

Integrated Development Environment e2 studio 20AN0286EJ0100

e2 studio with plug-in AgileReview

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Introduction

AgileReview is a plugin of Eclipse which user can do code reviews. e^2 studio is an integrated development environment based on Eclipse, so that e^2 studio is possible to realize work with external tool using plugin of Eclipse. This document describes how to install and use AgileReview plugin in e^2 studio.

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1. Introduction

1.1 e² studio with AgileReview

 e^2 studio is an integrated development environment based on Eclipse, so that AgileReview plugin which is a plugin of Eclipse, also works in e^2 studio. AgileReview plugin provides a friendly user interface to user in order to do code review in e^2 studio easily. By using AgileReview, user can comment and discuss code without leaving the e^2 studio and the code.

1.2 Environment

This document is described based on environment as the following:

e ² studio:	2.1.0.xx
AgileReview:	0.8.4
OS:	Windows 7



2. Install AgileReview plugin

2.1 Prerequisites installation

This section describes how to install the AgileReview plug-in to e^2 studio. But at first, we need to prepare environments as below:

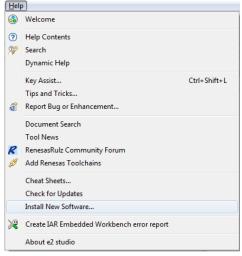
• e² studio is installed correctly

This document does not describe how to install e^2 studio.

2.2 AgileReview installation instruction

AgileReview can be simply installed from e^2 studio using update manager. All what the user should do is just point update manager to the remote update site. To install AgileReview:

1. Start e² studio and select menu item 'Help' > 'Install New Software...'



2. Press the 'Add' button

² Install	
Available Software	
Select a site or enter the location of a site.	
Work with:	▼ Add
Find more software by	working with the <u>"Available Software Sites"</u> preferences.
type filter text	
Name	Version
① There is no site selected.	
٠	4
Select All Deselect All	
Details	
Show only the latest versions of available software	Hide items that are already installed
Group items by category	What is <u>already installed</u> ?
Show only software applicable to target environme	
Contact all update sites during install to find require	
< Back	Next > Finish Cancel



3. On the 'Add Repository' dialog, enter the URL to the AgileReview update site. (can be found on <u>http://agilereview.sourceforge.net/update</u>)

e2 Add Re	epository
Name:	AgileReview Local
Location:	http://agilereview.sourceforge.net/update Archive
?	OK Cancel

4. Select AgileReview

e ² Install	
Available Software Check the items that you wish to install.	
Work with: AgileReview - http://www.agilereview.org/upda Find m	ee/ <u>A</u> dd ore software by working with the <u>"Available Software Sites"</u> preferences.
type filter text	
Name	Version
▲ ♥ 000 AgileReview ♥ ♣ AgileReview	0.8.4
Select All Deselect All 1 item selected	
Details Image: Construct of the set	☑ Hide items that are already installed What is <u>already installed</u> ?
?	< Back Next > Einish Cancel

- 6. Press the 'Next >' button.
- 7. Accept terms of license agreement and click the 'Finish' button in order to start the download of selected features.
- 8. Press the 'Yes' button to apply installation changes and restart e² studio.



- 9. You can find AgileReview perspective and views in correspondent dialogs
 - ---- To open AgileReview views: 'Window' > 'Show View' > 'Other...' > AgileReview

e ² Show View
type filter text
Code Generator

— To open AgileReview perspective: 'Window' > 'Open Perspective' > 'Other...' > AgileReview

e² Open Perspective
AgileReview C/C++ (default) Code Generator CVS Repository Exploring Debug Gr Git Repository Exploring Planning Remote System Explorer Resource SVN Repository Exploring Team Synchronizing
OK Cancel



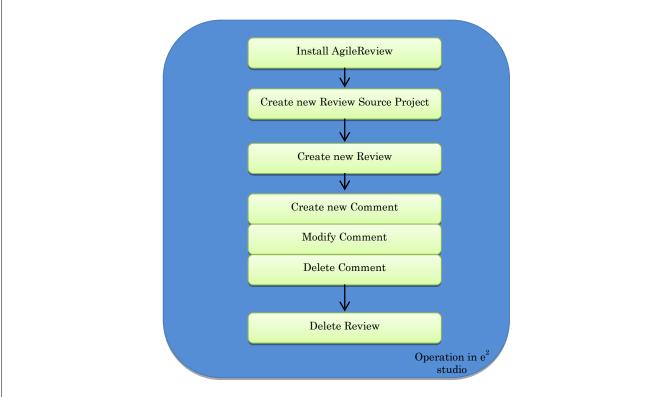
Perspective of AgileReview contains three main views:

- Review Explorer
- Comments Summary
- Comment Details

e	2 Ag	ileRevi	iew - e2 stu	udio						-	-	-		
1	ile	<u>E</u> dit	<u>N</u> avigate	Se <u>a</u> rch	<u>P</u> roject	<u>R</u> un	<u>W</u> indow	<u>H</u> elp						
	⊡ ≵1	• ⊟ • ₩	• • • ¢	■ • • ⇒	Ŧ	1		<i>ø</i> 🐔	Q	🕒 🔗 •	•	🖹 🚂 🖬	AgileReview] »
1	R	Review	Explorer 8	3	-	• 🗖					🏓 Com	ment Det	ails 🛛	- 0
			⊋ ĉI		2 2	ĴÛ.		nents Summa	ry X	Conly :	show op	en comm		Q = D
							Review	Comme	Autho	r Recip	pient	Status	Priority	Date creat
									III					b
	₫⇔							6 2						



3. Usage



3.1 Workflow of AgileReview operation in e² studio

Figure 1: Workflow of AgileReview operation in e² studio

3.2 Create new Review Source Project

3.2.1 Create new Review Source Project

Review Source Project stores reviews and comments. To create review source project:

1. On menu items of e² studio, navigate to 'File' > 'New' > 'Other...'. The 'New' dialog appears, select 'AgileReview' category > 'Review Source Project' > 'Next >'

e ² New	_ 0 _ X
Select a wizard	
<u>W</u> izards:	
type filter text	
 ▷ General ▲ General ▲ AgileReview ▲ Review ▲ Review Source Project ▶ General ▶ C/C++ Show All Wizards. 	•
(?) < <u>B</u> ack <u>N</u> ext > <u>F</u> inish	Cancel



2. Input the name for AgileReview source project > select 'use this project after creation' to active project

e ²	
New AgileReview Source Project	
This wizard creates a new AgileReview Source Project.	
AgileReview Source Project-Name*:	
AgileReviews1	
✓ use this project after creation	
(?) < <u>Back</u> <u>Next</u> > <u>Finish</u>	Cancel

3. Press the 'Finish' button. Review source project should be created.

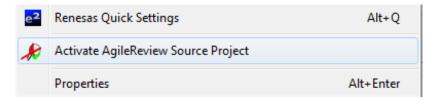
🔓 Project Explorer 🛛	E 😫 🕯	
 AgileReviews1 Sample 		

3.2.2 Active AgileReview source project

When create new review, the review will be added in active AgileReview source project.

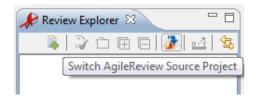
To active AgileReview source project:

- On 'Project Explorer' view:
 - Select inactive AgileReview source project > right click to open context menu > select 'Active AgileReview Source Project'





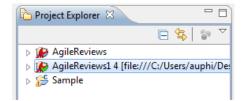
- On the 'Review Explorer' view:
 - 1. Select 'Switch AgileReview Source Project' button



2. On the 'No AgileReview Source Project' dialog, select a AgileReview Source Project

e ² No AgileReview Source Project
No Review Source Project
Please select a AgileReview Source Project to use
Please choose a AgileReview Source Project: AgileReviews AgileReviews AgileReviews
You may first want to do one of the following
Open Project
Create a new AgileReview Source Project
Import a Project
? Einish Cancel

3. Selected AgileReview Source Project will be active



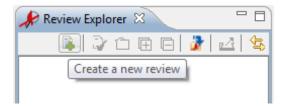


3.3 Create Review

3.3.1 Create new Review

Review is a set of comments. In additional, review includes information like person in charge or description about itself. To create review:

- 1. On menu bar of e² studio, navigate 'Window' > 'Open Perspective' > 'Other...' > 'AgileReview'
- 2. On 'Review Explorer' view, select 'Create new review' from context menu or press the 'Create a new review' button on tool bar



3. On the 'New Review' dialog, input name of review in 'Review-Name*:' text box

e ² New Review		
New Review This wizard crea	tes a new Review.	
Review-Name*:	Review 1	
Reference:		
Responsibility:		
Description:		
	*	4
?	<u> </u>	Cancel

4. Press the 'Finish' button to create successfully

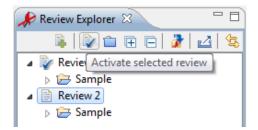




3.3.2 Active review

The comment must be added to a review which review is active.

