

# Introduction to Using Meister 7.0 to Manage Your Builds

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A 2-day Hands-on Technical Education Program Offered By



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# Table of Contents

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Introduction .....	1
Day 1 .....	1
Day 1 - Agenda Overview.....	1
Installation and Setup of Meister .....	1
Meister Architecture and Terms .....	1
Meister Navigation and Explorers .....	1
Defining an ALM Workflows.....	1
Projects, Dependency Directories and Build Methods.....	2
Managing Users and Groups .....	2
Day 2 .....	3
Day 2 - Agenda Overview.....	3
The Lean Methodology Developer Build .....	3
Meister and Workflow Environments .....	3
Build Forensics using Footprinting and Impact Analysis .....	3
Compiler Essentials.....	3
Performing Complex JAVA Builds.....	3
Corporate Overview .....	4

## Introduction

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This 2-day course will provide the Openmake Meister 7.0 End User's with a strong overview of managing builds and implementing Meister into their own unique environment. It is a “hands-on” course where the participants will complete Lab exercises providing them with actual build experience. Anyone who is responsible for Enterprise Configuration Management, Build Configuration Management or Production Control will benefit from this 2-day course.

## Day 1

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### Day 1 - Agenda Overview

- Installation and Setup of Meister
- The Openmake Meister 7.0 Architecture
- The Openmake Meister Eclipse RCP Based Client
- Defining an ALM Workflow
- Projects, Dependency Directories and Build Methods
- Manage Groups and Users

### Installation and Setup of Meister

An overview of Meister 7.0 will be provided covering its uses and benefits. Students will be instructed through the process of Installing Meister learning the basic installation requirements, starting and stopping the KB Server and navigating through the Meister Explorers.

### Meister Architecture and Terms

Students will learn Meister terms and become familiar with the architecture as implemented in a software development environment. Meister licensing, and distribution to end user's workstations will be covered.

### Meister Navigation and Explorers

Students will learn the basic Meister navigation and the use of the Meister Project Explorer, Workflow Explorer, Reports Explorer, Build Services Explorer, Build Methods Explorer and Target Explorer. Students will initiate builds through the Workflow Explorer and understand how to configure Projects, Dependency Directories, Compile Flags and Build Configurations.

### Defining an ALM Workflow

Students will learn what tasks are required to define custom ALM workflows. A review of the out of the box adapters will be provided. Scheduling and on demand execution of workflows will be completed.

## **Projects, Dependency Directories and Build Methods**

Students will learn what tasks are required to administer the Meister build-to-release process. The management of Dependency Directories, Build Rules, and Build Methods will be reviewed for defining custom build configurations.

## **Managing Users and Groups**

Managing Groups and Users will be covered. Students will learn the benefits of defining roles and responsibilities to particular Groups and how these Group's roles can enhance the software life cycle process.

## Day 2

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### Day 2 - Agenda Overview

- Building in Lean Methodology/Developer environments
- Meister in Workflow Environments
- Footprinting and Impact Analysis
- Compiler Essentials
- Complex Java Builds

### The Lean Methodology Developer Build

Students will learn the basic “developer’s” build. They will view the build process from the point of view of a developer making changes to a subset of the application code. Students will understand the goals of the developer compared with the goals of configuration management. Common library locations, debug builds, simple code trees and integration with popular IDE’s will all be addressed. A significant amount of time will be spent on this topic involving a number of exercises using Meister to build Java programs. Continuous Integration builds will also be covered.

### Meister and Workflow Environments

Students will learn the difference between building within the Meister Explorers and using the Meister Command Line. Students will understand how to execute builds from the Command Line and become familiar with automating calls to Meister so that Meister can be called from triggers or from within other Workflow Automation tools.

### Build Forensics using Footprinting and Impact Analysis

Students will learn how to take advantage of Openmake’s innovative Build Forensics. The use of impact analysis and footprinting will be reviewed showing how these reports can be used to trace a production binary back to the source code of origin. This level of traceability will assist with passing the most difficult of audits.

### Compiler Essentials

Developers will learn how compilers work and how compilers relate to the Meister Build Methods. Java, C, and C++ will be covered. Understanding Java Tasks and ANT will be reviewed.

### Performing Complex JAVA Builds

Students will be presented with more difficult Build Tasks using JAVA. These lab exercises are hands-on and will require the student to utilize the knowledge provided in order to successfully complete the exercises.

## Corporate Overview

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OpenMake Software is a premiere provider of build-to-release management software and consulting services dedicated to assisting our customers with the implementation of a consistent and repeatable build-to-release process. OpenMake Software specializes in the design and implementation of reliable and repeatable application build processes for our customers.