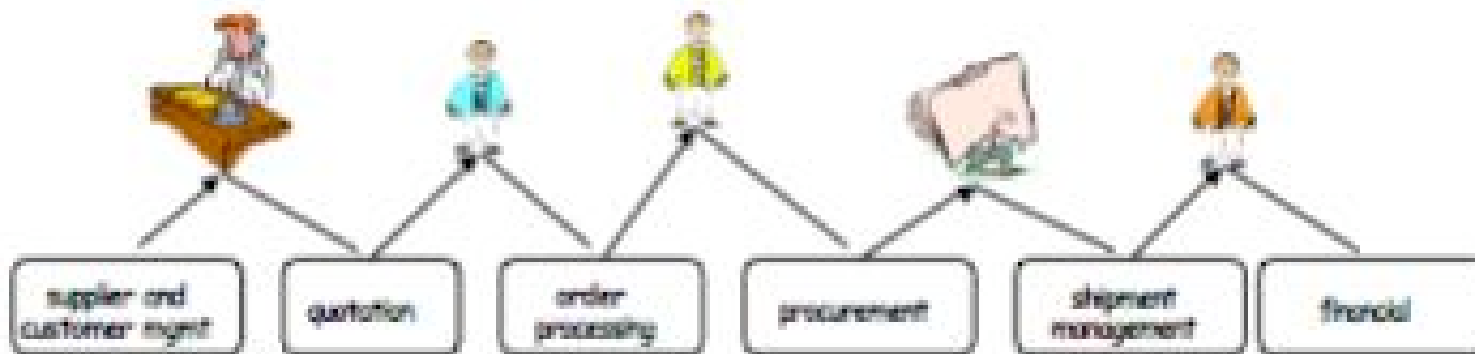


# Announcements

- Project proposal assignment is open, due tonight by midnight
- See instructions for CMS group formation
  - *do this first*

- Message Brokers, EAI, Workflow
  - [ACKM04] Ch 3
- Web Technologies, J2EE Introduction
  - [ACKM04] Ch 4

- A Supply Chain ...



- This is really a *sequence* of atomic transactions
- Some txns could happen concurrently ...

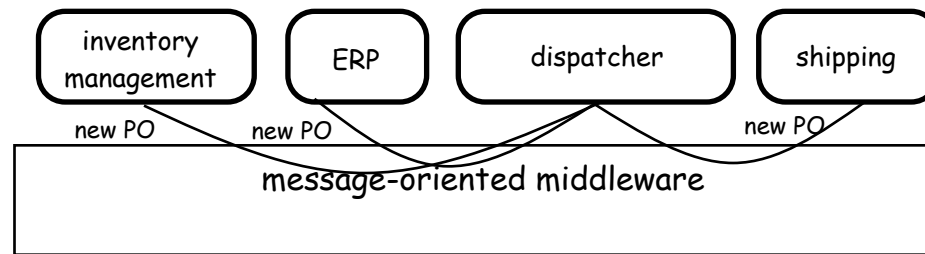
- Why do things this way on computer?
- Lots of reasons ...
  - Availability
    - need all the resources at once
  - Resource contention
    - hold only the subset of resources you needed *now* => better throughput
- Legacy systems
  - may not have distributed commit

# ACID Properties?

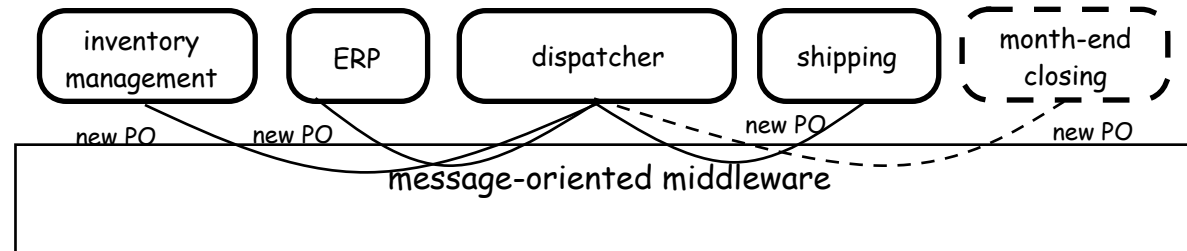
- Clearly fails to provide Isolation
  - other txns can read state between committed steps
  - e.g. transfer funds by withdraw and deposit as separate txns
  - can view this as expanding set of “consistent” states
  - highly application dependent

# ACID Properties?

- Atomicity?
  - not in short term -- same argument as for isolation!
  - long term -- to roll back a sequence of transactions, execute a *compensating transaction* for each committed step
  - but this is not always possible
    - S1 makes deposit to bank acct
    - S2 makes withdrawal
    - Later we try to compensate for S1's deposit and find insufficient funds ...



- Inventory, ERP and Shipping are legacy apps
  - all run independent transactions
- New dispatcher app integrates them



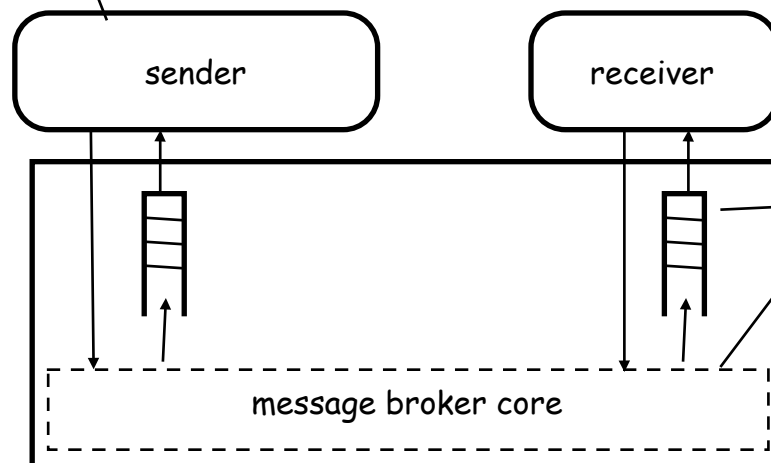
- With traditional MOM, integrating another application requires changing the dispatcher
- Is this really necessary?



# Message Broker

- Message broker determines destinations
  - based on sender identity, message type, message content
- Senders do not specify or know who the receivers are!

in basic MOM it is the sender who specifies the identity of the receivers



with message brokers, custom message routing logic can be defined at the message broker level or at the queue level

# Publish / Subscribe

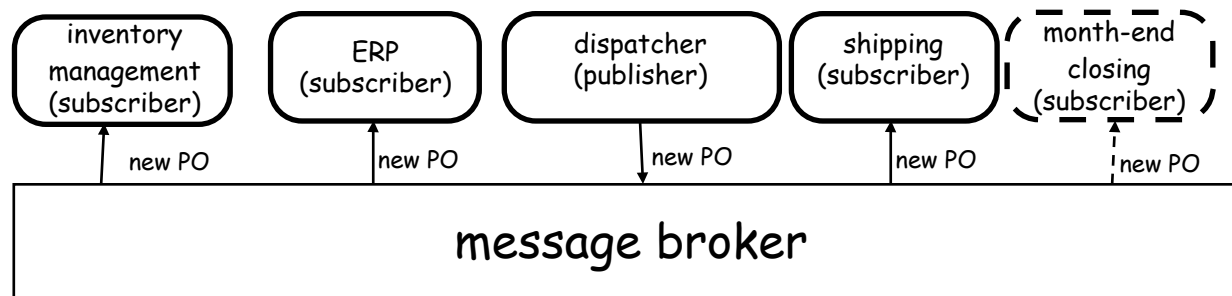
- Publication:
  - enqueue a message
- Subscription: specifies
  - message type (e.g. purchase order)
  - Boolean filter function on messages
- Message broker sends copy of each publication to each matching subscription
- Persistent?

# Variant: Java Message Service

- Explicit *topic* takes place of message type
- Publication:
  - Publisher specifies a topic
- Subscription:
  - Subscriber specifies topic and filter predicate

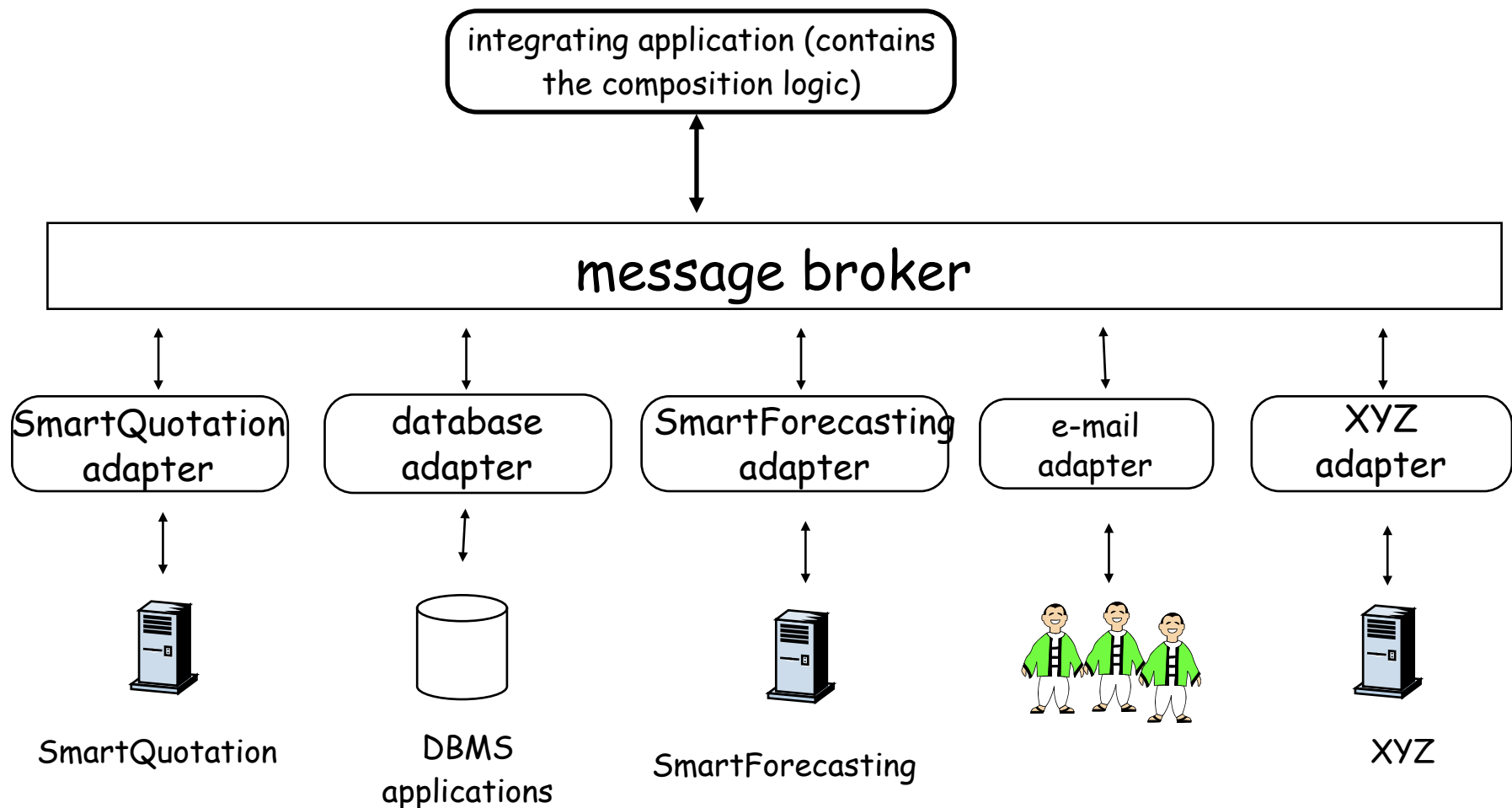
# EAI Using Message Broker

- Add new application by altering routing specification in Message Broker ...
- Publish / Subscribe
- Fine as long as new application expects existing message type



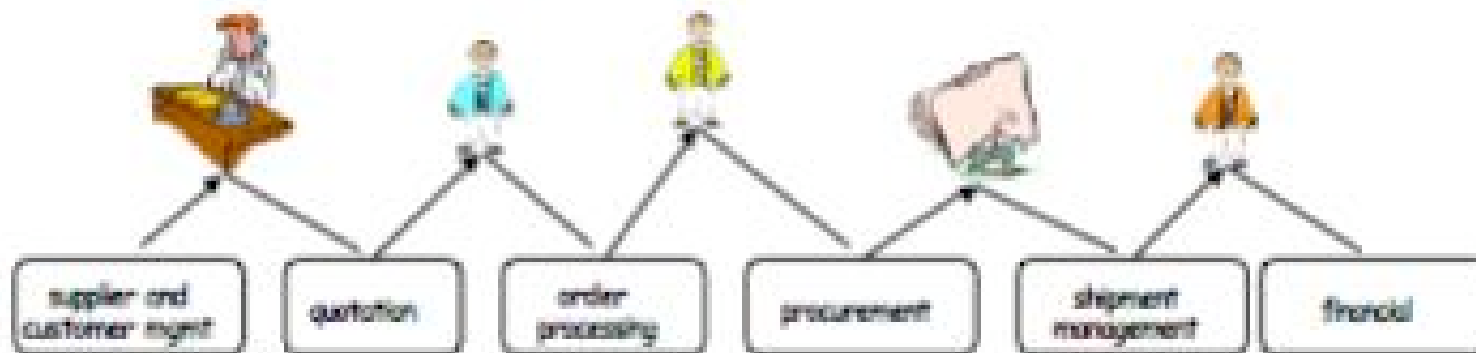
# More Precisely ...

