Mapplet

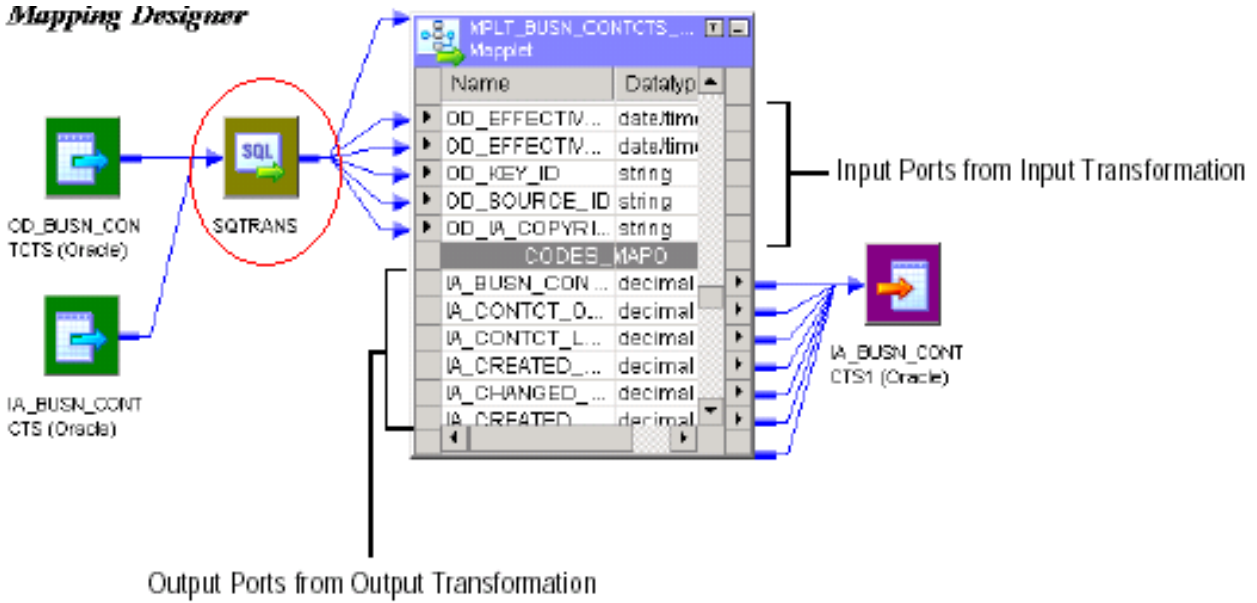
Mapplet

- A Mapplet is a reusable object that represents a set of transformations

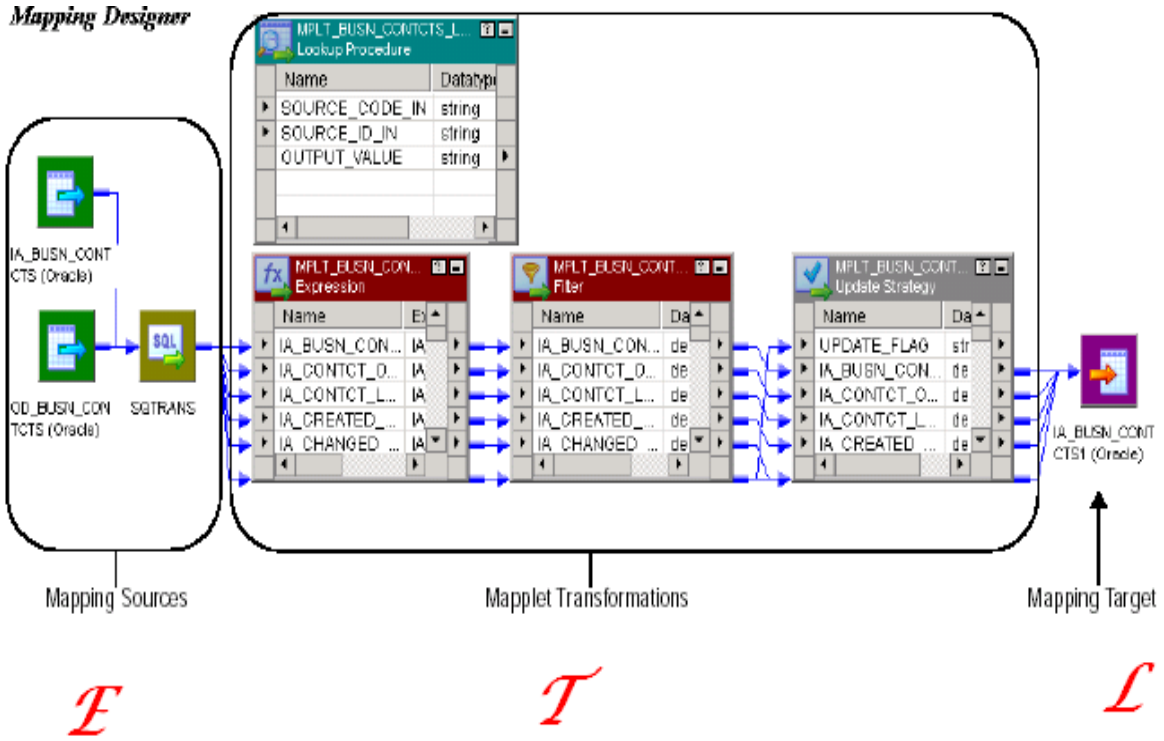
- It allows to reuse transformation logic and can contain as many transformations as needed

- Mapplets help simplify mappings in the following ways:
  - Include source definitions
  - Accept data from sources in a mapping
  - Include multiple transformations
  - Pass data to multiple pipelines
  - Contain unused ports

