

Fornax-Platform : 2. Hello World Tutorial (CSC)

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Sculptor Hello World Tutorial

This hands-on tutorial will walk you through the steps of how to create a small application and explore it with some JUnit tests. This example is also used and extended in 3 other tutorials:

- [Archetype Tutorial](#)
- [CRUD GUI Tutorial](#)
- [REST Tutorial](#)

This is an introduction to Sculptor. A more extensive example is available in the [Advanced Tutorial](#). If you would like to see something more exciting than running JUnit tests we can recommend the [CRUD GUI Tutorial](#).

Before you start you must follow the instructions in the [Installation Guide](#).

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Part 1 - Setup Project

In this first part we will setup the project structure for maven and eclipse.

1. Use the following command (one line) to create a maven pom and file structure. You can change the groupId and artifactId if you like.

```
mvn archetype:generate -DarchetypeGroupId=org.fornax.cartridges -DarchetypeArtifactId=fornax-cartridges-sculptor-archetype-standalone -DarchetypeVersion=2.0.0 -DarchetypeRepository=http://fornax-platform.org/nexus/content/repositories/public
```

Fill in groupId and artifactId:

```
Define value for groupId: : org.helloworld  
Define value for artifactId: : helloworld  
Define value for version: 1.0-SNAPSHOT: :  
Define value for package: org.helloworld: :
```



There will be warnings like this:

```
[WARNING] org.apache.velocity.runtime.exception.ReferenceException: reference :  
template = archetype-resources/pom.xml [line 40,column 42] : ${fornax-oaw-m2.ver  
sion} is not a valid reference.
```

Ignore these warnings and continue with next step if you see no errors.

2. In the new directory, run `mvn eclipse:eclipse` to create an Eclipse project with the same dependencies as in the pom.

3. Open Eclipse and import the project.

Part 2 - Generate Code

In this part we will write a Sculptor DSL file and generate code from it.

1. Modify the file named `model.btdesign` in the folder `src/main/resources/`
2. Open the `model.btdesign` file with Sculptor DSL editor, double-click on it. Add something like this to the design file.

```
Application Universe {
  basePackage=org.helloworld

  Module milkyway {
    Service PlanetService {
      String sayHello(String planetName);
      protected findByExample => PlanetRepository.findByExample;
    }

    Entity Planet {
      String name key;
      String message;

      Repository PlanetRepository {
        findByExample;
      }
    }
  }
}
```

Try the code completion, error highlight and outline view.

It is a Module containing one Entity, with a Repository. The concepts are taken from [Domain-Driven Design](#).

3. Run `mvn clean install` to generate code and build. The JUnit test will fail.



If you run maven from the command prompt you have to do a refresh in Eclipse. If you run maven as an external task in Eclipse it can refresh automatically.

4. Look at the generated code. In `src` and `test` folders the code is only generated once, and you can do manual changes. In `generated` and `test/generated` it is generated each time, i.e. don't touch.

