

Mobile Application Development

Higher Diploma in Science in Computer Science

Produced
by

Eamonn de Leastar (edeleastar@wit.ie)

Department of Computing, Maths & Physics
Waterford Institute of Technology

<http://www.wit.ie>

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Repositories - Part 1

Repositories Lab 10 Step Programme!

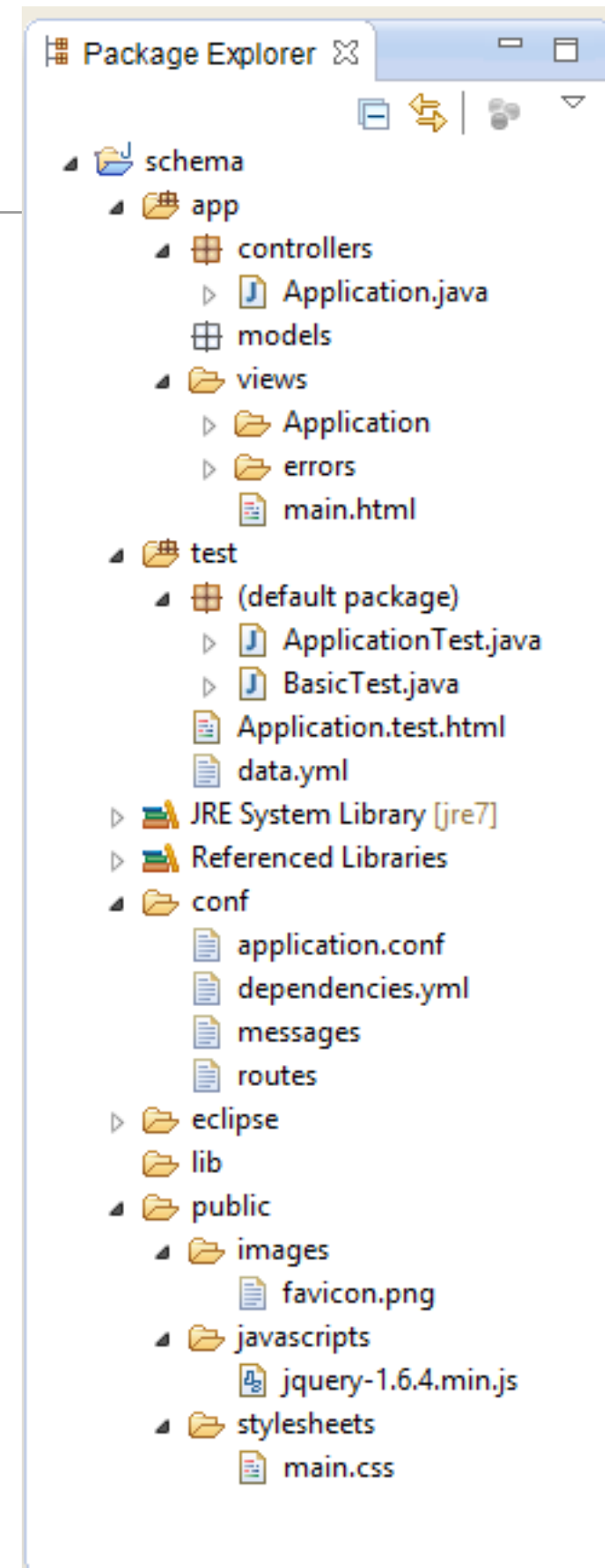
1. Install Git, Sourcetree & Egit
2. Create Schema Project
3. Commit Baseline Schema project to git repository
4. Create 'Walking Skeleton' Version
5. Commit "Walking Skeleton" Version
6. Commit Simple Player & Club Tests
7. Commit Club/Player One to Many Relationship
8. Manipulating Repository using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

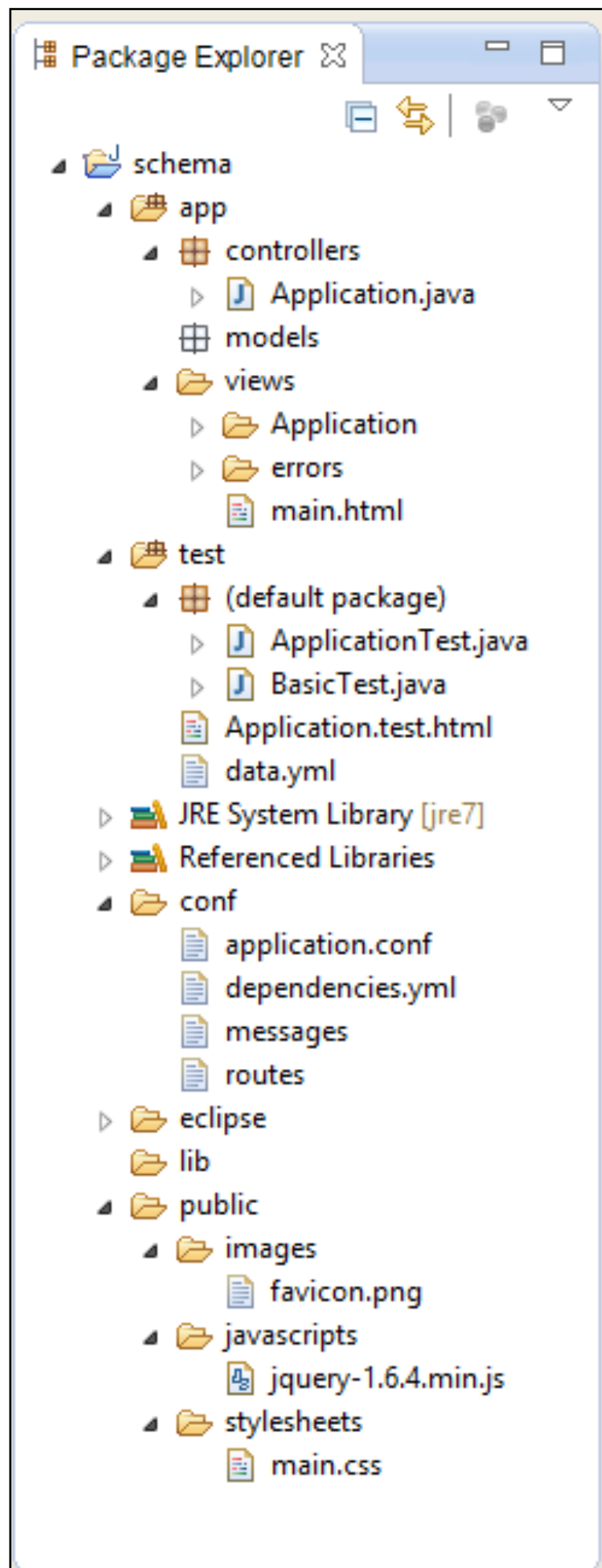
Part 1

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

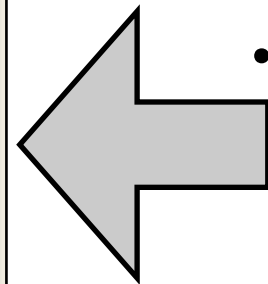
The Need for Repositories

- What, precisely, is in a Play project?



