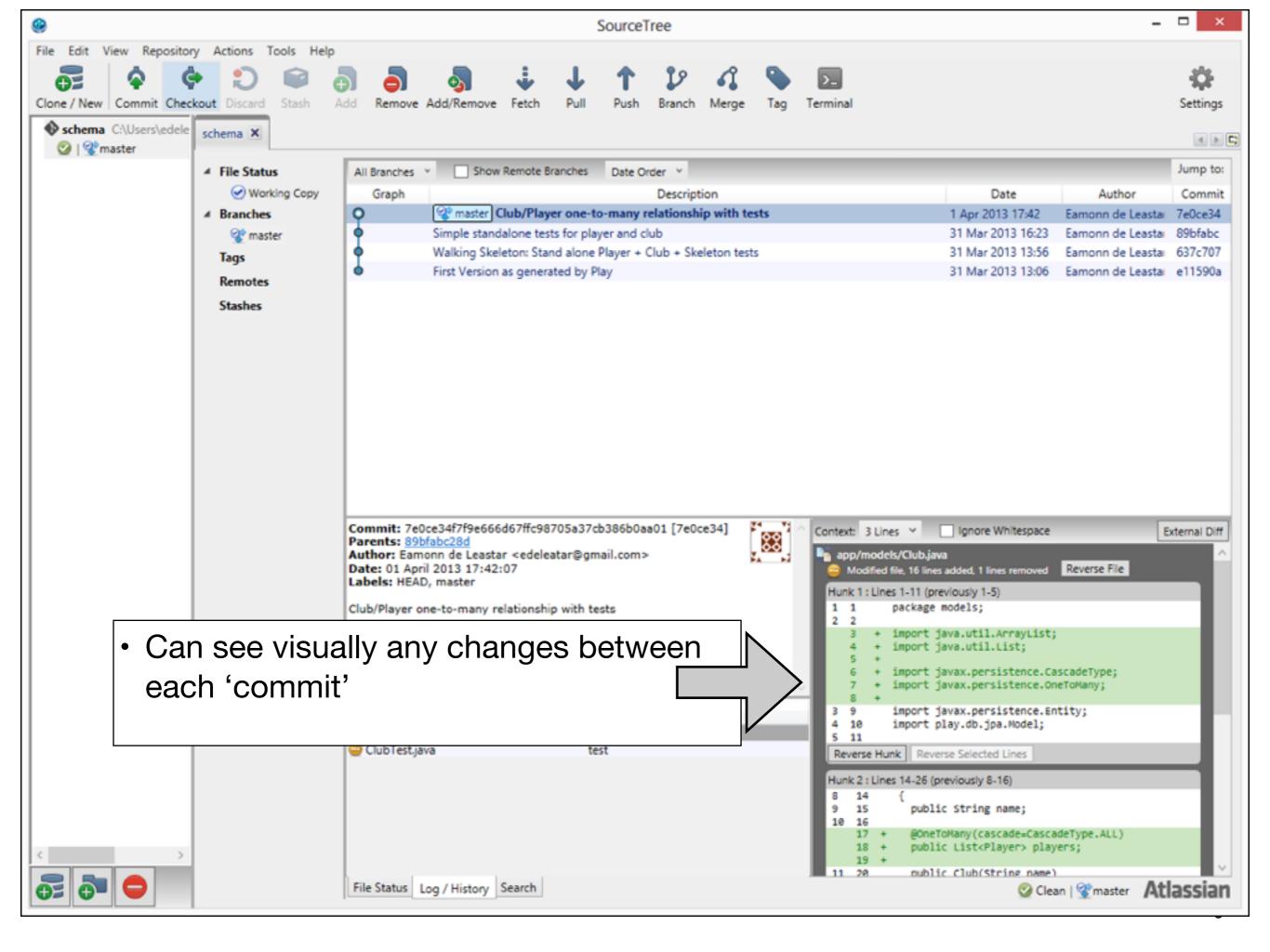
- Edit Player and Club classes to introduce relationship
- Introduce Test to see if it works
- Commit the changes



