

Grails Services

Services

- Architectural Layer
 - Not UI Specific
- Related set of functionality
- Transactional
- Operate on multiple domain classes
- Service Oriented Architecture



Rob Fletcher

@rfletcherEW

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Rationale for Services

- Within a system: Complex logic
 - Logic that spans multiple data stores
 - Logic that coordinates many domain classes
 - Logic that may be useful for multiple controllers
 - Logic not specific to a UI function
- Between systems: Sharing functionality & data
 - Allowing distributed access (including inter-company)
 - Introduces concept of data “master”: which system/service owns a class of data

Service Examples within a System

- Customer Service
- Address Service
- Tax Service
- Reconcile Service
- Order Service
- Licensing Service
- Inventory Service
- Price Service

Enterprise Services

- Shared between systems
- Often defined to enable central ownership of shared data
 - Customer Master
 - Product Master
- Often provided by vendor platforms
 - Order management
 - Sales tax calculation
 - Inventory management
 - ERP
- Can start as an internal service for an application and then transform into a shared service when other applications need access

Design Goals for Services

- Loose coupling
- Coarse grained
 - minimize network chattiness
 - complete common use cases in one call
- Stateless
- Language and Platform independent
 - C# application should be able to call a Grails service

Grails Services

- `grails-app/services`
- Naming convention (ends in “Service”)
- Creating a new service:
 - `grails create-service ServiceName`
 - Example:

```
grails> create-service com.foo.Tax
| Created file grails-app/services/com/foo/TaxService.groovy
| Created file test/unit/com/foo/TaxServiceTests.groovy
grails>
```


Example Service

```
package com.foo
```

```
class TaxService {
```

```
    def calculateSalesTax(State state,  
        String zipCode) {  
        //...  
    }
```

```
}
```

Service Methods

- Can have dynamic or static return types
 - Dynamic: `def calculatePayment(Order o)`
 - Static: `Payment calculatePayment(Order o)`
- Have access to domain classes and persistence via GORM
- Can have transactions managed for them
 - `transactional` member of service set to `true`
 - Automatic commit on successful complete
 - Automatic rollback on exception

Transactions

- Transactions are all-or-nothing operations involving data and have the properties of ACID
- Atomicity
 - All operations must complete or none will
- Consistency
 - State must be valid before and after operation
- Isolation
 - Operations cannot be effected by others during the execution
- Durability
 - Changes stick around after the transaction is complete

Declarative Transactions

- All services are transactional by default
- All methods are wrapped in a transaction
- Rollback occurs if a RuntimeException is thrown

Custom Transactions

- Use the `@Transactional` annotation to set transactions only on specific methods (instead of the entire class)

```
import org.springframework.transaction.annotation.Transactional
class BookService {

    @Transactional(readOnly = true)
    def listBooks() {
        Book.list()
    }

    def deleteBook() {
        // ...
    }
}
```

Dependency Injection

- Decouple components of your application
- Swap out implementations as needed
- Makes your code easier to test
- Provided in Grails by the Spring Framework
- All services are automatically injected at runtime via naming convention

```
// bookService injected into controller
class BookController {
    def bookService
}
// bookService injected into another service
class AuthorService {
    def bookService
}
// bookService injected into domain class
class Book {
    def bookService
    def buyBook() {
        bookService.buyBook(this)
    }
}
```

Service Scope

- Default scope for services is singleton - one instance for the entire application
- Can also do
 - prototype
 - request
 - flash
 - flow / conversation (for webflow)
 - session
 - singleton
- <http://grails.org/doc/latest/guide/services.html#scopedServices>