



Repository-Based J2EE Development

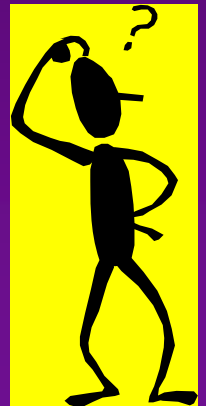
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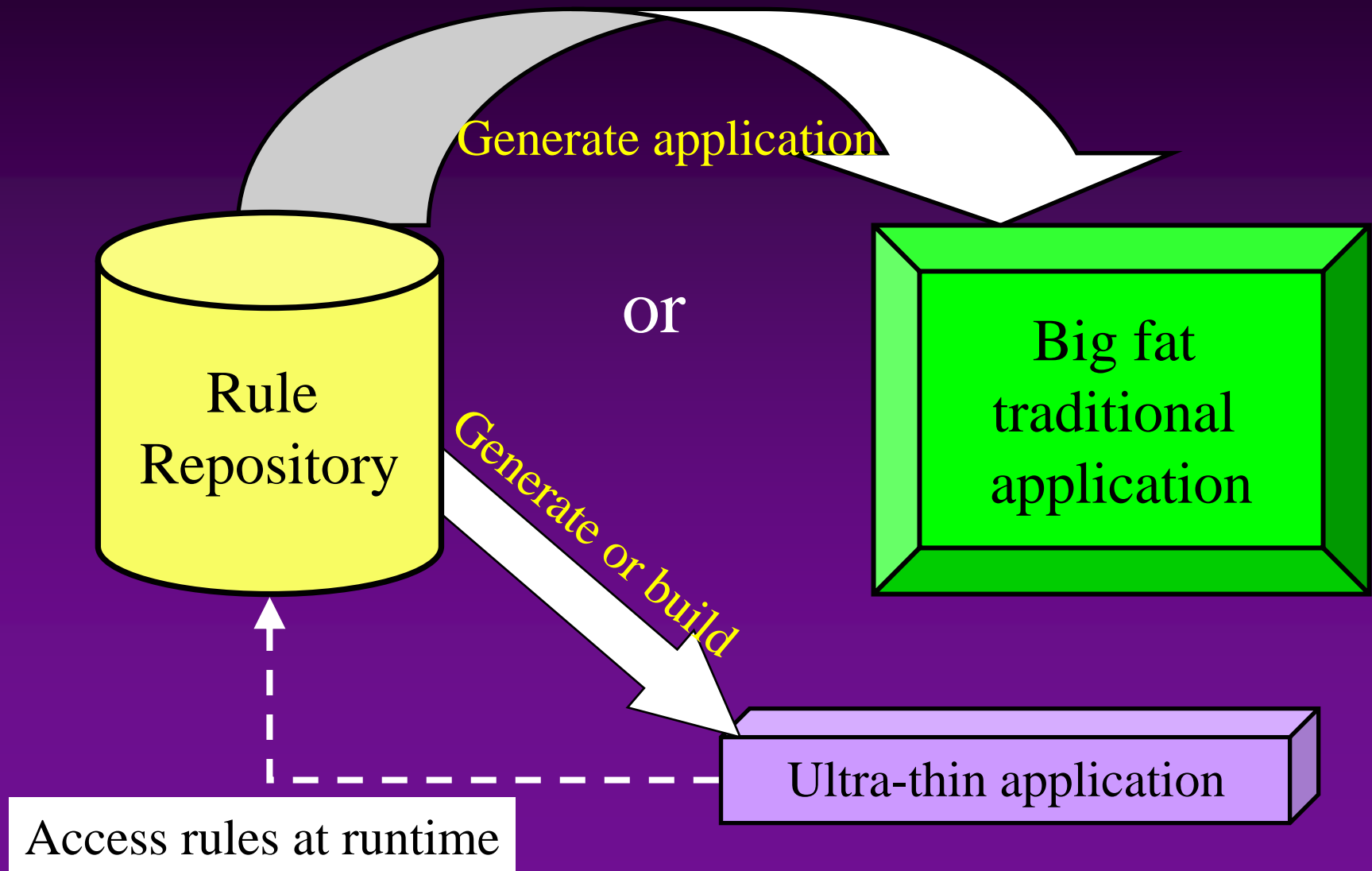
NYOUG - March 9, 2006

The Problem

- ◆ Current web applications development product environment is not ideal:
 - Many components
 - Difficult to learn
 - Resulting systems are less robust than old client/server systems.
- ◆ J2EE environment is in constant flux:
 - 2 years ago – JavaServer pages (JSPs)
 - Today – JSP/Struts
 - Next year – JavaServer Faces (JSFs)?
 - What about EJB3, BPEL, Web Services?



The Solution



The Challenges

◆ Hard

- Repository/grammar is hard to design.
- Figure out what to generate.
- Determine how the application will look.

◆ Easy

- Create the generator



Advantages of Repository-Based Development

- ◆ 99% generated stuff
- ◆ Very rapid development
- ◆ Easy to port systems
 - to new user interface technology
 - to new user interface standard
 - to new database technology
 - to new area of system
- ◆ Very easy to add or change rules
 - Text repository is easy to search.
- ◆ Self-documenting
 - English translation of rules
 - Report on repository



Specifying the system

"The articulation of the rules is independent of the implementation of the rules."



System Logical Specification

◆ Object

- Structure
- Process
- Data validation

◆ User Interface

- Model
 - Structure
 - Binding
- View
 - Structure
 - Logical rules
- Controller
 - Logical page flow