To active a review: Open the 'Review Explorer' view > select an inactive review > press the 'Activate selected review' button



3.4 Create new comment

To create new comment:

- 1. On editor of e^2 studio, select the code line(s)/section where comment should be placed
- 2. Open the 'Comments Summary' view > press the 'Add new comment (Ctrl+Shift++)' button in the top right corner of local toolbar items or press 'Ctrl + Shift + '+'' key combination

Search for ALL 🔻			Add new com		
Review	Comme	Author	Recipient	Status	Prior
•					•

3. Comment will be added on editor successfully

🖸 main.c 🛛		📌 Comm	ents Summar	y 🛛			<u>} </u>
1 2	<pre>#include <stdio.h> #include "module1.h"</stdio.h></pre>	Search fo	r ALL 🔻		Only show	open comme	ents
4	⊖#ifndef ECUT MAIN	Review	Comme	Author	Recipient	Status	Priority
	⊖int main() {	Review1	c0	auphi	user1	open	low
6	// do something						
7	int x;						
8	x = add(4,9);						
9	<pre>printf("result: %d\n", x);/*-? Review1 auphi c0 ?*/</pre>						
10 11 12	return 0;						
	}				_		
13	<pre>#endif // ECUT_MAIN</pre>						4



3.5 Modify Comment

3.5.1 Edit comment information

To edit comment information:

- 1. Open comment on 'Comment Details' view
- 2. On the 'Comment Details' view, modify information of comment:
 - a. Status: modify status of comment
 - b. Priority: set priority of comment
 - c. Recipient: input recipient
 - d. Description: input description
 - e. Add reply for comment by press 'Alt + Shift + '+'' key combination or click 'Add new reply' on the top right corner

📌 Comme	nt Details 🛛 📃 🗆			
	유 🔍 🗮 😤 🗶			
Tag-ID:	Review1 auphi c0			
Author:	auphi			
Status:	closed 🔻			
Priority:	medium 🔻			
Recipient:	user1			
Description / Replys:				
This is description				
auphi (10.9.2013, 12:04:12): This is reply				

3. Leave the 'Comment Details' view to save the modification. The 'Comments Summary' view is updated.

	Only show o	pen comme	ents
Author	Recipient	Status	Priority
auphi	user1	closed	medium
3	uphi	uphi user1	uphi user1 closed



3.5.2 Revert to Comment

When user edits comment, the 'revert' button is enable. Press the 'revert' button. The comment will go back to previous information (information before editing).

To revert to comment:

- 1. Open comment on the 'Comment Details' view > edit information of comment
- 2. Press the 'revert' button

📌 Commer	nt Details 🛛 🗖 🗖			
	🧏 🗬 🎸 🗙			
Tag-ID: Author:	Review1 auphi c0 rever auphi			
Status:	open 🔻			
Priority:	low 🔻			
Recipient:	user1			
Description / Replys:				
This is description Edit comment -> need to revert				
auphi (13.9.2013, 10:56:18):				

3. The comment will be revert successfully

📌 Commer	nt Details 🛛 📃 🗖			
	ନ୍ଦ୍ର 📮 🖓 🎽			
Tag-ID:	Review1 auphi c0			
Author:	auphi			
Status:	closed 🔹			
Priority:	medium 👻			
Recipient:	user1			
Description / Replys:				
This is description				
auphi (10.9.2013, 12:04:12): This is reply				



3.5.3 Relocate Comment

To relocate comment:

1. On editor of e^2 studio, select the code line(s)/ section where comment should be relocated

C Sample.c	pp 🛛	- 8
39	⊖void main(void)	*
40	{	
41	<pre>/*-? Review1 auphi c0 ?*/</pre>	
42	}	
43		
44	<pre> #ifdefcplusplus </pre>	
45	<pre> void abort(void) </pre>	
46	{	
47		
48	}	E
49	#endif	
50		-
	✓ III	+

2. Open 'Comment Details' view of comment which should be relocated > Click the 'Relocate' button on the top right corner of local toolbar items

📌 Commer	nt Details 🔀	🔏 🗖 🖉	🗙 🗆 🗖
Tag-ID: Author:	Review1 auphi c0 auphi	Relocate	
Status:	open		-
Priority:	low		•
Recipient:	user1		
Description /	/ Replys:		
			1

3. Select the 'Relocate' button for confirming



4. The comment should be moved to new location successfully

C Sample.cpp	×	
39	⊖void main(void)	-
40	{	
41		
42	}	
£ 43	/*-? Review1 auphi c0 ?*/	
44	⊖#ifdefcplusplus	
45	○ void abort(void)	
46	{	
47		
48	}	= -
49	#endif	
50		-
		F.



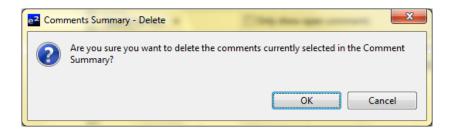
3.6 Delete Comment

To delete the comment, user can delete on the 'Comments Summary' view or on the 'Comment Details' view.

