
Devmason Server Documentation

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This is a server that is meant to be used for reporting test results of tests. Currently it's main focus is on Python, but there's no reason that it can't support other types of test results.

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Build server REST API

This is a proposed standard for a REST API for build clients to use to communicate with a build server. It's inspired by pony-build, and generally rather Python-oriented, but the goal is language-agnostic.

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1.1 API Usage

1.1.1 Registering a new project

```
-> PUT /{project}

    { '0server0rest0api:projectbuild0server0rest0api:projectProject' }

<- 201 Created
```

Location: `/{{project}}/builds/{{build-id}}`

If a project already exists, a 403 Forbidden will be returned.

Users may register with authentication via HTTP Basic:

```
-> PUT /{{project}}
  Authorization: Basic QWxhZGRpbjpwGVuIHNLc2FtZQ==

  {{Project_}}

<- 201 Created
  Location: /{{project}}/builds/{{build-id}}
```

If this is done, then that authorization may be repeated in the future to update/delete the project or to delete builds. No explicit user registration step is needed; users will be created on the fly.

Warning: Since the authorization uses HTTP Basic, build servers should probably support SSL for the security-conscious.

1.1.2 Reporting a build

```
-> POST /{{project}}/builds

  {'0server0rest0api:buildbuild0server0rest0api:buildBuild}

<- 201 Created
  Location: /{{project}}/builds/{{build-id}}
```

1.1.3 Incremental build reporting

```
-> POST /{{project}}/builds

  {'0server0rest0api:incremental0buildbuild0server0rest0api:incremental0-
  buildIncremental build}

<- 201 Created
  Location: /{{project}}/builds/{{build-id}}/progress

-> POST /{{project}}/builds/{{build-id}}/progress

  {'0server0rest0api:build0stepbuild0server0rest0api:build0stepBuild step}

<- 204 No Content
  Location: /{{project}}/builds/{{build-id}}

-> POST /{{project}}/builds/{{build-id}}/progress

  {'0server0rest0api:build0stepbuild0server0rest0api:build0stepBuild step}

<- 204 No Content
  Location: /{{project}}/builds/{{build-id}}
```


...

```
-> DELETE /{project}/builds/{build-id}/progress
```

```
<- 204 No Content
```

```
Location: /{project}/builds/{build-id}
```

1.2 API Reference

1.2.1 Representation formats

- JSON.
- UTF-8.
- All datetimes in RFC 2822.

1.2.2 URIs

URI	Re-source	Meth-ods	Notes
/	Project list	GET	Only the user that created a project may update (PUT) or delete it.
/ {project}	Project	GET, PUT, DELETE	
/ {project} /builds	Build list	GET, POST	
/ {project} /builds /latest	Build	GET	302 redirect to latest build.
/ {project} /builds / {build-id}	Build	GET, PUT, DELETE	Builds may not be updated; PUT only exists if clients wish for some reason to use a predetermined build id. Only the user that created a build or the project owner may delete a build.
/ {project} /builds / {build-id} /progress	Build progress	GET, POST, DELETE	
/ {project} /tags	Tag list	GET	302 redirect to latest build given tags
/ {project} /tags / {build-id} - {tag}	Build list	GET - {tags}	
/ {project} /tags / {build-id} - list {tag}	Build list	GET - {tags}	
/users	User list	GET	Authentication required to PUT or DELETE.
/users / {username}	User	GET, PUT, DELETE	
/users / {username} /builds	Build list	GET	
/users / {username} /builds /latest	Build list	GET	302 redirect to latest build by user

All resources support OPTIONS which will return a list of allowed methods in the Allow header. This is particularly useful to check authentication for methods that require it.

1.2.3 Resources

Build

Representation:

```
{
  'success': true,                                # did the build succeed?
  'started': 'Tue, 20 Oct 2009 10:20:00 -0500',
  'finished': 'Tue, 20 Oct 2009 10:22:00 -0500',

  'tags': ['list', 'of', 'tags'],

  'client': {
    'host': 'example.com',                        # host that ran the build
    'user': 'http://example.com/'                # user to credit for build.
    'arch': 'macosx-10.5-i386'                   # architecture the build was done on.
    ... 1
  },

  'results': [{ '0server0rest0api:build0stepbuild0server0rest0api:build0-
stepBuild step}, ...],

  'links': [{ '0server0rest0api:linkbuild0server0rest0api:linkLink}, ...]
}
```

Notes:

Links:

Rel	Links to
self	This build
project	The project this is a builds of.
tag	A tag this build is tagged with. There'll probably be many tag links.

Build list

Representation:

```
{
  'builds': [{ '0server0rest0api:buildbuild0server0rest0api:buildBuild}, ...],

  'count': 100,                                # total number of builds available
  'num_pages': 4,                              # total number of pages
  'page': 1,                                   # current page number
  'paginated': true                            # is this list paginated?
  'per_page': 25,                              # number of builds per page

  'links': [{ '0server0rest0api:linkbuild0server0rest0api:linkLink, ...}]
}
```

Links:

¹
Clients may include arbitrary extra client info in the client record.

