

13. Build and Run Scripts

[Go To Top](#)

This section defines the build and run scripts used to create, validate, build, execute, stop, and inspect the Phase 0 [Baseline](#). These scripts provide repeatable workflows that reduce manual effort, improve consistency, and support implementation, testing, review, and acceptance activities.

Contents

- [13.1 Purpose of Build and Run Scripts](#)
- [13.2 Shell Script Conventions](#)
- [13.3 Python Utility Script Conventions](#)
- [13.4 createRepositoryStructure.sh](#)
- [13.5 checkPrerequisites.sh](#)
- [13.6 initialisePythonEnvironment.sh](#)
- [13.7 generateTypes](#)
- [13.8 buildContainers.sh](#)
- [13.9 runAll.sh](#)
- [13.10 runNode.sh](#)
- [13.11 stopAll.sh](#)
- [13.12 prepareGitRepository.sh](#)
- [13.13 Script Exit Codes](#)
- [13.14 Script Logging](#)

© 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/13-build-and-run-scripts/start>

Last update: **2026/08/10 14:58**

