

Exercises for Mastering Liferay Client Extensions - SKO 2025 Edition

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Exercise 1: Setting Up the SKO Workspace

Throughout the technical clinic, you'll use a local Liferay workspace for the hands-on exercises and practice what you learn. For that purpose, ensure you've completed the SKO Technical Clinic Prerequisites sent via email.

1. Open your terminal and run this command to verify Git is installed:

```
git version
```

Note: If you're on Windows, use Command Prompt, PowerShell, or BASH to execute terminal commands.

This returns the version of your git installation. For example,

```
git version 2.45.2
```

If the Git command isn't found, please see official documentation for how to install Git for your OS (macOS|Windows|Linux/Unix).

2. Verify Java JDK 21 is installed:

```
java -version
```

The JDK version should display:

```
openjdk version "21.0.5" 2024-10-15 LTS
OpenJDK Runtime Environment Zulu21.38+21-CA (build 21.0.5+11-LTS)
OpenJDK 64-Bit Server VM Zulu21.38+21-CA (build 21.0.5+11-LTS, mixed mode, sharing)
```

If Java isn't installed, you can find the appropriate OpenJDK distribution installer for your OS here. Alternatively, you can download the JDK as a ZIP (Windows) or TAR.GZ (Linux/Mac) package. To install, extract the file in a folder of your choice, then set the JAVA_HOME environment variable to that folder.

Note: If you support multiple Liferay projects and need to switch between different JDK versions, consider using a Version Manager:

- Unix-based systems:
 - SDKMAN!
 - jEnv
- Windows:
 - Jabba
 - JVMS
- 3. (Optional) Verify Blade is installed:

```
blade version
```

It should return the CLI's version:

```
blade version 6.0.0.202404102137
```

If Blade isn't installed, see Blade CLI installation instructions.

If the output indicates there's a newer version, run this command to update it:

```
blade update
```

Note: While we recommend using Blade to set up Liferay Workspace, you can also use Gradle to complete the process manually. See Creating a Liferay Workspace Manually for more information.

4. In your terminal, go to your desired folder and clone the training workspace to your computer:

```
git clone https://github.com/liferay/sko-2025
```

This saves a copy of the project in your current terminal directory.

Note: If you've cloned the repo previously, ensure your workspace is up to date by running git pull origin main.

5. Go to the workspace's root folder in your terminal:

```
cd sko-2025/
```

6. Initialize your Liferay bundle:

blade server init

This downloads and builds dependencies for running Liferay, including the Liferay server.

If you don't have Blade installed, run the correct gradlew command for your OS:

Unix-based systems:

./gradlew initBundle

• Windows:

.\gradlew.bat initBundle

7. Use Blade to start your Liferay server:

blade server run

Alternatively,

Unix-based:

./bundles/tomcat/bin/catalina.sh run

Windows:

.\bundles\tomcat\bin\catalina.bat run

Tip: Wait until you see org.apache.catalina.startup.Catalina.start Server startup in X milliseconds to indicate startup completion.

- 8. When finished, access your Liferay DXP instance by going to http://localhost:8080/ in your browser.
- 9. Sign in using these credentials:
 - Username: admin@clarityvisionsolutions.com

Password: learn

10. Take some time to explore the site and resources included in the training workspace.

Great! With your environment set up, you're ready to start contributing to Clarity's solutions!

Exercise 2: Exporting the Contact Us Object Definition

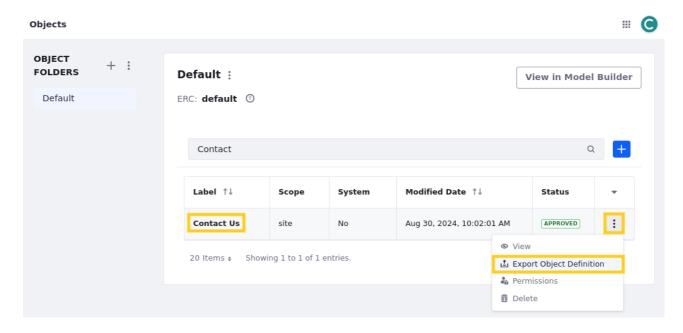
Here, you'll export Clarity's Contact Us object definition and explore its associated JSON file.

