



# Developing BPL Processes

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*Developing BPL Processes*

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# About This Book

This book describes how to write Ensemble business processes using the Business Process Language (BPL). It contains the following chapters:

- [About BPL Processes](#)
- [Using the Business Process Designer](#)
- [Syntax Rules](#)
- [List of BPL Elements](#)
- [Handling Errors in BPL](#)

For a detailed outline, see the [table of contents](#).

The following books provide related information:

- [Ensemble Best Practices](#) describes best practices for organizing and developing Ensemble productions.
- [Developing Ensemble Productions](#) explains how to perform the development tasks related to creating an Ensemble production. Many of these tasks require Studio, and this book is intended primarily for developers.
- [Configuring Ensemble Productions](#) explains how to perform the configuration tasks related to creating an Ensemble production.
- [Ensemble Business Process Language Reference](#) describes BPL and the context variables.
- [Monitoring Ensemble](#) describes how to monitor Ensemble. In particular, see the chapter “[Viewing Business Process Instances](#).”

For general information, see the *InterSystems Documentation Guide*.



# 1

## About BPL Processes

The Ensemble Business Process Language (BPL) is a language used to describe executable business processes within a standard XML document. BPL syntax is based on several of the proposed XML standards for defining business process logic. A BPL business process class is derived from `Ens.BusinessProcessBPL`. It is identical in every way to a class derived from `Ens.BusinessProcess`, except that it supports BPL.

To create BPL classes in the Management Portal, navigate to **Ensemble > Build > Business Processes**. Ensemble then displays the **Business Process Designer** page. (When you open a BPL class in Studio, you also invoke the Business Process Designer; see “[Notes on Creating BPL in Studio](#).”)

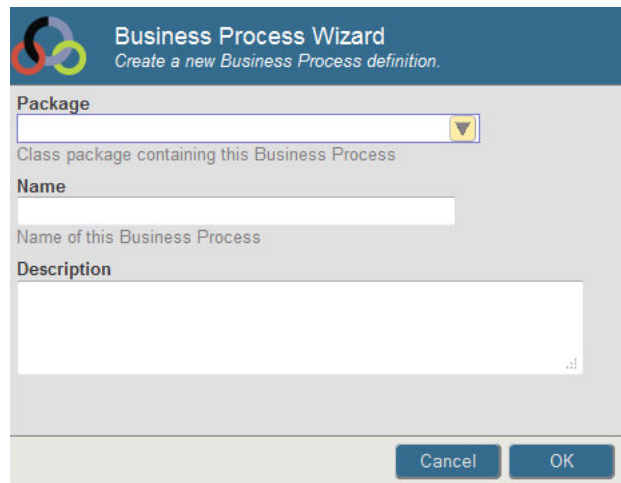
When you navigate to the **Business Process Designer** page in the Management Portal, it opens with the last business process you worked on in this namespace. The tab at the left of the title bar contains the name of the BPL class. You can also choose to work on a different business process in one of the following ways:

- Click **New** to create a BPL business process using the [Business Process Wizard](#).
- Click **Open** to edit an existing BPL business process using the [Business Process Designer](#).

Note that there is overlap among the options available in business processes, data transformations, and business rules. For a comparison, see “[Comparison of Business Logic Tools](#)” in *Developing Ensemble Productions*.

### 1.1 Using the Business Process Wizard

The **Business Process Wizard** enables you to quickly create a BPL business process class inherited from `Ens.BusinessProcessBPL`. It provides the following dialog where you can define the preliminary characteristics of your BPL business process.



The image shows a 'Business Process Wizard' dialog box. At the top, it has a title bar with a logo and the text 'Business Process Wizard' and 'Create a new Business Process definition.' Below the title bar, there are three main sections: 'Package' with a dropdown menu and a description 'Class package containing this Business Process'; 'Name' with a text input field and a description 'Name of this Business Process'; and 'Description' with a large text area. At the bottom right, there are 'Cancel' and 'OK' buttons.

Enter values for the following fields:

### Package

Enter a package name to contain the business process class or select from a list of packages in the namespace.

### Name

Enter a name for your BPL business process class.

### Description

(Optional) Enter a description for the data transformation; this becomes the class description.

When you complete the wizard by clicking **OK**, the start and end points of the BPL diagram display in the [Business Process Designer](#), ready for you to add activities to your BPL business process.