- Dispatcher is new integrating application
- Legacy applications get adapters



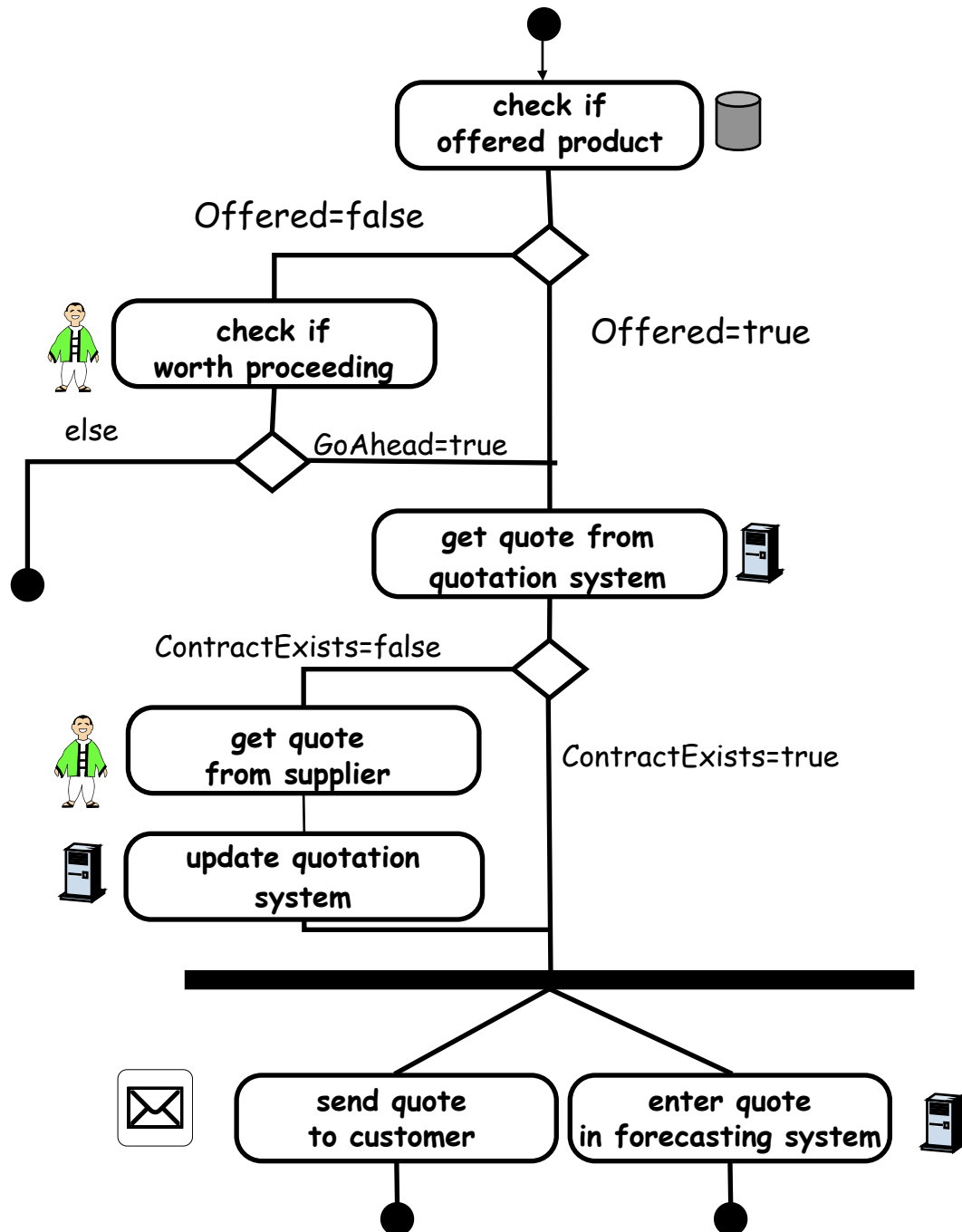
# Recall: Business Process

- A Supply Chain of automated and manual steps



- WfMS supervises all steps
- Even the manual ones (using eMail)

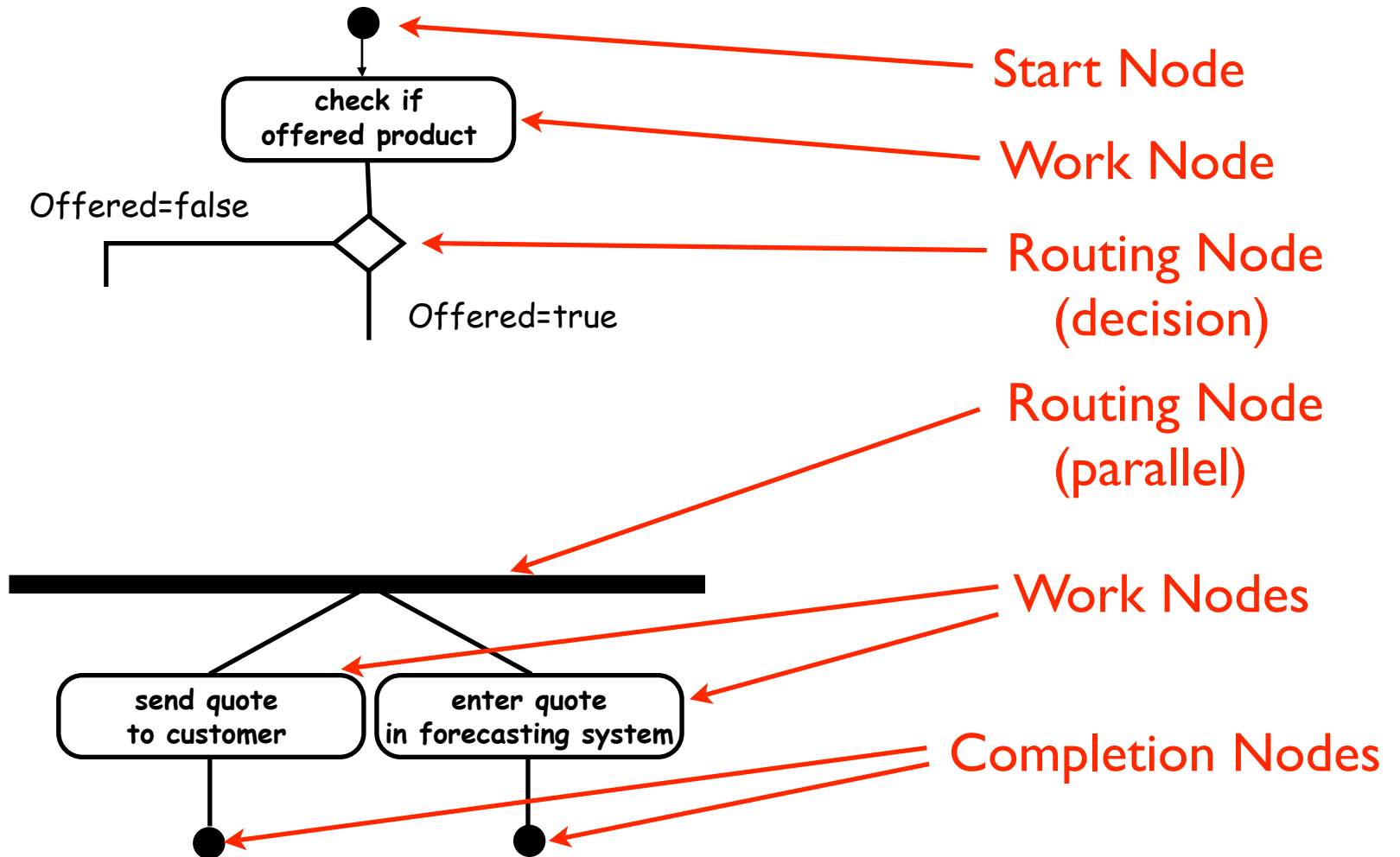
# Workflow Specification



## variables:

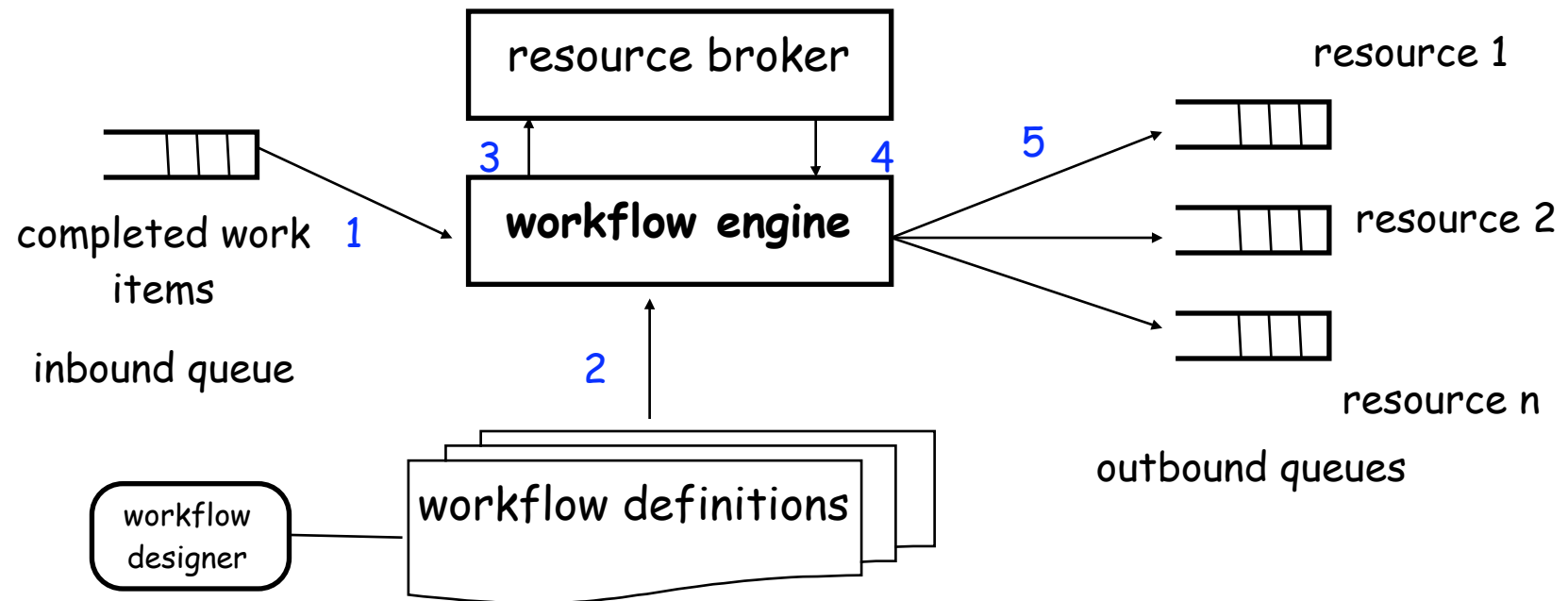
QuoteReferenceNumber: int  
 Customer: String  
 Item: String  
 Quantity: int  
 RequestedDeliveryDate: Date  
 DeliveryAddress: String  
 GoAhead: Bool  
 ContractExists: Bool  
 Offered: Bool

