# Middleware and Web Services Lecture 3: Application Server

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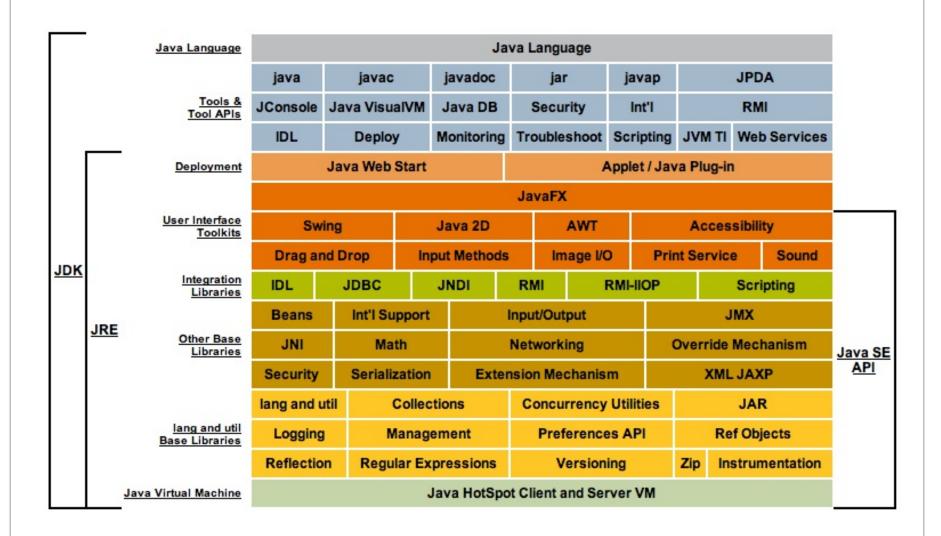


- Architecture
- I/O Communication
- Servlet Technology
- Java Technologies and Services

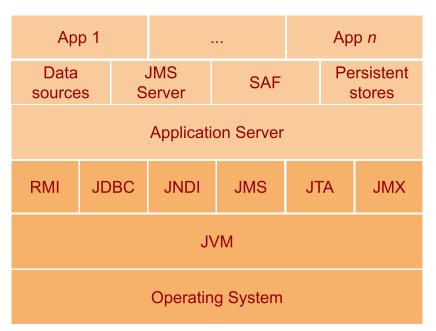
# **Application Server Overview**

- An environment that runs an application logic
  - A client communicates with the server using an application protocol
- Application Server
  - A modular environment
    - → provides technology to realize enterprise systems
    - → JEE containers Java technology for AS components
    - → Supports a variety of objects such as Servlets, JSPs, JMS
  - Provides services such as naming and directory, performance, failover
  - Provides Web server capabilities
  - Can be a single server or multiple servers
- Web Tier HTTP Server
  - Web Server supports HTTP only
  - HTTP request/response, security, proxy, caching

# **Standard Java Technology Stack**



# **Application Server Layers**



console app, custom-built Web app, middleware apps

shared services used by applications - data sources, JMS queues, JCA adapters

Application Server core libraries, communication management, cluster communication, distributed cache

Java Technology

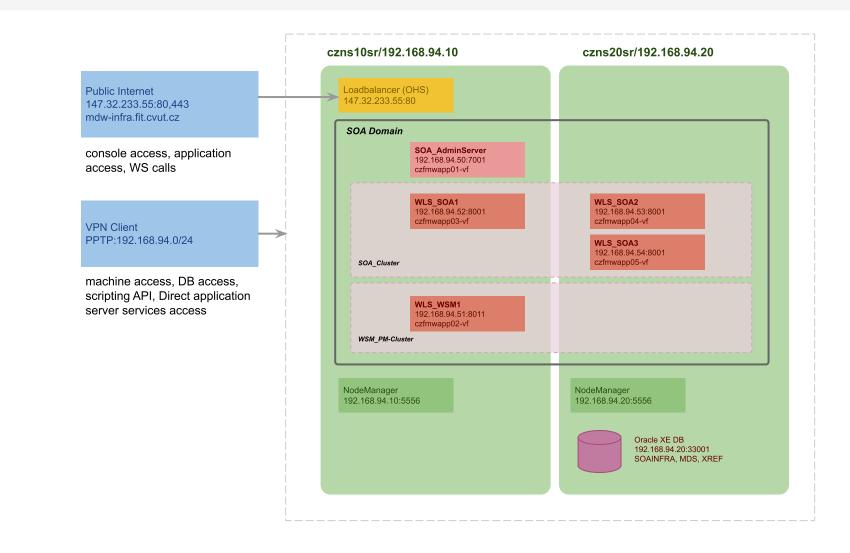
Java environment, memory management, garbage collection

OS services, I/O

#### Features

- AS instance appears as a single process in the OS
  - → you can use standard OS commands to investigate its operation
  - $\rightarrow$  AS listens on a single or multipe IPs (VIPs) and a tcp port
- AS is a Java process
  - → you can use Java tools to investigate its operation
  - $\rightarrow$  Garbage collector stats, thread dumps, memory allocations, etc.

