Stuart Thiel

SOEN 387 Web-based Enterprise Application Design

Stuart Thiel

Concordia University
Department of Computer & Software Engineering

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Outline

Frameworks

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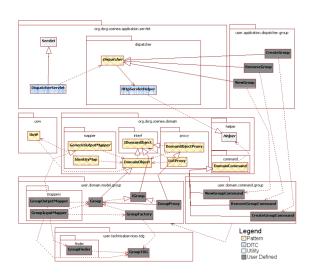
rameworks

- ► People say framework a lot
- Everyone wants to write their own framework
- ▶ I don't suggest that!
- But sometimes you do something that's not a framework
- Maybe you do it a lot
- And then you realize you can pull out a framework

- ▶ People redefine the word framework to suit themselves
- It really does imply something architectural
- This course covers high-level architectural patterns for webapp development
- ► If what I say here is true, then web frameworks of all flavors and languages should reflect these patterns

- ► We're going to look at SoenEA
- It's kind of cheating in terms of highlighting the patterns we've covered
- ▶ I wrote/adjusted it specifically to suit these patterns
- I grabbed a couple things like Command Annotations from Spring
- ► I used it on well over a hundred different webapps/software development projects

Applying SoenEA



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Frameworks



- ► Concrete base-classes/interfaces for everything save
- A very convenient Helper Utility to take care of basic stuff
 - Template Views
 - Input Mappers
 - Factories
 - Finders
 - TDGs
- DomainCommand gives strong support for for fields and field/assignment via annotations, and is one of my favorite features...that I basically stole from Spring because a Spring developper using SoenEA wanted them
- DomainCommand also gives basic parameter validation Annotations
- UoW is the Identity Map for everything and just automagically takes care of stuff



- Output Mappers are no longer static
- ► This is to take advantage of some dynamic instantiation stuff
- You need to explicitly map between Domain Objects and their corresponding OutputMappers in Servlet Initialization
- You need to explicitly use the UoW as an IM in your Input Mappers and Factories

- You can start with Dispatchers and work down (very TDD)
- You can start with Domain Objects and work up
- You can start with Template Views and work down (also very TDD)
- ▶ Pick an approach and be consistent and you'll be ok

- Inherit from SoenEA base-classes
 - Dispatchers
 - Commands
 - Domain Objects (interfaces and proxies too)
 - Output Mappers
- Register Domain Objects with their Output Mapper in servlet initialization
- Use UoW as an IM in InputMapper
- Initialize UoW when you start a transaction for a request
- Commit when you're done (maybe in Dispatcher?)
- Rollback when things fail (maybe also in Dispatcher?)
- Most other stuff is the same