



MASARYKOVA UNIVERZITA

## **PV213 Enterprise Information Systems in Practice**

### **08 - Integration of EIS with other systems**



# MASARYKOVA UNIVERZITA

Tento projekt je spolufinancován Evropským sociálním fondem a státním rozpočtem České republiky.



INVESTICE DO ROZVOJE VZDĚLÁVÁNÍ

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## Reasons to integrate systems

- Increased productivity of users (decreased costs)
- Avoiding duplicate and mismatched information
- Avoiding mistakes made by users
- Incremental grow of the infrastructure
  - You can buy systems steps by step as you need them
  - Systems can be provided by different vendors
- Avoiding vendor lock-in
- Reducing complexity of the one big system
  - Smaller specialized sub-systems are easier to manage

## Possible approaches for integration

- ❏ Without any additional integration system (star integration)
  - ❏ Simplest solution
  - ❏ Each system can be directly connected to other system
- ❏ Mediation (enterprise service bus)
  - ❏ Integration system acts as a broker between systems
- ❏ Federation
  - ❏ Integration system acts as a façade across several systems

Mediation and federation allows you to better control flow of control or data between systems

- ❏ You can define rules which system can use other system (grants)
- ❏ You have an better centralized control what systems can do

## File based integration

- ❏ The oldest and simplest but still used integration method
- ❏ Used mainly for transferring data from one system to another (but files can hold also information about triggering “events”)
- ❏ How it works
  - ❏ One system generates file(s) at given time
  - ❏ Another system (or more systems) afterwards reads file(s)
- ❏ All systems must understand the file format
- ❏ Compatibility of file formats (versioning) must be solved
- ❏ Files cannot be generated too often (performance reasons)
- ❏ Synchronization is often done once per day during the night
  - ❏ In global world it is hard to specify “night”

## File based integration - CSV format

- ❏ CSV - Comma Separated Value, text format
- ❏ Simple, human readable
- ❏ Special complicated parser is not needed
- ❏ Can contain “header line” in the beginning of file
- ❏ Ideal for tabular data
- ❏ Handling structured data is more complicate
- ❏ Separators used as value must be handled specially
- ❏ Versioning possible with some limits
  - ❏ E.g. new data are added to the end of line
  - ❏ Two different systems then can read old and new format
- ❏ Hard to transfer sensitive data which should not be seen by third parties

## File based integration - XML format

- ❏ XML - eXtensible Markup Language, text format
- ❏ Quite simple, mostly human readable
- ❏ XML parser needed, can be problems with performance of big files
- ❏ Files are bigger because they contain metadata
- ❏ Ideal for structured data
- ❏ Versioning for new data solved automatically by definition of XML
  - ❏ New data added as additional elements or attributes
- ❏ Correctness of the XML can be checked against XML schema
- ❏ XML files can be transformed via XSLT (Extensible Stylesheet Language)
- ❏ For signing and encryption of XML there exist standards



## File based integration - JSON format

- ❏ JSON - JavaScript Object Notation, text format
- ❏ Quite simple, mostly human readable
- ❏ Derived from the JavaScript scripting language for representing simple data structures and associative arrays (called objects)
- ❏ Language independent
- ❏ Popular in web technologies for exchanging data
- ❏ Special JSON parser needed
- ❏ For signing and encryption of JSON there exist standards
- ❏ In comparison to XML more lightweight
- ❏ There is growing popularity of JSON against XML

## File based integration - Proprietary format

- ❏ Can be textual or binary
- ❏ Harder to read for humans (for binary format)
- ❏ You need special parsers
- ❏ Limited amount of tools
- ❏ In binary format versioning is more complicate
  - ❏ Usually you need some version tag in the beginning
- ❏ Used in cases when you need to integrate with some old system
- ❏ Don't use it unless you have a good reason to do it (e.g. performance)
- ❏ If it is not properly documented further changes requires first reverse engineering for documentation which takes a lot of time

## Database based integration

- ❏ Similar to file based integration but exchange is done via database
- ❏ How it works
  - ❏ One system is primary and uses database for storing its data
  - ❏ Other systems read data from this database
- ❏ Better handling of rights than for file based integration
  - ❏ Databases supports different users with different rights to tables (read, read and write)
- ❏ Consistency of data solved by database per definition
- ❏ Systems must use special libraries for accessing given database type
- ❏ Other systems are directly dependant on given database type
  - ❏ Migration to another database vendor can be problematic
- ❏ Special table in the database can simulate queue

## Platform specific integrations

- Integration of systems on the same platform
- Proprietary formats
  - Very hard to integrate with other platforms
- Often problems with passing calls through firewalls
- CORBA (Common Object Request Broker Architecture)
  - In theory platform independent
  - Different versions, incompatibilities
  - Supported only on some platforms
  - Often used only for integration on the same platform
- Java
  - Remote Method Invocation (RMI) - based on CORBA
- .NET
  - .NET Remoting

