Thomson Reuters Enterprise Platform

ESDK Java 1.2.x

MIGRATION GUIDE

1 Overview

ESDK packages are specific to the product language (C/C++ or Java) and include both the ETA and EMA products. This *ESDK Java 1.2 Migration Guide* describes migrating from any prior ESDK Java version to ESDK Java Version 1.2 (or later). Because migration steps are specific to the ESDK package, migration steps are identical for both ETA and EMA.

Historically, developers obtained the package's Java Archive (JAR) files and their dependencies from the ESDK Java package. Developers built their code using a **build.xml** file and a script (in ANT). While the ESDK version 1.2 package continues to include JAR files, Maven Central also hosts them. Additionally in 1.2, the ANT build is replaced by a build powered by Gradle (https://gradle.org/). In version 1.2, you use Gradle to:

- If needed, download JAR files and associated dependencies from Maven Central (refer to Section 4)
- Build the ESDK package's Java examples and product source code (refer to Section 5)

2 Gradle

The ESDK package includes **build.gradle** files throughout its directories to assist in building libraries and examples via a single command. After building the libraries and examples, you develop and compile your custom applications in the same manner as versions prior to ESDK 1.2.

build.gradle files specify the location of the product's Java dependencies (which can be local or remote). By default, the package's **build.gradle** files are set to pull its dependencies from locations on Maven Central (for details, refer to Section 4.1). If needed, you can configure Gradle files to pull dependencies (such as Apache or Mockito) from other URLs or locations.



3 Package File and Directory Changes

Notable changes in the ESDK package include:

- To support simultaneously hosting of files on Maven Central, JAR filenames have changed: all JAR files now include the package version (*Version*) as a suffix in their name (e.g., upa-3.2.0.0.jar). As a result of this change, you must update your class path(s) to use the appropriate filename(s).
- For multicast connections, you need the JNI libraries (same as previous ESDK versions) as well as the new libraslRelMcast libraries located in the Eta/Libs/rssl directory.
- Directory structure changes as follows:

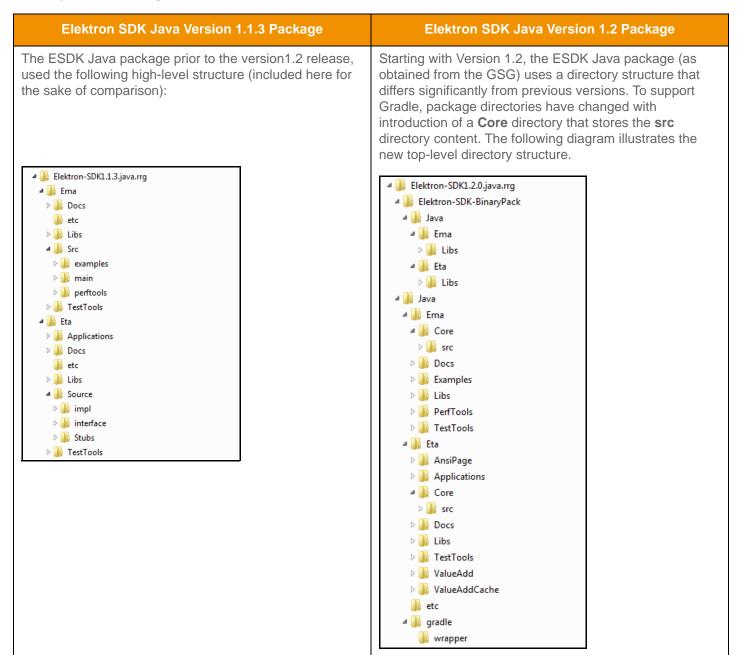


Table 1: ESDK Java Package Structures

The ESDK package's version structure (illustrated in Table 1) is determined by how Gradle generates artifacts. Each subdirectory has its own **src** folder. All the source code in that folder can generate a jar file. Thus, the contents of the **ValueAdd** folder generate the **upaValueAdd-Version.jar**, the contents of the **Eta/Core** directory generate the **upa-Version.jar**, and etc.

Starting in ESDK Version 1.2, a new library librsslRelMcast in directory **Elektron-SDK-BinaryPack/Java/Eta/Libs/rssl** accounts for the shared reliable multicast library. This library is dynamically loaded by **librssl** whenever the Reliable Multicast transport is selected.

Additionally, the DACS library was moved to directory Elektron-SDK-BinaryPack/Java/Eta/Libs.

4 Downloading Java Dependencies

For ease of product use, as of the ESDK 1.2 release, Thomson Reuters maintains its ESDK Jar files on Maven Central.

Note:

- ESDK JAR files dependencies (i.e., Apache, Mockito, etc) are maintained on Maven Central by their third party producers.
- If you obtain the ESDK from GitHub, you must also clone the **Elektron-SDK-BinaryPack** to access ESDK non-open sourced JAR file dependencies (e.g., JDACS, JNI libraries, etc). If the **Elektron-SDK-BinaryPack** is absent, Gradle automatically clones this binary pack when compiling the ESDK source code.



Tip: ESDK packages obtained from Thomson Reuters's GSG or via the Developer Community Portal (https://developers.thomsonreuters.com/elektron/elektron-sdk-java/downloads) continue to include all needed Java dependencies: you do not need to use Gradle to download or build your ESDK dependencies. However, you will still need to run Gradle to build examples (refer to Section 5).

