

# Java Forum Stuttgart, 10.07.2025

## Dev Env Reloaded

- Die lokale Entwicklungsumgebung neu  
gedacht

**Sandra Parsick**

@sparsick@mastodon.social

mail@sandra-parsick.de

# Wer bin ich?

- Sandra Parsick
- Freiberuflicher Softwareentwickler und Consultant im Java-Umfeld
- Schwerpunkte:
  - Java Enterprise Anwendungen
  - Agile Methoden
  - Software Craftmanship
  - Automatisierung von Entwicklungsprozessen
- Trainings
- Workshops

 mail@sandra-parsick.de

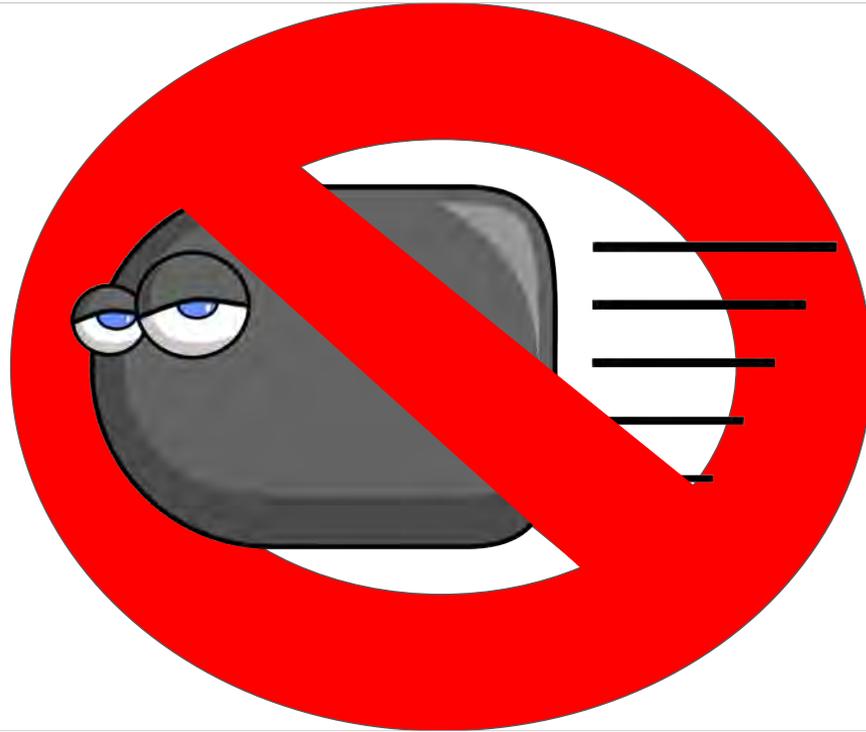
 @sparsick@mastodon.social

 <https://www.sandra-parsick.de>

 <https://ready-for-review.dev>



# Disclaimer





Ich habe einen  
neuen Rechner



Kann mir jemand helfen  
den neuen Tech  
Stack aufzusetzen

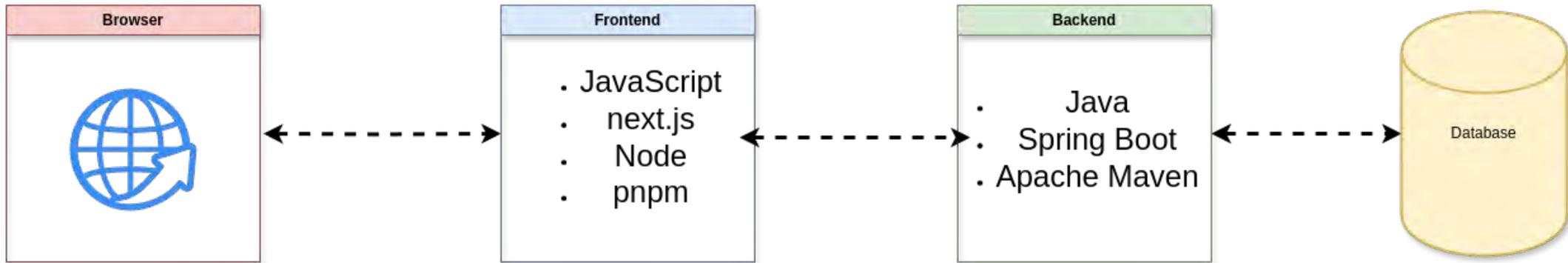


Das dauert was länger.  
Ich habe Umrüstzeiten

# Lösungsansätze

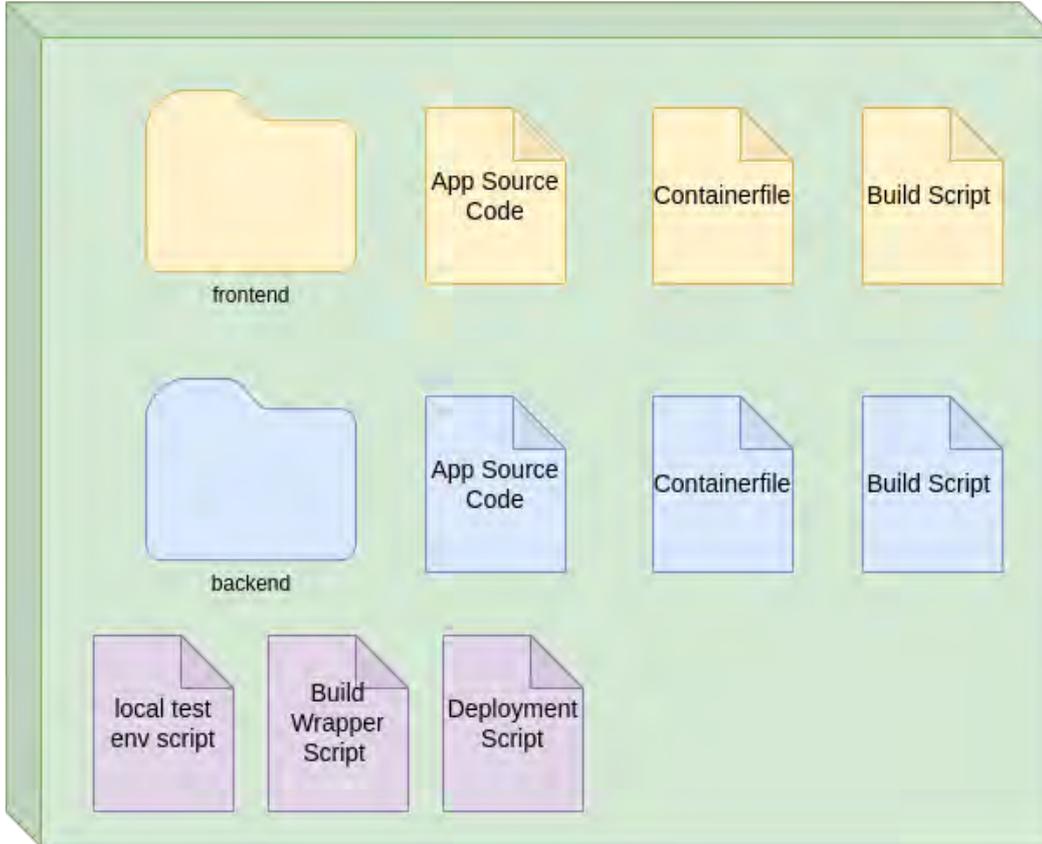
- (1) Kombination aus verschiedenen Hilfsmitteln
- (2) Container-basiert
- (3) Reproduzierbare Umgebung ohne Container

# Beispiel-Anwendung



# Tool Stack

## Application Git Repository



Project ▾

▾  hero-frontend-backend-monorepo ~/dev/workspace/hero-fronter

>  .idea

▾  backend [hero-backend]

▾  src

▾  main

>  java

>  resources

>  test

>  target

≡ .sdkmanrc

 pom.xml

>  deployment

▾  frontend

>  .next

>  node\_modules library root

>  src

≡ .env

≡ .nvmrc

 Dockerfile

 next.config.js

 package.json

 package-lock.json

 pnpm-lock.yaml

>  local-env

⊗ .gitignore

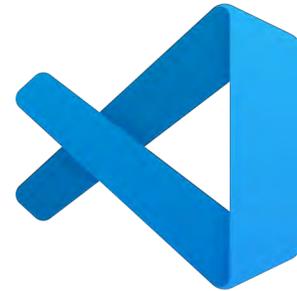
