Integrated Development Environment e2 studio

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e2 studio with plug-in AgileReview

Introduction

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

Contents

1. Introduction

1.1 e^2 studio with AgileReview

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

1.2 Environment

This document is described based on environment as the following:

     e^2 studio: 2.1.0.xx

     AgileReview: 0.8.4

     OS: Windows 7

2. Install AgileReview plugin

2.1 Prerequisites installation

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

- e^2 studio is installed correctly

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

2.2 AgileReview installation instruction

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

1. Start e^2 studio and select menu item 'Help' > 'Install New Software...'
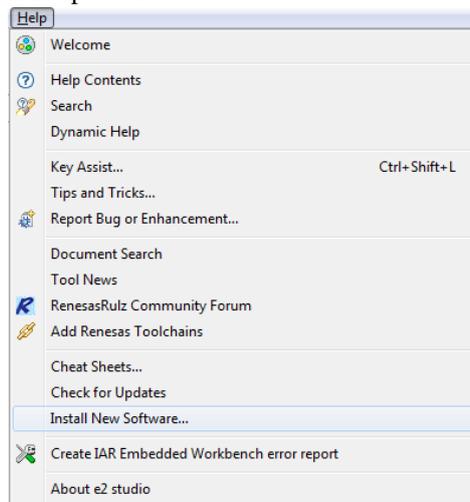
2. Press the 'Add' button
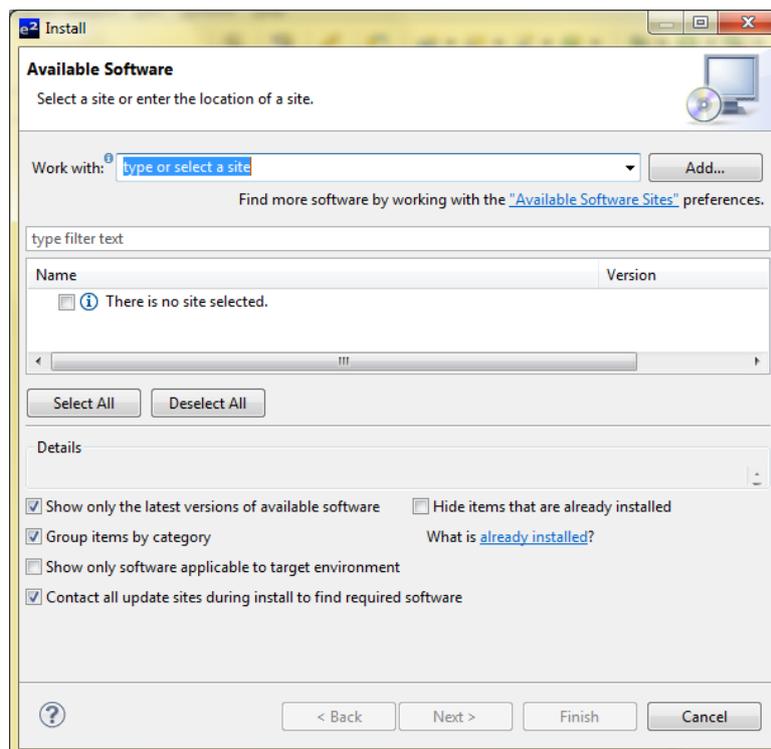
3. On the 'Add Repository' dialog, enter the URL to the AgileReview update site. (can be found on http://agilereview.sourceforge.net/update)
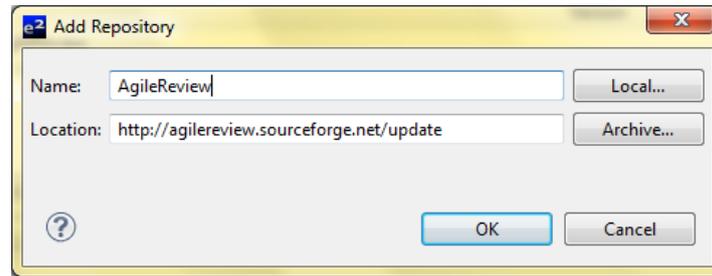
4. Select AgileReview
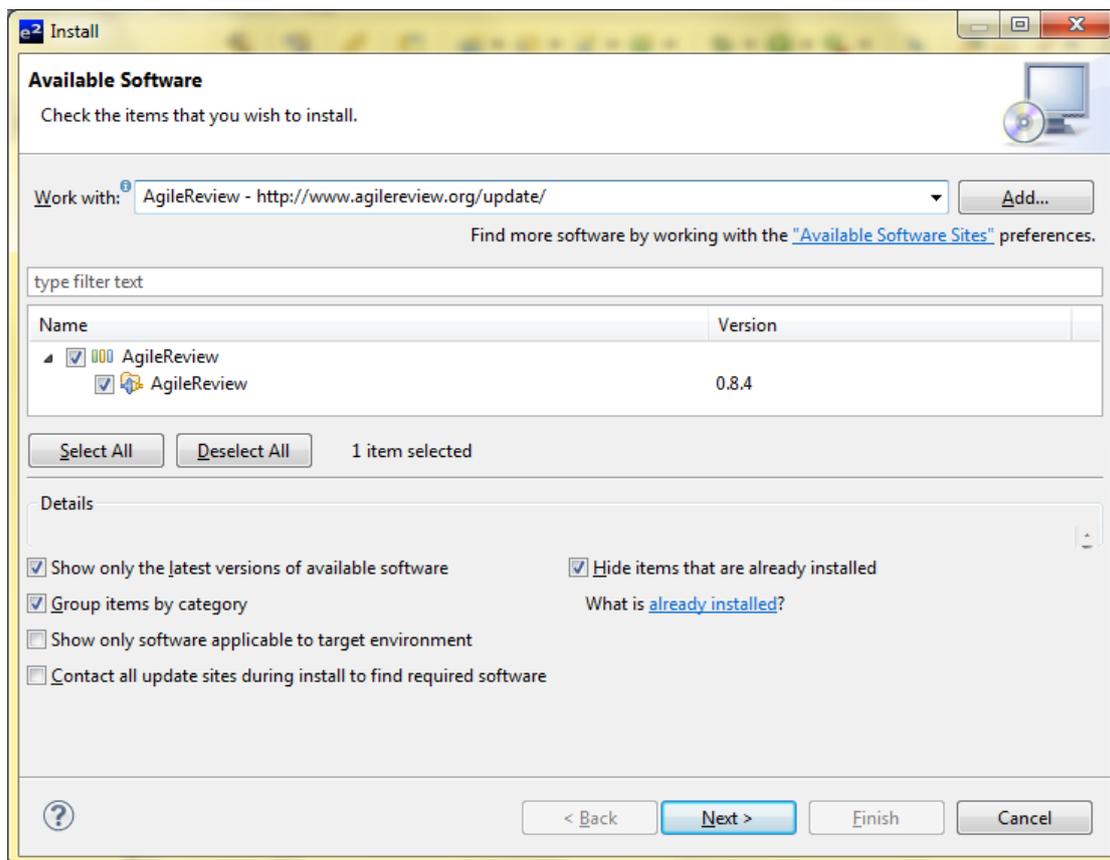
6. Press the 'Next >' button.
7. Accept terms of license agreement and click the 'Finish' button in order to start the download of selected features.
8. Press the 'Yes' button to apply installation changes and restart e^2 studio.