4.1 Downloading ESDK and Dependencies from Maven Central



Tip: If you retrieve the ESDK from GitHub, you can use the package's native Gradle files to download Java dependencies from Maven Central. For details, refer to Section 4.2.

Because you can download ESDK libraries and dependencies from Maven Central using several different tools, specific procedural instructions are not included here. Maven uses the following syntax to specify ESDK dependencies:

Gradle uses the following syntax to specify ESDK dependencies:

4.2 Accessing Java Dependencies when Package is Cloned from GitHub

The ESDK package in GitHub does not include Java dependencies but includes all gradle files necessary to download and build these dependencies from Maven Central.



Warning! To run Gradle, you must:

- Have access to the Internet
- Specify any proxy (i.e., a firewall) that you use on your network. For instructions on specifying a proxy, refer to Gradle's instructions at the following link: https://docs.gradle.org/current/userguide/ build environment.html#sec:accessing the web via a proxy.

To download and build dependencies using Gradle:

- 1. Clone the ESDK package from GitHub (https://github.com/thomsonreuters/Elektron-SDK).
- 2. Open a command (on Windows) or terminal (on Linux) window.
- 3. Change your directory to the ESDK Java root directory (i.e., Elektron-SDK/Java).
- 4. Issue the appropriate Gradle command as follows:
 - On Windows, issue the command: gradlew.bat jar
 - On Linux, issue the command: ./gradlew jar

5 Building Examples

The ESDK requires that you use Gradle to build the Java examples for both EMA and ETA. Because the ESDK comes with a large number of examples, this section discusses how to use Gradle to access the entire list of examples, and basic syntax in running an example.

Note: To use Gradle, you must have access to the Internet.

5.1 Listing ESDK Examples

The following procedure assumes that you've already downloaded, and if necessary, built the package's JAR files and dependencies (refer to Section 4).

Before running an ETA or EMA example, you need to know the example's name (for details on using Gradle to run examples, refer to Section 5.3). You can use Gradle to list all ETA and EMA example names.

The following diagram is an example of what Gradle prints to the screen (EMA and ETA examples display under the section **Other tasks** toward the end of the command's output):

Figure 1. Gradle Output with EMA Consumer Example Names

Using Gradle to list EMA and ETA examples:

- 1. Open a command (on Windows) or terminal (on Linux) window.
- 2. Change your directory to the ESDK root directory.
 - For packages downloaded from GSG or the Developer Portal, the directory is named **Elektron-SDK** *Version*.java.rrg, where *Version* is a letter (most commonly **E**, **G**, or **L**) followed by the three-digit ESDK version (e.g., **L1.2.0**)
 - For packages pulled from GitHub, the ESDK root directory is Elektron-SDK/Java.
- **3.** To view the list of ETA examples, issue the appropriate command as follows:
 - On Windows, issue the command: gradlew.bat Eta:Applications:tasks --all
 - On Linux, issue the command: ./gradlew Eta:Applications:tasks --all
- 4. To view the list of EMA examples, issue the appropriate command as follows:
 - On Windows, issue the command: gradlew.bat Ema: Examples:tasks --all
 - On Linux, issue the command: ./gradlew Ema:Examples:tasks --all

5.2 Enabling Logging in EMA

In EMA, to enable logging when running examples, you must activate the logging section in the **build.gradle** file in the **PackageDirectory/Ema/Examples**¹ directory. Remove the forward slashes (//) from the **jvmArgs** line as follows:

5.3 Building and Running an Example Using Gradle

The following procedure assumes that you've already identified the name of the example you want to run (for details, refer to Section 5.1).

Using Gradle to build and run an example:

- 1. Open a command (on Windows) or terminal (on Linux) window.
- 2. Change your directory to the ESDK root directory (i.e., Elektron-SDK Version.java.rrg).

Where *Version* is the three-digit ESDK version (e.g., 1.2.0)

- 3. To build and run an example, issue the appropriate command as follows:
 - On Windows, issue the command: gradlew.bat runExampleName [-PcommandLineArgs="arguments"]
 - On Linux, issue the command: ./gradlew runExampleName [-PcommandLineArgs="arguments"]

Where:

- runExampleName is the name of the example you want to build and run. For example, issuing the command: gradlew.bat runconsumer270 runs the EMA consumer example270_SymbolList.
- **arguments** are options or arguments that you want to add to the Gradle command. Only ETA supports the use of **arguments**. The following is a Linux command illustrating the use of arguments when running Gradle:

```
./gradlew runVaConsumer -PcommandLineArgs=" -c localhost:14002 DIRECT_FEED mp:TRI"
```



Tip: You can see a list of all possible arguments by passing the command: -PcommandLineArgs="-?"

^{1.} This is the directory for pacakges downloaded from the GSG or Developer Community Portal. Packages from GitHub use **DownloadDirectory/Java/Ema/Examples**

6 Additional Resources

Encountering unique situations and scenarios is commonplace when using APIs in new and different ways, and in the face of different IDEs and build environments. For this reason, not every scenario can be addressed in this migration guide. For further information, tips, advice, etc., feel free to reach out to the wider open source community via the forums at the Developer Community Portal. The community also includes tutorials and other getting started details.

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