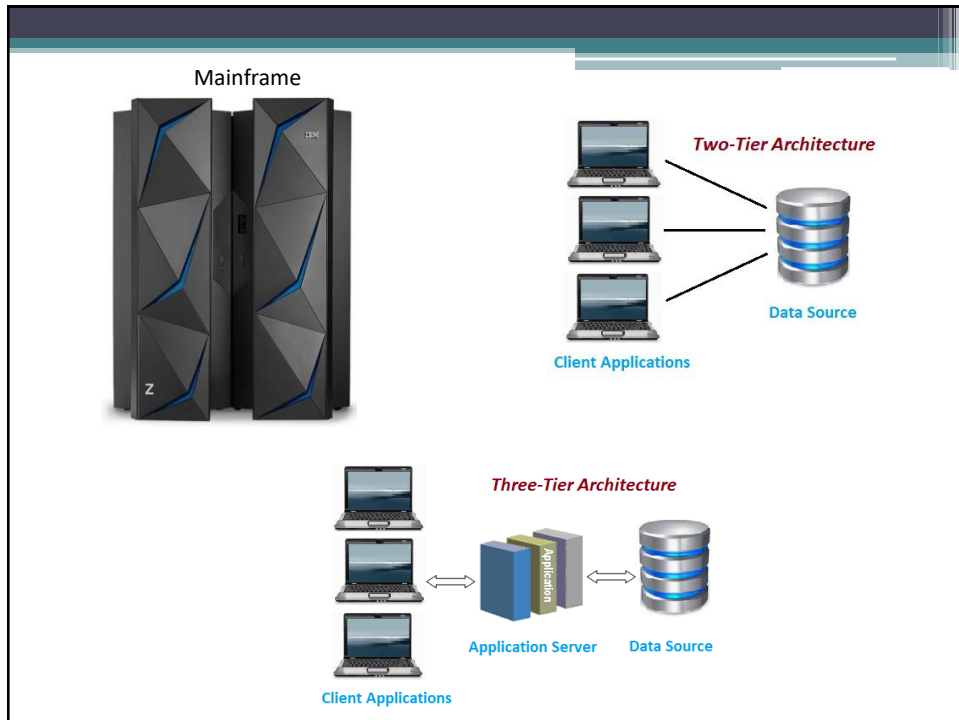


Enterprise Systems & Architecture

Enterprise Applications Integration (EAI)

Enterprise Architectures

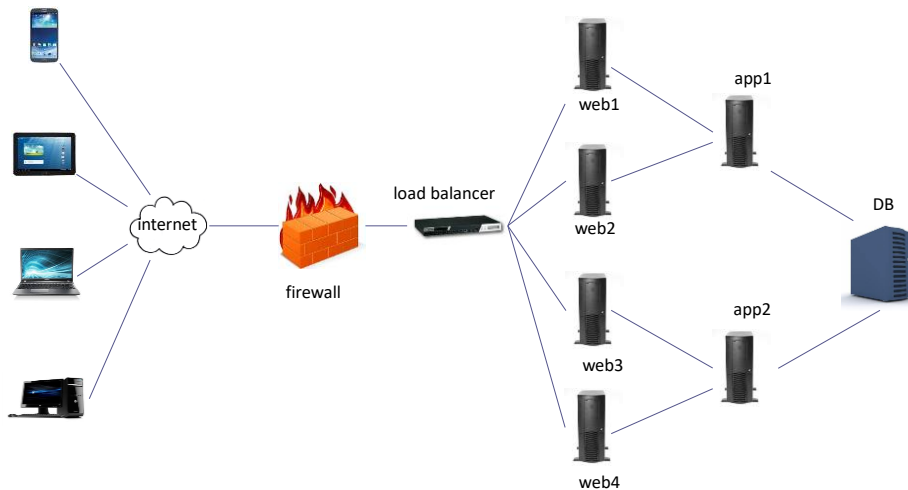
- Where functionality resides
 - How network is used
 - What machines/devices are used, servers, clients, mainframes, virtual servers, “cloud”
- How the functionality is designed:
 - Individual programs: tightly coupled
 - Enterprise systems: loosely coupled



