

Architecture of OpenMDM 5 Explorer & Navigator

22. September 2015

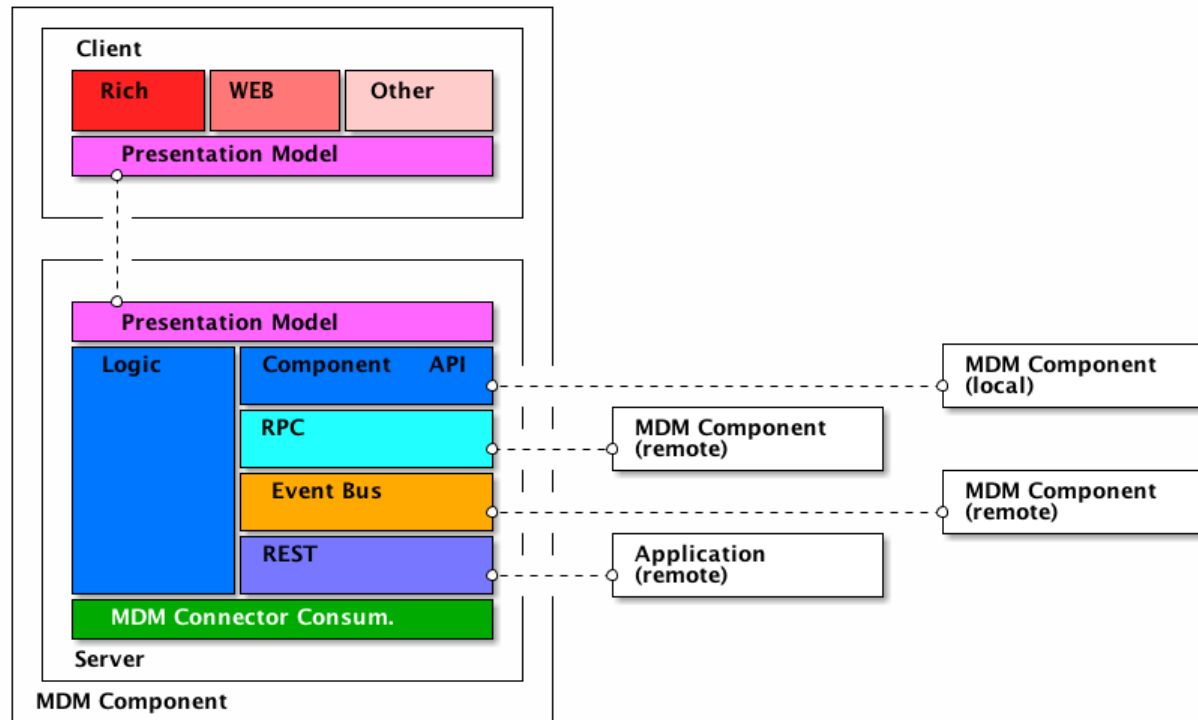
Franz-Josef Basler

Sibylle Peter

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