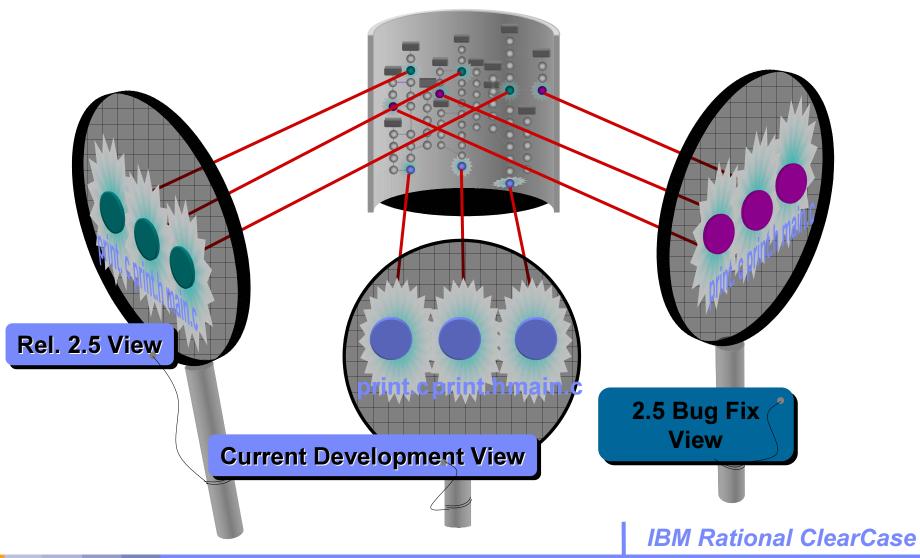
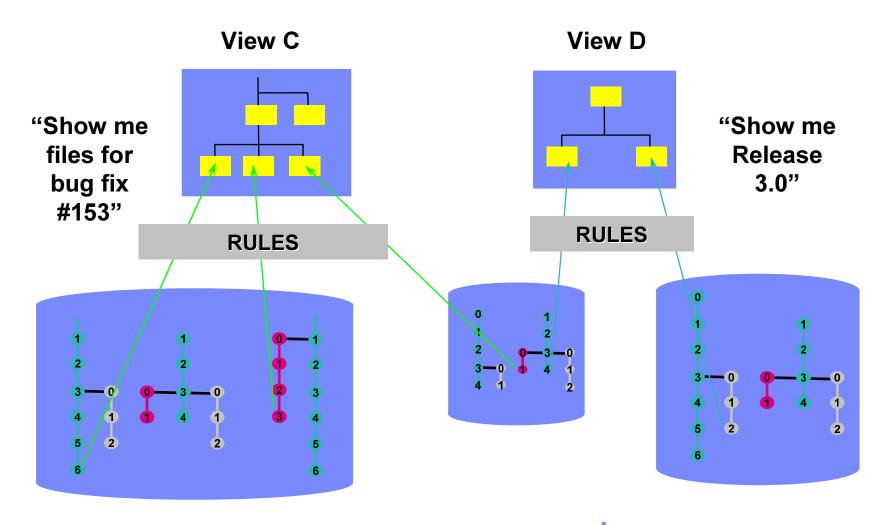
Easy to Use: ClearCase Views





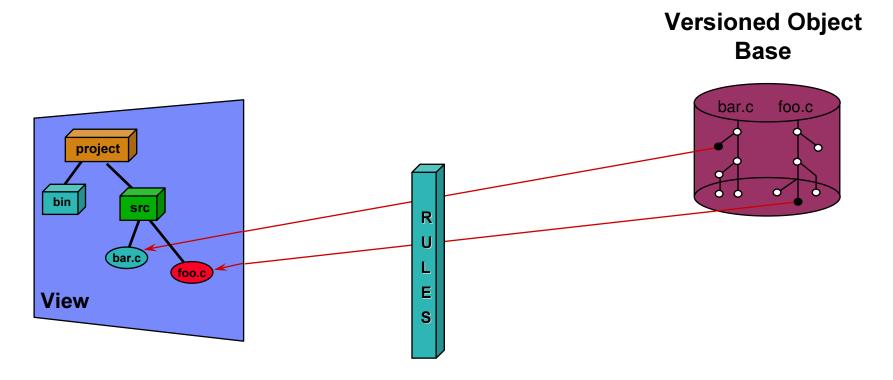
ClearCase <u>views</u> are configurations