Enterprise Architecture N-Tier

- Multi-Tier / Layered
 - Access
 - Presentation
 - Business
 - Persistence
 - Data Repository
 - Component/Service based
- Multiple client devices / systems
- Multiple datastores

A Basic Enterprise Architecture Example



Advantages of N-Tier Architecture

- **Separation of concerns**
 - Functionality is separated into its responsible parts
 - E.g. web page rendering vs business functions
- **Maintainability**
 - Identifying relevant implementation code easier
 - Testing specific functional concerns easier
 - Separation of developer skills possible
- **Extendibility**
 - Adding new code / refactoring existing code is made easier and less error prone
- **Loose coupling**
 - Design-time: Implementation can change with minimised impact on dependant functionality
 - Run-Time: Time/Location/Protocol independence of the functions gives a more robust system
- **Functionality Access**
 - Different client devices can access the same business functionality

Frameworks

- Sets of foundation software that provide core functionality allowing developers to concentrate on the business requirements.
- Frameworks
 - presentation (e.g. Struts / JSF / Spring)
 - business logic (e.g. Spring)
 - persistence (e.g. Hibernate)

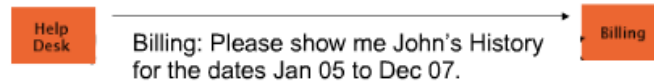
JEE – Java Enterprise Edition

JEE Technologies

- Java Server Pages / Faces (Presentation Layer)
- Java Servlets API (Presentation Layer)
- XML API's (JAXP / JAXB)
- Enterprise JavaBean components (Business Layer)
- *Java Messaging Specification (JMS) (Integration Technology)*

Loose Coupling

- Assumptions = Coupling



Assumption 0: I know the data encoding for the Billing app and I use it too

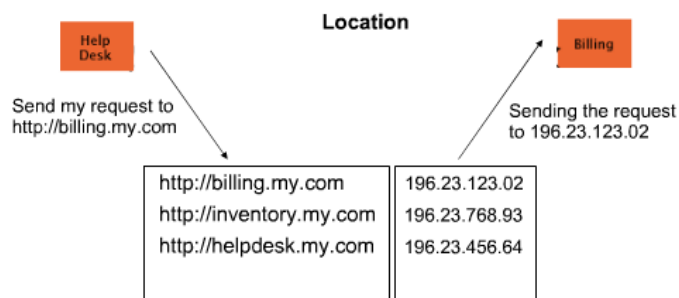
Assumption 1: I know where the Billing app sits e.g. 196.23.123.02

Assumption 2: I know that the Billing app is up and running right now

Assumption 3: I know that the Billing app follows my question/data format

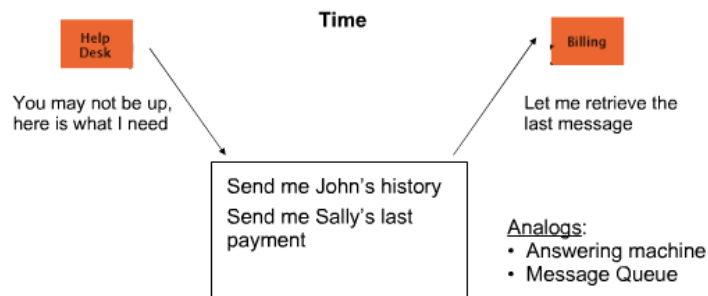
Loose Coupling – Reduce Assumptions

- Indirection:** the ability to reference something using a name instead of the value itself



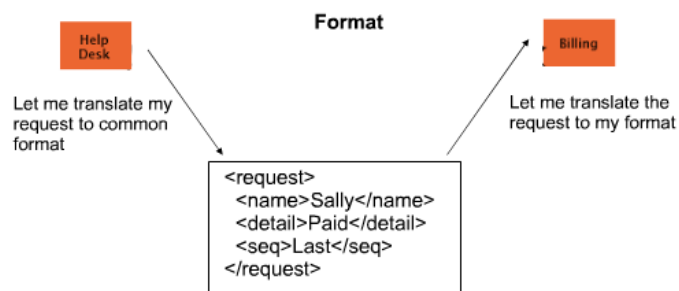
Loose Coupling – Reduce Assumptions

- **Intermediate Storage:** the ability to store content in an intermediate location for the intended receiver to retrieve it



