## SAIL POINT PLUGINS

At the surface, its a verbogge - HIML, CSS, JS

- Some use Angular. JS

Undernath, thue's Jane - classes, impats, services, antallers, lud pink, etc.

- Some vew annotations

- some new donsses/interfaces will import Sail Point libraries

- Can hit these Plusin end ports

internally AND externally via Postmen el author FE/A9I

## STRUCTURE

(1) MANIFEST - au XML document telling SP what's in our PlusIn

- REST resources (active end points)

- Svippets (active UT dements, etc.) - Executors

- Basic plugin into · Jois: on

> · min upgradeable JESIM

2) BUILD FILE - An XML file - tells Apache Ant how to construct

the build of your plass for use by Soul Point

- compiles dasses Stock build.xml - cleates a foldo structure file for most - Creates a jos file

A - Can use

instances

- ZIPs up the whole thing into Something SP can digest

DB SETUP/ . mysel Scripts to (un when you BREAK DOWN SCRIPTS install/uninstall/upgrade (UPGRADE ALSO) a plugin

> ab/install/install. mysql ab/ uninstall/unirstall. mysg/ "/upgronde/upgronde.mysq1

- HTML, CSS/JS possible - page xhtml is the base file for the

A Angular. Js

plusins usuals - can have others for secondary pages, modals, etc.

- Can include CSS on the page or link to it

- Can run Js 4cripts to add that functionality - via your SS, you can access the Java

(5) REST RESOURCES - Provide endpoint you can hit to utilize plusin features

- POST, GET, PUT, DELETE TC R J D3

SERVICE & queries. - point to Service dasses to (m your logic and execute que que voes

- Not using a repolace!!

- manual queres - CAN use models to conform your dates

(6) EXECUTORS - Service - take core of other functionality

OUTSIDE of besix REST operations

(7) XML Artifacts Can include nou XML Objects/Types with our plusm - if we nued a specific policy,

alert, tash, etc. that only this plusir will use, we con relide it with our installation

- import/install artifact.xml

(1) Develop your plugen - adding libraries to the datsporth

- create all the domants structures

(3) Take the resulting ZIP and import it

(2) Run your build. Xml fite via Ant

Gear Man -> Plagers -> |New+| MAI require toncont cestact...