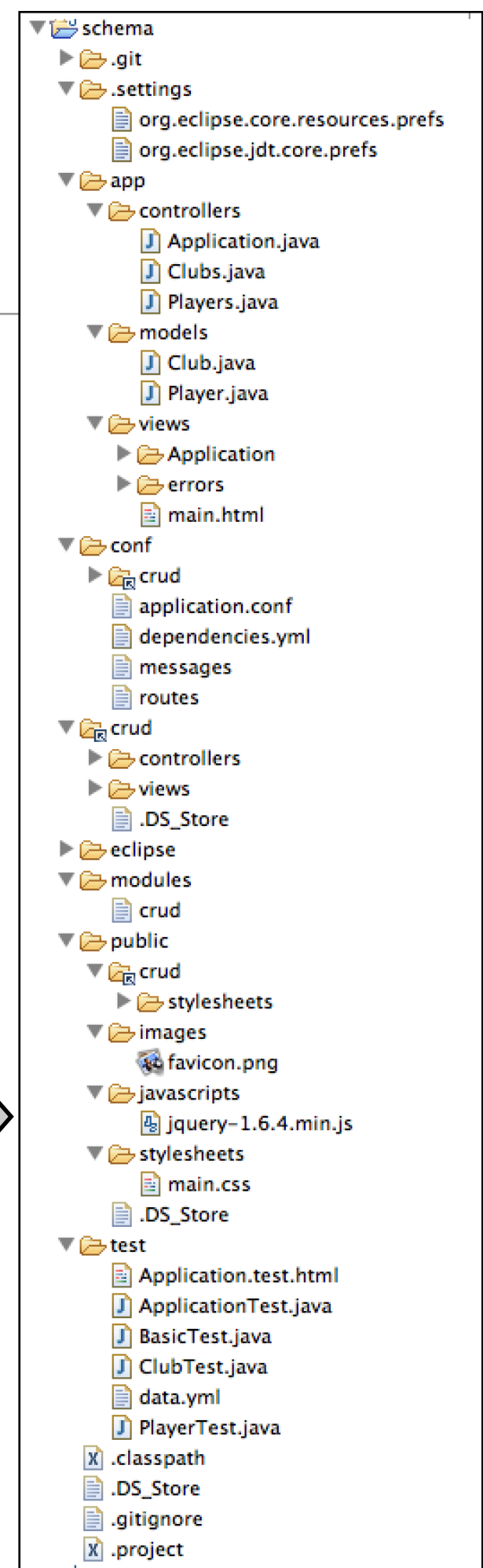
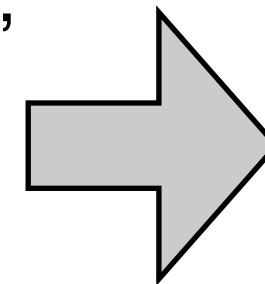


Play Project =
collection of files in
a folder



- Eclipse 'Package Explorer' view provides a 'logical' listing

- Eclipse 'Navigator' view provides 'physical' listing



Where do you store these files?

- In a folder, on hard disk (default)

+

- In another folder, on memory stick (backup)
 - In dropbox (easy sharing)
- Is this enough?

What, exactly, is stored in these folders?

- The latest version of the application you have been working on.
- What about earlier versions?
 - The last version that was working correctly
 - The version that you used as the starting point for the current feature you may be working in
 - The version you submitted as an assignment solution
 - The version currently deployed to cloudbees

Versions

- Not only is it important to have the files in your project stored securely somewhere...
- ... you also need to consider the various version of the files over time
- ... and be able to recover earlier versions.
- Additionally, you may like to have different 'branches' over time, which may represent versions of your applications targeted at different customers, platforms etc...

Tools

- Git - the core “version control” system
- Sourcetree - a visual client for git
- Egit - an eclipse plugin for git
- Bitbucket - a cloud service for hosting git repositories

Git is a **free and open source** distributed version control system designed to handle everything from small to very large projects with speed and efficiency.

Git is **easy to learn** and has a **tiny footprint with lightning fast performance**. It outclasses SCM tools like Subversion, CVS, Perforce, and ClearCase with features like **cheap local branching**, convenient **staging areas**, and **multiple workflows**.



Learn Git in your browser for free with Try Git.



About

The advantages of Git compared to other source control systems.



Documentation

Command reference pages, Pro Git book content, videos and other material.



Downloads

GUI clients and binary releases for all major platforms.



Community

Get involved! Mailing list, chat, development and more.



Mac GUIs



Tarballs



Windows Build



Source Code



Pro Git by Scott Chacon is available to **read online for free**. Dead tree versions are available on **Amazon.com**.



A free Git & Mercurial client for Windows or Mac.

Download SourceTree Free

Mac OS X 10.6+

Download SourceTree for Windows 7+

The screenshot shows the SourceTree application window for a project named "Sparkle (Git)". The interface includes a toolbar with various actions like View, Commit, Checkout, Reset, Stash, Add, Remove, Add/Remove, Fetch, Pull, Push, Branch, Merge, Tag, Git Flow, Terminal, and Settings.

FILE STATUS

- Working Copy

BRANCHES

- delta-updates
- fix-10.6-arg-l...
- gc-mode
- master (45)
- SourceTree-b...

TAGS

- sparkle-1.5b1
- sparkle-1.5b2
- sparkle-1.5b3
- sparkle-1.5b4
- sparkle-1.5b5
- sparkle-1.5b6

REMOTES

- origin
- CodeSigning

Commit History Table:

Graph	Description	Date	Author	Commit
	Fixing some new Clang warnings from Xcode 4.4	29 Apr 2012 04:38	Andy Matuschak <a...>	6b77527
	Fixes #169: Security Issue in Parsing XML using NSXMLDocument	29 Apr 2012 04:32	Andy Matuschak <a...>	b7dc243
	Merge pull request #159 from ivira/master	2 Mar 2012 02:41	Andy Matuschak <a...>	9aa3015
	Minor fix of Ukrainian localization	29 Feb 2012 23:02	Vera Tkachenko <iv...>	09f0c43
	Minor improvements of Russian localization: proofing and truncated button labels.	29 Feb 2012 21:50	Vera Tkachenko <iv...>	a570191
	Added Ukrainian localization	29 Feb 2012 21:07	Vera Tkachenko <iv...>	d7dea30
	Merge pull request #23 from tzikis/master	29 Feb 2012 17:42	Andy Matuschak <a...>	8a25500

Commit Details:

Commit: 9aa30159294f3829659414fe00eb985cd8966e51 [9aa3015]
Parents: 8a25500eca, 09f0c43e7c
Author: Andy Matuschak <andy@andymatuschak.org>
Date: 2 March 2012 02:41:46 GMT

Diff View:

Context: 3 Li... | Diff P... | Ignore Whit... | External Diff

Sparkle.xcodeproj/project.pbxproj

Modified file, 9 lines added | Reverse

Hunk 1 : Lines 178-187 (previously 178-183)

```
178 178 /* End PBXCopyFilesBuildPhase section */
179 179
180 180 /* Begin PBXFileReference section */
181 + 0263187214FEBB31005EBF43 /* uk */ = {isa = PBXFileRef
182 + 0263187514FEBB42005EBF43 /* uk */ = {isa = PBXFileRef
183 + 0263187614FEBB42005EBF43 /* uk */ = {isa = PBXFileRef
184 + 0263187714FEBB42005EBF43 /* uk */ = {isa = PBXFileRef
181 185 0867D69BFE84028FC02AAC07 /* Foundation.framework */ =
```



