



INTELLIGENCE USABILITY PRODUCTIVITY

**YOUR SOLUTION FOR CONTINUOUS INTEGRATION
AND EFFECTIVE BUILD MANAGEMENT**

Web-based Administration and Build Process Monitoring

Code Quality Features

Eclipse, MS Visual Studio, and IntelliJ IDEA Integration

.NET and Java Build Runners

Support of industry-wide Version Control Systems

Open API and Extensibility



Develop with pleasure!

<http://www.jetbrains.com/teamcity/index.html>

TeamCity – Your Solution for Continuous Integration and Effective Build Management

TeamCity is a distributed build management and continuous integration system that allows your team to run and monitor your software building process while improving your team communication and the integration of changes. With TeamCity, you'll always know when a build breaks, and exactly which code broke it, so you won't need to waste time hunting down the causes of failed builds, missed deadlines, low quality software, and poor morale.

TeamCity works the way you want it to, and you don't need to change your usual development style: code in your favourite IDE, commit changes to your VCS, and get feedback on the results of integrating your changes using TeamCity's web interface or your preferred means of notification.

TeamCity's Technologies

To ensure the best user experience, we employ cutting-edge web technologies such as Ajax and Web 2.0 with Java, to make TeamCity a cross-platform and IDE-independent solution.

Build Agents and “Build Grid”

TeamCity uses distributed “Build Agents” to manage the building of your projects. You can customize the number of computers you use as Build Agents, and control the builds, directly from TeamCity's web interface. The process of installing and customizing the Build Agents is easy and straightforward, and their update is completely automated.

TeamCity can leverage the available computing resources of an entire organization with its Build Grid concept, which employs currently-unused resources from multiple computers, any of which can run multiple builds and/or tests at a time, for single or multiple projects across your company.

Agent	Status	Running build
Agent mps-unit	Enabled Disable agent	Selena :: Main Tests passed: 6268
resharper-tests	Enabled Disable agent	Selena :: Main clear.classes
dotTraceTests_amd64	Enabled Disable agent	dotTrace-Main :: PerformanceTests Tests passed: 2936
dotTraceTests_ia32	Enabled Disable agent	dotTrace-Main :: StressTests_ia32 Tests failed: 1(1 new)

Build Queue

TeamCity processes builds in its “Build Queue” – a list of pending builds which you can manually reorder by dragging-and-dropping.

Web-based User Interface

A rich web interface enables the efficient administration and automation of common user tasks:

- get quick feedback on the code changes you introduce
- access the build artifacts in just one click
- view the source code changes pending for the next build
- configure your own view of the projects dashboard
- view the files differences on the web just like in the IDE and navigate to the project source base from the web

Supported Web Browsers

Use your favorite browser when working with TeamCity: MSIE 6.0 and 7.0, Mozilla Firefox 1.5.x and 2.0, Opera 8.5.x and 9.0, and Safari 2.0.x.

Build Runners

Build your projects from the command line or use your favorite build tools, such as:

- Ant
- MSBuild
- Maven
- Microsoft Visual Studio 2005 and 2003 solutions (for Visual Basic and C#)
- NAnt

Plus, analyze your code quality remotely with “Duplicates Finder” and “Inspections” build runners for IntelliJ IDEA projects.

Supported VCSs

TeamCity supports such industry-wide version control systems as:

- Perforce
- CVS
- ClearCase
- Team Foundation Server
- Subversion
- Visual SourceSafe 2005 and 6.0

Testing Frameworks

TeamCity integrates with JUnit and TestNG testing frameworks for Java, and NUnit for .NET platform solutions to enable the most effective and thorough testing of your software.

Software Build Management Features

The Server Possibilities

TeamCity provides multiple means for setting up an effective build process workflow:

- projects cloning
- linking issues in bug tracking system with comments for VCS commits
- dependent builds triggering
- LDAP integration
- checkout of the project sources on Build Agents

Monitoring the Building Process

Continuous integration and testing processes just got a lot easier. Monitor your projects and changes integration status in TeamCity's web interface, or directly through your IDE to stay on top of things.

Handling Failed Builds

When multiple developers submit multiple changes, and builds start failing, everyone thinks that someone else is dealing with the problem, so nothing gets done. That's not a problem anymore: TeamCity first identifies the build that failed, and then someone can take responsibility.