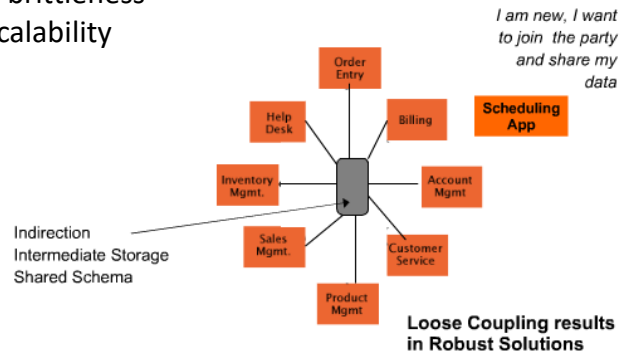
Loose Coupling – Reduce Assumptions

- **Shared Schema:** requiring mapping to a shared schema ensures format conversion

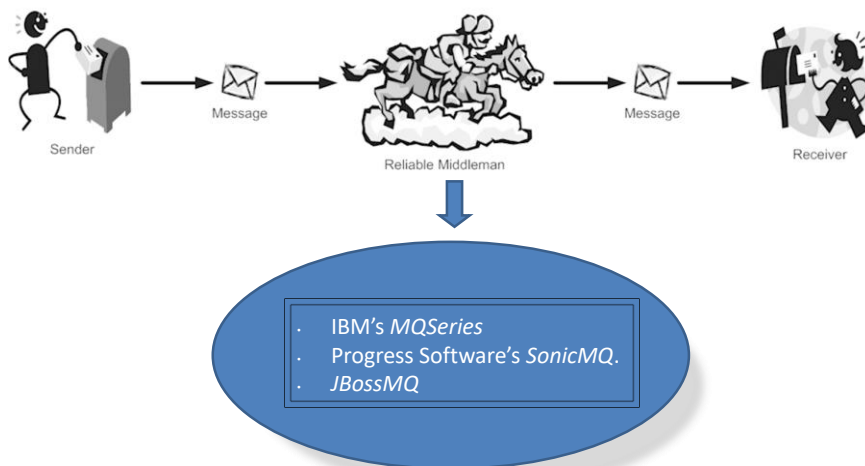


Loose Coupling

- A desirable quality of integration solutions
- Reduces assumptions
- Reduces brittleness
- Allows scalability



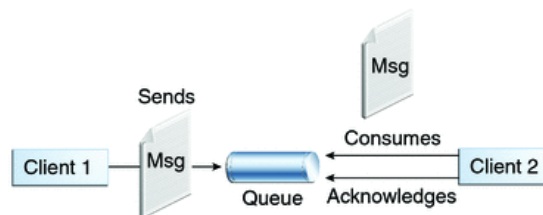
Message Oriented Middleware



Messaging – Domains

- Point-to-Point (PTP)
 - built around the concept of message queues
 - each message has only one consumer
- Publish-Subscribe systems
 - uses a “topic” to send and receive messages
 - each message has multiple consumers
- Queues & Topics are different types of message **destinations**

Messaging – Point to Point



- Can have multiple clients sending messages
- Can have multiple clients as consumers
- Only *one consumer* will receive the message

Messaging – Publish & Subscribe



- Can have multiple clients publishing messages
- Each subscriber receives the message

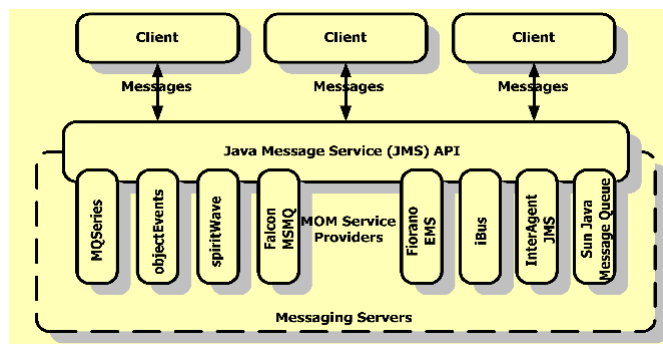
Java Messaging Specification - JMS

- Provides a standard java API to Message Oriented Middleware (MOM)
- A **specification** that describes a common way for Java programs to create, send, receive and read distributed enterprise messages
- Java clients that connect to the message broker are abstracted from the specific software implementation
- *Loosely coupled* communication
- *Asynchronous* messaging
- *Reliable* delivery - A message is guaranteed to be delivered once and only once.

