

Sterling Business Center



Customization Guide

Version 910.31

Sterling Business Center



Customization Guide

Version 910.31

Note

Before using this information and the product it supports, read the information in "Notices" on page 141.

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Chapter 1. Checklist for Customization Projects

Customization Projects

Projects to customize or extend Sterling Business Center vary with the type of changes that are needed. However, most projects involve an interconnected series of changes that are best carried out in a particular order. The checklist identifies the most common order of customization tasks and indicates which guide in the documentation set provides details about each stage.

The items identified for extension and/or modification in the documentation are Source Components (to the extent such item involves source code) and Sample Materials for purposes of the License Information file associated with this product.

Prepare Your Development Environment

Set up a development environment that mirrors your production environment, including whether you deploy your application on a WebLogic, WebSphere®, or JBoss application server. Doing so ensures that you can test your extensions in a real-time environment.

You install and deploy your application in your development environment following the same steps that you used to install and deploy it in your production environment. Refer to your system requirements and installation documentation for details.

You have an option to customize your application with Microsoft COM+. Using Microsoft COM+ has advantages such as increased security, better performance, increased manageability of server applications, and support for clients of mixed environments. If this is your choice, see the *Customization Basics Guide* about additional installation instructions.

Plan Your Customizations

Are you adding a new menu entry? Or customizing the sign-in screen or logo? Or customizing views or wizards? Or creating new themes or new screens? Each type of customization varies in scope and complexity.

For background, see the *Customization Basics Guide*, which summarizes the types of changes that you can make and provides important guidelines about file names, keywords, and other general conventions.

Extend the Database

For many customization projects, the first task is to extend the database so that it supports the other UI or API changes that you make later. For instructions, see the *Extending the Database Guide*, which includes information about the following topics:

- Important guidelines about what you can and cannot change in the database.

- Information about modifying APIs. If you modify database tables so that any APIs are impacted, you must extend the templates of those APIs or you cannot store or retrieve data from the database. This step is required if table modifications impact an API.
- How to generate audit references so that you improve record management by tracking records at the entity level. This step is optional.

Make Other Changes to APIs

Your application can call or invoke standard APIs or custom APIs. For background about APIs and the services architecture of service types, behavior, and security, see the *Customizing APIs Guide*. This guide includes information about the following types of changes:

- Invoke standard APIs for displaying data in the UI and for saving changes made in the UI to the database.
- Invoke customized APIs for executing your custom logic in the extended service definitions and pipeline configurations.
- APIs use input and output XML to store and retrieve data from the database. If you don't extend these API input and output XML files, you may not get the results you want in the UI when your business logic is executing.
- Every API input and output XML file has a DTD and XSD associated to it. Whenever you modify input and output XML, you must generate the corresponding DTD and XSD to ensure data integrity. If you don't generate the DTD and XSD for extended XMLs, you may get inconsistent data.

Customize the UI

IBM® applications support several UI frameworks. Depending on your application and the customizations you want to make, you may work in only one or in several of these frameworks. Each framework has its own process for customizing components such as menu items, logos, themes, and so on.

Depending on the framework you want, consult one of the following guides:

- *Customizing the Console JSP Interface Guide*
- *Customizing the Swing Interface Guide*
- *Customizing User Interfaces for Mobile Devices Guide*
- *Customizing the Rich Client Platform Guide* and *Using the RCP Extensibility Tool Guide*
- *Customizing the Web UI Framework Guide*

Extend Transactions

You can extend and enhance the standard functionality of your application by extending the Condition Builder and by integrating with external systems. For background about transaction types, security, dynamic variables, and extending the Condition Builder, see the *Extending Transactions Guide* and *Extending the Condition Builder Guide*. These guides includes information about the following types of changes:

- Extend the Condition Builder to define complex and dynamic conditions for executing your custom business logic and using a static set of attributes.
- Define variables to dynamically configure properties belonging to actions, agents, and services configurations.

- Set up transactional data security for controlling who has access to what data, how much they can see, and what they can do with it.
- Create custom time-triggered transactions. You can invoke and schedule custom time-triggered transactions in much the same manner as you invoke and schedule the time-triggered transactions supplied by your application.
- Coordinate your custom, time-triggered transactions with external transactions and run them either by raising an event, calling a user exit, or invoking a custom API or service.

Build and Deploy your Customizations or Extensions

After performing the customizations that you want, you must build and deploy your customizations or extensions.

1. Build and deploy your customizations or extensions in the test environment so you can verify them.
2. When you are ready, repeat the same process to build and deploy your customizations and extensions in your production environment.

For instructions about this process, see the *Customization Basics Guide* which includes information about the following topics:

- Building and deploying standard resources, database extensions, and other extensions (such as templates, user exits, and Java interfaces).
- Building and deploying enterprise-level extensions.

Chapter 2. Customizing Sterling Business Center

Overview of Sterling Business Center Customization

The Sterling Business Center application can be customized based on your business requirements. This guide provides the different types of customization that are possible. Depending on your requirements, you can customize the Web UI Framework components and extend the database.

After you customize an existing screen, you must deploy your changes in the application. You can also extend the application database. For example, you can add a column to a standard table by modifying the entity database extension XML files. For more information about extending the database, see the *Sterling Selling and Fulfillment Foundation: Extending the Database Guide*.

To monitor the execution of a program that is run to trap errors when you are customizing Sterling Business Center, you can use the debugging tools provided with the application.

The Sterling Business Center application is built on the Ext JS Javascript framework, version 3.0.

The Sterling Business Center application has few screens that are specific to English locale and non-English locales. Following is a list of screens that are specific to English locale and non-English locales:

- Pricing Rule Summary screen
- Manual Pricing Rule Summary
- Manual Pricing Rule Summary
- Coupon Summary screen
- Customer Entitlement screen
- Seller Entitlement screen

When you are customizing these screens, ensure that you customize both the English locale and non-English locale screens. However, if users are only in a non-English locale, you can customize only the non-English locale screens and leave the English locale screens as-is.

Customizing the Sterling Business Center User Interface

You can customize the user interface of an existing out-of-the-box installation of the Sterling Business Center application using the Extensibility Workbench. The Extensibility Workbench allows you to customize the existing installation at runtime without recompiling or changing the original source code.

The Sterling Business Center application is built on the Ext JS JavaScript framework, version 3.0. The JavaScript API Documentation contains information about the JavaScript utility and classes used by the application. The JavaScript API Documentation can be accessed using the following URL:

`http://<server>:<port>/<context_root>/yfscommon/jsdocs/30/index.html`

where `context_root` is the context root of the `smcfsdocs.war` file, which is used for the context-sensitive help. For more information about deploying the context-sensitive help, refer to the *Sterling Selling and Fulfillment Foundation: Installation Guide*.

Differential Screen Extensions

Differential extensibility enables you to customize parts of a screen. You can add a new field, or hide an existing field in the user interface. Additionally, you can modify the properties of the out-of-the-box fields. The Java Script Builder (JSB) files are located in the `<INSTALL_DIR>/repository/eardata/sbc/war/builder/sbc` directory.

Extensibility in the Web UI Framework for Application Developers

Extensibility allows you to customize the user interface of an out-of-the-box installation of an application using the Extensibility Workbench. Although application developers mostly use the Designer Workbench, the Extensibility Workbench is useful for testing and simulating the behavior of the Web UI Framework tools of the actual user interface.

You can open an existing screen and bring up the same user interface tools that were used by application developers to build the screen using the Designer Workbench. You can add controls (like buttons, labels, and grid columns), panels, data sources, and other items. The Extensibility Workbench allows you to personalize and localize an application.

Note: When customizing the interface, copy the standard resources of an application and then modify your copy. Do not modify the standard resources of an application.

Functional Overview

Extensibility allows you to customize an existing installation of an application at runtime without recompiling or changing the original source code.

Extensibility works in two areas of an application:

- Extensibility in the UI helps to show more relevant and organized data to the end user. It also helps in showing a personalized or a localized version of an application.

UI extensibility allows you to add new widgets to a UI screen, hide existing widgets, override default field labels, customize the theme for an application, and other UI-related tasks.

UI extensibility takes two basic forms:

- Override extensibility, in which you completely replace the out-of-the-box screens with new screens. Use the Designer Workbench for this task.
- Differential extensibility, in which you change parts of the out-of-the-box screens. Use the Extensibility Workbench for this task.

The changes that one can make to an existing component using differential extensibility are limited to a particular set of properties. This ensures that arbitrary properties are not allowed to change, resulting in upgrade issues.

You can work with override extensibility in the following layers: Struts, mashup, presentation, and XAPI mashup. With differential extensibility, you can work with only the presentation and XAPI mashup layers.

- Extensibility in the backend helps you perform custom business logic and processing. Custom logic can be driven by integration with other applications, changed use cases, and other special requirements of an application.

Backend extensibility allows you to change the server-side APIs to perform the customized business logic.

Technical Overview

UI framework extensibility has the following technical details:

- The HTML UI is based on the Ext JS JavaScript framework.
In the Ext JS-based class hierarchy, various JavaScript libraries have their own class-based hierarchy for creating object models. The Web UI Framework uses the Ext JS-based class hierarchy for this purpose.
- Every screen is identified by an identifier (className) that must be unique across an application.
- Every component within a screen is identified by an identifier (sciId) that must be unique within the screen.
- Once a component has been added to the base screen, it should not be removed. If a component is removed, and an extension was applied with regard to the removed component, the extension might not display after an upgrade.

Backend extensibility has the following technical details:

- To get the extended JSP file, the extensibility mechanism appends **extn** to the path to get the complete src (source) path of the extension file.
- Applications consuming only the Base UI Framework will provide the custom extensibility mechanism as defined in the Base UI Framework's interface contract. There will not be any default implementation in the Base UI Framework.
- The extended mashup class makes XAPI calls and other kinds of calls. If a XAPI mashup is being extended, then a XAPI call also should be made.
- If the extensibility mechanism is not given in the backend of an application, an error will occur and be logged.
- If the mashup implementation is not given in the backend of an application, an error will occur and be logged.

To build an extensible application, it is essential to follow strict design guidelines. In the Web UI Framework, this involves the following:

- Adding business logic (rules and conditions) in a mashup so that it is easy to re-use and change.
- Using the client-side JavaScript component (Ext JS) to build a rich and responsive user interface (without business logic).

Differential Extensibility in the Web UI Framework

With differential extensibility, you can customize parts of a screen. Changes are overlaid on top of the base screen. Differential extensibility contrasts with override extensibility, where the entire screen is replaced.

In differential extensibility, the extensions are stored in a file that is separate from the file of the screen being viewed or edited. During runtime of the application, the extensions are applied to the functionality of the application. This kind of extensibility gives you flexibility with upgrades.

In differential extensibility, in general, you can do the following:

- Add new UI components to an out-of-the-box screen.
- Change an existing component such as styles, labels, and layout parameters.
- Hide a component present in an out-of-the-box screen.
- Remove a component that was added via extensibility.

Note: None of the out-of-the-box components or component properties can be deleted.

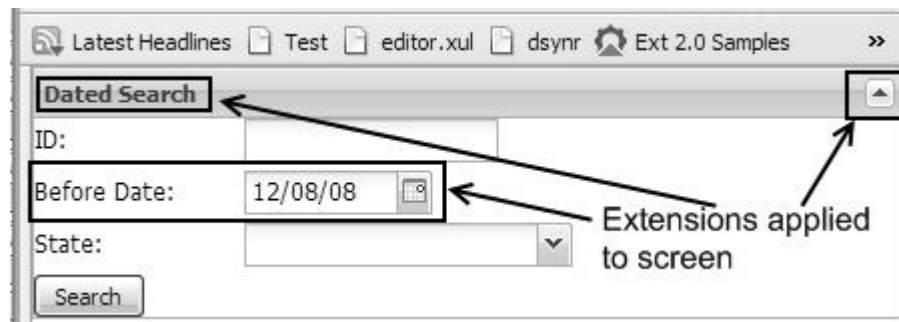
- Respond to events.

The following images show an example of an out-of-the-box screen and an extended screen. Differential extensibility was used to add a search button and a Before Date field.

Out-of-the-box screen (without extensions):



Extended screen:



Override Extensibility in the Web UI Framework

With override extensibility, you can customize a screen by completely replacing it. Override extensibility contrasts with differential extensibility, in which only parts of the screen are replaced. Use the Designer Workbench to apply override extensibility.

Note: Although you can apply override extensibility using the Designer Workbench, you are limited in the changes that you can make. Please contact IBM Customer Support for assistance when applying override extensibility using the Designer Workbench.

Differential Extensibility Versus Override Extensibility in the Web UI Framework

Area	Differential Extensibility	Override Extensibility
Scope of Changes	Individual screen components.	Entire screen.
Screen Actions	<ul style="list-style-type: none"> • Add component • Change component • Hide a component present in an out-of-the-box screen • Remove a component or a component property added using the Extensibility Workbench • Override default field labels • Customize theme 	Replace entire screen.
Recommended Usage	When screen requires minor enhancements with little behavioral change.	<p>When screen requires complex enhancements, such as removing controls or changed business use cases.</p> <p>After an upgrade, if you are not interested in the enhancements in an out-of-the-box screen, this method is recommended.</p>
Tool	Extensibility Workbench	Designer Workbench
Runtime Application	Extensions are applied to the functionality of the application.	Functionality that is extended is completely replaced. Both the functionality and the UI layout and/or appearance are replaced (if required).
Upgrade Issues	Increases upgrade flexibility, because original screen does not change, making individual extensions to the screen easier to apply. An extensible screen adheres to the extensibility guidelines, such as unique IDs. These IDs should not be absent from the upgraded screens.	<p>Might increase upgrade time, especially if there are upgrade-related source code changes in the application that relate to overridden screen.</p> <p>The added code for XAPI mashups that are used for a new screen (if any) would be affected with the changes in the database tables or source code.</p>
Extensible Layers	<ul style="list-style-type: none"> • Presentation layer (UI) • XAPI mashup layer 	<ul style="list-style-type: none"> • Presentation layer (UI) • XAPI mashup layer • Non-XAPI mashup layer • Struts layer

Area	Differential Extensibility	Override Extensibility
Screen File Management	<p>Extensions are stored in a different file from the files of the screen being extended. This different file must be a new JavaScript file that must be created by the user. This new JavaScript file must be included in the application using JSB definitions.</p> <ul style="list-style-type: none"> • Base screens extend the <code>sc.plat.ui.ExtensibleScreen</code> class. These screen definitions have an identifier that is unique across the application. • Screen extensions extend the <code>sc.plat.ui.Extension</code> class. These extensions are registered with the Web UI Framework extension registry for the base screen's identifier. 	<p>Screen files are completely replaced.</p> <p>New Java Server Page (JSP) files override base JSP files. These JSP files can be designed in the Designer Workbench or from another source.</p>

What Can Be Customized and Extended with the Web UI Framework

You can use the Web UI Framework to customize and extend any screen of the application that also follows these guidelines:

- Any extensible UI content is served to the client using a JSP (Java Server page).
- A unique identifier must be created for every screen class (the `className` property) and screen component (the `sciId` property).

If this guideline is not followed, a console warning will alert you that more than one screen or screen component has the same ID. You can still launch and deploy the application out-of-the-box with duplicate IDs for screen or screen components, but duplicate IDs are likely to cause problems when you try to extend.

- In differential extensibility (where only parts of the screen change), the extensions are defined in an extension file which must be included with the out-of-the-box screen.
- It uses the Ext JS JavaScript framework.
- The screen class must extend from the class `sc.plat.ui.ExtensibleScreen`.
- It does not add controls dynamically. These controls cannot be changed by screen extensions. Also, all layouts do not support the addition of dynamic controls.

You can extend screens that were not originally created using the Web UI Framework tools (for example, hand-coded screens). However, if a screen was designed using the Web UI Framework tools, it can be easily extended because it conforms to the Web UI Framework standards.

Customizing with the Web UI Framework

The Web UI Framework allows you to plug in customizations of tasks like authentication and authorization. When you customize the application, you need to write special program code that works with the interface contracts of the default installation of the application.

You can use interface contracts to customize the following tasks:

- Authentication
- Post authentication
- Authorization
- Mashup layer
- Transaction management
- State management
- Localization
- Data type handling

Customizations also use the web.xml file and the install3rdParty tool.

Extending Versus Customizing an Ext JS Widget/Component with the Web UI Framework

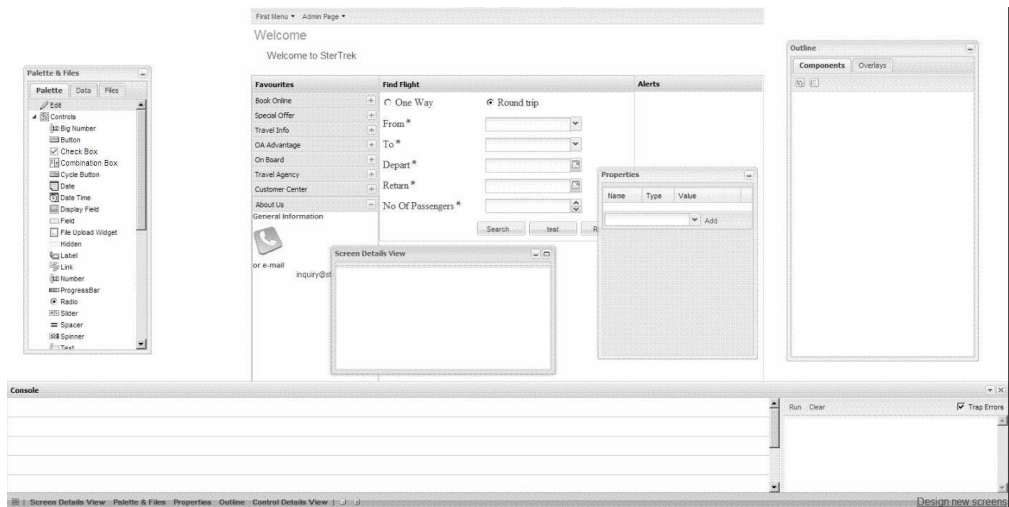
Extending and customizing are very similar. Both involve changes to the default, out-of-the-box version of the application.

Extending is a type of customization that involves creating changes in a separate file that are applied to the application, making these changes easy to identify and easy to remove.

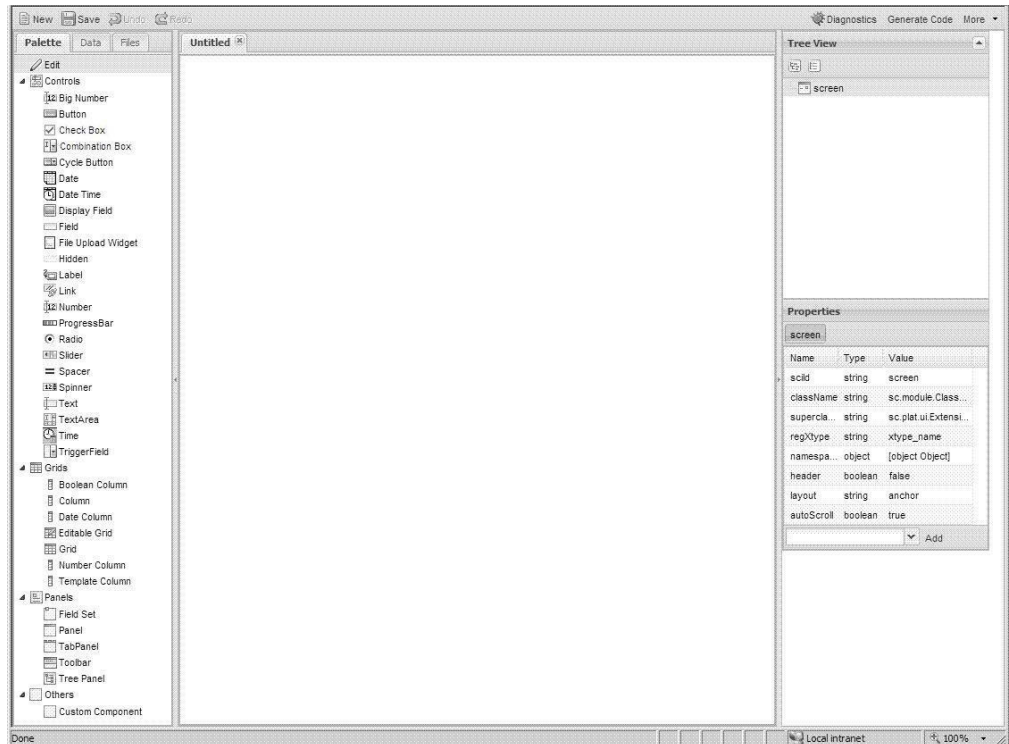
Customization can also involve more direct changes to the application that change (and do not preserve) the original configuration of the application.

Extensibility Workbench Versus Designer Workbench in the Web UI Framework

The Extensibility Workbench is used to modify the UI while the application is live and running online. The changes can be saved and later applied to the application EAR, if required. Use the Extensibility Workbench to make changes to part of the UI. To create new screens while working in the Extensibility Workbench, access the Designer Workbench through the **Design new screens** link at the bottom of the Extensibility Workbench.



The Designer Workbench is also used by application developers to first create offline the screens that you can modify using the Extensibility Workbench.



Setting Up the Customization Environment

About this task

The Sterling Business Center application can be customized based on the business requirements of users. This topic provides information about setting up the customization environment.

Sterling Business Center must be customized using the sbcdev.war file, and not the sbc.war file. The sbcdev.war file contains additional folders and web.xml entries

that are required for customization. You must deploy the `sbcdwar.war` file in the production server with the required extensions that are created using the `sbcddev.war` file.

To set up the customization environment:

Procedure

1. Run the following command to create the `sbcddev.war` file:
 - For Linux/UNIX:

```
.\buildwar.sh -Dappserver=<application server> -Dwarfiles=sbcddev
```
 - For Windows:

```
.\buildwar.cmd -Dappserver=<application server> -Dwarfiles=sbcddev
```
2. Deploy the `sbcddev.war` file.
3. Start the application server by passing the following argument:

```
-Dwufdevmode=true
```

Extensibility Workbench of the Web UI Framework for Application Developers

The Web UI Framework includes an Extensibility Workbench that allows you to use WYSIWYG tools in an existing application to put overlays on a screen's user interface configuration. Although application developers mostly use the Designer Workbench, the Extensibility Workbench is useful for testing and simulating the behavior of the Web UI Framework tools of the actual user interface.

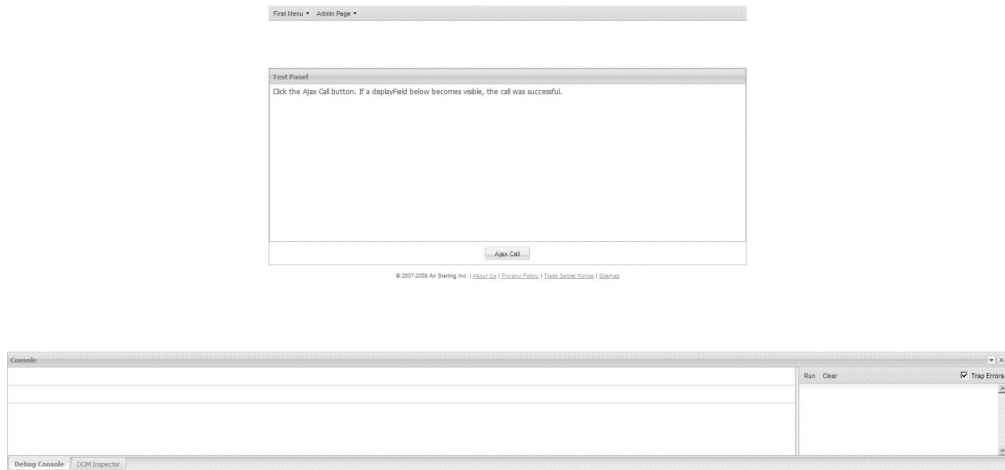
The Extensibility Workbench consists of the following components:

- Extensibility Workbench
Used to extend an out-of-the-box screen. JavaScript source files are generated containing the overlays, and are included along with the out-of-the-box screen's source files. This is accomplished by the loading of JavaScript libraries.
- Designer Workbench
Used to design new screens.

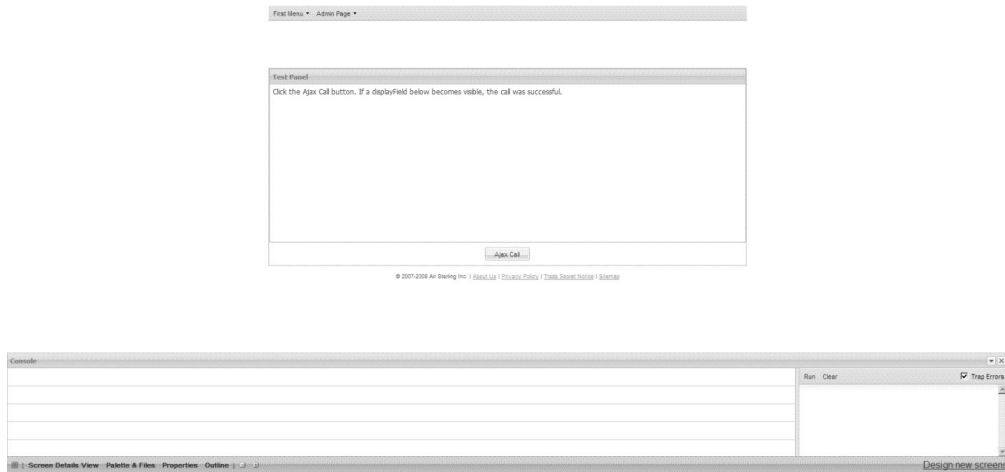
The Extensibility Workbench can be run and used only within an existing installation of an application. The Designer Workbench can be run as either a standalone application or it can be accessed from the Extensibility Workbench. If you access the Designer Workbench from the Extensibility Workbench, you can use the **Back** button to return to an application. However, you will need to re-activate the Extensibility Workbench.

Screens designed in the Designer Workbench have to be deployed and run in an existing installation of an application to see the functional behavior. In the Extensibility Workbench, extensions are added to a screen in a live application. If a change is made to a screen, the changes can be viewed instantly. To extend a screen using the Extensibility Workbench, you have to navigate to the corresponding screen and then start extending it.

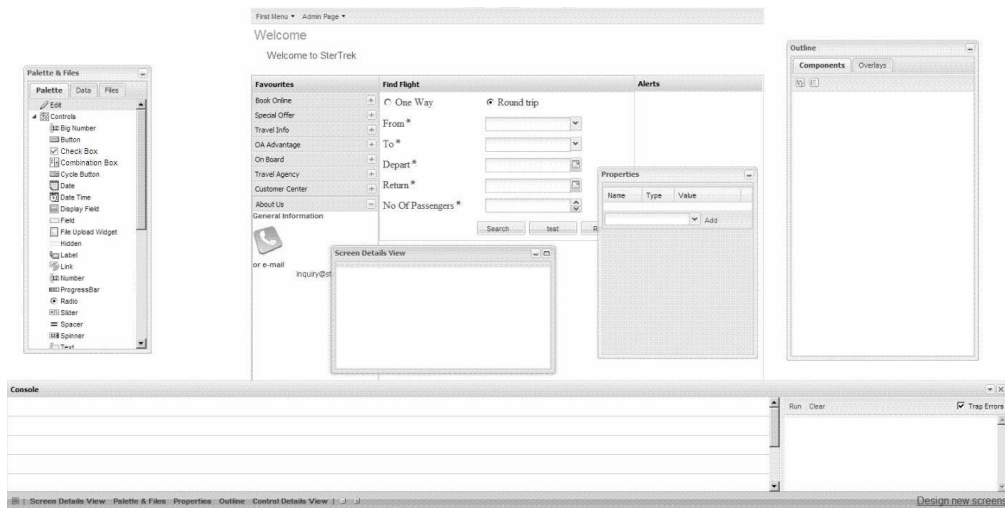
Application without Extensibility Workbench:



Application with Extensibility Workbench after clicking **Shift + space bar** (tabs and link at bottom of screen):



Application after maximizing Extensibility Workbench views by clicking plus (+) sign at bottom of screen:



Functional Overview

The user interface layout of the Extensibility Workbench is similar to the Designer Workbench, with multi-tabbed editors and views. In the Designer Workbench, the components are edited on a canvas. With the Extensibility Workbench, the screen acts as a canvas that allows the editing of out-of-the-box components on an existing screen. You can show a screen with and without extensions applied to it.

Tools for model validators and screen localization are available to assist extension development.

Technical Overview

The Extensibility Workbench is built using the Ext JS JavaScript framework. Differential extensions to a screen are stored in a file in the JSON metadata format. This format stores the extension's properties overlays to be applied onto the base screen. It also is used to generate extension code blocks to which a template is applied.

The following is an example of metadata for differential extensibility. The overlays item shows what was changed using the Extensibility Workbench.

```
{
  type: "SCREEN_EXTENSION",
  version: "",
  extension: {
    className: "com.zzz.AnExtension",
    superclassName: "sc.plat.ui.Extension",
    overlays: [
      {
        op: 'change', //operation type
        sciId: 'view', //reference of the component being change'd
        config: <a_config_object_metadata>
      },
      { ... }, { ... }
    ]
  }
}
```

This metadata references the config object metadata `a_config_object_metadata`.

A property can have different types of values, so the config object metadata needs to capture the property type. Additionally, every config object needs a definition that provides properties and validation rules for the object.

The following is an example of config object metadata:

```
a_config_object_metadata = {
  property1: {
    type: <type_of_property>,
    value: <property_value>
  },
  property_string: {
    type: 'string',
    value: 'aString'
  },
  property_expr: {
    type: 'expr',
    value: '(x+y)'
  },
  property_object: {
    type: 'object',

```

```

        value: <another_config_object_metadata: { ... }>
    },
    defid: <id_of_config_object_definition>
}

```

From the above metadata, the resulting config object would be:

```

a_config_object = {
    property1: <aValue>,
    property_string: 'aString',
    property_expr: (x+y),
    property_object: <another_config_object>
}

```

Configuring the Web UI Framework Extensibility Workbench

About this task

If you are using Mozilla Firefox and the Mapping Preferences dialog box appears when you open the Extensibility Workbench, you need to configure the application to access the supporting files for the Extensibility Workbench. In your browser, access the add-ons menu (usually under the Tools menu) and enable the Sterling Designer extension. A popup dialog box opens, asking you to install two add-ons (jsLib and the Sterling Designer extension). Make sure that you install both of the add-ons, and then enable them.

This option to install the add-ons is only available in Mozilla Firefox. Internet Explorer, the other browser supported by the Extensibility Workbench, uses ActiveX for reading and writing files. In IE, make sure that the ActiveX settings are correctly enabled.

When logging in to the application console from IE, if you get the *Could not use ActiveX for file IO* warning, then the IE settings for ActiveX must be checked to ensure that all relevant settings are enabled. If these settings are not enabled, you will not be able to view any folder displayed in the Mapping Preferences dialog box while setting the workspace directory for the Extensibility Workbench.

Make sure that the server/site which is hosting the application is added under the secured/trusted sites list in IE.

Using the Web UI Framework Extensibility Workbench to Modify a Widget

Procedure

1. In the application, open the screen that you want to change.
2. Click **Shift + space bar**.
3. Review and accept the Extensibility Workbench Usage Terms and Conditions.

The Extensibility Workbench launches if you accept the terms and conditions (provided you have also completed the Directory to URL Mapping and you have associated a file for the screen). Any subsequent use of the **Shift + space bar** hot key hides and then re-launches the workbench until the browser is refreshed or a new screen is opened, in which case the Terms and Conditions window re-appears.

If you decline the terms and conditions, the workbench does not launch.

The tools of the Extensibility Workbench appear in different views. You might have to click the plus sign button on the Extensibility Workbench toolbar to display all of the views.

4. Click the plus sign button to show all views or the minus button to minimize all views. When all of the views are minimized, you can click the tab of a view to display just that view. When a view is displayed, you can minimize the view by clicking the minus sign in the upper right hand corner of the view.
5. Before you can work with a widget on a screen, you need to select or associate the extension file for the screen. The extension file stores the extensions (changes) to the screen. The **Add extension file for screen** dialog box appears when you first try to work on a widget.

The extension file contains metadata about your changes. Extension files are saved in your current working directory. They can be viewed in the Files tab of the Palette & Files view.

When the Extensibility Workbench is launched for the first time, the current working directory is defaulted to the directory entered during mapping. You can change this later in the Files tab.

- a. In the **Add extension file for screen** dialog box, specify the extension file by either using the browse button to select an existing file, or by typing the name of the file in the **Extension file** field.

Type the name of the file if you want to associate/create a new file. If you have already extended the screen and have an extension file for the screen, you can browse for the file.

- b. Click the **OK** button.

If a dialog box appears that includes the message *Selected file contains source that does not match with the current screen.*, click **OK** to overwrite the file or **Cancel** to choose another file. This message usually means that you have chosen the wrong metadata file.

After you have saved the extensions to a screen and deployed those changes in the application, you do not have to add the extension file to make further changes to the screen. The extension file will be automatically loaded with the screen.

After you select this extension file, the following view actions occur:

- The Outline view populates with information about the widgets on the screen.
- The Screen Details View populates with information about the extension file.

The Extension Class Name field displays the name of the generated extension class. You can change this name.

- The Properties view displays the original properties of the widget.
6. To add a widget to the screen, select the widget on the Palette tab. Right-click or left-click at the place on the screen where you want the widget to appear. When you add a new widget, the `sciId` property of the widget must include the default `extn_` prefix. This differentiates an extended component from an out-of-the-box component.
 7. To change a widget, select it on the screen or in the Outline view.
 8. To change or create a widget property, do the following. For more information about widget properties, refer to the Ext JS framework documentation at (2.2.1) <http://www.extjs.com/deploy/ext-2.2.1/docs/> or (3.0) <http://www.extjs.com/deploy/dev/docs/>.
 - If you want to change the properties of an item, click the **Refresh instances** button in the Screen Details view to make those property changes active.