# Workflow Specification





# Workflow System

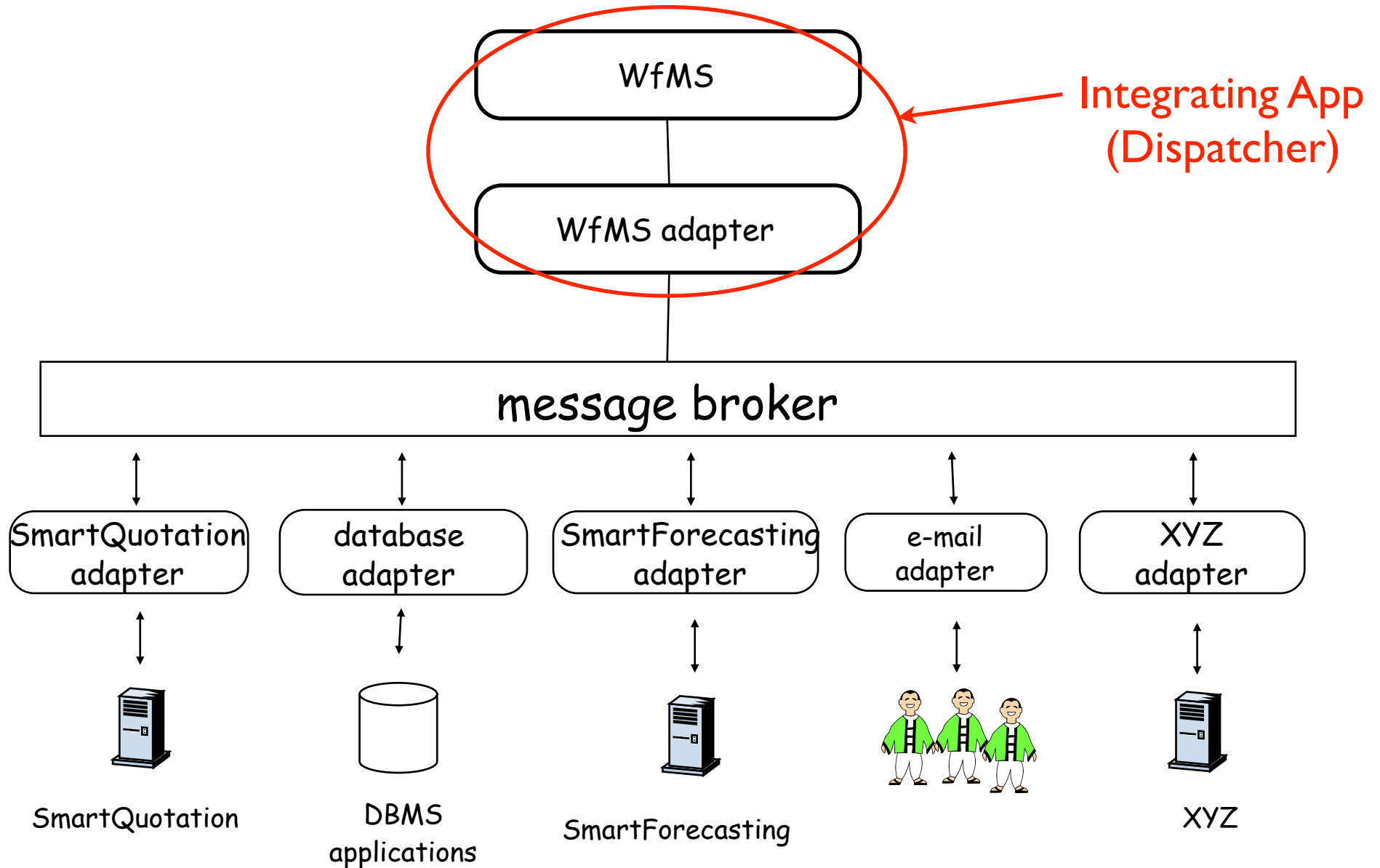


# Error Conditions

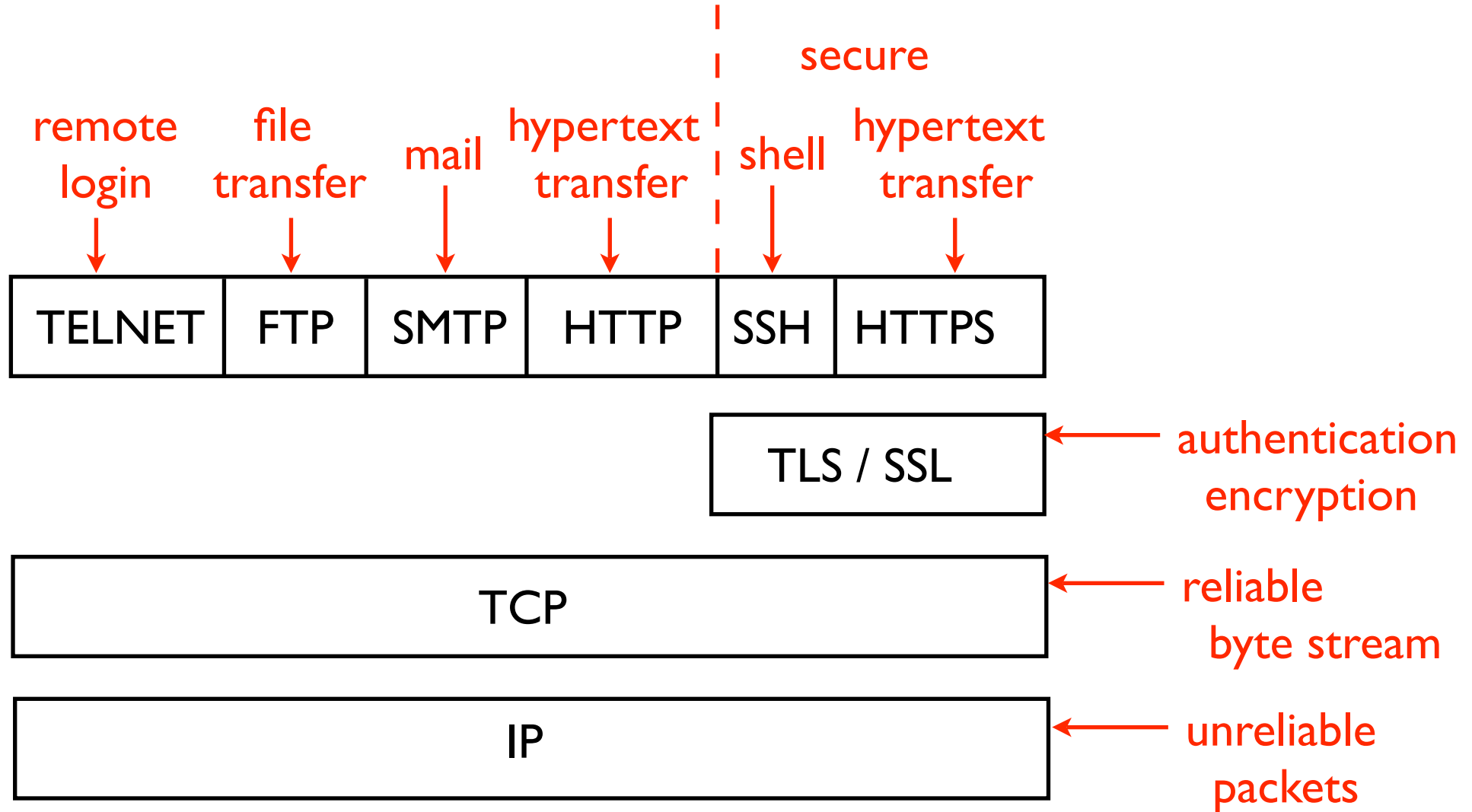
- Deadline for step completion
  - WfMS takes corrective action
- Exception detected in application
  - Several mechanisms to raise exception

- Forward Recovery
  - State of workflow maintained by WfMS
  - Server fails => restart from that point
  - Like recovery from transactional RPC
- Backward Recovery
  - Execute compensating action to undo each previous action of workflow *in reverse order*
  - Like rollback in Sagas

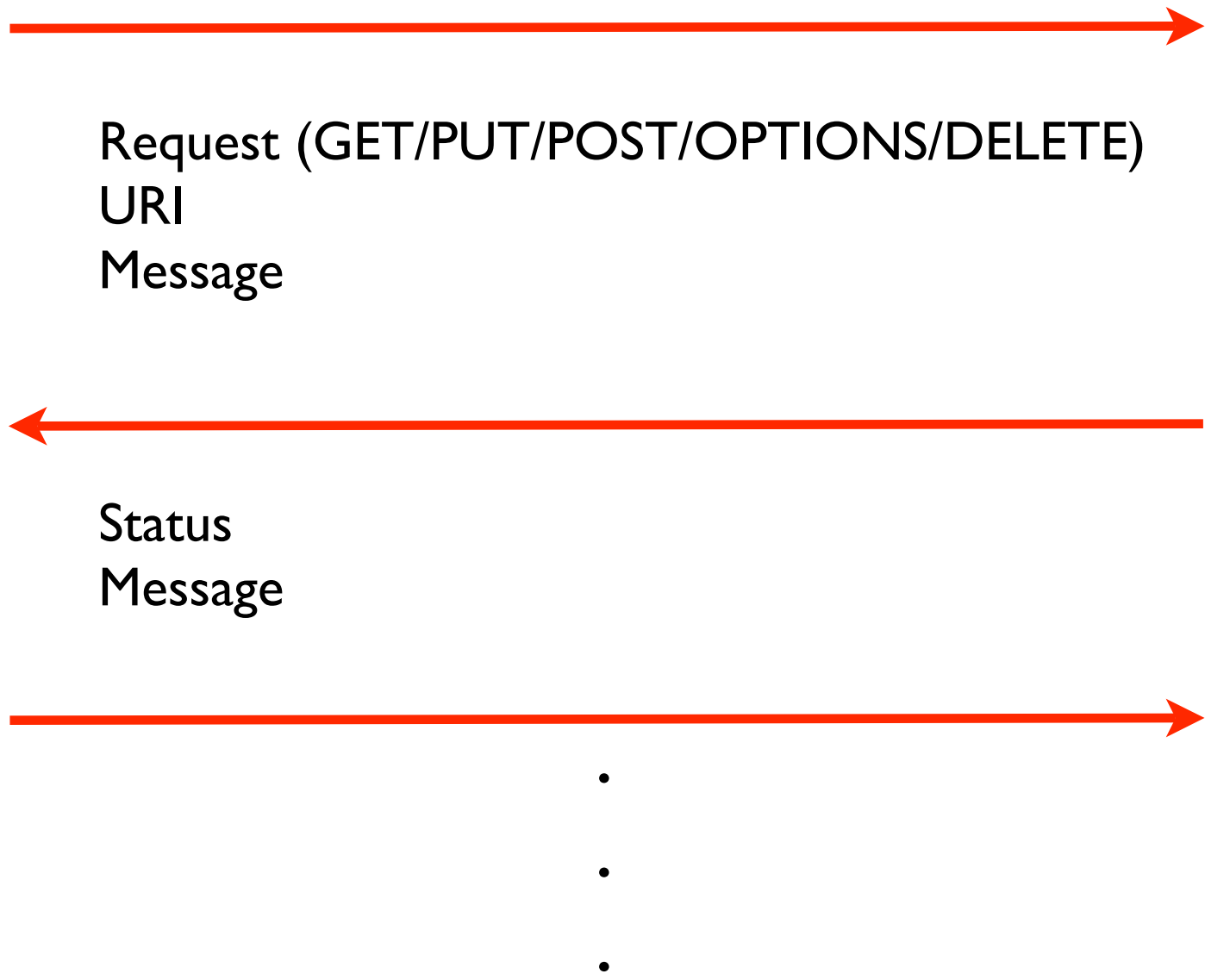
# Combining - Integrating App is WfMS



# Internet Protocols



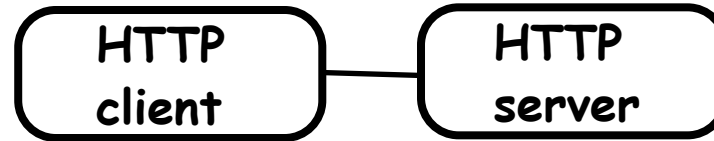
# HTTP is really simple



# HTTP is really simple

- URI: think URL (host + path)
  - `server.dnsname.com/file/path/name`
- Message: think MIME encoded file
  - arbitrary sequence of bytes of identified type
- Persistent connection