Rel	Links to
self	This build list
project	The project this is a list of builds for (if applicable).
user	The user this is a list of builds for (if applicable).
tag	The tag this is a list of builds for (if applicable).
latest-build	URI for the redirect to this project's latest build.
next	The next page of builds (if applicable).
previous	The previous page of builds (if applicable).
first	The first page of builds.
last	The last page of builds.

Build progress

Used as an entry point for [incremental build reporting](#)

Empty representation – the existence of the resource indicates an in-progress build. When the build is done, the resource will return 410 Gone.

Build step

Representation:

```
{
  'success': true,                                # did this step succeed?
  'started': 'Tue, 20 Oct 2009 10:20:00 -0500',
  'finished': 'Tue, 20 Oct 2009 10:22:00 -0500',
  'name': 'checkout',                             # human-readable name for the step
  'output': '...',                                # stdout for this step
  'errout': '...',                                # stderr for this step
  ...2
}
```

Notes:

Incremental build

POST this resource to a [build list](#) to signal the start of an incremental build.

Representation

```
{
  'incremental': true,                             # never false
  'started': 'Tue, 20 Oct 2009 10:20:00 -0500',    # when the build started on
                                                    # the client (not when the
                                                    # packet was posted!)
  'client': {
    'host': 'example.com',                         # host that ran the build
    'user': 'username'                             # user to credit for build.
    'arch': 'macosx-10.5-i386'                     # architecture the build was done on.
  }
}
```

²

Build steps may include arbitrary extra build info in the record.

```
    ... 3
  },

  'tags': ['list', 'of', 'tags'],
}
```

Notes:

Link

Used all over the damn place to knit resources together.

Representation:

```
{
  'rel': 'self',                # identifier for the type of link this is
  'href': 'http://example.com/', # full URL href
  'allowed_methods': ['GET'],    # list of methods this client can perform on said resource
}
```

Project

Representation:

```
{
  'name': 'Project Name',
  'owner': 'username',      # the user who created the project, if applicable.

  'links': [{ '0server0rest0api:linkbuild0server0rest0api:linkLink'}, ...]
}
```

Links:

Rel	Links to
self	This project .
build-list	This project's build list .
latest-build	URI for the redirect to this project's latest build.
tag-list	This project's tag list .

Project list

```
{
  'projects': [{ '0server0rest0api:projectbuild0server0rest0-
api:projectProject'}, ...],
  'links': [{ '0server0rest0api:linkbuild0server0rest0api:linkLink'}, ...]
}
```

Links:

Rel	Links to
self	This server.

³

Clients may include arbitrary extra client info in the client record.

Tag

Tag detail.

```
{
  'tags': ['list', 'of', 'tags'],          # Or just a single ['tag'] if this
                                          # is one tag.

  'builds': [{ '0server0rest0api:buildbuild0server0rest0api:buildBuild'}, ...],

  'count': 100,                          # total number of builds w/this tag
  'num_pages': 4,                        # total number of pages
  'page': 1,                             # current page number
  'paginated': true                      # is this list paginated?
  'per_page': 25,                        # number of builds per page

  'links': [{ '0server0rest0api:linkbuild0server0rest0api:linkLink', ...}]
}
```

Links:

Tag list

Representation:

```
{
  'tags': ['tag1', 'tag2', 'tag3'],
  'links': [{ '0server0rest0api:linkbuild0server0rest0api:linkLink', ...}]
}
```

Links:

Rel	Links to
self	This tag list
project	The project in question.
tag	Each tag used by the project gets a link.

User

Representation:

```
{
  'username': 'username',
  'links': [{ '0server0rest0api:linkbuild0server0rest0api:linkLink'}, ...]
}
```

Links:

Rel	Links to
self	This user
builds	Build list for this user.

User list

Representation:

```
{
  'users': [{ '0server0rest0api:userbuild0server0rest0api:userUser'}, ...],

  'count': 100,                # total number of users available
  'num_pages': 4,              # total number of pages
  'page': 1,                   # current page number
  'paginated': true            # is this list paginated?
  'per_page': 25,              # number of users per page
  'links': [{ '0server0rest0api:linkbuild0server0rest0api:linkLink'}, ...}]
}
```

Links:

Rel	Links to
self	This user

How to install Devmason Server

Devmason is easy to install. It comes with a `setup.py`, so you can easily install it:

```
virtualenv devmason
cd devmason/
. bin/activate
pip install -e git://github.com/ericholscher/devmason-server.git#egg=devmason-server
cd src/devmason-server
pip install -r pip_requirements.txt
cd test_project
./manage.py syncdb --noinput
./manage.py loaddata devmason_server_test_data.json
./manage.py runserver
```

That's all that it takes to get a running server up. Look at the `test_project` for examples on how to set up your urls and settings.

Usage

Using the server is pretty simple. Most of the interaction is done through the API, which has a basic client library. The client library is located on github: <http://github.com/ericholscher/devmason-utils/>.

3.1 Using the test runner

Once you have *devmason_utils* installed, it ships with it's own test runner that reports your test results to the server. Simply add the following in your settings:

```
TEST_RUNNER = 'devmason_utils.test_runner.run_tests'
PB_USER = 'your_user'
PB_PASS = 'your_pass'
```

When you do this the username will be created for you on the server, then your results should automatically be sent to <http://devmason.com>.

Note: A username and password is only required to create a project. If you're just sending results to someone else's project then you only need to set up your test runner.