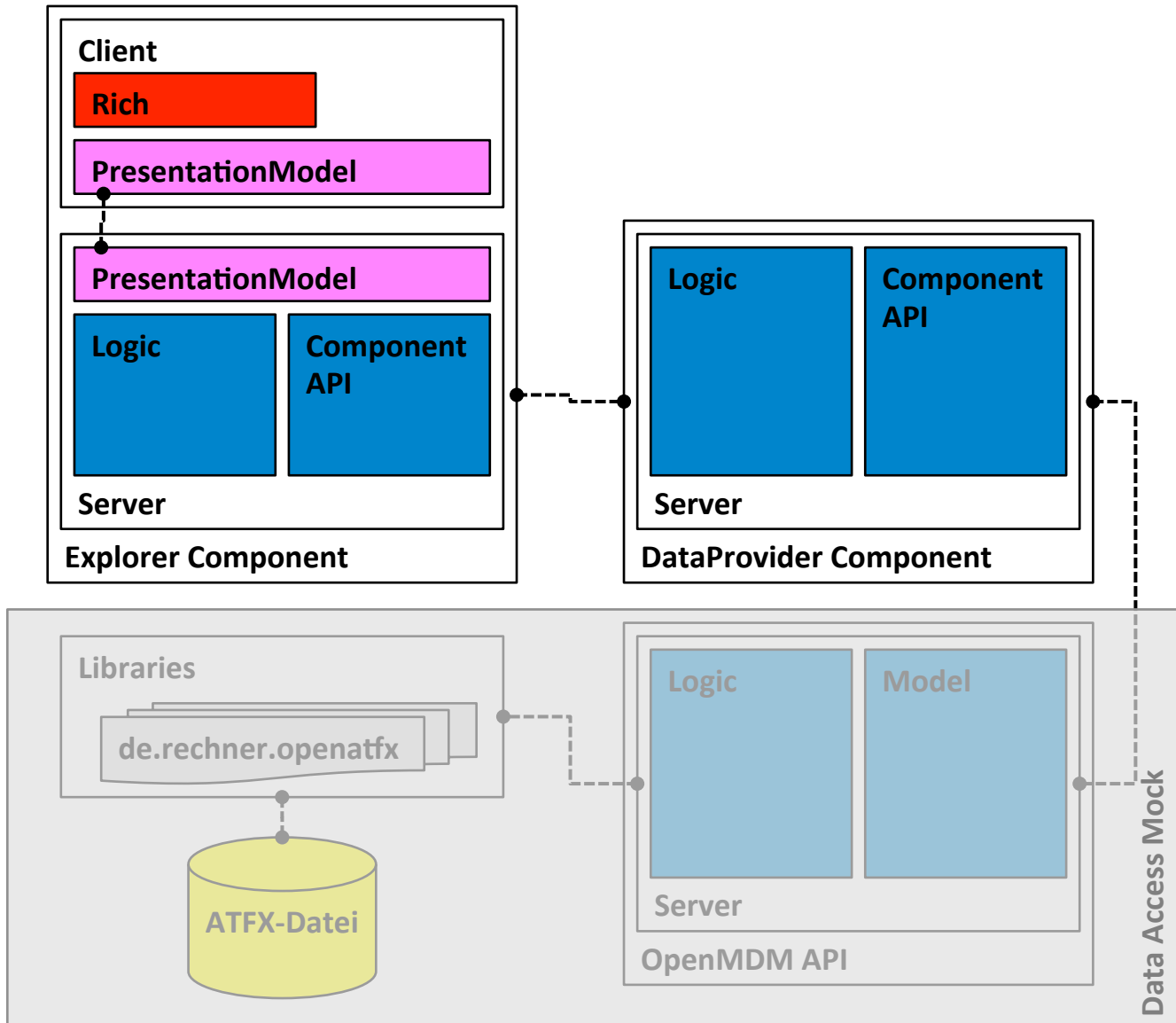
canoo

MDM Component according to OpenMDM 5 Architecture



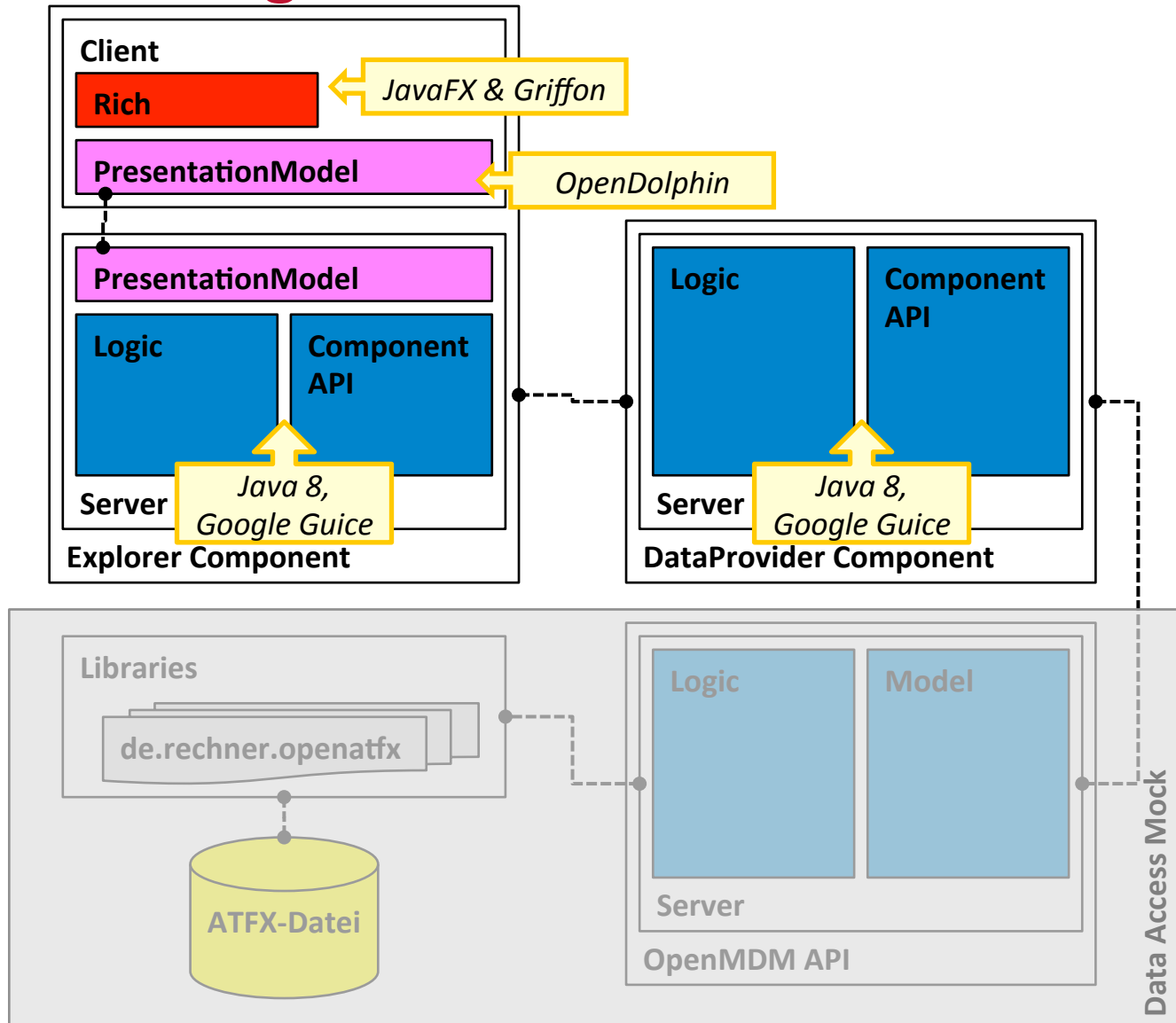
With headless MDM Components there is no client part.