If you want to change the properties of an existing item, a separate grid titled "Original Properties" appears that displays the original property values of that item.

The "Original Properties" grid is not shown for any new component added through extensibility. Any new properties added through extensibility are listed in a separate grid above the "Original Properties" grid (if the component is present in the base screen).



You cannot change a property listed under "Original Properties". However, you can override an existing property or add new properties to an out-of-the-box component.




- To create a new property for an item, click the **Add** button in the Properties view. Before clicking the **Add** button, the desired property should be selected from the dropdown list of available properties.
- 9. To save your changes in your project directory (but not deploy them), click the **Save** button in the Screen Details view.
- 10. To work on another screen, go to the other screen and then re-activate the Extensibility Workbench by clicking **Shift + space bar**.
- 11. After you have saved all of your screen extensions, you must deploy the changes for them to take effect in the application.

Extensibility Workbench Tools of the Web UI Framework

The following table shows the tools to use for the different tasks that you can perform using the Extensibility Workbench:

For more information about widget properties, refer to the Ext JS framework documentation at (2.2.1) <http://www.extjs.com/deploy/ext-2.2.1/docs/> or (3.0) <http://www.extjs.com/deploy/dev/docs/>.

If you want to...	Use this tool...
Add widgets to a screen.	Palette & Files view (Palette tab)
Create input and output data sources for mashup layer files.	Palette & Files view (Data tab)
Access the local file system.	Palette & Files view (Files tab)
View a directory-type listing of all the widgets on the screen. The view populates after you specify an extension file and select or add an item.	Outline View (Components tab)
Re-arrange UI components in a directory-type listing.	Outline View (Components tab)
Show overlays applicable for the screen. This shows all of the changes made with the workbench. It helps you view changes and (if necessary) remove them. The Click to View Overlays button displays overlays.	Outline View (Overlays tab)
Collapse the Outline view to show just the top screen item (screen).	
Expand the Outline view to show all of the screen items.	

If you want to...	Use this tool...
View a list of the properties of the screen and any widget that is selected.	Properties view
Add a property to a widget.	Properties view (Add tab)
Set the data binding of a widget. Add the bindingData property and then extend the AbstractBindingMgr class. The implementation needs to be provided for the methods of the class as mentioned in the documentation for each method. For more information, refer to the JavaScript documentation for sc.plat.AbstractBindingMgr.	Properties view (Add tab)
Show the name of the screen that is being modified.	Screen Details view
Save an updated screen.	Screen Details view (Save button)
Activate changes to the properties of a widget.	Screen Details view (Refresh instances button)
Access bundle files for localization.	Screen Details view (Localize button)
Start or stop extensibility. You can change screens (by selecting the appropriate menu option) without having to use this button.	
Display all views.	
Minimize all views.	
Link to the Designer Workbench.	Design new screens link

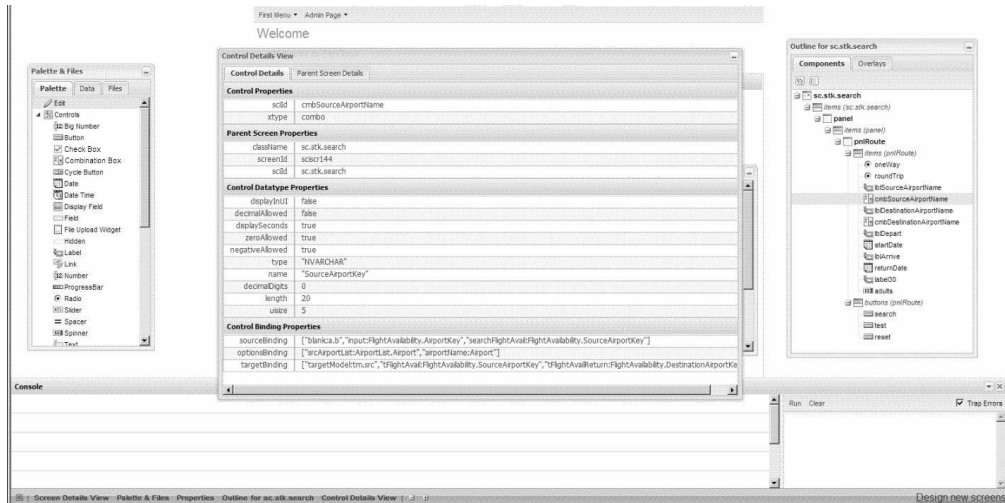
Control Details View of the Web UI Framework

The Control Details View of the Extensibility Workbench displays basic control/parent screen details and information like bindingData and datatype information. It shows some additional information that is not present in the Original Properties grid.

The contents of the Control Details View are updated according to the selected control. The view does not expand and collapse with all of the other Extensibility Workbench views, because of the large amount of space that it uses.

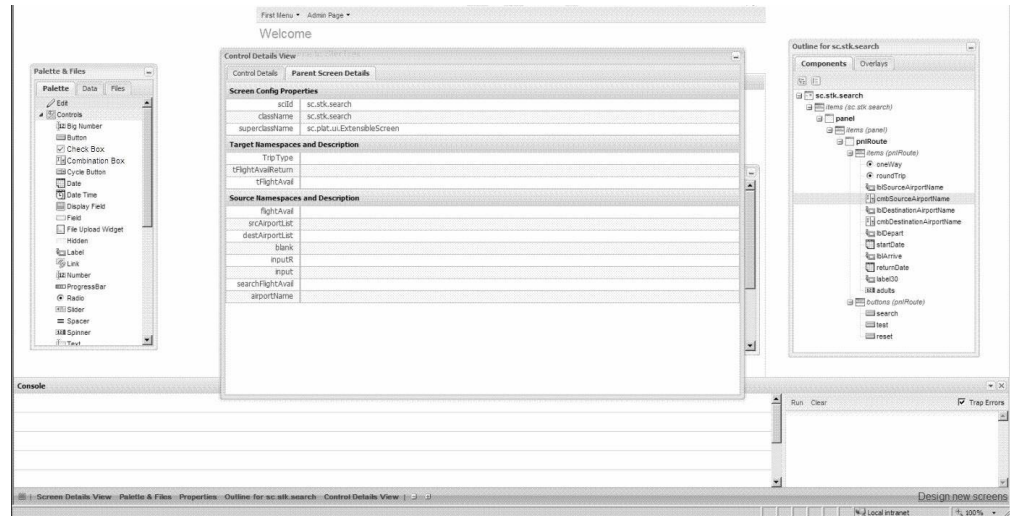
The Control Details View includes two tabs:

- Control Details (default active tab)
- Parent Screen Details



The Control Details tab shows detail about the selected control under the following categories:

- **Control Properties**
Shows the basic information about the selected control like controlId and xtype. The remaining config properties are viewable under the Properties View. controlId is shown to uniquely identify the selected control. In case of a column, the dataIndex is also displayed. If the column has an editor, then the editor xtype is also shown.
- **Parent Screen Properties**
Shows information that can be used to uniquely identify the control's parent screen.
- **Control Datatype Properties**
Displays information about the datatype which is computed from the binding or scuiDataType attribute(provided during screen development).
- **Control Binding Properties**
Displays all the control bindingData properties. For example, if the selected control is a textfield, then source and targetBinding would be displayed. In case of a combo, in addition to source and targetBinding the optionsBinding would also be displayed (provided that these properties have been defined on the control during development).



The Parent Screen Details tab includes information about the className, superClass, scId, namespaces, and namespace description.

- Screen Config Properties
Displays screen information like scId, screen class and superclass name.
- Target Namespaces and Description
Displays target namespaces (target bindings if namespaces not available) and their corresponding description from the namespacesDesc attribute. If no description is provided, the value is left blank.
- Source Namespaces and Description
Displays source namespaces (source bindings if namespaces not available) and their corresponding description from the namespacesDesc attribute. If no description is provided, the value is left blank.

Note: If there are no values available for Control Datatype properties, Control Binding properties and Source/Target Namespaces and Description, then an empty panel with the same name would be populated.

Property Restrictions in Extensibility in the Web UI Framework

Certain properties should not be added during extensibility. If you add any of these properties from the Properties View, then you would get a relevant message in the console (Mozilla Firefox only) and the property would not be added in the Properties View. The property list is as follows:

- All controls: defid, id, _original_scId, scId, xtype.
- text, number, bignumber, textarea, triggerfield, combo, time, date and spinner (ext 3 only): (restricted properties listed in all controls) + vtype.
- containers and their subclasses: (restricted properties in all controls) + items
- panel and its subclasses: (restricted properties in all containers) + tbar, bbar, buttons
- gridpanel and subclasses: (restricted properties in panels) + columns
- screen: (restricted properties in panels) + className, classId, superclassName, regXtype

Note: bindingData should not be added/modified for any base screen control. You can add/edit it if the control is added during extensibility.

Note: Grid supports the `extn_bindingData` property, which can be used during extensibility (if the grid is a base screen component) to add new fields to the Grid's store.

Adding Namespaces to Screens Using Extensibility in the Web UI Framework

Procedure

1. Select the screen in the Tree View.
2. Type **namespaces** in the Properties View.
3. For every source and target namespace added, you need to provide a name and description. It is recommended that the names of all namespaces added during extensibility begin with `extn_` to easily identify them.

Note: The methods `getTargetModel()`, `getModel()`, and `setModel()` can be called from the extension and would return results from the combined model of the screen and extension.

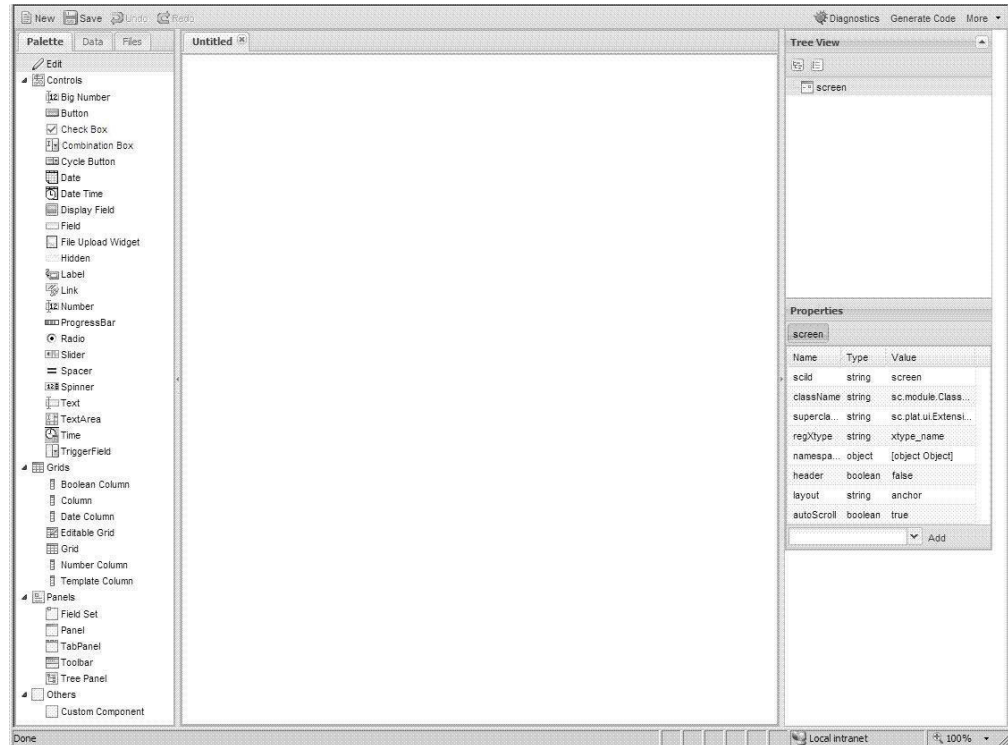
Designer Workbench of the Web UI Framework for Application Developers

The Designer Workbench allows you to use WYSIWYG tools to build new screens for an application. It has tools similar to the Extensibility Workbench, which is used to change the screens of an out-of-the-box installation of an application.

You can access the Designer Workbench in two ways:

- A URL.
Application developers access the Designer Workbench with this method.
- A link in the Extensibility Workbench.
Custom developers access the Designer Workbench with this method.

Note: Although you can access the Designer Workbench from an out-of-the-box installation of an application, you are limited in the changes that you can make. Work with IBM Customer Support when changing an out-of-the-box installation using the Designer Workbench.



Functional Overview

The user interface layout of the Designer Workbench includes multi-tabbed editors and views. Use these view to work with:

- Widgets
- Data sources
- Project files
- Screen layouts
- Component hierarchy
- Component properties
- Code templates

Technical Overview

The UI of the Designer Workbench is built using the Ext JS JavaScript framework. The UI elements of a screen are stored in a file in the JSON metadata format. This metadata is used to generate extension config objects, which you can edit in Ext JS. Ext JS supports editing config objects only for creating or changing UI components.

Palette components reside in a component registry. The component class extends the `sci.ide.DefComponent` class. Use the following attributes of the `sci.ide.DefComponent` class to add a new component to the component registry of the Designer Workbench:

Attribute	Description
id	The unique ID of the component that is used to distinguish between all the components available in the Designer Workbench.

Attribute	Description
type	The registered type of the component. It is usually the xtype of the component.
text	The display text of the component.
acronym	The acronym for the component. It is used for auto-naming variable instances.
iconCls	The css icon class that is used as the component icon.
category	The category under which the component is grouped. To add the component to the Design Workbench, it should be grouped under Controls , Panels or Others . If a new category needs to be created, that category must be registered.
named	A boolean property that defaults to true if the component extends sci.ide.DefComponent. When a named component is added to a screen, an auto-generated sciId property is added to it.
applyDefaults	This method accepts the model (an object containing properties associated with a component) of the component being created as its argument and applies the default properties of the component to the model.
getProperties	<p>This method returns a collection (Ext.util.MixedCollection) of all property definitions for the component. The id of the property is the key which is mapped to a property definition.</p> <p>Properties can be added to a Property Registry for global access. A property definition is a JavaScript object with the following attributes:</p> <ul style="list-style-type: none"> • id The unique identifier of a property. If the property is present in Ext docs then it may be the same as the config option for the Component constructor. • type The data type of the property definition. • isArray A boolean value that indicates if the current property is an array. • getDefaultValue A method that returns the default value of the property. • getDefObject A method that provides the property definition to the caller. • getValues A method that returns an array of all the possible values of the property.
resolveLink	This method should be implemented if the component being added is a container, i.e., it can accept any other Designer Workbench component/container. It is used to decide if the component being added can be accepted as a child.
validate	This method accepts the model of the component as the argument and verifies if the component is in error state. If the model is found to be in error (inconsistent set of properties and values), then it may show errors, warnings or suggest corrections (if available).

Creating New UI Screens Using the Designer Workbench in the Web UI Framework

Use the canvas in the Designer Workbench to create the actual user interface that will be used by an application. Work with the canvas by dropping (adding) widgets from the Palette view of the workbench. You cannot use the Extensibility Workbench to create new screens.

Use the buttons in the upper left hand corner of the Designer Workbench to do the following:

- **New**
Create a new screen.
- **Save**
Save the changes on a screen.
- **Undo**
Undo screen changes that you have not saved yet.
- **Redo**
Redo changes that you have undone using the **Undo** button.

Follow these guidelines when dropping widgets:



- Make sure that the widget is selected in the Palette view before you drop it.
- Make sure your cursor is over the canvas before you drop the widget on the canvas.
- Use the canvas tooltips to decide when to drop and how to drop the widget. You cannot drag and drop a widget from the Palette view to the canvas. For example, if your screen includes a panel, and you want to add a button to screen (but not to the panel), make sure:
 - Your cursor is not over the panel.
 - The tooltip reads **Click to add button in screen** and not **Click to add button in panel** or **Click to add button before panel**.
- Use the Tree View to delete or re-arrange the widgets. To delete a widget, you must first right-click the widget and select the delete option.
- Use the widget names in the Palette view to create preset properties, but right-click the widget in the canvas to apply a preset property.

Designer Workbench Tools of the Web UI Framework

The following table shows the tools to use for the different tasks that you can perform using the Designer Workbench:

For more information about widget properties, refer to the Ext JS framework documentation at (2.2.1) <http://www.extjs.com/deploy/ext-2.2.1/docs/> or (3.0) <http://www.extjs.com/deploy/dev/docs/>.

If you want to...	Use this tool...
Create a new screen.	New button
Save a new screen.	Save button
Undo changes that you made to the screen.	Undo button
Redo changes to the canvas that you just undid.	Redo button

If you want to...	Use this tool...
Add widgets to a screen.	Palette tab
Create data sources for sending data to input and output XML files. Mashup layer files use these data sources.	Data tab
Add file access to a control.	Files tab
Configure the directory path to the project that will use the changes from the Designer Workbench.	Files tab (Options button)
Immediately update your main project with changes that you make using the Designer Workbench.	Files tab (Notify project check box)
View the workspace for the screen that you are creating by adding widgets.	Canvas
View a directory-type listing of all the widgets on the canvas (screen).	Tree View
Collapse the Tree View to show just the top screen item (screen).	
Expand the Tree View to show all of the screen items.	
View a list the properties of the screen and any widget that is selected.	Properties view
Add a property to a widget.	Properties view (Add tab)
Set the data binding of a widget.	Properties view (Add tab)
Add the <code>bindingData</code> property and then extend the <code>AbstractBindingMgr</code> class. The implementation needs to be provided for the methods of the class as mentioned in the documentation for each method. For more information, refer to the JavaScript documentation for <code>sc.plat.AbstractBindingMgr</code> .	
Check if a screen has any errors or warnings and see if a fix is available, using the Check results dialog box.	Diagnostics button
For example, if you have not localized all of the controls in the current screen, the Check results dialog box displays a list of controls that have not been localized. To resolve this, click the icon under the Fix? column, which directs you to the Localization Panel, where you can localize the controls.	
Create mashup layer files.	Mashups button
This button displays the Configure Mashups dialog box.	
Display JavaScript source code for the screen.	More button (View Source menu option)
View an encoded string of user preferences that are stored as cookies (like the project directory and data source directory). This string can be copied and added to your JavaScript bookmarks.	More button (Export Preferences menu option)
If you clear all of your browser cookies, you can use this user preference information to restore your original preferences.	

If you want to...	Use this tool...
Localize widgets. This button displays the Localization panel dialog box. You must first save the screen before you can localize any widgets.	More button (Localize Screen menu option)
Load libraries into the Designer Workbench. To do this, you must add an include file.	More button (Manage Libraries menu option)
Generate code from the Code Template Generator window that you can use to update mashup, Struts, JSB, resource, resource permission, and menu files.	Generate Code button

Using the Web UI Framework Designer Workbench to Create New Screens for Custom Developers

Procedure

1. Access the Designer Workbench from the Extensibility Workbench by clicking the **Design new screens** link in the lower right hand corner of the Extensibility Workbench.



2. In the Designer Workbench, click the **New** button to create a new screen.
3. Perform one or more of the following tasks:
 - To add a widget, click on the Palette tab. Select a widget. On the canvas, right-click or left-click where you want the widget to appear. You can later use the Tree View to rearrange the order of the widgets.
 - Use the Tree View to see a directory-style overview of how widgets are arranged on the canvas. Also use the Tree View to delete items or rearrange items (for example, move a column from one grid to another grid, or move a button from one panel to another panel).
 - Use the Properties view to add or change any widget properties. For more information about widget properties, refer to the Ext JS framework

documentation at (2.2.1) <http://www.extjs.com/deploy/ext-2.2.1/docs/> or (3.0) <http://www.extjs.com/deploy/dev/docs/>.

- (Optional) To create a mashup, click the Data tab. Configure an output data source. Then, click the **Mashups** button to create the mashup xml file, which will include a reference to the output data source.
 - (Optional) Use the Code Template Generator window to generate code that can be either pasted on the Code Update page and updated in the application or (if the changes are permanent) saved in a relevant file like mashup.xml or a Struts file for the application. Access the Code Template Generator window using the **Generate Code** button near the **More** button.
4. To specify the project that will use the screens that you are creating and modifying, click the Files tab.
 - a. Check the **Notify project** check box.
 - b. Click the **Options** button.

The Configure Project Directory dialog box appears.
 - c. Configure your project directory and click **OK**.
 5. To save the new screen, click the **Save** button. The changes immediately appear in the project file.
 6. To return to the Extensibility Workbench, use the **Back** button of your browser. You will have to re-activate the Extensibility Workbench by clicking **Shift + space bar**.
 7. After you create all of your new screens, you must deploy them as an extension to the application. For more information, refer to the documentation on deployment.

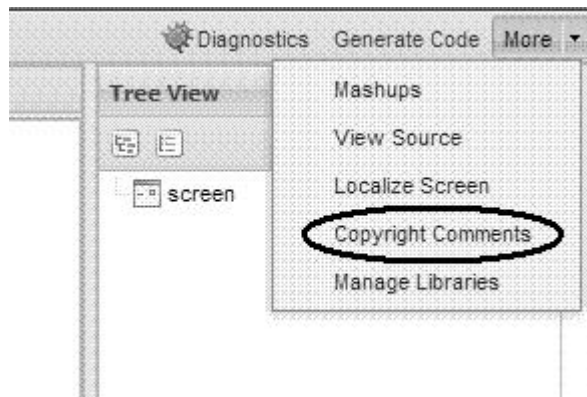
Generating Copyright Comments with the Web UI Framework

About this task

Copyright comments can be added to all of the js and config.js files which get generated through the Designer Workbench.

Procedure

1. Click the **More** button at the top right of the Designer Workbench toolbar.



2. Click **Copyright Comments**.

The Provide Copyright Comments to add in js and config.js files window displays.
3. Enter the copyright statement in the dialog box.
4. Click the **Save** button to save the comments.

The mashup layer can do the following:

- Handle calls to the business logic layer to get or modify data.
- Take responsibility for bean creation and then invoke the business logic layer.
- Take responsibility for managing data transformation so that the output data is ready for use in the presentation layer.

If errors occur in the following situations, check your mashup setup:

- If the mashup metadata is not found for a given mashup ID.
- If mashup metadata is not extensible, but an attempt is made to extend it.

Interface Contracts of the Web UI Framework - Mashup Layer

For more information, refer to the Java API documentation in your installation directory (<INSTALL_DIR>/xapidocs/core_javadocs).

Interface Contract	Description	Methods
ISCUIMashup	<p>Includes the business logic of an application. If transactional is set, then all of the business logic in one mashup will be under one transaction.</p> <p>A custom mashup implementation is plugged in using an <app>_mashup.xml file. Any XAPI service calls that an application might need for its business logic will be included in the <API> element of the <app>_mashup.xml file.</p>	<ul style="list-style-type: none"> • execute <p>Takes in SCUIMashupContext, input object, and XML in the form of metadata as an SCUIMashupMetadata object.</p>

Mashup Layer Classes of the Web UI Framework

Class	Description	Methods
SCUIMashupRegistry	<p>Helps load mashup during initial setup.</p> <p>Reads all of the mashup XML files and creates SCUIMashupMetadata objects per mashup ID. It maintains this registry for all of the mashup IDs according to whether a mashup is extensible.</p>	<ul style="list-style-type: none"> • loadMashup <p>Loads all the XML files under the /mashupxmls/<applicationId> directory in the context root.</p> <ul style="list-style-type: none"> • loadExtnMashup <p>Loads all the XML files under the /mashupxmls/<applicationId>/extn directory in the context root.</p>

Class	Description	Methods
SCUIMashupHelper	Called by a Struts action to load / fetch mashups.	<ul style="list-style-type: none"> • invokeMashup(String mashupId, SCUIContext uiContext Object input) If resourceId is given, calls the authorization layer. If transactional is set to true, sets the transaction context. Instantiates the mashup implementation given by the class name in the mashup.xml file. • loadMashupXML Called by the startup servlet.

Mashup XML Metadata of the Web UI Framework

A mashup configuration is an XML file that you create in the Designer Workbench. This XML file includes the following items:

XML Item	Type of Item	Description
mashups	Element	Encloses all of the details of a mashup. Contains the definition of one or more individual mashups in an element mashup.
id	Attribute (mashup tag)	Unique identifier of the mashup.
transactional	Attribute (mashup tag)	Indicates if the mashup is transactional in nature (true if transactional). Used for the transaction management task. For all out XAPI calls, this must be set to true .
description	Attribute (mashup tag)	Describes the mashup.

XML Item	Type of Item	Description
resourceId	Attribute (mashup tag)	<p>Unique identifier of the resource which needs to be authorized. Used for the authorization task.</p> <p>If resourceId is not specified, authorization does not take place and the mashup gets the permission by default.</p> <p>Create resources in the Applications Manager. If a mashup is given access to all resources, the resourceId is not needed.</p> <p>If a resourceId does not have permissions for a mashup, it cannot view the results of that mashup. This will result in the message Mashup invocation failed.</p> <p>If two mashups have the same ID and namespace names, the mashup is invoked only once. If two mashups have the same ID, but different namespace names, the mashup is invoked two times.</p> <p>If the permission for one tag of a mashup is revoked, the mashup cannot be invoked.</p>
extensible	Attribute (mashup tag)	Indicates if the mashup can be extended.
mashuptype	Attribute (mashup tag)	<p>Has the following values:</p> <ul style="list-style-type: none"> • XAPI (for XAPI calls) • AggregateXAPI (for multiple mashups)
classInformation	Tag (within mashup tag)	Includes a name attribute, which is the fully qualified class name of the mashup implementation.
mashupRef	Tag (within mashup tag)	Indicates each XAPI within a multiple XAPI call in a mashup. Includes an id attribute and a namespace tag (APINamespace).
APINamespace	Tag (within mashupRef tag)	<p>Defines namespace for each XAPI in a multiple XAPI call. Includes the following attributes:</p> <ul style="list-style-type: none"> • inputNS - input namespace • outputNS - output namespace

The following are examples of mashup XML files:

```

<mashups>
  <mashup id ='m0001'
    transactional='true'
    resourceId='SC02187'
    extensible='true'
    mashuptype='XAPI'>
    <classInformation name="com.sterlingcommerce.ui.web.framework.mashup.impl.SCUI MashupImplementer
  />
  </mashup>
  <mashup ...
  />
  <mashup ...
  />
</mashups>

```

```

<marshups>
  <marshup id='STK-getAllFlightInfo' transactional='true'
    description="Flight, Flight Trips, Flight servicesmarshup"
    mashuptype='AggregateXAPI'>
    <classInformation
name="com.sterlingcommerce.ui.web.platform.mashup.SCUIXAPIAggregatorMarshup" />
    <marshupRef id="demoapp-stk-getFlightList">
      <APINamespace inputNS='flight'
        outputNS='flightOutput' />
    </marshupRef>
    <marshupRef id="demoapp-stk-getFlightServiceList">
      <APINamespace inputNS='flightService'
        outputNS='flightServiceOutput' />
    </marshupRef>
    <marshupRef id="STK-aggFlightTrip">
      <APINamespace inputNS='flightTrip'
        outputNS='flightTripOutput' />
    </marshupRef>
    </marshup>
</marshups>

```

Configuring Mashups in Web UI Framework Procedure

1. Open the Designer Workbench.
2. Click the Data tab.
3. Configure an output data source.
4. Click the Mashup button to create the mashup XML file, which will include a reference to the output data source.

Specifying Multiple XAPI Calls with the Web UI Framework About this task

With the Web UI Framework, you can specify more than one XAPI call under one transaction, using the mashup layer. When you do this, you create mashups within other mashups. IBM recommends that you use multiple XAPI mashup configurations only for fetch operations, and not for save operations.

Procedure

1. Open the Designer Workbench.
2. Click the **Mashups** button to create or open a mashup.xml file.
3. For each XAPI, create mashups within the main mashup. Each of these mashups has an id as an attribute to uniquely identify the mashup definition in the XML file. Each mashup also has a resourceId as an optional attribute which is used for authorization and takes precedence over individual resource permission defined under the main mashup element.

Also, these mashups contain one or more mashupRef elements, which are used to reference other mashups. The mashup id referenced in the mashupRef element must be defined in the mashup.xml file before the reference.

The mashupRef element can also have an endpoint as an attribute that will take precedence over endpoint attribute in the mashup element. The endpoint attribute in the mashup element will in turn take precedence over the one defined in the XAPI layer.

4. In each mashupRef tag within each XAPI mashup, use the APINamespace element to define the input namespace and the output namespace for each API in the mashup. If this element is not given, the input namespace defaults to the

element name that serves as the input XML and the output namespace defaults to the element name in the output XML.

If there are two mashups with the same id values and same namespaces, the calls are merged to only one XAPI under the multiple XAPI call. If the namespaces are different, they are treated as separate XAPIs under the multiple XAPI call.

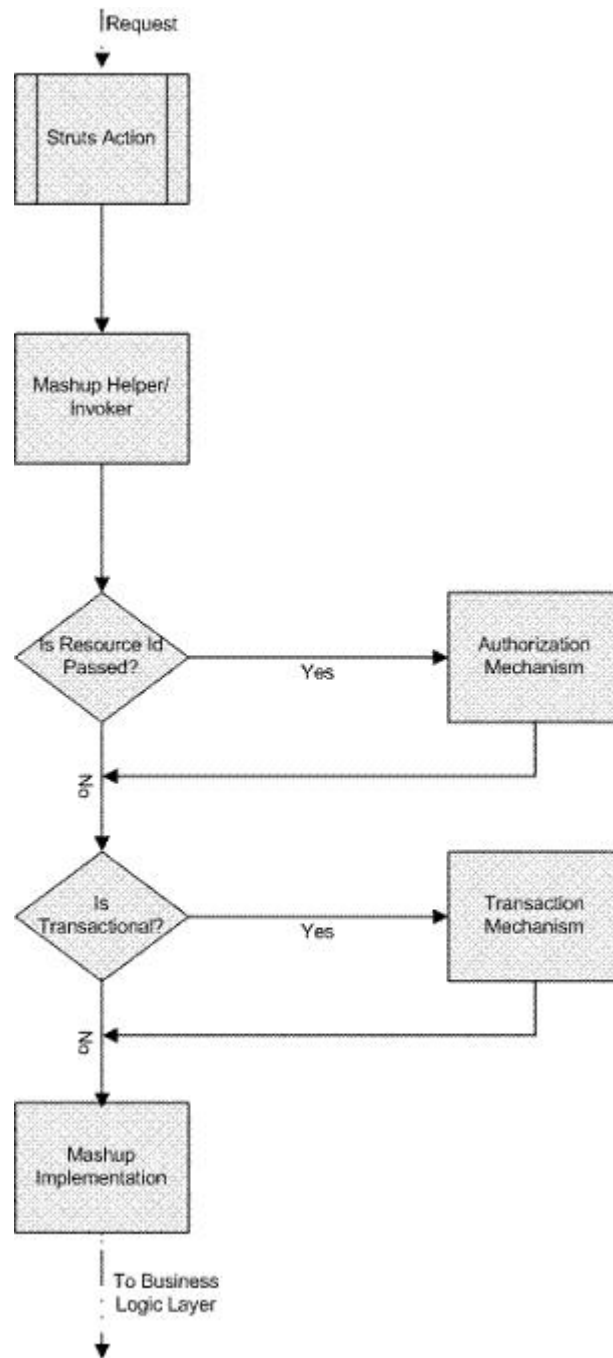
How the Mashup Layer Handles Authorization and Transaction Management in the Web UI Framework

The mashup layer acts as a single point where authorization and transaction management are handled in a consistent way, no matter what development tool you use to access it (Struts, DWR, custom servlet, etc.).

If a resource ID is not passed for authorization or if the request is not transactional, the request is not stopped. Instead, it continues through to the mashup and business logic layers.

Each invocation of a mashup is considered to be part of a transaction.

The following graphic shows how the mashup layer handles authorization and transaction management, using the Struts development tool as an example:



Programming Tools of the Web UI Framework

Ext JS Plugins in the Web UI Framework

When you create a component using the Ext JS JavaScript framework, your config options can include plugins, which provide custom functionality for a component. Plugins are often used to change the look and feel of a screen. For example, you could add a plugin to change the color of a page title to red.

Before using the plugin, it must be registered in an application. Plugins are registered for specific types of components.

Ext JS Plugin Methods in the Web UI Framework

The `sc.plat.PluginRegistry` class that is used by Ext JS plugins includes the following methods for registering and deregistering plugins:

- `registerPlugin(plugin, boolOverride)`
Adds plugin to registry.
- `registerTypePlugin(name, id)`
Registers the type with the plugin corresponding to the ID passed. Before a type is registered with an ID corresponding to a plugin, a plugin with that ID must be registered using the `registerPlugin` method.
- `unregisterTypePlugin(name, id)`
Unregisters the plugin for the component type if a plugin has been registered with the ID passed.

The following table describes the parameters for these methods:

Parameter	Method(s)	Description
plugin	<code>registerPlugin</code>	<p>An object/array plugin object or array of plugin objects that includes:</p> <ul style="list-style-type: none"> • (Required) An init method that accepts a reference of the type <code>Ext.Component</code>. • A property ID (<code>id</code>) that is the unique ID of the plugin object. <p>The order of plugin objects formed in the array is:</p> <ol style="list-style-type: none"> 1. Plugins registered under <code>xtype</code> (if any). 2. Plugins registered under <code>sctype</code> (if any). 3. Plugins registered under binding data (default implementation). 4. Plugins passed while creating the component (if any).
boolOverride	<code>registerPlugin</code>	<p>An optional boolean value.</p> <ul style="list-style-type: none"> • <code>true</code> - If the ID of the plugin passed is already registered against a different plugin, then the new plugin replaces the old plugin and the new plugin is registered against this ID. • <code>false</code> (default) - If two plugins are registered with the same <code>id</code>, then the first plugin takes precedent over the second plugin. The following message appears: ID already exists
lululu	<ul style="list-style-type: none"> • <code>registerTypePlugin</code> • <code>unregisterTypePlugin</code> 	<p>(String) Component type name:</p> <ul style="list-style-type: none"> • <code>xtype</code> or <code>sctype</code> • Custom type such as <code>sourceBinding</code> in <code>bindingData</code> of component
id	<code>registerTypePlugin</code>	(String) ID of the plugin.
id	<code>unregisterTypePlugin</code>	(String) The unique ID for each plugin that it was registered against.