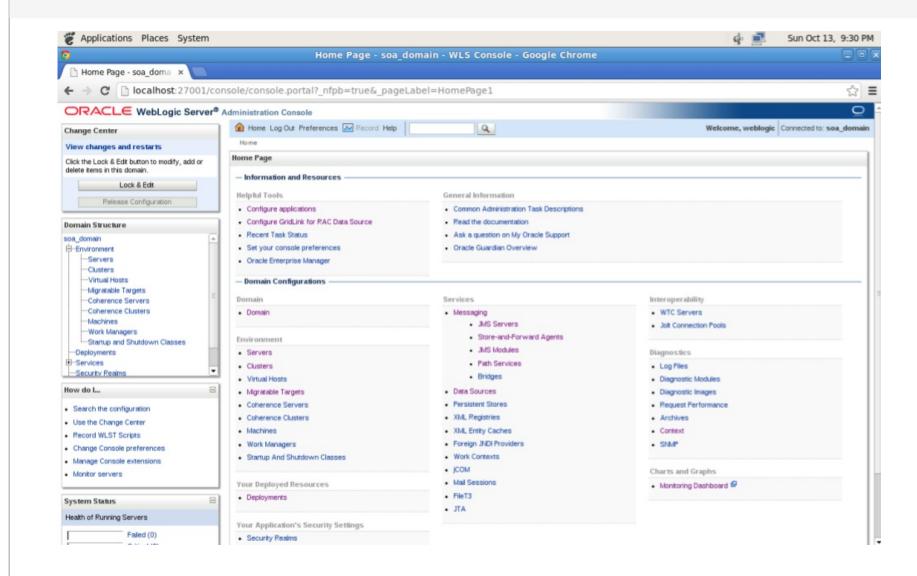
# **Example Weblogic Infrastructure**



# **Terminology**

- Domain
  - A group of servers with specific configuration of applications and objects
- Administration Server
  - An instance of application server that manages the domain
- Managed Server
  - An instance of application server running instances of applications and objects
- Cluster
  - A group of managed servers; they contain the same copy of applications and objects
- Machine
  - A physical machine and OS running one or more servers (Admin or Managed)
- Node Manager
  - A process that provides an access to admin and managed servers on the machine
- Load Balancer
  - A network element that distributes client requests to managed servers based on a specific algorithm

# Console Example – Weblogic Server



## **Application Server from the OS View**

• Process ID, command line arguments

```
$ ps ax | grep WLS_SOA
1820 ? Sl 289:15 /opt/oracle/jrockit/bin/java -jrockit
-Xms768m -Xmx1536m -Dweblogic.Name=WLS_SOA1 -Djava.security.policy=
/opt/oracle/11g/fmw/wlserver_10.3/server/lib/weblogic.policy
-Dweblogic.ProductionModeEnabled=true
...
```

Open files by the process

```
$ 1l -l /proc/1820/fd
| lr-x----- 1 oracle oinstall 64 Oct 12 16:53 0 -> /dev/null
| l-wx----- 1 oracle oinstall 64 Oct 12 16:53 1 -> /opt/oracle/11g/domains/soa_domain/servolume
| lr-x---- 1 oracle oinstall 64 Oct 12 16:53 10 -> /opt/oracle/11g/fmw/oracle_common/modules/com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.com.bea.c
```

Open sockets by the process

```
$ netstat -anp | grep 1820
                                    0.0.0.0:*
                                                           LISTEN
                                                                       1820/java
   tcp 0 0 192.168.94.52:8001
                                    0.0.0.0:*
                                                                       1820/iava
   tcp 0 0 192.168.94.10:8088
                                                           LISTEN
   tcp 0 0 192.168.94.10:39763
                                                           ESTABLISHED 1820/java
                                     192.168.94.20:33001
                                                           ESTABLISHED 1820/java
   tcp 0 0 192.168.94.52:8001
                                     192.168.94.20:59589
   tcp 0 0 192.168.94.10:33498
                                                           ESTABLISHED 1820/java
10
                                     192.168.94.20:33001
    tcp 0 0 192.168.94.10:33504
                                                           ESTABLISHED 1820/java
11
                                     192.168.94.20:33001
12
```

# **Application Server from the JVM View**

### Thread dumps

- All threads that the application server uses, a snapshot on all the threads
- Prints stack trace of currently run threads
  - 5 | \$ jrockit 1820 print\_threads

