

# Automated Build Generator - Bug #1892

## Do not silently ignore undefined variables

05/28/2014 05:31 PM - J. Moringen

<b>Status:</b>	Resolved	<b>Start date:</b>	05/28/2014
<b>Priority:</b>	High	<b>Due date:</b>	
<b>Assignee:</b>	J. Moringen	<b>% Done:</b>	100%
<b>Category:</b>	Processing Model	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	0.5		
<b>Description</b>			
<b>Downstream Report</b>			
See <a href="http://opensource.cit-ec.de/issues/261">http://opensource.cit-ec.de/issues/261</a> .			
<b>Implication</b>			
In case you use a non-existing variable inside the shell.command variable of freestlye projects, a job is generated but without any build step and no warning is issued.			
<b>Related issues:</b>			
Duplicated by Automated Build Generator - Bug # 1916: Referencing a non-exist...		<b>Rejected</b>	<b>07/15/2014</b>

### Associated revisions

Revision 1c263d35 - 10/01/2015 12:32 PM - J. Moringen

Accessing undefined variables signals an error in src/project/\*.lisp

fixes #1892

- src/project/protocol.lisp (lookup): added if-undefined keyword parameter; adapted documentation string  
(setf lookup): similar  
(value): added optional default parameter  
(lookup t t): accept but ignore if-undefined keyword argument  
(lookup :around t t): accept and process if-undefined keyword argument  
(value t t): accept and process optional default argument  
(platform-requires t cons): supply default value to `value' call instead of ignoring errors
- src/project/mixins.lisp (header): updated copyright  
(instantiate? conditional-mixin t): supply default value to `value' call instead of ignoring errors  
(setf lookup t direct-variables-mixin t): accept but ignore if-undefined keyword argument
- src/project/aspect.lisp (make-aspect-class-form): supply default value in `value' call
- src/project/aspects.lisp  
(builder-constraints aspect-builder-defining-mixin t): similar  
(define-aspect shell): shell.command must be defined but may be nil
- src/project/classes-spec.lisp  
(shared-initialize :after version-spec t): likewise  
(requires version-spec): likewise  
(provides version-spec): likewise  
(check-access version-spec t): likewise

- src/project/classes-model.lisp (add-dependencies! job job-spec):  
likewise  
(deploy job): likewise  
(deploy-dependencies job): likewise
- src/project/json.lisp (load-project-spec/json-1): initialize name slot  
of the version-spec early to allow early access to the direct  
variables of the object
- src/commandline-interface/main.lisp (analyze-project): supply default  
value to `value` call instead of ignoring errors  
(load-projects/versioned): likewise  
(configure-jobs): likewise  
(configure-distribution): likewise

## History

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### #1 - 07/15/2014 03:33 PM - J. Moringen

- Duplicated by Bug #1916: Referencing a non-existing variable in frestyle shell.command results in no build step added

### #2 - 07/15/2014 03:35 PM - J. Moringen

- Description updated

### #3 - 10/09/2014 03:35 PM - J. Moringen

- Target version changed from 0.3 to 0.4

### #4 - 03/02/2015 02:07 PM - J. Moringen

- Target version changed from 0.4 to 0.5

### #5 - 03/06/2015 04:19 PM - R. Haschke

This is a really annoying problem, because you only know about a stupid typo in a variable name, if the jenkins job fails after hours of compiling...  
Is it such a big deal to add an error message in the build-generator, if a variable is undefined?

Also some basic syntax errors are silently ignored, e.g. missing a closing bracket: "\${var"

Please fix asap.

### #6 - 03/06/2015 04:26 PM - J. Moringen

- Priority changed from Normal to High

### #7 - 10/01/2015 02:50 PM - J. Moringen

- Status changed from New to Resolved

- % Done changed from 0 to 100

Applied in changeset commit:1c263d35260f18b9867411307a792116566ea0bc.