

The Wolfram Application Server Tutorial

Build your first Wolfram application

The Wolfram Application Server Tutorial: Build your first Wolfram application

Publication date March 19, 2014 version 0.0.2

Copyright © 2010 - 2014 Project Wolfram

Commercial Usage. Licensees holding valid Project Wolfram Commercial licenses may use this file in accordance with the Project Wolfram Commercial License Agreement provided with the Software or, alternatively, in accordance with the terms contained in a written agreement between the licensee and Project Wolfram.

GNU General Public License Usage. Alternatively, you can redistribute this file and/or modify it under the terms of the GNU General Public License as published by the Free Software Foundation, either version 3 of the License, or (at your option) any later version.

Wolfram is distributed in the hope that it will be useful, but WITHOUT ANY WARRANTY; without even the implied warranty of MERCHANTABILITY or FITNESS FOR A PARTICULAR PURPOSE. See the GNU General Public License for more details.

You should have received a copy of the GNU General Public License along with Wolfram. If not, see <http://www.gnu.org/licenses/>

If you have questions regarding the use of this file, please contact Project Wolfram.

Table of Contents

Foreword	iv
1. Introduction	1
1.1. Introduction to the Wolfram tutorial	1
1.1.1. Requirements	1
1.1.2. Sample application	1
1.1.3. Basic directory layout	1
2. Steps	2
2.1. Step 1 - Basic connectivity	2
2.2. Step 2 - Basic Authorization	3
2.3. Step 3 - Get the whole chain working	3
2.4. Step 4 - Implement server side customer list	4
2.5. Step 5 - Implement client side customer list	9
2.6. Step 6 - Show customer	14
2.7. Step 7 - Editing customer	18
2.8. Step 8 - Add a new customer	20
2.9. Step 9 - Delete a customer	22

Foreword

This is the Wolfram Tutorial.

It describes step by step how to use Wolfram to build a small demo application.

DRAFT

Chapter 1. Introduction

1.1. Introduction to the Wolframe tutorial

1.1.1. Requirements

You need the following packages (We assume you are on an Ubuntu Linux, for other platforms there are similar packages available. Some platforms may have only two monolithic packages to download, a 'wolframe' and a 'wolfclient' package):

- wolframe_0.0.1-1_amd64.deb: the Wolframe core server
- wolframe-sqlite3_0.0.1-1_amd64.deb: the Sqlite3 database driver module
- wolframe-libxml2_0.0.1-1_amd64.deb: the XML filter based on libxml2
- wolfclient_0.0.3-1_amd64.deb: the Wolframe graphical user interface client

1.1.2. Sample application

We want to manage a list of customers with name and address and provide the usual operations:

- list all customers
- create new customers
- edit existing customers
- view customer entries
- delete customers
- search for customers

1.1.3. Basic directory layout

We don't use the normal directory layout as it requires root rights to install.

Instead we create two directories, one for server data and one for client data:

```
mkdir ~/tutorial
mkdir ~/tutorial/server
mkdir ~/tutorial/client
```

Chapter 2. Steps

2.1. Step 1 - Basic connectivity

We have to set up the wolframed daemon with a running configuration file:

```
cd ~/tutorial/server
```

We create the central configuration file of the server `tutorial.conf`:

```
; we install a verbose default logger to the shell
logging {
  stderr {
    level DEBUG
  }
}

; one connection, one thread is enough
listen {
  maxConnections 1
  threads 1
  socket {
    address *
    port 7661
    maxConnections 1
  }
}
```

We can start the server now in the shell foreground with:

```
/usr/sbin/wolframed -f -c tutorial.conf
```

We see the following output of the server in the shell:

```
NOTICE: Starting server
INFO: Undefined ServerTokens, using ProductOnly
DEBUG: Random generator initialized. Using device '/dev/urandom'
DEBUG: AAAA database references resolved
DEBUG: Loading programs
INFO: Accepting connections on 0.0.0.0:7661
DEBUG: 1 network acceptor(s) created.
DEBUG: 0 network SSL acceptor(s) created.
```

The server is up and listening to port 7661. The server can be stopped anytime by pressing **Ctrl+C**.

If we use a telnet to connect to the server with:

```
telnet localhost 7661
```

we get:

```
Connected to localhost.  
Escape character is '^]'.  
BYE Access denied.  
Connection closed by foreign host.
```

The server tells us:

```
DEBUG: Connection from 127.0.0.1:39110 to 0.0.0.0:7661 not authorized  
DEBUG: Connection to 127.0.0.1:39110 closed
```

So we have to configure some basic authorization first.

2.2. Step 2 - Basic Authorization

So we have to add a dummy authorization to the server configuration which accepts all connections (not very secure, but for now good enough):

```
; dummy authorization  
AAAA {  
    Authorization {  
        default allow  
    }  
}
```

If we start the server now, the telnet shows us:

```
Connected to localhost.  
Escape character is '^]'.  
Wolframe  
OK
```

Type **quit**, then **Enter** now and get back to the shell:

```
BYE  
Connection closed by foreign host.
```

The server in the shell shows the following output indicating that authorization was successful:

```
DEBUG: Connection from 127.0.0.1:47064 to 0.0.0.0:7661 authorized  
DEBUG: Connection to 127.0.0.1:47064 closed
```

2.3. Step 3 - Get the whole chain working

Now that we have ensured that basic connectivity to the Wolframe server is available, we can configure the basics for the Qt client.

We start the Qt client with:

```
cd ~/tutorial/client
wolfclient tutorial.conf
```

First define your connection by selecting "Manage servers" in the "File" menu. Define a new connection called "tutorial" which connects to server "localhost" on port 7661. Leave the SSL connection unchecked.

You can test the connection now by pressing the "Test Connection" button.

You should get a message like

```
Connection successful
```

in a dialog box.

Save the connection parameters by pressing the "Ok" button. You see a list of all your configured servers, the only one we defined is "tutorial". Press "Ok" again.

Now you can try to login to your server by selecting "Login" in the "File" menu. Leave the "Username" and the "Password" fields empty as we did not configure any authentication method. Just pick the server called "tutorial" in the "Server" field.

Because we didn't write any user interfaces yet, we get an error message:

```
Unable to load form or plugin 'init', does the it exist?
```

To get rid of that error message we will have to create our start form in the Qt designer first. For now we just click away the error message.

We start now the Qt designer and create an empty form of type QWidget named ~/tutorial/client/init.ui and save it.

If we restart the client and login in we see the same empty window again, but this time it's the dynamically loaded initial form (which is again empty). The previous error message disappeared.

2.4. Step 4 - Implement server side customer list

We want to store the customer data in an SQLite database, so we have to tell the server to load the database module for SQLite:

```
LoadModules {
    module mod_db_sqlite3
}
```

Now we also have to create a database and populate it with the following schema:


```
CREATE TABLE Customer (  
  id            INTEGER PRIMARY KEY AUTOINCREMENT,  
  name          TEXT      NOT NULL,  
  address       TEXT  
);
```

Store this into `schema.sql`. Then execute:

```
sqlite3 tutorial.db < schema.sql
```

Now we have to tell server to use this sqlite database file:

```
database {  
  SQLite {  
    identifier sqlitedb  
    file tutorial.db  
    foreignKeys yes  
  }  
}
```

When we restart the server we see:

```
DEBUG: SQLite database unit 'sqlitedb' created with 3 connections  
to file 'tutorial.db'
```

Now we want to use some XML filters to send/receive XML over the protocol, so we have to add the following module to `tutorial.conf`:

```
LoadModules {  
  module mod_db_sqlite3  
  module mod_filter_libxml2  
}
```

In order to see which modules are currently loaded in the wolframed we can use:

```
/usr/sbin/wolframed -p -c tutorial.conf
```

We see:

```
..  
Module files to load:  
  /usr/lib/wolframed/modules/mod_db_sqlite3  
  /usr/lib/wolframed/modules/mod_filter_libxml2  
..
```

which looks ok.

