### Scenery Manager

A tool to help template developers

# The big picture

### The problem

- You can't develop without tests
- To test a template (jsp, velocity, free maker...), you need all-that-messy-server-side stuff done
  - You have to wait!
  - Damn dependency!

#### But, what if...

- ...we could get the server-side behavior even before it's done?
  - It would break the dependency
  - Can we?

#### Yes, we can!

- Just export a set of (fake) data and access it within the template
- Which means...

#### Instead of...

HelloAction

export "name"

Hello, \$name!

Server-side component

- Final version
- Maybe not ready
- hello.do

Template: hello.vm

### ...try this

fake "hello.do"

export "name"

Hello, \$name!

Template: hello.vm

name = "John";

Fake data file

### Scenery manager

- Helps to get this job done
- It assigns URLs to...
  - a fake data file
  - and a template

#### Scenery manager

- And when you access that URL
  - It "merges" both files
  - Then shows you the result

#### Scenery manager

- Develop and test your template with freedom
- Stress different scenarios
- Minimum overhead
- Useful even when the server-side component is done
- Not a prototype solution, but can be used so

#### The basics

#### Steps

- 1. Register the scenery servlet/action/whatever handler
- 2. Assign an URL to a template and a data file
- 3. Develop the template
- 4. Write the data file
- 5. Test it: access that URL

## Register the SceneryAction

- This example: struts 1
  - Other frameworks are supported
- Register the SceneryAction as the default action (struts config.xml)

```
<action
  path="/"
  type="br.com.devx.scenery.web.SceneryAction"
  unknown="true"
  validate="true"
  name="defaultForm"/>
```

# Assign an URL: WEB-INF/scenery.xml

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#### Develop the template

- Example: hello.vm

#### Write the data file

```
Example: hello.scn
```

```
o user = {
    login = "gandralf";
    name = "Alexandre Gandra";
};
contacts = collection: { "Danilo Prates",
    "Tiago Canzian" };
```

Looks like JSON

# Do you want to learn more?

- Examples
- Scenery file format (.scn) reference
- Advanced scenery.xml guide