Sample Mapplet in a Mapping

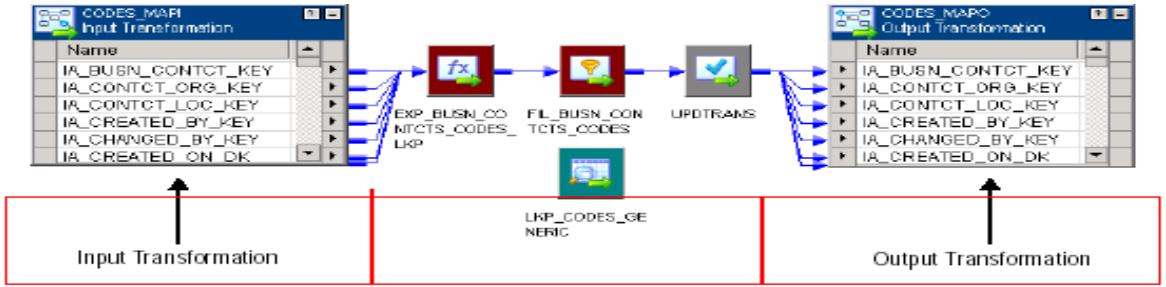


Expanded Mapplet



Mapplet - Components

- Each Mapplet must include the following:
  - One Input transformation and/or Source Qualifier transformation
  - At least one Output transformation
- A Mapplet should contain atleast one of the following:
  - Input transformation with at least one port connected to a transformation in the Mapplet
  - Source Qualifier transformation with at least one port connected to a source definition

