

3.4 Implementation Technology Baseline

[Go To Top](#)

[Return to Phase 0 Baseline](#)

The implementation technology [Baseline](#) identifies the technologies and tools that the team uses to create the Phase 0 executable Baseline. This includes the selected [DDS](#) tooling, [IDL](#) generation approach, programming language choices, scripting environment, container tooling, [Git Workflow](#), and development environment.

The team should document each required technology with sufficient precision for another developer to reproduce the environment. [Version](#) expectations, installation assumptions, required command-line tools, environment variables, and [Validation](#) steps should be documented in the handbook or the supporting [Repository](#) documentation.

The technology Baseline should distinguish required tools from optional tools. Required tools support Repository creation, [Type](#) generation, build execution, container operation, [Node](#) execution, logging, testing, and acceptance [Evidence](#). Optional tools may improve developer productivity, but the Baseline should not depend on them unless the team later promotes them to required status.

The technology Baseline should also distinguish runtime implementation choices from developer-support tooling. For example, [Python](#) may support Repository setup, Validation, generation orchestration, and inspection utilities without becoming the normative runtime language for production Nodes.

© 2026 Dido Solutions, Inc. and Jackrabbit Consulting, Inc.

From:
<https://wiki.didosolutions.com/> - **Dido Solutions, Inc Wiki**

Permanent link:
<https://wiki.didosolutions.com/fxdemo/05-part/03-phase-0-baseline/03-4-implementation-technology-baseline/start>

Last update: **2026/08/08 19:11**