System Physical Specification

◆ Database

- Tables
- Views
- Packages

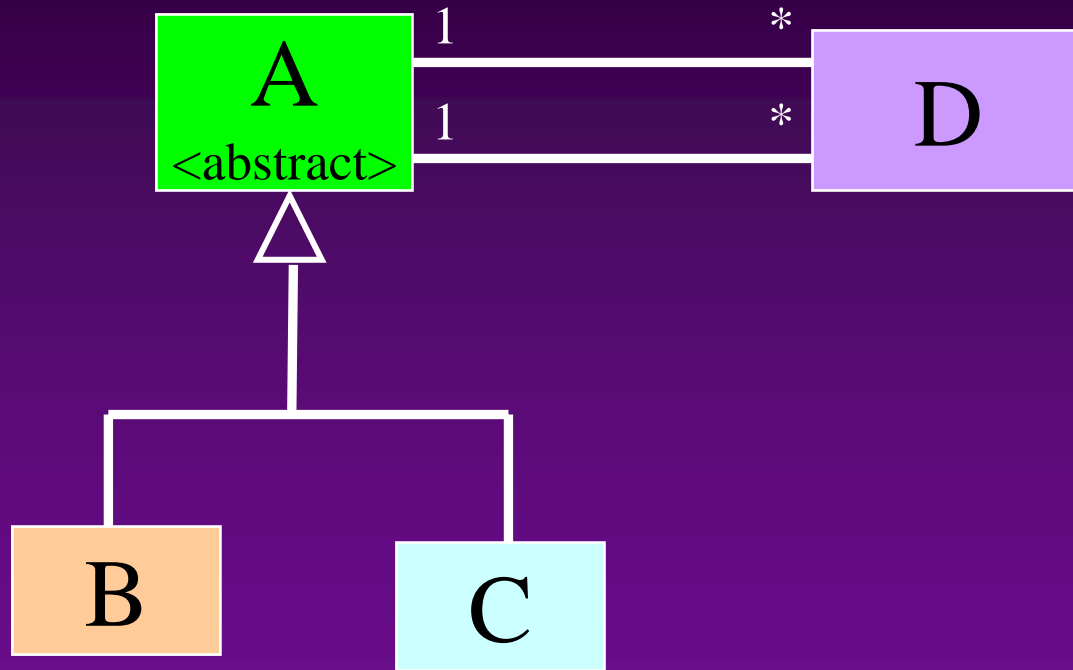
◆ User Interface

- Model
- View
- Controller



Logical vs. Physical

- ◆ Limit specification at physical level to the essentials
 - Not table/column names



- In D, B_OID must appear twice. One must be renamed
- Don't maintain two models!

Specifying the rules

◆ System

➤ Logical

■ Object

- Structure
- Process
- Data validation

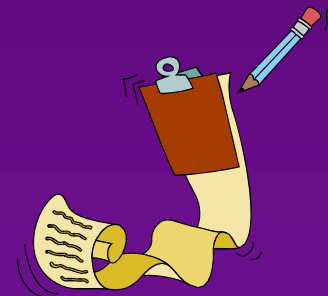
■ User Interface

- Model
 - Structure
 - Binding
- View
 - Structure
 - Logical rules
- Controller
 - Logical page flow

◆ Specify everything you can at the object level

➤ Object level = 80% of the rules

➤ UI = 20% of the rules

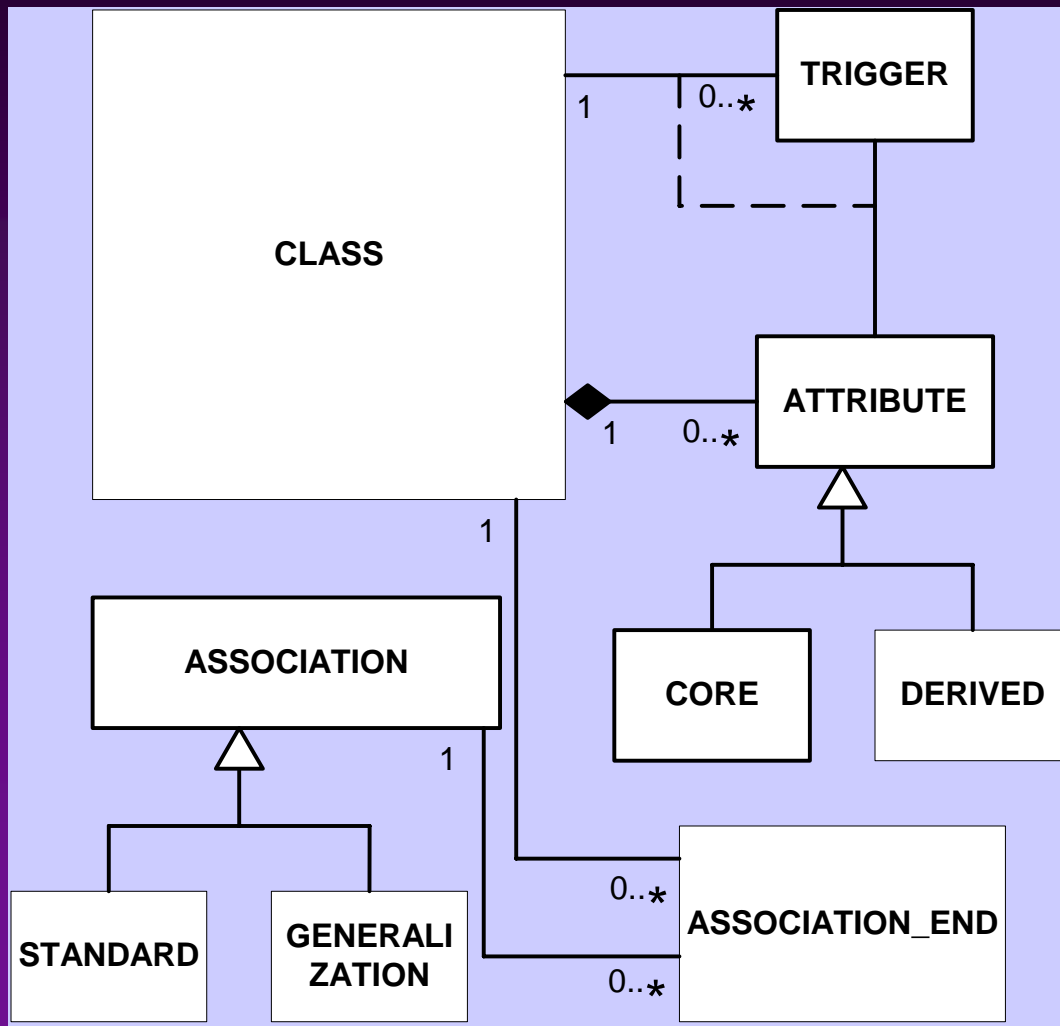


Object Rules - Structure

- ◆ Not just an ERD
- ◆ Derived Attributes
- ◆ Keywords
 - History
 - Audit
- ◆ Logical triggers
 - Post-creation
 - Pre-update
 -
 -
 -
- ◆ Inheritance