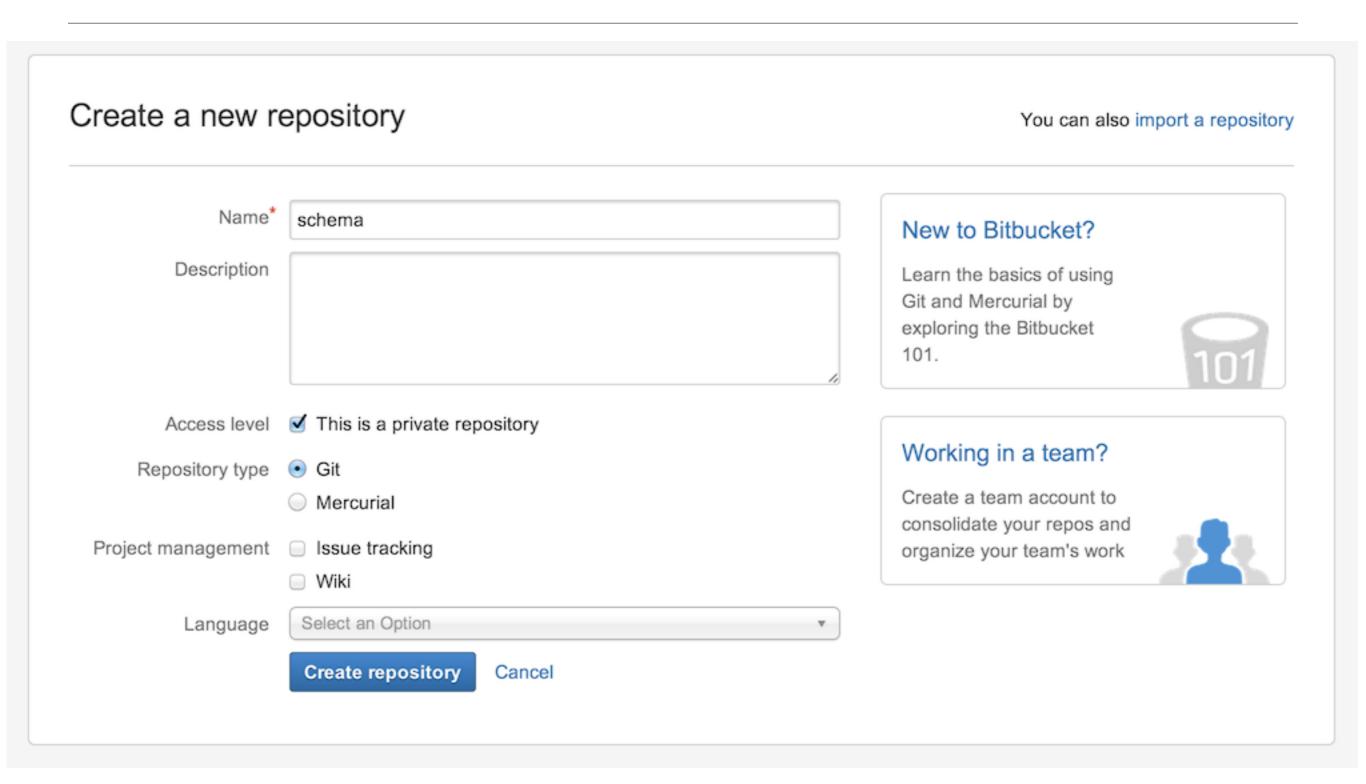
Browse and manage the repoint independent of Eclipse

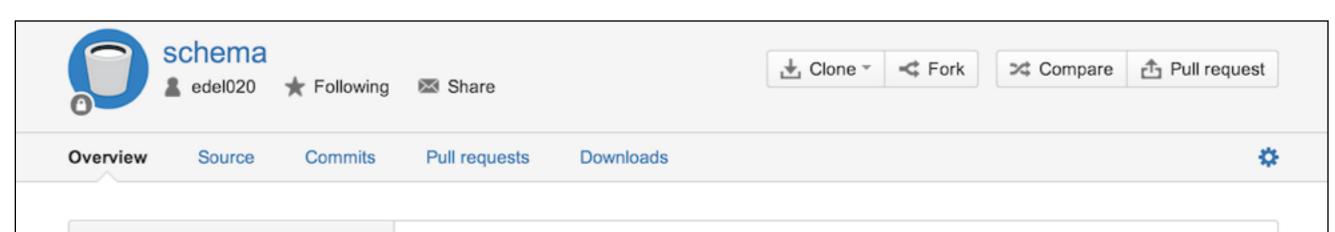
Step 8 : SourceTree





Step 8: Create an Empty Repository on Bitbucket





Add some code We can help you start a brand new project, or import an existing one. Make changes and push

