



How to call ASTERIA flow from WaveMaker

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Introduction

This document describes how to integrate ASTERIA WARP and WaveMaker

You need to understand the general outline of ASTERIA WARP before you begin. Before reading this document, please read and get the information about ASTERIA WARP on our web site.

<http://asteria.com>

WaveMaker is a rapid application development environment for building, maintaining and modernizing business-critical Web 2.0 applications. For details of WaveMaker, please visit WaveMaker site.

<http://wavemaker.com>

Free trial of ASTERIA WARP

You can sign up the free trial version of ASTERIA WARP from our website.

<http://asteria.com>

- You can test the full options of the latest version of ASTERIA WARP.
- The trial period is 15 days.

Please try it.

1. Preparation of flows to provide data for WaveMaker

In order to show the data populated by ASTERIA in WaveMaker, you need to prepare your flows for WaveMaker.

There are some requirements to enable flows to be called from WaveMaker.

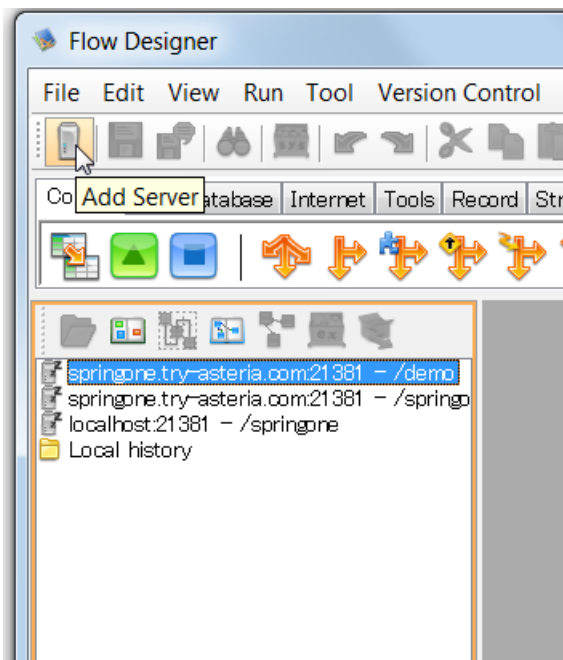
1. The flow must start with WaveMakerStart component.
2. The flow must end with WaveMakerEnd component.
3. All WaveMakerEnd component must have the same field definition.

1.1 Creating a flow for WaveMaker

The easiest way to create a flow for WaveMaker is to choose WaveMaker flow in new project dialog. When you choose it, a created flow contains WaveMakerStart and WaveMakerEnd components. You may change the components between them if you want.

To create a flow for WaveMaker:

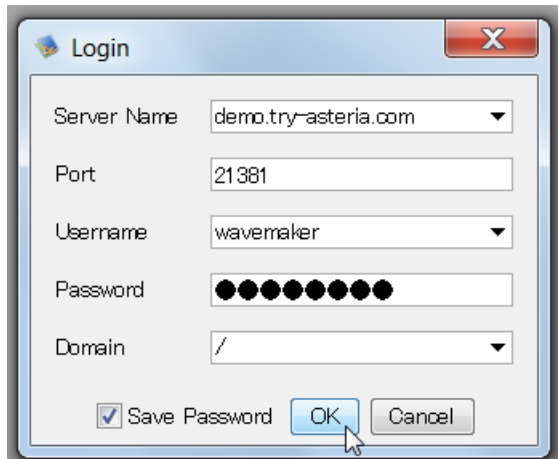
1. From the **Start > All Programs** menu, select **ASTERIA WARP – Flow Designer > Flow Designer**. The Flow Designer will be launched.
2. From the main toolbar of Flow Designer, click **Add Server** icon.



3. The login dialog opens, displaying the following fields:

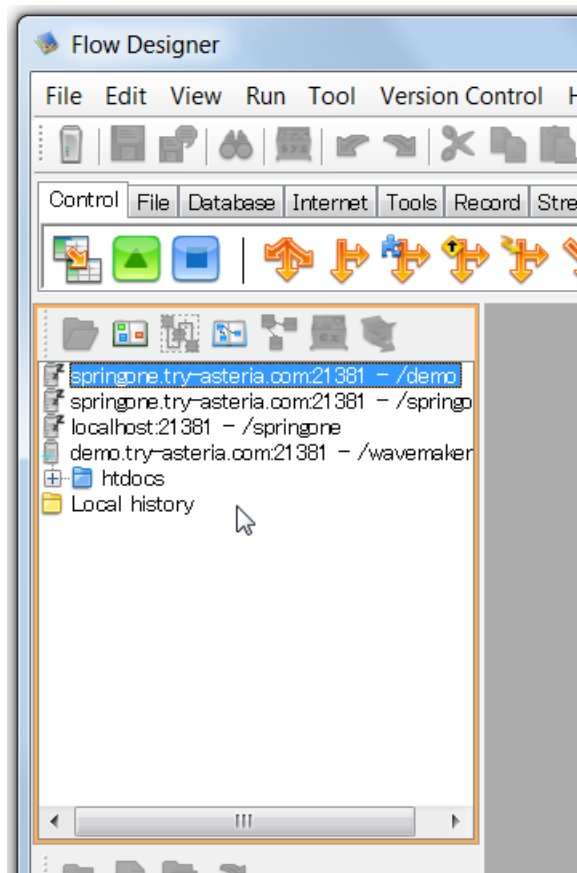
- **Server Name**
- **Port**
- **Username**
- **Password**
- **Domain**

Input the value for **Server Name**, **Username** and **Password** fields.

