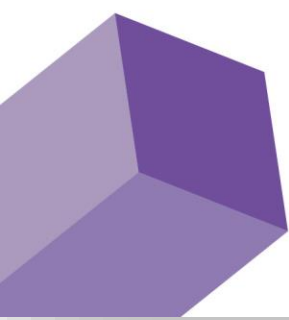


Remote endpoint usage notes

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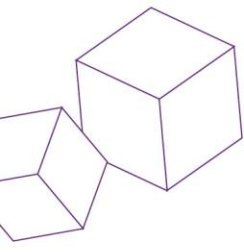


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Introduction

This paper organized into 2 big sections:

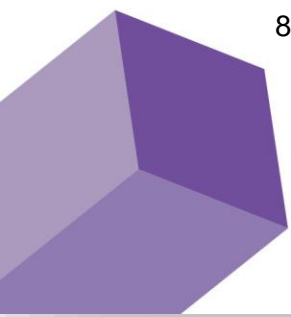
- Brief technical information
- Detailed guides for specific tools or platforms.

Remember that all of those actions you have to perform on a remote machine through a RDP connection.

Action list for day C-1

Here we are providing you small list of what you need to check on your remote workplace.

1. Connect to DBMS and try to make at least 1 table (for example country). Check that you have access to shared DB.
2. Create desktop “Hello World” application.
3. Create API application to display all data from database.
4. Publish your API application.
5. Create mobile “Hello World” application.
6. Commit your apps to Gogs Git system.
7. Create Readme.md document with “How to install and launch your apps” guidance for your app.
8. Check in in completion table.



Database connection info

Attention! DO NOT USE IP addresses of servers without any direct advice from the Team. It will result in inability to check your work! Refer to servers by their domain (DNS) names only!

Location information and usage examples you can find later in the “**Database Toolset Info**” section of this document.

Microsoft SQL Server

Due to Test Project specifics we have 2 Microsoft SQL Server instances running for 2 different days:

Server name (instance)	Usage day	Description
WS-SRV-01	C2	This instance contains your personal database which is accessible for both read and write operations
WS-SRV-01\MSSQLSERVER2,1435	C3	This instance contains a shared database with read access and may contain partial write access to some tables as specified in the Test Project.

Attention! Pay attention on value after comma ...**RVER2,1435** in **Server name**. It's crucial for establishing a proper connection to the Server.

Use “**Windows Authentication**” as an authentication type.

In the C-1 day you have access to both instances in order to check environment first!

MySql

Due to Test Project specifics we have 2 MySql daemons running for 2 different days:

Server address	Usage day	Description
WS-SRV-01:3306	C2	This server contains your personal database which is accessible for both read and write operations
WS-SRV-01:3307	C3	This server contains a shared database with read access and may contain partial write access to some tables as specified in the Test Project.

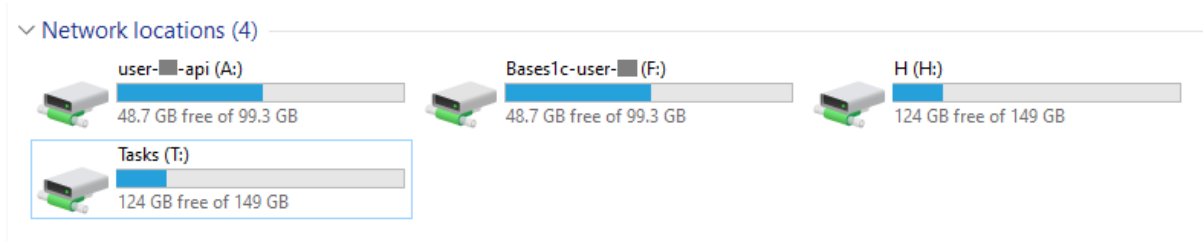
Attention! Pay attention that services for different days has different network port!

Use given earlier credentials from **info.txt** file in order to connect to the Server.

In the C-1 day you have access to both instances in order to check environment first!

File shares

You have several connected network disks (you can find them into the “This computer” in the File Explorer)



The purpose of each is following:

No	Disk	Description
1	user-XX-api	Using for publishing IIS Web API (see “IIS” section of this document)
2	Bases1c-user-XX	Using for publishing 1c databases (see “IIS” section of this document)
3	Tasks	Using for providing you electronic access to the Test Project.
4	H	For the internal usage purposes. Ignore it.

Android Emulator

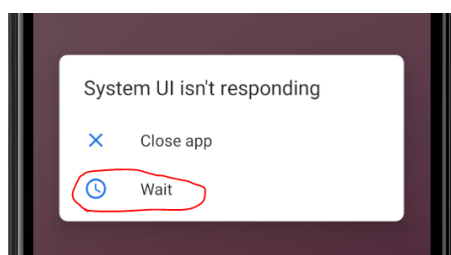
We are using standard “**Android Virtual Device**” emulator which ships with **Android Studio**.

There is already present a properly configured AVD device. You can adjust some settings, but keep in mind these notes:

- “**Quick boot**” isn’t working in this configuration properly. Do not try to turn on it
- Do not change memory settings, or CPU cores of AVD.

AVD booting process will take a long time: in average it takes about 5 minutes, but shall not exceed 10 min. Please keep in mind this values. Due this long boot process you can get warnings that some waiting times are exceeded. Ignore those warnings.

Also you can get warning that “**System UI**” is not responding. Choose “**Wait**” option in order to continue (as shown below):



Attention! AVD device starts being visible throughout **adb** in the end of booting process!