Actual Architecture of Explorer MDM Component



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Technologies used



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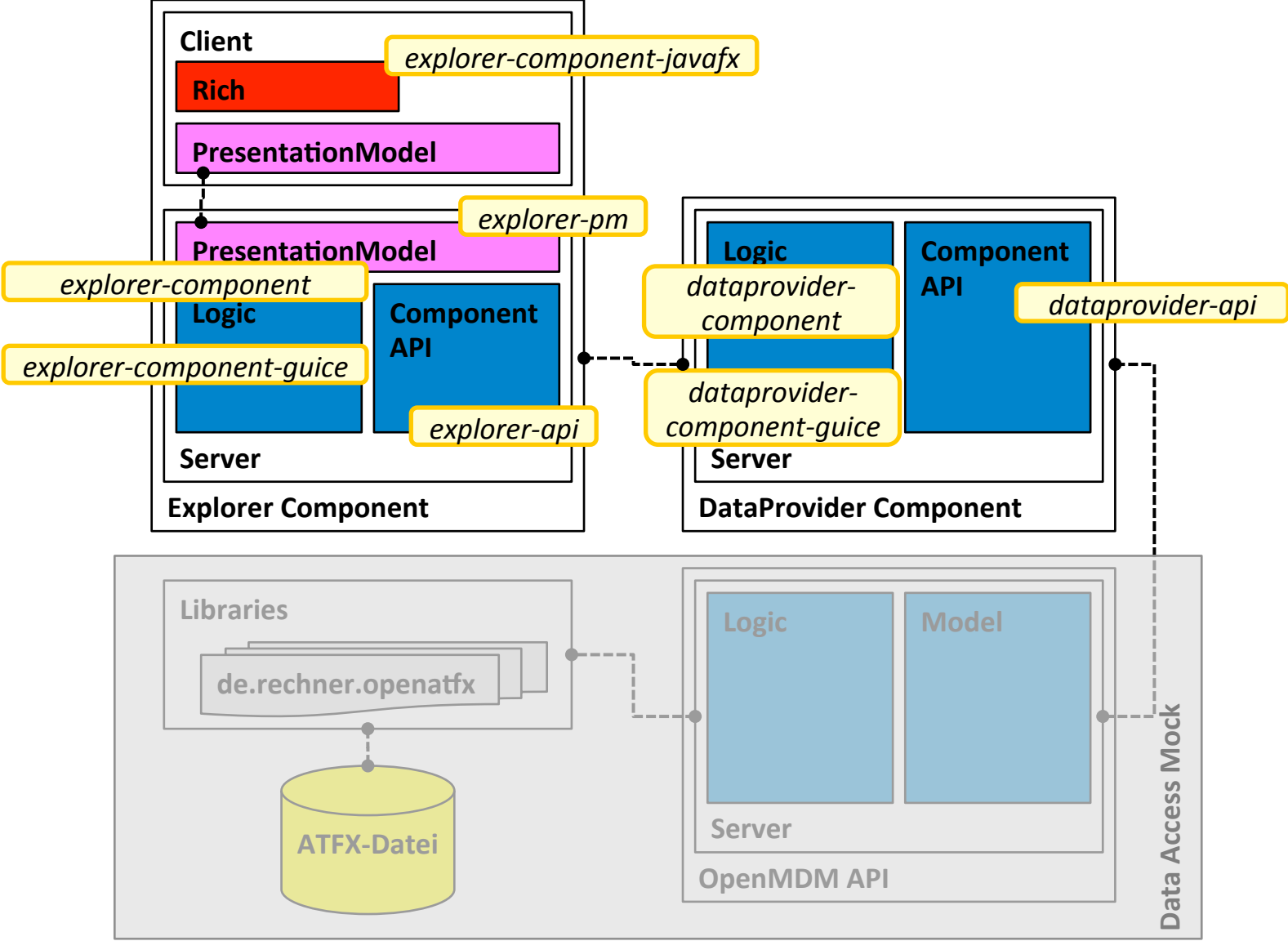
Technologies used II