9. You can find AgileReview perspective and views in correspondent dialogs
   — To open AgileReview views: 'Window' > 'Show View' > 'Other...' > AgileReview
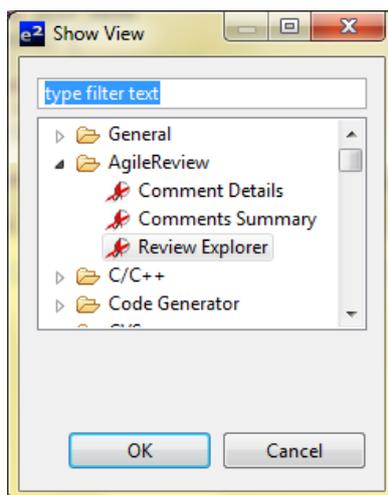
   — To open AgileReview perspective: 'Window' > 'Open Perspective' > 'Other...' > AgileReview
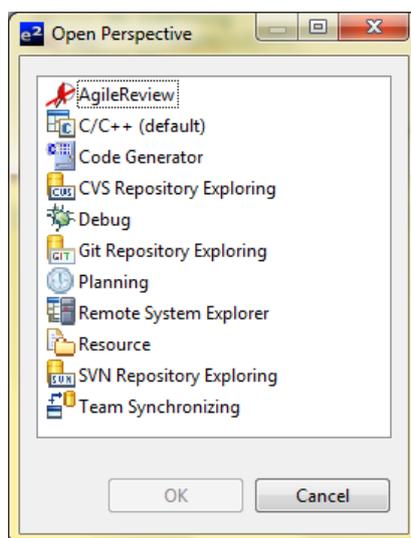
Perspective of AgileReview contains three main views:

— Review Explorer
— Comments Summary
— Comment Details
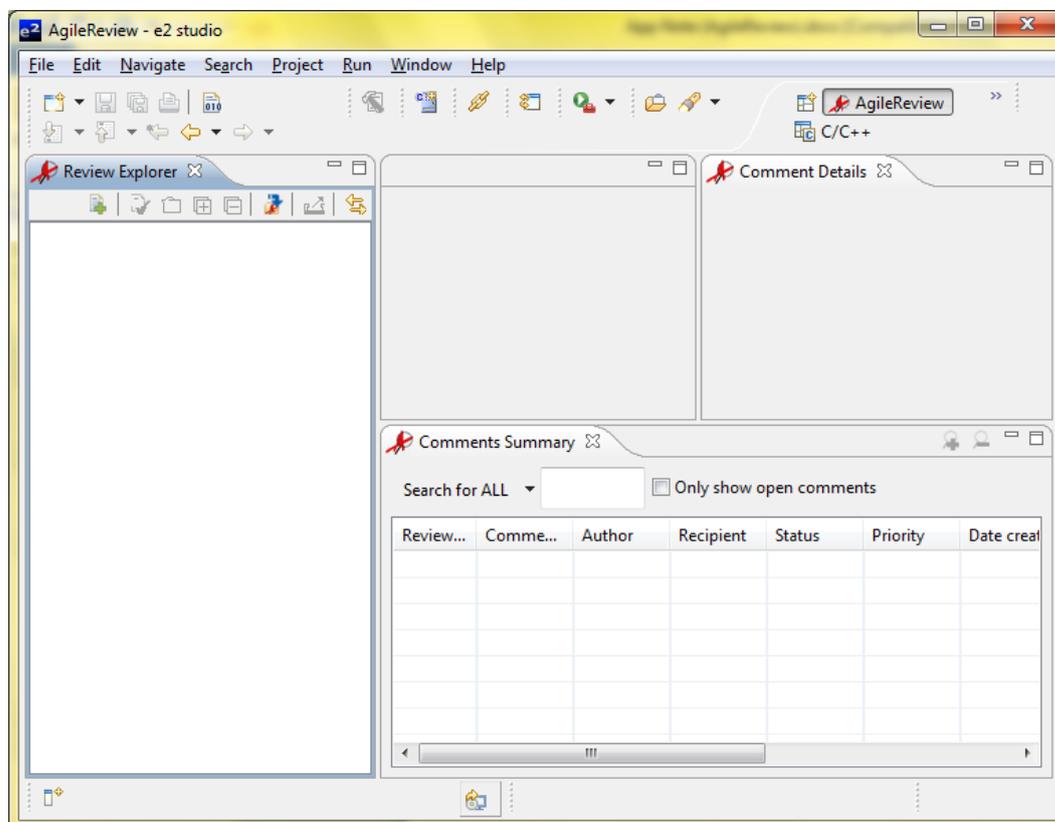
3. Usage

3.1 Workflow of AgileReview operation in e^2 studio
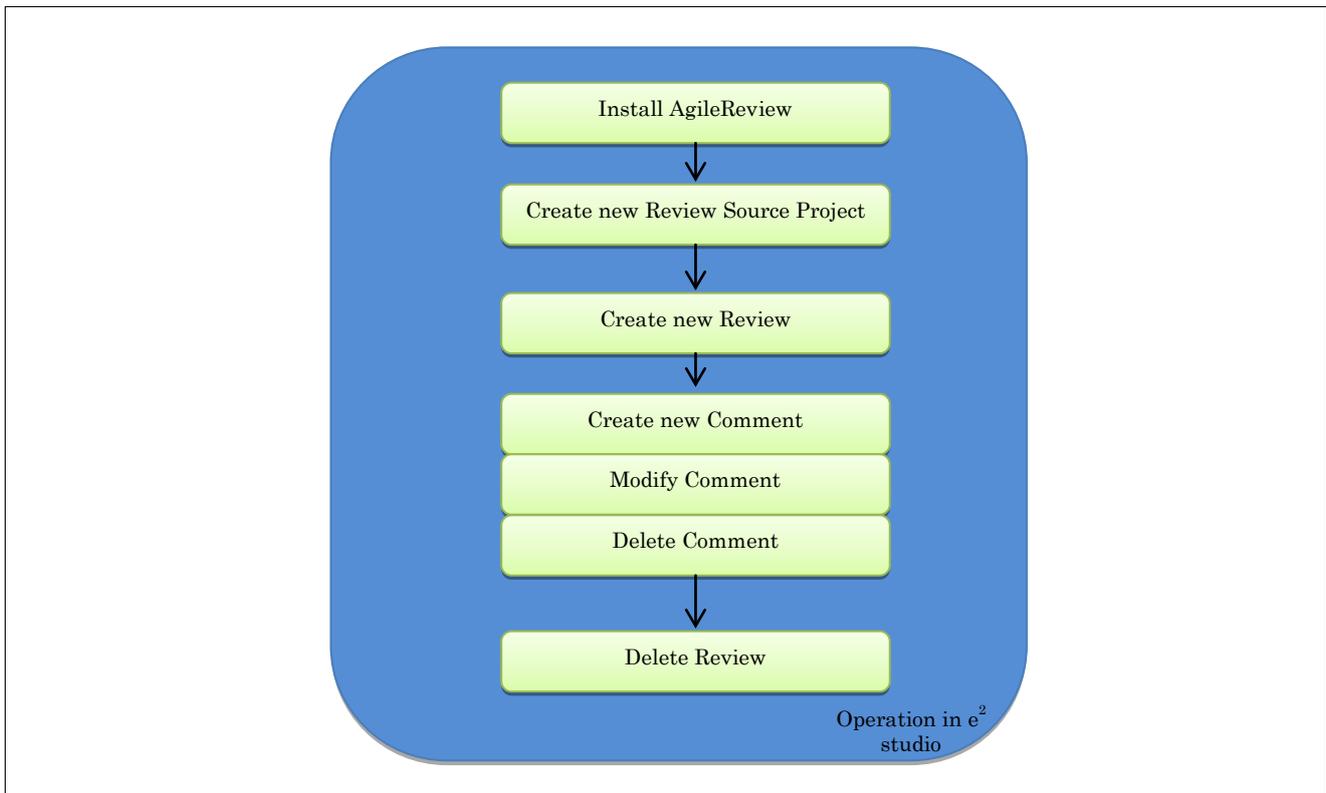
Figure 1: Workflow of AgileReview operation in e^2 studio