EGit



Download

Eclipse Distribution,
Update Site, Dropins



Documentation

Tutorials, Examples,
Videos, Online Referen

EGit

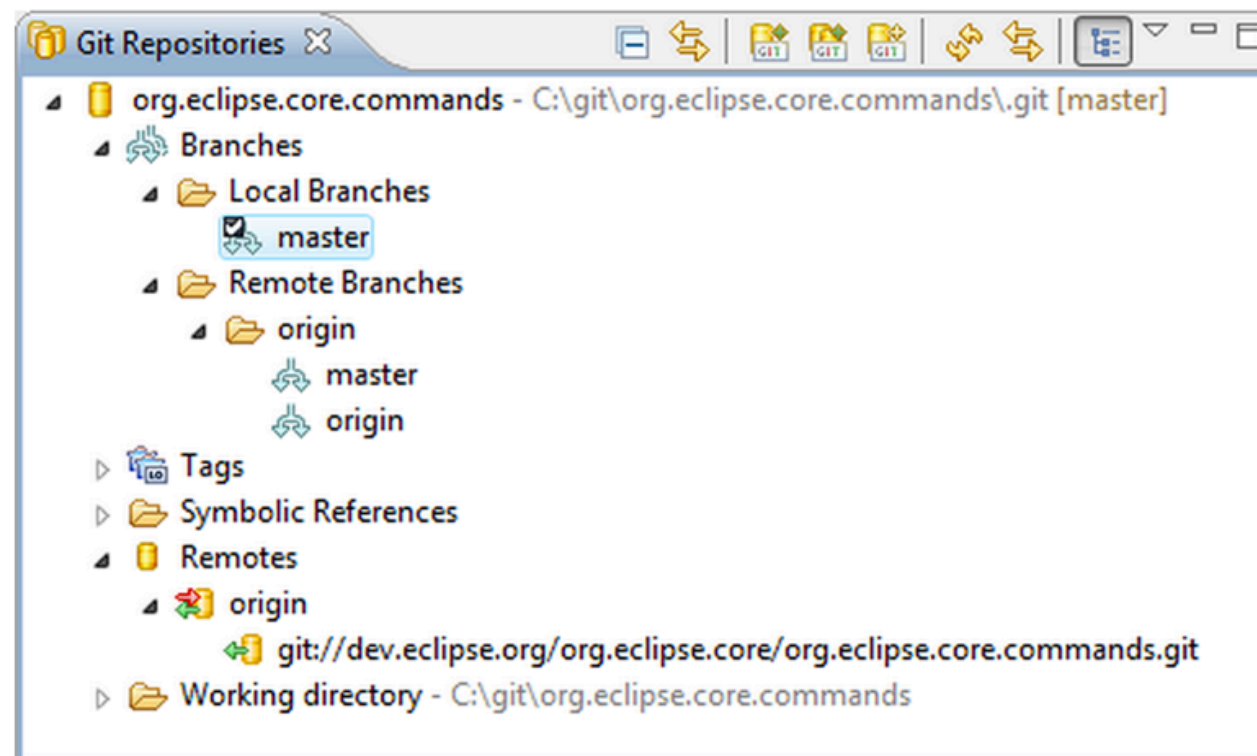


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About This Project

EGit is an Eclipse Team provider for the **Git version control system**. Git is a distributed SCM, which means every developer has a full copy of all history of every revision of the code, making queries against the history very fast and versatile.

The EGit project is implementing Eclipse tooling on top of the **JGit** Java implementation of Git.



Unlimited private repositories

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The screenshot shows the Bitbucket web interface for the repository 'bitbucket/bitbucket'. The top navigation bar includes the Bitbucket logo, 'Repositories' dropdown, 'Create' button, and a search bar. The repository page header shows the repository name, a 'Follow' button, and action buttons: 'Clone', 'Fork', 'Compare', and 'Pull request'. The main content area is divided into two sections: 'Recent activity' on the left and repository statistics on the right. The 'Recent activity' section lists four recent events: a comment on a pull request, the creation of a pull request, a commit push, and a merge. The repository statistics section shows 92 branches, 429 tags, 9 forks, and 11 followers. Below these statistics, a table lists repository details: Owner (Bitbucket), Website (https://staging.bitb...), Access level (Private), Type (Git), Language (Python), and Last updated (a minute ago).

Recent activity

- Jon Mooring commented on pull request #2570 in bitbucket/bitbucket a minute ago
- Jon Mooring created pull request #2570 for bitbucket/bitbucket 2 minutes ago
[HOTFIX] fix background image references for dashboard
- Jon Mooring pushed 1 commit to bitbucket/bitbucket 2 minutes ago
c1b1497 - fix background image references for dashboard
- Jesper Nøhr merged pull request #771 for bitbucket/bitbucket 38 minutes ago

Repository Statistics

92	429	9	11
Branches	Tags	Forks	Followers

Repository Details

Owner	Bitbucket
Website	https://staging.bitb...
Access level	Private
Type	Git
Language	Python
Last updated	a minute ago

Repositories Lab - Step 1

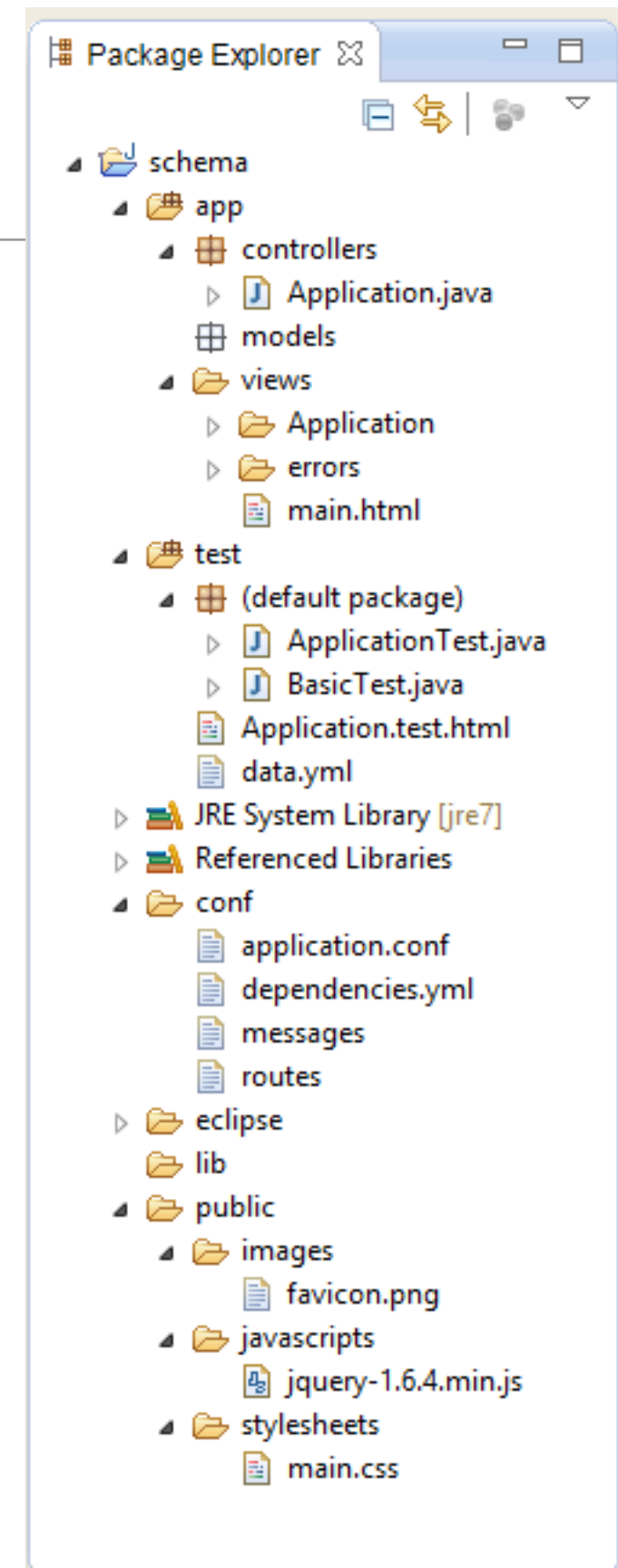
- Install git
- Install SourceTree
- Install Egit
- Create a free account on bitbucket.com

Step 2

- Create a new Play Project called “Schema”

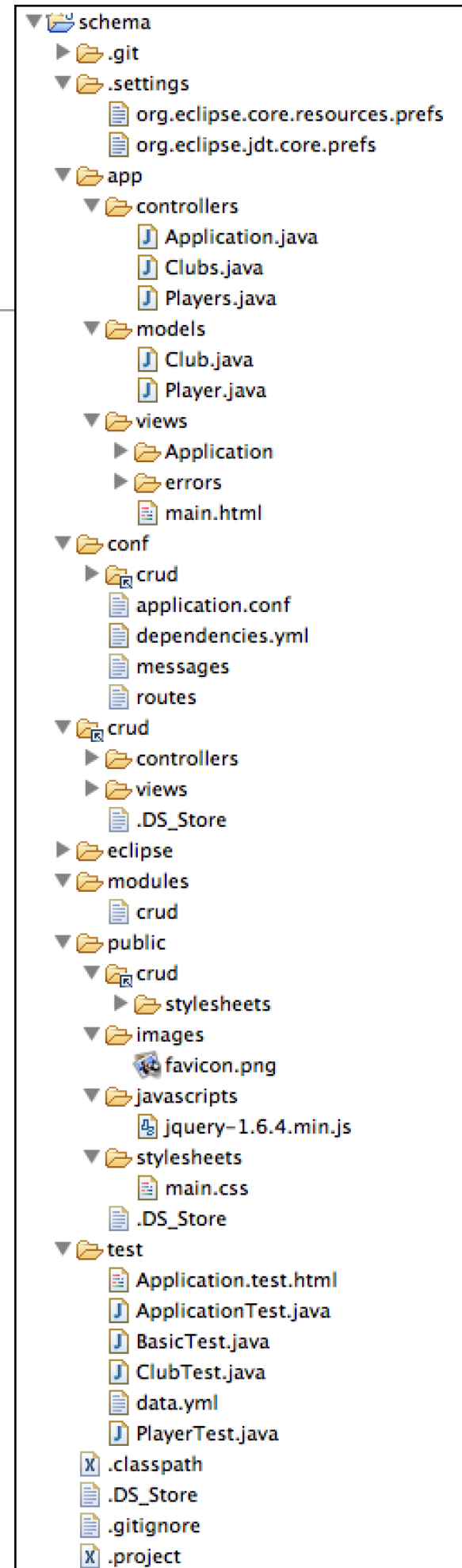
```
play new schema
```

```
cd schema  
play eclipsify
```



Step 3 -

- Configure the project to 'exclude' generated files
- We do not want the repository to contain 'generated' files.
- i.e. Files we did not author and do not need to maintain
- These can be:
 - play generated (cloudbees etc...)
 - Build generated (bin, test etc..)
 - Eclipse generated (.settings etc...)



