# Middleware and Web Services

# **Lecture 5: Application Server Architecture**

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### **Overview**

- Architecture
- Servlet Technology
- Java Technologies and Services

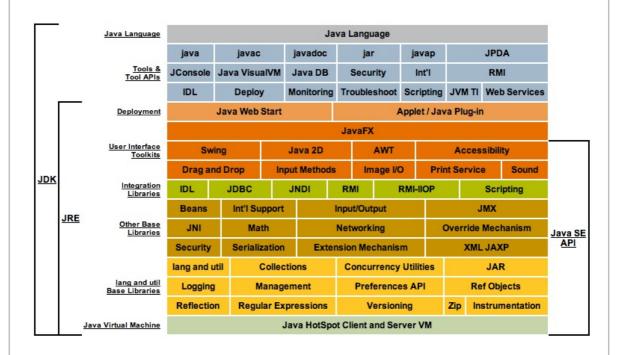
# **Application Server Overview**

- 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

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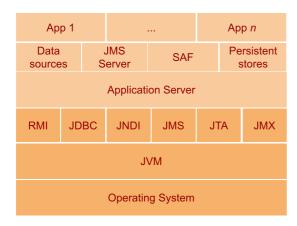
# **Standard Java Technology Stack**



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# **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

OS services, I/O

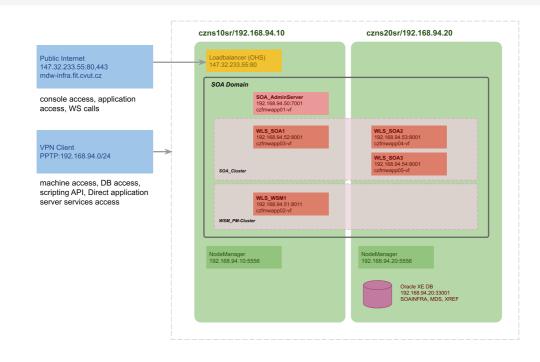
#### Features

- AS instance appears as a single process in the OS
  - → you can use standard OS commands to investigate its operation
  - → 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
  - → Garbage collector stats, thread dumps, memory allocations, etc.

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# **Example Weblogic Infrastructure**



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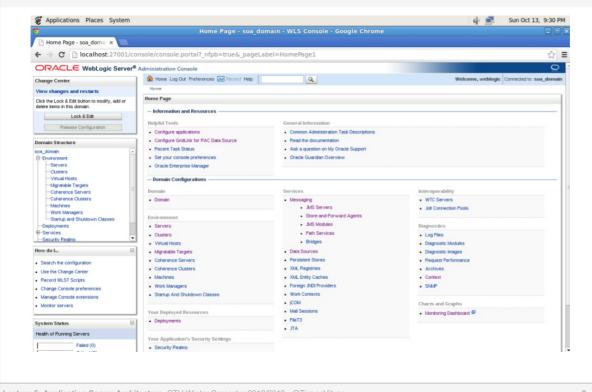
# **Terminology**

- 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

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# **Console Example – Weblogic Server**



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

• Process ID, command line arguments

Open files by the process

```
5 | $ 11 -1 /proc/1820/fd | 1r-x----- 1 oracle oinstall 64 Oct 12 16:53 0 -> /dev/null | 1-wx----- 1 oracle oinstall 64 Oct 12 16:53 1 -> /opt/oracle/11g/domains/soa_domain/se | 1r-x----- 1 oracle oinstall 64 Oct 12 16:53 10 -> /opt/oracle/11g/fmw/oracle_common/mo | 1r-x----- 1 oracle oinstall 64 Oct 12 16:53 100 -> /opt/oracle/11g/fmw/modules/com.bea | 1...
```

Open sockets by the process

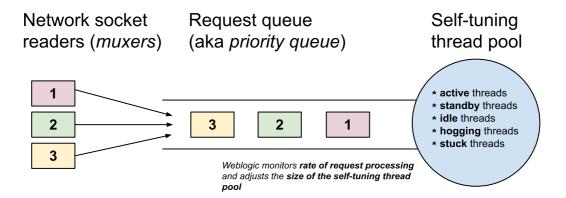
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# **Application Server from the JVM View**