Messaging – JMS Application

- JMS Clients
 - Java programs that send/receive messages
- Messages
- Administered Objects
 - preconfigured JMS objects created by an admin for the use of clients
 - ConnectionFactory, Destination (queue or topic)
- JMS Provider
 - messaging system that implements JMS and administrative functionality

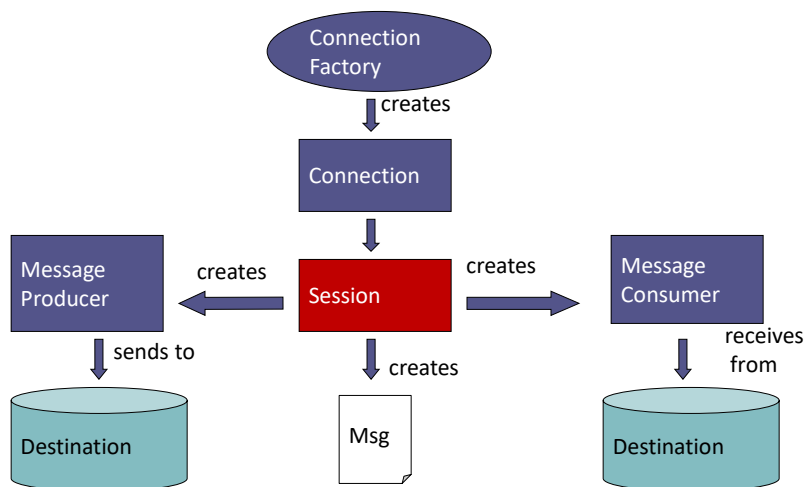
Messaging – Message Oriented Middleware & JMS



Message Consumptions

- Synchronously
 - A subscriber or a receiver explicitly fetches the message from the destination by calling the receive method.
 - The receive method can *block* until a message arrives or can time out if a message does not arrive within a specified time limit.
- Asynchronously
 - A client can register a *message listener* with a consumer.
 - Whenever a message arrives at the destination, the JMS provider delivers the message by calling the listener's `onMessage()` method.

JMS API Programming Model



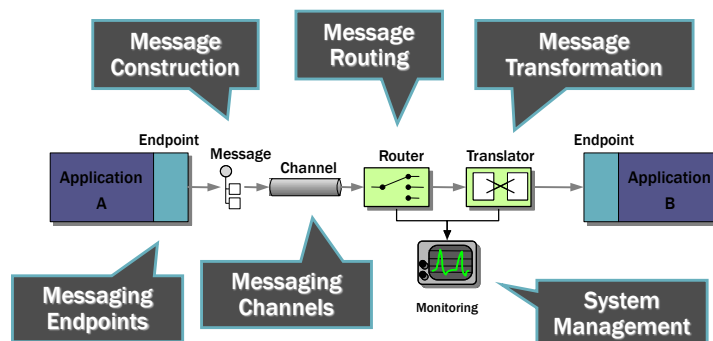
Enterprise Integration Patterns

Ref:

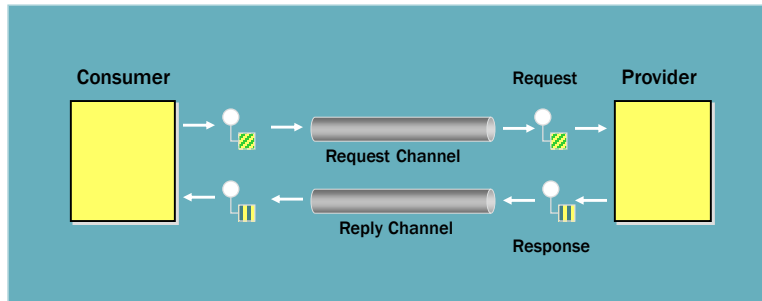
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Enterprise Integration Patterns