## 1.2 Business Process List

The **Business Process List** page displays a list of business process classes defined in the active Ensemble namespace. To navigate to this page in the Management Portal, select **Ensemble > List > Business Processes**.

BPL business processes are displayed in blue; you can double-click one to open it in the Business Process Designer. Business processes displayed in black are custom classes you must edit in Studio.

You can select a business process class to be the target of one of the following commands in the ribbon bar:

- **New** — Click this to launch the Business Process Wizard, discussed earlier in this chapter.
- **Open (BPL classes only)** — Click this to edit the selected business process.
- **Export** — Click to export the selected business process class to an XML file.
- **Import** — Click to import a business process that was exported to an XML file.
- **Delete** — Click to delete the selected business process class.
- **Instances** — Click to list any current instances of the business process in the running production. If a business process has completed its work, there is no entry for it on this page.

See [Monitoring Ensemble](#).



- **Rule Log** — Click to view the business rule log for rules invoked by this business process.

See [Monitoring Ensemble](#).

You can also export and import business process classes as you do any other class in Ensemble. You can use the **Classes** page of the Management Portal (**System Explorer** > **Classes**) or use the **Export** and **Import** commands on the **Tools** menu in Studio.

## 1.3 BPL Features

BPL is a language used to describe executable business processes within a standard XML document. BPL syntax is based on several of the proposed XML standards for defining business process logic, including the Business Process Execution Language for Web Services (BPEL4WS or BPEL) and the Business Process Management Language (BPML or BPMI).

BPL is a superset of other proposed XML-based standards, in that it provides additional elements whose purpose is to help you build integration solutions. These additional elements include support for the following:

- Execution flow control elements such as `<branch>`, `<if>`, `<switch>`, `<foreach>`, `<while>`, and `<until>`. For information about how to use these and other BPL syntax elements, see the [Ensemble Business Process Language Reference](#).
- Generation of executable code from business process logic.
- Embedding SQL and custom-written code into the business process logic.
- The **Business Process Designer**, a full-featured, visual modeling tool for graphically viewing and editing business process logic. This tool includes complete round-trip engineering between the visual and BPL representations of the business process. Changes to one representation are automatically reflected in the other.
- Automatic support for both asynchronous and synchronous messaging between business processes and other members of an integration solution. BPL streamlines this difficult and error-prone programming task.
- Persistent state. BPL permits a long-running business process to automatically suspend execution — and efficiently save its execution state to the built-in, persistent cache embedded in Ensemble — whenever it is inactive; for example, when it is waiting for an asynchronous response. Ensemble automatically manages all state preservation and the ability to smoothly resume processing.
- Rich and varied data transformation services, including SQL queries embedded within the business process.

You can create a BPL business process using the Management Portal or Studio. The recommended way is to use the **Business Process Wizard** from the **Business Process Designer** page of the Management Portal. See later chapters of this book for details.

## 1.4 Using a Business Process as a Component

A *business process component* or *BPL component* is a BPL business process that a programmer wishes to identify as a modular, reusable sequence of steps in the BPL language. A BPL component is analogous to a function, macro, or subroutine in other programming languages.

Only another BPL business process can call a BPL component. It does this using the BPL `<call>` element. The BPL business process component performs tasks, then returns control to the BPL business process that called it.

The Ensemble architecture already allows one BPL business process to call another BPL business process. The optional *component* designation simply provides convenience. It allows you to classify certain BPL business processes as simpler, lower-level components that:

- Are not intended to run as stand-alone business processes (although nothing in the architecture prevents this)
- May be reusable (in the sense of a function, macro, or subroutine in the BPL language)

Business processes that are not components are assumed to have more complex, special-purpose designs, and to operate at a higher conceptual level than components. It is expected that BPL non-components call BPL components to accomplish tasks.

**Important:** There is no requirement that you use the component designation for any BPL business process. It is available as a convenience for any BPL programmer who prefers it.

You make a business process into a component by setting an attribute of the top-level `<process>` container for the BPL business process. The attribute is called *component* and you can set it to 1 (true) or 0 (false). For syntax details, see the [Ensemble Business Process Language Reference](#).

To set the value of the *component* attribute, you can do either of the following:

- In the **General** tab of the **Business Process Designer**, select **Is component** to include this process in the Component Library.
- Edit the BPL `<process>` element within the XData BPL block in the class code using Studio.

To set up a `<call>` to a component from a BPL business process, see “[Adding a Call Activity](#),” later in this book.