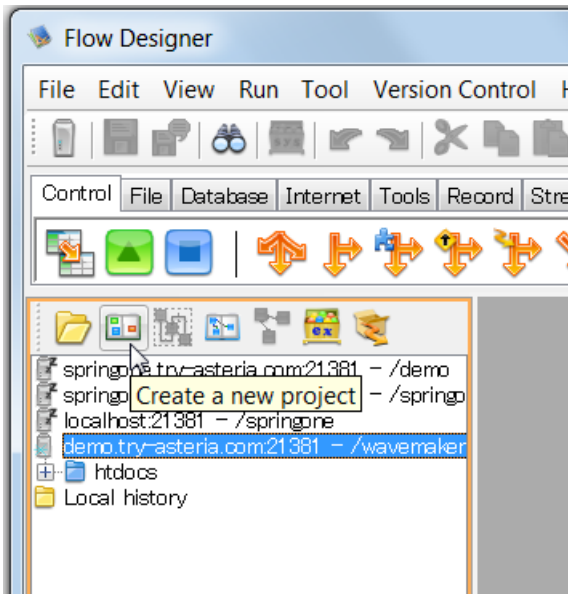


Click **OK**.

The Flow Designer connects to the ASTERIA server and shows folders and projects if you have.



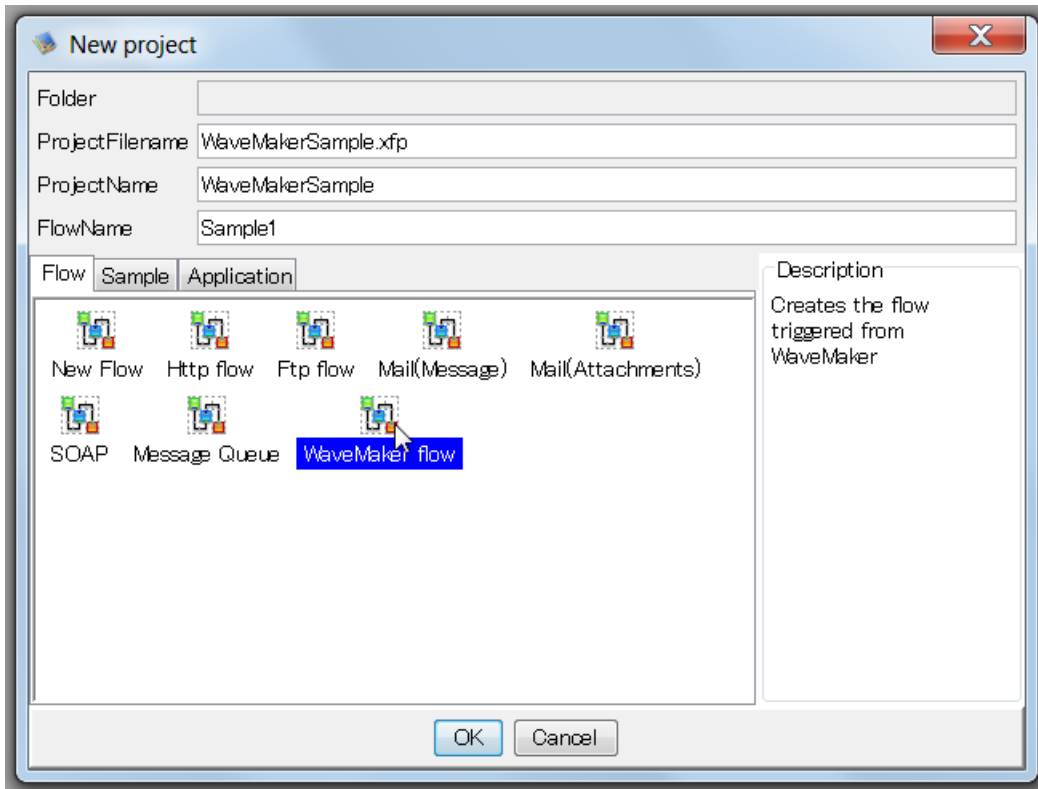
4. From the toolbar of the project pane, click **Create a new project** icon.



5. The login dialog opens, displaying the following fields:

- **Folder**
- **Project Filename**
- **Project Name**
- **FlowName**

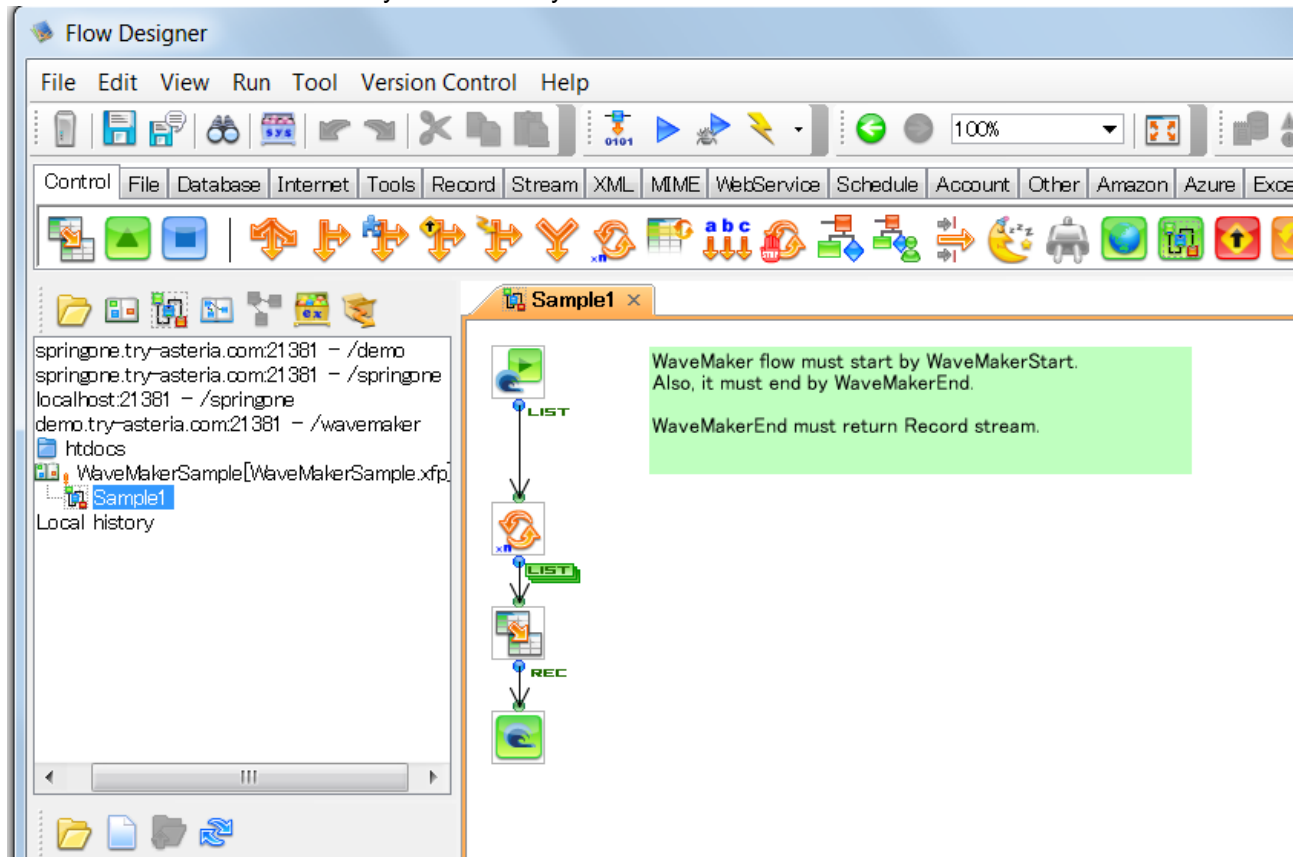
Input a project name and flow name to create. In the Flow tab, click **WaveMaker flow**.



