Developer Tools

Objectives:

Explain the features and UI elements of the AEM developer tools

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- Install a package in AEM
- Create, build, and download packages
- Describe AEM as a Cloud Service Project's content package structure
- Create an immutable package
- Create a mutable package

Development Consoles for AEM

Several consoles are available in AEM for development and administration:

- CRXDE Lite
- Web Console
- Package Manager

Full access to these consoles is only available locally

Each console is limited or removed in shared environments



CRXDE Lite

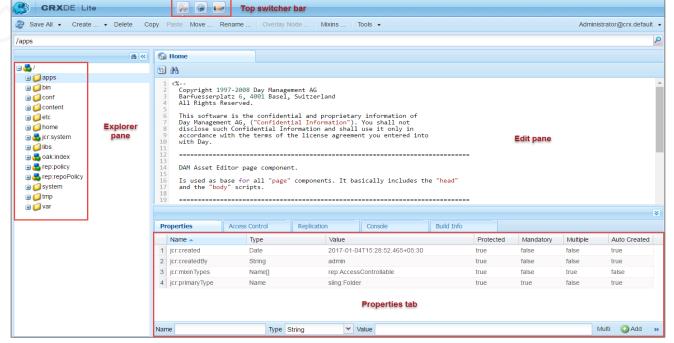
AEM > Tools > General > CRXDE Lite

- Console for quick access to the JCR
- Not recommended for full development
- Create/edit nodes and properties

When to use CRXDE Lite:

- Operations debugging
- Overlays from /libs
- Code/content validation
- Product training





Web Console

Consoles for Managing the OSGi container

- Configuration configurations for Java components
- Bundles manage all bundles in the OSGi container
- Components Java classes for

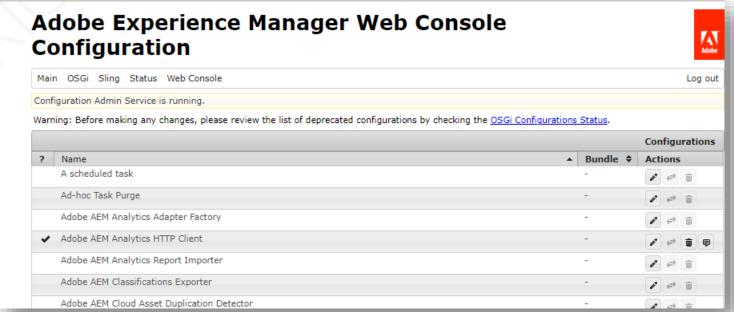
Status Consoles

Status output for everything

Other Consoles

- JMX
- Crypto support
- HTTP Service
- Many more tools...

http://localhost:4502/system/console



Content Packages

Folder structure that contains JCR node and property data

Content packages are zip files that contains two main parts:

- jcr_root subsets of the JCR tree as serialized nodes and properties
- META-INF/vault/filter.xml determines what to import/export with this package

Content package Uses:

- A common standard for installation to the JCR
- Maven build artifacts for an AEM project
- Transfer content between Services
- Hotfixes, feature packs, and service packs (6.5 and lower only)



Package Manager

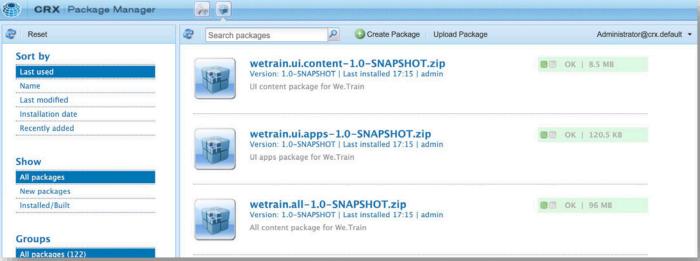
AEM Projects are installed via Package Manager

AEM > Tools > Deployment > Packages

- Upload and install content into AEM
- Download content locally (.zip)
- Replicate content packages to publish

Most actions available via cURL

http://localhost:4502/crx/packmgr/index.jsp



Content Separation

Experience Manager requires a separation of content and code

Allows the cloud service to be auto-updated

Content is considered mutable

- Mutable examples configurations, pages, experience fragments, assets etc.
- /content, /conf, /home, /var are all considered runtime-writable

Code is considered immutable

- Immutable examples components, clientlibs, and so on
- /apps Customer immutable code
- /libs Adobe's immutable code