Easy to use: Dynamic views transparent access

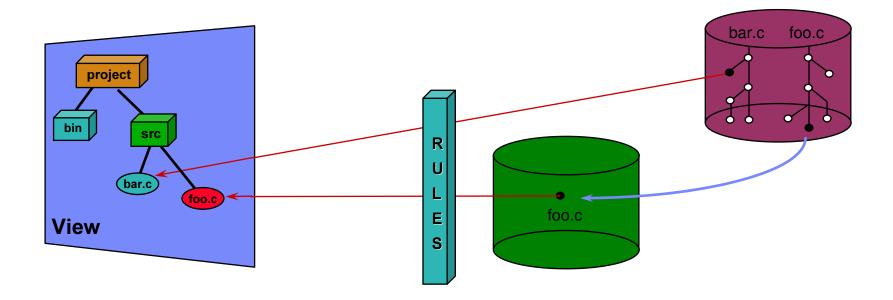
View Before Checkout of foo.c





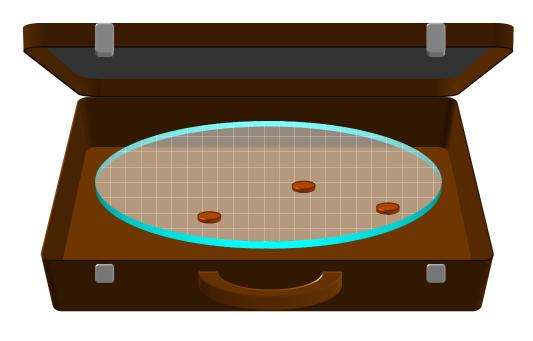
Easy to use: Dynamic views transparent access

View After Checkout of foo.c





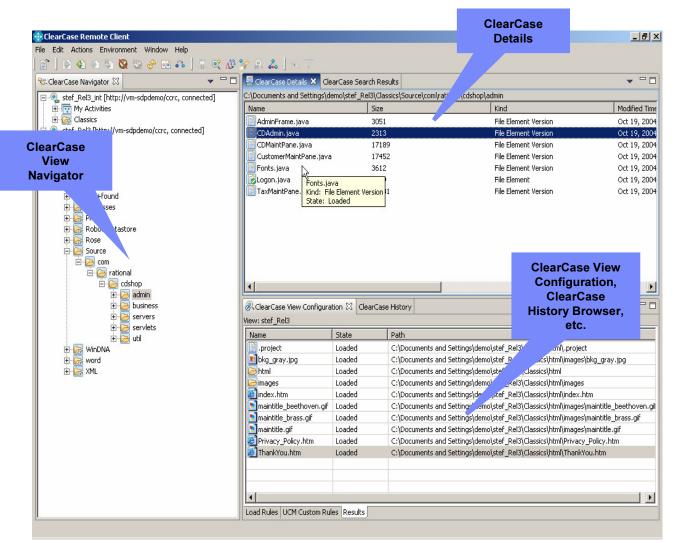
Easy to use: ClearCase snapshot views



- Snapshot Views enable reliable disconnected use
- Makes a controlled copy of the right configuration on your disk
 - Still under ClearCase control
 - Native filesystem access times
- Work away from office
 - Periodic updates only
 - Local builds
 - Automatically re-synchronizes your work with the ClearCase repository



ClearCase/ClearQuest and Eclipse (CCRC)





Eclipse



UNIX/Linux



ISPF



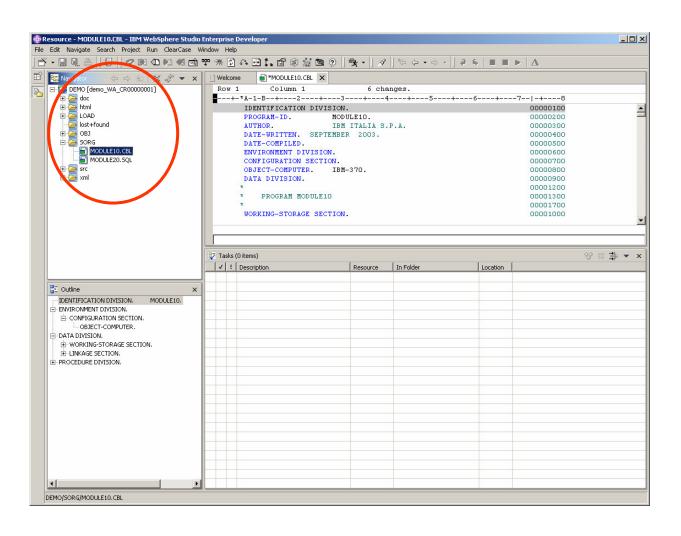
CLI



Browser



ClearCase/ClearQuest and Eclipse (WDz - MVS)





