



# DELIVERABLE

**Project Acronym:** Europeana Cloud  
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## Deliverable D2.1 – Development Environment

**Revision:** Final

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## Revision History

Revision	Date	Author	Organisation	Description
1	26.04.13	Yorgos Mamakis	EF	Initial Draft
2	01.05.13	Marcin Werla	PSNC	Comments
3	02.05.13	Pavel Kats	EF	Comments
4	02.05.13	Markus Muhr	TEL	Review

### **Statement of originality:**

This deliverable contains original unpublished work except where clearly indicated otherwise. Acknowledgement of previously published material and of the work of others has been made through appropriate citation, quotation or both.



## Europeana Cloud D2.1

This deliverable describes the development environment that will be used to develop Europeana Cloud software. The specification lists standard approaches and tools that are commonly used by the open-source community and represents the commitment of the project to the open-source approach and agile development methodology,

## Introduction

The objective of the task 2.1.3 and the current deliverable was to specify and set up the development environment for the Europeana Cloud project. This specification should concern both software development methodology aspects and practical solutions that will support this methodology. The partners drew upon their collective experience of developing software for cultural heritage institutions and came up with the specification outlined in the following section.

The choice reflects the commitment of the Europeana Network and the Europeana Cloud project to the principles and philosophy of the open source movement. The tools that are suggested are extensively used by open source projects and their workflows enforce adherence to open source principles by the users. Hence, this is a conscious choice to create an internal and external expectation that the project will take Europeana closer to the open source community.

Another concern that guided our choice was the commitment to agile development methodology. Being aware of the complexity of the project and its distribution across different partners we believe that it is necessary that our development methodology is flexible and sensitive to changing requirements and needs. Transparency of resource allocation that is required to this end will be achieved using principles of agile development that are being actively employed in the industry in the recent years.

## Environment

### 1. Development methodology

Europeana Cloud development process will adopt a SCRUM/Agile methodology. For ongoing management of the development process, the project will use a [JIRA/Greenhopper](#) agile management tool hosted by DPLF.

### 2. Version Management System

For the revision and source code management tool the project will use [Git](#) and it will use [GitHub](#) for hosting the project online for easy collaboration.

**Git version: 1.8.2.1**

**Europeana Cloud GitHub page:** <https://github.com/europeana-cloud/eCloud.git>

### 3. Programming environment

Europeana Cloud software deliverables will be developed in Java programming language.

**Java version: 1.7.21**

### 4. Build Automation Tool

Europeana Cloud deliverables will be built using [Apache Maven](#) build automation manager. Project's parent POM configuration file: <https://github.com/europeana-cloud/eCloud/blob/master/pom.xml>

### 5. Developer IDE

The choice of the IDE will be done by each partner but [Eclipse](#) open source IDE is recommended. It is a very standard choice, is already used by EF and has plugins to all the other tools used in the development process.

### 6. Continuous Integration Platform and Artefacts Manager

For the continuous integration platform and build artefacts repository management [Hudson](#) (or its open-source counterpart [Jenkins](#)) and [Artifactory](#) will be used as the team members have already accumulated significant experience with these environments.