Invite your friends

Get to work

I'm starting from scratch

Tell us about your project:

I have code I want to import



Hey Mac users!

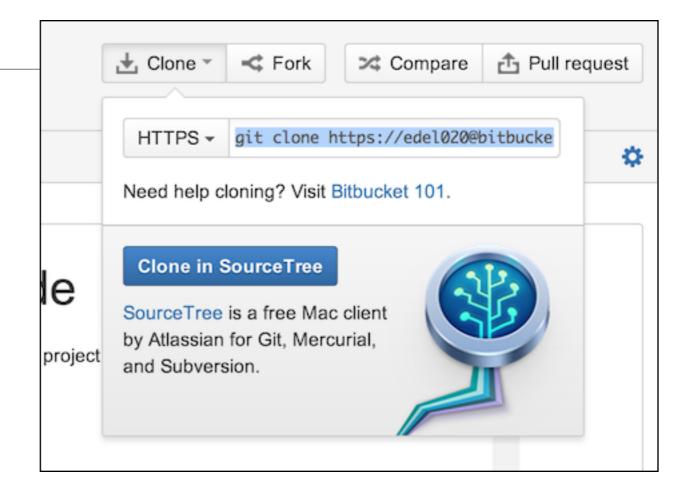
Do you prefer a native GUI over the command line? Download SourceTree free.



Locate Repository URL

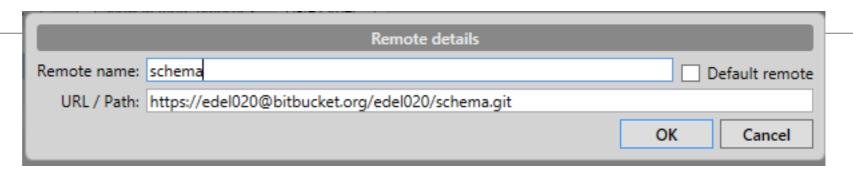
 Each repository has a name + a unique URL

Accessible over HTTPS

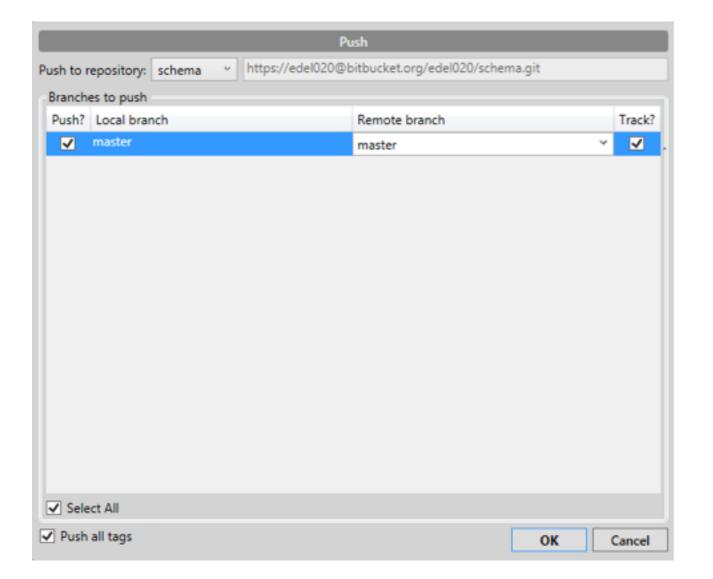


https://edel020@bitbucket.org/edel020/schema.git

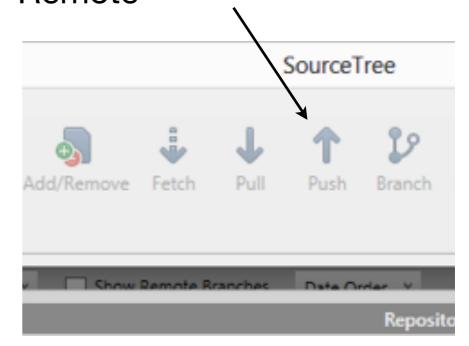
SourceTree + Bitbucket



 Instruct SourceTree to associate the 'local' repository with the 'remote' repository we have just created on bitbucket