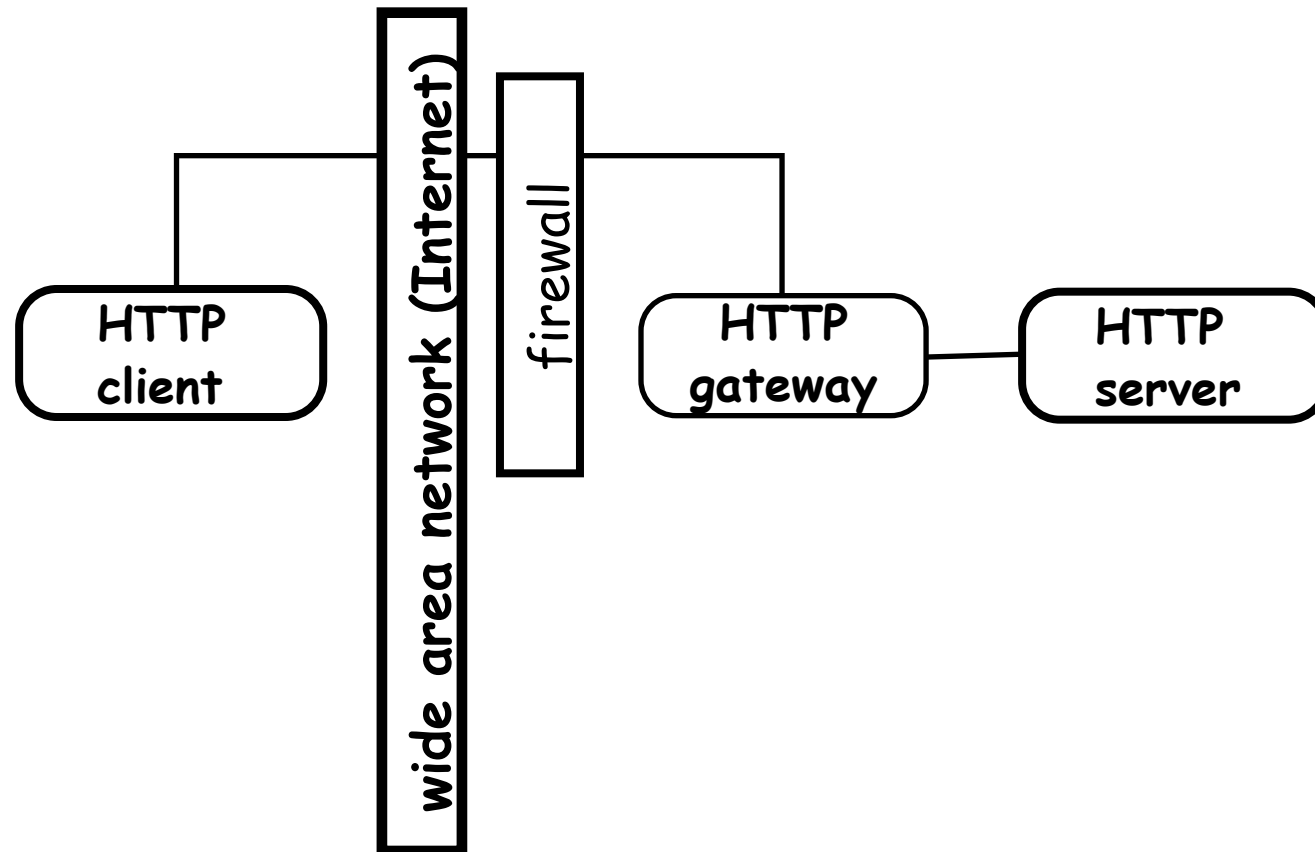
# Simple HTTP Connection



- Occasionally
  - if client and server are both behind the same firewall
  - And they trust one another!

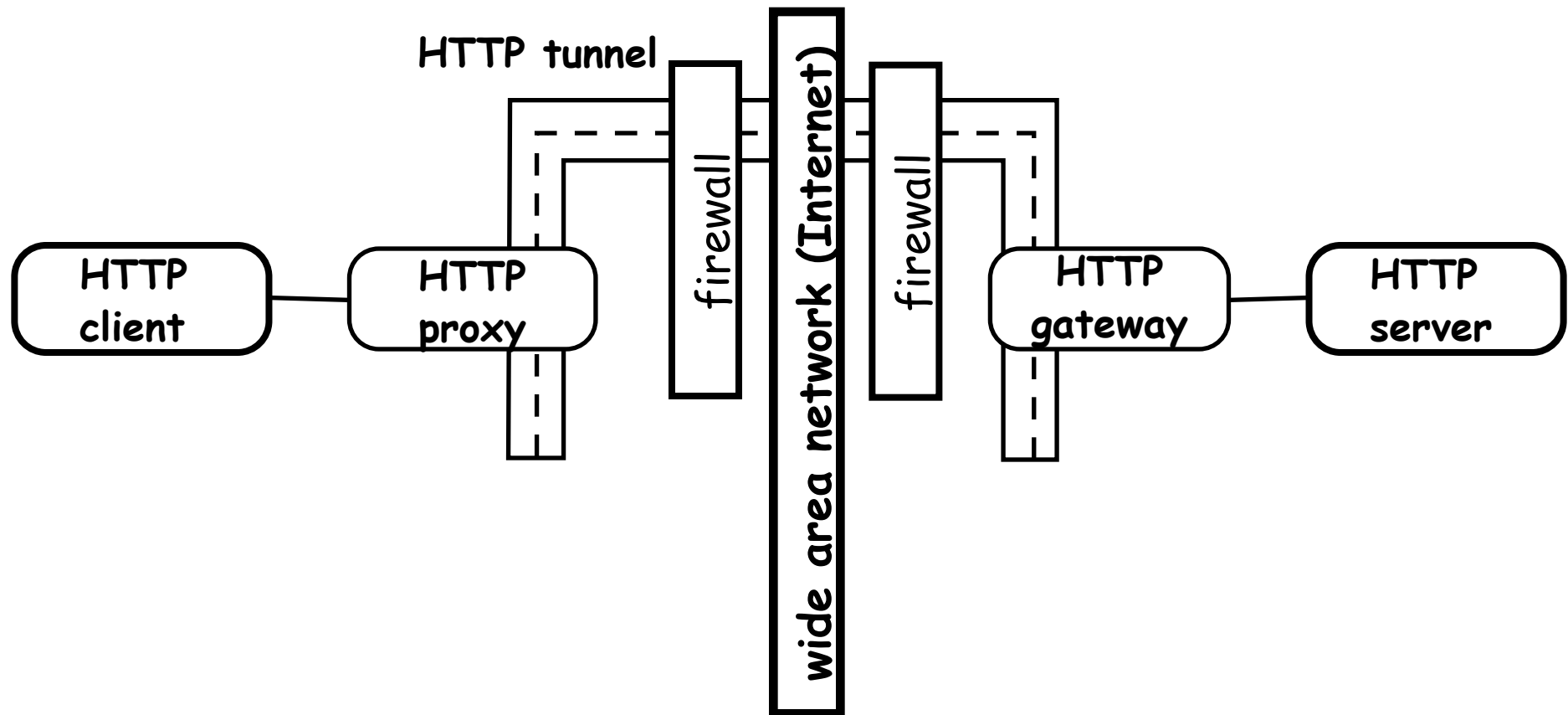


# HTTP Connection



- Server behind firewall and HTTP gateway
- More realistic

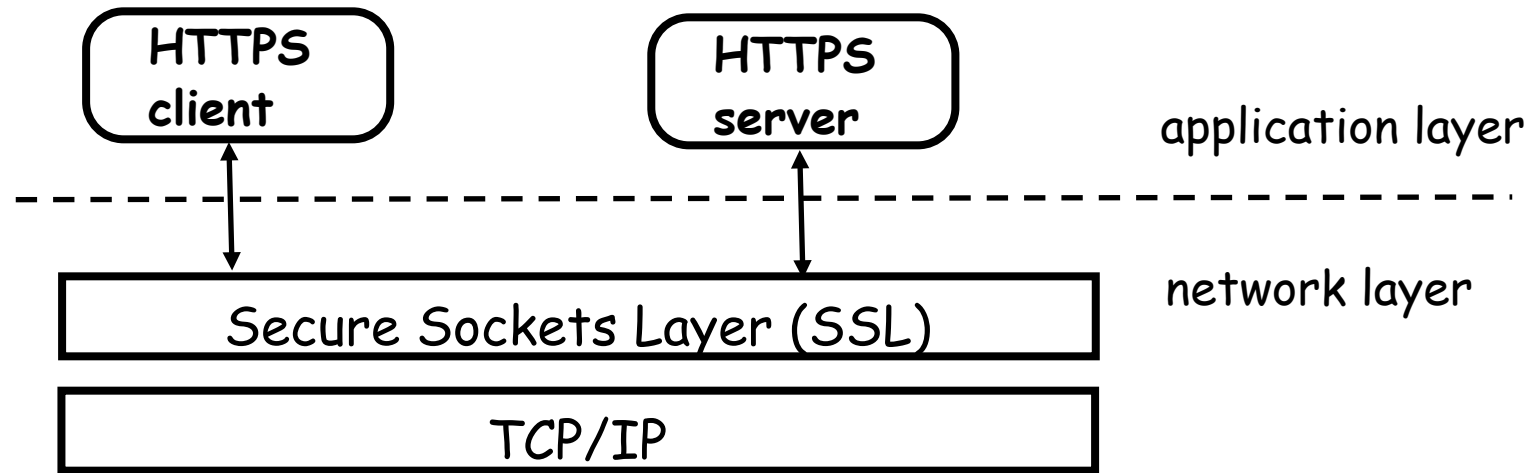
# HTTP Connection



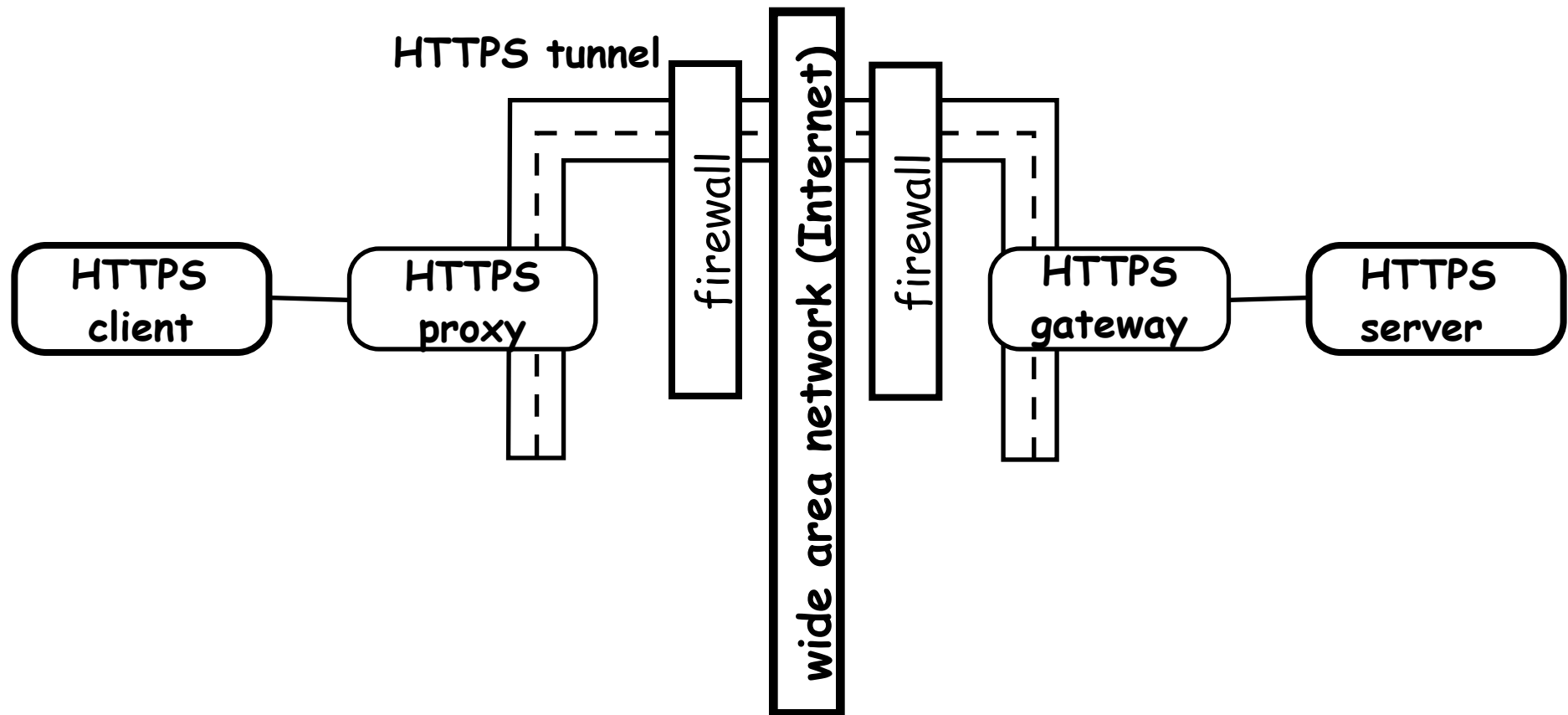
- Two firewalls, HTTP proxy, HTTP gateway

- Secure (encrypted) channel between client and server
- Server authenticated to client
- Client optionally authenticated to server
  - Public Key certificates