## Web based integrations

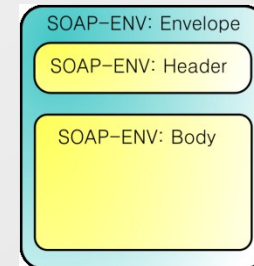
- ❏ Integrations using standard web technologies
  - ❏ HTTP(s) protocol
- ❏ “Online” integration
- ❏ Synchronous or asynchronous
- ❏ Firewall friendly
- ❏ Supported on wide range of platforms
- ❏ Big amount of tools
  - ❏ Faster development
  - ❏ Relatively easy to find possible problems
- ❏ Some web protocols supports also advanced features (security, transactions, etc.)

## Web based integrations - Web services

- ❏ Term **web service** is usually associated with protocol SOAP (Single Object Access Protocol) but you can consider it as more general - we use now former definition
- ❏ Web services is a try to standardize machine-to-machine communication via network
- ❏ Based on web technologies
- ❏ Uses SOAP for message exchange and WSDL (Web Service Definition Language) as metadata for describing message
- ❏ Supported on all major platforms
- ❏ Sometimes criticized for too complexity
- ❏ In last years popularity is decreasing

## Web based integrations - Single Object Access Protocol (SOAP)

- ❏ Uses XML for encoding the message
- ❏ Consists of free parts
  - ❏ **Envelope** specifies what is in message
  - ❏ Optional **header** contains application specific information (authentication, etc.)
  - ❏ Mandatory **body** contains message data itself (method call)
- ❏ As a transport protocol uses mainly HTTP but other protocols can be used as well (SMTP)
- ❏ Extensible
- ❏ Supports advanced features (signing of messages, transactions, etc.)



## Web based integrations - SOAP example

### SOAP via HTTP (getting last trade price)

- ☒ HTTP header (POST)
- ☒ HTTP body is SOAP message

```
POST /InStock HTTP/1.1
Host: www.example.com
Content-Type: application/soap+xml; charset=utf-8
Content-Length: 299
SOAPAction: "http://www.w3.org/2003/05/soap-envelope"
```

```
<?xml version="1.0"?>
<soap:Envelope xmlns:soap="http://www.w3.org/2003/05/soap-envelope">
  <soap:Header>
  </soap:Header>
  <soap:Body>
    <m:GetLastTradePrice xmlns:m="http://www.example.com/stock">
      <m:TradePriceRequest>GOOG</m:TradePriceRequest>
    </m:GetLastTradePrice>
  </soap:Body>
</soap:Envelope>
```



## Web based integrations - WSDL, UDDI

- ❏ WSDL (Web Service Definition Language) is a metadata for the service - it describes service itself in machine readable XML format
- ❏ Two approaches how to deal with WSDL
  - ❏ You can generate WSDL from the code which does your service
  - ❏ You start first with WSDL and then you implement the service
- ❏ From WSDL you can generate stubs for calling web service (stub behaves like object or procedure in your favorite language)
- ❏ UDDI (Universal Description Discovery and Integration) was a try to do a central registry to allow searching for web services
- ❏ Basic idea was that there can be “market for web services” which can be searched and used automatically by machines
- ❏ In reality UDDI is not used