Click **OK**.

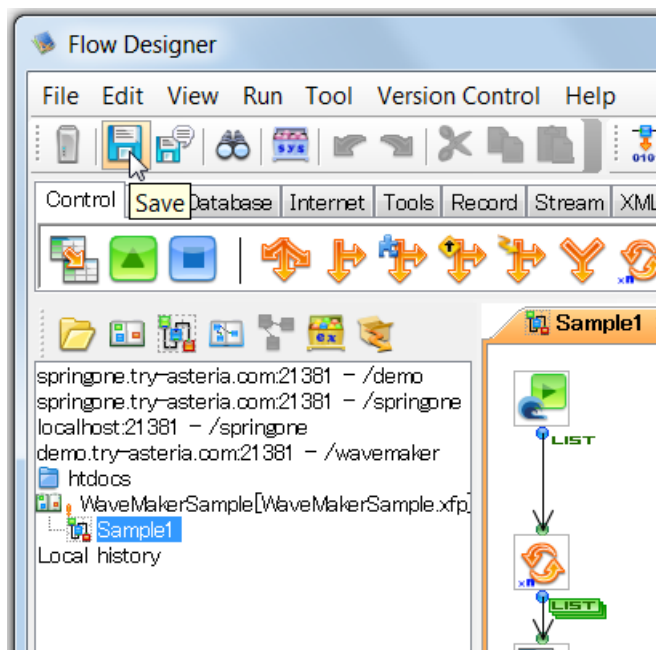
A project and a flow are created and opened.

The created flow contains **WaveMakerStart** and **WaveMakerEnd** components. This flow also contains some components to create some repeated data. Therefore, this flow can provide some sample data to WaveMaker. You can modify this flow as you want.



6. From the main toolbar, click **Save** icon.

The project is stored in the server. Now, you are ready to call this flow from WaveMaker.



2. Preparation of WaveMaker

To call ASTERIA flow from WaveMaker, you need to import ASTERIA Service into WaveMaker. Before proceeding the following steps, you must have a WaveMaker studio. If you don't have a WaveMaker Studio, please visit their website and see how to get and install it.

<http://wavemaker.com>

2.1 Download the ASTERIA Service module

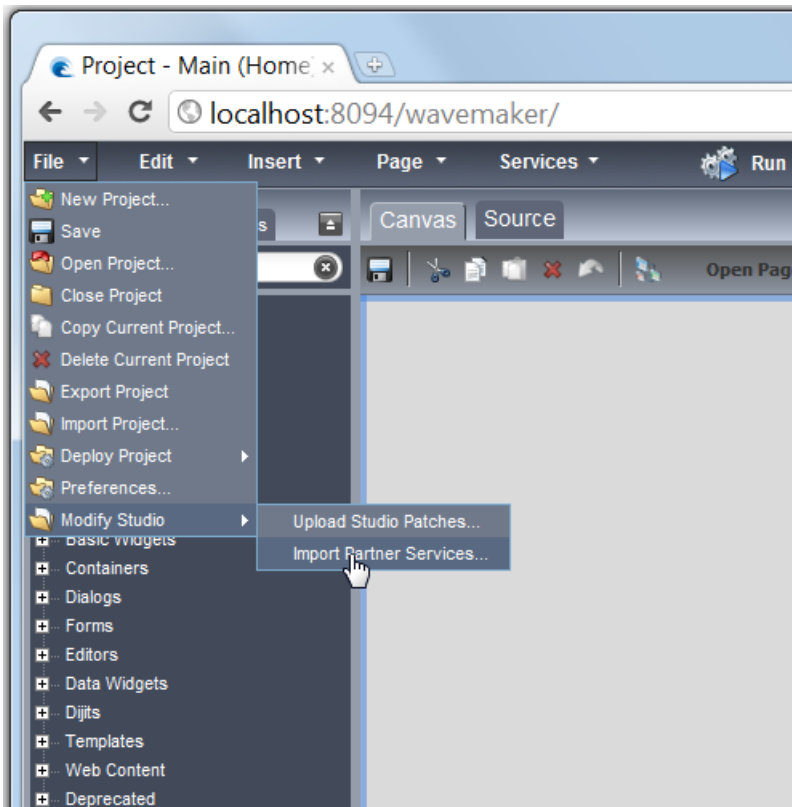
You need the ASTERIA Service module to call ASTERIA flow from WaveMaker. ASTERIA Service module is provided by our website. Please download it before proceeding the following steps.