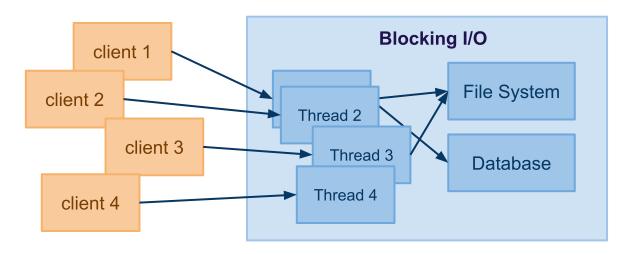
### Command line arguments

- Prints all command line arguments of the JVM process
  - $\rightarrow$  Memory settings, log file locations, etc.
  - 5 | \$ jrockit 1820 command\_line

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# **Blocking I/O Model**

- The server creates a thread for every connection
  - For example, 1K connections = 1K threads, big overhead

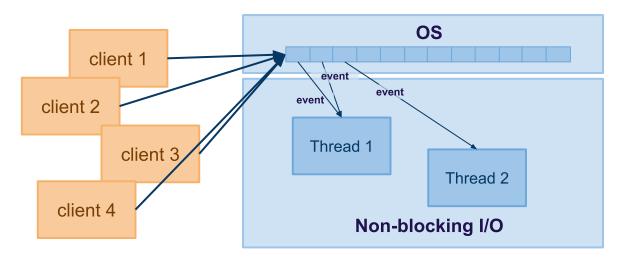


### Characteristics

- the thread is reserved for the connection
- When processing of the request requires other interactions with DB/FS or network communication is slow
  - → scales very bad as the thread's execution is "blocked"

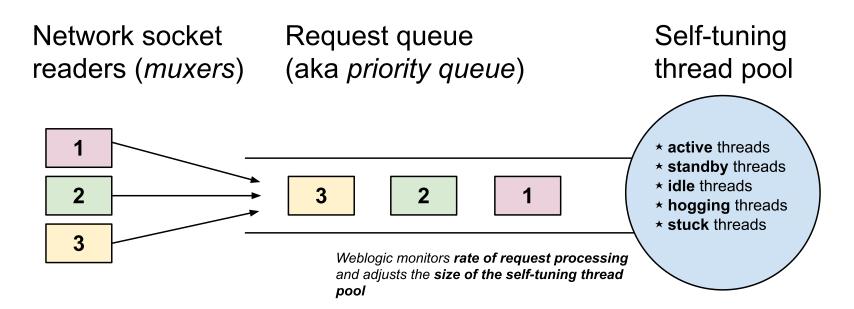
# Non-Blocking I/O Model

- Connections maintained by the OS, not the Web app
  - The Web app registers events, OS triggers events when occur



- Characteristics
  - Event examples: new connection, read, write, closed
  - The app may create working threads, but controls the number!
    - → much less number of working threads as opposed to blocking I/O

# Handling Requests in Weblogic



- **Muxer** component that handles communication via network sockets.
- **Request queue** queue of requests to be processed.
- **Self-tunning thread pool** a pool of threads in various states.
- Work manager a configuration of maximum threads and a capacity that can be used to handle requests for a specific application/service.

- Architecture
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- Technology to extend application server functionalities
  - A Java class that can respond to any type of requests
    - $\rightarrow$  A servlet defines an interface for a specific protocol
    - → Your application implements the servlet's interface
- Commonly used to respond to HTTP requests
  - A basis for an application running on an application server
  - HTTP Servlet Java classes
    - → HttpServlet provides HTTP protocol interface
    - → HttpServletRequest represents HTTP request
    - $\rightarrow$  HttpServletResponse represents HTTP response

# **Directory Structure**

- Your application
  - collection of documents and libraries your application requires
  - packaged in war or ear archive
    - → JAR that includes not only java classes but also additional resources such as .xml, .html, .js, .css, .jpg files.
- Content of war package

```
# web archive root
war

| # directories and documents accessible through the app root /
| # such as img, css, js, ...
|-- (public-directory | public-document)*
| # directories and documents internal to your application
|-- WEB-INF
| -- (private-directory | private-document)*
| # compiled java classes of your application
| -- classes
| # all java libraries your application requires
| -- lib
| # configuration of your application
| -- web.xml
| -- # other platform-specific configurations
| # such as app-engineweb.xml for GAE
```

# Configuration in web.xml

- web.xml defines configuration for
  - list of servlets, mapping of servlets to URL paths, welcome files, filters, EJB references, authentication mechanism, etc.
  - basic configuration example:

```
<?xml version="1.0" encoding="utf-8"?>
     <web-app
        xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
        xmlns="http://java.sun.com/xml/ns/javaee">
 6
         <servlet>
             <servlet-name>main</servlet-name>
8
            <servlet-class>com.vitvar.mdw.main
9
         </servlet>
10
         <servlet-mapping>
11
             <servlet-name>main</servlet-name>
12
             <url-pattern>/</url-pattern>
13
         </servlet-mapping>
14
15
         <welcome-file-list>
16
17
             <welcome-file>index.jsp</welcome-file>
18
         </welcome-file-list>
19
     </web-app>
```