## 1.5 Business Process Execution Context

The life cycle of a business process requires it to have certain state information saved to disk and restored from disk, whenever the business process suspends or resumes execution. This feature is especially important for long-running business processes, which may take days or weeks to complete.

A BPL business process supports the business process life cycle with a group of variables known as the *execution context*. Ensemble automatically save the variables in the execution context and restores them each time the BPL business process suspends and resumes execution. These variables are available to every BPL business process; that is, to every business process class that inherits from `Ens.BusinessProcessBPL`.

**Important:** Custom business processes that inherit from `Ens.BusinessProcess` do not have access to a built-in execution context and must handle similar issues using custom code.

Some of the execution context variables are available to every activity within a BPL business process. Others are generally available, but go in and out of scope, depending on the type of activity that the business process is executing at the time. The following topics describe the execution context variables and when they are available to a BPL business process. The variables are:

- `context`
- `request`
- `response`
- `callrequest`
- `callresponse`

- [syncresponses](#)
- [synctimedout](#)
- [status](#)
- [process](#)

**Tip:** For detailed information about BPL syntax on BPL elements such as `<process>`, `<context>`, and `<call>`, see the [Ensemble Business Process Language Reference](#), which also provides reference information for the context variables.

## 1.5.1 The context Object

The *context* object is available to a BPL business process anywhere inside the `<process>` element. *context* is a general-purpose container for any data that needs to be persisted during the life cycle of the business process. You define each data item as a property on the *context* object when creating the BPL business process. See “[Defining the context Object](#)” for the recommended procedure.

Once you have defined properties on the *context* object, you can refer to them anywhere in BPL using ordinary dot syntax and the property name, as in: `context.MyData`

## 1.5.2 The request Object

The *request* object contains the properties that were in the original request message object — the incoming message that first caused this business process to be instantiated. This is known as the *primary request*.

The *request* object is available to a BPL business process anywhere inside the `<process>` element. You can refer to the properties of the *request* object using dot syntax and the property name, as in: `request.OriginalThought`

## 1.5.3 The response Object

The *response* object contains the properties that are required to build the final response message object to be returned by this business process instance. The business process returns this final response either when it reaches the end of its life cycle, or when it encounters a `<reply>` activity.

The *response* object is available to a BPL business process anywhere inside the `<process>` element. You can refer to the properties of the *response* object using dot syntax and the parameter name, as in: `response.BottomLine`

## 1.5.4 The callrequest Object

The *callrequest* object contains any properties that are required to build the request message object to be sent by a `<call>`.

A `<call>` activity sends a request message and, optionally, receives a response. A BPL `<call>` element must include a `<request>` activity to put values into the properties on the request message object. In order to accomplish this, the `<request>` provides a sequence of `<assign>` activities that place values into properties on the *callrequest* object. Typically, some of these values are derived from properties on the original *request* object, but you are free to assign any value.

As soon as the `<assign>` activities inside the `<request>` are completed, the message is sent, and the associated *callrequest* object goes out of scope. *callrequest* has no meaning outside its associated `<request>` activity; it is already out of scope when the associated `<call>` begins processing its next activity, the optional `<response>`.

Within the scope of the relevant `<request>` element, you can refer to the properties on *callrequest* using dot syntax, as in: `callrequest.UserData`

## 1.5.5 The *callresponse* Object

Upon completion of a `<call>` activity, the *callresponse* object contains the properties of the response message object that was returned to the `<call>`. If the `<call>` was designed with no response, there is no *callresponse*. Similarly, if you use `<sync>` to wait for a response, but the response does not return within the timeout period specified by the `<sync>` element, there is no *callresponse*.

Every `<call>` that expects a response must provide a `<response>` activity within the `<call>`. The purpose of the `<response>` activity is to retrieve the response values and make them available to the business process as a whole. The *callresponse* object is available anywhere inside the `<response>` activity. However, as soon as the `<response>` activity completes, the associated *callresponse* object goes out of scope. Therefore, if you want to use the values in *callresponse* elsewhere in the business process, you must `<assign>` these values to properties on the *context* or *response* objects, and you must do so before the end of the `<response>` activity in which they were received.

You can refer to the properties on *callresponse* using dot syntax, as in: `callresponse.UserAnswer`

## 1.5.6 The *syncresponses* Collection

*syncresponses* is a collection, keyed by the names of the `<call>` activities being synchronized by a `<sync>`.