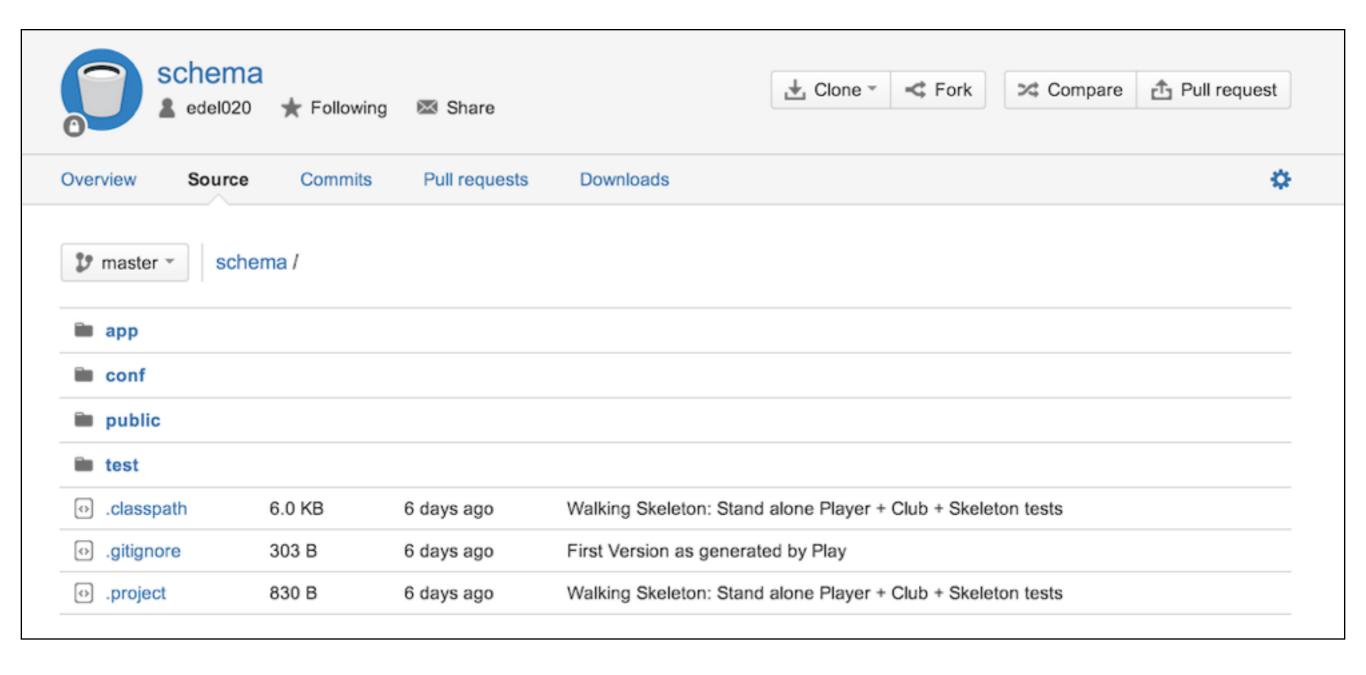


 Then "Push" the local repository to the 'Remote"



Step 8: Bitbucket "Remote" "Master"

- This is a complete copy of your local project
- Does NOT contain 'ignored' files