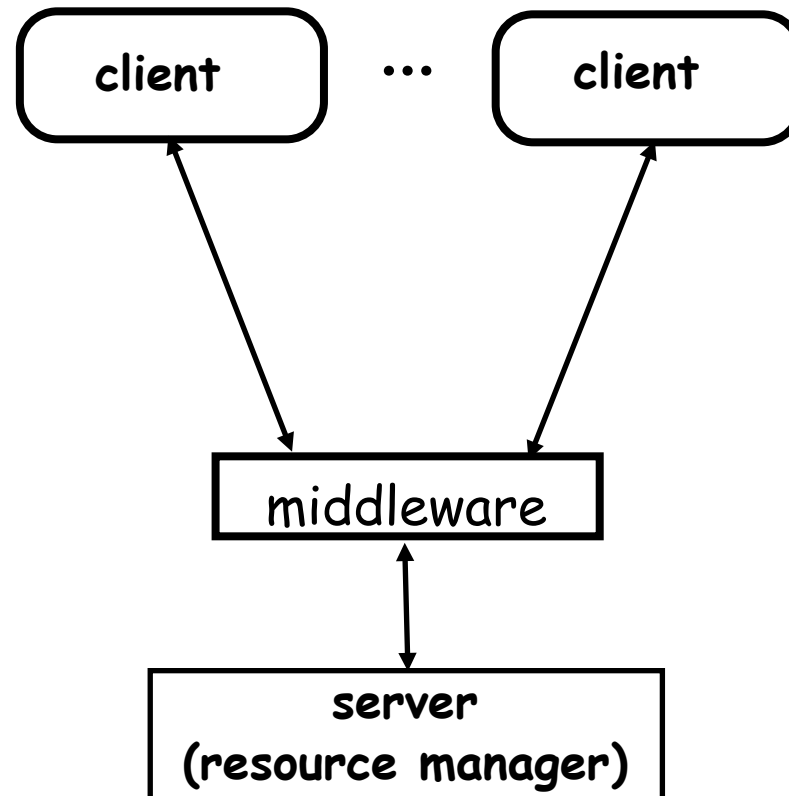
# HTTPS - SSL



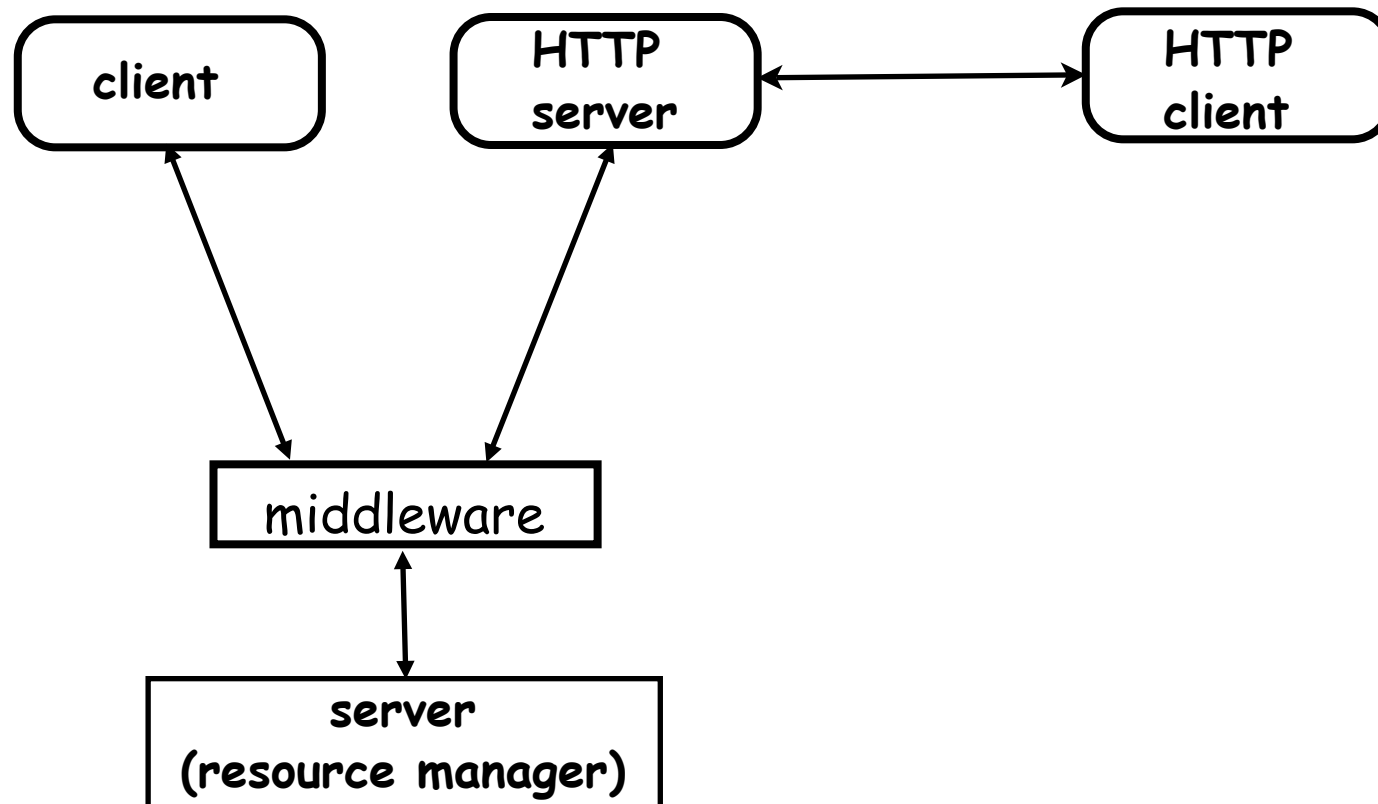
# HTTPS Connection



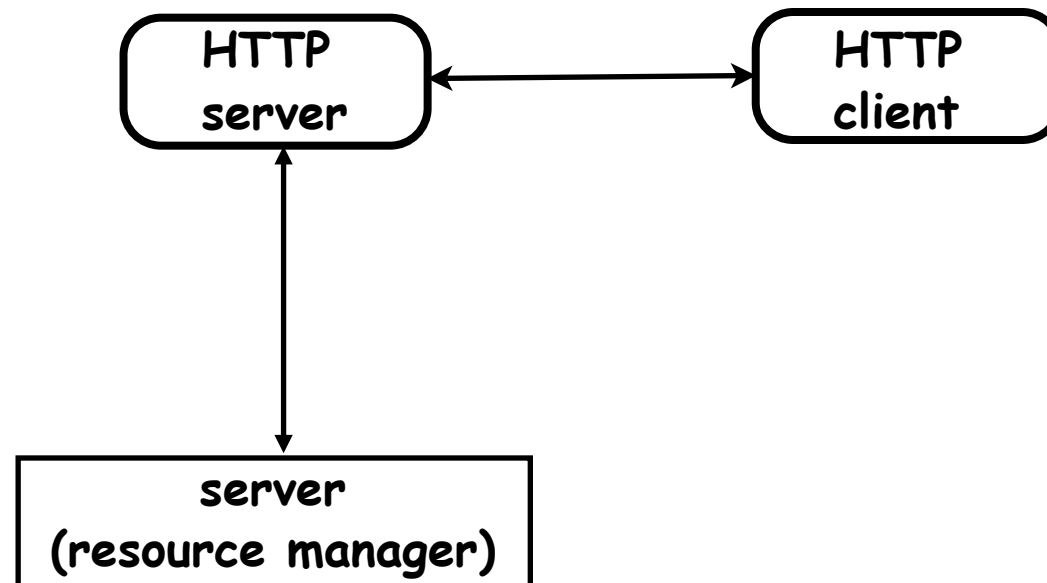
# Recall 3-Tier



# Adapter to HTTP client

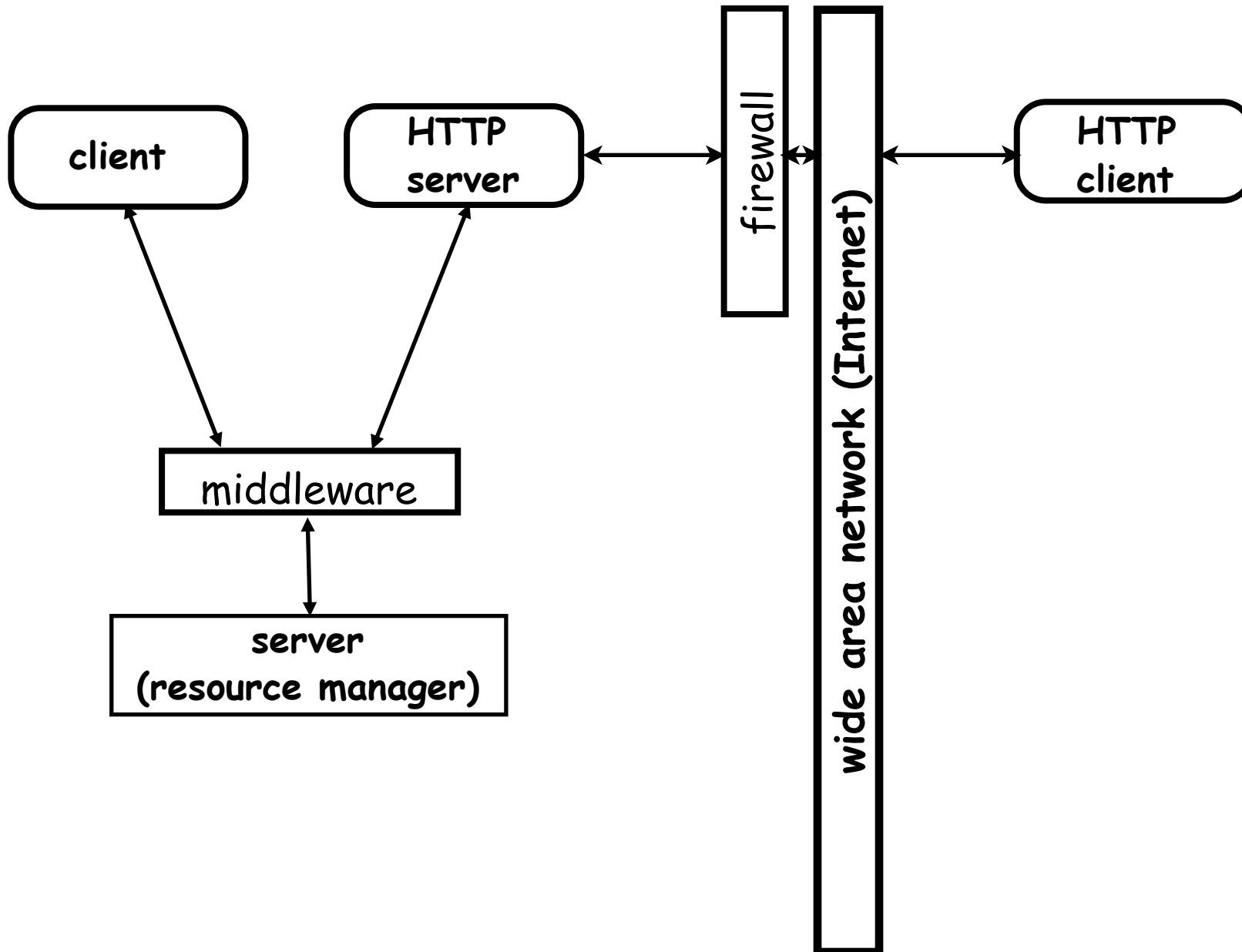


# This also works 2-Tier

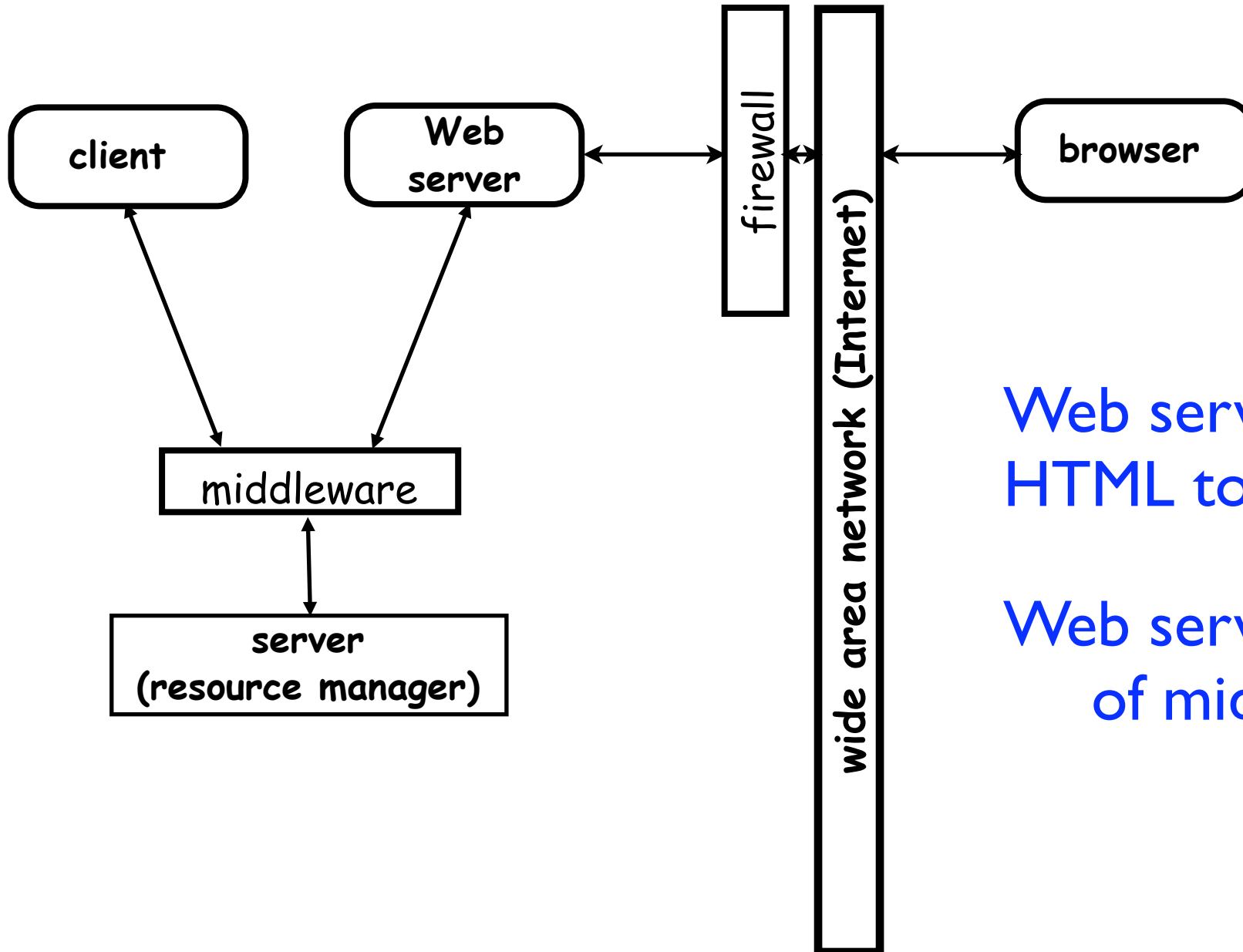




# Over the Web



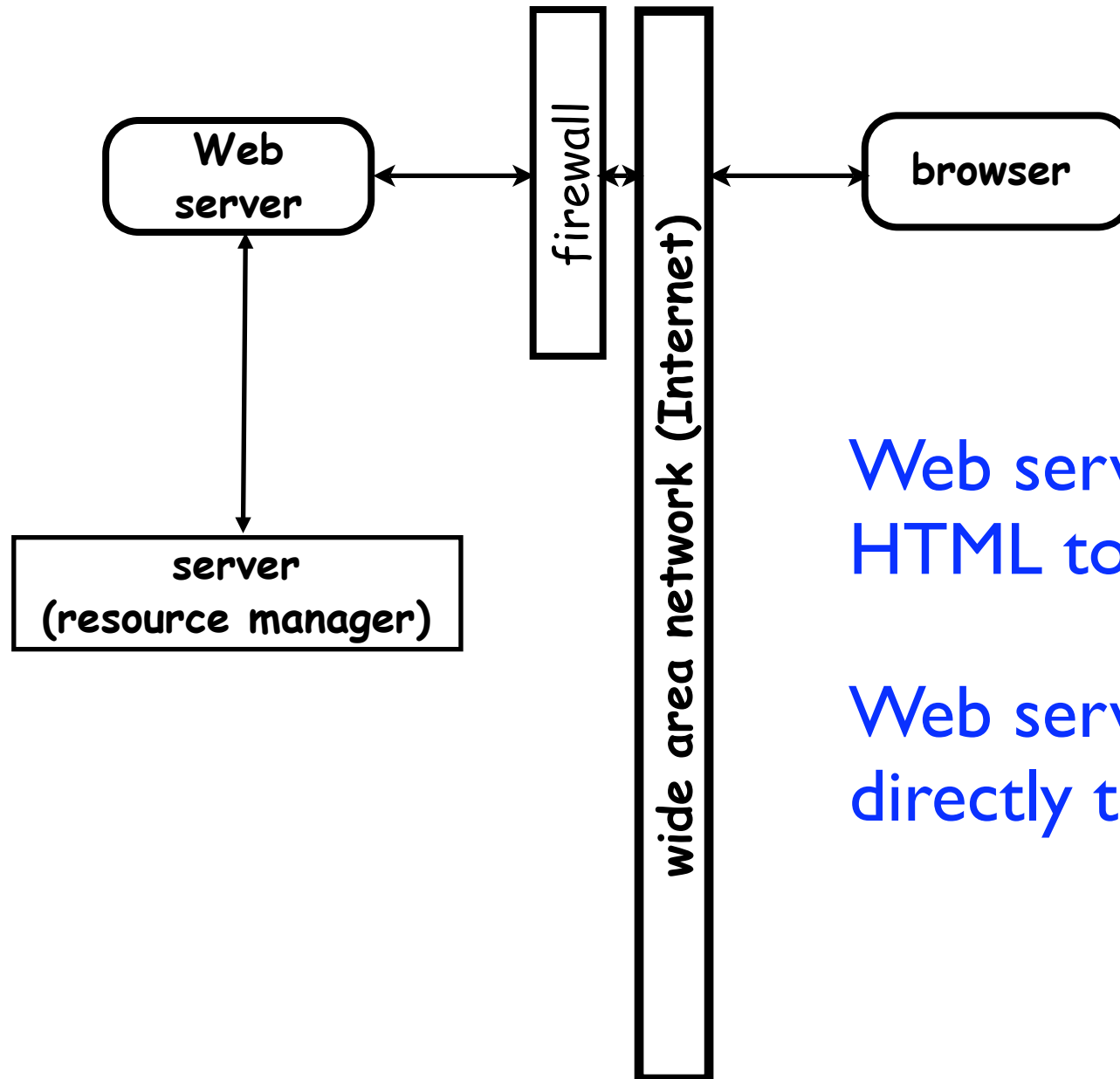
# Client is a browser



Web server sends  
HTML to browser

