

14.13 Repository and Build Artifact Summary

Go To Phase 0 Repository and Build Artifact Model

The Phase 0 Repository and Build Artifact Model organizes implementation artifacts so that Phase 0 work remains traceable, reviewable, repeatable, and ready for later deployment and [Evidence](#) planning.

Table 14-1: Summary of Phase 0 repository and build artifact categories.

Artifact Category	Phase 0 Purpose
Hand-authored source files	Provide implementation logic for selected Nodes , roles, helpers, adapters, logging, exception handling, and processing behaviors.
IDL files	Define implementation-level data structures that realize selected FX logical information structures.
Generated code	Provides generated types and support artifacts derived from governed source definitions.
Configuration files	Define implementation settings, DDS configuration, QoS profiles, topic settings, node identities, runtime parameters, and logging settings.
Scripts	Support prerequisite checking, generation, build preparation, execution, startup, shutdown, cleanup, and repository workflow tasks.
Documentation	Provides implementation guidance, Developer Handbook content, mapping notes, script guidance, configuration notes, and review checklists.
Traceability artifacts	Connect implementation artifacts to FX logical elements, implementation mappings, source definitions, and review expectations.
Build artifacts	Provide generated, intermediate, compiled, packaged, or reported outputs from generation and build processes.
Non-baseline material	Contains exploratory, temporary, local, or scratch material that does not belong to the approved Phase 0 implementation baseline.

The repository and build artifact model records Phase 0 organization only. Later development phases may extend, refine, supersede, or replace this model while preserving traceability to the applicable implementation baseline and logical architecture.

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