Structural Rules Repository Meta-Model

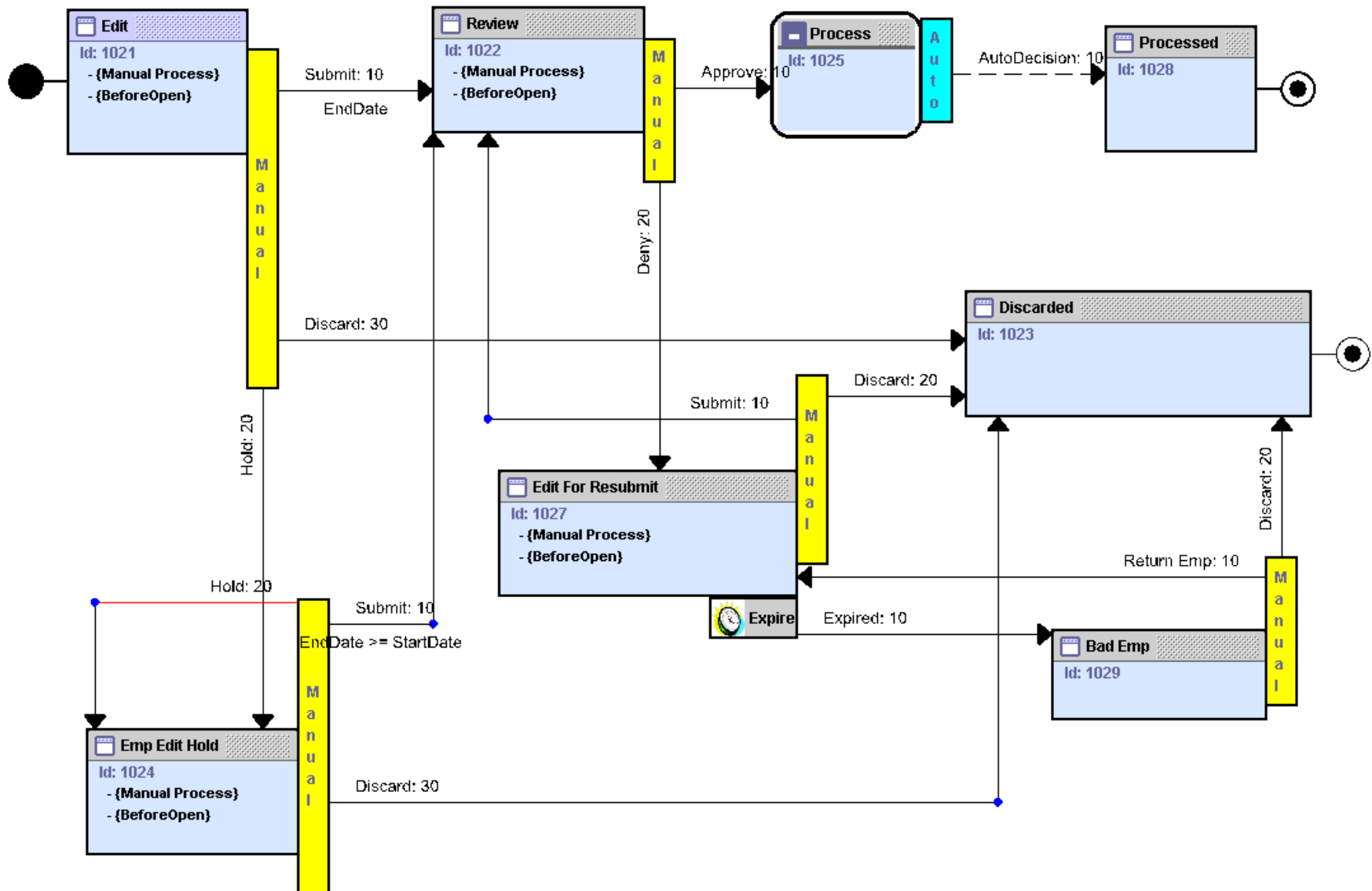


Object Rules - Process

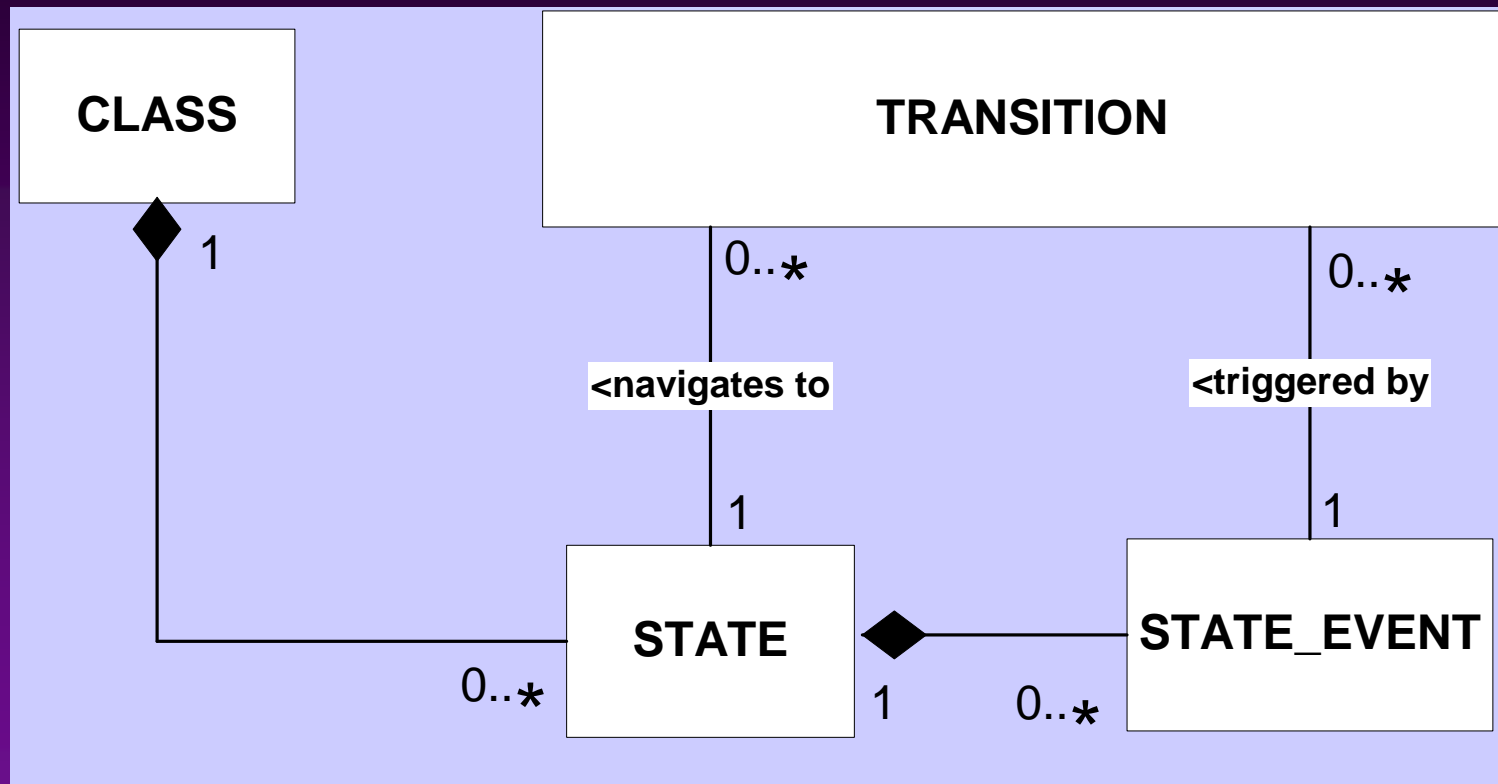
- ◆ Not declarative
 - Too many rules
- ◆ Not STE or DFD
 - Too many boxes
- ◆ Complex state
 - State and state events
- ◆ State events (like a database trigger)
 - On-set
 - Expire
 - Manual Process
 - Manual Decision
 -
 -
 -
 - Keeps number of states small



