

InVivo Information Technology EAI and SOA services & training

OpenEAI Development

www.OpenEAI.org

Open Source
Enterprise Application Integration
Software and Methodology

info@invivoit.com

Copyright © 2009, InVivo Information Technology, a Series of InVivo Ventures, LLC

Permission is granted to copy, distribute and/or modify this document under the terms of the GNU Free Documentation License, Version 1.2 or any later version published by the Free Software Foundation with no Invariant Sections, no Front-Cover Texts, and no Back-Cover Texts. A copy of the license is included in the slides entitled "GNU Free Documentation License". This presentation is a derivative work of the OpenEAI Project Presentation and has been adapted under the terms of the GNU Free Documentation License. The original presentation can be found at <http://www.openeai.org/cac/burcovecweb.cac/presentation%20-%20v.pdf>.

InVivo Information Technology EAI and SOA services & training

What we will cover

- OpenEAI Methodology Review
- OpenEAI Analysis Template
- Application Foundation
- Gateway and Application Patterns

Introduction 2

InVivo Information Technology EAI and SOA services & training

OpenEAI Methodology Overview

1. Perform Analysis
2. Define Messages
3. Generate Java Message Objects
4. Develop, Document, and Test Messaging Applications
5. Update Enterprise Documentation Artifacts
6. Deploy in Production

[See the OpenEAI Methodology Document](#)

OpenEAI Methodology 3

InVivo Information Technology EAI and SOA services & training

Perform Analysis

1. Identify systems that need to be integrated
2. Functional and technical analysts complete the analysis template for each application that must be interfaced. The template documents:
 - A. General integration requirements
 - B. Any existing message objects that will be used in the integration
 - C. Any new message objects are required for this integration
 - D. Definitions for any new messages objects (XML DTDs or Schema)
 - E. Message actions required for the new message object
 - F. Messaging applications, gateways, and infrastructure that must be implemented or modified to support the new integration
 - G. Detailed production and consumption logic for each message

OpenEAI Methodology 4

InVivo Information Technology EAI and SOA services & training

Define Messages

Based on the new message object definitions in the analysis template, technical integration analysts...

- Create the XML message definitions for the new messages in the organization's message hierarchy
- Provide one sample message for each definition

OpenEAI Methodology 5

InVivo Information Technology EAI and SOA services & training

Generate Java Message Objects

Next, the message definitions are implemented as Java objects: a message object API (or MOA). A Java object must be created for every complex enterprise business object defined

These Java objects are automatically generated using the OpenEAI MoaGenApplication from the message definitions that were prepared by integration analysts

OpenEAI Methodology 6

InVivo Information Technology EAI and SOA services & training

Develop, Document and Test Messaging Applications

1. Developers and analysts prepare detailed, technical stories for each messaging application and gateway listed in the completed analysis. These stories will draw heavily on the message production and consumption logic prepared by the functional staff and analysts and included in the analysis template.

OpenEAI Methodology 7

InVivo Information Technology EAI and SOA services & training

Develop, Document and Test Messaging Applications

2. Developers implement the appropriate messaging applications and gateways listed in the template using:
 - A. OpenEAI foundation components
 - B. The message object API that was generated for the organizations enterprise message objects
 - C. The enterprise object documents completed by the functional staff and analysts

When developing an OpenEAI-based application or gateway, this work entails developing the commands needed to support the processes defined in the analysis document.

OpenEAI Methodology 8

InVivo Information Technology EAI and SOA services & training

Develop, Document and Test Messaging Applications

3. While steps one and two above are proceeding, integration analysis staff can prepare [OpenEAI TestSuiteApplication](#) test suite documents for testing the message gateways that are to be developed.
4. All messaging applications and gateways pass both informal developer testing and all of the formal test suites executed by the TestSuiteApplication.

OpenEAI Methodology 9

InVivo Information Technology EAI and SOA services & training

Develop, Document and Test Messaging Applications

5. The new messaging applications and gateways are promoted from a development environment to a test environment for integration testing, and the real-world online and batch scenarios are executed until the functional staff and analysts are convinced the new applications are performing appropriately.

OpenEAI Methodology 10

InVivo Information Technology EAI and SOA services & training

Update the Enterprise Documentation Artifacts

Practicing the OpenEAI methodology produces a number of documentation artifacts such as:

1. Analysis template for each application
2. Enterprise data object definitions
3. Message definitions
4. Javadoc for commands that implement message support

These artifacts should be posted in a web-accessible format for technical purposes (such as validation of messages) and for documentation purposes. Many organizations have auditing or best-practice requirements that mandate the preparation of some type of formal documentation for each integration.