Creating Ext JS Plugins with the Web UI Framework

About this task

To register a plugin, use the `sc.plat.PluginRegistry` class to register one of the following component types. When a component is created, all of the plugins that are registered for any of these types are passed as a config option, along with any other plugins.

- `xtype`
A standard config option defined by Ext JS.
- `sctype`
A standard component config option defined by IBM. Screens can be grouped under different `sctypes`. The `sctype` can be passed as a config option to the component based on the screen where it is present.
- A custom type like the attribute in binding data.
The default implementation of this feature will look for an ID registered with the attribute in the source binding data. You can override the default implementation.

Example Code for Registering Ext JS Plugins in the Web UI Framework

The following example code shows how to register a plugin. This code adds a plugin that sets the `collapsible` property to `true` for all components that have the `xtype` `panel`.

```
var s = {
    id: 'first',
    init: function(comp){
        comp.collapsible = true;
    }
};
sc.plat.PluginRegistry.registerPlugin(s);
sc.plat.PluginRegistry.registerTypePlugin('panel', 'first');
```

The following example code shows how to unregister the plugin that was registered in the above code.

```
sc.plat.PluginRegistry.unregisterTypePlugin('panel','panelid');
```

Extending Mashups

Mashups in Sterling Business Center

You can customize the input XML template, and the output XML template of an API call. Additionally, you can define new mashup layers. The Sterling Business Center mashups are located in the `<INSTALL_DIR>/repository/eardata/sbc/war/mashupxmls/sbc` directory. You must place the extended mashups in the `<INSTALL_DIR>/extensions/sbc/webpages` directory.

The Sterling Business Center mashups use the following mashup types:

- XAPI (for XAPI calls)
- AggregateXAPI (for multiple mashups)
- SBCAPI (for application-specific mashups)

Extending Mashups in the Web UI Framework

You can extend mashups using both differential and override extensibility. A mashup is extended on the basis of the `<mashup id>` tag specified in the XML file. A XAPI mashup can be extended irrespective of the screen being extended.

Extending Mashups Using Override Extensibility in the Web UI Framework

About this task

You can extend a mashup using override extensibility both automatically and manually.

In both of the following procedures, you create a new mashup XML file to replace the mashup file that you are extending. You can create that file in one of the following ways:

- Hand-coding.
- Generation of code using the mashup template in the Code Template Generator. The mashup id would be the same as the id of the mashup file that you are extending. After you paste the generated code on the Code Update page, you can test the behavior of the new mashup file in the application.

Procedure

1. To automatically override a mashup, do the following:
 - a. Identify a mashup to be extended.
 - b. Go to the `<INSTALL_DIR>/extensions/<app_dir>/webpages` directory. This directory path is not part of the out-of-the-box installation, and must be created by the user within the `<INSTALL_DIR>/extensions` directory.
 - c. Replicate the relative folder structure (relative with regard to deployment) of the mashup XML file containing the mashups to be created. The original mashup XML file is located in the `<INSTALL_DIR>/repository/eardata/<app_dir>/war/mashupxmls/<app_dir>` directory.
 - d. Create a new XML file with the same name as the base file. Any mashup in this XML file that has the same ID as the base file would override the base file mashup.
2. To manually override a mashup, do the following:
 - a. Create a new mashup XML file with entries for the mashup file to be overridden. This file can have any name and does not need to replicate the relative directory structure of the XML file containing the mashup to be extended.
 - b. Add this XML file to the `<INSTALL_DIR>/extensions/<app_dir>/webpages` directory.

If you have created a servlet class to register a JSB (JavaScript Builder), the code to include this mashup XML file also can be written in the same servlet class. Else, you should create a servlet class to register this mashup XML file. Use the method `loadOverrideMashupXml` in the `SCUIMashupHelper` class. For more information, refer to the documentation on deploying extensions using JavaScript Builder files.

Extending Mashups Using Differential Extensibility in the Web UI Framework

About this task

To extend a mashup using differential extensibility, do the following:

Procedure

1. Create a new mashup XML file with entries for the mashup file to be overridden. This file can have any name and does not need to replicate the relative directory structure of the XML file containing the mashup to be extended.
2. Add this XML file to the `<INSTALL_DIR>/extensions/<app_dir>/webpages` directory. This directory path is not part of the out-of-the-box installation, and must be created by the user within the `<INSTALL_DIR>/extensions` directory. The original mashup XML file is located in the `<INSTALL_DIR>/repository/eardata/<app_dir>/war/mashupxmls/<app_dir>` directory.

If you have created a servlet class to register a JSB (JavaScript Builder), the code to include this mashup XML file also can be written in the same servlet class. Else, you should create a servlet class to register this mashup XML file. Use the method `loadIncrementalMashupXml` in the `SCUIMashupHelper` class. For more information, refer to the documentation on deploying extensions using JavaScript Builder files.

The new file's contents are added to the respective mashups in the base screen based on the `<mashup id>`.

For example, you might have the following out-of-the-box mashup:

```
<mashup id='demoapp-stk-getFlight' transactional='true' description="Flight Fetch mashup"
      mashuptype="XAPI">
  <classInformation name="com.sterlingcommerce.ui.web.platform.mashup.SCUIXAPIMashup" />
  <API Name="getFlight">
    <Input>
      <Flight FlightKey="" />
    </Input>
    <Template>
      <Flight FlightName="" />
    </Template>
  </API>
</mashup>
```

To use differential extensibility, you could create an incremental/differential mashup as shown below in the following example `override_mashup.xml` file in a `/myapps/override` directory with the same mashup ID:

```
<mashup id='demoapp-stk-getFlight' mashuptype="XAPI">
  <classInformation name="com.sterlingcommerce.ui.web.platform.mashup.SCUIXAPIMashup" />
  <API Name="getFlight">
    <Template>
      <Flight OrganizationCode="" />
    </Template>
  </API>
</mashup>
```

If you use the incremental load method `loadIncrementalMashupXml` (`/myapps/override/override_mashup.xml`, ...), then the inner elements in the `override_mashup.xml` file are merged into the original mashup, and it will behave as though the mashup was coded as follows:

```
<mashup id='demoapp-stk-getFlight' transactional='true' description="Flight Fetch mashup"
      mashuptype="XAPI">
  <classInformation name="com.sterlingcommerce.ui.web.platform.mashup.SCUIXAPIMashup" />
  <API Name="getFlight">
    <Input>
      <Flight FlightKey="" />
    </Input>
    <Template>
      <Flight FlightName="" OrganizationCode="" />
    </Template>
  </API>
</mashup>
```

Creating and Extending a Struts File

Struts in Sterling Business Center

You can define new Struts and override the existing Struts. The Sterling Business Center Struts files are located in the <INSTALL_DIR>/repository/eardata/sbc/war/WEB-INF/classes directory. The struts.xml.sample and struts.properties.samplefiles are located in the <INSTALL_DIR>/repository/eardata/sbc/extn directory.

Creating and Extending a Struts XML File in the Web UI Framework

Procedure

1. Create your app_extn_struts.xml file to extend the app_struts.xml file which contains all of your actions.
2. Navigate to the <Install Dir>/repository/eardata/<application name>/extn directory and re-name the struts.properties.sample and struts.xml.sample files to **struts.properties** and **struts.xml** respectively.

The following shows struts.properties sample contents:

```
struts.action.extension=do
struts.devMode=true
```

The following shows struts.xml sample contents:

```
<struts>
  <include file="struts-default.xml"/>
  <include file="scuiimpl_struts.xml"/>
  <include file="app_struts.xml"/>
  <include file="app_extn_struts.xml"/> <!--your extn struts must be included after the app_
</struts>
```

3. Include the app_extn_struts.xml file in the classpath. This can be done by one of the following ways:
 - Create a WEB-INF/lib directory in the extn directory and copy your jar file containing the app_extn_struts.xml file there. This step can be followed in case of single and multiwar deployments.
 - Create a WEB-INF/classes directory in the extn directory and copy your app_extn_struts.xml file there. This step can be followed in case of single and multiwar deployments.
 - Create a jar file containing the app_extn_struts.xml file and run the Install3rdParty.sh script. This step can only be followed in case of a single war deployment.
4. Run the buildear or buildwar utility to create the EAR/WAR file.

What to do next

Note: When you override struts that use custom strut classes, see the appropriate Javadocs for other details about your implementation.

Creating a Menu Entry for a New Web UI Framework Screen Using the Applications Manager

About this task

You can use the Applications Manager to create a new menu entry for a new Web UI Framework screen using the following items:

- Resource

- Menu
- User permissions
- Struts xml file

You can also create a new menu using the Code Template Generator of the Designer Workbench. Use the Code Template Generator to access the Code Update page, where you create the menu using code that you generated in the Code Template Generator. For more information, refer to the documentation on the Code Template Generator.

Procedure

1. Launch the application.
2. Launch the Applications Manager.
3. Click **Applications > Application Platform**.
4. Create a new resource by doing the following:
 - a. Double-click the **Presentation** item.
 - b. Double-click the **Resources** item.
The Resource Hierarchy appears.
 - c. Select the **Sterling_Supply_Chain_Applications_Console** item.
 - d. Click the **Create New** button (the green plus sign).
The Resource Details screen appears.
 - e. Type information for all the tags.
The Resource ID tag associates menus and resources. For the URL tag, type `<package namespace in your struts.xml file>/<action name>`. For the Resource Type tag, select **StrutsAction** from the dropdown list.

Note: The URL package name and the action name in the struts.xml file should be the same.
 - f. Click the **Save** button in the upper right corner of the Resource Details screen.
5. Create the new screen using the Designer Workbench.
6. Copy all of the generated files of the new screen to a new folder in the `<app_dir>/webpages` directory. These files include the `<newscreen>.json`, `<newscreen>.js`, `<newscreen>_config.js`, and `<newscreen>.js.sample` files.
7. Create a new menu by doing the following:
 - a. Double-click the **Presentation** item.
 - b. Double-click the **Menu** item.
The Menu Hierarchy appears.
 - c. Double-click the option for the menu where the new screen will be accessed.
For example, you would double-click the `<application>_Admin_Menu` option to create a menu under the top menu or under an existing submenu like AdminPage.
 - d. Click the parent menu for the new menu entry.
 - e. Click the **Create New Menu Item** button (it includes a green plus sign).
The Menu Item Details screen appears.
 - f. Type information for all the tags.
For the Resource ID tag, select the resource with which this menu should be associated.

8. Give user permissions by doing the following:
 - a. Double-click the **Security** item.
 - b. Double-click the **Users** item.
The User Search screen appears.
 - c. Select a user and subscribe to a group. For example, you could select *<application>admin* and subscribe to the SYSTEM group.
 - d. Under the Security item, double-click the **Groups** item.
The Groups screen appears.
 - e. Edit the details for the user's default group. For *<application>admin*, the default group is *<application>admingroup*.
 - f. Double-click the default group name to display the Group Details screen.
 - g. Click the **Permissions** button for the Cross Application option.
 - h. Allow the user access to the new Struts action.
 - i. Save the changes and revert the group subscriptions to the default values.
9. Define the Struts action in a Struts config file which serves the page that is linked to where you click on the menu. You can use the Struts file in the Code Template Generator to define the Struts action, which you would then paste into the above mentioned config file. The resourceId should be the same as the resourceId defined in the Applications Manager. For more information on how to include this file entry in the struts.xml file, refer to the information on creating and extending Struts XML files. The jar file for the install3rdParty.sh command should also contain the java class file for this Struts action.

```

<struts>
  <package name="<package-name>" namespace="/<namespace>" extends="struts-default">
    <action name="home" class="<struts-action-class>"
      <param name="RessourceId"><resourceId></param>
      <result name="success"><result-1></result>
    </action>
  </package>
</struts>

```

Customizing the web.dita File

Customizing the web.xml File for Deployment

About this task

After performing the customizations, you must customize the web.xml file for deployment.

To customize the web.xml file for deployment:

Procedure

1. Run the buildear or buildwar utility to create the sbc.war file.
2. Copy the web.xml.sample file from the <INSTALL_DIR>/repository/eardata/sbc/extn directory to the same directory with the file name "web.xml".
3. Modify the newly created web.xml files as needed.
4. If you need to add a new servlet or filter, package it in a .jar file, and run the <INSTALL_DIR>/bin/install3rdParty.sh script to include this jar file in a classpath.
5. Run the buildear or buildwar utility to create the sbc.war file.

Customizing the web.xml File for Development

About this task

During development, you can customize the web.xml file to view your customizations.

To customize the web.xml file during development:

Procedure

1. Run the buildwar utility to create the sbcdev.war file.
2. Copy the web.xml.sample file from the <INSTALL_DIR>/repository/eardata/sbcdev/extn directory to the same directory with the file name "web.xml".
3. Modify the newly created web.xml files as needed.
4. If you need to add a new servlet or filter, package it in a .jar file, and run the <INSTALL_DIR>/bin/install3rdParty.sh script to include this jar file in a classpath.
5. Run the buildwar utility to create the sbcdev.war file.

Changing Bundle Files

Resource Bundles in Sterling Business Center

Resource Bundles on the Server

You can define new server-side bundle entries and override the out-of-the-box server-side bundle entries. The server-side bundle file (sbcbundle.properties) is located in the <INSTALL_DIR>/resources/ directory.

For more information about customizing resource bundles on the server, refer to the *Sterling Selling and Fulfillment Foundation: Customization Basics Guide*.

Resource Bundles on the Client

You can define new client-side bundle entries and override the out-of-the-box client-side bundle entries. The client-side bundle files are located in the <INSTALL_DIR>/repository/eardata/sbc/war/sbc/resources directory.

To load the client-side bundles, the sbcBundle target is used. This target is defined in the sbccore.jsb file located in the <INSTALL_DIR>/repository/eardata/sbc/war/builder/sbc directory.

Changing Bundle Files in the Web UI Framework

About this task

You can change bundle files in one of two ways:

- Through localization.
- Through extensibility.

Procedure

1. If you are changing a bundle file through localization, you must replicate the folder structure of your current bundle file in the localization folder of the application.

For example, if your bundle file is at /folder1/folder2/x-bundle.js and you are localizing or replacing a bundle entry for the fr-FR locale, then you should create a bundle file with the new values for the bundles that you want to change and retain all existing values at /localization/fr/FR/folder1/folder2/x-bundle.js.

2. If you are changing a bundle file through extensibility, do the following:
 - a. Create your bundle files which only have the bundle entries that you want to replace.
 - b. Identify the target name of the JSB that is being used to render the screen whose bundles should be replaced. The name should be entered in the loadAfter attribute of your JSB.
 - c. Specify only the path and name of your bundle-js file in the extn directory in the tag <include name>. For example:

```
<?xml version="1.0" encoding="utf-8"?>
<project name="scuiIDE"
  author="Project author">
  <target name="flight_route"
    <!-- The name attribute in <target> is used to uniquely identify this JSB in the
    application. It serves as its identifier.-->
    file="/extn/stk/flightRoute/test-all.js"
    loadAfter="flightService"
    <!-- The loadAfter attribute in <target> is used to specify the javascript library
    after which the current JSB should be rendered.-->
    allowDynamicLoad="true"
    debug="True"
    shorthand="False"
    shorthand-list="">
    <include name="/extn/stk/flightRoute/flightRouteList_bundle.js"/>
  </target>
</project>
```

Building and Customizing Pages and Controls

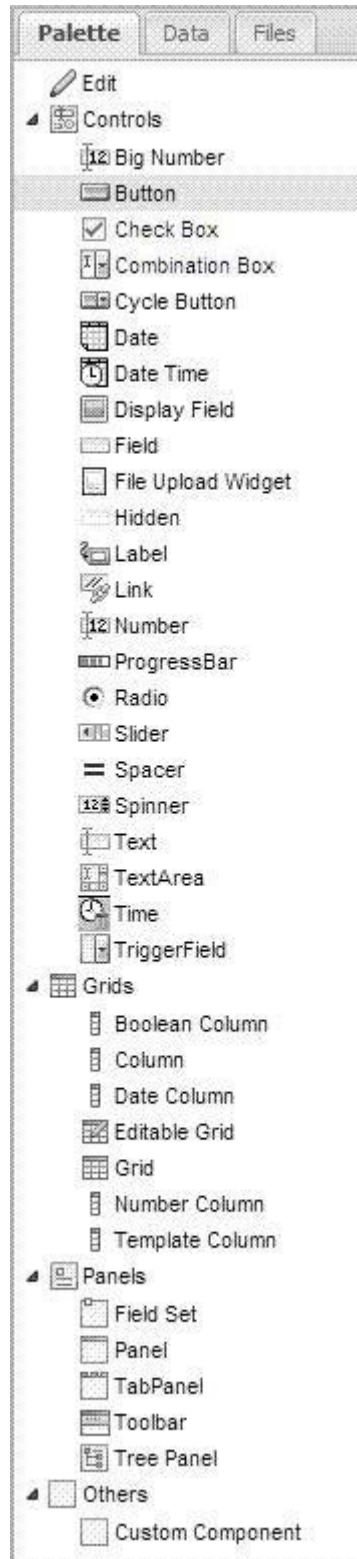
Widgets of the Web UI Framework

The following tables describe the widgets that are available in the Palette view of the Designer Workbench and the Extensibility Workbench. For more information about widget properties, refer to the Ext JS framework documentation at (2.2.1) <http://www.extjs.com/deploy/ext-2.2.1/docs/> or (3.0) <http://www.extjs.com/deploy/dev/docs/>.

Most of the widgets can be used with both Ext JS 2.2.1 and Ext JS 3.0. Widgets that can be used with only one version are identified. The graphic of the Palette shows the widgets available in Ext JS 3.0.

The following items cannot be created with widgets:

- Menus. Work with the Ext.menu.Menu class of Ext JS.
- Wizards. Wizards must be defined using an XML file.
- Repeating panels with radio buttons. Work with the Ext.form.Radio class of Ext JS.



Controls

Note: For information about the Column widget, refer to the Grids section. This widget appears in the Controls section in Ext JS 2.2.1 and in the Grids section in Ext JS 3.0.

Control	Description
Label	Text that can identify other controls.
Text	Text for input and display.
Date Time	Date and time values.
Number	Number values, up to 16 digits.
Big Number	Number values, more than 16 digits. The Big Number control works in the same way as the Number control, except that the <code>getValue()</code> function returns a string. The Big Number control is a customized control that is not documented in the online Ext JS documentation. It extends the features of the Text control.
TextArea	Multiple lines of text.
Field	Provides default event handling, sizing, value handling, and other functionality.
File Upload Widget	Used for accessing files from external sources.
Hidden	Hides values in forms that need to be passed when you submit a form.
Link	Connects outside of current screen (for example, a URL).
Button	When clicked, causes an action. Note: Ext JS 3.0 does not support the <code>Toolbar.Button</code> , <code>Toolbar.Splitbutton</code> , or the menu button.
Cycle Button	Button that cycles through menus as you click it. Down arrow displays items for each menu.
Check Box	Single box that flags a value as true or false.
Radio	A type of check box that can be grouped with other radio controls and allows only one control in a group to be checked.
TriggerField	A type of text field that includes a clickable trigger button.
Combination Box	A type of text field that includes a list of values from which you can select.
Time	Time input field with a time dropdown tool and automatic time validation.
Date	Date input field with a date picker tool and automatic time validation.
ProgressBar	Shows progress of an operation.
Slider	Supports vertical or horizontal orientation, keyboard adjustments, configurable snapping, axis clicking, and animation.
Display Field (3.0 only)	Display-only text field that is not validated or submitted.
Spacer (3.0 only)	Provides a gap or a space in a layout.
Spinner (3.0 only)	A number field with up and down arrows to increase or decrease the value in particular increments.

Grids (3.0 only)

Grid/Column	Description
Grid	Panel that includes table-like columns and rows.

Grid/Column	Description
EditableGrid	A type of grid that allows cell editing on selected columns.
Column	Normal/default column for a grid.
Boolean Column (3.0 only)	Renders boolean data fields.
Number Column (3.0 only)	Renders numeric fields according to a format string.
Date Column (3.0 only)	Renders date fields according to a specified format.
Template Column (3.0 only)	Renders values by processing a record's data using the XTemplate.

Panels

Note: For information about the Grid and EditableGrid widgets, refer to the Grids section. These two widgets appear in the Panels section in Ext JS 2.2.1 and in the Grids section in Ext JS 3.0.

Panel	Description
Panel	Container that can include: <ul style="list-style-type: none"> • Bottom and top toolbars • Separate header, footer and body sections • Built-in expandable and collapsible behavior • Prebuilt tool buttons that can be customized
Tree Panel	Tree-structured representation of hierarchically organized data.
Field Set	Groups form fields.
TabPanel	Groups tabs which can respond in unique ways to being activated and de-activated.
Toolbar (3.0 only)	Container that can include virtually any type of component.

Others

Use the Custom Component option in the Others section to add, to the screen, a component that you have created (like another screen developed using the Designer Workbench). The Custom Component option gives one screen access to a second screen whose components include that first screen (child-to-parent screen access). Use the preset properties to specify this access.

Working with Widgets in the Web UI Framework

Use the Outline View (Extensibility Workbench) or the Tree View (Designer Workbench) to do the following when you are working with widgets:

- Re-arrange widgets

Different rules apply to how you can re-arrange widgets. For example, you cannot move a button from a standard panel to a standard grid. The Designer Workbench has built-in safeguards against the improper re-arrangement of

widgets. An error message appears if you try to move a button from a standard panel to a standard grid. These safeguards help you organize your screen in the most functional way.

You can re-arrange widgets in the following ways:

- Change the order of widgets. For example, you can place a text field between two buttons.
- Move a widget from the main screen to a panel, or from one panel to another panel. For example, you can move a button from a standard panel to a field set. Or you can move a column from a standard grid to an editable grid.
- Move one standard panel onto another standard panel.

If a screen uses a special tab sequence, re-arranging widgets might affect your intended sequence of actions when you tab from one widget to another.

- Delete widgets

You cannot delete a widget from the base/out-of-the-box screen. You can only delete widgets that were added using the Extensibility Workbench. If you delete a widget that was used to work with data (like a text box or combination box), you will have to find another way to work with that data.

- Select a widget so that you can view or change its properties in the Properties view. If you are unsure of what widget is being shown in the Outline or Tree View, click the widget on the screen, and a horizontal blue line will show the location of the widget in the view.

You can always use the canvas to select a widget, but it is not as precise as using the Outline View or Tree View. On the canvas, it might take you several clicks to select the right widget.

For more information about widget properties, refer to the Ext JS framework documentation at (2.2.1) <http://www.extjs.com/deploy/ext-2.2.1/docs/> or (3.0) <http://www.extjs.com/deploy/dev/docs/>.

Adding a Widget to a Screen with the Web UI Framework Procedure

1. Make sure the Palette tab is showing on the Extensibility Workbench or the Designer Workbench, and not the Data or Files tab.
2. Click on a widget.
3. (Required only if a preset is required) Click the check box for the preset.
4. (Required only if a preset is required) Make any changes to the default properties of the widget by creating a preset property.
5. Move your cursor to the screen and right-click or left-click to add the widget to the screen. A tooltip will help confirm when you can add the widget.

In the Designer Workbench, the widget appears in two places:

- On the canvas, in the most upper left hand location.
For example, if you add a button to a blank canvas, it appears in the upper left hand corner of the canvas. If you add a second button, it appears directly beneath the first button.
- In the Tree View, in a hierarchical pattern under the screen object.

In the Extensibility Workbench, the widget appears in two places:

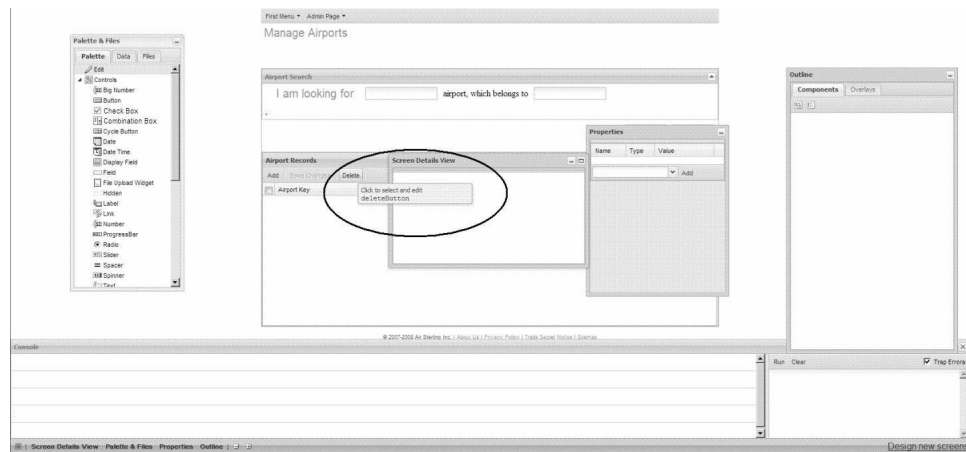
- On the screen, in the location where you clicked.
- In the Outline view, in a hierarchical pattern under the screen object.

Customizing Widgets in an Existing Installation with the Web UI Framework

Procedure

1. Open an existing installation of the application.
2. Navigate to the screen where you want to work.
3. Click **Shift + space bar** to bring up the Extensibility Workbench.
4. Select the widget that you want to modify. In the following example, the tooltip shows that you can select the **Delete** button.

Note: The button/links present in a base screen will continue to function unless you provide your action/click handler in the Properties View and click on **Refresh Instances** to apply those changes (If you directly click on a button/link on the screen, you might lose your changes if the action redirects you to another page). Hence, it would be best to select and edit these controls through the Tree View instead of the screen.



5. Make any changes to the widget, using the tools of the Extensibility Workbench. In the following example, you can add a property to the **Delete** button using the Properties view.
6. Save your changes.

Hiding Fields with the Web UI Framework

Procedure

1. In the Designer Workbench or the Extensibility Workbench, add a panel to the screen.
2. Set the hidden property of the panel to **true**.
3. Add to the panel the field that you want to hide.
4. Save the screen.

Accessing the Working Files of the Web UI Framework

Access the working files in your project (*.json screen files) using the Files tab.

The Files tab includes the following tools:

- The **Options** button enables you to specify the project directory where you store the project files.
- The button with three dots near the top of the tab enables you to display the contents of a different directory.

- The **Notify project** check box near the bottom of the tab enables you to immediately update your main project with changes that you make using the Designer Workbench.

Viewing Screen Objects in the Outline or Tree View of the Web UI Framework

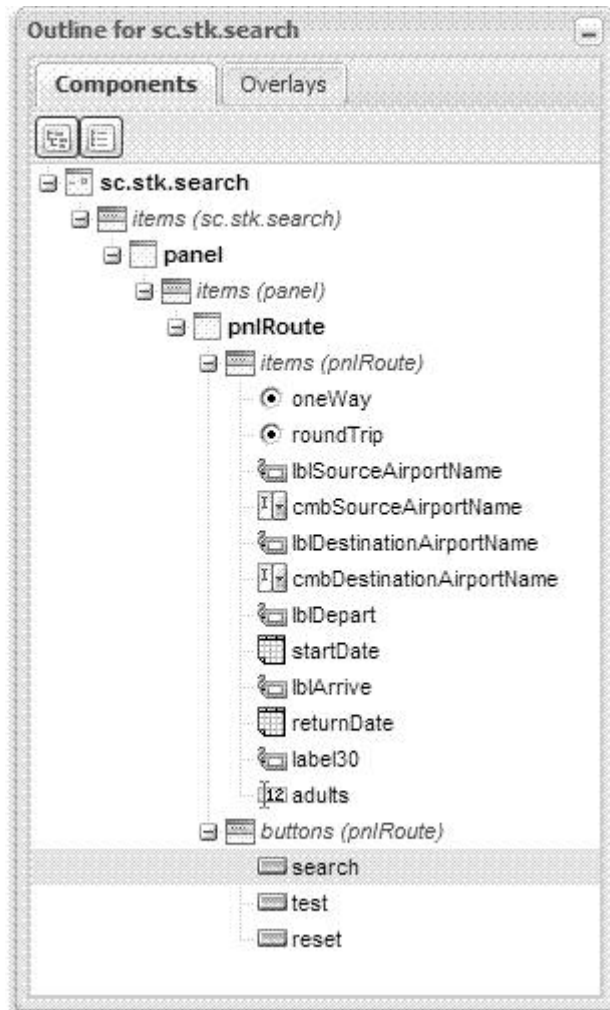
Use the Outline view (Extensibility Workbench) or the Tree View (Designer Workbench) to collapse and expand all or part of your list of screen objects. Collapsing and expanding the list does not affect the screen.

You can do the following:

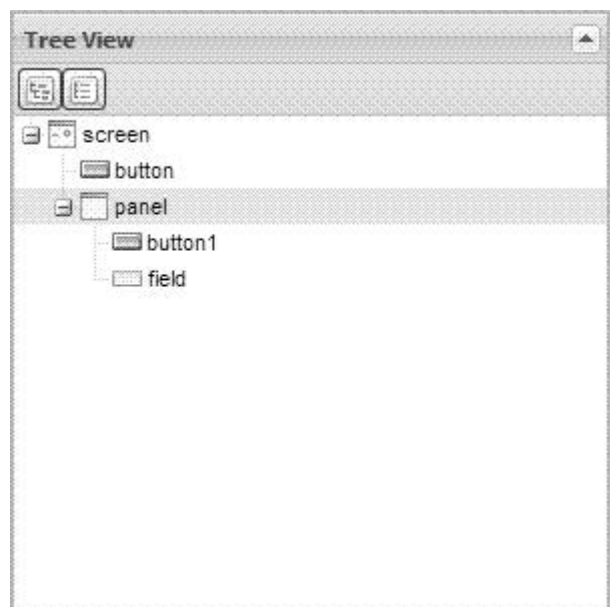
- Collapse the list so that only the screen object appears.
If you collapse the list, and then click on the plus sign for the screen object, only the first level of widgets appear. This gives you a more general view of the screen.
- Expand the list to show all of the widgets.

If you are unsure of what widget is being shown in the Outline or Tree View, click the widget on the screen, and a horizontal blue line will show the location of the widget in the view.

Outline view (example for a **Search** button):



Tree View (draft screen with panel, buttons, and field):



Configuring Properties for Screens, Widgets, and Other Items with the Web UI Framework

About this task

Use the Properties view in the Designer Workbench to work with the properties of the canvas widgets. The Properties view settings work in conjunction with the settings in the Configure Properties dialog box.

For more information about widget properties, refer to the Ext JS framework documentation at (2.2.1) <http://www.extjs.com/deploy/ext-2.2.1/docs/> or (3.0) <http://www.extjs.com/deploy/dev/docs/>.

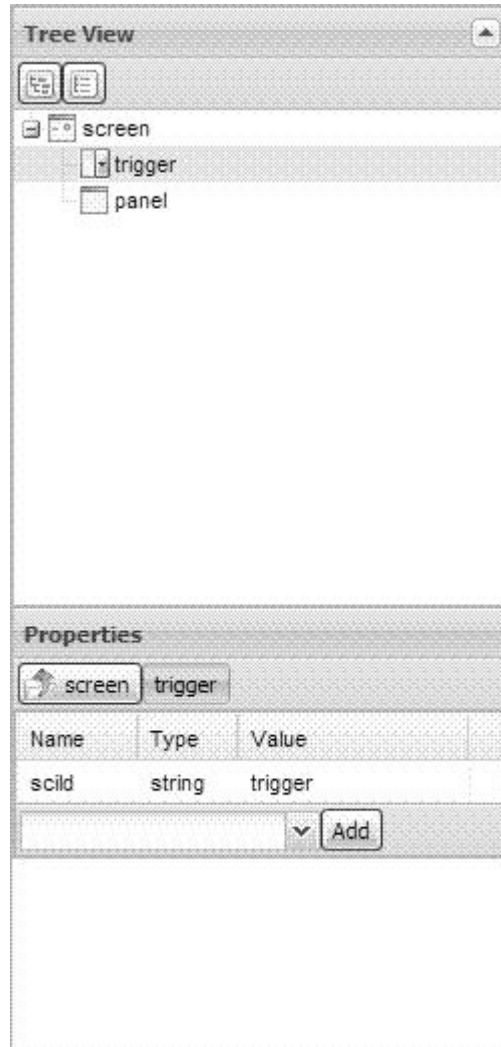
Procedure

1. Select that widget in the Tree View.

Note: The button/links present in a base screen will still continue to function unless you provide your action/click handler in the Properties View and click on **Refresh Instances** to apply those changes (If you directly click on a button/link on the canvas, you might lose your changes if the action redirects you to another page). Hence, it would be best to select and edit these controls through the Tree View instead of the canvas.

2. Make sure that the tab for that widget is showing in the foreground of the Properties view, and not the tab for the screen (which always shows in either the foreground or the background).

For example, if you select a trigger widget in the Tree View, tabs will show for both the screen and the widget.



3. To change the type or value of an existing property, click in the Type or Value field for that property, and make your change.
For example, for a text field, you could change the Type from **string** to an expression (**expr**), and then enter an expression in the Value field.
4. Add a property.
 - a. Use the down arrow by the **Add** button to select a new property. The dropdown list shows all of the available properties for that widget that are not default properties.
 - b. Click the **Add** button.
The property appears with the other properties. The default type for that property appears in the Type field.
 - c. If necessary, change the default type to an expression (**expr**).
 - d. Enter a value for the property.
 - e. Change the property name to a unique name.
For example, for a button, you could add an enableToggle property, leave its type as boolean, and set its value to **true**.
5. Continue working with the screen.