- Java 8 (general programming language)
- Google Guice (dependency injection)
- Griffon (client-MVC-framework)
- JavaFX (UI technology)
- OpenDolphin (remote presentation model as client-server communication between MDM Component server and client part)
- Gradle (build-automation)

Test environment only

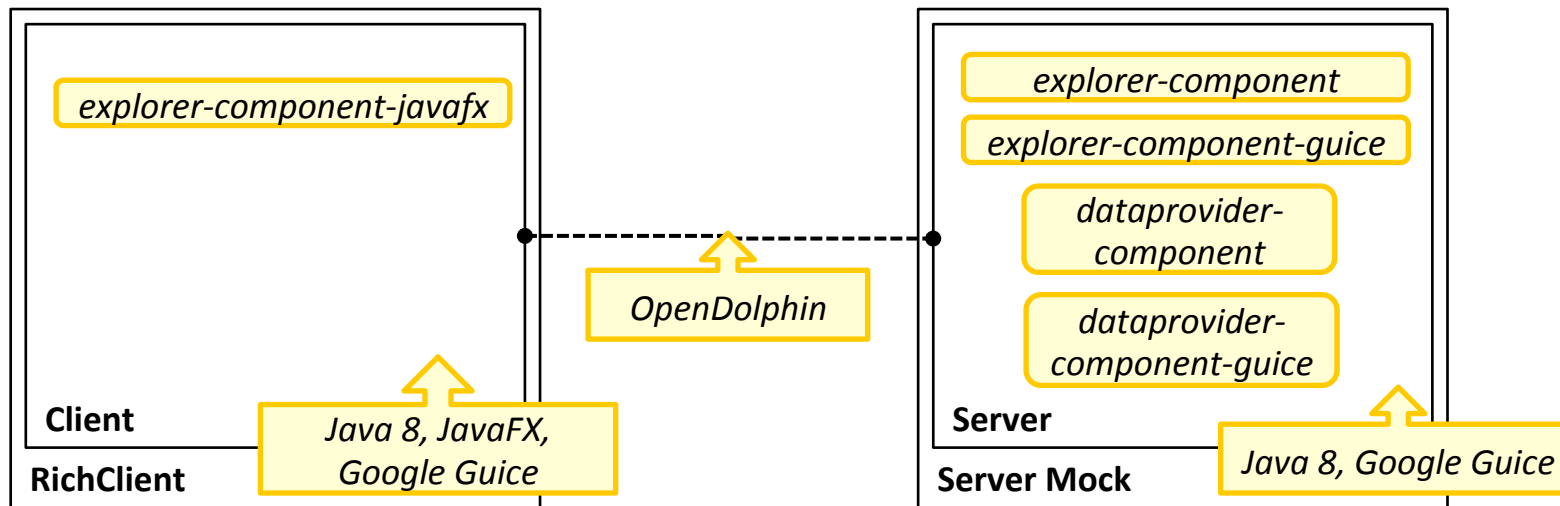
- JaCoCo (test coverage)
- TestFX (JavaFX integrationstests)
- Spock (unit and non ui integration testing)

Distribution of Project modules



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Deployment



Jetty used for server mock.

The rich client provides an application window in which all components can be integrated.

For this Griffon is used again (MVC framework)

Client-Server Communication between MDM Component server and client parts is made using the remote presentation model pattern, implemented through Open Dolphin.

There will be a JSR filed for the remote presentation model.

There are .bat scripts to start client and server.

More informations available in the README.adoc files in the root directories of the projects.

Usage of Eclipse infrastructure

- Hudson (automated builds)
- Sonar (static source code analysis)
- Release Repository (artefacts repository)
- Snapshot Repository (artefacts repository)