Eclipse



UNIX/Linux



ISPF



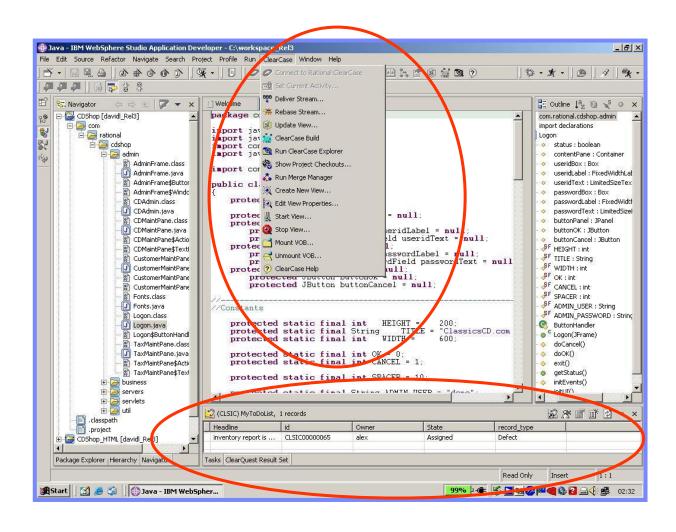
CLI



Browser



ClearCase/ClearQuest and Eclipse (WSAD / RAD / RSA)





Eclipse



UNIX/Linux



ISPF



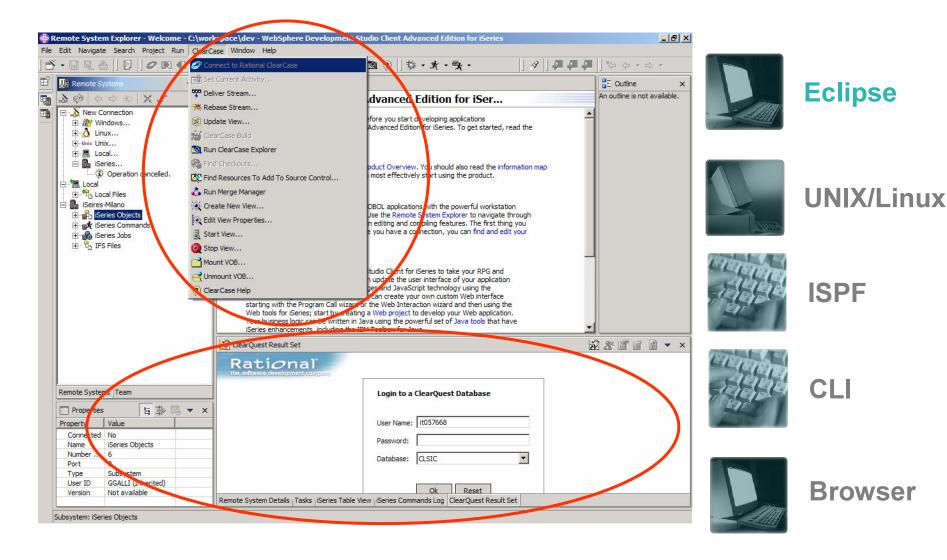
CLI



Browser

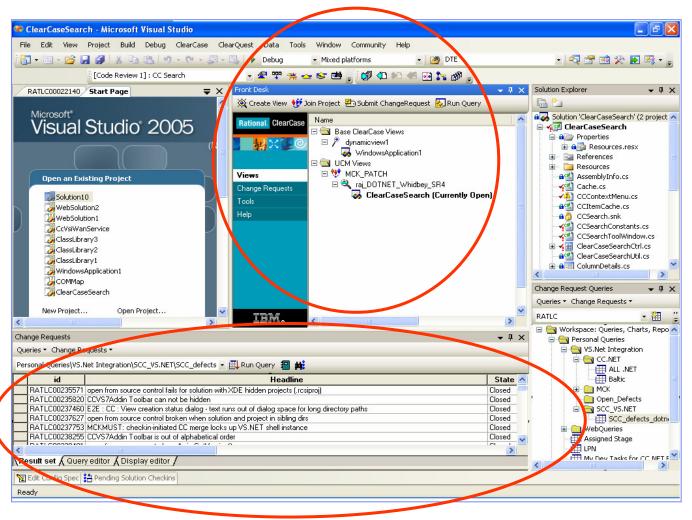


ClearCase/ClearQuest and Eclipse (WDSC – AS/400)





