

# **Gradle User Guide**

*A better way to build*

**Version 1.1**

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# Introduction

We would like to introduce Gradle to you, a build system that we think is a quantum leap for build technology in the Java (JVM) world. Gradle provides:

- A very flexible general purpose build tool like Ant.
- Switchable, build-by-convention frameworks a la Maven. But we never lock you in!
- Very powerful support for multi-project builds.
- Very powerful dependency management (based on Apache Ivy).
- Full support for your existing Maven or Ivy repository infrastructure.
- Support for transitive dependency management without the need for remote repositories or `pom.xml` and `ivy.xml` files.
- Ant tasks and builds as first class citizens.
- *Groovy* build scripts.
- A rich domain model for describing your build.

In [Chapter 2, Overview](#) you will find a detailed overview of Gradle. Otherwise, the [tutorials](#) are waiting, have fun :)

## 1.1. About this user guide

This user guide, like Gradle itself, is under very active development. Some parts of Gradle aren't documented as completely as they need to be. Some of the content presented won't be entirely clear or will assume that you know more about Gradle than you do. We need your help to improve this user guide. You can find out more about contributing to the documentation at the [Gradle web site](#).

# 2

## Overview

### 2.1. Features

Here is a list of some of Gradle's features.

#### **Declarative builds and build-by-convention**

At the heart of Gradle lies a rich extensible Domain Specific Language (DSL) based on Groovy. Gradle pushes declarative builds to the next level by providing declarative language elements that you can assemble as you like. Those elements also provide build-by-convention support for Java, Groovy, OSGi, Web and Scala projects. Even more, this declarative language is extensible. Add your own new language elements or enhance the existing ones. Thus providing concise, maintainable and comprehensible builds.

#### **Language for dependency based programming**

The declarative language lies on top of a general purpose task graph, which you can fully leverage in your builds. It provides utmost flexibility to adapt Gradle to your unique needs.

#### **Structure your build**

The suppleness and richness of Gradle finally allows you to apply common design principles to your build. For example, it is very easy to compose your build from reusable pieces of build logic. Inline stuff where unnecessary indirections would be inappropriate. Don't be forced to tear apart what belongs together (e.g. in your project hierarchy). Thus avoiding smells like shotgun changes or divergent change that turn your build into a maintenance nightmare. At last you can create a well structured, easily maintained, comprehensible build.

#### **Deep API**

From being a pleasure to be used embedded to its many hooks over the whole lifecycle of build execution, Gradle allows you to monitor and customize its configuration and execution behavior to its very core.

#### **Gradle scales**

Gradle scales very well. It significantly increases your productivity, from simple single project builds up to huge enterprise multi-project builds. This is true for structuring the build. With the state-of-art incremental build function, this is also true for tackling the performance pain many large enterprise builds suffer from.

## **Multi-project builds**

Gradle's support for multi-project build is outstanding. Project dependencies are first class citizens. We allow you to model the project relationships in a multi-project build as they really are for your problem domain. Gradle follows your layout not vice versa.

Gradle provides partial builds. If you build a single subproject Gradle takes care of building all the subprojects that subproject depends on. You can also choose to rebuild the subprojects that depend on a particular subproject. Together with incremental builds this is a big time saver for larger builds.

## **Many ways to manage your dependencies**

Different teams prefer different ways to manage their external dependencies. Gradle provides convenient support for any strategy. From transitive dependency management with remote maven and ivy repositories to jars or dirs on the local file system.

## **Gradle is the first build integration tool**

Ant tasks are first class citizens. Even more interesting, Ant projects are first class citizens as well. Gradle provides a deep import for any Ant project, turning Ant targets into native Gradle tasks at runtime. You can depend on them from Gradle, you can enhance them from Gradle, you can even declare dependencies on Gradle tasks in your build.xml. The same integration is provided for properties, paths, etc ...

Gradle fully supports your existing Maven or Ivy repository infrastructure for publishing and retrieving dependencies. Gradle also provides a converter for turning a Maven pom.xml into a Gradle script. Runtime imports of Maven projects will come soon.

## **Ease of migration**

Gradle can adapt to any structure you have. Therefore you can always develop your Gradle build in the same branch where your production build lives and both can evolve in parallel. We usually recommend to write tests that make sure that the produced artifacts are similar. That way migration is as less disruptive and as reliable as possible. This is following the best-practices for refactoring by applying baby steps.

## **Groovy**

Gradle's build scripts are written in Groovy, not XML. But unlike other approaches this is not for simply exposing the raw scripting power of a dynamic language. That would just lead to a very difficult to maintain build. The whole design of Gradle is oriented towards being used as a language, not as a rigid framework. And Groovy is our glue that allows you to tell your individual story with the abstractions Gradle (or you) provide. Gradle provides some standard stories but they are not privileged in any form. This is for us a major distinguishing features compared to other declarative build systems. Our Groovy support is also not just some simple coating sugar layer. The whole Gradle API is fully groovynized. Only by that using Groovy is the fun and productivity gain it can be.

## **The Gradle wrapper**

The Gradle Wrapper allows you to execute Gradle builds on machines where Gradle is not installed. This is useful for example for some continuous integration servers. It is also useful

for an open source project to keep the barrier low for building it. The wrapper is also very interesting for the enterprise. It is a zero administration approach for the client machines. It also enforces the usage of a particular Gradle version thus minimizing support issues.

### Free and open source

Gradle is an open source project, and is licensed under the ASL.

## 2.2. Why Groovy?

We think the advantages of an internal DSL (based on a dynamic language) over XML are tremendous in case of *build scripts*. There are a couple of dynamic languages out there. Why Groovy? The answer lies in the context Gradle is operating in. Although Gradle is a general purpose build tool at its core, its main focus are Java projects. In such projects obviously the team members know Java. We think a build should be as transparent as possible to *all* team members.

You might argue why not using Java then as the language for build scripts. We think this is a valid question. It would have the highest transparency for your team and the lowest learning curve. But due to limitations of Java such a build language would not be as nice, expressive and powerful as it could be. <sup>[1]</sup> Languages like Python, Groovy or Ruby do a much better job here. We have chosen Groovy as it offers by far the greatest transparency for Java people. Its base syntax is the same as Java's as well as its type system, its package structure and other things. Groovy builds a lot on top of that. But on a common ground with Java.

For Java teams which share also Python or Ruby knowledge or are happy to learn it, the above arguments don't apply. The Gradle design is well-suited for creating another build script engine in JRuby or Jython. It just doesn't have the highest priority for us at the moment. We happily support any community effort to create additional build script engines.

---

[1] At <http://www.defmacro.org/ramblings/lisp.html> you find an interesting article comparing Ant, XML, Java and Lisp. It's funny that the 'if Java had that syntax' syntax in this article is actually the Groovy syntax.

# 3

## Tutorials

### 3.1. Getting Started

The following tutorials introduce some of the basics of Gradle, to help you get started.

#### Chapter 4, *Installing Gradle*

Describes how to install Gradle.

#### Chapter 6, *Build Script Basics*

Introduces the basic build script elements: *projects* and *tasks*.

#### Chapter 7, *Java Quickstart*

Shows how to start using Gradle's build-by-convention support for Java projects.

#### Chapter 8, *Dependency Management Basics*

Shows how to start using Gradle's dependency management.

#### Chapter 9, *Groovy Quickstart*

Using Gradle's build-by-convention support for Groovy projects.

#### Chapter 10, *Web Application Quickstart*

Using Gradle's build-by-convention support for Web applications.

# Installing Gradle

## 4.1. Prerequisites

Gradle requires a Java JDK to be installed. Gradle requires a JDK 1.5 or higher. Gradle ships with its own Groovy library, therefore no Groovy needs to be installed. Any existing Groovy installation is ignored by Gradle.

Gradle uses whichever JDK it finds in your path (to check, use `java -version`). Alternatively, you can set the `JAVA_HOME` environment variable to point to the install directory of the desired JDK.

## 4.2. Download

You can download one of the Gradle distributions from the [Gradle web site](#).

## 4.3. Unpacking

The Gradle distribution comes packaged as a ZIP. The full distribution contains:

- The Gradle binaries.
- The user guide (HTML and PDF).
- The DSL reference guide.
- The API documentation (Javadoc and Groovydoc).
- Extensive samples, including the examples referenced in the user guide, along with some complete and more complex builds you can use the starting point for your own build.
- The binary sources. This is for reference only. If you want to build Gradle you need to download the source distribution or checkout the sources from the source repository. See the [Gradle web site](#) for details.

### For Un\*x users

You need a GNU compatible tool to unzip Gradle, if you want the file permissions to be

properly set. We mention this as some zip front ends for Mac OS X don't restore the file permissions properly.

#### 4.4. Environment variables

For running Gradle, add `GRADLE_HOME/bin` to your `PATH` environment variable. Usually, this is sufficient to run Gradle.

#### 4.5. Running and testing your installation

You run Gradle via the **gradle** command. To check if Gradle is properly installed just type **gradle -v**. The output shows Gradle version and also local environment configuration (groovy and jvm version, etc.). The displayed gradle version should match the distribution you have downloaded.

#### 4.6. JVM options

JVM options for running Gradle can be set via environment variables. You can use `GRADLE_OPTS` or `JAVA_OPTS`. Those variables can be used together. `JAVA_OPTS` is by convention an environment variable shared by many Java applications. A typical use case would be to set the HTTP proxy in `JAVA_OPTS` and the memory options in `GRADLE_OPTS`. Those variables can also be set at the beginning of the **gradle** or **gradlew** script.



# 5

## Troubleshooting

This chapter is currently a work in progress.

When using Gradle (or any software package), you can run into problems. You may not understand how to use a particular feature, or you may encounter a defect. Or, you may have a general question about Gradle.

This chapter gives some advice for troubleshooting problems and explains how to get help with your problems.

### 5.1. Working through problems

If you are encountering problems, one of the first things to try is using the very latest release of Gradle. New versions of Gradle are released frequently with bug fixes and new features. The problem you are having may have been fixed in a new release.

If you are using the Gradle Daemon, try temporarily disabling the daemon (you can pass the command line switch `--no-daemon`). The Gradle Daemon is currently an experimental feature and may introduce build failures. More information about troubleshooting daemon is located in [Chapter 19, \*The Gradle Daemon\*](#).

### 5.2. Getting help

The place to go for help with Gradle is <http://forums.gradle.org>. The Gradle Forums is the place where you can report problems and ask questions to the Gradle developers and other community members.

If something's not working for you, posting a question or problem report to the forums is the fastest way to get help. It's also the place to post improvement suggestions or new ideas. The development team frequently posts news items and announces releases via the forum, making it a great way to stay up to date with the latest Gradle developments.

# Build Script Basics

## 6.1. Projects and tasks

Everything in Gradle sits on top of two basic concepts: *projects* and *tasks*.

Every Gradle build is made up of one or more *projects*. A project represents some component of your software which can be built. What this means exactly depends on what it is that you are building. For example, a project might represent a library JAR or a web application. It might represent a distribution ZIP assembled from the JARs produced by other projects. A project does not necessarily represent a thing to be built. It might represent a thing to be done, such as deploying your application to staging or production environments. Don't worry if this seems a little vague for now. Gradle's build-by-convention support adds a more concrete definition for what a project is.

Each project is made up of one or more *tasks*. A task represents some atomic piece of work which a build performs. This might be compiling some classes, creating a JAR, generating javadoc, or publishing some archives to a repository.

For now, we will look at defining some simple tasks in a build with one project. Later chapters will look at working with multiple projects and more about working with projects and tasks.

## 6.2. Hello world

You run a Gradle build using the **gradle** command. The **gradle** command looks for a file called `build.gradle` in the current directory. <sup>[2]</sup> We call this `build.gradle` file a *build script*, although strictly speaking it is a build configuration script, as we will see later. The build script defines a project and its tasks.

To try this out, create the following build script named `build.gradle`.

### Example 6.1. The first build script

build.gradle

```
task hello {
    doLast {
        println 'Hello world!'
    }
}
```

In a command-line shell, enter into the containing directory and execute the build script by running `gradle hello`:

### Example 6.2. Execution of a build script

Output of `gradle -q hello`

```
> gradle -q hello
Hello world!
```

What's going on here? This build script defines a single task, called `hello`, and adds an action to it. When you run `gradle hello`, Gradle executes the `hello` task, which in turn executes the action you've provided. The action is simply a closure containing some Groovy code to execute.

If you think this looks similar to Ant's targets, well, you are right. Gradle tasks are the equivalent to Ant targets. But as you will see, they are much more powerful. We have used a different terminology than Ant as we think the word *task* is more expressive than the word *target*. Unfortunately this introduces a terminology clash with Ant, as Ant calls its commands, such as `javac` or `copy`, tasks. So when we talk about tasks, we *always* mean Gradle tasks, which are the equivalent to Ant's targets. If we talk about Ant tasks (Ant commands), we explicitly say *ant task*.

#### What does `-q` do?

Most of the examples in this user guide are run with the `-q` command-line option. This suppresses Gradle's log messages, so that only the output of the tasks is shown. This keeps the example output in this user guide a little clearer. You don't need to use this option if you don't want. See [Chapter 18, Logging](#) for more details about the command-line options which affect Gradle's output.

## 6.3. A shortcut task definition

There is a shorthand way to define a task like our `hello` task above, which is more concise.

### Example 6.3. A task definition shortcut

build.gradle

```
task hello << {
    println 'Hello world!'
}
```

Again, this defines a task called `hello` with a single closure to execute. We will use this task

definition style throughout the user guide.

## 6.4. Build scripts are code

Gradle's build scripts expose to you the full power of Groovy. As an appetizer, have a look at this:

### Example 6.4. Using Groovy in Gradle's tasks

build.gradle

```
task upper << {
    String someString = 'mY_nAmE'
    println "Original: " + someString
    println "Upper case: " + someString.toUpperCase()
}
```

Output of **gradle -q upper**

```
> gradle -q upper
Original: mY_nAmE
Upper case: MY_NAME
```

or

### Example 6.5. Using Groovy in Gradle's tasks

build.gradle

```
task count << {
    4.times { print "$it " }
}
```

Output of **gradle -q count**

```
> gradle -q count
0 1 2 3
```

## 6.5. Task dependencies

As you probably have guessed, you can declare dependencies between your tasks.

### Example 6.6. Declaration of dependencies between tasks

build.gradle

```
task hello << {
    println 'Hello world!'
}
task intro(dependsOn: hello) << {
    println "I'm Gradle"
}
```

Output of **gradle -q intro**

```
> gradle -q intro
Hello world!
I'm Gradle
```

To add a dependency, the corresponding task does not need to exist.

### Example 6.7. Lazy dependsOn - the other task does not exist (yet)

build.gradle

```
task taskX(dependsOn: 'taskY') << {
    println 'taskX'
}
task taskY << {
    println 'taskY'
}
```

Output of **gradle -q taskX**

```
> gradle -q taskX
taskY
taskX
```

The dependency of `taskX` to `taskY` is declared before `taskY` is defined. This is very important for multi-project builds. Task dependencies are discussed in more detail in [Section 15.4, “Adding dependencies to a task”](#).

Please notice, that you can't use a shortcut notation (see [Section 6.8, “Shortcut notations”](#)) when referring to task, which is not defined yet.

## 6.6. Dynamic tasks

The power of Groovy can be used for more than defining what a task does. For example, you can also use it to dynamically create tasks.

### Example 6.8. Dynamic creation of a task

build.gradle

```
4.times { counter ->
    task "task$counter" << {
        println "I'm task number $counter"
    }
}
```

Output of **gradle -q task1**

```
> gradle -q task1
I'm task number 1
```

## 6.7. Manipulating existing tasks

Once tasks are created they can be accessed via an *API*. This is different to Ant. For example you can create additional dependencies.

### Example 6.9. Accessing a task via API - adding a dependency

build.gradle

```
4.times { counter ->
    task "task$counter" << {
        println "I'm task number $counter"
    }
}
task0.dependsOn task2, task3
```

Output of **gradle -q task0**

```
> gradle -q task0
I'm task number 2
I'm task number 3
I'm task number 0
```

Or you can add behavior to an existing task.

### Example 6.10. Accessing a task via API - adding behaviour

build.gradle

```
task hello << {
    println 'Hello Earth'
}
hello.doFirst {
    println 'Hello Venus'
}
hello.doLast {
    println 'Hello Mars'
}
hello << {
    println 'Hello Jupiter'
}
```

Output of **gradle -q hello**

```
> gradle -q hello
Hello Venus
Hello Earth
Hello Mars
Hello Jupiter
```

The calls `doFirst` and `doLast` can be executed multiple times. They add an action to the beginning or the end of the task's actions list. When the task executes, the actions in the action list are executed in order. The `<<` operator is simply an alias for `doLast`.

## 6.8. Shortcut notations

As you might have noticed in the previous examples, there is a convenient notation for accessing an *existing* task. Each task is available as a property of the build script:

### Example 6.11. Accessing task as a property of the build script

build.gradle

```
task hello << {
    println 'Hello world!'
}
hello.doLast {
    println "Greetings from the $hello.name task."
}
```

Output of **gradle -q hello**

```
> gradle -q hello
Hello world!
Greetings from the hello task.
```

This enables very readable code, especially when using the out of the box tasks provided by the plugins (e.g. `compile`).

## 6.9. Extra task properties

You can add your own properties to a task. To add a property named `myProperty`, set `ext.myProperty` to an initial value. From that point on, the property can be read and set like a predefined task property.

### Example 6.12. Adding extra properties to a task

`build.gradle`

```
task myTask {
    ext.myProperty = "myValue"
}

task printTaskProperties << {
    println myTask.myProperty
}
```

### Output of `gradle -q printTaskProperties`

```
> gradle -q printTaskProperties
myValue
```

Extra properties aren't limited to tasks. You can read more about them in [Section 13.4.2, “Extra properties”](#).

## 6.10. Using Ant Tasks

Ant tasks are first-class citizens in Gradle. Gradle provides excellent integration for Ant tasks simply by relying on Groovy. Groovy is shipped with the fantastic `AntBuilder`. Using Ant tasks from Gradle is as convenient and more powerful than using Ant tasks from a `build.xml` file. From below example you can learn how to execute ant tasks and how to access ant properties:



### Example 6.13. Using AntBuilder to execute ant.loadfile target

build.gradle

```
task loadfile << {
    def files = file('../antLoadfileResources').listFiles().sort()
    files.each { File file ->
        if (file.isFile()) {
            ant.loadfile(srcFile: file, property: file.name)
            println " *** $file.name ***"
            println "${ant.properties[file.name]}"
        }
    }
}
```

Output of **gradle -q loadfile**

```
> gradle -q loadfile
*** agile.manifesto.txt ***
Individuals and interactions over processes and tools
Working software over comprehensive documentation
Customer collaboration over contract negotiation
Responding to change over following a plan
*** gradle.manifesto.txt ***
Make the impossible possible, make the possible easy and make the easy elegant
(inspired by Moshe Feldenkrais)
```

There is lots more you can do with Ant in your build scripts. You can find out more in [Chapter 17, Using Ant from Gradle](#).

## 6.11. Using methods

Gradle scales in how you can organize your build logic. The first level of organizing your build logic for the example above, is extracting a method.

### Example 6.14. Using methods to organize your build logic

build.gradle

```
task checksum << {
    fileList('../antLoadfileResources').each {File file ->
        ant.checksum(file: file, property: "cs_${file.name}")
        println "${file.name} Checksum: ${ant.properties["cs_${file.name}"]}"
    }
}

task loadfile << {
    fileList('../antLoadfileResources').each {File file ->
        ant.loadfile(srcFile: file, property: file.name)
        println "I'm fond of ${file.name}"
    }
}

File[] fileList(String dir) {
    file(dir).listFiles({file -> file.isFile() } as FileFilter).sort()
}
```

Output of **gradle -q loadfile**

```
> gradle -q loadfile
I'm fond of agile.manifesto.txt
I'm fond of gradle.manifesto.txt
```

Later you will see that such methods can be shared among subprojects in multi-project builds. If your build logic becomes more complex, Gradle offers you other very convenient ways to organize it. We have devoted a whole chapter to this. See [Chapter 52, \*Organizing Build Logic\*](#).

## 6.12. Default tasks

Gradle allows you to define one or more default tasks for your build.

### Example 6.15. Defining a default tasks

build.gradle

```
defaultTasks 'clean', 'run'

task clean << {
    println 'Default Cleaning!'
}

task run << {
    println 'Default Running!'
}

task other << {
    println "I'm not a default task!"
}
```

Output of **gradle -q**

```
> gradle -q
Default Cleaning!
Default Running!
```

This is equivalent to running **gradle clean run**. In a multi-project build every subproject can have its own specific default tasks. If a subproject does not specify default tasks, the default tasks of the parent project are used (if defined).

## 6.13. Configure by DAG

As we describe in full detail later (See [Chapter 48, \*The Build Lifecycle\*](#)) Gradle has a configuration phase and an execution phase. After the configuration phase Gradle knows all tasks that should be executed. Gradle offers you a hook to make use of this information. A use-case for this would be to check if the release task is part of the tasks to be executed. Depending on this you can assign different values to some variables.

In the following example, execution of `distribution` and `release` tasks results in different value of `version` variable.

### Example 6.16. Different outcomes of build depending on chosen tasks

build.gradle

```
task distribution << {
    println "We build the zip with version=$version"
}

task release(dependsOn: 'distribution') << {
    println 'We release now'
}

gradle.taskGraph.whenReady {taskGraph ->
    if (taskGraph.hasTask(release)) {
        version = '1.0'
    } else {
        version = '1.0-SNAPSHOT'
    }
}
```

#### Output of `gradle -q distribution`

```
> gradle -q distribution
We build the zip with version=1.0-SNAPSHOT
```

#### Output of `gradle -q release`

```
> gradle -q release
We build the zip with version=1.0
We release now
```

The important thing is, that the fact that the release task has been chosen, has an effect *before* the release task gets executed. Nor has the release task to be the *primary* task (i.e. the task passed to the **gradle** command).

## 6.14. Where to next?

In this chapter, we have had a first look at tasks. But this is not the end of the story for tasks. If you want to jump into more of the details, have a look at [Chapter 15, \*More about Tasks\*](#).

Otherwise, continue on to the tutorials in [Chapter 7, \*Java Quickstart\*](#) and [Chapter 8, \*Dependency Management Basics\*](#).

---

[2] There are command line switches to change this behavior. See [Appendix C, \*Gradle Command Line\*](#)

# Java Quickstart

## 7.1. The Java plugin

As we have seen, Gradle is a general-purpose build tool. It can build pretty much anything you care to implement in your build script. Out-of-the-box, however, it doesn't build anything unless you add code to your build script to do so.

Most Java projects are pretty similar as far as the basics go: you need to compile your Java source files, run some unit tests, and create a JAR file containing your classes. It would be nice if you didn't have to code all this up for every project. Luckily, you don't have to. Gradle solves this problem through the use of *plugins*. A plugin is an extension to Gradle which configures your project in some way, typically by adding some pre-configured tasks which together do something useful. Gradle ships with a number of plugins, and you can easily write your own and share them with others. One such plugin is the *Java plugin*. This plugin adds some tasks to your project which will compile and unit test your Java source code, and bundle it into a JAR file.

The Java plugin is convention based. This means that the plugin defines default values for many aspects of the project, such as where the Java source files are located. If you follow the convention in your project, you generally don't need to do much in your build script to get a useful build. Gradle allows you to customize your project if you don't want to or cannot follow the convention in some way. In fact, because support for Java projects is implemented as a plugin, you don't have to use the plugin at all to build a Java project, if you don't want to.

We have in-depth coverage with many examples about the Java plugin, dependency management and multi-project builds in later chapters. In this chapter we want to give you an initial idea of how to use the Java plugin to build a Java project.

## 7.2. A basic Java project

Let's look at a simple example. To use the Java plugin, add the following to your build file:

## Example 7.1. Using the Java plugin

build.gradle

```
apply plugin: 'java'
```

**Note:** The code for this example can be found at `samples/java/quickstart` which is in both the binary and source distributions of Gradle.

This is all you need to define a Java project. This will apply the Java plugin to your project, which adds a number of tasks to your project.

Gradle expects to find your production source code under `src/main/java` and your test source code under `src/test/java`. In addition, any files under `src/main/resources` will be included in the JAR file as resources, and any files under `src/test/resources` will be included in the classpath used to run the tests. All output files are created under the `build` directory, with the JAR file ending up in the `build/libs` directory.

### What tasks are available?

You can use **gradle tasks** to list the tasks of a project. This will let you see the tasks that the Java plugin has added to your project.

### 7.2.1. Building the project

The Java plugin adds quite a few tasks to your project. However, there are only a handful of tasks that you will need to use to build the project. The most commonly used task is the `build` task, which does a full build of the project. When you run **gradle build**, Gradle will compile and test your code, and create a JAR file containing your main classes and resources:

## Example 7.2. Building a Java project

Output of **gradle build**

```
> gradle build
:compileJava
:processResources
:classes
:jar
:assemble
:compileTestJava
:processTestResources
:testClasses
:test
:check
:build

BUILD SUCCESSFUL

Total time: 1 secs
```

Some other useful tasks are:

**clean**

Deletes the `build` directory, removing all built files.

### **assemble**

Compiles and jars your code, but does not run the unit tests. Other plugins add more artifacts to this task. For example, if you use the War plugin, this task will also build the WAR file for your project.

### **check**

Compiles and tests your code. Other plugins add more checks to this task. For example, if you use the Code-quality plugin, this task will also run Checkstyle against your source code.

## **7.2.2. External dependencies**

Usually, a Java project will have some dependencies on external JAR files. To reference these JAR files in the project, you need to tell Gradle where to find them. In Gradle, artifacts such as JAR files, are located in a *repository*. A repository can be used for fetching the dependencies of a project, or for publishing the artifacts of a project, or both. For this example, we will use the public Maven repository:

### **Example 7.3. Adding Maven repository**

`build.gradle`

```
repositories {  
    mavenCentral()  
}
```

Let's add some dependencies. Here, we will declare that our production classes have a compile-time dependency on commons collections, and that our test classes have a compile-time dependency on junit:

### **Example 7.4. Adding dependencies**

`build.gradle`

```
dependencies {  
    compile group: 'commons-collections', name: 'commons-collections', version  
    testCompile group: 'junit', name: 'junit', version: '4.+'  
}
```

You can find out more in [Chapter 8, \*Dependency Management Basics\*](#).

## **7.2.3. Customising the project**

The Java plugin adds a number of properties to your project. These properties have default values which are usually sufficient to get started. It's easy to change these values if they don't suit. Let's look at this for our sample. Here we will specify the version number for our Java project, along with the Java version our source is written in. We also add some attributes to the JAR manifest.

### Example 7.5. Customization of MANIFEST.MF

build.gradle

```
sourceCompatibility = 1.5
version = '1.0'
jar {
    manifest {
        attributes 'Implementation-Title': 'Gradle Quickstart', 'Implementation-Version': version
    }
}
```

The tasks which the Java plugin adds are regular tasks, exactly the same as if they were declared in the build file. This means you can use any of the mechanisms shown in earlier chapters to customise these tasks. For example, you can set the properties of a task, add behaviour to a task, change the dependencies of a task, or replace a task entirely. In our sample, we will configure the `test` task, which is of type `Test`, to add a system property when the tests are executed:

#### What properties are available?

You can use `gradle properties` to list the properties of a project. This will allow you to see the properties added by the Java plugin, and their default values.

### Example 7.6. Adding a test system property

build.gradle

```
test {
    systemProperties 'property': 'value'
}
```

### 7.2.4. Publishing the JAR file

Usually the JAR file needs to be published somewhere. To do this, you need to tell Gradle where to publish the JAR file. In Gradle, artifacts such as JAR files are published to repositories. In our sample, we will publish to a local directory. You can also publish to a remote location, or multiple locations.

### Example 7.7. Publishing the JAR file

build.gradle

```
uploadArchives {
    repositories {
        flatDir {
            dirs 'repos'
        }
    }
}
```

To publish the JAR file, run `gradle uploadArchives`.



### 7.2.5. Creating an Eclipse project

To import your project into Eclipse, you need to add another plugin to your build file:

#### Example 7.8. Eclipse plugin

build.gradle

```
apply plugin: 'eclipse'
```

Now execute `gradle eclipse` command to generate Eclipse project files. More on Eclipse task can be found in [Chapter 36, \*The Eclipse Plugin\*](#).

### 7.2.6. Summary

Here's the complete build file for our sample:

#### Example 7.9. Java example - complete build file

build.gradle

```
apply plugin: 'java'
apply plugin: 'eclipse'

sourceCompatibility = 1.5
version = '1.0'
jar {
    manifest {
        attributes 'Implementation-Title': 'Gradle Quickstart', 'Implementation-Version': version
    }
}

repositories {
    mavenCentral()
}

dependencies {
    compile group: 'commons-collections', name: 'commons-collections', version: '3.2.2'
    testCompile group: 'junit', name: 'junit', version: '4.+'
}

test {
    systemProperties 'property': 'value'
}

uploadArchives {
    repositories {
        flatDir {
            dirs 'repos'
        }
    }
}
```

## 7.3. Multi-project Java build

Now let's look at a typical multi-project build. Below is the layout for the project:

## Example 7.10. Multi-project build - hierarchical layout

### Build layout

```
multiproject/  
  api/  
  services/webservice/  
  shared/
```

**Note:** The code for this example can be found at `samples/java/multiproject` which is in both the binary and source distributions of Gradle.

Here we have three projects. Project `api` produces a JAR file which is shipped to the client to provide them a Java client for your XML webservice. Project `webservice` is a webapp which returns XML. Project `shared` contains code used both by `api` and `webservice`.

### 7.3.1. Defining a multi-project build

To define a multi-project build, you need to create a *settings file*. The settings file lives in the root directory of the source tree, and specifies which projects to include in the build. It must be called `settings.gradle`. For this example, we are using a simple hierarchical layout. Here is the corresponding settings file:

## Example 7.11. Multi-project build - settings.gradle file

### settings.gradle

```
include "shared", "api", "services:webservice", "services:shared"
```

You can find out more about the settings file in [Chapter 49, Multi-project Builds](#).

### 7.3.2. Common configuration

For most multi-project builds, there is some configuration which is common to all projects. In our sample, we will define this common configuration in the root project, using a technique called *configuration injection*. Here, the root project is like a container and the `subprojects` method iterates over the elements of this container - the projects in this instance - and injects the specified configuration. This way we can easily define the manifest content for all archives, and some common dependencies:

### Example 7.12. Multi-project build - common configuration

build.gradle

```
subprojects {
    apply plugin: 'java'
    apply plugin: 'eclipse-wtp'

    repositories {
        mavenCentral()
    }

    dependencies {
        testCompile 'junit:junit:4.8.2'
    }

    version = '1.0'

    jar {
        manifest.attributes provider: 'gradle'
    }
}
```

Notice that our sample applies the Java plugin to each subproject. This means the tasks and configuration properties we have seen in the previous section are available in each subproject. So, you can compile, test, and JAR all the projects by running **gradle build** from the root project directory.

#### 7.3.3. Dependencies between projects

You can add dependencies between projects in the same build, so that, for example, the JAR file of one project is used to compile another project. In the `api` build file we will add a dependency on the JAR produced by the `shared` project. Due to this dependency, Gradle will ensure that project `s` always gets built before project `api`.

### Example 7.13. Multi-project build - dependencies between projects

api/build.gradle

```
dependencies {
    compile project(':shared')
}
```

See [Section 49.7.1, “Disabling the build of dependency projects”](#) for how to disable this functionality.

#### 7.3.4. Creating a distribution

We also add a distribution, that gets shipped to the client:

### Example 7.14. Multi-project build - distribution file

api/build.gradle

```
task dist(type: Zip) {
    dependsOn spiJar
    from 'src/dist'
    into('libs') {
        from spiJar.archivePath
        from configurations.runtime
    }
}

artifacts {
    archives dist
}
```

## 7.4. Where to next?

In this chapter, you have seen how to do some of the things you commonly need to build a Java based project. This chapter is not exhaustive, and there are many other things you can do with Java projects in Gradle. You can find out more about the Java plugin in [Chapter 23, \*The Java Plugin\*](#), and you can find more sample Java projects in the `samples/java` directory in the Gradle distribution.

Otherwise, continue on to [Chapter 8, \*Dependency Management Basics\*](#).

# Dependency Management Basics

This chapter introduces some of the basics of dependency management in Gradle.

## 8.1. What is dependency management?

Very roughly, dependency management is made up of two pieces. Firstly, Gradle needs to know about the things that your project needs to build or run, in order to find them. We call these incoming files the *dependencies* of the project. Secondly, Gradle needs to build and upload the things that your project produces. We call these outgoing files the *publications* of the project. Let's look at these two pieces in more detail:

Most projects are not completely self-contained. They need files built by other projects in order to be compiled or tested and so on. For example, in order to use Hibernate in my project, I need to include some Hibernate jars in the classpath when I compile my source. To run my tests, I might also need to include some additional jars in the test classpath, such as a particular JDBC driver or the Ehcache jars.

These incoming files form the dependencies of the project. Gradle allows you to tell it what the dependencies of your project are, so that it can take care of finding these dependencies, and making them available in your build. The dependencies might need to be downloaded from a remote Maven or Ivy repository, or located in a local directory, or may need to be built by another project in the same multi-project build. We call this process *dependency resolution*.

Often, the dependencies of a project will themselves have dependencies. For example, Hibernate core requires several other libraries to be present on the classpath with it runs. So, when Gradle runs the tests for your project, it also needs to find these dependencies and make them available. We call these *transitive dependencies*.

The main purpose of most projects is to build some files that are to be used outside the project. For example, if your project produces a java library, you need to build a jar, and maybe a source jar and some documentation, and publish them somewhere.

These outgoing files form the publications of the project. Gradle also takes care of this important work for you. You declare the publications of your project, and Gradle take care of building them and publishing them somewhere. Exactly what "publishing" means depends on what you want to do. You might want to copy the files to a local directory, or upload them to a remote Maven or Ivy

repository. Or you might use the files in another project in the same multi-project build. We call this process *publication*.

## 8.2. Declaring your dependencies

Let's look at some dependency declarations. Here's a basic build script:

### Example 8.1. Declaring dependencies

build.gradle

```
apply plugin: 'java'

repositories {
    mavenCentral()
}

dependencies {
    compile group: 'org.hibernate', name: 'hibernate-core', version: '3.6.7.Final'
    testCompile group: 'junit', name: 'junit', version: '4.+'
}
```

What's going on here? This build script says a few things about the project. Firstly, it states that Hibernate core 3.6.7.Final is required to compile the project's production source. By implication, Hibernate core and its dependencies are also required at runtime. The build script also states that any junit >= 4.0 is required to compile the project's tests. It also tells Gradle to look in the Maven central repository for any dependencies that are required. The following sections go into the details.

## 8.3. Dependency configurations

In Gradle dependencies are grouped into *configurations*. A configuration is simply a named set of dependencies. We will refer to them as *dependency configurations*. You can use them to declare the external dependencies of your project. As we will see later, they are also used to declare the publications of your project.

The Java plugin defines a number of standard configurations. These configurations represent the classpaths that the Java plugin uses. Some are listed below, and you can find more details in [Table 23.5, "Java plugin - dependency configurations"](#).

### compile

The dependencies required to compile the production source of the project.

### runtime

The dependencies required by the production classes at runtime. By default, also includes the compile time dependencies.

### testCompile

The dependencies required to compile the test source of the project. By default, also includes the compiled production classes and the compile time dependencies.

## testRuntime

The dependencies required to run the tests. By default, also includes the compile, runtime and test compile dependencies.

Various plugins add further standard configurations. You can also define your own custom configurations to use in your build. Please see [Section 43.3, “Dependency configurations”](#) for the details of defining and customizing dependency configurations.

## 8.4. External dependencies

There are various types of dependencies that you can declare. One such type is an *external dependency*. This is a dependency on some files built outside the current build, and stored in a repository of some kind, such as Maven central, or a corporate Maven or Ivy repository, or a directory in the local file system.

To define an external dependency, you add it to a dependency configuration:

### Example 8.2. Definition of an external dependency

build.gradle

```
dependencies {  
    compile group: 'org.hibernate', name: 'hibernate-core', version: '3.6.7.Final'  
}
```

An external dependency is identified using `group`, `name` and `version` attributes. Depending on which kind of repository you are using, `group` and `version` may be optional.

There is a shortcut form for declaring external dependencies, which uses a string of the form "`group:name:version`".

### Example 8.3. Shortcut definition of an external dependency

build.gradle

```
dependencies {  
    compile 'org.hibernate:hibernate-core:3.6.7.Final'  
}
```

To find out more about defining and working with dependencies, have a look at [Section 43.4, “How to declare your dependencies”](#).

## 8.5. Repositories

How does Gradle find the files for external dependencies? Gradle looks for them in a *repository*. A repository is really just a collection of files, organized by `group`, `name` and `version`. Gradle understands several different repository formats, such as Maven and Ivy, and several different ways of accessing the repository, such as using the local file system or HTTP.

By default, Gradle does not define any repositories. You need to define at least one before you can

use external dependencies. One option is use the Maven central repository:

#### Example 8.4. Usage of Maven central repository

build.gradle

```
repositories {  
    mavenCentral()  
}
```

Or a remote Maven repository:

#### Example 8.5. Usage of a remote Maven repository

build.gradle

```
repositories {  
    maven {  
        url "http://repo.mycompany.com/maven2"  
    }  
}
```

Or a remote Ivy repository:

#### Example 8.6. Usage of a remote Ivy directory

build.gradle

```
repositories {  
    ivy {  
        url "http://repo.mycompany.com/repo"  
    }  
}
```

You can also have repositories on the local file system. This works for both Maven and Ivy repositories.

#### Example 8.7. Usage of a local Ivy directory

build.gradle

```
repositories {  
    ivy {  
        // URL can refer to a local directory  
        url "../local-repo"  
    }  
}
```

A project can have multiple repositories. Gradle will look for a dependency in each repository in the order they are specified, stopping at the first repository that contains the requested module.

To find out more about defining and working with repositories, have a look at [Section 43.6](#),



“Repositories”.

## 8.6. Publishing artifacts

Dependency configurations are also used to publish files.<sup>[3]</sup> We call these files *publication artifacts*, or usually just *artifacts*.

The plugins do a pretty good job of defining the artifacts of a project, so you usually don't need to do anything special to tell Gradle what needs to be published. However, you do need to tell Gradle where to publish the artifacts. You do this by attaching repositories to the `uploadArchives` task. Here's an example of publishing to a remote Ivy repository:

### Example 8.8. Publishing to an Ivy repository

build.gradle

```
uploadArchives {
    repositories {
        ivy {
            credentials {
                username "username"
                password "pw"
            }
            url "http://repo.mycompany.com"
        }
    }
}
```

Now, when you run `gradle uploadArchives`, Gradle will build and upload your Jar. Gradle will also generate and upload an `ivy.xml` as well.

You can also publish to Maven repositories. The syntax is slightly different.<sup>[4]</sup> Note that you also need to apply the Maven plugin in order to publish to a Maven repository. In this instance, Gradle will generate and upload a `pom.xml`.

### Example 8.9. Publishing to a Maven repository

build.gradle

```
apply plugin: 'maven'

uploadArchives {
    repositories {
        mavenDeployer {
            repository(url: "file://localhost/tmp/myRepo/")
        }
    }
}
```

To find out more about publication, have a look at Chapter 44, *Publishing artifacts*.

## 8.7. Where to next?

For all the details of dependency resolution, see [Chapter 43, \*Dependency Management\*](#), and for artifact publication see [Chapter 44, \*Publishing artifacts\*](#).

If you are interested in the DSL elements mentioned here, have a look at [Project.configurations{}](#), [Project.repositories{}](#) and [Project.dependencies{}](#).

Otherwise, continue on to some of the other [tutorials](#).

---

[3] We think this is confusing, and we are gradually teasing apart the two concepts in the Gradle DSL.

[4] We are working to make the syntax consistent for resolving from and publishing to Maven repositories.

## Groovy Quickstart

To build a Groovy project, you use the *Groovy plugin*. This plugin extends the Java plugin to add Groovy compilation capabilities to your project. Your project can contain Groovy source code, Java source code, or a mix of the two. In every other respect, a Groovy project is identical to a Java project, which we have already seen in [Chapter 7, Java Quickstart](#).

### 9.1. A basic Groovy project

Let's look at an example. To use the Groovy plugin, add the following to your build file:

#### Example 9.1. Groovy plugin

build.gradle

```
apply plugin: 'groovy'
```

**Note:** The code for this example can be found at `samples/groovy/quickstart` which is in both the binary and source distributions of Gradle.

This will also apply the Java plugin to the project, if it has not already been applied. The Groovy plugin extends the `compile` task to look for source files in directory `src/main/groovy`, and the `compileTest` task to look for test source files in directory `src/test/groovy`. The `compile` tasks use joint compilation for these directories, which means they can contain a mixture of java and groovy source files.

To use the groovy compilation tasks, you must also declare the Groovy version to use and where to find the Groovy libraries. You do this by adding a dependency to the `groovy` configuration. The `compile` configuration inherits this dependency, so the groovy libraries will be included in classpath when compiling Groovy and Java source. For our sample, we will use Groovy 1.7.10 from the public Maven repository:

### Example 9.2. Dependency on Groovy 1.7.10

build.gradle

```
repositories {
    mavenCentral()
}

dependencies {
    groovy group: 'org.codehaus.groovy', name: 'groovy', version: '1.7.10'
}
```

Here is our complete build file:

### Example 9.3. Groovy example - complete build file

build.gradle

```
apply plugin: 'eclipse'
apply plugin: 'groovy'

repositories {
    mavenCentral()
}

dependencies {
    groovy group: 'org.codehaus.groovy', name: 'groovy', version: '1.7.10'
    testCompile group: 'junit', name: 'junit', version: '4.8.2'
}
```

Running `gradle build` will compile, test and JAR your project.

## 9.2. Summary

This chapter describes a very simple Groovy project. Usually, a real project will require more than this. Because a Groovy project *is* a Java project, whatever you can do with a Java project, you can also do with a Groovy project.

You can find out more about the Groovy plugin in [Chapter 24, \*The Groovy Plugin\*](#), and you can find more sample Groovy projects in the `samples/groovy` directory in the Gradle distribution.

# Web Application Quickstart

This chapter is a work in progress.

This chapter introduces some of the Gradle's support for web applications. Gradle provides two plugins for web application development: the War plugin and the Jetty plugin. The War plugin extends the Java plugin to build a WAR file for your project. The Jetty plugin extends the War plugin to allow you to deploy your web application to an embedded Jetty web container.

## 10.1. Building a WAR file

To build a WAR file, you apply the War plugin to your project:

### Example 10.1. War plugin

build.gradle

```
apply plugin: 'war'
```

**Note:** The code for this example can be found at `samples/webApplication/quickstart` which is in both the binary and source distributions of Gradle.

This also applies the Java plugin to your project. Running `gradle build` will compile, test and WAR your project. Gradle will look for the source files to include in the WAR file in `src/main/webapp`. Your compiled classes, and their runtime dependencies are also included in the WAR file.

## 10.2. Running your web application

To run your web application, you apply the Jetty plugin to your project:

### Groovy web applications

You can combine multiple plugins in a single project, so you can use the War and Groovy plugins together to build a Groovy based web

### Example 10.2. Running web application with Jetty plugin

build.gradle

```
apply plugin: 'jetty'
```

application. The appropriate groovy libraries will be added to the WAR file for you.

This also applies the War plugin to your project. Running `gradle jettyRun` will run your web application in an embedded Jetty web container. Running `gradle jettyRunWar` will build the WAR file, and then run it in an embedded web container.

TODO: which url, configure port, uses source files in place and can edit your files and reload.

## 10.3. Summary

You can find out more about the War plugin in [Chapter 26, \*The War Plugin\*](#) and the Jetty plugin in [Chapter 28, \*The Jetty Plugin\*](#). You can find more sample Java projects in the `samples/webApplic` directory in the Gradle distribution.

## Using the Gradle Command-Line

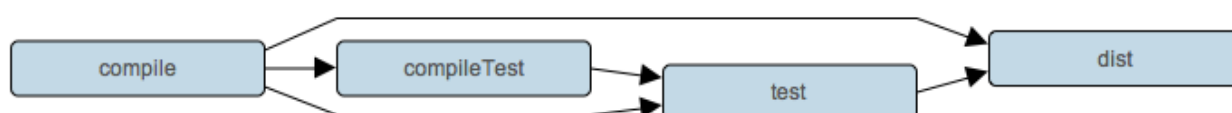
This chapter introduces the basics of the Gradle command-line. You run a build using the **gradle** command, which you have already seen in action in previous chapters.

### 11.1. Executing multiple tasks

You can execute multiple tasks in a single build by listing each of the tasks on the command-line. For example, the command **gradle compile test** will execute the `compile` and `test` tasks. Gradle will execute the tasks in the order that they are listed on the command-line, and will also execute the dependencies for each task. Each task is executed once only, regardless of how it came to be included in the build: whether it was specified on the command-line, or it a dependency of another task, or both. Let's look at an example.

Below four tasks are defined. Both `dist` and `test` depend on the `compile` task. Running **gradle** for this build script results in the `compile` task being executed only once.

Figure 11.1. Task dependencies



## Example 11.1. Executing multiple tasks

build.gradle

```
task compile << {
    println 'compiling source'
}

task compileTest(dependsOn: compile) << {
    println 'compiling unit tests'
}

task test(dependsOn: [compile, compileTest]) << {
    println 'running unit tests'
}

task dist(dependsOn: [compile, test]) << {
    println 'building the distribution'
}
```

### Output of **gradle dist test**

```
> gradle dist test
:compile
compiling source
:compileTest
compiling unit tests
:test
running unit tests
:dist
building the distribution

BUILD SUCCESSFUL

Total time: 1 secs
```

Because each task is executed once only, executing **gradle test test** is exactly the same as executing **gradle test**.

## 11.2. Excluding tasks

You can exclude a task from being executed using the `-x` command-line option and providing the name of the task to exclude. Let's try this with the sample build file above.



### Example 11.2. Excluding tasks

Output of **gradle dist -x test**

```
> gradle dist -x test
:compile
compiling source
:dist
building the distribution

BUILD SUCCESSFUL

Total time: 1 secs
```

You can see from the output of this example, that the `test` task is not executed, even though it is a dependency of the `dist` task. You will also notice that the `test` task's dependencies, such as `cc` are not executed either. Those dependencies of `test` that are required by another task, such as `cc`, are still executed.

### 11.3. Task name abbreviation

When you specify tasks on the command-line, you don't have to provide the full name of the task. You only need to provide enough of the task name to uniquely identify the task. For example, in the sample build above, you can execute task `dist` by running **gradle d**:

#### Example 11.3. Abbreviated task name

Output of **gradle di**

```
> gradle di
:compile
compiling source
:compileTest
compiling unit tests
:test
running unit tests
:dist
building the distribution

BUILD SUCCESSFUL

Total time: 1 secs
```

You can also abbreviate each word in a camel case task name. For example, you can execute task `compileTest` by running **gradle compTest** or even **gradle cT**

### Example 11.4. Abbreviated camel case task name

Output of **gradle cT**

```
> gradle cT
:compile
compiling source
:compileTest
compiling unit tests

BUILD SUCCESSFUL

Total time: 1 secs
```

You can also use these abbreviations with the `-x` command-line option.

## 11.4. Selecting which build to execute

When you run the **gradle** command, it looks for a build file in the current directory. You can use the `-b` option to select another build file. If you use `-b` option then `settings.gradle` file is not used. Example:

### Example 11.5. Selecting the project using a build file

`subdir/myproject.gradle`

```
task hello << {
    println "using build file '$buildFile.name' in '$buildFile.parentFile.name'"
}
```

Output of **gradle -q -b subdir/myproject.gradle hello**

```
> gradle -q -b subdir/myproject.gradle hello
using build file 'myproject.gradle' in 'subdir'.
```

Alternatively, you can use the `-p` option to specify the project directory to use. For multi-project builds you should use `-p` option instead of `-b` option.

### Example 11.6. Selecting the project using project directory

Output of **gradle -q -p subdir hello**

```
> gradle -q -p subdir hello
using build file 'build.gradle' in 'subdir'.
```

## 11.5. Obtaining information about your build

Gradle provides several built-in tasks which show particular details of your build. This can be useful for understanding the structure and dependencies of your build, and for debugging problems.

In addition to the built-in tasks shown below, you can also use the [project report plugin](#) to add tasks

to your project which will generate these reports.