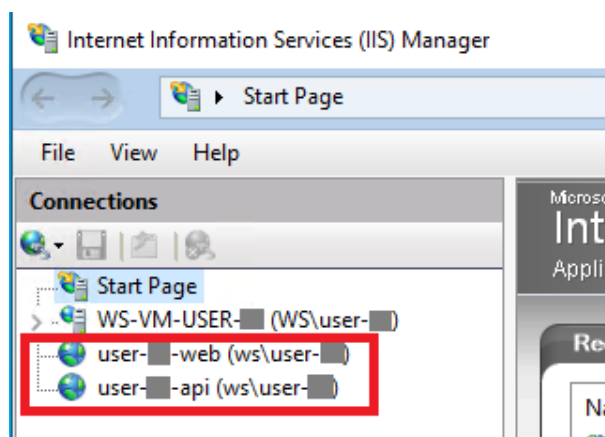
Git

Your git repository is fully offline. You can access it by visiting URL: <http://ws-srv-01:3000/> and providing there credentials from **info.txt** file. For the first time create new repos: for test purpose (C-1) and rest of the days(C1+), as it will be asked in Test Project. **Make sure that repository is set to be private!**

Operation manual are following later in the “**How to operate with the Gogs Git service**” section of this document.

IIS

You have 2 dedicated IIS sites for your Web API and 1C base with independent pools on a remote server. Use embedded “**Internet Information Services (IIS) manager**” located in control panel or **Start Menu**. Use credential from your **info.txt** file in order to connect to remote server.

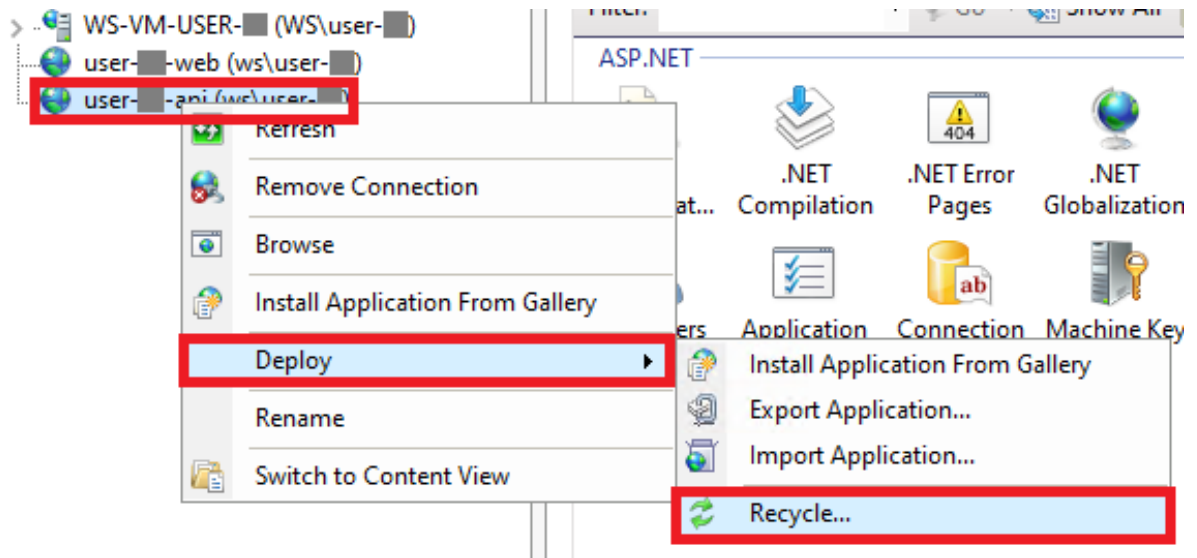


The purpose of each site is:

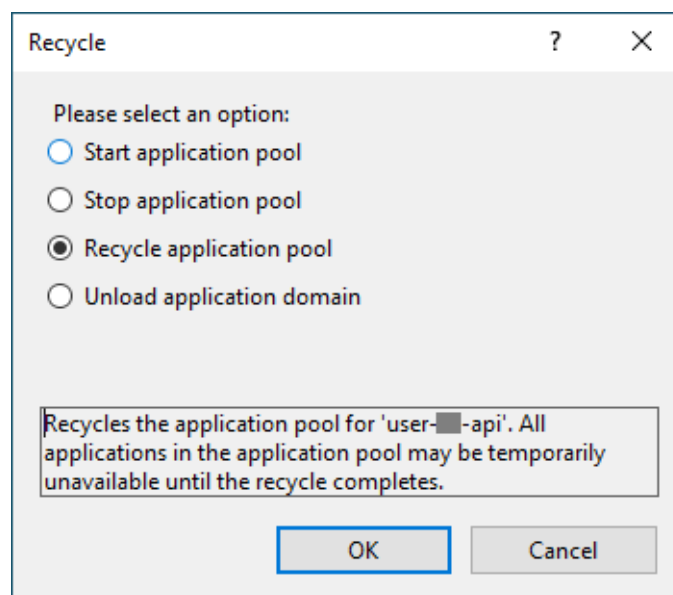
No	Site	Network disk	URL	Description
1	user-XX-web	Bases1c-user-XX	http://web.ws.int:9XX/User-XX/	Site for 1C Bases hosting
2	user-XX-api	user-XX-api	http://web.ws.int:9YY YY = XX + 50, i.e. for example workplace 12 will have port 962 (12 + 50 = 62)	Site for API backend

For the web-site publishing use following sequence of actions:

1. Use corresponding network disk (see “**File share**” section of this document) and put there your site files. Use file or folder publishing options in the IDE or manually put necessary files into this disk. Detail guidance of performing publishing throughout IDE can be found in “**How to publish WebAPI through Visual Studio**” section of this document.
2. In order to restart your application pool open context menu for the site or application and choose there “**Deploy**” -> “**Recycle**” options:
(picture and steps are following on the next page)