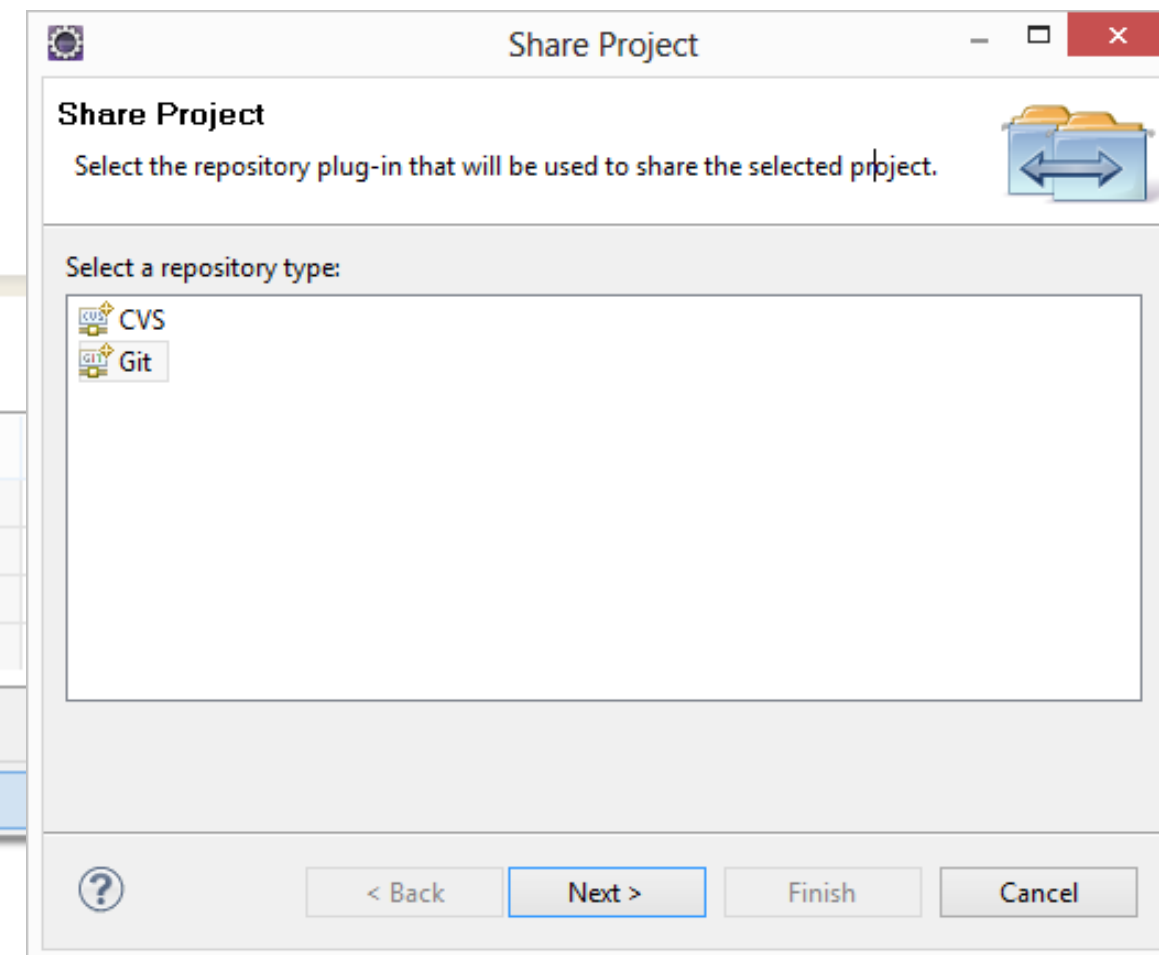
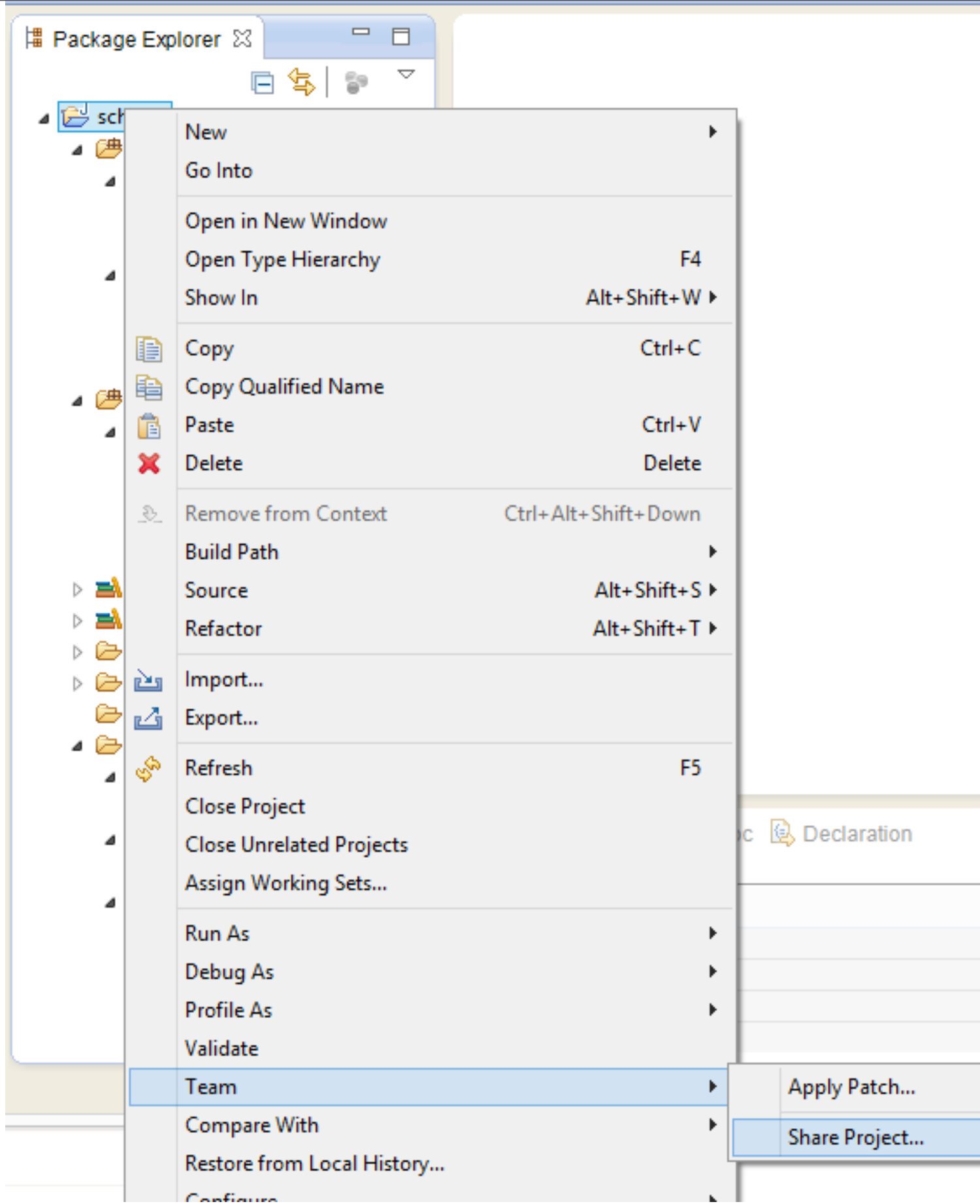
Step 3