Providing Description Attributes for Binding Namespaces in the Web UI Framework

The namespaces attribute on a screen provides information about the namespaces that have been used for binding controls. Customizers can view the namespaces and their descriptions (if provided by the developers) in the Control Details View of the Extensibility Workbench or the Properties window in the Designer Workbench. They do not have to open the JavaScript source files to view the namespaces.

The namespaces attribute is an object with two attributes (source and target) which individually are arrays of an object. In older screens, this attribute is an object with two attributes (source and target) which individually are arrays of a **string**. You can use the Designer Workbench to update the namespaces structures of older screens to use object arrays instead of string arrays.

The following shows the namespaces structure:

```
namespaces: {
  source: ['a', 'b']
  , target: ['c', 'd']
}
, namespacesDesc: {
  sourceDesc: ['description for a', 'description for b']
  , targetDesc: ['description for c', 'description for d']
}
```

The namespaces are saved under the namespaces object while the descriptions are saved under the namespacesDesc object. There is a one-to-one mapping between the contents in namespaces and namespacesDesc. This maintains backward compatibility with older applications that used a different namespaces structure.

An older screen that uses the different namespaces structure is upgraded in the Designer Workbench and the new structure is written to the JavaScript and JavaScript Object Notation files. The user receives a prompt, and on confirmation the update finishes. Once updated, the file can no longer be opened in an older version of the Designer Workbench. The new contents are written into the js and json files once the user saves them using the **Save** button.

After updating, the description field for both the source and the target will default to, respectively, **Description for <source name>** and **Description for <target name>**.

With older screens where namespaces were not provided in the Designer Workbench and not present in the js and json files, this upgrade generates the following js file:

```
namespaces: {
  target: []
  , source: []
}
, namespacesDesc: {
  targetDesc: []
  , sourceDesc: []
}
```

With these kinds of screens, you should provide a one-to-one mapping between the bindingData source and target arrays with namespacesDesc. In extensibility, if namespacesDesc has non-empty values while namespaces is empty, values would be displayed corresponding to bindingData.

Wizards of the Web UI Framework

Wizards guide users through the steps of a task in a specific sequence. Wizards are required for complex or infrequently performed tasks where the user is unfamiliar with the steps involved.

You must use an XML file to create the flow definition of your wizard. You cannot use widgets on the Palette tab of the Designer Workbench to create wizards. Also, you cannot use the Extensibility Designer to customize wizards. After you create a flow definition, you must register it.

Once a wizard is created, all client/server communication must be Ajax-based.

The wizard flow definition includes the following items:

- Page
The visible part of the wizard. Each page must have a unique ID within the wizard.
- Rule
Determines the flow of the wizard. A rule can lead to:
 - The next page in the wizard flow.
 - Another rule.
- Transition
A connector which connects the wizard flow together. A transition can happen from page-to-page, page-to-rule, rule-to-page, or rule-to-rule.
- Flow controller
The flow controller drives the wizard flow, and does the following:
 - Determines the next wizard entity that is shown or evaluated, based on the current activity entity.
 - Provides basic navigation capabilities like `showNextPage` and `showPreviousPage`.
 - Tracks data to be remembered in a session when a page transition occurs.Any wizard controller has to extend `ISCUIWizardFlowController`. The default wizard controller class is `com.sterlingcommerce.ui.web.platform.wizard.SCUIDefaultWizardController`. The wizard flow controller utility class orchestrates the flow based on the definition. You can plug in your own flow controller or use the default flow controller.
- Breadcrumbs
Multiple pages can be grouped into the same category, which allows for the logical grouping of pages and the reduction of steps shown in the breadcrumb. You can add your own breadcrumbs to the application using utilities provided on the front end. The `sc.plat.ui.Wizard` class contains all the utilities.

Creating a Wizard with the Web UI Framework About this task

Do the following in the flow definition XML file:

Procedure

1. Specify the following attributes in the `wizardEntities` tag:
 - Page

- Rule
 - Transition
2. Specify the flow controller attributes in the wizard tag.
If you leave it blank or undefined, `com.sterlingcommerce.ui.web.platform.wizard.SCUIDefaultWizardController` will be used as a controller.
 3. Specify the breadcrumbs attributes in the categories tag.
 4. Specify the Web UI Framework front end of the wizard.
On the UI, a wizard should be extended from the `sc.plat.ui.Wizard` class. A Wizard is a container with specific functionalities related to wizards. A Wizard can contain wizard pages (instances of `sc.plat.ui.WizardPage` or `sc.plat.ui.ExtensibleWizardPage`). With its card layout, a Wizard can switch between multiple wizard pages.
The `sc.plat.ui.Wizard` class extends the `sc.plat.ui.Screen` class, which adds data binding capabilities to it.
The `doAction` method, `doBreadcrumbAction` method, and other methods have been provided in the class for navigation.
This class also fires various events which can be used to redraw a breadcrumb panel or a navigation panel.
For more information refer to the JavaScript documentation for these classes.

Wizard Page Attributes in the Web UI Framework

The following table shows the page attributes to specify in the `wizardEntities` tag of your XML file when you create a wizard:

Attribute	Description	Constraints
<code>id</code>	The ID of the wizard page.	Should be unique within the wizard.
<code>impl</code>	The JSP/Struts action which renders the page.	Mandatory
<code>type</code>	Indicates the type of entity (PAGE or RULE).	Mandatory
<code>start</code>	Indicates if this page is the starting entity of the wizard.	Only one PAGE or RULE should be marked as true.
<code>last</code>	Indicates if this page is the last entity of the wizard.	Only one PAGE or RULE should be marked as true.
<code>category</code>	Indicates the category of this page. Used for breadcrumbs.	
<code>namespace/name</code>	The namespace for which data would be sent out of this page. If a rule originates from this page, the namespaces should be a superset of the defined namespaces for that rule. There can be many such namespaces.	

Wizard Rule Attributes in the Web UI Framework

The following table shows the rule attributes to specify in the `wizardEntities` tag of your XML file when you create a wizard:

Attribute	Description	Constraints
id	The ID of the wizard rule.	Should be unique within the wizard.
impl	The rule implementation: <ul style="list-style-type: none"> • Java class Implements a predefined interface. • greex Returns a string output. 	
type	Indicates the type of entity (PAGE or RULE).	Mandatory
start	Indicates if this page is the starting entity of the wizard.	Only one PAGE or RULE should be marked as true.
last	Indicates if this page is the last entity of the wizard.	Only one PAGE or RULE should be marked as true.
output/value	The allowed output from the rule. There can be many such outputs.	
namespace/name	The namespace for which data would be sent to the rule. If this rule originates from a page, the namespaces should be a superset of the defined namespaces for that page. There can be many such namespaces.	

Wizard Transition Attributes in the Web UI Framework

The following table shows the transition attributes to specify in the wizardTransition tag of your XML file when you create a wizard:

Attribute	Description	Constraints
id	The ID of the transition.	Should be unique within the wizard.
source	The ID of the source entity from which this transition originates.	Value should be same as ID of one of the defined PAGE or RULE types.
target	The ID of the destination entity at which this transition ends.	Value should be the same as the ID of one of the defined PAGE or RULE types.
output	Required when the originator of this transition is a rule. The target is chosen based on the output which the rule calculates.	
output/value	The output of the rule.	

Attribute	Description	Constraints
output/target	The ID of the destination entity.	Value should be same as ID of one of the defined PAGE or RULE types.

Wizard Flow Controller Attributes in the Web UI Framework

The following table shows the flow controller attributes to specify in the wizard tag of your XML file when you create a wizard:

Attribute	Description	Constraints
id	The ID of the transition.	Should be unique within the webapp.
flowController	The fully qualified class name of the flow controller.	If the attribute is empty or does not exist, the controller provided by the framework will be defaulted.
independentPages	Indicates if the wizard pages are independent of each other (true or false). If this is set to false, when a previous page is shown, all pages until the requested page are discarded. Data for the discarded pages is lost. However, you can set up an event that saves the discarded pages.	Defaults to false.
finishImpl	A URL which handles the wizard's save action.	

Wizard Breadcrumb Attributes in the Web UI Framework

The following table shows the breadcrumb attributes to specify in the categories tag of your XML file when you create a wizard:

Attribute	Description	Constraints
category.id	The ID of the category.	Should be unique within the flow.
category.description	The resource bundle key.	Mandatory
category.style	The css class that needs to be applied to the breadcrumb.	Optional

Sample XML Flow Definition for Wizards in the Web UI Framework

Each page of a wizard needs to specify namespaces it can allow as output from that page. If a rule is invoked after a page, these namespaces should be a superset of the namespaces defined for that rule.

```
<wizard id="<application>.sampleWizrd"
flowController="com.sterlingcommerce.ui.web.platform.wizard.SCUIDefaultWizardController"
independentPages="false">
<wizardEntities>
  <wizardEntity id="Page0"
  impl="/<app_dir>/wizard/wizardpage1.jsp" last="false" start="true">
```



```

type="PAGE" category="SampleWizard.category0">
  <namespace name="ns1">
    <namespace name="ns2">
      <namespace name="ns3">
        </wizardEntity>
      </wizardEntities>
    <wizardTransitions>
      <wizardTransition id="NewTransitionId6" source="Page0" target="Rule"/>
      <wizardTransition id="NewTransitionId9" source="Page1" target="Page3"/>
      <wizardTransition id="NewTransitionId10" source="Page2" target="Page3"/>
      <wizardTransition id="NewTransitionId7" source="Rule">
        <output target="Page1" value="1"/>
        <output target="Page2" value="2"/>
      </wizardTransition>
    </wizardTransitions>
  <categories>
    <category id="SampleWizard.category0"
description="category0" style="simple"/>
    <category id="SampleWizard.category1"
description="category1" style="simple"/>
    <category id="SampleWizard.category2"
description="category2" style="simple"/>
  </categories>
</wizard>

```

Preset Properties in the Web UI Framework

You can configure the properties of a Web UI Framework widget so that it has preset properties whenever you create a new instance of it. This feature overrides the default properties of the widget.

For more information about widget properties, refer to the Ext JS framework documentation at (2.2.1) <http://www.extjs.com/deploy/ext-2.2.1/docs/> or (3.0) <http://www.extjs.com/deploy/dev/docs/>.

The Designer Workbench includes two types of presets:

- Out-of-the-box presets

These presets are shipped along with the Designer Workbench and are provided for a few widgets. They are not editable.

Although out-of-the-box presets are read-only, their contents can be copied, and used to create new editable presets.

- Custom (user-defined) presets

You can define any number of custom presets for every widget, provided each one has a unique name. These presets are stored in your project directory in the designer-metadata folder.

You can also work with presets in the Extensibility Workbench, but you have fewer options than you have with the Designer Workbench.

With the Designer Workbench, you can work with presets in the canvas and in the following views:

- Palette
- Data
- Tree

In the Palette and Data views, the presets selected for a widget serve as the default preset until the browser is refreshed or any other preset is selected from the list. Any widget dropped on the canvas is initialized with the properties of the selected preset.

In the Tree View and on the canvas, selecting a preset for a widget results in the addition of the properties of the preset to that widget. When applying a preset to a widget, no existing properties are deleted. Any new properties from the preset are added to the widget. Preset properties that already exist in the widget are updated.

With the Extensibility Workbench, you can do the following with preset properties:

- Right-click on a widget in the Palette & Files View and select a preset to apply.
- Create new presets.

With the Extensibility Workbench, you cannot do the following with preset properties:

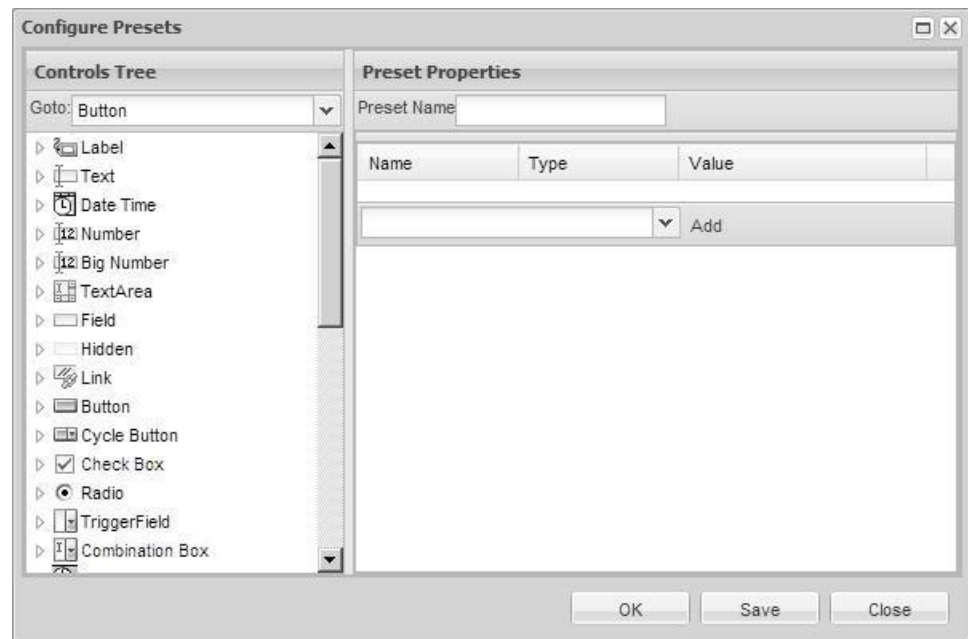
- Apply a preset to a control using the Outline View.
- Apply a preset to a control by right-clicking on the screen.

Creating Preset Properties with the Web UI Framework Procedure

1. Open the Designer Workbench.
2. In the Palette or Data Sources view, right-click any item and select the **Configure Presets** option.

The Configure Presets dialog box appears, with any preset properties for all of the widgets.

You can work with the presets of any customizable widget, and not just the widget that you right-clicked in the Designer Workbench to display the Configure Presets dialog box.



The Controls Tree view on the left side contains the widgets that have:

- Out-of-the-box properties that you cannot change, but which you can copy to make a new widget.

- Properties that can be customized with new presets.

When you work with new preset properties, you can save individual presets by clicking the **Save** button. You can save all of the presets at once by clicking the **OK** button, which also closes the Configure Presets dialog box.

3. To create brand new presets for a widget, do the following:
 - a. Right-click a widget in the Controls Tree view.
 - b. Choose the **create new preset** option.
A default name for the preset appears.
 - c. Select the new preset.
 - d. In the Preset Properties view, use the default name or type a new name for the preset in the Preset Name field. Click the **Save** button to save a new name in the Controls Tree view.
 - e. To create a brand new property for a preset, type the name of the new property in the combination box adjacent to the **Add** button, and click the **Add** button. A line for this property appears in the Preset Properties view. In the Type field, you can make this new property a string value or an expression. In the Value field, enter the string value or expression. Click the **Save** button to immediately save this new property, or click the **OK** button to save all custom properties at the same time and also close the dialog box.
 - f. To create a property that is based on an existing property (like maxlength or labelStyle), select that property from the combination box adjacent to the **Add** button, and click the **Add** button. A line for this property appears in the Preset Properties view. In the Type field, you can make this new property a value of its default data type (number, boolean, etc.) or an expression. In the Value field, enter a value or expression. Click the **Save** button to immediately save this new property, or click the **OK** button to save unsaved presets and their properties at the same time and also close the dialog box.
4. To create a preset for a widget that is based on another preset of that widget, do the following:
 - a. Right-click a preset in the Controls Tree view.
 - b. Choose the **create from selected** option.
A copy of that preset is created.
 - c. In the Preset Properties view, type a new name for the new preset property in the Preset Name field. Click the **Save** button to save the name in the Controls Tree view.
 - d. To create a preset property for a brand new property, type the name of the new property in the text box with the down arrow, and click the **Add** button. A line for this property appears in the Preset Properties view. In the **Type** field, you can make this new property a string value or an expression. In the **Value** field, enter the string value or expression. Click the **Save** button to immediately save this new property, or click the **OK** button to save all custom properties at the same time and also close the dialog box.
 - e. To create a property that is based on an existing property (like maxlength or labelStyle), select that property from the combination box adjacent to the **Add** button, and click the **Add** button. A line for this property appears in the Preset Properties view. In the **Type** field, you can make this new property a value of its default data type (number, boolean, etc.) or an expression. In the **Value** field, enter a value or expression. Click the **Save** button to immediately save this new property, or click the **OK** button to save all custom properties at the same time and also close the dialog box.

5. When you are finished, and you have not closed the Configure Presets dialog box, do one of the following to save preset changes.

A preset can contain a number of preset properties. A preset is a holder for all the properties that a user enters. When you click the **Save** button, a preset is saved.

- Click the **Close** button. Only presets that you have saved using the **Save** button will be kept.
- Click the **OK** button. Any preset changes will be kept.

Applying Preset Properties with the Web UI Framework Procedure

1. Right-click on an existing or newly created widget on the canvas or in the Tree View.

The Apply Preset menu appears.

2. Move your mouse over the Apply Preset menu to display your preset options (you do not have to click). If preset properties are configured for that widget, you will see the **Default Properties** option, an out-of-the-box preset (if provided), and at least one preset option. If no preset option appears, you will need to create one.
3. To apply a preset option, select that option. To display the properties for that option in the Properties view, re-click on that widget to refresh the Properties View with the new set of properties.
4. If you want to go back to the default properties for that widget, right-click the widget and select the **Default Properties** option.

Enabling a Child Screen to Access a Parent Screen with the Web UI Framework

About this task

A screen can contain another screen within it. If the child screen requires access to the parent screen, you can use a property in the child screen to access any component or property in the parent screen.

Procedure

1. Click on the Palette tab in the Designer Workbench.
2. Right-click on the Custom Components option in the Others category.
3. Check the box by Parent Handle, which is an out-of-the-box preset provided with the Designer Workbench.
4. Move your cursor over the canvas until you see the tool tip **Click to add customct in screen**.
5. Right-click or left-click where you want to add this access handle.
6. Make any property adjustments to the handle. You cannot change the default property values of either `scOwnerScr` (**this**) or `xtype` (**panel**) in the Configure Presets View. These default properties indicate a handle from a child screen to a parent screen.

You can create other presets for this control.

Once you select this preset for a Custom Component and add the widget to the screen, you can view these two properties in the Properties View below the Tree View. You can modify the property values or add new properties, since you are now working on an instance of a Custom Component that was added to the screen (and not on the preset) and that was initialized with your values.

Menu Customizations with the Web UI Framework

You can make menu customizations using the `Ext.menu.Menu` class of the Ext JS JavaScript framework.

The Designer Workbench does not have a widget for creating menus. However, you can create menus using the menu template of the Code Template Generator, which you access from the Designer Workbench using the **Generate Code** button. Code generated by the Code Template Generator is pasted or typed on the Code Update page, where you finish the creation of the code for the new menu. For more information, refer to the documentation for the Code Template Generator.

In Web UI Framework, to show a menu in a screen, you have to get menu data from the server and render it on the browser.

In the default implementation, the tag `includeMenu` is provided, which can be called from JSP as:

```
<scuiimpltag:includeMenu></scuiimpltag:includeMenu>
```

This returns all of the menus configured for the logged-in user for which the user has permissions.

This tag returns menu data as JSON data (which can have text), a URL, JavaScript, or an image.

```
{
  text: 'First Menu',
  subMenu: [{
    text: 'First SubMenu',
    url: '/<app_dir>/<app_dir>/editRule.do'
    js: 'openpopup()',
    img: 'my-cls-img'
  }]
}
```

To render this data, the default implementation is provided as a JavaScript file. To use this file, include the following code in the JSP:

```
<script type="text/javascript" src="<%=request.getContextPath()%>/platform/scripts/menuPaint.js">
```

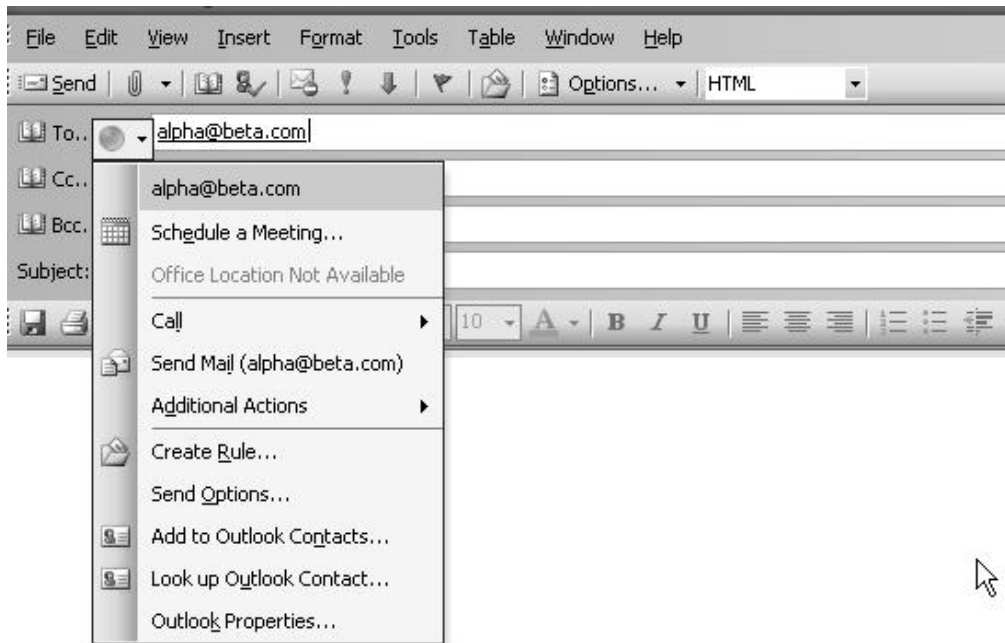
Use the following guidelines for menu customization:

- To change the UI look and feel of the menu, it has to use its own implementation instead of the application `menuPaint.js`.
- To get menu data with more information, it has to use its own implementation instead of the application using `includeMenu` tag.

Creating Smart Tags with the Web UI Framework

About this task

Smart tags are used to recognize certain types of data. For example, when you hover your cursor over a component which has a smart tag, a list of actions that can be performed are displayed. The following graphic shows an example of a smart tag:



To use a smart tag with a component, do the following:

Procedure

1. Register the smart tag actions for a component. Use the class `sc.plat.SmartTagActionRegistry` to add action providers to the registry, using the following methods:

- `registerActionProvider(obj, boolOverride)`

A valid action provider object must contain a `getActions` method that accepts a reference of the type `Ext.Component`. It must also contain an `id` property that is the unique ID of this action provider object. The `getActions` method must return an array of objects that can have the following properties:

- `categoryid`: The unique ID of the category object.
- `sequenceid`: Sequence number which helps in sorting.
- `item`: Config of `Ext.menu.Item`

The following is an example of an object that can be returned by the `getActions` method. This example uses the default ID category (**DEFAULT**).

```
{
  categoryid: 'DEFAULT',
  sequenceid: 1
  item: {
    text: 'Show a Ext.Window',
    handler: function(){
      new Ext.Window({
        width: 600,
        height: 500
      }).show();
    }
  }
}
```

- `registerActionType(name, id)`

Registers the type with the action provider object corresponding to the ID passed. Before doing this, you must first register an action provider object with that ID using the registerActionProvider method.

The default UI displays the actions returned. You can use the default UI or override it by registering your own UI provider.

2. Set the scSmartTag property for that component to one of the following values:

- true

The default implementation of the application gets the attribute in the source binding data. Objects that are registered with a key equal to the attribute in the source binding data are fetched.

- A value such as the attribute in sourceBinding or targetBinding.

Objects that are registered with a key equal to the scSmartTag property are fetched.

Generating Code from Templates with the Web UI Framework

You can use templates (instead of hand-coding) to generate code for the following components:

- Mashup APIs
- Struts actions
- JSB (JavaScript Builder)
- Resources
- Resource permissions
- Resource and permissions (combines resource and resource permission templates)
- Menus

The Code Template Generator helps save you development time. For example, you can use a code template to update and test a mashup or JSB file, instead of hard-coding the file and re-starting the application server.

Access the Code Template Generator from the **Generate Code** button of the Designer Workbench to create code from either default or custom templates. Templates include static (fixed) values, as well as variable values that you can change. Code is generated in a manner similar to the manner in which code is generated for js and config.js files.

After you create the code, you can update the code in a running application without stopping the server. To update the code, you must copy it from the Code Template Generator and paste it in the file of the component that you are updating. The Code Template Generator does not create a new file or add the generated code to a file.

The Code Template Generator is optional, but IBM recommends that you use it to reduce your development time. You can copy and paste generated code into mashup, Struts, JSB, resource, resource permission, and menu files, instead of hand-coding those files.

The Code Template Generator is not used for extending the application. However, you can use it to test override extensibility changes made using the Designer Workbench.

A new template appears in the Create New Template window, which you access from the Code Template Generator window. If you are creating a new template from an existing template, the Create New Template window includes variables that can be used in the code template and reduce the number of required fields in the Code Template Generator. If you are creating a new blank template, the new template is empty.

Code Template Generator of the Web UI Framework

Access the Code Template Generator from the Generate Code option in the top toolbar of the Designer Workbench. The generator includes the following sections:

- Available Templates

Displays all of the available templates in a tree view. Includes default and custom templates. Default templates are available for JSB (JavaScript Builder), mashups, Struts actions, resources, resource permissions, and menus.

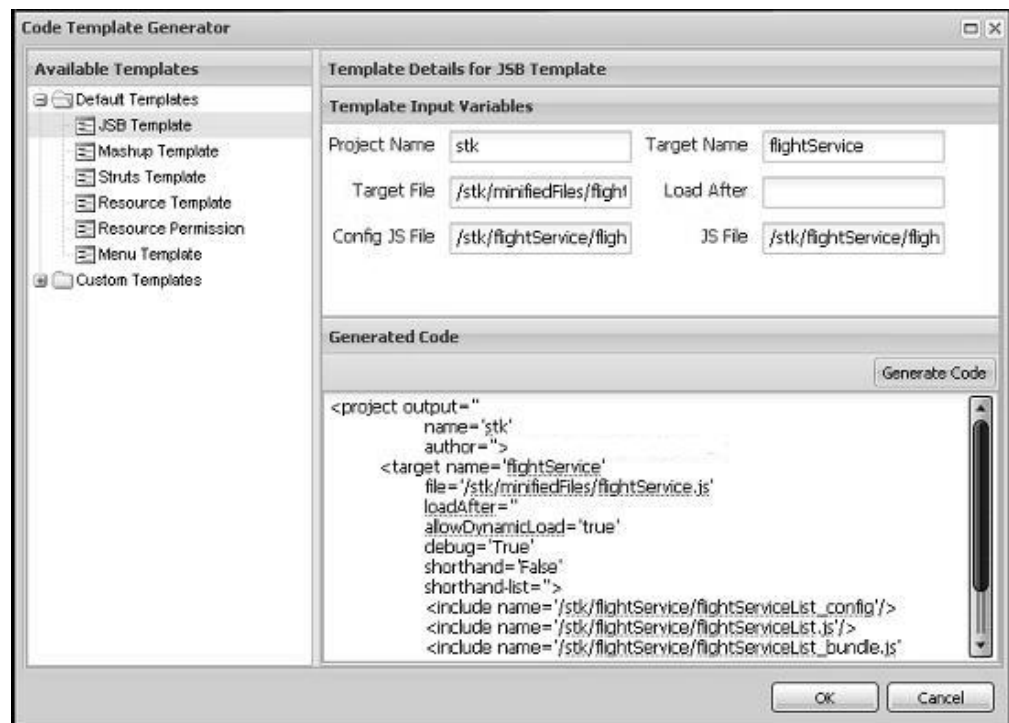
The applications that only consume the uifwk clump would only have the default JSB template available in the existing Designer Workbench.

Create custom templates from copies of the default templates.

- Template Details

Includes variable text that you can change (the Template Input Variables section) and the code that is generated from the template (the Generated Code section).

The fields in the Template Input Variables section depend on the type of template.



For example, you could create a new JSB template from the default template by right clicking on default JSB Template and then clicking on **Create from selected**. This brings up the Create New Template window. Then, you would use the User Defined Variables section of the Create New Template window to add a new target_name variable that uses the type expr and the value className. If you use the same code template, then you can remove the Target Name input as this variable would now get the value of the className variable. Once saved, this

custom JSB template would have five input fields on the Code Template Generator window instead of the six input fields that appear on the default JSB template. You could also modify the template and use the `className` variable instead of the `target_name` variable, with the same result.

You cannot change a default template, but you can copy its contents to make a custom template. You can edit a custom template or copy its contents to make another custom template.

The fields that appear in the Template Input Variables section depend on the component that you are changing. The values that you enter in this section are assigned to the XML code that will be generated. These values are also stored in the json file of the screen.

For example, in the above graphic showing a JSB template, `stk` is the value of the Project Name variable, which is the label for the `proj_name` variable (JSB project) used in the code template. The `stk` value would be assigned to its corresponding variable (`proj_name`) and replaced in the generated code.

The values in the Template Input Variables section appear in the Generated Code section after you click the **Generate Code** button. You can directly change the generated code, but these changes will be lost if you click the **Generate Code** button again during this session. The text in the Generated Code field is not saved to a file on disk. You can copy the generated code to another file.

Clicking the **OK** button saves all of the screen's changes to the screen's json file and closes the Code Template Generator. That is, all of the variable values for all of the templates are saved. Clicking the **Cancel** button closes the Code Template Generator without saving changes to the screen's json file.

Default Code Templates of the Web UI Framework

The Web UI Framework includes the following templates that can be used to update different WUF screen components during runtime:

- Mashup APIs
- Struts actions
- JSB (JavaScript Builder)
- Resources
- Resource permissions
- Resource and permissions (combines resource and resource permission templates)
- Menus

WUF uses template metadata to create (by default) XML code templates, which in turn are used to generate XML code that is used by the application. However, you can define a custom template that is not an XML template.

Template updates occur in the following ways:

- In the current login session (all templates). The changes last only as long as you are logged in. You can test the changes while you are logged in.
- In the database (all templates except mashup and JSB). The changes are permanent unless you delete them. Updates of components in the database are an alternative to updates of those same components in the Applications Manager.

The following sections describe how each template works and the XML elements for each kind of component.

Mashups

This updates only the mashup registry that is in the session (but not permanently in the database).

The generated template code can be used to update mashup.xml files, through copying and pasting. If you are using Aggregator mashups or adding more attributes to the mashup code, you must define your own template.

The following variables are used in the default code template for mashups:

Item	Description	Source
id	Uniquely identifies a mashup in the application.	User-entered.
description	Information about mashup.	User-entered.
apiName	API that is being used in mashup.	User-entered.
input	Input to mashup.	User-entered.
outputTpl	Output from server.	User-entered.

Struts

Struts can be updated by adding the generated code to the application's struts.xml file if:

- The struts.xml file is removed from the jar file in which it is packaged and placed under the WEB-INF/classes directory.

For example, in the case of stk, you would remove the stk_struts.xml file from the platform_ui_demo_app.jar file and place it under the WEB-INF/classes directory.

Any changes that you make to the struts.xml file would be reflected in the application. If two actions have the same ID, then the action that appears last in the file would be picked up in the application.

- The Struts dev mode is enabled (turned on automatically if the war file is built with -Ddevmode=true).
- The application is deployed as an exploded war file by using the following command:

```
buildwar.sh -Dwarfiles=<war file name> -Dappserver=<appserver> -Dnowbservice=true -Ddevmode=true
```

When using WebLogic 10, use the following command:

```
buildwar.sh -Dwarfiles=<war file name> -Dappserver=weblogic -Dnowbservice=true -Ddevmode=true Dw
```

The following variables are used in the default code template for Struts actions:

Item	Description	Source
actionName	Uniquely identifies an action in the application.	User-entered.
id	ID of mashup used/called.	User-entered.

Item	Description	Source
input_ns	Namespace used for input.	User-entered.
output_ns	Namespace used for output.	User-entered.
success_jsp_path	JSP to load if the action is successfully completed.	User-entered.

JSB (JavaScript Builder)

This updates only the JSB registry that is in the session (but not permanently in the database).

The following variables are used in the default code template for JSB (JavaScript Builder):

Item	Description	Source
proj_name	Name of the project.	User-entered.
target_name	Identifies a JavaScript library. Should be unique in the application.	User-entered.
target_file	Directory/file path for JavaScript library.	User-entered.
loadAfter	Specifies the library after which the current JSB library should be loaded.	User-entered.
config_js	Path of the config.js file for the screen.	User-entered.
js	Path of the JavaScript file for the screen.	User-entered.
bundle_js	Path of the bundle JavaScript file for the screen.	User-entered.

Resources

This updates or adds the resource in the current session and permanently in the database.

The following variables are used in the default code template for resources

Item	Description	Source
app_code	Application code.	User-entered.
app_name	Application name.	User-entered.
parent_resource_id	Resource ID of the parent resource.	User-entered.
resource_create_type	Resource create type (for example, USER).	User-entered.
resource_desc	Information about the resource.	User-entered.
resource_key	Unique key of the resource.	User-entered.
url	The action URL for the Struts action.	User-entered.

Resource Permissions

This updates or adds the resource permissions both in the current session and permanently in the database.

The following variables are used in the default code template for resource permissions:

Item	Description	Source
resource_perm_key	Resource permission key.	User-entered.
user_group_id	The ID of the group to which the user belongs.	User-entered.
user_group_key	The key of the group to which the user belongs.	User-entered.

Resource and Permission

This combines the resource and resource permission templates. It updates or adds resources and resource permissions both in the current session and permanently in the database.