- 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

# **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.

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### **Overview**

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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
    - $\rightarrow$  HttpServlet provides HTTP protocol interface
    - → HttpServletRequest represents HTTP request
    - → HttpServletResponse represents HTTP response

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# **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

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# 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
3
        xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"
4
        xmlns="http://java.sun.com/xml/ns/javaee">
6
        <servlet>
7
            <servlet-name>main
8
            <servlet-class>com.vitvar.mdw.main</servlet-class>
9
        </servlet>
11
        <servlet-mapping>
12
            <servlet-name>main</servlet-name>
13
            <url-pattern>/</url-pattern>
        </servlet-mapping>
15
        <welcome-file-list>
16
17
            <welcome-file>index.jsp</welcome-file>
18
        </welcome-file-list>
    </web-app>
```

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# **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;
import javax.servlet.http.HttpServletResponse;
     public class Main extends HttpServlet {
8
         public doGet(HttpServletRequest request, HttpServletResponse response) {
              // GET method implementation here
10
11
12
         public doPost(HttpServletRequest request, HttpServletResponse response) {
13
              // POST method implementation here
15
         // other methods such as doPost, doDelete, doOptions
16
```

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# **Support for Sessions**

- HttpSession interface
  - Allows to store session data in the memory
  - Java API for HTTP State Management
    - $\rightarrow$  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();
          // unique identification of the session, the value used for the cookie
          String id = session.getId();
          // get the value of the attribute
Object value = session.getAttribute("data");
10
11
12
          // set the value of the attribute
13
          session.setAttribute("data", new String("some data"));
14
15
          // this will set a max-age of the session cookie
          session.setMaxInactiveInterval(3600);
```

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#### • Communication among Java-based applications

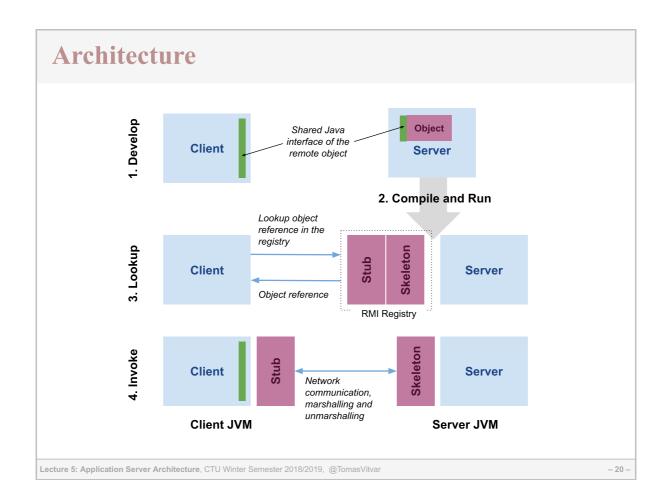
- Methods of a Java class can be invoked by other Java class remotely
- Uses Java Remote Method Protocol (JRMP)
  - → Java-specific application protocol over TCP/IP
- Basis for JEE technologies, such as JMS

#### 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

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## 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;
    }
}
```

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# 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[]) {
 3
         try {
 4
                install a security manager (uses a security policy)
 5
             if (System.getSecurityManager() == null) {
                 RMISecurityManager sm = new RMISecurityManager();
                 System.setSecurityManager(sm);
 8
 9
10
              // create rmi registry
11
12
             LocateRegistry.createRegistry(1099);
13
             // create remote object
             Server obj = new Server();
             // Bind the object instance to the name "HelloRMI"
             // 0.0.0.0 denotes the service will listen on all network interfaces
18
19
20
             Naming.rebind("//0.0.0.0/HelloRMI", obj);
             System.out.println("RMI server started, " +
                  "listening to incoming requests...");
22
         } catch (Exception e) {
23
             System.out.println("Error occurred: " + e.getLocalizedMessage());
24
     }
```

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# RMI Implementation in Java - Client

RMI Client

```
import java.rmi.Naming;

public class Client {

   public static void main(String args[]) throws Exception {
      // get a reference to the remote object
      // assuming the server is running on the localhost
      HelloRMIInterface o = (HelloRMIInterface)
            Naming.lookup("//localhost/HelloRMI");