<http://asteria.com/download/wavemaker/asteria.zip>

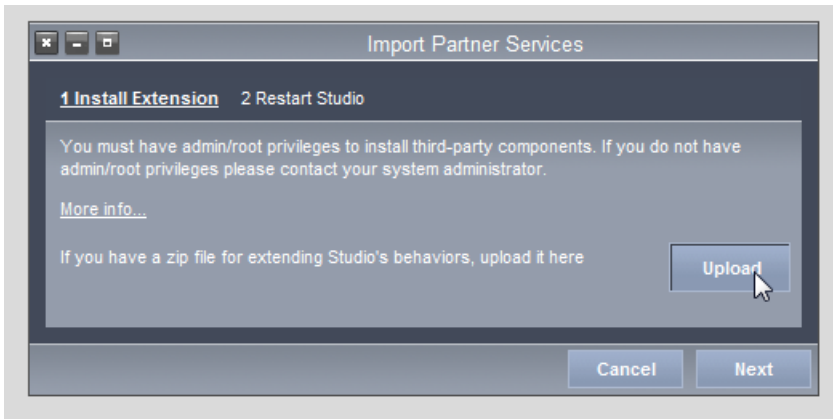
2.2 Importing the ASTERIA Service module

To import the Partner Service for ASTERIA:

1. Select **File > Import Partner Services**, from the WaveMaker menu bar.

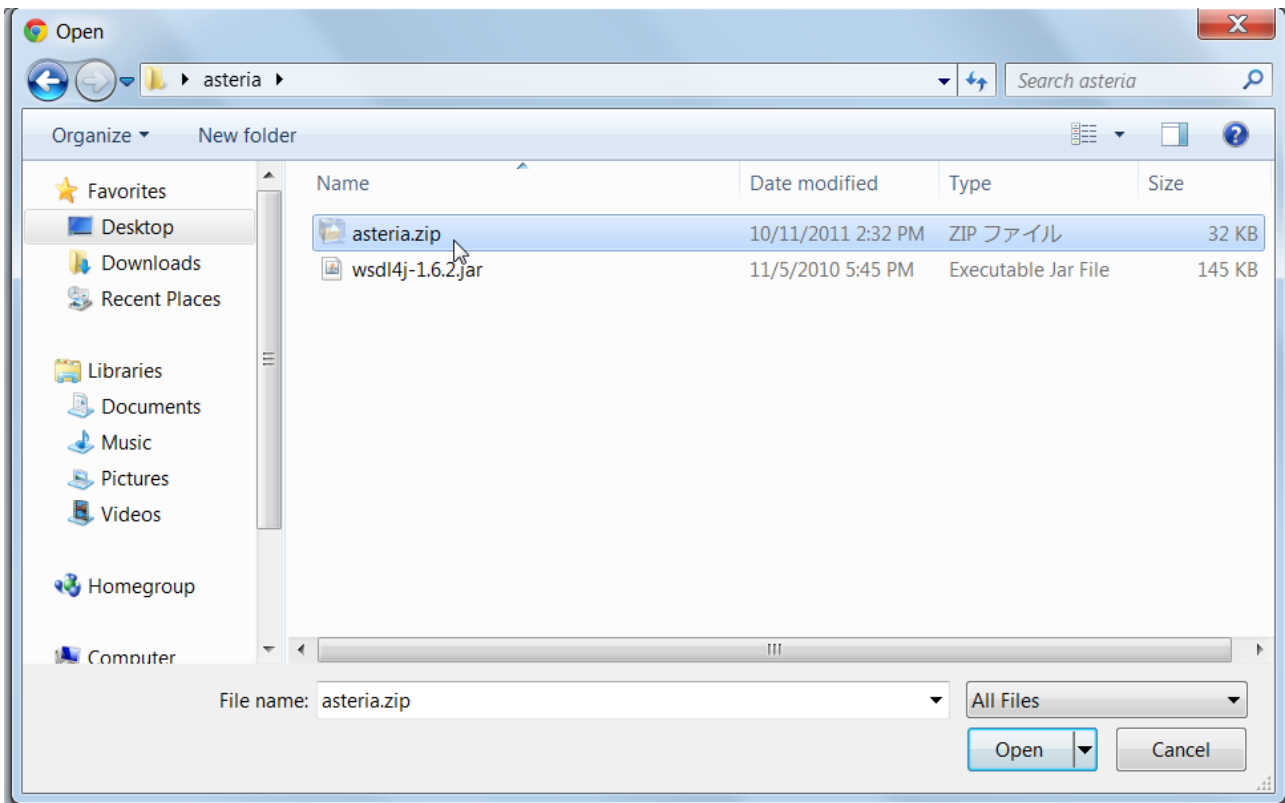


2. **Import Partner Services** dialog displays.