For mapping the requests to programs in the business layer we need the directmap module. First add to `tutorial.conf`:

```
LoadModules {
  module mod_db_sqlite3
  module mod_filter_libxml2
  module mod_command_directmap
}
```

and a new section 'Processor' on the same level as 'LoadModules'

```
Processor {
  database sqllitedb
  cmdhandler {
    directmap {
      filter libxml2
      program tutorial.dmap
    }
  }
}
```

The "filter" directive denotes that the command handler should use the "libxml2" module to parse XML requests.

Now we have to create a file `tutorial.dmap`. This file maps the requests to the corresponding transaction definitions:

```
COMMAND CustomerListRequest
  CALL SelectCustomerList
  RETURN STANDALONE list;
```

This is we map the 'CustomerListRequest' request to a function 'SelectCustomerList' that is executed to perform the request. It will return the document without a document type assigned to it (standalone) and with the root element 'list'. The returned content will be a list of customers. The function will be implemented in a TDL program in the server. We first add the TDL program declaration to a new 'Processor' configuration section:

```
Processor {
  program Customer.tdl
}
```

The `Customer.tdl` file contains the database transaction 'SelectCustomerList' we want to execute. We only have to specify the enclosing tag 'customer' for each customer record we are going to retrieve with 'INTO customer'. The 'list' tag gets added by the directmap and is specified there as 'RETURN STANDALONE list':

```
TRANSACTION SelectCustomerList
BEGIN
  INTO customer DO SELECT * from Customer;
END
```

We also need a validator for the input when the client sends a 'CustomerListRequest'. We load the simple form DDL compiler in the 'LoadModules' section of the `tutorial.conf` and register the simpleform program `Customer.sfrm` to the list of programs in the same file:

```
LoadModules {
  module mod_db_sqlite3
  module mod_filter_libxml2
  module mod_command_directmap
  module mod_ddlcompiler_simpleform
}

Processor {
  program Customer.tdl
  program Customer.sfrm
}
```

and we add a simple form file `Customer.sfrm`. We add a form called 'CustomerListRequest' which is empty for now but for the root element 'customer':

```
FORM CustomerListRequest
{
  customer {
  }
}
```

We have to restart the wolframe daemon now and restart it with

```
pkill wolframed
/usr/sbin/wolframed -f -c tutorial.conf
```

This we have to do **every time** we change the configuration file `tutorial.conf` or one of the files referenced there as `tutorial.dmap`, `Customer.tdl` or `Customer.sfrm`.

The server shows now a message about the transaction function it loaded:

```
DEBUG: Loaded transaction function 'SelectCustomerList'
```

Now we create a telnet request which contains pseudo authentication credentials and a request for the list of customers, called `~/tutorial/client/CustomerListRequest.netcat`:

```
AUTH
MECH NONE
REQUEST
<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE customer SYSTEM 'CustomerListRequest'>
<customer/>
.
QUIT
```

This we can execute with:

```
netcat -v localhost 7661 < CustomerListRequest.netcat
```

and we get:

```
Wolframe
OK
MECHS NONE
OK authorization
ANSWER
<?xml version="1.0" encoding="UTF-8" standalone="yes"?>
<list/>

.
OK REQUEST CustomerListRequest
BYE
```

We got an empty list of customers. So we have successfully configured the server for our first command.

Let's add some customer data now:

```
cat > data.sql
insert into customer(name,address) values('Dr Who','Blue Police Box');
insert into customer(name,address) values('John Smith','The Wheel in Space');
Ctrl-D

sqlite3 tutorial.db < data.sql
```

When we reexecute the netcat command we see that the answer contains now the list of customers:

```
<?xml version="1.0" encoding="UTF-8" standalone="yes"?>
<list>
  <customer>
    <id>1</id>
    <name>Dr Who</name>
    <address>Blue Police Box</address>
  </customer>
  <customer>
    <id>2</id>
    <name>John Smith</name>
    <address>The Wheel in Space</address>
  </customer>
</list>
```

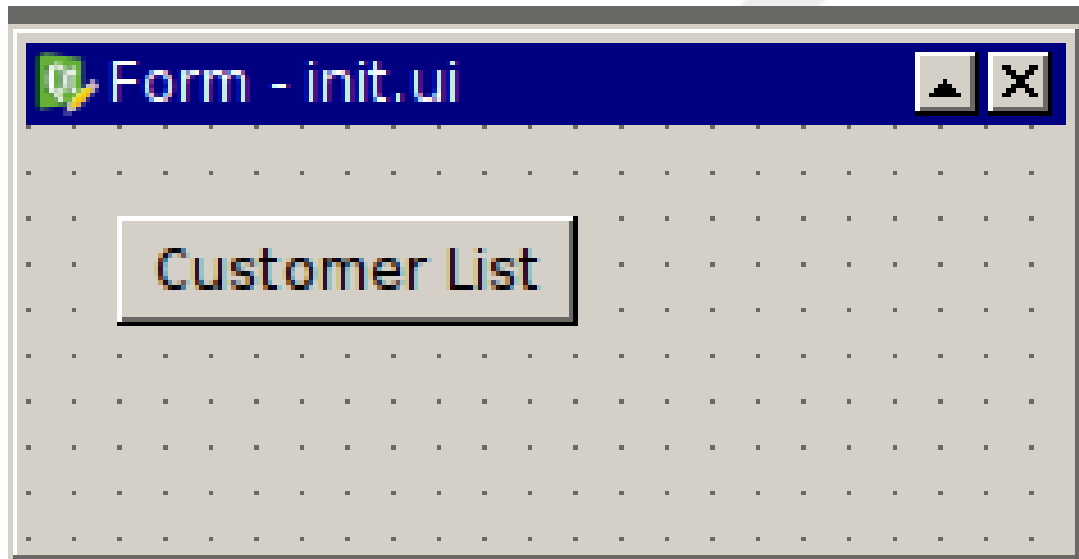
So, the data is now correctly retrieved from the database.

We can move now to the wolfcient to make our first request visible.

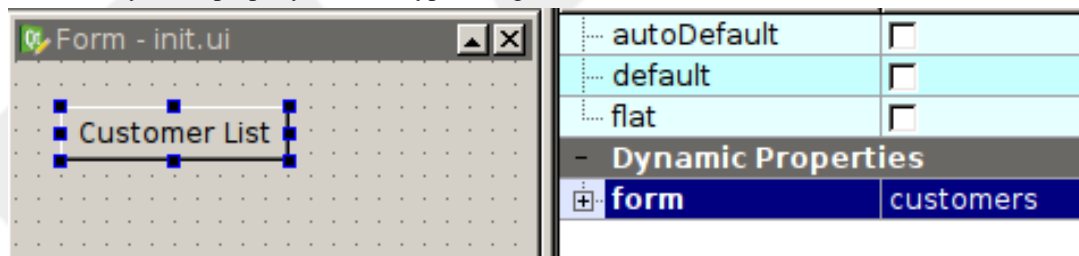
2.5. Step 5 - Implement client side customer list

It's time now to get something working visually, so we start to add a first simple interface to our wolfcient.

