

22. The San Francisco (SF) Framework for Business Applications

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12-1.0, 1/12/13

- 1) Architecture of SF
- 2) Extensibility Mechanisms
- 3) Special SF Patterns



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San Francisco – Obligatory Literature

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- ▶ K.A. Bohrer: Architecture of the San Francisco frameworks
<http://researchweb.watson.ibm.com/journal/sj/372/bohrer.html>



San Francisco – Non-Obl. Literature

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- ▶ P. Monday, J. Carey, M. Dangler. San Francisco Component Framework: an introduction. Addison-Wesley, 2000. Overview on San Francisco and its layered architecture.
- ▶ J. Carey et al.: San Francisco Design Patterns: blueprints for business software. Addison-Wesley, 2000.
- ▶ Carey, Carlson, "Framework Process Patterns: Lessons Learned Developing Application Frameworks", Addison-Wesley, 2002
- ▶ Carey, Carlson, Graser, "San Francisco Design Patterns: Blueprints for Business Patterns", Addison-Wesley, 2000.
- ▶ IBM San Francisco Documentation Entry
http://csiserv01.centerprise.com/techdoc/SF/doc_en/ibmsf.sf.FS_DocumentationEntry.html



What is San Francisco (SF)?

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- ▶ Business framework of IBM, to support the building of business applications
 - started in March 1995, initial release Aug 1997, stopped in 1999
- ▶ Arranged as layered frameworks
 - Supporting distributed applications
- ▶ Based on business-specific Design Patterns
- ▶ Design goals
 - flexibility by using object-oriented framework technology
 - Dynamic extensibility
 - Maximal reuse
 - Isolation from underlying technology
 - Focus on the core, provide the common tasks of every business application
 - Rapidly building quality applications
 - Integration with existing systems

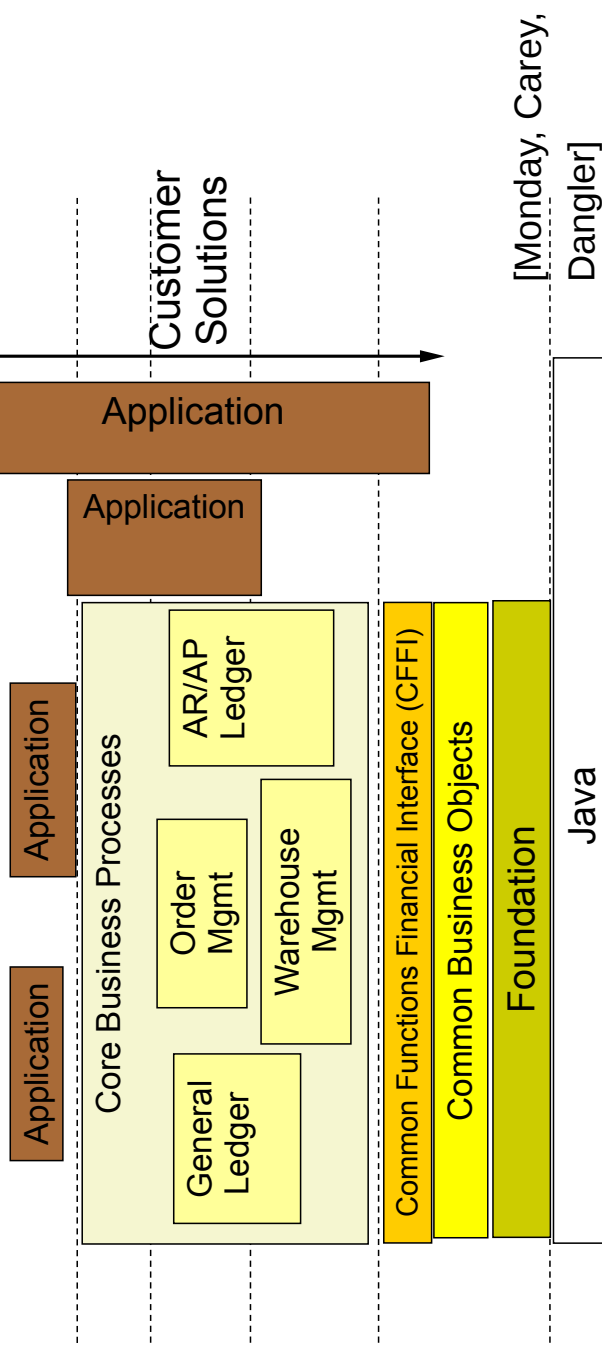


San Francisco Architecture

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- ▶ **Foundation:** infrastructure and services (transactions, collections, administration, conflict control, installation), hides differences in underlying technology
- ▶ **Common Business Objects:** implementations of business objects that are common to more than one domain
- ▶ **Core Business Processes:** business objects and default business logic for selected vertical domains (accounts receivable/accounts payable, general ledger, order management warehouse management)