      // call the object method
      System.out.println(o.calculate(6, 4));
}

}
```

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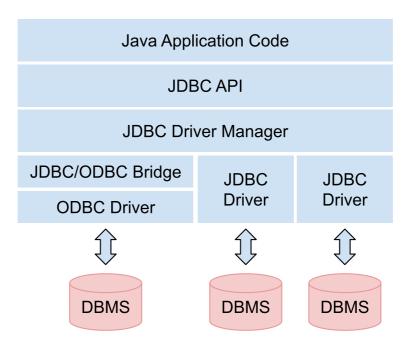
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- Uniform API to access any kind of tabular data
  - No need to deal with specific APIs of DBMS vendors
- JDBC components
  - JDBC API
    - → defines methods to execute SQL statements and retrieve results
  - Driver Manager
    - → provides drivers 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

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### **JDBC** Architecture



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## JDBC Example Implementation in Java

JDBC Client

```
import java.sql.*;
3
     public class JDBCClient {
5
          public static void main(String args[]){
6
          // database url
          String db_url = "jdbc:oracle:thin:@czns20sr:33001:XE";
          // username and password
          String username = "myUsername";
String password = "myPassword";
10
11
12
          try {
    // Register JDBC driver
    // "chacle.i
13
15
               Class.forName("oracle.jdbc.driver.OracleDriver");
16
17
               // Open a connection
               Connection con = DriverManager.getConnection(
19
               db_url, username, password);
20
21
22
               // Create and execute query statement
               Statement stmt = con.createStatement();
               String sql = "SELECT id, first, last, age FROM Employees";
ResultSet rs = stmt.executeQuery(sql);
```

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# JDBC Example Implementation in Java

• JDBC Client (cont.)

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

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#### **Overview**

- 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

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### **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

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### JNDI Architecture **Binding Attributes DirContext** Context **Initial Context** Application Service Provider Interface **Naming Manager LDAP Service FileSystem RMI Service** Service Provider **Provider** Provider **LDAP** server File System **RMI Registry**

# **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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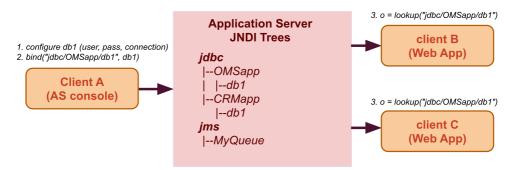
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# **Application Server and JNDI**



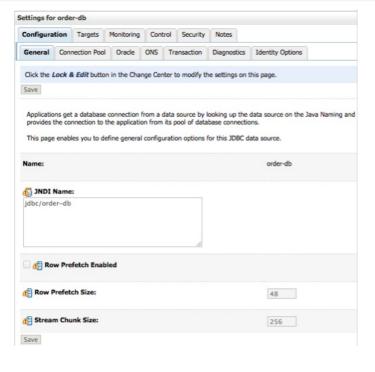
#### Example Scenario

- 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
  - → They do not need to know any DB specific details, the object is pre-configured from the server

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# **Example Datasource in Weblogic**



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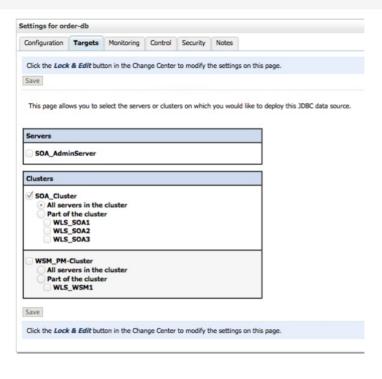
# **Targets**

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

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# **Example Target Configuration**



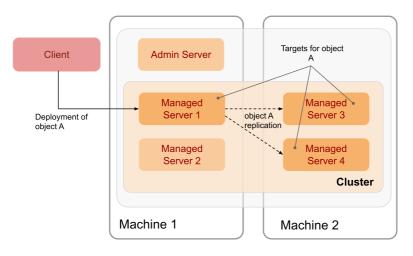
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### **Deployment to Cluster**

#### • 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



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#### **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
  - $\rightarrow$  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