Sample Process Flow



Process Flow Repository



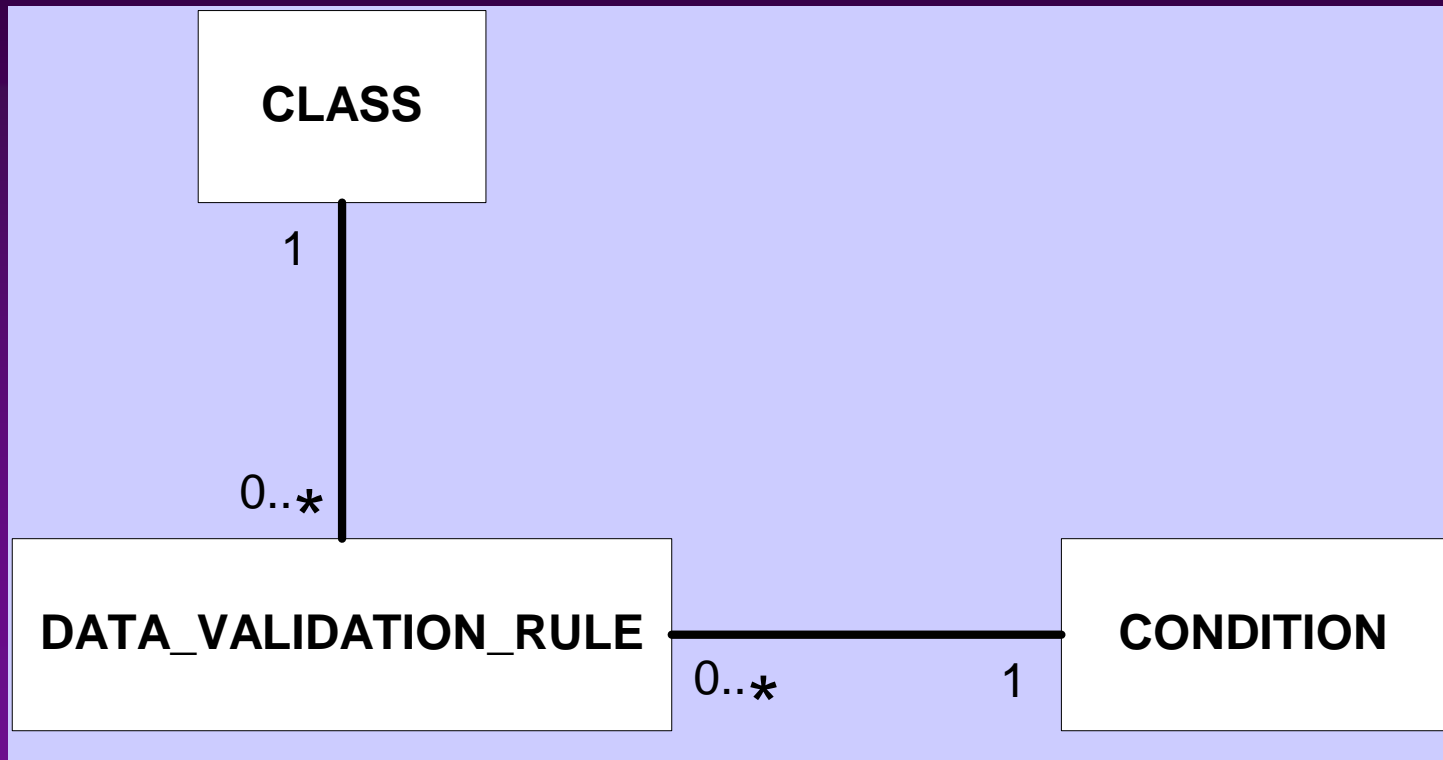
Data Validation Rules

- ◆ These rules may always need to be enforced or only contingently enforced based upon some condition or the state of the object.
 - May only require looking at the object being validated or accessing objects in other classes.
 - Rule failure may only trigger a user warning or may prevent data modification entirely.
- ◆ The difficulty is creating a grammar to help specify the rules.
 - The solution is to place the rules at the object level but support an Object Constraint Language (OCL)-like syntax that allows you to validate across classes.

`:_child.emp.count >= 1`

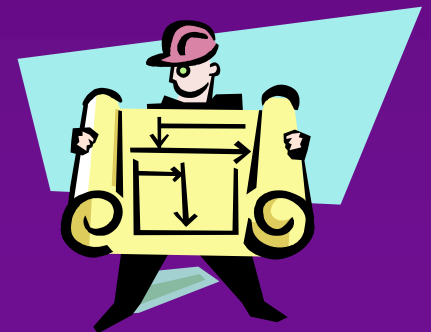
- ◆ This grammar can be easily extended to support 99% of all rules encountered.
- ◆ Validation rules are often only contingently required.
 - Can be invoked at the object state level and may be contingently executed based upon some condition.