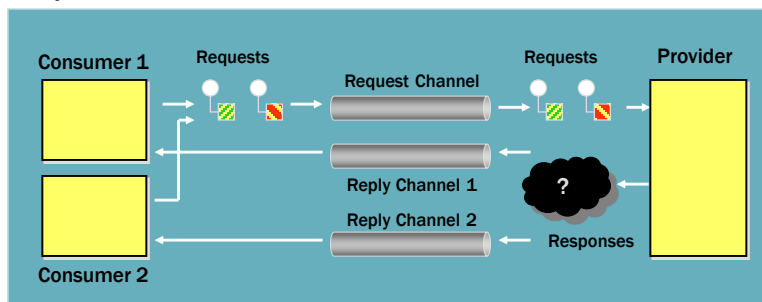


Pattern: *Request-Response*



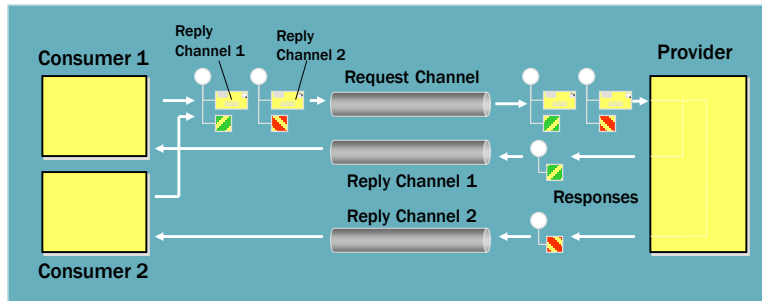
- Service Consumer and Provider (similar to RPC)
- Channels are unidirectional
- Two asynchronous point-to-point channels
- Separate request and response messages

Multiple consumers



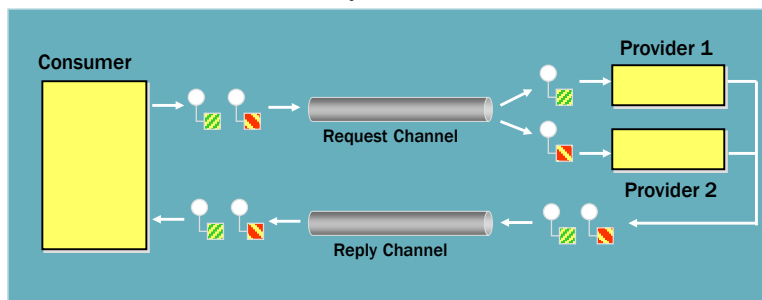
- Each consumer has its own reply queue
- But how does the provider send the response?
 - Could send to all consumers (very inefficient)
 - Hard code (violates principle of context-free service)

Pattern: *Return Address*



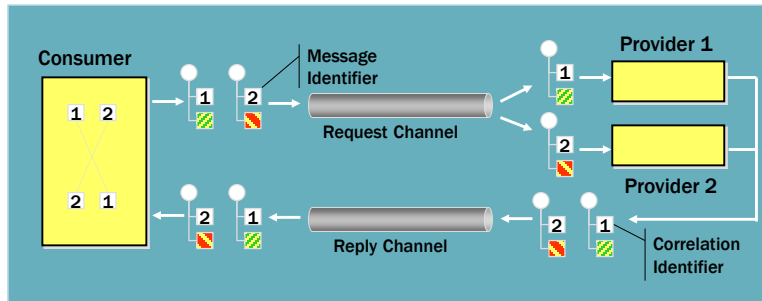
- Consumer specifies *Return Address* (the reply channel) in the request message
- Service provider sends response message to specified channel

Load-balanced service providers



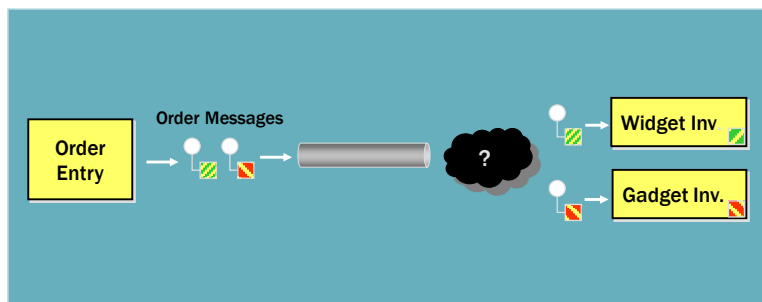
- Request message can be handled by multiple providers
- Only one service receives each request message
- But what if the response messages are out of order?