The following variables are used in the default code template for resources and permissions:

Item	Description	Source
app_code	Application code.	User-entered.
app_name	Application name.	User-entered.
parent_resource_id	Resource ID of the parent resource.	User-entered.
resource_create_type	Resource create type (for example, USER).	User-entered.
resource_desc	Information about the resource.	User-entered.
resource_key	Unique key of the resource.	User-entered.
url	The action URL for the Struts action.	User-entered.
resource_perm_key	Resource permission key.	User-entered.
user_group_id	The ID of the group to which the user belongs.	User-entered.
user_group_key	The key of the group to which the user belongs.	User-entered.

Menus

This updates or adds a menu both in the current session and permanently in the database. It provides an alternative to the Applications Manager method of creating a menu.

The following variables are used in the default code template for menus:

Item	Description	Source
menu_desc	Information about this menu entry.	User-entered.
menu_key	Key/ID used to uniquely identify this menu.	User-entered.
menu_type	The menu type.	User-entered.
parent_menu_key	The menu key of the parent.	User-entered.
resource_key	Key used to identify the source.	User-entered.

Creating a Custom Code Template with the Web UI Framework

About this task

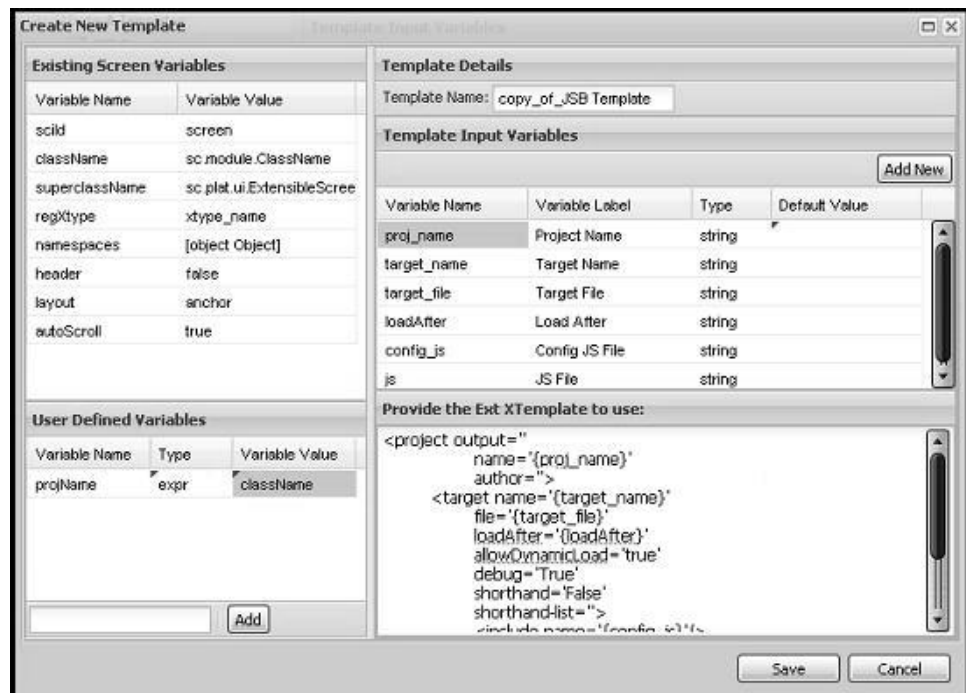
Do the following to create a custom code template from either a default template or a custom template.

Procedure

1. Open the Code Template Generator.
2. In the Available Templates section, right-click on a template in one of the following lists:
 - Custom Templates
 - Default Templates
3. Choose the **create from selected** option.

A new template appears in the Create New Template window. This window includes variables that can be used in the code template and reduce the number of required fields in the Code Template Generator.

The Existing Screen Variables section show the default variables, which you cannot change (names and values). The User Defined Variables section shows the variables that you created and which you can change (names, types, and values).



In the User Defined Variables section, you can add any properties to the name/value pairs that are part of the default template. Click the **Add** button to add a user-defined variable, which defaults to the **string** type. You can change the type to an expression (**expr**).

The above example screen shows a user-defined variable (projname) of the type **expr** and the value **className** (className is a screen variable). The application uses the expression projName=className, instead of the projName="className" (if the type is **string**).

You can remove variables by right-clicking on a variable row and selecting the **delete** option.

4. In the Template Details section, define the following information:
 - **Template Name:** Unique identifier of a template that also serves as the json file name.
 - **Variable Name:** Name by which this parameter is referenced in the template.
 - **Variable Label:** Text that would be displayed before the input field of this variable on the Code Template Generator window.
 - **Variable Type:** String or expression (**expr**).
 - **Value:** String, variable, or expression that could be evaluated to return a value. This value would then serve as the default value and be used to populate the value in the input field for this variable on the Code Template Generator window. By default, this field is left empty.

You can add variables by clicking the **Add New** button. A new variable row appears.

You can remove variables by right-clicking on a variable row and selecting the **delete** option.

The bottom part of the Template Details section shows the Ext JS XTemplate that is used to generate the code.

5. Save the new template by clicking the **Save** button. The new template is saved as a json file (using the template name) in the following directory:

<user's project directory>/designer-metadata/templates

If you do not want to save the template, click the **Cancel** button.

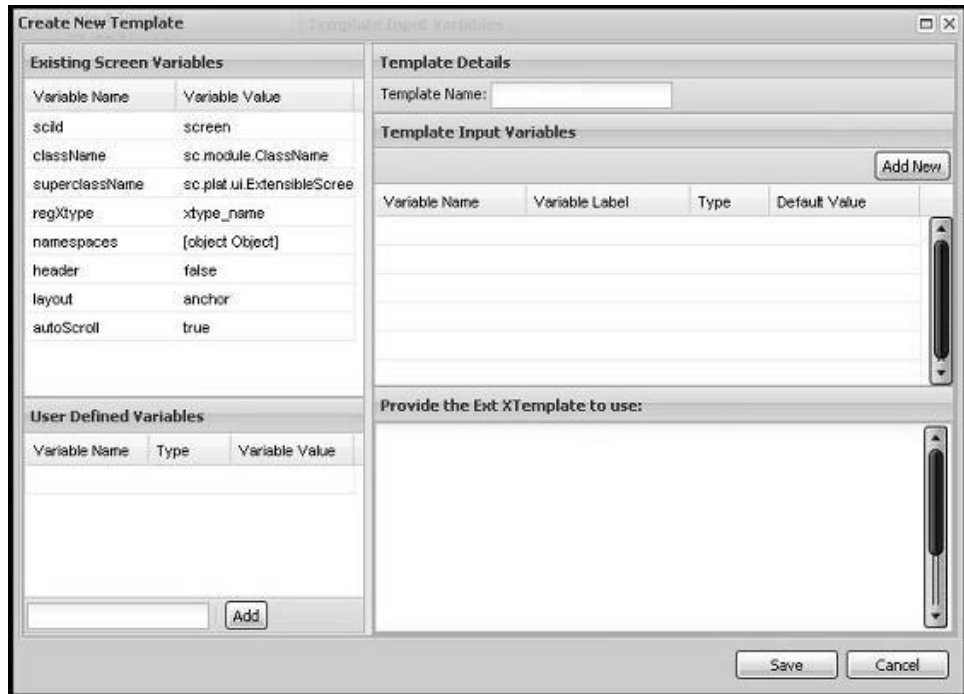
After you click the **Save** button, the Create New Template window closes and the Code Template Generator window appears. You can now use the new template to update the code for a screen component.

Creating a Custom Code Template Using a Blank Template with the Web UI Framework

Procedure

1. Open the Code Template Generator.
2. In the Available Templates section, right-click on the heading of the Custom Templates list.
3. Choose the **create new template** option.

A blank template appears, with the default template name. All of the variable values are blank except for the variables in the Existing Variables section.



4. Add variables and enter values for them.
5. Click the **Save** button to create the Ext XTemplate for the new template. Click the **Cancel** button to exit the Create New Template window without saving any of your work.

The Code Template Generator window re-appears.

6. Click the **Generate Code** button to create the custom template from the Ext XTemplate that you just created.
New code appears in the Generated Code section of the Code Template Generator window.
7. Save the custom template by clicking the **OK** button. You can exit the Code Template Generator without saving the custom template by clicking the **Cancel** button.

After saving a custom template, it appears in the Custom Templates list in the Available Templates section of the Code Template Generator.

Editing a Custom Code Template with the Web UI Framework Procedure

1. Open the Code Template Generator.
2. In the Available Templates section, right-click on a template in the Custom Templates list.
3. Choose the **edit template** option.

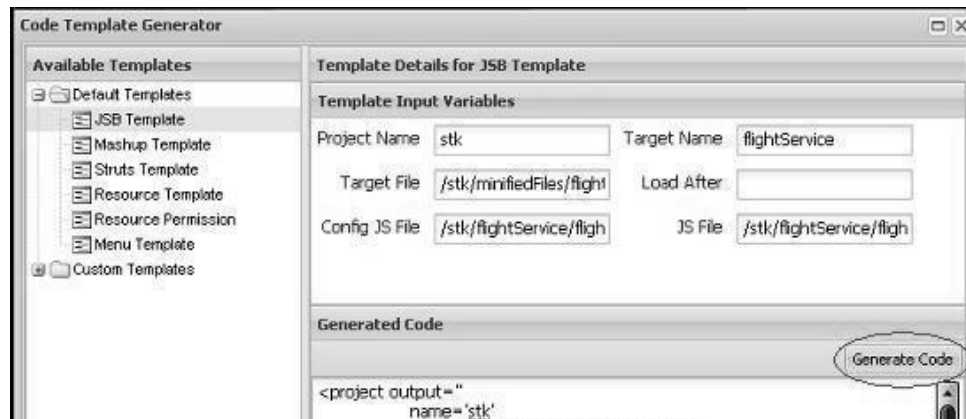
The template appears, with variables in the Template Input Variables section and the code in the “Provide the Ext XTemplate to use” section..

In the User Defined Variables section, update the values for any of the variables or add new variables.

4. Click the **Save** button to update the Ext XTemplate for the template. Click the **Cancel** button to exit the Create New Template window without saving any of your work.

The Code Template Generator window re-appears.

- Click the **Generate Code** button to update the template.
New code appears in the Generated Code section.



- Save the updated template by clicking the **OK** button.
You can exit the Code Template Generator without saving the template by clicking the **Cancel** button.

Updating a Screen in a Running Application with the Web UI Framework

About this task

After updating the code of a screen component using a code template, you can update that component in a running application without stopping the server (hot code replace).

In the update window, you can paste in code or type in your own code.

You can use this procedure when you are adding new code or updating existing code. To override existing code, the new code must have the same resource ID as the existing code.

Hot code replace and code generation are completely independent of each other. Hot code replace enables you to view your changes in the application without having to update any files or restart the server. This reduces the total development time and also enables you to debug or test your changes to the application.

Procedure

- Make sure that you are running the application in Struts dev mode in exploded war mode (provide `-Ddevmode=true` while building the war file). Also, when launching the application, `wufdevmode` should be set to true.
- Access the hot code replace screen using the following JSP:
`/platform/dev/afc_updatePage.jsp` (In case of Sterling Application Platform)
 The Hot Code Update page for applications that consume the uifwk clump only would be at the following relative path:
`/platform/dev/uifwk_updatePage.jsp`
 To enable hot code replace for any other component, applications need to provide their own dev JSP and its implementation.
- Click on the tab for the component that you want to update (Mashup, JSB, Resource, Resource Permission, Menu).

4. Paste in the code that you generated for that component in the Code Template Generator. You can also paste in code that you have hand-coded or directly type in code.
5. Update the application by doing one of the following:
 - To update one component, click the tab for that component and click the **Update** button.
 - To update more than one changed component (but not all changed components), click the tab for each component and click the **Update** button.

Updating a resource, resource permission, or menu updates these components both temporarily in the current login session and permanently in the database. Updates to a mashup or JSB are made only in the current login session.

When you press the Update button, the changes are written to the URL of the application, where you can test the changes.

Customize Related Tasks for Sterling Business Center

Sterling Business Center enables users to efficiently set up and maintain the catalog for their organization, and define the peripheral components of items such as assets and classifications after their organization has downloaded detail for all of the items into the database.

You do this by performing tasks and related tasks using the Sterling Business Center task-based user interface.

The Related Tasks panel contains related task categories and related tasks under a given category that pertains to a screen.

The Related Tasks panel can be customized by:

- Removing a related task or a related task category
- Adding a related task or a related task category
- Redirecting a related task to a new screen in the corresponding Related Task metadata file

All the customizations pertaining to the related tasks must be performed by defining the corresponding Related Task metadata file located at the `<install_dir>/extensions/sbc/webpages/sbc/metadata/relatedtasks` folder.

The related task metadata filenames for the screens are listed in the following table:

Screen Name	Related Task Metadata File Name
Customer Entitlement	buyingentitledetailscreen.xml
Seller Entitlement	sellingentitledetailscreen.xml
Customer Entitlement Search	buyingentitlementsearch.xml
Seller Entitlement Search	sellingentitlementsearch.xml
Delivery Service Associations	sbcItemDetailsManageServices.xml
Return Pickup Service Associations	sbcItemDetailsManageServices.xml
Coupon Search	couponSearch.xml
Manual Pricing Rule Search	manualPricingRuleSearch.xml

Screen Name	Related Task Metadata File Name
Price List Search	seapricelistsearch.xml
Pricing Rule Search	pricingRuleSearch.xml
For all other screens	<scild>.xml ...where <i>scild</i> is the unique identifier of the screen. For example, itemSearch is the scild property of the Item Search screen and the Related Task metadata file for this screen is itemSearch.xml.

Components of a Related Task Metadata File

A Related Task metadata file contains the following elements:

- **Category:** You can add, delete, or modify a related task category by defining the Action attribute in the Category element in the Related Task metadata file.
You can perform the following tasks pertaining to a related task category in the corresponding Related Task metadata file:
 - Add a new related task category in the corresponding Related Task metadata file: The new related task category is added at the end of the list in the corresponding Related Tasks panel.
 - Delete a related task category from the corresponding Related Tasks XML: All the related tasks under a given category are deleted from the corresponding Related Tasks panel.
 - Modify a related task category in the Related Task metadata file corresponding to a related task category: You can add a new related task, remove an existing related task, and modify an existing related task. Modifying a related task includes modifying only the action that occurs when a user clicks a related task under a given category.
- **IncludeCategory:** If a Related Task metadata file contains this element, it indicates that this XML consists of multiple Related Task metadata files corresponding to various categories. The path to these Related Task metadata files are defined in the corresponding File attribute of the IncludeCategory element. You can add or delete the IncludeCategory element, which in turn adds or deletes a category if it is present in the File attribute. However, you cannot set the value of the Action attribute to MODIFY in the IncludeCategory element.
- **Task:** You can add, delete, or modify a related task by defining the Action attribute in the Task element. However, you need to first set the Action attribute to Modify in the corresponding Category element.

Note: You cannot customize the Dynamic Tasks.

Related Tasks - Sample Metadata XML File

Below is a sample metadata XML file for a Related Task.

```
<RelatedTasks>
  <Categories>
    <Category CategoryID="Pricelist" CategoryName="b_PriceList">
      <Tasks>
        <Task ActionID="SBCCreatePricelistAction"
          TaskName="b_NewPriceList" PermissionID="SBCPR001" TaskID="SBCPRC00002"/>
      </Tasks>
    </Category>
    <Category CategoryID="TestPricelist" CategoryName=
```

```

"b_TestConfiguration">
  <Tasks>
    <Task ActionID="SBCTestPricingAction" TaskName="b_TestPricing"
PermissionID="SBCPR050" TaskID="SBCPRC00008"/>
  </Tasks>
</Category>
</Categories>
</RelatedTasks>

```

The following table describes the attributes for the Category element as shown in the sample metadata XML file.

Attribute	Description
CategoryID	The unique identifier for the category.
CategoryName	The bundle entry for the category name. This bundle entry should be defined in the client JavaScript bundle file.

The following table describes the attributes for the Task element as shown in the sample metadata XML file.

Attribute	Description
ActionID	The unique identifier of the action to be executed when a user clicks a task in the user interface. The action should be defined on the client side.
TaskName	The bundle entry for the task name. This bundle entry should be defined in the client JavaScript bundle file.
TaskID	The unique identifier of the task.

Add a Related Task Category

About this task

You can add a related task category to the list of existing categories in a Related Task panel. For example, if you have created a new category with new tasks, you can add a new related task category containing new related tasks in the Related Tasks panel.

To add a related task category:

Procedure

1. Create a corresponding Related Task metadata file if it does not already exist in the `<install_dir>/extensions/sbc/webpages/sbc/metadata/relatedtasks` folder.
2. Create an element, **Category**, as a child element of the Categories root element.
3. Set the value of the Action XML attribute to **ADD**.
4. Set the value of the CategoryID XML attribute as required. This value acts as a unique identifier for the related task category.
5. Set the value of the CategoryName XML attribute as required. This value indicates the bundle key of the related task category that is displayed in the corresponding Related Tasks panel.

The related task category is added at the end of the list of categories in the corresponding Related Tasks panel.

Note: Ensure that you rebuild the enterprise archive (EAR) after adding a new related task category or related task. For more information about building an EAR, refer to the *Sterling Selling and Fulfillment Foundation: Installation Guide*.

Modify a Related Task Category

About this task

You may want to modify a related task category in order to add, delete, or modify a task under it.

To modify a related task category:

Procedure

1. Create a corresponding Related Task metadata file if it does not already exist in the `<install_dir>/extensions/sbc/webpages/sbc/metadata/relatedtasks` folder.
2. Create an element, **Category**, as a child element of the Categories root element.
3. Set the value of the corresponding Action XML attribute to **MODIFY**.
4. Set the value of the CategoryID XML attribute as required. This value acts as a unique identifier for the related task category.
5. Perform any or all of the following tasks:
 - Add a Related Task
 - Modify a Related Task
 - Delete a Related Task

Add a Related Task:

About this task

If you have created a new screen, you can add a new related task in the Related Tasks panel, which, when clicked, displays the corresponding screen.

Procedure

1. Create an element, **Tasks**, as a child element of the Category root element.
2. Create an element **Task**, as a child element of the Tasks element.
3. Set the value of the corresponding Action XML attribute to **ADD**.
4. Set the value of the TaskID XML attribute as required. This value acts as a unique identifier and resource identifier for the related task.
5. Set the value of the TaskName XML attribute as required. This value indicates the bundle key of the related task that is displayed in the corresponding Related Tasks panel.
6. Set the value of the PermissionID XML attribute as required. This indicates the resource that controls the permission to this task.
7. Set the value of the ActionID XML attribute as required. This value indicates the action that will return the corresponding screen in which the related task can be performed.

The related task is added to the related task category in the corresponding Related Tasks panel.

Modify a Related Task:

About this task

You can modify the ActionID attribute of the Task element so that when the corresponding related task is clicked in the Related Tasks panel, a new screen

linked to the modified ActionID attribute is displayed. For example, if you have created a new screen, you can modify the existing related task in the Related Tasks panel, which, when clicked, displays the corresponding screen.

Procedure

1. Create an element, **Tasks**, as a child element of the Category root element.
2. Create an element, **Task**, as a child element of the Tasks element.
3. Set the value of the TaskID XML attribute as required. This value acts as a unique identifier and resource identifier for the related task.
4. Define the value of the corresponding ActionID XML attribute as required. This value indicates the action that will return the corresponding screen in which the related task can be performed.

The related task is modified. When a user clicks the related task in the corresponding Related Tasks panel, the screen to which the value in the ActionID attribute refers, is displayed.

Delete a Related Task:

Procedure

1. Create an element, **Tasks**, as a child element of the Category root element.
2. Create an element, **Task**, as a child element of the Tasks root element.
3. Set the value of the TaskID XML attribute as required. This value acts as a unique identifier and resource identifier for the related task.
4. Set the value of the corresponding Action XML attribute to **DELETE**.

The related task is deleted from the related task category in the corresponding Related Tasks panel.

Delete a Related Task Category About this task

You may not want users to perform related tasks under a given category when viewing a screen. In such a scenario, you can delete the corresponding related task category from the Related Tasks panel.

To delete a related task category:

Procedure

1. Create a corresponding Related Task metadata file if it does not already exist in the `<install_dir>/extensions/sbc/webpages/sbc/metadata/relatedtasks` folder.
2. Create an element, **Category**, as a child element of the Categories root element.
3. Set the value of the CategoryID XML attribute as required. This value acts as a unique identifier for the related task category.
4. Set the value of the corresponding Action XML attribute to **DELETE**.

The related task category along with the related tasks under that category are deleted from the Related Tasks panel.

Note: Ensure that you rebuild the enterprise archive (EAR) after deleting a related task category or related task. For more information about building an EAR, refer to the *Sterling Selling and Fulfillment Foundation: Installation Guide*.

Customize Advanced Search Criteria for Sterling Business Center

Sterling Business Center enables users to perform basic and advanced searches. You, as an implementer, can customize the advanced search criteria. The advanced search criteria can be modified by either removing a few attributes or adding a few attributes to the corresponding Advanced Search metadata file. All the customizations for the Advanced Search screens must be performed by defining an Advanced Search metadata file in the `<install_dir>/extensions/sbc/webpages/sbc/metadata/advancedsearch` folder. An Advanced Search metadata file must be created to specify the search attributes, along with details such as the controls to be displayed in the user interface (UI), query types to be used, and so on.

The following table lists the Advanced Search metadata files that must be created to customize the corresponding Advanced Search screens:

Screen Name	Advanced Search Metadata File Name
Coupon Search	Coupon.xml
Entitlement Search	Entitlement.xml
Item Search	Item.xml
Price List Search	Pricelist.xml
Pricing Rule Search	PricingRule.xml
Service Search	Service.xml
Service Option Search	ServiceOption.xml
Manual Pricing Rule Search	ManualPricingRule.xml
Approval Rule Search	ApprovalRule.xml

Add or Modify a Search Attribute About this task

You can add a search attribute to a list of existing search attributes in an Advanced Search screen. In addition, you can also modify an existing search criteria.

To add or modify a search attribute:

Procedure

1. Create a corresponding Advanced Search metadata file if it does not already exist in the `<install_dir>/extensions/sbc/webpages/sbc/metadata/advancedsearch` folder.
2. Create an element, **Attribute**, as a child element of the root element, **Attributes**.
3. Set the value of the XML attribute, **Action**, to **ADD**.
4. Define the values of the other XML attributes.

Note: Ensure that you rebuild the enterprise archive (EAR) after adding a new search attribute. For more information about building an EAR, see the *Sterling Selling and Fulfillment Foundation: Installation Guide*.

Defining the Values for XML Attributes for a Search Attribute: The following table contains information about defining the values of the XML attributes for a search attribute:

Component	Component		Description
	Type	Component Location	
Name	Attribute	Attributes/Attribute	Indicates the XML name of the search attribute. This component, along with the XPath, is used to set the source and target binding for the control that is displayed in the UI.
DataType	Attribute	Attributes/Attribute	Indicates the data type of the search attribute. If data Type is not provided, it is derived using the XPath and the Name attribute values. You can use the DataType attribute to override the default data types. Each data type is mapped to String, Date, or Number. If query types are not explicitly mentioned, this mapping is used to display the query types in the UI.
DisplayName	Attribute	Attributes/Attribute	Indicates the bundle key of a label that is displayed in a drop-down list for search attributes. If the label is not mentioned, the Name attribute is considered as the bundle key to display the label. This bundle entry should be defined in the server-side bundle file.
XPath	Attribute	Attributes/Attribute	Indicates the XML path of the element to which the search attribute belongs.

Component	Component		Description
	Type	Component Location	
DefaultQueryTypesAttribute	Attributes/Attribute		<p>Indicates the default query type for the search attribute. If DefaultQueryTypeDesc is not set for an attribute, set it by performing this procedure:</p> <p>Get the supported query types by either reading the overridden query types or using the out-of-the-box query types for the data type of the attribute. Because Equal is the most commonly used query type, verify if it is one of the supported query types. If yes, use Equal as the default. Otherwise, use the first query type, which is displayed in the list of supported query types.</p>
StringQueryTypes	Element	Attributes/Attribute	<p>Indicates that out-of-the-box string query types are being overridden with the child elements of the StringQueryTypes element. If all the possible StringQueryTypes are not required, create one QueryType child element of StringQueryType for each query type you want to support.</p>
DateQueryTypes	Element	Attributes/Attribute	<p>Indicates that out-of-the-box date query types are being overridden with the child elements of the DateQueryTypes element. If all the possible date query types are not required, create one QueryType child element of DateQueryType for each query type you want to support.</p>

Component	Component		Description
	Type	Component Location	
NumericQueryTypes	Element	Attributes/Attribute	Indicates that out-of-the-box numeric query types are being overridden with the child elements of the NumericQueryTypes element. If all the possible NumericQueryTypes are not required, create one QueryType child element of NumericQueryType for each query type you want to support.
QueryType	Element	Attributes/Attribute/StringQueryTypes OR Attributes/Attribute/DateQueryTypes OR Attributes/Attribute/NumericQueryTypes	Indicates the query types that are supported for the search attribute. See the Query Types Supported for Search Attribute section for detailed information on the supported parameters.
QueryType	Attribute	Attributes/Attribute/StringQueryTypes/QueryType OR Attributes/Attribute/DateQueryTypes/QueryType OR Attributes/Attribute/NumericQueryTypes/QueryType	Indicates the query type. For more information about the supported query types, see the description of the QueryType Element.
QueryTypeDesc	Attribute	Attributes/Attribute/StringQueryTypes/QueryType OR Attributes/Attribute/DateQueryTypes/QueryType OR Attributes/Attribute/NumericQueryTypes/QueryType	Indicates the bundle key of the label that is displayed for the query type in the UI. If the value of QueryTypeDesc is not set, the QueryTypeDesc attribute value corresponding to the query type is considered as the bundle key that will display the query type label. This bundle entry should be defined in the server-side bundle file. For more information about the supported query types, see the description of the QueryType Element.

Component	Component		Description
	Type	Component Location	
Configuration	Element	Attributes/Attribute	Indicates that the search attribute will have certain configuration for UI control and possible values of the search attribute.
ActionURL	Attribute	Attributes/Attribute/Configuration	Indicates the action that returns the list of possible values for the search attribute. This action may either return the static list of predefined values or call the corresponding API to get them , and then return them. For example, the ActionURL can return the values pertaining to the common codes, currency, and countries.
UIControlConfiguration	Element	Attributes/Attribute/Configuration	Indicates that the search attribute will have certain configurations for UI control.
xtype	Attribute	Attributes/Attribute/Configuration/UIControlConfiguration	Indicates the type of the control that is displayed in the Advanced Search screen for the search attribute. See the Possible xtypes for an Attribute section for the list of xtypes and descriptions.
optionsBinding	Attribute	Attributes/Attribute/Configuration/UIControlConfiguration	The optionsBinding attribute is used to specify the repeating elements of the list that constitutes one value of either combination box values or radio button values. Note: This is applicable only for a combination box and a radio button.
displayField	Attribute	Attributes/Attribute/Configuration/UIControlConfiguration	The displayField attribute specifies the attribute whose value is used as the label. Note: This is applicable only for a combination box and a radio button.

Component	Component		Description
	Type	Component Location	
valueField	Attribute	Attributes/Attribute/ Configuration/UIControlConfiguration	The valueField attribute is used to uniquely identify the repeating element in order to display the correct value of the selected option from either a combination box or a radio button.

Query Types Supported for Search Attribute

The following table contains the types of queries supported for the search attribute, which is described in the Add or Modify a Search Attribute topic.

Query Type Supported for:	QueryType	QueryTypeDesc	Description
strings	EQ	is	is
strings	FLIKE	starts_with	starts with
strings	LIKE	contains	contains
numbers	EQ	is	is
numbers	GE	greater_than_or_equal_to	greater than or equal to
numbers	LE	less_than_or_equal_to	less than or equal to
numbers	NE	not_equal_to	not equal to
numbers	LT	less_than	less than
numbers	GT	greater_than	greater than
dates	EQ	is	is
dates	GE	greater_than_or_equal_to	greater than or equal to
dates	LE	less_than_or_equal_to	less than or equal to
dates	NE	not_equal_to	not equal to
dates	LT	less_than	less than
dates	GT	greater_than	greater than
dates	BETWEEN	between_from_and_to	between

Possible xtype for an Attribute

An xtype attribute indicates the type of the control that is displayed in the Advanced Search screen for the search attribute. The following table contains the possible xtypes supported for a search attribute, which is described in the table in the Add or Modify a Search Attribute topic.

xtype	Description
xadvancedtextcontrol	Used to display a text box in the UI.
xadvancedradiocontrol	Used to display radio buttons in the UI.
xadvanceddatecontrol	Used to display a field for entering date in the UI.
xadvancedcomboboxcontrol	Used to display a drop-down list in the UI.
xadvancedtriggercontrol	Used to display a trigger field in the UI.
xadvattributelookup	Used to display an attribute lookup widget in the UI.
xadvancednumbercontrol	Used to display a number field in the UI.

Example - Adding a Search Attribute: About this task

You may want to enable users to search the child price lists of a master price list. In such a scenario, you can add the master price list ID attribute to the list of advanced price list search attributes. Because master price list IDs are string values, you can allow the query types, starts with or is, and use a text box as the input control.

To add the master price list ID as a search criteria:

Procedure

1. Create the Pricelist.xml file in the `<install_dir>/extensions/sbc/webpages/sbc/metadata/advancedsearch` folder if the file does not exist in the folder. Ensure that the root element of the XML is **Attributes**.
2. Create an **Attribute** element as a child element of the Attributes root element.
3. Set the value of the Action XML attributes to **ADD**.
4. Set the value of the Name XML attribute to **PricelistName** in the Attribute element. This is because the XML attribute that is set with the master price list ID in the input XML is PricelistName.
5. Set the value of the XPath XML attribute to **PricelistHeader\InheritFromPricelistHeader** in the Attribute element. This is because the XML path of the PricelistName attribute for the master price list ID is PricelistHeader\InheritFromPricelistHeader.
6. To define the user interface (UI) label in the search attribute drop-down list, set the **DisplayName** XML attribute to any key. Ensure that you add a bundle entry as the key for this attribute.
7. To use a text field for the attribute, set the xtype XML attribute to **xadvancedtextcontrol**.
8. Create an element, **Configuration**, as the child element of the Attribute element.
9. Create an element, **UIControlConfiguration**, as the child element of the Configuration element.
10. To use only a few string query types, create the element, **StringQueryTypes**, as the child element of the Attribute element.
11. To support the **is** and **starts with** query types, perform the following steps:
 - a. Add the QueryType elements with the value of the QueryType XML attribute as **EQ** and **FLIKE**.

- b. To customize the query type description, set the value of the QueryTypeDesc XML attribute to the correct bundle key.

The search attribute is added.

Following is the newly added attribute element for the master price list ID field:

```
<Attribute Action="ADD" Name="PricelistName" DisplayName="b_Price_List_Name"
XPath="PricelistHeader/InheritFromPricelistHeader">
  <Configuration>
    <UIControlConfiguration xtype="xadvancedtextcontrol"/>
  </Configuration>
  <StringQueryTypes>
    <QueryType QueryType="EQ" QueryTypeDesc="is"/>
    <QueryType QueryType="FLIKE"/>
  </StringQueryTypes>
</Attribute>
```

Example - Modifying a Search Attribute:

About this task

Users may want to allow only the is and starts with query types for the Item ID field in the Advanced Search Item screen in order to improve the performance of the search task. In such a scenario, you can modify the existing query types for the search attribute.

To modify the QueryType XML attribute:

Procedure

1. Create the Item.xml file if it does not exist in the `<install_dir>/extensions/sbc/webpages/sbc/metadata/advancedsearch` folder.
2. Create an element, **Attribute**, as a child element of the Attributes root element.
3. Set the value of the **Name** attribute to **ItemID**.

Following is the XML attribute that has to be modified:

```
<Attribute Name="ItemID" DisplayName="b_ItemSearch_Item_ID" XPath="Item">
  <Configuration>
    <UIControlConfiguration xtype="xadvancedtextcontrol"/>
  </Configuration>
</Attribute>
```

4. Set the value of the Action attribute to ADD.
5. Add the QueryType elements with the value of the QueryType XML attribute as EQ and FLIKE.
6. To customize the query type description, set the value of the QueryTypeDesc XML attribute to the correct bundle key.

The XML attribute is modified.

Following is the attribute element that is modified:

```
<Attribute Name="ItemID" DisplayName="b_ItemSearch_Item_ID" XPath="Item" Action="ADD">
  <Configuration>
    <UIControlConfiguration xtype="xadvancedtextcontrol"/>
  </Configuration>
  <StringQueryTypes>
    <QueryType QueryType="EQ" QueryTypeDesc="is"/>
    <QueryType QueryType="FLIKE" QueryTypeDesc="starts_with"/>
  </StringQueryTypes>
</Attribute>
```

Remove a Search Attribute

About this task

You may want users to exclude a search attribute when performing an advanced search. In such a scenario, you can remove the corresponding attribute from the search criteria.

To remove a search attribute:

Procedure

1. Create a corresponding Advanced Search metadata file if it does not already exist in the `<install_dir>/extensions/sbc/webpages/sbc/metadata/advancedsearch` folder.
2. Create an element, **Attribute**, as a child element of the Attributes root element.
3. Set the value of the Name attribute to the name of the search attribute you want to remove.
4. Set the value of the corresponding Action XML attribute to **DELETE**.
The search attribute is removed.

Note: Ensure that you rebuild the enterprise archive (EAR) after removing a search attribute. For more information about building the EAR, see the *Sterling Selling and Fulfillment Foundation: Installation Guide*.

Example - Removing a Search Attribute:

About this task

You may, for example, want users to exclude the target attribute as a search criteria from the Advanced Pricing Rule Search screen. In such a scenario, you can remove the corresponding XML attribute from the PricingRule.xml file.