Data Validation Repository



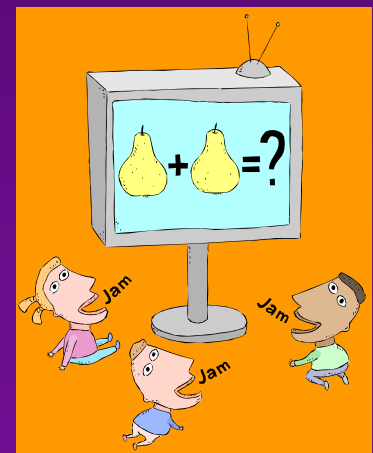
User Interface Rule Types

- ◆ Once object rules are collected, some additional rules are required to specify the user interface.
- ◆ Use modified version of the Model-View-Controller (MVC) architecture.
- ◆ The goal is to define the application independent of any technology or implementation considerations.



Object rules are not enough

- ◆ You can generate an application...
 - ...but it won't be usable
- ◆ At least minimal additional information is needed.
- ◆ Hence.....User interface (UI) rules



UI Rules

◆ UI

➤ Model

- Structure & binding
 - Just point to existing classes, attributes, associations
- Requires parameterized views in the object layer

➤ View

- Structure
 - Items bind to model
 - Items sit in groups
 - Logic – Event-Condition-Action (ECA)

➤ View Logic

- Event-Condition-Action
- All rules in the database
- Access at runtime

➤ Controller

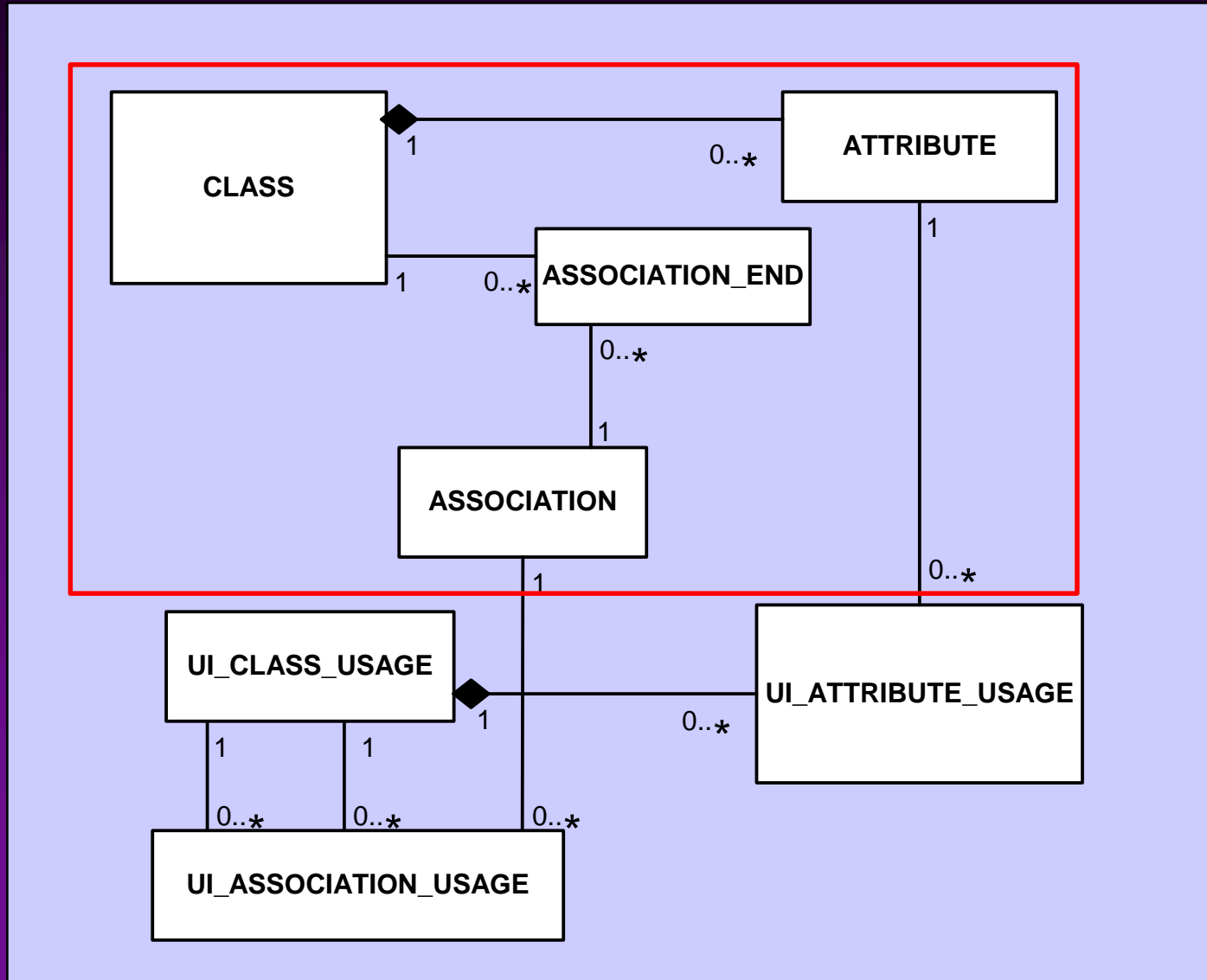
- Logical page flow



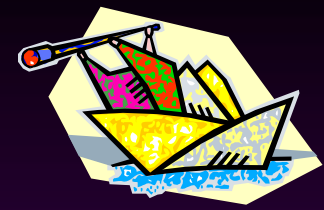
Model Layer

- ◆ Model portion of the logical UI rules is not difficult to specify.
 - Classes, attributes and associations have already been defined at the object level.
- ◆ Only requirement at the UI level is to select a subset of objects from the object level for use in the UI specification.
- ◆ Approach runs counter to the way in which most systems are built.
- ◆ Most tools specializing in model development support very sophisticated object specification in the model portion of the UI.
- ◆ Approach does not preclude “thick” UI model level for implementation
 - Structure of the UI model should properly be defined at the object level.
- ◆ Using this approach:
 - Structural rules at the object level will be quite sophisticated
 - Requires not only standard views, but also views that are dynamically altered or generated based on the values of some passed parameters.
 - UI model specification merely needs to point to existing structural object specifications.