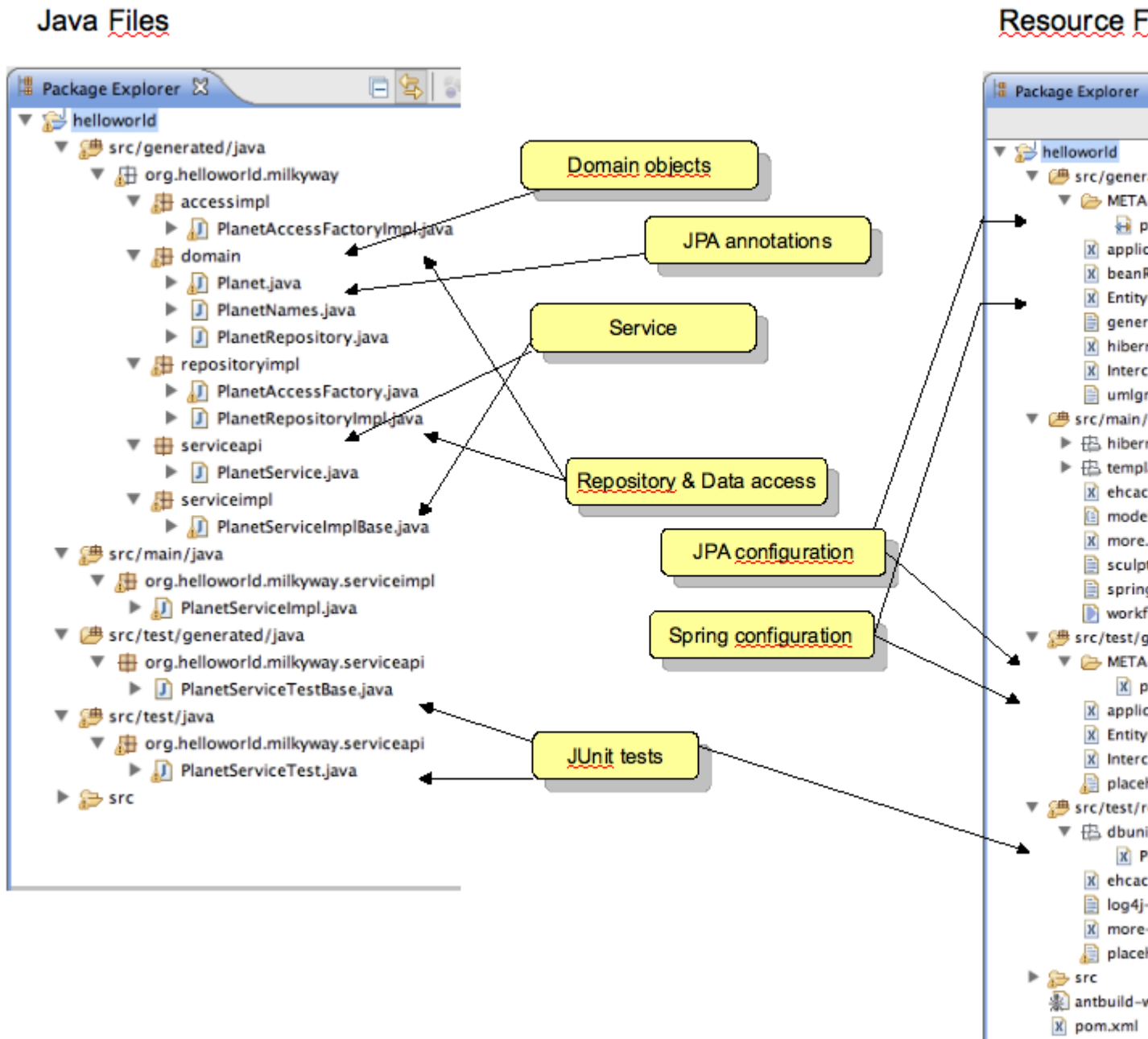


Figure 1. File structure

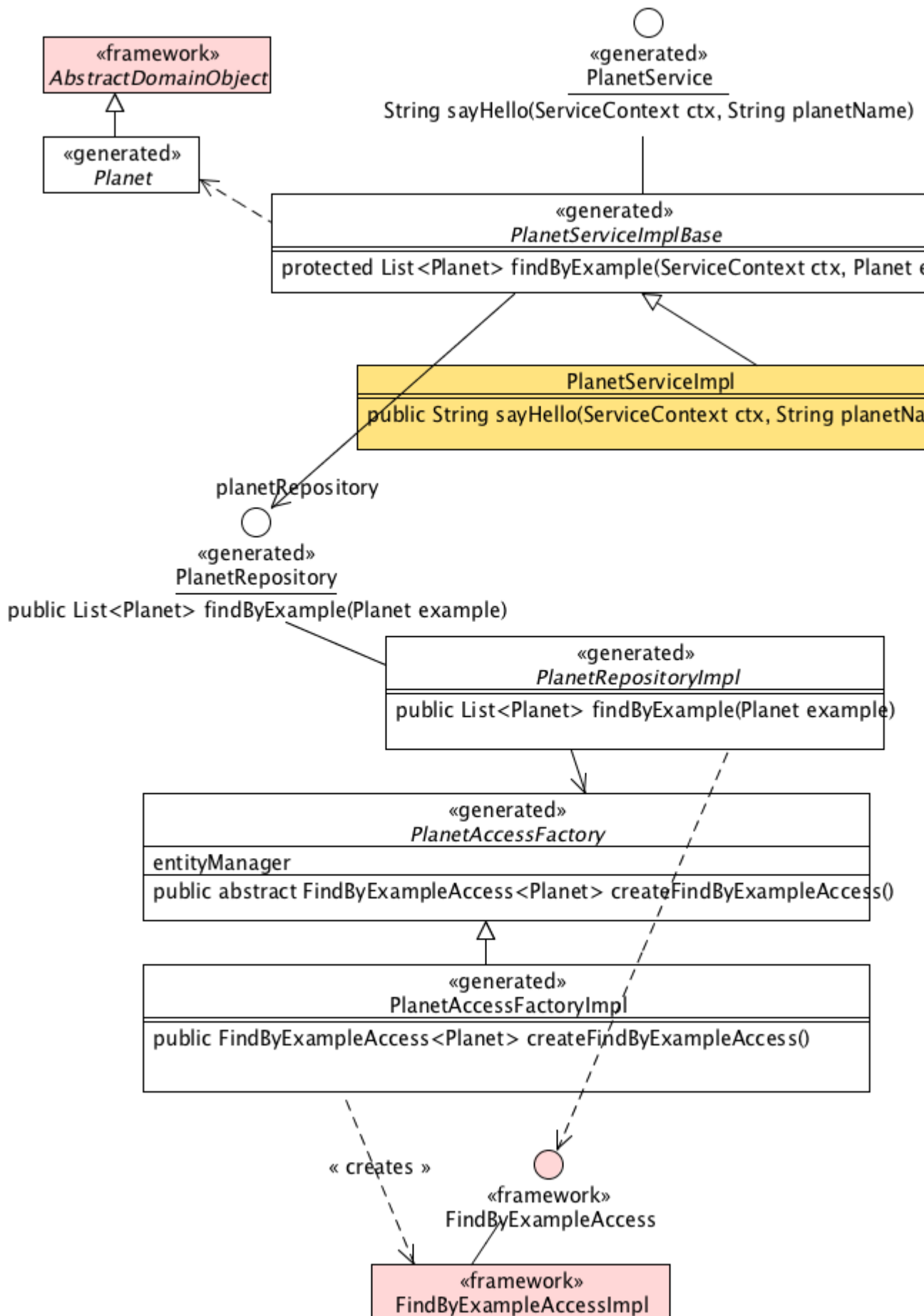


Figure 2. Most important participating classes

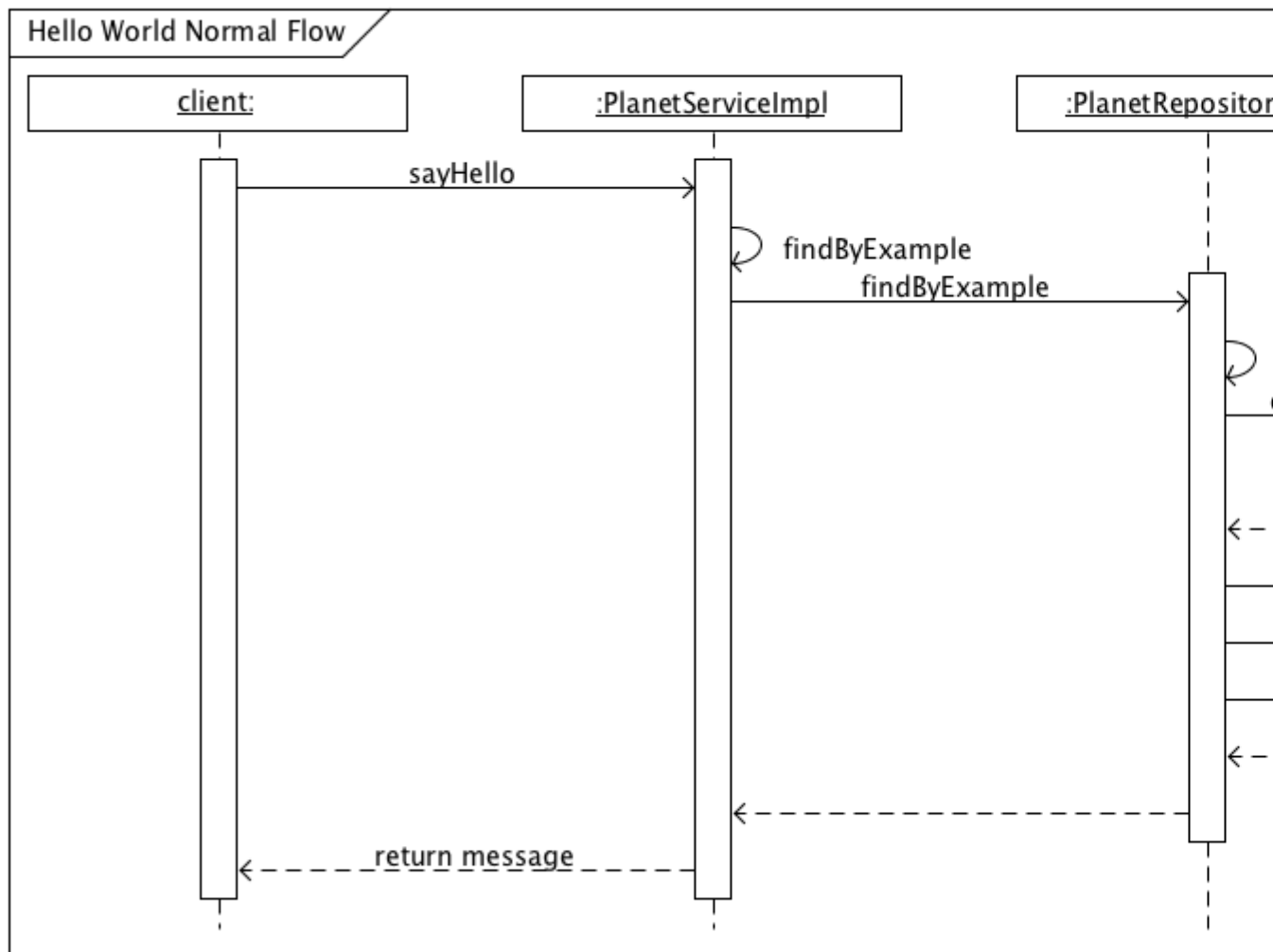


Figure 3. Normal flow for sayHello

Part 3 - Fix Failing Test

In this step we will fix the failing JUnit test and add some hand written code.

1. Run `PlanetServiceTest` as JUnit Test. **Red** bar.
Adjust the test method `testSayHello` to something like this:

```
public void testSayHello() throws Exception {
    String greeting = planetService.sayHello(getServiceContext(), "Earth");
    assertEquals("Hello from Earth", greeting);
}
```

2. **HSQLDB** is used as in memory database when running JUnit. Add test data in `src/test/resources/dbunit/PlanetServiceTest.xml`

```
<?xml version="1.0" encoding="UTF-8"?>
```

```
<dataset>
  <PLANET id="1" name="Earth" message="Hello from Earth"
    LASTUPDATED="2006-12-08" LASTUPDATEDBY="dbunit" version="1" />
  <PLANET id="2" name="Mars" message="Hello from Mars"
    LASTUPDATED="2006-12-08" LASTUPDATEDBY="dbunit" version="1" />
</dataset>
```