### 11.5.1. Listing projects

Running **gradle projects** gives you a list of the sub-projects of the selected project, displayed in a hierarchy. Here is an example:

#### Example 11.7. Obtaining information about projects

Output of **gradle -q projects**

```
> gradle -q projects
-----
Root project
-----

Root project 'projectReports'
+--- Project ':api' - The shared API for the application
\--- Project ':webapp' - The Web application implementation

To see a list of the tasks of a project, run gradle <project-path>:tasks
For example, try running gradle :api:tasks
```

The report shows the description of each project, if specified. You can provide a description for a project by setting the `description` property:

#### Example 11.8. Providing a description for a project

build.gradle

```
description = 'The shared API for the application'
```

### 11.5.2. Listing tasks

Running **gradle tasks** gives you a list of the main tasks of the selected project. This report shows the default tasks for the project, if any, and a description for each task. Below is an example of this report:

### Example 11.9. Obtaining information about tasks

Output of `gradle -q tasks`

```
> gradle -q tasks
-----
All tasks runnable from root project
-----

Default tasks: dists

Build tasks
-----
clean - Deletes the build directory (build)
dists - Builds the distribution
libs - Builds the JAR

Help tasks
-----
dependencies - Displays the dependencies of root project 'projectReports'.
help - Displays a help message
projects - Displays the sub-projects of root project 'projectReports'.
properties - Displays the properties of root project 'projectReports'.
tasks - Displays the tasks runnable from root project 'projectReports' (some o:

To see all tasks and more detail, run with --all.
```

By default, this report shows only those tasks which have been assigned to a task group. You can do this by setting the `group` property for the task. You can also set the `description` property, to provide a description to be included in the report.

### Example 11.10. Changing the content of the task report

`build.gradle`

```
dists {
    description = 'Builds the distribution'
    group = 'build'
}
```

You can obtain more information in the task listing using the `--all` option. With this option, the task report lists all tasks in the project, grouped by main task, and the dependencies for each task. Here is an example:

## Example 11.11. Obtaining more information about tasks

Output of `gradle -q tasks --all`

```
> gradle -q tasks --all
-----
All tasks runnable from root project
-----

Default tasks: dists

Build tasks
-----
clean - Deletes the build directory (build)
api:clean - Deletes the build directory (build)
webapp:clean - Deletes the build directory (build)
dists - Builds the distribution [api:libs, webapp:libs]
  docs - Builds the documentation
api:libs - Builds the JAR
  api:compile - Compiles the source files
webapp:libs - Builds the JAR [api:libs]
  webapp:compile - Compiles the source files

Help tasks
-----
dependencies - Displays the dependencies of root project 'projectReports'.
help - Displays a help message
projects - Displays the sub-projects of root project 'projectReports'.
properties - Displays the properties of root project 'projectReports'.
tasks - Displays the tasks runnable from root project 'projectReports' (some o:
```

### 11.5.3. Listing project dependencies

Running `gradle dependencies` gives you a list of the dependencies of the selected project, broken down by configuration. For each configuration, the direct and transitive dependencies of that configuration are shown in a tree. Below is an example of this report:

### Example 11.12. Obtaining information about dependencies

Output of **gradle -q dependencies api:dependencies webapp:dependencies**

```
> gradle -q dependencies api:dependencies webapp:dependencies
-----
Root project
-----

No configurations

-----
Project :api - The shared API for the application
-----

compile
\--- org.codehaus.groovy:groovy-all:1.8.4 [default]

-----
Project :webapp - The Web application implementation
-----

compile
+--- projectReports:api:1.0-SNAPSHOT [compile]
|    \--- org.codehaus.groovy:groovy-all:1.8.4 [default]
\--- commons-io:commons-io:1.2 [default]
```

### 11.5.4. Listing project properties

Running **gradle properties** gives you a list of the properties of the selected project. This is a snippet from the output:

### Example 11.13. Information about properties

Output of **gradle -q api:properties**

```
> gradle -q api:properties
-----
Project :api - The shared API for the application
-----

allprojects: [project ':api']
ant: org.gradle.api.internal.project.DefaultAntBuilder@12345
antBuilderFactory: org.gradle.api.internal.project.DefaultAntBuilderFactory@12345
artifacts: org.gradle.api.internal.artifacts.dsl.DefaultArtifactHandler@12345
asDynamicObject: org.gradle.api.internal.ExtensibleDynamicObject@12345
buildDir: /home/user/gradle/samples/userguide/tutorial/projectReports/api/build
buildFile: /home/user/gradle/samples/userguide/tutorial/projectReports/api/build.gradle
```

### 11.5.5. Profiling a build

The **--profile** command line option will record some useful timing information while your build is running and write a report to the **build/reports/profile** directory. The report will be named using the time when the build was run.

This report lists summary times and details for both the configuration phase and task execution. The times for configuration and task execution are sorted with the most expensive operations first. The task execution results also indicate if any tasks were skipped (and the reason) or if tasks that were not skipped did no work.

Builds which utilize a buildSrc directory will generate a second profile report for buildSrc in the build directory.

Profiled with tasks: -xtest build		
Summary	Configuration	Task Execution
Total Build Time 2:01.164	: 2.804	:docs
Startup 0.313	:docs 0.576	:docs:userguideSingleHtml
Settings and BuildSrc 4.078	:core 0.203	:docs:userguidePdf
Loading Projects 0.074	:announce 0.084	:docs:checkstyleApi
Configuring Projects 3.208	:ui 0.036	:docs:userguideStyleSheets
Total Task Execution 1:52.671	:openApi 0.035	:docs:groovydoc
	:maven 0.033	:docs:samples
	:codeQuality 0.033	:docs:javadoc
	:wrapper 0.022	:docs:userguideFragmentSrc
	:eclipse 0.021	:docs:distDocs
	:idea 0.021	:docs:samplesDocs
	:plugins 0.020	:docs:userguideXhtml
	:launcher 0.020	:docs:userguideHtml
	:antlr 0.017	:docs:userguideDocbook
	:osgi 0.014	:docs:remoteUserguideDocbook
	:jetty 0.014	:docs:samplesDocbook
	:scala 0.012	:docs:docs
		:docs:userguide
		:core
		:core:compileTestGroovy
		:core:codenarcTest
		:core:checkstyleMain
		:core:compileTestJava

## 11.6. Dry Run

Sometimes you are interested in which tasks are executed in which order for a given set of tasks specified on the command line, but you don't want the tasks to be executed. You can use the `-m` option for this. For example `gradle -m clean compile` shows you all tasks to be executed as part of the `clean` and `compile` tasks. This is complementary to the `tasks` task, which shows you the tasks which are available for execution.

## 11.7. Summary

In this chapter, you have seen some of the things you can do with Gradle from the command-line. You can find out more about the `gradle` command in [Appendix C, Gradle Command Line](#).

# 12

## Using the Gradle Graphical User Interface

In addition to supporting a traditional command line interface, Gradle offers a graphical user interface. This is a stand alone user interface that can be launched with the **--gui** option.

### Example 12.1. Launching the GUI

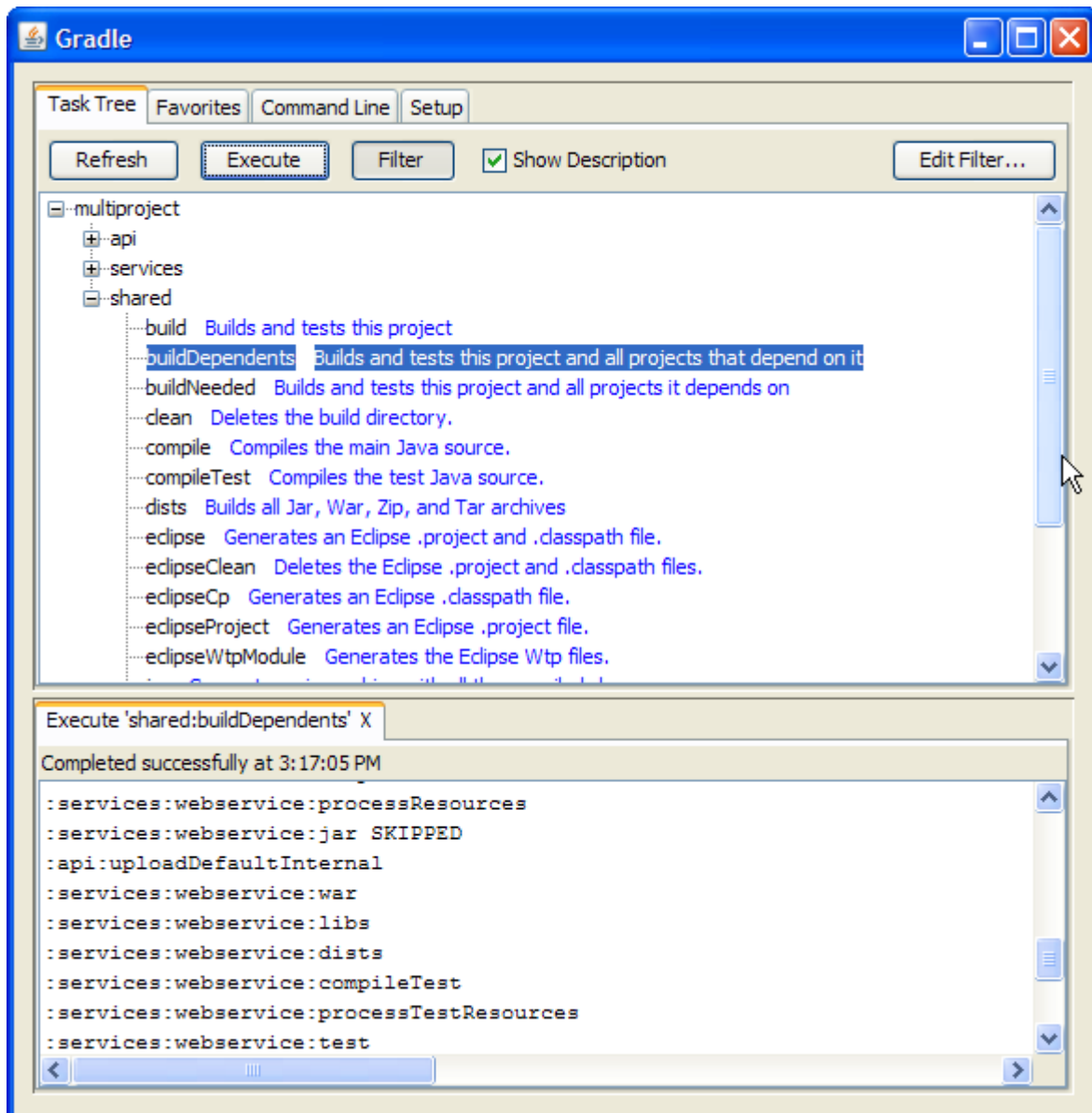
```
gradle --gui
```

Note that this command blocks until the Gradle GUI is closed. Under \*nix it is probably preferable to run this as a background task (**gradle --gui&**)

If you run this from your Gradle project working directory, you should see a tree of tasks.



Figure 12.1. GUI Task Tree



It is preferable to run this command from your Gradle project directory so that the settings of the UI will be stored in your project directory. However, you can run it then change the working directory via the Setup tab in the UI.

The UI displays 4 tabs along the top and an output window along the bottom.

## 12.1. Task Tree

The Task Tree shows a hierarchical display of all projects and their tasks. Double clicking a task executes it.

There is also a filter so that uncommon tasks can be hidden. You can toggle the filter via the Filter button. Editing the filter allows you to configure which tasks and projects are shown. Hidden tasks show up in red. Note: newly created tasks will show up by default (versus being hidden by default).

The Task Tree context menu provides the following options:

- Execute ignoring dependencies. This does not require dependent projects to be rebuilt (same as the -a option).
- Add tasks to the favorites (see Favorites tab)
- Hide the selected tasks. This adds them to the filter.
- Edit the build.gradle file. Note: this requires Java 1.6 or higher and requires that you have .gradle files associated in your OS.

## 12.2. Favorites

The Favorites tab is place to store commonly-executed commands. These can be complex commands (anything that's legal to Gradle) and you can provide them with a display name. This is useful for creating, say, a custom build command that explicitly skips tests, documentation, and samples that you could call "fast build".

You can reorder favorites to your liking and even export them to disk so they can imported by others. If you edit them, you are given options to "Always Show Live Output." This only applies if you have 'Only Show Output When Errors Occur'. This override always forces the output to be shown.

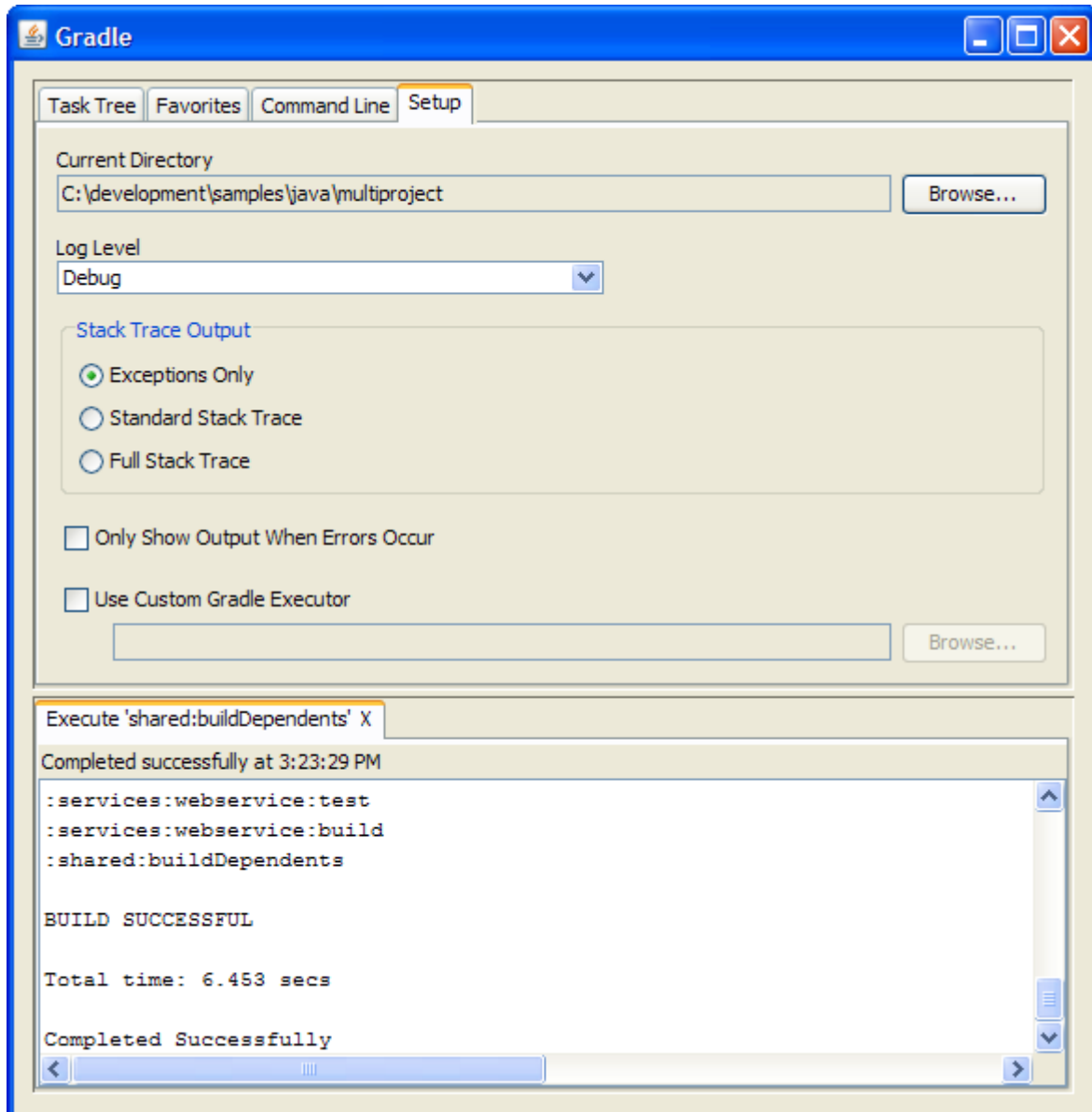
## 12.3. Command Line

The Command Line tab is place to execute a single Gradle command directly. Just enter whatever you would normally enter after 'gradle' on the command line. This also provides a place to try out commands before adding them to favorites.

## 12.4. Setup

The Setup tab allows configuration of some general settings.

Figure 12.2. GUI Setup



- **Current Directory**  
Defines the root directory of your Gradle project (typically where build.gradle is located).
- **Stack Trace Output**  
This determines how much information to write out stack traces when errors occur. Note: if you specify a stack trace level on either the Command Line or Favorites tab, it will override this stack trace level.
- **Only Show Output When Errors Occur**  
Enabling this option hides any output when a task is executed unless the build fails.
- **Use Custom Gradle Executor - Advanced feature**  
This provides you with an alternate way to launch Gradle commands. This is useful if your

project requires some extra setup that is done inside another batch file or shell script (such as specifying an init script).

# Writing Build Scripts

This chapter looks at some of the details of writing a build script.

## 13.1. The Gradle build language

Gradle provides a *domain specific language*, or DSL, for describing builds. This build language is based on Groovy, with some additions to make it easier to describe a build.

## 13.2. The Project API

In the tutorial in [Chapter 7, Java Quickstart](#) we used, for example, the `apply()` method. Where does this method come from? We said earlier that the build script defines a project in Gradle. For each project in the build, Gradle creates an instance of type `Project` and associates this `Project` object with the build script. As the build script executes, it configures this `Project` object:

- Any method you call in your build script, which *is not defined* in the build script, is delegated to the `Project` object.
- Any property you access in your build script, which *is not defined* in the build script, is delegated to the `Project` object.

Let's try this out and try to access the `name` property of the `Project` object.

### Getting help writing build scripts

Don't forget that your build script is simply Groovy code that drives the Gradle API. And the `Project` interface is your starting point for accessing everything in the Gradle API. So, if you're wondering what 'tags' are available in your build script, you can start with the documentation for the `Project` interface.

### Example 13.1. Accessing property of the Project object

build.gradle

```
println name
println project.name
```

Output of **gradle -q check**

```
> gradle -q check
projectApi
projectApi
```

Both `println` statements print out the same property. The first uses auto-delegation to the `Project` object, for properties not defined in the build script. The other statement uses the `project` property available to any build script, which returns the associated `Project` object. Only if you define a property or a method which has the same name as a member of the `Project` object, you need to use the `project` property.

#### 13.2.1. Standard project properties

The `Project` object provides some standard properties, which are available in your build script. The following table lists a few of the commonly used ones.

**Table 13.1. Project Properties**

Name	Type	Default Value
<code>project</code>	<u><code>Project</code></u>	The <code>Project</code> instance
<code>name</code>	<code>String</code>	The name of the project directory.
<code>path</code>	<code>String</code>	The absolute path of the project.
<code>description</code>	<code>String</code>	A description for the project.
<code>projectDir</code>	<code>File</code>	The directory containing the build script.
<code>buildDir</code>	<code>File</code>	<i>projectDir/build</i>
<code>group</code>	<code>Object</code>	unspecified
<code>version</code>	<code>Object</code>	unspecified
<code>ant</code>	<u><code>AntBuilder</code></u>	An <code>AntBuilder</code> instance

### 13.3. The Script API

When Gradle executes a script, it compiles the script into a class which implements `Script`. This means that all of the properties and methods declared by the `Script` interface are available in your script.

## 13.4. Declaring variables

There are two kinds of variables that can be declared in a build script: local variables and extra properties.

### 13.4.1. Local variables

Local variables are declared with the `def` keyword. They are only visible in the scope where they have been declared. Local variables are a feature of the underlying Groovy language.

#### Example 13.2. Using local variables

build.gradle

```
def dest = "dest"

task copy(type: Copy) {
    from "source"
    into dest
}
```

### 13.4.2. Extra properties

All enhanced objects in Gradle's domain model can hold extra user-defined properties. This includes, but is not limited to, projects, tasks, and source sets. Extra properties can be added, read and set via the owning object's `ext` property. Alternatively, an `ext` block can be used to add multiple properties at once.

### Example 13.3. Using extra properties

build.gradle

```
apply plugin: "java"

ext {
    springVersion = "3.1.0.RELEASE"
    emailNotification = "build@master.org"
}

sourceSets.all { ext.purpose = null }

sourceSets {
    main {
        purpose = "production"
    }
    test {
        purpose = "test"
    }
    plugin {
        purpose = "production"
    }
}

task printProperties << {
    println springVersion
    println emailNotification
    sourceSets.matching { it.purpose == "production" }.each { println it.name }
}
```

#### Output of `gradle -q printProperties`

```
> gradle -q printProperties
3.1.0.RELEASE
build@master.org
main
plugin
```

In this example, an `ext` block adds two extra properties to the `project` object. Additionally, a property named `purpose` is added to each source set by setting `ext.purpose` to `null` (`null` is a permissible value). Once the properties have been added, they can be read and set like predefined properties.

By requiring special syntax for adding a property, Gradle can fail fast when an attempt is made to set a (predefined or extra) property but the property is misspelled or does not exist. <sup>[5]</sup> Extra properties can be accessed from anywhere their owning object can be accessed, giving them a wider scope than local variables. Extra properties on a parent project are visible from subprojects.

For further details on extra properties and their API, see [ExtraPropertiesExtension](#).



## 13.5. Some Groovy basics

Groovy provides plenty of features for creating DSLs, and the Gradle build language takes advantage of these. Understanding how the build language works will help you when you write your build script, and in particular, when you start to write custom plugins and tasks.

### 13.5.1. Groovy JDK

Groovy adds lots of useful methods to JVM classes. For example, `Iterable` gets an `each` method, which iterates over the elements of the `Iterable`:

#### Example 13.4. Groovy JDK methods

build.gradle

```
// Iterable gets an each() method
configurations.runtime.each { File f -> println f }
```

Have a look at <http://groovy.codehaus.org/groovy-jdk/> for more details.

### 13.5.2. Property accessors

Groovy automatically converts a property reference into a call to the appropriate getter or setter method.

#### Example 13.5. Property accessors

build.gradle

```
// Using a getter method
println project.buildDir
println getProject().getBuildDir()

// Using a setter method
project.buildDir = 'target'
getProject().setBuildDir('target')
```

### 13.5.3. Optional parentheses on method calls

Parentheses are optional for method calls.

#### Example 13.6. Method call without parentheses

build.gradle

```
test.systemProperty 'some.prop', 'value'
test.systemProperty('some.prop', 'value')
```

### 13.5.4. List and map literals

Groovy provides some shortcuts for defining `List` and `Map` instances.

### Example 13.7. List and map literals

build.gradle

```
// List literal
test.includes = ['org/gradle/api/**', 'org/gradle/internal/**']

List<String> list = new ArrayList<String>()
list.add('org/gradle/api/**')
list.add('org/gradle/internal/**')
test.includes = list

// Map literal
apply plugin: 'java'

Map<String, String> map = new HashMap<String, String>()
map.put('plugin', 'java')
apply(map)
```

### 13.5.5. Closures as the last parameter in a method

The Gradle DSL uses closures in many places. You can find out more about closures [here](#). When the last parameter of a method is a closure, you can place the closure after the method call:

### Example 13.8. Closure as method parameter

build.gradle

```
repositories {
    println "in a closure"
}
repositories() { println "in a closure" }
repositories({ println "in a closure" })
```

### 13.5.6. Closure delegate

Each closure has a delegate object, which Groovy uses to look up variable and method references which are not local variables or parameters of the closure. Gradle uses this for *configuration closures*, where the delegate object is set to the object to be configured.

### Example 13.9. Closure delegates

build.gradle

```
dependencies {
    assert delegate == project.dependencies
    compile('junit:junit:4.8.2')
    delegate.compile('junit:junit:4.8.2')
}
```

[5] As of Gradle 1.0-milestone-9, using `ext` to add extra properties is strongly encouraged but not yet enforced. Therefore, Gradle will not fail when an unknown property is set. However, it will print a warning.

## Tutorial - 'This and That'

### 14.1. Directory creation

There is a common situation, that multiple tasks depend on the existence of a directory. Of course you can deal with this by adding a `mkdir` to the beginning of those tasks. But this is kind of bloated. There is a better solution (works only if the tasks that need the directory have a *dependsOn* relationship):

#### Example 14.1. Directory creation with `mkdir`

build.gradle

```
classesDir = new File('build/classes')
task resources << {
    classesDir.mkdirs()
    // do something
}
task compile(dependsOn: 'resources') << {
    if (classesDir.isDirectory()) {
        println 'The class directory exists. I can operate'
    }
    // do something
}
```

Output of `gradle -q compile`

```
> gradle -q compile
The class directory exists. I can operate
```

### 14.2. Gradle properties and system properties

Gradle offers a variety of ways to add properties to your build. With the `-D` command line option you can pass a system property to the JVM which runs Gradle. The `-D` option of the **gradle** command has the same effect as the `-D` option of the **java** command.

You can also directly add properties to your project objects using properties files. You can place a `g` file in the Gradle user home directory (defaults to `USER_HOME/.gradle`) or in your project directory. For multi-project builds you can place `gradle.properties` files in any subproject

directory. The properties of the `gradle.properties` can be accessed via the project object. The properties file in the user's home directory has precedence over property files in the project directories.

You can also add properties directly to your project object via the `-P` command line option. For more exotic use cases you can even pass properties *directly* to the project object via system and environment properties. For example if you run a build on a continuous integration server where you have no admin rights for the *machine*. Your build script needs properties which values should not be seen by others. Therefore you can't use the `-P` option. In this case you can add an environment property in the project administration section (invisible to normal users). <sup>[6]</sup> If the environment property follows the pattern `ORG_GRADLE_PROJECT_propertyName=somevalue`, `p` is added to your project object. If in the future CI servers support Gradle directly, they might start Gradle via its main method. Therefore we already support the same mechanism for system properties. The only difference is the pattern, which is `org.gradle.project.propertyName`.

With the `gradle.properties` files you can also set system properties. If a property in such a file has the prefix `systemProp.` the property and its value are added to the system properties, without the prefix.

#### Example 14.2. Setting properties with a `gradle.properties` file

`gradle.properties`

```
gradlePropertiesProp=gradlePropertiesValue
systemPropertiesProp=shouldBeOverWrittenBySystemProp
envPropertiesProp=shouldBeOverWrittenByEnvProp
systemProp.system=systemValue
```

`build.gradle`

```
task printProps << {
    println commandLineProjectProp
    println gradlePropertiesProp
    println systemProjectProp
    println envProjectProp
    println System.properties['system']
}
```

Output of `gradle -q -PcommandLineProjectProp=commandLineProjectPropValue -Dc`

```
> gradle -q -PcommandLineProjectProp=commandLineProjectPropValue -Dorg.gradle.}
commandLineProjectPropValue
gradlePropertiesValue
systemPropertyValue
envPropertyValue
systemValue
```

### 14.2.1. Checking for project properties

You can access a project property in your build script simply by using its name as you would use a variable. In case this property does not exist, an exception is thrown and the build fails. If your build script relies on optional properties the user might set for example in a `gradle.properties` file, you need to check for existence before you can access them. You can do this by using the method `hasProperty('propertyName')` which returns `true` or `false`.

## 14.3. Configuring the project using an external build script

You can configure the current project using an external build script. All of the Gradle build language is available in the external script. You can even apply other scripts from the external script.

### Example 14.3. Configuring the project using an external build script

`build.gradle`

```
apply from: 'other.gradle'
```

`other.gradle`

```
println "configuring $project"
task hello << {
    println 'hello from other script'
}
```

Output of `gradle -q hello`

```
> gradle -q hello
configuring root project 'configureProjectUsingScript'
hello from other script
```

## 14.4. Configuring arbitrary objects

You can configure arbitrary objects in the following very readable way.

### Example 14.4. Configuring arbitrary objects

build.gradle

```
task configure << {
    pos = configure(new java.text.FieldPosition(10)) {
        beginIndex = 1
        endIndex = 5
    }
    println pos.beginIndex
    println pos.endIndex
}
```

Output of **gradle -q configure**

```
> gradle -q configure
1
5
```

## 14.5. Configuring arbitrary objects using an external script

You can also configure arbitrary objects using an external script.

### Example 14.5. Configuring arbitrary objects using a script

build.gradle

```
task configure << {
    pos = new java.text.FieldPosition(10)
    // Apply the script
    apply from: 'other.gradle', to: pos
    println pos.beginIndex
    println pos.endIndex
}
```

other.gradle

```
beginIndex = 1;
endIndex = 5;
```

Output of **gradle -q configure**

```
> gradle -q configure
1
5
```

## 14.6. Caching

To improve responsiveness Gradle caches all compiled scripts by default. This includes all build scripts, initialization scripts, and other scripts. The first time you run a build for a project, Gradle creates a `.gradle` directory in which it puts the compiled script. The next time you run this build, Gradle uses the compiled script, if the script has not changed since it was compiled. Otherwise the script gets compiled and the new version is stored in the cache. If you run Gradle with the `--recompile-scripts` option, the cached script is discarded and the script is compiled and stored in the cache. This way you can force Gradle to rebuild the cache.

---

[6] *Teamcity* or *Bamboo* are for example CI servers which offer this functionality.



# 15

## More about Tasks

In the introductory tutorial (Chapter 6, *Build Script Basics*) you have learned how to create simple tasks. You have also learned how to add additional behavior to these tasks later on. And you have learned how to create dependencies between tasks. This was all about simple tasks. But Gradle takes the concept of tasks further. Gradle supports *enhanced tasks*, that is, tasks which have their own properties and methods. This is really different to what you are used to with Ant targets. Such enhanced tasks are either provided by you or are provided by Gradle.

### 15.1. Defining tasks

We have already seen how to define tasks using a keyword style in Chapter 6, *Build Script Basics*. There are a few variations on this style, which you may need to use in certain situations. For example, the keyword style does not work in expressions.

#### Example 15.1. Defining tasks

build.gradle

```
task(hello) << {
    println "hello"
}

task(copy, type: Copy) {
    from(file('srcDir'))
    into(buildDir)
}
```

You can also use strings for the task names:

### Example 15.2. Defining tasks - using strings

build.gradle

```
task('hello') <<
{
    println "hello"
}

task('copy', type: Copy) {
    from(file('srcDir'))
    into(buildDir)
}
```

There is an alternative syntax for defining tasks, which you may prefer to use:

### Example 15.3. Defining tasks with alternative syntax

build.gradle

```
tasks.add(name: 'hello') << {
    println "hello"
}

tasks.add(name: 'copy', type: Copy) {
    from(file('srcDir'))
    into(buildDir)
}
```

Here we add tasks to the `tasks` collection. Have a look at [TaskContainer](#) for more variations of the `add()` method.

## 15.2. Locating tasks

You often need to locate the tasks that you have defined in the build file, for example, to configure them or use them for dependencies. There are a number of ways you can do this. Firstly, each task is available as a property of the project, using the task name as the property name:

### Example 15.4. Accessing tasks as properties

build.gradle

```
task hello

println hello.name
println project.hello.name
```

Tasks are also available through the `tasks` collection.

### Example 15.5. Accessing tasks via tasks collection

build.gradle

```
task hello

println tasks.hello.name
println tasks['hello'].name
```

You can access tasks from any project using the task's path using the `tasks.getByPath()` method. You can call the `getByPath()` method with a task name, or a relative path, or an absolute path.

### Example 15.6. Accessing tasks by path

build.gradle

```
project(':projectA') {
    task hello
}

task hello

println tasks.getByPath('hello').path
println tasks.getByPath(':hello').path
println tasks.getByPath('projectA:hello').path
println tasks.getByPath(':projectA:hello').path
```

Output of `gradle -q hello`

```
> gradle -q hello
:hello
:hello
:projectA:hello
:projectA:hello
```

Have a look at [TaskContainer](#) for more options for locating tasks.

## 15.3. Configuring tasks

As an example, let's look at the `Copy` task provided by Gradle. To create a `Copy` task for your build, you can declare in your build script:

### Example 15.7. Creating a copy task

build.gradle

```
task myCopy(type: Copy)
```

This creates a copy task with no default behavior. The task can be configured using its API (see [Copy](#)). The following examples show several different ways to achieve the same configuration.

### Example 15.8. Configuring a task - various ways

build.gradle

```
Copy myCopy = task(myCopy, type: Copy)
myCopy.from 'resources'
myCopy.into 'target'
myCopy.include('**/*.txt', '**/*.xml', '**/*.properties')
```

This is similar to the way we would normally configure objects in Java. You have to repeat the context (`myCopy`) in the configuration statement every time. This is a redundancy and not very nice to read.

There is a more convenient way of doing this.

### Example 15.9. Configuring a task - fluent interface

build.gradle

```
task(myCopy, type: Copy)
    .from('resources')
    .into('target')
    .include('**/*.txt', '**/*.xml', '**/*.properties')
```

You might know this approach from the Hibernate Criteria Query API or JMock. Of course the API of a task has to support this. The `from`, `to` and `include` methods all return an object that may be used to chain to additional configuration methods. Gradle's built-in tasks usually support this configuration style.

But there is yet another way of configuring a task. It also preserves the context and it is arguably the most readable. It is usually our favorite.

### Example 15.10. Configuring a task - with closure

build.gradle

```
task myCopy(type: Copy)

myCopy {
    from 'resources'
    into 'target'
    include('**/*.txt', '**/*.xml', '**/*.properties')
}
```

This works for *any* task. Line 3 of the example is just a shortcut for the `tasks.getByName()` method. It is important to note that if you pass a closure to the `getByName()` method, this closure is applied to *configure* the task.

There is a slightly different ways of doing this.

### Example 15.11. Configuring a task - with configure() method

build.gradle

```
task myCopy(type: Copy)

myCopy.configure {
    from('source')
    into('target')
    include('**/*.txt', '**/*.xml', '**/*.properties')
}
```

Every task has a `configure()` method, which you can pass a closure for configuring the task. Gradle uses this style for configuring objects in many places, not just for tasks.

You can also use a configuration closure when you define a task.

### Example 15.12. Defining a task with closure

build.gradle

```
task copy(type: Copy) {
    from 'resources'
    into 'target'
    include('**/*.txt', '**/*.xml', '**/*.properties')
}
```

## 15.4. Adding dependencies to a task

There are several ways you can define the dependencies of a task. In [Section 6.5](#), “[Task dependencies](#)” you were introduced to defining dependencies using task names. Task names can refer to tasks in the same project as the task, or to tasks in other projects. To refer to a task in another project, you prefix the name of the task with the path of the project it belongs to. Below is an example which adds a dependency from `projectA:taskX` to `projectB:taskY`:

### Example 15.13. Adding dependency on task from another project

build.gradle

```
project('projectA') {
    task taskX(dependsOn: ':projectB:taskY') << {
        println 'taskX'
    }
}

project('projectB') {
    task taskY << {
        println 'taskY'
    }
}
```

Output of **gradle -q taskX**

```
> gradle -q taskX
taskY
taskX
```

Instead of using a task name, you can define a dependency using a `Task` object, as shown in this example:

### Example 15.14. Adding dependency using task object

build.gradle

```
task taskX << {
    println 'taskX'
}

task taskY << {
    println 'taskY'
}

taskX.dependsOn taskY
```

Output of **gradle -q taskX**

```
> gradle -q taskX
taskY
taskX
```

For more advanced uses, you can define a task dependency using a closure. When evaluated, the closure is passed the task whose dependencies are being calculated. The closure should return a single `Task` or collection of `Task` objects, which are then treated as dependencies of the task. The following example adds a dependency from `taskX` to all the tasks in the project whose name starts with `lib`:

### Example 15.15. Adding dependency using closure

build.gradle

```
task taskX << {
    println 'taskX'
}

taskX.dependsOn {
    tasks.findAll { task -> task.name.startsWith('lib') }
}

task lib1 << {
    println 'lib1'
}

task lib2 << {
    println 'lib2'
}

task notALib << {
    println 'notALib'
}
```

Output of `gradle -q taskX`

```
> gradle -q taskX
lib1
lib2
taskX
```

For more information about task dependencies, see the [Task API](#).

## 15.5. Adding a description to a task

You can add a description to your task. This description is for example displayed when executing `gradle -q taskName`.

### Example 15.16. Adding a description to a task

build.gradle

```
task copy(type: Copy) {
    description = 'Copies the resource directory to the target directory.'
    from 'resources'
    into 'target'
    include('**/*.txt', '**/*.xml', '**/*.properties')
}
```

## 15.6. Replacing tasks

Sometimes you want to replace a task. For example if you want to exchange a task added by the Java plugin with a custom task of a different type. You can achieve this with:

### Example 15.17. Overwriting a task

build.gradle

```
task copy(type: Copy)

task copy(overwrite: true) << {
    println('I am the new one.')
}
```

Output of **gradle -q copy**

```
> gradle -q copy
I am the new one.
```

Here we replace a task of type `Copy` with a simple task. When creating the simple task, you have to set the `overwrite` property to `true`. Otherwise Gradle throws an exception, saying that a task with such a name already exists.

## 15.7. Skipping tasks

Gradle offers multiple ways to skip the execution of a task.

### 15.7.1. Using a predicate

You can use the `onlyIf()` method to attach a predicate to a task. The task's actions are only executed if the predicate evaluates to `true`. You implement the predicate as a closure. The closure is passed the task as a parameter, and should return `true` if the task should execute and `false` if the task should be skipped. The predicate is evaluated just before the task is due to be executed.

### Example 15.18. Skipping a task using a predicate

build.gradle

```
task hello << {
    println 'hello world'
}

hello.onlyIf { !project.hasProperty('skipHello') }
```

Output of **gradle hello -PskipHello**

```
> gradle hello -PskipHello
:hello SKIPPED

BUILD SUCCESSFUL

Total time: 1 secs
```



### 15.7.2. Using StopExecutionException

If the rules for skipping a task can't be expressed with predicate, you can use the StopExecutionException. If this exception is thrown by an action, the further execution of this action as well as the execution of any following action of this task is skipped. The build continues with executing the next task.

#### Example 15.19. Skipping tasks with StopExecutionException

build.gradle

```
task compile << {
    println 'We are doing the compile.'
}

compile.doFirst {
    // Here you would put arbitrary conditions in real life. But we use this as
    if (true) { throw new StopExecutionException() }
}

task myTask(dependsOn: 'compile') << {
    println 'I am not affected'
}
```

Output of **gradle -q myTask**

```
> gradle -q myTask
I am not affected
```

This feature is helpful if you work with tasks provided by Gradle. It allows you to add *conditional* execution of the built-in actions of such a task. <sup>[7]</sup>

### 15.7.3. Enabling and disabling tasks

Every task has also an `enabled` flag which defaults to `true`. Setting it to `false` prevents the execution of any of the task's actions.

#### Example 15.20. Enabling and disabling tasks

build.gradle

```
task disableMe << {
    println 'This should not be printed if the task is disabled.'
}

disableMe.enabled = false
```

Output of **gradle disableMe**

```
> gradle disableMe
:disableMe SKIPPED

BUILD SUCCESSFUL

Total time: 1 secs
```

## 15.8. Skipping tasks that are up-to-date

If you are using one of the tasks that come with Gradle, such as a task added by the Java plugin, you might have noticed that Gradle will skip tasks that are up-to-date. This behaviour is also available for your tasks, not just for built-in tasks.

### 15.8.1. Declaring a task's inputs and outputs

Let's have a look at an example. Here our task generates several output files from a source XML file. Let's run it a couple of times.

#### Example 15.21. A generator task

build.gradle

```
task transform {
    ext.srcFile = file('mountains.xml')
    ext.destDir = new File(buildDir, 'generated')
    doLast {
        println "Transforming source file."
        destDir.mkdirs()
        def mountains = new XmlParser().parse(srcFile)
        mountains.mountain.each { mountain ->
            def name = mountain.name[0].text()
            def height = mountain.height[0].text()
            def destFile = new File(destDir, "${name}.txt")
            destFile.text = "$name -> ${height}\n"
        }
    }
}
```

#### Output of `gradle transform`

```
> gradle transform
:transform
Transforming source file.
```

#### Output of `gradle transform`

```
> gradle transform
:transform
Transforming source file.
```

Notice that Gradle executes this task a second time, and does not skip the task even though nothing has changed. Our example task was defined using an action closure. Gradle has no idea what the closure does and cannot automatically figure out whether the task is up-to-date or not. To use Gradle's up-to-date checking, you need to declare the inputs and outputs of the task.

Each task has an `inputs` and `outputs` property, which you use to declare the inputs and outputs of the task. Below, we have changed our example to declare that it takes the source XML file as an input and produces output to a destination directory. Let's run it a couple of times.

### Example 15.22. Declaring the inputs and outputs of a task

build.gradle

```
task transform {
    ext.srcFile = file('mountains.xml')
    ext.destDir = new File(buildDir, 'generated')
    inputs.file srcFile
    outputs.dir destDir
    doLast {
        println "Transforming source file."
        destDir.mkdirs()
        def mountains = new XmlParser().parse(srcFile)
        mountains.mountain.each { mountain ->
            def name = mountain.name[0].text()
            def height = mountain.height[0].text()
            def destFile = new File(destDir, "${name}.txt")
            destFile.text = "$name -> ${height}\n"
        }
    }
}
```

#### Output of **gradle transform**

```
> gradle transform
:transform
Transforming source file.
```

#### Output of **gradle transform**

```
> gradle transform
:transform UP-TO-DATE
```

Now, Gradle knows which files to check to determine whether the task is up-to-date or not.

The task's `inputs` property is of type `TaskInputs`. The task's `outputs` property is of type `TaskOutputs`.

### 15.8.2. How does it work?

Before a task is executed for the first time, Gradle takes a snapshot of the inputs. This snapshot contains the set of input files and a hash of the contents of each file. Gradle then executes the task. If the task completes successfully, Gradle takes a snapshot of the outputs. This snapshot contains the set of output files and a hash of the contents of each file. Gradle takes note of any files created, changed or deleted in the output directories of the task. Gradle persists both snapshots for next time the task is executed.

Each time after that, before the task is executed, Gradle takes a new snapshot of the inputs and outputs. If the new snapshots are the same as the previous snapshots, Gradle assumes that the outputs are up to date and skips the task. If they are not the same, Gradle executes the task. Gradle persists both snapshots for next time the task is executed.

## 15.9. Task rules

Sometimes you want to have a task which behavior depends on a large or infinite number value range of parameters. A very nice and expressive way to provide such tasks are task rules:

### Example 15.23. Task rule

build.gradle

```
tasks.addRule("Pattern: ping<ID>") { String taskName ->
    if (taskName.startsWith("ping")) {
        task(taskName) << {
            println "Pinging: " + (taskName - 'ping')
        }
    }
}
```

Output of **gradle -q pingServer1**

```
> gradle -q pingServer1
Pinging: Server1
```

The String parameter is used as a description for the rule. This description is shown when running for example **gradle tasks**.

Rules not just work for calling tasks from the command line. You can also create dependsOn relations on rule based tasks:

### Example 15.24. Dependency on rule based tasks

build.gradle

```
tasks.addRule("Pattern: ping<ID>") { String taskName ->
    if (taskName.startsWith("ping")) {
        task(taskName) << {
            println "Pinging: " + (taskName - 'ping')
        }
    }
}

task groupPing {
    dependsOn pingServer1, pingServer2
}
```

Output of **gradle -q groupPing**

```
> gradle -q groupPing
Pinging: Server1
Pinging: Server2
```

## 15.10. Summary

If you are coming from Ant, such an enhanced Gradle task as *Copy* looks like a mixture between an Ant target and an Ant task. And this is actually the case. The separation that Ant does between tasks and targets is not done by Gradle. The simple Gradle tasks are like Ant's targets and the enhanced Gradle tasks also include the Ant task aspects. All of Gradle's tasks share a common API and you can create dependencies between them. Such a task might be nicer to configure than an Ant task. It makes full use of the type system, is more expressive and easier to maintain.

---

[7] You might be wondering why there is neither an import for the `StopExecutionException` nor do we access it via its fully qualified name. The reason is, that Gradle adds a set of default imports to your script. These imports are customizable (see [Appendix D, Existing IDE Support and how to cope without it](#)).

# 16

## Working With Files

Most builds work with files. Gradle adds some concepts and APIs to help you achieve this.

### 16.1. Locating files

You can locate a file relative to the project directory using the `Project.file()` method.

#### Example 16.1. Locating files

build.gradle

```
// Using a relative path
File configFile = file('src/config.xml')

// Using an absolute path
configFile = file(configFile.absolutePath)

// Using a File object with a relative path
configFile = file(new File('src/config.xml'))
```

You can pass any object to the `file()` method, and it will attempt to convert the value to an absolute `File` object. Usually, you would pass it a `String` or `File` instance. The supplied object's `toString()` value is used as the file path. If this path is an absolute path, it is used to construct a `File` instance. Otherwise, a `File` instance is constructed by prepending the project directory path to the supplied path. The `file()` method also understands URLs, such as `file:/s`.

Using this method is a useful way to convert some user provided value into an absolute `File`. It is preferable to using `new File(somePath)`, as `file()` always evaluates the supplied path relative to the project directory, which is fixed, rather than the current working directory, which can change depending on how the user runs Gradle.

## 16.2. File collections

A *file collection* is simply a set of files. It is represented by the `FileCollection` interface. Many objects in the Gradle API implement this interface. For example, dependency configurations implement `FileCollection`.

One way to obtain a `FileCollection` instance is to use the `Project.files()` method. You can pass this method any number of objects, which are then converted into a set of `File` objects. The `files()` method accepts any type of object as its parameters. These are evaluated relative to the project directory, as for the `file()` method, described in Section 16.1, “Locating files”. You can also pass collections, iterables, maps and arrays to the `files()` method. These are flattened and the contents converted to `File` instances.

### Example 16.2. Creating a file collection

build.gradle

```
FileCollection collection = files('src/file1.txt', new File('src/file2.txt'),
```

A file collection is iterable, and can be converted to a number of other types using the `as` operator. You can also add 2 file collections together using the `+` operator, or subtract one file collection from another using the `-` operator. Here are some examples of what you can do with a file collection.

### Example 16.3. Using a file collection

build.gradle

```
// Iterate over the files in the collection
collection.each {File file ->
    println file.name
}

// Convert the collection to various types
Set set = collection.files
Set set2 = collection as Set
List list = collection as List
String path = collection.asPath
File file = collection.singleFile
File file2 = collection as File

// Add and subtract collections
def union = collection + files('src/file3.txt')
def different = collection - files('src/file3.txt')
```

You can also pass the `files()` method a closure or a `Callable` instance. This is called when the contents of the collection are queried, and its return value is converted to a set of `File` instances. The return value can be an object of any of the types supported by the `files()` method. This is a simple way to 'implement' the `FileCollection` interface.

## Example 16.4. Implementing a file collection

build.gradle

```
task list << {
    File srcDir

    // Create a file collection using a closure
    collection = files { srcDir.listFiles() }

    srcDir = file('src')
    println "Contents of $srcDir.name"
    collection.collect { relativePath(it) }.sort().each { println it }

    srcDir = file('src2')
    println "Contents of $srcDir.name"
    collection.collect { relativePath(it) }.sort().each { println it }
}
```

Output of `gradle -q list`

```
> gradle -q list
Contents of src
src/dir1
src/file1.txt
Contents of src2
src2/dir1
src2/dir2
```

Some other types of things you can pass to `files()`:

### FileCollection

These are flattened and the contents included in the file collection.

### Task

The output files of the task are included in the file collection.

### TaskOutputs

The output files of the TaskOutputs are included in the file collection.

It is important to note that the content of a file collection is evaluated lazily, when it is needed. This means you can, for example, create a `FileCollection` that represents files which will be created in the future by, say, some task.

## 16.3. File trees

A *file tree* is a collection of files arranged in a hierarchy. For example, a file tree might represent a directory tree or the contents of a ZIP file. It is represented by the `FileTree` interface. The `FileTree` interface extends `FileCollection`, so you can treat a file tree exactly the same way as you would a file collection. Several objects in Gradle implement the `FileTree` interface, such as `sourceSets`.

One way to obtain a `FileTree` instance is to use the `Project.fileTree()` method. This



creates a `FileTree` defined with a base directory, and optionally some Ant-style include and exclude patterns.

### Example 16.5. Creating a file tree

build.gradle

```
// Create a file tree with a base directory
FileTree tree = fileTree(dir: 'src/main')

// Add include and exclude patterns to the tree
tree.include '**/*.java'
tree.exclude '**/Abstract*'

// Create a tree using path
tree = fileTree('src').include('**/*.java')

// Create a tree using closure
tree = fileTree('src') {
    include '**/*.java'
}

// Create a tree using a map
tree = fileTree(dir: 'src', include: '**/*.java')
tree = fileTree(dir: 'src', includes: ['**/*.java', '**/*.xml'])
tree = fileTree(dir: 'src', include: '**/*.java', exclude: '**/test/**')
```

You use a file tree in the same way you use a file collection. You can also visit the contents of the tree, and select a sub-tree using Ant-style patterns:

### Example 16.6. Using a file tree

build.gradle

```
// Iterate over the contents of a tree
tree.each {File file ->
    println file
}

// Filter a tree
FileTree filtered = tree.matching {
    include 'org/gradle/api/**'
}

// Add trees together
FileTree sum = tree + fileTree(dir: 'src/test')

// Visit the elements of the tree
tree.visit {element ->
    println "$element.relativePath => $element.file"
}
```

## 16.4. Using the contents of an archive as a file tree

You can use the contents of an archive, such as a ZIP or TAR file, as a file tree. You do this using the `Project.zipTree()` and `Project.tarTree()` methods. These methods return a `FileTree` instance which you can use like any other file tree or file collection. For example, you can use it to expand the archive by copying the contents, or to merge some archives into another.