- On the 'Comments Summary' view:
 - 1. Select a comment in Comment table > press the 'Delete comments' button in the top right corner of local toolbar items

🏓 Comments Summary 🛛 🧣 📮 🗖					
Search for	r ALL 🔻	[Only show o	open c Dele	ete comment
Review	Comme	Author	Recipient	Status	Priority
Review1	c0	auphi	user1	closed	medium

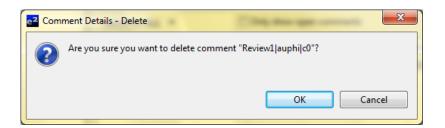
2. Press the 'OK' button on the 'Comments Summary - Delete' dialog to delete comment



- On the 'Comment Details' view
 - 1. Open 'Comment Details' view of a comment, press the 'Delete shown resource (Alt+Shift+Delete)' button in the top right corner of local toolbar items

📌 Commer	t Details 🛛	- 8	
	A.	💶 🗸 🕱	
	hown resource (Alt-	+Shift+Delete)	
Author:	auphi		
Status:	closed		
Priority:	medium	-	
Recipient:	user1		
Description / Replys:			
This is description			
auphi (10.9.2013, 12:04:12): This is reply			

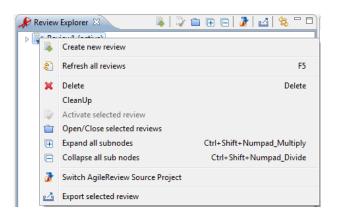
2. Press the 'OK' button on the 'Comment Details - Delete' dialog to delete comment



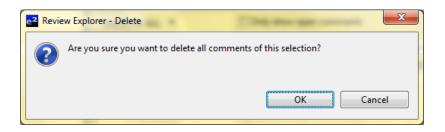
3.7 Delete Review

To delete review:

1. On the 'Review Explorer' view, right click a review to open context menu > Delete



2. Press the 'OK' button on the 'Review Explorer – Delete' dialog to delete review



3.8 Sharing comments and reviews

Using SVN in combination with the Eclipse Subversive plug-in the sharing can be achieved as follows:

- 1. Select the Review Source Project that stores the review data.
- 2. Select context menu 'Team' > 'Share Project' and share the project into an existing SVN repository.
- 3. Commit the commented code.

Other review can then participate in the review process by simply checking out code and the Review Source Project.

After the initial steps for sharing, you can proceed with reviewing. Be sure to

- a). select the file(s) you commented as well as the folder that contains the review data in the Package Explorer and commit them to the SVN repository.
- b). update the file(s) you want to review as well as the folder that contains the review data

before proceeding, as other authors might have added comments and reviews.



4. Reference Information

4.1 Web Site

AgileReview home page URL:

http://www.agilereview.org

Eclipse AgileReview plugin home page URL:

http://marketplace.Eclipse.org/content/agilereview/metrics

4.2 Reference

"Agile Review – User Guide – v0.8.1" http://www.agilereview.org/wp-content/uploads/2012/04/quickstart.pdf



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- The input pins of CMOS products are generally in the high-impedance state. In operation with an unused pin in the open-circuit state, extra electromagnetic noise is induced in the vicinity of LSI, an associated shoot-through current flows internally, and malfunctions occur due to the false recognition of the pin state as an input signal become possible. Unused pins should be handled as described under Handling of Unused Pins in the manual.
- 2. Processing at Power-on

The state of the product is undefined at the moment when power is supplied.

- The states of internal circuits in the LSI are indeterminate and the states of register settings and pins are undefined at the moment when power is supplied.
 In a finished product where the reset signal is applied to the external reset pin, the states of pins are not guaranteed from the moment when power is supplied until the reset process is completed.
 In a similar way, the states of pins in a product that is reset by an on-chip power-on reset function are not guaranteed from the moment when power is supplied until the power reaches the level at which resetting has been specified.
- 3. Prohibition of Access to Reserved Addresses

Access to reserved addresses is prohibited.

- The reserved addresses are provided for the possible future expansion of functions. Do not access
 these addresses; the correct operation of LSI is not guaranteed if they are accessed.
- 4. Clock Signals

After applying a reset, only release the reset line after the operating clock signal has become stable. When switching the clock signal during program execution, wait until the target clock signal has stabilized.

- When the clock signal is generated with an external resonator (or from an external oscillator) during a reset, ensure that the reset line is only released after full stabilization of the clock signal.
 Moreover, when switching to a clock signal produced with an external resonator (or by an external oscillator) while program execution is in progress, wait until the target clock signal is stable.
- 5. Differences between Products

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