

INFOSOFT IT SOLUTIONS

Training | Projects | Placements

Revathi Apartments, Ameerpet, 1st Floor, Opposite Annapurna Block, Infosoft It solutions,
Software Training & Development Institute, +91 - 9059683947 | +91 - 9182540872

IBM Rational Build Forge

Introduction to the Build Forge system

- Creating a Build Forge Project – Projects, Environments, and Steps
- Configuring a Build Forge Project – Servers, Collectors, and Selectors
- Optimizing a Build Forge Project – Chaining and Threading
- Build Forge Adaptors
- Executing a Build Forge Project – Scheduling, Results, and the Bill of Materials (BOM)
- Build Forge IDE Plug-Ins
- Appendix: Reporting with Quick Report

Creating, running, and scheduling a Rational Build Forge project

- Creating a server authentication
- Creating a selector and server
- Creating a project
- Running the project
- Scheduling a project

Creating and using

- Rational Build Forge libraries

- Creating a library
- Copying a project
- Inlining a library
- Using a library as part of a pass or fail chain

Rational Build

- Forge administration: Controlling user access
- Creating users and access groups
- Creating a user
- Creating an access group for notifications
- Creating an access group for editing projects
- Using subgroups to set up hierarchical access
- Creating access groups
- Editing access groups to specify subgroup relationships

Using log filters

- In Rational Build Forge for Ant builds
- Creating a log filter
- Using a log filter in a project

Environment

- Variables in Rational Build Forge
- Creating an environment with standard variables
- Running a project with different environment settings
- Pulldown environment variables
- Running a project with pulldown environment variables

Dot commands in Rational Build Forge

- Changing build tags with the retag command
- Accessing system information with the date command26

- Moving files with the put and get commands
- Changing a selector with the bset command
- Exporting a project with the export command
- Using a source command in an environment variable