### Example 16.7. Using an archive as a file tree

build.gradle

```
// Create a ZIP file tree using path
FileTree zip = zipTree('someFile.zip')

// Create a TAR file tree using path
FileTree tar = tarTree('someFile.tar')

//tar tree attempts to guess the compression based on the file extension
//however if you must specify the compression explicitly you can:
FileTree someTar = tarTree(resources.gzip('someTar.ext'))
```

## 16.5. Specifying a set of input files

Many objects in Gradle have properties which accept a set of input files. For example, the `Compile` task has a `source` property, which defines the source files to compile. You can set the value of this property using any of the types supported by the `files()` method, which we have seen in above. This means you can set the property using, for example, a `File`, `String`, collection, `FileCollection` or even a closure. Here are some examples:

### Example 16.8. Specifying a set of files

build.gradle

```
// Use a File object to specify the source directory
compile {
    source = file('src/main/java')
}

// Use a String path to specify the source directory
compile {
    source = 'src/main/java'
}

// Use a collection to specify multiple source directories
compile {
    source = ['src/main/java', '../shared/java']
}

// Use a FileCollection (or FileTree in this case) to specify the source files
compile {
    source = fileTree(dir: 'src/main/java').matching { include 'org/gradle/api'
}

// Using a closure to specify the source files.
compile {
    source = {
        // Use the contents of each zip file in the src dir
        file('src').listFiles().findAll {it.name.endsWith('.zip')}.collect { z:
    }
}
```

Usually, there is a method with the same name as the property, which appends to the set of files. Again, this method accepts any of the types supported by the `files()` method.

### Example 16.9. Specifying a set of files

build.gradle

```
compile {
    // Add some source directories use String paths
    source 'src/main/java', 'src/main/groovy'

    // Add a source directory using a File object
    source file('../shared/java')

    // Add some source directories using a closure
    source { file('src/test/').listFiles() }
}
```

## 16.6. Copying files

You can use the `Copy` task to copy files. The copy task is very flexible, and allows you to, for example, filter the contents of the files as they are copied, and to map the files names.

To use the `Copy` task, you must provide a set of source files to copy, and a destination directory to

copy the files to. You may also specify how to transform the files as they are copied. You do all this using a *copy spec*. A copy spec is represented by the `CopySpec` interface. The `Copy` task implements this interface. You specify the source files using the `CopySpec.from()` method. To specify the destination directory, you use the `CopySpec.into()` method.

#### Example 16.10. Copying files using the copy task

build.gradle

```
task copyTask(type: Copy) {  
    from 'src/main/webapp'  
    into 'build/explodedWar'  
}
```

The `from()` method accepts any of the arguments that the `files()` method does. When an argument resolves to a directory, everything under that directory (but not the directory itself) is recursively copied into the destination directory. When an argument resolves to a file, that file is copied into the destination directory. When an argument resolves to a non-existing file, that argument is ignored. The `into()` accepts any of the arguments that the `file()` method does. Here is another example:

#### Example 16.11. Specifying copy task source files and destination directory

build.gradle

```
task anotherCopyTask(type: Copy) {  
    // Copy everything under src/main/webapp  
    from 'src/main/webapp'  
    // Copy a single file  
    from 'src/staging/index.html'  
    // Copy the output of a task  
    from copyTask  
    // Copy the output of a task using Task outputs explicitly.  
    from copyTaskWithPatterns.outputs  
    // Copy the contents of a Zip file  
    from zipTree('src/main/assets.zip')  
    // Determine the destination directory later  
    into { getDestDir() }  
}
```

You can select the files to copy using Ant-style include or exclude patterns, or using a closure:

#### Example 16.12. Selecting the files to copy

build.gradle

```
task copyTaskWithPatterns(type: Copy) {  
    from 'src/main/webapp'  
    into 'build/explodedWar'  
    include '**/*.html'  
    include '**/*.jsp'  
    exclude { details -> details.file.name.endsWith('.html') && details.file.to
```

You can also use the `Project.copy()` method to copy files. It works the same way as the task.

### Example 16.13. Copying files using the `copy()` method

build.gradle

```
task copyMethod << {
    copy {
        from 'src/main/webapp'
        into 'build/explodedWar'
        include '**/*.html'
        include '**/*.jsp'
    }
}
```

#### 16.6.1. Renaming files

### Example 16.14. Renaming files as they are copied

build.gradle

```
task rename(type: Copy) {
    from 'src/main/webapp'
    into 'build/explodedWar'
    // Use a closure to map the file name
    rename { String fileName ->
        fileName.replace('-staging-', '')
    }
    // Use a regular expression to map the file name
    rename '(.+)-staging-(.+)', '$1$2'
    rename(/(.+)-staging-(.+)/, '$1$2')
}
```

## 16.6.2. Filtering files

### Example 16.15. Filtering files as they are copied

build.gradle

```
import org.apache.tools.ant.filters.FixCrLfFilter
import org.apache.tools.ant.filters.ReplaceTokens

task filter(type: Copy) {
    from 'src/main/webapp'
    into 'build/explodedWar'
    // Substitute property references in files
    expand(copyright: '2009', version: '2.3.1')
    expand(project.properties)
    // Use some of the filters provided by Ant
    filter(FixCrLfFilter)
    filter(ReplaceTokens, tokens: [copyright: '2009', version: '2.3.1'])
    // Use a closure to filter each line
    filter { String line ->
        "[$line]"
    }
}
```

## 16.6.3. Using the CopySpec class

Copy specs form a hierarchy. A copy spec inherits its destination path, include patterns, exclude patterns, copy actions, name mappings, filters.

### Example 16.16. Nested copy specs

build.gradle

```
task nestedSpecs(type: Copy) {
    into 'build/explodedWar'
    exclude '**/*staging*'
    from('src/dist') {
        include '**/*.html'
    }
    into('libs') {
        from configurations.runtime
    }
}
```

## 16.7. Using the Sync task

The `Sync` task extends the `Copy` task. When it executes, it copies the source files into the destination directory, and then removes any files from the destination directory which it did not copy. This can be useful for doing things such as installing your application, creating an exploded copy of your archives, or maintaining a copy of the project's dependencies.

Here is an example which maintains a copy of the project's runtime dependencies in the `build/lib` directory.

### Example 16.17. Using the Sync task to copy dependencies

build.gradle

```
task libs(type: Sync) {
    from configurations.runtime
    into "$buildDir/libs"
}
```

## 16.8. Creating archives

A project can have as many as JAR archives as you want. You can also add WAR, ZIP and TAR archives to your project. Archives are created using the various archive tasks: `Zip`, `Tar`, `Jar`, and `War`. They all work the same way, so let's look at how you create a ZIP file.

### Example 16.18. Creating a ZIP archive

build.gradle

```
apply plugin: 'java'

task zip(type: Zip) {
    from 'src/dist'
    into('libs') {
        from configurations.runtime
    }
}
```

The archive tasks all work exactly the same way as the `Copy` task, and implement the same `CopySpec` interface. As with the `Copy` task, you specify the input files using the `from()` method, and can optionally specify where they end up in the archive using the `into()` method. You can filter the contents of file, rename files, and all the other things you can do with a copy spec.

#### 16.8.1. Archive naming

The default name for a generated archive is `projectName-version.type`. For example:

#### Why are you using the Java plugin?

The Java plugin adds a number of default values for the archive tasks. You can use the archive tasks without using the Java plugin, if you like. You will need to provide values for some additional properties.

### Example 16.19. Creation of ZIP archive

build.gradle

```
apply plugin: 'java'

version = 1.0

task myZip(type: Zip) {
    from 'somedir'
}

println myZip.archiveName
println relativePath(myZip.destinationDir)
println relativePath(myZip.archivePath)
```

Output of **gradle -q myZip**

```
> gradle -q myZip
zipProject-1.0.zip
build/distributions
build/distributions/zipProject-1.0.zip
```

This adds a Zip archive task with the name `myZip` which produces ZIP file `zipProject-1.0.zip`. It is important to distinguish between the name of the archive task and the name of the archive generated by the archive task. The default name for archives can be changed with the `archivesBaseName` property. The name of the archive can also be changed at any time later on.

There are a number of properties which you can set on an archive task. These are listed below in [Table 16.1, “Archive tasks - naming properties”](#). You can, for example, change the name of the archive:

### Example 16.20. Configuration of archive task - custom archive name

build.gradle

```
apply plugin: 'java'
version = 1.0

task myZip(type: Zip) {
    from 'somedir'
    baseName = 'customName'
}

println myZip.archiveName
```

Output of **gradle -q myZip**

```
> gradle -q myZip
customName-1.0.zip
```

You can further customize the archive names:



### Example 16.21. Configuration of archive task - appendix & classifier

build.gradle

```
apply plugin: 'java'
archivesBaseName = 'gradle'
version = 1.0

task myZip(type: Zip) {
    appendix = 'wrapper'
    classifier = 'src'
    from 'somedir'
}

println myZip.archiveName
```

Output of **gradle -q myZip**

```
> gradle -q myZip
gradle-wrapper-1.0-src.zip
```

**Table 16.1. Archive tasks - naming properties**

Property name	Type	Default value	Description
archiveName	String	<i>baseName-appendix-version-classifier</i> If any of these properties is empty the trailing - is not added to the name.	The base file name of the generated archive
archivePath	File	<i>destinationDir/archiveName</i>	The absolute path of the generated archive.
destinationDir	File	Depends on the archive type. JARs and WARs are generated into <i>project.buildDir</i> . ZIPs and TARs are generated into <i>project.buildDir</i> .	The directory to generate the archive into
baseName	String	<i>project.name</i>	The base name portion of the archive file name.
appendix	String	null	The appendix portion of the archive file name.
version	String	<i>project.version</i>	The version portion of the archive file name.
classifier	String	null	The classifier portion of the archive file name,
extension	String	Depends on the archive type, and for TAR files, the compression type as well: zip, jar, war, tar, tgz or tbz2.	The extension of the archive file name.

### 16.8.2. Sharing content between multiple archives

Using the `Project.copySpec()` method to share content between archives.

Often you will want to publish an archive, so that it is usable from another project. This process is described in [Chapter 44, \*Publishing artifacts\*](#)

## Using Ant from Gradle

Gradle provides excellent integration with Ant. You can use individual Ant tasks or entire Ant builds in your Gradle builds. In fact, you will find that it's far easier and more powerful using Ant tasks in a Gradle build script, than it is to use Ant's XML format. You could even use Gradle simply as a powerful Ant task scripting tool.

Ant can be divided into two layers. The first layer is the Ant language. It provides the syntax for the build file, the handling of the targets, special constructs like macrodefs, and so on. In other words, everything except the Ant tasks and types. Gradle understands this language, and allows you to import your Ant `build.xml` directly into a Gradle project. You can then use the targets of your Ant build as if they were Gradle tasks.

The second layer of Ant is its wealth of Ant tasks and types, like `javac`, `copy` or `jar`. For this layer Gradle provides integration simply by relying on Groovy, and the fantastic `AntBuilder`.

Finally, since build scripts are Groovy scripts, you can always execute an Ant build as an external process. Your build script may contain statements like: `"ant clean compile".execute()`.<sup>[8]</sup>

You can use Gradle's Ant integration as a path for migrating your build from Ant to Gradle. For example, you could start by importing your existing Ant build. Then you could move your dependency declarations from the Ant script to your build file. Finally, you could move your tasks across to your build file, or replace them with some of Gradle's plugins. This process can be done in parts over time, and you can have a working Gradle build during the entire process.

### 17.1. Using Ant tasks and types in your build

In your build script, a property called `ant` is provided by Gradle. This is a reference to an `AntBuilder` instance. This `AntBuilder` is used to access Ant tasks, types and properties from your build script. There is a very simple mapping from Ant's `build.xml` format to Groovy, which is explained below.

You execute an Ant task by calling a method on the `AntBuilder` instance. You use the task name as the method name. For example, you execute the Ant `echo` task by calling the `ant.echo()`

method. The attributes of the Ant task are passed as Map parameters to the method. Below is an example which executes the `echo` task. Notice that we can also mix Groovy code and the Ant task markup. This can be extremely powerful.

### Example 17.1. Using an Ant task

build.gradle

```
task hello << {  
    String greeting = 'hello from Ant'  
    ant.echo(message: greeting)  
}
```

#### Output of **gradle hello**

```
> gradle hello  
:hello  
[ant:echo] hello from Ant  
  
BUILD SUCCESSFUL  
  
Total time: 1 secs
```

You pass nested text to an Ant task by passing it as a parameter of the task method call. In this example, we pass the message for the `echo` task as nested text:

### Example 17.2. Passing nested text to an Ant task

build.gradle

```
task hello << {  
    ant.echo('hello from Ant')  
}
```

#### Output of **gradle hello**

```
> gradle hello  
:hello  
[ant:echo] hello from Ant  
  
BUILD SUCCESSFUL  
  
Total time: 1 secs
```

You pass nested elements to an Ant task inside a closure. Nested elements are defined in the same way as tasks, by calling a method with the same name as the element we want to define.

### Example 17.3. Passing nested elements to an Ant task

build.gradle

```
task zip << {
    ant.zip(destfile: 'archive.zip') {
        fileset(dir: 'src') {
            include(name: '**.xml')
            exclude(name: '**.java')
        }
    }
}
```

You can access Ant types in the same way that you access tasks, using the name of the type as the method name. The method call returns the Ant data type, which you can then use directly in your build script. In the following example, we create an Ant `path` object, then iterate over the contents of it.

### Example 17.4. Using an Ant type

build.gradle

```
task list << {
    def path = ant.path {
        fileset(dir: 'libs', includes: '*.jar')
    }
    path.list().each {
        println it
    }
}
```

More information about `AntBuilder` can be found in 'Groovy in Action' 8.4 or at the [Groovy Wiki](#)

#### 17.1.1. Using custom Ant tasks in your build

To make custom tasks available in your build, you can use the `taskdef` (usually easier) or `typed` Ant task, just as you would in a `build.xml` file. You can then refer to the custom Ant task as you would a built-in Ant task.

### Example 17.5. Using a custom Ant task

build.gradle

```
task check << {
    ant.taskdef(resource: 'checkstyletask.properties') {
        classpath {
            fileset(dir: 'libs', includes: '*.jar')
        }
    }
    ant.checkstyle(config: 'checkstyle.xml') {
        fileset(dir: 'src')
    }
}
```

You can use Gradle's dependency management to assemble the classpath to use for the custom tasks. To do this, you need to define a custom configuration for the classpath, then add some dependencies to the configuration. This is described in more detail in [Section 43.4, “How to declare your dependencies”](#).

#### Example 17.6. Declaring the classpath for a custom Ant task

build.gradle

```
configurations {
    pmd
}

dependencies {
    pmd group: 'pmd', name: 'pmd', version: '4.2.5'
}
```

To use the classpath configuration, use the `asPath` property of the custom configuration.

#### Example 17.7. Using a custom Ant task and dependency management together

build.gradle

```
task check << {
    ant.taskdef(name: 'pmd', classname: 'net.sourceforge.pmd.ant.PMDTask', classpath: configurations.pmd.asPath)
    ant.pmd(shortFileNames: 'true', failonruleviolation: 'true', rulesetfiles: 'ruleset.xml') {
        formatter(type: 'text', toConsole: 'true')
        fileset(dir: 'src')
    }
}
```

## 17.2. Importing an Ant build

You can use the `ant.importBuild()` method to import an Ant build into your Gradle project. When you import an Ant build, each Ant target is treated as a Gradle task. This means you can manipulate and execute the Ant targets in exactly the same way as Gradle tasks.

### Example 17.8. Importing an Ant build

build.gradle

```
ant.importBuild 'build.xml'
```

build.xml

```
<project>
  <target name="hello">
    <echo>Hello, from Ant</echo>
  </target>
</project>
```

#### Output of **gradle hello**

```
> gradle hello
:hello
[ant:echo] Hello, from Ant

BUILD SUCCESSFUL

Total time: 1 secs
```

You can add a task which depends on an Ant target:

### Example 17.9. Task that depends on Ant target

build.gradle

```
ant.importBuild 'build.xml'

task intro(dependsOn: hello) << {
    println 'Hello, from Gradle'
}
```

#### Output of **gradle intro**

```
> gradle intro
:hello
[ant:echo] Hello, from Ant
:intro
Hello, from Gradle

BUILD SUCCESSFUL

Total time: 1 secs
```

Or, you can add behaviour to an Ant target:



### Example 17.10. Adding behaviour to an Ant target

build.gradle

```
ant.importBuild 'build.xml'

hello << {
    println 'Hello, from Gradle'
}
```

#### Output of **gradle hello**

```
> gradle hello
:hello
[ant:echo] Hello, from Ant
Hello, from Gradle

BUILD SUCCESSFUL

Total time: 1 secs
```

It is also possible for an Ant target to depend on a Gradle task:

### Example 17.11. Ant target that depends on Gradle task

build.gradle

```
ant.importBuild 'build.xml'

task intro << {
    println 'Hello, from Gradle'
}
```

build.xml

```
<project>
  <target name="hello" depends="intro">
    <echo>Hello, from Ant</echo>
  </target>
</project>
```

#### Output of **gradle hello**

```
> gradle hello
:intro
Hello, from Gradle
:hello
[ant:echo] Hello, from Ant

BUILD SUCCESSFUL

Total time: 1 secs
```

### 17.3. Ant properties and references

There are several ways to set an Ant property, so that the property can be used by Ant tasks. You can set the property directly on the `AntBuilder` instance. The Ant properties are also available as a `Map` which you can change. You can also use the `Ant property` task. Below are some examples of how to do this.

#### Example 17.12. Setting an Ant property

build.gradle

```
ant.buildDir = buildDir
ant.properties.buildDir = buildDir
ant.properties['buildDir'] = buildDir
ant.property(name: 'buildDir', location: buildDir)
```

build.xml

```
<echo>buildDir = ${buildDir}</echo>
```

Many Ant tasks set properties when they execute. There are several ways to get the value of these properties. You can get the property directly from the `AntBuilder` instance. The Ant properties are also available as a `Map`. Below are some examples.

#### Example 17.13. Getting an Ant property

build.xml

```
<property name="antProp" value="a property defined in an Ant build"/>
```

build.gradle

```
println ant.antProp
println ant.properties.antProp
println ant.properties['antProp']
```

There are several ways to set an Ant reference:

#### Example 17.14. Setting an Ant reference

build.gradle

```
ant.path(id: 'classpath', location: 'libs')
ant.references.classpath = ant.path(location: 'libs')
ant.references['classpath'] = ant.path(location: 'libs')
```

build.xml

```
<path refid="classpath"/>
```

There are several ways to get an Ant reference:

### Example 17.15. Getting an Ant reference

build.xml

```
<path id="antPath" location="libs"/>
```

build.gradle

```
println ant.references.antPath  
println ant.references['antPath']
```

## 17.4. API

The Ant integration is provided by [AntBuilder](#).

---

[8] In Groovy you can execute Strings. To learn more about executing external processes with Groovy have a look in 'Groovy in Action' 9.3.2 or at the Groovy wiki

# 18

## Logging

The log is the main 'UI' of a build tool. If it is too verbose, real warnings and problems are easily hidden by this. On the other hand you need the relevant information for figuring out if things have gone wrong. Gradle defines 6 log levels, as shown in [Table 18.1, “Log levels”](#). There are two Gradle-specific log levels, in addition to the ones you might normally see. Those levels are *QUIET* and *LIFECYCLE*. The latter is the default, and is used to report build progress.

**Table 18.1. Log levels**

Level	Used for
ERROR	Error messages
QUIET	Important information messages
WARNING	Warning messages
LIFECYCLE	Progress information messages
INFO	Information messages
DEBUG	Debug messages

### 18.1. Choosing a log level

You can use the command line switches shown in [Table 18.2, “Log level command-line options”](#) to choose different log levels. In [Table 18.3, “Stacktrace command-line options”](#) you find the command line switches which affect stacktrace logging.

**Table 18.2. Log level command-line options**

Option	Outputs Log Levels
no logging options	LIFECYCLE and higher
-q	QUIET and higher
-i	INFO and higher
-d	DEBUG and higher (that is, all log messages)

**Table 18.3. Stacktrace command-line options**

Option	Meaning
No stacktrace options	No stacktraces are printed to the console in case of a build error (e.g. a compile error). Only in case of internal exceptions will stacktraces be printed. If the loglevel option <code>-d</code> is chosen, truncated stacktraces are always printed.
<code>-s</code>	Truncated stacktraces are printed. We recommend this over full stacktraces. Groovy full stacktraces are extremely verbose (Due to the underlying dynamic invocation mechanisms. Yet they usually do not contain relevant information for what has gone wrong in <i>your</i> code.)
<code>-S</code>	The full stacktraces are printed out.

## 18.2. Writing your own log messages

A simple option for logging in your build file is to write messages to standard output. Gradle redirects anything written to standard output to its logging system at the `QUIET` log level.

### Example 18.1. Using stdout to write log messages

build.gradle

```
println 'A message which is logged at QUIET level'
```

Gradle also provides a `logger` property to a build script, which is an instance of `Logger`. This interface extends the SLF4J `Logger` interface and adds a few Gradle specific methods to it. Below is an example of how this is used in the build script:

### Example 18.2. Writing your own log messages

build.gradle

```
logger.quiet('An info log message which is always logged.')
logger.error('An error log message.')
logger.warn('A warning log message.')
logger.lifecycle('A lifecycle info log message.')
logger.info('An info log message.')
logger.debug('A debug log message.')
logger.trace('A trace log message.')
```

You can also hook into Gradle's logging system from within other classes used in the build (classes from the `buildSrc` directory for example). Simply use an SLF4J logger. You can use this logger the same way as you use the provided logger in the build script.

### Example 18.3. Using SLF4J to write log messages

build.gradle

```
import org.slf4j.Logger
import org.slf4j.LoggerFactory

Logger slf4jLogger = LoggerFactory.getLogger('some-logger')
slf4jLogger.info('An info log message logged using SLF4j')
```

## 18.3. Logging from external tools and libraries

Internally, Gradle uses Ant and Ivy. Both have their own logging system. Gradle redirects their logging output into the Gradle logging system. There is a 1:1 mapping from the Ant/Ivy log levels to the Gradle log levels, except the Ant/Ivy TRACE log level, which is mapped to Gradle DEBUG log level. This means the default Gradle log level will not show any Ant/Ivy output unless it is an error or a warning.

There are many tools out there which still use standard output for logging. By default, Gradle redirects standard output to the QUIET log level and standard error to the ERROR level. This behavior is configurable. The project object provides a [LoggingManager](#), which allows you to change the log levels that standard out or error are redirected to when your build script is evaluated.

### Example 18.4. Configuring standard output capture

build.gradle

```
logging.captureStandardOutput LogLevel.INFO
println 'A message which is logged at INFO level'
```

To change the log level for standard out or error during task execution, tasks also provide a [LoggingManager](#).

### Example 18.5. Configuring standard output capture for a task

build.gradle

```
task logInfo {
    logging.captureStandardOutput LogLevel.INFO
    doFirst {
        println 'A task message which is logged at INFO level'
    }
}
```

Gradle also provides integration with the Java Util Logging, Jakarta Commons Logging and Log4j logging toolkits. Any log messages which your build classes write using these logging toolkits will be redirected to Gradle's logging system.

## 18.4. Changing what Gradle logs

You can replace much of Gradle's logging UI with your own. You might do this, for example, if you want to customize the UI in some way - to log more or less information, or to change the formatting. You replace the logging using the `Gradle.useLogger()` method. This is accessible from a build script, or an init script, or via the embedding API. Below is an example init script which changes how task execution and build completion is logged.

### Example 18.6. Customizing what Gradle logs

init.gradle

```
useLogger(new CustomEventLogger())

class CustomEventLogger extends BuildAdapter implements TaskExecutionListener {

    public void beforeExecute(Task task) {
        println "[${task.name}]"
    }

    public void afterExecute(Task task, TaskState state) {
        println()
    }

    public void buildFinished(BuildResult result) {
        println 'build completed'
    }
}
```

### Output of `gradle -I init.gradle build`

```
> gradle -I init.gradle build
[compile]
compiling source

[testCompile]
compiling test source

[test]
running unit tests

[build]

build completed
```

Your logger can implement any of the listener interfaces listed below. When you register a logger, only the logging for the interfaces that it implements is replaced. Logging for the other interfaces is left untouched. You can find out more about the listener interfaces in [Section 48.6, “Responding to the lifecycle in the build script”](#).

- [`BuildListener`](#)
- [`ProjectEvaluationListener`](#)

- TaskExecutionGraphListener
- TaskExecutionListener
- TaskActionListener



# The Gradle Daemon

## 19.1. Enter the daemon

*The Gradle daemon* (sometimes referred as *the build daemon*) aims to improve the startup and execution time of Gradle.

We came up with several use cases where the daemon is very useful. For some workflows, the user invokes Gradle many times to execute a small number of relatively quick tasks. For example:

- When using test driven development, where the unit tests are executed many times.
- When developing a web application, where the application is assembled many times.
- When discovering what a build can do, where `gradle -t` is executed a number of times.

For above sorts of workflows, it is important that the startup cost of invoking Gradle is as small as possible.

In addition, user interfaces can provide some interesting features if the Gradle model can be built relatively quickly. For example, the daemon might be useful for following scenarios:

- Content assistance in the IDE
- Live visualisation of the build in a GUI
- Tab completion in a CLI

In general, snappy behavior of the build tool is always handy. If you try using the daemon for your local builds it's going to be hard for you to go back to regular use of Gradle.

The Tooling API (see [Chapter 55, \*Embedding Gradle\*](#)) uses the daemon all the time, e.g. you cannot officially use the Tooling API without the daemon. This means that if you use the STS Gradle plugin for Eclipse or new IntelliJ IDEA plugin (IDEA>10) the daemon acts behind the hood.

In future the daemon will offer more features:

- Snappy up-to-date checks: use native file system change notifications (eg via `jdk7 nio.2`) to preemptively perform up-to-date analysis.
- Even faster builds: preemptively evaluate projects, so that the model is ready when the user next invokes Gradle.
- Did we mention faster builds? The daemon can potentially preemptively download

dependencies or check for new versions of snapshot dependencies.

- Utilize a pool of reusable processes available for compilation and testing. For example, both the Groovy and Scala compilers have a large startup cost. The build daemon could maintain a process with Groovy and/or Scala already loaded.
- Preemptive execution of certain tasks, for example compilation. Quicker feedback.
- Fast and accurate bash tab completion.
- Periodically garbage collect the Gradle caches.

## 19.2. Reusing and expiration of daemons

The basic idea is that the gradle command forks a daemon process, which performs the actual build. Subsequent invocations of the gradle command will reuse the daemon, avoiding the startup costs. Sometimes we cannot use an existing daemon because it is busy or its java version or jvm arguments are different. For exact details on when exactly new daemon process is forked read the dedicated section below. The daemon process automatically expire after 3 hours of idle time.

Here're all situations in which we fork a new daemon process:

- If the daemon process is currently busy running some job, a brand new daemon process will be started.
- We fork a separate daemon process per java home. So even if there is some idle daemon waiting for build requests but you happen to run build with a different java home then a brand new daemon will be forked.
- We fork a separate daemon process if the jvm arguments for the build are sufficiently different. For example we will not fork a new daemon if a some system property has changed. However if -Xmx memory setting change or some fundamental immutable system property changes (e.g. file.encoding) then new daemon will be forked.
- At the moment daemon is coupled with particular version of Gradle. This means that even if some daemon is idle but you are running the build with a different version of Gradle, a new daemon will be started. This also have a consequence for the `--stop` command line instruction: You can only stop daemons that were started with the Gradle version you use when running `--stop`.

We plan to improve the ways of managing / pooling the daemons in future.

## 19.3. Usage and troubleshooting

For command line usage take a look dedicated section in [Appendix C, Gradle Command Line](#). If you are tired of using the same command line options again and again, take a look at [Section 20.1, "Configuring the build environment via gradle.properties"](#). The section contains information on how to configure certain behavior of the daemon (including turning on the daemon by default) in a more 'persistent' way.

As mentioned earlier we are actively improving the daemon. At the moment the daemon is marked as 'experimental' in the user interface. We encourage everyone to try the daemon out and get back to us with feedback (or even better: the pull requests). Some ways of troubleshooting the Gradle daemon:

- If you have a problem with your build, try temporarily disabling the daemon (you can pass the command line switch `--no-daemon`).
- Occasionally, you may want to stop the daemons either via the `--stop` command line option or in a more forceful way.
- There is a daemon log file, which by default is located in the Gradle user home directory.
- You may want to start the daemon in `--foreground` mode to observe how the build is executed.

## 19.4. Daemon properties

Some daemon settings can be configured in `gradle.properties`. For example, jvm args - memory settings or the java home. Please find more information in [Section 14.2, “Gradle properties and system properties”](#)

# The Build Environment

## 20.1. Configuring the build environment via `gradle.properties`

Gradle provides several options that make it easy to configure the Java process that will be used to execute your build. While it's possible to configure these in your local environment via `GRADLE_OPTS` or `JAVA_OPTS`, certain settings like jvm memory settings, java home, daemon on/off can be more useful if they can be versioned with the project in your VCS so that the entire team can work with a consistent environment. Setting up a consistent environment for your build is as simple as placing those settings into a `gradle.properties` file. The configuration is applied in the following order (in case an option is configured in multiple locations the last one wins):

- from `gradle.properties` located in project build dir.
- from `gradle.properties` located in gradle user home.
- from system properties, e.g. when `-Dsome.property` is used in the command line.

The following properties can be used to configure the Gradle build environment:

`org.gradle.daemon`

When set to `true` the Gradle daemon is to run the build. For local developer builds this is our favorite property. The developer environment is optimized for speed and feedback so we nearly always run Gradle jobs with the daemon. We don't run CI builds with the daemon (i.e. a long running process) as the CI environment is optimized for consistency and reliability.

`org.gradle.java.home`

Specifies the java home for the Gradle build process. The value can be set to either `jdk` or `jre` location, however, depending on what does your build do, `jdk` is safer. Reasonable default is used if the setting is unspecified.

`org.gradle.jvmargs`

Specifies the jvmargs used for the daemon process. The setting is particularly useful for tweaking memory settings. At the moment the default settings are pretty generous with regards to memory.

### 20.1.1. Forked java processes

Many settings (like the java version and maximum heap size) can only be specified when launching a new JVM for the build process. This means that Gradle must launch a separate JVM process to execute the build after parsing the various `gradle.properties` files. When running with the daemon, a JVM with the correct parameters is started once and reused for each daemon build execution. When Gradle is executed without the daemon, then a new JVM must be launched for every build execution, unless the JVM launched by the Gradle start script happens to have the same parameters.

This launching of an extra JVM on every build execution is quite expensive, which is why we highly recommend that you use the Gradle Daemon if you are specifying `org.gradle.java.home` or `org.gradle.jvmargs`. See [Chapter 19, The Gradle Daemon](#) for more details.

## 20.2. Accessing the web via a proxy

Configuring an HTTP proxy (for example for downloading dependencies) is done via standard JVM system properties. These properties can be set directly in the build script; for example `System.set` for the proxy host. Alternatively, the properties can be specified in a `gradle.properties` file, either in the build's root directory or in the Gradle home directory.

### Example 20.1. Configuring an HTTP proxy

`gradle.properties`

```
systemProp.http.proxyHost=www.somehost.org
systemProp.http.proxyPort=8080
systemProp.http.proxyUser=userid
systemProp.http.proxyPassword=password
systemProp.http.nonProxyHosts=*.nonproxyrepos.com|localhost
```

There are separate settings for HTTPS.

### Example 20.2. Configuring an HTTPS proxy

`gradle.properties`

```
systemProp.https.proxyHost=www.somehost.org
systemProp.https.proxyPort=8080
systemProp.https.proxyUser=userid
systemProp.https.proxyPassword=password
systemProp.https.nonProxyHosts=*.nonproxyrepos.com|localhost
```

We could not find a good overview for all possible proxy settings. One place to look are the constants in a file from the Ant project. Here a [link](#) to the Subversion view. The other is a [Networking Properties page](#) from the JDK docs. If anyone knows a better overview, please let us know via the mailing list.

### 20.2.1. NTLM Authentication

If your proxy requires NTLM authentication, you may need to provide the authentication domain as well as the username and password. There are 2 ways that you can provide the domain for authenticating to a NTLM proxy:

- Set the `http.proxyUser` system property to a value like *domain/username*.
- Provide the authentication domain via the `http.auth.ntlm.domain` system property.

# 21

## Gradle Plugins

Gradle at its core intentionally provides little useful functionality for real world automation. All of the useful features, such as the ability to compile Java code for example, are added by *plugins*. Plugins add new tasks (e.g. `Compile`), domain objects (e.g. `SourceSet`), conventions (e.g. main Java source is located at `src/main/java`) as well as extending core objects and objects from other plugins.

In this chapter we will discuss how to use plugins and the terminology and concepts surrounding plugins.

### 21.1. Applying plugins

Plugins are said to be *applied*, which is done via the `Project.apply()` method.

#### Example 21.1. Applying a plugin

build.gradle

```
apply plugin: 'java'
```

Plugins advertise a short name for themselves. In the above case, we are using the short name 'java' to apply the `JavaPlugin`.

We could also have used the following syntax:

#### Example 21.2. Applying a plugin by type

build.gradle

```
apply plugin: org.gradle.api.plugins.JavaPlugin
```

Thanks to Gradle's default imports (see [Appendix D, Existing IDE Support and how to cope without it](#)) you could also write:

### Example 21.3. Applying a plugin by type

build.gradle

```
apply plugin: JavaPlugin
```

The application of plugins is *idempotent*. That is, a plugin can be applied multiple times. If the plugin has previously been applied, any further applications will have no effect.

A plugin is simply any class that implements the `Plugin` interface. Gradle provides the core plugins as part of its distribution so simply applying the plugin as above is all you need to do. For 3rd party plugins however, you need to make the plugins available to the build classpath. For more information on how to do this, see [Section 52.5, “External dependencies for the build script”](#).

For more on writing your own plugins, see [Chapter 51, \*Writing Custom Plugins\*](#).

## 21.2. What plugins do

Applying a plugin to the project allows the plugin to extend the project's capabilities. It can do things such as:

- Add tasks to the project (e.g. compile, test)
- Pre-configure added tasks with useful defaults.
- Add dependency configurations to the project (see [Section 8.3, “Dependency configurations”](#)).
- Add new properties and methods to existing type via extensions.

Let's check this out:

### Example 21.4. Tasks added by a plugin

build.gradle

```
apply plugin: 'java'

task show << {
    println relativePath(compileJava.destinationDir)
    println relativePath(processResources.destinationDir)
}
```

Output of `gradle -q show`

```
> gradle -q show
build/classes/main
build/resources/main
```

The Java plugin has added a `compileJava` task and a `processResources` task to the project and configured the `destinationDir` property of both of these tasks.



## 21.3. Conventions

Plugins can pre-configure the project in smart ways to support convention-over-configuration. Gradle provides mechanisms and sophisticated support and it's a key ingredient in powerful-yet-concise build scripts.

We saw in the example above that the Java plugin adds a task named `compileJava` that has a property named `destinationDir` (that configures where the compiled Java source should be placed). The Java plugin defaults this property to point to `build/classes/main` in the project directory. This is an example of convention-over-configuration via a *reasonable default*.

We can change this property simply by giving it a new value.

### Example 21.5. Changing plugin defaults

`build.gradle`

```
apply plugin: 'java'

compileJava.destinationDir = file("$buildDir/output/classes")

task show << {
    println relativePath(compileJava.destinationDir)
}
```

Output of `gradle -q show`

```
> gradle -q show
build/output/classes
```

However, the `compileJava` task is likely to not be the only task that needs to know where the class files are.

The Java plugin adds the concept of *source sets* (see [SourceSet](#)) to describe the aspects of a set of source, one aspect being where the class files should be written to when it is compiled. The Java plugin maps the `destinationDir` property of the `compileJava` task to this aspect of the source set.

We can change where the class files are written via the source set.

## Example 21.6. Plugin convention object

build.gradle

```
apply plugin: 'java'

sourceSets.main.output.classesDir = file("${buildDir}/output/classes")

task show << {
    println relativePath(compileJava.destinationDir)
}
```

Output of **gradle -q show**

```
> gradle -q show
build/output/classes
```

In the above example, we applied the Java plugin which, among other things, did the following:

- Added a new domain object type: `SourceSet`
- Configured a `main` source set with default (i.e. conventional) values for properties
- Configured supporting tasks to use these properties to perform work

All of this happened during the `apply plugin: "java"` step. In the example above we *changed* the desired location of the class files after this conventional configuration had been performed. Notice by the output with the example that the value for `compileJava.destinationDir` also changed to reflect the configuration change.

Consider the case where another task is to consume the classes files. If this task is configured to use the value from `sourceSets.main.output.classesDir`, then changing it in this location will update both the `compileJava` task and this other consumer task whenever it is changed.

This ability to configure properties of objects to reflect the value of another object's task at all times (i.e. even when it changes) is known as “*convention mapping*”. It allows Gradle to provide conciseness through convention-over-configuration and sensible defaults yet not require complete reconfiguration if a conventional default needs to be changed. Without this, in the above example we would have had to reconfigure every object that needs to work with the class files.

## 21.4. More on plugins

This chapter aims to serve as an introduction to plugins and Gradle and the role they play. For more information on the inner workings of plugins, see [Chapter 51, \*Writing Custom Plugins\*](#).

## Standard Gradle plugins

There are a number of plugins included in the Gradle distribution. These are listed below.

### 22.1. Language plugins

These plugins add support for various languages which can be compiled and executed in the JVM.

**Table 22.1. Language plugins**

Plugin Id	Automatically applies	Works with	Description
<a href="#">java</a>	java-base	-	Adds Java compilation, testing and bundling capabilities to a project. It serves as the basis for many of the other Gradle plugins. See also <a href="#">Chapter 7, Java Quickstart</a> .
<a href="#">groovy</a>	java, groovy-base		Adds support for building Groovy projects. See also <a href="#">Chapter 9, Groovy Quickstart</a> .
<a href="#">scala</a>	java, scala-base		Adds support for building Scala projects.
<a href="#">antlr</a>	java	-	Adds support for generating parsers using <a href="#">Antlr</a> .

### 22.2. Experimental language plugins

These experimental plugins add support for various languages:

**Table 22.2. Language plugins**

<b>Plugin Id</b>	<b>Automatically applies</b>	<b>Works with</b>	<b>Description</b>
<code>cpp</code>	-	-	Adds C++ source compilation capabilities to a project.
<code>cpp-exe</code>	cpp	-	Adds C++ executable compilation and linking capabilities to a project.
<code>cpp-lib</code>	cpp	-	Adds C++ library compilation and linking capabilities to a project.

### **22.3. Integration plugins**

These plugins provide some integration with various build and runtime technologies.

**Table 22.3. Integration plugins**

Plugin Id	Automatically applies	Works with	Description
<code>announce</code>	-	-	Publish messages to your favourite platforms, such as Twitter or Growl.
<code>application</code>	java	-	Adds tasks for running and bundling a project as application.
<code>build-announcements</code>	announce	-	Sends local announcements to your desktop about interesting events in the build lifecycle.
<code>ear</code>	-	java	Adds support for building J2EE applications.
<code>jetty</code>	war	-	Deploys your web application to a Jetty web container embedded in the build. See also <a href="#">Chapter 10, Web Application Quickstart</a> .
<code>maven</code>	-	java, war	Adds support for deploying artifacts to Maven repositories.
<code>osgi</code>	java-base	java	Adds support for building OSGi bundles.
<code>war</code>	java	-	Adds support for assembling web application WAR files. See also <a href="#">Chapter 10, Web Application Quickstart</a> .

## 22.4. Software development plugins

These plugins provide help with your software development process.

**Table 22.4. Software development plugins**

Plugin Id	Automatically applies	Works with	Description
-----------	-----------------------	------------	-------------

<a href="#"><u>checkstyle</u></a>	java-base	-	Performs quality checks on your project's Java source files using <a href="#"><u>Checkstyle</u></a> and generates reports from these checks.
<a href="#"><u>codenarc</u></a>	groovy-base	-	Performs quality checks on your project's Groovy source files using <a href="#"><u>CodeNarc</u></a> and generates reports from these checks.
<a href="#"><u>eclipse</u></a>	-	java, groovy, scala	Generates files that are used by <a href="#"><u>Eclipse IDE</u></a> , thus making it possible to import the project into Eclipse. See also <a href="#"><u>Chapter 7, Java Quickstart</u></a> .
<a href="#"><u>eclipse-wtp</u></a>	-	ear, war	Does the same as the eclipse plugin plus generates eclipse WTP (Web Tools Platform) configuration files. After importing to eclipse your war/ear projects should be configured to work with WTP. See also <a href="#"><u>Chapter 7, Java Quickstart</u></a> .
<a href="#"><u>findbugs</u></a>	java-base	-	Performs quality checks on your project's Java source files using <a href="#"><u>FindBugs</u></a> and generates reports from these checks.
<a href="#"><u>idea</u></a>	-	java	Generates files that are used by <a href="#"><u>IntelliJ IDEA IDE</u></a> , thus making it possible to import the project into IDEA.
<a href="#"><u>jdepend</u></a>	java-base	-	Performs quality checks on your project's source files using <a href="#"><u>JDepend</u></a> and generates reports from these checks.
<a href="#"><u>pmd</u></a>	java-base	-	Performs quality checks on your project's Java source files using <a href="#"><u>PMD</u></a> and generates reports from these checks.
<a href="#"><u>project-report</u></a>	reporting-base	-	Generates reports containing useful information about your Gradle build.

<a href="#">signing</a>	base	-	Adds the ability to digitally sign built files and artifacts.
<a href="#">sonar</a>	-	-	Provides integration with the <a href="#">Sonar</a> code quality platform.

## 22.5. Base plugins

These plugins form the basic building blocks which the other plugins are assembled from. They are available for you to use in your build files, and are listed here for completeness. However, be aware that they are not yet considered part of Gradle's public API. As such, these plugins are not documented in the user guide. You might refer to their API documentation to learn more about them.

**Table 22.5. Base plugins**

Plugin Id	Description
base	<p>Adds the standard lifecycle tasks and configures reasonable defaults for the archive tasks:</p> <ul style="list-style-type: none"> <li>• adds <code>buildConfigurationName</code> tasks. Those tasks assemble the artifacts belonging to the specified configuration.</li> <li>• adds <code>uploadConfigurationName</code> tasks. Those tasks assemble and upload the artifacts belonging to the specified configuration.</li> <li>• configures reasonable default values for all archive tasks (e.g. tasks that inherit from <code>AbstractArchiveTask</code>). For example, the archive tasks are tasks of types: <code>Jar</code>, <code>Tar</code>, <code>Zip</code>. Specifically, <code>destinationDir</code>, <code>baseName</code> and <code>version</code> properties of the archive tasks are preconfigured with defaults. This is extremely useful because it drives consistency across projects; the consistency regarding naming conventions of archives and their location after the build completed.</li> </ul>
java-base	Adds the source sets concept to the project. Does not add any particular source sets.
groovy-base	Adds the Groovy source sets concept to the project.
scala-base	Adds the Scala source sets concept to the project.
reporting-base	Adds some shared convention properties to the project, relating to report generation.

## **22.6. Third party plugins**

You can find a list of external plugins on the [wiki](#).



# 23

## The Java Plugin

The Java plugin adds Java compilation, testing and bundling capabilities to a project. It serves as the basis for many of the other Gradle plugins.

### 23.1. Usage

To use the Java plugin, include in your build script:

#### Example 23.1. Using the Java plugin

build.gradle

```
apply plugin: 'java'
```

### 23.2. Source sets

The Java plugin introduces the concept of a *source set*. A source set is simply a group of source files which are compiled and executed together. These source files may include Java source files and resource files. Other plugins add the ability to include Groovy and Scala source files in a source set. A source set has an associated compile classpath, and runtime classpath.

One use for source sets is to group source files into logical groups which describe their purpose. For example, you might use a source set to define an integration test suite, or you might use separate source sets to define the API and implementation classes of your project.

The Java plugin defines two standard source sets, called `main` and `test`. The `main` source set contains your production source code, which is compiled and assembled into a JAR file. The `test` source set contains your unit test source code, which is compiled and executed using JUnit or TestNG.

### 23.3. Tasks

The Java plugin adds a number of tasks to your project, as shown below.

Table 23.1. Java plugin - tasks

Task name	Depends on	Type	Description
compileJava	All tasks which produce the compile classpath. This includes the <code>jar</code> task for project dependencies included in the <code>compile</code> configuration.	<u>Compile</u>	Compiles production Java source files using <code>javac</code> .
processResources	-	<u>Copy</u>	Copies production resources into the production classes directory.
classes	<code>compileJava</code> and <code>processResources</code> . Some plugins add additional compilation tasks.	<u>Task</u>	Assembles the production classes directory.
compileTestJava	<code>compile</code> , plus all tasks which produce the test compile classpath.	<u>Compile</u>	Compiles test Java source files using <code>javac</code> .
processTestResources	-	<u>Copy</u>	Copies test resources into the test classes directory.
testClasses	<code>compileTestJava</code> and <code>processTestResources</code> . Some plugins add additional test compilation tasks.	<u>Task</u>	Assembles the test classes directory.
jar	<code>compile</code>	<u>Jar</u>	Assembles the JAR file
javadoc	<code>compile</code>	<u>Javadoc</u>	Generates API documentation for the production Java source, using Javadoc
test	<code>compile</code> , <code>compileTest</code> , plus all tasks which produce the test runtime classpath.	<u>Test</u>	Runs the unit tests using JUnit or TestNG.
uploadArchives	The tasks which produce the artifacts in the <code>archives</code> configuration, including <code>jar</code> .	<u>Upload</u>	Uploads the artifacts in the <code>archives</code> configuration, including the JAR file.

<code>clean</code>	-	<u>Delete</u>	Deletes the project build directory.
<code>cleanTaskName</code>	-	<u>Delete</u>	Deletes the output files produced by the specified task. For example <code>cleanJar</code> will delete the JAR file created by the <code>jar</code> task, and <code>cleanTest</code> will delete the test results created by the <code>test</code> task.

For each source set you add to the project, the Java plugin adds the following compilation tasks:

**Table 23.2. Java plugin - source set tasks**

Task name	Depends on	Type	Description
<code>compileSourceSetJava</code>	Also task which produce the source set's compile classpath.	<u>Compile</u>	Compiles the given source set's Java source files using <code>javac</code> .
<code>processSourceSetResources</code>		<u>Copy</u>	Copies the given source set's resources into the classes directory.
<code>sourceSetClasses</code>	<code>compileSourceSetJava</code> and <code>processSourceSetResources</code> . Some plugins add additional compilation tasks for the source set.	<u>Task</u>	Assembles the given source set's classes directory.

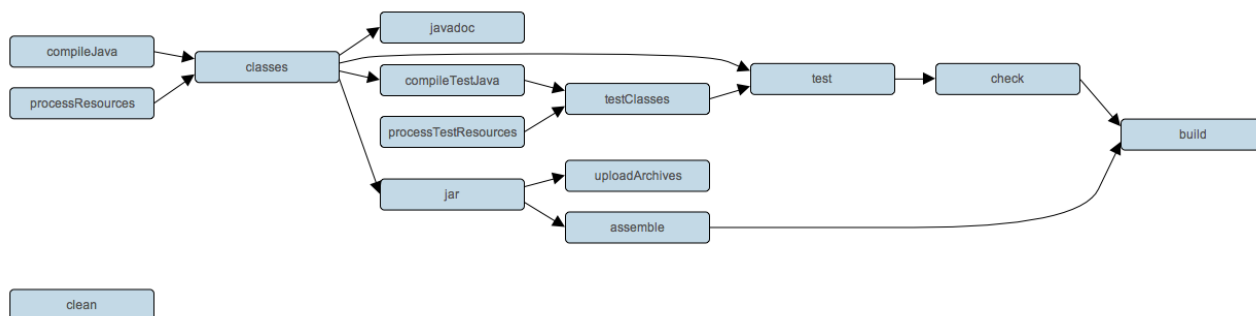
The Java plugin also adds a number of tasks which form a lifecycle for the project:

**Table 23.3. Java plugin - lifecycle tasks**

Task name	Depends on	Type	Description
assemble	All archive tasks in the project, including <code>jar</code> . Some plugins add additional archive tasks to the project.	<u>Task</u>	Assembles all the archives in the project.
check	All verification tasks in the project, including <code>test</code> . Some plugins add additional verification tasks to the project.	<u>Task</u>	Performs all verification tasks in the project.
build	check and assemble	<u>Task</u>	Performs a full build of the project.
buildNeeded	build and build tasks in all project lib dependencies of the <code>testRuntime</code> configuration.	<u>Task</u>	Performs a full build of the project and all projects it depends on.
buildDependents	build and build tasks in all projects with a project lib dependency on this project in a <code>testRuntime</code> configuration.	<u>Task</u>	Performs a full build of the project and all projects which depend on it.
<code>buildConfigurationName</code>	The tasks which produce the artifacts in configuration <code>ConfigurationName</code> .	<u>Task</u>	Assembles the artifacts in the specified configuration. The task is added by the Base plugin which is implicitly applied by the Java plugin.
<code>uploadConfigurationName</code>	The tasks which uploads the artifacts in configuration <code>ConfigurationName</code> .	<u>Upload</u>	Assembles and uploads the artifacts in the specified configuration. The task is added by the Base plugin which is implicitly applied by the Java plugin.