To remove the target attribute:

Procedure

1. Create the PricingRule.xml file if it does not exist in the `<install_dir>/extensions/sbc/webpages/sbc/metadata/advancedsearch` folder.
2. Create an element, **Attribute**, as a child element of the Attributes root element.
3. Set the value of the Name attribute to **TargetAttributeValue**.
4. Set the value of the corresponding Action XML attribute to **DELETE**.

The search attribute is removed.

Following is the attribute element that is removed:

```
<Attribute Name="TargetAttributeValue" Action="DELETE">
</Attribute>
```

Customize the Conditions in an Approval Rule for Sterling Business Center

Sterling Business Center enables enterprise users to create approval rules that will be used to set and enforce discount policies in the Sterling Field Sales application. Enterprise users can also create the conditions under which an approval rule will become applicable. You, as an implementer, can customize the conditions displayed in the Approval Rule Summary screen. A condition pertains to a domain that is

displayed in a tree hierarchy containing various entity attributes. Depending on the entity attribute selected, fields are displayed in the dynamic row of the Conditions panel.

You can customize the Conditions panel in the Approval Rule Summary screen by configuring the ApprovalRuleConfig.xml file in the `<install_dir>/extensions/sbc/webpages/sbc/metadata/approval` folder. You must create the ApprovalRuleConfig.xml file to specify the entity attributes, along with details such as the controls to be displayed in the user interface (UI), query types to be used, and so on.

Approval Rule – Sample Configuration Metadata XML File

Below is a sample configuration metadata XML file for an Approval Rule.

```
<ApprovalConfig>
  <Domain Name="Order">
    <Attributes>
      <Attribute Name="OrderDate" DisplayName="b_Effective_Start_Date"
        XPath="Order" DefaultQueryType="DATEGREATER">
        <QueryTypes>
          <QueryType QueryType="DATEGREATER" QueryTypeDesc="b_date_greater">
            <GreexFunction Name="dateGreater" />
            <Configuration>
              <UIControlConfiguration xtype="xapprovaldatecontrol" />
            </Configuration>
          </QueryType>
        </QueryTypes>
      </Attribute>
    </Attributes>
  </Domain>
</ApprovalConfig>
```

Refer to the following table for more information about the other XML attributes.

Component	Component Type	Component Location	Description
Name	Attribute	ApprovalConfig/Domain/Attributes/Attribute	Indicates the XML name of the entity attribute.
DisplayName	Attribute	ApprovalConfig/Domain/Attributes/Attribute	Indicates the bundle key of a label that is displayed in a drop-down list for entity attributes. If the label is not mentioned, the Name attribute is considered as the bundle key to display the label. The bundle entry should be defined in the server-side bundle file.
XPath	Attribute	ApprovalConfig/Domain/Attributes/Attribute	Indicates the XML path of the element to which the entity attribute belongs. This XML path is also used by the corresponding Greex Rule XML to locate the entity attribute when the approval rule is being evaluated.
DefaultQueryTypes	Attribute	ApprovalConfig/Domain/Attributes/Attribute	Indicates the default query type for the entity attribute.

Component	Component		Description
	Type	Component Location	
compareAny	Attribute	ApprovalConfig/Domain/Attributes/Attribute	Indicates that the Greex engine compares any of the values of the corresponding XPath.
QueryTypes	Element	ApprovalConfig/Domain/Attributes/Attribute/QueryTypes	Indicates the parent element of the supported query types for the entity attribute.
QueryType	Element	ApprovalConfig/Domain/Attributes/Attribute/QueryTypes/QueryType	Indicates the query types that are supported for the entity attribute. Ensure that you set the value of the corresponding GreexFunction child element.
QueryType	Attribute	ApprovalConfig/Domain/Attributes/Attribute/QueryTypes/QueryType	Indicates the query type.
QueryTypeDesc	Attribute	ApprovalConfig/Domain/Attributes/Attribute/QueryTypes/QueryType	Indicates the bundle key of the label that is displayed for the query type in the UI. This bundle entry should be defined in the server-side bundle file.
GreexFunction	Element	ApprovalConfig/Domain/Attributes/Attribute/QueryTypes/QueryType/GreexFunction	Indicates the Greex Function associated to a query type.
Name	Attribute	ApprovalConfig/Domain/Attributes/Attribute/QueryTypes/QueryType/GreexFunction	Indicates the Greex Function associated to a query type so that the condition using this query type can be transformed in a Greex Rule XML.
Configuration	Element	ApprovalConfig/Domain/Attributes/Attribute	Indicates that the entity attribute will have certain configurations for UI control and possible values for the entity attribute.
ActionURL	Attribute	ApprovalConfig/Domain/Attributes/Attribute/QueryTypes/QueryType/Configuration	Indicates the action that returns the list of possible values for the entity attribute. This action may either return the static list of predefined values or call the corresponding API to get them, and then return them. For example, ActionURL can return the values pertaining to the common codes, currency, and countries.

Component	Component Type	Component Location	Description
UIControlConfigurationElement	Element	ApprovalConfig/Domain/Attributes/Attribute/QueryTypes/QueryType/Configuration/UIControlConfiguration	Indicates that the entity attribute will have certain configurations for UI control.
xtype	Attribute	ApprovalConfig/Domain/Attributes/Attribute/QueryTypes/QueryType/Configuration/UIControlConfiguration	Indicates the type of control that is displayed in the Conditions panel in the Approval Rule Summary screen for the entity attribute. For the list of xtypes and descriptions, see the section below, <i>Possible xtypes for an XML Attribute When Defining an Entity Attribute</i> .
decimalPrecision	Attribute	ApprovalConfig/Domain/Attributes/Attribute/QueryTypes/QueryType/Configuration/UIControlConfiguration	Indicates the number of digits allowed after a decimal separator of a decimal number in a number field.
allowNegative	Attribute	ApprovalConfig/Domain/Attributes/Attribute/QueryTypes/QueryType/Configuration/UIControlConfiguration	Indicates if negative values are allowed as an input in a number field.
maxValue	Attribute	ApprovalConfig/Domain/Attributes/Attribute/QueryTypes/QueryType/Configuration/UIControlConfiguration	Indicates the maximum value that is allowed as an input in a number field.
optionsBinding	Attribute	ApprovalConfig/Domain/Attributes/Attribute/QueryTypes/QueryType/Configuration/UIControlConfiguration	The optionsBinding attribute is used to specify the repeating elements of the list that constitutes one value of either combination box values or radio button values. Note: This is applicable only for a combination box and a radio button.
displayField	Attribute	ApprovalConfig/Domain/Attributes/Attribute/QueryTypes/QueryType/Configuration/UIControlConfiguration	The displayField attribute specifies the attribute whose value is used as the label. Note: This is applicable only for a combination box and a radio button.
valueField	Attribute	ApprovalConfig/Domain/Attributes/Attribute/QueryTypes/QueryType/Configuration/UIControlConfiguration	The valueField attribute is used to uniquely identify the repeating element in order to display the correct value of the selected option from either a combination box or a radio button.

Possible xtypes for an XML Attribute When Defining an Entity Attribute

Following are the possible xtypes that can be used when defining the values of the XML attributes for an entity attribute:

xtype	Description
xapprovaltextcontrol	Used to display a text box in the UI.
xapprovalradiocontrol	Used to display radio buttons in the UI.
xapprovaldatecontrol	Used to display a field for entering date in the UI.
xapprovalcombocontrol	Used to display a drop-down list in the UI.
xapprovaltriggercontrol	Used to display a trigger field in the UI.
xapprovalattributelookup	Used to display the Item attribute lookup widget in the UI.
xapprovalnumbercontrol	Used to display a number field in the UI.

Add a New Entity Attribute to a Domain About this task

You can add a new entity attribute to a domain that is displayed in the tree hierarchy from which an enterprise user can select the newly added entity attribute to create a condition. However, you cannot add a new dynamic entity attribute like the Item attribute to a domain. This is because the dynamic entity attributes are read dynamically from the database, and depending on the entity attribute the XML attributes such as query types, xpaths and so on are displayed. You can add new entity attributes to the Order and OrderLine domains.

To add a new entity attribute to a domain:

Procedure

1. Create the **ApprovalRuleConfig.xml** file if it does not already exist in the `<install_dir>/extensions/sbc/webpages/sbc/metadata/approval` folder.
2. Create an element, **Attribute**, as a child element of the Attributes element. Ensure that you follow the structure of the following sample XML file when creating elements.
3. Set the value of the Action XML attribute to **ADD**.
4. Define the values of the other XML attributes.

Note: Ensure that you rebuild the enterprise archive (EAR) after adding an entity attribute. For more information about building an EAR, refer to the *Sterling Selling and Fulfillment Foundation: Installation Guide*.

Note: You cannot use custom Greex functions to define the customized conditions for an Approval Rule.

Modify an Entity Attribute in a Domain

About this task

You can modify an entity attribute in a domain to add a new query type or delete an existing query type. The entity attribute is displayed in the tree hierarchy from which an enterprise user can select the modified entity attribute to create a condition. However, you cannot modify an existing dynamic entity attribute such as ItemAttribute in a domain.

To modify an entity attribute in a domain:

Procedure

1. Create the ApprovalRuleConfig.xml file if it does not already exist in the `<install_dir>/extensions/sbc/webpages/sbc/metadata/approval` folder.
2. Create an element, **Attribute**, as a child element of the Attributes element.
3. Set the value of the Action XML attribute to **MODIFY**.
4. Modify the values of the other XML attributes.

Add a New Query Type to an Entity Attribute:

About this task

To add a new query type to an entity attribute:

Procedure

1. Create the **ApprovalRuleConfig.xml** file if it does not already exist in the `<install_dir>/extensions/sbc/webpages/sbc/metadata/approval` folder.
2. Create an element, **Attribute**, as a child element of the Attributes element.
3. Set the value of the XML attribute, QueryType, to **ADD**.
4. Modify the values of the other XML attributes.

Delete an Existing Query Type from an Entity Attribute:

About this task

If you delete a query type and the corresponding entity attribute is used by a condition in an approval rule, none of the conditions will be displayed in the Approval Summary screen corresponding to the approval rule.

To delete an existing query type from an entity attribute:

Procedure

1. Create the **ApprovalRuleConfig.xml** file if it does not already exist in the `<install_dir>/extensions/sbc/webpages/sbc/metadata/Approval` folder.
2. Create an element, **Attribute**, as a child element of the Attributes element.
3. Set the value of the QueryType XML attribute to **DELETE**.

Note: Ensure that you rebuild an enterprise archive (EAR) after modifying an entity attribute. For more information about building the EAR, refer to the *Sterling Selling and Fulfillment Foundation: Installation Guide*.

Delete an Entity Attribute from a Domain

About this task

You can delete an entity attribute from a domain. If you delete an entity attribute and the entity attribute is used by a condition in an approval rule, none of the conditions will be displayed in the Approval Summary screen corresponding to the approval rule.

To delete an entity attribute from a domain:

Procedure

1. Create the **ApprovalRuleConfig.xml** file if it does not already exist in the `<install_dir>/extensions/sbc/webpages/sbc/metadata/approval` folder.
2. Create an element, **Attribute**, as a child element of the **Attributes** element.
3. Set the value of the Action XML attribute to **DELETE**.

The entity attribute is deleted from the domain.

Note: Ensure that you rebuild an enterprise archive (EAR) after deleting an entity attribute. For more information about building the EAR, refer to the *Sterling Selling and Fulfillment Foundation: Installation Guide*.

Note: You cannot use custom Greex functions to define the customized conditions for an Approval Rule.

Debugging Tools of the Web UI Framework

- Console

This appears at the bottom of the screen after you log in to the application. It includes the following features:

- Debug Console tab

This shows the actions that you ran while tracing actions using the Start Trace button (for more information, see next bullet).

It also includes a panel for your test scripts. You can trap errors using these scripts.

- DOM Inspector

This shows the paths for files used on the screen (JavaScript, css, and other files).

- Start Trace button

When you click this button, all of the actions that you take are recorded until you click the Stop Trace button. The button toggles between the Start Trace and Stop Trace labels. Your actions are recorded on the Debug Console tab of the Console.

To display this button, click **Ctrl + F2**.

- View Screen Model button

Clicking this button displays the Screen Model dialog box, which shows the following information:

- Ext JS-based screen information.
- The namespaces that are bound to this screen.
- The data for these namespaces.

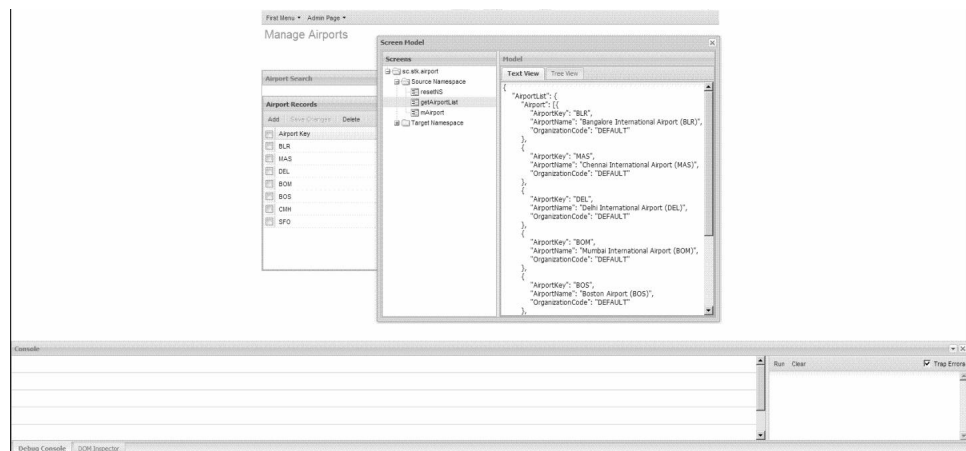
You can view this information in one of the following ways:

- Text View
Shows the data in the JSON format.
- Tree View
Shows property information about the object in a directory view.

To display this button, click **Ctrl + F2**.

For an example of this button, do the following:

1. Click **Admin Page > Manage Airport**
2. Click the **Search** button.
Search results appear.
3. Click **Ctrl + F2**.
4. Click the **View Screen Model** button.
The Screen Model dialog box appears.



5. In the Screens panel, click down the tree through `sc.[application].airport` and Source Namespace and select the `getAirportList` namespace.
6. In the Model panel, click on the Text View and the Tree View to see different views of the data for the `getAirportList` namespace.

Setting Up Backend Logging in the web.xml File in the Web UI Framework

About this task

The Web UI Framework allows you to enable logging for backend framework usages (Struts, mashups, and API), based on the URI for each client. Once you have specified the logging, you can activate it using the **Start Request Log** button in the debugging toolbar in the application.

For each logging request, the WUF backend logging will be done for the following:

- When a Struts action is called, the Struts action name is logged.
- When a mashup is invoked, the XAPIMashup class name and the API name/Flowname are logged.
- When a redirect happens or `requestDispatcher` is created.

Procedure

1. Use the `scui-request-log-enabled` context parameter of the `web.xml` file to set up backend logging. By default, this parameter is set to **true**. If it is not set to **true**, then the **Start Request Log** button does not appear.

Sample `web.xml` entry:

```
<context-param>
  <param-name>scui-request-log-enabled</param-name>
  <param-value>true</param-value>
</context-param>
```

2. Use the `com.sterlingcommerce.ui.web.framework.utils.SCUIUtils` class to provide static methods to check if logging is enabled.

```
public static boolean isRequestLogEnabledInCtx(SCUIContext uiContext){
    return isRequestLogEnabledInCtx(uiContext.getWebContext().getRequest());
}
public static boolean isRequestLogEnabledInCtx(HttpServletRequest request){
    // read from context param if enabled
    // read from the boolean from isRequestLogEnabled
    return isRequestLogEnabledInCtx;
}
...
public static boolean isRequestLogEnabled(SCUIContext uiContext){
    return isRequestLogEnabled(uiContext.getWebContext().getRequest());
}
...
public
static boolean isRequestLogEnabled(HttpServletRequest request){
    // read from context param if enabled
    // read from the boolean from isRequestLogEnabled
    return isRequestLogEnabled;
}
```

3. Use the `com.sterlingcommerce.ui.web.framework.context.SCUIContext` class to actually log the message. The utility method in this class can be used by the application to log its request-based messages. It will be logged only if the `scui-request-log-enabled` context parameter is **true** and the user has started the request log via the debugging toolbar.

Note: A runtime exception is thrown if the method is called when logging is not enabled by, for example, another internal method.

```
...
public void setRequestLogMessage(String message){
    ...
    // check if log enabled and attribute already exists.
    this.setAttribute(SCUIConstants.REQUEST_LOG_MSG_PARAM_NAME, message);
}
...
```

4. A separate appender is used to put all request-based logging in a separate file. The `requestinfo.log` file is available at `<install>/logs` or your default log location.

The log has to be enabled by one of the following actions:

- The `-Dyfs.logall=Y` command
- Enabling logging via the System Management Console.

If the log is not enabled, no logging will take place.

Sample log message:

```
2010-02-18 06:38:47,257:DEBUG :[ACTIVE] ExecuteThread: '0' for queue: 'weblogic.kernel.Default (
Inside SCUIAction flightTrip
Getting Request dispatcher /stk/flightTrip/flightTrip.jsp [system]: requestlogger
2010-02-18 06:39:08,806:DEBUG :[ACTIVE] ExecuteThread: '4' for queue: 'weblogic.kernel.Default (
Inside SCUIAction getFlightTrip
```

```

Inside SCUIXAPIMashup com.sterlingcommerce.ui.web.platform.mashup.SCUIXAPIMashup
Api name is getFlightTripList
Getting Request dispatcher /stk/flightTrip/gft.jsp [stkadmin]: requestlogger
2010-02-18 06:39:09,013:DEBUG :[ACTIVE] ExecuteThread: '4' for queue: 'weblogic.kernel.Default'
Inside SCUIAction getOrganizationList
Inside SCUIXAPIMashup com.sterlingcommerce.ui.web.platform.mashup.SCUIXAPIMashup
Api name is getOrganizationList
Getting Request dispatcher /stk/flightTrip/gol.jsp [stkadmin]: requestlogger
2010-02-18 06:39:11,833:DEBUG :[ACTIVE] ExecuteThread: '4' for queue: 'weblogic.kernel.Default'
Inside SCUIAction airport
Getting Request dispatcher /stk/airport/airportScreen.jsp [stkadmin]: requestlogger
2010-02-18 06:39:15,836:DEBUG :[ACTIVE] ExecuteThread: '4' for queue: 'weblogic.kernel.Default'
Inside SCUIAction getAirportList
Inside SCUIXAPIMashup com.sterlingcommerce.ui.web.platform.mashup.SCUIXAPIMashup
Api name is getAirportList
Getting Request dispatcher /stk/airport/airportList.jsp [stkadmin]: requestlogger
2010-02-18 06:39:52,948:DEBUG :[ACTIVE] ExecuteThread: '4' for queue: 'weblogic.kernel.Default'
Inside SCUIAction activateRequestLog [stkadmin]: requestlogger

```

5. The **Stop Request Log** button comes up on the debugging toolbar when the **Start Request Log** button is activated. Clicking the **Stop Request Log** button will stop the logging in the requestinfo.log file after a final Struts action is called.

Enabling Backend Logging in the User Interface with the Web UI Framework

Procedure

1. In the user interface, display the **Start Request Log** button by clicking **Ctrl + F2**.

The button appears in the debugging toolbar which appears in the upper lefthand corner of the screen.



2. To enable logging, click the **Start Request Log** button.

The Console will not display any details about request logging. It will be available in the requestinfo.log file either in the default log directory or in the log directory specified by the user during installation.

The button name changes to **Stop Request Log**.

Log messages will be created when a Struts action is called, when a mashup is invoked, and when a redirect happens or a requestDispatcher is created.

3. To disable logging, click the **Stop Request Log** button. The request-based logging will stop.

The button name changes to **Start Request Log**.

State Management in the Web UI Framework

The Web UI Framework provides a mechanism for state management, which enables the application to remember a user interface state and apply it across user sessions. You can implement state management with either the default implementation of the Web UI Framework or with a pluggable custom implementation. You can also customize the default implementation of the Web UI Framework.

The default Web UI Framework implementation of state management has the following features:

- The state is saved and restored from the database, where the `PLT_USER_UI_STATE` table contains the state information.
- The UI state is stored on a periodic basis. The time period is configurable.

Note: Saving the UI state on every change is performance-intensive.

- You can control the list of components whose state is stored/restored.
- State changes are remembered/cached. If there are no state changes, then the state is not saved.
- Utility methods are provided on both the client side and the server side to synchronously fetch the state. The UI state is cached on the client side once it has been accessed, to avoid multiple round trips to the server.
- If a particular user is deleted, the state for that user is automatically deleted from the `PLT_USER_UI_STATE` table.

Implementing State Management with the Web UI Framework

When you install the application that uses the Web UI Framework, a default implementation of state management is provided.

In the Ext JS JavaScript framework, `Ext.state.Provider` is the abstract base class for state provider implementations. This class provides methods for encoding and decoding typed variables, including dates and definitions of the `Provider` interface.

If you want to provide your own implementation of state management, the `Ext.state.CookieProvider` class has an example of this implementation.

The state is saved periodically by posting the data to a servlet, which in turn delegates the task to a class that is specified in the `web.xml` file. The UI framework defines an interface which the class in the `web.xml` file needs to implement.

```
<context-param>
  <param-name>scui-uistate-provider</param-name>
  <param-value>
    com.sterlingcommerce.ui.web.platform.state.SCUIStateProvider
  </param-value>
</context-param>
```

The default state provider works along with the Ext library in the following manner:

- Local caching of component states, for faster retrieval on subsequent actions.

Note: This might not be useful for multiple page applications.

- Saves the available/changed state into the database on page unload. This assumes that the session timeout has not occurred.

- The Ext library automatically calls the get state method for all components which are state-aware.
- The Ext library automatically calls the set state method whenever the state changes for a component.

By default, the state management implementation is not registered with the Ext JS library. The implementation needs to be registered by the application. This provides flexibility if the application does not require the UI state to be persisted.

Interface Contracts of the Web UI Framework - State Management on the Client Side and Server Side

The state management task has interface contracts on both the client side (JavaScript) and the server side (Java).

For more information, refer to:

- The Ext JS framework documentation at (2.2.1) <http://www.extjs.com/depoy/ext-2.2.1/docs/> or (3.0) <http://www.extjs.com/depoy/dev/docs/>.
- The Java API documentation in your installation directory (<INSTALL_DIR>/xapidocs/core_javadocs).

Interface Contract	Description	Methods
SC.platform.state.StateProvider (client side)	<p>Implements the Ext.state.Provider base class for state provider implementations.</p> <p>Ext.state.Provider has the following methods:</p> <ul style="list-style-type: none"> • get Returns the current value for a key. • clear Clears a value from the state. • set Sets the value for a key. <p>An example of a custom implementation of state management is in the Ext.state.CookieProvider class.</p>	<p>Includes the following utility methods:</p> <ul style="list-style-type: none"> • Retrieves the state from the database, given the ScreenName and the ComponentName. • Retrieves a list of all component states from a database, given a ScreenName. • Persists a state to a database, given a ScreenName and a ComponentName. • Clears a state, given a ScreenName and a ComponentName.

Interface Contract	Description	Methods
ISCUIStateProvider (server side)	<p>Manages the saving and retrieving of the UI state.</p> <p>Use one of the following methods to implement this contract:</p> <ul style="list-style-type: none"> Make the following web.xml context parameter entry: <pre> <param-name> scui-uistate-provider </param-name> <param-value> (Fully qualified class name of the implementation) </param-value> </pre> Call the setUIStateProvider utility method of the SCUIStateHelper class. 	<ul style="list-style-type: none"> getUIState(userId, componentId, screenId, applicationId, uiContext) <p>Retrieves the state of the given component.</p> getListOfUIStatesForScreen(userId, screenId, applicationId, uiContext) <p>Retrieves the full list of state information for all components belonging to the specified screen.</p> init(servletContext) <p>Performs initialization. Called only once in the life cycle.</p> saveUIState(uiState, uiContext) <p>Saves/persists the provided state object.</p> saveUIStatesList(uiStateList, uiContext) <p>Saves/persists the provided list of state objects.</p>

Transaction Management in the Web UI Framework

The Web UI Framework provides tools for transaction management. This helps you decide how to start, end, commit, and roll back transactions, which ensures data integrity.

You can implement transaction management with either the default implementation of the Web UI Framework or with a pluggable custom implementation. You can customize the Web UI Framework implementation of transaction management. All customizations involve changes to the web.xml file and to the transaction management interface contract of the Base UI Framework.

Transaction management is handled in the mashup layer of the Web UI Framework. The mashup layer also handles authorization and connects the user interface of the application with the business logic (data layer). More than one mashup can be defined within the mashup layer, and one mashup is one transaction. If one mashup is nested within another mashup, the beginning and end of the parent mashup is one transaction.

Implementing Transaction Management with the Web UI Framework

You can implement transaction management in one of the following two ways:

- A custom implementation of transaction management that uses the interface classes of the Web UI Framework.

Applications need to register their implementation for the `ISCUITransactionContextFactory` class either as a context parameter or by making a Java call to the method `SCUITransactionContextHelper.setTransactionContextFactory`.

Registering can be done by either of the following methods:

- Calling the static setter method `SCUITransactionContextHelper.setTransactionContextFactory`
- Adding a context parameter `scui-transaction-context-factory` with the value as the implementation class name. In this case, the helper class will instantiate the context factory.

```
<context-param>
  <param-name>scui-transaction-context-factory</param-name>
  <param-value>
    com.sterlingcommerce.app.TransactionContextFactory
  </param-value>
</context-param>
```

In both methods, the Web UI Framework will call the `init` method of the `ISCUITransactionContextFactory` class just after registering it. Applications can use this method to do some initializations for the factory.

Errors might occur if a factory class is not provided or if a class registered using the context parameter does not implement the interface `ISCUITransactionContextFactory`. In either of these situations, if a transaction context is requested, Web UI Framework will throw a `SCUIException` with the proper error message.

- The default implementation of the Web UI Framework. You can customize this implementation. Use the following interface classes:
 - `YFSContext`
 - `YCPUIAPIManager`

The Web UI Framework provides the same transaction management functionalities as the previous version of the application.

Interface Contracts of the Web UI Framework - Transaction Management

For more information, refer to the Java API documentation in your installation directory (`<INSTALL_DIR>/xapidocs/core_javadocs`).

Interface Contract	Description	Methods
ISCUITransactionContext	ISCUITransactionContext defines the behavior expected in any implementation of transaction context in an application.	<ul style="list-style-type: none"> <li data-bbox="1065 239 1430 394">• begin Called on the beginning of the current transaction. Can be used to prepare connections to data sources. <li data-bbox="1065 411 1430 583">• commit Commits all of the changes for the current transaction. Called after the successful execution of all of the tasks for the current transaction. <li data-bbox="1065 600 1430 772">• rollback Called if any of the tasks for the current transaction fails. You can roll back all of the changes made during that transaction. <li data-bbox="1065 789 1430 961">• end Called when the current transaction ends. You can use this method to close all of the connections made to the data sources for that transaction. <li data-bbox="1065 978 1430 1066">• addTransactionObject Adds multiple connections to a transaction context. <li data-bbox="1065 1083 1430 1171">• removeTransactionObject Removes connections to a transaction context. <li data-bbox="1065 1188 1430 1304">• getTransactionObject Fetches an already-added transaction object from the transaction context.

Interface Contract	Description	Methods
ISCUITransactionContextFactory	Defines the behavior expected in any implementation of a Transaction Context Factory in an application.	<ul style="list-style-type: none"> • <code>createTransactionContext</code> Creates a Transaction Context for a transaction. You can either create a new Transaction Context or fetch it from a Transaction Context pool and return it. • <code>releaseTransactionContext</code> Called when a transaction finishes. This method can either destroy a Transaction Context or return it to the pool. • <code>init</code> Instantiates a class when the first call for a Transaction Context is made. This method is called once for a Transaction Factory during instantiation. • <code>sessionDestroyed</code> Called when a session is destroyed. You can choose to perform an action based on the session destroyed. <p>The <code>ISCUITransactionContextFactory</code> class extends the <code>ISCUISessionAware</code> class, which is a marker class that helps the <code>ISCUITransactionContextFactory</code> class register itself to the <code>HttpSessionListener</code> implementation class.</p>

Transaction management also includes the following helper class which an application needs for transaction management-related tasks.

Class Name	Description	Methods
SCUITransactionContextHelper	Acts as a controller for transaction management.	<ul style="list-style-type: none"> setTransactionContextFactory Registers the transaction context factory of an application. You can use this method to initialize and register a factory during the start of a web application. For any transaction context request, the SCUITransactionContextHelper class first looks to see if a factory is set. If not, the class tries to instantiate a factory using a context parameter. If a parameter is not found, an error is thrown. Once instantiated, the same instance is used for further references unless another context is set using the setTransactionContextFactory method. getTransactionContextFactory Returns the Current[®] Transaction Context Factory for an application. Returns null if no Factory is set or loaded.

Look and Feel

UI Branding in the Web UI Framework

The Web UI Framework allows you to change the UI branding to your own brand name, including company logos. You can use the Ext JS Plugins to customize the look and feel. For more information on how to use Ext JS Plugins, refer to the information on Programming Tools of the Web UI Framework.

You can also change the theme and other items. A sample application can be divided into the following two parts:

- Themes
- Layout

Themes

All of the themes used in the Web UI Framework use CSS files that can be overridden by:

- Putting the overridden entries in a directory. A custom CSS file can be placed anywhere.

Use the IncludeCSS tag to override the CSS file. The IncludeCSS tag supports a locale. Use the localized file of the CSS for the corresponding locale. The localized file can then be used to override the CSS.

Example:

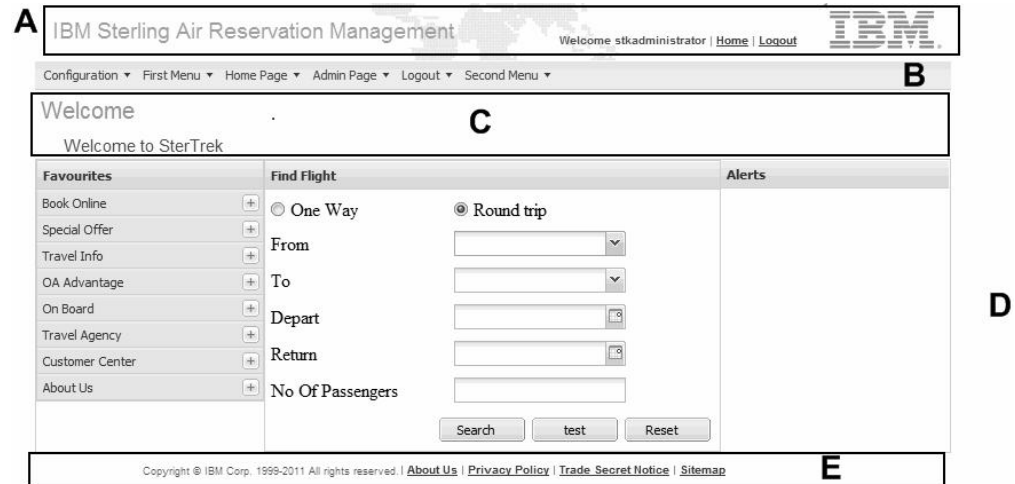
```
<scuitag:includeCSS path="/sfs/resources/default/css/sfs-core.css" />
```

- Using the post authentication implementation (ISCUIPostAuthenticationProvider).

Layout

This is a sample layout that can be used as a starting point by an application. You can choose to design your own custom layout, but this type of layout structure is recommended.

The screen layout can be divided into five different parts as shown below:



- A—Header
- B—Menu
- C—Page Header
- D—Page or Screen
- E—Footer

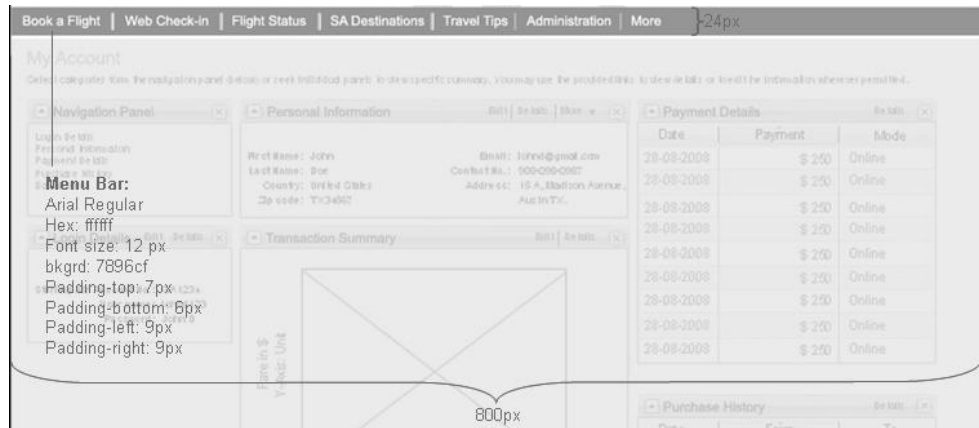
- Header—Consists of application name, company logo, static links, logged-in user's information, and a background image.