1. In your running Liferay instance, sign in as the Clarity Admin user.

Username: admin@clarityvisionsolutions.com

Password: learn

- 2. Open the Global Menu (), go to the Control Panel tab, and click Objects.
- 3. Click *Actions* () for the Contact Us object and select *Export Object Definition*.



4. Open the downloaded Object_Definition_ContactUs_[...].json file in a text editor or IDE.

Note: Many text editors and IDEs offer extensions to "prettify" JSON code, improving its readability for human comprehension.

5. Examine its contents and observe [...].

Great! You have successfully exported one of Clarity's object definitions and have learned a bit about its JSON structure. While this exercise leveraged the Contact Us object to demonstrate the necessary process to prepare for creating a batch client extension, Clarity's development team has created a Ticketing app on a lower environment that they need to migrate to other environments. Next, you'll learn how to package the JSON for Clarity's Ticketing app into a batch client extension.

Exercise 3: Creating Clarity's Ticketing Batch Client Extension

Here, you'll create a batch client extension containing the definition and related resources for Clarity's Ticketing app.

- 1. Open a file explorer and navigate to the exercises/exercise-3/ folder in your course workspace.
- 2. Rename the liferay-sample-batch folder to liferay-clarity-ticket-batch.

Note: The liferay-sample-batch client extension was downloaded from the Liferay Sample Workspace. As a best practice, use examples within this workspace as the baseline for your own client extension projects, as this serves as the primary source of truth for client extension implementation.

- 3. Navigate to the liferay-clarity-ticket-batch/folder.
- 4. Delete all files within the batch folder.

This removes the sample client extension data to accommodate Clarity's Ticketing app content.

5. Open the client-extension.yaml file in a text editor or IDE.

You'll define the batch client extension configuration in this file.

1. From the exercise-3 folder, open the ticket-batch-configuration.txt file.

This file contains the necessary configuration for the Ticketing app client extension.

- 2. Compare both files to spot the differences.
- 3. Replace the client-extension.yaml file's existing content with the code in the ticket-batch-configuration.txt file.
- 4. Save the file.
- 5. From the exercise-3 folder, move these files into the liferay-clarity-ticket-batch/batch/ folder:
 - 00-list-type-definition.batch-engine-data.json
 - 01-object-definition.batch-engine-data.json
 - 02-object-relationship.batch-engine-data.json
 - 03-object-entry.batch-engine-data.json

With this, the client extension will create a picklist, the Ticket object definition, a relationship, and some Ticket entries upon deployment.

6. Move the liferay-clarity-ticket-batch/ folder into the client-extensions/ folder of your course workspace.

Great! Now that you've fully configured the batch client extension and moved it to the appropriate workspace location, you can deploy it into your Liferay environment.

Exercise 4: Deploying Clarity's Ticketing Application

Here, you'll deploy the previous exercise's batch client extension to migrate Clarity's Ticketing app.

- 1. Open a terminal and navigate to the client-extensions/liferay-clarity-ticket-batch/ in your course workspace.
- 2. Run this command to build and deploy the client extension:

blade gw clean deploy

3. Verify it deploys successfully.

```
2025-01-13 14:33:19.157 INFO [fileinstall-directory-watcher] [BundleStartStopLogger:68] STARTED liferayclarityticketbatch_7.4.13 [1484]
```

Now that you've deployed the batch client extension, you can examine the migrated data model.

- 4. In your Liferay instance, sign in as the Clarity Admin user.
 - Username: admin@clarityvisionsolutions.com
 - Password: learn
- 5. Open the Global Menu (), go to the Control Panel tab, and click Objects.
- 6. Verify that the Ticket object definition is present.
- 7. In the Global Menu (), go to the *Control Panel* tab and click *Picklists*.
- 8. Verify that these picklists were created:
 - Priorities
 - Regions
 - Resolutions
 - Statuses
 - Types
- 9. In the Global Menu (), go to the *Control Panel* tab and click *Tickets*.
- 10. Verify that the sample Ticket entries were created.

Great! You've successfully created and deployed the batch clarity extension to migrate Clarity's Ticketing app.