Cloud Manager pipeline will fail if not separated properly

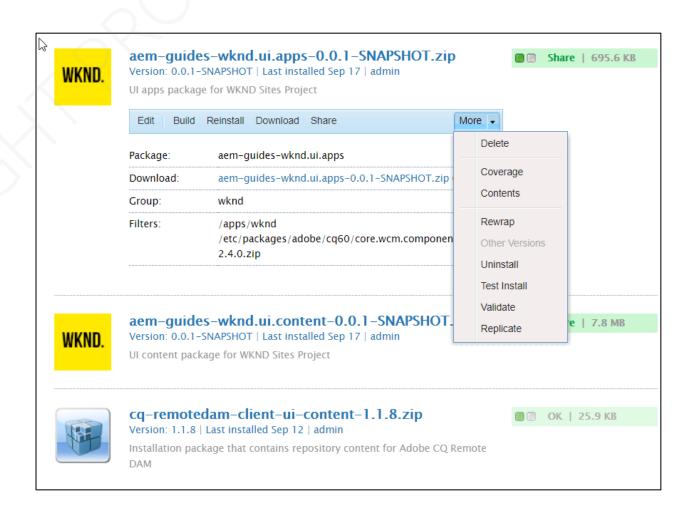
No separation validation on local quickstart

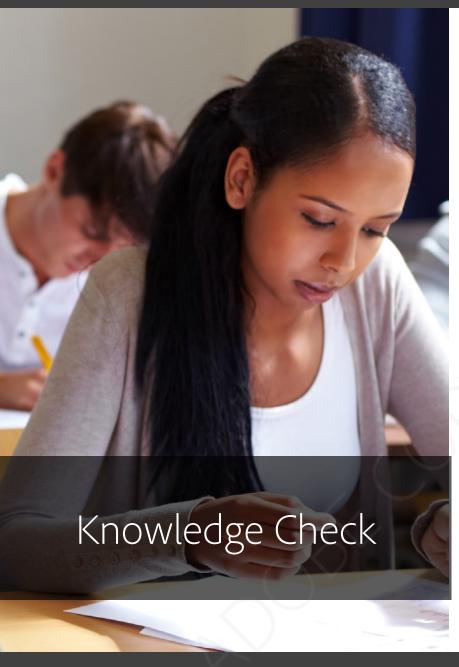
Creating And Building New Packages

Create and build packages in your browser

Packages can be downloaded as *.zip files

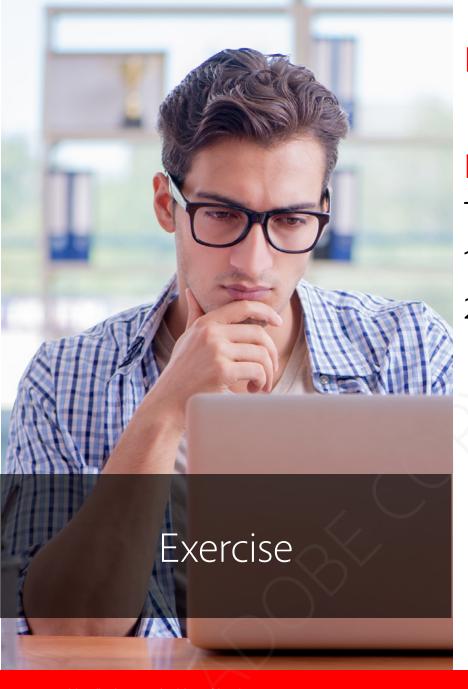
Immutable package can only be installed locally





Which tool can you use to create and build packages from your local author environment? Select one answer.

- A. Web Console
- B. CRXDE Lite
- C. Package Manager 🗸
- D. Package Share



Exercise 1: Install a package

Exercise 2: Create, build, and download packages

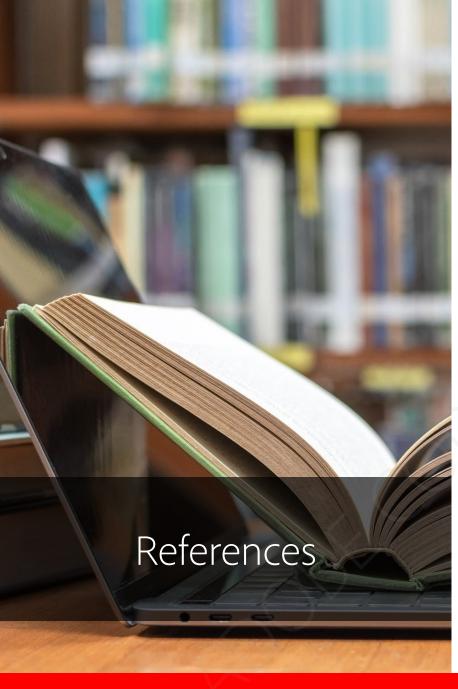
Tasks to perform:

- 1. Create an immutable package
- 2. Create a mutable package



Development consoles available in AEM:

- CRXDE Lite
 - o AEM > Tools > General > CRXDE Lite
- Web Console
 - o http://localhost:4502/system/console
- Package Manager
 - o AEM > Tools > Deployment > Packages



- Developer Tools:
 - Bookmark/"favorite" these sites for a local author installation (development environment):
 - o CRXDE Lite: http://localhost:4502/crx/de/index.jsp
 - o Web Console: http://localhost:4502/system/console
 - o Package Manager: http://localhost:4502/crx/packmgr/index.jsp