The following diagram shows the relationships between these tasks.

**Figure 23.1. Java plugin - tasks**



## 23.4. Project layout

The Java plugin assumes the project layout shown below. None of these directories need exist or have anything in them. The Java plugin will compile whatever it finds, and handles anything which is missing.

**Table 23.4. Java plugin - default project layout**

Directory	Meaning
<code>src/main/java</code>	Production Java source
<code>src/main/resources</code>	Production resources
<code>src/test/java</code>	Test Java source
<code>src/test/resources</code>	Test resources
<code>src/sourceSet/java</code>	Java source for the given source set
<code>src/sourceSet/resources</code>	Resources for the given source set

### 23.4.1. Changing the project layout

You configure the project layout by configuring the appropriate source set. This is discussed in more detail in the following sections. Here is a brief example which changes the main Java and resource source directories.

**Example 23.2. Custom Java source layout**

`build.gradle`

```

sourceSets {
    main {
        java {
            srcDir 'src/java'
        }
        resources {
            srcDir 'src/resources'
        }
    }
}

```

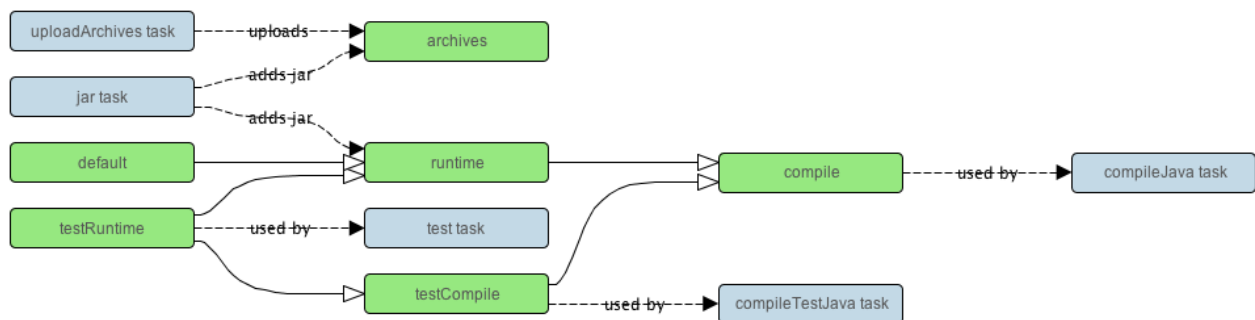
## 23.5. Dependency management

The Java plugin adds a number of dependency configurations to your project, as shown below. It assigns those configurations to tasks such as `compileJava` and `test`.

**Table 23.5. Java plugin - dependency configurations**

Name	Extends	Used by tasks	Meaning
compile	-	compileJava	Compile time dependencies
runtime	compile	-	Runtime dependencies
testCompile	compile	compileTestJava	Additional dependencies for compiling tests.
testRuntime	runtime, testCompile	test	Additional dependencies for running tests only.
archives	-	uploadArchives	Artifacts (e.g. jars) produced by this project.
default	runtime	-	The default configuration used by a project dependency on this project. Contains the artifacts and dependencies required by this project at runtime.

**Figure 23.2. Java plugin - dependency configurations**



For each source set you add to the project, the Java plugins adds the following dependency configurations:

**Table 23.6. Java plugin - source set dependency configurations**

Name	Extends	Used by tasks	Meaning
<i>sourceSet</i> Compile	-	compile <i>SourceSet</i> Java	Compile time dependencies for the given source set
<i>sourceSet</i> Runtime	<i>sourceSet</i> Compile	-	Runtime time dependencies for the given source set

## 23.6. Convention properties

The Java plugin adds a number of convention properties to the project, shown below. You can use these properties in your build script as though they were properties of the project object (see Section 21.3, “Conventions”).

**Table 23.7. Java plugin - directory properties**

Property name	Type	Default value	Description
<code>reportsDirName</code>	String	<code>reports</code>	The name of the directory to generate reports into, relative to the build directory.
<code>reportsDir</code>	File (read-only)	<code>buildDir/reportsDirName</code>	The directory to generate reports into.
<code>testResultsDirName</code>	String	<code>test-results</code>	The name of the directory to generate test result .xml files into, relative to the build directory.
<code>testResultsDir</code>	File (read-only)	<code>buildDir/testResultsDirName</code>	The directory to generate test result .xml files into.
<code>testReportDirName</code>	String	<code>tests</code>	The name of the directory to generate the test report into, relative to the reports directory.
<code>testReportDir</code>	File (read-only)	<code>reportsDir/testReportDirName</code>	The directory to generate the test report into.

<code>libsDirName</code>	String	<code>libs</code>	The name of the directory to generate libraries into, relative to the build directory.
<code>libsDir</code>	File (read-only)	<code>buildDir/libsDirName</code>	The directory to generate libraries into.
<code>distsDirName</code>	String	<code>distributions</code>	The name of the directory to generate distributions into, relative to the build directory.
<code>distsDir</code>	File (read-only)	<code>buildDir/distsDirName</code>	The directory to generate distributions into.
<code>docsDirName</code>	String	<code>docs</code>	The name of the directory to generate documentation into, relative to the build directory.
<code>docsDir</code>	File (read-only)	<code>buildDir/docsDirName</code>	The directory to generate documentation into.
<code>dependencyCacheDirName</code>	String	<code>dependency-cache</code>	The name of the directory to use to cache source dependency information, relative to the build directory.
<code>dependencyCacheDir</code>	File (read-only)	<code>buildDir/dependencyCacheDirName</code>	The directory to use to cache source dependency information.



**Table 23.8. Java plugin - other properties**

Property name	Type	Default value	Description
<code>sourceSets</code>	<u><code>SourceSetContainer</code></u> (read-only)	Not null	Contains the project source set
<code>sourceCompatibility</code>	<u><code>JavaVersion</code></u> . Can also set using a String or a Number, eg '1.5' or 1.5.	Value of the current used JVM	Java version compatibility to use when compiling Java source.
<code>targetCompatibility</code>	<u><code>JavaVersion</code></u> . Can also set using a String or Number, eg '1.5' or 1.5.	<i><code>sourceCompatibility</code></i>	Java version to generate classes for
<code>archivesBaseName</code>	String	<i><code>projectName</code></i>	The basename to use for archives, such as JAR or ZIP files.
<code>manifest</code>	<u><code>Manifest</code></u>	an empty manifest	The manifest to include in all JAR files

These properties are provided by convention objects of type `JavaPluginConvention`, `BasePluginConvention` and `ReportingBasePluginConvention`.

## 23.7. Working with source sets

You can access the source sets of a project using the `sourceSets` property. This is a container for the project's source sets, of type `SourceSetContainer`. There is also a `sourceSets { }` script block, which you can pass a closure to configure the source set container. The source set container works pretty much the same way as other containers, such as `tasks`.

### Example 23.3. Accessing a source set

build.gradle

```
// Various ways to access the main source set
println sourceSets.main.output.classesDir
println sourceSets['main'].output.classesDir
sourceSets {
    println main.output.classesDir
}
sourceSets {
    main {
        println output.classesDir
    }
}

// Iterate over the source sets
sourceSets.all {
    println name
}
```

To configure an existing source set, you simply use one of the above access methods to set the properties of the source set. The properties are described below. Here is an example which configures the main Java and resources directories:

### Example 23.4. Configuring the source directories of a source set

build.gradle

```
sourceSets {
    main {
        java {
            srcDir 'src/java'
        }
        resources {
            srcDir 'src/resources'
        }
    }
}
```

#### 23.7.1. Source set properties

The following table lists some of the important properties of a source set. You can find more details in the API documentation for [SourceSet](#).

**Table 23.9. Java plugin - source set properties**

Property name	Type	Default value	Description
name	String (read-only)	Not null	The name of the source set, used to identify it.

output	<u>SourceSetOutput</u> (read-only)	Not null	The output files of the source set, containing its compiled classes and resources.
output.classesDir	File	<i>buildDir/classes/name</i>	The directory to generate the classes of this source set into.
output.resourcesDir	File	<i>buildDir/resources/name</i>	The directory to generate the resources of this source set into.
compileClasspath	<u>FileCollection</u>	<i>compileSourceSet</i> configuration.	The classpath to use when compiling the source files of this source set.
runtimeClasspath	<u>FileCollection</u>	<i>output + runtimeSourceSet</i> configuration.	The classpath to use when executing the classes of this source set.

java	<u>SourceDirectorySet</u> (read-only)	Not null	The Java source files of this source set. Contains only .java files found in the Java source directories, and excludes all other files.
java.srcDirs	Set<File>. Can set using anything described in <u>Section 16.5, “Specifying a set of input files”</u> .	[ <i>projectDir/src/main/java</i> ]	The source directories containing the Java source files of this source set.
resources	<u>SourceDirectorySet</u> (read-only)	Not null	The resources of this source set. Contains only resources, and excludes any .java files found in the resource source directories. Other plugins, such as the Groovy plugin, exclude additional types of files from this collection.

<code>resources.srcDirs</code>	<code>Set&lt;File&gt;</code> . Can set using anything described in <a href="#">Section 16.5</a> , “ <a href="#">Specifying a set of input files</a> ”.	<code>[projectDir/src/main/resources</code>	The source directories containing the resources of this source set.
<code>allJava</code>	<code>SourceDirectorySet</code> (read-only)	<code>java</code>	All <code>.java</code> files of this source set. Some plugins, such as the Groovy plugin, add additional Java source files to this collection.
<code>allSource</code>	<code>SourceDirectorySet</code> (read-only)	<code>resources + java</code>	All source files of this source set. This include all resource files and all Java source files. Some plugins, such as the Groovy plugin, add additional source files to this collection.

### 23.7.2. Defining new source sets

To define a new source set, you simply reference it in the `sourceSets { }` block. Here's an example:

### Example 23.5. Defining a source set

build.gradle

```
sourceSets {  
    intTest  
}
```

When you define a new source set, the Java plugin adds some dependency configurations for the source set, as shown in [Table 23.6, “Java plugin - source set dependency configurations”](#). You can use these configurations to define the compile and runtime dependencies of the source set.

### Example 23.6. Defining source set dependencies

build.gradle

```
sourceSets {  
    intTest  
}  
  
dependencies {  
    intTestCompile 'junit:junit:4.8.2'  
    intTestRuntime 'asm:asm-all:3.3.1'  
}
```

The Java plugin also adds a number of tasks which assemble the classes for the source set, as shown in [Table 23.2, “Java plugin - source set tasks”](#). For example, for a source set called `intTest`, you can run **gradle intTestClasses** to compile the int test classes.

### Example 23.7. Compiling a source set

Output of **gradle intTestClasses**

```
> gradle intTestClasses  
:compileIntTestJava  
:processIntTestResources  
:intTestClasses  
  
BUILD SUCCESSFUL  
  
Total time: 1 secs
```

#### 23.7.3. Some source set examples

Adding a JAR containing the classes of a source set:

### Example 23.8. Assembling a JAR for a source set

build.gradle

```
task intTestJar(type: Jar) {  
    from sourceSets.intTest.output  
}
```

Generating Javadoc for a source set:

#### Example 23.9. Generating the Javadoc for a source set

build.gradle

```
task intTestJavadoc(type: Javadoc) {
    source sourceSets.intTest.allJava
}
```

Adding a test suite to run the tests in a source set:

#### Example 23.10. Running tests in a source set

build.gradle

```
task intTest(type: Test) {
    testClassesDir = sourceSets.intTest.output.classesDir
    classpath = sourceSets.intTest.runtimeClasspath
}
```

## 23.8. Javadoc

The `javadoc` task is an instance of `Javadoc`. It supports the core javadoc options and the options of the standard doclet described in the [reference documentation](#) of the Javadoc executable. For a complete list of supported Javadoc options consult the API documentation of the following classes: [CoreJavadocOptions](#) and [StandardJavadocDocletOptions](#).

**Table 23.10. Java plugin - Javadoc properties**

Task Property	Type	Default Value
classpath	<a href="#">FileCollection</a>	<code>sourceSets.main.output + sourceSets.ma:</code>
source	<a href="#">FileTree</a> . Can set using anything described in <a href="#">Section 16.5</a> , “ <a href="#">Specifying a set of input files</a> ”.	<code>sourceSets.main.allJava</code>
destinationDir	<code>File</code>	<code>docsDir/javadoc</code>
title	<code>String</code>	The name and version of the project

## 23.9. Clean

The `clean` task is an instance of `Delete`. It simply removes the directory denoted by its `dir` property.

**Table 23.11. Java plugin - Clean properties**

Task Property	Type	Default Value
<code>dir</code>	File	<code>buildDir</code>

## 23.10. Resources

The Java plugin uses the `Copy` task for resource handling. It adds an instance for each source set in the project. You can find out more about the copy task in [Section 16.6, “Copying files”](#).

**Table 23.12. Java plugin - ProcessResources properties**

Task Property	Type	Default Value
<code>srcDirs</code>	Object. Can set using anything described in <a href="#">Section 16.5, “Specifying a set of input files”</a> .	<code>sourceSet.resources</code>
<code>destinationDir</code>	File. Can set using anything described in <a href="#">Section 16.1, “Locating files”</a> .	<code>sourceSet.output.resources</code>

## 23.11. CompileJava

The Java plugin adds a `Compile` instance for each source set in the project. Some of the most common configuration options are shown below.

**Table 23.13. Java plugin - Compile properties**

Task Property	Type	Default Value
<code>classpath</code>	<code>FileCollection</code>	<code>sourceSet.compileClasspath</code>
<code>source</code>	<code>FileTree</code> . Can set using anything described in <a href="#">Section 16.5, “Specifying a set of input files”</a> .	<code>sourceSet.java</code>
<code>destinationDir</code>	File.	<code>sourceSet.output.classesDir</code>

The compile task delegates to Ant's `javac` task. Setting `options.useAnt` to `false` activates Gradle's direct compiler integration, bypassing the Ant task. In a future Gradle release, this will become the default.

By default, the Java compiler runs in the Gradle process. Setting `options.fork` to `true` causes compilation to occur in a separate process. In the case of the Ant `javac` task, this means that a new process will be forked for each compile task, which can slow down compilation. Conversely, Gradle's direct compiler integration (see above) will reuse the same compiler process as much as possible. In both cases, all fork options specified with `options.forkOptions` will be honored.



## 23.12. Test

The `test` task is an instance of `Test`. It automatically detects and executes all unit tests in the `test` source set. It also generates a report once test execution is complete. JUnit and TestNG are both supported. Have a look at `Test` for the complete API.

### 23.12.1. Test execution

Tests are executed in a separate isolated JVM. The `Test` task's API allows you some control over how this happens.

There are a number of properties which control how the test process is launched. This includes things such as system properties, JVM arguments, and the Java executable to use. The task also provides a `debug` property, which when set to true, starts the test process in debug mode, suspended and listening on port 5005. This makes it very easy to debug your tests. You may also enable this using a system property as specified below.

You can specify whether or not to execute your tests in parallel. Gradle provides parallel test execution by running multiple test processes concurrently. Each test process executes only a single test at a time, so you generally don't need to do anything special to your tests to take advantage of this. The `maxParallelForks` property specifies the maximum number of test processes to run at any given time. The default is 1, that is, do not execute the tests in parallel.

The test process sets the `org.gradle.test.worker` system property to a unique identifier for that test process, which you can use, for example, in file names or other resource identifiers.

You can specify that test processes should be restarted after it has executed a certain number of test classes. This can be a useful alternative to giving your test process a very large heap. The `forkCount` property specifies the maximum number of test classes to execute in a test process. The default is to execute an unlimited number of tests in each test process.

The task has an `ignoreFailures` property to control the behavior when tests fail. Test always executes every test that it detects. It stops the build afterwards if `ignoreFailures` is false and there are failing tests. The default value of `ignoreFailures` is false.

The `testLogging` property allows to configure which test events are going to be logged and at which detail level. By default, a concise message will be logged for every failed test. See `TestLoggingContainer` for how to tune test logging to your preferences.

### 23.12.2. System properties

There are two system properties that can affect test execution. Both of these are based off of the name of the test task with a suffix.

Setting a system property of `taskName.single = testNamePattern` will only execute tests that match the specified `testNamePattern`. The `taskName` can be a full multi-project path like `":sub1:sub2:test"` or just the task name. The `testNamePattern` will be used to form an include pattern of `"/testNamePattern*.class"`. If no tests with this pattern can be found an exception is thrown. This is to shield you from false security. If tests of more than one subproject are executed,

the pattern is applied to each subproject. An exception is thrown if no tests can be found for a particular subproject. In such a case you can use the path notation of the pattern, so that the pattern is applied only to the test task of a specific subproject. Alternatively you can specify the fully qualified task name to be executed. You can also specify multiple patterns. Examples:

- `gradle -Dtest.single=ThisUniquelyNamedTest test`
- `gradle -Dtest.single=a/b/ test`
- `gradle -DintegTest.single=*IntegrationTest integTest`
- `gradle -Dtest.single=:proj1:test:Customer build`
- `gradle -DintegTest.single=c/d/ :proj1:integTest`

Setting a system property of `taskName.debug` will run the tests in debug mode, suspended and listening on port 5005. For example: `gradle test -Dtest.single=ThisUniquelyNamedTest`

### 23.12.3. Test detection

The `Test` task detects which classes are test classes by inspecting the compiled test classes. By default it scans all `.class` files. You can set custom includes / excludes, only those classes will be scanned. Depending on the test framework used (JUnit / TestNG) the test class detection uses different criteria.

When using JUnit, we scan for both JUnit 3 and 4 test classes. If any of the following criteria match, the class is considered to be a JUnit test class:

- Class or a super class extends `TestCase` or `GroovyTestCase`
- Class or a super class is annotated with `@RunWith`
- Class or a super class contain a method annotated with `@Test`

When using TestNG, we scan for methods annotated with `@Test`.

Note that abstract classes are not executed. Gradle also scan up the inheritance tree into jar files on the test classpath.

In case you don't want to use the test class detection, you can disable it by setting `scanForTestClasses` to false. This will make the test task only use the includes / excludes to find test classes. If `scanForTestClasses` is disabled and no include or exclude patterns are specified, the respective defaults are used. For include this is `**/*Tests.class`, `**/*Test.class` and the for exclude it is `**/Abstract*`.

### 23.12.4. Convention values

Table 23.14. Java plugin - test properties

Task Property	Type	Default Value
testClassesDir	File	sourceSets.test.output.classesDir
classpath	<u>FileCollection</u>	sourceSets.test.runtimeClasspath
testResultsDir	File	testResultsDir
testReportDir	File	testReportDir
testSrcDirs	List<File>	sourceSets.test.java.srcDirs

## 23.13. Jar

The `jar` task creates a JAR file containing the class files and resources of the project. The JAR file is declared as an artifact in the `archives` dependency configuration. This means that the JAR is available in the classpath of a dependent project. If you upload your project into a repository, this JAR is declared as part of the dependency descriptor. You can learn more about how to work with archives in [Section 16.8, “Creating archives”](#) and artifact configurations in [Chapter 44, \*Publishing artifacts\*](#).

### 23.13.1. Manifest

Each `jar` or `war` object has a `manifest` property with a separate instance of `Manifest`. When the archive is generated, a corresponding `MANIFEST.MF` file is written into the archive.

#### Example 23.11. Customization of MANIFEST.MF

build.gradle

```
jar {
    manifest {
        attributes("Implementation-Title": "Gradle", "Implementation-Version":
    }
}
```

You can create stand alone instances of a `Manifest`. You can use that for example, to share manifest information between jars.

### Example 23.12. Creating a manifest object.

build.gradle

```
ext.sharedManifest = manifest {
    attributes("Implementation-Title": "Gradle", "Implementation-Version": vers
}
task fooJar(type: Jar) {
    manifest = project.manifest {
        from sharedManifest
    }
}
```

You can merge other manifests into any `Manifest` object. The other manifests might be either described by a file path or, like in the example above, by a reference to another `Manifest` object.

### Example 23.13. Separate MANIFEST.MF for a particular archive

build.gradle

```
task barJar(type: Jar) {
    manifest {
        attributes key1: 'value1'
        from sharedManifest, 'src/config/basemanifest.txt'
        from('src/config/javabasemanifest.txt', 'src/config/libbasemanifest.txt')
        eachEntry { details ->
            if (details.baseValue != details.mergeValue) {
                details.value = baseValue
            }
            if (details.key == 'foo') {
                details.exclude()
            }
        }
    }
}
```

Manifest are merged in the order they are declared by the `from` statement. If the based manifest and the merged manifest both define values for the same key, the merged manifest wins by default. You can fully customize the merge behavior by adding `eachEntry` actions in which you have access to a `ManifestMergeDetails` instance for each entry of the resulting manifest. The merge is not immediately triggered by the `from` statement. It is done lazily, either when generating the jar, or by calling `writeTo` or `effectiveManifest`

You can easily write a manifest to disk.

### Example 23.14. Separate MANIFEST.MF for a particular archive

build.gradle

```
jar.manifest.writeTo("$buildDir/mymanifest.mf")
```

## 23.14. Uploading

How to upload your archives is described in Chapter 44, *Publishing artifacts*.

# 24

## The Groovy Plugin

The Groovy plugin extends the Java plugin to add support for Groovy projects. It can deal with Groovy-only projects and with mixed Java/Groovy projects. It can even deal with Java-only projects. <sup>[9]</sup> The Groovy plugin supports joint compilation of Java and Groovy. This means that your project can contain Groovy classes which use Java classes, and vice versa.

### 24.1. Usage

To use the Groovy plugin, include in your build script:

#### Example 24.1. Using the Groovy plugin

build.gradle

```
apply plugin: 'groovy'
```

### 24.2. Tasks

The Groovy plugin adds the following tasks to the project.

**Table 24.1. Groovy plugin - tasks**

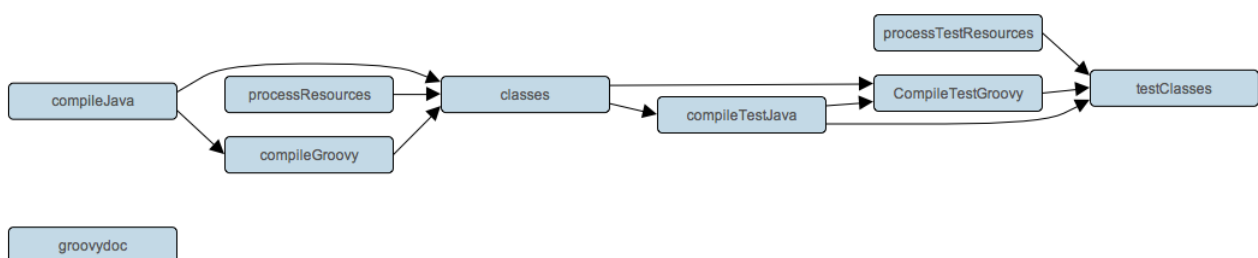
Task name	Depends on	Type	Description
compileGroovy	compileJava	<u>GroovyCompile</u>	Compiles production Groovy source files using groovyc.
compileTestGroovy	compileTestJava	<u>GroovyCompile</u>	Compiles test Groovy source files using groovyc.
compileSourceSetGroovy	compileSourceSetJava	<u>GroovyCompile</u>	Compiles the given source set's Groovy source files using groovyc.
groovydoc	-	<u>Groovydoc</u>	Generates API documentation for the production Groovy source files using groovydoc.

The Groovy plugin adds the following dependencies to tasks added by the Java plugin.

**Table 24.2. Groovy plugin - additional task dependencies**

Task name	Depends on
classes	compileGroovy
testClasses	compileTestGroovy
<i>sourceSetClasses</i>	<i>compileSourceSetGroovy</i>

**Figure 24.1. Groovy plugin - tasks**



## 24.3. Project layout

The Groovy plugin assumes the project layout shown in Table 24.3, “Groovy plugin - project layout”. All the Groovy source directories can contain Groovy *and* Java code. The Java source directories may only contain Java source code. <sup>[10]</sup> None of these directories need exist or have anything in them. The Groovy plugin will compile whatever it finds, and handles anything which is missing.

**Table 24.3. Groovy plugin - project layout**

Directory	Meaning
src/main/java	Production Java source
src/main/resources	Production resources
src/main/groovy	Production Groovy source. May also contain Java source for joint compilation.
src/test/java	Test Java source
src/test/resources	Test resources
src/test/groovy	Test Groovy source. May also contain Java source for joint compilation.
src/sourceSet/java	Java source for the given source set
src/sourceSet/resources	Resources for the given source set
src/sourceSet/groovy	Groovy source for the given source set. May also contain Java source for joint compilation.

### 24.3.1. Changing the project layout

TBD

### Example 24.2. Custom Groovy source layout

build.gradle

```
sourceSets {
    main {
        groovy {
            srcDir 'src/groovy'
        }
    }
}
```

## 24.4. Dependency management

The Groovy plugin adds a dependency configuration called `groovy`.

Gradle is written in Groovy and allows you to write your build scripts in Groovy. But this is an internal aspect of Gradle which is strictly separated from building Groovy projects. You are free to choose the Groovy version your project should be build with. This Groovy version is not just used for compiling your code and running your tests. The `groovyc` compiler and the `groovydoc` tool are also taken from the Groovy version you provide. As usual, with freedom comes responsibility ;). You are not just free to choose a Groovy version, you have to provide one. Gradle expects that the groovy libraries are assigned to the `groovy` dependency configuration. Here is an example using the public Maven repository:



### Example 24.3. Configuration of Groovy plugin

build.gradle

```
repositories {
    mavenCentral()
}

dependencies {
    groovy group: 'org.codehaus.groovy', name: 'groovy', version: '1.7.10'
}
```

And here is an example using the Groovy JARs checked into the `lib` directory of the source tree:

### Example 24.4. Configuration of Groovy plugin

build.gradle

```
repositories {
    flatDir { dirs 'lib' }
}

dependencies {
    groovy module(':groovy:1.6.0') {
        dependency('asm:asm-all:2.2.3')
        dependency('antlr:antlr:2.7.7')
        dependency('commons-cli:commons-cli:1.2')
        module(':ant:1.7.0') {
            dependencies(':ant-junit:1.7.0:jar', ':ant-launcher:1.7.0')
        }
    }
}
```

## 24.5. Convention properties

The Groovy plugin does not add any convention properties to the project.

## 24.6. Source set properties

The Groovy plugin adds the following convention properties to each source set in the project. You can use these properties in your build script as though they were properties of the source set object (see [Section 21.3, “Conventions”](#)).

**Table 24.4. Groovy plugin - source set properties**

Property name	Type	Default value	Description
groovy	<u>SourceDirectorySet</u> (read-only)	Not null	The Groovy source files of this source set. Contains all .groovy and .java files found in the Groovy source directories, and excludes all other types of files.
groovy.srcDirs	Set<File>. Can set using anything described in <u>Section 16.5, “Specifying a set of input files”</u> .	[projectDir/src/main/groovy]	The source directories containing the Groovy source files of this source set. May also contain Java source files for joint compilation.
allGroovy	<u>FileTree</u> (read-only)	Not null	All Groovy source files of this source set. Contains only the .groovy files found in the Groovy source directories.

These properties are provided by a convention object of type GroovySourceSet.

The Groovy plugin also modifies some source set properties:

**Table 24.5. Groovy plugin - source set properties**

Property name	Change
allJava	Adds all .java files found in the Groovy source directories.
allSource	Adds all source files found in the Groovy source directories.

## 24.7. CompileGroovy

The Groovy plugin adds a GroovyCompile instance for each source set in the project. The task type extends the Compile task (see Section 23.11, “CompileJava”). The compile task delegates to the Ant Groovyc task to do the compile. Via the compile task you can set most of the properties of Ants Groovyc task.

**Table 24.6. Groovy plugin - CompileGroovy properties**

Task Property	Type	Default Value
classpath	<u>FileCollection</u>	<i>sourceSet.compileClasspath</i>
source	<u>FileTree</u> . Can set using anything described in Section 16.5, “Specifying a set of input files”.	<i>sourceSet.groovy</i>
destinationDir	File.	<i>sourceSet.output.classesDir</i>
groovyClasspath	<u>FileCollection</u>	groovy configuration

---

[9] We don't recommend this, as the Groovy plugin uses the *Groovyc* Ant task to compile the sources. For pure Java projects you might rather stick with `javac`. In particular as you would have to supply a groovy jar for doing this.

[10] We are using the same conventions as introduced by Russel Winders Gant tool (<http://gant.codehaus.org>).

# 25

## The Scala Plugin

The Scala plugin extends the Java plugin to add support for Scala projects. It can deal with Scala-only projects and with mixed Java/Scala projects. It can even deal with Java-only projects. The Scala plugin supports joint compilation of Java and Scala source. This means your project can contain Scala classes which use Java classes, and vice versa.

### 25.1. Usage

To use the Scala plugin, include in your build script:

#### Example 25.1. Using the Scala plugin

build.gradle

```
apply plugin: 'scala'
```

### 25.2. Tasks

The Scala plugin adds the following tasks to the project.

**Table 25.1. Scala plugin - tasks**

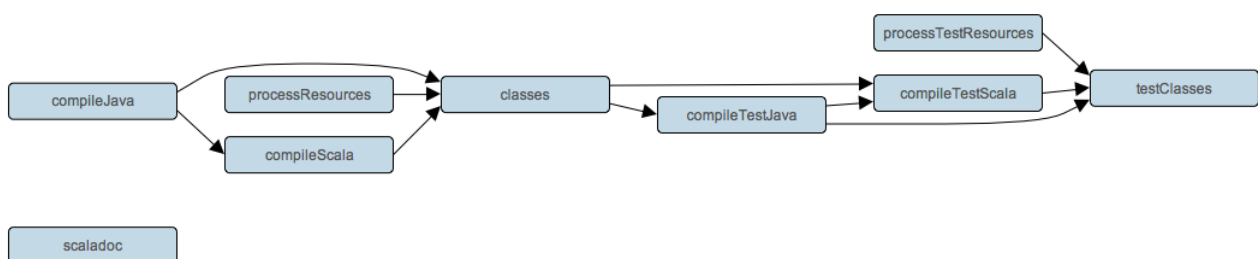
Task name	Depends on	Type	Description
<code>compileScala</code>	<code>compileJava</code>	<u><code>ScalaCompile</code></u>	Compiles production Scala source files using scalac.
<code>compileTestScala</code>	<code>compileTestJava</code>	<u><code>ScalaCompile</code></u>	Compiles test Scala source files using scalac.
<code>compileSourceSetScala</code>	<code>compileSourceSetJava</code>	<u><code>ScalaCompile</code></u>	Compiles the given source set's Scala source files using scalac.
<code>scaladoc</code>	-	<u><code>ScalaDoc</code></u>	Generates API documentation for the production Scala source files using scaladoc.

The Scala plugin adds the following dependencies to tasks added by the Java plugin.

**Table 25.2. Scala plugin - additional task dependencies**

Task name	Depends on
<code>classes</code>	<code>compileScala</code>
<code>testClasses</code>	<code>compileTestScala</code>
<code>sourceSetClasses</code>	<code>compileSourceSetScala</code>

**Figure 25.1. Scala plugin - tasks**



## 25.3. Project layout

The Scala plugin assumes the project layout shown below. All the Scala source directories can contain Scala *and* Java code. The Java source directories may only contain Java source code. None of these directories need exist or have anything in them. The Scala plugin will compile whatever it finds, and handles anything which is missing.

**Table 25.3. Scala plugin - project layout**

Directory	Meaning
src/main/java	Production Java source
src/main/resources	Production resources
src/main/scala	Production Scala source. May also contain Java source for joint compilation.
src/test/java	Test Java source
src/test/resources	Test resources
src/test/scala	Test Scala source. May also contain Java source for joint compilation.
src/sourceSet/java	Java source for the given source set
src/sourceSet/resources	Resources for the given source set
src/sourceSet/scala	Scala source for the given source set. May also contain Java source for joint compilation.

### 25.3.1. Changing the project layout

TBD

### Example 25.2. Custom Scala source layout

build.gradle

```
sourceSets {
    main {
        scala {
            srcDir 'src/scala'
        }
    }
}
```

## 25.4. Dependency Management

The Scala plugin adds a `scalaTools` configuration, which it uses to locate the Scala tools, such as `scalac`, to use. You must specify the version of Scala to use. Below is an example.

### Example 25.3. Declaring the Scala version to use

build.gradle

```
repositories {
    mavenCentral()
}

dependencies {
    // Libraries needed to run the scala tools
    scalaTools 'org.scala-lang:scala-compiler:2.8.1'
    scalaTools 'org.scala-lang:scala-library:2.8.1'

    // Libraries needed for scala api
    compile 'org.scala-lang:scala-library:2.8.1'
}
```

## 25.5. Convention Properties

The Scala plugin does not add any convention properties to the project.

## 25.6. Source set properties

The Scala plugin adds the following convention properties to each source set in the project. You can use these properties in your build script as though they were properties of the source set object (see [Section 21.3, “Conventions”](#)).

**Table 25.4. Scala plugin - source set properties**

Property name	Type	Default value	Description
scala	<u>SourceDirectorySet</u> (read-only)	Not null	The Scala source files of this source set. Contains all <code>.scala</code> and <code>.java</code> files found in the Scala source directories, and excludes all other types of files.
scala.srcDirs	<u>Set&lt;File&gt;</u> . Can set using anything described in <a href="#">Section 16.5, “Specifying a set of input files”</a> .	<code>[projectDir/src/</code>	The source directories containing the Scala source files of this source set. May also contain Java source files for joint compilation.
allScala	<u>FileTree</u> (read-only)	Not null	All Scala source files of this source set. Contains only the <code>.scala</code> files found in the Scala source directories.

These convention properties are provided by a convention object of type `ScalaSourceSet`.

The Scala plugin also modifies some source set properties:

**Table 25.5. Scala plugin - source set properties**

Property name	Change
<code>allJava</code>	Adds all <code>.java</code> files found in the Scala source directories.
<code>allSource</code>	Adds all source files found in the Scala source directories.

## 25.7. Fast Scala Compiler

The Scala plugin includes support for `fsc`, the Fast Scala Compiler. `fsc` runs in a separate daemon process and can speed up compilation significantly.

### Example 25.4. Enabling the Fast Scala Compiler

`build.gradle`

```
compileScala {
    scalaCompileOptions.useCompileDaemon = true

    // optionally specify host and port of the daemon:
    scalaCompileOptions.daemonServer = "localhost:4243"
}
```

Note that `fsc` expects to be restarted whenever the *contents* of its compile class path change. (It does detect changes to the compile class path itself.) This makes it less suitable for multi-project builds.



# 26

## The War Plugin

The War plugin extends the Java plugin to add support for assembling web application WAR files. It disables the default JAR archive generation of the Java plugin and adds a default WAR archive task.

### 26.1. Usage

To use the War plugin, include in your build script:

#### Example 26.1. Using the War plugin

build.gradle

```
apply plugin: 'war'
```

### 26.2. Tasks

The War plugin adds the following tasks to the project.

Table 26.1. War plugin - tasks

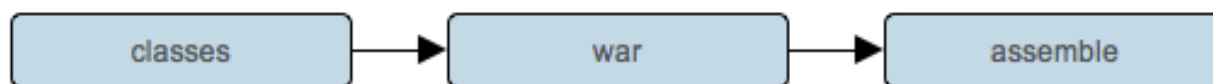
Task name	Depends on	Type	Description
war	compile	War	Assembles the application WAR file.

The War plugin adds the following dependencies to tasks added by the Java plugin.

Table 26.2. War plugin - additional task dependencies

Task name	Depends on
assemble	war

Figure 26.1. War plugin - tasks



## 26.3. Project layout

Table 26.3. War plugin - project layout

Directory	Meaning
src/main/webapp	Web application sources

## 26.4. Dependency management

The War plugin adds two dependency configurations: `providedCompile` and `providedRuntime`. Those configurations have the same scope as the respective `compile` and `runtime` configurations, except that they are not added to the WAR archive. It is important to note that those `provided` configurations work transitively. Let's say you add `commons-httpclient:commons-httpclient` to any of the `provided` configurations. This dependency has a dependency on `commons-codec:commons-codec`. This means neither `httpclient` nor `commons-codec` is added to your WAR, even if `commons-codec` were an explicit dependency of your `compile` configuration. If you don't want this transitive behavior, simply declare your `provided` dependencies like `commons-httpclient:commons-httpclient`.

## 26.5. Convention properties

Table 26.4. War plugin - directory properties

Property name	Type	Default value	Description
<code>webAppDirName</code>	String	<code>src/main/webapp</code>	The name of the web application source directory, relative to the project directory.
<code>webAppDir</code>	File (read-only)	<code>projectDir/webAppDirName</code>	The web application source directory.

These properties are provided by a [WarPluginConvention](#) convention object.

## 26.6. War

The default behavior of the War task is to copy the content of `src/main/webapp` to the root of the archive. Your `webapp` directory may of course contain a `WEB-INF` sub-directory, which again may contain a `web.xml` file. Your compiled classes are compiled to `WEB-INF/classes`. All the dependencies of the `runtime` <sup>[11]</sup> configuration are copied to `WEB-INF/lib`.

Have also a look at `war`.

## 26.7. Customizing

Here is an example with the most important customization options:

### Example 26.2. Customization of war plugin

build.gradle

```
configurations {
    moreLibs
}

repositories {
    flatDir { dirs "lib" }
    mavenCentral()
}

dependencies {
    compile module(":compile:1.0") {
        dependency ":compile-transitive-1.0@jar"
        dependency ":providedCompile-transitive:1.0@jar"
    }
    providedCompile "javax.servlet:servlet-api:2.5"
    providedCompile module(":providedCompile:1.0") {
        dependency ":providedCompile-transitive:1.0@jar"
    }
    runtime ":runtime:1.0"
    providedRuntime ":providedRuntime:1.0@jar"
    testCompile "junit:junit:4.8.2"
    moreLibs ":otherLib:1.0"
}

war {
    from 'src/rootContent' // adds a file-set to the root of the archive
    webInf { from 'src/additionalWebInf' } // adds a file-set to the WEB-INF directory
    classpath fileTree('additionalLibs') // adds a file-set to the WEB-INF/lib directory
    classpath configurations.moreLibs // adds a configuration to the WEB-INF/lib directory
    webXml = file('src/someWeb.xml') // copies a file to WEB-INF/web.xml
}
```

Of course one can configure the different file-sets with a closure to define excludes and includes.

---

[11] The runtime configuration extends the compile configuration.

# 27

## The Ear Plugin

The Ear plugin adds support for assembling web application EAR files. It adds a default EAR archive task. It doesn't require the Java plugin, but for projects that also use the Java plugin it disables the default JAR archive generation.

### 27.1. Usage

To use the Ear plugin, include in your build script:

#### Example 27.1. Using the Ear plugin

build.gradle

```
apply plugin: 'ear'
```

### 27.2. Tasks

The Ear plugin adds the following tasks to the project.

Table 27.1. Ear plugin - tasks

Task name	Depends on	Type	Description
ear	compile (only if the Java plugin is also applied)	Ear	Assembles the application EAR file.

The Ear plugin adds the following dependencies to tasks added by the base plugin.

Table 27.2. Ear plugin - additional task dependencies

Task name	Depends on
assemble	ear

## 27.3. Project layout

Table 27.3. Ear plugin - project layout

Directory	Meaning
src/main/application	Ear resources, such as a META-INF directory

## 27.4. Dependency management

The Ear plugin adds two dependency configurations: `deploy` and `earlib`. All dependencies in the `deploy` configuration are placed in the root of the EAR archive, and are *not* transitive. All dependencies in the `earlib` configuration are placed in the 'lib' directory in the EAR archive and *are* transitive.

## 27.5. Convention properties

Table 27.4. Ear plugin - directory properties

Property name	Type
<code>appDirName</code>	<code>String</code>
<code>libDirName</code>	<code>String</code>
<code>deploymentDescriptor</code>	<code>org.gradle.plugins.ear.descriptor.DeploymentDescr</code>

These properties are provided by a [EarPluginConvention](#) convention object.

## 27.6. Ear

The default behavior of the Ear task is to copy the content of `src/main/application` to the root of the archive. If your `application` directory doesn't contain a `META-INF/application.xml` deployment descriptor then one will be generated for you.

Also have a look at [Ear](#).

## 27.7. Customizing

Here is an example with the most important customization options:

### Example 27.2. Customization of ear plugin

build.gradle

```
apply plugin: 'ear'
apply plugin: 'java'

repositories { mavenCentral() }

dependencies {
    //following dependencies will become the ear modules and placed in the ear
    deploy project(':war')

    //following dependencies will become ear libs and placed in a dir configured
    earlib group: 'log4j', name: 'log4j', version: '1.2.15', ext: 'jar'
}

ear {
    appDirName 'src/main/app' // use application metadata found in this folder
    libDirName 'APP-INF/lib' // put dependency libraries into APP-INF/lib ins:
    // also modify the generated deployment descriptor
    deploymentDescriptor { // custom entries for application.xml:
        // fileName = "application.xml" // same as the default value
        // version = "6" // same as the default value
        applicationName = "customear"
        initializeInOrder = true
        displayName = "Custom Ear" // defaults to project.name
        description = "My customized EAR for the Gradle documentation" // default
        libraryDirectory = "APP-INF/lib" // not needed, because setting libDir
        module("my.jar", "java") // wouldn't deploy since my.jar isn't a deployment
        webModule("my.war", "/") // wouldn't deploy since my.war isn't a deployment
        securityRole "admin"
        securityRole "superadmin"
        withXml { provider -> // add a custom node to the XML
            provider.asNode().appendNode("data-source", "my/data/source")
        }
    }
}
```

You can also use customization options that the `Ear` task provides, such as `from` and `metaInf`.

## 27.8. Using custom descriptor file

Let's say you already have the `application.xml` and want to use it instead of configuring the `ear` section. To accommodate that place the `META-INF/application.xml` in the right place inside your source folders (see the `appDirName` property). The existing file contents will be used and the explicit configuration in the `ear.deploymentDescriptor` will be ignored.

# 28

## The Jetty Plugin

The Jetty plugin extends the War plugin to add tasks which allow you to deploy your web application to a Jetty web container embedded in the build.

### 28.1. Usage

To use the Jetty plugin, include in your build script:

#### Example 28.1. Using the Jetty plugin

build.gradle

```
apply plugin: 'jetty'
```

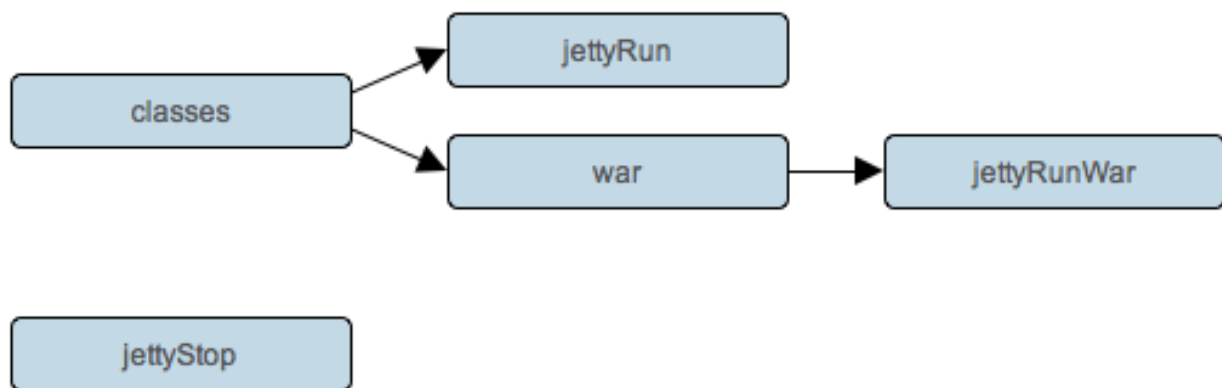
### 28.2. Tasks

The Jetty plugin defines the following tasks:

Table 28.1. Jetty plugin - tasks

Task name	Depends on	Type	Description
jettyRun	compile	<u>JettyRun</u>	Starts a Jetty instance and deploys the exploded web application to it.
jettyRunWar	war	<u>JettyRunWar</u>	Starts a Jetty instance and deploys the WAR to it.
jettyStop	-	<u>JettyStop</u>	Stops the Jetty instance.

Figure 28.1. Jetty plugin - tasks



### 28.3. Project layout

The Jetty plugin uses the same layout as the War plugin.

### 28.4. Dependency management

The Jetty plugin does not define any dependency configurations.

### 28.5. Convention properties

The Jetty plugin defines the following convention properties:

Table 28.2. Jetty plugin - properties

Property name	Type	Default value	Description
httpPort	Integer	8080	The TCP port which Jetty should listen for HTTP requests on.
stopPort	Integer	null	The TCP port which Jetty should listen for admin requests on.
stopKey	String	null	The key to pass to Jetty when requesting it to stop.

These properties are provided by a `JettyPluginConvention` convention object.



# The Checkstyle Plugin

The Checkstyle plugin performs quality checks on your project's Java source files using [Checkstyle](#) and generates reports from these checks.

## 29.1. Usage

To use the Checkstyle plugin, include in your build script:

### Example 29.1. Using the Checkstyle plugin

build.gradle

```
apply plugin: 'checkstyle'
```

The plugin adds a number of tasks to the project that perform the quality checks. You can execute the checks by running **gradle check**.

## 29.2. Tasks

The Checkstyle plugin adds the following tasks to the project:

**Table 29.1. Checkstyle plugin - tasks**

Task name	Depends on	Type	Description
checkstyleMain	classes	<a href="#">Checkstyle</a>	Runs Checkstyle against the production Java source files.
checkstyleTest	testClasses	<a href="#">Checkstyle</a>	Runs Checkstyle against the test Java source files.
checkstyleSourceSet	sourceSetClasses	<a href="#">Checkstyle</a>	Runs Checkstyle against the given source set's Java source files.

The Checkstyle plugin adds the following dependencies to tasks defined by the Java plugin.

**Table 29.2. Checkstyle plugin - additional task dependencies**

Task name	Depends on
check	All Checkstyle tasks, including <code>checkstyleMain</code> and <code>checkstyleTest</code> .

### 29.3. Project layout

The Checkstyle plugin expects the following project layout:

**Table 29.3. Checkstyle plugin - project layout**

File	Meaning
<code>config/checkstyle/checkstyle.xml</code>	Checkstyle configuration file

### 29.4. Dependency management

The Checkstyle plugin adds the following dependency configurations:

**Table 29.4. Checkstyle plugin - dependency configurations**

Name	Meaning
<code>checkstyle</code>	The Checkstyle libraries to use

### 29.5. Configuration

See [`CheckstyleExtension`](#).

## The CodeNarc Plugin

The CodeNarc plugin performs quality checks on your project's Groovy source files using CodeNarc and generates reports from these checks.

### 30.1. Usage

To use the CodeNarc plugin, include in your build script:

#### Example 30.1. Using the CodeNarc plugin

build.gradle

```
apply plugin: 'codenarc'
```

The plugin adds a number of tasks to the project that perform the quality checks. You can execute the checks by running **gradle check**.

### 30.2. Tasks

The CodeNarc plugin adds the following tasks to the project:

**Table 30.1. CodeNarc plugin - tasks**

Task name	Depends on	Type	Description
codenarcMain	-	<u>CodeNarc</u>	Runs CodeNarc against the production Groovy source files.
codenarcTest	-	<u>CodeNarc</u>	Runs CodeNarc against the test Groovy source files.
codenarcSourceSet		<u>CodeNarc</u>	Runs CodeNarc against the given source set's Groovy source files.

The CodeNarc plugin adds the following dependencies to tasks defined by the Groovy plugin.

**Table 30.2. CodeNarc plugin - additional task dependencies**

Task name	Depends on
check	All CodeNarc tasks, including <code>codenarcMain</code> and <code>codenarcTest</code> .

### 30.3. Project layout

The CodeNarc plugin expects the following project layout:

**Table 30.3. CodeNarc plugin - project layout**

File	Meaning
<code>config/codenarc/codenarc.xml</code>	CodeNarc configuration file

### 30.4. Dependency management

The CodeNarc plugin adds the following dependency configurations:

**Table 30.4. CodeNarc plugin - dependency configurations**

Name	Meaning
<code>codenarc</code>	The CodeNarc libraries to use

### 30.5. Configuration

See `CodeNarcExtension`.

