

Build and Source Control - Support #7306

standardize how our projects obtain/consume 4GL source code/schemata from customers

04/27/2023 11:47 AM - Greg Shah

Status:	New	Start date:	
Priority:	Normal	Due date:	
Assignee:		% Done:	0%
Category:		Estimated time:	0.00 hour
Target version:		case_num:	
billable:	No		
vendor_id:	GCD		
Description			

History

#1 - 04/27/2023 12:03 PM - Greg Shah

The FWD conversion process (and analytics) require 4GL source code and schemata to be provided. To date, we have used a custom approach for each project. This has very little value and high relative costs since it is a big source of differences between each conversion project. It especially impacts the setup instructions for each project which become quite different. This messiness is something we can eliminate at the cost of implementing standards.

I think we probably need 2 options:

1. direct source repo access
2. standardized archives (zip or 7z)

Both approaches will require us to:

- Know how to copy the files into the right places of our project; OR
- Map our project cfg into the customer's structure.

I think the mapping approach is best but it will take changes in FWD.

Option 1 will require that our project knows how to pull the latest code from the 4GL source repo.

Option 2 will require us to develop a process (and standards) for consuming new archives and turning them into an internal source repo that can be used as a replacement for Option 1 above. We would want to standardize things like archive naming, how we unpack/copy things into the repo.

In both cases, the idea is that the actual source code for a project will come from some source repo. It will be important for us to implement some kind of tagging approach that can be referenced so that our project will stay with a given set of 4GL inputs until explicitly configured to do otherwise.