3.2 Create new Review Source Project

3.2.1 Create new Review Source Project

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

1. On menu items of e^2 studio, navigate to 'File' > 'New' > 'Other...'. The 'New' dialog appears, select 'AgileReview' category > 'Review Source Project' > 'Next >'
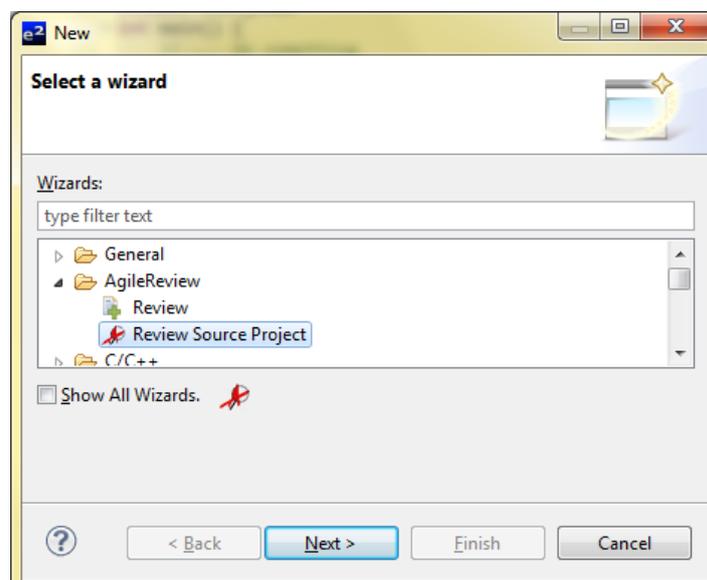
2. Input the name for AgileReview source project > select 'use this project after creation' to active project
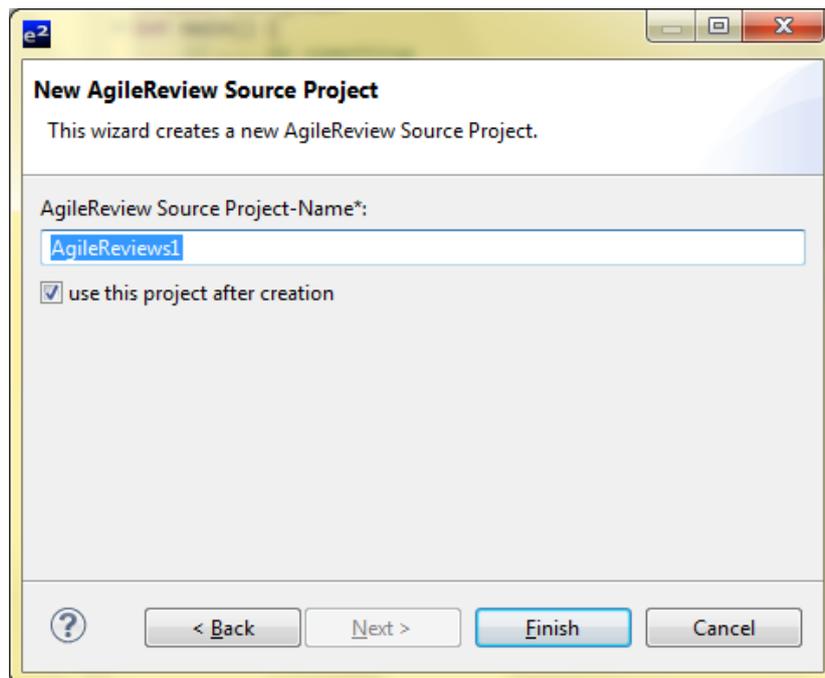
3. Press the 'Finish' button. Review source project should be created.
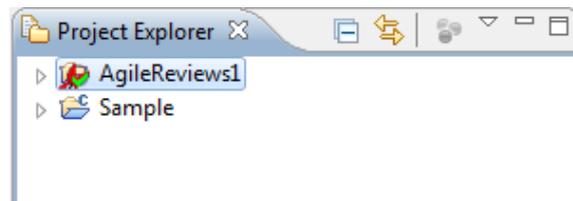
3.2.2   Active AgileReview source project

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

To active AgileReview source project:

- On 'Project Explorer' view:
    — Select inactive AgileReview source project > right click to open context menu > select 'Active AgileReview Source Project'
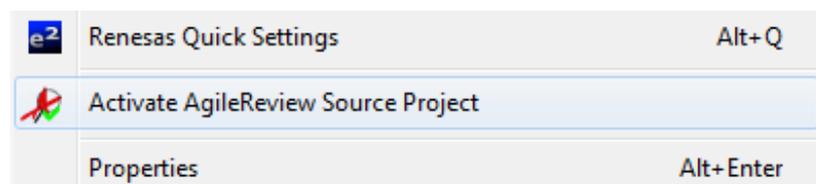
- On the 'Review Explorer' view:
  1. Select 'Switch AgileReview Source Project' button
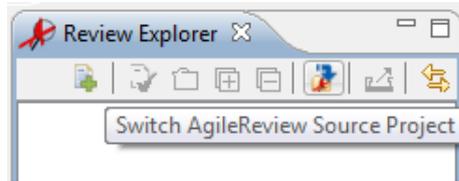
  2. On the 'No AgileReview Source Project' dialog, select a AgileReview Source Project
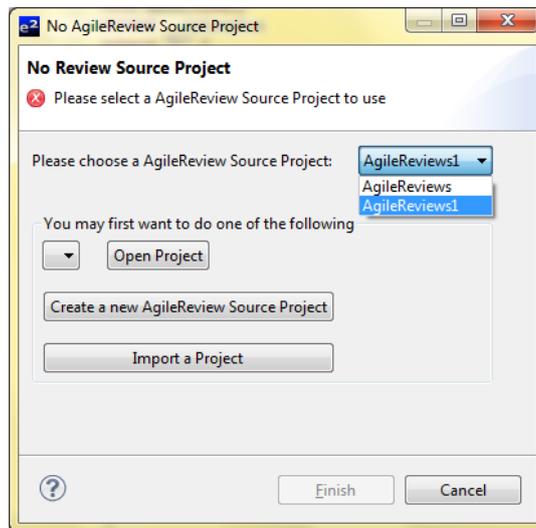
 3. Selected AgileReview Source Project will be active
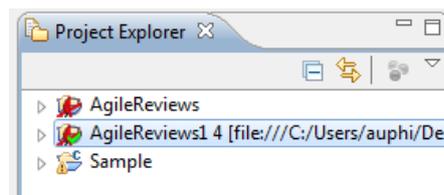
3.3 Create Review

3.3.1 Create new Review

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

1. On menu bar of e^2 studio, navigate 'Window' > 'Open Perspective' > 'Other...' > 'AgileReview'
2. On 'Review Explorer' view, select 'Create new review' from context menu or press the 'Create a new review' button on tool bar
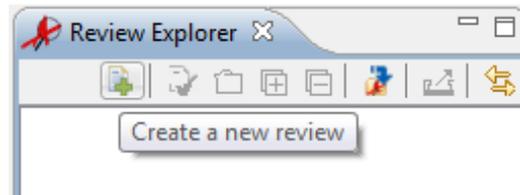
3. On the 'New Review' dialog, input name of review in 'Review-Name*:' text box
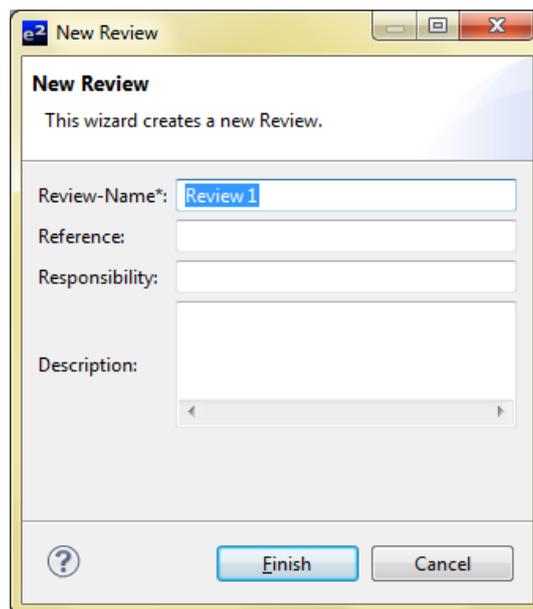
4. Press the 'Finish' button to create successfully
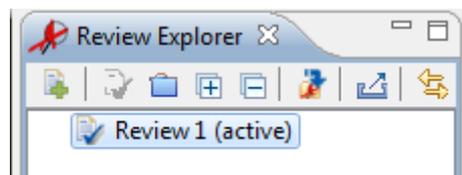
3.3.2   Active review

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

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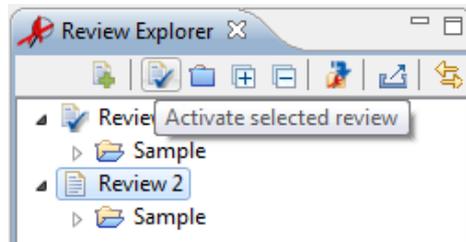
3.4   Create new comment