Step 9: Bidirectional Player/Club

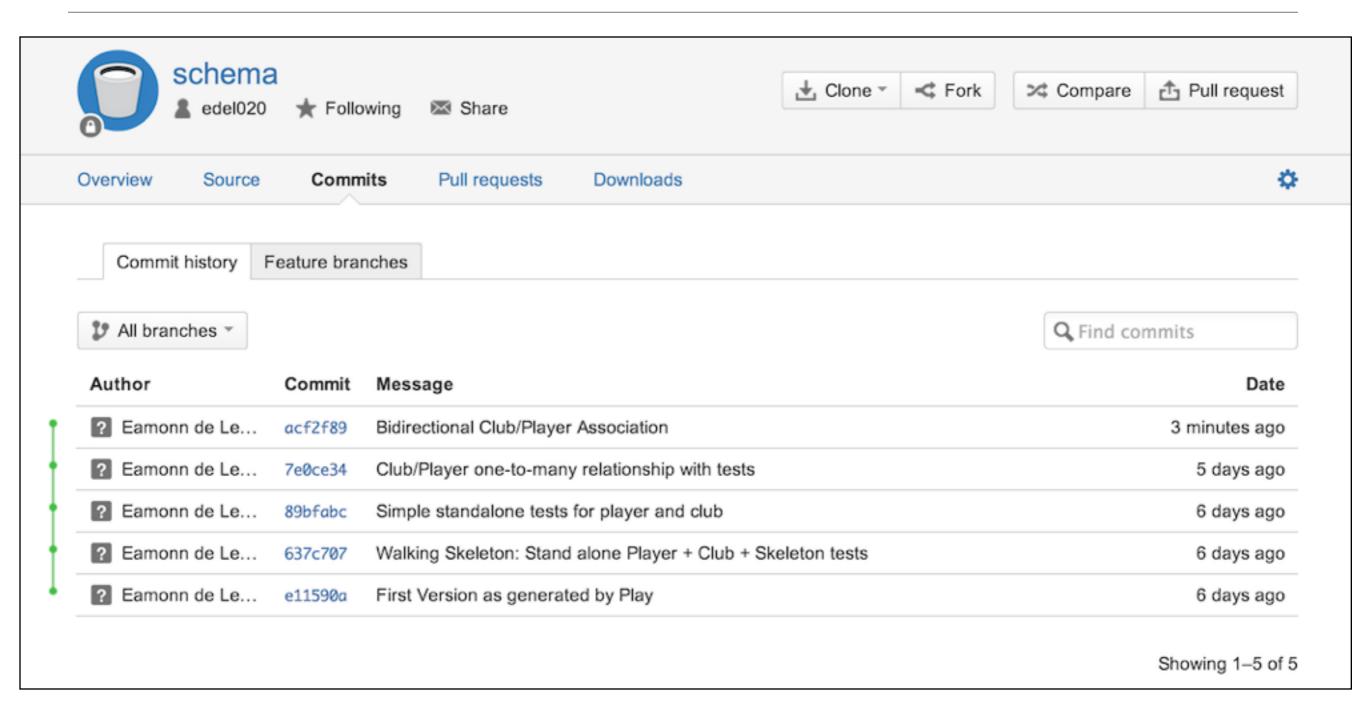
- Make changes as ususal
- Eclipse will 'decorate' files that have been modified
- 'Commit' the files in eclipse
- Also "Push" from within eclipse

```
@OneToMany(mappedBy="club", cascade=CascadeType.ALL)
public List<Player> players;
```