Web server is client  
of middle tier

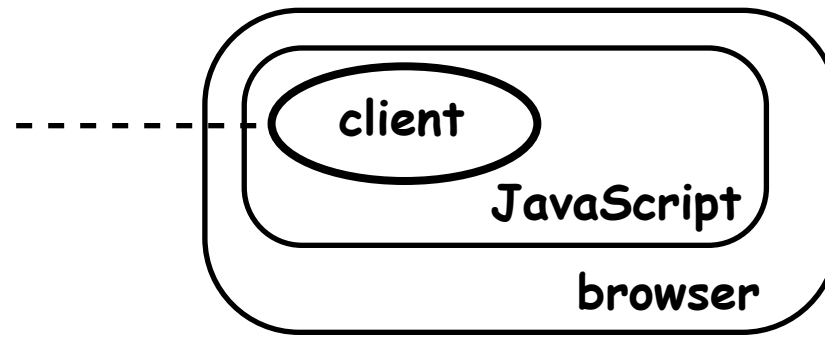
# Still Works 2-Tier



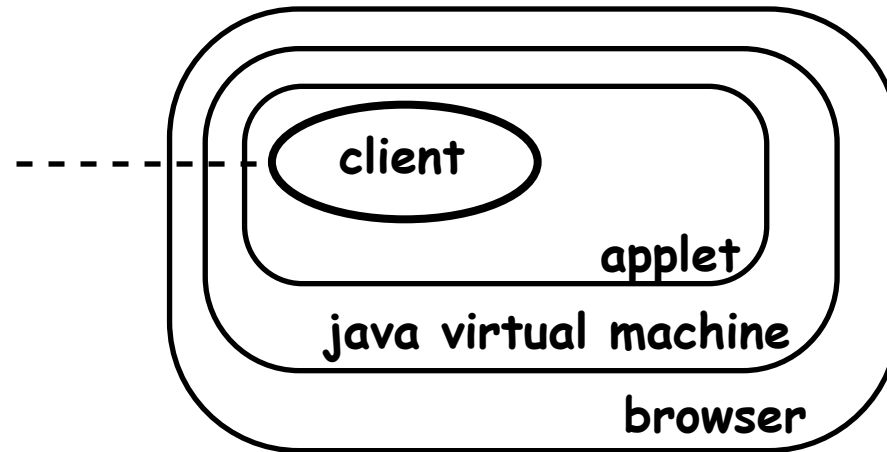
Web server sends  
HTML to browser

Web server talks  
directly to database

# Thin Client in Browser



JavaScript  
VBScript

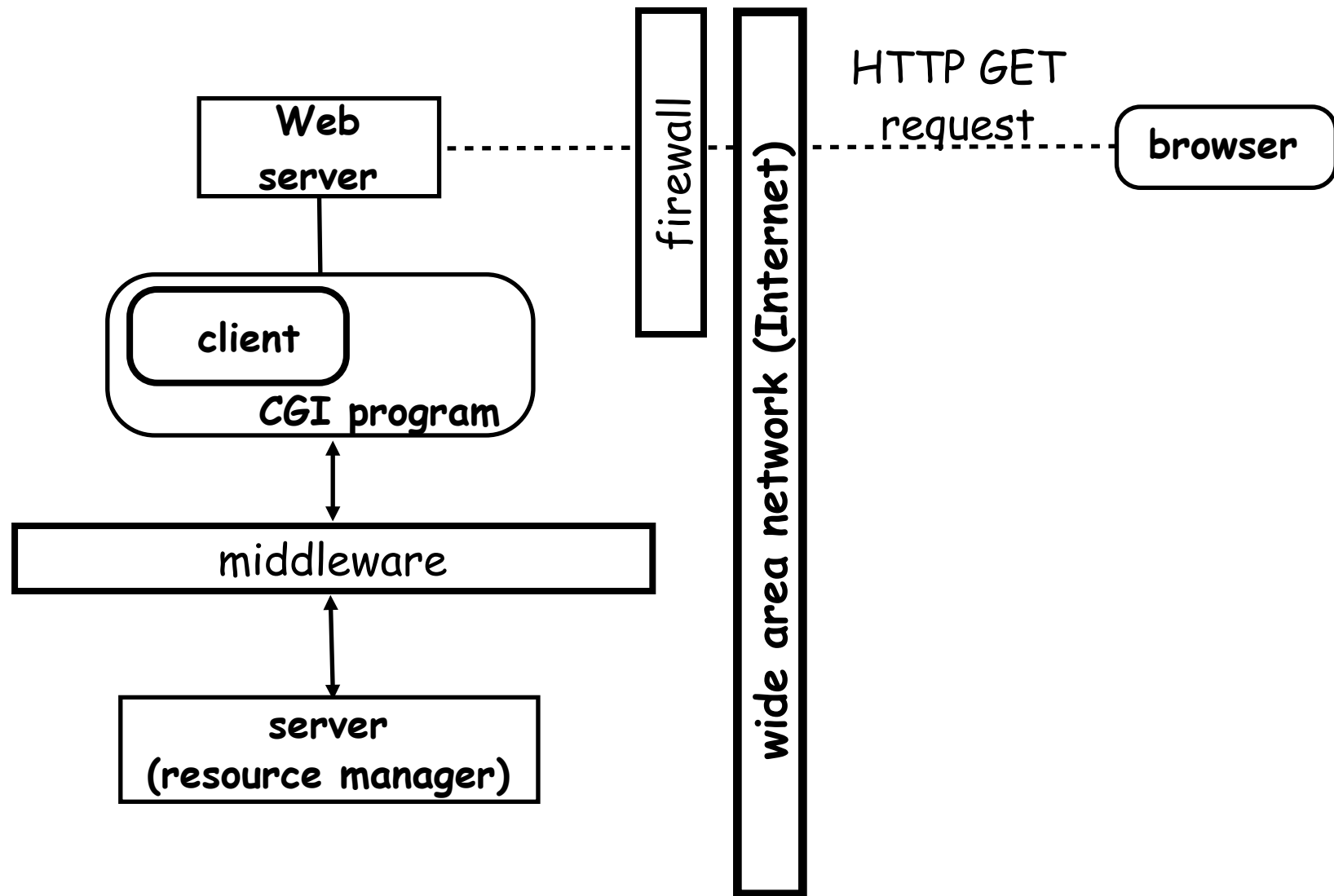


Applets

- HTML forms
- cookies

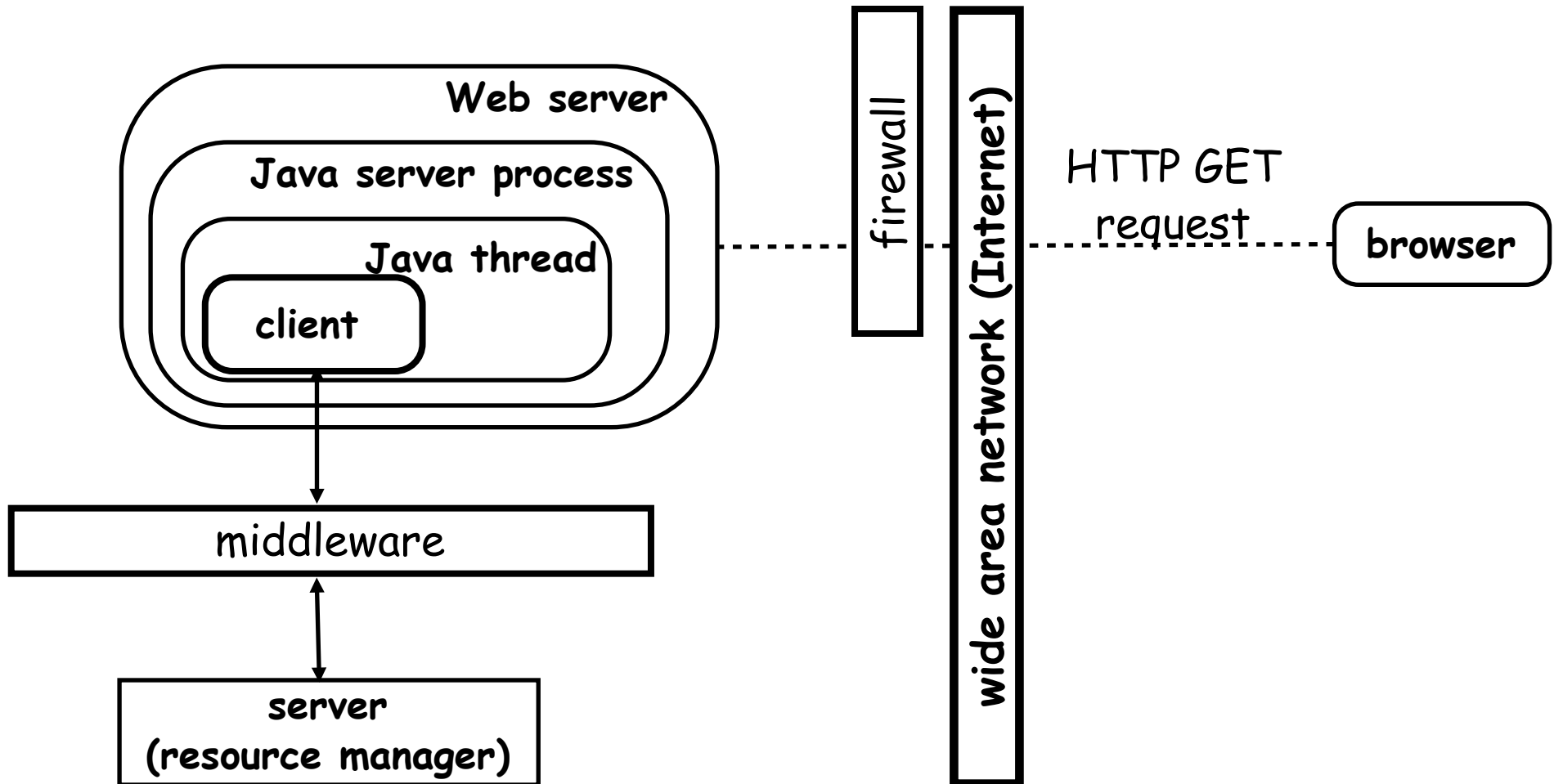
# Web Server is Client of Middleware

- Or maybe of the database!
