Workflows in Perl

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What are workflows?

You see them every day:

- Purchase order requests
- Bug tracking system
- Customer relationship management

Lots of glue

Workflows glue different processes together

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- Hey, Perl is a glue language

Lots of glue

- Workflows glue different processes together
- Hey, Perl is a glue language
- Natural fit!

Where's Perl?

No CPAN module for workflow systems

- Lots of in-house work done? Maybe
- Fat lot of good that does us...

Workflow CPAN module

Embeddable, standalone workflow engine

- Comes with working example
- ...and tests!
- ...and decent docs!

Simple state machine

State == "What's it doing now?"
Transition == "What can it do next?"

Workflow module lingo

- Actions move application from state to state
- Validators check data moving into the workflow
- Conditions ensure that you can execute an action
- ...all of them are just normal classes

How you create the workflow

• Configuration!

How you create the workflow

- Configuration!
- ...sorry, it's in XML (tried INI, honest)

A set of XML files

One each for:

- workflow
- actions
- conditions
- validators

Naming the workflow

The workflow itself is just a few properties...

```
<workflow>
  <type>Issue</type>
  <description>Track issues</description>
  <persister>MyPersister</persister>
```

Workflow = states

...and a bunch of states

```
<workflow>
  <state name="INITIAL" ... />
    <state name="ISSUE_CREATED" ... />
    <state name="ISSUE_IN_PROGRESS" ... />
    <state name="ISSUE_NEEDS_APPROVED" ... />
    <state name="ISSUE_CLOSED" ... />
```

Defining a state

A state contains actions to execute:

Names link everything

Our action name links to another declaration:

Another name for the validator

And from the action's validator reference:

Workflow is reflective

Want to know what actions you can run? Ask the workflow!

More reflection

Want to know required data for an action? Ask the workflow!

Just do it!

- Is this module perfect?
- Hell no!
- But it's better than none at all...

Get up! Like a state machine...