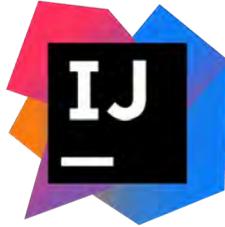
 docker-compose.yml

≡ LICENSE

 README.md

>  External Libraries

>  Scratches and Consoles



Lösungsansatz: Kombination aus verschiedenen  
Hilfsmitteln



Installation und  
Verwaltung der SDKs

# Frontend-Entwicklung



Demo

node

Languages & Frameworks > Node.js



Appearance & Behavior

Appearance

Notifications

Keymap

Editor

Code Style

JavaScript

TypeScript

Inspections

Natural Languages

Grammar and Style

Plugins

Build, Execution, Deployment

Debugger

Data Views

Java Type Renderers

JavaScript

Languages & Frameworks

Node.js

TypeScript

Tools

Diagrams

XPath Viewer

Advanced Settings

Node interpreter: `~/.nvm/versions/node/v22.14.0/bin/node`

22.14.0



Coding assistance for Node.js

Package manager: `npm ~/.nvm/versions/node/v22.14.0/bin/npm`

11.2.0



OK

Cancel

Apply

# Backend-Entwicklung



Demo



## Project Settings

Project

Modules

Libraries

Facets

Artifacts

## Platform Settings

SDKs

Global Libraries

Problems

## Project

Default settings for all modules. Configure these parameters for each module on the module page as needed.

Name:

SDK:

Language level:

Compiler output:

&lt;No SDK&gt;

17 Eclipse Temurin 17.0.8

17 (2) Oracle OpenJDK version 17

ms-21 Eclipse Temurin 21.0.5

temurin-11 Eclipse Temurin version 11.0.17

temurin-17 Eclipse Temurin 17.0.9

temurin-17 (2) java version "17.0.9"

temurin-17 (3) Eclipse Temurin 17.0.6

temurin-21 Eclipse Temurin 21.0.5

Kotlin SDK Kotlin SDK

Download JDK...