ClearCase/ClearQuest and Microsoft IDEs (V*)





Windows



UNIX/Linux



ISPF



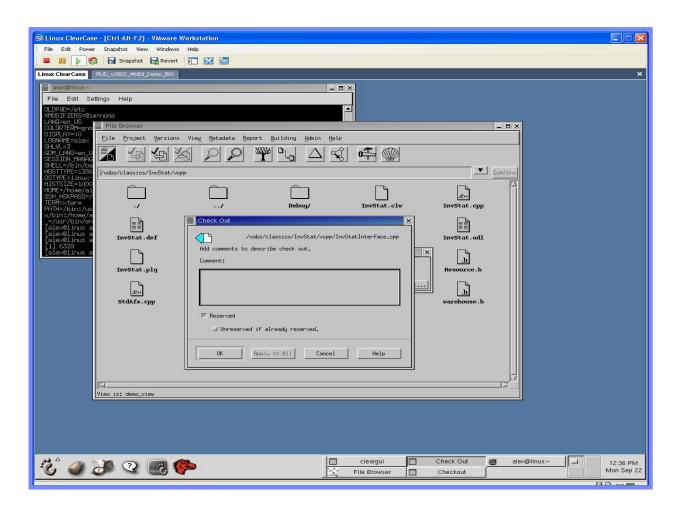
CLI



Browser



ClearCase/ClearQuest and Linux





Eclipse



UNIX/Linux



ISPF



CLI



Browser



Easy to use: z/OS Extentions New Cable Subscriber Management System applets, widgets EJB's, JSP's **DB**, transaction svcs Connectors Developer Activity ClearCase ClearCase TSO Client Remote Build Customer



ClearCase z/OS Extentions – TSO Client Feature





Eclipse



UNIX/Linux



ISPF



CLI



Browser

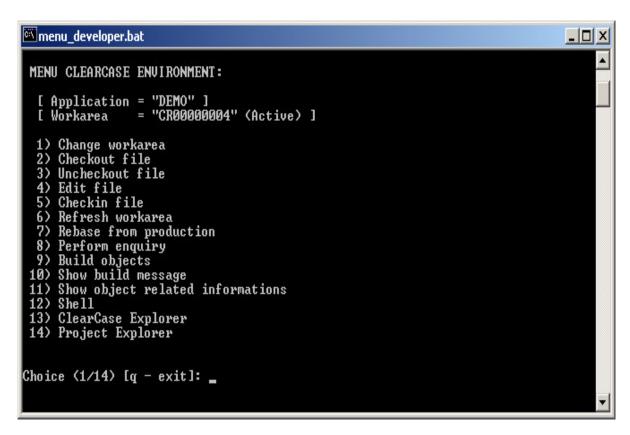


ClearCase z/OS Extentions - Remote Build Feature





ClearCase/ClearQuest and Command Line Interface



(example of custom interface)