# **Handling HTTP Requests**

#### HTTP Servlets

- Servlet is a class that extends capabilities of application servers via a request-response programming model
- HTTP servlets are classes that extend HTTPServlet abstract class
- Example:

```
package com.vitvar.mdw;
     import javax.servlet.http.HttpServlet;
     import javax.servlet.http.HttpServletRequest;
5
     import javax.servlet.http.HttpServletResponse;
     public class Main extends HttpServlet {
         public doGet(HttpServletRequest request, HttpServletResponse response) {
             // GET method implementation here
10
11
12
         public doPost(HttpServletRequest request, HttpServletResponse response) {
             // POST method implementation here
13
         }
14
15
16
         // other methods such as doPost, doDelete, doOptions
17
```

# **Support for Sessions**

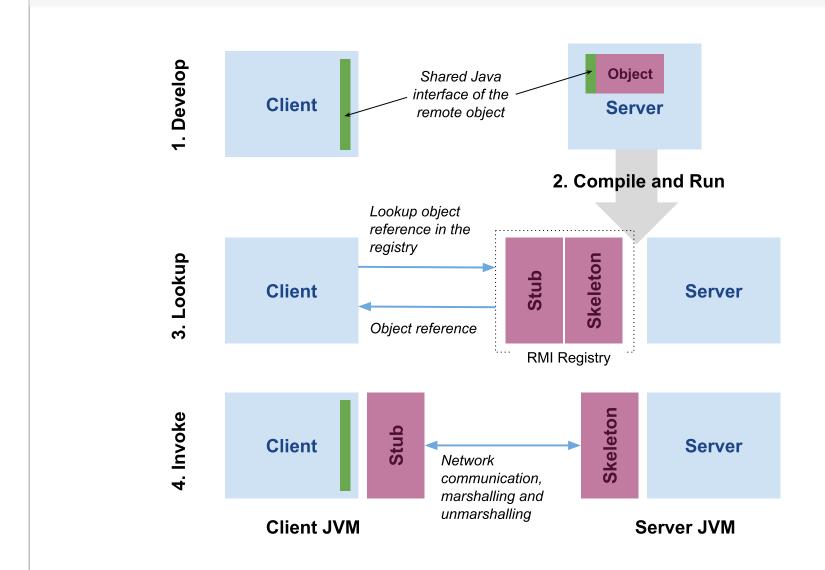
- HttpSession interface
  - Allows to store session data in the memory
  - Java API for HTTP State Management
    - → *Hides details from developers*

```
// method doGet in a servlet
     public doGet(HttpServletRequest request, HttpServletResponse response) {
         // access the session object through the request
         HttpSession session = request.getSession();
4
         // unique identification of the session, the value used for the cookie
         String id = session.getId();
8
         // get the value of the attribute
10
         Object value = session.getAttribute("data");
11
         // set the value of the attribute
12
         session.setAttribute("data", new String("some data"));
13
14
         // this will set a max-age of the session cookie
15
16
         session.setMaxInactiveInterval(3600);
17
```

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- Communication among Java-based applications
  - Methods of a Java class can be invoked by other Java class remotely
  - Uses Java Remote Method Protocol (JRMP)
    - → Java-specific application protocol over TCP/IP
  - Basis for JEE technologies, such as JMS
- Terminology
  - Client a program that invokes a remote method
  - Server a program that exports a remote object
  - Stub a representation of the client-side object for communication
  - Skeleton a representation of the server-side object for communication
  - Registry a component that holds a stub
  - Marshalling/Unmarshalling a process of transforming memory representation of the object to a form suitable for network transmittion and vice-cersa

### **Architecture**



# RMI Implementation in Java – Interface

#### • Shared interface

```
import java.rmi.Remote;
import java.rmi.RemoteException;

// shared interface between a client and a server to
// invoke methods on the remote object
public interface HelloRMIInterface extends Remote {
   public String calculate(int a, int b) throws RemoteException;
}
```

#### • RMI Server

```
import java.rmi.Naming;
import java.rmi.RemoteException;
import java.rmi.RMISecurityManager;
import java.rmi.server.UnicastRemoteObject;
import java.rmi.registry.LocateRegistry;

public class Server extends UnicastRemoteObject implements HelloRMIInterface {

    // implementation of the interface method
    public int calculate(int a, int b) throws RemoteException {
        return a+b;
}
```

## RMI Implementation in Java – Server

• RMI Server (cont.)

```
// start the server and register the object in the rmi registry
     public static void main(String args[]) {
         try {
 4
             // install a security manager (uses a security policy)
             if (System.getSecurityManager() == null) {
 6
                 RMISecurityManager sm = new RMISecurityManager();
                 System.setSecurityManager(sm);
 9
10
             // create rmi registry
11
             LocateRegistry.createRegistry(1099);
12
             // create remote object
13
             Server obj = new Server();
14
15
16
             // Bind the object instance to the name "HelloRMI"
             // 0.0.0.0 denotes the service will listen on all network interfaces
17
             Naming.rebind("//0.0.0.0/HelloRMI", obj);
18
19
20
             System.out.println("RMI server started, " +
                 "listening to incoming requests...");
21
22
         } catch (Exception e) {
             System.out.println("Error occurred: " + e.getLocalizedMessage());
23
24
25
```