## Web based integrations - WSDL example for SOAP 1.1 over HTTP

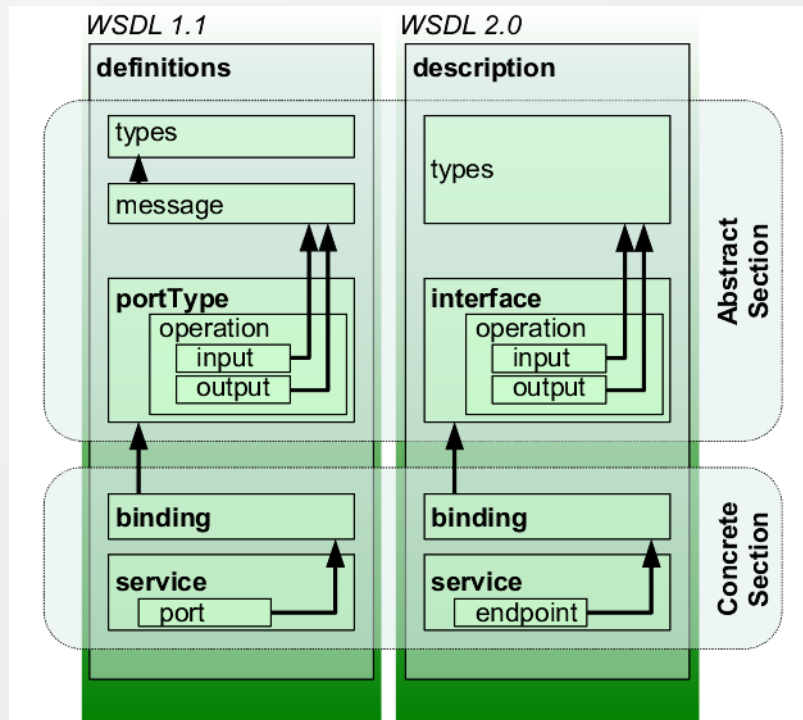
```

<?xml version="1.0"?>
<definitions name="StockQuote"
  targetNamespace="http://example.com/stockquote.wsdl"
  xmlns:tns="http://example.com/stockquote.wsdl"
  xmlns:xsd1="http://example.com/stockquote.xsd"
  xmlns:soap="http://schemas.xmlsoap.org/wsdl/soap/"
  xmlns="http://schemas.xmlsoap.org/wsdl/">
  <types>
    <schema targetNamespace="http://example.com/stockquote.xsd"
      xmlns="http://www.w3.org/2000/10/XMLSchema">
      <element name="TradePriceRequest">
        <complexType>
          <all>
            <element name="tickerSymbol" type="string"/>
          </all>
        </complexType>
      </element>
      <element name="TradePrice">
        <complexType>
          <all>
            <element name="price" type="float"/>
          </all>
        </complexType>
      </element>
    </schema>
  </types>
  <message name="GetLastTradePriceInput">
    <part name="body" element="xsd1:TradePriceRequest"/>
  </message>
  <message name="GetLastTradePriceOutput">
    <part name="body" element="xsd1:TradePrice"/>
  </message>
  <portType name="StockQuotePort">
    <operation name="GetLastTradePrice">
      <input message="tns:GetLastTradePriceInput"/>
      <output message="tns:GetLastTradePriceOutput"/>
    </operation>
  </portType>
  <binding name="StockQuoteSoapBinding"
    type="tns:StockQuotePort">
    <soap:binding style="document"
      transport="http://schemas.xmlsoap.org/soap/http"/>
    <operation name="GetLastTradePrice">
      <soap:operation
        soapAction="http://example.com/GetLastTradePrice"/>
      <input>
        <soap:body use="literal"/>
      </input>
      <output>
        <soap:body use="literal"/>
      </output>
    </operation>
  </binding>
  <service name="StockQuoteService">
    <documentation>My first service</documentation>
    <port name="StockQuotePort"
      binding="tns:StockQuoteSoapBinding">
      <soap:address
        location="http://example.com/stockquote"/>
    </port>
  </service>
</definitions>

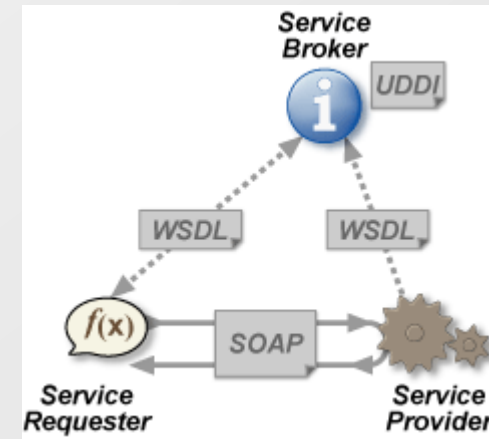
```

# Web based integrations - WSDL, UDDI II

## WSDL 1.1 and 2.0 differences



## Integration of UDDI



## Web based integrations - Representational State Transfer (REST)

- ❏ Called also RESTful web services
- ❏ Alternate approach to SOAP based web services
- ❏ In comparison with SOAP it simplifies the whole mechanism
- ❏ Uses standard HTTP methods for CRUD (Create/Read/Update/Delete) operations
  - ❏ POST for creating new resource
  - ❏ GET for getting existing resource or listing resources in collection
  - ❏ PUT for updating resource
  - ❏ DELETE for deleting of resource
  - ❏ HEAD for special operations (e.g. getting metadata about resource)
- ❏ Uses URL for location of resource
- ❏ Doesn't use any metadata like WSDL for SOAP web services
- ❏ Doesn't use any registry like UDDI for SOAP web services

## Web based integrations - REST example

- ❏ Getting latest trade price for GOOG
  - ❏ GET <http://example.com/LastTradePrice/GOOG>
- ❏ Updating last trade price for GOOG
  - ❏ PUT <http://example.com/LastTradePrice/GOOG>
  - ❏ Value is in the body of the HTTP request
- ❏ Getting latest trade prices for all companies
  - ❏ GET <http://example.com/LastTradePrice>
- ❏ Getting latest trade prices for all companies starting with G
  - ❏ GET [http://example.com/LastTradePrice?name=G\\*](http://example.com/LastTradePrice?name=G*)

Note: Of course security has to be taken into considerations for this example (can be solved by standard HTTP authentication mechanisms).

