

Getting Started for Geode Developers

This guide is for people interested in working on the Geode code itself. It assumes you have basic familiarity with using Geode and standard Java tools.

Building and Running Tests

Geode is built with [gradle](#). See [BUILDING.md](#) in the [Geode repository](#) for instructions on how to build from source.

Geode has quite a few tests, so this will take several hours. The tests are broken into the following categories

- unit tests - run with `./gradlew test`
- integration tests - run with `./gradlew integrationTest`
- distributed integration tests - run with `./gradlew distributedTest`

To run an individual test, run the test in your IDE or specify the sub-project and test type like so:

```
./gradlew --tests testName [project:]testType
```

For example: `./gradlew --tests ArrayUtilsJUnitTest integrationTest`

To run a specific category of tests (eg: `GfshTest`) you can do so:

```
./gradlew -PtestCategory=org.apache.geode.test.junit.categories.GfshTest distributedTest
```

Setting up your IDE

Eclipse

Invoking `./gradlew eclipse` will generate the project and classpath files for all subprojects. Import all projects into eclipse.

IntelliJ

In order to build the project successfully in IntelliJ and run tests, it is recommended to **enable** Preferences Build, Execution, Deployment Build Tools Gradle "Create separate module per source set". It is also recommended to **enable** "Use auto-import"