# RMI Implementation in Java – Client

#### • RMI Client

```
import java.rmi.Naming;
     public class Client {
4
         public static void main(String args[]) throws Exception {
             // get a reference to the remote object
6
             // assuming the server is running on the localhost
             HelloRMIInterface o = (HelloRMIInterface)
                 Naming.lookup("//localhost/HelloRMI");
9
10
             // call the object method
11
             System.out.println(o.calculate(6, 4));
12
13
14
```

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- Uniform API to access any kind of tabular data
  - No need to deal with specific APIs of DBMS vendors
- JDBC components
  - JDBC API
    - → defines methods to execute SQL statements and retrieve results
  - Driver Manager
    - → provides drivers that provide access to a specific DBMS
    - → they implement a specific protocol to access the DBMS
  - JDBC-ODBC Bridge
    - $\rightarrow$  a software bridge which provides access via ODBC drivers
    - $\rightarrow$  ODBC driver is a driver in C for accessing DBMS

### **JDBC** Architecture

Java Application Code

**JDBC API** 

JDBC Driver Manager

JDBC/ODBC Bridge

**ODBC** Driver

JDBC Driver JDBC Driver



DBMS



DBMS



DBMS

# JDBC Example Implementation in Java

#### • JDBC Client

```
import java.sql.*;
     public class JDBCClient {
4
         public static void main(String args[]){
6
         // database url
         String db url = "jdbc:oracle:thin:@czns20sr:33001:XE";
9
         // username and password
         String username = "myUsername";
10
11
         String password = "myPassword";
12
13
         try {
             // Register JDBC driver
14
             Class.forName("oracle.jdbc.driver.OracleDriver");
15
16
17
             // Open a connection
             Connection con = DriverManager.getConnection(
18
             db url, username, password);
19
20
21
             // Create and execute query statement
22
             Statement stmt = con.createStatement();
             String sql = "SELECT id, first, last, age FROM Employees";
23
             ResultSet rs = stmt.executeQuery(sql);
24
25
```

# JDBC Example Implementation in Java

• JDBC Client (cont.)

```
25
                 // Loop and extract received data
26
                 while (rs.next()) {
                      int id = rs.getInt("id");
27
                      int age = rs.getInt("age");
28
                      String first = rs.getString("first");
29
                      String last = rs.getString("last");
30
31
32
33
                 // Release the connections
34
                 rs.close();
35
                 stmt.close();
36
                 conn.close();
             }catch(SQLException se){
37
38
                 //Handle errors for JDBC
39
                 se.printStackTrace();
40
             }catch(Exception e){
41
42
                 //Handle errors for Class.forName
43
44
                 e.printStackTrace();
45
46
47
48
```

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### Objectives

- Allows to access objects by names in various directory systems and their attributes
- Independent of any specific directory service implementation
- Enables to distribute Java objects across various systems in the environment

### Terminology

- Binding association between a name and a object
- − Context − a set of bindings

#### • JNDI Provides:

- a mechanism to bind an object to a name.
- a directory lookup interface
- a pluggable service provider interface (SPI) any directory service implmentation can be plugged in

# **JNDI Packages**

### Naming Package

- interfaces to access naming services
- Context: looking up, binding/unbinding, renaming, objects

### Directory Package

- allows to retrieve attributes of objects, and to search for objects

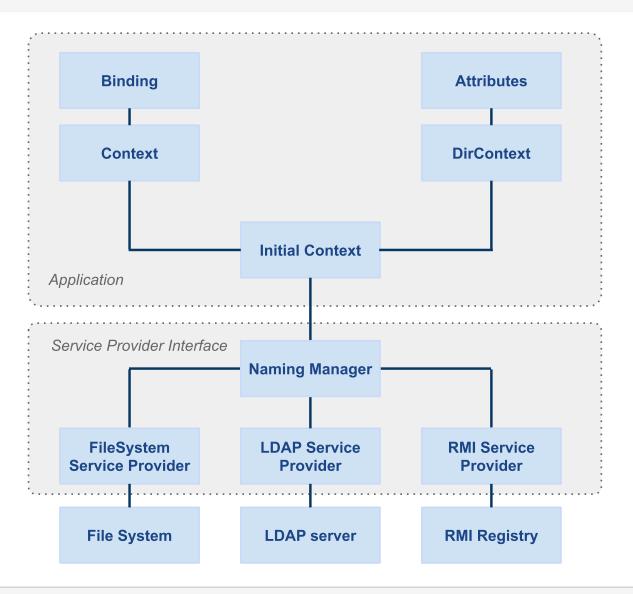
### Event Package

- allows for event notification in naming and directory services
- For example, object was added, object changed, etc.