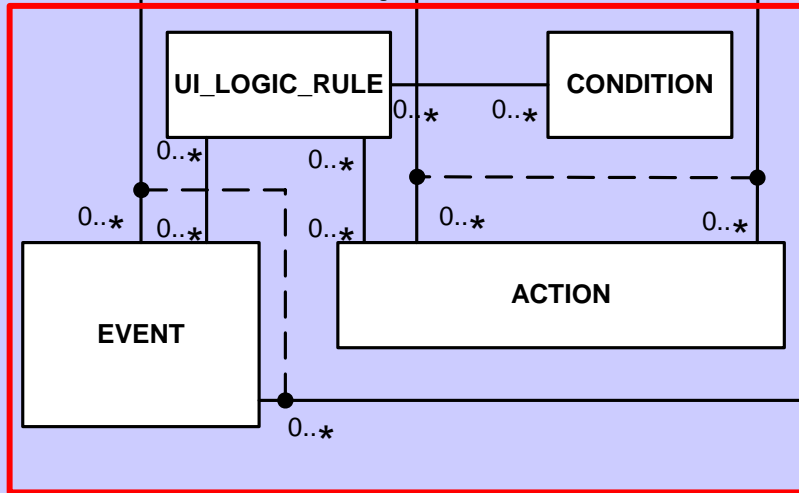
UI Specification Model



View Layer



- ◆ Rules in the view layer of the logical UI are divided:
 - Structural (what are the elements and how are they grouped)
 - Logical (what happens when a screen opens, or a button is pressed)
 - Presentation (how and where the elements are displayed).
- ◆ The view layer structural rules are very simple.
 - Define UI elements (fields, buttons, etc.) and how they are grouped and bound to the UI model.
- ◆ View layer logical rules are quite complex.
 - Full Event-Condition-Action (ECA) architecture needed to define what happens when events (button press, open an application, etc.) occur.
 - Conditions, actions, and events are defined as reusable objects.



UI Controller

- ◆ Logical Page Flow Diagram
- ◆ How pages navigate
- ◆ What happens between pages
- ◆ Same STE as for objects

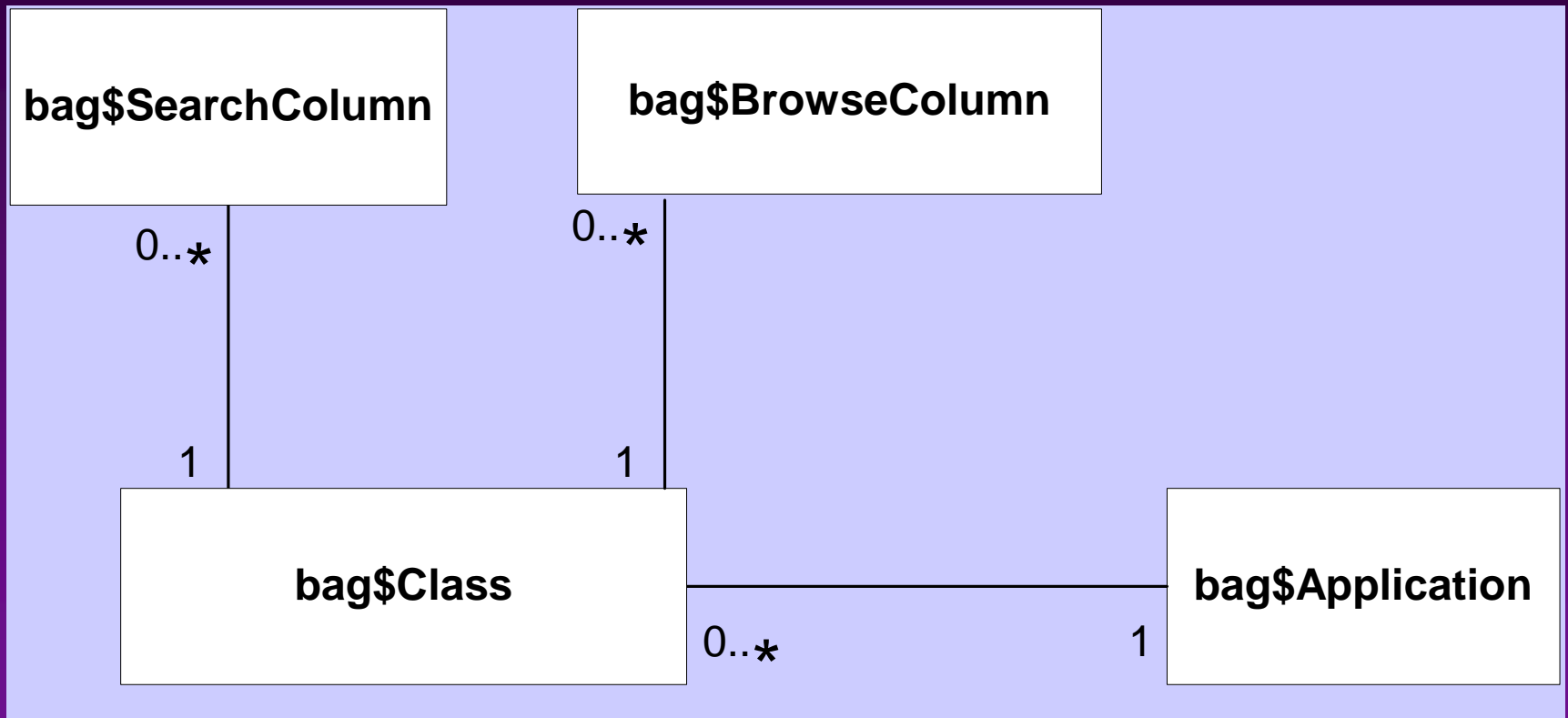


User Interface Shortcuts

- ◆ Standard UI structures should not have to be built over and over again.
 - You can define system elements such as Browse screens that only require a few elements to be specified.
 - All of the logical specification will then be generated automatically.
- ◆ Example of elements that must be specified in the Browse screen:
 - Fields that you want to query by (and how they appear)
 - Fields in the display block (and how they will appear)
- ◆ The rest is automatic.
- ◆ This approach allows you to build the user interface very quickly.
- ◆ Specify the browse screen for a particular class, point and click the desired Query By attributes and display and out pops the application.