Add JDK from disk...

## Detected SDKs

~/.local/share/mise/installs/java/24.0.0 Oracle OpenJDK 24

~/.sdkman/candidates/java/24-tem Eclipse Temurin 24

~/.sdkman/candidates/java/23.0.2-tem Eclipse Temurin 23.0.2

~/.local/share/mi...ls/java/temurin-21.0.6+7.0.LTS Eclipse Temurin 21.0.6

~/.sdkman/candidates/java/21.0.6-tem Eclipse Temurin 21.0.6

~/.sdkman/candidates/java/21.0.1-tem Eclipse Temurin 21.0.1

~/.sdkman/candidates/java/11.0.19-tem Eclipse Temurin 11.0.19

Edit



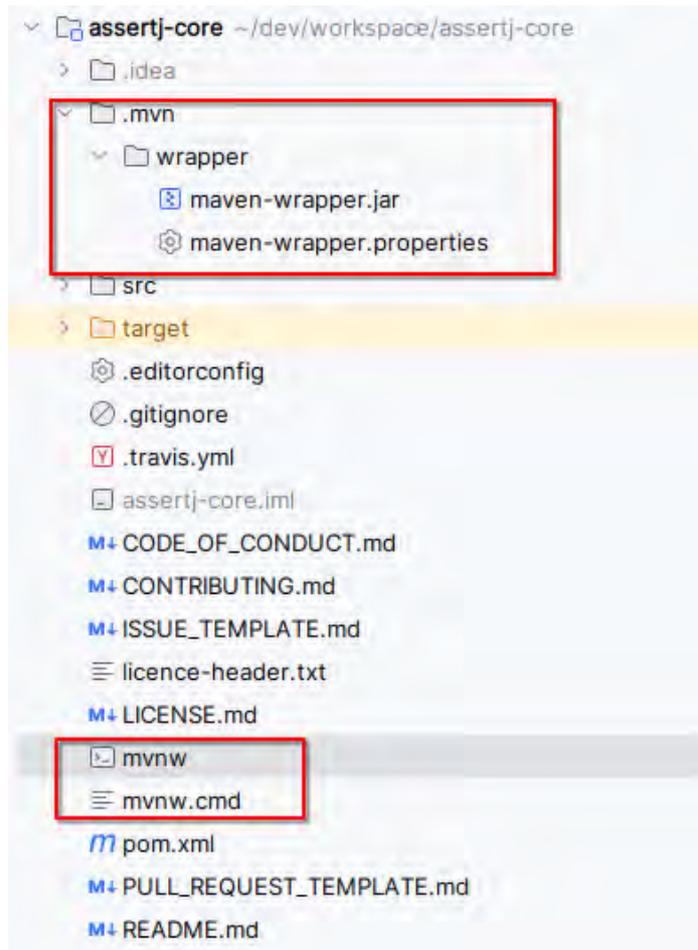
ources.

# Weitere Möglichkeiten

asdf

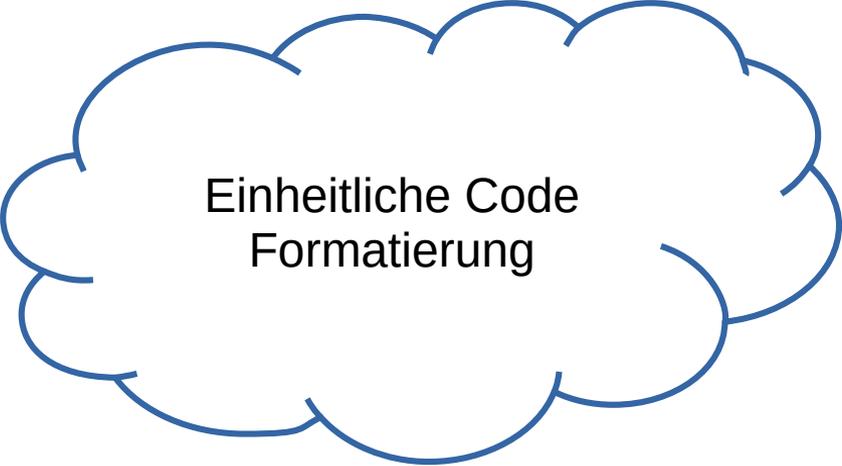
## The Multiple Runtime Version Manager

Manage all your runtime versions with one tool!



# Custom Installationscripte

- Shell Scripte
- Ansible Playbooks



Einheitliche Code  
Formatierung



# EditorConfig

What is EditorConfig?

Example File

File Location

File Format Details

No Plugin Necessary

Download a Plugin

Contributing

Blog

Project Page  
on GitHub



Follow Us  
on Twitter



Tweet

## What is EditorConfig?

EditorConfig helps maintain consistent coding styles for multiple developers working on the same project across various editors and IDEs. The EditorConfig project consists of **a file format** for defining coding styles and a collection of **text editor plugins** that enable editors to read the file format and adhere to defined styles. EditorConfig files are easily readable and they work nicely with version control systems.

## What's an EditorConfig file look like?

(A [formal specification of EditorConfig](#) is also available.)