### Other packages

- LDAP allows to access LDAP services
- Service Provider Interface allows to develop various naming/directory services

# JNDI Architecture



# **Application Server and JNDI**

### Distribution of objects

- Application Server provides central directory for various kinds of objects
  - $\rightarrow$  Datasources, JMS queues and topics, etc.
- Clients store objects in the central directory
  - → Administrator configures objects using Application Server Console or via AS API
- Clients retrieve objects from the central directory

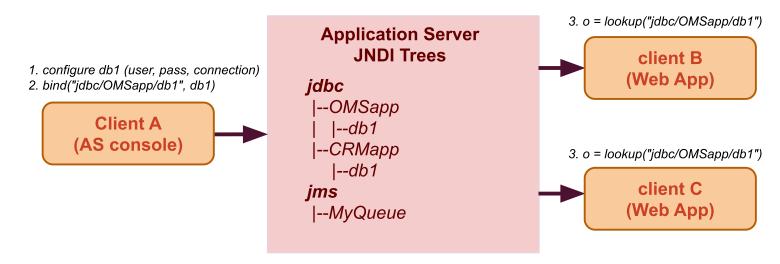
#### Benefits

- replication of objects across clients
- central configuration of objects' parameters
- scalability allowing/disabling connections as required

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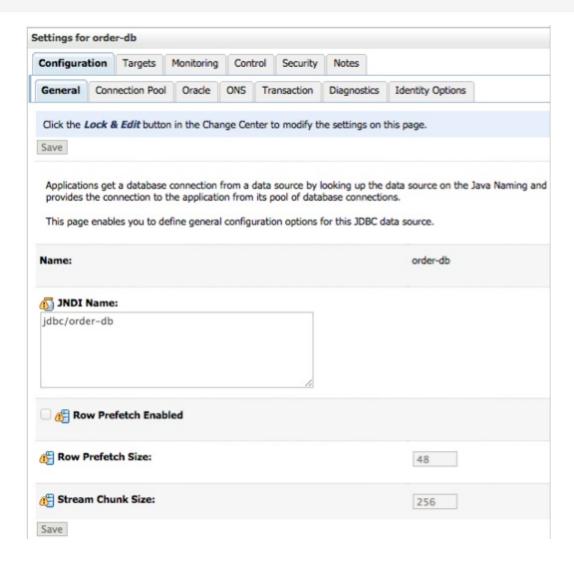
## **Application Server and JNDI**



### • Example Scenario

- Client A creates a datasource, configures it and registeres it in the JNDI tree
  - → Client A is a Admin server console app; this task is performed by the administrator
- Client B and C lookup the object under specific JNDI name and retrieves the object from the tree
  - $\rightarrow$  They get the object from the tree and use it to connect to the DB
  - $\rightarrow$  They do not need to know any DB specific details, the object is pre-configured from the server

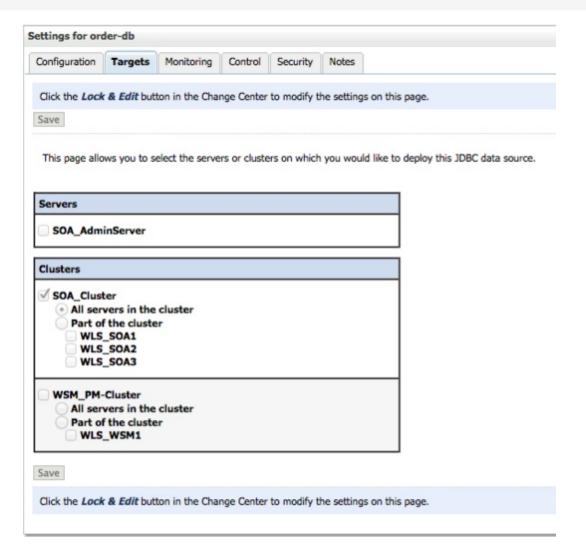
# **Example Datasource in Weblogic**



## **Targets**

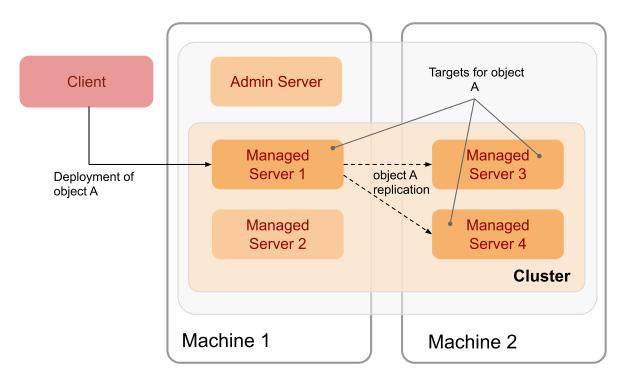
- Object
  - A service provided by the application server, e.g. datasources, JMS queue, SAF
- Types of services
  - Pinned services
    - → Objects targeted to a single server only
  - Cluster services
    - → *Objects targeted to all servers in the cluster*

