

# **Rulesets**



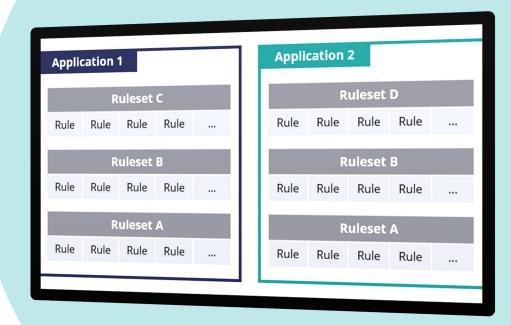
### **Overview**

A ruleset identifies, stores, and manages the set of rules that define an application or a significant portion of an application.

To package rules for distribution as part of an application, rules are collected into a group called a ruleset.

#### This module covers:

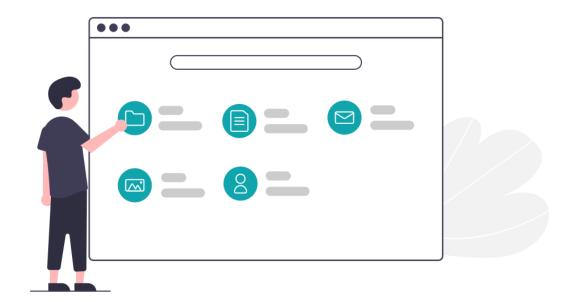
- Rulesets
  - Stacking
  - Versioning
  - Skimming



### Use case

Use rulesets to group rules for accessibility and deployment.

For example: If you create a ruleset to store service-level agreement (SLA) rules, you can reuse the ruleset in many applications that process cases requiring the same SLAs.





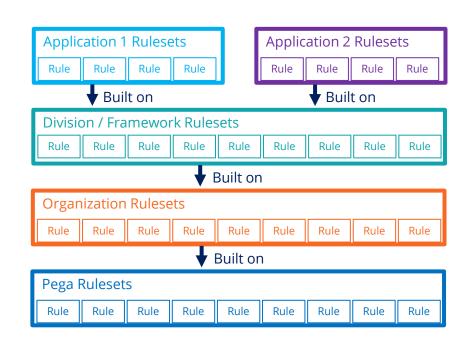
### Rulesets

Create rulesets as needed for an application. The default is two rulesets for each ECS layer (org, div, framework, implementation).

Rulesets store, categorize, and version rules in an application.

They're used for packaging and deploying rules and versioning.

- Rulesets are reusable in different applications.
- They allow you to gather many rules from different classes into one ruleset that represents a feature or a component of an application.





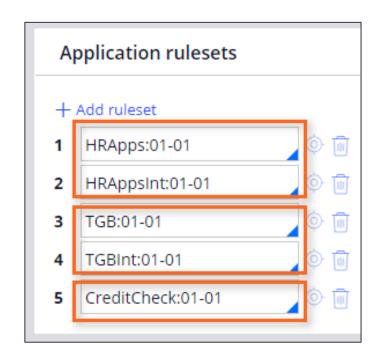


## Rulesets created by the application wizard

The new application wizard creates four initial rulesets.

- Application rulesets which are specific to the application.
  - HRApps
  - HRAppsInt
- Organizational rulesets which are global to the application.
  - TGB
  - TGBInt

Newly created rules can go into the application ruleset and rules for reuse can be placed in the organization ruleset.



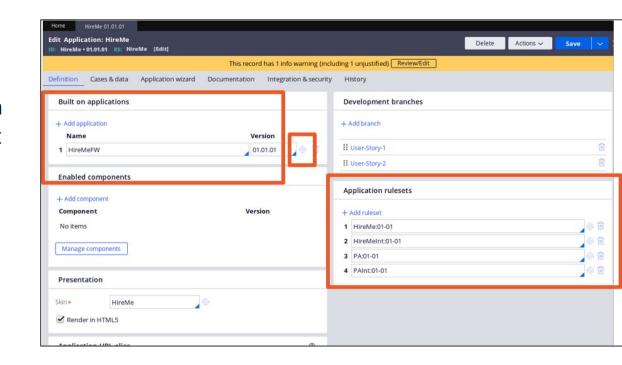




#### **Dev Studio**

- To open the application rule, click Application > Definition.
- 2. Set the Built on application and the application ruleset of an application.
- 3. Select the version of the ruleset to use.
- 4. Open the ruleset: click next to Version.







