

GITLAB

CS 346: Application Development

WHAT IS GITLAB?

GitLab is a project tracking system.

- It's like GitHub but targets enterprise customers.
- UW has our own self-hosted instance. <u>https://git.uwaterloo.ca/</u>

Features

- Project planning, tracking (issues, milestones).
- Source code management (Git, merging)
- Continuous integration (running tests, deployment).
- Security auditing (out-of-scope for us)
- Wiki for documentation, diagrams.

<pre>% main ~ course-info / + ~</pre>	History Find file	Edit v Code v	Project information Schedule information by class/term. Advisor internal use only.
Moved file into	the correct package. ored 1 week ago Last commit	e1227008	-
🗅 gradle/wrapper	Fixed course data. N	2 weeks ago	10.5 MiB Project Storage
🗅 src/main	Moved file into the c	1 week ago	README
 .gitignore 	Fixed regex to allow	10 months ago	+ Add LICENSE
M README.md	Added installation an	10 months ago	+ Add CHANGELOG
av build.gradle.kts	Fixed formatting of in	10 months ago	+ Enable Auto DevOps
😭 gradle.proper	Initial commit.	10 months ago	+ Add Kubernetes cluster
💜 gradlew	Fixed course data. N	2 weeks ago	+ Set up CI/CD
🖸 gradlew.bat	Fixed course data. N	2 weeks ago	+ Add WIKI + Configure Integrations
💉 settings.gradl	Initial commit.	10 months ago	Created on
README.md			September 02, 2023

The interface looks familiar.

MAIN FUNCTIONALITY

Here's the main functionality that we'll be using in this course:

- **Project tracking.** We will use project issues and milestones to track the work that you do towards your project.
- **Source control**. Your GitLab repository is a Git repo. You should be cloning it to your personal computers and using the repo for your source code (and any other documents).
- Software releases. We'll use the built-in mechanisms to tag and release software for each milestone.
- Wiki. Most documents should be stored as pages in your Wiki, written in Markdown. This includes everything that you are asked to submit in the course.

For a small sample project, see <u>https://git.uwaterloo.ca/cs346/public/mm</u>



GITLAB SETUP

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GETTING STARTED

- Navigate to https://git.uwaterloo.ca 1.
- 2. Click on + > New Project > Create blank project.

Project name			
Team-101-5			
Must start with a lowercase or uppercase letter, digit, emoji, or underscore. Can also contain dots, pluses, dashes, or spaces.	The URL should be under a team-		
Project URL Project slug	mates name e.a., i2avery		
https://git.uwaterloo.ca/ j2avery ~ / team-101-5			
Visibility Level (?)	Use your team number (from Learn)		
A Private Project access must be granted explicitly to each user. I this project is part of a group, access is granted to members of the group.	when naming your project!		
 Improvemental The project can be accessed by any logged in user except external users. Public The project can be accessed without any authentication. 	Make sure it's private to your team		
Project Configuration			
Initialize repository with a README Allows you to immediately clone this project's repository. Skip this if you plan to push up an existing repository.			
Enable Static Application Security Testing (SAST) Analyze your source code for known security vulnerabilities. Learn more.			
Create project Cancel			

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SETUP: MEMBERS

It doesn't matter who "owns" the project, since we will add other team members and give them full access.

- Add your team members as Owners.
- Add course staff as Developers.

Manage > Members



SETUP: SOURCE CODE

Once the repo is created, everyone that has access should be able to `git clone` it to their local machine.

Code button

Copy the URL

• Clone the URL.

\$ git clone https://git.uwaterloo.ca/cs346/public/mm

We'll add code when we create your project.

	History	Find file	Edit ~	Code ~
Clo	ne with SSH			
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Clo	ne with HTTP	S		
h	ttps://git	t.uwaterlo	o.ca/j2av	ery 🖪

SETUP: STARTING FILES

1. Add a **README.md** file to your repository.

This file determines what is shown when you open the project (i.e., it's the "Landing Page" for your project).

• It's JUST a markdown file! You can edit it in VS code (or whatever) and just add to the repo.

2. Add a .gitignore

List files and directories that you do NOT want to add to your repository.

• Just a plan-text file that you can add to the repo at the top-level.

Example files here: <u>https://git.uwaterloo.ca/cs346/public/mm</u>

SETUP: MILESTONES

Milestones are important deadlines that you want to highlight in your project. In this course, these are the four software releases that you will product.

Plan > Milestones.

Jeff Avery > 🏟 cs346-template > Milestones				
Open 3 Closed 0 All 3	Filter by milestone name	Due soon v	New milestone	
Sprint 1 Feb 7, 2022–Feb 18, 2022 Expired Jeff Avery / cs346-template	6 Issues · 0 Merge requests	100% complete	Close Milestone	
Sprint 2 Feb 28, 2022–Mar 11, 2022 Expired Jeff Avery / cs346-template	3 Issues · 0 Merge requests	66% complete	Close Milestone	
Sprint 3 Mar 14, 2022–Mar 25, 2022 Expired Jeff Avery / cs346-template	2 Issues · 0 Merge requests	50% complete	Close Milestone	

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SETUP: ISSUES

Every feature that you could implement in your project is an **issue** (synonymous with task).

A project management system, at its essence, tracks issues, and the relationship between them.

Issues contain fields, including

- Title: short description.
- Description: details required to implement it,
- **Priority**: high/medium/low.
- Status: new/assigned/closed

Plan > Issues

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Issue	
Description	
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SETUP: LABELS

Create tags for priority that you can use to label and sort issues.

Manage > Labels

Prioritized labels Drag to reorder prioritized labels and change their relative priority.				
high ① Jeff Avery / notae	Prioritized	Issues	Merge requests	* Subscribe
medium () Jeff Avery / notae	Prioritized	Issues	Merge requests	★ Subscribe
low ① Jeff Avery / notae	Prioritized	Issues	Merge requests	* Subscribe



TRACKING ISSUES

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WHAT DOES AN ISSUE LOOK LIKE?

Work is tracked by issues.

Each issue represents one requirement, or one high-level feature.

- Granularity: Each requirement should represent one complete (and testable) feature.
- <u>Dependencies</u>: You may have dependencies or overlap between requirements. This is ok!

User Story Requirement	Issue Title	Description/Details
Issue 1: Save data to a file	Save our data to a text file.	JSON file in the user's home directory. •Create data class to store data. •Add support for JSON (library). •Write function to convert list and list elements to JSON. • Convert list to JSON and store in a file.
Issue 2: Restore data from a file	Read data from a file to into a suitable data class.	Read data from JSON file in user's home directory (see issue 1). •Create data class to store data. •Add support for JSON (library). •Write function to extract list and list elements from JSON. • Read JSON from a file into a list.

Jeff Avery > 🏟 cs346-template > Issues > #13



An example of an issue, linked to a related issue. Each should have its own independent unit tests.

GOAL: UNASSIGNED ISSUES

Your outcome from requirements and design should be a "pool" of unassigned issues in your project. These unassigned issues constitute your **Product Backlog**.

During your sprint kickoff, your team should

- Establish a major goal for the sprint (e.g., "get the UI working", "integrate front and backend")
- Determine which issues need to be addressed to meet those goals.
- Add those issues to your milestone and assign them to team members.

Default values for each issue:

- Type: Issue
- Assignee: Unassigned
- Milestone: No milestone
- Due date: Unselected
- **Description**: As much as you have!
- **Dependencies**: Where they make sense.