# **Example Target Configuration**



# **Deployment to Cluster**

- Deployment of an object
  - Client deploys to one managed server in the cluster
  - Object gets replicated to its targets
    - → Targets can be configured for the object, usually all servers but can be selected servers



### **Cluster-wide JNDI Tree**

### Cluster

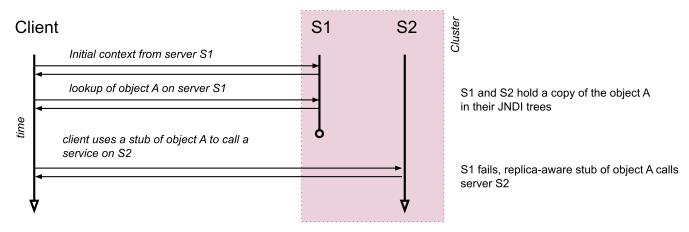
- Every managed server has its own JNDI tree
- Servers in a cluster sync up their JNDI trees as per the target configuration
  - → A stub of the object appears in every managed server's JNDI tree
  - → They use JNDI replication service (see Lecture 6)
- When a client retrieves an object from the tree
  - 1. Client connects to the cluster using the cluster address
  - 2. Client creates an initial context (represents a naming service)
  - 3. Client uses the initial context to lookup objects
  - 4. Client uses the stub of the object to call the service

## **Object Failover**

### Failover

- Failover = ability to locate an object on another server that holds a copy of the object without impact on the performace and configuration

### Replica-aware stub of object A, failover in cluster



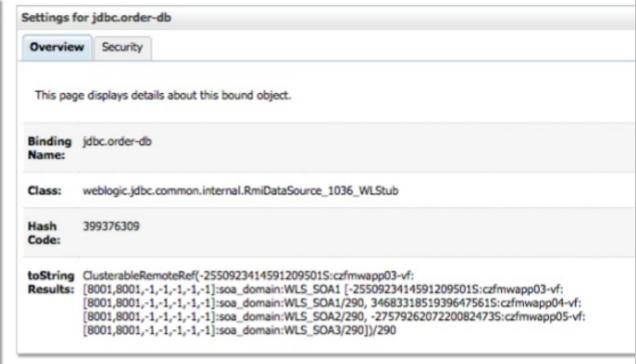
- A client gets a stub of the object by calling lookup on the context
- A client uses the stub of the object to access the object on the server
- When a server fails, replicate-aware stub calls the next server that holds the object copy

# **Example JNDI Tree on Weblogic Server**

#### ORACLE WebLogic Server® Administration Console

#### JNDI Tree Structure WLS SOA1 -AGMetadataService \*AGOueryService → AuditServiceBean#oracle BPELActivityManagerBean -BPELAuditTrailBean BPELInstanceManagerBean BPELProcessManagerBean \*BPELServerManagerBean BPELTestInstanceManager ■ BPMAnalytics#oracle ■ BPMJMSServer auto 1@ims BPMJMSServer\_auto\_2@jms ■ BPMJMSServer auto 3@jms BPMNActivityManagerBean -BPMNInstanceManagerBean BPMNProcessManagerBean \*CompositeMetadataServiceBean -DiagnosticService eis eis ExalogicOptimizedFileAdapter

FileAdapter



## JNDI Implementation in Java

Lookup for bound object

```
import javax.naming.InitialContext;
     import java.util.*;
     import javax.sql.*;
     . . .
     Properties p = new Properties();
     // configure the service provider url: "t3://localhost:7001"
9
10
     p.put(Context.PROVIDER URL,
         "t3://czfmwapp03-vf:8001,czfmwapp04-vf:8001,czfmwapp05-vf:8001");
11
12
13
     // configure the initial context factory.
    // we use WebLogic context factory
14
     p.put(Context.INITIAL CONTEXT FACTORY,
15
             "weblogic.jndi.WLInitialContextFactory");
16
     InitialContext ctx = new InitialContext(p);
17
18
19
     dataSource =
         (DataSource) ctx.lookup("jdbc/order-db");
21
     // invoke the object method
     Connection c = dataSource.getConnection();
23
24
```

### **Overview**

- Architecture
- I/O Communication
- Servlet Technology
- Java Technologies and Services
  - Remote Method Invocation
  - Java Database Connectivity
  - Java Naming and Directory Interface
  - Application Server and JNDI
  - Two-phase Commit

### **Overview**

### • Coordination of a distributed transaction

- All transaction operations are completed across multiple resources; or none is completed
- Able to deal with many types of failures (process, network, communication)

### Terminology

- Transaction Manager manages transactions, coordinates decisions for commit or rollback, and coordinates failure recovery
- Resource Manager manages an access to a resource that participates in the transacction, e.g. DBMS, JMS
- Agreement an agreement message send by the Resource Manager, whether the operation was processed successfuly
- Acknowledgment a message about a status of the operation execution
- Rollback operation that returns the Resource Manager state to its pretransaction state.