Browse Screen Model



Generation Decisions

- ◆ Thick database
- ◆ Application Development Framework – Business Components (ADF BC)
- ◆ Limit UI design options
- ◆ Use JSP/Struts
- ◆ Avoid post-generation modification





Sample Browse Page

Survey - Microsoft Internet Explorer

File Edit View Favorites Tools Help

Back Forward Stop Search Favorites Media

Address http://192.168.0.104:8988/surveyWS2-context-root/srsurvey/browseData.do Go

Google

Survey

Search Criteria

Survey OID Name_TX

☒ Default
☐ Case Sensitive
☐ Exact Match

Page [1] Records per page : Total number of records : 5

Results

	Survey OID	Survey	Instruction_TX		
<input checked="" type="radio"/>	7258518	Music Survey		<input type="button" value="Edit"/>	<input type="button" value="Remove"/>
<input type="radio"/>	7258187	Soccer Fan Survey	About likes and dislikes of fans	<input type="button" value="Edit"/>	<input type="button" value="Remove"/>
<input type="radio"/>	7258199	PE Maternal		<input type="button" value="Edit"/>	<input type="button" value="Remove"/>
<input type="radio"/>	7259336	Test Survey		<input type="button" value="Edit"/>	<input type="button" value="Remove"/>
<input type="radio"/>	7259436	yalim survey		<input type="button" value="Edit"/>	<input type="button" value="Remove"/>

Go to Associated
[Question Group Usage \(Question Group used in Survey\)](#)

[Main page](#)

[Record](#) [Layout Group](#) [Multi Choice](#) [Multi Record](#) [Question Drill To](#) [Question Group](#) [Question Group Usage](#) [Question Usage](#) [Record Value](#) [Single Response](#)

[Survey](#) [Boolean](#) [User](#)

Browse Page Sections

◆ Search Criteria:

- Search fields generated according to the domain of the column with which they are associated.

◆ Results:

- Displays the query results.
- Includes a navigation bar to quickly locate the desired rows.

◆ Associations:

- This section shows links to the master and detail classes.
- Generated using the associations specified in the UML Data Model.

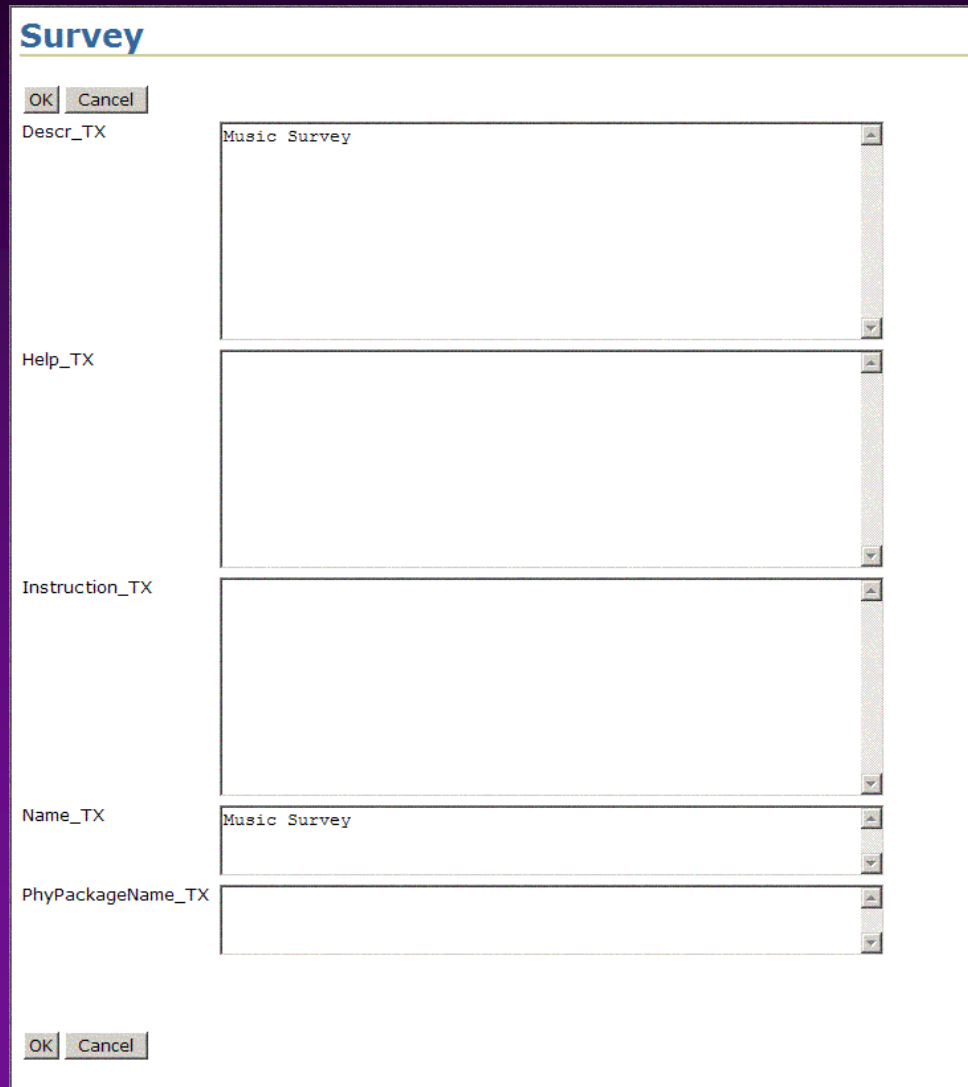
◆ Menu:

- Includes links to all classes in the application.



Sample Edit Screen

- ◆ Fields on the Edit screen appear or disappear depending upon the security settings of the user who is logged in.
- ◆ Fields can:
 - be editable
 - be display-only
 - not show at all.
- ◆ Size of the fields based on domain settings of associated column in the object model.

A screenshot of a web-based "Survey" edit screen. The title "Survey" is at the top left. Below it are "OK" and "Cancel" buttons. The form contains five text input fields, each with a label to its left and a vertical scrollbar on its right. The fields are: "Descr_TX" with the value "Music Survey", "Help_TX" (empty), "Instruction_TX" (empty), "Name_TX" with the value "Music Survey", and "PhyPackageName_TX" (empty). At the bottom of the form are another "OK" and "Cancel" buttons.