Pattern: *Correlation Identifier*



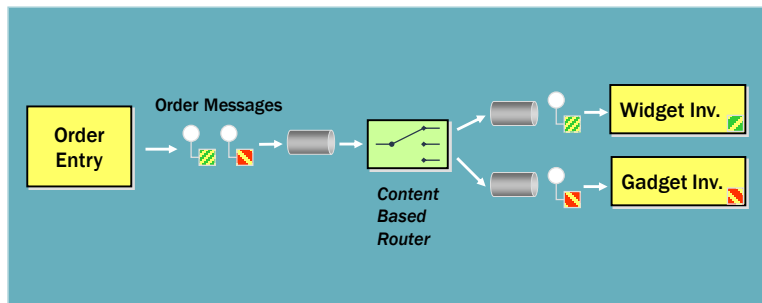
- Consumer assigns a unique identifier to each message
 - Identifier can be an arbitrary ID, a GUID, a business key
- Provider copies the ID to the response message
- Consumer can match request and response

E.g. Order Entry system - Multiple specialised providers



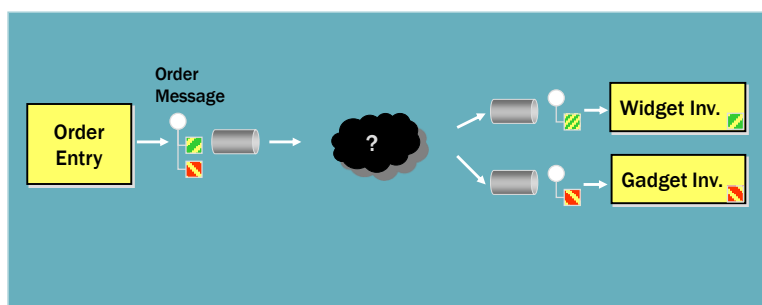
- Each provider can only handle a specific type of message
- Route the request to the "appropriate" provider. But how?
 - *Do not want to burden sender with decision*
 - *Letting providers "pick out" messages requires coordination*

Pattern: *Content-Based Router*



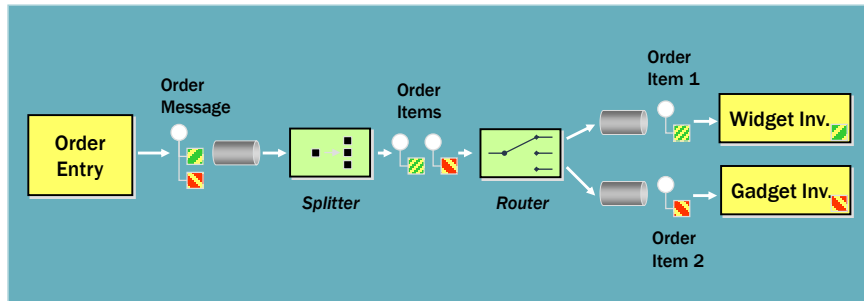
- Insert a content-based router
- Routers forward incoming messages to different channels
- Message content not changed

Composite messages



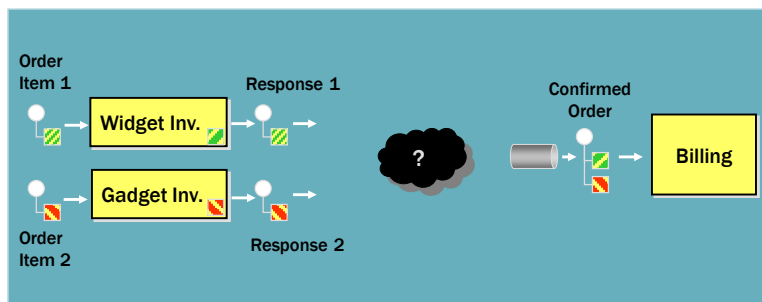
- How can we process a message that contains multiple elements?