When a `<sync>` activity begins, *syncresponses* is cleared in preparation for new responses. As the `<call>` activities return, responses go into the collection. When the `<sync>` activity completes, *syncresponses* may contain all, some, or none of the desired responses (see *synctimeout*). *syncresponses* is available anywhere inside the `<sequence>` that contains the relevant `<call>` and `<sync>` activities, but goes out of scope outside that `<sequence>`.

To refer to the response value from one of the synchronized calls, use the syntax: `syncresponses.GetAt ( "name" )`

Where the relevant `<call>` was defined as: `<call name="name">`

## 1.5.7 The *synctimeout* Value

*synctimeout* is an integer value that may be 0, 1, or 2. *synctimeout* indicates the outcome of a `<sync>` activity after several calls. You can test the value of *synctimeout* after the `<sync>` and before the end of the `<sequence>` that contains the calls and `<sync>`. *synctimeout* has one of three values:

- If 0, no call timed out. All the calls had time to complete. This is also the value if the `<sync>` activity had no *timeout* set.
- If 1, at least one call timed out. This means not all `<call>` activities completed before the timeout.
- If 2, at least one call was interrupted before it could complete.

*synctimeout* is available to a BPL business process anywhere inside the `<sequence>` that contains the relevant `<call>` and `<sync>` activities, but goes out of scope outside that `<sequence>`. Generally you will test *synctimeout* for status and then retrieve the responses from completed calls out of the *syncresponses* collection. You can refer to *synctimeout* with the same syntax as for any integer variable name, that is: `synctimeout`

## 1.5.8 The *status* Value

*status* is a value of type `%Status` that indicates success or failure.

**Note:** Error handling for a BPL business process happens automatically without your ever needing to test or set the *status* value in the BPL source code. The *status* value is documented here in case you need to trigger a BPL business process to exit under certain special conditions.

When a BPL business process starts up, *status* is automatically assigned a value indicating success. To test that *status* has a success value, you can use the macro `$$$ISOK(status)` in ObjectScript and the method `$SYSTEM.Status.ISOK(status)` in Basic. If the test returns a True value, *status* has a success value.

As the BPL business process runs, if at any time *status* acquires a failure value, Ensemble immediately terminates the business process and writes the corresponding text message to the Event Log. This happens regardless of how *status* acquired the failure value. Thus, the best way to cause a BPL business process to exit suddenly, but gracefully is to set *status* to a failure value.

*status* can acquire a failure value in any of the following ways:

- *status* automatically receives the returned %Status value from any `<call>` that the business process makes to another business host. If the value of this %Status indicates failure, *status* automatically receives the failure value. This is the most common way in which *status* is set, and it happens automatically, without any special statements in the BPL code.
- An `<assign>` activity can set *status* to a failure value. The usual convention for doing this is to use an `<if>` element to test the result of some prior activity, and then within the `<true>` or `<false>` element use `<assign>` to set *status* to a failure value when failure conditions exist.
- Statements within a `<code>` activity can set *status* to a failure value. The BPL business process does not perceive the change in the value of *status* until the `<code>` activity has fully completed. Therefore, if you want a failure *status* to cause an immediate exit from a `<code>` activity, you must place a quit command in the `<code>` activity immediately after setting a failure value for *status*.

To test that *status* has a failure value, use the macro `$$$ISERR(status)` in ObjectScript and the method `$system.Status.IsError(status)` in Basic. If the test returns a True value, *status* has a failure value. You will be able to perform this test only within the body of a `<code>` activity before it returns to the main BPL business process, since the business process will automatically quit with an error as soon as it detects that *status* has acquired a failure value following any `<call>`, `<assign>`, or `<code>` activity.

*status* is available to a BPL business process anywhere inside the `<process>`. You can refer to *status* with the same syntax as for any variable of the %Status type, that is: *status*

**CAUTION:** Like all other execution context variable names, *status* is a reserved word in BPL. Do not use it except as described in this topic.

## 1.5.9 The process Object

The *process* object represents the current instance of the BPL business process object. The *process* object is provided so that you can invoke any business process method, such as `SendRequestSync()` or `SendRequestAsync()`, from any context within the flow of the BPL business process, for example from within the text block of a `<code>` activity.