# The FindBugs Plugin

The FindBugs plugin performs quality checks on your project's Java source files using [FindBugs](#) and generates reports from these checks.

## 31.1. Usage

To use the FindBugs plugin, include in your build script:

### Example 31.1. Using the FindBugs plugin

build.gradle

```
apply plugin: 'findbugs'
```

The plugin adds a number of tasks to the project that perform the quality checks. You can execute the checks by running **gradle check**.

## 31.2. Tasks

The FindBugs plugin adds the following tasks to the project:

**Table 31.1. FindBugs plugin - tasks**

Task name	Depends on	Type	Description
findbugsMain	classes	<a href="#">FindBugs</a>	Runs FindBugs against the production Java source files.
findbugsTest	testClasses	<a href="#">FindBugs</a>	Runs FindBugs against the test Java source files.
findbugsSourceSet	sourceSetClasses	<a href="#">FindBugs</a>	Runs FindBugs against the given source set's Java source files.

The FindBugs plugin adds the following dependencies to tasks defined by the Java plugin.

**Table 31.2. FindBugs plugin - additional task dependencies**

Task name	Depends on
check	All FindBugs tasks, including <code>findbugsMain</code> and <code>findbugsTest</code> .

### 31.3. Dependency management

The FindBugs plugin adds the following dependency configurations:

**Table 31.3. FindBugs plugin - dependency configurations**

Name	Meaning
<code>findbugs</code>	The FindBugs libraries to use

### 31.4. Configuration

See `FindBugsExtension`.

## The JDepend Plugin

The JDepend plugin performs quality checks on your project's source files using JDepend and generates reports from these checks.

### 32.1. Usage

To use the JDepend plugin, include in your build script:

#### Example 32.1. Using the JDepend plugin

build.gradle

```
apply plugin: 'jdepend'
```

The plugin adds a number of tasks to the project that perform the quality checks. You can execute the checks by running **gradle check**.

### 32.2. Tasks

The JDepend plugin adds the following tasks to the project:

**Table 32.1. JDepend plugin - tasks**

Task name	Depends on	Type	Description
jdependMain	classes	<u>JDepend</u>	Runs JDepend against the production Java source files.
jdependTest	testClasses	<u>JDepend</u>	Runs JDepend against the test Java source files.
jdependSourceSet	sourceSetClasses	<u>JDepend</u>	Runs JDepend against the given source set's Java source files.

The JDepend plugin adds the following dependencies to tasks defined by the Java plugin.

**Table 32.2. JDepend plugin - additional task dependencies**

Task name	Depends on
check	All JDepend tasks, including <code>jdependMain</code> and <code>jdependTest</code> .

### 32.3. Dependency management

The JDepend plugin adds the following dependency configurations:

**Table 32.3. JDepend plugin - dependency configurations**

Name	Meaning
<code>jdepend</code>	The JDepend libraries to use

### 32.4. Configuration

See `JDependExtension`.



## The PMD Plugin

The PMD plugin performs quality checks on your project's Java source files using [PMD](#) and generates reports from these checks.

### 33.1. Usage

To use the PMD plugin, include in your build script:

#### Example 33.1. Using the PMD plugin

build.gradle

```
apply plugin: 'pmd'
```

The plugin adds a number of tasks to the project that perform the quality checks. You can execute the checks by running **gradle check**.

### 33.2. Tasks

The PMD plugin adds the following tasks to the project:

Table 33.1. PMD plugin - tasks

Task name	Depends on	Type	Description
<code>pmdMain</code>	-	<a href="#">Pmd</a>	Runs PMD against the production Java source files.
<code>pmdTest</code>	-	<a href="#">Pmd</a>	Runs PMD against the test Java source files.
<code>pmdSourceSet</code>	-	<a href="#">Pmd</a>	Runs PMD against the given source set's Java source files.

The PMD plugin adds the following dependencies to tasks defined by the Java plugin.

**Table 33.2. PMD plugin - additional task dependencies**

Task name	Depends on
check	All PMD tasks, including <code>pmdMain</code> and <code>pmdTest</code> .

### 33.3. Dependency management

The PMD plugin adds the following dependency configurations:

**Table 33.3. PMD plugin - dependency configurations**

Name	Meaning
<code>pmd</code>	The PMD libraries to use

### 33.4. Configuration

See `PmdExtension`.

## The Sonar Plugin

The Sonar plugin provides integration with [Sonar](#), a web-based platform for monitoring code quality. The plugin adds a `sonarAnalyze` task that analyzes the project to which the plugin is applied and its subprojects. The results are stored in the Sonar database. The plugin requires Sonar 2.9 or higher.

The `sonarAnalyze` task is a standalone task that needs to be executed explicitly and doesn't depend on any other tasks. Apart from source code, the task also analyzes class files and test result files (if available). For best results, it is therefore recommended to run a full build before the analysis. In a typical setup, analysis would be performed once per day on a build server.

### 34.1. Usage

At a minimum, the Sonar plugin has to be applied to the project.

#### Example 34.1. Applying the Sonar plugin

`build.gradle`

```
apply plugin: "sonar"
```

Unless Sonar is run locally and with default settings, it is also necessary to configure connection settings for the Sonar server and database.

### Example 34.2. Configuring Sonar connection settings

build.gradle

```
sonar {
    server {
        url = "http://my.server.com"
    }
    database {
        url = "jdbc:mysql://my.server.com/sonar"
        driverClassName = "com.mysql.jdbc.Driver"
        username = "Fred Flintstone"
        password = "very clever"
    }
}
```

Project settings determine how the project is going to be analyzed. The default configuration works well for analyzing standard Java projects and can be customized in many ways.

### Example 34.3. Configuring Sonar project settings

build.gradle

```
sonar {
    project {
        coberturaReportPath = file("$buildDir/cobertura.xml")
    }
}
```

The `sonar`, `server`, `database`, and `project` blocks in the examples above configure objects of type `SonarRootModel`, `SonarServer`, `SonarDatabase`, and `SonarProject`, respectively. See their API documentation for further information.

## 34.2. Analyzing Multi-Project Builds

The Sonar plugin is capable of analyzing a whole project hierarchy at once. This yields a hierarchical view in the Sonar web interface with aggregated metrics and the ability to drill down into subprojects. It is also faster and less likely to run into out-of-memory problems than analyzing each project separately.

To analyze a project hierarchy, the Sonar plugin needs to be applied to the top-most project of the hierarchy. Typically (but not necessarily) this will be the root project. The `sonar` block in that project configures an object of type `SonarRootModel`. It holds all global configuration, most importantly server and database connection settings.

#### Example 34.4. Global configuration in a multi-project build

build.gradle

```
apply plugin: "sonar"

sonar {
    server {
        url = "http://my.server.com"
    }
    database {
        url = "jdbc:mysql://my.server.com/sonar"
        driverClassName = "com.mysql.jdbc.Driver"
        username = "Fred Flintstone"
        password = "very clever"
    }
}
```

Each project in the hierarchy has its own project configuration. Common values can be set from a parent build script.

#### Example 34.5. Common project configuration in a multi-project build

build.gradle

```
subprojects {
    sonar {
        project {
            sourceEncoding = "UTF-8"
        }
    }
}
```

The `sonar` block in a subproject configures an object of type `SonarProjectModel`.

Projects can also be configured individually. For example, setting the `skip` property to `true` prevents a project (and its subprojects) from being analyzed. Skipped projects will not be displayed in the Sonar web interface.

#### Example 34.6. Individual project configuration in a multi-project build

build.gradle

```
project(":project1") {
    sonar {
        project {
            skip = true
        }
    }
}
```

Another typical per-project configuration is the programming language to be analyzed. Note that Sonar can only analyze one language per project.

### Example 34.7. Configuring the language to be analyzed

build.gradle

```
project(":project2") {
    sonar {
        project {
            language = "groovy"
        }
    }
}
```

When setting only a single property at a time, the equivalent property syntax is more succinct:

### Example 34.8. Using property syntax

build.gradle

```
project(":project2").sonar.project.language = "groovy"
```

## 34.3. Analyzing Custom Source Sets

By default, the Sonar plugin will analyze the production sources in the `main` source set and the test sources in the `test` source set. This works independent of the project's source directory layout. Additional source sets can be added as needed.

### Example 34.9. Analyzing custom source sets

build.gradle

```
sonar.project {
    sourceDirs += sourceSets.custom.allSource.srcDirs
    testDirs += sourceSets.integTest.allSource.srcDirs
}
```

## 34.4. Setting Custom Sonar Properties

Eventually, most configuration is passed to the Sonar code analyzer in the form of key-value pairs known as Sonar properties. The [SonarProperty](#) annotations in the API documentation show how properties of the plugin's object model get mapped to the corresponding Sonar properties. The Sonar plugin offers hooks to post-process Sonar properties before they get passed to the code analyzer. The same hooks can be used to add additional properties which aren't covered by the plugin's object model.

For global Sonar properties, use the `withGlobalProperties` hook on [SonarRootModel](#):

### Example 34.10. Setting custom global properties

build.gradle

```
sonar.withGlobalProperties { props ->
    props["some.global.property"] = "some value"
}
```

For per-project Sonar properties, use the `withProjectProperties` hook on `SonarProject`:

### Example 34.11. Setting custom project properties

build.gradle

```
sonar.project.withProjectProperties { props ->
    props["some.project.property"] = "some value"
}
```

The Sonar documentation provides a complete list of Sonar properties. (Note that most of these properties are already covered by the plugin's object model.) For configuring third-party Sonar plugins, consult their documentation.

## 34.5. Tasks

The Sonar plugin adds the following tasks to the project.

**Table 34.1. Sonar plugin - tasks**

Task name	Depends on	Type	Description
sonarAnalyze	-	<u>SonarAnalyze</u>	Analyzes a project hierarchy and stores the results in the Sonar database.

## The OSGi Plugin

The OSGi plugin provides a factory method to create an `OsgiManifest` object. `OsgiManifest` extends `Manifest`. To learn more about generic manifest handling, see [Section 23.13.1, “Manifest”](#). If the Java plugins is applied, the OSGi plugin replaces the manifest object of the default jar with an `OsgiManifest` object. The replaced manifest is merged into the new one.

The OSGi plugin makes heavy use of Peter Kriens [BND tool](#).

### 35.1. Usage

To use the OSGi plugin, include in your build script:

#### Example 35.1. Using the OSGi plugin

build.gradle

```
apply plugin: 'osgi'
```

### 35.2. Implicitly applied plugins

Applies the Java base plugin.

### 35.3. Tasks

This plugin does not add any tasks.

### 35.4. Dependency management

TBD

### 35.5. Convention object

The OSGi plugin adds the following convention object: `OsgiPluginConvention`



### 35.5.1. Convention properties

The OSGi plugin does not add any convention properties to the project.

### 35.5.2. Convention methods

The OSGi plugin adds the following methods. For more details, see the API documentation of the convention object.

**Table 35.1. OSGi methods**

Method	Return Type	Description
<code>osgiManifest()</code>	<code>OsgiManifest</code>	Returns an <code>OsgiManifest</code> object.
<code>osgiManifest(Closure cl)</code>	<code>OsgiManifest</code>	Returns an <code>OsgiManifest</code> object configured by the closure.

The classes in the `classes` dir are analyzed regarding their package dependencies and the packages they expose. Based on this the *Import-Package* and the *Export-Package* values of the OSGi Manifest are calculated. If the classpath contains jars with an OSGi bundle, the bundle information is used to specify version information for the *Import-Package* value. Beside the explicit properties of the `OsgiManifest` object you can add instructions.

#### Example 35.2. Configuration of OSGi MANIFEST.MF file

build.gradle

```
jar {
    manifest { // the manifest of the default jar is of type OsgiManifest
        name = 'overwrittenSpecialOsgiName'
        instruction 'Private-Package',
            'org.mycomp.package1',
            'org.mycomp.package2'
        instruction 'Bundle-Vendor', 'MyCompany'
        instruction 'Bundle-Description', 'Platform2: Metrics 2 Measures Framework'
        instruction 'Bundle-DocURL', 'http://www.mycompany.com'
    }
}
task fooJar(type: Jar) {
    manifest = osgiManifest {
        instruction 'Bundle-Vendor', 'MyCompany'
    }
}
```

The first argument of the instruction call is the key of the property. The other arguments form the value. They are joined by Gradle with the `,` separator. To learn more about the available instructions have a look at the [BND tool](#).

## The Eclipse Plugin

The Eclipse plugin generates files that are used by the Eclipse IDE, thus making it possible to import the project into Eclipse (File - Import... - Existing Projects into Workspace). Both external dependencies (including associated source and javadoc files) and project dependencies are considered.

Since 1.0-milestone-4 WTP-generating code was refactored into a separate plugin called `eclipse`. So if you are interested in WTP integration then only apply the `eclipse-wtp` plugin. Otherwise applying `eclipse` plugin is enough. This change was requested by Eclipse users who take advantage of `war` or `ear` plugin but they don't use Eclipse WTP. Internally, `eclipse-wtp` also applies the `eclipse` plugin so you don't need to apply both of those plugins.

What exactly the Eclipse plugin generates depends on which other plugins are used:

**Table 36.1. Eclipse plugin behavior**

Plugin	Description
None	Generates minimal <code>.project</code> file.
<u>Java</u>	Adds Java configuration to <code>.project</code> . Generates <code>.classpath</code> and JDT settings file.
<u>Groovy</u>	Adds Groovy configuration to <code>.project</code> file.
<u>Scala</u>	Adds Scala support to <code>.project</code> file.
<u>War</u>	Adds web application support to <code>.project</code> file. Generates WTP settings files only if <code>eclipse-wtp</code> plugin was applied.
<u>Ear</u>	Adds ear application support to <code>.project</code> file. Generates WTP settings files only if <code>ec</code> plugin was applied.

The Eclipse plugin is open to customization and provides a standardized set of hooks for adding and removing content from the generated files.

## 36.1. Usage

To use the Eclipse plugin, include this in your build script:

### Example 36.1. Using the Eclipse plugin

build.gradle

```
apply plugin: 'eclipse'
```

The Eclipse plugin adds a number of tasks to your projects. The main tasks that you will use are the `eclipse` and `cleanEclipse` tasks.

## 36.2. Tasks

The Eclipse plugin adds the tasks shown below to a project.

**Table 36.2. Eclipse plugin - tasks**

Task name	Depends on	Type
<code>eclipse</code>	<code>eclipseProject</code> , <code>eclipseClasspath</code> , <code>eclipseJdt</code> , <code>eclipseWtpComponent</code> , <code>cleanEclipseWtpFacet</code>	<u>Task</u>
<code>cleanEclipse</code>	<code>cleanEclipseProject</code> , <code>cleanEclipseClasspath</code> , <code>cleanEclipseJdt</code> , <code>cleanEclipseWtpComponent</code> , <code>cleanEclipseWtpFacet</code>	<u>Delete</u>
<code>cleanEclipseProject</code>	-	<u>Delete</u>
<code>cleanEclipseClasspath</code>	-	<u>Delete</u>
<code>cleanEclipseJdt</code>	-	<u>Delete</u>
<code>cleanEclipseWtpComponent</code>	-	<u>Delete</u>
<code>cleanEclipseWtpFacet</code>	-	<u>Delete</u>
<code>eclipseProject</code>	-	<u>GenerateEclipseProject</u>
<code>eclipseClasspath</code>	-	<u>GenerateEclipseClasspath</u>
<code>eclipseJdt</code>	-	<u>GenerateEclipseJdt</u>
<code>eclipseWtpComponent</code>	-	<u>GenerateEclipseWtpComponent</u>
<code>eclipseWtpFacet</code>	-	<u>GenerateEclipseWtpFacet</u>

## 36.3. Configuration

Table 36.3. Configuration of the Eclipse plugin

Model	Reference name	Description
<code>EclipseModel</code>	<code>eclipse</code>	Top level element that enables configuration of the Eclipse plugin in a DSL-friendly fashion
<code>EclipseProject</code>	<code>eclipse.project</code>	Allows configuring project information
<code>EclipseClasspath</code>	<code>eclipse.classpath</code>	Allows configuring classpath information
<code>EclipseJdt</code>	<code>eclipse.jdt</code>	Allows configuring jdt information (source/target java compatibility)
<code>EclipseWtpComponent</code>	<code>eclipse.wtp.component</code>	Allows configuring wtp component information only if eclipse-wtp plugin was applied.
<code>EclipseWtpFacet</code>	<code>eclipse.wtp.facet</code>	Allows configuring wtp facet information only if eclipse-wtp plugin was applied.

## 36.4. Customizing the generated files

The Eclipse plugin allows you to customise the generated metadata files. The plugin provides a DSL for configuring model objects that model the Eclipse view of the project. These model objects are then merged with the existing Eclipse XML metadata to ultimately generate new metadata. The model objects provide lower level hooks for working with domain objects representing the file content before and after merging with the model configuration. They also provide a very low level hook for working directly with the raw XML for adjustment before it is persisted, for fine tuning and configuration that the Eclipse plugin does not model.

### 36.4.1. Merging

Sections of existing Eclipse files that are also the target of generated content will be amended or overwritten, depending on the particular section. The remaining sections will be left as-is.

#### 36.4.1.1. Disabling merging with a complete overwrite

To completely overwrite existing Eclipse files, execute a clean task together with its corresponding generation task, for example `gradle cleanEclipse eclipse` (in that order). If you want to make this the default behavior, add `tasks.eclipse.dependsOn(cleanEclipse)` to your build script. This makes it unnecessary to execute the clean task explicitly.

Complete overwrite works equally well for individual files, for example by executing `gradle cleanEclipse eclipse`.

### 36.4.2. Hooking into the generation lifecycle

The Eclipse plugin provides objects modeling the sections of the Eclipse files that are generated by Gradle. The generation lifecycle is as follows:

1. The file is read; or a default version provided by Gradle is used if it does not exist
2. The `beforeMerged` hook is executed with a domain object representing the existing file
3. The existing content is merged with the configuration inferred from the Gradle build or defined explicitly in the eclipse DSL
4. The `whenMerged` hook is executed with a domain object representing contents of the file to be persisted
5. The `withXml` hook is executed with a raw representation of the xml that will be persisted
6. The final XML is persisted

The following table lists the domain object used for each of the Eclipse model types:

**Table 36.4. Advanced configuration hooks**

Model	<code>beforeMerged { arg -&gt; }</code> argument type	<code>whenMerged { arg -&gt; }</code> argument type	<code>withXml { arg -&gt; }</code> argument type
<code>EclipseProject</code>	<code>Project</code>	<code>Project</code>	<code>X</code>
<code>EclipseClasspath</code>	<code>Classpath</code>	<code>Classpath</code>	<code>X</code>
<code>EclipseJdt</code>	<code>Jdt</code>	<code>Jdt</code>	<code>X</code>
<code>EclipseWtpComponent</code>	<code>WtpComponent</code>	<code>WtpComponent</code>	<code>X</code>
<code>EclipseWtpFacet</code>	<code>WtpFacet</code>	<code>WtpFacet</code>	<code>X</code>

#### 36.4.2.1. Partial overwrite of existing content

A `completeOverwrite` causes all existing content to be discarded, thereby losing any changes made directly in the IDE. Alternatively, the `beforeMerged` hook makes it possible to overwrite just certain parts of the existing content. The following example removes all existing dependencies from the `Classpath` domain object:

#### Example 36.2. Partial Overwrite for Classpath

build.gradle

```
eclipse.classpath.file {  
    beforeMerged { classpath ->  
        classpath.entries.removeAll { entry -> entry.kind == 'lib' || entry.kind == 'ext' }  
    }  
}
```

The resulting `.classpath` file will only contain Gradle-generated dependency entries, but not any other dependency entries that may have been present in the original file. (In the case of dependency entries, this is also the default behavior.) Other sections of the `.classpath` file will be either left as-is or merged. The same could be done for the natures in the `.project` file:

### Example 36.3. Partial Overwrite for Project

build.gradle

```
eclipse.project.file.beforeMerged { project ->
    project.natures.clear()
}
```

#### 36.4.2.2. Modifying the fully populated domain objects

The `whenMerged` hook allows to manipulate the fully populated domain objects. Often this is the preferred way to customize Eclipse files. Here is how you would export all the dependencies of an Eclipse project:

### Example 36.4. Export Dependencies

build.gradle

```
eclipse.classpath.file {
    whenMerged { classpath ->
        classpath.entries.findAll { entry -> entry.kind == 'lib' }*.exported =
    }
}
```

#### 36.4.2.3. Modifying the XML representation

The `withXml` hook allows to manipulate the in-memory XML representation just before the file gets written to disk. Although Groovy's XML support makes up for a lot, this approach is less convenient than manipulating the domain objects. In return, you get total control over the generated file, including sections not modeled by the domain objects.

### Example 36.5. Customizing the XML

build.gradle

```
apply plugin: 'eclipse-wtp'

eclipse.wtp.facet.file.withXml { provider ->
    provider.asNode().fixed.find { it.@facet == 'jst.java' }.@facet = 'jst2.java'
}
```

## The IDEA Plugin

The IDEA plugin generates files that are used by [IntelliJ IDEA](#), thus making it possible to open the project from IDEA (File - Open Project). Both external dependencies (including associated source and javadoc files) and project dependencies are considered.

What exactly the IDEA plugin generates depends on which other plugins are used:

**Table 37.1. IDEA plugin behavior**

Plugin	Description
None	Generates an IDEA module file. Also generates an IDEA project and workspace file if the project is the root project.
<a href="#">Java</a>	Adds Java configuration to the module and project files.

One focus of the IDEA plugin is to be open to customization. The plugin provides a standardized set of hooks for adding and removing content from the generated files.

### 37.1. Usage

To use the IDEA plugin, include this in your build script:

**Example 37.1. Using the IDEA plugin**

build.gradle

```
apply plugin: 'idea'
```

The IDEA plugin adds a number of tasks to your project. The main tasks that you will use are the `idea` and `cleanIdea` tasks.

## 37.2. Tasks

The IDEA plugin adds the tasks shown below to a project. Notice that `clean` does not depend on `cleanIdea`. It's because workspace contains a lot of user specific temporary data and typically it is not desirable to manipulate it outside IDEA.

**Table 37.2. IDEA plugin - Tasks**

Task name	Depends on	Type	Description
<code>idea</code>	<code>ideaProject</code> , <code>ideaModule</code> , <code>ideaWorkspace</code>		Generates all IDEA configuration files
<code>cleanIdea</code>	<code>cleanIdeaProject</code> , <code>cleanIdeaModule</code>	<u>Delete</u>	Removes all IDEA configuration files
<code>cleanIdeaProject</code>	-	<u>Delete</u>	Removes the IDEA project file
<code>cleanIdeaModule</code>	-	<u>Delete</u>	Removes the IDEA module file
<code>cleanIdeaWorkspace</code>	-	<u>Delete</u>	Removes the IDEA workspace file
<code>ideaProject</code>	-	<u>GenerateIdeaProject</u>	Generates the <code>.ipr</code> file. This task is only added to the root project.
<code>ideaModule</code>	-	<u>GenerateIdeaModule</u>	Generates the <code>.iml</code> file
<code>ideaWorkspace</code>	-	<u>GenerateIdeaWorkspace</u>	Generates the <code>.iws</code> file. This task is only added to the root project.



## 37.3. Configuration

Table 37.3. Configuration of the idea plugin

Model	Reference name	Description
<code>IdeaModel</code>	<code>idea</code>	Top level element that enables configuration of the idea plugin in a DSL-friendly fashion
<code>IdeaProject</code>	<code>idea.project</code>	Allows configuring project information
<code>IdeaModule</code>	<code>idea.module</code>	Allows configuring module information
<code>IdeaWorkspace</code>	<code>idea.workspace</code>	Allows configuring the workspace xml

## 37.4. Customizing the generated files

IDEA plugin provides hooks and behavior for customizing the generated content. The workspace file can effectively only be manipulated via the `withXml` hook because its corresponding domain object is essentially empty.

The tasks recognize existing IDEA files, and merge them with the generated content.

### 37.4.1. Merging

Sections of existing IDEA files that are also the target of generated content will be amended or overwritten, depending on the particular section. The remaining sections will be left as-is.

#### 37.4.1.1. Disabling merging with a complete overwrite

To completely overwrite existing IDEA files, execute a clean task together with its corresponding generation task, for example `gradle cleanIdea idea` (in that order). If you want to make this the default behavior, add `tasks.idea.dependsOn(cleanIdea)` to your build script. This makes it unnecessary to execute the clean task explicitly.

Complete overwrite works equally well for individual files, for example by executing `gradle clean`.

### 37.4.2. Hooking into the generation lifecycle

The plugin provides objects modeling the sections of the metadata files that are generated by Gradle. The generation lifecycle is as follows:

1. The file is read; or a default version provided by Gradle is used if it does not exist
2. The `beforeMerged` hook is executed with a domain object representing the existing file
3. The existing content is merged with the configuration inferred from the Gradle build or defined explicitly in the eclipse DSL
4. The `whenMerged` hook is executed with a domain object representing contents of the file to be persisted
5. The `withXml` hook is executed with a raw representation of the xml that will be persisted
6. The final XML is persisted

The following table lists the domain object used for each of the model types:

**Table 37.4. Idea plugin hooks**

Model	beforeMerged { arg -> } argument type	whenMerged { arg -> } argument type	withXml argumen
IdeaProject	Project	Project	XmlProv
IdeaModule	Module	Module	XmlProv
IdeaWorkspace	Workspace	Workspace	XmlProv

#### 37.4.2.1. Partial overwrite of existing content

A complete overwrite causes all existing content to be discarded, thereby losing any changes made directly in the IDE. The `beforeMerged` hook makes it possible to overwrite just certain parts of the existing content. The following example removes all existing dependencies from the `Module` domain object:

##### Example 37.2. Partial Overwrite for Module

build.gradle

```
idea.module.iml {
    beforeMerged { module ->
        module.dependencies.clear()
    }
}
```

The resulting module file will only contain Gradle-generated dependency entries, but not any other dependency entries that may have been present in the original file. (In the case of dependency entries, this is also the default behavior.) Other sections of the module file will be either left as-is or merged. The same could be done for the module paths in the project file:

##### Example 37.3. Partial Overwrite for Project

build.gradle

```
idea.project.ipr {
    beforeMerged { project ->
        project.modulePaths.clear()
    }
}
```

#### 37.4.2.2. Modifying the fully populated domain objects

The `whenMerged` hook allows to manipulate the fully populated domain objects. Often this is the preferred way to customize IDEA files. Here is how you would export all the dependencies of an IDEA module:

## Example 37.4. Export Dependencies

build.gradle

```
idea.module.iml {
    whenMerged { module ->
        module.dependencies*.exported = true
    }
}
```

### 37.4.2.3. Modifying the XML representation

The `withXmlhook` allows to manipulate the in-memory XML representation just before the file gets written to disk. Although Groovy's XML support makes up for a lot, this approach is less convenient than manipulating the domain objects. In return, you get total control over the generated file, including sections not modeled by the domain objects.

## Example 37.5. Customizing the XML

build.gradle

```
idea.project.ipr {
    withXml { provider ->
        provider.node.component.find { it.@name == 'VcsDirectoryMappings' }.ma}
    }
}
```

## 37.5. Further things to consider

The paths of the dependencies in the generated IDEA files are absolute. If you manually define a path variable pointing to the Gradle dependency cache, IDEA will automatically replace the absolute dependency paths with this path variable. If you use such a path variable, you need to configure this path variable via `idea.pathVariables`, so that it can do a proper merge without creating duplicates.

## The Antlr Plugin

The Antlr plugin extends the Java plugin to add support for generating parsers using Antlr.

### 38.1. Usage

To use the Antlr plugin, include in your build script:

#### Example 38.1. Using the Antlr plugin

build.gradle

```
apply plugin: 'antlr'
```

### 38.2. Tasks

The Antlr plugin adds a number of tasks to your project, as shown below.

**Table 38.1. Antlr plugin - tasks**

Task name	Depends on	Type	Description
generateGrammarSource	-	<u>AntlrTask</u>	Generates the source files for all production Antlr grammars.
generateTestGrammarSource	-	<u>AntlrTask</u>	Generates the source files for all test Antlr grammars.
generateSourceSetGrammarSource		<u>AntlrTask</u>	Generates the source files for all Antlr grammars for the given source set.

The Antlr plugin adds the following dependencies to tasks added by the Java plugin.

**Table 38.2. Antlr plugin - additional task dependencies**

Task name	Depends on
compileJava	generateGrammarSource
compileTestJava	generateTestGrammarSource
compileSourceSetJava	generateSourceSetGrammarSource

### 38.3. Project layout

**Table 38.3. Antlr plugin - project layout**

Directory	Meaning
src/main/antlr	Production Antlr grammar files.
src/test/antlr	Test Antlr grammar files.
src/sourceSet/antlr	Antlr grammar files for the given source set.

### 38.4. Dependency management

The Antlr plugin adds an `antlr` dependency configuration. You use this to declare the version of Antlr you wish to use.

#### Example 38.2. Declare Antlr version

build.gradle

```
repositories {
    mavenCentral()
}

dependencies {
    antlr 'antlr:antlr:2.7.7'
}
```

### 38.5. Convention properties

The Antlr plugin does not add any convention properties.

### 38.6. Source set properties

The Antlr plugin adds the following properties to each source set in the project.

**Table 38.4. Antlr plugin - source set properties**

Property name	Type	Default value	Description
antlr	<u>SourceDirectorySet</u> (read-only)	Not null	The Antlr grammar files of this source set. Contains all .g found in the Antlr source directories, and excludes all other types of files.
antlr.srcDirs	Set<File>. Can set using anything described in <u>Section 16.5, “Specifying a set of input files”</u> .	[ <i>projectDir</i> /src/main/antlr/]	The source directories containing the Antlr grammar files of this source set.

# The Project Report Plugin

The Project report plugin is currently a work in progress, and at this stage doesn't do particularly much. We plan to add much more to these reports in future releases of Gradle.

The Project report plugin adds some tasks to your project which generate reports containing useful information about your build. Those tasks generate exactly the same content as the command line reports triggered by `gradle tasks`, `gradle dependencies` and `gradle properties` (see [Section 11.5, “Obtaining information about your build”](#)). In contrast to the command line reports, the report plugin generates the reports into a file. There is also an aggregating task that depends on all report tasks added by the plugin.

## 39.1. Usage

To use the Project report plugin, include in your build script:

```
apply plugin: 'project-report'
```

## 39.2. Tasks

The project report plugin defines the following tasks:

**Table 39.1. Project report plugin - tasks**

Task name	Depends on	Type	Description
dependencyReport	-	<u>DependencyReportTask</u>	Generates the project dependency report.
propertyReport	-	<u>PropertyReportTask</u>	Generates the project property report.
taskReport	-	<u>TaskReportTask</u>	Generates the project task report.
projectReport	dependencyReport, propertyReport, taskReport	<u>TaskReport</u>	Generates all project reports.

### 39.3. Project layout

The project report plugin does not require any particular project layout.

### 39.4. Dependency management

The project report plugin does not define any dependency configurations.

### 39.5. Convention properties

The project report defines the following convention properties:



**Table 39.2. Project report plugin - convention properties**

Property name	Type	Default value
reportsDirName	String	reports
reportsDir	File (read-only)	<i>buildDir/reportsDirName</i>
projects	Set<Project>	A one element set with the project
projectReportDirName	String	project
projectReportDir	File (read-only)	<i>reportsDir/projectReportDirName</i>

These convention properties are provided by a convention object of type ProjectReportsPluginConvention.

## The Announce Plugin

The Gradle announce allows to send custom announcements during a build. The following notification systems are supported:

- Twitter
- notify-send (Ubuntu)
- Snarl (Windows)
- Growl (Mac OS X)

### 40.1. Usage

To use the announce plugin, apply it to your build script:

#### Example 40.1. Using the announce plugin

build.gradle

```
apply plugin: 'announce'
```

Next, configure your notification service(s) of choice (see table below for which configuration properties are available):

#### Example 40.2. Configure the announce plugin

build.gradle

```
announce {  
    username = 'myId'  
    password = 'myPassword'  
}
```

Finally, send announcements with the `announce` method:

### Example 40.3. Using the announce plugin

build.gradle

```
task helloWorld << {
    println "Hello, world!"
}

helloWorld.doLast {
    announce.announce("helloWorld completed!", "twitter")
    announce.announce("helloWorld completed!", "local")
}
```

The `announce` method takes two String arguments: The message to be sent, and the notification service to be used. The following table lists supported notification services and their configuration properties.

**Table 40.1. Announce Plugin Notification Services**

Notification Service	Operating System	Configuration Properties	Further Information
twitter	Any	username, password	
snarl	Windows		
growl	Mac OS X		
notify-send	Ubuntu		Requires the notify-send package to be installed. Use <code>sudo apt-get install libnotify</code> to install it.
local	Windows, Mac OS X, Ubuntu		Automatically chooses between snarl, growl, and notify-send depending on the current operating system.

## 40.2. Configuration

See [AnnouncePluginExtension](#).

# The Build Announcements Plugin

The build announcements is experimental and should not be considered stable.

The build announcements plugin uses the [announce](#) plugin to send local announcements on important events in the build.

## 41.1. Usage

To use the build announcements plugin, include in your build script:

### Example 41.1. Using the build announcements plugin

build.gradle

```
apply plugin: 'build-announcements'
```

That's it. If you want to tweak where the announcements go, you can configure the [announce](#) plugin to change the local announcer.

You can also apply the plugin from an init script:

### Example 41.2. Using the build announcements plugin from an init script

init.gradle

```
rootProject {  
    apply plugin: 'build-announcements'  
}
```

# The Application Plugin

The Gradle application plugin extends the language plugins with common application related tasks. It allows running and bundling applications for the jvm.

## 42.1. Usage

To use the application plugin, include in your build script:

### Example 42.1. Using the application plugin

build.gradle

```
apply plugin: 'application'
```

To define the main-class for the application you have to set the `mainClassName` property as shown below

### Example 42.2. Configure the application main class

build.gradle

```
mainClassName = "org.gradle.sample.Main"
```

Then, you can run the application by running **gradle run**. Gradle will take care of building the application classes, along with their runtime dependencies, and starting the application with the correct classpath.

The plugin can also build a distribution for your application. The distribution will package up the runtime dependencies of the application along with some OS specific start scripts. All files stored in `src/dist` will be added to the root of the distribution. You can run **gradle installApp** to create an image of the application in `build/install/projectName`. You can run **gradle dist** to create a ZIP containing the distribution.

## 42.2. Tasks

The Application plugin adds the following tasks to the project.

**Table 42.1. Application plugin - tasks**

Task name	Depends on	Type	Description
run	classes	<a href="#">JavaExec</a>	Starts the application.
startScripts	jar	<a href="#">CreateStartScripts</a>	Creates OS specific scripts to run the project as a JVM application.
installApp	jar, startScripts	<a href="#">Sync</a>	Installs the application into a specified directory.
distZip	jar, startScripts	<a href="#">Zip</a>	Creates a full distribution ZIP archive including runtime libraries and OS specific scripts.

## 42.3. Convention properties

The application plugin adds some properties to the project, which you can use to configure its behaviour. See [Project](#).

## 42.4. Including other resources in the distribution

One of the convention properties added by the plugin is `applicationDistribution` which is a [CopySpec](#). This specification is used by the `installApp` and `distZip` tasks as the specification of what is to be include in the distribution. Above copying the starting scripts to the `bin` dir and necessary jars to `lib` in the distribution, all of the files from the `src/dist` directory are also copied. To include any static files in the distribution, simply arrange them in the `src/dist` directory.

If your project generates files to be included in the distribution, e.g. documentation, you can add these files to the distribution by adding to the `applicationDistribution` copy spec.

### Example 42.3. Include output from other tasks in the application distribution

build.gradle

```
task createDocs {
    def docs = file("$buildDir/docs")
    outputs.dir docs
    doLast {
        docs.mkdirs()
        new File(docs, "readme.txt").write("Read me!")
    }
}

applicationDistribution.from(createDocs) {
    into "docs"
}
```

By specifying that the distribution should include the task's output files (see [Section 15.8.1, “Declaring a task's inputs and outputs”](#)), Gradle knows that the task that produces the files must be invoked before the distribution can be assembled and will take care of this for you.

### Example 42.4. Automatically creating files for distribution

Output of **gradle distZip**

```
> gradle distZip
:createDocs
:compileJava
:processResources UP-TO-DATE
:classes
:jar
:startScripts
:distZip

BUILD SUCCESSFUL

Total time: 1 secs
```

# Dependency Management

## 43.1. Introduction

This chapter gives an overview of issues related with dependency management and presents how Gradle can be used to overcome them.

Gradle offers a very good support for dependency management. If you are familiar with Maven or Ivy approach you will be delighted to learn that:

- All the concepts that you already know and like are still there and are fully supported by Gradle. The current dependency management solutions all require to work with XML descriptor files and are usually based on remote repositories for downloading the dependencies. Gradle fully supports this approach.
- Gradle works *perfectly* with your existent dependency management infrastructure, be it Maven or Ivy. All the repositories you have set up with your custom POM or ivy files can be used as they are. No changes necessary.
- Additionally, Gradle offers a simpler approach, which might be better suited for some projects.

## 43.2. Dependency management overview

We think dependency management is very important for almost any project. Yet the kind of dependency management you need depends on the complexity and the environment of your project. Is your project a distribution or a library? Is it part of an enterprise environment, where it is integrated into other projects builds or not? But all types of projects share the following requirements:

- The version of the jar must be easy to recognize. Sometimes the version is in the Manifest file of the jar, often not. And even if, it is rather painful to always look into the Manifest file to learn about the version. Therefore we think that you should only use jars which have their version as part of their file name.
- It hopes to be clear what are the first level dependencies and what are the transitive ones. There are different ways to achieve this. We will look at this later.



- Conflicting versions of the same jar should be detected and either resolved or cause an exception.

#### **43.2.1. Versioning the jar name**

Why do we think this is necessary? Without a dependency management as described above, your are likely to burn your fingers sooner or later. If it is unclear which version of a jar you are using, this can introduce subtle bugs which are very hard to find. For example there might be a project which uses Hibernate 3.0.4. There are some problems with Hibernate so a developer installs version 3.0.5 of Hibernate on her machine. This did not solve the problem but she forgot to roll back Hibernate to 3.0.4. Weeks later there is an exception on the integration machine which can't be reproduced on the developer machine. Without a version in the jar name this problem might take a long time to debug. Version in the jar names increases the expressiveness of your project and makes it easier to maintain.

#### **43.2.2. Transitive dependency management**

Why is transitive dependency management so important? If you don't know which dependencies are first level dependencies and which ones are transitive you will soon lose control over your build. Even Gradle has already 20+ jars. An enterprise project using Spring, Hibernate, etc. easily ends up with 100+ jars. There is no way to memorize where all these jars come from. If you want to get rid of a first level dependency you can't be sure which other jars you should remove. Because a dependency of a first level dependency might also be a first level dependency itself. Or it might be a transitive dependency of another of your first level dependencies. Many first level dependencies are runtime dependencies and the transitive dependencies are of course all runtime dependencies. So the compiler won't help you much here. The end of the story is, as we have seen very often, no one dares to remove any jar any longer. The project classpath is a complete mess and if a classpath problem arises, hell on earth invites you for a ride. In one of my former projects, I found some ldap related jar in the classpath, whose sheer presence, as I found out after much research, accelerated LDAP access. So removing this jar would not have led to any errors at compile or runtime.

Gradle offers you different ways to express what are first level and what are transitive dependencies. Gradle allows you for example to store your jars in CVS or SVN without XML descriptor files and still use transitive dependency management. Gradle also validates your dependency hierarchy against the reality of your code by using only the first level dependencies for compiling.

#### **43.2.3. Version conflicts**

In your dependency description you tell Gradle which version of a dependency is needed by another dependency. This frequently leads to conflicts. Different dependencies rely on different versions of another dependency. The JVM unfortunately does not offer yet any easy way, to have different versions of the same jar in the classpath (see [Section 43.2.5, "Dependency management and Java"](#)).

Gradle offers following conflict resolution strategies:

- *Newest* - used by default by Gradle - the newest version of the dependency is used. This strategy has been in Gradle since early days.

- *Fail* - fail eagerly on version conflict. Useful if you need extra control and manage the conflicts manually. Introduced in 1.0-milestone-6. See [ResolutionStrategy](#) for reference on managing the conflict resolution strategies.

Gradle provides means to resolve version conflicts:

- Configuring a first level dependency as *forced*. The feature has been in Gradle since early days. This approach is useful if the dependency incurring conflict is already a first level dependency. See examples in [DependencyHandler](#)
- Configuring any dependency (transitive or not) as *forced*. The feature was introduced in 1.0-milestone-7. This approach is useful if the dependency incurring conflict is a transitive dependency. It also can be used to force versions of first level dependencies. See examples in [ResolutionStrategy](#)

To deal with problems due to version conflicts, reports with dependency graphs are also very helpful. Such reports are another feature of dependency management.

#### 43.2.4. Dynamic Versions and Changing Modules

Sometimes, you always want to use the latest version of a particular dependency, or the latest in a range of versions. You can easily do this using a *dynamic version*. A dynamic version can be either a version range (eg. 2.+ ) or it can be a placeholder for the latest version available (eg. latest.in ).

Alternatively, sometimes the module you request can change over time, even for the same version. An example of this type of *changing module* is a maven SNAPSHOT module, which always points at the latest artifacts published.

The main difference between a *dynamic version* and a *changing module* is that when you resolve a *dynamic version*, you'll get the real, static version as the module name. When you resolve a *changing module*, the artifacts are named using the version you requested, but the underlying artifacts may change over time.

By default, Gradle caches dynamic versions and changing modules for 24 hours. You can override the default cache modes using [command line options](#). You can change the cache expiry times in your build using the `resolution strategy` (see [Section 43.8.3, "Fine-tuned control over dependency caching"](#)).

#### 43.2.5. Dependency management and Java

Traditionally, Java has offered no support at all for dealing with libraries and versions. There are no standard ways to say that `foo-1.0.jar` depends on a `bar-2.0.jar`. This has led to proprietary solutions. The most popular ones are Maven and Ivy. Maven is a complete build system whereas Ivy focuses solely on dependency management.

Both approaches rely on descriptor XML files, which contains information about the dependencies of a particular jar. Both also use repositories where the actual jars are placed together with their descriptor files. And both offer resolution for conflicting jar versions in one form or the other. Yet we think the differences of both approaches are significant in terms of flexibility and maintainability. Beside this, Ivy fully supports the Maven dependency handling. So with Ivy you have access to both worlds. We like Ivy very much. Gradle uses it under the hood for its dependency

management. Ivy is most often used via Ant and XML descriptors. But it also has an API. We integrate deeply with Ivy via its API. This enables us to build new concepts on top of Ivy which Ivy does not offer itself.

Right now there is a lot of movement in the field of dependency handling. There is OSGi and there is JSR-294, Improved Modularity Support in the Java™ Programming Language. OSGi is available already, JSR-294 is supposed to be shipped with Java 7. These technologies deal, amongst many other things, also with a painful problem which is neither solved by Maven nor by Ivy. This is enabling different versions of the same jar to be used at runtime.

### 43.3. Dependency configurations

In Gradle dependencies are grouped into configurations. Configurations have a name, a number of other properties, and they can extend each other. Many Gradle plugin add pre-defined configurations to your project. The Java plugin, for example, adds some configurations to represent the various classpaths it needs. see [Section 23.5, “Dependency management”](#) for details. Of course you can add your add custom configurations on top of that. There are many use cases for custom configurations. This is very handy for example for adding dependencies not needed for building or testing your software (e.g. additional JDBC drivers to be shipped with your distribution).

A project's configurations are managed by a `configurations` object. The closure you pass to the configurations object is applied against its API. To learn more about this API have a look at [ConfigurationContainer](#).

To define a configuration:

#### Example 43.1. Definition of a configuration

build.gradle

```
configurations {  
    compile  
}
```

To access a configuration:

#### Example 43.2. Accessing a configuration

build.gradle

```
println configurations.compile.name  
println configurations['compile'].name
```

To configure a configuration:

### Example 43.3. Configuration of a configuration

build.gradle

```
configurations {
    compile {
        description = 'compile classpath'
        transitive = true
    }
    runtime {
        extendsFrom compile
    }
}
configurations.compile {
    description = 'compile classpath'
}
```

## 43.4. How to declare your dependencies

There are several different types of dependencies that you can declare:

**Table 43.1. Dependency types**

Type	Description
<u>External module dependency</u>	A dependency on an external module in some repository.
<u>Project dependency</u>	A dependency on another project in the same build.
<u>File dependency</u>	A dependency on a set of files on the local filesystem.
<u>Client module dependency</u>	A dependency on an external module, where the artifacts are located in some repository but the module meta-data is specified by the local build. You use this kind of dependency when you want to override the meta-data for the module.
<u>Gradle API dependency</u>	A dependency on the API of the current Gradle version. You use this kind of dependency when you are developing custom Gradle plugins and task types.
<u>Local Groovy dependency</u>	A dependency on the Groovy version used by the current Gradle version. You use this kind of dependency when you are developing custom Gradle plugins and task types.

### 43.4.1. External module dependencies

External module dependencies are the most common dependencies. They refer to a module in an external repository.

## Example 43.4. Module dependencies

build.gradle

```
dependencies {
    runtime group: 'org.springframework', name: 'spring-core', version: '2.5'
    runtime 'org.springframework:spring-core:2.5', 'org.springframework:spring-
runtime(
    [group: 'org.springframework', name: 'spring-core', version: '2.5'],
    [group: 'org.springframework', name: 'spring-aop', version: '2.5']
)
runtime('org.hibernate:hibernate:3.0.5') {
    transitive = true
}
runtime group: 'org.hibernate', name: 'hibernate', version: '3.0.5', trans:
runtime(group: 'org.hibernate', name: 'hibernate', version: '3.0.5') {
    transitive = true
}
}
```

Please see the [DependencyHandler](#) for more examples and complete reference. Please read on to get thorough understanding of the Gradle's dependency management.

Gradle provides different notations for module dependencies. There is a string notation and a map notation. A module dependency has an API which allows for further configuration. Have a look at [ExternalModuleDependency](#) to learn all about the API. This API provides properties and configuration methods. Via the string notation you can define a subset the properties. With the map notation you can define all properties. To have access to the complete API, either with the map or with the string notation, you can assign a single dependency to a configuration together with a closure.

If you declare a module dependency, Gradle looks for a corresponding module descriptor file (`pom.xml` or `ivy.xml`) in the repositories. If such a module descriptor file exists, it is parsed and the artifacts of this module (e.g. `hibernate-3.0.5.jar`) as well as its dependencies (e.g. `cglib`) are downloaded. If no such module descriptor file exists, Gradle looks for a file called `hibernate-3.0` to retrieve. In Maven a module can only have one and only one artifact. In Gradle and Ivy a module can have multiple artifacts. Each artifact can have a different set of dependencies.

### 43.4.1.1. Depending on modules with multiple artifacts

As mentioned earlier, a maven module has only one artifact. So, when your project depends on a maven module it's obvious what artifact is the actual dependency. With Gradle or Ivy the case is different. Ivy model of dependencies (`ivy.xml`) can declare multiple artifacts. For more information, see Ivy reference for `ivy.xml`. In Gradle, when you declare a dependency on an ivy module you actually declare dependency on the 'default' configuration of that module. So the actual list of artifacts (typically jars) your project depends on, are all artifacts that are attached to the default configuration of that module. This is very important in following exemplary use cases:

- The default configuration of some module contains some artifacts you don't want on the classpath. You might need to configure a dependency on specific artifact(s) of given module, rather than pulling all artifacts of the default dependency

- The artifact you need on the classpath has been published in a different configuration than the `default` one. This means this artifact will not be pulled in by Gradle. Unless you explicitly declare what configuration of the module you depend on.

There are other situations where it is necessary to fine-tune the dependency declaration. Please see the [DependencyHandler](#) for examples and complete reference on declaring dependencies.

#### 43.4.1.2. Artifact only notation

As said above, if no module descriptor file can be found, Gradle by default downloads a jar with the name of the module. But sometimes, even if the repository contains module descriptors, you want to download only the artifact jar, without the dependencies. <sup>[12]</sup> And sometimes you want to download a zip from a repository, that does not have module descriptors. Gradle provides an *artifact only* notation for those use cases - simply prefix the extension that you want to be downloaded with '@' sign:

#### Example 43.5. Artifact only notation

build.gradle

```
dependencies {  
    runtime "org.groovy:groovy:1.8.6@jar"  
    runtime group: 'org.groovy', name: 'groovy', version: '1.8.6', ext: 'jar'  
}
```

An artifact only notation creates a module dependency which downloads only the artifact file with the specified extension. Existing module descriptors are ignored.