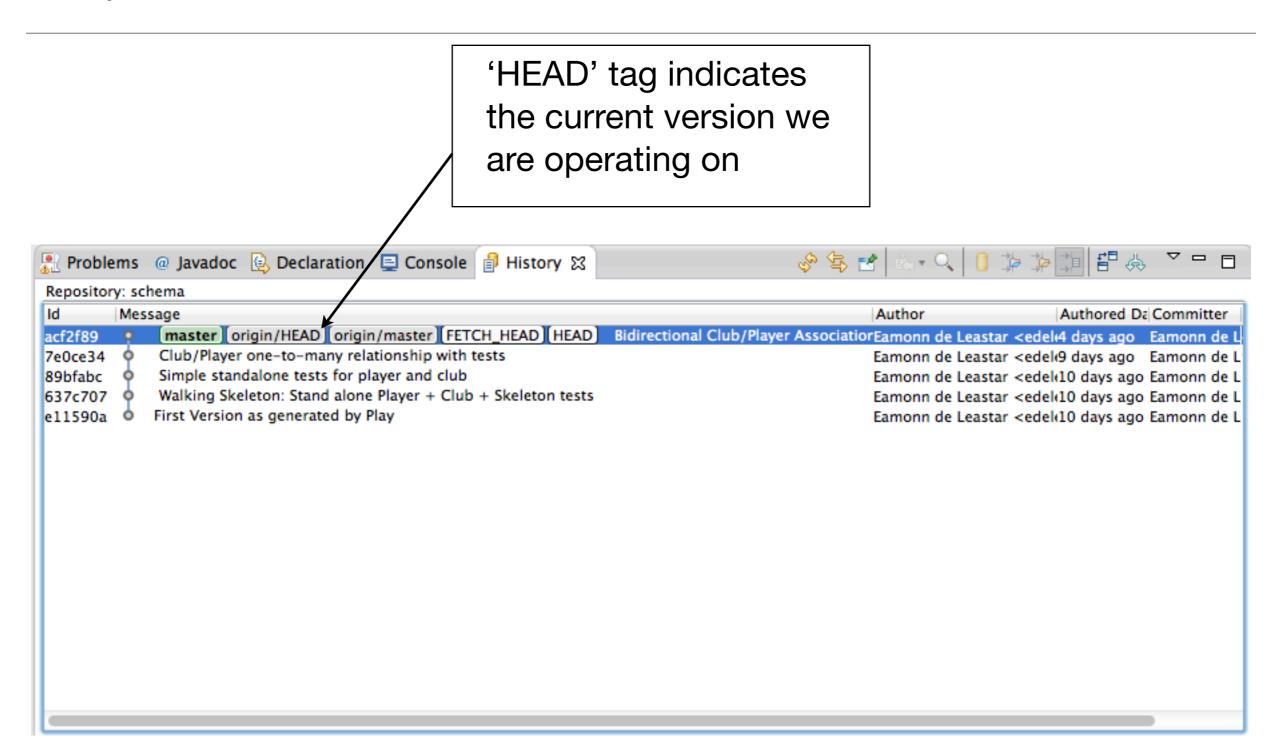
```
public void addPlayer(Player player)
{
   player.club = this;
   players.add(player);
}
```

```
@ManyToOne
public Club club;
```