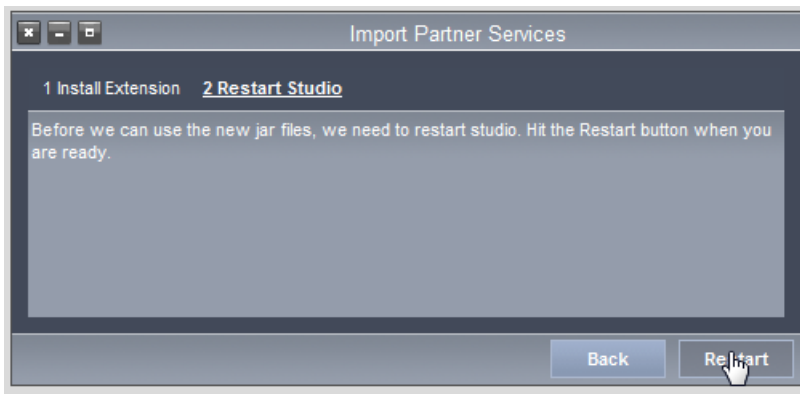


3. Click **Upload**

4. Browse to the location of the **asteria.zip** file, and click **Open**.

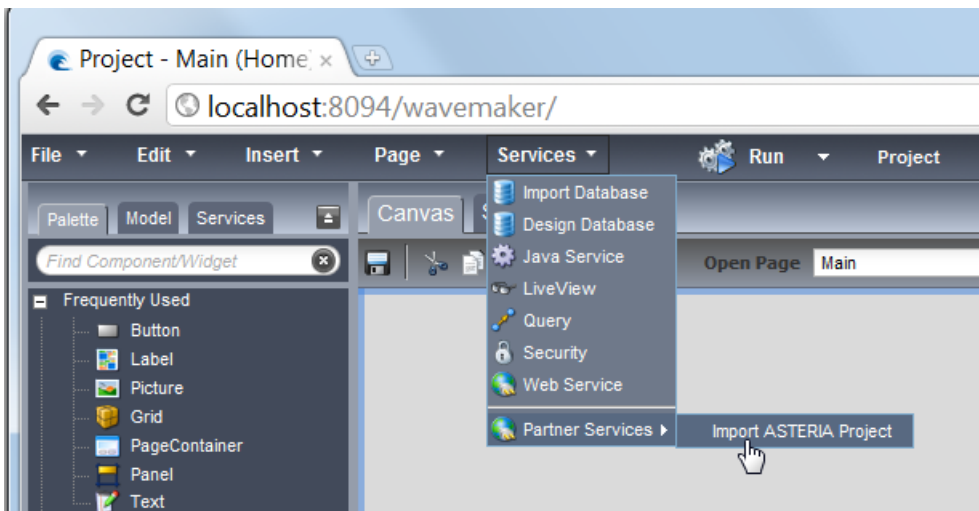


5. The file is uploaded, and displays message to ask you to restart.



6. Click **Restart**.

The WaveMaker service restarts, and you can see the **Partner Services > Import ASTERIA Project** in the WaveMaker menu bar. You are ready to import ASTERIA Service now.



3. How to call ASTERIA flow from WaveMaker

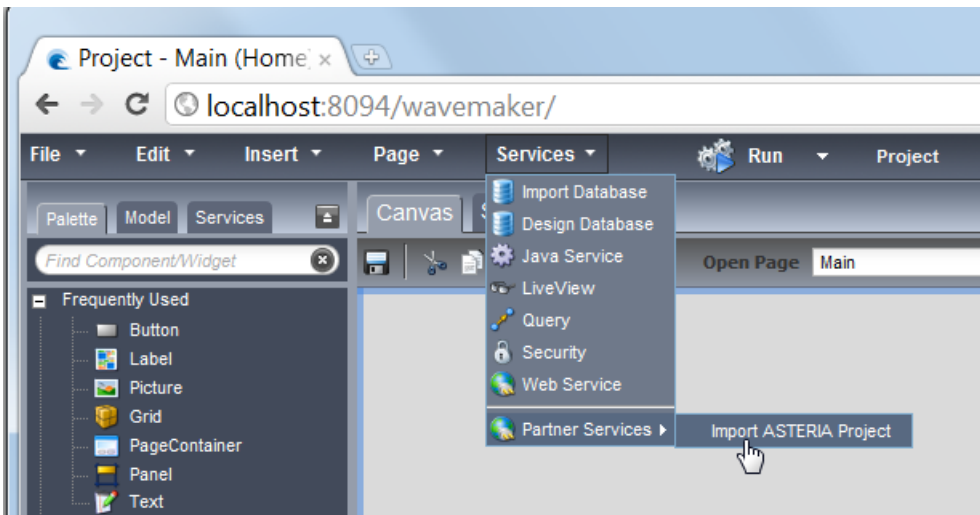
You are ready to call ASTERIA flow from WaveMaker.

The following is a very simple tutorial to show the data from ASTERIA flow in dojo grid in the WaveMaker.

3.1 Importing ASTERIA Project

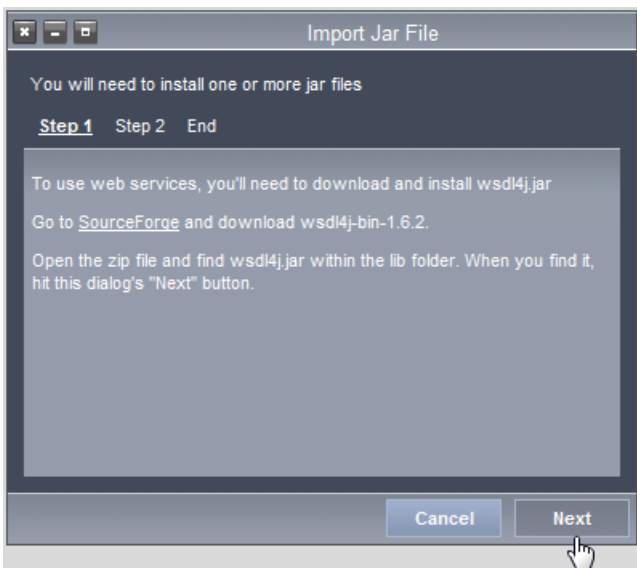
To import ASTERIA Project:

1. Select **Partner Services > Import ASTERIA Project**, from the WaveMaker menu bar.

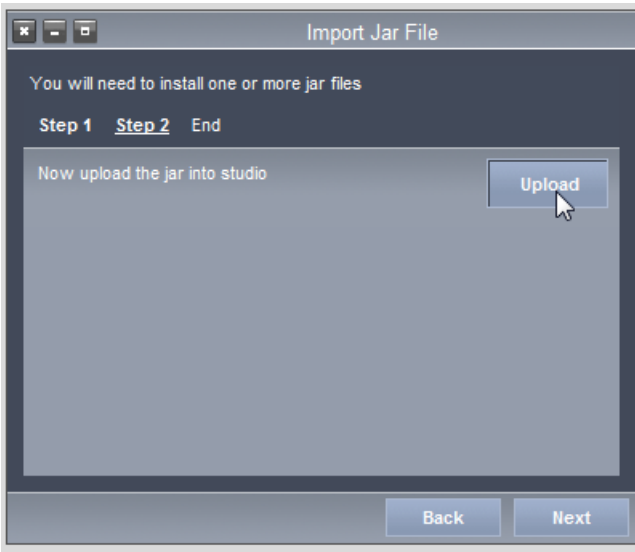


2. The **Import Jar File** dialog displays if this is the first time and you haven't uploaded wsdl4j. If you already uploaded wsdl4j and this dialog doesn't display, please skip these steps.