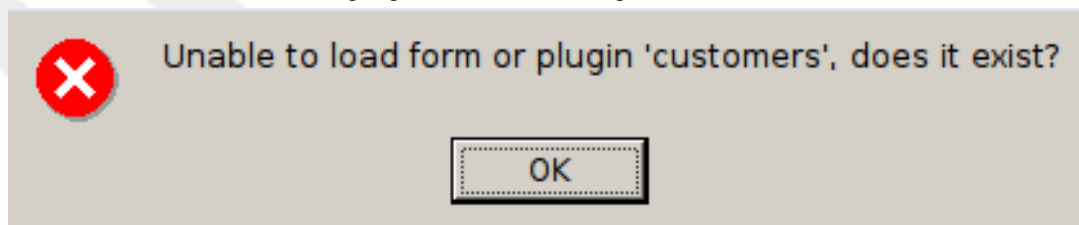
For this we need the 'Qt designer'. We open the file `~/tutorial/client/init.ui` again draw a single button with the text "Customer List":



We add a dynamic property 'form' of type String to this button, which has the value 'customers':

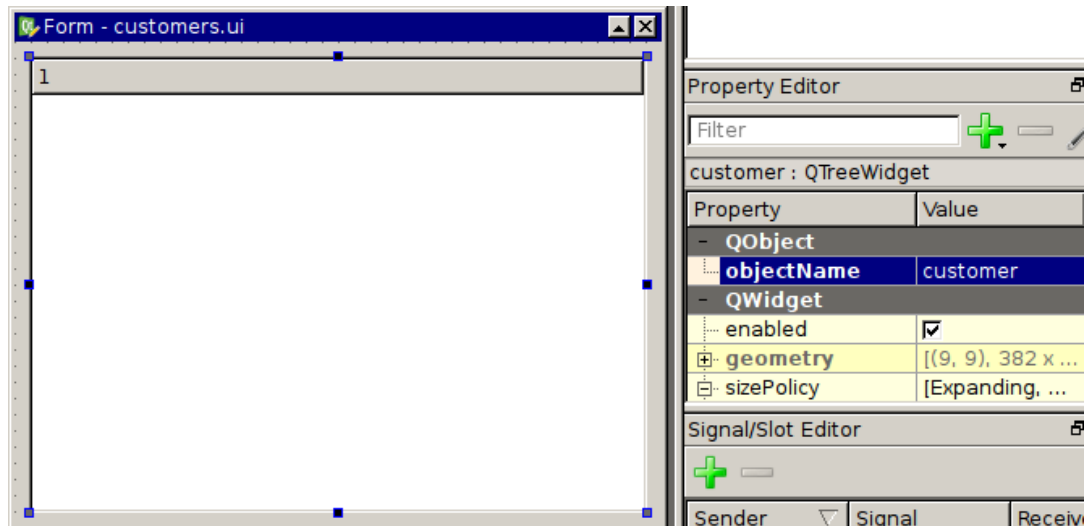


When we save the form and start the wolfcient, we get (after logging in) the first page with the "Customer List" button. Pressing it gives the error message:



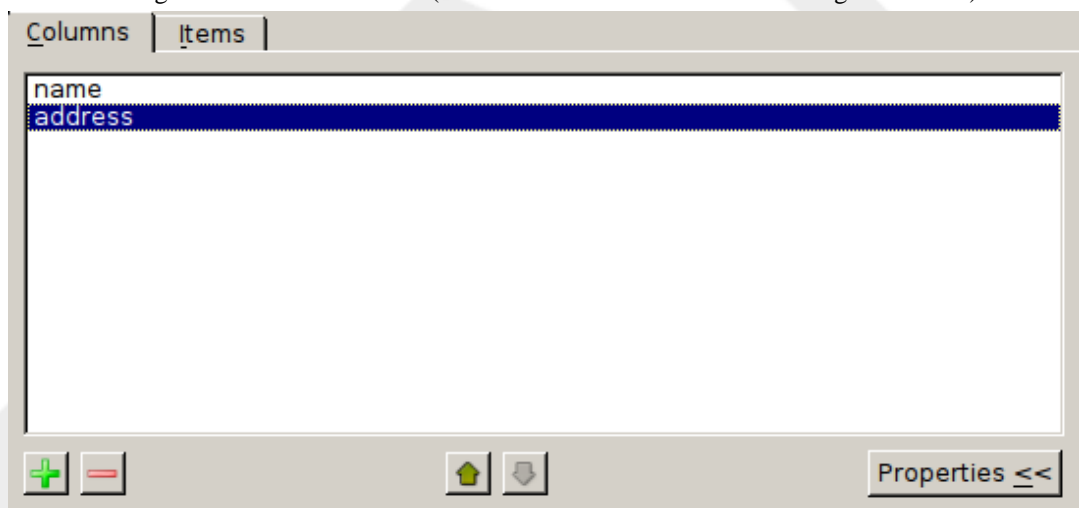
This means we have to define a new form `~/tutorial/client/customers.ui`, which will show the list of customers, for now we leave it empty. When we start the wolfcient and press the "Customer List" button again, we see that the form gets changed to the "customer" form (empty).

We add now a `QTreeWidget` item to the `customer.ui` form and choose a grid layout for the whole form. We change the name of the widget to 'customer':



We also disable the 'rootIsDecorated' tick (we have a list, not a tree of customers). We also set 'selectionMode' to 'SingleSelection' and 'selectionBehaviour' to 'selectRows' to get the default expected behaviour of a list.

Now we change the columns of the list (context menu "Edit items" in the widget data area):

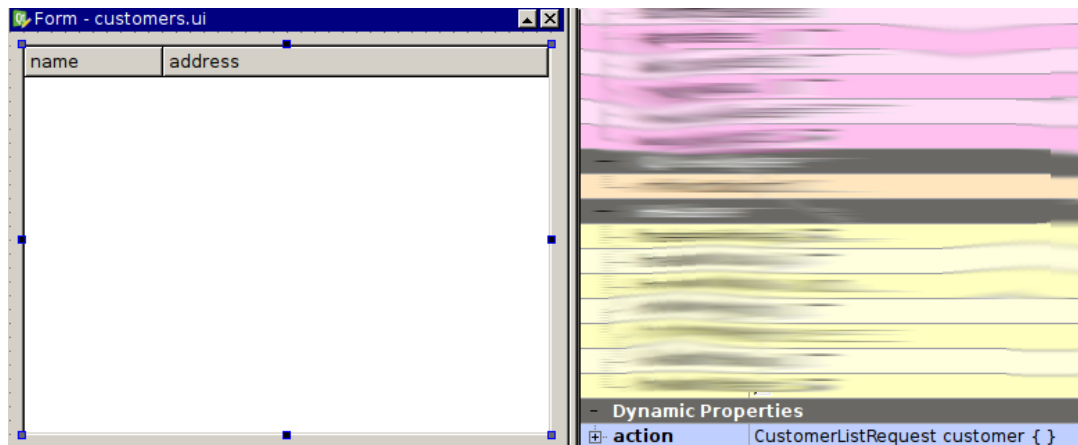


We can now open the wolfcient and press the button and the customer list is loaded. But it's empty, we have first to fill it with data of our customers.