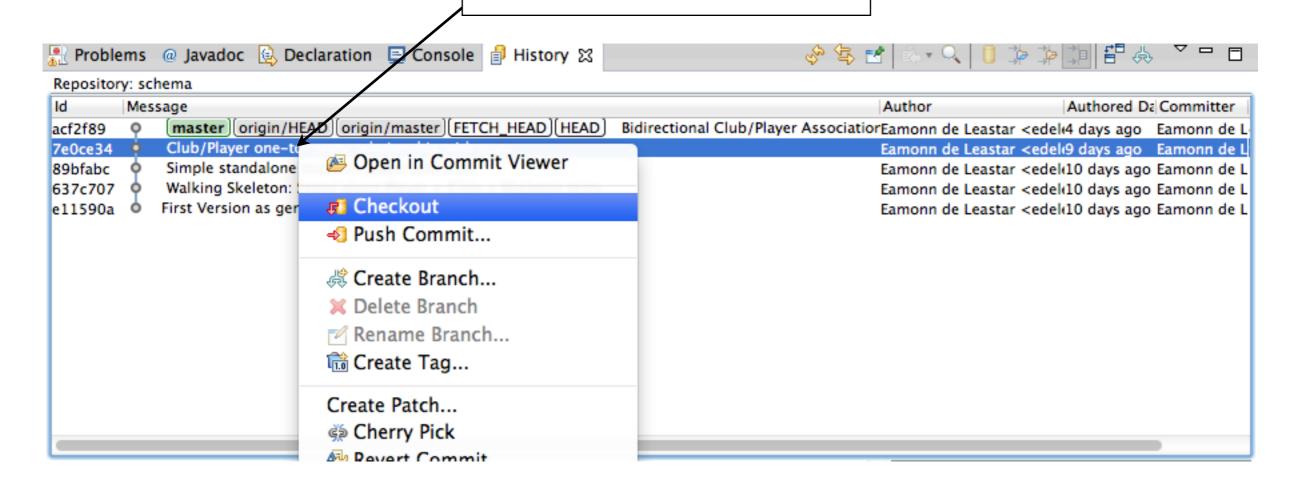
Step 9: Bitbucket Repo

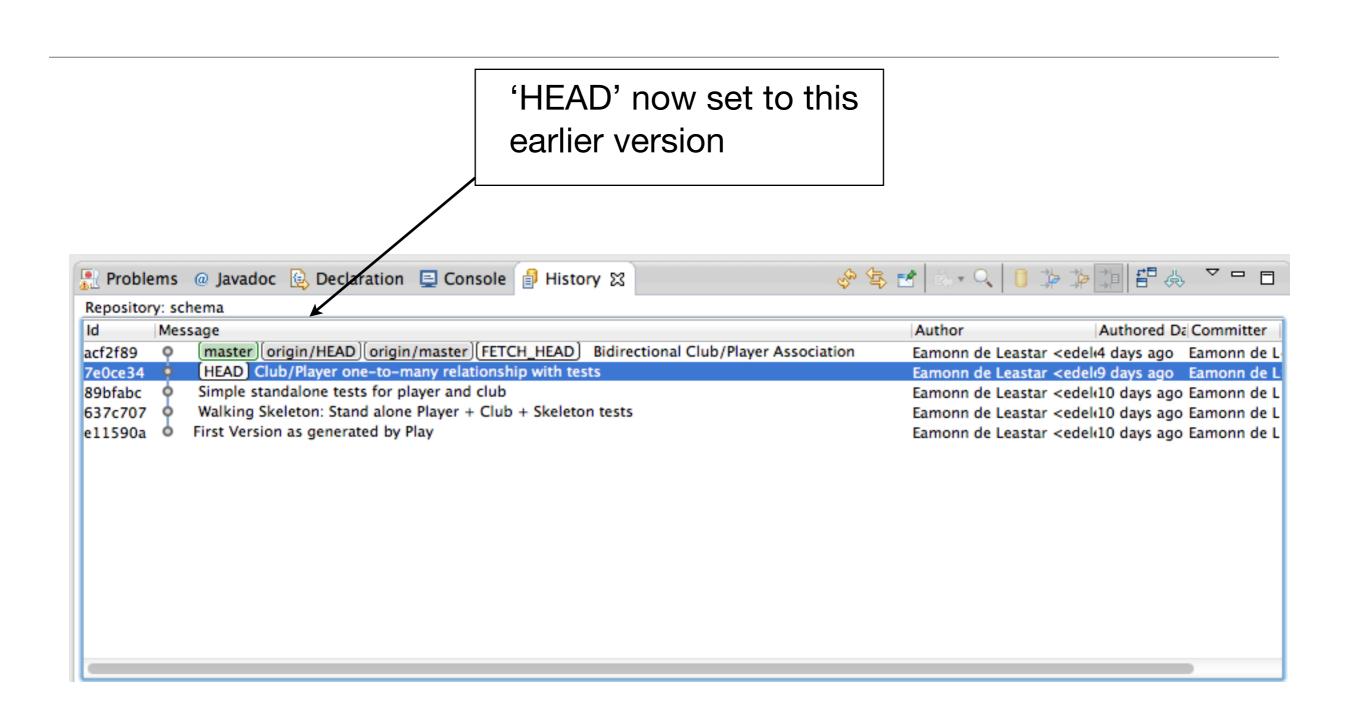


Step 10: Checkout Earlier Versions



Select and 'Checkout' earlier version





Exercises

Check out experiments

Check out and execute each version of the schema app, one at a time. Verify that each version is as expected

Check out to another folder

Using sourcetree, see if you can check out earlier versions of the app, to different folders. See if you can have several versions of the project, side-by-side, on your pc.

Create another repo

See if you can create a repository for a standard java application - perhaps your current programming assignment (as opposed to a Play app). Explore the repository both in eclipse and sourcetree.

Share your repo

Get the bitbucket name of one of your classmates. Find out how to share one of your repos with them.



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