### Example file

Below is an example `.editorconfig` file setting end-of-line and indentation styles for Python and JavaScript files.

```
# EditorConfig is awesome:  
https://EditorConfig.org  
  
# top-most EditorConfig file  
root = true  
  
# Unix-style newlines with a newline ending  
every file  
[*]  
end_of_line = lf  
insert_final_newline = true
```



```
root = true
```

```
[*]
```

```
charset = utf-8
```

```
end_of_line = lf
```

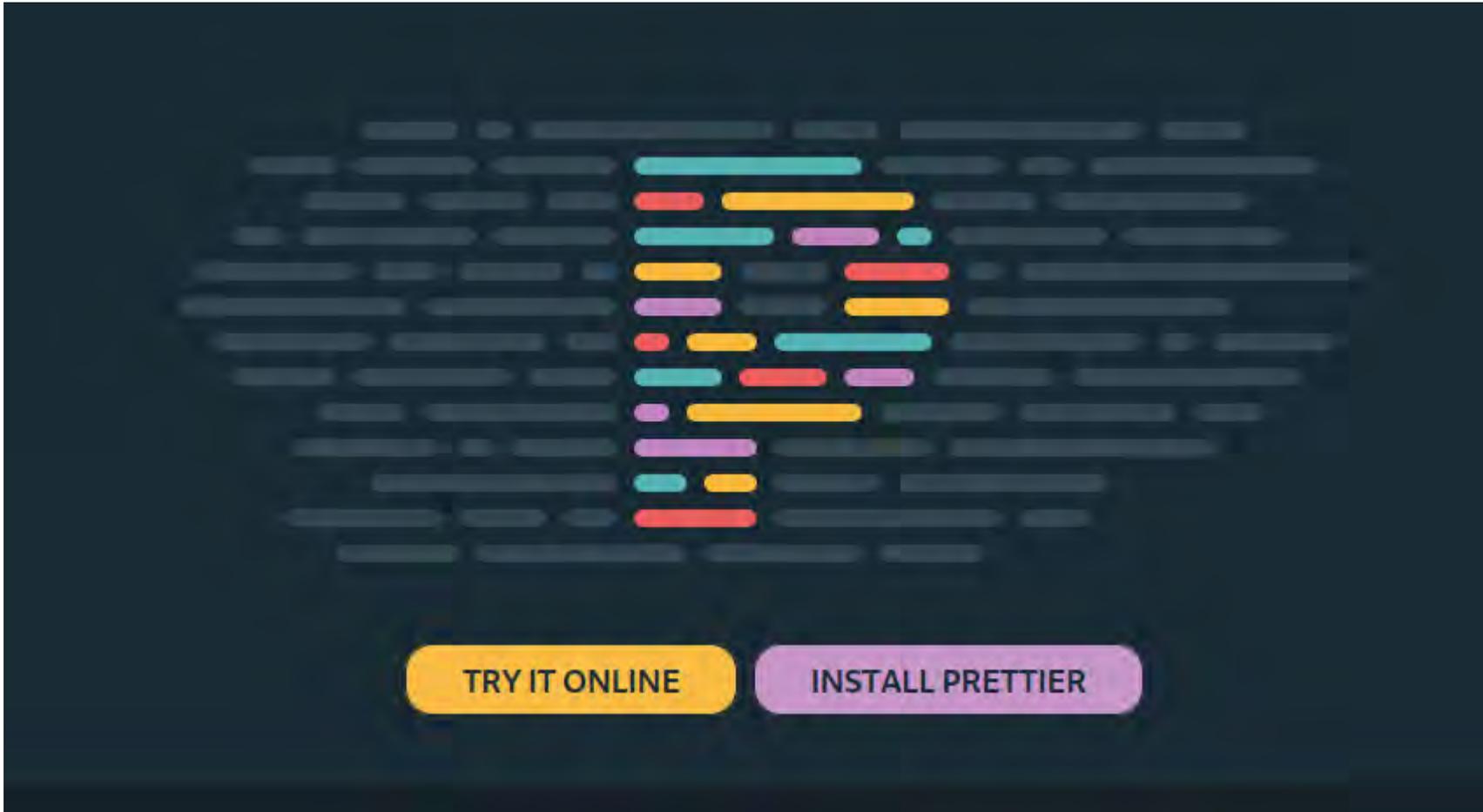
```
indent_size = 4
```

```
indent_style = space
```

```
insert_final_newline = false
```

```
max_line_length = 120
```

```
tab_width = 4
```



TRY IT ONLINE

INSTALL PRETTIER

Demo

# google-java-format

---

`google-java-format` is a program that reformats Java source code to comply with [Google Java Style](#).