3. Choose there **“Recycle application pool”** option and click **“OK”**:



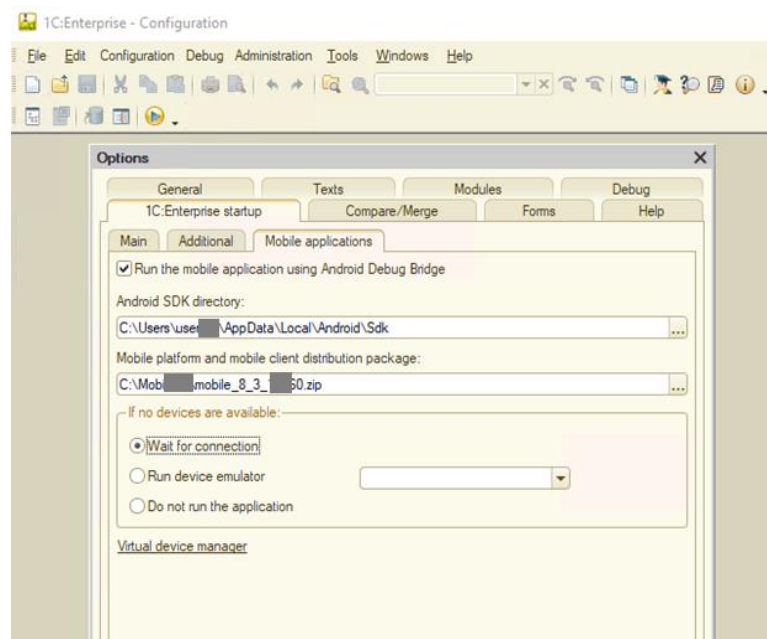
Toolset and libs locations

The most of the tools can be found on your remote Desktop or available in the Start menu, but some instruments have more specific locations.

Lib(s), toolset(s)	Location
Angular, Apache Maven, Bootstrap, GlassFish, Hibernate, Microsoft JDBC Driver, React, Spring Framework, SQLAlchemy, jQuery, vue	Desktop\Tools
1C Mobile pack	C:\mobile
Android SDK	C:\Users\user-XX\AppData\Local\Android\Sdk

1C

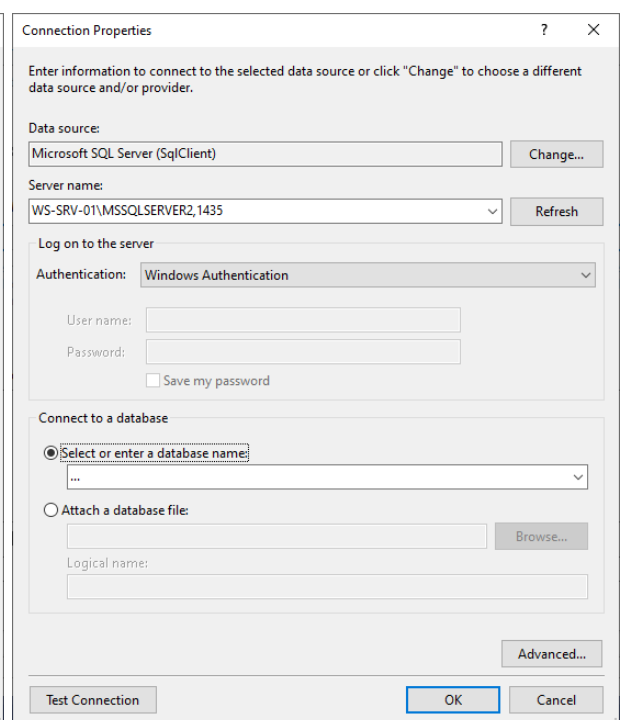
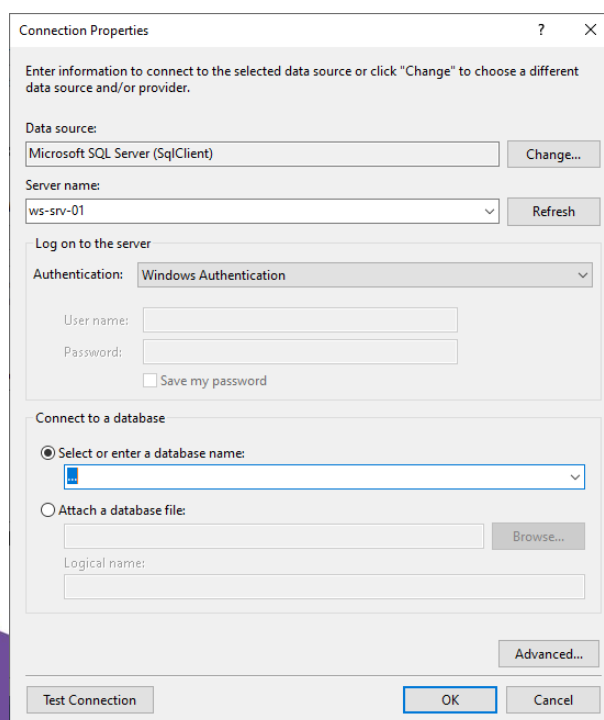
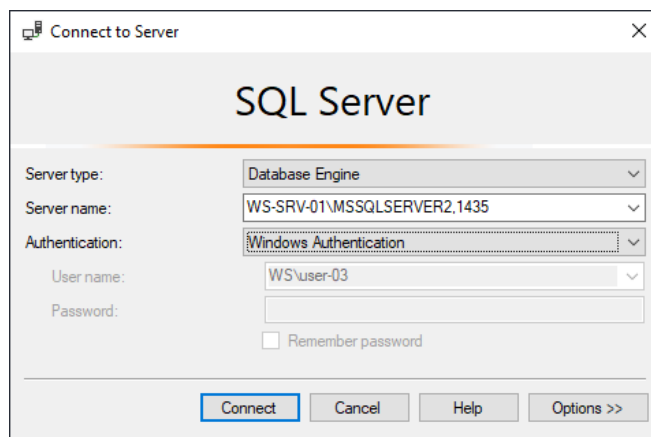
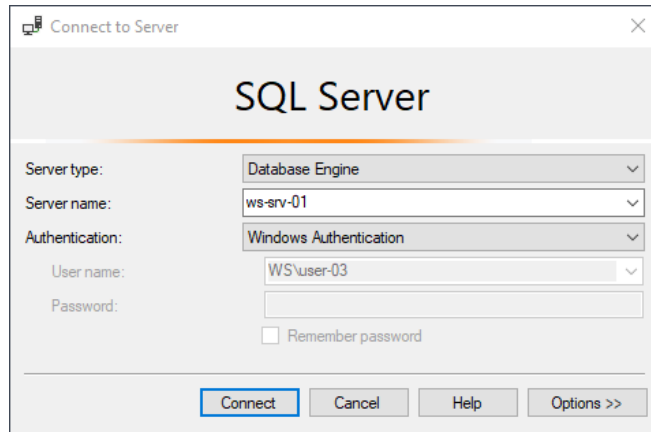
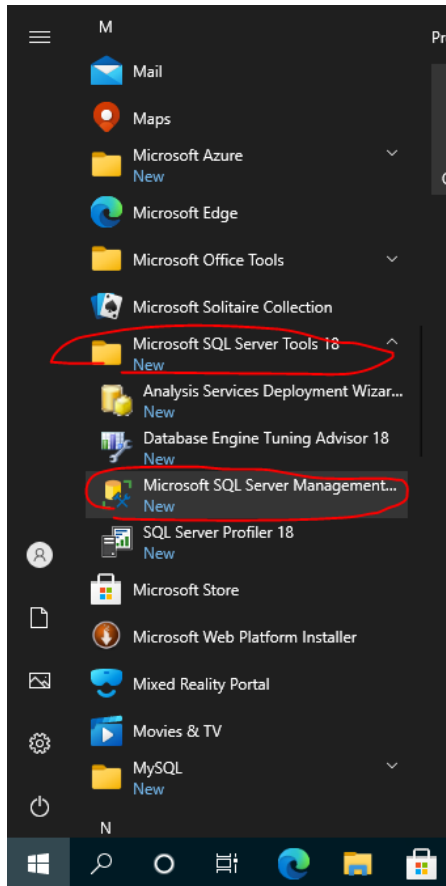
For the mobile applications based on 1C platform use following settings:

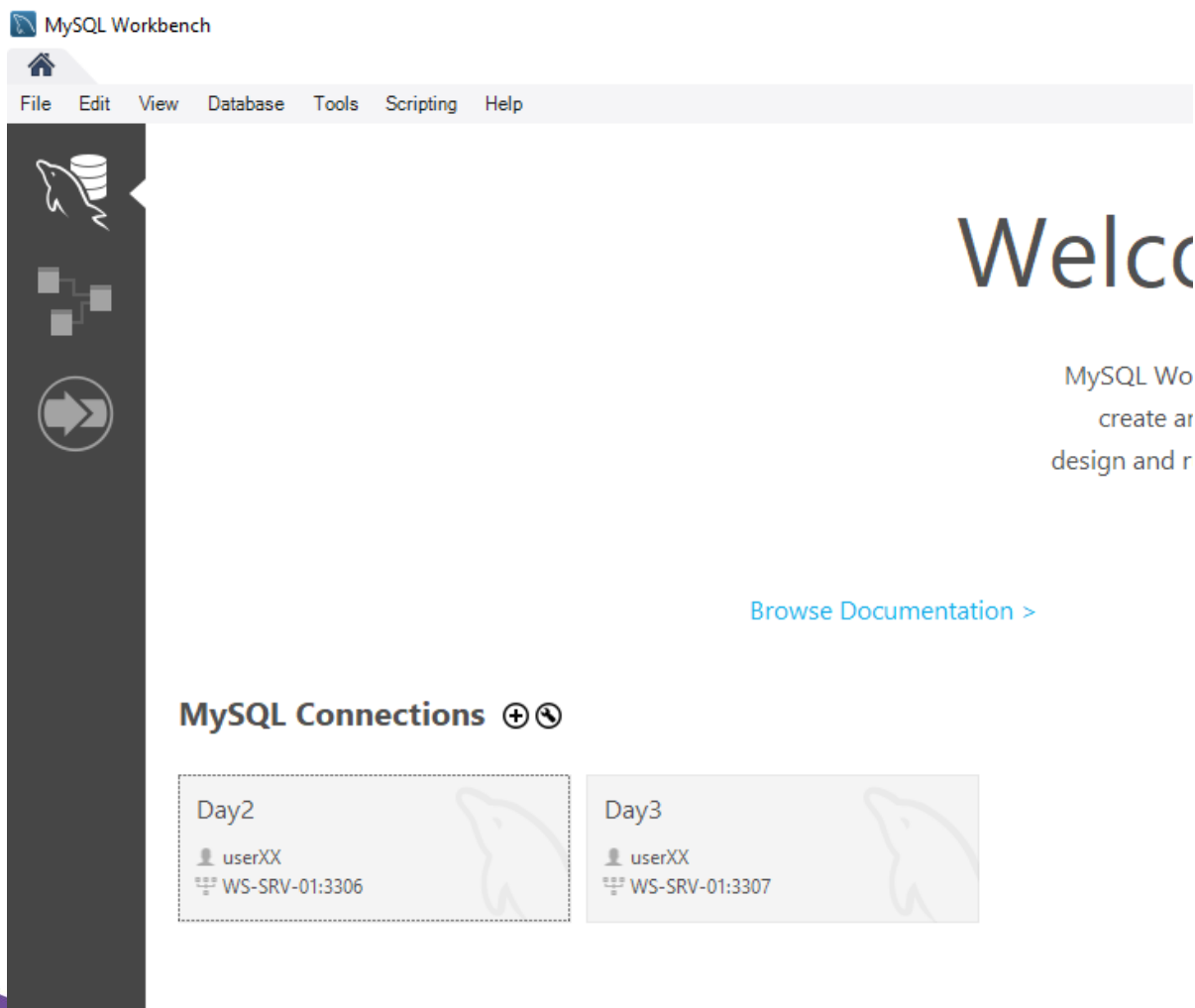


Actual paths could be found in a section “**Toolset and libs locations**” of this document.