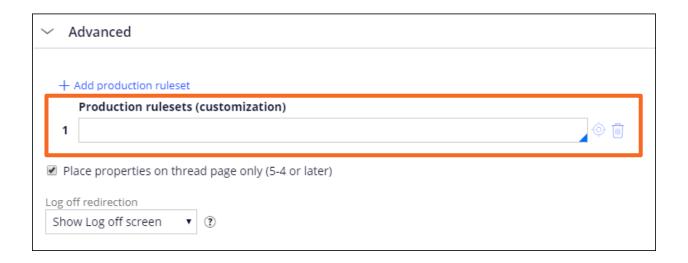


### **Production rulesets**

Production rulesets have at least one unlocked ruleset version in the production environment.

Production rulesets include rules that are updated in the production environment.

Commonly used for delegated rules.









The ruleset stack lists the rulesets and ruleset versions that make up the application including those inherited from any built-on applications.

The stack corresponds to all the rulesets or rules you have access to during designing time when implanting case types and at runtime when executing a case.

As part of the stack, and on top of it, there are two types of other rulesets, personal and production rulesets.

 A personal ruleset is specific to the current operator and contains all the rules that the operator has checked out or private edit.

A production ruleset are rulesets which are unlocked in production.

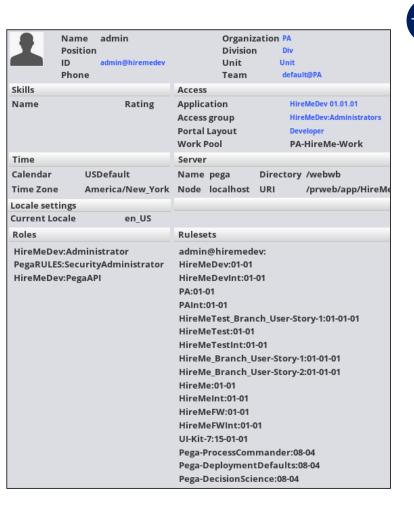
Personal RS **Production RS1 Production RS2** MyApp MyAppInt MyOrg MyOrgInt MyAppFW MyAppFWInt Pega-W Pega-X Pega-Y Pega-Z

### **Operator ruleset stack**

#### **Dev Studio**

- Click the OperatorID's avatar.
- Click profile.

The operator profile opens and displays the operator details and ruleset stack.



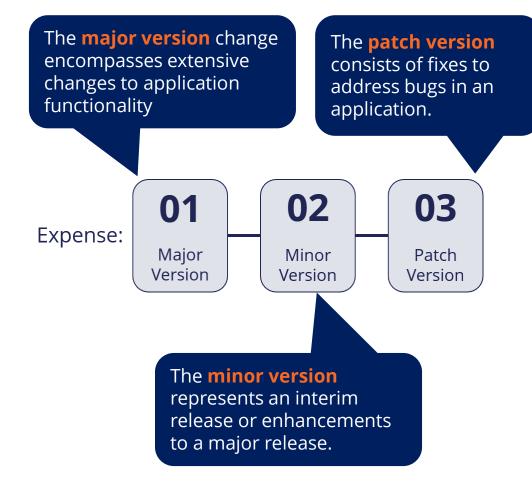


### **Ruleset versioning**

Developers collect rules into an instance of a ruleset, called a ruleset version.

To update the contents of the ruleset, create a new ruleset version.

Ruleset versioning helps developers identify and manage changes to an application.





## **Skimming**



Skimming is saving the highest version of a rule into a new, higher ruleset version.

Skimming simplifies rule resolution and minimizes the rule data that is provided to a different version of an application.

During a minor skim, rules are stored in a higher minor version, and during a major skim, rules are stored in a higher major version.

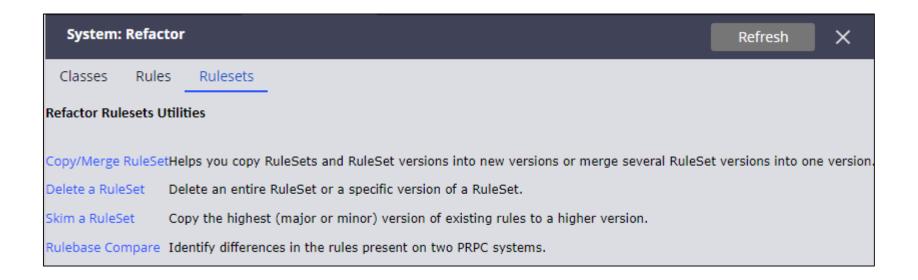
Key to skimming - start at a major version and skim all minor and patch numbers into a new version, or you can start at some minor version and work up from there.







The Refactoring wizard is for managing the reusable rulesets in an application.



DevStudio > Configure > System > Refactor



## **Skill mastery**

#### You understand:

- Rulesets
  - Stacking
  - Versioning
  - Skimming