#### 43.4.1.3. Classifiers

The Maven dependency management has the notion of classifiers. <sup>[13]</sup> Gradle supports this. To retrieve classified dependencies from a maven repository you can write:

#### Example 43.6. Dependency with classifier

build.gradle

```
compile "org.gradle.test.classifiers:service:1.0:jdk15@jar"  
otherConf group: 'org.gradle.test.classifiers', name: 'service', version:
```

As you can see in the example, classifiers can be used together with setting an explicit extension (artifact only notation).

To use the external dependencies of a configuration:

### Example 43.7. Usage of external dependency of a configuration

build.gradle

```
task listJars << {
    configurations.compile.each { File file -> println file.name }
}
```

Output of **gradle -q listJars**

```
> gradle -q listJars
hibernate-core-3.6.7.Final.jar
antlr-2.7.6.jar
commons-collections-3.1.jar
dom4j-1.6.1.jar
slf4j-api-1.6.1.jar
hibernate-commons-annotations-3.2.0.Final.jar
hibernate-jpa-2.0-api-1.0.1.Final.jar
jta-1.1.jar
```

### 43.4.2. Client module dependencies

Client module dependencies enable you to declare *transitive* dependencies directly in your build script. They are a replacement for a module descriptor XML file in an external repository.

### Example 43.8. Client module dependencies - transitive dependencies

build.gradle

```
dependencies {
    runtime module("org.codehaus.groovy:groovy-all:1.8.6") {
        dependency("commons-cli:commons-cli:1.0") {
            transitive = false
        }
        module(group: 'org.apache.ant', name: 'ant', version: '1.8.4') {
            dependencies "org.apache.ant:ant-launcher:1.8.4@jar", "org.apache.
        }
    }
}
```

This declares a dependency of your project on Groovy. Groovy itself has dependencies. But Gradle does not look for an XML descriptor to figure them out but gets the information from the build file. The dependencies of a client module can be normal module dependencies or artifact dependencies or another client module. Have also a look at the API documentation:

[ClientModule](#)

In the current release client modules have one limitation. Let's say your project is a library and you want this library to be uploaded to your company's Maven or Ivy repository. Gradle uploads the jars of your project to the company repository together with the XML descriptor file of the dependencies. If you use client modules the dependency declaration in the XML descriptor file is not correct. We will improve this in a future release of Gradle.

### 43.4.3. Project dependencies

Gradle distinguishes between external dependencies and dependencies on projects which are part of the same multi-project build. For the latter you can declare *Project Dependencies*.

#### Example 43.9. Project dependencies

build.gradle

```
dependencies {  
    compile project(':shared')  
}
```

For more information see the API documentation for [ProjectDependency](#)

Multi-project builds are discussed in [Chapter 49, Multi-project Builds](#).

### 43.4.4. File dependencies

File dependencies allow you to directly add a set of files to a configuration, without first adding them to a repository. This can be useful if you cannot, or do not want to, place certain files in a repository. Or if you do not want to use any repositories at all for storing your dependencies.

To add some files as a dependency for a configuration, you simply pass a [file collection](#) as a dependency:

#### Example 43.10. File dependencies

build.gradle

```
dependencies {  
    runtime files('libs/a.jar', 'libs/b.jar')  
    runtime fileTree(dir: 'libs', include: '*.jar')  
}
```

File dependencies are not included in the published dependency descriptor for your project. However, file dependencies are included in transitive project dependencies within the same build. This means they cannot be used outside the current build, but they can be used with the same build.

You can declare which tasks produce the files for a file dependency. You might do this when, for example, the files are generated by the build.



### Example 43.11. Generated file dependencies

build.gradle

```
dependencies {
    compile files("$buildDir/classes") {
        builtBy 'compile'
    }
}

task compile << {
    println 'compiling classes'
}

task list(dependsOn: configurations.compile) << {
    println "classpath = ${configurations.compile.collect {File file -> file.name}}
}
```

Output of `gradle -q list`

```
> gradle -q list
compiling classes
classpath = [classes]
```

### 43.4.5. Gradle API Dependency

You can declare a dependency on the API of the current version of Gradle by using the `DependencyHandler.gradleApi()` method. This is useful when you are developing custom Gradle tasks or plugins.

### Example 43.12. Gradle API dependencies

build.gradle

```
dependencies {
    compile gradleApi()
}
```

### 43.4.6. Local Groovy Dependency

You can declare a dependency on the Groovy that is distributed with Gradle by using the `DependencyHandler.localGroovy()` method. This is useful when you are developing custom Gradle tasks or plugins in Groovy.

### Example 43.13. Gradle's Groovy dependencies

build.gradle

```
dependencies {
    groovy localGroovy()
}
```

### 43.4.7. Excluding transitive dependencies

You can exclude a *transitive* dependency either by configuration or by dependency:

#### Example 43.14. Excluding transitive dependencies

build.gradle

```
configurations {
    compile.exclude module: 'commons'
    all*.exclude group: 'org.gradle.test.excludes', module: 'reports'
}

dependencies {
    compile("org.gradle.test.excludes:api:1.0") {
        exclude module: 'shared'
    }
}
```

If you define an exclude for a particular configuration, the excluded transitive dependency will be filtered for all dependencies when resolving this configuration or any inheriting configuration. If you want to exclude a transitive dependency from all your configurations you can use the Groovy spread-dot operator to express this in a concise way, as shown in the example. When defining an exclude, you can specify either only the organization or only the module name or both. Have also a look at the API documentation of [Dependency](#) and [Configuration](#).

Not every transitive dependency can be excluded - some transitive dependencies might be essential for correct runtime behavior of the application. Generally, one can exclude transitive dependencies that are either not required by runtime or that are guaranteed to be available on the target environment/platform.

Should you exclude per-dependency or per-configuration? It turns out that in majority of cases you want to use the per-configuration exclusion. Here are the some exemplary reasons why one might want to exclude a transitive dependency. Bear in mind that for some of those use cases there are better solutions than exclusions!

- The dependency is undesired due to licensing reasons.
- The dependency is not available in any of remote repositories.
- The dependency is not needed for runtime.
- The dependency has a version that conflicts with a desired version. For that use case please refer to [Section 43.2.3, “Version conflicts”](#) and the documentation on [ResolutionStrategy](#) for a potentially better solution to the problem.

Basically, in most of the cases excluding the transitive dependency should be done per configuration. This way the dependency declaration is more explicit. It is also more accurate because a per-dependency exclude rule does not guarantee the given transitive dependency does not show up in the configuration. For example, some other dependency, which does not have any exclude rules, might pull in that unwanted transitive dependency.

Other examples of the dependency exclusions can be found in the reference for [ModuleDependency](#) or [DependencyHandler](#).

### 43.4.8. Optional attributes

All attributes for a dependency are optional, except the name. It depends on the repository type, which information is need for actually finding the dependencies in the repository. See [Section 43.6, “Repositories”](#). If you work for example with Maven repositories, you need to define the group, name and version. If you work with filesystem repositories you might only need the name or the name and the version.

#### Example 43.15. Optional attributes of dependencies

build.gradle

```
dependencies {
    runtime ":junit:4.10", ":testng"
    runtime name: 'testng'
}
```

You can also assign collections or arrays of dependency notations to a configuration:

#### Example 43.16. Collections and arrays of dependencies

build.gradle

```
List groovy = ["org.codehaus.groovy:groovy-all:1.8.6@jar",
               "commons-cli:commons-cli:1.0@jar",
               "org.apache.ant:ant:1.8.4@jar"]
List hibernate = ['org.hibernate:hibernate:3.0.5@jar', 'somegroup:someorg:1.0@']
dependencies {
    runtime groovy, hibernate
}
```

### 43.4.9. Dependency configurations

In Gradle a dependency can have different configurations (as your project can have different configurations). If you don't specify anything explicitly, Gradle uses the default configuration of the dependency. For dependencies from a Maven repository, the default configuration is the only available one anyway. If you work with Ivy repositories and want to declare a non-default configuration for your dependency you have to use the map notation and declare:

#### Example 43.17. Dependency configurations

build.gradle

```
dependencies {
    runtime group: 'org.somegroup', name: 'somedependency', version: '1.0', co
}
```

To do the same for project dependencies you need to declare:

### Example 43.18. Dependency configurations for project

build.gradle

```
dependencies {  
    compile project(path: ':api', configuration: 'spi')  
}
```

#### 43.4.10. Dependency reports

You can generate dependency reports from the command line (see [Section 11.5.3, “Listing project dependencies”](#)). With the help of the Project report plugin (see [Chapter 39, \*The Project Report Plugin\*](#)) such a report can be created by your build.

## 43.5. Working with dependencies

For the examples below we have the following dependencies setup:

### Example 43.19. Configuration.copy

build.gradle

```
configurations {  
    sealife  
    alllife  
}  
  
dependencies {  
    sealife "sea.mammals:orca:1.0", "sea.fish:shark:1.0", "sea.fish:tuna:1.0"  
    alllife configurations.sealife  
    alllife "air.birds:albatros:1.0"  
}
```

The dependencies have the following transitive dependencies:

shark-1.0 -> seal-2.0, tuna-1.0

orca-1.0 -> seal-1.0

tuna-1.0 -> herring-1.0

You can use the configuration to access the declared dependencies or a subset of those:

### Example 43.20. Accessing declared dependencies

build.gradle

```
task dependencies << {
    configurations.alllife.dependencies.each { dep -> println dep.name }
    println()
    configurations.alllife.allDependencies.each { dep -> println dep.name }
    println()
    configurations.alllife.allDependencies.findAll { dep -> dep.name != 'orca'
}
```

#### Output of **gradle -q dependencies**

```
> gradle -q dependencies
albatros

albatros
orca
shark
tuna

albatros
shark
tuna
```

`dependencies` returns only the dependencies belonging explicitly to the configuration. `allDependencies` includes the dependencies from extended configurations.

To get the library files of the configuration dependencies you can do:

### Example 43.21. Configuration.files

build.gradle

```
task allFiles << {
    configurations.sealife.files.each { file ->
        println file.name
    }
}
```

#### Output of **gradle -q allFiles**

```
> gradle -q allFiles
orca-1.0.jar
shark-1.0.jar
tuna-1.0.jar
seal-2.0.jar
herring-1.0.jar
```

Sometimes you want the library files of a subset of the configuration dependencies (e.g. of a single dependency).

### Example 43.22. Configuration.files with spec

build.gradle

```
task files << {
    configurations.sealife.files { dep -> dep.name == 'orca' }.each { file ->
        println file.name
    }
}
```

#### Output of **gradle -q files**

```
> gradle -q files
orca-1.0.jar
seal-2.0.jar
```

The `Configuration.files` method always retrieves all artifacts of the *whole* configuration. It then filters the retrieved files by specified dependencies. As you can see in the example, transitive dependencies are included.

You can also copy a configuration. You can optionally specify that only a subset of dependencies from the original configuration should be copied. The copying methods come in two flavors. The `copy` method copies only the dependencies belonging explicitly to the configuration. The `copyRecursive` method copies all the dependencies, including the dependencies from extended configurations.

### Example 43.23. Configuration.copy

build.gradle

```
task copy << {
    configurations.alllife.copyRecursive { dep -> dep.name != 'orca' }.allDependencies
        println dep.name
    }
    println()
    configurations.alllife.copy().allDependencies.each { dep ->
        println dep.name
    }
}
```

#### Output of **gradle -q copy**

```
> gradle -q copy
albatros
shark
tuna

albatros
```

It is important to note that the returned files of the copied configuration are often but not always the same than the returned files of the dependency subset of the original configuration. In case of version conflicts between dependencies of the subset and dependencies not belonging to the

subset the resolve result might be different.

#### Example 43.24. Configuration.copy vs. Configuration.files

build.gradle

```
task copyVsFiles << {
    configurations.sealife.copyRecursive { dep -> dep.name == 'orca' }.each { dep ->
        println file.name
    }
    println()
    configurations.sealife.files { dep -> dep.name == 'orca' }.each { file ->
        println file.name
    }
}
```

Output of `gradle -q copyVsFiles`

```
> gradle -q copyVsFiles
orca-1.0.jar
seal-1.0.jar

orca-1.0.jar
seal-2.0.jar
```

In the example above, `orca` has a dependency on `seal-1.0` whereas `shark` has a dependency on `seal-2.0`. The original configuration has therefore a version conflict which is resolved to the newer `seal-2.0` version. The `files` method therefore returns `seal-2.0` as a transitive dependency of `orca`. The copied configuration only has `orca` as a dependency and therefore there is no version conflict and `seal-1.0` is returned as a transitive dependency.

Once a configuration is resolved it is immutable. Changing its state or the state of one of its dependencies will cause an exception. You can always copy a resolved configuration. The copied configuration is in the unresolved state and can be freshly resolved.

To learn more about the API of the configuration class see the API documentation: [Configuration](#).

## 43.6. Repositories

Gradle repository management, based on Apache Ivy, gives you a lot of freedom regarding repository layout and retrieval policies. Additionally Gradle provides various convenience methods to add pre-configured repositories.

You may configure any number of repositories, each of which is treated independently by Gradle. If Gradle finds a module descriptor in a particular repository, it will attempt to download all of the artifacts for that module from *the same repository*. Although module meta-data and module artifacts must be located in the same repository, it is possible to compose a single repository of multiple URLs, giving multiple locations to search for meta-data files and jar files.

There are several different types of repositories you can declare:

**Table 43.2. Repository types**

Type	Description
<u>Maven central repository</u>	A pre-configured repository that looks for dependencies in Maven Central.
<u>Maven local repository</u>	A pre-configured repository that looks for dependencies in the local Maven repository.
<u>Maven repository</u>	A Maven repository. Can be located on the local filesystem or at some remote location.
<u>Ivy repository</u>	An Ivy repository. Can be located on the local filesystem or at some remote location.
<u>Flat directory repository</u>	A simple repository on the local filesystem. Does not support any meta-data formats.

### 43.6.1. Maven central repository

To add the central Maven 2 repository (<http://repo1.maven.org/maven2>) simply add this to your build script:

#### Example 43.25. Adding central Maven repository

build.gradle

```
repositories {  
    mavenCentral()  
}
```

Now Gradle will look for your dependencies in this repository.

### 43.6.2. Local Maven repository

To use the local Maven cache as a repository you can do:

#### Example 43.26. Adding the local Maven cache as a repository

build.gradle

```
repositories {  
    mavenLocal()  
}
```

Gradle uses the same logic as maven to identify the location of your local maven cache. If a local repository location is defined in a `settings.xml`, this location will be used. The `settings.xml` in `USER_HOME/.m2` takes precedence over the `settings.xml` in `M2_HOME/conf`. If no setting is available, Gradle uses the default location `USER_HOME/.m2/repository`.

### 43.6.3. Maven repositories

For adding a custom Maven repository you can do:



### Example 43.27. Adding custom Maven repository

build.gradle

```
repositories {
    maven {
        url "http://repo.mycompany.com/maven2"
    }
}
```

Sometimes a repository will have the POMs published to one location, and the JARs and other artifacts published at another location. To define such a repository, you can do:

### Example 43.28. Adding additional Maven repositories for JAR files

build.gradle

```
repositories {
    maven {
        // Look for POMs and artifacts, such as JARs, here
        url "http://repo2.mycompany.com/maven2"
        // Look for artifacts here if not found at the above location
        artifactUrls "http://repo.mycompany.com/jars"
        artifactUrls "http://repo.mycompany.com/jars2"
    }
}
```

Gradle will look at the first URL for the POM and the JAR. If the JAR can't be found there, the artifact URLs are used to look for JARs.

#### 43.6.3.1. Accessing password protected Maven repositories

To access a Maven repository which uses basic authentication, you specify the username and password to use when you define the repository:

### Example 43.29. Accessing password protected Maven repository

build.gradle

```
repositories {
    maven {
        credentials {
            username 'user'
            password 'password'
        }
        url "http://repo.mycompany.com/maven2"
    }
}
```

It is advisable to keep your username and password in `gradle.properties` rather than directly in the build file.

#### 43.6.4. Flat directory repository

If you want to use a (flat) filesystem directory as a repository, simply type:

##### Example 43.30. Flat repository resolver

build.gradle

```
repositories {
    flatDir {
        dirs 'lib'
    }
    flatDir {
        dirs 'lib1', 'lib2'
    }
}
```

This adds repositories which look into one or more directories for finding dependencies. If you only work with flat directory resolvers you don't need to set all attributes of a dependency. See [Section 43.4.8, “Optional attributes”](#)

#### 43.6.5. Ivy repositories

To use an Ivy repository with a standard layout:

##### Example 43.31. Ivy repository

build.gradle

```
repositories {
    ivy {
        url "http://repo.mycompany.com/repo"
        layout "maven"
    }
}
```

See [IvyArtifactRepository](#) for details.

##### 43.6.5.1. Defining custom patterns for an Ivy repository

To define an Ivy repository with a non-standard layout, you can define a pattern layout for the repository:

### Example 43.32. Ivy repository with pattern layout

build.gradle

```
repositories {
    ivy {
        url "http://repo.mycompany.com/repo"
        layout 'pattern', {
            artifact "[module]/[revision]/[artifact].[ext]"
            ivy "[module]/[revision]/ivy.xml"
        }
    }
}
```

#### 43.6.5.2. Defining different artifact and ivy file locations for an Ivy repository

To define an Ivy repository which fetches ivy files and artifacts from different locations, you can explicitly define complete URL patterns for artifacts and ivy files:

### Example 43.33. Ivy repository with custom patterns

build.gradle

```
repositories {
    ivy {
        artifactPattern "http://repo.mycompany.com/3rd-party-artifacts/[organisation]/[module]/[revision]/[artifact].[ext]"
        artifactPattern "http://repo.mycompany.com/company-artifacts/[organisation]/[module]/[revision]/[artifact].[ext]"
        ivyPattern "http://repo.mycompany.com/ivy-files/[organisation]/[module]/[revision]/ivy.xml"
    }
}
```

#### 43.6.5.3. Accessing password protected Ivy repositories

To access an Ivy repository which uses basic authentication, you specify the username and password to use when you define the repository:

### Example 43.34. Ivy repository

build.gradle

```
repositories {
    ivy {
        credentials {
            username 'user'
            password 'password'
        }
        artifactPattern "http://repo.mycompany.com/[organisation]/[module]/[revision]/[artifact].[ext]"
    }
}
```

#### 43.6.6. Working with repositories

To access a repository:

### Example 43.35. Accessing a repository

build.gradle

```
println repositories.localRepository.name
println repositories['localRepository'].name
```

To configure a repository:

### Example 43.36. Configuration of a repository

build.gradle

```
repositories {
    flatDir {
        name 'localRepository'
    }
}
repositories {
    localRepository {
        dirs 'lib'
    }
}
repositories.localRepository {
    dirs 'lib'
}
```

#### 43.6.7. More about Ivy resolvers

Gradle, thanks to Ivy under its hood, is extremely flexible regarding repositories:

- There are many options for the protocol to communicate with the repository (e.g. filesystem, http, ssh, ...)
- Each repository can have its own layout.

Let's say, you declare a dependency on the `junit:junit:3.8.2` library. Now how does Gradle find it in the repositories? Somehow the dependency information has to be mapped to a path. In contrast to Maven, where this path is fixed, with Gradle you can define a pattern that defines what the path will look like. Here are some examples: <sup>[14]</sup>

```
// Maven2 layout (if a repository is marked as Maven2 compatible, the organization is split into subfolders)
someroot/[organisation]/[module]/[revision]/[module]-[revision].[ext]

// Typical layout for an ivy repository (the organization is not split into subfolders)
someroot/[organisation]/[module]/[revision]/[type]s/[artifact].[ext]

// Simple layout (the organization is not used, no nested folders.)
someroot/[artifact]-[revision].[ext]
```

To add any kind of repository (you can pretty easy write your own ones) you can do:

### Example 43.37. Definition of a custom repository

build.gradle

```
repositories {  
    ivy {  
        ivyPattern "$projectDir/repo/[organisation]/[module]-ivy-[revision].xml"  
        artifactPattern "$projectDir/repo/[organisation]/[module]-[revision](-  
    }  
}
```

An overview of which Resolvers are offered by Ivy and thus also by Gradle can be found [here](#). With Gradle you just don't configure them via XML but directly via their API.

## 43.7. How dependency resolution works

Gradle takes your dependency declarations and repository definitions and attempts to download all of your dependencies by a process called *dependency resolution*. Below is a brief outline of how this process works.

- Given a required dependency, Gradle first attempts to resolve the *module* for that dependency. Each repository is inspected in order, searching first for a *module descriptor* file (pom or ivy file) that indicates the presence of that module. If no module descriptor is found, Gradle will search for the presence of the primary *module artifact* file indicating that the module exists in the repository.
  - If the dependency is declared as a dynamic version (like 1.+), Gradle will resolve this to the newest available static version (like 1.2) in the repository. For maven repositories, this is done using the `maven-metadata.xml` file, while for ivy repositories this is done by directory listing.
  - If the module descriptor is a pom file that has a parent pom declared, Gradle will recursively attempt to resolve each of the parent modules for the pom.
- Once each repository has been inspected for the module, Gradle will choose the 'best' one to use. This is done using the following criteria:
  - For a dynamic version, a 'higher' static version is preferred over a 'lower' version.
  - Modules declared by a module descriptor file (ivy or pom file) are preferred over modules that have an artifact file only.
  - Modules from earlier repositories are preferred over modules in later repositories.

When the dependency is declared by a static version and a module descriptor file is found in a repository, there is no need to continue searching later repositories and the remainder of the process is short-circuited.

- All of the artifacts for the module are then requested from the *same repository* that was chosen in the process above.

## 43.8. The dependency cache

Gradle contains a highly sophisticated dependency caching mechanism, which seeks to minimise the number of remote requests made in dependency resolution, while striving to guarantee that the results of dependency resolution are correct and reproducible.

The Gradle dependency cache consists of 2 key types of storage:

- A file-based store of downloaded artifacts, including binaries like jars as well as raw downloaded meta-data like pom files and ivy files. The storage path for a downloaded artifact includes the SHA1 checksum, meaning that 2 artifacts with the same name but different content can easily be cached.
- A binary store of resolved module meta-data, including the results of resolving dynamic versions, module descriptors, and artifacts.

Separating the storage of downloaded artifacts from the cache metadata permits us to do some very powerful things with our cache that would be difficult with a transparent, file-only cache layout.

The Gradle cache does not allow the local cache to hide problems and creating mysterious and difficult to debug behavior that has been a challenge with many build tools. This new behavior is implemented in a bandwidth and storage efficient way. In doing so, Gradle enables reliable and reproducible enterprise builds.

### 43.8.1. Key features of the Gradle dependency cache

#### 43.8.1.1. Separate metadata cache

Gradle keeps a record of various aspects of dependency resolution in binary format in the metadata cache. The information stored in the metadata cache includes:

- The result of resolving a dynamic version (eg 1.+) to a concrete version (eg 1.2).
- The resolved module metadata for a particular module, including module artifacts and module dependencies.
- The resolved artifact metadata for a particular artifact, including a pointer to the downloaded artifact file.
- The *absence* of a particular module or artifact in a particular repository, eliminating repeated attempts to access a resource that does not exist.

Every entry in the metadata cache includes a record of the repository that provided the information as well as a timestamp that can be used for cache expiry.

#### 43.8.1.2. Repository caches are independent

As described above, for each repository there is a separate metadata cache. A repository is identified by its URL, type and layout. If a module or artifact has not been previously resolved from *this repository*, Gradle will attempt to resolve the module against the repository. This will always involve a remote lookup on the repository, however in many cases no download will be required (see Section 43.8.1.3, “Artifact reuse”, below).

Dependency resolution will fail if the required artifacts are not available in any repository specified by the build, regardless whether the local cache has retrieved this artifact from a different repository. Repository independence allows builds to be isolated from each other in an advanced way that no build tool has done before. This is a key feature to create builds that are reliable and reproducible in any environment.

#### **43.8.1.3. Artifact reuse**

Before downloading an artifact, Gradle tries to determine the checksum of the required artifact by downloading the sha file associated with that artifact. If the checksum can be retrieved, an artifact is not downloaded if an artifact already exists with the same id and checksum. If the checksum cannot be retrieved from the remote server, the artifact will be downloaded (and ignored if it matches an existing artifact).

As well as considering artifacts downloaded from a different repository, Gradle will also attempt to reuse artifacts found in the local Maven Repository. If a candidate artifact has been downloaded by Maven, Gradle will use this artifact if it can be verified to match the checksum declared by the remote server.

#### **43.8.1.4. Checksum based storage**

It is possible for different repositories to provide a different binary artifact in response to the same artifact identifier. This is often the case with Maven SNAPSHOT artifacts, but can also be true for any artifact which is republished without changing its identifier. By caching artifacts based on their SHA1 checksum, Gradle is able to maintain multiple versions of the same artifact. This means that when resolving against one repository Gradle will never overwrite the cached artifact file from a different repository. This is done without requiring a separate artifact file store per repository.

#### **43.8.1.5. Cache Locking**

The Gradle dependency cache uses file-based locking to ensure that it can safely be used by multiple Gradle processes concurrently. The lock is held whenever the binary meta-data store is being read or written, but is released for slow operations such as downloading remote artifacts.

### **43.8.2. Command line options to override caching**

#### **43.8.2.1. Offline**

The `--offline` command line switch tells Gradle to always use dependency modules from the cache, regardless if they are due to be checked again. When running with offline, Gradle will never attempt to access the network to perform dependency resolution. If required modules are not present in the dependency cache, build execution will fail.

#### **43.8.2.2. Refresh**

At times, the Gradle Dependency Cache can be out of sync with the actual state of the configured repositories. Perhaps a repository was initially misconfigured, or perhaps a "non-changing" module was published incorrectly. To refresh all dependencies in the dependency cache, use the `--refresh` option on the command line.

The `--refresh-dependencies` option tells Gradle to ignore all cached entries for resolved modules and artifacts. A fresh resolve will be performed against all configured repositories, with dynamic versions recalculated, modules refreshed, and artifacts downloaded. However, where

possible Gradle will attempt to if the previously downloaded artifacts are valid before downloading again. This is done by comparing published SHA1 values in the repository with the SHA1 values for existing downloaded artifacts.

### 43.8.3. Fine-tuned control over dependency caching

You can fine-tune certain aspects of caching using the `ResolutionStrategy` for a configuration.

By default, Gradle caches dynamic versions for 24 hours. To change how long Gradle will cache the resolved version for a dynamic version, use:

#### Example 43.38. Dynamic version cache control

build.gradle

```
configurations.all {
    resolutionStrategy.cacheDynamicVersionsFor 10, 'minutes'
}
```

By default, Gradle caches changing modules for 24 hours. To change how long Gradle will cache the meta-data and artifacts for a changing module, use:

#### Example 43.39. Changing module cache control

build.gradle

```
configurations.all {
    resolutionStrategy.cacheChangingModulesFor 30, 'days'
}
```

For more details, take a look at the API documentation for [ResolutionStrategy](#).

## 43.9. Strategies for transitive dependency management

Many projects rely on the [Maven Central repository](#). This is not without problems.

- The Maven Central repository can be down or has a very long response time.
- The `pom.xml`'s of many projects have wrong information (as one example, the POM of `comm` declares JUnit as a runtime dependency).
- For many projects there is not one right set of dependencies (as more or less imposed by the `pom` format).

If your project relies on the Maven Central repository you are likely to need an additional custom repository, because:

- You might need dependencies that are not uploaded to Maven Central yet.
- You want to deal properly with wrong metadata in a Maven Central `pom.xml`.
- You don't want to expose people who want to build your project, to the downtimes or



sometimes very long response times of Maven Central.

It is not a big deal to set-up a custom repository. <sup>[15]</sup> But it can be tedious, to keep it up to date. For a new version, you have always to create the new XML descriptor and the directories. And your custom repository is another infrastructure element which might have downtimes and needs to be updated. To enable historical builds, you need to keep all the past libraries and you need a backup. It is another layer of indirection. Another source of information you have to lookup. All this is not really a big deal but in its sum it has an impact. Repository Manager like Artifactory or Nexus make this easier. But for example open source projects don't usually have a host for those products.

This is a reason why some projects prefer to store their libraries in their version control system. This approach is fully supported by Gradle. The libraries can be stored in a flat directory without any XML module descriptor files. Yet Gradle offers complete transitive dependency management. You can use either client module dependencies to express the dependency relations, or artifact dependencies in case a first level dependency has no transitive dependencies. People can check out such a project from svn and have everything necessary to build it.

If you are working with a distributed version control system like Git you probably don't want to use the version control system to store libraries as people check out the whole history. But even here the flexibility of Gradle can make your life easier. For example you can use a shared flat directory without XML descriptors and yet you can have full transitive dependency management as described above.

You could also have a mixed strategy. If your main concern is bad metadata in the `pom.xml` and maintaining custom XML descriptors, *Client Modules* offer an alternative. But you can of course still use Maven2 repo and your custom repository as a repository for *jars only* and still enjoy *transitive* dependency management. Or you can only provide client modules for POMs with bad metadata. For the jars and the correct POMs you still use the remote repository.

#### 43.9.1. Implicit transitive dependencies

There is another way to deal with transitive dependencies *without* XML descriptor files. You can do this with Gradle, but we don't recommend it. We mention it for the sake of completeness and comparison with other build tools.

The trick is to use only artifact dependencies and group them in lists. That way you have somehow expressed, what are your first level dependencies and what are transitive dependencies (see Section 43.4.8, "Optional attributes"). But the draw-back is, that for the Gradle dependency management all dependencies are considered first level dependencies. The dependency reports don't show your real dependency graph and the `compile` task uses all dependencies, not just the first level dependencies. All in all, your build is less maintainable and reliable than it could be when using client modules. And you don't gain anything.

---

[12] Gradle supports partial multiproject builds (see Chapter 49, *Multi-project Builds*).

[ 1 3 ]

<http://www.sonatype.com/books/maven-book/reference/pom-relationships-sect-project-relationships>

[14] At <http://ant.apache.org/ivy/history/latest-milestone/concept.html> you can learn more about ivy

patterns.

[15] If you want to shield your project from the downtimes of Maven Central things get more complicated. You probably want to set-up a repository proxy for this. In an enterprise environment this is rather common. For an open source project it looks like overkill.

# Publishing artifacts

## 44.1. Introduction

This chapter is about how you declare the outgoing artifacts of your project, and how to work with them (e.g. upload them). We define the artifacts of the projects as the files the project provides to the outside world. This might be a library or a ZIP distribution or any other file. A project can publish as many artifacts as it wants.

## 44.2. Artifacts and configurations

Like dependencies, artifacts are grouped by configurations. In fact, a configuration can contain both artifacts and dependencies at the same time.

For each configuration in your project, Gradle provides the tasks `uploadConfigurationName` and `buildConfigurationName`.<sup>[16]</sup> Execution of these tasks will build or upload the artifacts belonging to the respective configuration.

Table [Table 23.5, “Java plugin - dependency configurations”](#) shows the configurations added by the Java plugin. Two of the configurations are relevant for the usage with artifacts. The `archives` configuration is the standard configuration to assign your artifacts to. The Java plugin automatically assigns the default jar to this configuration. We will talk more about the `runtime` configuration in [Section 44.5, “More about project libraries”](#). As with dependencies, you can declare as many custom configurations as you like and assign artifacts to them.

## 44.3. Declaring artifacts

### 44.3.1. Archive task artifacts

You can use an archive task to define an artifact:

#### Example 44.1. Defining an artifact using an archive task

build.gradle

```
task myJar(type: Jar)

artifacts {
    archives myJar
}
```

It is important to note that the custom archives you are creating as part of your build are not automatically assigned to any configuration. You have to explicitly do this assignment.

### 44.3.2. File artifacts

You can also use a file to define an artifact:

#### Example 44.2. Defining an artifact using a file

build.gradle

```
def someFile = file('build/somefile.txt')

artifacts {
    archives someFile
}
```

Gradle will figure out the properties of the artifact based on the name of the file. You can customize these properties:

#### Example 44.3. Customizing an artifact

build.gradle

```
task myTask(type: MyTaskType) {
    destFile = file('build/somefile.txt')
}

artifacts {
    archives(myTask.destFile) {
        name 'my-artifact'
        type 'text'
        builtBy myTask
    }
}
```

There is a map-based syntax for defining an artifact using a file. The map must include a `file` entry that defines the file. The map may include other artifact properties:

#### Example 44.4. Map syntax for defining an artifact using a file

build.gradle

```
task generate(type: MyTaskType) {
    destFile = file('build/somefile.txt')
}

artifacts {
    archives file: generate.destFile, name: 'my-artifact', type: 'text', builtBy: generate
}
```

## 44.4. Publishing artifacts

We have said that there is a specific upload task for each configuration. But before you can do an upload, you have to configure the upload task and define where to publish the artifacts to. The repositories you have defined (as described in [Section 43.6, “Repositories”](#)) are not automatically used for uploading. In fact, some of those repositories allow only for artifact downloading. Here is an example how you can configure the upload task of a configuration:

#### Example 44.5. Configuration of the upload task

build.gradle

```
repositories {
    flatDir {
        name "fileRepo"
        dirs "repo"
    }
}

uploadArchives {
    repositories {
        add project.repositories.fileRepo
        ivy {
            credentials {
                username "username"
                password "pw"
            }
            url "http://repo.mycompany.com"
        }
    }
}
```

As you can see, you can either use a reference to an existing repository or create a new repository. As described in [Section 43.6.7, “More about Ivy resolvers”](#), you can use all the Ivy resolvers suitable for the purpose of uploading.

Uploading to a Maven repository is described in [Section 45.6, “Interacting with Maven repositories”](#)

## 44.5. More about project libraries

If your project is supposed to be used as a library, you need to define what are the artifacts of this library and what are the dependencies of these artifacts. The Java plugin adds a `runtime` configuration for this purpose, with the implicit assumption that the `runtime` dependencies are the dependencies of the artifact you want to publish. Of course this is fully customizable. You can add your own custom configuration or let the existing configurations extend from other configurations. You might have different group of artifacts which have a different set of dependencies. This mechanism is very powerful and flexible.

If someone wants to use your project as a library, she simply needs to declare on which configuration of the dependency to depend on. A Gradle dependency offers the `configuration` property to declare this. If this is not specified, the `default` configuration is used (see [Section 43.4.9, “Dependency configurations”](#)). Using your project as a library can either happen from within a multi-project build or by retrieving your project from a repository. In the latter case, an `ivy.xml` descriptor in the repository is supposed to contain all the necessary information. If you work with Maven repositories you don't have the flexibility as described above. For how to publish to a Maven repository, see the section [Section 45.6, “Interacting with Maven repositories”](#).

---

[16] To be exact, the Base plugin provides those tasks. This plugin is automatically applied if you use the Java plugin.

# The Maven Plugin

This chapter is a work in progress

The Maven plugin adds support for deploying artifacts to Maven repositories.

## 45.1. Usage

To use the Maven plugin, include in your build script:

### Example 45.1. Using the Maven plugin

build.gradle

```
apply plugin: 'maven'
```

## 45.2. Tasks

The Maven plugin defines the following tasks:

Table 45.1. Maven plugin - tasks

Task name	Depends on	Type	Description
install	All tasks that build the associated archives.	<u>Upload</u>	Installs the associated artifacts to the local Maven cache, including Maven metadata generation. By default the install task is associated with the <code>archives</code> configuration. This configuration has by default only the default jar as an element. To learn more about installing to the local repository, see: <u>Section 45.6.3, “Installing to the local repository”</u>

## 45.3. Dependency management

The Maven plugin does not define any dependency configurations.

## 45.4. Convention properties

The Maven plugin defines the following convention properties:

**Table 45.2. Maven plugin - properties**

Property name	Type	Default value	Description
<code>pomDirName</code>	<code>String</code>	<code>poms</code>	The path of the directory to which the generated POMs, relative to the build directory.
<code>pomDir</code>	<code>File (read-only)</code>	<code>buildDir/pomDir</code>	The directory where the generated POMs are written to.
<code>conf2ScopeMappings</code>	<code>Conf2ScopeMappingContainer</code>	<code>n/a</code>	Instructions for mapping Gradle configuration to Maven scope. See Section 45.6. “Dependency mapping”.

These properties are provided by a `MavenPluginConvention` convention object.

## 45.5. Convention methods

The maven plugin provides a factory method for creating a POM. This is useful if you need a POM without the context of uploading to a Maven repo.



### Example 45.2. Creating a stand alone pom.

build.gradle

```
task writeNewPom << {
    pom {
        project {
            inceptionYear '2008'
            licenses {
                license {
                    name 'The Apache Software License, Version 2.0'
                    url 'http://www.apache.org/licenses/LICENSE-2.0.txt'
                    distribution 'repo'
                }
            }
        }
    }.writeTo("$buildDir/newpom.xml")
}
```

Amongst other things, Gradle supports the same builder syntax as polyglot Maven. To learn more about the Gradle Maven POM object, see [MavenPom](#). See also: [MavenPluginConvention](#)

## 45.6. Interacting with Maven repositories

### 45.6.1. Introduction

With Gradle you can deploy to remote Maven repositories or install to your local Maven repository. This includes all Maven metadata manipulation and works also for Maven snapshots. In fact, Gradle's deployment is 100 percent Maven compatible as we use the native Maven Ant tasks under the hood.

Deploying to a Maven repository is only half the fun if you don't have a POM. Fortunately Gradle can generate this POM for you using the dependency information it has.

### 45.6.2. Deploying to a Maven repository

Let's assume your project produces just the default jar file. Now you want to deploy this jar file to a remote Maven repository.

### Example 45.3. Upload of file to remote Maven repository

build.gradle

```
apply plugin: 'maven'

uploadArchives {
    repositories {
        mavenDeployer {
            repository(url: "file://localhost/tmp/myRepo/")
        }
    }
}
```

That is all. Calling the `uploadArchives` task will generate the POM and deploys the artifact and the pom to the specified repository.

There is some more work to do if you need support for other protocols than `file`. In this case the native Maven code we delegate to needs additional libraries. Which libraries depend on the protocol you need. The available protocols and the corresponding libraries are listed in [Table 45.3, “Protocol jars for Maven deployment”](#) (those libraries have again transitive dependencies which have transitive dependencies). <sup>[17]</sup> For example to use the `ssh` protocol you can do:

#### Example 45.4. Upload of file via SSH

`build.gradle`

```
configurations {
    deployerJars
}

repositories {
    mavenCentral()
}

dependencies {
    deployerJars "org.apache.maven.wagon:wagon-ssh:1.0-beta-2"
}

uploadArchives {
    repositories.mavenDeployer {
        name = 'sshDeployer' // optional
        configuration = configurations.deployerJars
        repository(url: "scp://repos.mycompany.com/releases") {
            authentication(userName: "me", password: "myPassword")
        }
    }
}
```

There are many configuration options for the Maven deployer. The configuration is done via a Groovy builder. All the elements of this tree are Java beans. To configure the simple attributes you pass a map to the bean elements. To add another bean elements to its parent, you use a closure. In the example above *repository* and *authentication* are such bean elements. [Table 45.4, “Configuration elements of the MavenDeployer”](#) lists the available bean elements and a link to the javadoc of the corresponding class. In the javadoc you can see the possible attributes you can set for a particular element.

In Maven you can define repositories and optionally snapshot repositories. If no snapshot repository is defined, releases and snapshots are both deployed to the `repository` element. Otherwise snapshots are deployed to the `snapshotRepository` element.

**Table 45.3. Protocol jars for Maven deployment**

Protocol	Library
http	org.apache.maven.wagon:wagon-http:1.0-beta-2
ssh	org.apache.maven.wagon:wagon-ssh:1.0-beta-2
ssh-external	org.apache.maven.wagon:wagon-ssh-external:1.0-beta-2
scp	org.apache.maven.wagon:wagon-scp:1.0-beta-2
ftp	org.apache.maven.wagon:wagon-ftp:1.0-beta-2
webdav	org.apache.maven.wagon:wagon-webdav-jackrabbit:1.0-beta-6
file	-

**Table 45.4. Configuration elements of the MavenDeployer**

Element	Javadoc
root	<a href="#">MavenDeployer</a>
repository	<a href="#">org.apache.maven.artifact.ant.RemoteRepository</a>
authentication	<a href="#">org.apache.maven.artifact.ant.Authentication</a>
releases	<a href="#">org.apache.maven.artifact.ant.RepositoryPolicy</a>
snapshots	<a href="#">org.apache.maven.artifact.ant.RepositoryPolicy</a>
proxy	<a href="#">org.apache.maven.artifact.ant.Proxy</a>
snapshotRepository	<a href="#">org.apache.maven.artifact.ant.RemoteRepository</a>

### 45.6.3. Installing to the local repository

The Maven plugin adds an `install` task to your project. This task depends on all the archives task of the `archives` configuration. It installs those archives to your local Maven repository. If the default location for the local repository is redefined in a Maven `settings.xml`, this is considered by this task.

### 45.6.4. Maven POM generation

When deploying an artifact to a Maven repository, Gradle automatically generates a POM for it. The `groupId`, `artifactId`, `version` and `packaging` elements used for the POM default to the values shown in the table below. The `dependency` elements are created from the project's dependency declarations.

**Table 45.5. Default Values for Maven POM generation**

Maven Element	Default Value
groupId	project.group
artifactId	uploadTask.repositories.mavenDeployer.pom.artifactId (if set) or archiveTask.baseName.
version	project.version
packaging	archiveTask.extension

Here, `uploadTask` and `archiveTask` refer to the tasks used for uploading and generating the archive, respectively (for example `uploadArchives` and `jar`). `archiveTask.baseName` defaults to `project.archivesBaseName` which in turn defaults to `project.name`.

When you set `archiveTask.baseName` to a value other than the default, make sure to set `uploadTask.artifactId` to the same value. Otherwise, the project at hand may be referenced with the wrong artifact ID from generated POMs for other projects in the same build.

Generated POMs can be found in `<buildDir>/poms`. They can be further customized via the [MavenPom API](#). For example, you might want the artifact deployed to the Maven repository to have a different version or name than the artifact generated by Gradle. To customize these you can do:

#### Example 45.5. Customization of pom

build.gradle

```
uploadArchives {
    repositories {
        mavenDeployer {
            repository(url: "file://localhost/tmp/myRepo/")
            pom.version = '1.0Maven'
            pom.artifactId = 'myMavenName'
        }
    }
}
```

To add additional content to the POM, the `pom.project` builder can be used. With this builder, any element listed in the [Maven POM reference](#) can be added.

### Example 45.6. Builder style customization of pom

build.gradle

```
uploadArchives {
    repositories {
        mavenDeployer {
            repository(url: "file://localhost/tmp/myRepo/")
            pom.project {
                licenses {
                    license {
                        name 'The Apache Software License, Version 2.0'
                        url 'http://www.apache.org/licenses/LICENSE-2.0.txt'
                        distribution 'repo'
                    }
                }
            }
        }
    }
}
```

Note: groupId, artifactId, version, and packaging should always be set directly on the pom object.

### Example 45.7. Modifying auto-generated content

build.gradle

```
[installer, deployer]*.pom*.whenConfigured {pom ->
    pom.dependencies.find {dep -> dep.groupId == 'group3' && dep.artifactId ==
}
```

If you have more than one artifact to publish, things work a little bit differently. See [Section 45.6.4.1, “Multiple artifacts per project”](#).

To customize the settings for the Maven installer (see [Section 45.6.3, “Installing to the local repository”](#)), you can do:

### Example 45.8. Customization of Maven installer

build.gradle

```
install {
    repositories.mavenInstaller {
        pom.version = '1.0Maven'
        pom.artifactId = 'myName'
    }
}
```

#### 45.6.4.1. Multiple artifacts per project

Maven can only deal with one artifact per project. This is reflected in the structure of the Maven POM. We think there are many situations where it makes sense to have more than one artifact per project. In such a case you need to generate multiple POMs. In such a case you have to explicitly declare each artifact you want to publish to a Maven repository. The [MavenDeployer](#) and the [MavenInstaller](#) both provide an API for this:

#### Example 45.9. Generation of multiple poms

build.gradle

```
uploadArchives {
    repositories {
        mavenDeployer {
            repository(url: "file://localhost/tmp/myRepo/")
            addFilter('api') {artifact, file ->
                artifact.name == 'api'
            }
            addFilter('service') {artifact, file ->
                artifact.name == 'service'
            }
            pom('api').version = 'mySpecialMavenVersion'
        }
    }
}
```

You need to declare a filter for each artifact you want to publish. This filter defines a boolean expression for which Gradle artifact it accepts. Each filter has a POM associated with it which you can configure. To learn more about this have a look at [PomFilterContainer](#) and its associated classes.

#### 45.6.4.2. Dependency mapping

The Maven plugin configures the default mapping between the Gradle configurations added by the Java and War plugin and the Maven scopes. Most of the time you don't need to touch this and you can safely skip this section. The mapping works like the following. You can map a configuration to one and only one scope. Different configurations can be mapped to one or different scopes. One can assign also a priority to a particular configuration-to-scope mapping. Have a look at [Conf2ScopeMappingContainer](#) to learn more. To access the mapping configuration you can say:

#### Example 45.10. Accessing a mapping configuration

build.gradle

```
task mappings << {
    println conf2ScopeMappings.mappings
}
```

Gradle exclude rules are converted to Maven excludes if possible. Such a conversion is possible if in the Gradle exclude rule the group as well as the module name is specified (as Maven needs

both in contrast to Ivy). Per-configuration excludes are also included in the Maven POM, if they are convertible.

---

[17] It is planned for a future release to provide out-of-the-box support for this

## The Signing Plugin

The signing plugin adds the ability to digitally sign built files and artifacts. These digital signatures can then be used to prove who built the artifact the signature is attached to as well as other information such as when the signature was generated.

The signing plugin currently only provides support for generating PGP signatures (which is the signature format required for publication to the Maven Central Repository).

### 46.1. Usage

To use the Signing plugin, include in your build script:

#### Example 46.1. Using the Signing plugin

build.gradle

```
apply plugin: 'signing'
```

### 46.2. Signatory credentials

In order to create PGP signatures, you will need a key pair (instructions on creating a key pair using the GnuPG tools can be found in the GnuPG HOWTOs). You need to provide the signing plugin with your key information, which means three things:

- The public key ID (an 8 character hexadecimal string).
- The absolute path to the secret key ring file containing your private key.
- The passphrase used to protect your private key.

These items must be supplied as the property projects `signing.keyId`, `signing.password` and `signing.secretKeyRingFile` respectively. Given the personal and private nature of these values, a good practice is to store them in the user `gradle.properties` file (described in Section 14.2, “Gradle properties and system properties”).



```
signing.keyId=24875D73
signing.password=secret
signing.secretKeyRingFile=/Users/me/.gnupg/secring.gpg
```

If specifying this information in the user `gradle.properties` file is not feasible for your environment, you can source the information however you need to and set the project properties manually.

```
import org.gradle.plugins.signing.Sign

gradle.taskGraph.whenReady { taskGraph ->
    if (taskGraph.allTasks.any { it instanceof Sign }) {
        // Use Java 6's console to read from the console (no good for a CI env)
        Console console = System.console()
        console.printf "\n\nWe have to sign some things in this build.\n\nPlease provide the following information:\n\n"

        def id = console.readLine("PGP Key Id: ")
        def file = console.readLine("PGP Secret Key Ring File (absolute path): ")
        def password = console.readPassword("PGP Private Key Password: ")

        allprojects { ext."signing.keyId" = id }
        allprojects { ext."signing.secretKeyRingFile" = file }
        allprojects { ext."signing.password" = password }

        console.printf "\nThanks.\n\n"
    }
}
```

## 46.3. Specifying what to sign

As well as configuring how things are to be signed (i.e. the signatory configuration), you must also specify what is to be signed. The Signing plugin provides a DSL that allows you to specify the tasks and/or configurations that should be signed.

### 46.3.1. Signing Configurations

It is common to want to sign the artifacts of a configuration. For example, the [Java plugin](#) configures a jar to be built and this jar artifact is added to the `archives` configuration. Using the Signing DSL, you can specify that all of the artifacts of this configuration should be signed.

#### Example 46.2. Signing a configuration

```
build.gradle
```

```
signing {
    sign configurations.archives
}
```

This will create a task (of type `Sign`) in your project named “`signArchives`”, that will build any artifacts (if needed) and then generate signatures for them. The signature files will be placed alongside the artifacts being signed.

### Example 46.3. Signing a configuration output

Output of `gradle signArchives`

```
> gradle signArchives
:compileJava
:processResources
:classes
:jar
:signArchives

BUILD SUCCESSFUL

Total time: 1 secs
```

#### 46.3.2. Signing Tasks

In some cases the artifact that you need to sign may not be part of a configuration. In this case you can directly sign the task that produces the artifact to sign.

### Example 46.4. Signing a task

build.gradle

```
task stuffZip (type: Zip) {
    baseName = "stuff"
    from "src/stuff"
}

signing {
    sign stuffZip
}
```

This will create a task (of type `Sign`) in your project named “`signStuffZip`”, that will build the input task's archive (if needed) and then sign it. The signature file will be placed alongside the artifact being signed.