Database Toolset Info

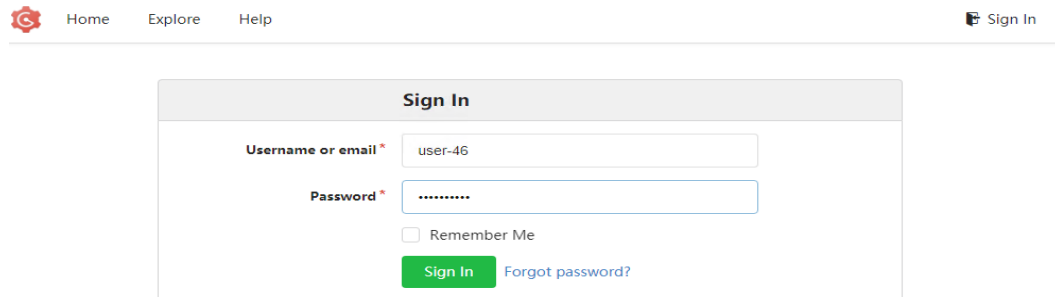
MS SQL





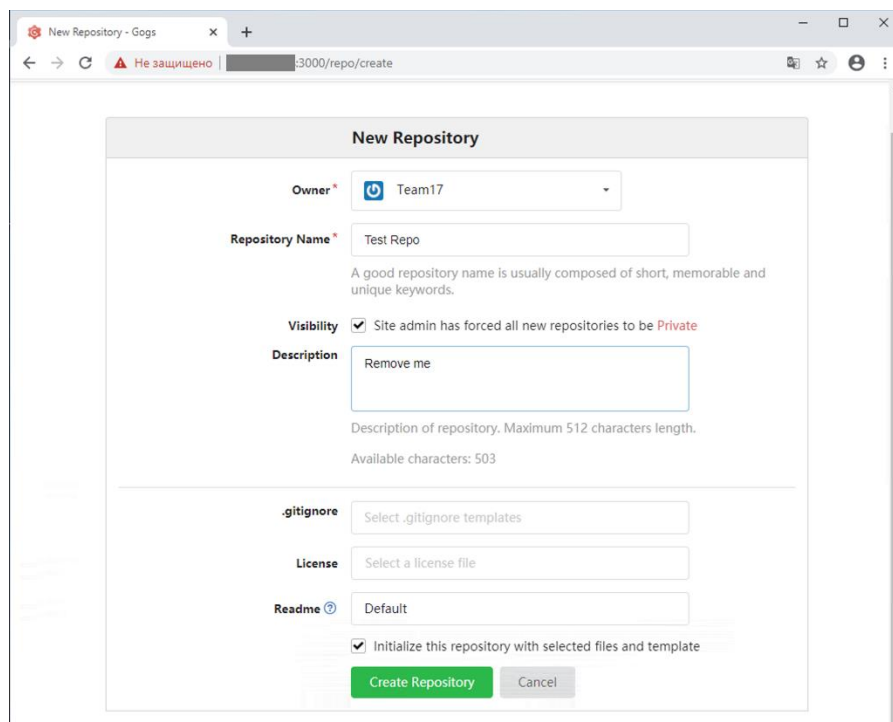
How to operate with the Gogs Git service

1. Sign in into system using credentials from **info.txt** file.



The screenshot shows the Gogs web interface. At the top, there are navigation links: Home, Explore, and Help. On the right, there is a 'Sign In' button. The main content area is titled 'Sign In' and contains a form with the following fields: 'Username or email' (with the value 'user-46'), 'Password' (with masked characters '.....'), and a 'Remember Me' checkbox. Below the password field are two buttons: a green 'Sign In' button and a blue 'Forgot password?' link.

2. Create a new repository. When creating a repository make sure that your repository is set to be private. Also we would recommend to initialize repository with default Template (last checkbox)



The screenshot shows the 'New Repository' form in the Gogs web interface. The form is titled 'New Repository' and contains the following fields and options: 'Owner' (a dropdown menu showing 'Team17'), 'Repository Name' (a text input field with the value 'Test Repo'), 'Visibility' (a checkbox labeled 'Site admin has forced all new repositories to be Private' which is checked), 'Description' (a text input field with the value 'Remove me'), '.gitignore' (a dropdown menu showing 'Select .gitignore templates'), 'License' (a dropdown menu showing 'Select a license file'), 'Readme' (a dropdown menu showing 'Default'), and an 'Initialize this repository with selected files and template' checkbox which is checked. At the bottom of the form are two buttons: a green 'Create Repository' button and a grey 'Cancel' button.

3. You can upload files by several ways:

- Using command line tool
- Using embedded in IDE client
- Using web interface (available only if you did initialize repository with a template).

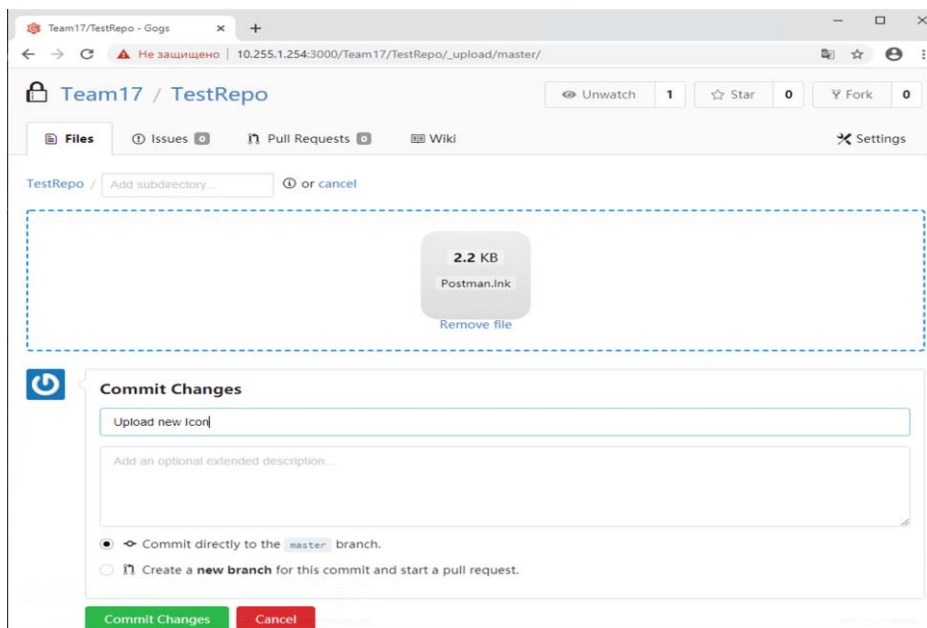
In further steps of current guide first will show you how to upload files throughout Web GUI, than how to do it through **Visual Studio**.