Taking responsibility

When your changes cause the build to fail, you are notified almost immediately. You then have the option to take responsibility for it, so your teammates know that someone is making the necessary fixes.

Last build #5619	Result: Failure Changes (1)
Responsible:	<i>You are responsible</i> Done! Give up
Comment:	I am going to fix it in the next build.
Time:	21 Nov 13:53 - 14:06 (12m:42s)
Agent:	unit-157

"First failed in"...

When a new test fails, TeamCity immediately shows it on the *Build Results* page. You can view the detailed description of problems which occurred or navigate to the test code in the IDE right from the web browser.

1 tests failed (1 new)
NAntRunnerSendMessageTest.testProgress Open in IDE
<code>junit.framework.ComparisonFailure: <myStatus>1</myStatus> <myTimestamp>CENSORED</myTimestamp></code>
Show details »
First failed in this build with 1 change

"Already fixed in"...

As soon as the developer fixes the failed test, it is reflected in TeamCity's user interface: the test name is crossed out and there is a check mark near it.

1 tests failed (1 new)
NAntRunnerSendMessageTest.testProgress Open in IDE
<code>junit.framework.ComparisonFailure: expected: <myStatus>1</myStatus> <myTimestamp>CENSORED</myTimestamp></code>
Show details »
Already fixed in build #3341 First failed in this build

Navigating to Stacktraces, Duplicates, and Accessing Your Project Source Base from the Web

Navigate from TeamCity's web interface to the server-side code analysis results, duplicates and file differences, and the code of failed unit tests in your IDE.

Team Communication

TeamCity allows to make your team a self-organizing one. Responsibilities are no longer handed to separate team members from the outside. If nobody fixes the failed builds, this fact is evident to all team members. But as soon as someone takes responsibility for breaking the build, the entire team is automatically informed that someone is working on the fix, and when the fix is complete.



Developers are always aware on what's going on in the project code base using TeamCity's web interface, or receiving notifications via Jabber/XMPP protocol, in their IDE, or in Windows System Tray.

Using Code Quality Features

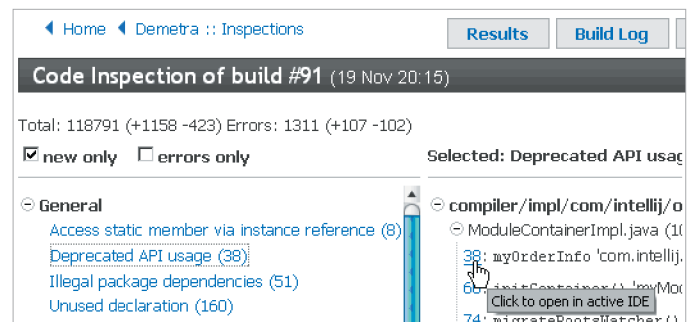
With TeamCity's code quality features you can perform such time-consuming operations like code analysis, review the code coverage and catch code duplicates on the web, thus, your own computer never slows down.

Remote Code Analysis

TeamCity comes complete with a set of more than 600 IntelliJ IDEA inspections which you can use to remotely analyze:

- unused and unreachable code,
- declaration redundancies,
- performance issues,
- dead code.

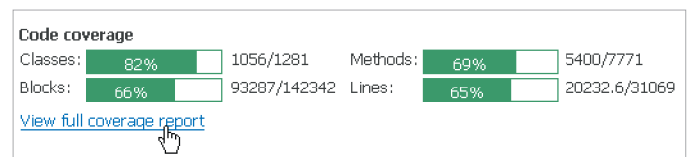
Check out the results of your remote code analysis in your browser, and then zoom right into the IDE where you can suppress or resolve the inspection results.



Reviewing the Code Coverage

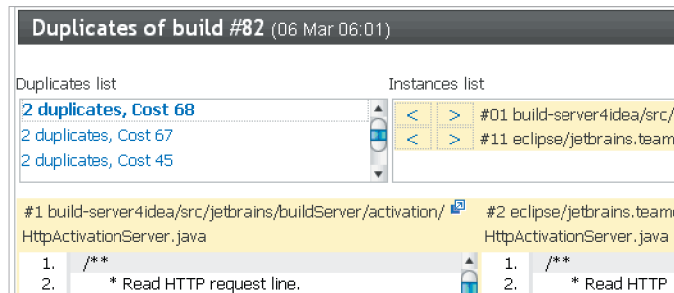
Review your code coverage statistics both on the web and within IntelliJ IDEA, so you'll always know the exact coverage of your project's code base with unit tests.