Eclipse



UNIX/Linux



ISPF



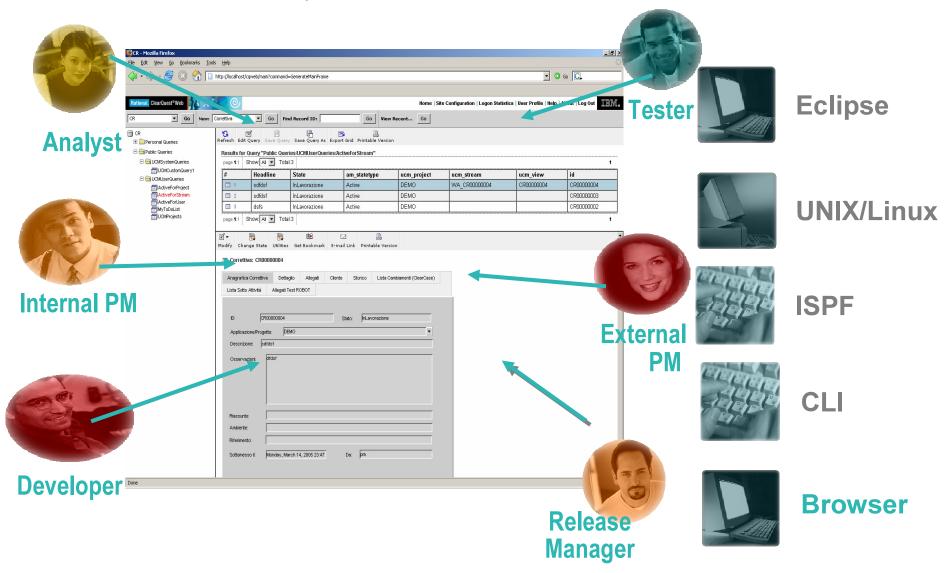
CLI



Browser



ClearCase/ClearQuest and Web Interface





Accelerate productivity with parallel development

IBM Rational ClearCase and IBM ClearQuest...

- Make parallel development practical
 - Private workspaces, automatic coordination with rest of team
 - Work simultaneously on multiple releases
 - Coordinated workflows across the team
 - Secure, versioned software assets
- Help teams collaborate and communicate
- Benefit the entire development team
 - Developers
 - Analysts
 - Content contributors

- Integrators
- Testers
- Project Managers

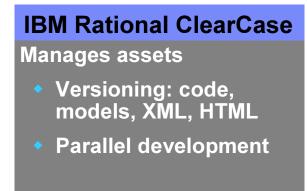


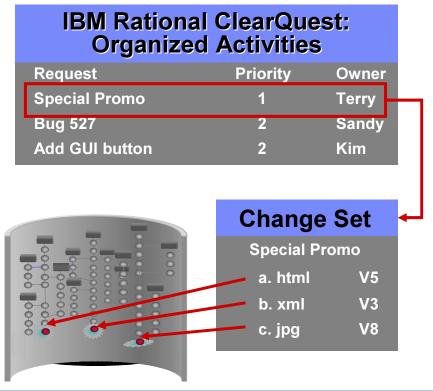
Activity-Based Change Management

Unified Change Management (UCM)

- UCM Activities automatically manage Change Sets
 - Activities in IBM Rational ClearQuest track IBM Rational ClearCase assets
 - Developers, Integrators, Testers work with Activities, not low-level assets









Manage Distributed Development

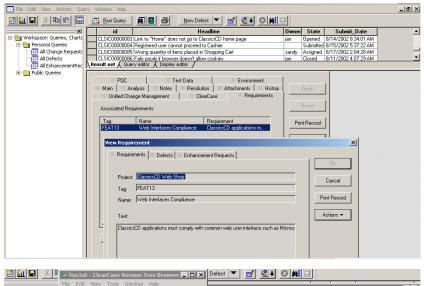
Rational CCM solutions provides a variety of ways to manage and deploy your distributed deployment environments.

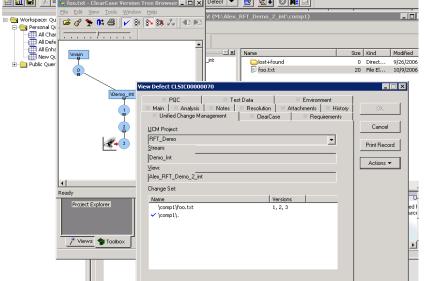
- ClearCase and ClearQuest Mulitsite
- ClearCase Web and ClearCase Remote Client (CCRC)
- ClearQuest Web

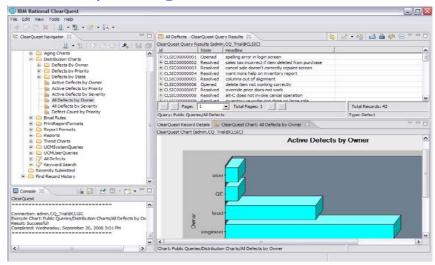


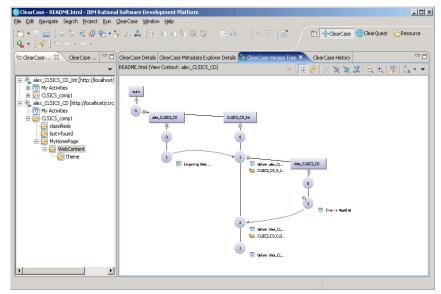


Rational CCM Enterprise wide management tools Requirements, Change Sets, Build Information, Reporting all out of the box