- Technology to do this:
  - CGI
  - Servlets
- Ways to make web server execute code



- Create Process, run arbitrary program
- But very expensive

# Servlets



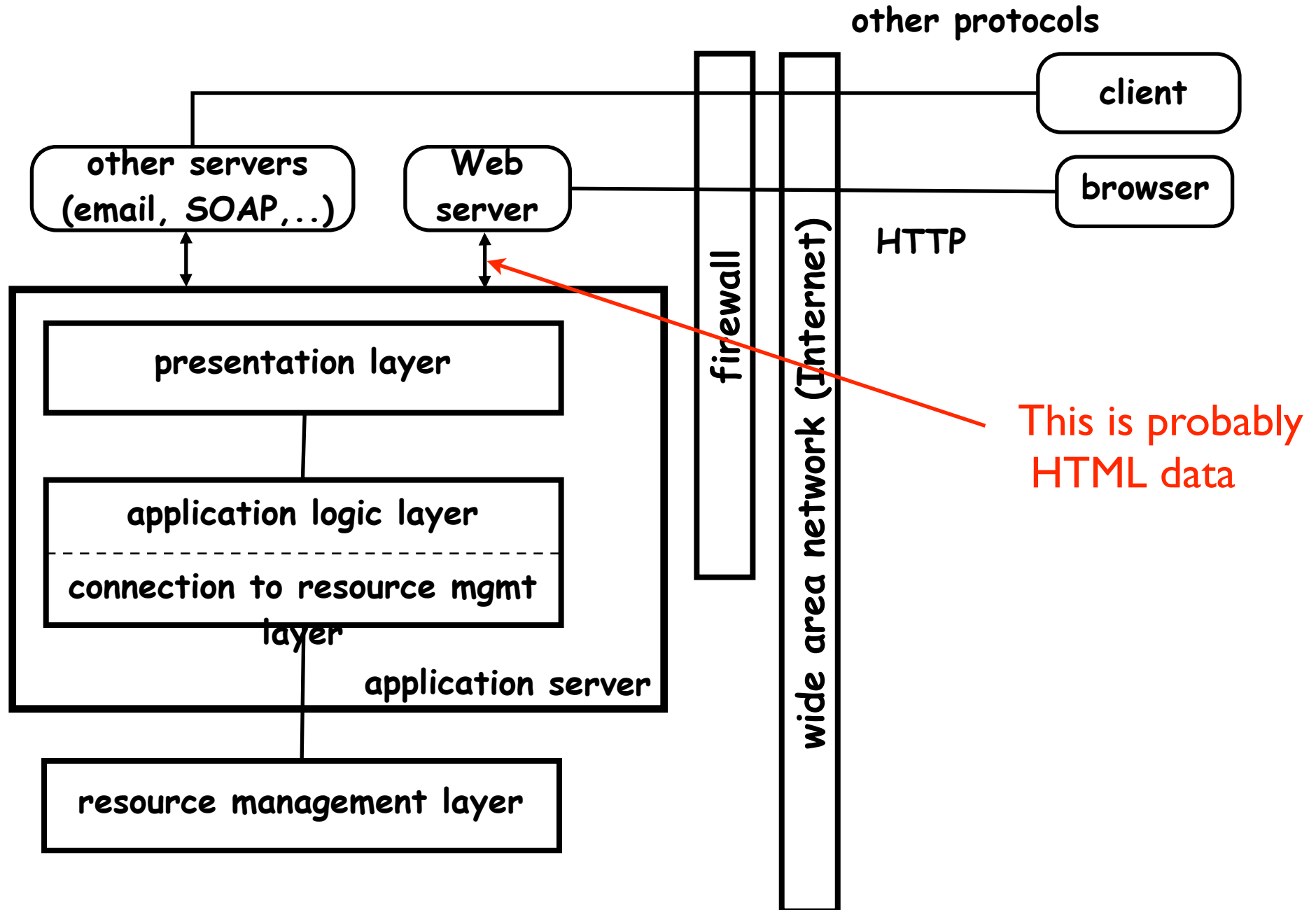
- JVM part of Web server
  - No process creation
  - Cache state

# Application Server

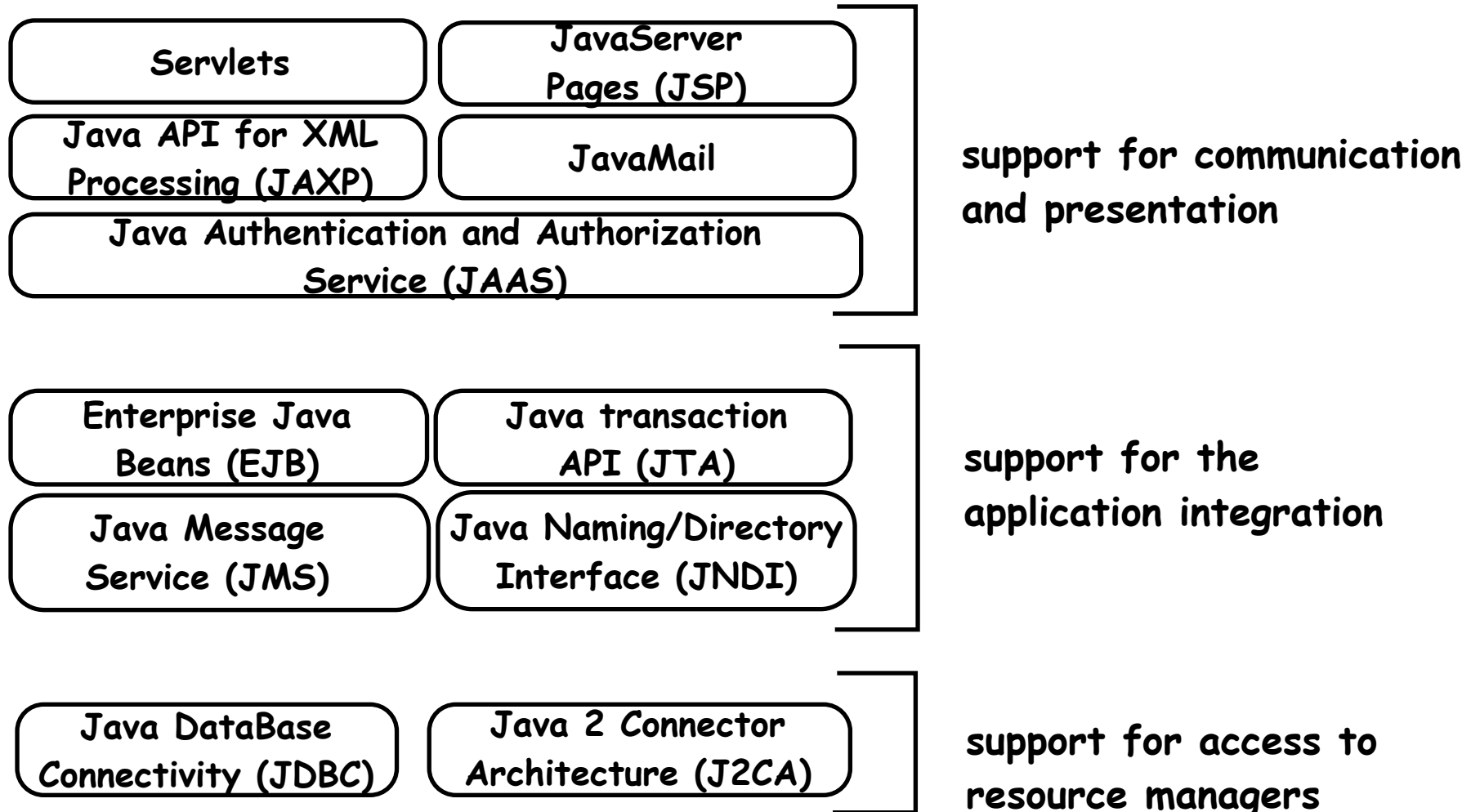
- Middleware specialized for Web access
- Presentation layer plays more important role