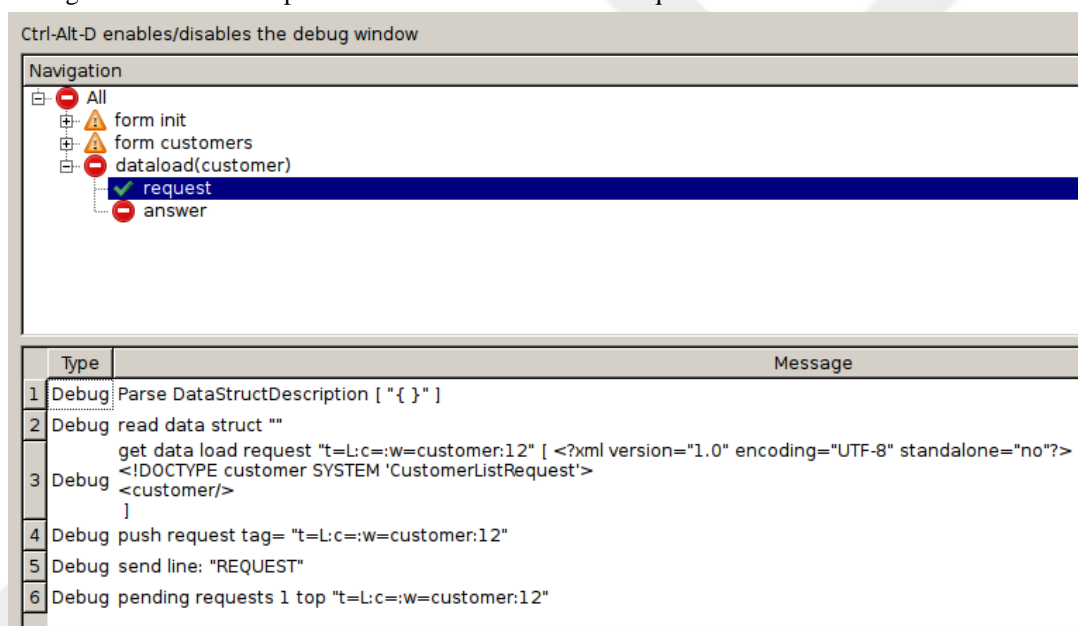
So we add a string property 'action' to the widget 'customer' containing the following value:

```
CustomerListRequest customer { }
```

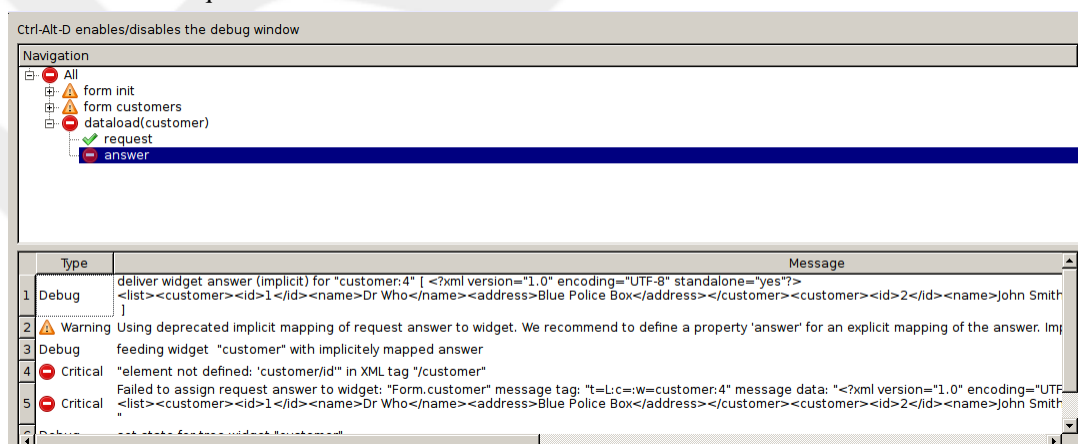
We define the 'action' to be executed, when the form is loaded. In our case we want to execute a 'CustomerListRequest'. The root element of the request should be 'customer'. We currently don't want to pass any additional elements, so we specify '{ }' for the empty content:



When we reexecute the wolflclient still nothing happens. So we enable the 'Developer Mode' in the settings in the tab 'Developer'. Then we see that the XML request has been constructed:



We see that the request was ok but that the answer has errors:



The reason for this is, we have to tell the client how to map the elements of the result structure in the XML back to widgets and properties of the widgets.

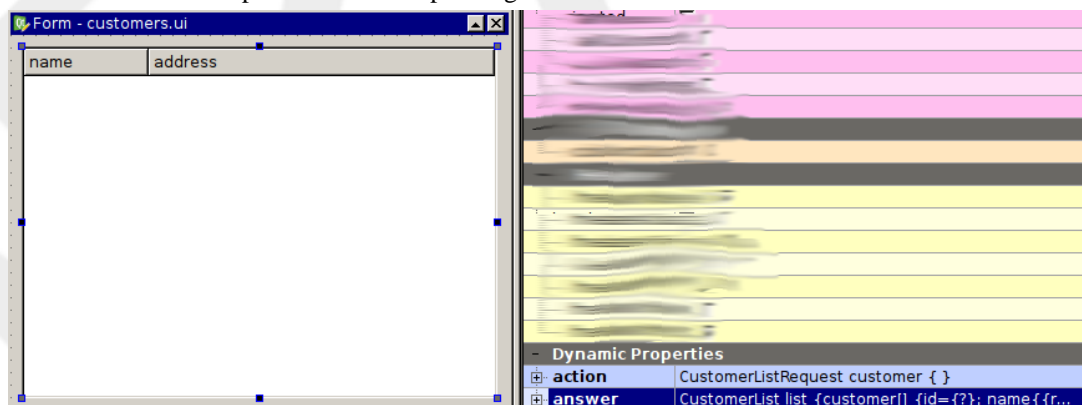
We want to map the following XML:

```
<?xml version="1.0" encoding="UTF-8" standalone="yes"?>
<list>
  <customer>
    <id>1</id>
    <name>Dr Who</name>
    <address>Blue Police Box</address>
  </customer>
  <customer>
    <id>2</id>
    <name>John Smith</name>
    <address>The Wheel in Space</address>
  </customer>
</list>
```

We reference the root element and the tag and attribute values into the properties of the list widget 'customer' (in our case the rows called 'name' and 'address'). This addressing schema belongs into the dynamic property 'answer' similar to the 'action' property:

```
CustomerList list {
  customer[] {
    id={?};
    name{{row.name}};
    address{{row.address}}
  }
}
```