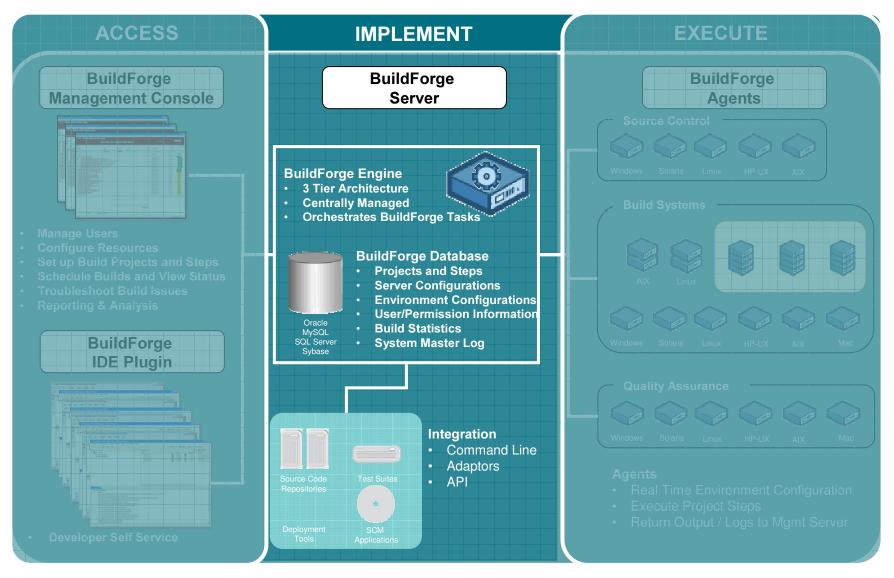


IBM Rational ClearCase Integrations:

- Rational ClearQuest
- Rational BuildForge
- Rational Rose
- Rational Functional, Manual, Performance Testers
- RequisitePro
- Microsoft VS*®
- Sybase PowerBuilder®
- Microsoft Word®

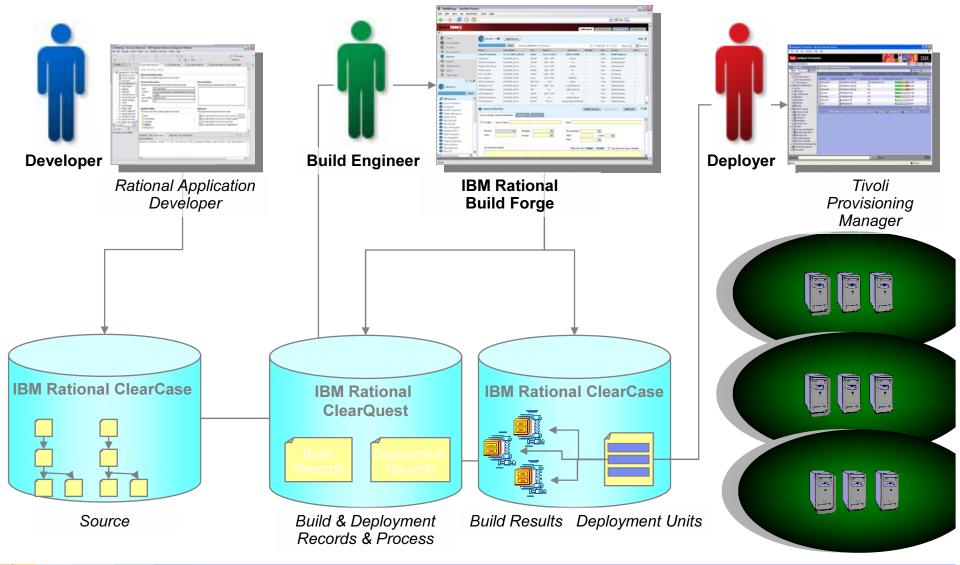


IBM Rational BuildForge: Functional Architecture





Build & deploy





Terms



Server

A Server is a logical resource in the BuildForge environment that represents any physical system running the BuildForge Agent.

A Server is defined within the BuildForge system with certain properties, such as a default path.

Project

A set of Steps which can be run in the BuildForge system. A project can be run repeatedly; each run generates a new Build.

Step

A component of a Project. A Step stores one or more commands which can be executed on a Server. Each command may itself launch an executable file, a batch file, or script that launches many other commands.

A command is anything that can be invoked from the command line of a given server (through an Agent) based on the security privileges configured.