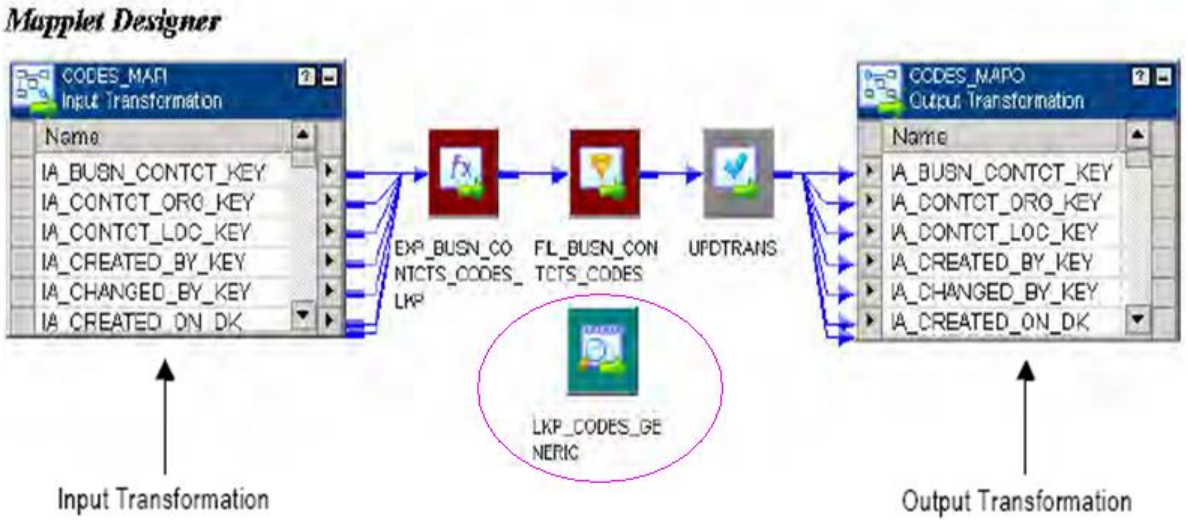


Mapplets

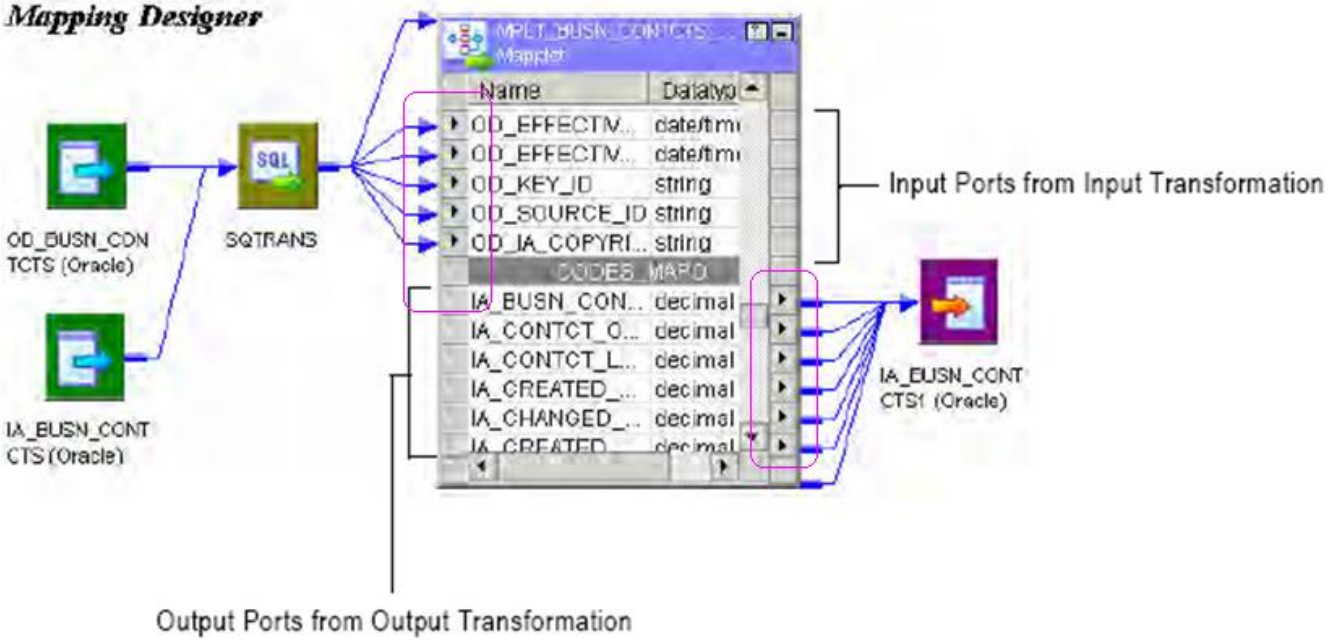
A reusable object created in Mapplet designer
Consists of a set of transformations and transformation logic that can be reused in mulitple mapping
Mapplets help simplify the mappings in the following ways:

- Include source definition
- Accept data from sources in the mapping
- Include multiple transformation
- Pass data to multiple transformation

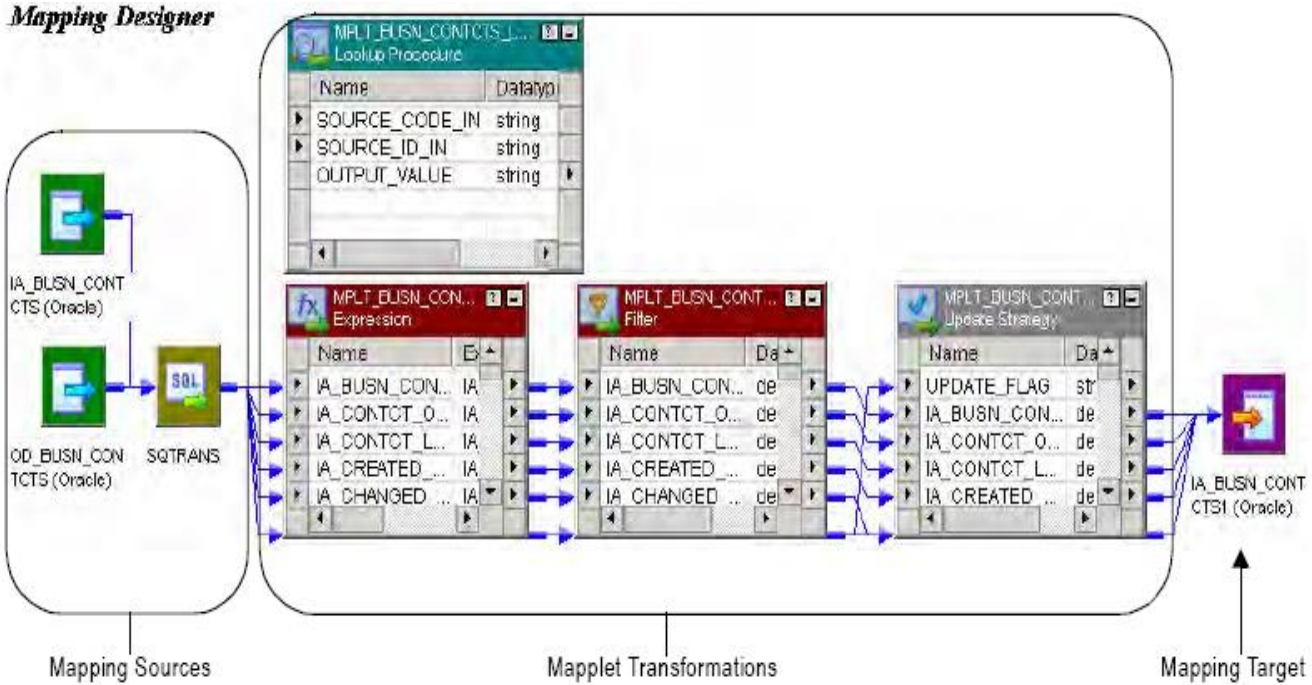
Mapplet input and output



Mapplet Port



Viewing a Mapplet



Rules for using a Mapplet

An input port must receive the data from a single active source
A mapplet must contain at least one input and one output port connected to transformation
If a sequence generator transformation is used, it must be a reusable one
Mapplet object cannot include following objects:

- XML source qualifier
- Target definitions
- Pre and post sessions

Thank You