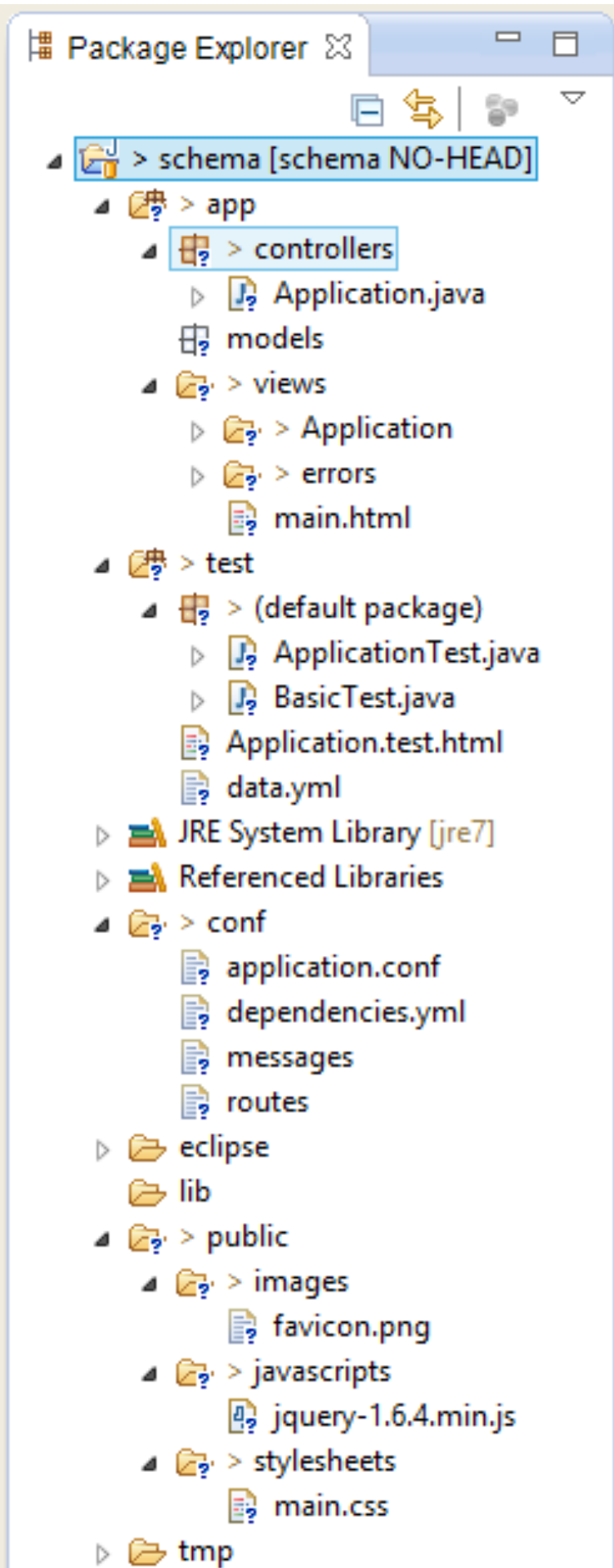
- A single file called '.gitignore' contains patterns describing all of these files.
- Place this file in the root of the "repo"
- Any file in the repo that matches these patterns will be ignored by git

```
# Ignore all dotfiles...
.*
# except for .gitignore
!.gitignore
!.classpath
!.project

# Ignore Play! working directory #
war
db
eclipse
lib
log
logs
modules
precompiled
project/project
project/target
crud/*
data/*
conf/crud/*
conf/cloudbees*
public/crud/*
target
tmp
test-result
server.pid
*.iml
*.eml
```

Step 3 - Create a repository





Step 3 - Create a repository

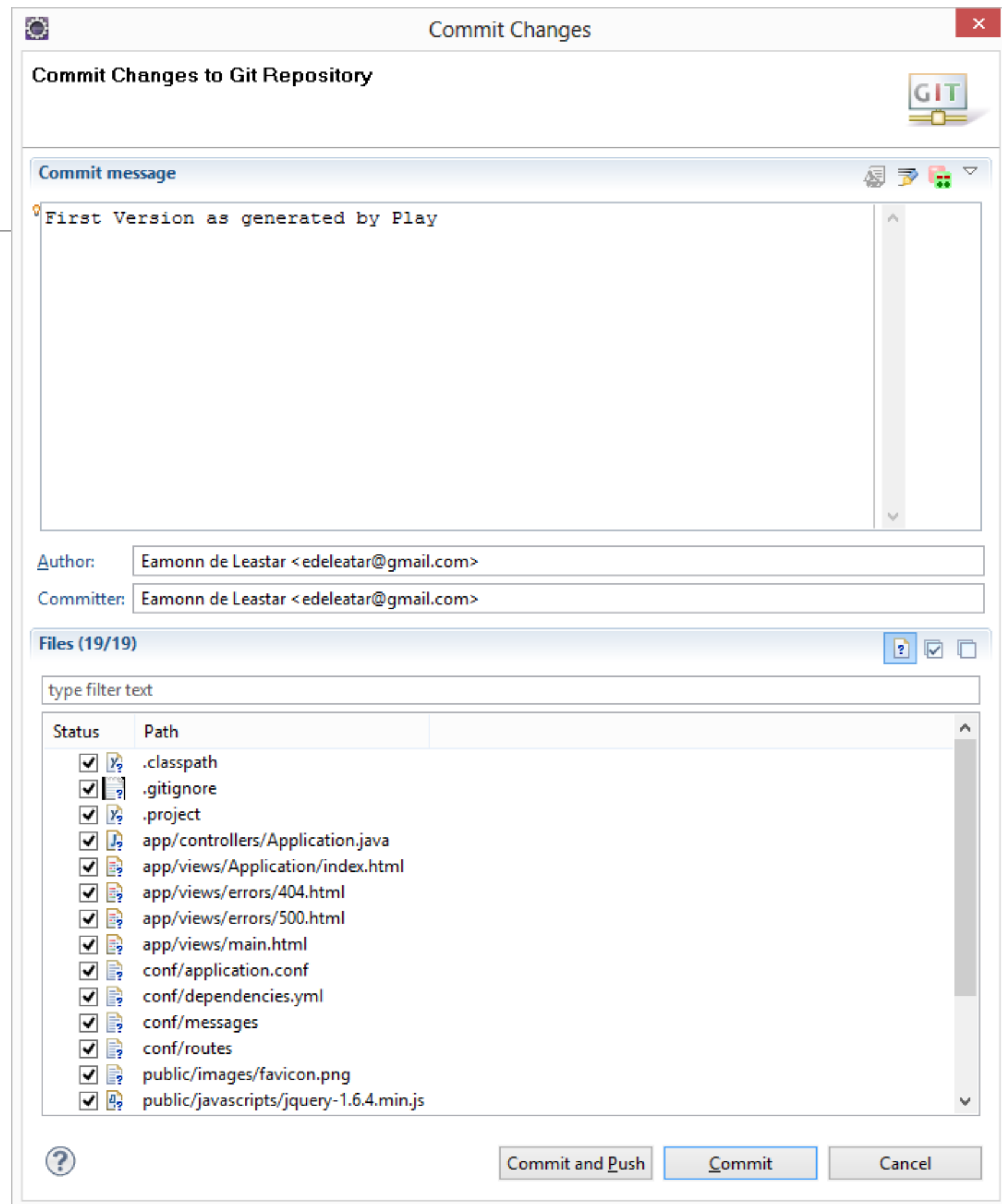
- Workspace is now 'decorated' with various icons.
- '?' indicates the following:
 - the file is a candidate for version control (it will not be '.gitignored')