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Common Business Objects (from the Domain Model)

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- ▶ **General business objects:**
 - Value objects: Address, currency, natural calendar
 - Company
 - Business partner, customer
 - Decimal structure of numbers, number series generator
 - Document location
 - Fiscal calendar
 - Initials
 - Payment method and payment terms
 - Unit of measure
- ▶ **Financial business objects**
 - Value objects: Money, currency gain
 - Account, loss account
 - ▶ **Generalized mechanisms**
 - Cached balances
 - Classification
 - Keys and Keyables

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Component Model of SF: User-Defined Entity (Dynamic Classes)

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- ▶ **Entities: *Dynamically extensible components*** in SF
 - *materials*, also persistent
 - with global identifiers (*handles, guides*)
 - Created via factories, entered into *containers*
 - Split into interface class and implementation class
- ▶ Entities are similar to *Java Entity Beans*.
 - Hence, IBM started a move to port onto EJB, but this was very difficult
- ▶ **Standard Functions:**
 - constructor (factory method). Calls a global factory
 - initialize
 - getters and setters
 - set ownership of an entity (to an entity container)
 - destroy
 - externalizeToStream
 - internalizeFromStream
- ▶ **Global functions:**
 - begin, commit, rollback transaction
 - Manage *work area* for a thread



Core Business Processes

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- ▶ **Common Function Financial Interface (CFFI):** common functionality used by other business processes
- ▶ **Warehouse management**
 - Stock movements
 - Quality control
- ▶ **Order management (sales, purchase)**
 - Order data interchange planning
 - Pricing, discounts, order acknowledgment
- ▶ **Accounts payable (AP), Accounts receivable (AR)**
 - Payment process
 - Business task transfer to other partners
- ▶ **General ledger**
 - Journaling (creating, validating, maintaining journals)
 - Closing at the end of a financial year



22.1 Extending San Francisco

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- Dynamic Extension of
 - Classes by dynamic subclassing
 - Object life cycles by state machine extension
 - Business rules

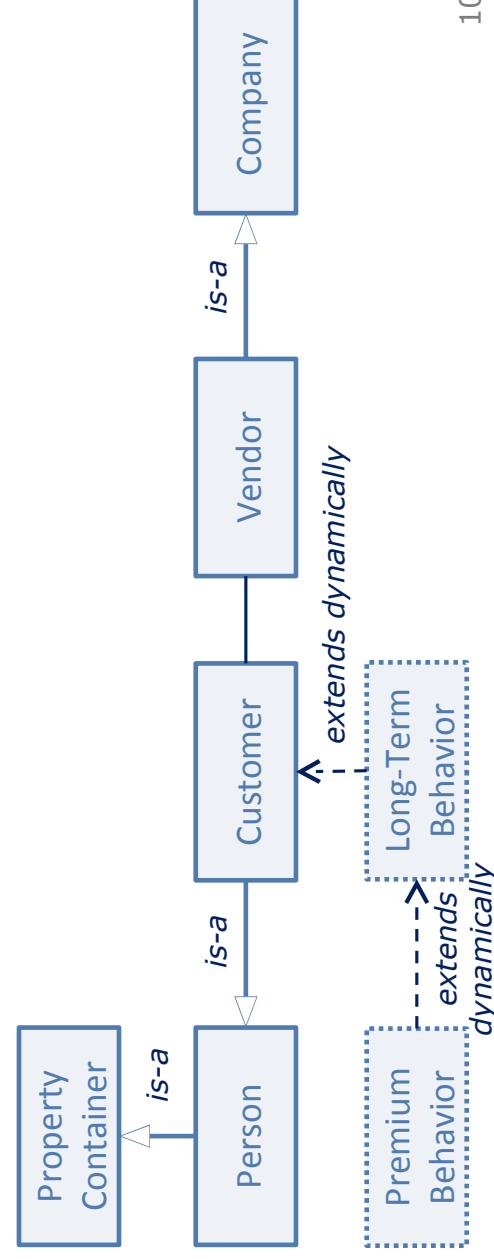


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22.2.1. Extending Classes by Dynamic Subclassing