Pattern: *Splitter & Router*



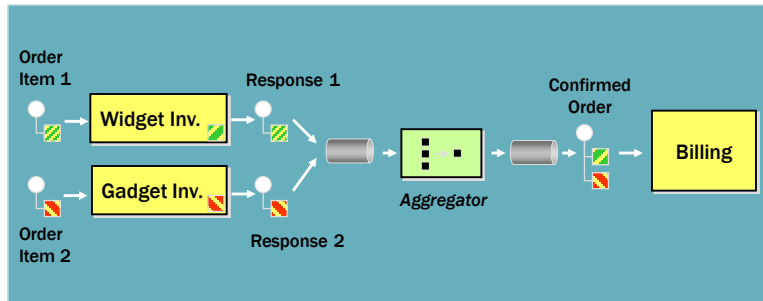
- Use a splitter to break out the composite message into a series of individual messages
- Then use a router to route the individual messages as before
- Note that two patterns are composed

Producing a single response



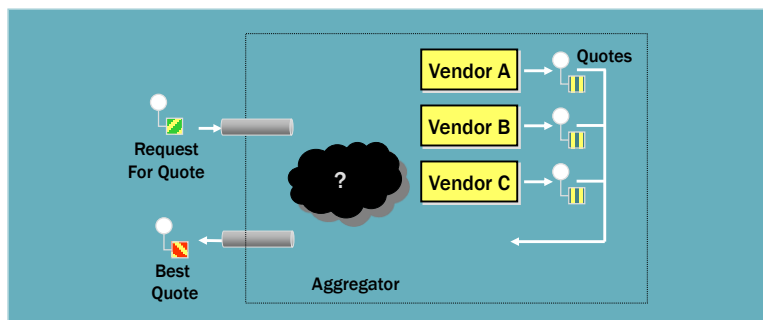
- How to combine the results of individual but related messages?
 - Messages can be out-of-order, delayed
 - Multiple conversations can be intermixed

Pattern: Aggregator



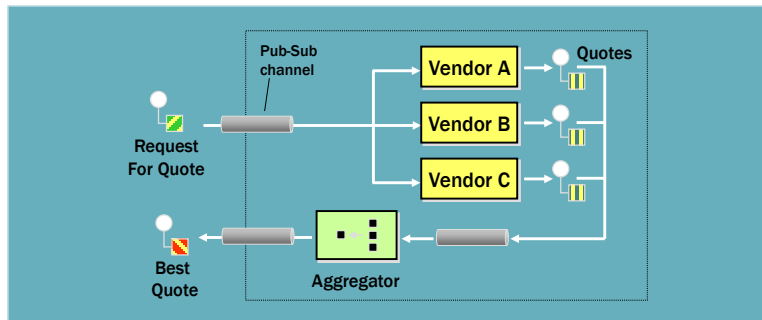
- Use a stateful filter, an Aggregator
- Collects and stores messages until a complete set has been received (completeness condition)
- Publishes a single message created from the individual messages (aggregation algorithm)

Communicating with multiple parties



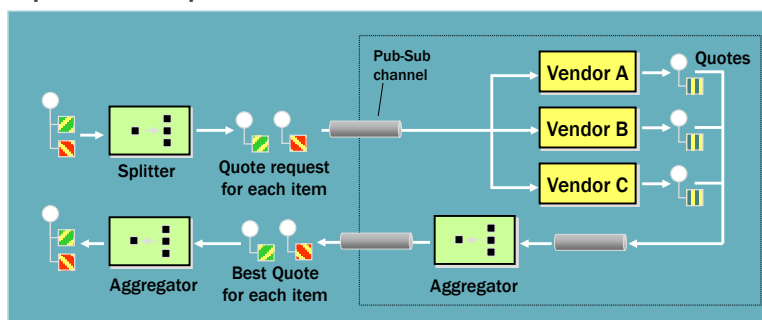
- How to send a message to a dynamic set of recipients?
- And return a single response message?

Pattern: *Scatter-Gather*



- Send message to a pub-sub channel
- Interested recipients subscribe to a "topic"
- Aggregator collects individual response messages
 - may not wait for all quotes, only returns one quote

Complex composition



- Receive an order message
- Use splitter to create one message per item
- Send to scatter/gather which returns "best quote" message
- Aggregate to create quoted order message