Follow the message and download the **wsdl4j** from website.

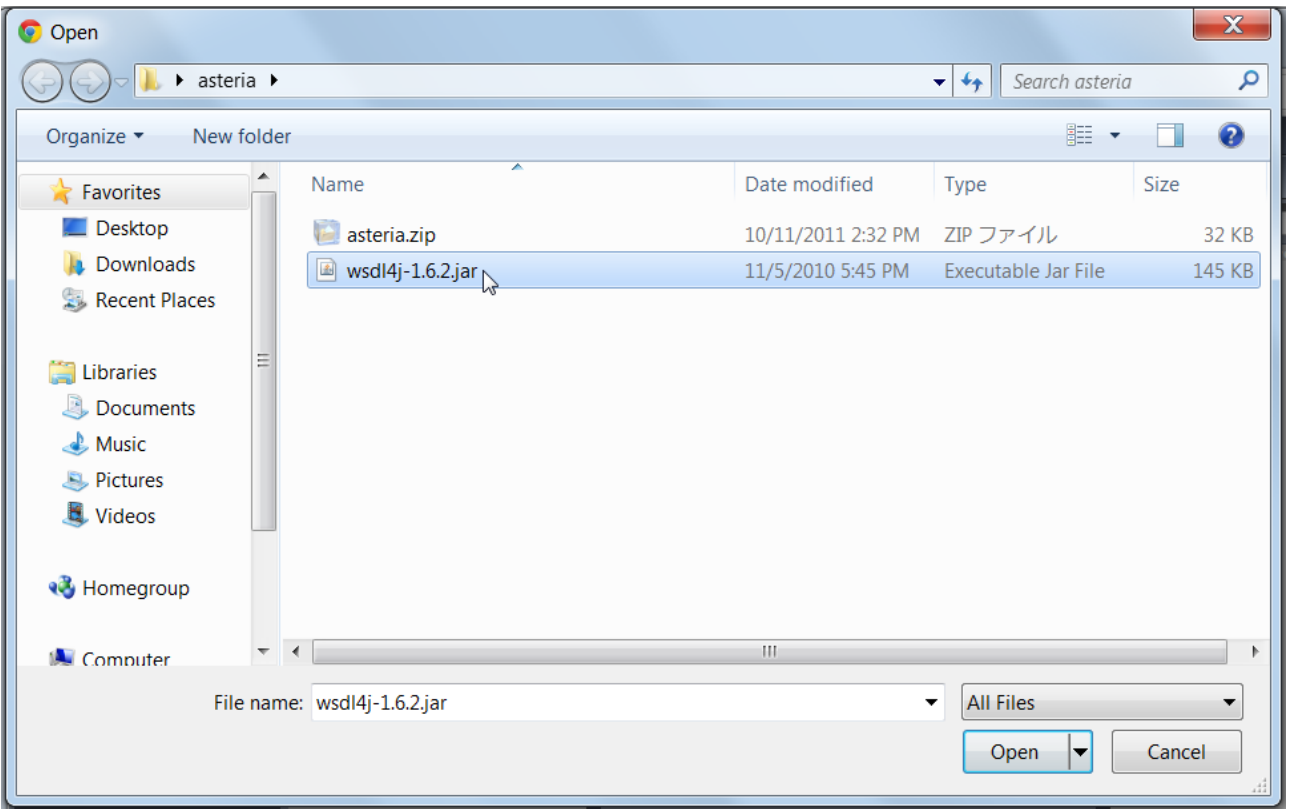


Click **Next**.



Click **Upload**.

Browse to the location of the **wSDL4j-1.6.2.jar** file, and click **Open**.





Click **Restart**, and select **Partner Services > Import ASTERIA Project** again after the WaveMAker restarted.

3. The **Import ASTERIA Project** dialog displays, displaying the following fields:

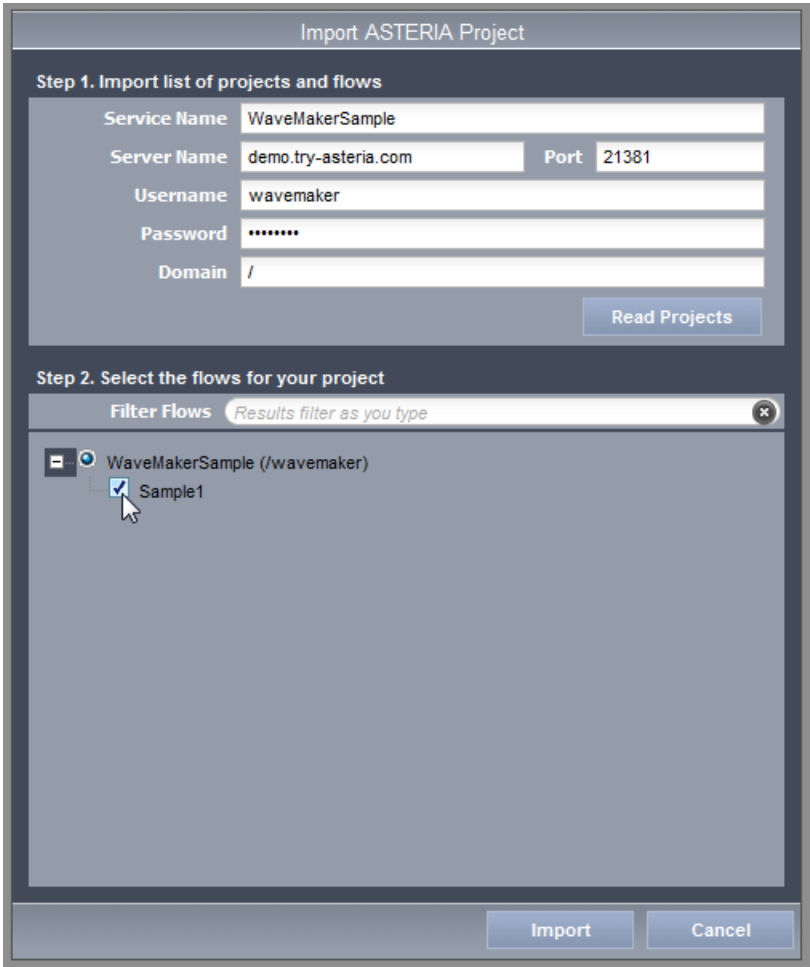
- **Server Name**
- **Port**
- **Username**
- **Password**
- **Domain**

Input the value for **Server Name**, **Username** and **Password** fields.