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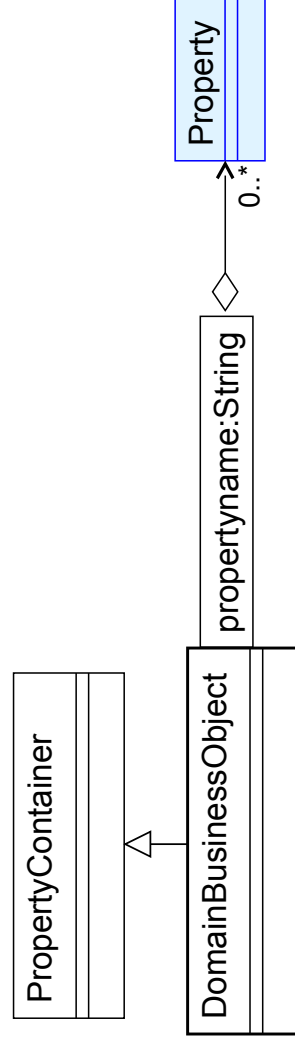
- Business objects are extensible by *subclassing* (white-box extension)
- Classes can be marked as *extension points* inheriting from *Entity*
 - Naming scheme **E<number>_<name>**
- Subclasses of class *PropertyContainer* are extensible via a special Design Pattern
 - New attributes (properties) can be added dynamically, without recompilation. Access works via hash tables
- Dynamic identifiers* for extending value ranges of business value domains



Dynamic Class Extension by Pattern “Property Container”

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- ▶ Intent: dynamically extend an instance of class (a business object class) with new properties (dynamically new attributes)
- ▶ Motivation: adding dynamically new data, properties or capabilities to specific instances of business objects
 - Qualified association with key “propertyname:String”
- ▶ Related Patterns: Chain of Responsibility, Controller



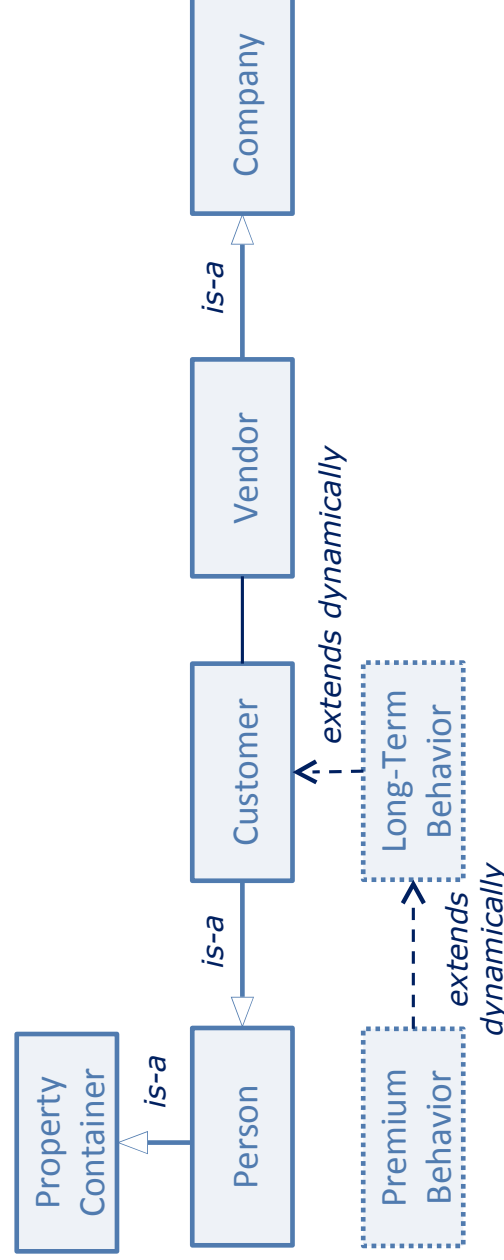
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How it Should have Been: Dynamic Extension by Roles

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- ▶ Class modeling does not distinguish roles (**context-based und non-rigid knowledge**)
- ▶ Roles separate the **functional core** of an object of the **context-specific (found und temporary (non-rigid) features**



