

1. Record Nr.	UNINA9910460186603321
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Titolo	WS-BPEL 2.0 beginner's guide : design and develop WS-BPEL executable business processes using Oracle SOA Suite 12c // Matjaz B. Juric, Denis Weerasiri ; cover image by Karl Moore
Pubbl/distr/stampa	Birmingham, England : , : Packt Publishing, , 2014 ©2014
ISBN	1-84968-897-4
Edizione	[1st edition]
Descrizione fisica	1 online resource (388 p.)
Collana	Learning by doing: less theory, more results
Disciplina	004.654
Soggetti	BPEL (Computer program language) Service-oriented architecture (Computer science) Web services Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Cover; Copyright; Credits; About the Authors; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Hello BPEL; Introduction to BPEL; Installing Oracle JDeveloper and SOA Suite; Installing the JDK and setting environment; Time for action - installing the JDK and setting environment; Installing SOA Suite with JDeveloper; Time for action - installing JDeveloper and SOA Suite; Creating a default domain; Time for action - creating a default domain; Developing our first BPEL process; Time for action - creating the SOA composite application Time for action - creating XML Schema for the BPEL process Time for action - modifying WSDL; Time for action - implementing the BPEL process; Deploying the first BPEL process; Time for action - deploying the BPEL process; Testing our first BPEL process; Time for action - testing the BPEL process; Understanding the BPEL language; The BPEL structure; Partner links; Variables; The process logic; A detailed look at the BPEL activities; ; and ; Bookstore BPEL process with branches; Time for action - more sophisticated BPEL process; Deploy and test the second BPEL process

Time for action - deploying and testing the second BPEL process
Summary; Chapter 2: Service Invocation; Service invocation and orchestration; Developing the book warehousing process; Time for action - creating the book warehousing process; Implementing the book warehousing BPEL; Time for action - developing the book warehousing process; Deploying and testing the book warehousing BPEL; Understanding sequential invocation; A closer look at ; Understanding partner links; Partner link types; Defining partner links; Parallel service invocation; Time for action - developing parallel flows
Deploying and testing the parallel invocation
Understanding a parallel flow; Summary; Chapter 3: Variables, Data Manipulation, and Expressions; Variables in BPEL; Declaring variables; Variable types; Variables in BookWarehousingBPEL; Time for action - review of existing variables; Declaring XML type variables; Time for action - creating XML type variables; Declaring XML element variables; Time for action - creating XML element variables; Declaring a WSDL message type variable; Time for action - creating a message type variable; Data manipulation and assignments
Time for action - copying variables
Expressions; Copying variable parts; Time for action - copying variable parts; Other options for copying data; Optional attributes; Manipulating data for external partner links; Time for action - creating the AnotherBookstoreBPEL process; Time for action - extending the BookWarehousing process; Validating variables; Time for action - validating variables; The XSLT transformations; Time for action - using XSLT transformations; Summary; Chapter 4: Conditions and Loops; Conditions; Time for action - selecting the bookstore with the lowest quantity
VintageBookstore

Sommario/riassunto

If you are a software architect, a designer, a software developer, an SOA and BPM architect, a project manager, or a business process analyst who is responsible for the design and development of business processes, composite applications, and BPM/SOA solutions, then this book is for you. You should have a clear grasp of general SOA concepts including business processes and web services, but no prior knowledge of the BPEL language is required.