### Example 46.5. Signing a task output

Output of `gradle signStuffZip`

```
> gradle signStuffZip
:stuffZip
:signStuffZip

BUILD SUCCESSFUL

Total time: 1 secs
```

For a task to be “signable”, it must produce an archive of some type. Tasks that do this are the `Tar`, `Zip`, `Jar`, `War` and `Ear` tasks.

### 46.3.3. Conditional Signing

A common usage pattern is to only sign build artifacts under certain conditions. For example, you may not wish to sign artifacts for non release versions. To achieve this, you can specify that signing is only required under certain conditions.

#### Example 46.6. Conditional signing

build.gradle

```
version = '1.0-SNAPSHOT'
ext.isReleaseVersion = !version.endsWith("SNAPSHOT")

signing {
    required { isReleaseVersion && gradle.taskGraph.hasTask("uploadArchives") }
    sign configurations.archives
}
```

In this example, we only want to require signing if we are building a release version and we are going to publish it. Because we are inspecting the task graph to determine if we are going to be publishing, we must set the `signing.required` property to a closure to defer the evaluation. See [SigningExtension.setRequired\(\)](#) for more information.

## 46.4. Publishing the signatures

When specifying what is to be signed via the Signing DSL, the resultant signature artifacts are automatically added to the `signatures` and `archives` dependency configurations. This means that if you want to upload your signatures to your distribution repository along with the artifacts you simply execute the `uploadArchives` task as normal.

## 46.5. Signing POM files

When deploying signatures for your artifacts to a Maven repository, you will also want to sign the published POM file. The signing plugin adds a `signing.signPom()` (see: [SigningExtension.signPom\(\)](#)) method that can be used in the `beforeDeployment()` block in your upload task configuration.

#### Example 46.7. Signing a POM for deployment

build.gradle

```
uploadArchives {
    repositories {
        mavenDeployer {
            beforeDeployment { MavenDeployment deployment -> signing.signPom(deployment) }
        }
    }
}
```

When signing is not required and the pom cannot be signed due to insufficient configuration (i.e. no

credentials for signing) then the `signPom( )` method will silently do nothing.

## C++ Support

The Gradle C++ support is in very early stages of development. Please be aware that the DSL and other configuration may change in later Gradle versions.

The C++ plugins add support for building software comprised of C++ source code, and managing the process of building “native” software in general. While many excellent build tools exist for this space of software development, Gradle brings the dependency management practices more traditionally found in the JVM development space to C++ developers.

The following platforms are supported:

Operating System	Compiler	Notes
Linux	<u>GCC</u>	Tested with GCC 4.6.1 on Ubuntu 11.10
Mac OS X	<u>GCC</u>	Tested with XCode 4.2.1 on OS X 10.7
Windows	<u>Visual C++</u>	Tested with Windows 7 and Visual C++ 2010
Windows	<u>MinGW</u>	Tested with Windows 7 and MinGW 4.6.2. Note: G++ support is currently broken under cygwin

Currently, there is no direct support for creating multiple variants of the same binary (e.g. 32 bit vs. 64 bit) and there is no direct support for cross platform source configuration (à la autoconf) at this time. Support for different compiler chains, managing multiple variants and cross platform source configuration will be added over time, making Gradle a fully capable build tool for C++ (and other “native” language) projects.

## 47.1. Usage

The build scripts DSLs, model elements and tasks used to manage C++ projects are added by the `cpp` plugin. However, it is typically more convenient to use either the `cpp-lib` or `cpp-exe` plugins that sit on top of the `cpp` plugin to preconfigure the project to build either a shared library or executable binary respectively.

### Example 47.1. Using the 'cpp-exe' plugin

build.gradle

```
apply plugin: "cpp-exe"
```

### Example 47.2. Using the 'cpp-lib' plugin

build.gradle

```
apply plugin: "cpp-lib"
```

The `cpp-exe` plugin configures the project to build a single executable (at `$buildDir/binaries`) and the `cpp-lib` plugin configures the project to build a single shared library (at `$buildDir/bin`).

## 47.2. Source code locations

Both plugins configure the project to look for `.cpp` and `.c` source files in `src/main/cpp` and use the `src/main/headers` directory as a header include root. For a library, the header files in `src/main/headers` are considered the “public” or “exported” headers. Header files that should not be exported (but are used internally) should be placed inside the `src/main/cpp` directory (though be aware that such header files should always be referenced in a manner relative to the file including them).

The `cpp` plugin is also very flexible in where it looks for source and header files, and you can configure the above conventions to look however you like.

## 47.3. Compiling

For both the `cpp-lib` and `cpp-exe` plugins, you can run `gradle compileMain` to compile and link the binary.

### 47.3.1. Compiling on UNIX

The UNIX C++ support is currently based on the `g++` tool which must be installed and on the `PATH` for the Gradle process.

### 47.3.2. Compiling on Windows

The Windows C++ support can use either the MinGW `g++` or the Microsoft Visual C++ `cl` tool, either of which must be installed and on the `PATH` for the Gradle process. Gradle searches first for Microsoft Visual C++, and then MinGW.

## 47.4. Configuring the compiler

Arbitrary arguments can be provided to the compiler by using the following syntax:

### Example 47.3. Supplying arbitrary args to the compiler

`build.gradle`

```
executables {
    main {
        spec {
            args "-fno-access-control", "-fconserve-space"
        }
    }
}
```

The above example applies to the `cpp-exe` plugin, to supply arguments for the `cpp-lib` plugin replace “`executables`” with “`libraries`”.

## 47.5. Working with shared libraries

The C++ plugin provides an `installMain` task, which creates a development install of the executable, along with the shared libraries it requires. This allows you to run the executable without needing to install the shared libraries in their final locations.

## 47.6. Dependencies

Dependencies for C++ projects are binary libraries that export header files. The header files are used during compilation, with the compiled binary dependency being used during the linking.

### 47.6.1. External Dependencies

External dependencies (i.e. from a repository, not a subproject) must be specified using the following syntax:

### Example 47.4. Declaring dependencies

build.gradle

```
cpp {
    sourceSets {
        main {
            dependency group: "some-org", name: "some-lib", version: "1.0"
        }
    }
}
```

Each dependency must be specified with the `dependency` method as above and must be declared as part of the source set. The `group`, `name` and `version` arguments *must* be supplied.

For each declared dependency, two actual dependencies are created. One with the classifier “`header`” and extension “`zip`” which is a zip file of the exported headers, and another with the classifier “`so`” and extension “`so`” which is the compiled library binary to link against (which is supplied as a direct input to the g++ link operation).

### 47.6.2. Project Dependencies

The notation for project dependencies is slightly different.

### Example 47.5. Declaring project dependencies

build.gradle

```
project(":lib") {
    apply plugin: "cpp-lib"
}

project(":exe") {
    apply plugin: "cpp-exe"
    cpp {
        sourceSets {
            main {
                libs << project(":lib").libraries.main
            }
        }
    }
}
```

## 47.7. Publishing

The `cpp-exe` and `cpp-lib` plugins configure their respective output binaries to be publishable as part of the `archives` configuration. To publish, simply configure the `uploadArchives` task as per usual.



### Example 47.6. Uploading exe or lib

build.gradle

```
group = "some-org"
archivesBaseName = "some-lib"
version = 1.0

uploadArchives {
    repositories {
        mavenDeployer {
            repository(url: uri("${buildDir}/repo"))
        }
    }
}
```

The `cpp-exe` plugin publishes a single artifact with extension “exe”. The `cpp-lib` plugin publishes two artifacts; one with classifier “headers” and extension “zip”, and one with classifier “;” and extension “so” (which is the format used when consuming dependencies).

Currently, there is no support for publishing the dependencies of artifacts in POM or Ivy files. Future versions will support this.

# The Build Lifecycle

We said earlier, that the core of Gradle is a language for dependency based programming. In Gradle terms this means that you can define tasks and dependencies between tasks. Gradle guarantees that these tasks are executed in the order of their dependencies, and that each task is executed only once. Those tasks form a Directed Acyclic Graph. There are build tools that build up such a dependency graph as they execute their tasks. Gradle builds the complete dependency graph *before* any task is executed. This lies at the heart of Gradle and makes many things possible which would not be possible otherwise.

Your build scripts configure this dependency graph. Therefore they are strictly speaking *build configuration scripts*.

## 48.1. Build phases

A Gradle build has three distinct phases.

### Initialization

Gradle supports single and multi-project builds. During the initialization phase, Gradle determines which projects are going to take part in the build, and creates a Project instance for each of these projects.

### Configuration

The build scripts of *all* projects which are part of the build are executed. This configures the project objects.

### Execution

Gradle determines the subset of the tasks, created and configured during the configuration phase, to be executed. The subset is determined by the task name arguments passed to the **gradle** command and the current directory. Gradle then executes each of the selected tasks.

## 48.2. Settings file

Beside the build script files, Gradle defines a settings file. The settings file is determined by Gradle via a naming convention. The default name for this file is `settings.gradle`. Later in this chapter we explain, how Gradle looks for a settings file.

The settings file gets executed during the initialization phase. A multiproject build must have a `settings` file in the root project of the multiproject hierarchy. It is required because in the settings file it is defined, which projects are taking part in the multi-project build (see [Chapter 49, Multi-project Builds](#)). For a single-project build, a settings file is optional. You might need it for example, to add libraries to your build script classpath (see [Chapter 52, Organizing Build Logic](#)). Let's first do some introspection with a single project build:

### Example 48.1. Single project build

settings.gradle

```
println 'This is executed during the initialization phase.'
```

build.gradle

```
println 'This is executed during the configuration phase.'

task configured {
    println 'This is also executed during the configuration phase.'
}

task test << {
    println 'This is executed during the execution phase.'
}
```

#### Output of `gradle test`

```
> gradle test
This is executed during the initialization phase.
This is executed during the configuration phase.
This is also executed during the configuration phase.
:test
This is executed during the execution phase.

BUILD SUCCESSFUL

Total time: 1 secs
```

For a build script, the property access and method calls are delegated to a project object. Similarly property access and method calls within the settings file is delegated to a settings object. Have a look at [Settings](#).

## 48.3. Multi-project builds

A multi-project build is a build where you build more than one project during a single execution of Gradle. You have to declare the projects taking part in the multiproject build in the settings file. There is much more to say about multi-project builds in the chapter dedicated to this topic (see [Chapter 49, Multi-project Builds](#)).

### 48.3.1. Project locations

Multi-project builds are always represented by a tree with a single root. Each element in the tree represents a project. A project has a path which denotes the position of the project in the multi-project build tree. In majority of cases the project path is consistent with the physical location of the project in the file system. However, this behavior is configurable. The project tree is created in the `settings.gradle` file. By default it is assumed that the location of the settings file is also the location of the root project. But you can redefine the location of the root project in the settings file.

### 48.3.2. Building the tree

In the settings file you can use a set of methods to build the project tree. Hierarchical and flat physical layouts get special support.

#### 48.3.2.1. Hierarchical layouts

##### Example 48.2. Hierarchical layout

`settings.gradle`

```
include 'project1', 'project2', 'project2:child1'
```

The `include` method takes project paths as arguments. The project path is assumed to be equal to the relative physical file system path. For example a path `'services:api'` by default is mapped to a folder `'services/api'` (relative from the project root). You only need to specify the leafs of the tree. This means that the inclusion of path `'services:hotels:api'` will result in creating 3 projects: `'services'`, `'services:hotels'` and `'services:hotels:api'`.

#### 48.3.2.2. Flat layouts

##### Example 48.3. Flat layout

`settings.gradle`

```
includeFlat 'project3', 'project4'
```

The `includeFlat` method takes directory names as an argument. Those directories need to exist at the same level as the root project directory. The location of those directories are considered as child projects of the root project in the multi-project tree.

### 48.3.3. Modifying elements of the project tree

The multi-project tree created in the settings file is made up of so called *project descriptors*. You can modify these descriptors in the settings file at any time. To access a descriptor you can do:

#### Example 48.4. Modification of elements of the project tree

settings.gradle

```
println rootProject.name
println project(':projectA').name
```

Using this descriptor you can change the name, project directory and build file of a project.

#### Example 48.5. Modification of elements of the project tree

settings.gradle

```
rootProject.name = 'main'
project(':projectA').projectDir = new File(settingsDir, '../my-project-a')
project(':projectA').buildFileName = 'projectA.gradle'
```

Have a look at [ProjectDescriptor](#) for more details.

## 48.4. Initialization

How does Gradle know whether to do a single or multiproject build? If you trigger a multiproject build from the directory where the settings file is, things are easy. But Gradle also allows you to execute the build from within any subproject taking part in the build. <sup>[18]</sup> If you execute Gradle from within a project that has no `settings.gradle` file, Gradle does the following:

- It searches for a `settings.gradle` in a directory called `master` which has the same nesting level as the current dir.
- If no `settings.gradle` is found, it searches the parent directories for the existence of a `se` file.
- If no `settings.gradle` file is found, the build is executed as a single project build.
- If a `settings.gradle` file is found, Gradle checks if the current project is part of the multiproject hierarchy defined in the found `settings.gradle` file. If not, the build is executed as a single project build. Otherwise a multiproject build is executed.

What is the purpose of this behavior? Somehow Gradle has to find out, whether the project you are into, is a subproject of a multiproject build or not. Of course, if it is a subproject, only the subproject and its dependent projects are build. But Gradle needs to create the build configuration for the whole multiproject build (see [Chapter 49, Multi-project Builds](#)). Via the `-u` command line option, you can tell Gradle not to look in the parent hierarchy for a `settings.gradle` file. The current project is then always build as a single project build. If the current project contains a `settings.gr` file, the `-u` option has no meaning. Such a build is always executed as:

- a single project build, if the `settings.gradle` file does not define a multiproject hierarchy
- a multiproject build, if the `settings.gradle` file does define a multiproject hierarchy.

The auto search for a settings file does only work for multi-project builds with a physical hierarchical or flat layout. For a flat layout you must additionally obey to the naming convention described above. Gradle supports arbitrary physical layouts for a multiproject build. But for such arbitrary layouts you need to execute the build from the directory where the settings file is located. For how to run partial builds from the root see [Section 49.4, “Running tasks by their absolute path”](#). In our next release we want to enable partial builds from subprojects by specifying the location of the settings file as a command line parameter. Gradle creates Project objects for every project taking part in the build. For a single project build this is only one project. For a multi-project build these are the projects specified in Settings object (plus the root project). Each project object has by default a name equals to the name of its top level directory. Every project except the root project has a parent project and might have child projects.

## 48.5. Configuration and execution of a single project build

For a single project build, the workflow of the *after initialization* phases are pretty simple. The build script is executed against the project object that was created during the initialization phase. Then Gradle looks for tasks with names equal to those passed as command line arguments. If these task names exist, they are executed as a separate build in the order you have passed them. The configuration and execution for multi-project builds is discussed in [Chapter 49, \*Multi-project Builds\*](#).

## 48.6. Responding to the lifecycle in the build script

Your build script can receive notifications as the build progresses through its lifecycle. These notifications generally take 2 forms: You can either implement a particular listener interface, or you can provide a closure to execute when the notification is fired. The examples below use closures. For details on how to use the listener interfaces, refer to the API documentation.

### 48.6.1. Project evaluation

You can receive a notification immediately before and after a project is evaluated. This can be used to do things like performing additional configuration once all the definitions in a build script have been applied, or for some custom logging or profiling.

Below is an example which adds a `test` task to each project with the `hasTests` property set to `true`.

### Example 48.6. Adding of test task to each project which has certain property set

build.gradle

```
allprojects {
    afterEvaluate { project ->
        if (project.hasTests) {
            println "Adding test task to $project"
            project.task('test') << {
                println "Running tests for $project"
            }
        }
    }
}
```

projectA.gradle

```
hasTests = true
```

#### Output of `gradle -q test`

```
> gradle -q test
Adding test task to project ':projectA'
Running tests for project ':projectA'
```

This example uses method `Project.afterEvaluate()` to add a closure which is executed after the project is evaluated.

It is also possible to receive notifications when any project is evaluated. This example performs some custom logging of project evaluation. Notice that the `afterProject` notification is received regardless of whether the project evaluates successfully or fails with an exception.

### Example 48.7. Notifications

build.gradle

```
gradle.afterProject {project, projectState ->
    if (projectState.failure) {
        println "Evaluation of $project FAILED"
    } else {
        println "Evaluation of $project succeeded"
    }
}
```

#### Output of `gradle -q test`

```
> gradle -q test
Evaluation of root project 'buildProjectEvaluateEvents' succeeded
Evaluation of project ':projectA' succeeded
Evaluation of project ':projectB' FAILED
```

You can also add a `ProjectEvaluationListener` to the Gradle to receive these events.

### 48.6.2. Task creation

You can receive a notification immediately after a task is added to a project. This can be used to set some default values or add behaviour before the task is made available in the build file.

The following example sets the `srcDir` property of each task as it is created.

#### Example 48.8. Setting of certain property to all tasks

build.gradle

```
tasks.whenTaskAdded { task ->
    task.srcDir = 'src/main/java'
}

task a

println "source dir is ${a.srcDir}"
```

Output of `gradle -q a`

```
> gradle -q a
source dir is src/main/java
```

You can also add an Action to a TaskContainer to receive these events.

### 48.6.3. Task execution graph ready

You can receive a notification immediately after the task execution graph has been populated. We have seen this already in Section 6.13, "Configure by DAG".

You can also add a TaskExecutionGraphListener to the TaskExecutionGraph to receive these events.

### 48.6.4. Task execution

You can receive a notification immediately before and after any task is executed.

The following example logs the start and end of each task execution. Notice that the `afterTask` notification is received regardless of whether the task completes successfully or fails with an exception.



### Example 48.9. Logging of start and end of each task execution

build.gradle

```
task ok

task broken(dependsOn: ok) << {
    throw new RuntimeException('broken')
}

gradle.taskGraph.beforeTask { Task task ->
    println "executing $task ..."
}

gradle.taskGraph.afterTask { Task task, TaskState state ->
    if (state.failure) {
        println "FAILED"
    }
    else {
        println "done"
    }
}
```

Output of **gradle -q broken**

```
> gradle -q broken
executing task ':ok' ...
done
executing task ':broken' ...
FAILED
```

You can also use a `TaskExecutionListener` to the `TaskExecutionGraph` to receive these events.

---

[18] Gradle supports partial multiproject builds (see [Chapter 49, Multi-project Builds](#)).

# 49

## Multi-project Builds

The powerful support for multi-project builds is one of Gradle's unique selling points. This topic is also the most intellectually challenging.

### 49.1. Cross project configuration

Let's start with a very simple multi-project build. After all Gradle is a general purpose build tool at its core, so the projects don't have to be java projects. Our first examples are about marine life.

#### 49.1.1. Defining common behavior

We have the following project tree. This is a multi-project build with a root project `water` and a subproject `bluewhale`.

#### Example 49.1. Multi-project tree - water & bluewhale projects

Build layout

```
water/  
  build.gradle  
  settings.gradle  
  bluewhale/
```

**Note:** The code for this example can be found at `samples/userguide/multiproject/fir` which is in both the binary and source distributions of Gradle.

`settings.gradle`

```
include 'bluewhale'
```

And where is the build script for the `bluewhale` project? In Gradle build scripts are optional. Obviously for a single project build, a project without a build script doesn't make much sense. For multiproject builds the situation is different. Let's look at the build script for the `water` project and execute it:

### Example 49.2. Build script of water (parent) project

build.gradle

```
Closure cl = { task -> println "I'm $task.project.name" }
task hello << cl
project(':bluewhale') {
    task hello << cl
}
```

Output of **gradle -q hello**

```
> gradle -q hello
I'm water
I'm bluewhale
```

Gradle allows you to access any project of the multi-project build from any build script. The Project API provides a method called `project()`, which takes a path as an argument and returns the Project object for this path. The capability to configure a project build from any build script we call *cross project configuration*. Gradle implements this via *configuration injection*.

We are not that happy with the build script of the `water` project. It is inconvenient to add the task explicitly for every project. We can do better. Let's first add another project called `krill` to our multi-project build.

### Example 49.3. Multi-project tree - water, bluewhale & krill projects

Build layout

```
water/
  build.gradle
  settings.gradle
  bluewhale/
  krill/
```

**Note:** The code for this example can be found at `samples/userguide/multiproject/add` which is in both the binary and source distributions of Gradle.

settings.gradle

```
include 'bluewhale', 'krill'
```

Now we rewrite the `water` build script and boil it down to a single line.

### Example 49.4. Water project build script

build.gradle

```
allprojects {  
    task hello << { task -> println "I'm $task.project.name" }  
}
```

Output of **gradle -q hello**

```
> gradle -q hello  
I'm water  
I'm bluewhale  
I'm krill
```

Is this cool or is this cool? And how does this work? The Project API provides a property `allprojects` which returns a list with the current project and all its subprojects underneath it. If you call `allprojects` with a closure, the statements of the closure are delegated to the projects associated with `allprojects`. You could also do an iteration via `allprojects.each`, but that would be more verbose.

Other build systems use inheritance as the primary means for defining common behavior. We also offer inheritance for projects as you will see later. But Gradle uses configuration injection as the usual way of defining common behavior. We think it provides a very powerful and flexible way of configuring multiproject builds.

## 49.2. Subproject configuration

The Project API also provides a property for accessing the subprojects only.

### 49.2.1. Defining common behavior

#### Example 49.5. Defining common behaviour of all projects and subprojects

build.gradle

```
allprojects {  
    task hello << {task -> println "I'm $task.project.name" }  
}  
subprojects {  
    hello << {println "- I depend on water"}  
}
```

Output of **gradle -q hello**

```
> gradle -q hello  
I'm water  
I'm bluewhale  
- I depend on water  
I'm krill  
- I depend on water
```

### 49.2.2. Adding specific behavior

You can add specific behavior on top of the common behavior. Usually we put the project specific behavior in the build script of the project where we want to apply this specific behavior. But as we have already seen, we don't have to do it this way. We could add project specific behavior for the `bluewhale` project like this:

#### Example 49.6. Defining specific behaviour for particular project

build.gradle

```
allprojects {
    task hello << {task -> println "I'm $task.project.name" }
}
subprojects {
    hello << {println "- I depend on water"}
}
project(':bluewhale').hello << {
    println "- I'm the largest animal that has ever lived on this planet."
}
```

#### Output of `gradle -q hello`

```
> gradle -q hello
I'm water
I'm bluewhale
- I depend on water
- I'm the largest animal that has ever lived on this planet.
I'm krill
- I depend on water
```

As we have said, we usually prefer to put project specific behavior into the build script of this project. Let's refactor and also add some project specific behavior to the `krill` project.

## Example 49.7. Defining specific behaviour for project krill

### Build layout

```
water/  
  build.gradle  
  settings.gradle  
bluewhale/  
  build.gradle  
krill/  
  build.gradle
```

**Note:** The code for this example can be found at `samples/userguide/multiproject/spr` which is in both the binary and source distributions of Gradle.

### settings.gradle

```
include 'bluewhale', 'krill'
```

### bluewhale/build.gradle

```
hello.doLast { println "- I'm the largest animal that has ever lived on this p.
```

### krill/build.gradle

```
hello.doLast {  
    println "- The weight of my species in summer is twice as heavy as all huma  
}
```

### build.gradle

```
allprojects {  
    task hello << {task -> println "I'm $task.project.name" }  
}  
subprojects {  
    hello << {println "- I depend on water"}  
}
```

### Output of `gradle -q hello`

```
> gradle -q hello  
I'm water  
I'm bluewhale  
- I depend on water  
- I'm the largest animal that has ever lived on this planet.  
I'm krill  
- I depend on water  
- The weight of my species in summer is twice as heavy as all human beings.
```

### 49.2.3. Project filtering

To show more of the power of configuration injection, let's add another project called `tropicalFish` and add more behavior to the build via the build script of the `water` project.

#### 49.2.3.1. Filtering by name

##### Example 49.8. Adding custom behaviour to some projects (filtered by project name)

Build layout

```
water/  
  build.gradle  
  settings.gradle  
bluewhale/  
  build.gradle  
krill/  
  build.gradle  
tropicalFish/
```

**Note:** The code for this example can be found at `samples/userguide/multiproject/add` which is in both the binary and source distributions of Gradle.

settings.gradle

```
include 'bluewhale', 'krill', 'tropicalFish'
```

build.gradle

```
allprojects {  
    task hello << {task -> println "I'm $task.project.name" }  
}  
subprojects {  
    hello << {println "- I depend on water"}  
}  
configure(subprojects.findAll {it.name != 'tropicalFish'}) {  
    hello << {println '- I love to spend time in the arctic waters.'}  
}
```

Output of **gradle -q hello**

```
> gradle -q hello  
I'm water  
I'm bluewhale  
- I depend on water  
- I love to spend time in the arctic waters.  
- I'm the largest animal that has ever lived on this planet.  
I'm krill  
- I depend on water  
- I love to spend time in the arctic waters.  
- The weight of my species in summer is twice as heavy as all human beings.  
I'm tropicalFish  
- I depend on water
```

The `configure()` method takes a list as an argument and applies the configuration to the projects in this list.

#### 49.2.3.2. Filtering by properties

Using the project name for filtering is one option. Using extra project properties is another. (See [Section 13.4.2, “Extra properties”](#) for more information on extra properties.)

#### Example 49.9. Adding custom behaviour to some projects (filtered by project properties)

Build layout

```
water/  
  build.gradle  
  settings.gradle  
bluewhale/  
  build.gradle  
krill/  
  build.gradle  
tropicalFish/  
  build.gradle
```

**Note:** The code for this example can be found at `samples/userguide/multiproject/tropicalFish` which is in both the binary and source distributions of Gradle.

settings.gradle

```
include 'bluewhale', 'krill', 'tropicalFish'
```

bluewhale/build.gradle

```
ext.arctic = true  
hello.doLast { println "- I'm the largest animal that has ever lived on this planet" }
```

krill/build.gradle

```
ext.arctic = true  
hello.doLast {  
    println "- The weight of my species in summer is twice as heavy as all humans combined"  
}
```

tropicalFish/build.gradle

```
ext.arctic = false
```

build.gradle



```

allprojects {
    task hello << {task -> println "I'm $task.project.name" }
}
subprojects {
    hello {
        doLast {println "- I depend on water"}
        afterEvaluate { Project project ->
            if (project.arctic) { doLast {
                println '- I love to spend time in the arctic waters.' }
            }
        }
    }
}
}

```

Output of **gradle -q hello**

```

> gradle -q hello
I'm water
I'm bluewhale
- I depend on water
- I'm the largest animal that has ever lived on this planet.
- I love to spend time in the arctic waters.
I'm krill
- I depend on water
- The weight of my species in summer is twice as heavy as all human beings.
- I love to spend time in the arctic waters.
I'm tropicalFish
- I depend on water

```

In the build file of the `water` project we use an `afterEvaluate` notification. This means that the closure we are passing gets evaluated *after* the build scripts of the subproject are evaluated. As the property `arctic` is set in those build scripts, we have to do it this way. You will find more on this topic in [Section 49.6, “Dependencies - Which dependencies?”](#)

### 49.3. Execution rules for multi-project builds

When we have executed the `hello` task from the root project `dir` things behaved in an intuitive way. All the `hello` tasks of the different projects were executed. Let's switch to the `bluewhale` `dir` and see what happens if we execute Gradle from there.

#### Example 49.10. Running build from subproject

Output of **gradle -q hello**

```

> gradle -q hello
I'm bluewhale
- I depend on water
- I'm the largest animal that has ever lived on this planet.
- I love to spend time in the arctic waters.

```

The basic rule behind Gradle's behavior is simple. Gradle looks down the hierarchy, starting with the *current dir*, for tasks with the name `hello` and executes them. One thing is very important to

note. Gradle *always* evaluates *every* project of the multi-project build and creates all existing task objects. Then, according to the task name arguments and the current dir, Gradle filters the tasks

which should be executed. Because of Gradle's cross project configuration every project has to be evaluated before *any* task gets executed. We will have a closer look at this in the next section. Let's now have our last marine example. Let's add a task to `bluewhale` and `krill`.

#### Example 49.11. Evaluation and execution of projects

`bluewhale/build.gradle`

```
ext.arctic = true
hello << { println "- I'm the largest animal that has ever lived on this planet" }

task distanceToIceberg << {
    println '20 nautical miles'
}
```

`krill/build.gradle`

```
ext.arctic = true
hello << { println "- The weight of my species in summer is twice as heavy as a" }

task distanceToIceberg << {
    println '5 nautical miles'
}
```

Output of **gradle -q distanceToIceberg**

```
> gradle -q distanceToIceberg
20 nautical miles
5 nautical miles
```

Here the output without the `-q` option:

#### Example 49.12. Evaluation and execution of projects

Output of **gradle distanceToIceberg**

```
> gradle distanceToIceberg
:bluewhale:distanceToIceberg
20 nautical miles
:krill:distanceToIceberg
5 nautical miles

BUILD SUCCESSFUL

Total time: 1 secs
```

The build is executed from the `water` project. Neither `water` nor `tropicalFish` have a task with the name `distanceToIceberg`. Gradle does not care. The simple rule mentioned already above is: Execute all tasks down the hierarchy which have this name. Only complain if there is *no* such task!

## 49.4. Running tasks by their absolute path

As we have seen, you can run a multi-project build by entering any subproject dir and execute the build from there. All matching task names of the project hierarchy starting with the current dir are executed. But Gradle also offers to execute tasks by their absolute path (see also [Section 49.5, “Project and task paths”](#)):

### Example 49.13. Running tasks by their absolute path

Output of `gradle -q :hello :krill:hello hello`

```
> gradle -q :hello :krill:hello hello
I'm water
I'm krill
- I depend on water
- The weight of my species in summer is twice as heavy as all human beings.
- I love to spend time in the arctic waters.
I'm tropicalFish
- I depend on water
```

The build is executed from the `tropicalFish` project. We execute the `hello` tasks of the `water`, the `krill` and the `tropicalFish` project. The first two tasks are specified by their absolute path, the last task is executed on the name matching mechanism described above.

## 49.5. Project and task paths

A project path has the following pattern: It starts always with a colon, which denotes the root project. The root project is the only project in a path that is not specified by its name. The path `:bluewhale` corresponds to the file system path `water/bluewhale` in the case of the example above.

The path of a task is simply its project path plus the task name. For example `:bluewhale:hello`. Within a project you can address a task of the same project just by its name. This is interpreted as a relative path.

Originally Gradle has used the `'/'` character as a natural path separator. With the introduction of directory tasks (see [Section 14.1, “Directory creation”](#)) this was no longer possible, as the name of the directory task contains the `'/'` character.

## 49.6. Dependencies - Which dependencies?

The examples from the last section were special, as the projects had no *Execution Dependencies*. They had only *Configuration Dependencies*. Here is an example where this is different:

## 49.6.1. Execution dependencies

### 49.6.1.1. Dependencies and execution order

#### Example 49.14. Dependencies and execution order

Build layout

```
messages/  
  settings.gradle  
  consumer/  
    build.gradle  
  producer/  
    build.gradle
```

**Note:** The code for this example can be found at `samples/userguide/multiproject/dep` which is in both the binary and source distributions of Gradle.

settings.gradle

```
include 'consumer', 'producer'
```

consumer/build.gradle

```
task action << {  
    println("Consuming message: " +  
        (rootProject.hasProperty('producerMessage') ? rootProject.producerMessage : null))  
}
```

producer/build.gradle

```
task action << {  
    println "Producing message:"  
    rootProject.producerMessage = 'Watch the order of execution.'  
}
```

Output of `gradle -q action`

```
> gradle -q action  
Consuming message: null  
Producing message:
```

This did not work out. If nothing else is defined, Gradle executes the task in alphanumeric order. Therefore `:consumer:action` is executed before `:producer:action`. Let's try to solve this with a hack and rename the producer project to `aProducer`.

### Example 49.15. Dependencies and execution order

#### Build layout

```
messages/  
  settings.gradle  
  aProducer/  
    build.gradle  
  consumer/  
    build.gradle
```

#### settings.gradle

```
include 'consumer', 'aProducer'
```

#### aProducer/build.gradle

```
task action << {  
    println "Producing message:"  
    rootProject.producerMessage = 'Watch the order of execution.'  
}
```

#### consumer/build.gradle

```
task action << {  
    println("Consuming message: " +  
        (rootProject.hasProperty('producerMessage') ? rootProject.producerMessage : null))  
}
```

#### Output of `gradle -q action`

```
> gradle -q action  
Producing message:  
Consuming message: Watch the order of execution.
```

Now we take the air out of this hack. We simply switch to the `consumer` dir and execute the build.

### Example 49.16. Dependencies and execution order

#### Output of `gradle -q action`

```
> gradle -q action  
Consuming message: null
```

For Gradle the two `action` tasks are just not related. If you execute the build from the `messages` project Gradle executes them both because they have the same name and they are down the hierarchy. In the last example only one `action` was down the hierarchy and therefore it was the only task that got executed. We need something better than this hack.

### 49.6.1.2. Declaring dependencies

#### Example 49.17. Declaring dependencies

Build layout

```
messages/  
  settings.gradle  
consumer/  
  build.gradle  
producer/  
  build.gradle
```

**Note:** The code for this example can be found at `samples/userguide/multiproject/dep` which is in both the binary and source distributions of Gradle.

settings.gradle

```
include 'consumer', 'producer'
```

consumer/build.gradle

```
task action(dependsOn: ":producer:action") << {  
    println("Consuming message: " +  
        (rootProject.hasProperty('producerMessage') ? rootProject.producerMessage : ""))  
}
```

producer/build.gradle

```
task action << {  
    println "Producing message:"  
    rootProject.producerMessage = 'Watch the order of execution.'  
}
```

Output of **gradle -q action**

```
> gradle -q action  
Producing message:  
Consuming message: Watch the order of execution.
```

Running this from the `consumer` directory gives:

#### Example 49.18. Declaring dependencies

Output of **gradle -q action**

```
> gradle -q action  
Producing message:  
Consuming message: Watch the order of execution.
```

We have now declared that the `action` task in the `consumer` project has an *execution dependency* on the `action` task on the `producer` project.

### 49.6.1.3. The nature of cross project task dependencies

Of course, task dependencies across different projects are not limited to tasks with the same name. Let's change the naming of our tasks and execute the build.

#### Example 49.19. Cross project task dependencies

consumer/build.gradle

```
task consume(dependsOn: ':producer:produce') << {
    println("Consuming message: " +
        (rootProject.hasProperty('producerMessage') ? rootProject.producerMessage : ''))
}
```

producer/build.gradle

```
task produce << {
    println "Producing message:"
    rootProject.producerMessage = 'Watch the order of execution.'
}
```

Output of **gradle -q consume**

```
> gradle -q consume
Producing message:
Consuming message: Watch the order of execution.
```

### 49.6.2. Configuration time dependencies

Let's have one more example with our producer-consumer build before we enter *Java* land. We add a property to the producer project and create now a configuration time dependency from consumer on producer.

#### Example 49.20. Configuration time dependencies

consumer/build.gradle

```
message = rootProject.hasProperty('producerMessage') ? rootProject.producerMessage : ''

task consume << {
    println("Consuming message: " + message)
}
```

producer/build.gradle

```
rootProject.producerMessage = 'Watch the order of evaluation.'
```

Output of **gradle -q consume**

```
> gradle -q consume
Consuming message: null
```

The default *evaluation* order of the projects is alphanumeric (for the same nesting level). Therefore



the consumer project is evaluated before the producer project and the key value of the producer is set *after* it is read by the consumer project. Gradle offers a solution for this.

#### Example 49.21. Configuration time dependencies - evaluationDependsOn

consumer/build.gradle

```
evaluationDependsOn(':producer')

message = rootProject.hasProperty('producerMessage') ? rootProject.producerMessage : ''

task consume << {
    println("Consuming message: " + message)
}
```

#### Output of `gradle -q consume`

```
> gradle -q consume
Consuming message: Watch the order of evaluation.
```

The command `evaluationDependsOn` triggers the evaluation of producer *before* consumer is evaluated. The example is a bit contrived for the sake of showing the mechanism. In *this* case there would be an easier solution by reading the key property at execution time.

#### Example 49.22. Configuration time dependencies

consumer/build.gradle

```
task consume << {
    println("Consuming message: " +
        (rootProject.hasProperty('producerMessage') ? rootProject.producerMessage : ''))
}
```

#### Output of `gradle -q consume`

```
> gradle -q consume
Consuming message: Watch the order of evaluation.
```

Configuration dependencies are very different to execution dependencies. Configuration dependencies are between projects whereas execution dependencies are always resolved to task dependencies. Another difference is that always all projects are configured, even when you start the build from a subproject. The default configuration order is top down, which is usually what is needed.

To change the the default configuration order to be bottom up, That means that a project configuration depends on the configuration of its child projects, the `evaluationDependsOnChild` method can be used.

On the same nesting level the configuration order depends on the alphanumeric position. The most common use case is to have multi-project builds that share a common lifecycle (e.g. all projects use the Java plugin). If you declare with `dependsOn` a *execution dependency* between different

projects, the default behavior of this method is to create also a *configuration* dependency between the two projects. Therefore it is likely that you don't have to define configuration dependencies explicitly.

### **49.6.3. Real life examples**

Gradle's multi-project features are driven by real life use cases. The first example for describing such a use case, consists of two webapplication projects and a parent project that creates a distribution out of them. <sup>[19]</sup> For the example we use only one build script and do *cross project configuration*.

## Example 49.23. Dependencies - real life example - crossproject configuration

### Build layout

```
webDist/
  settings.gradle
  build.gradle
  date/
    src/main/java/
      org/gradle/sample/
        DateServlet.java
  hello/
    src/main/java/
      org/gradle/sample/
        HelloServlet.java
```

**Note:** The code for this example can be found at `samples/userguide/multiproject/dep` which is in both the binary and source distributions of Gradle.

### settings.gradle

```
include 'date', 'hello'
```

### build.gradle

```
allprojects {
    apply plugin: 'java'
    group = 'org.gradle.sample'
    version = '1.0'
}

subprojects {
    apply plugin: 'war'
    repositories {
        mavenCentral()
    }
    dependencies {
        compile "javax.servlet:servlet-api:2.5"
    }
}

task explodedDist(dependsOn: assemble) << {
    File explodedDist = mkdir("$buildDir/explodedDist")
    subprojects.each {project ->
        project.tasks.withType(Jar).each {archiveTask ->
            copy {
                from archiveTask.archivePath
                into explodedDist
            }
        }
    }
}
```

We have an interesting set of dependencies. Obviously the `date` and `hello` projects have a *configuration* dependency on `webDist`, as all the build logic for the webapp projects is injected by

. The *execution* dependency is in the other direction, as `webDist` depends on the build artifacts of `date` and `hello`. There is even a third dependency. `webDist` has a *configuration* dependency on `date` and `hello` because it needs to know the `archivePath`. But it asks for this information at *execution time*. Therefore we have no circular dependency.

Such and other dependency patterns are daily bread in the problem space of multi-project builds. If a build system does not support such patterns, you either can't solve your problem or you need to do ugly hacks which are hard to maintain and massively afflict your productivity as a build master.

## 49.7. Project lib dependencies

What if one projects needs the jar produced by another project in its compile path? And not just the jar but also the transitive dependencies of this jar? Obviously this is a very common use case for Java multi-project builds. As already mentioned in [Section 43.4.3, “Project dependencies”](#), Gradle offers project lib dependencies for this.

### Example 49.24. Project lib dependencies

Build layout

```
java/
  settings.gradle
  build.gradle
  api/
    src/main/java/
      org/gradle/sample/
        api/
          Person.java
        apiImpl/
          PersonImpl.java
    services/personService/
      src/
        main/java/
          org/gradle/sample/services/
            PersonService.java
        test/java/
          org/gradle/sample/services/
            PersonServiceTest.java
  shared/
    src/main/java/
      org/gradle/sample/shared/
        Helper.java
```

**Note:** The code for this example can be found at `samples/userguide/multiproject/dep` which is in both the binary and source distributions of Gradle.

We have the projects `shared`, `api` and `personService`. `personService` has a lib dependency on the other two projects. `api` has a lib dependency on `shared`. <sup>[20]</sup>

### Example 49.25. Project lib dependencies

settings.gradle

```
include 'api', 'shared', 'services:personService'
```

build.gradle

```
subprojects {
    apply plugin: 'java'
    group = 'org.gradle.sample'
    version = '1.0'
    repositories {
        mavenCentral()
    }
    dependencies {
        testCompile "junit:junit:4.8.2"
    }
}

project(':api') {
    dependencies {
        compile project(':shared')
    }
}

project(':services:personService') {
    dependencies {
        compile project(':shared'), project(':api')
    }
}
```

All the build logic is in the `build.gradle` of the root project. <sup>[21]</sup> A *lib* dependency is a special form of an execution dependency. It causes the other project to be built first and adds the jar with the classes of the other project to the classpath. It also adds the dependencies of the other project to the classpath. So you can enter the `api` directory and trigger a **gradle compile**. First `shared` is built and then `api` is built. Project dependencies enable partial multi-project builds.

If you come from Maven land you might be perfectly happy with this. If you come from Ivy land, you might expect some more fine grained control. Gradle offers this to you:

### Example 49.26. Fine grained control over dependencies

build.gradle

```
subprojects {
    apply plugin: 'java'
    group = 'org.gradle.sample'
    version = '1.0'
}

project(':api') {
    configurations {
        spi
    }
    dependencies {
        compile project(':shared')
    }
    task spiJar(type: Jar) {
        baseName = 'api-spi'
        dependsOn classes
        from sourceSets.main.output
        include('org/gradle/sample/api/**')
    }
    artifacts {
        spi spiJar
    }
}

project(':services:personService') {
    dependencies {
        compile project(':shared')
        compile project(path: ':api', configuration: 'spi')
        testCompile "junit:junit:4.8.2", project(':api')
    }
}
```

The Java plugin adds per default a jar to your project libraries which contains all the classes. In this example we create an *additional* library containing only the interfaces of the `api` project. We assign this library to a new *dependency configuration*. For the person service we declare that the project should be compiled only against the `api` interfaces but tested with all classes from `api`.

#### 49.7.1. Disabling the build of dependency projects

Sometimes you don't want depended on projects to be built when doing a partial build. To disable the build of the depended on projects you can run Gradle with the `-a` option.

## 49.8. Multi-Project Building and Testing

The `build` task of the Java plugin is typically used to compile, test, and perform code style checks (if the CodeQuality plugin is used) of a single project. In multi-project builds you may often want to do all of these tasks across a range of projects. The `buildNeeded` and `buildDependents` tasks can help with this.

Let's use the project structure shown in [Example 49.25, "Project lib dependencies"](#). In this example `:services:personservice` depends on both `:api` and `:shared`. The `:api` project also depends on

:shared.

Assume you are working on a single project, the :api project. You have been making changes, but have not built the entire project since performing a clean. You want to build any necessary supporting jars, but only perform code quality and unit tests on the project you have changed. The `build` task does this.

#### Example 49.27. Build and Test Single Project

Output of `gradle :api:build`

```
> gradle :api:build
:shared:compileJava
:shared:processResources
:shared:classes
:shared:jar
:api:compileJava
:api:processResources
:api:classes
:api:jar
:api:assemble
:api:compileTestJava
:api:processTestResources
:api:testClasses
:api:test
:api:check
:api:build

BUILD SUCCESSFUL

Total time: 1 secs
```

While you are working in a typical development cycle repeatedly building and testing changes to the :api project (knowing that you are only changing files in this one project), you may not want to even suffer the expense of :shared:compile checking to see what has changed in the :shared project. Adding the `-a` option will cause Gradle to use cached jars to resolve any project lib dependencies and not try to re-build the depended on projects.

### Example 49.28. Partial Build and Test Single Project

Output of **gradle -a :api:build**

```
> gradle -a :api:build
:api:compileJava
:api:processResources
:api:classes
:api:jar
:api:assemble
:api:compileTestJava
:api:processTestResources
:api:testClasses
:api:test
:api:check
:api:build
```

BUILD SUCCESSFUL

Total time: 1 secs

If you have just gotten the latest version of source from your version control system which included changes in other projects that `:api` depends on, you might want to not only build all the projects you depend on, but test them as well. The `buildNeeded` task also tests all the projects from the project lib dependencies of the `testRuntime` configuration.



### Example 49.29. Build and Test Depended On Projects

#### Output of `gradle :api:buildNeeded`

```
> gradle :api:buildNeeded
:shared:compileJava
:shared:processResources
:shared:classes
:shared:jar
:api:compileJava
:api:processResources
:api:classes
:api:jar
:api:assemble
:api:compileTestJava
:api:processTestResources
:api:testClasses
:api:test
:api:check
:api:build
:shared:assemble
:shared:compileTestJava
:shared:processTestResources
:shared:testClasses
:shared:test
:shared:check
:shared:build
:shared:buildNeeded
:api:buildNeeded

BUILD SUCCESSFUL

Total time: 1 secs
```

You also might want to refactor some part of the `:api` project that is used in other projects. If you make these types of changes, it is not sufficient to test just the `:api` project, you also need to test all projects that depend on the `:api` project. The `buildDependents` task also tests all the projects that have a project lib dependency (in the `testRuntime` configuration) on the specified project.

### Example 49.30. Build and Test Dependent Projects

Output of `gradle :api:buildDependents`

```
> gradle :api:buildDependents
:shared:compileJava
:shared:processResources
:shared:classes
:shared:jar
:api:compileJava
:api:processResources
:api:classes
:api:jar
:api:assemble
:api:compileTestJava
:api:processTestResources
:api:testClasses
:api:test
:api:check
:api:build
:services:personService:compileJava
:services:personService:processResources
:services:personService:classes
:services:personService:jar
:services:personService:assemble
:services:personService:compileTestJava
:services:personService:processTestResources
:services:personService:testClasses
:services:personService:test
:services:personService:check
:services:personService:build
:services:personService:buildDependents
:api:buildDependents

BUILD SUCCESSFUL

Total time: 1 secs
```

Finally, you may want to build and test everything in all projects. Any task you run in the root project folder will cause that same named task to be run on all the children. So you can just run `gradle` to build and test all projects.

## 49.9. Property and method inheritance

Properties and methods declared in a project are inherited to all its subprojects. This is an alternative to configuration injection. But we think that the model of inheritance does not reflect the problem space of multi-project builds very well. In a future edition of this user guide we might write more about this.

Method inheritance might be interesting to use as Gradle's *Configuration Injection* does not support methods yet (but will in a future release).

You might be wondering why we have implemented a feature we obviously don't like that much. One reason is that it is offered by other tools and we want to have the check mark in a feature comparison :). And we like to offer our users a choice.

## 49.10. Summary

Writing this chapter was pretty exhausting and reading it might have a similar effect. Our final message for this chapter is that multi-project builds with Gradle are usually *not* difficult. There are five elements you need to remember: `allprojects`, `subprojects`, `evaluationDependsOn`, `ext` and project lib dependencies. [22] With those elements, and keeping in mind that Gradle has a distinct configuration and execution phase, you have already a lot of flexibility. But when you enter steep territory Gradle does not become an obstacle and usually accompanies and carries you to the top of the mountain.

---

[19] The real use case we had, was using <http://lucene.apache.org/solr>, where you need a separate war for each index your are accessing. That was one reason why we have created a distribution of webapps. The Resin servlet container allows us, to let such a distribution point to a base installation of the servlet container.

[20] `services` is also a project, but we use it just as a container. It has no build script and gets nothing injected by another build script.

[21] We do this here, as it makes the layout a bit easier. We usually put the project specific stuff into the build script of the respective projects.

[22] So we are well in the range of the [7 plus 2 Rule](#) :)

## Writing Custom Task Classes

Gradle supports two types of task. One such type is the simple task, where you define the task with an action closure. We have seen these in [Chapter 6, \*Build Script Basics\*](#). For this type of task, the action closure determines the behaviour of the task. This type of task is good for implementing one-off tasks in your build script.

The other type of task is the enhanced task, where the behaviour is built into the task, and the task provides some properties which you can use to configure the behaviour. We have seen these in [Chapter 15, \*More about Tasks\*](#). Most Gradle plugins use enhanced tasks. With enhanced tasks, you don't need to implement the task behaviour as you do with simple tasks. You simply declare the task and configure the task using its properties. In this way, enhanced tasks let you reuse a piece of behaviour in many different places, possibly across different builds.

The behaviour and properties of an enhanced task is defined by the task's class. When you declare an enhanced task, you specify the type, or class of the task.

Implementing your own custom task class in Gradle is easy. You can implement a custom task class in pretty much any language you like, provided it ends up compiled to bytecode. In our examples, we are going to use Groovy as the implementation language, but you could use, for example, Java or Scala. In general, using Groovy is the easiest option, because the Gradle API is designed to work well with Groovy.

### 50.1. Packaging a task class

There are several places where you can put the source for the task class.

#### Build script

You can include the task class directly in the build script. This has the benefit that the task class is automatically compiled and included in the classpath of the build script without you having to do anything. However, the task class is not visible outside the build script, and so you cannot reuse the task class outside the build script it is defined in.