Environments

The BuildForge system allows you to manage environment variables separate from your Projects, Servers, and Steps

- Define Environment Groups
 - Containing one or more Environment Variables
- You can assign Environment Groups to Servers, Projects, and Steps
 - At runtime, the system assembles the final working environment for a Step from all of the relevant Groups assigned to the Server, Project, and Step



Bill of Materials

- The BuildForge system generates a Bill of Materials (BOM) after each build
 - Build Results
 - Notes
 - Environments
 - List of build files
 - Code Changes
- The BOM contains information about the steps in the build and the changes to files that resulted from it.
- Uses of BOM:
 - Understanding the contents of a new build
 - Serve as an audit solution for your build and release process
 - Complete documentation of a build's contents.



Filtering

- BuildForge, by default, determines the success or failure of any command by the exit status it returns
 - zero as success
 - one as failure
- Certain commands always return a zero exit status
 - For example, a command like net use prints a list of mapped network drives; the command always succeeds although the list may not contain desired drives
- Filters are a set of regular expressions that are used to parse the output of a step command to determine success or failure



Terms



Dot (.) Commands

The BuildForge system includes a set of special commands called Dot Commands that typically can be used as the body of a Step.

The system intercepts commands that are preceded by a period and uses them to perform special functions within the BuildForge system.



Sampling of Commands Available

- .put
- get .
- .break
- .edit
- .load
- .lock
- .mkdir
- .monitor

- .include
- .strsub
- .retry
- .rget
- .rmdir
- .rput
- .scan
- .sleep



Notification

- E-mail notifications are always sent to Groups, not individual users
- Projects level Notification
 - Start
 - Pass
 - Fail
- Steps level Notification
 - Pass
 - Fail



Security

Concepts in the BuildForge security system:

- Users
- Access Groups
- Permissions
- Ownership



Security (cont'd)

- Role-based system
 - Access Groups represents a role a User has in organization
 - Roles have Permissions and Ownership
- User access is determined by the union of the Permissions of all groups the user belongs to
- Combination of Permissions and Ownership define what a group can do and/or see
 - To edit a give Project, a User would have to have Ownership on the Project AND Permissions to Edit Projects
- Example
 - User who is a member of the Guest group (and no other groups) sees only Projects which have the Guest group assigned as their Access property
 - User can only launch projects with Guest access



Ownership vs Permissions

Permissions

- System level
 - Add/Delete Projects
- Multiple Access Groups can have a single permission
 - Build Engineer &
 System Administrator
 can have a permission
 to edit Access Groups

Ownership

- Resource level
 - Projects, Steps,Environment Groups
- Only a Single Access Group can have ownership over a resource



Overview of Adaptor Configuration

- Define source code Interfaces for the systems you use
- Create Links between those interfaces and specific projects
- Schedule the projects to run, as often as you want your system to check for changes
- Run each project once



Chaining Projects

You can link or embed one Project within another Project in the BuildForge environment through a feature called **Chaining.**

Two Types of Chaining

- Inline Chaining
- Pass / Fail Chaining



Terms





From the point of view of the BuildForge system, a library project is simply a projects whose Server property is set to *None*.

These projects are intended to be chained within other projects and therefore use the server of the Step that calls them.

Server Pool

A Server Pool is a group of Servers with similar build properties (running the same operating system and with the same compilers available, for example).

The BuildForge system can run a Project on a different Server in the same Pool when the default Server for the Project is busy.

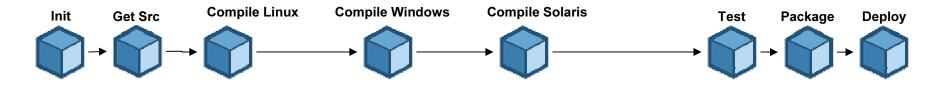
Threading

Threading allows for multiple Steps to run in parallel, thereby increasing the speed of your build.

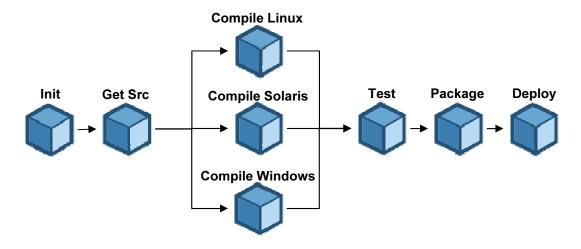


Example

Without Threading



With Threading





Benefits – Server pooling

- System can switch Build to alternate Server if default server is down or busy
- System will distribute processing load across farm of Servers automatically
- System can run a single Step on several Servers, in parallel, using Broadcasting