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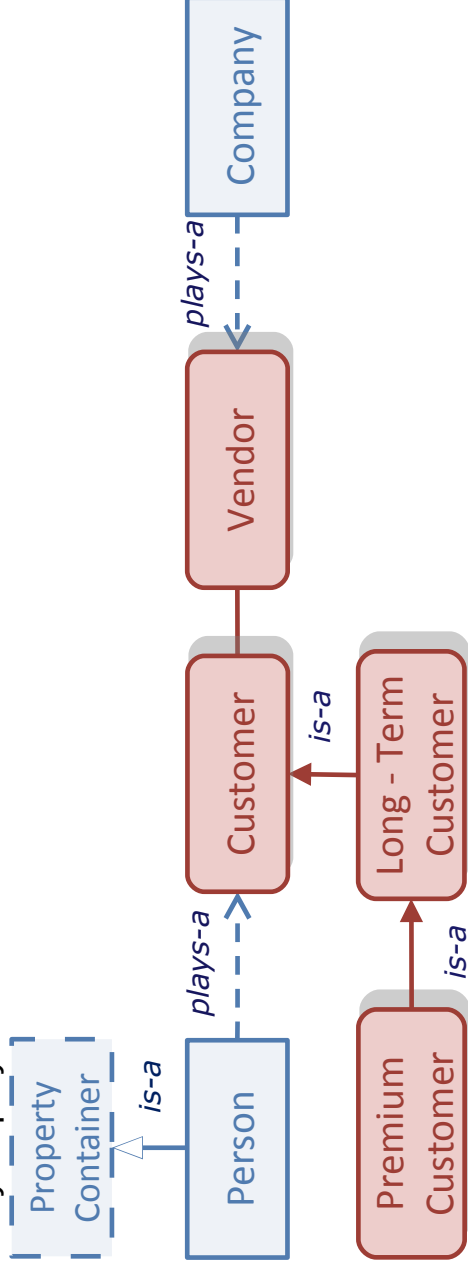


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How it Should have Been: Dynamic Extension by Roles

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- ▶ Property Container is not necessary, because roles add properties to core objects
- ▶ Dynamic class inheritance is replaced by <<plays-a>>



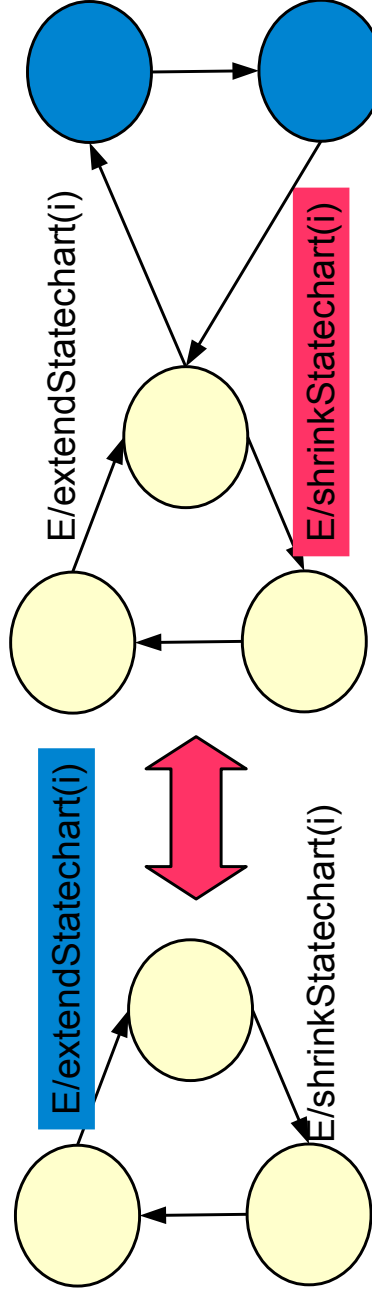
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22.2.2 Lifecycle of Business Objects (Business Workflow, Process)

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- ▶ A business workflow in San Francisco is described by an *extensible* state machine (statechart)
 - However, in the form of a state transition *and* decision table
 - The table rows contain conditions and actions (CA-Rules) and change the state of the process
- ▶ The statechart can be extended dynamically with new paths
 - As an action, a transition can extend the statechart (or shrink it)