Attention! This is not the best way to upload the files. The best ways are first or second options in the list above.

4. Click on “Upload file” button

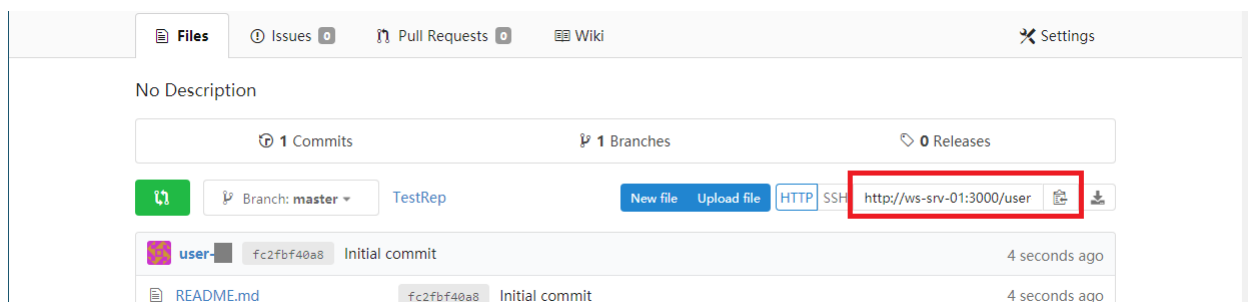
5. Drag or chose files to upload within the dotted area. You can make an archive of your project and upload it here as a single file.

Attention! Do not drop whole folder in dotted area. It will break folder structure and will be resulted in breaking you project/solution.

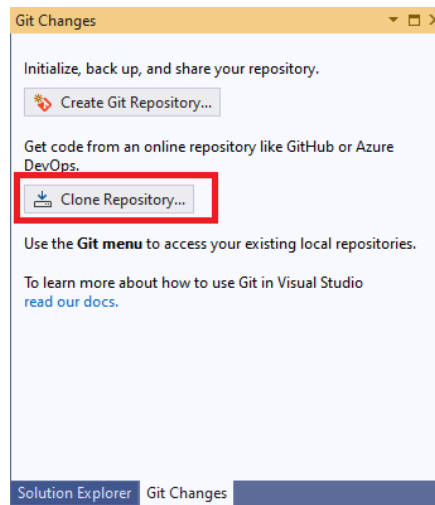


6. Make a commit description, choose branch and click on “Commit changes” button for committing all changes into repository.

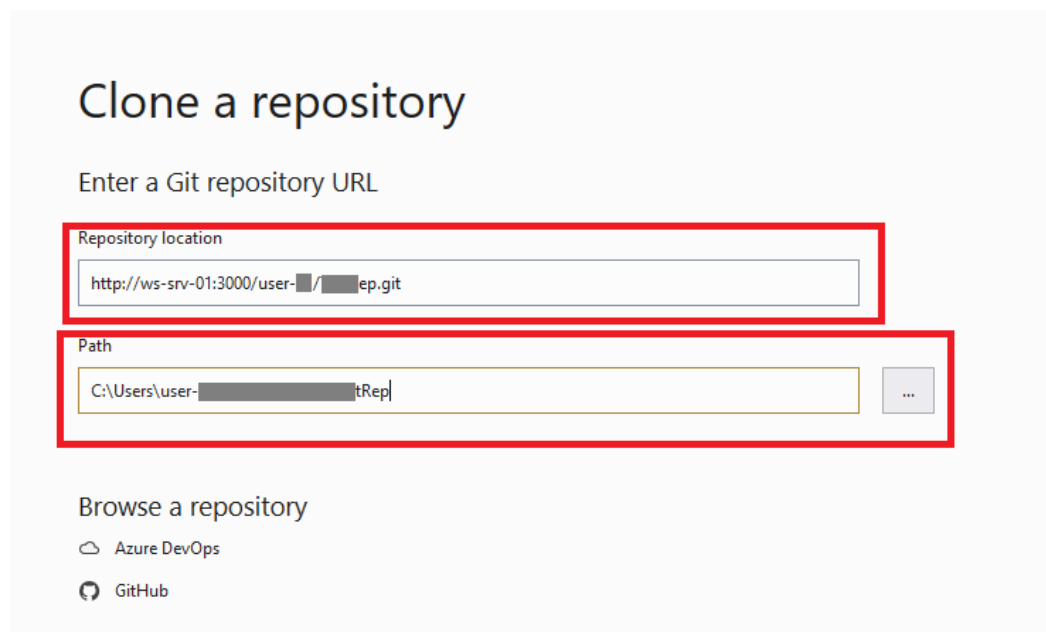
7. For the Visual Studio open home page of your repository. There you need to copy your git repository address.



8. Open “**Git changes**” window and choose “**Clone Repository**” option there.



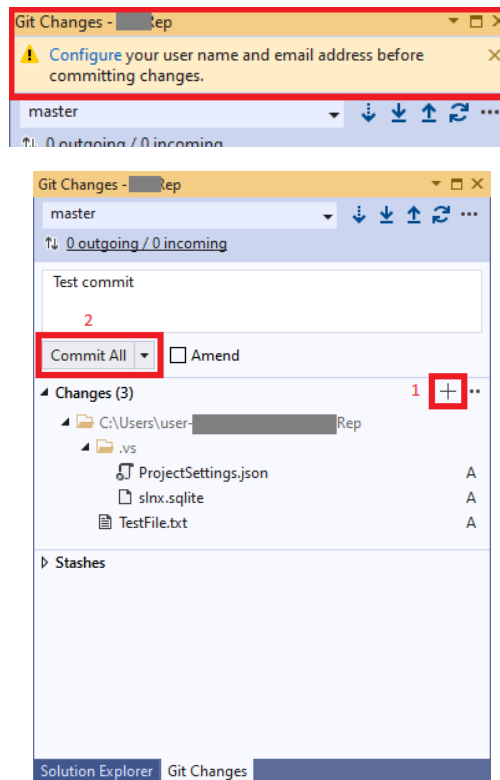
9. Put your repository address in first field and select location in the second. Make sure that first you cloned your repo and then created a solution. Then click on “**Clone**” button and provide your credentials from “**info.txt**”.