OpenEAI Methodology 11

InVivo Information Technology EAI and SOA services & training

Deploy in Production

There's not much to say about this step from an overview perspective, since if you get to this point, most of the work has already been done.

If you follow the recommended OpenEAI practices for testing in pre-production environments, deploying in production should be anticlimactic.

The OpenEAI Deployment Patterns Document provides details on the minimum number of recommended environments you should set up for a messaging enterprise and how and when to promote messaging application and gateways from one environment to the next.

OpenEAI Methodology 12

InVivo Information Technology EAI and SOA services & training

Java Message Object Details

More details about the Message Object API (MOA) can be found in the [OpenEAI API Introduction Document](#).

The most important point from an OpenEAI practitioner's perspective is that these objects can be automatically generated using the OpenEAI [MoaGenerationApplication](#) reference implementation application.

OpenEAI APIs 13

InVivo Information Technology EAI and SOA services & training

MOA: Why it exists

- Native XML development is more complex especially for newer Java developers
- Many proprietary development languages still don't have good support for XML manipulation
- Lots of room for mistakes!

14

InVivo Information Technology EAI and SOA services & training

MOA: How it is used

- The objects in an organization's MOA are used just like any other Java object. The methods corresponding to elements and attributes from the message definitions are used to populate and retrieve data from the object and the "action" methods like "query", "create", "delete", "createSync", "deleteSync", "generate" etc. are invoked to perform the action. Since most of the complex logic is performed in the foundation classes, it just looks like another method call to the typical Java developer.

15

InVivo Information Technology EAI and SOA services & training

Developing Messaging Applications

When a message-aware application is developed using the OpenEAI foundation components, everything starts with a specialized object called an AppConfig object.

This object is an XML-aware object that knows how to configure itself from an XML file stored in a directory server, on a web server, or on the file system.

This object works in conjunction with an XML configuration document called the [OpenEAI Deployment Descriptor](#).

OpenEAI APIs 16

InVivo Information Technology EAI and SOA services & training

AppConfig

[org.openeai.config.AppConfig](#)

Simply put, the AppConfig object reads the deployment descriptor and loads itself with all the objects that will be needed for this application based on what it finds in that file.

The types of objects that it may load include: message objects, producers, consumers, logging objects, thread pools, database connection pools, general application properties, and any other new type of object that is made to be configurable using OpenEAI configuration foundation (advanced topic).

So, in essence, AppConfig is a container that holds pre-configured and, in some cases, started objects that can be retrieved by an application developer when the objects are needed.

OpenEAI APIs 17

InVivo Information Technology EAI and SOA services & training

Scheduled Applications

A scheduled application is an application that executes certain business logic at a configurable interval. That interval can be immediate or it can be based on a flexible, built-in scheduling facility that allows developers to specify certain business logic be executed at a given interval or on specified days at specified times. As mentioned previously, they can be of four types: application, triggered application, daemon with immediate execution, and daemon with scheduled execution.

- All scheduled applications are instances of the `org.openeai.afa.GenericAppRunner` class. This is the only runnable class that needs to exist for these types of applications. Scheduled applications are an implementation of the command pattern. The business logic executed according to the application's schedule is implemented in commands (Java classes) that perform the desired business logic.
- Really, the only difference between a scheduled application and a gateway is what triggers the execution of the business logic. Where a gateway executes commands when it one of its consumers consumes a message, a scheduled application executes commands when a schedule is met.
- Refer to the OpenEAI API javadoc in the `org.openeai.afa` package for more details information on scheduled application foundation.

OpenEAI APIs 18

InVivo Information Technology EAI and SOA services & training

Scheduled Application Pattern

Server

Scheduled App

Schedule - 1

Scheduled Command - 1

Scheduled Command - 2

Scheduled Command - n

Schedule - n

19

InVivo Information Technology EAI and SOA services & training

Gateways

All message gateways are an instance of the `org.openeai.jms.consumer.MessageConsumerClient` class. This is the only runnable class that exists for OpenEAI based message gateways.

`MessageConsumerClient` instantiates an `AppConfig` object with the appropriate deployment descriptor, and the consumers associated with the gateway are started.

Message gateways developed with the OpenEAI foundation may use `PointToPointConsumers` to handle and reply to incoming request messages and `PubSubConsumers` to consume and process incoming sync messages.

The configurations for these objects are included in the deployment descriptor for the message gateway.

For more information regarding the OpenEAI JMS consumer foundation, please refer to the OpenEAI API javadoc in the [org.openeai.jms.consumer](#) and [org.openeai.jms.consumer.commands](#) packages.