To create new comment:

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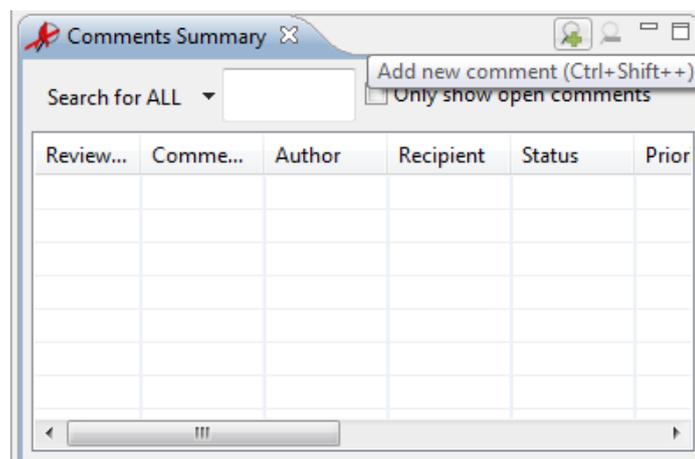
3. Comment will be added on editor successfully
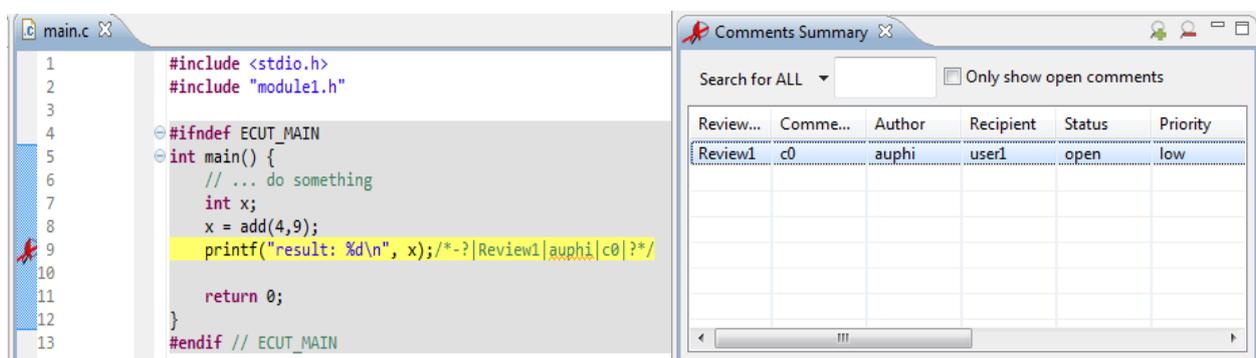
3.5　Modify Comment

3.5.1　Edit comment information

To edit comment information:

1. Open comment on 'Comment Details' view
2. On the 'Comment Details' view, modify information of comment:
   a. Status: modify status of comment
   b. Priority: set priority of comment
   c. Recipient: input recipient
   d. Description: input description
   e. Add reply for comment by press 'Alt + Shift + '+'' key combination or click 'Add new reply' on the top right corner
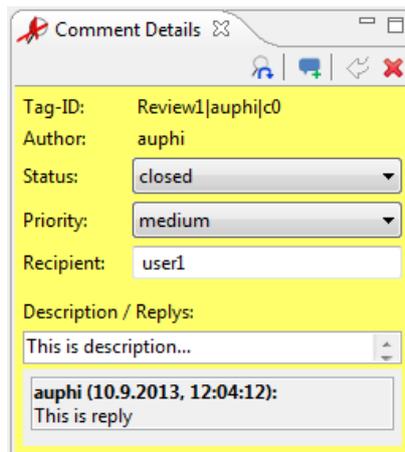
3. Leave the 'Comment Details' view to save the modification. The 'Comments Summary' view is updated.
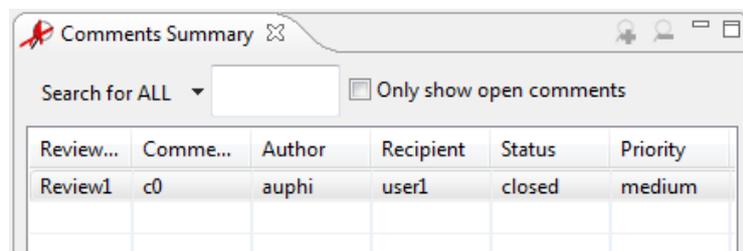
3.5.2   Revert to Comment

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

To revert to comment:

1. Open comment on the 'Comment Details' view > edit information of comment
2. Press the 'revert' button
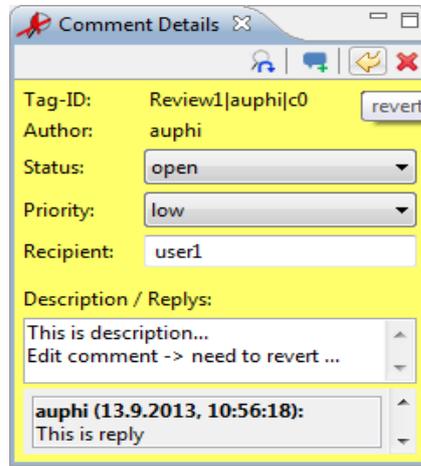
3. The comment will be revert successfully
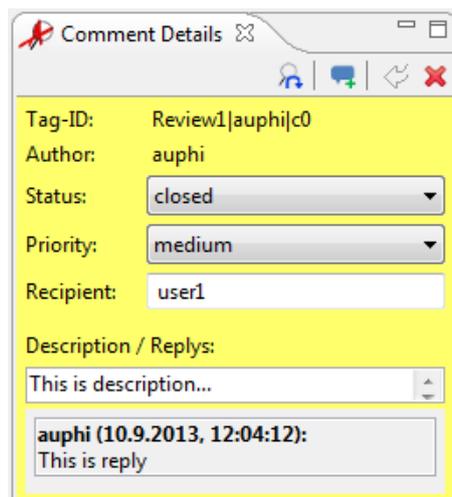
3.5.3   Relocate Comment

To relocate comment:

1. On editor of e² studio, select the code line(s)/ section where comment should be relocated
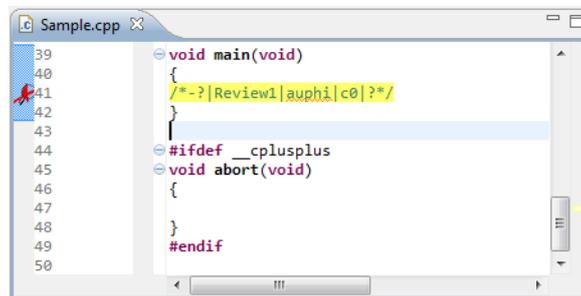
2. Open 'Comment Details' view of comment which should be relocated > Click the 'Relocate' button on the top right corner of local toolbar items
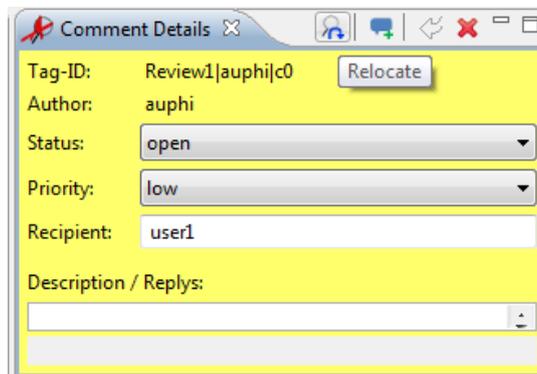
3. Select the 'Relocate' button for confirming
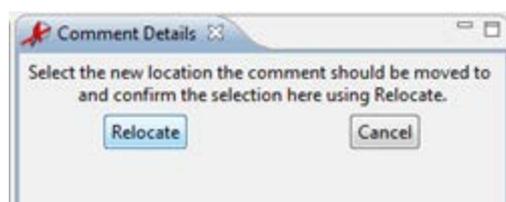
4. The comment should be moved to new location successfully
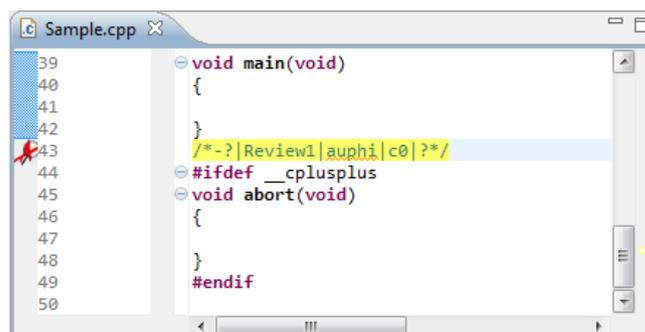
3.6   Delete Comment