Sample Header Layout with Spacing and Text Information:

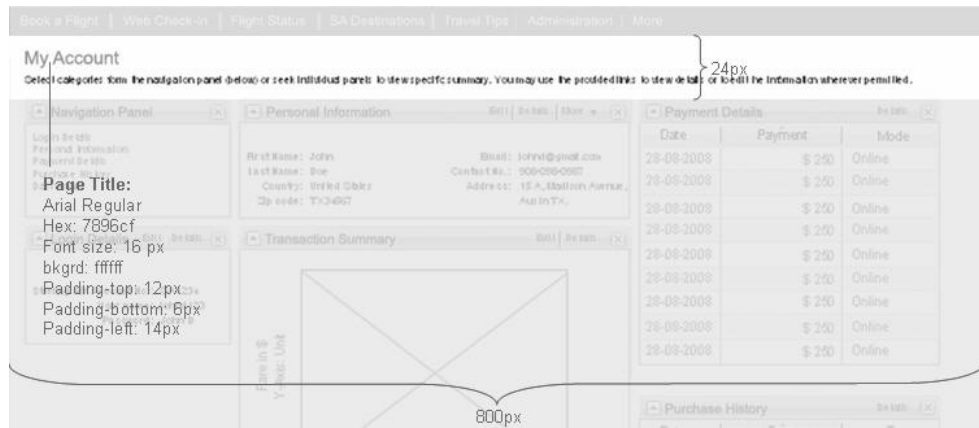


- Menu—The Web UI Framework provides the capability to include menu in a screen. Users can call a JavaScript function by passing the ID of the HTML element where the menu should be rendered. The menu entries are fetched from getUserHeirarchy API for the logged-in user.

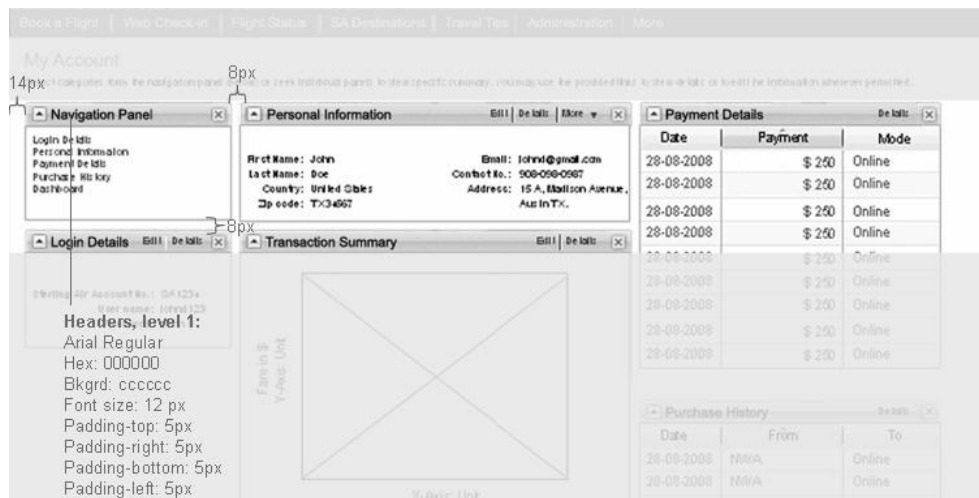
Sample Menu Layout with Spacing and Text Information:



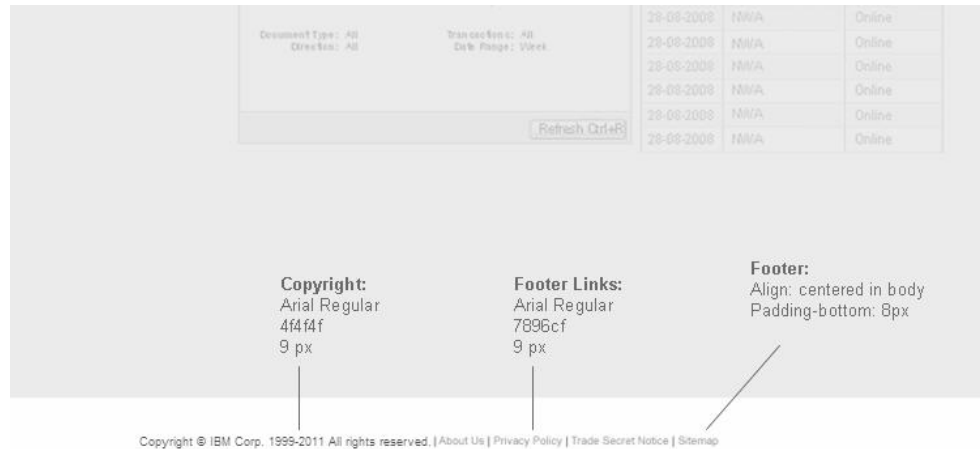
- Page Header—Consists of page title and one or more panels.
Sample Page Header Layout with Spacing and Text Information:



- Page or Screen—Consists of one or more panels.
Sample Page or Screen Layout with Spacing and Text Information:



- Footer—Consists of static links and copyright information.
Sample Footer Layout with Spacing and Text Information:



Specifying a Home Page when Building Screens with the Web UI Framework

About this task

During login, the authentication provider fetches the home page to be displayed in the following manner:

Procedure

1. It first looks for the home page entry in the forward URL which is fetched from the request parameter's scui-login-page-referrer attribute.

If the user is logging in for the first time, this attribute is set to **null** and the authentication provider looks for the custom Home Page Provider class entry. Only if the user is logging again after browsing through some pages, the authentication provider will first look for the home page to be displayed in the referral URL. For example, after logging in, the user has browsed through some pages and then for checkout he is again asked to re-enter the login information. Now, when the same user again tries to log in, the authentication provider will first look for the page to be displayed in the referral URL.

2. If the forwarded URL is not defined, it looks for the custom Home Page Provider class context param (scui-loginhomepage-provider) in the web.xml file.

If you have some custom logic on how to display the home page based on some validations, then you will need to add this custom logic and validation in your Home Page Provider class. This class should implement the `ISCUIHomePageProvider` interface. You will return the URI for home page in the `getHomePagePath(SCUIContext ctx)` method.

Using this custom home page provider, you can specify multiple home pages.

You should add the context param entry for your custom Home Page Provider class in the web.xml file as shown below:

```
<context-param>
  <param-name>scui-loginhomepage-provider</param-name>
  <param-value>com.sc.cp.MyHomePageProvider</param-value>
</context-param>
```

3. If the Home Page Provider class entry is not defined, it looks for the Default Home Page context param (scui-loginhomepage-default) in the web.xml file.

If you do not have any custom logic or validations for displaying the home page, you can provide a default home page to go to when the user is logged in.

You should add a context param entry for the default home page in the web.xml file as shown below. The `<Web_Context_Root>` variable is the context root of your web application.

```
<context-param>
  <param-name>scui-loginhomepage-default</param-name>
  <param-value>.<Web_Context_Root>/home.do</param-value>
</context-param>
```

4. If the Default Home Page entry is not defined, it will go to the home.detail page.

Indicating Mandatory UI Fields with the Web UI Framework

The Web UI Framework provides a CSS class which allows an application to indicate a field as mandatory in the Web UI Framework screens. The mandatory fields in the UI will be indicated or marked using an asterisk symbol (*).

To indicate a field as mandatory, use the `sc-mandatory` class on the label config. The `sc-mandatory` class is defined in the `platform.css` file located in the `<INSTALL_DIR>/repository/eardata/platform_uifwk/<version>/war/platform/css` directory, where `<version>` is the Sterling Application Platform version being consumed by the application. Sample Ext JS config for a label:

```
{
  xtype: "label",
  sciId: "lblClosedOn",
  text: "Closed On",
  cls: "sc-mandatory"
}
```

Adding Support for Custom Themes with the Web UI Framework

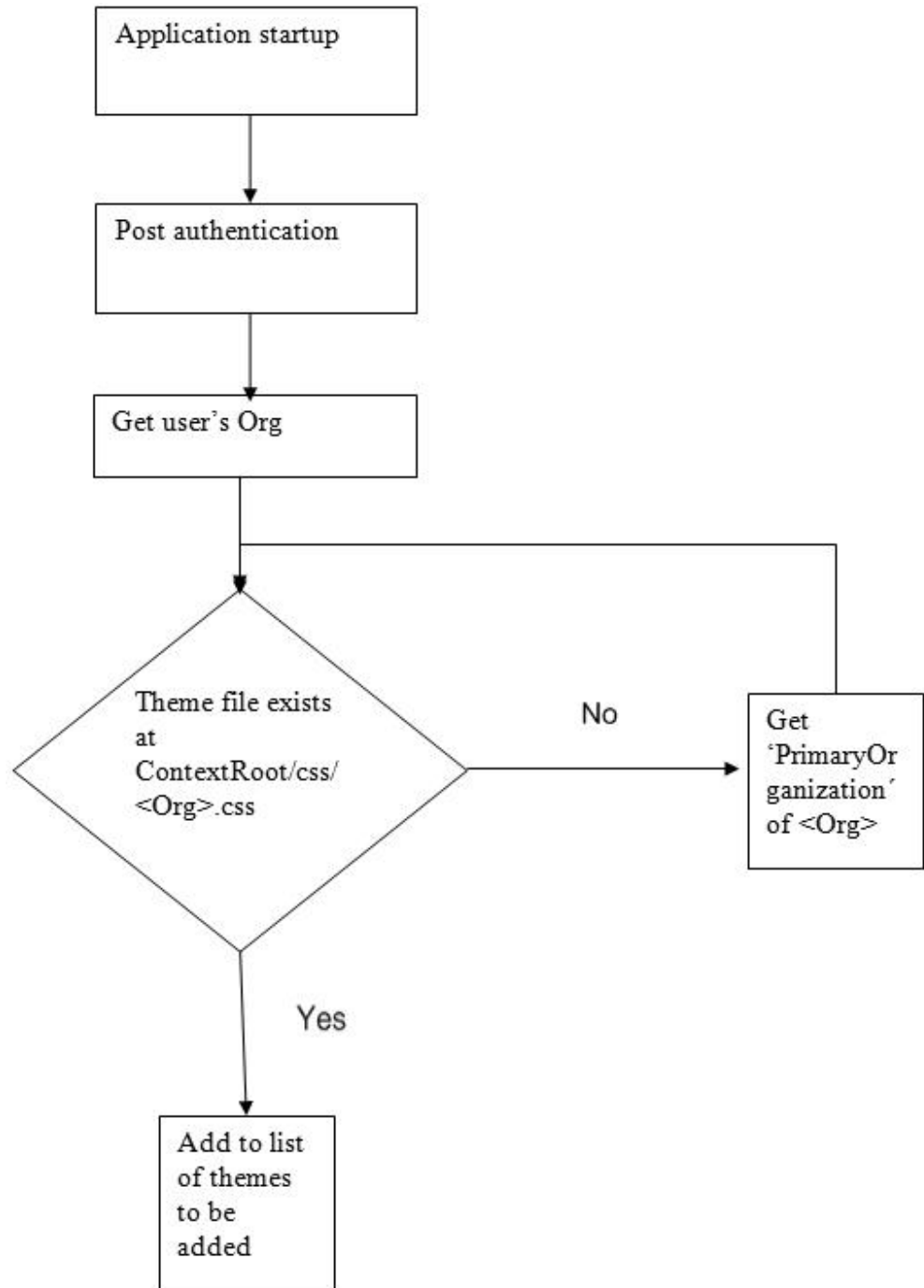
About this task

The Web UI Framework allows you to define your own custom themes. For example, you can have different themes based on organization. If the organization key (`OrganizationKey`) for user `x` is `xyz`, then you can define a new CSS file for this user as `xyz.css`. If that theme file exists, and the user is authenticated, the theme file will be loaded. If it does not exist, the application will look for `xyz`'s primary organization (`PrimaryOrganization`) and load that organization's CSS file.

You can also add or modify these custom themes based on custom logic in the post authentication implementation.

For more information, refer to the Java API documentation for the `ISCUIPostAuthenticationProvider` interface in your installation directory.

The following chart shows how the theme file is determined:



To add support for custom theme files:

Procedure

1. Set up your list of themes in an arrayList which will be added to the SCUITheme class. You can modify this arrayList if you have access to the SCUIContext class. The arrayList is created from the custom CSS file. For example:

```

private ArrayList customThemesList = new ArrayList();
public ArrayList getCustomThemesList() {
    return customThemesList;
}
  
```

```

}
public void addCustomThemes(String customTheme) {
    customThemesList.add(customTheme);
}

```

Include a reference to your arrayList in an implementation of the ISCUIPostAuthenticationProvider interface. All of the custom themes can be added using the addCustomThemes method. For example:

```

public class SCUIPostAuthenticationProviderImpl implements
    ISCUIPostAuthenticationProvider {
    public SCUISecurityResponse postAuthenticate(SCUIContext uiContext) {
        uiContext.getUserPreferences().getTheme().addAdditionalCSS(<CUSTOM_THEME>);
        return new SCUISecurityResponse();
    }
}

```

The custom CSS file name, along with the full path of the file, should be passed as the argument to the addCustomThemes method.

2. Implement the interface and the array list as a third party jar file to the application, using the install3rdparty.sh script.
3. Define the CSS by either creating a new CSS or by overriding the existing CSS.

Security

Web UI Framework Security - Authentication

Authentication identifies users who have access to the application. It is the first step in the login process. It occurs before you are authorized for resources in the application. Use the Applications Manager to specify user IDs and passwords.

All requests are authenticated unless the URI (universal resource indicator) is in the bypass list. This is sometimes done for graphic files, cascading style sheets (css), and other items that support information that is already protected by authentication.

With the Web UI Framework, you have the following options for implementing authentication:

- The default implementation, which includes support for single sign on (SSO).
If you are currently using the default implementation of authentication, and want to continue using that implementation, you must use this option. The default implementation supports all existing authentication features.
- A custom implementation where you plug in your own authentication implementation and do not use the default implementation. A customized implementation can have additional authentication processes, such as single sign on (SSO). You also can customize the post authentication mechanism.
You must use either the default authentication implementation or a customized authentication implementation, but if you do not use the default post authentication implementation, you are not required to provide a customized post authentication implementation.
- A custom implementation where you customize the default implementation.

Note: If the application is going to be installed in a multi WAR environment, do not reference UI framework classes such as “SCUIContextHelp.class” in the single sign on implementation class.

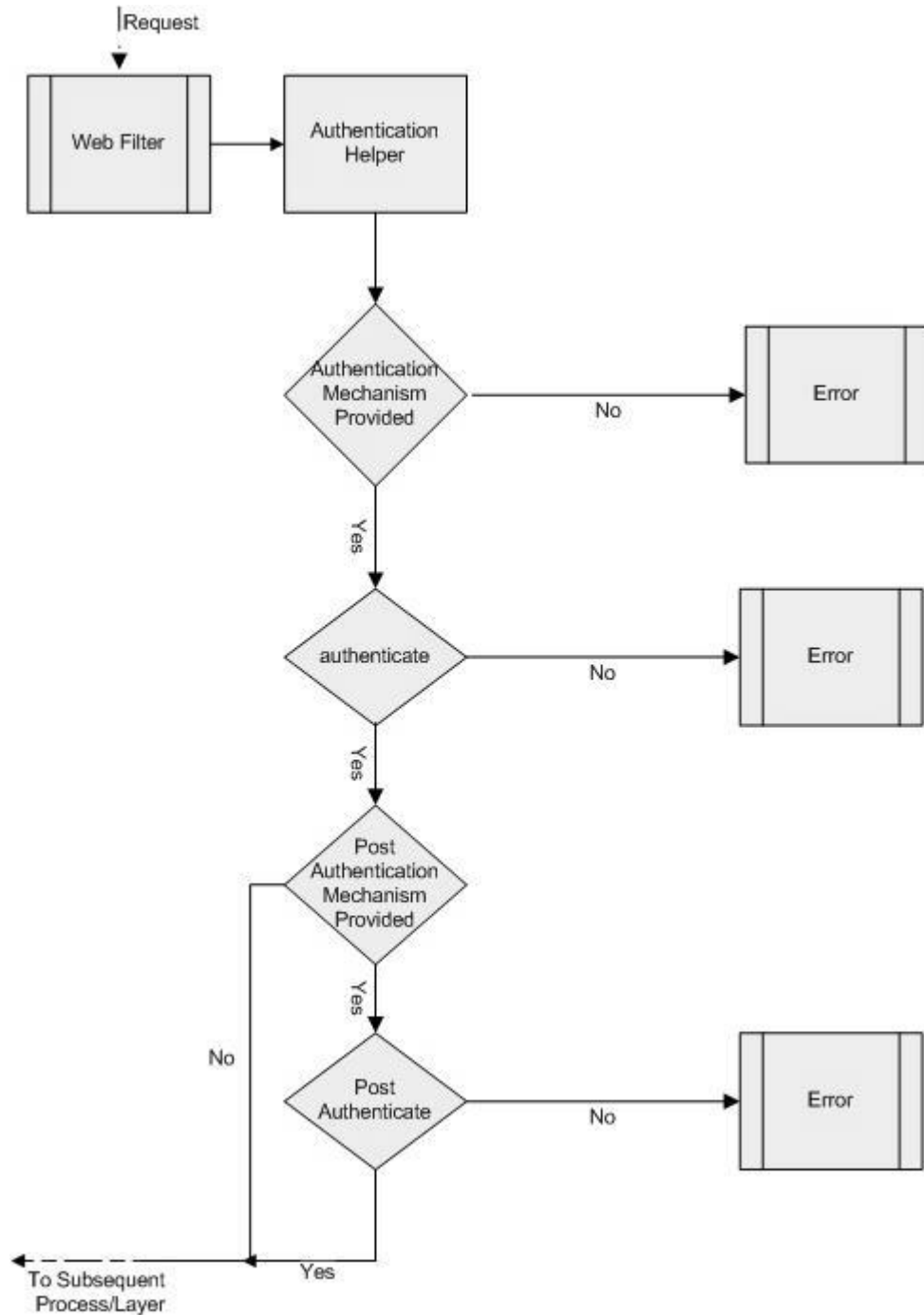
With all options, the implementation is plugged into interface contracts, which

have definitions of the behavior expected with any authentication mechanism that can plug in to it. This ensures a consistent mechanism for authentication, no matter how you are implementing it (custom or default). The interface contracts also have definitions of the behavior expected with any post-authentication mechanism, which is called if the authentication mechanism succeeds.

Authentication can be invoked in different ways:

- LDAP
- Database table

The following picture shows the flow of authentication:



Web UI Framework Security - Implementing Authentication

When you implement authentication, you must first decide if you want to customize or use the default implementation of authentication provided by the application. You have the following options:

- The default implementation.
To use this implementation, just install the application.
- A customized implementation where you plug in your own authentication implementation and do not use the default implementation.
- A customized implementation where you customize the default implementation.

Customizing Authentication

The custom authentication mechanism for the application consists of the `AuthenticationProvider` class that implements the `ISCUIAuthenticationProvider` interface. `AuthenticationProvider` is plugged in using the context parameter in `web.xml` as shown in the following example:

```
<context-param>
  <param-name>scui-authentication-provider</param-name>
  <param-value>com.app.MyAppAuthenticationProvider</param-value>
</context-param>
```

The following shows an example of a custom `AuthenticationProvider` that uses the provider specified in the `web.xml` example:

```
public class MyAppAuthenticationProvider
implements ISCUIAuthenticationProvider
{
  public SCUISecurityResponse authenticate(SCUIContext uiContext)
  {
    //authenticate the user
    //set the SCUISecurityContext in uiContext
    //set the SCUIUserPreferences in uiContext
    ....
  }

  public void init()
  {
    //initialize the authentication mechanism.
    ...
  }

  public void sessionDestroyed(HttpSessionEvent sessionEvent)
  {
    //close the connection and release it back into the pool
    ...
  }
}
```

Interface Contracts of the Web UI Framework - Authorization

For more information, refer to the Java API documentation in your installation directory (`<INSTALL_DIR>/xapidocs/core_javadocs`).

Interface Contract	Description	Methods
ISCUAuthorizationProvider	<p>Defines the behavior expected in any implementation of authorization in an application.</p> <p>ISCUAuthorizationProvider is plugged in to an application using the context parameter in web.xml:</p> <ul style="list-style-type: none"> • <param-name>scui-authorization-provider • <param-value>com.app.MyAppAuthorizationProvider 	<ul style="list-style-type: none"> • hasPermission Takes in SCUIContext and resourceId. Returns true if the user in the SecurityContext has any permission to the resource given by the resourceId. Otherwise, it returns false. • getPermission Takes in SCUIContext and resourceId. Returns an implementation of ISCUResourcePermission that contains the permission for the given resourceId. • init Handles initialization, like loading the security information or caching it. This method is called once, when ISCUAuthorizationProvider is first set. • sessionDestroyed Closes all opened session-specific handles. The ISCUAuthorizationProvider class extends the ISCUSessionAware class, which is a marker class that helps the ISCUAuthorizationProvider class register itself to the HttpSessionListener implementation class. When a session is invalidated or destroyed, the sessionDestroyed method is called by the listener to close the handles opened during initialization.

Interface Contract	Description	Methods
ISCUIResourcePermission	<p>Defines the behavior expected in any implementation of authorization for a given resource ID in an application.</p> <p>ISCUIResourcePermission is returned by ISCUIAuthorizationProvider after the authorization.</p>	<ul style="list-style-type: none"> • canRead Returns true if the user has permission to read for a given ResourceId. Otherwise, it returns false. • canEdit Returns true if the user has permission to edit for a given ResourceId. Otherwise, it returns false. • canExecute Returns true if the user has permission to execute for a given ResourceId. Otherwise, it returns false. This could be the permission control that is used for executing the mashup class.

Interface Contracts of the Web UI Framework - Post Authentication

For more information, refer to the Java API documentation in your installation directory (<INSTALL_DIR>/xapidocs/core_javadocs).

Interface Contract	Description	Methods
ISCUIPostAuthenticationProvider	<p>Defines the behavior expected in any implementation of authentication in an application.</p> <p>AuthenticationProvider is plugged in to an application using the context parameter in the web.xml file:</p> <ul style="list-style-type: none"> <param-name>scui-post-authentication-provider <param-value>com.app.MyAppPostAuthenticationProvider <p>Multiple PostAuthenticationProviders can be set using the web.xml file. No order is maintained but if one PostAuthentication fails, the request is redirected to the URL in the forwarded page with the error.</p> <p>Multiple PostAuthenticationProviders are set using the web.xml param-name scui-post-authentication-provider.</p>	<ul style="list-style-type: none"> postAuthenticate Takes in the SCUIContext. The expected response (after post authentication) is an SCUISecurityResponse object that encapsulates the return status, the URL of the page, exception, and error message. init Handles initialization, like loading the security information or caching it. This method is called once, when PostAuthenticationProvider is first set. sessionDestroyed Closes all opened session-specific handles. The ISCUAuthenticationProvider class extends the ISCUISessionAware class, which is a marker class that helps the ISCUAuthenticationProvider class register itself to the HttpSessionListener implementation class. When a session is invalidated or destroyed, the sessionDestroyedmethod is called by the listener to close the handles opened during initialization.

Web UI Framework Security - Bypassing Authentication for a URI

About this task

You can set up the application to bypass authentication for URIs (universal resource indicators) that point to graphic files, cascading style sheets (css), and other items that support information that is already protected by authentication.

Procedure

1. Open the web.xml file.
2. Add one or more parameters to the <context-param> tag:

- bypass.uri.endswith

Allows any URI ending with the specified text to be bypassed. You can use this parameter with js, css, and gif files.

In the following example, any URI that ends with “.gif” would be bypassed:

```
<context-param>
  <param-name>bypass.uri.endswith.<application>.3</param-name>
  <param-value>.gif</param-value>
</context-param>
```

- `bypass.uri.regex`
Allows any URI that includes the specified wild card characters to be bypassed.
In the following example, any URI that includes “`<app_dir>`”, “`/`”, and at least one uppercase letter would be bypassed:

```
<context-param>
  <param-name>bypass.uri.regex.<application>.1</param-name>
  <param-value>.*<app_dir>/[A-Z]+.*</param-value>
</context-param>
```

Web UI Framework Security - Authorization

Authorization enables you to grant permissions to a user for different resources. It occurs after you are authenticated in an application.

With the Web UI Framework, you have the following options for implementing authorization:

- The default implementation.
If you are currently using the default implementation of authorization, and want to continue using that implementation, you must use this option. The default implementation supports all existing authorization features.
- A customized implementation without the default implementation.
- A customized implementation of the default implementation.

With all options, the implementation is plugged into interface contracts, which have definitions of the behavior expected with any authorization mechanism that can plug into it. This ensures a consistent mechanism for authorization, no matter how you are implementing it (custom or default).

If you do not use the Web UI Framework default implementation of authorization, and no custom implementation is provided, by default the user will have access to all resources.

Authorization uses a resource ID to see if a user has permission to use a resource. Resource IDs control access to the Extensibility Workbench and Designer Workbench.

Authorization can be invoked in different ways:

- LDAP
- Database table
- A resource ID in the metadata of a mashup
To use a mashup, you must define a resource ID for the mashup to control the access of the mashup and give it to the mashup.xml.

Web UI Framework Security - Implementing Authorization

When you implement authorization, you must first decide if you want to customize or use the default implementation of authorization provided by the application. You have the following options:

- The default implementation.
To use this implementation, just install the application.
- A customized implementation without the default implementation.
- A customized implementation of the default implementation.

IBM recommends that permissions for users be cached.

Customizing Authorization

The custom authorization mechanism for the application consists of the `AuthorizationProvider` class that implements the `ISCUIAuthorizationProvider` interface and `ResourcePermission` that implements the `ISCUIResourcePermission` interface. `ResourcePermission` is returned by the `AuthorizationProvider` class after the authorization. `AuthorizationProvider` is plugged in using the context parameter in `web.xml` as shown in the following example:

```
<context-param>
  <param-name>scui-authorization-provider</param-name>
  <param-value>com.app.MyAppAuthorizationProvider</param-value>
</context-param>
```

You can generate resource permission code using the resource permission template of the Code Template Generator.

The following shows an example of a custom `AuthorizationProvider` that uses the provider specified in the `web.xml` example:

```
public class MyAppAuthorizationProvider implements
ISCUIAuthorizationProvider
{
    ....
    public boolean hasPermission(SCUIContext uiContext, String resourceId)
    {
        ISCUIResourcePermission getPermission(uiContext, resourceId);
        ....
    }
    public ISCUIResourcePermission getPermission(SCUIContext uiContext,
String resourceId)
    {
        //authorize the user from the SCUISecurityContext
        ...
    }
    public void init()
    {
        // initialize the authorization mechanism.
        ...
    }
    public void sessionDestroyed(HttpSessionEvent sessionEvent)
    {
        //close the connection and release it back into the pool    ...
    }
}
```

Interface Contracts of the Web UI Framework - Authorization

For more information, refer to the Java API documentation in your installation directory (`<INSTALL_DIR>/xapidocs/core_javadocs`).

Interface Contract	Description	Methods
ISCUIAuthorizationProvider	<p>Defines the behavior expected in any implementation of authorization in an application.</p> <p>ISCUIAuthorizationProvider is plugged in to an application using the context parameter in web.xml:</p> <ul style="list-style-type: none"> • <param-name>scui-authorization-provider • <param-value>com.app.MyAppAuthorizationProvider 	<ul style="list-style-type: none"> • hasPermission Takes in SCUIContext and resourceId. Returns true if the user in the SecurityContext has any permission to the resource given by the resourceId. Otherwise, it returns false. • getPermission Takes in SCUIContext and resourceId. Returns an implementation of ISCUIResourcePermission that contains the permission for the given resourceId. • init Handles initialization, like loading the security information or caching it. This method is called once, when ISCUIAuthorizationProvider is first set. • sessionDestroyed Closes all opened session-specific handles. The ISCUIAuthorizationProvider class extends the ISCUISessionAware class, which is a marker class that helps the ISCUIAuthorizationProvider class register itself to the HttpSessionListener implementation class. When a session is invalidated or destroyed, the sessionDestroyedmethod is called by the listener to close the handles opened during initialization.

Interface Contract	Description	Methods
ISCUIResourcePermission	<p>Defines the behavior expected in any implementation of authorization for a given resource ID in an application.</p> <p>ISCUIResourcePermission is returned by ISCUIAuthorizationProvider after the authorization.</p>	<ul style="list-style-type: none"> • canRead Returns true if the user has permission to read for a given ResourceId. Otherwise, it returns false. • canEdit Returns true if the user has permission to edit for a given ResourceId. Otherwise, it returns false. • canExecute Returns true if the user has permission to execute for a given ResourceId. Otherwise, it returns false. <p>This could be the permission control that is used for executing the mashup class.</p>

Web UI Framework Security - Adding Login Pages

About this task

The Web UI Framework enables you to set up more than one login page. Login pages can be used for different organizations or other groupings of users. You also can set up a customized implementation of multiple login pages.

Procedure

1. Install the application with the Web UI Framework.
2. Decide how you want to implement multiple login pages, using one of the following ways:
 - The default implementation provided in the Web UI Framework.
If no customized login page provider is given, the default implementation reads the following web.xml file <context-param> parameters:

```
<param-name>scui-login-page</param-name>
<param-value>/myapp/console/login.jsp</param-value>
```
 - A customized implementation that is plugged into the Web UI Framework.
3. For a customized implementation, specify your custom login page provider in web.xml using the scui-login-page-provider parameter.

Example:

```
<context-param>
  <param-name>scui-login-page-provider</param-name>
  <param-value>com.app.MyLoginPageProvider</param-value>
</context-param>
```

This provider will be accessed by the getLoginPage() method of ISCUILoginPageProvider. The custom implementation must use the interface contract defined in the ISCUILoginPageProvider class.

To implement the customized Java code, build a jar file that contains the Java class, and then install the jar file using the install3rdparty.sh script. To implement this customization, rebuild the EAR or WAR file as you did during the installation, and then deploy the application on the application server.

Web UI Framework Security - Supporting Multiple Guest Users

About this task

With the Web UI Framework, your authentication process can include the authentication of one or more guest users for a particular URL of the application. If the application is not configured for multiple guest users, the default implementation allows only one guest user (if it is set up). If the application is not configured for multiple guest users or for the default implementation of only one guest user, the guest can be specified using web.xml parameters:

```
<context-param>
  <param-name>scui-guest-user</param-name>
  <param-value>myAppGuest</param-value>
</context-param>
```

To support multiple guest users, you must use the default implementation of the Web UI Framework. You can customize this default implementation.

Procedure

1. Install the application with the default implementation of the Web UI Framework.
2. Specify your custom guest user provider in web.xml using the scui-guest-user-provider parameter.

Example:

```
<context-param>
  <param-name>scui-guest-user-provider</param-name>
  <param-value>com.app.MyGuestUserProvider</param-value>
</context-param>
```

This provider will be accessed by the `getGuestUser()` method of `ISCUIGuestUserProvider`. For all guest users, the password is the same as the user name. The custom implementation must use the interface contract defined in `ISCUIGuestUserProvider`.

To implement the customized Java code, build a jar file that contains the Java class, and then install the jar file using the `install3rdparty.sh` script. To implement this customization, rebuild the EAR or WAR file as you did during the installation, and then deploy the application on the application server.

Web UI Framework Security - Adding Request Validators

About this task

The Web UI Framework allows you to set up more than one validation for a request. This validation process requires additional authentication of a user after that user has initially logged in. It allows that user to continue a login session.

For more information, refer to the Java API documentation in your installation directory (`<INSTALL_DIR>/xapidocs/core_javadocs`).

Procedure

1. Install the application with the default implementation of the Web UI Framework.
2. Create your implementation of multiple validations, which you will plug into the Web UI Framework. The Web UI Framework does not have a default implementation of multiple validations. If no implementation is provided, the request is not further validated after the initial authentication.

The request validations are done for every request, so you need to optimize this feature based on your needs. The implementation of request validators must use the contract defined in `ISCUIRequestValidator`.

3. The `SCUISecurityResponse` class is returned by the request validator's `validate` method. If the validation fails, the request is redirected to the URL specified in the `SCUISecurityResponse` class. Also, include settings for the return status, exception, and error message. This information is used by the `validate` method of the `ISCUIRequestValidator` in the Web UI Framework.

The `ISCUIRequestValidator` interface defines what the Web UI Framework expects in any request validation implementation. This interface uses the following methods:

- `validate`
Takes in `SCUIContext`. The response is an `SCUISecurityResponse` object that encapsulates the return status, the URL of the page, exception, and error message. This method executes the business logic needed by the application.
- `init`
Handles initialization.
- `sessionDestroyed`
Closes all opened session-specific handles. The `ISCUIValidator` extends the `ISCUISessionAware` interface, a marker interface that will facilitate `ISCUIValidator` to register itself to the `HttpSessionListener` implementation class. When the session is invalidated or destroyed, the `sessionDestroyed` method is called by the listener to close the session-specific handles opened during initialization.

The following shows an example of an `ISCUIRequestValidator` interface:

```
public interface ISCUIRequestValidator extends ISCUISessionAware
{
    public SCUISecurityResponse validate(SCUIContext uiContext);
    public void init();
    public void sessionDestroyed();
}
```

The request validation consists of one or more instances of `RequestValidator` that implements the `ISCUIRequestValidator` interface class. Multiple request validators can be set, but their order is not guaranteed. `RequestValidator` is plugged in using the context parameter in `web.xml` as shown in the following example:

```
<context-param>
    <param-name>scui-request-validator1</param-name>
    <param-value>com.app.MyURLValidator</param-value>
</context-param>
<context-param>
    <param-name>scui-request-validator2</param-name>
    <param-value>com.app.MyAdminValidator</param-value>
</context-param>
```

All of the validation implementation or validators given in the context parameter in `web.xml` are called (in no particular order) for supporting additional validation.

4. To implement the customized Java code, build a jar file that contains the Java class, and then install the jar file using the `install3rdparty.sh` script. To implement this customization, rebuild the EAR or WAR file as you did during the installation, and then deploy the application on the application server.

Web UI Framework Security - Cross-Site Request Forgery

The Web UI Framework provides protection for the application against cross-site request forgery (CSRF), which maliciously exploits a web site where unauthorized commands are transmitted from a user that the web site trusts. CSRF (also called XSRF) is different from cross-site scripting (CSS or XSS), which exploits the trust a user has for a particular site. CSRF is also known as one-click attack, sidejacking, or session riding.