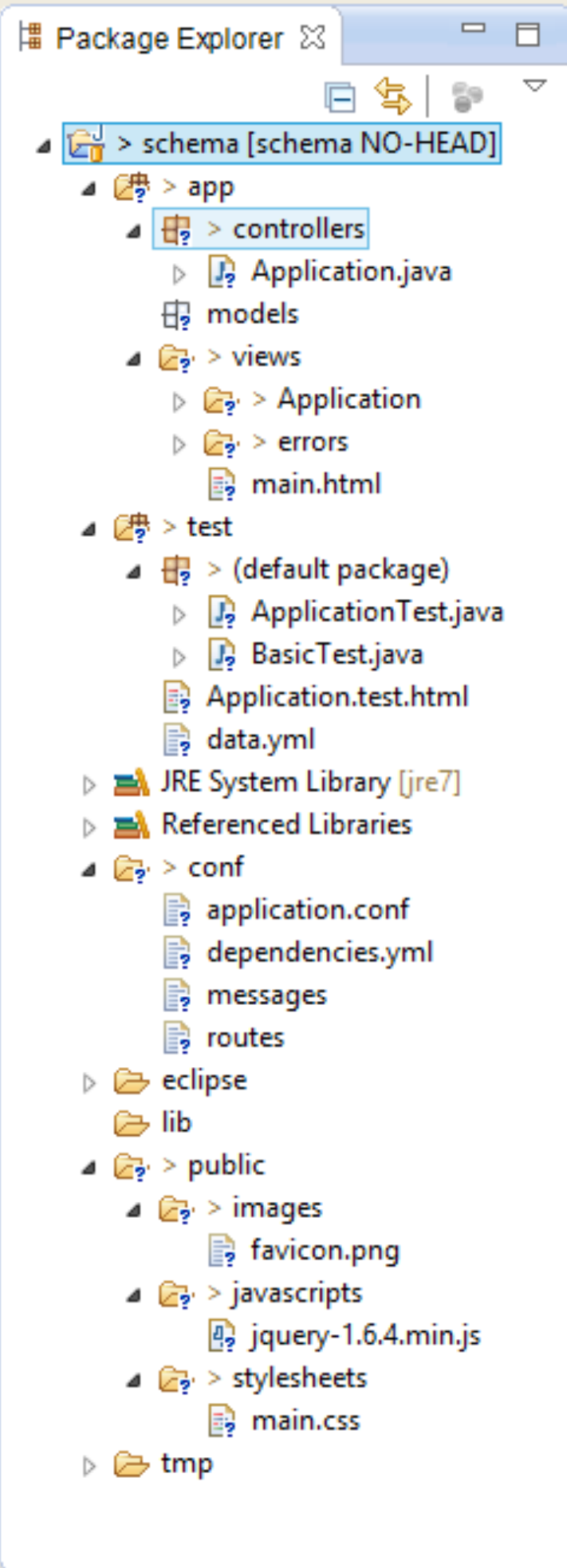
but

- the file is not currently under control

Step 3 - Commit

- Right click on project, and select 'Share->Commit'
- Presents presents list of files (only the files which had '?' on them already).
- User enters a "Commit Message"





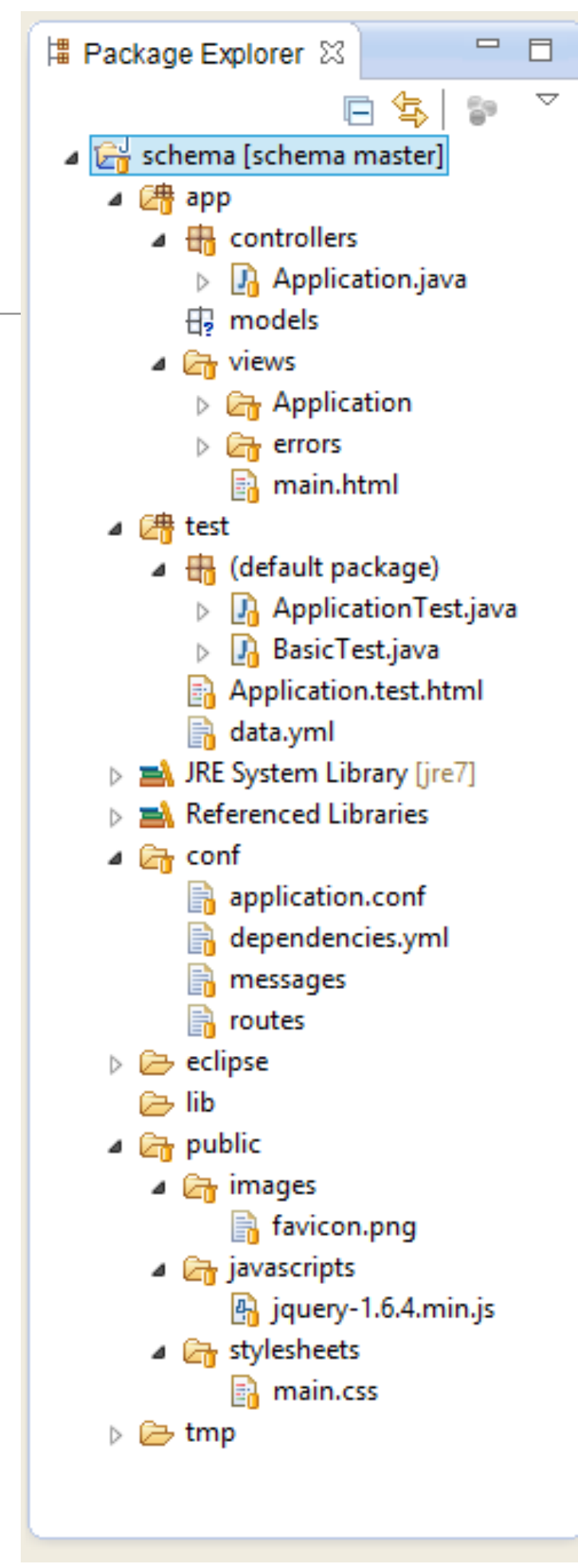
Commit



Icons change

Files under revision control now have another icon indicating they are 'controlled'