## X/Open – eXtended Architecture (XA)

### • Standard for executing distrubuted transactions

- Specifies how the coordinator will roll up the transaction against involved different systems.
- Based on the Two-phase Commit protocol.
- Defines interface between the coordinator and each system node.
- Single transaction access to multiple resources (e.g. message queues, databases, etc.)

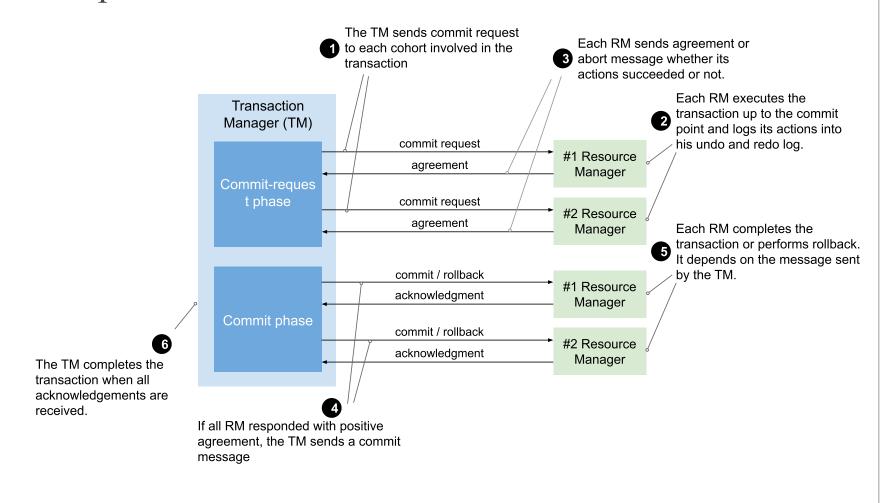
### • Wide technological support

- Java Transaction API (JTA) 

  distributed transactions in a Java environment.
- Supported in the Oracle Service Bus through a JMS queue.
- MySQL Relational Database Management System (since v5.0)

## **Two-phase Commit**

• Two-phase commit scenario



## XA Example Implementation in Java

• Distributed Transaction

```
import java.sql.*;
     import javax.sql.*;
     import javax.naming.*;
     import java.util.*;
 6
     public class Server {
         public static void main(String args[]) {
9
10
           // Initialize context
11
           Hashtable parms = new Hashtable();
12
           parms.put(Context.INITIAL CONTEXT FACTORY,
                 "weblogic.jndi.WLInitialContextFactory");
13
           parms.put(Context.PROVIDER URL, "t3://localhost:7001");
14
           InitialContext ctx = new InitialContext(parms);
15
16
17
           // Perform a naming service lookup to get UserTransaction object
           javax.transaction.UserTransaction usertx;
18
19
           usertx = (UserTransaction) ctx.lookup("java:comp/UserTransaction");
20
21
           try {
22
               //Start a new user transaction.
23
               usertx.begin();
```

## XA Example Implementation in Java

• Distributed Transaction (cont.)

```
// Establish a connection with the first database
     javax.sql.DataSource data1;
     data1=(javax.sql.DataSource)ctx.lookup("java:comp/env/jdbc/DataBase1");
     java.sql.Connection conn1 = data1.getConnection();
28
     java.sql.Statement stat1 = conn1.getStatement();
29
    // Establish a connection with the second database
30
     javax.sql.DataSource data2;
     data2=(javax.sql.DataSource)ctx.lookup("java:comp/env/jdbc/DataBase2");
31
     java.sql.Connection conn2 = data2.getConnection();
33
     java.sql.Statement stat2 = conn2.getStatement();
34
35
     // Execute update query to both databases
     stat1.executeUpdate(...);
     stat2.executeUpdate(...);
38
     // Commit the transaction
     // Apply the changes to the participating databases
41
     usertx.commit();
42
     //Release all connections and statements.
43
44
     stat1.close();
     stat2.close();
45
     conn1.close();
46
     conn2.close();
47
```

## XA Example Implementation in Java

• Distributed Transaction (cont.)

```
// Catch any type of exception
48
         catch (java.lang.Exception e) {
49
50
             try {
                 e.printStackTrace();
51
52
                 // Rollback the transaction
53
54
                 usertx.rollback();
                 System.out.println("The transaction is rolled back.");
55
             } catch(java.lang.Exception ex) {
56
                 e.printStackTrace();
57
                 System.out.println("Exception is caught. Check stack trace.");
58
59
60
61
```