CSRF works by including a link or script in a page that accesses a site to which the user is known (or is supposed) to have authenticated. For example, User A might be browsing a forum where User B has posted a message. With CSRF, User B might create the following HTML image element that, instead of being an image file, references a script on the web site of User A's bank and requests a withdrawal of \$1,000,000:

```

```

If User A's bank keeps their authentication information in a cookie, and if the cookie hasn't expired, then the attempt by User A's browser to load the image will submit the withdrawal form with the authentication cookie, and authorize a transaction without User A's approval.

In this scenario, the problem can be summed up in the following three points:

- Because of the browser's policy, the authentication cookies are sent to the bank server even though the request originated from a different web site.
- User A's bank stores authentication information in a cookie and completely relies on the cookies for authentication purposes.
- User A's bank does not differentiate between GET and POST requests.

The CSRF protection in the Web UI Framework does not apply to the first point, since it is a browser policy. But it does apply to the second and third points by using both a cookie and an additional token for authentication. CSRF attacks are usually prevented by always checking for a unique token in each request that hits the server. In the Web UI Framework, the token is used in the following manner:

1. When login finishes, a newly created token is set for the session (for validation purposes). This token is available on the client side of the application.
2. The token is used in the following ways:
 - This token is used for all AJAX requests and within the Web UI Framework utilities.
 - When a POST or GET request is made to the server, the application automatically validates that the CSRF token is available in the request.

Web UI Framework Security - Protecting Against CSRF Attacks

Procedure

1. Open the web.xml file.
2. To validate the token that is used to protect against CSRF attacks, create a request validator that will be registered in the application (if the validator is not already present in the web.xml file).

Example:

```

<context-param>
  <param-name>scui-request-validator-10</param-name>
  <param-value>
com.sterlingcommerce.ui.web.platform.security.SCUICSRFTokenValidator
  </param-value>
</context-param>

```

3. Set up the modes in which the validator can operate:

- ALL (default) - Both POST and GET requests will be validated for the CSRF token.
- POST - Only POST requests will be validated for the CSRF token.
- NONE - The validator will not validate any request for the CSRF token.

You can specify the validator mode in the context parameter of either the config.xml file or the web.xml file (if the validator mode is not already present in the web.xml file).

The mode defaults to **ALL** if the mode is not specified or if a context parameter is not specified for the validate mode.

Example:

```

<context-param>
  <param-name>scui-csrf-validator-request-method</param-name>
  <param-value>ALL</param-value>
</context-param>

```

4. If necessary, set up URI inclusion and exclusion lists for the validator, using the following guidelines:

- If a URI is on the exclusion list, it will not be validated for the CSRF token.
- If a URI (universal resource indicator) is on the inclusion list, and not on the exclusion list, it will be validated for the CSRF token.
- If a URI is not on the exclusion list and is in the inclusion list, it will be validated for the CSRF token.

Use the following context parameters in the web.xml file to create inclusion and exclusion lists. Any number of parameters can be provided.

- csrf-include-uri

Any request with a URI that is the same as the value is validated for the CSRF token.

Example (for web.xml):

```

<context-param>
  <param-name>csrf.include.uri.endswith.stk.1</param-name>
  <param-value>.do</param-value>
</context-param>

```

- csrf-include-uri-endswith

Any request with a URI that ends with the value is validated for the CSRF token.

Example (for web.xml):

```

<context-param>
  <param-name>csrf.include.uri.endswith.stk.2</param-name>
  <param-value>.xml</param-value>
</context-param>

```

- csrf-include-uri-regex

Any request with a URI that matches the regex (provided as a value for the parameter) is validated for the CSRF token.

Example (for web.xml):

```
<context-param>
  <param-name>csrf.include.uri.stk.1</param-name>
  <param-value>/stk/home.jsp</param-value>
</context-param>
```

- csrf-bypass-uri

Any request with a URI that matches the value is bypassed and not checked for the CSRF token.

Example (for web.xml):

```
<context-param>
  <param-name>csrf.bypass.uri.stk.1</param-name>
  <param-value>/console/login.jsp</param-value>
</context-param>
```

- csrf-bypass-uri-endswith

Any request with a URI that ends with the value is bypassed

Example (for web.xml):

```
<context-param>
  <param-name>csrf.bypass.uri.endswith.stk.1</param-name>
  <param-value>.js</param-value>
</context-param>
```

- csrf-bypass-uri-regex

Any request with a URI that matches the regex (provided as a value for the parameter) is not checked for the CSRF token.

Example (for web.xml):

```
<context-param>
  <param-name>csrf.bypass.uri.regex.stk.1</param-name>
  <param-value>[a-zA-Z0-0]*servlet</param-value>
</context-param>
```

By default, all URIs are in the inclusion list, even if a csrf-include parameter is not provided. You must explicitly specify that a URI is in the exclusion list. If no inclusion list is provided, by default all URIs are considered to be in the inclusion list. Specific URIs can be added to an inclusion list by the application to avoid all URIs being validated for the CSRF token.

By default, the framework provides an exclusion list to bypass CSRF validation for requests for gif, png, css, or js-type files.

5. Most CSRF attacks work just by replicating POST requests into its GET equivalent. Because most applications do not differentiate between POST and GET requests, the attacks usually work. To differentiate between GET and POST requests, in your Struts action definitions, set up the modes in which the validator can operate, using the requestMethodSupported parameter of the action:

- POST - (default) Only POST requests are allowed.

If requestMethodSupported is not set or is an unknown value, then it defaults to **POST**.

- ALL - Both GET and POST requests are allowed.

Example:

```
<action name="accountTransfer" class="com.AccountTransfer">
  <param name="requestMethodSupported">POST</param>
  <param name="resourceId">AccountTransfer_Action002</param>
</action>
```

Data Handling

Data Type Handling in the Web UI Framework

A consistent method of data type handling is required to validate input boxes on the UI, for defining their entity XML files, and for other tasks. A data type is a data attribute that helps you set constraints on the data, such as acceptable values and what operations may be performed on that data.

The data type is required on the client side of the application for:

- UI field validation (length, size, etc.)
When you add fields to the screen using the Extensibility Designer, the data types of the new fields help determine the display of the screen.
- UI component display (size, etc.)

Validation can be set up for user events like clicking a button or changing the cursor focus.

With the Web UI Framework, you have the following options for data type handling:

- The default implementation, which lets you continue using the data type handling implementation of the Console JSP, Swing, or RCP UI implementations. Those implementations use the following data type definition files:
 - `datatypes.xml` (located at `<INSTALL_DIR>/repository/datatypes`)
 - `yfsdatatypeemap.xml` (located at `<INSTALL_DIR>/repository/xapi/template/merged/resource`)

You can customize this default implementation.

- Register the customized implementation of data handling. You can use the `web.xml` file for this registration.

The following shows the out-of-the box configuration of the data type-related parameters in the `web.xml` file. To customize data type handling, you must replace the `<param-value>` entry with the classpath to the custom Java class, based on its location and package name.

```
<context-param>
  <param-name>scui-datatype-provider</param-name>
  <param-value>
    com.sterlingcommerce.ui.web.platform.dataType.SCUIDataTypeProvider
  </param-value>
</context-param>
```

You can also register the customized implementation by making a Java call to the method `SCUIDataTypeHelper.setDataTypeProvider`.

The following shows an example of a package for a customized implementation:

```
package com.sterlingcommerce.ui.dataType;
import java.util.Map;
public interface ISCUIDataTypeProvider{
    public Map getDataTypes();
    public SCUIDataType getDataType(StringdataTypeName);
    public SCUIValidationResponse validate(StringdataTypeName, Stringvalue);
    publicbooleanisValid(StringdataTypeName,Stringvalue);
    publicvoidinit();
}
```

For more information about these packages, refer to the documentation on the interface contracts for data type handling.

The following shows the guidelines for creating a data type using the `SCUIDataType` class that is used in the above package:

```

package com.sterlingcommerce.ui.dataType;
public class SCUIDataType {

    /** Holds value of property name. */
    private String name;
    /** Holds value of property type. */
    private String type;
    /** Holds value of property size. */
    private Integer size;
    /** Holds value of property decimalDigits. */
    private Integer decimalDigits;
    /** Holds value of property negativeAllowed. */
    private Boolean negativeAllowed;
    .....
    public void setName(String name) {
        this.name = name;
    }
    public void setType(String type){
        this.type = type;
    }
    public void setSize(int size){
        this.size = new Integer(size);
    }
    public void setDecimalDigits(int decimalDigits) {
        this.decimalDigits = new Integer(decimalDigits);
    }
    public void setNegativeAllowed(boolean negativeAllowed){
        this.negativeAllowed = new Boolean(negativeAllowed);
    }
    .....

    public String getType(){
        return this.type;
    }

    public boolean isNumeric() {
        return ("NUMBER".equalsIgnoreCase(getType()));
    }
    .....
}

```

To implement the customized Java code, build a jar file that contains the Java class, and then install the jar file using the `install3rdparty.sh` script.

To implement this customization, rebuild the EAR or WAR file as you did during the installation, and then deploy the application on the application server.

Interface Contracts of the Web UI Framework - Data Type Handling

For more information, refer to the Java API documentation in your installation directory (`<INSTALL_DIR>/xapidocs/core_javadocs`).

Interface Contract	Description	Methods
DataTypeProvider	<p>Implements the ISCUIDataProvider interface, which defines the behavior expected in any implementation of data type handling in an application.</p> <p>DataTypeProvider is plugged in to an application using the context parameter in web.xml:</p> <ul style="list-style-type: none"> • <param-name>scui-datatype-provider • <param-value>com.application.ApplicationDataTypeProvider 	<ul style="list-style-type: none"> • <code>getDataTypes</code> Returns a map of data types through the merged map of <code>DataType.xml</code> and <code>DataTypeMap.xml</code>. • <code>getDataType(String dataType)</code> Takes the name of the data type and returns the data type object. • <code>validate(String dataTypeName, String value)</code> Validates the value passed against the data type and returns the <code>SCUValidationReponse</code>. • <code>isValid(String dataTypeName, String value)</code> Validates the value passed and returns true or false based on the success of the validation. • <code>init</code> Handles initialization.

Assigning Data Types to a Grid Column with the Web UI Framework

About this task

You can use the Ext JS JavaScript framework to control the data type of a grid column, instead of using the Properties view of the Designer Workbench. You can program a column data type to depend on the data type of data in corresponding columns of the grid. The data type can be used to determine the column's alignment and sorting behavior.

To define a data type for a grid column, use one of the following config options for the column definition. Work through the order of the list when deciding which config option to use.

1. `scuiDataType`

The data type name. If this option is present, the other two config options (`bindingData.sFieldConfig.mapping` and `bindingData.tAttrBinding`) are not used.

2. `bindingData.sFieldConfig.mapping`

The source binding for the column. An attempt will be made by the application to determine the value of the config. If no data type is found for that value, `bindingData.tAttrBinding` is used to determine the data type.

3. `bindingData.tAttrBinding`

The target binding for the grid column. An attempt will be made by the application to determine the data type for the value of the config.

Once the data type is determined, the following column properties will be defaulted, based on the data type:

- Alignment
Numbers are right-justified, and dates are middle-justified.
- The type for the store field. The sorting of grid columns is based on the type attribute of the store field config.
The following list shows the default data types for different data types. For example, if you encounter a number with no decimal digits, it will be stored in the store field as an integer (int).
 - NUMBER (with no decimal digits) - int
 - NUMBER (with decimal digits) - float
 - DATE - date
 - TIME - date
 - DATETIME - date
- renderer
A renderer is a JavaScript function that can be used to change the text and the look and feel of the application.
- DATE - `sc.plat.DateFormatter.getDefaultRenderer('DATE')`
This JavaScript API returns the renderer which would display the date in the format specified for that user.
- TIME - `sc.plat.DateFormatter.getDefaultRenderer("TIME")`
This JavaScript API returns the renderer which would display the time in the format specified for that user.
- DATETIME - `sc.plat.DateFormatter.getDefaultRenderer('DATETIME')`
This JavaScript API returns the renderer which would display the timestamp in the format specified for that user.

Creating Extra Fields in Grid Stores with the Web UI Framework

The WUF binding framework is used to populate data into a grid. This framework uses the `bindingData` provided for the grid to create the store. The column configuration is used by the framework to create fields in the store.

Sometimes, more fields (more than the number of columns) may be required in the store for a grid. To add these fields, the `bindingData` of a grid accepts the `fields` property.

The following shows an example of a table `bindingData` object:

```
bindingData: {
  sourceBinding : ["getFlightServiceList:FlightServiceList.FlightService"],
  targetBinding : ["getFlightServiceList:FlightServiceList.FlightService"],
  storeConfig: {
    // ... extra parameters used to create the store
  }
}
```

The following shows an example of a column configuration:

```
{
  dataIndex: '',
  bindingData: {
    sFieldConfig : {
      mapping : "FlightServiceKey"
    },
    tAttrBinding : "FlightServiceKey"
  }
}
```

The configuration of the fields property that is required when adding fields in the store for a grid is shown below:

```
fields: [{
  name: 'fieldName',
  mapping: 'fieldMapping'
}]
```

The following shows an example of the table bindingData object in which the fields property is used:

```
bindingData: {
  sourceBinding : ["getFlightServiceList:FlightServiceList.FlightService"],
  targetBinding : ["getFlightServiceList:FlightServiceList.FlightService"],
  storeConfig: {},
  fields: [{
    name: 'fieldName',
    mapping: 'fieldMapping'
  }]
}
```

Note: If a column with the same name exists in the grid, the definition provided in table binding data under the fields name would be ignored.

Using extensibility, you can add the extn_bindingData property for an existing table (a table which was originally present on the screen, i.e., it was not added to the screen by a user during extensibility).

The following shows an example of an extn_bindingData object that implements the fields property:

```
extn_bindingData: {
  fields: [{
    name: 'fieldName',
    mapping: 'fieldMapping'
  }]
}
```

Customizing Sorting from Multiple Record Fields with the Web UI Framework

You can customize the sorting of table columns that use data that combines multiple fields of a record (for example, by using a renderer). You can do this with both Ext JS 2.2.1 and Ext JS 3.0.

Perform this sort by using the sortType function in the Ext.data.field class. Instead of one item being passed to sortType (value of a field), three items will be passed (value of a field, the record, and the field being sorted). This functionality is provided by overriding the sortData method in the Ext.data.Store class to pass the record and field in addition to the value of the field.

When users are not creating the store for a grid, they can pass sortType as a config option in the bindingData.sFieldConfig property in the columnModel or columns of a grid.

For example, a grid can have the following configuration:

```
columns: [{
  dataIndex: 'airlines',
  bindingData: {
    sFieldConfig : {
      mapping : "airlines",

```



```

        sortType: this.sortTypeFn
    }
}
}]

```

where `this.sortTypeFn` is defined in the screen JavaScript file as:

```

sortTypeFn: function(val, rec, fld){
    return val + rec.get('airlinenumber');
    // computing the value based on value of field (airlines) and
    // value of 'airlinenumber' field
}

```

Supporting Item Quantity Decimal Handling in the Web UI Framework

You can use the Web UI Framework to specify decimal numbers for item quantities. The `yfs.install.displaydoublequantity` property of `yfs.properties` indicates whether to support fractional quantities for attributes which belong to the QUANTITY data type. If `yfs.install.displaydoublequantity` is set to **Y** (the default value), then you can specify decimal numbers for item quantities.

Validating Fields with the Web UI Framework

About this task

You can validate fields against certain standards, using the default validation system or your own validation system.

The Web UI Framework provides validation for the following three types of information in the `en_US` locale:

- E-mail address (using the international accepted standard)
- Telephone number format (locale-specific)
- Credit card number (using the Luhn algorithm)

To validate items, do the following:

Procedure

1. Register the field attributes that you will be using for validation by implementing the `registerFieldAttributes(validationType, attribute)` function, using the following arguments:
 - `validationType` (required)
Validation type. By default, the application includes validation types for e-mail address, telephone number format, and credit card number.
 - `attribute`
XML attributes for validations. An attribute can be registered for multiple validation types.
Use this function to implement customized validators that you want to plug in to the application.
2. Implement the `registerValidators(validationType, validator)` function, using the following arguments:
 - `validationType` (required)
Validation type.
 - `validator` (required)

Validator function for validation type.

Results

The following is an example of how to add validation for a last name:

```
sc.plat.ValidateUtils.registerValidator('LastName', function (value){
    if (value == null || value.length<2) {
        return {status: 2,message: "Last name needs at least two characters" };
    }
    return {status: 1};
});
```

Disabling All UI Fields at One Time with the Web UI Framework

You can use the Web UI Framework to disable all of the screen fields at once, without having to individually disable any field. When you disable a field, you cannot change the data that is in that field. The field becomes read-only. After disabling all of the fields, you can still cut and paste information from those fields, but you cannot submit information from form fields that have been disabled. You cannot disable all of the fields only for look-and-feel purposes.

To disable all of the screen fields at once, use the Ext JS JavaScript method `disableFields`. A function created from this method has the following properties:

- `disable`
Boolean property that determines if all fields on the screen are disabled.
- `deep`
Boolean property that determines whether the `disable` property applies to the immediate children fields of the screen. If this is set to **true**, the `disable` property applies to all children fields. If this is set to **false**, the `disable` property applies only to immediate children fields.
- `allowCopy`
Boolean property that determines whether a `disable` method is called for all fields. If this is set to **true**, fields will be marked read-only with an opacity of 0.6. If this is set to **false**, a `disable` method will be called for all fields.
- `disableCSS`
String property that shows the custom css that will be applied if `allowCopy` is set to **true**.

If the `scIgnoreDisable` property in a field is set to **true**, that field will ignore the `disableFields` method.

Checking for Screen Changes in the Web UI Framework

About this task

In screens created using the Web UI Framework, the application can take actions that are based on whether a screen field changed. For example, if you open a screen to modify a field, and you end up not modifying that field, you could program the application not to submit information from that screen to a server when you close the screen.

The `isDirty` method checks all of the fields of a screen to see if they have changed. Each editable field also has an `isDirty` method, so you can program the application to take actions based on whether a particular field changed.

Screen changes are also monitored using a `dirtystatechange` event. Whenever a field is modified on a screen, the `dirtystatechange` event is fired on the screen. In the following example, the **Save** button is enabled whenever a field on a screen is modified:

```
Screen.addListener('dirtystatechange',function(scr, isDirty)
{
    savBtn.disable(!isDirty);
},
this);
```

Configuring a Data Source with the Web UI Framework

About this task

To work with a data source, you must first configure it using the Configure Data Sources dialog box.

The Web UI Framework does not use XML binding. The Configure Data Sources dialog box works with only JSON data sources.

Procedure

1. Make sure the Data tab is showing, and not the Palette or Files tab.
2. Click the button that is just to the right of the dropdown arrow.
The Configure Data Sources dialog box appears.
3. Configure the following items:
 - Type of data source (input or output)
 - Data source
The data source directory is the directory containing JSON data source files, which can be provided to application developers. With the Web UI Framework, a tool is provided for generating JSON data sources from XAPI XML and XSD definitions.
 - Path to data source directory
 - Namespace, elements, and attributes
4. Click the **Finish** button.
The data source is configured. This initializes the `bindingData` property of the widget that is using the data source. You can also specify binding by creating or editing this property in the Properties view.

Adding a Data Source with the Web UI Framework

About this task

To work with a data source, you must first configure it using the Configure Data Sources dialog box.

Procedure

1. Make sure the Data tab is showing, and not the Palette or Files tab.
2. Make sure that you are on the screen where you want to add a data source.
3. Click on the down arrow to select a data source.
4. Add the data source to the screen.

Deploying Extensions

Deploying Sterling Business Center Extensions

After you complete all customizations for the Sterling Business Center application, you must place all the extensions in the <INSTALL_DIR>/extensions/sbc/webpages directory. You must place all the JavaScript files in the <INSTALL_DIR>/extensions/sbc/webpages/extn directory.

Deploying Web UI Framework Extensions

After you customize an existing screen using the Extensibility Workbench or create a new screen using the Designer Workbench, you must deploy your changes in the application. You can use either Java Server pages (JSP) or JavaScript Builder (JSB) files to deploy Extensibility Workbench changes. To deploy Designer Workbench changes, you must use a Java Server page.

A JavaScript Builder file contains JavaScript library/package definitions. The Web UI Framework provides programmatic control over this library with differential extensibility.

If minification is required, the directory structure in the <Install dir>/extensions/<app name>/webpages directory changes slightly. For more information, refer to the documentation on compiling and minifying JavaScript files.

Deploying Extensions Created by the Web UI Framework Extensibility Workbench and Designer Workbench Using a Java Server Page

About this task

Do the following to use a Java Server page (JSP) to deploy differential extensions (modified with the Extensibility Workbench) or override extensions (created using the Designer Workbench):

Note: UNIX/Linux file paths are used in the following procedure.

Procedure

1. Install the application and build a WAR file for it.
 - a. Deploy the WAR file on the server in the exploded format.
 - b. After the deployment finishes, start the application server.
2. Make sure that the changes made using the Extensibility Workbench or the new screen created using the Designer Workbench have all the relevant JSON and JavaScript files generated and saved.
3. In the <INSTALL_DIR>/extensions folder, create the following subdirectory:
<application package name>/webpages
4. In the webpages subdirectory, replicate the directory structure of the screen that you want to extend (relative to your deployment) and copy in all of the script files generated by the workbench.

For example, if you extend the Manage Flight Route screen (which uses the file path <application package name>/flightRoute), you would copy all of the extension script files into the <INSTALL_DIR>/extensions/<application package name>/webpages/<application package name>/flightRoute directory.

5. Create a new JSP file with the same name as the base JSP file to launch these newly generated files in the same folder. Sample code for the original JSP:

```

<%@ taglib uri="/WEB-INF/scui.tld" prefix="scuitag" %>
<jsp:include page="/stk/include.jsp">
  <jsp:param name="title" value="manage flight route" />
</jsp:include>
<script>
  Ext.ns("sc.stk");
  sc.stk.fn = function() {
    var fr = new sc.stk.flightRoute();
    sc.plat.ScreenTitle.setText(fr.Header, null, "sc-panel-belowmenu-text");
    sc.plat.ScreenTitle.setText(fr.Header, null, "sc-panel-belowmenu-desc");
    fr.render("mainBodyPanel");
  }
<scuitag:includeJS
name="['/stk/flightRoute/flightRouteList_config.js','/stk/flightRoute/flightRouteList.js',
'/stk/flightRoute/flightRouteList_bundle.js']"
callBack="sc.stk.fn"/>
</script>
<jsp:include page="/stk/footer.jsp">

```

Sample code for the new JSP (differential extensibility):

```

<%@ taglib uri="/WEB-INF/scui.tld" prefix="scuitag" %>
<jsp:include page="/stk/include.jsp">
  <jsp:param name="title" value="manage flight route" />
</jsp:include>
<script>
  Ext.ns("sc.stk");
  sc.stk.fn = function() {
    var fr = new sc.stk.flightRoute();
    sc.plat.ScreenTitle.setText(fr.Header, null, "sc-panel-belowmenu-text");
    sc.plat.ScreenTitle.setDescription(fr.Header, null, "sc-panel-belowmenu-desc");
    fr.render("mainBodyPanel");
  }
<scuitag:includeJS
name="['/stk/flightRoute/flightRouteList_config.js','/stk/flightRoute/flightRouteList.js',
'/stk/flightRoute/flightRouteList_bundle.js','/stk/flightRoute/test_overlays.js',
'/stk/flightRoute/test.js']"
callBack="sc.stk.fn"/>
//The new JSP also includes the newly generated files: test_overlays.js and test.js
</script>
<jsp:include page="/stk/footer.jsp">

```

Sample code for the new JSP (override extensibility):

```

<%@ taglib uri="/WEB-INF/scui.tld" prefix="scuitag" %>
<jsp:include page="/stk/include.jsp">
  <jsp:param name="title" value="Custom Screen" />
</jsp:include>
<script>
  Ext.ns("sc.stk");
  sc.stk.fn = function() {
    var fr = new sc.stk.flightRoute();
    /*
sc.extn.CustomButton is the className for the new screen. It is available
as a property for a screen in the designer and defaulted to
sc.module.ClassName. The user can change it.
*/
    sc.plat.ScreenTitle.setText(fr.Header, null, "sc-panel-belowmenu-text");
    /*
Here, the setText(arg1, arg2, arg3) method has been used to set arg1 as
title for a page as arg3="sc-panel-belowmenu-text". Here, a bundle entry in
the file: newScreen_bundle.js corresponding to Header would be picked up.
*/
    sc.plat.ScreenTitle.setDescription(" ", null, "sc-panel-belowmenu-desc");
    fr.render("mainBodyPanel");
  };
<scuitag:includeJS
name="['/extn/stk/flightRoute/newScreen_config.js',

```

```

'/extn/stk/flightRoute/newScreen.js', '/stk/flightRoute/newScreen_bundle.js']"
callBack="sc.stk.fn"/>
//This JSP includes the files generated through the designer:
newScreen_config.js, newScreen.js and the localization file:
newScreen_bundle.js
</script>
<jsp:include page="/stk/footer.jsp">

```

6. Rebuild the WAR file.

The contents of the `<INSTALL_DIR>/extensions/<application package name>/webpages` directory are copied to the following directory:

`<INSTALL_DIR>/external_deployments/<application package name>/extn`

This directory structure exists only if a WAR file is created and then exploded in the same `<INSTALL_DIR>/external_deployments` directory.

Any JSP file within this directory that has the same name and at the same relative directory structure as the base JSP would override the out-of-the-box JSP file.

7. Relaunch the application to display the extended changes.

Deploying Extensions Created by the Web UI Framework Extensibility Workbench Using a JavaScript Builder File

About this task

Do the following to use a JavaScript Builder file to deploy differential extensions created using the Extensibility Workbench. You cannot use this procedure to deploy override extensions created using the Designer Workbench.

Also, a JSB can be used if the base screen is launched through a JSB or through a JSB that uses a JavaScript library to render screens.

Note: UNIX/Linux file paths are used in the following procedure.

Procedure

1. Install the application and build a WAR file for it.
 - a. Deploy the WAR file on the server in the exploded format.
 - b. Start the application server by passing the following argument:
`-Dwufdevmode=true`
2. Make sure that the changes made using the Extensibility Workbench have all the Java files generated and saved.
3. In the `<INSTALL_DIR>/extensions` folder of your installation directory, create the following subdirectory:
`<application package name>/webpages`
4. In the webpages subdirectory, replicate the directory structure of the screen that you want to extend (relative to your deployment) and copy in all of the script files generated by the Extensibility Workbench.
 For example, if you extend the Manage Flight Route screen (which uses the file path `<application package name>/flightRoute`), you would copy all of the extension Java files into the `<INSTALL_DIR>/extensions/<application package name>/webpages/<application package name>/flightRoute` directory.
5. Create a new JSB file in the same folder to launch these newly generated files. The `<ExtensionJSFile>_overlays.js` files should be included before the corresponding `<ExtensionJSFile>.js` files. You can use the JSB template of the Code Template Generator to create the code for this file. You would have to paste the code into the new file. Sample code for JSB:

```

<?xml version="1.0" encoding="utf-8"?>
<project name="scuiIDE"
  author="Your Company">
  <target name="flight_route"
<!-- The name attribute in <target> is used to uniquely identify
this JSB in the application. It serves as its identifier.-->
    file="/extn/stk/flightRoute/test-all.js"
    loadAfter="flightService"
<!-- The loadAfter attribute in <target> is used to specify the
javascript library after which the current JSB should be rendered.-->
    allowDynamicLoad="true"
    debug="True"
    shorthand="False"
    shorthand-list="">
    <include name="/extn/stk/flightRoute/test_overlays.js"/>
    <include name="/extn/stk/flightRoute/test.js"/>
  </target>
</project>

```

6. Create a new servlet to register the new JSB file. The extn folder should be prefixed for LoadJSLibraryXml and loadIncrementalMashupExtnXml calls. Sample code for creating the servlet:

```

package jsbCreator;
import javax.servlet.ServletConfig;
import javax.servlet.ServletException;
import javax.servlet.http.HttpServlet;
import
com.sterlingcommerce.ui.web.framework.helpers.SCUIJSLibraryHelper;
import
com.sterlingcommerce.ui.web.framework.helpers.SCUIMashupHelper;
public class CreateServlet extends HttpServlet {
    private static final long serialVersionUID =
4693417985837892469L;
    public synchronized void init(final ServletConfig config)
throws ServletException {
        //loads the JSB specified at the path
        SCUIJSLibraryHelper.loadJSLibraryXml
("extn/stk/flightRoute/test.jsb", config.getServletContext());
        //loads the mashup XML specified at the path
        SCUIMashupHelper.loadIncrementalMashupExtnXml
("/extn/stk/flightRoute/test_mashup.xml", config.getServletContext());
    }
}

```

7. Package the servlet into a jar file.
8. Update the web.xml file with your customizations.
9. Relaunch the application to display the extended changes.

The changes will appear overlaid on the base screen.

Compiling and Minifying JavaScript Files in the Web UI Framework

About this task

This topic provides information about compiling and minifying JavaScript files.

Note: : Minification will only combine the JavaScript files.

Procedure

1. Run the jscompile command to get possible JavaScript compilation warnings using the sci_ant.sh command from the *Install/bin* directory. This command works with the jsUtil.xml file in the same directory. This command can include the following properties:

Note: This is an optional step and not a requirement for minification.

- `gis.install`: Installation directory path.
- `srcDir`: Source directory.
- `errorOnly`: Indicates whether to check for all warnings and errors (false) or for errors only (true). Defaults to **false**.
- `format`: Output format - (h) for html/(t) for text. Defaults to **t**. If `errorOnly` is set to true, only html (h) is the valid option.
- `outputFile`: Output file path. If file path is not provided or file doesn't exist. all warnings will be directed to standard output.
- `warningOptions`: Warning options (comma separated). Default options: [onevar, undef, forin, debug, browser, eqeqeq, newcap, evil]. For all warning options, see <http://www.jslint.com/>

For example:

```
./sci_ant.sh -f jsUtil.xml jscompile -Dgis.install=<Install_Dir> -DsrcDir=<Install_Dir> /repository/eardata/platform_uifwk/<version>/war/platform
```

Note: If you are using `sci_ant.sh`, then `gis.install` becomes optional.

2. Combine your files into one file by using the `sci_ant.sh` command from the `Install/bin` directory. This command works with the `jsUtil.xml` file in the same directory. This command can include the following properties:
 - `gis.install`: Installation directory path.
 - `jsbDir`: JSB directory path (mandatory).
 - `srcDir`: Source directory. Will be used if input attribute is not specified in JSB. Optional.
 - `destDir`: Destination directory. Will be used if input attribute is not specified in JSB. Optional.
 - `createIndividualFile`: Indicates whether to create individual files (true/false). Defaults to **false** (do not create individual files). Optional.
 - `jscompile`: Indicates whether to get JavaScript warning/errors (true/false). Defaults to **true** (get errors).

For example:

```
./sci_ant.sh -f jsUtil.xml minify-js -Dgis.install=<Install_Dir> -DsrcDir=<Install_Dir> /repository/eardata/platform_uifwk/<version>/war -DjsbDir=<Install_Dir> /repository/eardata/platform_uifwk/<version>/war/builder -DdestDir=<Install_Dir> /repository/eardata/platform_uifwk/<version>/war
```

where `<version>` is either **20** or **30** depending on if you are using Ext JS 2 or Ext JS 3 JavaScript-related files/content.

Note: If you are using `sci_ant.sh`, then `gis.install` becomes optional.

If minification is required for extended JavaScript files, you should create an `extn` folder within the directory where overlays/extensions are added (`<install-dir>/extensions/<application name>/webpages`). Copy all of the files to be minified to that directory. You must follow the process of creating the same relative directory structure for extensibility. You can then run the minification script successfully because the minified file path in the JSB file does exist.

When you run the `buildear/buildwar` script, the following happens:

- a. First, all contents of the overlays/extensions directory except the `extn` directory are copied to the `<application war>/extn` directory.
- b. Then, the contents of the `extn` directory in the overlays/extensions directory get copied to the `<application war>/extn` directory. As the contents of this

directory are copied last, it would override the contents contributed by overlays/extensions directory in case of a conflict (same directory structure).

Deploying the Enterprise Archive Package

About this task

To make Sterling Business Center available for use, you must create and deploy the application EAR file.

Procedure

1. Set up the application server appropriately for deploying the application. For more information about setting up the application server, refer to the installation documentation.

2. Create the EAR package for the application server.

- To create the application EAR file for a single WAR deployment, run the following command from the `<INSTALL_DIR>/bin` directory: UNIX

```
./buildear.sh (.cmd for Windows) -Dappserver=<application server> -Dwarfiles=<war file> -Dearfile=<ear file>
```

- To create the application EAR file for a multiple WAR deployment, run the following command from the `<INSTALL_DIR>/bin` directory:

```
./buildear.sh (.cmd for Windows) -Dsupport.multi.war=true  
-Dappserver=<application server> -Dwarfiles=<war file,<comma-separated packages>  
-Dearfile=<ear file>
```

To create additional WAR files, add the appropriate packages to the value of the `-Dwarfiles` argument, separated by commas. For example, to create three WAR files, set the `-Dwarfiles` argument in the commands in Step 2 as follows:

```
-Dwarfiles=<war file 1>,<war file 2>,<war file 3>
```

Running the command in this step creates the EAR file in the `<INSTALL_DIR>/external_deployments` directory. It also places the multiple war files in the EAR file.

3. Deploy the EAR file on the application server. For more information about creating and deploying the EAR file, refer to the installation documentation.

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