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

- On the 'Comments Summary' view:
    1. Select a comment in Comment table > press the 'Delete comments' button in the top right corner of local toolbar items
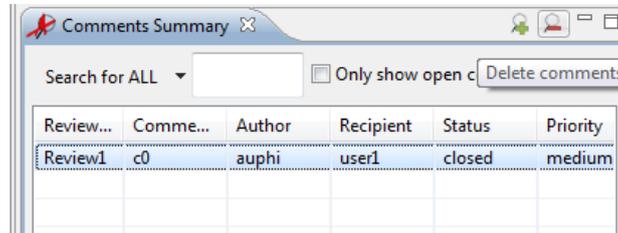
    2. Press the 'OK' button on the 'Comments Summary – Delete' dialog to delete comment
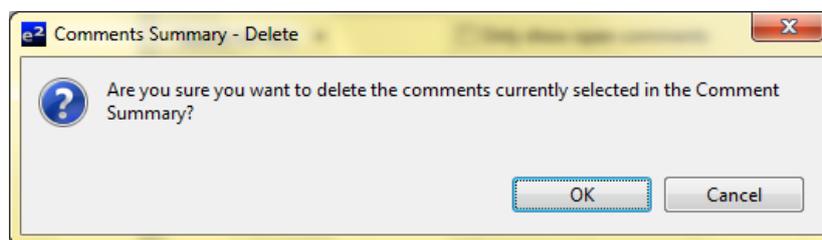
- On the 'Comment Details' view
    1. Open 'Comment Details' view of a comment, press the 'Delete shown resource (Alt+Shift+Delete)' button in the top right corner of local toolbar items
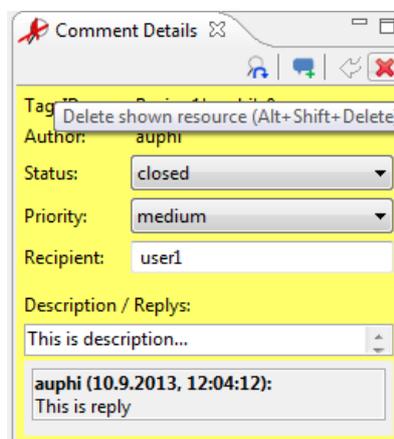
    2. Press the 'OK' button on the 'Comment Details – Delete' dialog to delete comment
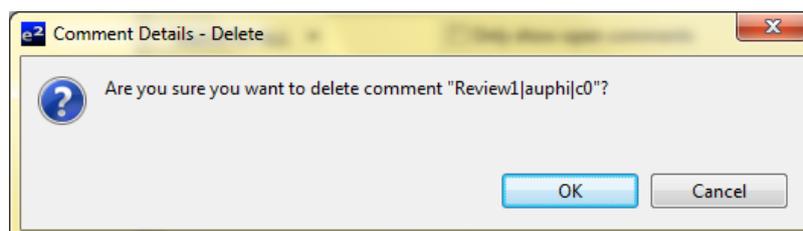
3.7   Delete Review

To delete review:

1. On the 'Review Explorer' view, right click a review to open context menu > Delete
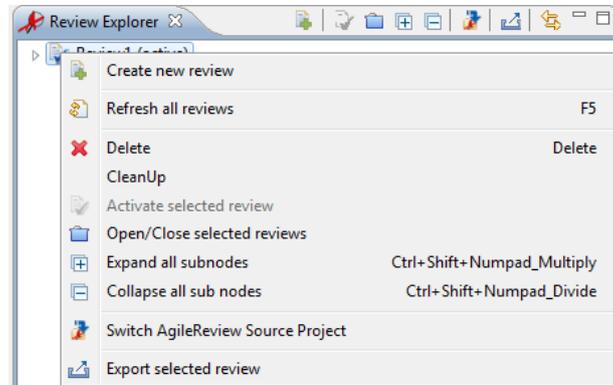
2. Press the 'OK' button on the 'Review Explorer – Delete' dialog to delete review
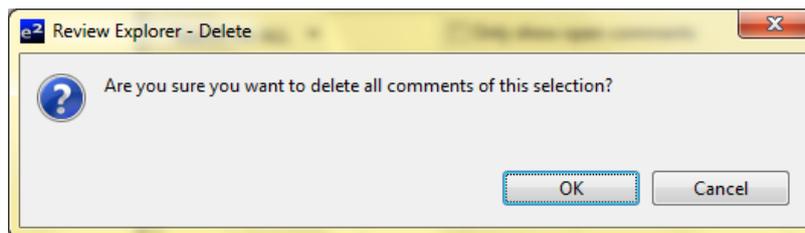
3.8   Sharing comments and reviews

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

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

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

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

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

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

4.   Reference Information

4.1   Web Site

AgileReview home page URL:

http://www.agilereview.org

Eclipse AgileReview plugin home page URL:

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

4.2   Reference

"Agile Review – User Guide – v0.8.1"

http://www.agilereview.org/wp-content/uploads/2012/04/quickstart.pdf

Website and Support

Renesas Electronics Website
  http://www.renesas.com/

Inquiries
  http://www.renesas.com/contact/

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General Precautions in the Handling of MPU/MCU Products

The following usage notes are applicable to all MPU/MCU products from Renesas. For detailed usage notes on the products covered by this document, refer to the relevant sections of the document as well as any technical updates that have been issued for the products.

1. Handling of Unused Pins

   Handle unused pins in accordance with the directions given under Handling of Unused Pins in the manual.

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

2. Processing at Power-on

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

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

3. Prohibition of Access to Reserved Addresses

   Access to reserved addresses is prohibited.

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

4. Clock Signals

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

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

5. Differences between Products

   Before changing from one product to another, i.e. to a product with a different part number, confirm that the change will not lead to problems.

   — The characteristics of an MPU or MCU in the same group but having a different part number may differ in terms of the internal memory capacity, layout pattern, and other factors, which can affect the ranges of electrical characteristics, such as characteristic values, operating margins, immunity to noise, and amount of radiated noise. When changing to a product with a different part number, implement a system-evaluation test for the given product.

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