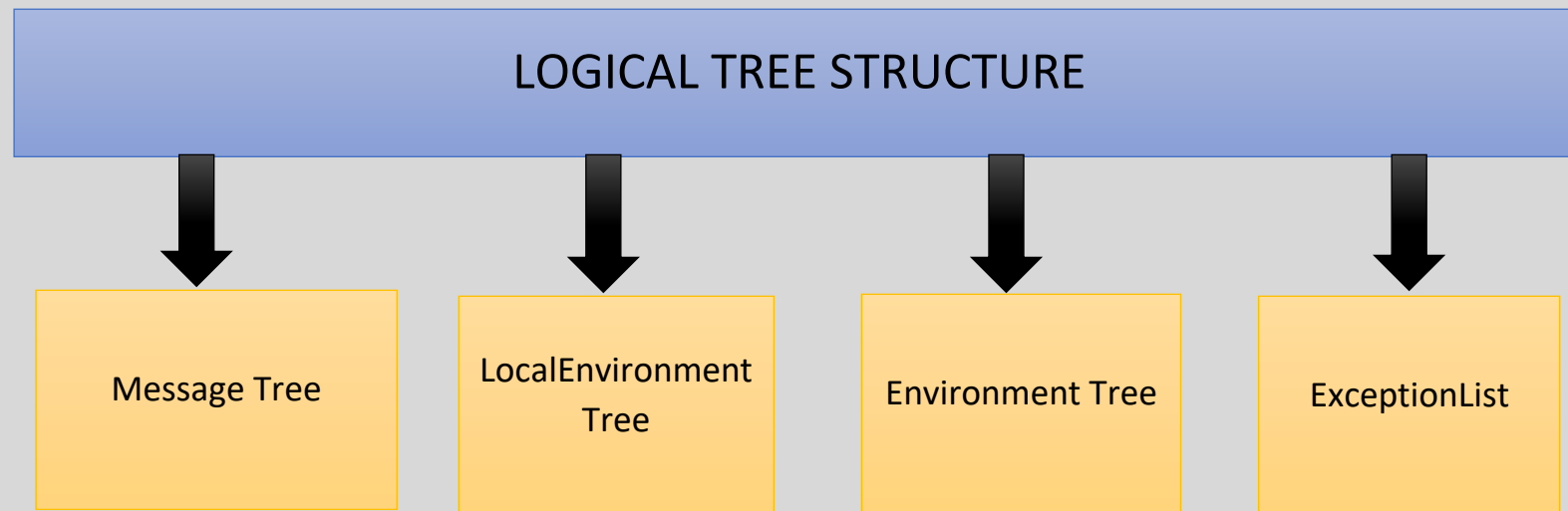




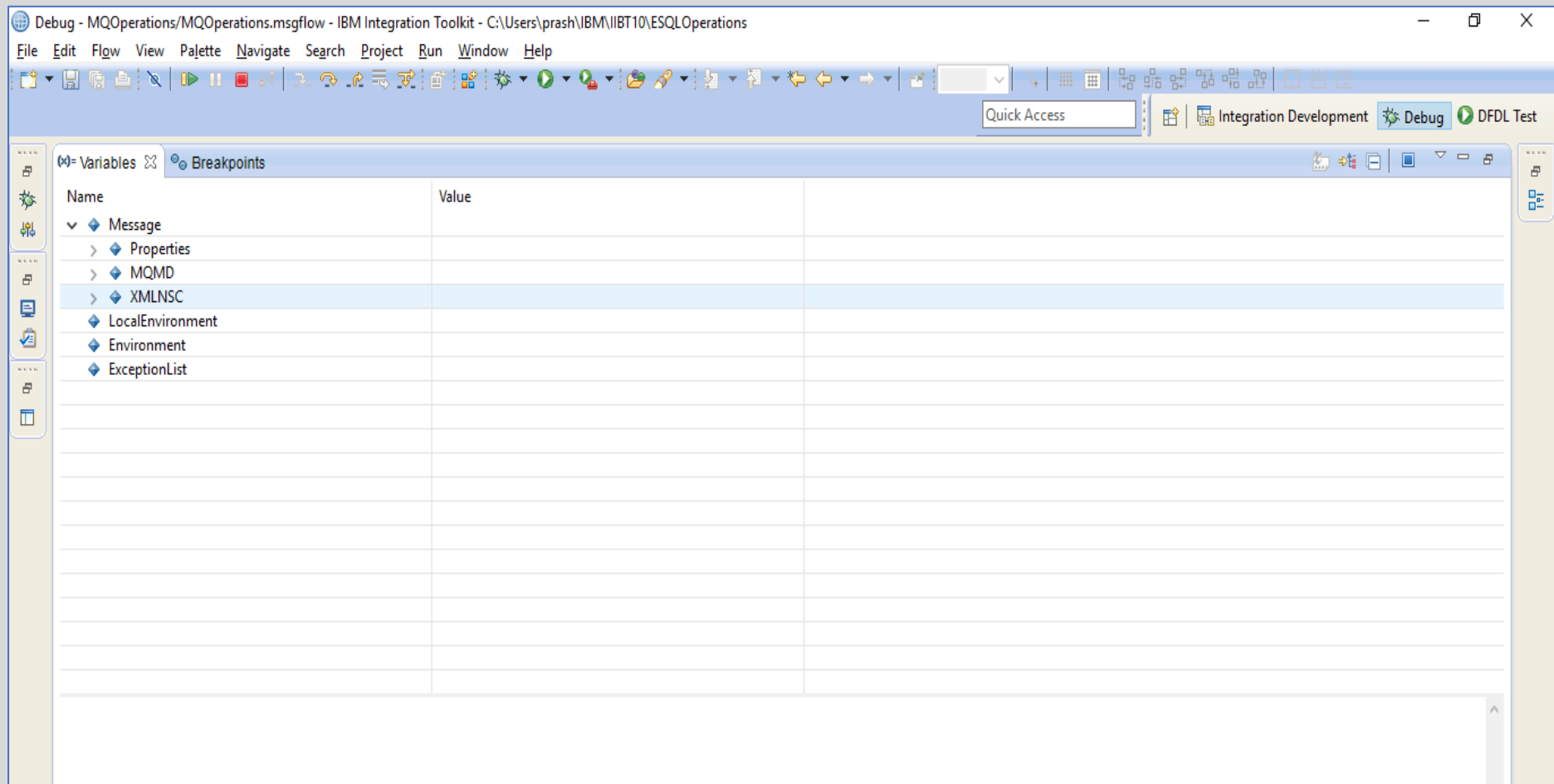
PARSER

A parser is a program that takes the input message and creates internal representation of message in the form of a tree structure. This tree structure is nothing but the logical tree which is of 4 types as shown below:





Once a message is received by input node of IIB, a logical tree is created. This structure can be seen in debug mode in IIB as shown below:





MESSAGE TREE

A message tree contains properties, headers and domain information related to incoming message.

Domain represents message type which basically contains body of your message.

Every kind of message has different properties and headers.



LOCAL ENVIRONMENT TREE

This is a part of message tree where you can store information while message processes through message flow.

For some of the input nodes, it contains some information related to the nodes. In addition, we can also store some information in this tree which is available only to immediate next node in the message flow.

In ESQL, syntax for local environment is predefined which user has to make use of in order to access this environment tree.



ENVIRONMENT TREE

This is a part of message tree where you can store information while message processes through message flow.

The information stored in Environment Tree is available throughout the message flow.

If you have stored anything in environment tree, then you can access it in any of the nodes used in message flow.



DIFFERENCE B/W ENVIRONMENT TREE AND LOCAL ENVIRONMENT TREE

The information which we set in local environment is available only to immediate next node in the message flow.

There is an 'Input' and 'Output' concept exists for this tree meaning that If we want to send information to immediate next node through this tree, then we must set it in 'OutputLocalEnvironment' and if we want to access the information from this tree, then we must access it using 'InputLocalEnvironment'.

On the other hand, the information stored in Environment tree is available throughout the message flow and can be accessed from anywhere in the flow. In other words, we can say that single instance of Environment tree is maintained throughout the flow. There is no 'Input' and 'Output' concept. We set everything in 'Environment' and access through 'Environment'.



EXCEPTIONLIST TREE

If any of the nodes present in message flow fails to process the message due to some reason, then this tree is populated containing the information which explains what is the error that has occurred.