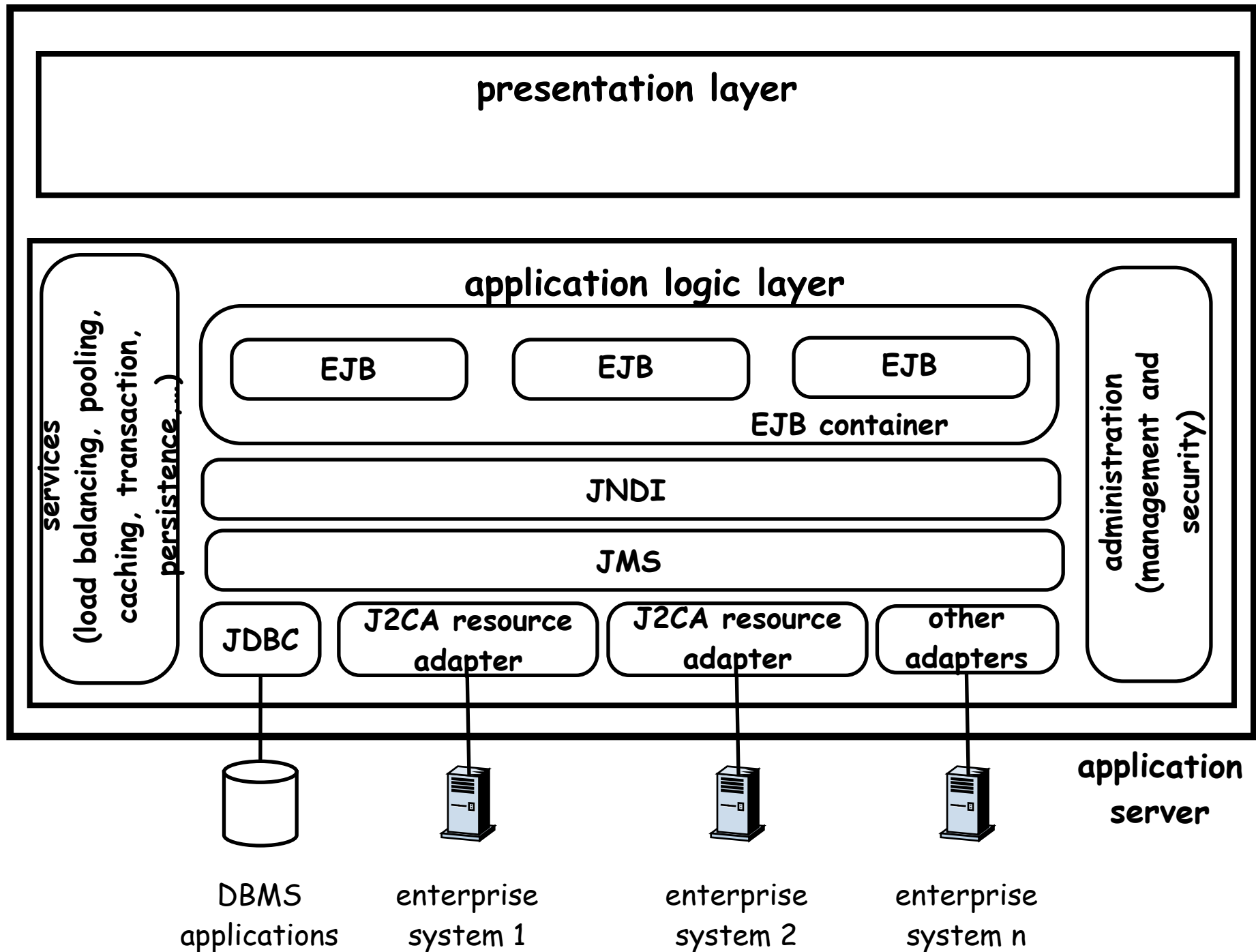


# Application Server - General

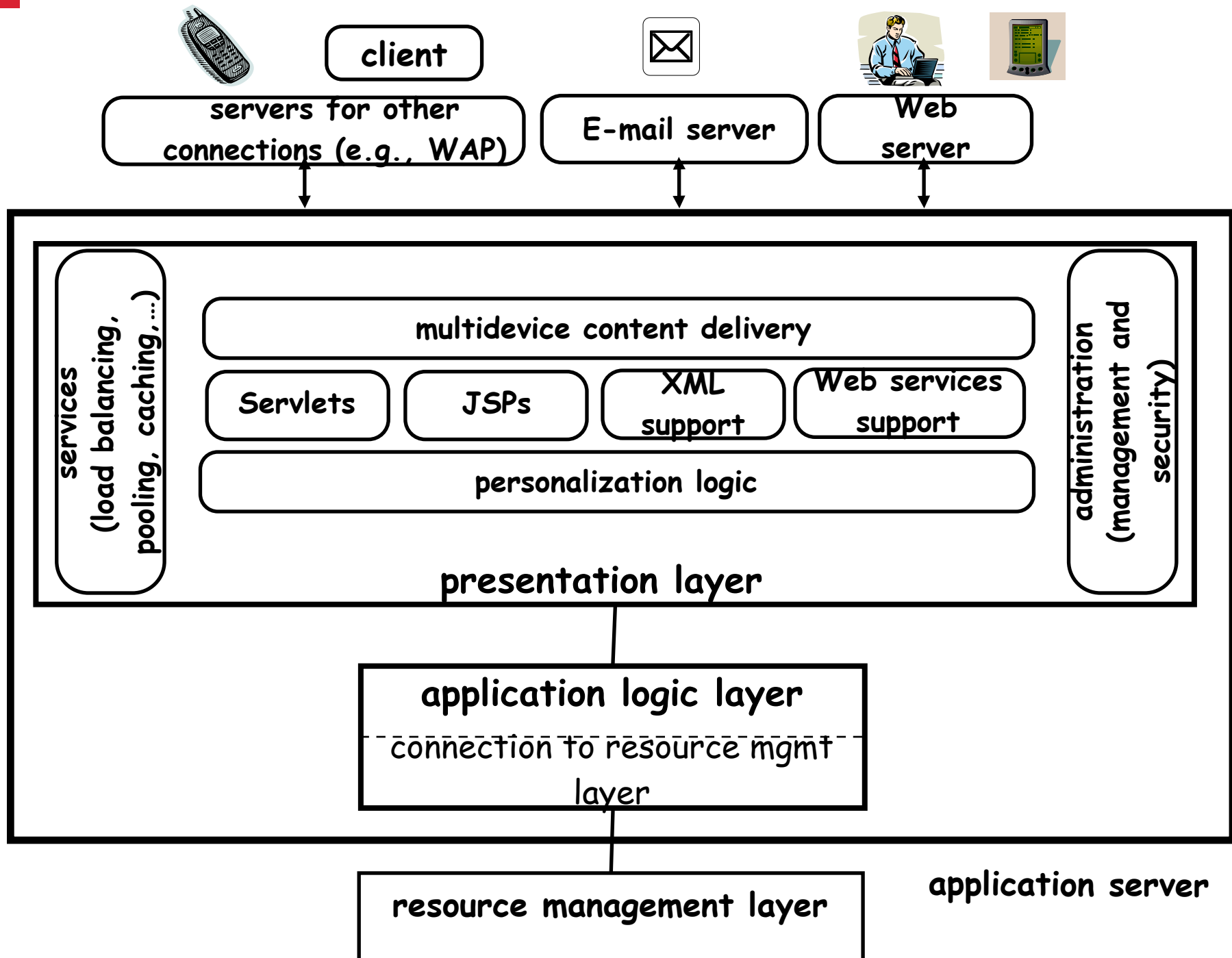


# J2EE Application Server Architecture

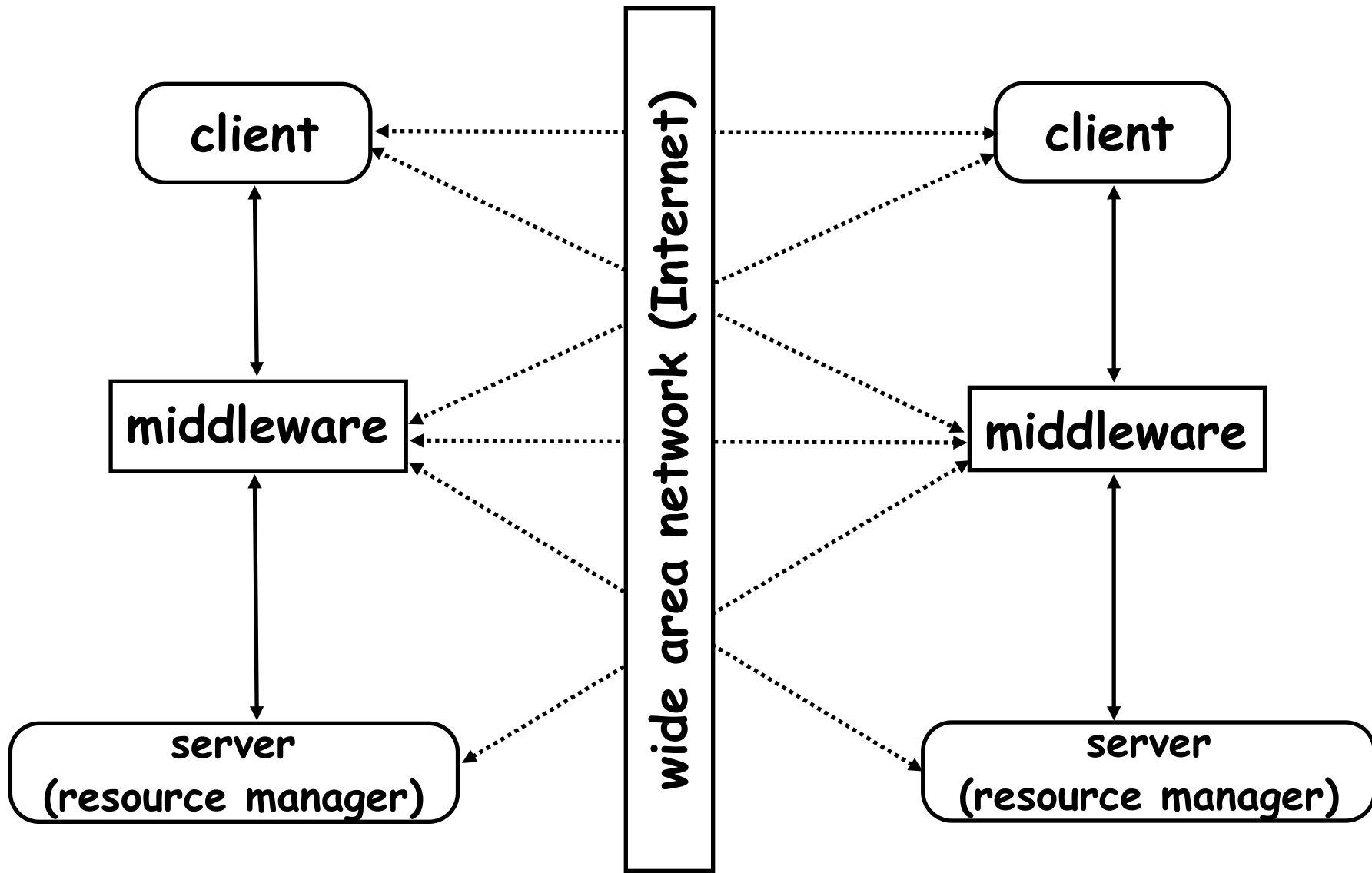




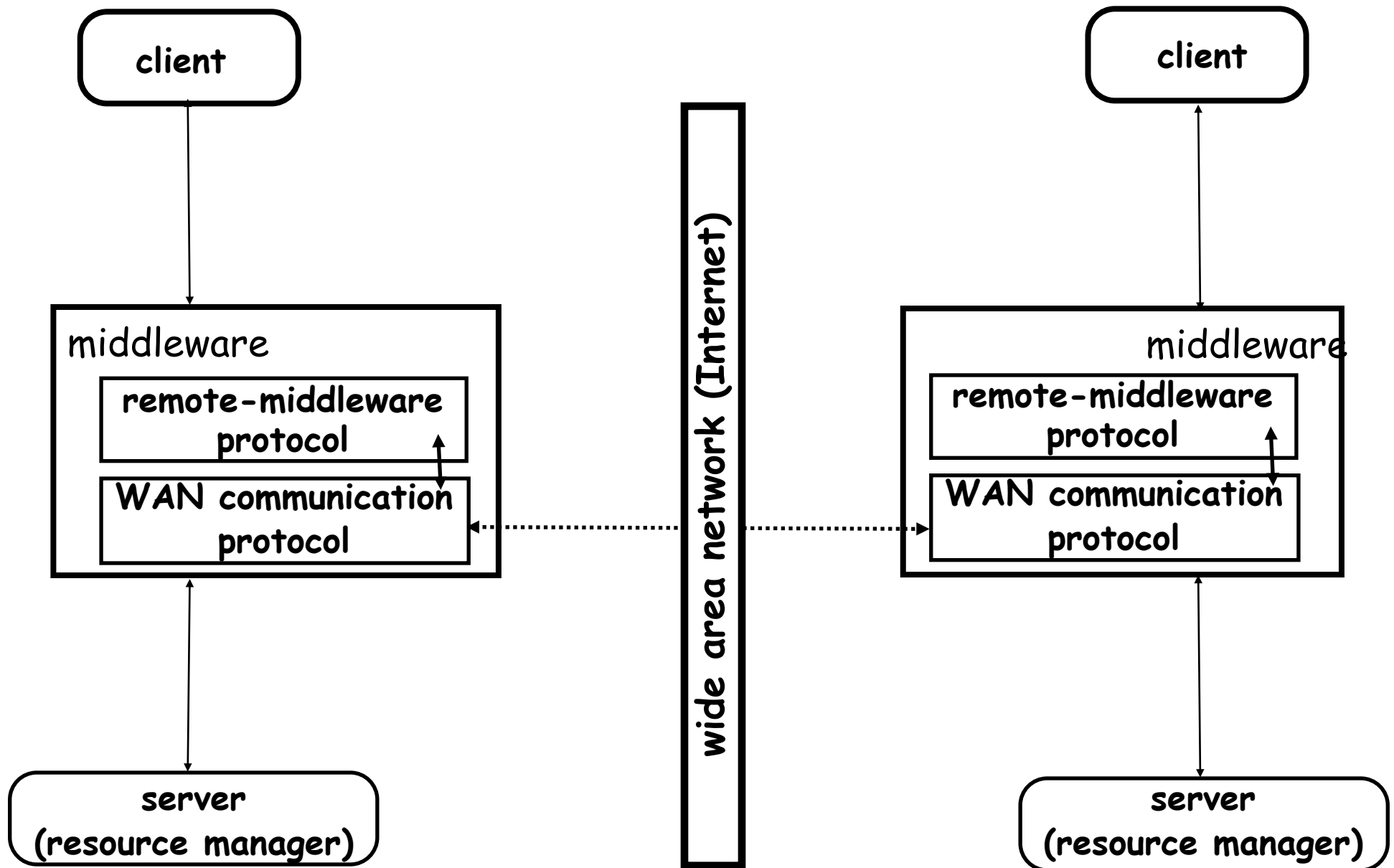
# J2EE Application Server Architecture - III



# Wide Area Integration



# Wide Area Integration



- Middleware instances need to communicate

# Tunneling Through Firewalls