Survey

OK Cancel

Descr_TX Music Survey

Help_TX

Instruction_TX

Name_TX Music Survey

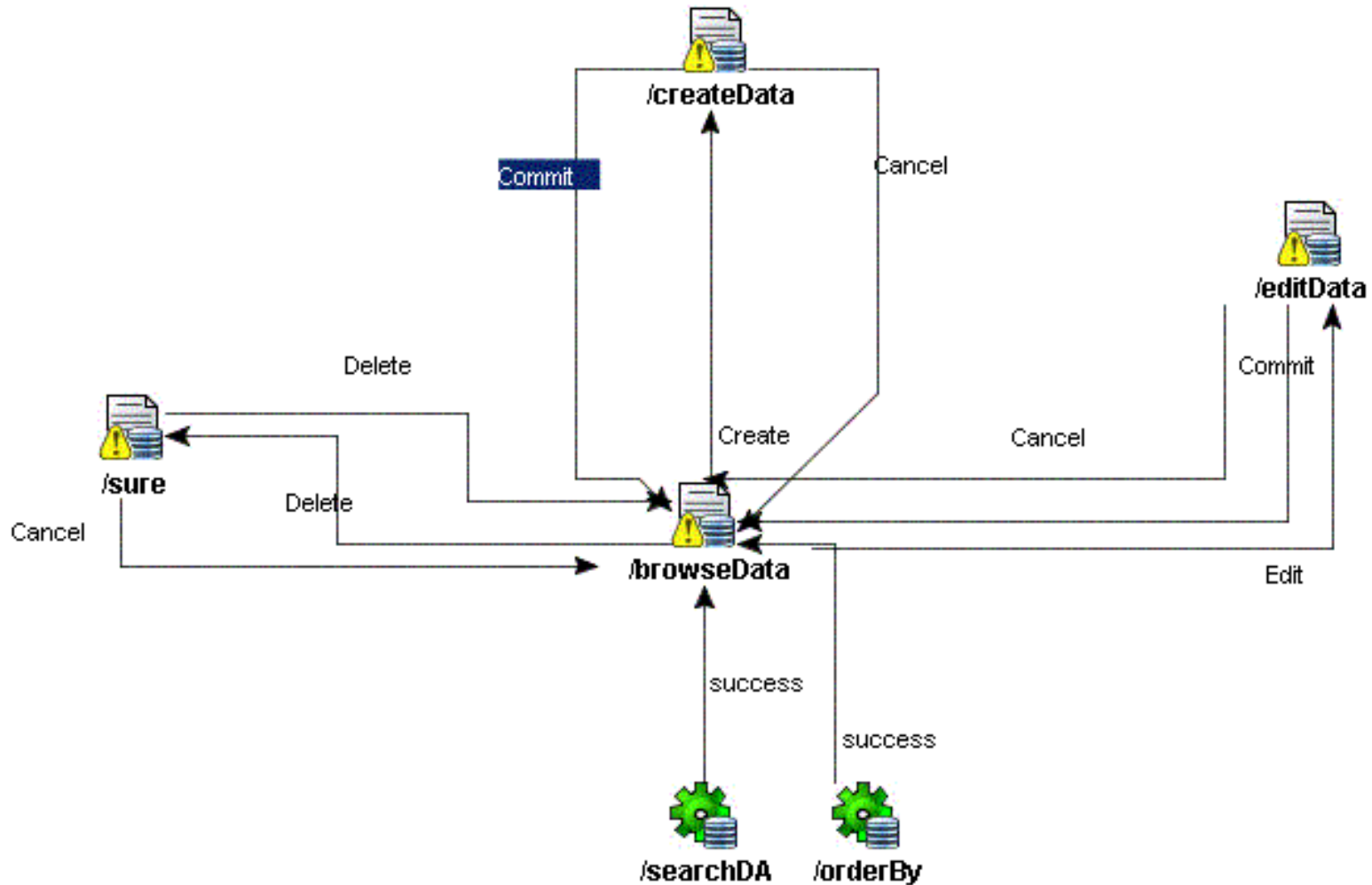
PhyPackageName_TX

OK Cancel

The Generator

- ◆ Once the logical application is specified, the user calls a database procedure that starts the application generation process.
- ◆ Generator is written in PL/SQL.
 - Consists of about 18,000 lines of code
 - Output is a JDeveloper workspace folder in the operating system.
 - Once generation is complete, workspace is zipped and the user can download the zip file onto his/her local machine.
 - Generated workspace uses a small custom tag library (paging functionality used in the browse page) and a code library (for security).

Struts Page Flow Diagram



Conclusions

- ◆ It is possible to create a complete architecture to describe and generate a full J2EE application.
- ◆ Challenges:
 - Creating a repository/grammar to describe the system
 - Deciding on the UI and architecture that you want to generate.
- ◆ Writing the repository managers and generators is a relatively simple task.
- ◆ Surprise is really how well it all works.
- ◆ Using this approach, applications are quickly specified, effortlessly generated, and easily maintained.
- ◆ It can be a long road to get it all working, but there is a great pay-off at the end of the process.

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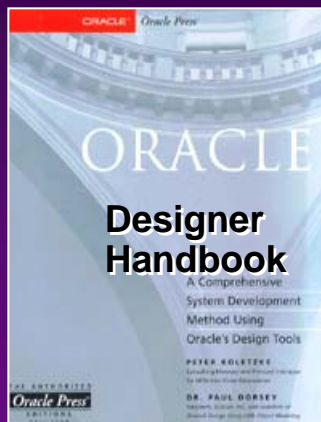
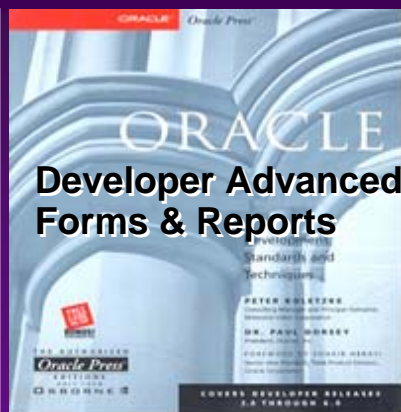
Dulcian's BRIM[®] Environment

- ◆ Full business rules-based development environment
- ◆ For Demo
 - Write “BRIM” on business card
- ◆ Includes:
 - Working Use Case system
 - “Application” and “Validation Rules” Engines



Contact Information

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