10. Then put your solution inside this folder. Make sure that it (solution) is not containing “**.git**” folder (hidden folder) inside it.

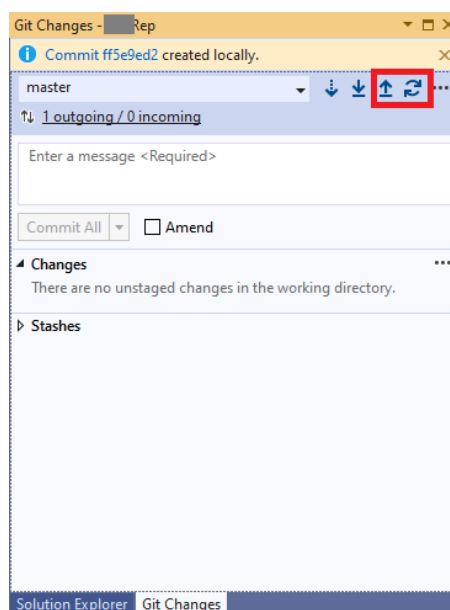
Attention! DO NOT DELETE **.git** inside a cloned folder!!! It's normal for this folder to have it inside. Inside **.git** folder are placed repository configuration!

11. Inside “**Git Chages**” window option stage all changes first and then use “**Commit Staged**” option to fix them in a local repository. You may also be required to configure your name before making commit.



Attention! Your changes are fixed locally but not actually delivered to the Server after performing this action!

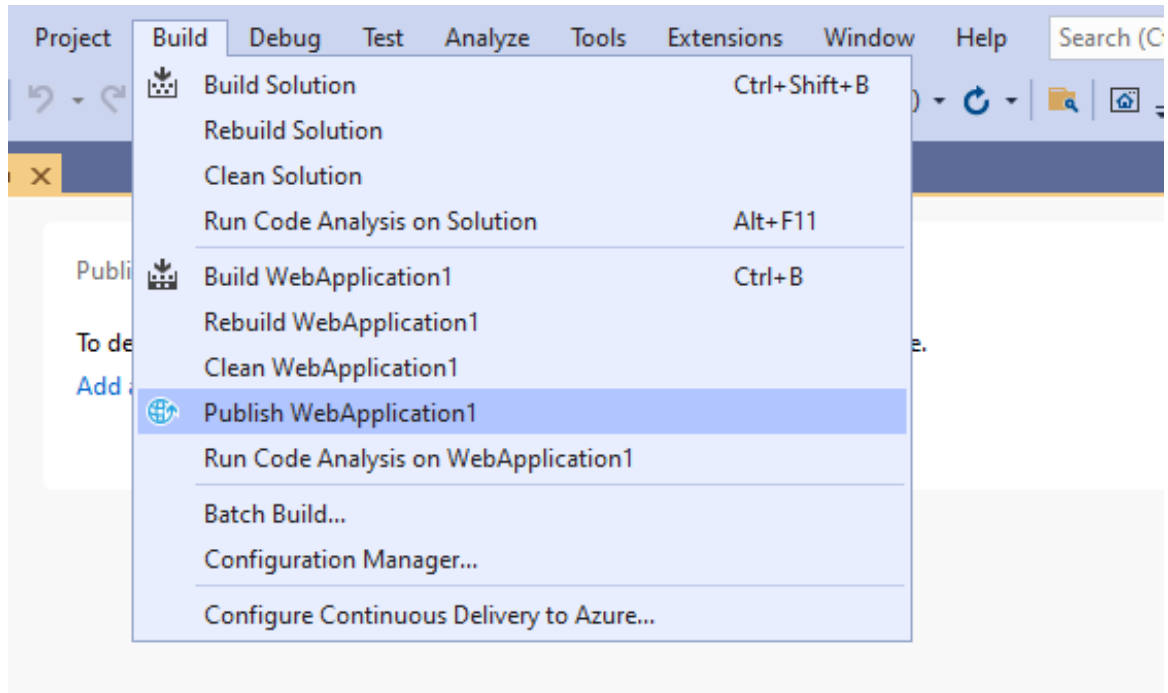
12. After making commit you have to “**Push**” or “**Sync**” your changes onto the Server. This actual will actually send your changes to the server.



