MUSIC M3 API Freeze Milestone Checklist

The following items are expected to be completed for the project to Pass the M3 API Freeze Milestone.

M3 Release Architecture Milestone overview is available in wiki.

Practice Area	Checkpoint	Yes /No	Evidences	How to?
Architecture	Has the Project team reviewed the APIs with the Architecture Committee (ARC)?	Yes	In the February 20 arc meeting presented the MUSIC slide and updated the version as required.	Architecture walkthrough to understand how each project contributes on Release Use Case. ARC to organize the walkthrough.
	Is there a plan to address the findings the API review?	NA	No specific changes suggested during the review.	The plan could be as simple as a Jira issue to track the implementation of findings or a documented plan within the wiki.
	Does the team clearly understand that no changes in the API definition is allowed without formal TSC review and approval?	Yes	NA	In the case some changes are necessary, bring the request to the TSC for review and approval.
	Is there any changes in the scope, functionalities, deliverable, dependency, resources, API, repositories since M1 milestone?	No	If Yes, please a link to the evidence of these changes.	Critical point to understand is that change is inevitable, and that right timing and clear communication to the community will ease the process of accepting changes.
	Provide link to the API Documentation.	Yes	https://gerrit.onap.org/r/#/c/31127/2/swagger.json	
Release Management	Are committed Sprint Backlog Stories been marked as "Done" in Jira board?	Yes	https://jira.onap.org/secure/RapidBoard.jspa? rapidView=113&view=planning&selectedIssue=MUSIC-45	
	Are all tasks associated with Sprint Backlog Stories been marked as "Done" in Jira?	Yes	https://jira.onap.org/secure/RapidBoard.jspa? rapidView=113&view=planning&selectedIssue=MUSIC-45	
	Have all findings from previous milestones been addressed?	Yes	https://jira.onap.org/secure/RapidBoard.jspa? rapidView=113&view=planning&selectedIssue=MUSIC-45	
Development	Has the project team reach the Automated Unit Test Code Coverage expectation? (Refer to artifacts available in Sonar)	Yes	https://sonar.onap.org/dashboard?id=org.onap.music%3AMUSIChttps://sonar.onap.org/dashboard?id=org.onap.music%3AMUSIC	Guidance on Code Coverage and Static Code Analysis Tools: Sonar
	Is there any pending commit request old er than 36 Business hours in Gerrit?	No		
	Do you have a plan to address by M4 the Critical vulnerabilities in the third party libraries used within your project?	Yes	We have just two critical issues: https://nexus-iq.wl.linuxfoundation.org/assets/index.html#/reports /music/cecf4c77af8646d882e29cd6968eecba We have documented the issues here: MUSIC Security/Vulnerability	Ensure by M4 the Nexus-IQ report from "Jenkins CLM" shows 0 critical security vulnerability. Open the Nexus-IQ report for the details on each repo.
	Are all the Jenkins jobs successfully passed (Merge-Jobs)?	Yes	https://jenkins.onap.org/view/Merge-Jobs/job/music-master-merge-java/	
	Are all binaries available in Nexus?	Yes	https://nexus.onap.org/#nexus-search;quick~music	
Integration and Testing	Have 50 % of System Integration Testing Use Cases been implemented successfully in Jenkins?	No	We already have functional test cases in the robot framework: https://wiki.onap.org/download/attachments/22250137/ONAP-Music-Functional-Test-Cases.pdf? version=1&modificationDate=1518222158000&api=v2 We now have fully dockerised containers for MUSIC: https://nexus3.onap.org/#browse/search/docker: c60bc6b9612/47d3dcbe61bdd545ce12 We submitted a job that would hopefully at least run one test in jenkins: https://gerrit.onap.org/r/#/c/34555/1 but are waiting for Jessica's approval for the merge. This job would at least bring up all the MUSIC components, tear them down etc. We will move on to automating the remaining tests.	
	Has the project code successfully passed the Daily Build process?	Yes	The Integration Daily Build would suggest that MUSIC is not breaking any daily builds.	Goal is to ensure the latest project commit has no broken the Integration Daily Build