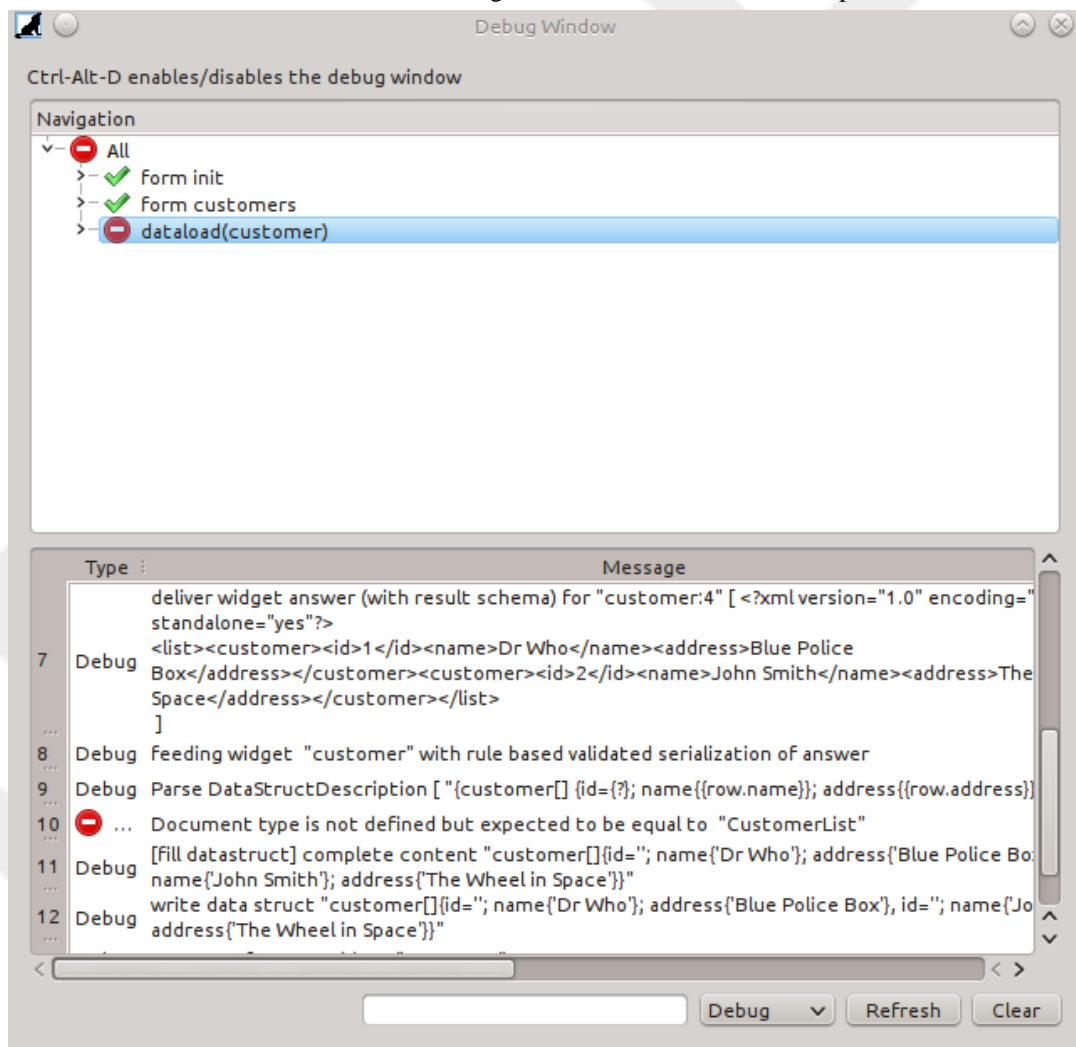
The line breaks and indentation are optional and you can write the mapping in a single line. The '?' is used for elements in the XML we don't need at the moment. 'row' is a property of the QTreeWidgetItem widget named 'customer' and iterates through all rows in the list. Each row has sub-properties 'name' and 'address' which represent the corresponding column:



When we reexecute the wolflclient and click on the customer list we see that the customer list is shown as expected:

name	address
Dr Who	Blue Police Box
John Smith	The Wheel in Space

But when we look at the contents of the debug window we still see an error reported:



For simplicity we defined before with the directive 'STANDALONE' that the server should not return an explicit document type. But the client expects a document type declaration. For this we have to change the definition in the file `tutorial.dmap` we created in step 4 in the following way:

```
COMMAND CustomerListRequest
```

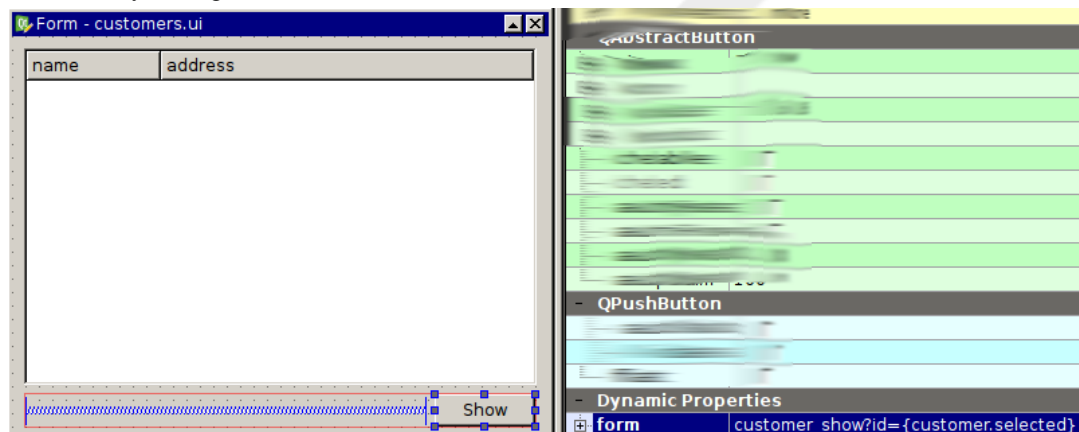
```
CALL SelectCustomerList
RETURN SKIP CustomerList list;
```

The directive 'RETURN SKIP CustomerList list' states that a document of type 'CustomerList' with the root element 'list' is returned without validation of the output. We omit a validation on purpose for now to get to the next step.

2.6. Step 6 - Show customer

In the next step we want to show how data is communicated between the forms by implementing a simple "show me customer data" use case.

Let's start by adding a button in `customers.ui` called 'Show':



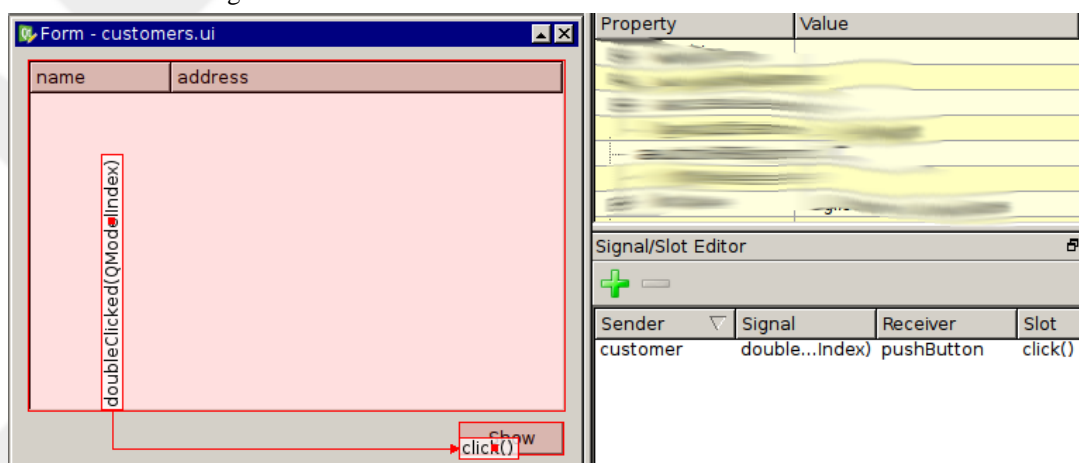
We add a dynamic property 'form' to the button which we set to:

```
customer_show?id={customer.selected}
```

As before 'customer_show' is the name of the form to be loaded when we press the button.