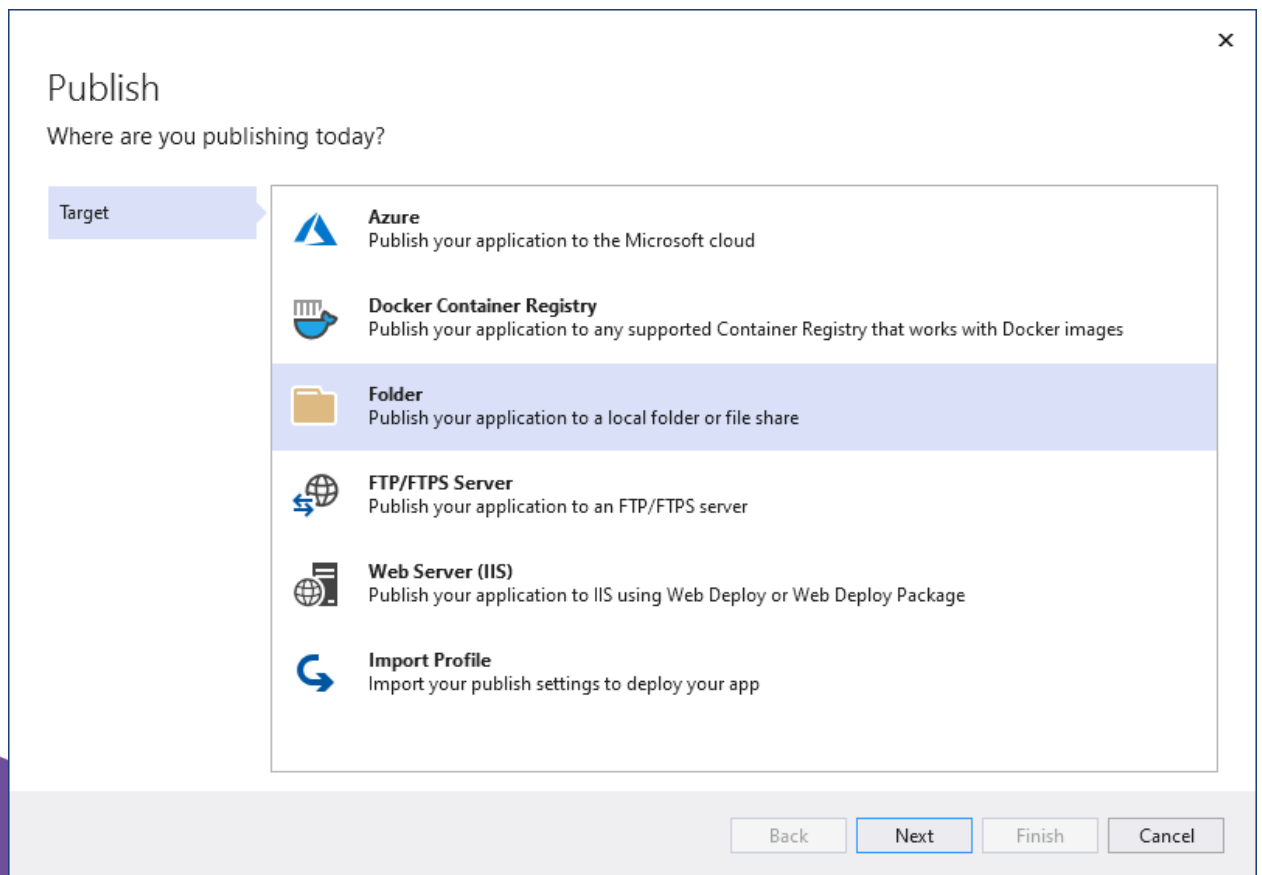
13. Check your commit(s) throughout Web GUI and make sure that they are visible there.

How to publish WebAPI through Visual Studio

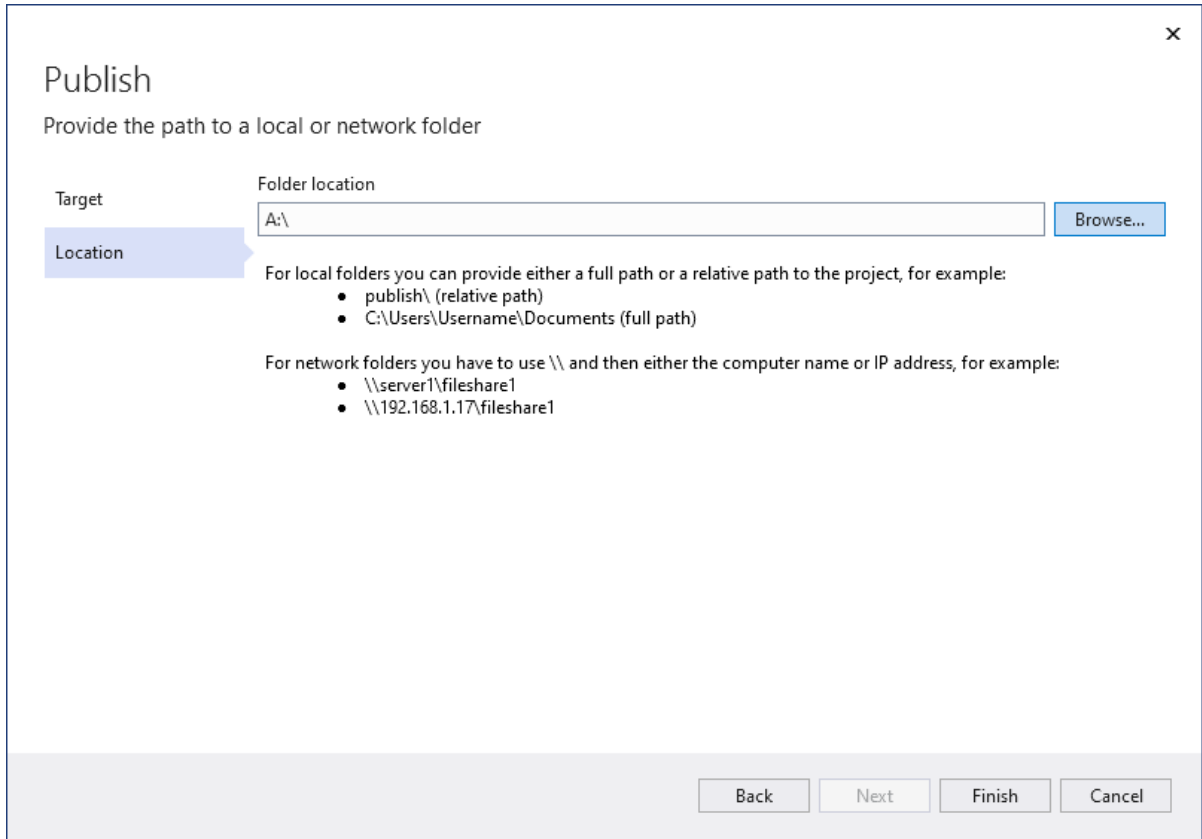
1. Choose **“Build”** -> **“Publish ...”** option in the Main menu of the **Visual Studio**.



2. On next step choose “Folder” as target of publishing



3. Specify a path to the network disk “**user-XX-api**” into next step



Publish

Provide the path to a local or network folder

Target

Folder location

A:\ [Browse...](#)

Location

For local folders you can provide either a full path or a relative path to the project, for example:

- publish\ (relative path)
- C:\Users\Username\Documents (full path)

For network folders you have to use \\ and then either the computer name or IP address, for example:

- \\server1\fileshare1
- \\192.168.1.17\fileshare1

[Back](#) [Next](#) [Finish](#) [Cancel](#)

4. Click on “**Finish**” and then on “**Publish**”.