Code coverage is available for Ant build runner and IntelliJ IDEA projects. TeamCity's code coverage analysis is based on the EMMA open-source toolkit.



Catching Code Duplicates

We have “transferred” IntelliJ IDEA’s powerful mechanism of searching for code duplicates on the server. TeamCity searches for the code duplicates remotely on one of the available build agents and provides an easy-to-navigate web report on found repetitive blocks of your code and enables one-click access to the IDE where you can analyze the discovered issues.



Integration with IntelliJ IDEA, Eclipse, and MS Visual Studio

TeamCity integrates with the most popular IDE’s via plugins making your IDE not merely an IDE but a “remote control” for many TeamCity’s features:

- build status notifications
- one-click navigation to the web interface
- taking responsibility
- starting and stopping builds
- performing remote run and pre-tested (delayed) commit
- viewing tests results

Remote Run for Personal Builds

The Remote Run command helps you to integrate and test your modified code. First, your modified files are submitted to the server, bypassing the version control system. Then, TeamCity obtains the latest source files from the project code base and creates a “personal” build to test how successful your changes are just the same way as a “regular” build. This allows you to quickly find out whether your changes, if submitted, could break the build.

Pre-tested (Delayed) Commit

The pre-tested or delayed commit is an extension of the Remote Run feature. Submitted code changes first go through testing. If all tests succeed, TeamCity can automatically commit the changes to version control, or you can confirm the commit, and the code base changes will be integrated into the next project build. If any test fails, the code is not committed, the process of the entire team is not affected, and the developer can safely introduce the necessary fixes.

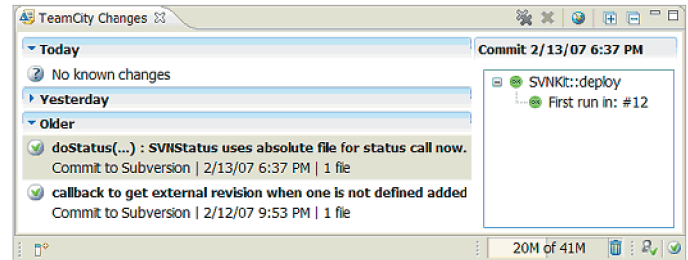
IntelliJ IDEA

With TeamCity integration plugin for IntelliJ IDEA you can examine the results of code inspections and code duplicates, view the code coverage, get notifications about the build process and much much more...

Eclipse

TeamCity integration plugin uses Subclipse, the SVN integration for Eclipse which allows:

- running both “personal” and “regular” builds and viewing the changes status

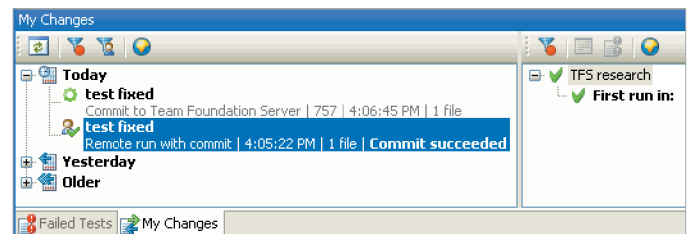


- navigating from the build logs opened within Eclipse to files referenced in build log and from TeamCity web client to Eclipse
- taking responsibility right in the IDE
- exploring the changes introduced in the source code and comparing the local version with the latest version in the project repository
- configuring watched projects and notification rules

Microsoft Visual Studio 2005

TeamCity add-in integrates with Microsoft Team Foundation Server and Visual SourceSafe version control systems. After installing the plugin you can:

- perform both a remote run and delayed commit to the project code base managed by Team Foundation Server
- take responsibility for the failed build
- view the build logs
- navigate from the results of failed tests in TeamCity’s web-interface to Visual Studio editor



Open API and Extensibility

TeamCity’s API allows you to extend it in different areas:

- User’s authentication mechanisms
- Version Control Systems
- Build Runners
- Notification services
- Web interface
- Build triggering options

**Improve the development and collaboration
in your team and develop with pleasure using
TeamCity!**

<http://www.jetbrains.com/teamcity/index.html>

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