OpenEAI APIs 20

InVivo Information Technology EAI and SOA services & training

G
A
T
E
W
A
Y

P
A
T
T
E
R
N

Gateway Server

Gateway

Pub Sub Consumer - 1

Consumer Command - 1

Consumer Command - 2

Consumer Command - n

Pub Sub Consumer - n

Point-to-Point Consumer - 1

Consumer Command - 1

Consumer Command - n

PointToPoint Consumer - n

21

InVivo Information Technology EAI and SOA services & training

Deployment Descriptors

The OpenEAI deployment descriptor is an XML document used to configure applications developed using the OpenEAI foundation components.

The DTD that constrains the deployment descriptor is included with the OpenEAI distributions and posted at...

<http://xml.openeai.org/xml/configs/xml/dtd/1.0/Deployment.dtd>

The definition includes detailed descriptions of each section of the definition.

For additional information regarding the OpenEAI configuration foundation, please refer to the OpenEAI API javadoc in the [org.openeai.config](#) package.

Lets review an [example](#).

OpenEAI APIs 22

InVivo Information Technology EAI and SOA services & training

Enterprise Object Document (1)

The OpenEAI Enterprise Object Document (EO documents) is an XML document that describes an organization's enterprise message objects from a business perspective.

Structurally, it matches the definition of the object in the DTD. However, it goes much further than the object's definition by way of a DTD or Schema. These documents allow an organization to specify very specific business rules on each field within an enterprise message object.

These rules are implemented by the EnterpriseFields OpenEAI foundation object ([org.openeai.config.EnterpriseFields](#)). Each object within an organization's MOA contains a reference to this object and the rules specified in these EO documents. Each complex object within an MOA has a corresponding EO document generated for it.

OpenEAI APIs 23

InVivo Information Technology EAI and SOA services & training

Enterprise Object Document (2)

The EO documents themselves are generated when an organization's MOA is generated by way of the OpenEAI MOAGenerationApplication. However, the EO document that gets generated does not contain all rules for that object and its fields. Some of those rules are impossible to generate automatically. However, the auto-generated EO document provides a consistent, properly formatted starting place.

The EO documents provide the full definition, including business rules, for an enterprise message object within an organization. This means it includes the structure of the object as well as any business rules that should be applied to fields within that object.

Following is the document type definition for EO documents. The definition includes a detailed description of each section of an EO document.

<http://xml.openeai.org/xml/configs/xml/dtd/1.0/EnterpriseObjects.dtd>

Lets review an [example EO document](#)

OpenEAI APIs 24

InVivo Information Technology EAI and SOA services & training

GNU Free Documentation License (10)

9. TERMINATION
You may not copy, modify, sublicense, or distribute the Document except as expressly provided for under this License. Any other attempt to copy, modify, sublicense or distribute the Document is void, and will automatically terminate your rights under this License. However, parties who have received copies, or rights, from you under this License will not have their licenses terminated so long as such parties remain in full compliance.

10. FUTURE REVISIONS OF THIS LICENSE
The Free Software Foundation may publish new, revised versions of the GNU Free Documentation License from time to time. Such new versions will be similar in spirit to the present version, but may differ in detail to address new problems or concerns. See <http://www.gnu.org/copyleft/>.

Each version of the License is given a distinguishing version number. If the Document specifies that a particular numbered version of this License "or any later version" applies to it, you have the option of following the terms and conditions either of that specified version or of any later version that has been published (not as a draft) by the Free Software Foundation. If the Document does not specify a version number of this License, you may choose any version ever published (not as a draft) by the Free Software Foundation.

34

InVivo Information Technology EAI and SOA services & training

GNU Free Documentation License (11)

ADDENDUM: How to use this License for your documents
To use this License in a document you have written, include a copy of the License in the document and put the following copyright and license notices just after the title page: Copyright © YEAR YOUR NAME.

Permission is granted to copy, distribute and/or modify this document under the terms of the GNU Free Documentation License, Version 1.2 or any later version published by the Free Software Foundation; with no Invariant Sections, no Front-Cover Texts, and no Back-Cover Texts. A copy of the license is included in the section entitled "GNU Free Documentation License". If you have Invariant Sections, Front-Cover Texts and Back-Cover Texts, replace the "with...Texts." line with this: with the Invariant Sections being LIST THEIR TITLES, with the Front-Cover Texts being LIST, and with the Back-Cover Texts being LIST. If you have Invariant Sections without Cover Texts, or some other combination of the three, merge those two alternatives to suit the situation. If your document contains nontrivial examples of program code, we recommend releasing these examples in parallel under your choice of free software license, such as the GNU General Public License, to permit their use in free software.

35