22.2.3. Extending Business rules by Policy Classes

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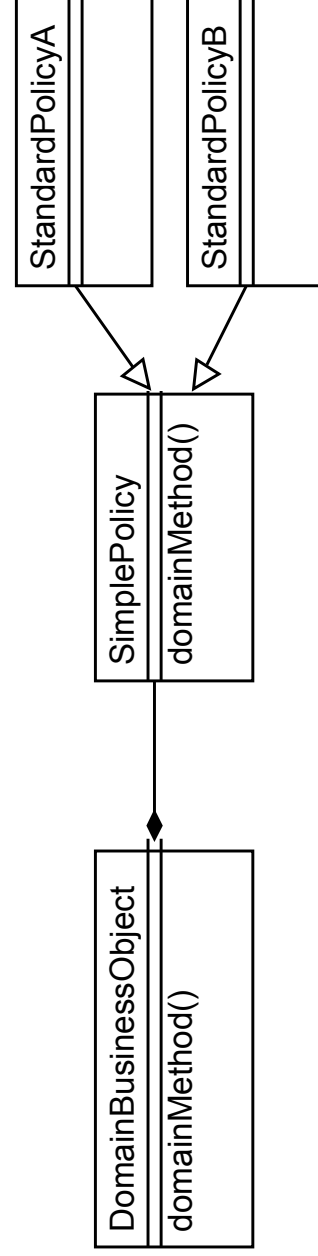
- ▶ **Policy Patterns** implement business rules
 - *Policy classes* implement business rules a *Strategy* (TemplateClass) Pattern as extension points
 - *ChainOfResponsibility* as extension points (for multiple policy objects and multiple business rules), e.g., for specific rules of product, system, company, globally
 - *Composite* as extension points: Policies may be added that search for policies (higher-order policies) in composite data structures



Simple Policy Pattern (Business Rule)

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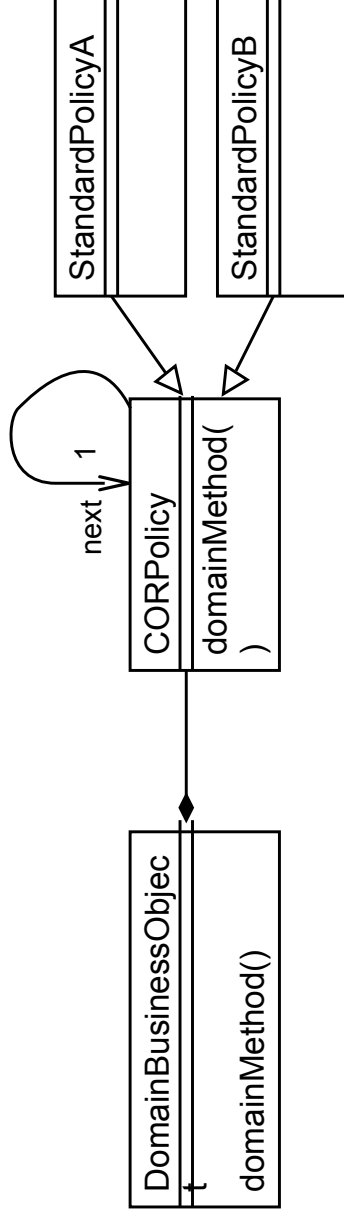
- ▶ Intent: **encapsulate business rule** as a set of methods in an object, make them interchangeable and produce independence from affected business objects
- ▶ Motivation: different versions of an algorithm are required dependent on the specific situation in a company
- ▶ Related Patterns: Simple Policy is a Strategy. Additionally, the strategy method implements a method in the domain business objects with the same name (method factoring). Hence, the BO *delegates* the computation of the business rule to the strategy



Chain-Of-Responsibility-Policy Pattern

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- ▶ Intent: **encapsulate complex business rule(s)** as a chain-of-responsibility
- ▶ Motivation: many rules are available for a business case and must be exchanged dynamically.
- ▶ Related Patterns: A typical 1-TH-pattern. COR-Policy is a Chain, combined with a Strategy. The Chain is searched for appropriate rules that apply to the current state of business.
 - Search order can be changed by higher-order policies



22.3 San Francisco Design Patterns

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- San Francisco uses several new business-related Design Patterns meeting particular problems of business applications
 - analyzing typical business applications and developing generic solutions for recurring problems
 - encourage object-oriented implementation of business software
 - several patterns for several aspects of business tasks

SF Design Patterns

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Foundational Patterns:

- Dynamic Class Replacement
- Special Class Factory
- Property Container (extensible class)
- Business Process Command

Process Patterns:

- Cached Aggregate
- Keyed Attribute Retrieval
- List Generation

Behavioral Patterns:

- Simple Policy
- Chain of Responsibility-Driven Policy
- Token-Driven Policy

Structural Patterns:

- Controller
- Key/Keyable
- Generic Interface

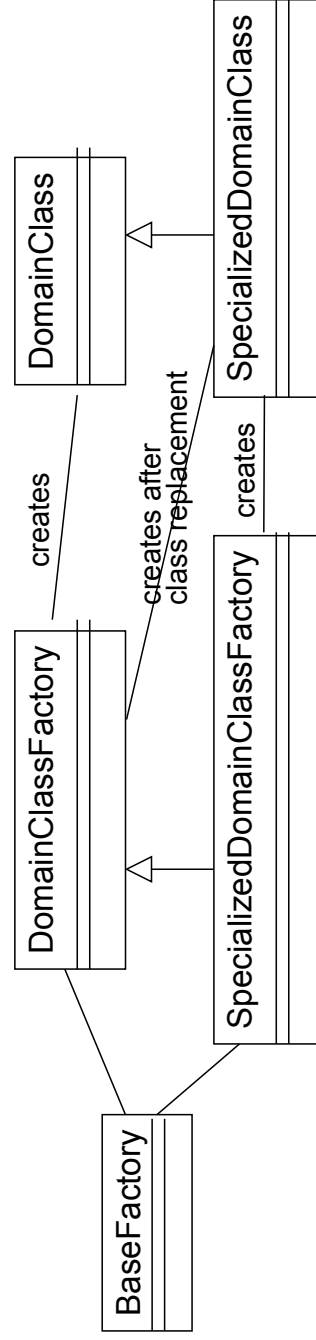
Dynamic Behavioral Patterns:

- Extensible Item
- Hierarchical Extensible Item
- Business Entity Lifecycle
- Hierarchy Information
- Decoupled Processes

Selected SF Patterns: Dynamic Class Replacement Pattern

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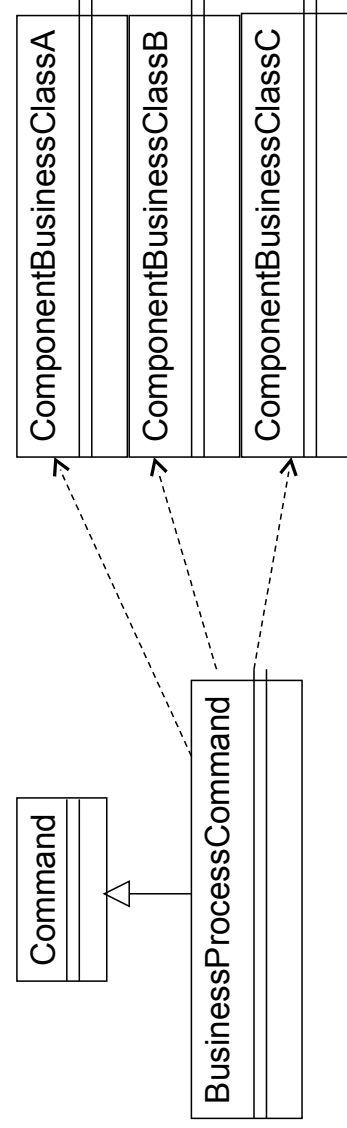
- ▶ Intent: change the behavior without changing the class or application logic. Provides a kind of *super factory*, a factory delivering factories
- ▶ Motivation: replace provided business objects with others that have been tailored for a specific application
- ▶ Related Patterns: Abstract Factory and Factory Method



Selected SF Patterns: Business Process Command

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- ▶ Intent: a logical business object is implemented as multiple physical objects and support one business process
- ▶ Motivation: encapsulating a business process (a *tool*) in a command, thus a logical object combines a group of physical objects
- ▶ Related Patterns: Command, Template Method, Facade



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What Have We Learned?

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- ▶ Big business frameworks are structured according to the principles of variability and extensibility we have studied in the course.
- ▶ IBM San Francisco manages extension points and types them with certain framework hook patterns, e.g., Strategy/Policy, or Chain.
- ▶ If you ever design a business framework, do it
 - Layered framework
 - Roles for dynamic extension
 - The SF patterns

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The End