There are a few other icons we will see shortly to reflect different status



Step 4 - Walking Skeleton

- Introduce Crud
- Introduce standalone Player + Club classes
- Introduce Empty Tests
- Run the app, and also explore the model in db browser
- (This is a repeat of lab 02)

```
package models;

import javax.persistence.Entity;
import play.db.jpa.Model;

@Entity
public class Player extends Model
{
    public String name;

    public Player(String name)
    {
        this.name = name;
    }

    public String toString()
    {
        return name;
    }
}
```

```
package models;

import javax.persistence.Entity;
import play.db.jpa.Model;

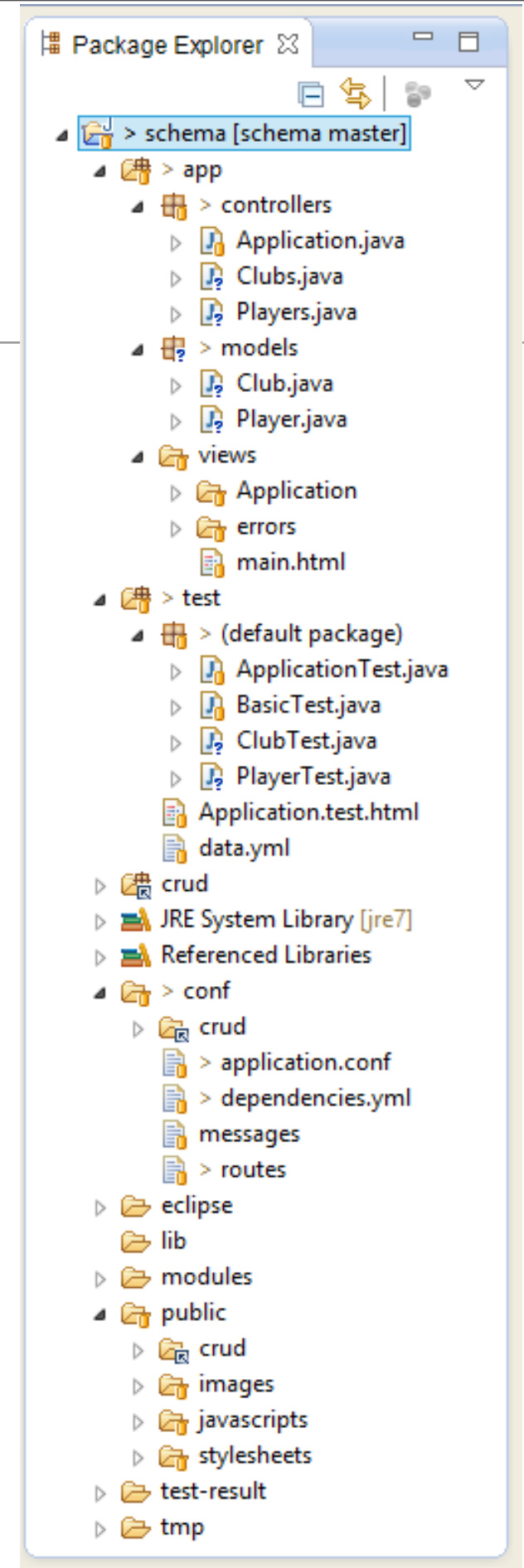
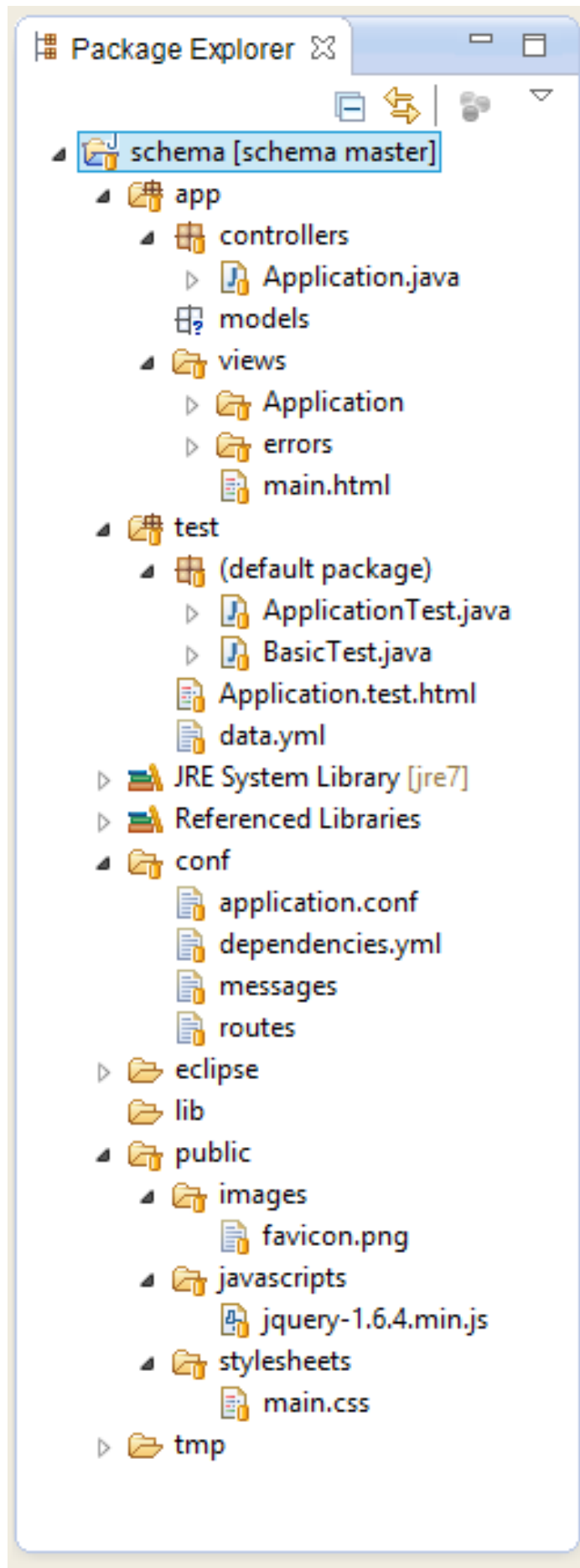
@Entity
public class Club extends Model
{
    public String name;

    public Club(String name)
    {
        this.name = name;
    }

    public String toString()
    {
        return name;
    }
}
```

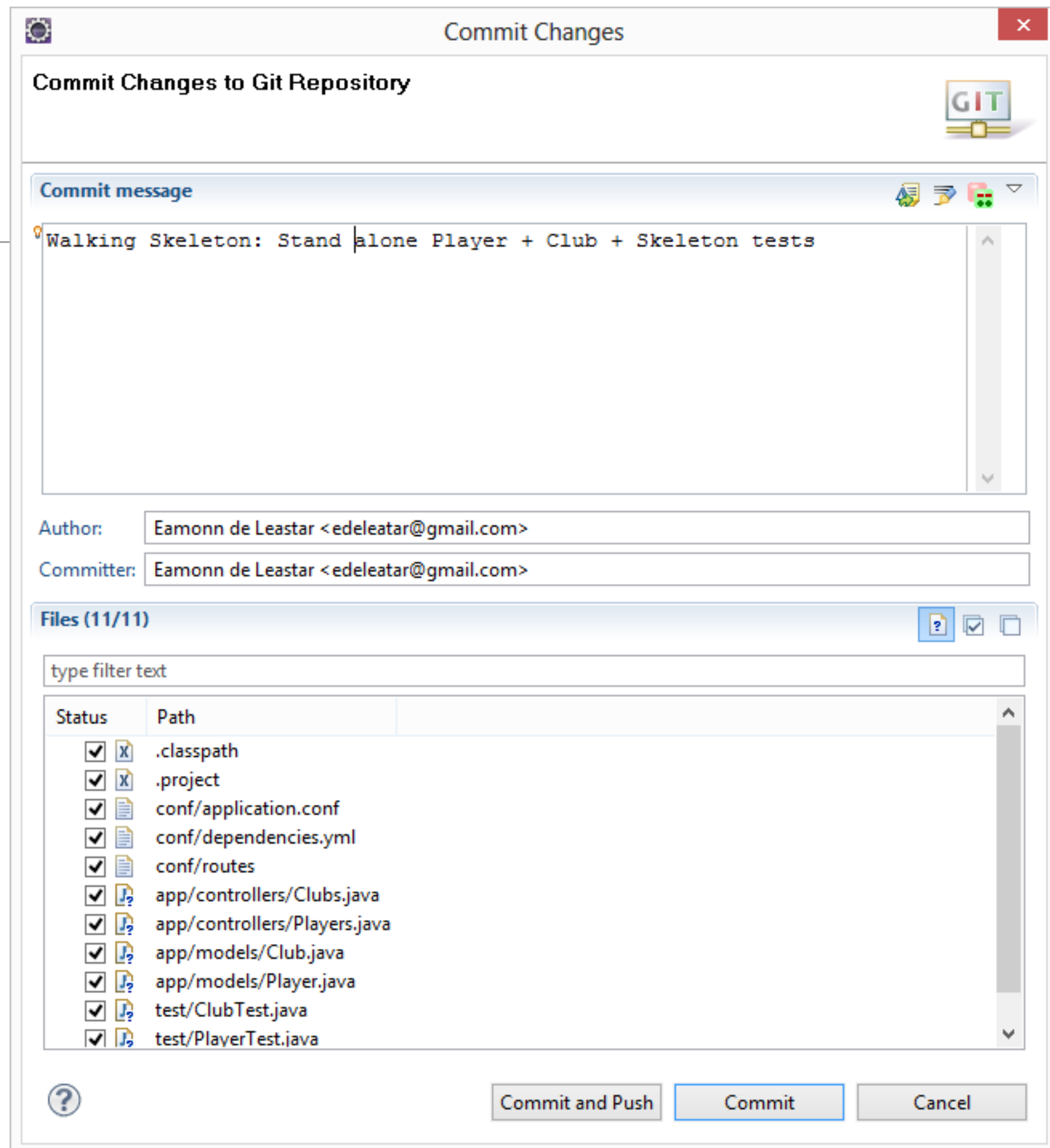

Step 5: Before Commit

- ‘?’ for new files (not yet committed)
- ‘>’ for files already committed, but which have modifications not yet committed