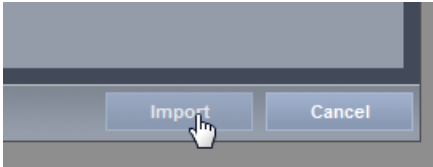
The screenshot shows the 'Import ASTERIA Project' dialog box. The title bar reads 'Import ASTERIA Project'. The dialog is divided into two sections. The first section, 'Step 1. Import list of projects and flows', contains a 'Service Name' label and several input fields: 'Server Name' (demo.try-asteria.com), 'Port' (21381), 'Username' (wavemaker), 'Password' (masked with dots), and 'Domain' (/). A 'Read Projects' button is located at the bottom right of this section. The second section, 'Step 2. Select the flows for your project', features a search bar labeled 'Filter Flows' with the placeholder text 'Results filter as you type'. At the bottom of the dialog are 'Import' and 'Cancel' buttons.

Click **Read Projects**.

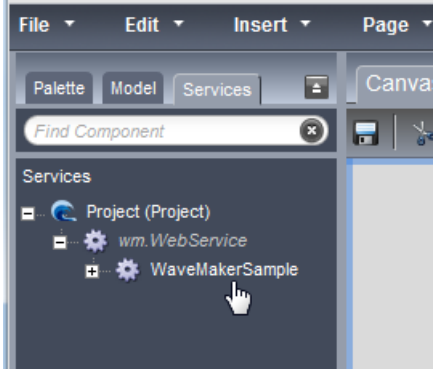
WaveMaker connects the ASTERIA server and get information of projects and flows to be able to call. Then, shows the list in the bottom part.



Select the checkbox of the flows to be called.
Click **Import**.



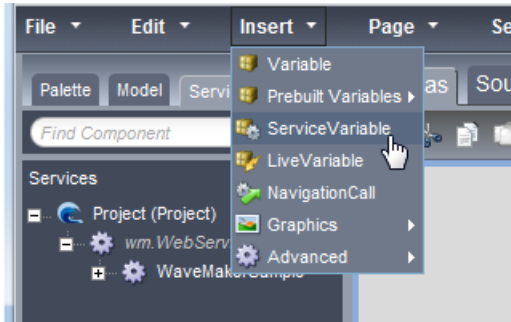
The project is imported as a service, and you are ready to use this service for Service Variables.



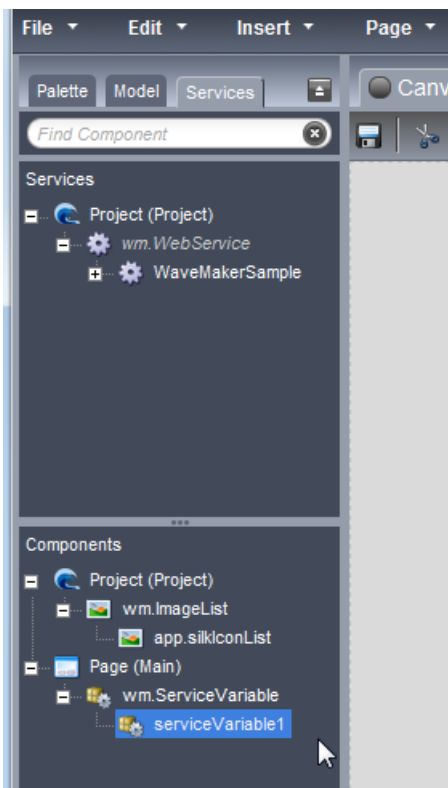
3.2 Inserting Service Variable

To insert a Service Variable:

1. Select **Insert > ServiceVariable** from the WaveMaker menu bar.



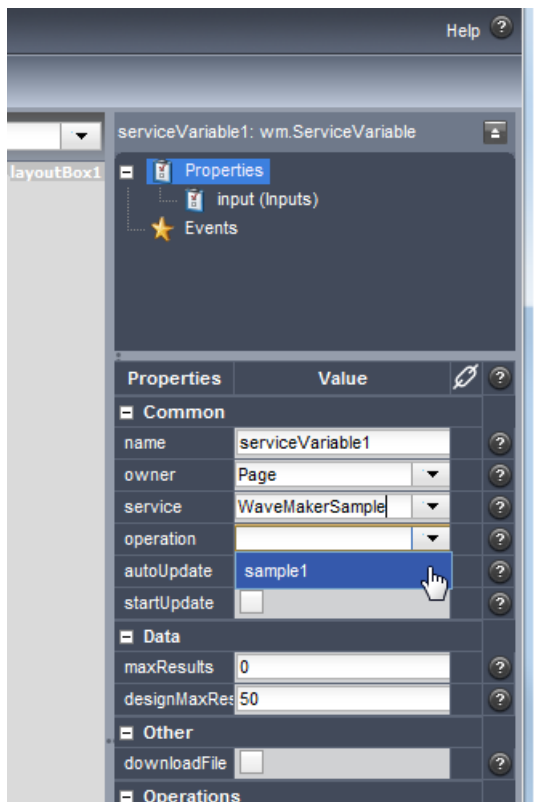
2. A new ServiceVariable is inserted.



3. In the **Property Editor** on the right, select values for **service** property and **operation** property.

- service
select the service name of ASTERIA service
- operation
select the flow name to bind

You may also check **autoUpdate** and **startUpdate** if required.