Q googl



## google-java-format Settings



## Appearance &amp; Behavior

Notifications

## Keymap

## Editor

Inspections



Intentions

## Natural Languages

Grammar and Style

## Grazie Pro

Writing Style

## Plugins



## Languages &amp; Frameworks

## google-java-format Settings

 Enable google-java-format

Code style

Default Google Java style

```
if (« » .
  ·!spotless
  » » )·{
  ···dirty();
  ··}···
```

## Spotless: Keep your code spotless

---

gradle plugin [v7.0.2](#) maven plugin [v2.44.3](#) sbt plugin [0.1.3](#)

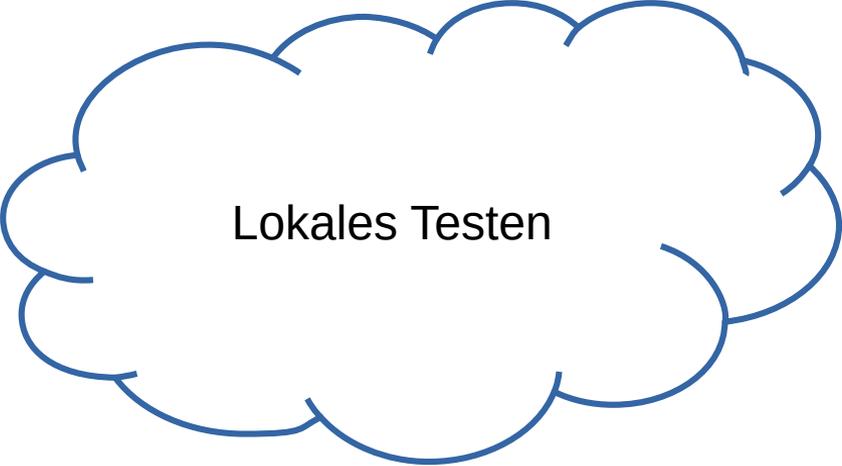
Spotless can format <antlr | c | c# | c++ | css | flow | graphql | groovy | html | java | javascript | json | jsx | kotlin | less | license headers | markdown | objective-c | protobuf | python | scala | scss | shell | sql | typeScript | vue | yaml | anything> using <gradle | maven | sbt | anything>.

```
<plugin>
  <groupId>com.diffplug.spotless</groupId>
  <artifactId>spotless-maven-plugin</artifactId>
  <version>2.44.3</version>
  <executions>
    <execution>
      <phase>process-sources</phase>
      <goals>
        <goal>check</goal>
      </goals>
    </execution>
  </executions>
  <configuration>
    <java>
      <!-- apply a specific flavor of google-java-format and reflow long strings -->
      <googleJavaFormat>
        <version>1.25.1</version>
        <style>GOOGLE</style>
        <formatJavadoc>>false</formatJavadoc>
      </googleJavaFormat>
    </java>
  </configuration>
</plugin>
```



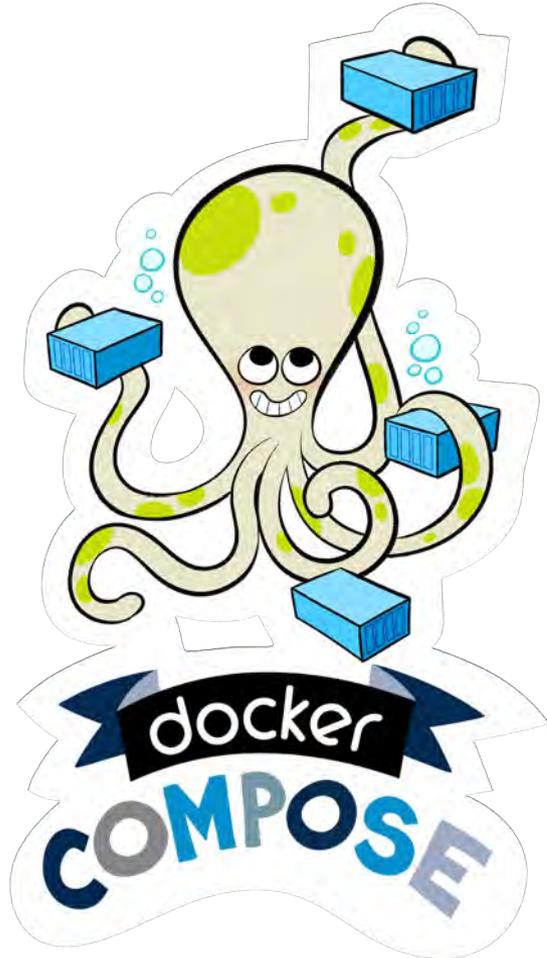
```
$ mvn spotless:check
```

```
$ mvn spotless:apply
```