#### `buildSrc` project

You can put the source for the task class in the `rootProjectDir/buildSrc/src/main/` directory. Gradle will take care of compiling and testing the task class and making it available on the classpath of the build script. The task class is visible to every build script used by the

build. However, it is not visible outside the build, and so you cannot reuse the task class outside the build it is defined in. Using the `buildSrc` project approach keeps separate the task declaration - that is, what the task should do - from the task implementation - that is, how the task does it.

See [Chapter 52, \*Organizing Build Logic\*](#) for more details about the `buildSrc` project.

### Standalone project

You can create a separate project for your task class. This project produces and publishes a JAR which you can then use in multiple builds and share with others. Generally, this JAR might include some custom plugins, or bundle several related task classes into a single library. Or some combination of the two.

In our examples, we will start with the task class in the build script, to keep things simple. Then we will look at creating a standalone project.

## 50.2. Writing a simple task class

To implement a custom task class, you extend `DefaultTask`.

### Example 50.1. Defining a custom task

build.gradle

```
class GreetingTask extends DefaultTask {  
}
```

This task doesn't do anything useful, so let's add some behaviour. To do so, we add a method to the task and mark it with the `TaskAction` annotation. Gradle will call the method when the task executes. You don't have to use a method to define the behaviour for the task. You could, for instance, call `doFirst()` or `doLast()` with a closure in the task constructor to add behaviour.

### Example 50.2. A hello world task

build.gradle

```
task hello(type: GreetingTask)  
  
class GreetingTask extends DefaultTask {  
    @TaskAction  
    def greet() {  
        println 'hello from GreetingTask'  
    }  
}
```

Output of `gradle -q hello`

```
> gradle -q hello  
hello from GreetingTask
```

Let's add a property to the task, so we can customize it. Tasks are simply POGOs, and when you

declare a task, you can set the properties or call methods on the task object. Here we add a `greet` property, and set the value when we declare the `greeting` task.

### Example 50.3. A customizable hello world task

build.gradle

```
// Use the default greeting
task hello(type: GreetingTask)

// Customize the greeting
task greeting(type: GreetingTask) {
    greeting = 'greetings from GreetingTask'
}

class GreetingTask extends DefaultTask {
    def String greeting = 'hello from GreetingTask'

    @TaskAction
    def greet() {
        println greeting
    }
}
```

Output of `gradle -q hello greeting`

```
> gradle -q hello greeting
hello from GreetingTask
greetings from GreetingTask
```

## 50.3. A standalone project

Now we will move our task to a standalone project, so we can publish it and share it with others. This project is simply a Groovy project that produces a JAR containing the task class. Here is a simple build script for the project. It applies the Groovy plugin, and adds the Gradle API as a compile-time dependency.

### Example 50.4. A build for a custom task

build.gradle

```
apply plugin: 'groovy'

dependencies {
    compile gradleApi()
    groovy localGroovy()
}
```

**Note:** The code for this example can be found at `samples/customPlugin/plugin` which is in both the binary and source distributions of Gradle.

We just follow the convention for where the source for the task class should go.

### Example 50.5. A custom task

src/main/groovy/org/gradle/GreetingTask.groovy

```
package org.gradle

import org.gradle.api.DefaultTask
import org.gradle.api.tasks.TaskAction

class GreetingTask extends DefaultTask {
    String greeting = 'hello from GreetingTask'

    @TaskAction
    def greet() {
        println greeting
    }
}
```

#### 50.3.1. Using your task class in another project

To use a task class in a build script, you need to add the class to the build script's classpath. To do this, you use a `buildscript { }` block, as described in [Section 52.5, “External dependencies for the build script”](#). The following example shows how you might do this when the JAR containing the task class has been published to a local repository:

### Example 50.6. Using a custom task in another project

build.gradle

```
buildscript {
    repositories {
        maven {
            url uri('../repo')
        }
    }
    dependencies {
        classpath group: 'org.gradle', name: 'customPlugin', version: '1.0-SNAPSHOT'
    }
}

task greeting(type: org.gradle.GreetingTask) {
    greeting = 'howdy!'
}
```

#### 50.3.2. Writing tests for your task class

You can use the `ProjectBuilder` class to create `Project` instances to use when you test your task class.

### Example 50.7. Testing a custom task

src/test/groovy/org/gradle/GreetingTaskTest.groovy

```
class GreetingTaskTest {  
    @Test  
    public void canAddTaskToProject() {  
        Project project = ProjectBuilder.builder().build()  
        def task = project.task('greeting', type: GreetingTask)  
        assertTrue(task instanceof GreetingTask)  
    }  
}
```



## Writing Custom Plugins

A Gradle plugin packages up reusable pieces of build logic, which can be used across many different projects and builds. Gradle allows you to implement your own custom plugins, so you can reuse your build logic, and share it with others.

You can implement a custom plugin in any language you like, provided the implementation ends up compiled as bytecode. For the examples here, we are going to use Groovy as the implementation language. You could use Java or Scala instead, if you want.

### 51.1. Packaging a plugin

There are several places where you can put the source for the plugin.

#### Build script

You can include the source for the plugin directly in the build script. This has the benefit that the plugin is automatically compiled and included in the classpath of the build script without you having to do anything. However, the plugin is not visible outside the build script, and so you cannot reuse the plugin outside the build script it is defined in.

#### `buildSrc` project

You can put the source for the plugin in the `rootProjectDir/buildSrc/src/main/groovy` directory. Gradle will take care of compiling and testing the plugin and making it available on the classpath of the build script. The plugin is visible to every build script used by the build. However, it is not visible outside the build, and so you cannot reuse the plugin outside the build it is defined in.

See [Chapter 52, \*Organizing Build Logic\*](#) for more details about the `buildSrc` project.

#### Standalone project

You can create a separate project for your plugin. This project produces and publishes a JAR which you can then use in multiple builds and share with others. Generally, this JAR might include some custom plugins, or bundle several related task classes into a single library. Or some combination of the two.

In our examples, we will start with the plugin in the build script, to keep things simple. Then we will look at creating a standalone project.

## 51.2. Writing a simple plugin

To create a custom plugin, you need to write an implementation of `Plugin`. Gradle instantiates the plugin and calls the plugin instance's `Plugin.apply()` method when the plugin is used with a project. The project object is passed as a parameter, which the plugin can use to configure the project however it needs to. The following sample contains a greeting plugin, which adds a `hello` task to the project.

### Example 51.1. A custom plugin

build.gradle

```
apply plugin: GreetingPlugin

class GreetingPlugin implements Plugin<Project> {
    void apply(Project project) {
        project.task('hello') << {
            println "Hello from the GreetingPlugin"
        }
    }
}
```

Output of `gradle -q hello`

```
> gradle -q hello
Hello from the GreetingPlugin
```

One thing to note is that a new instance of a given plugin is created for each project it is applied to.

## 51.3. Getting input from the build

Most plugins need to obtain some configuration from the build script. One method for doing this is to use *extension objects*. The Gradle `Project` has an associated `ExtensionContainer` object that helps keep track of all the settings and properties being passed to plugins. You can capture user input by telling the extension container about your plugin. To capture input, simply add a Java Bean compliant class into the extension container's list of extensions. Groovy is a good language choice for a plugin because plain old Groovy objects contain all the getter and setter methods that a Java Bean requires.

Let's add a simple extension object to the project. Here we add a `greeting` extension object to the project, which allows you to configure the greeting.

### Example 51.2. A custom plugin extension

build.gradle

```
apply plugin: GreetingPlugin

greeting.message = 'Hi from Gradle'

class GreetingPlugin implements Plugin<Project> {
    void apply(Project project) {
        // Add the 'greeting' extension object
        project.extensions.create("greeting", GreetingPluginExtension)
        // Add a task that uses the configuration
        project.task('hello') << {
            println project.greeting.message
        }
    }
}

class GreetingPluginExtension {
    def String message = 'Hello from GreetingPlugin'
}
```

Output of **gradle -q hello**

```
> gradle -q hello
Hi from Gradle
```

In this example, `GreetingPluginExtension` is a plain old Groovy object with a field called `message`. The extension object is added to the plugin list with the name `greeting`. This object then becomes available as a project property with the same name as the extension object.

Oftentimes, you have several related properties you need to specify on a single plugin. Gradle adds a configuration closure block for each extension object, so you can group settings together. The following example shows you how this works.

### Example 51.3. A custom plugin with configuration closure

build.gradle

```
apply plugin: GreetingPlugin

greeting {
    message = 'Hi'
    greeter = 'Gradle'
}

class GreetingPlugin implements Plugin<Project> {
    void apply(Project project) {
        project.extensions.create("greeting", GreetingPluginExtension)
        project.task('hello') << {
            println "${project.greeting.message} from ${project.greeting.greeter}"
        }
    }
}

class GreetingPluginExtension {
    String message
    String greeter
}
```

Output of **gradle -q hello**

```
> gradle -q hello
Hi from Gradle
```

In this example, several settings can be grouped together within the `greeting` closure. The name of the closure block in the build script (`greeting`) needs to match the extension object name. Then, when the closure is executed, the fields on the extension object will be mapped to the variables within the closure based on the standard Groovy closure delegate feature.

## 51.4. Working with files in custom tasks and plugins

When developing custom tasks and plugins, it's a good idea to be very flexible when accepting input configuration for file locations. To do this, you can leverage the `Project.file()` method to resolve values to files as late as possible.

### Example 51.4. Evaluating file properties lazily

build.gradle

```
class GreetingToFileTask extends DefaultTask {

    def destination

    File getDestination() {
        project.file(destination)
    }

    @TaskAction
    def greet() {
        def file = getDestination()
        file.parentFile.mkdirs()
        file.write "Hello!"
    }
}

task greet(type: GreetingToFileTask) {
    destination = { project.greetingFile }
}

task sayGreeting(dependsOn: greet) << {
    println file(greetingFile).text
}

greetingFile = "$buildDir/hello.txt"
```

Output of **gradle -q sayGreeting**

```
> gradle -q sayGreeting
Hello!
```

In this example, we configure the `greet` task `destination` property as a closure, which is evaluated with the `Project.file()` method to turn the return value of the closure into a file object at the last minute. You will notice that in the above example we specify the `greetingFile` property value after we have configured to use it for the task. This kind of lazy evaluation is a key benefit of accepting any value when setting a file property, then resolving that value when reading the property.

## 51.5. A standalone project

Now we will move our plugin to a standalone project, so we can publish it and share it with others. This project is simply a Groovy project that produces a JAR containing the plugin classes. Here is a simple build script for the project. It applies the Groovy plugin, and adds the Gradle API as a compile-time dependency.

### Example 51.5. A build for a custom plugin

build.gradle

```
apply plugin: 'groovy'

dependencies {
    compile gradleApi()
    groovy localGroovy()
}
```

**Note:** The code for this example can be found at `samples/customPlugin/plugin` which is in both the binary and source distributions of Gradle.

So how does Gradle find the `Plugin` implementation? The answer is you need to provide a properties file in the jar's `META-INF/gradle-plugins` directory that matches the name of your plugin.

### Example 51.6. Wiring for a custom plugin

src/main/resources/META-INF/gradle-plugins/greeting.properties

```
implementation-class=org.gradle.GreetingPlugin
```

Notice that the properties filename matches the plugin's name and is placed in the resources folder, and that the `implementation-class` property identifies the `Plugin` implementation class.

#### 51.5.1. Using your plugin in another project

To use a plugin in a build script, you need to add the plugin classes to the build script's classpath. To do this, you use a `buildscript { }` block, as described in [Section 52.5, “External dependencies for the build script”](#). The following example shows how you might do this when the JAR containing the plugin has been published to a local repository:

### Example 51.7. Using a custom plugin in another project

build.gradle

```
buildscript {
    repositories {
        maven {
            url uri('../repo')
        }
    }
    dependencies {
        classpath group: 'org.gradle', name: 'customPlugin', version: '1.0-SNAPSHOT'
    }
}
apply plugin: 'greeting'
```

### 51.5.2. Writing tests for your plugin

You can use the `ProjectBuilder` class to create `Project` instances to use when you test your plugin implementation.

#### Example 51.8. Testing a custom plugin

src/test/groovy/org/gradle/GreetingPluginTest.groovy

```
class GreetingPluginTest {
    @Test
    public void greeterPluginAddsGreetingTaskToProject() {
        Project project = ProjectBuilder.builder().build()
        project.apply plugin: 'greeting'

        assertTrue(project.tasks.hello instanceof GreetingTask)
    }
}
```

### 51.6. Maintaining multiple domain objects

Gradle provides some utility classes for maintaining collections of object, which work well with the Gradle build language.

## Example 51.9. Managing domain objects

build.gradle

```
apply plugin: DocumentationPlugin

books {
    quickStart {
        sourceFile = file('src/docs/quick-start')
    }
    userGuide {
    }
    developerGuide {
    }
}

task books << {
    books.each { book ->
        println "$book.name -> $book.sourceFile"
    }
}

class DocumentationPlugin implements Plugin<Project> {
    void apply(Project project) {
        def books = project.container(Book)
        books.all {
            sourceFile = project.file("src/docs/$name")
        }
        project.extensions.books = books
    }
}

class Book {
    final String name
    File sourceFile

    Book(String name) {
        this.name = name
    }
}
```

### Output of `gradle -q books`

```
> gradle -q books
developerGuide -> /home/user/gradle/samples/userguide/organizeBuildLogic/customPlug
quickStart -> /home/user/gradle/samples/userguide/organizeBuildLogic/customPlug
userGuide -> /home/user/gradle/samples/userguide/organizeBuildLogic/customPlug
```

The `Project.container()` methods create instances of `NamedDomainObjectContainer`, that have many useful methods for managing and configuring the objects. In order to use a type with any of the `project.container` methods, it MUST expose a property named “name” as the unique, and constant, name for the object. The `project.container(Class)` variant of the



container method creates new instances by attempting to invoke the constructor of the class that takes a single string argument, which is the desired name of the object. See the above link for `proc` method variants that allow custom instantiation strategies.

## Organizing Build Logic

Gradle offers a variety of ways to organize your build logic. First of all you can put your build logic directly in the action closure of a task. If a couple of tasks share the same logic you can extract this logic into a method. If multiple projects of a multi-project build share some logic you can define this method in the parent project. If the build logic gets too complex for being properly modeled by methods you want have an OO Model. <sup>[23]</sup> Gradle makes this very easy. Just drop your classes in a certain directory and Gradle automatically compiles them and puts them in the classpath of your build script.

Here is a summary of the ways you can organise your build logic:

- POGOs. You can declare and use plain old Groovy objects (POGOs) directly in your build script. The build script is written in Groovy, after all, and Groovy provides you with lots of excellent ways to organize code.
- Inherited properties and methods. In a multi-project build, sub-projects inherit the properties and methods of their parent project.
- Configuration injection. In a multi-project build, a project (usually the root project) can inject properties and methods into another project.
- buildSrc project. Drop the source for your build classes into a certain directory and Gradle automatically compiles them and includes them in the classpath of your build script.
- Shared scripts. Define common configuration in an external build, and apply the script to multiple projects, possibly across different builds.
- Custom tasks. Put your build logic into a custom task, and reuse that task in multiple places.
- Custom plugins. Put your build logic into a custom plugin, and apply that plugin to multiple projects. The plugin must be in the classpath of your build script. You can achieve this either by using build sources or by adding an external library that contains the plugin.
- Execute an external build. Execute another Gradle build from the current build.
- External libraries. Use external libraries directly in your build file.

## 52.1. Inherited properties and methods

Any method or property defined in a project build script is also visible to all the sub-projects. You can use this to define common configurations, and to extract build logic into methods which can be reused by the sub-projects.

### Example 52.1. Using inherited properties and methods

build.gradle

```
srcDirName = 'src/java'

def getSrcDir(project) {
    return project.file(srcDirName)
}
```

child/build.gradle

```
task show << {
    // Use inherited property
    println 'srcDirName: ' + srcDirName

    // Use inherited method
    File srcDir = getSrcDir(project)
    println 'srcDir: ' + rootProject.relativePath(srcDir)
}
```

Output of **gradle -q show**

```
> gradle -q show
srcDirName: src/java
srcDir: child/src/java
```

## 52.2. Injected configuration

You can use the configuration injection technique discussed in [Section 49.1, “Cross project configuration”](#) and [Section 49.2, “Subproject configuration”](#) to inject properties and methods into various projects. This is generally a better option than inheritance, for a number of reasons: The injection is explicit in the build script, You can inject different logic into different projects, And you can inject any kind of configuration such as repositories, plug-ins, tasks, and so on. The following sample shows how this works.

## Example 52.2. Using injected properties and methods

build.gradle

```
subprojects {
    // Inject a property and method
    srcDirName = 'src/java'
    srcDir = { file(srcDirName) }

    // Inject a task
    task show << {
        println 'project: ' + project.path
        println 'srcDirName: ' + srcDirName
        File srcDir = srcDir()
        println 'srcDir: ' + rootProject.relativePath(srcDir)
    }
}

// Inject special case configuration into a particular project
project(':child2') {
    srcDirName = "$srcDirName/legacy"
}
```

child1/build.gradle

```
// Use injected property and method. Here, we override the injected value
srcDirName = 'java'
def dir = srcDir()
```

Output of **gradle -q show**

```
> gradle -q show
project: :child1
srcDirName: java
srcDir: child1/java
project: :child2
srcDirName: src/java/legacy
srcDir: child2/src/java/legacy
```

## 52.3. Build sources in the buildSrc project

When you run Gradle, it checks for the existence of a directory called `buildSrc`. Gradle then automatically compiles and tests this code and puts it in the classpath of your build script. You don't need to provide any further instruction. This can be a good place to add your custom tasks and plugins.

For multi-project builds there can be only one `buildSrc` directory, which has to be in the root project directory.

Listed below is the default build script that Gradle applies to the `buildSrc` project:

**Figure 52.1. Default buildSrc build script**

```
apply plugin: 'groovy'
dependencies {
    compile gradleApi()
    groovy localGroovy()
}
```

This means that you can just put your build source code in this directory and stick to the layout convention for a Java/Groovy project (see [Table 23.4, “Java plugin - default project layout”](#)).

If you need more flexibility, you can provide your own `build.gradle`. Gradle applies the default build script regardless of whether there is one specified. This means you only need to declare the extra things you need. Below is an example. Notice that this example does not need to declare a dependency on the Gradle API, as this is done by the default build script:

**Example 52.3. Custom buildSrc build script**

buildSrc/build.gradle

```
repositories {
    mavenCentral()
}

dependencies {
    testCompile group: 'junit', name: 'junit', version: '4.8.2'
}
```

The buildSrc project can be a multi-project build. This works like any other regular Gradle multi-project build. However, you need to make all of the projects that you wish be on the classpath of the actual build runtime dependencies of the root project in buildSrc. You can do this by adding this to the configuration of each project you wish to export:

**Example 52.4. Adding subprojects to the root buildSrc project**

buildSrc/build.gradle

```
rootProject.dependencies {
    runtime project(path)
}
```

**Note:** The code for this example can be found at `samples/multiProjectBuildSrc` which is in both the binary and source distributions of Gradle.

## 52.4. Running another Gradle build from a build

You can use the `GradleBuild` task. You can use either of the `dir` or `buildFile` properties to specify which build to execute, and the `tasks` property to specify which tasks to execute.

### Example 52.5. Running another build from a build

build.gradle

```
task build(type: GradleBuild) {
    buildFile = 'other.gradle'
    tasks = ['hello']
}
```

other.gradle

```
task hello << {
    println "hello from the other build."
}
```

Output of `gradle -q build`

```
> gradle -q build
hello from the other build.
```

## 52.5. External dependencies for the build script

If your build script needs to use external libraries, you can add them to the script's classpath in the build script itself. You do this using the `buildscript()` method, passing in a closure which declares the build script classpath.

### Example 52.6. Declaring external dependencies for the build script

build.gradle

```
buildscript {
    repositories {
        mavenCentral()
    }
    dependencies {
        classpath group: 'commons-codec', name: 'commons-codec', version: '1.2'
    }
}
```

The closure passed to the `buildscript()` method configures a `ScriptHandler` instance. You declare the build script classpath by adding dependencies to the `classpath` configuration. This is the same way you declare, for example, the Java compilation classpath. You can use any of the dependency types described in [Section 43.4, “How to declare your dependencies”](#), except project dependencies.

Having declared the build script classpath, you can use the classes in your build script as you would any other classes on the classpath. The following example adds to the previous example, and uses classes from the build script classpath.

### Example 52.7. A build script with external dependencies

build.gradle

```
import org.apache.commons.codec.binary.Base64

buildscript {
    repositories {
        mavenCentral()
    }
    dependencies {
        classpath group: 'commons-codec', name: 'commons-codec', version: '1.2'
    }
}

task encode << {
    def byte[] encodedString = new Base64().encode('hello world\n'.getBytes())
    println new String(encodedString)
}
```

Output of **gradle -q encode**

```
> gradle -q encode
aGVsbG8gd29ybGQK
```

For multi-project builds, the dependencies declared in the a project's build script, are available to the build scripts of all sub-projects.

## 52.6. Ant optional dependencies

For reasons we don't fully understand yet, external dependencies are not picked up by Ant's optional tasks. But you can easily do it in another way. <sup>[24]</sup>

## Example 52.8. Ant optional dependencies

build.gradle

```
configurations {
    ftpAntTask
}

dependencies {
    ftpAntTask("org.apache.ant:ant-commons-net:1.8.4") {
        module("commons-net:commons-net:1.4.1") {
            dependencies "oro:oro:2.0.8:jar"
        }
    }
}

task ftp << {
    ant {
        taskdef(name: 'ftp',
            classname: 'org.apache.tools.ant.taskdefs.optional.net.FTP',
            classpath: configurations.ftpAntTask.asPath)
        ftp(server: "ftp.apache.org", userid: "anonymous", password: "me@myorg",
            fileset(dir: "htdocs/manual"))
    }
}
```

This is also nice example for the usage of client modules. The pom.xml in maven central for the ant-commons-net task does not provide the right information for this use case.

## 52.7. Summary

Gradle offers you a variety of ways of organizing your build logic. You can choose what is right for your domain and find the right balance between unnecessary indirections, and avoiding redundancy and a hard to maintain code base. It is our experience that even very complex custom build logic is rarely shared between different builds. Other build tools enforce a separation of this build logic into a separate project. Gradle spares you this unnecessary overhead and indirection.

---

[23] Which might range from a single class to something very complex.

[24] In fact, we think this is anyway the nicer solution. Only if your buildscript and Ant's optional task need the *same* library you would have to define it two times. In such a case it would be nice, if Ant's optional task would automatically pickup the classpath defined in the `gradleSettings`.



# Initialization Scripts

Gradle provides a powerful mechanism to allow customizing the build based on the current environment. This mechanism also supports tools that wish to integrate with Gradle.

## 53.1. Basic usage

Initialization scripts (a.k.a. *init scripts*) are similar to other scripts in Gradle. These scripts, however, are run before the build starts. Here are several possible uses:

- Set up enterprise-wide configuration, such as where to find custom plugins.
- Set up properties based on the current environment, such as a developer's machine vs. a continuous integration server.
- Supply personal information about the user that is required by the build, such as repository or database authentication credentials.
- Define machine specific details, such as where JDKs are installed.
- Register build listeners. External tools that wish to listen to Gradle events might find this useful.
- Register build loggers. You might wish to customise how Gradle logs the events that it generates.

One main limitation of init scripts is that they cannot access classes in the `buildSrc` project (see [Section 52.3, “Build sources in the `buildSrc` project”](#) for details of this feature).

## 53.2. Using an init script

There are several ways to use an init script:

- Specify a file on the command line. The command line option is `-I` or `--init-script` followed by the path to the script. The command line option can appear more than once, each time adding another init script.
- Put a file called `init.gradle` in the `USER_HOME/.gradle/` directory.

- Put a file that ends with `.gradle` in the `USER_HOME/.gradle/init.d/` directory.
- Put a file that ends with `.gradle` in the `GRADLE_HOME/init.d/` directory, in the Gradle distribution. This allows you to package up a custom Gradle distribution containing some custom build logic and plugins. You can combine this with the Gradle wrapper as a way to make custom logic available to all builds in your enterprise.

If more than one init script is found they will all be executed, in the order specified above. Scripts in a given directory are executed in alphabetical order. This allows, for example, a tool to specify an init script on the command line and the user to put one in their home directory for defining the environment and both scripts will run when Gradle is executed.

### 53.3. Writing an init script

Similar to a Gradle build script, an init script is a groovy script. Each init script has a Gradle instance associated with it. Any property reference and method call in the init script will delegate to this `Gradle` instance.

Each init script also implements the Script interface.

#### 53.3.1. Configuring projects from an init script

You can use an init script to configure the projects in the build. This works in a similar way to configuring projects in a multi-project build. The following sample shows how to perform extra configuration from an init script *before* the projects are evaluated. This sample uses this feature to configure an extra repository to be used only for certain environments.

### Example 53.1. Using init script to perform extra configuration before projects are evaluated

build.gradle

```
repositories {
    mavenCentral()
}

task showRepos << {
    println "All repos:"
    println repositories.collect { it.name }
}
```

init.gradle

```
allprojects {
    repositories {
        mavenLocal()
    }
}
```

Output of `gradle --init-script init.gradle -q showRepos`

```
> gradle --init-script init.gradle -q showRepos
All repos:
[MavenLocal, MavenRepo]
```

## 53.4. External dependencies for the init script

In [Section 52.5, “External dependencies for the build script”](#) it was explained how to add external dependencies to a build script. Init scripts can similarly have external dependencies defined. You do this using the `initscript()` method, passing in a closure which declares the init script classpath.

### Example 53.2. Declaring external dependencies for an init script

init.gradle

```
initscript {
    repositories {
        mavenCentral()
    }
    dependencies {
        classpath group: 'org.apache.commons', name: 'commons-math', version:
    }
}
```

The closure passed to the `initscript()` method configures a `ScriptHandler` instance. You declare the init script classpath by adding dependencies to the `classpath` configuration. This is the same way you declare, for example, the Java compilation classpath. You can use any of the dependency types described in [Section 43.4, “How to declare your dependencies”](#), except project dependencies.

Having declared the init script classpath, you can use the classes in your init script as you would any other classes on the classpath. The following example adds to the previous example, and uses classes from the init script classpath.

### Example 53.3. An init script with external dependencies

init.gradle

```
import org.apache.commons.math.fraction.Fraction

initscript {
    repositories {
        mavenCentral()
    }
    dependencies {
        classpath group: 'org.apache.commons', name: 'commons-math', version:
    }
}

println Fraction.ONE_FIFTH.multiply(2)
```

Output of **gradle --init-script init.gradle -q doNothing**

```
> gradle --init-script init.gradle -q doNothing
2 / 5
```

## The Gradle Wrapper

The Gradle Wrapper (henceforth referred to as the “wrapper”) is the preferred way of starting a Gradle build. The wrapper is a batch script on Windows, and a shell script for other operating systems. When you start a Gradle build via the wrapper, Gradle will be automatically downloaded and used to run the build.

The wrapper is something you *should* check into version control. By distributing the wrapper with your project, anyone can work with it without needing to install Gradle beforehand. Even better, users of the build are guaranteed to use the version of Gradle that the build was designed to work with. Of course, this is also great for continuous integration servers (i.e. servers that regularly build your project) as it requires no configuration on the server.

You install the wrapper into your project by adding and configuring a Wrapper task in your build script, and then executing it.

### Example 54.1. Wrapper task

build.gradle

```
task wrapper(type: Wrapper) {  
    gradleVersion = '0.9'  
}
```

After such an execution you find the following new or updated files in your project directory (in case the default configuration of the wrapper task is used).

### Example 54.2. Wrapper generated files

Build layout

```
simple/  
  gradlew  
  gradlew.bat  
  gradle/wrapper/  
    gradle-wrapper.jar  
    gradle-wrapper.properties
```

All of these files *should* be submitted to your version control system. This only needs to be done once. After these files have been added to the project, the project should then be built with the added **gradlew** command. The **gradlew** command can be used *exactly* the same way as the **gradle** command.

If you want to switch to a new version of Gradle you don't need to rerun the wrapper task. It is good enough to change the respective entry in the `gradle-wrapper.properties` file. But if there is for example an improvement in the gradle-wrapper functionality you need to regenerate the wrapper files.

## 54.1. Configuration

If you run Gradle with **gradlew**, Gradle checks if a Gradle distribution for the wrapper is available. If not it tries to download it, otherwise it delegates to the **gradle** command of this distribution with all the arguments passed originally to the **gradlew** command.

You can specify where the wrapper files should be stored (within your project directory):

### Example 54.3. Configuration of wrapper task

build.gradle

```
task wrapper(type: Wrapper) {  
    gradleVersion = '0.9'  
    jarFile = 'wrapper/wrapper.jar'  
}
```

### Build layout

```
customized/  
  gradlew  
  gradlew.bat  
  wrapper/  
    wrapper.jar  
    wrapper.properties
```

You can specify the download URL of the wrapper distribution. You can also specify where the wrapper distribution should be stored and unpacked (either within the project or within the Gradle user home dir). If the wrapper is run and there is local archive of the wrapper distribution Gradle tries to download it and stores it at the specified place. If there is no unpacked wrapper distribution Gradle unpacks the local archive of the wrapper distribution at the specified place. All the configuration options have defaults except the version of the wrapper distribution.

For the details on how to configure the wrapper, see [Wrapper](#)

If you don't want any download to happen when your project is build via **gradlew**, simply add the Gradle distribution zip to your version control at the location specified by your wrapper configuration. Relative url is supported - you can specify a distribution file relative to the location of `gradlew` file.

If you build via the wrapper, any existing Gradle distribution installed on the machine is ignored.

## 54.2. Unix file permissions

The Wrapper task adds appropriate file permissions to allow the execution for the `gradlew` \*NIX command. Subversion preserves this file permission. We are not sure how other version control systems deal with this. What should always work is to execute `sh gradlew`.

## 54.3. Environment variable

Some rather exotic use cases might occur when working with the Gradle Wrapper. For example the continuous integration server goes down during unzipping the Gradle distribution. As the distribution directory exists **gradlew** delegates to it but the distribution is corrupt. Or the zip-distribution was not properly downloaded. When you have no admin right on the continuous integration server to remove the corrupt files, Gradle offers a solution via environment variables.

**Table 54.1. Gradle wrapper environment variables**

Variable Name	Meaning
GRADLE_WRAPPER_ALWAYS_UNPACK	If set to <code>true</code> , the distribution directory gets always deleted when <b>gradlew</b> is run and the distribution zip is freshly unpacked. If the zip is not there, Gradle tries to download it.
GRADLE_WRAPPER_ALWAYS_DOWNLOAD	If set to <code>true</code> , the distribution directory and the distribution zip gets always deleted when <b>gradlew</b> is run and the distribution zip is freshly downloaded.

# Embedding Gradle

## 55.1. Introduction to the Tooling API

The 1.0 milestone 3 release brought a new API called the tooling API, which you can use for embedding Gradle. This API allows you to execute and monitor builds, and to query Gradle about the details of a build. The main audience for this API is IDE, CI server, other UI authors, or integration testing of your Gradle plugins. However, it is open for anyone who needs to embed Gradle in their application.

A fundamental characteristic of the tooling API is that it operates in a version independent way. This means that you can use the same API to work with different target versions of Gradle. The tooling API is Gradle wrapper aware and, by default, uses the same target Gradle version as that used by the wrapper-powered project.

Some features that the tooling API provides today:

- You can query Gradle for the details of a build, including the project hierarchy and the project dependencies, external dependencies (including source and javadoc jars), source directories and tasks of each project.
- You can execute a build, and listen to stdout and stderr logging and progress (e.g. the stuff shown in the 'status bar' when you run on the command line).
- Tooling API can download and install the appropriate Gradle version, similar to the wrapper. Bear in mind that the tooling API is wrapper aware so you should not need to configure a Gradle distribution directly.
- The implementation is lightweight, with only a small number of dependencies. It is also a well-behaved library, and makes no assumptions about your class loader structure or logging configuration. This makes the API easy to bundle in your application.

In future we may support other interesting features:

- Performance. The API gives us the opportunity to do lots of caching, static analysis and preemptive work, to make things faster for the user.
- Better progress monitoring and build cancellation. For example, allowing test execution to be monitored.
- Notifications when things in the build change, so that UIs and models can be updated. For example, your Eclipse or IDEA project will update immediately, in the background.



- Validating and prompting for user supplied configuration.
- Prompting for and managing user credentials.

The Tooling API is the official and recommended way to embed Gradle. This means that the existing APIs, namely `GradleLauncher` and the open API (the `UIFactory` and friends), are deprecated and will be removed in some future version of Gradle. If you happen to use one of the above APIs, please consider changing your application to use the tooling API instead.

## 55.2. Tooling API and the Gradle Build Daemon

Please take a look at Chapter 19, *The Gradle Daemon*. The Tooling API uses the daemon all the time, e.g. you cannot officially use the Tooling API without the daemon. This means that subsequent calls to the Tooling API, be it model building requests or task executing requests can be executed in the same long-living process. Chapter 19, *The Gradle Daemon* contains more details about the daemon, specifically information on situations when new daemons are forked.

## 55.3. Quickstart

Since the tooling API is an interface for a programmer most of the documentation lives in the Javadoc. This is exactly our intention - we don't expect this chapter to grow very much. Instead we will add more code samples and improve the Javadoc documentation. The main entry point to the tooling API is the `GradleConnector`. You can navigate from there and find code samples and other instructions. Pretty effective way of learning how to use the tooling API is checking out and running the *samples* that live in `$gradleHome/samples/toolingApi`.

If you're embedding Gradle and you're looking for exact set of dependencies the tooling API Jar requires please look at one of the samples in `$gradleHome/samples/toolingApi`. The dependencies are declared in the Gradle build scripts. You can also find the repository declarations where the Jars are obtained from.

# A

## Gradle Samples

Listed below are some of the stand-alone samples which are included in the Gradle distribution. You can find these samples in the `GRADLE_HOME/samples` directory of the distribution.

**Table A.1. Samples included in the distribution**

Sample	Description
announce	A project which uses the announce plugin
application	A project which uses the application plugin
codeQuality	A project which uses the various code quality plugins.
<u>customBuildLanguage</u>	This sample demonstrates how to add some custom elements to the build DSL. It also demonstrates the use of custom plug-ins to organize build logic.
<u>customDistribution</u>	This sample demonstrates how to create a custom Gradle distribution and use it with the Gradle wrapper.
<u>customPlugin</u>	A set of projects that show how to implement, test, publish and use a custom plugin and task.
ear/earCustomized/ear	Web application ear project with customized contents
ear/earWithWar	Web application ear project
groovy/customizedLayout	Groovy project with a custom source layout
groovy/mixedJavaAndGroovy	Project containing a mix of Java and Groovy source

groovy/multiproject	Build made up of multiple Groovy projects. Also demonstrates how to exclude certain source files, and the use of a custom Groovy AST transformation.
groovy/quickstart	Groovy quickstart sample
java/base	Java base project
java/customizedLayout	Java project with a custom source layout
<u>java/multiproject</u>	This sample demonstrates how an application can be composed using multiple Java projects.
java/quickstart	Java quickstart project
java/withIntegrationTests	This sample demonstrates how to use a source set to add an integration test suite to a Java project.
maven/pomGeneration	Demonstrates how to deploy and install to a Maven repository. Also demonstrates how to deploy a javadoc JAR along with the main JAR, how to customize the contents of the generated POM, and how to deploy snapshots and releases to different repositories.
maven/quickstart	Demonstrates how to deploy and install artifacts to a Maven repository.
osgi	A project which builds an OSGi bundle
scala/customizedLayout	Scala project with a custom source layout
scala/fsc	Scala project using the Fast Scala Compiler (fsc).
scala/mixedJavaAndScala	A project containing a mix of Java and Scala source.
scala/quickstart	Scala quickstart project
toolingApi/build	An application that uses the tooling API to run a Gradle task.
toolingApi/eclipse	An application that uses the tooling API to build the Eclipse model for a project.

<code>toolingApi/idea</code>	An application that uses the tooling API to extract information needed by IntelliJ IDEA.
<code>toolingApi/model</code>	An application that uses the tooling API to build the model for a Gradle build.
<code>webApplication/customised</code>	Web application with customized WAR contents.
<code>webApplication/quickstart</code>	Web application quickstart project

## A.1. Sample `customBuildLanguage`

This sample demonstrates how to add some custom elements to the build DSL. It also demonstrates the use of custom plug-ins to organize build logic.

The build is composed of 2 types of projects. The first type of project represents a product, and the second represents a product module. Each product includes one or more product modules, and each product module may be included in multiple products. That is, there is a many-to-many relationship between these products and product modules. For each product, the build produces a ZIP containing the runtime classpath for each product module included in the product. The ZIP also contains some product-specific files.

The custom elements can be seen in the build script for the product projects (for example, `basicEc`). Notice that the build script uses the `product { }` element. This is a custom element.

The build scripts of each project contain only declarative elements. The bulk of the work is done by 2 custom plug-ins found in `buildSrc/src/main/groovy`.

## A.2. Sample `customDistribution`

This sample demonstrates how to create a custom Gradle distribution and use it with the Gradle wrapper.

This sample contains the following projects:

- The `plugin` directory contains the project that implements a custom plugin, and bundles the plugin into a custom Gradle distribution.
- The `consumer` directory contains the project that uses the custom distribution.

## A.3. Sample `customPlugin`

A set of projects that show how to implement, test, publish and use a custom plugin and task.

This sample contains the following projects:

- The `plugin` directory contains the project that implements and publishes the plugin.

- The `consumer` directory contains the project that uses the plugin.

## A.4. Sample `java/multiplatform`

This sample demonstrates how an application can be composed using multiple Java projects.

This build creates a client-server application which is distributed as 2 archives. First, there is a client ZIP which includes an API JAR, which a 3rd party application would compile against, and a client runtime. Then, there is a server WAR which provides a web service.

# B

## Potential Traps

### **B.1. Groovy script variables**

For Gradle users it is important to understand how Groovy deals with script variables. Groovy has two types of script variables. One with a local scope and one with a script wide scope.

### Example B.1. Variables scope: local and script wide

scope.groovy

```
String localScope1 = 'localScope1'
def localScope2 = 'localScope2'
scriptScope = 'scriptScope'

println localScope1
println localScope2
println scriptScope

closure = {
    println localScope1
    println localScope2
    println scriptScope
}

def method() {
    try {localScope1} catch(MissingPropertyException e) {println 'localScope1NotAvailable'}
    try {localScope2} catch(MissingPropertyException e) {println 'localScope2NotAvailable'}
    println scriptScope
}

closure.call()
method()
```

#### Output of gradle

```
> gradle
localScope1
localScope2
scriptScope
localScope1
localScope2
scriptScope
localScope1NotAvailable
localScope2NotAvailable
scriptScope
```

Variables which are declared with a type modifier are visible within closures but not visible within methods. This is a heavily discussed behavior in the Groovy community. [\[25\]](#)

## B.2. Configuration and execution phase

It is important to keep in mind that Gradle has a distinct configuration and execution phase (see [Chapter 48, \*The Build Lifecycle\*](#)).

## Example B.2. Distinct configuration and execution phase

build.gradle

```
classesDir = file('build/classes')
classesDir.mkdirs()
task clean(type: Delete) {
    delete 'build'
}
task compile(dependsOn: 'clean') << {
    if (!classesDir.isDirectory()) {
        println 'The class directory does not exist. I can not operate'
        // do something
    }
    // do something
}
```

Output of **gradle -q compile**

```
> gradle -q compile
The class directory does not exist. I can not operate
```

As the creation of the directory happens during the configuration phase, the `clean` task removes the directory during the execution phase.

---

[25] One of those discussions can be found here:  
<http://groovy.329449.n5.nabble.com/script-scoping-question-td355887.html>



## Gradle Command Line

The **gradle** command has the following usage:

```
gradle [option...] [task...]
```

The command-line options available for the **gradle** command are listed below:

**-?, -h, --help**

Shows a help message.

**-a, --no-rebuild**

Do not rebuild project dependencies.

**--all**

Shows additional detail in the task listing. See [Section 11.5.2, “Listing tasks”](#).

**-b, --build-file**

Specifies the build file. See [Section 11.4, “Selecting which build to execute”](#).

**-c, --settings-file**

Specifies the settings file.

**--continue**

Continues task execution after a task failure.

**-D, --system-prop**

Sets a system property of the JVM, for example `-Dmyprop=myvalue`. See [Section 14.2, “Gradle properties and system properties”](#).

**-d, --debug**

Log in debug mode (includes normal stacktrace). See [Chapter 18, \*Logging\*](#).

**-g, --gradle-user-home**

Specifies the Gradle user home directory. The default is the `.gradle` directory in the user's home directory.

**--gui**

Launches the Gradle GUI. See [Chapter 12, \*Using the Gradle Graphical User Interface\*](#).

**-I, --init-script**

Specifies an initialization script. See [Chapter 53, \*Initialization Scripts\*](#).

**-i, --info**

Set log level to info. See [Chapter 18, \*Logging\*](#).

**-m, --dry-run**

Runs the build with all task actions disabled. See [Section 11.6, “Dry Run”](#).

**--no-color**

Do not use color in the console output.

**--offline**

Specifies that the build should operate without accessing network resources. See [Section 43.8.2, “Command line options to override caching”](#).

**-P, --project-prop**

Sets a project property of the root project, for example `-Pmyprop=myvalue`. See [Section 14.2, “Gradle properties and system properties”](#).

**-p, --project-dir**

Specifies the start directory for Gradle. Defaults to current directory. See [Section 11.4, “Selecting which build to execute”](#).

**--profile**

Profiles build execution time and generates a report in the `buildDir/reports/profile` directory. See [Section 11.5.5, “Profiling a build”](#).

**--project-cache-dir**

Specifies the project-specific cache directory. Default value is `.gradle` in the root project directory. See [Section 14.6, “Caching”](#).

**-q, --quiet**

Log errors only. See [Chapter 18, \*Logging\*](#).

**--recompile-scripts**

Specifies that cached build scripts are skipped and forced to be recompiled. See [Section 14.6, “Caching”](#).

**--refresh-dependencies**

Refresh the state of dependencies. See [Section 43.8.2, “Command line options to override caching”](#).

**--rerun-tasks**

Specifies that any task optimization is ignored.

**-S, --full-stacktrace**

Print out the full (very verbose) stacktrace for any exceptions. See [Chapter 18, \*Logging\*](#).

**-s, --stacktrace**

Print out the stacktrace also for user exceptions (e.g. compile error). See [Chapter 18, Logging](#).

**-u, --no-search-upwards**

Don't search in parent directories for a `settings.gradle` file.

**-v, --version**

Prints version info.

**-x, --exclude-task**

Specifies a task to be excluded from execution. See [Section 11.2, "Excluding tasks"](#).

The above information is printed to the console when you execute `gradle -h`.

## C.1. Deprecated command-line options

The following options are deprecated and will be removed in a future version of Gradle:

**-C, --cache**

(deprecated) Specifies how compiled build scripts should be cached. Possible values are: `re` or `on`. Default value is `on`. You should use `--recompile-scripts` instead.

**--no-opt**

(deprecated) Specifies to ignore all task optimization. You should use `--rerun-tasks` instead.

**--refresh**

(deprecated) Refresh the state of resources of the type(s) specified. Currently only `dependencies` is supported. You should use `--refresh-dependencies` instead.

## C.2. Daemon command-line options:

The [Chapter 19, \*The Gradle Daemon\*](#) contains more information about the daemon. For example it includes information how to turn on the daemon by default so that you can avoid using `--daemon` all the time.

**--daemon**

Uses the Gradle daemon to run the build. Starts the daemon if not running or existing daemon busy. [Chapter 19, \*The Gradle Daemon\*](#) contains more detailed information when new daemon processes are started.

**--foreground**

Starts the Gradle daemon in the foreground. Useful for debugging or troubleshooting because you can easily monitor the build execution.

**--no-daemon**

Do not use the Gradle daemon to run the build. Useful occasionally if you have configured Gradle to always run with the daemon by default.

**--stop**

Stops the Gradle daemon if it is running. You can only stop daemons that were started with the Gradle version you use when running **--stop**.

### C.3. System properties

The following system properties are available for the **gradle** command. Note that command-line options take precedence over system properties.

`gradle.user.home`

Specifies the Gradle user home directory.

The [Section 20.1, “Configuring the build environment via gradle.properties”](#) contains specific information about Gradle configuration available via system properties.

### C.4. Environment variables

The following environment variables are available for the **gradle** command. Note that command-line options and system properties take precedence over environment variables.

**GRADLE\_OPTS**

Specifies command-line arguments to use to start the JVM. This can be useful for setting the system properties to use for running Gradle. For example you could set `GRADLE_OPTS="-Dc` to use the Gradle daemon without needing to use the `--daemon` option every time you run Gradle. [Section 20.1, “Configuring the build environment via gradle.properties”](#) contains more information about ways of configuring the daemon without using environmental variables, e.g. in more maintainable and explicit way.

**GRADLE\_USER\_HOME**

Specifies the Gradle user home directory.

# Existing IDE Support and how to cope without it

## D.1. IntelliJ

Gradle has been mainly developed with Idea IntelliJ and its very good Groovy plugin. Gradle's build script [\[26\]](#) has also been developed with the support of this IDE. IntelliJ allows you to define any filepattern to be interpreted as a Groovy script. In the case of Gradle you can define such a pattern for `build.gradle` and `settings.gradle`. This will already help very much. What is missing is the classpath to the Gradle binaries to offer content assistance for the Gradle classes. You might add the Gradle jar (which you can find in your distribution) to your project's classpath. It does not really belong there, but if you do this you have a fantastic IDE support for developing Gradle scripts. Of course if you use additional libraries for your build scripts they would further pollute your project classpath.

We hope that in the future `*.gradle` files get special treatment by IntelliJ and you will be able to define a specific classpath for them.

## D.2. Eclipse

There is a Groovy plugin for eclipse. We don't know in what state it is and how it would support Gradle. In the next edition of this user guide we can hopefully write more about this.

## D.3. Using Gradle without IDE support

What we can do for you is to spare you typing things like `throw new org.gradle.api.tasks.` and just type `throw new StopExecutionException()` instead. We do this by automatically adding a set of import statements to the Gradle scripts before Gradle executes them. Listed below are the imports added to each script.

**Figure D.1. gradle-imports**

```
import org.gradle.*
import org.gradle.util.*
import org.gradle.api.*
import org.gradle.api.artifacts.*
import org.gradle.api.artifacts.dsl.*
import org.gradle.api.artifacts.maven.*
import org.gradle.api.artifacts.specs.*
import org.gradle.api.execution.*
import org.gradle.api.file.*
import org.gradle.api.resources.*
import org.gradle.api.initialization.*
import org.gradle.api.invocation.*
import org.gradle.api.java.archives.*
import org.gradle.api.logging.*
import org.gradle.api.plugins.*
import org.gradle.plugins.ide.eclipse.*
import org.gradle.plugins.ide.idea.*
import org.gradle.plugins.jetty.*
import org.gradle.api.plugins.quality.*
import org.gradle.api.plugins.announce.*
import org.gradle.api.specs.*
import org.gradle.api.tasks.*
import org.gradle.api.tasks.bundling.*
import org.gradle.api.tasks.diagnostics.*
import org.gradle.api.tasks.compile.*
import org.gradle.api.tasks.javadoc.*
import org.gradle.api.tasks.testing.*
import org.gradle.api.tasks.util.*
import org.gradle.api.tasks.wrapper.*
import org.gradle.process.*
```

---

[26] Gradle is built with Gradle

# Gradle User Guide

## A

Artifact  
??

## B

Build Script  
??

## C

Configuration  
See [Dependency Configuration](#).

Configuration Injection  
??

## D

DAG  
See [Directed Acyclic Graph](#).

Dependency  
See [External Dependency](#).  
  
See [Project Dependency](#).  
  
??

Dependency Configuration  
??

Dependency Resolution  
??

### Directed Acyclic Graph

A directed acyclic graph is a directed graph that contains no cycles. In Gradle each task to execute represents a node in the graph. A `dependsOn` relation to another task will add this other task as a node (if it is not in the graph already) and create a directed edge between those two nodes. Any `dependsOn` relation will be validated for cycles. There must be no way to start at certain node, follow a sequence of edges and end up at the original node.

### Domain Specific Language

A domain-specific language is a programming language or specification language dedicated to a particular problem domain, a particular problem representation technique, and/or a

particular solution technique. The concept isn't new—special-purpose programming languages and all kinds of modeling/specification languages have always existed, but the term has become more popular due to the rise of domain-specific modeling.

DSL

See Domain Specific Language.

## E

External Dependency

??

Extension Object

??

## I

Init Script

A script that is run before the build itself starts, to allow customization of Gradle and the build.

Initialization Script

See Init Script.

## P

Plugin

??

Project

??

Project Dependency

??

Publication

??

## R

Repository

??

## S

Source Set

??

## T

Task



??

Transitive Dependency

??