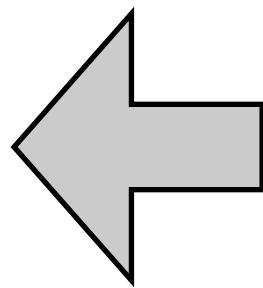
Step 5: Commit

- Commit dialog:
 - list of files (new or modified) to be committed
 - a commit message, which should summarize

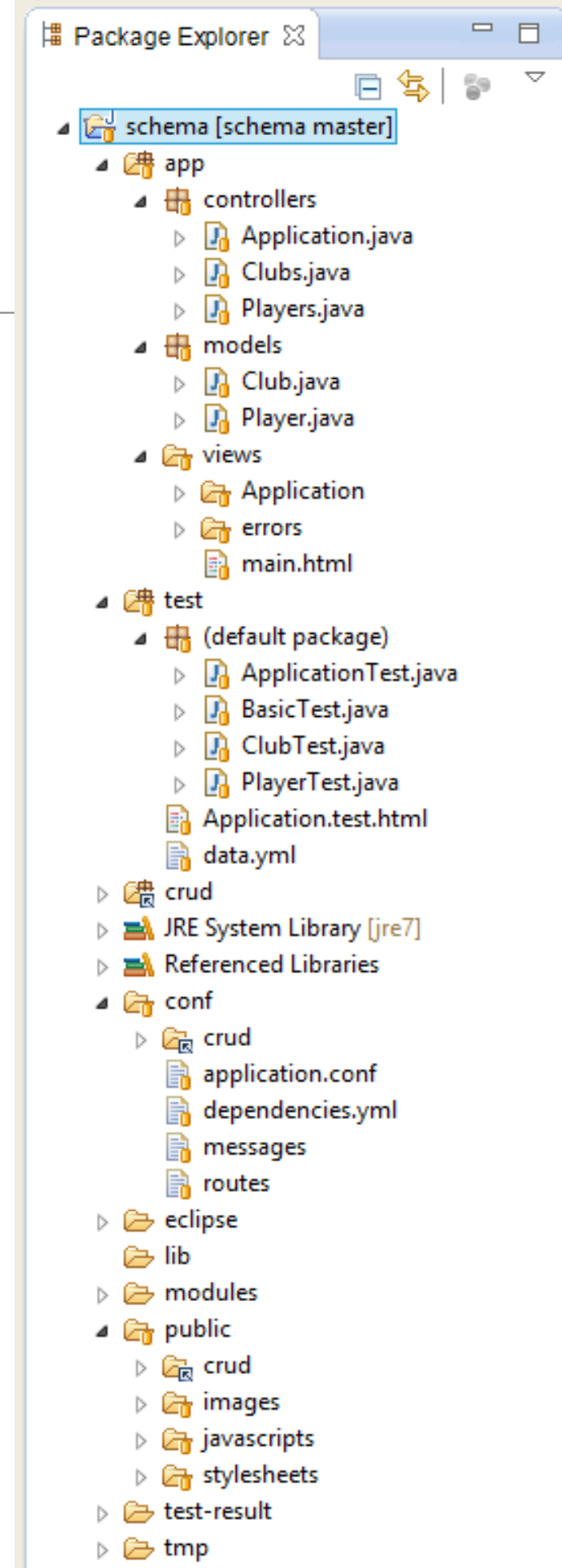
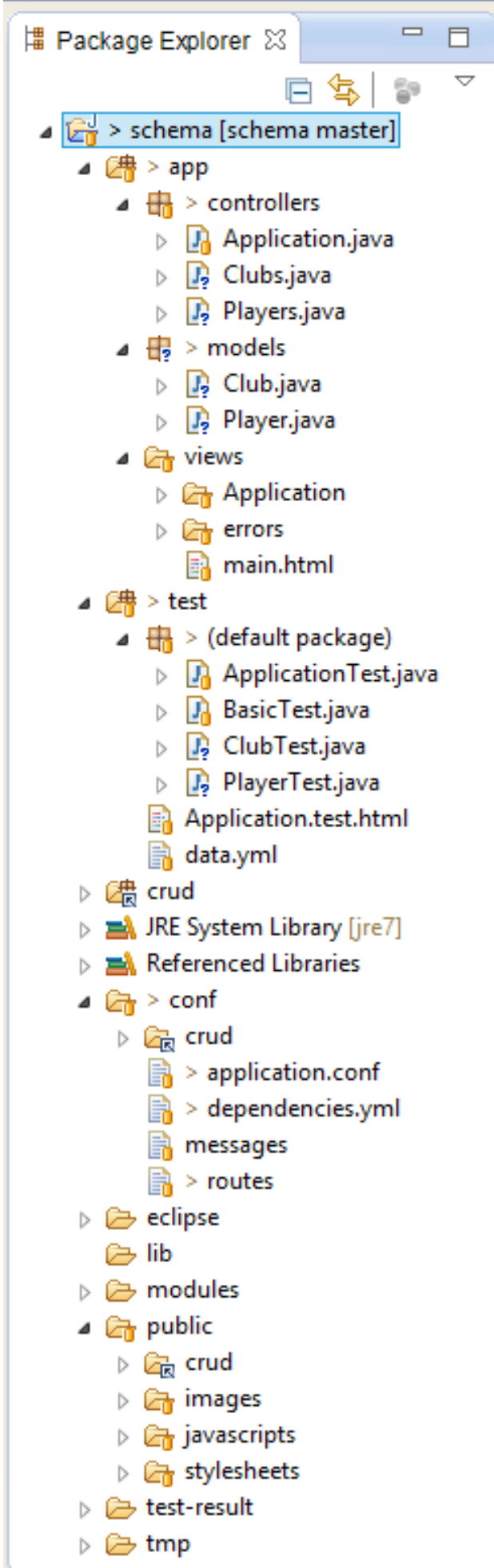
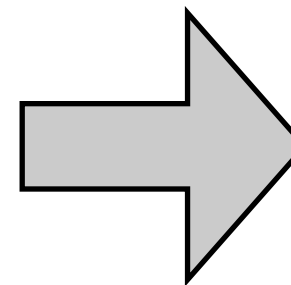


Step 5: After Commit

- Changes made but NOT committed



- Changes committed



Step 5: Repository History

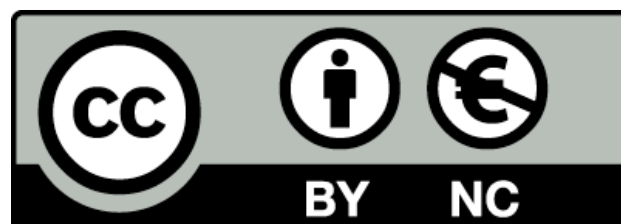
The screenshot shows an IDE window titled 'Project: schema [schema]' with a 'History' tab selected. The history table lists two commits. The first commit, with ID '637c707', is highlighted and shows a message 'Walking Skeleton: Stand alone Player + Club + Skeleton' and a branch 'master'. The second commit, with ID 'e11590a', has the message 'First Version as generated by Play'. Below the table, the details for the selected commit are displayed, including the commit hash, author, date, parent commit, and branches. On the right side of the IDE, a file explorer shows the project structure with files like '.classpath', '.project', and various Java files in the 'app' directory.

Id	Message	Author	Authored...	Committer	Committ...
637c707	master [HEAD] Walking Skeleton: Stand alone Player + Club + Skeleton	Eamonn de Leastar <edelea...	11 minutes ago	Eamonn de Leastar	11 minutes ago
e11590a	First Version as generated by Play	Eamonn de Leastar <edelea...	62 minutes ago	Eamonn de Leastar	62 minutes ago

commit 637c7078a4baeb03944bfff991e38fd41f5266fe7
Author: Eamonn de Leastar <edeleatar@gmail.com> 2013-03-31 13:56:36
Committer: Eamonn de Leastar <edeleatar@gmail.com> 2013-03-31 13:56:36
Parent: [e11590ae16e2e2acbd553474d16e0da7ba245fc4](#) (First Version as generated by Play)
Branches: [master](#)

Walking Skeleton: Stand alone Player + Club + Skeleton
tests

- .classpath
- .project
- app/controllers/Clubs.java
- app/controllers/Players.java
- app/models/Club.java
- app/models/Player.java
- conf/application.conf
- conf/dependencies.yml



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