Lokales Testen

# Applikation lokal testen



Spring Boot Maven Plugin

# NEXT.JS

Command: `pnpm next dev`

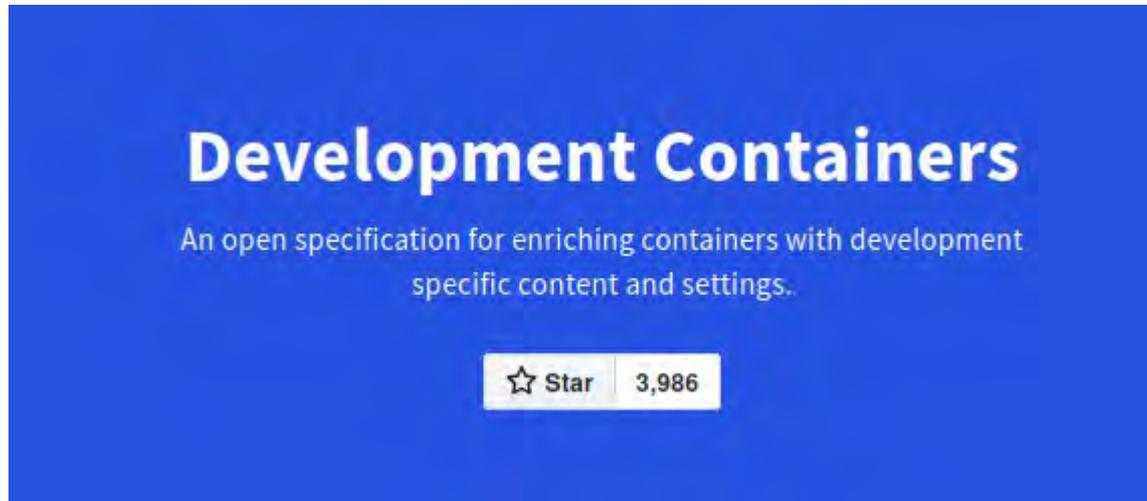
Demo

# Zwischenfazit

- ✓ Native Lösungen
- ✓ Viele Möglichkeiten
- ✓ Niedrige Ramp Up Zeit
- ✓ Zum Teil gute Integration in den IDEs
- ✗ Native Lösung hauptsächlich für Linux und Mac
- ✗ Windows über WSL
- ✗ Keine One-fits-all Lösung
- ✗ Hoher Initial-Setup

Lösungsansatz: Container-basiert

# Dev Containers

A blue rectangular banner with white text. The main title is 'Development Containers' in a large, bold font. Below it is a subtitle: 'An open specification for enriching containers with development specific content and settings.' At the bottom center, there is a white button with a star icon and the text 'Star 3,986'.

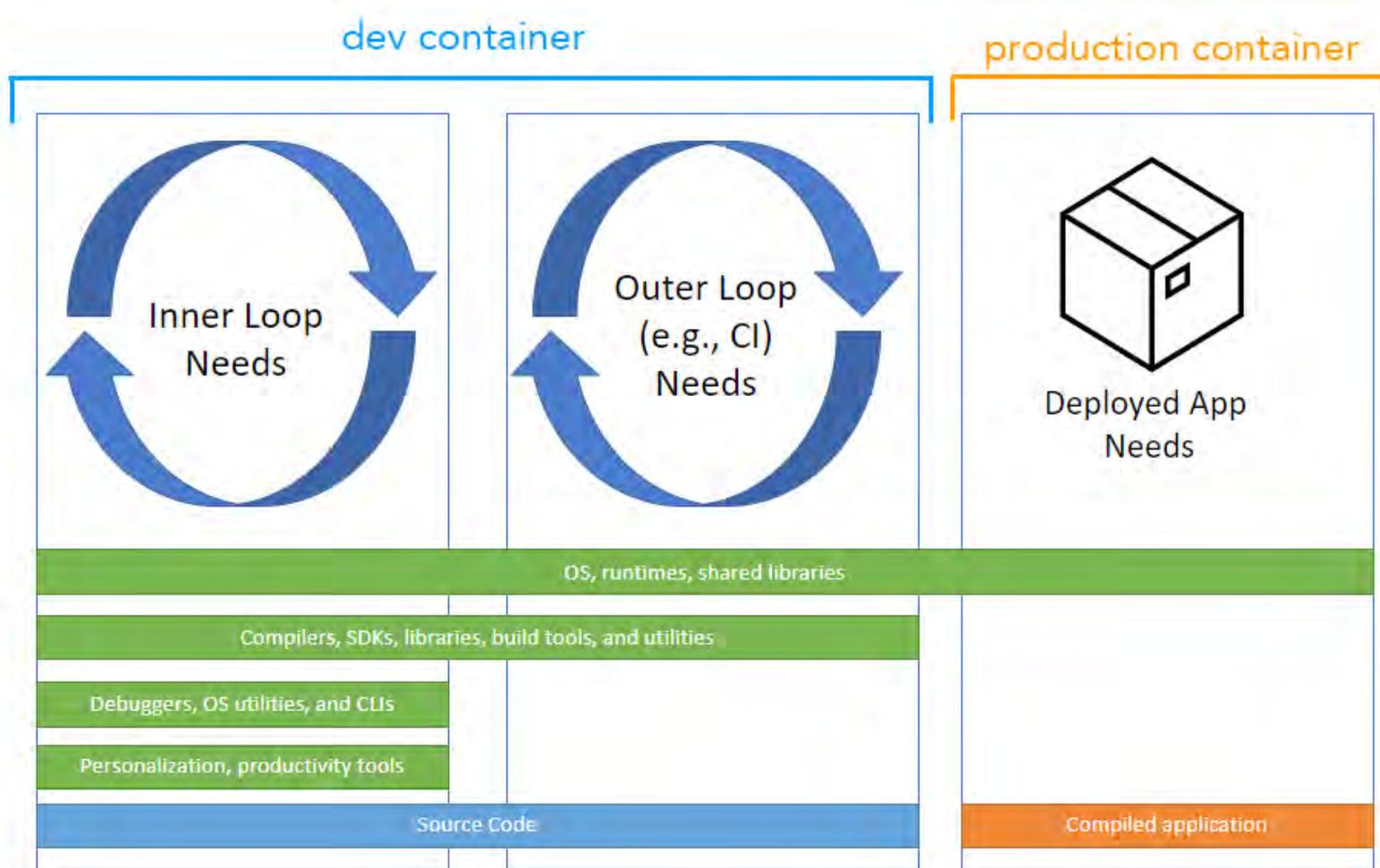
**Development Containers**

An open specification for enriching containers with development specific content and settings.