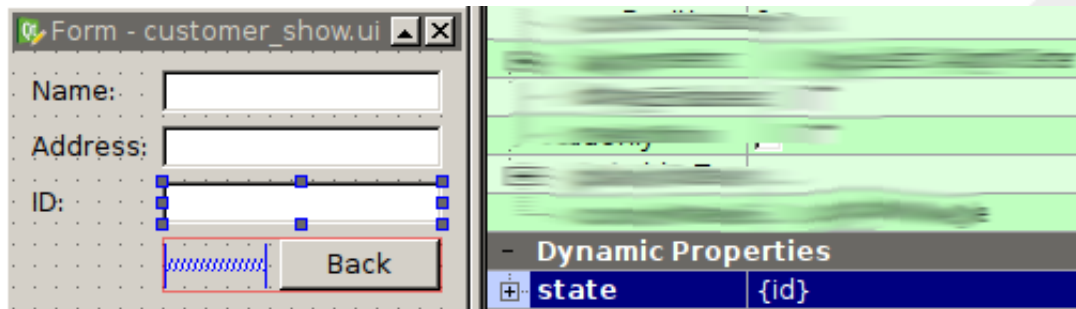
We want the currently selected customer to be accessible in the `customer_show.ui` form, so we have to pass the parameter 'id' as the value of the currently selected row in the 'customer' list widget. This is denoted by '{customer.selected}'.

We also add some signals for the double click on the customer list to click the "Show" button:

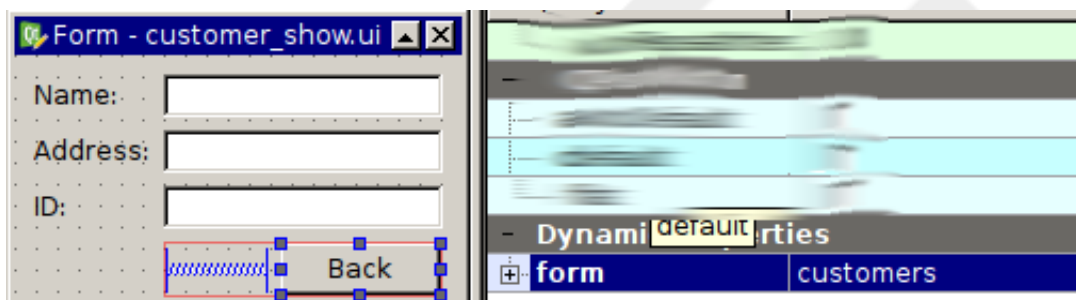


Now of course we have to create a new form called `customer_show.ui`. We choose a form layout and add two fields with labels 'Name:' and 'Address:' and each of them having a `QLineEdit` widget.

The names of the widgets should be 'name' and 'address' in order to match the future read request from the server. Temporarily we also add an 'id' field which shows us the current value of the form parameter 'id' passed by the 'customers':



Finally we also need a button which brings us back to the customer list by simply adding a 'form' action with the value 'customers':



If we start the wolflclient and select a customer and try to press 'Show' we will notice that the button is disabled. This is because the form parameter 'id' cannot be set to the id of the currently selected customer. Widgets in wolflclient have the default behaviour of using the 'id' attribute as an identifier for the whole row. In the previous step we didn't map the 'id' from the XML to the 'id' property of the row. So we change the 'answer' property of the 'customer' widget in the 'customers.ui' form:

```
CustomerList list {
  customer[] {
    id={row.id};
    name{{row.name}};
    address{{row.address}}
  }
}
```

'id={row.id}' maps the 'id' attribute to the 'id' property of each row.

The 'id' is now an XML attribute and not an element anymore. We also would like to do some validation on the output, so we can rely on each customers to actually have an 'id' attribute.

This is the moment we go back to the server and start with output form validation. We add a form called 'CustomerList' to the file `Customer.sfrm` form which describes the result of the 'CustomerListRequest' more precisely and especially declares the 'id' as mandatory attribute of the customer:

```
FORM CustomerList
{
  list
  {
    customer []
    {
      id !@string
    }
  }
}
```

```

        name string
        address string
    }
}
}

```

We change now the command in `tutorial.dmap` again to switch on validation. The `SKIP` attribute is removed and the root element does not have to be specified because it is defined now in the form declaration:

```
COMMAND CustomerListRequest CALL SelectCustomerList RETURN CustomerList;
```

Checking with:

```
netcat -v localhost 7661 < CustomerListRequest.netcat
```

we get now:

```

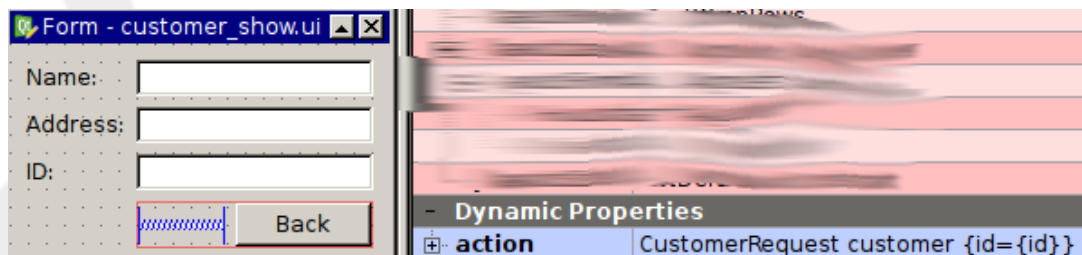
<?xml version="1.0" encoding="UTF-8" standalone="no"?>
<!DOCTYPE list SYSTEM "CustomerList.simpleform">
<list>
  <customer id="1">
    <name>Dr Who</name>
    <address>Blue Police Box</address>
  </customer>
  <customer id="2">
    <name>John Smith</name>
    <address>The Wheel in Space</address>
  </customer>
</list>

```

Now the 'Show' button is no longer disabled and when double-clicking an entry in the list of customers the wolfclient shows the id of the customer.

The 'name' and the 'address' fields are still empty though. We could of course use two form parameters 'name' and 'address' to propagate the values between the two forms, but if the form gets more complex, this is not a good idea. It's better to load the data for one customer, selecting the data by the current 'id'.

We start by setting the 'action' property on the `customer_show.ui` form as follows: we want it to execute a request with document type 'CustomerRequest' which searches for a single customer by customer id:



The XML sent to the server will look as follows:

```
<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE customer SYSTEM 'CustomerRequest'>
<customer id="2"/>
```

We also get in the client:

```
no command handler for 'CustomerRequest'
```

and in the server:

```
ERROR: Error calling procedure: no command handler for 'CustomerRequest'
```

We see, that the request is sent to the server, but we didn't define the necessary things in the server yet. So we add another simple mapping:

```
COMMAND CustomerRequest CALL SelectCustomer RETURN Customer;
```

to `tutorial.dmap`.