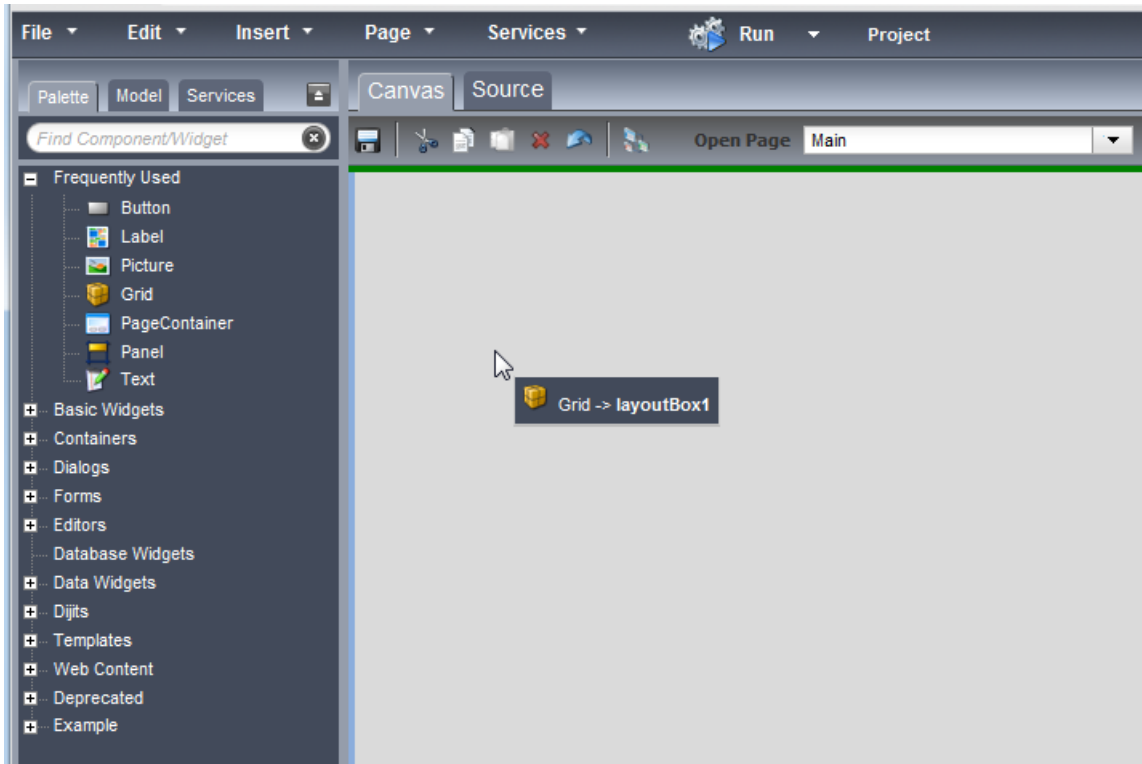


3.3 Displaying the data from ASTERIA flow with Grid widget

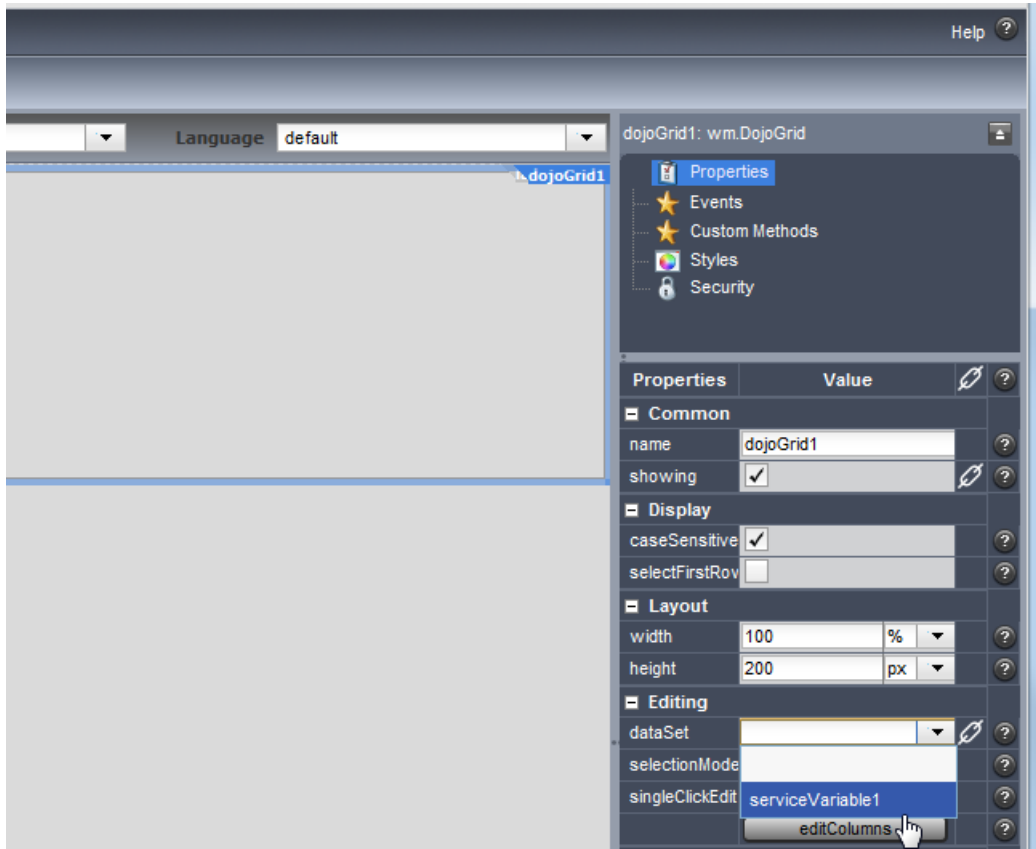
You may use any widgets for showing the data from ServiceVariable bound with ASTERIA flow. In this tutorial, we use Grid widget for example.

To add Grid widget:

1. Drag and drop the **Grid** from the **Palette** to the **Canvas**.



2. In the Property Editor, choose inserted ServiceVariable for **dataSet** property.



3. The bound ASTERIA flow is called and the data from the ASTERIA is shown in the grid.