☆ Star 3,986

<https://containers.dev/>

# Idee



Demo

# Zwischenfazit

- ✓ One-fits-all-Lösung
- ✓ Technologie-Stack unabh.
- ✓ 100% Container basiert

- x Wenige IDE unterstützen es
- x Ramp up Zeit hoch
- x Initialaufwand
- x (Microsoft)

Lösungsansatz: Reproduzierbare Umgebung  
ohne Container

# Basis - NixOS

- Linux-Distro, die deklarativ konfiguriert wird
- Hauptprinzipien:
  - Deklarative Konfiguration
  - Atomare Updates und Rollbacks
  - Paketisolierung
  - Reproduzierbarkeit

# Paketmanager Nix

- Jedes Paket, das installiert wird bekommt eine eindeutige Kennung
- Kennung abh. Version und Konfiguration
- Vereinfacht parallele Installation von gleiche Paket in verschiedenen Versionen



**devenv**



```
→ cat devenv.nix
{ pkgs, config, ... }: {
  env.GREET = "determinism";

  packages = [
    pkgs.ncdu
  ];

  enterShell = ''
    echo hello ${config.env.GREET}
    ncdu --version
  '';
}
→ devenv shell
hello determinism
ncdu 2.3
```

Jetify Devbox

Demo

# IDE Integration via direnv

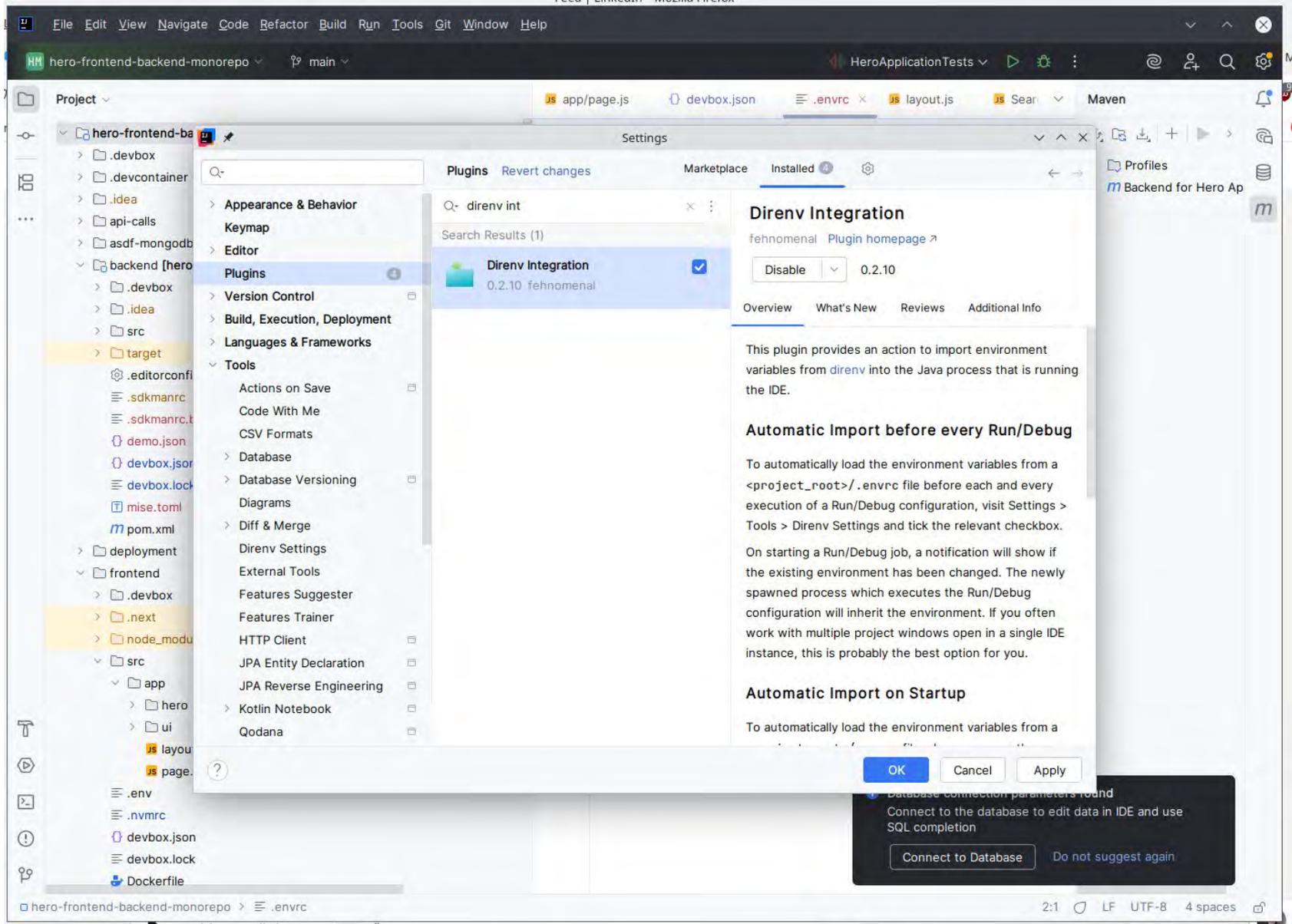
**direnv**

---

**direnv – unclutter your .profile**

---

Demo



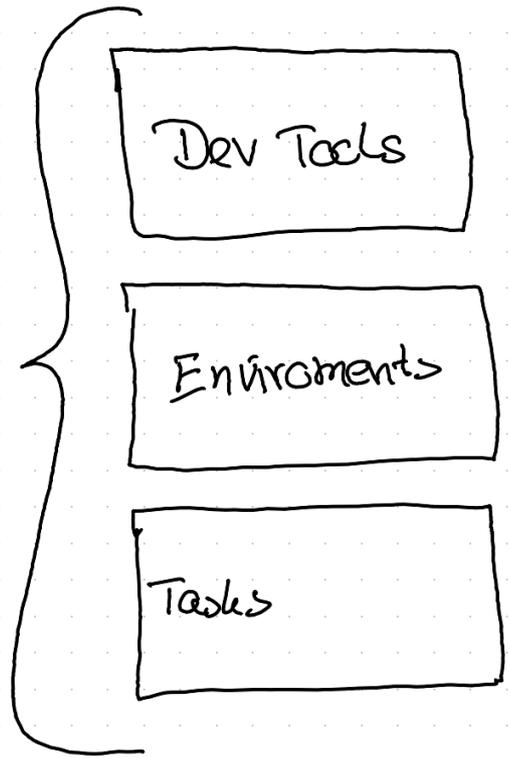
# Alternative ohne Nix

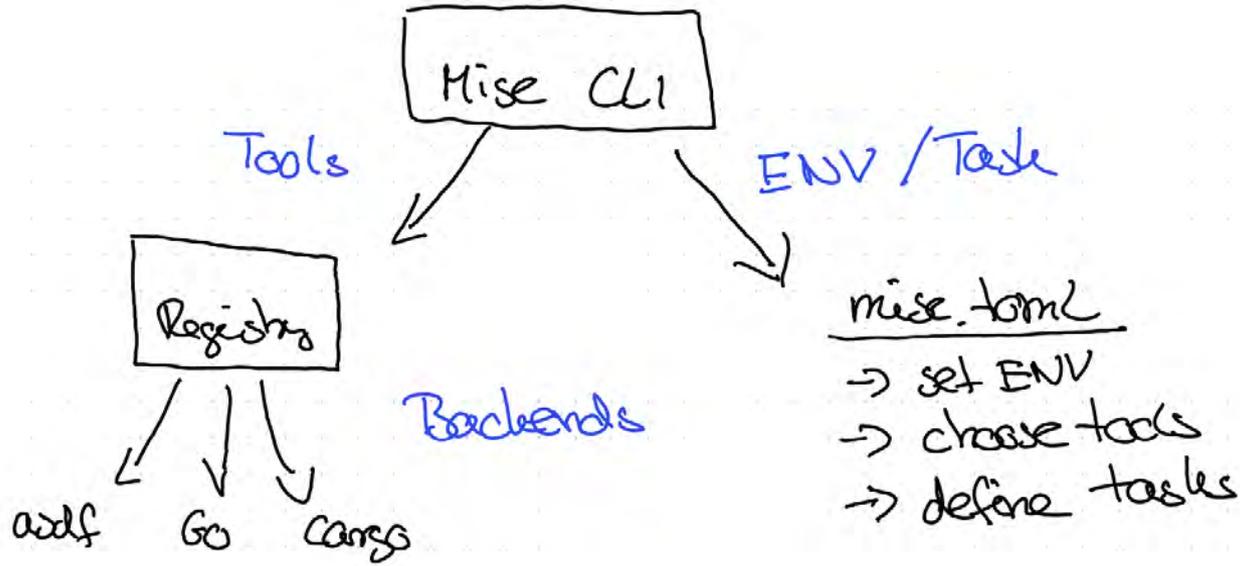
**mise-en-place**

The front-end to your dev env

Pronounced "MEEZ ahn plahs"

One tool  
mise-en-place



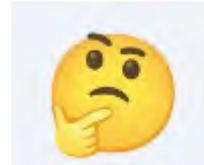


Demo

# Zwischenfazit

- ✓ One fits all Lösung auf nativer Basis
- ✓ Kein Container Overhead
- ✗ Integration nur über 3rd Party Libs
- ✗ Kein nativen Support für Windows

Und was nutzt jetzt Sandra?



Was ist mit Cloud-basierten Lösungen?

Fragen?

[mail@sandra-parsick.de](mailto:mail@sandra-parsick.de)

[@sparsick@mastodon.social](https://mstdn.social/@sparsick)

<https://codeberg.org/sparsick/dev-env-talk>