3. Run, still **red**, but another failure.

4. Implement method `sayHello` in `PlanetServiceImpl`.

```
public String sayHello(ServiceContext ctx, String planetName) {
    Planet planetExample = new Planet(planetName);
    List<Planet> foundPlanets = findByExample(ctx, planetExample);
    Planet planet = foundPlanets.get(0);
    return planet.getMessage();
}
```

5. Run. **Green** bar! 🍌

6. Add one more test method to test a failure scenario.

```
public void testSayHelloError() throws Exception {
    try {
        planetService.sayHello(getServiceContext(), "pluto");
        fail("Expected PlanetNotFoundException");
    } catch (PlanetNotFoundException e) {
        // as expected
    }
}
```

7. Add `PlanetNotFoundException` in `model.btdesign`.

```
String sayHello(String planetName) throws PlanetNotFoundException;
```

8. Regenerate with

```
mvn -Dforname.generator.force.execution=true generate-sources
```

9. Add `throws PlanetNotFoundException` in `PlanetServiceImpl.sayHello`.

10. Fix the import of `PlanetNotFoundException` in the test class and run it, **red** bar. 🍌

11. Fix the test. You need to adjust `sayHello` method.

```
public String sayHello(ServiceContext ctx, String planetName)
    throws PlanetNotFoundException {
    Planet planetExample = new Planet(planetName);
    List<Planet> foundPlanets = findByExample(ctx, planetExample);
```

```
    if (foundPlanets.isEmpty()) {  
        throw new PlanetNotFoundException("Didn't find any planet named " + planetName);  
    }  
    Planet planet = foundPlanets.get(0);  
    return planet.getMessage();  
}
```

12. Run. **Green bar!** 🍌

13. Run `mvn clean install`. Build success.



You can use `mvn -o -npu install` to speed up the builds, `-o == offline`, `-npu == no plugin update`.
To regenerate you use `mvn -Dfornax.generator.force.execution=true -o -npu generate-sources`

Source

The complete source code for this tutorial is available in Subversion.

Web Access (read only):

<http://fisheye3.cenqua.com/browse/fornax/trunk/cartridges/sculptor/sculptor-helloworld>

Anonymous Access (read only):

<https://fornax.svn.sourceforge.net/svnroot/fornax/trunk/cartridges/sculptor/sculptor-helloworld>

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