# **Webscript Training Assignments**

# **Free Marker Demo**

Go to online freemarker tester site : <http://try.freemarker.org/>

**Template:**

hello, ${message}! --- To print a data model variable

-------------------------------

<#assign users = ['Ram', 'Sita']> ------ Variable Assignment

<#list users as user> ----------- Looping an array

${user}

</#list>

-------------------------------------------

<#if x== 10>

You are correct !

<#else>

I don't know what is x ---------------- if – else condition

</#if>

-------------------------------------------

Following are the list of Documents

<#list documents as document> -------- Looping a JSON array

${document.name}

</#list>

**Data Model**

message = Happy coding :-)

x= 11

documents = [{"name": "Sample Doc" , "modifier": "Ram"}, {"name" : " Test Doc" , "modifier" : " Sita"}]

# **Presentation Webscript**

This a sample webscript present while generating alfresco SDK for creating alfresco and share repository extensions

## **Exercise 1**

1. Go to

<**repo project location**>src/main/resources/alfresco/extension/templates/webscripts/alfresco/tutorials for alfresco.war

1. Create / modify following files

helloworld.get.desc.xml

<webscript>

<shortname>Hello World Sample Webscript</shortname>

<description>Hands back a greeting</description>

<url>/sample/helloworld</url>

<authentication>user</authentication>

<format default=*"html"*></format>

<lifecycle>sample</lifecycle>

</webscript>

helloworld.get.js

model["fromJS"] = "Hello from JS!";

model["documents"] = [{"name": "Sample Doc" , "modifier": "Ram"}, {"name" : " Test Doc" , "modifier" : " Sita"}];

helloworld.get.html.ftl

Message: '${fromJS}'

</br></br>

<table border=3 bordercolor=GREEN>

<th>Name</th>

<th>Modifier</th>

<#list documents as document>

<tr>

<td>${document.name}</td>

<td>${document.modifier}</td>

</tr>

</#list>

</table>

1. Deploy webscript by running SDK
2. Register wescript
   1. <http://localhost:8080/alfresco/s/index> and click on Refresh Webscripts
   2. Hit <http://localhost:8080/alfresco/s/sample/helloworld> to see the output

## **Exercise 2**

1. Create the same as above webscript under

src/main/resources/alfresco/web-extension/site-webscripts/tutorials for share.war

1. Deploy webscript by running SDK
2. Register webscript
   1. <http://localhost:8080/share/page/index> and click on Refresh Webscripts
   2. Hit <http://localhost:8080/alfresco/s/sample/helloworld> to see the output

# **Data Webscripts (Repository Wescript) - JS backed**

## **Exercise 1**

Create folder using JavaScript controller

1. Create each file under
2. **<repo projectlocation>\**src\main\resources\alfresco\extension\templates\webscripts\alfresco\com\cts\demo

**create-folder.get.desc.xml**

<webscript>

<shortname>Demo Create Folder Webscript</shortname>

<description>Demo Create folder webscript using javascript controller</description>

<url>/cts/demo/createfolder?folder</url>

<authentication>user</authentication>

<format default=*"html"*></format>

<family>CTS DEMO</family>

</webscript>

**Create-folder.get.js**

**function** **main**() {

**var** folderName = args["folder"];

**if**( folderName == undefined || folderName.length == 0){

status.code = 404;

status.message = "No Folder name found";

status.redirect = **true**;

} **else**{

**var** myfolder = userhome.createFolder("folderName", "cm:folder");

myfolder.save();

model.folderName = folderName;

**return** model;

}

}

main();

**create-folder.get.html.ftl**

<h2> Folder with name ${folderName} created successfully </h2>

**create-folder.get.html.404.ftl ( Response code template)**

<h3> Folder name is not provided </h3>

1. Deploy webscript by running SDK
2. Register wescript
   1. <http://localhost:8080/alfresco/s/index> and click on Refresh Webscripts
   2. Hit [http://localhost:8080/alfresco/s/cts/demo/createfolder?folder=TEST](http://localhost:8080/alfresco/s/cts/demo/createfolder?folder=TEST%20)  to see the output
   3. Hit <http://localhost:8080/alfresco/s/cts/demo/createfolder?folder> to see 404 error message