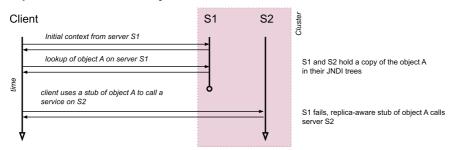
- 1. Client connects to the cluster using the cluster address
- 2. Client creates an initial context (represents a naming service)
- 3. Client uses the initial context to lookup objects
- 4. Client uses the stub of the object to call the service

# **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

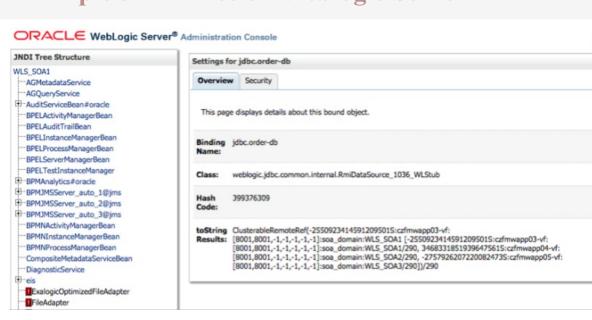


- A client gets a stub of the object by calling lookup on the context
- A client uses the stub of the object to access the object on the server
- When a server fails, replicate-aware stub calls the next server that holds the object copy

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# **Example JNDI Tree on Weblogic Server**



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# JNDI Implementation in Java

Lookup for bound object

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#### • 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.

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# 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.)
- Defined in the eXtended Architecture Specification ₫

### Wide technological support

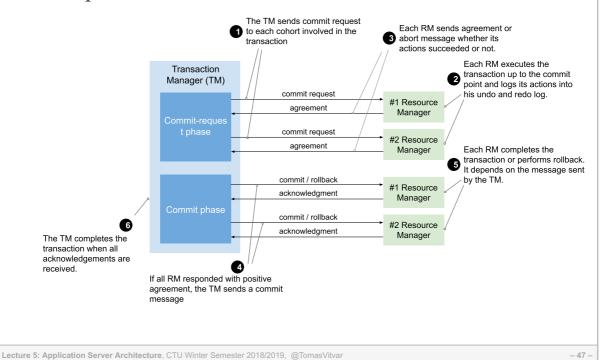
- Java Transaction API (JTA) ₫ distributed transactions in a Java environment.
- Supported in the Oracle Service Bus through a JMS queue.
- MySQL Relational Database Management System (since v5.0)

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## **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.*;
4
      public class Server {
8
            public static void main(String args[]) {
9
10
               // Initialize context
11
               Hashtable parms = new Hashtable();
               parms.put(Context.INITIAL_CONTEXT_FACTORY,
12
               "weblogic.jndi.WLInitialContextFactory");
parms.put(Context.PROVIDER_URL, "t3://localhost:7001");
InitialContext ctx = new InitialContext(parms);
13
14
15
               // Perform a naming service lookup to get UserTransaction object
               javax.transaction.UserTransaction usertx;
usertx = (UserTransaction) ctx.lookup("java:comp/UserTransaction");
               try {
    //Start a new user transaction.
                     usertx.begin();
```

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## **XA Example Implementation in Java**

• Distributed Transaction (cont.)

```
// Establish a connection with the first database
25
     javax.sql.DataSource data1;
     data1=(javax.sql.DataSource)ctx.lookup("java:comp/env/jdbc/DataBase1");
     java.sql.Connection conn1 = data1.getConnection();
     java.sql.Statement stat1 = conn1.getStatement();
// Establish a connection with the second database
28
29
30
     javax.sql.DataSource data2;
     data2=(javax.sql.DataSource)ctx.lookup("java:comp/env/jdbc/DataBase2");
java.sql.Connection conn2 = data2.getConnection();
33
     java.sql.Statement stat2 = conn2.getStatement();
34
     // Execute update query to both databases
     stat1.executeUpdate(...);
stat2.executeUpdate(...);
39
     // Commit the transaction
40
     // Apply the changes to the participating databases
     usertx.commit();
42
43
     //Release all connections and statements.
     stat1.close();
44
45
     stat2.close();
46
     conn1.close();
     conn2.close();
```

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# **XA Example Implementation in Java**

• Distributed Transaction (cont.)

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

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