We define a new form 'CustomerRequest' in `Customer.sfrm` which contains the validation of the customer request. The customer request should have except the root element 'customer' and a mandatory attribute 'id' to search for:

```
FORM CustomerRequest
{
  customer {
    id !@string
  }
}
```

Of course we have to define a transaction function 'SelectCustomer' in `Customer.tdl`:

```
TRANSACTION SelectCustomer
BEGIN
  INTO . DO SELECT * from Customer WHERE id=$(id);
END
```

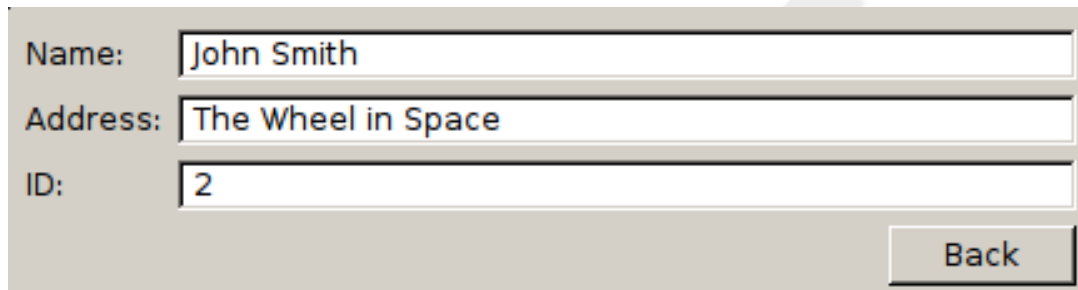
The '\$(id)' refers to the 'id' we pass down for the customer record to retrieve. We don't have to specify '\$(customer/id)' here as the root element is always removed before.

We also have to define how the result should be mapped, so we add a 'Customer' form to `Customer.sfrm`:

```
FORM Customer
{
```

```
customer
{
  id !@string
  name string
  address string
}
```

Now if we restart client and server and we click on the second customer in the list we get:



So we successfully read the data of a customer into a form.

This time we didn't specify an 'answer' attribute in the 'customer_show.ui' form. So how could the data be mapped back into the widget? There is an implicit mapping of elements by name, so the contents of the 'name' XML element are mapped into the widget with name 'name'. This should only be used if the forms are simple, it's better to specify an explicit answer as follows:

```
Customer customer { id={?}; name{{name}}; address{{address}} }
```

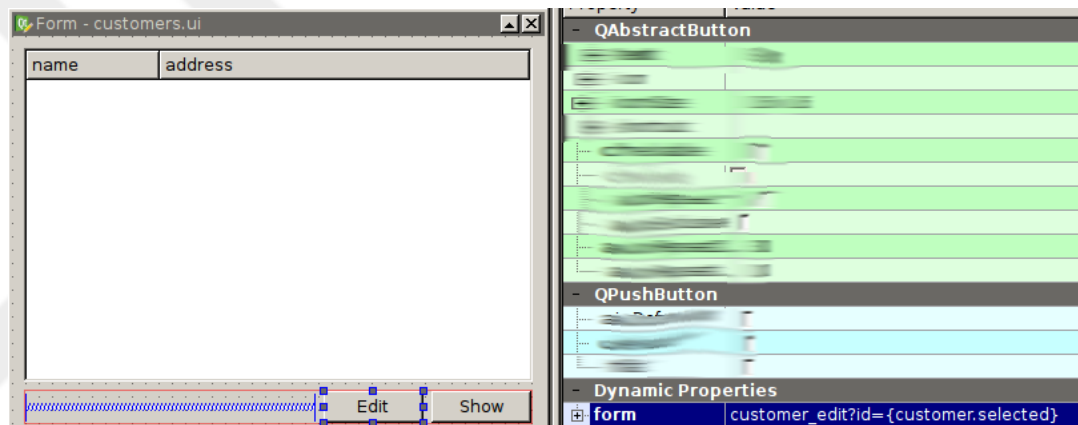
2.7. Step 7 - Editing customer

We change the show customer use case slightly, so that we can also edit the customer in the customer_show.ui form.

Let's first make a copy of customer_show.ui and name it customer_edit.ui.

As before we add first a "Edit" button to the customers.ui with 'forms' set to:

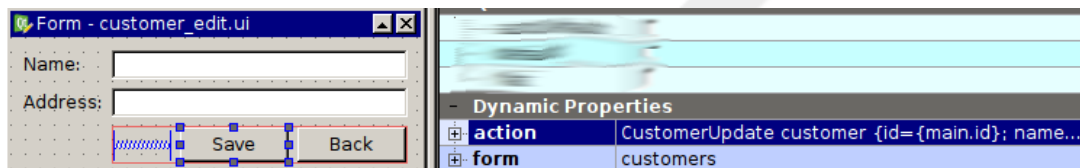
```
customer_edit?id={customer.selected}
```



We change the form `customer_edit.ui` and remove the line with 'ID' as we don't need it anymore and because nobody should be able to edit the id of a customer and change it! We also add another button and label it 'Save', for this button we set 'action' to generate a 'CustomerUpdate' request:

```
CustomerUpdate customer {
    id={main.id};
    name {{main.name}};
    address {{main.address}}
}
```

We also set 'form' to 'customers', so the user gets taken back to the changed list of customers when saving the current record:



The resulting 'CustomerUpdate' XML request looks as follows:

```
<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE customer SYSTEM 'CustomerUpdate'>
<customer id="2">
  <name>John Smith</name>
  <address>The Wheel in Space</address>
</customer>
```

Similar to to the "show customer" case we add now a new command mapping in `tutorial.dmap`:

```
COMMAND CustomerUpdate CALL UpdateCustomer;
```

We also add a simple form 'CustomerUpdate' to `Customer.sfrm` which looks very similar to the 'Customer' form:

```
FORM CustomerUpdate
{
  customer
  {
    id !@string
    name string
    address string
  }
}
```

Finally we write the transaction function 'CustomerUpdate' in `Customer.tdl`:

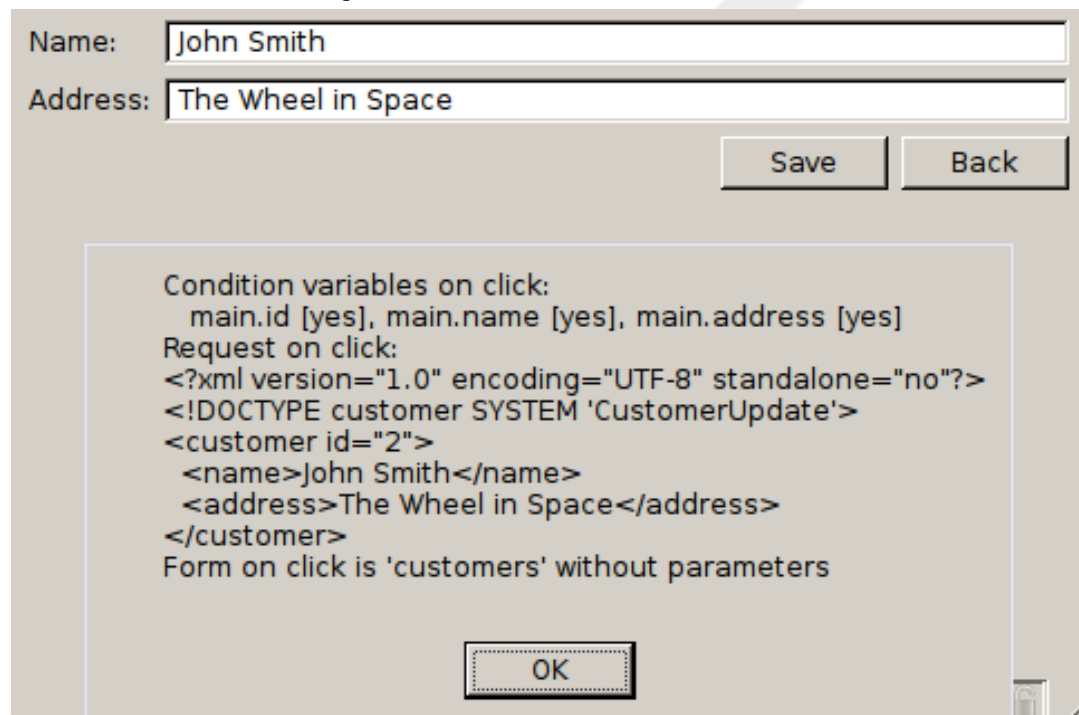
```
TRANSACTION UpdateCustomer
```

```
BEGIN
DO UPDATE Customer SET name=${name}, address=${address}
WHERE id=${id};
END
```

Note, that this time the database transaction doesn't return a result.

Restart server and client and start to edit the customers.

In debug mode in wolflclient we can right-click on the "Save" button and we pick the menu item "Debug: Inspect commands". Then we get a dialog box which shows us the status of the widget elements and how the XML request looks like which would be sent down to the server:



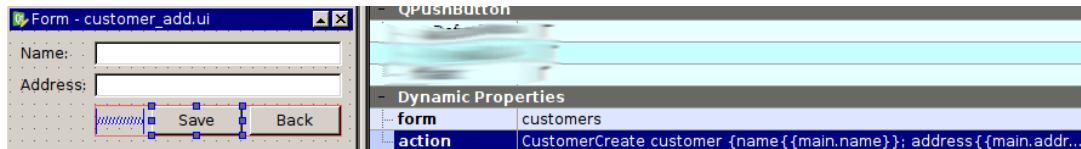
2.8. Step 8 - Add a new customer

We also want to add new customers to the list. The "add customer" case is very similar to the "edit customer" case.

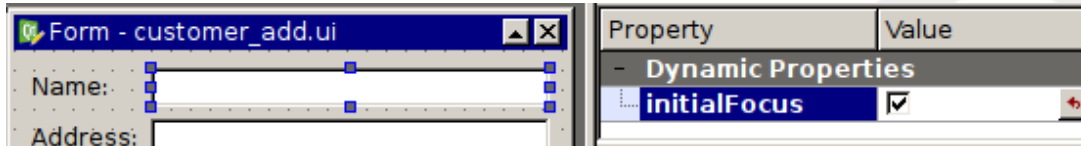
Let's copy the `customer_edit.ui` to `customer_add.ui`. We remove the 'action' and 'answer' on from the form itself as we don't want to read anything when we create a new customer. But of course we could execute here a "Get new customer initial data" request which initializes certain values in the form.

We change the "Save" button and rename it to "Add". We also change 'CustomerUpdate' to 'CustomerCreate' in the 'action' attribute and we remove the id property as this one is automatically chosen by the sequence in the database:

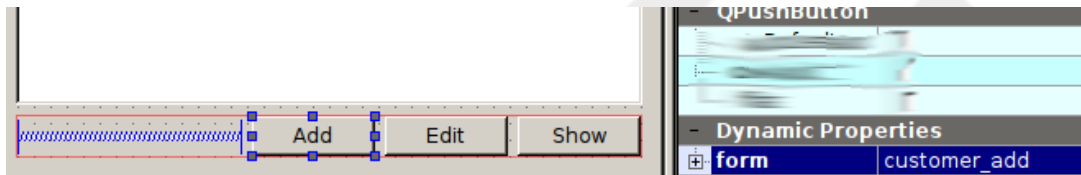
```
CustomerCreate customer {
  name {{main.name}};
  address {{main.address}}
}
```

We also introduce a new element here, the 'initialFocus' property. We set it on the 'name' QLineEdit, so that it gets the initial keyboard focus when the form is loaded:



In the `customers.ui` form we have to add a 'Add' button which has one property 'form' with value 'customer_add':



Now for the server side. We add a new mapping for customer creation in `tutorial.dmap`:

```
COMMAND CustomerCreate CALL CreateCustomer;
```

We also have to add the form 'CustomerCreate' to `Customer.sfrm`:

```
FORM CustomerCreate
{
  customer
  {
    name string
    address string
  }
}
```

This is the same as the 'CustomerUpdate' form with the exception that we don't accept an 'id' attribute to be passed to the server.

Last we add a 'CreateCustomer' transaction function:

```
TRANSACTION CreateCustomer
BEGIN
  DO INSERT INTO Customer( name, address )
  VALUES( $(name), $(address) );
END
```

When we restart the server and client we see the following request being passed to the wolframe server:

```
<?xml version="1.0" encoding="UTF-8"?>
```

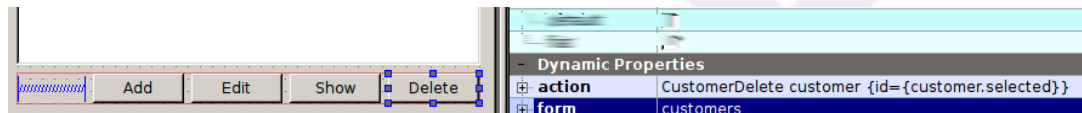
```
<!DOCTYPE customer SYSTEM 'CustomerCreate'>
<customer>
  <name>New Customer</name>
  <address>New Location</address>
</customer>
```

2.9. Step 9 - Delete a customer

We want to get rid of customers. For this we have to change little in the `customers.ui` form: a button "Delete" with the following 'action' property:

```
CustomerDelete customer {id={customer.selected}}
```

We also want to reload the customer list after deletion. For now we just set add a 'form' property with the value of 'customer', this is the simplest way to reload the list of customers after the deletion:



We add another map for the 'CustomerDelete' request in `tutorial.dmap`:

```
COMMAND CustomerDelete CALL DeleteCustomer;
```

We also add a new form 'CustomerDelete' to the simpleform file `Customer.sfrm` which allows us only the specify an 'id' attribute of the customer to delete:

```
FORM CustomerDelete
{
  customer {
    id !@string
  }
}
```

Finally we add the implementation of the delete transaction in `Customer.tdl`:

```
TRANSACTION DeleteCustomer
BEGIN
  DO DELETE FROM Customer WHERE id=${id};
END
```

Executing the request we see in the wolflclient debug output:

```
<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE customer SYSTEM 'CustomerDelete'>
<customer id="3"/>
```

Seems ok, customer gone. :-)

DRAFT