Advanced Build Management Features

- Dynamic Server Management
 - Dynamic Pooling
 - Logically group hardware based on user criteria- department, similar characteristics, etc.
 - Used for load balancing, fault tolerance, easier administration
 - Dynamic Server Allocation
 - Server inventory contains manifests- properties of a server used for dynamic selection
 - Optimally select build servers at execution time
 - Flexible selection criteria: can be general or detailed
 - Attribute types include: built-ins, static, dynamic
 - Support for user-defined types
 - Server manifest refresh on-demand or scheduled
 - Add new servers on network without having to manually configure or update any projects

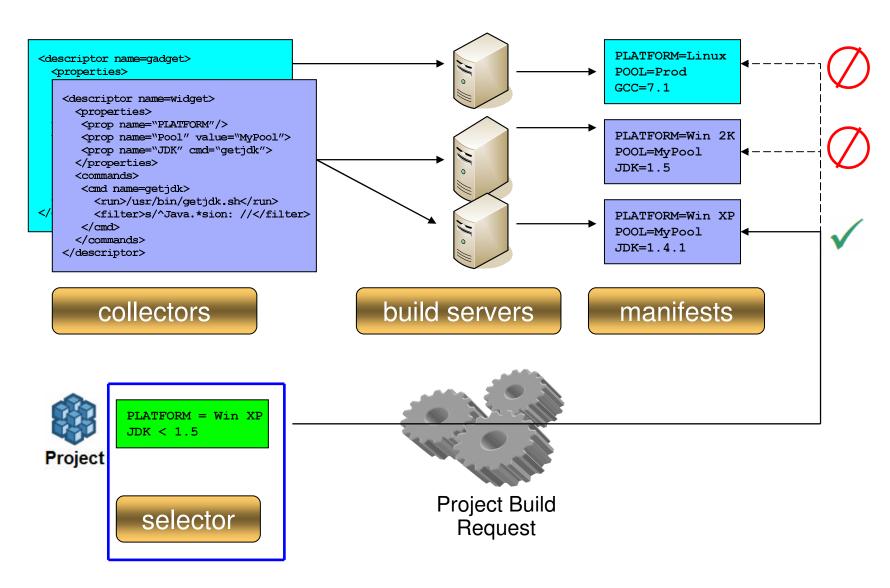


Advanced Build Management Features (cont'd)

- Load Balancing
 - Control maximum number of jobs per server, per user
 - Utilize idle hardware for requests
- These advanced build management features introduced in 7.0 are available via Enterprise Edition only



Workflow Overview of Collectors / Selectors / Manifests





Let the Concert Come to You! - Change and Configuration Management





Extremie @ Gaage & Maaagemeent

- Common, distributed and syncronized repository
- Common process and UI for heterogeneous platforms (integrated with IDEs)
 - MVS
 - Windows (VAJ WSAD/RAD WD/z Eclipse MS V* WDSC)
 - Unix / Linux
- Ability to work on parallel Change Requests
 - Enhancement, Maintenance, Bugfixing
- Ability to rebase all parallel developments with production environment
- Ability to work on the same task/activity/request with multiple users
- Increase the level of automation for the SCM process
- High value functionalities for critical applications:
 - Impact analysis
 - Out-of-date mechanism for builds -> software consistency



Agenda

- Defining Change and Configuration management
- Business value of Change and Configuration management solutions
- Challenges-solutions in Change and Configuration management
- Capabilities of Rational Change and Configuration management tools
- BuildForge Demo
- ECM Demo
- Closing, Q&A and Thanks





For More Information...

IBM Rational Clearcase:

http://www306.ibm.com/software/awdtools/clearca
se/

IBM Rational ClearQuest:

http://www306.ibm.com/software/awdtools/clearqu
est/

IBM Rational BuildForge:

http://www-306.ibm.com/software/awdtools/buildforge/ index.html





Additional resources

- Eclipse
 - http://www.eclipse.org
- IBM developerWorks for hints, tools, tips and tricks
 - http://www-106.ibm.com/developerworks/platform/
- Demos, evaluations, upgrades, patches, hot fixes, add-ins, plug-ins, models, scripts, and documentation
 - http://www-136.ibm.com/developerworks/rational/downloads/
- IBM Rational Application Developer
 - http://www-306.ibm.com/software/awdtools/developer/application/index.html



Let the Concert Come to You! - Change and Configuration Management



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