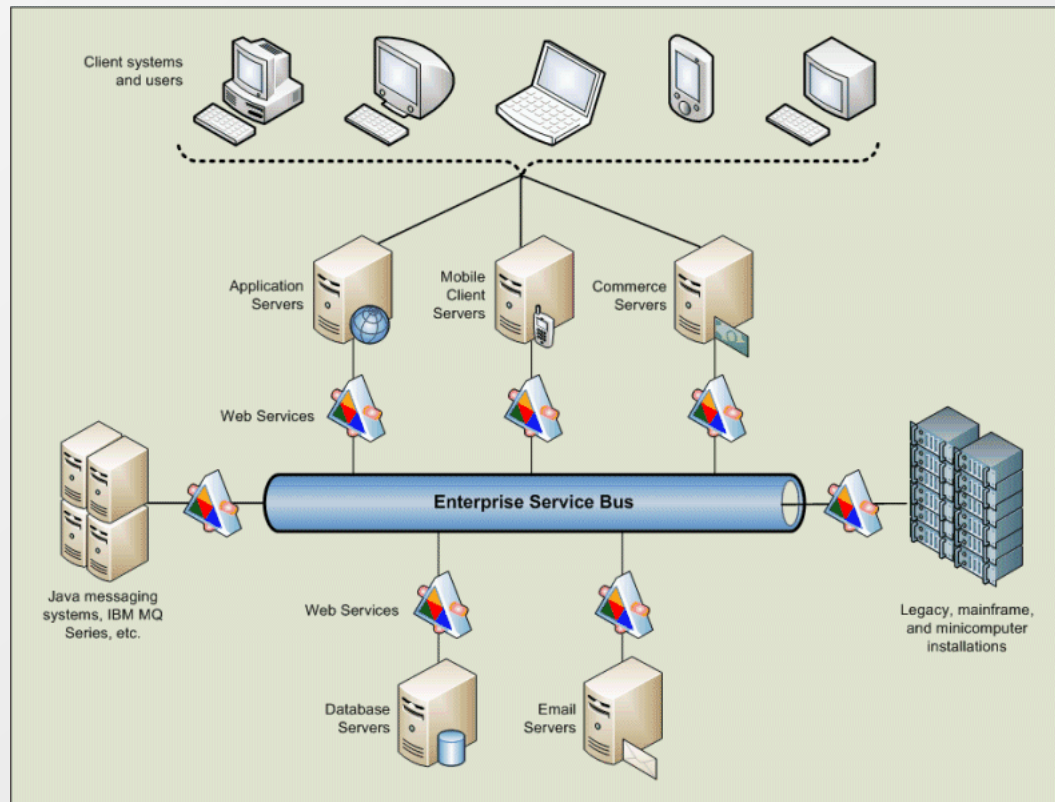
## Web based integrations - proprietary HTTP

- ❏ Proprietary variant of RESTful web services
- ❏ Doesn't strictly follow CRUD (Create/Read/Update/Delete) semantics
- ❏ Usually uses only HTTP GET and POST methods
- ❏ For variable parameters use usually query parameters instead part of the URL
- ❏ All other features are the same as for RESTful web services
- ❏ Example
  - ❏ GET <http://example.com/GetLastTradePrice?name=GOOG>
  - ❏ POST <http://example.com/SetLastTradePrice>
    - ❏ Name of the stock and value are in the body of the HTTP request

## Service Oriented Architecture (SOA)

- ❏ Approach how to design systems
  - ❏ Services should be high-level and focused on business and not on technology
- ❏ Benefits
  - ❏ Reusability - e.g. you can use same business logic for different clients (web client, fat client, mobile client)
  - ❏ Loose coupling - it is possible to replace services incrementally
  - ❏ Composability - you can combine several services and create new service
  - ❏ Business value - you can sell service to thirds parties

# Enterprise service bus (ESB) I





## Enterprise service bus (ESB) II

- ❏ Communication is asynchronous and message oriented
- ❏ Decouples systems from each other
  - ❏ It is then easy to replace one system by another (if interface is the same)
- ❏ How it works
  - ❏ One system sends message to another system
  - ❏ ESB can transform the message to the format receiver understand
  - ❏ ESB informs receiver about the message
- ❏ ESB supports one to one and one to many communication
- ❏ Messages can be easily controlled and monitored
  - ❏ Filtering of messages
  - ❏ Re-sending of messages in case of temporary unavailable system
- ❏ Messages can be orchestrated by ESB
  - ❏ Flow of messages through different systems (BPEL - Business Processing Execution Language)

# Děkuji za pozornost.

Tento projekt je spolufinancován Evropským sociálním fondem a státním rozpočtem České republiky.



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