The *process* object is available to a BPL business process anywhere inside the `<process>` element, but is typically needed only within the `<code>` activity. You can refer to methods of the *process* object using dot syntax and the method name, as in: `process.SendRequestSync()` or `process.ClearAllPendingResponses`

## 1.6 BPL Business Process Example

The following sample business process is similar to a class in the sample production package Demo.Loan in the ENSDEMO namespace. In this business process, three different banks can be consulted for prime rate and credit approval information.

```
/// Loan Approval Business Process for Bank Soprano.
/// Bank Soprano simulates a bank with great service but
/// somewhat high interest rates.
```

```
Class Demo.Loan.BankSoprano Extends Ens.BusinessProcessBPL
{
XData BPL
{
<process request="Demo.Loan.Msg.Application"
    response="Demo.Loan.Msg.Approval">

    <context>
        <property name="CreditRating" type="%Integer"/>
        <property name="PrimeRate" type="%Numeric"/>
    </context>

    <sequence>

    <trace value='"received application for "._request.Name"/>

    <assign name='Init Response'
        property="response.BankName"
        value='"BankSoprano"'>
        <annotation>
            <![CDATA[Initialize the response object.]]>
        </annotation>
    </assign>

    <call name="PrimeRate"
        target="Demo.Loan.WebOperations"
        async="1">
        <annotation>
            <![CDATA[Send an asynchronous request for the Prime Rate.]]>
        </annotation>
        <request type="Demo.Loan.Msg.PrimeRateRequest"/>
        <response type="Demo.Loan.Msg.PrimeRateResponse">
            <assign property="context.PrimeRate"
                value="callresponse.PrimeRate"/>
        </response>
    </call>

    <call name="CreditRating"
        target="Demo.Loan.WebOperations"
        async="1">
        <annotation>
            <![CDATA[Send an asynchronous request for the Credit Rating.]]>
        </annotation>
        <request type="Demo.Loan.Msg.CreditRatingRequest">
            <assign property="callrequest.TaxID" value='request.TaxID'/>
        </request>
        <response type="Demo.Loan.Msg.CreditRatingResponse">
            <assign property="context.CreditRating"
                value="callresponse.CreditRating"/>
        </response>
    </call>

    <sync name='Wait'
        calls="PrimeRate,CreditRating"
        type="all"
        timeout="10">
        <annotation>
            <![CDATA[Wait for the response from the async requests.
                Wait for up to 10 seconds.]]>
        </annotation>
    </sync>

    <switch name='Approved?'>

        <case name='No PrimeRate'
            condition='context.PrimeRate="">
            <assign name='Not Approved'
                property="response.IsApproved"
                value="0"/>
        </case>

        <case name='No Credit'
            condition='context.CreditRating="">
            <assign name='Not Approved'
                property="response.IsApproved"
                value="0"/>
        </case>

        <default name='Approved' >
            <assign name='Approved'
                property="response.IsApproved"
                value="1"/>
            <assign name='InterestRate'
                property="response.InterestRate"
```

```
        value="context.PrimeRate+10+(99*(1-(context.CreditRating/100)))">
        <annotation>
        <![CDATA[Copy InterestRate into response object.]]>
        </annotation>
    </assign>
</default>

</switch>

<delay
    name='Delay'
    duration="2+($zcrc(request.Name,4)#5)">
    <annotation>
    <![CDATA[Wait for a random duration.]]>
    </annotation>
</delay>

<trace value='"application is "
    _$s(response.IsApproved:"approved for "_response.InterestRate_"",
    1:"denied")' />

</sequence>
</process>
}

}
```





# 2

## Using the Business Process Designer

The Business Process Designer is a tool that permits you to create a BPL business process as a visual diagram. When you save a diagram from the Business Process Designer, it generates a class description — that is, a text document — in correct BPL syntax. The BPL diagram and the BPL document are equally valid descriptions of the same BPL business process class.

When you open a BPL business process in the Management Portal or Studio, or when you create a new BPL business process using a wizard, its BPL diagram displays in the Business Process Designer. To the right of the diagram is a pane containing a set of property tabs; you can expand and collapse this right pane as desired using the double arrow icons. The following sections describe the details of using the BPL designer tool.

- [BPL Designer Toolbar](#)
- [BPL Diagram](#)
- [BPL Designer Property Tabs](#)
- [Notes on Creating BPL in Studio](#)










### 2.1 BPL Designer Toolbar

The ribbon bar of the **Ensemble Business Process Designer** page contains the options and commands that form the BPL designer toolbar:



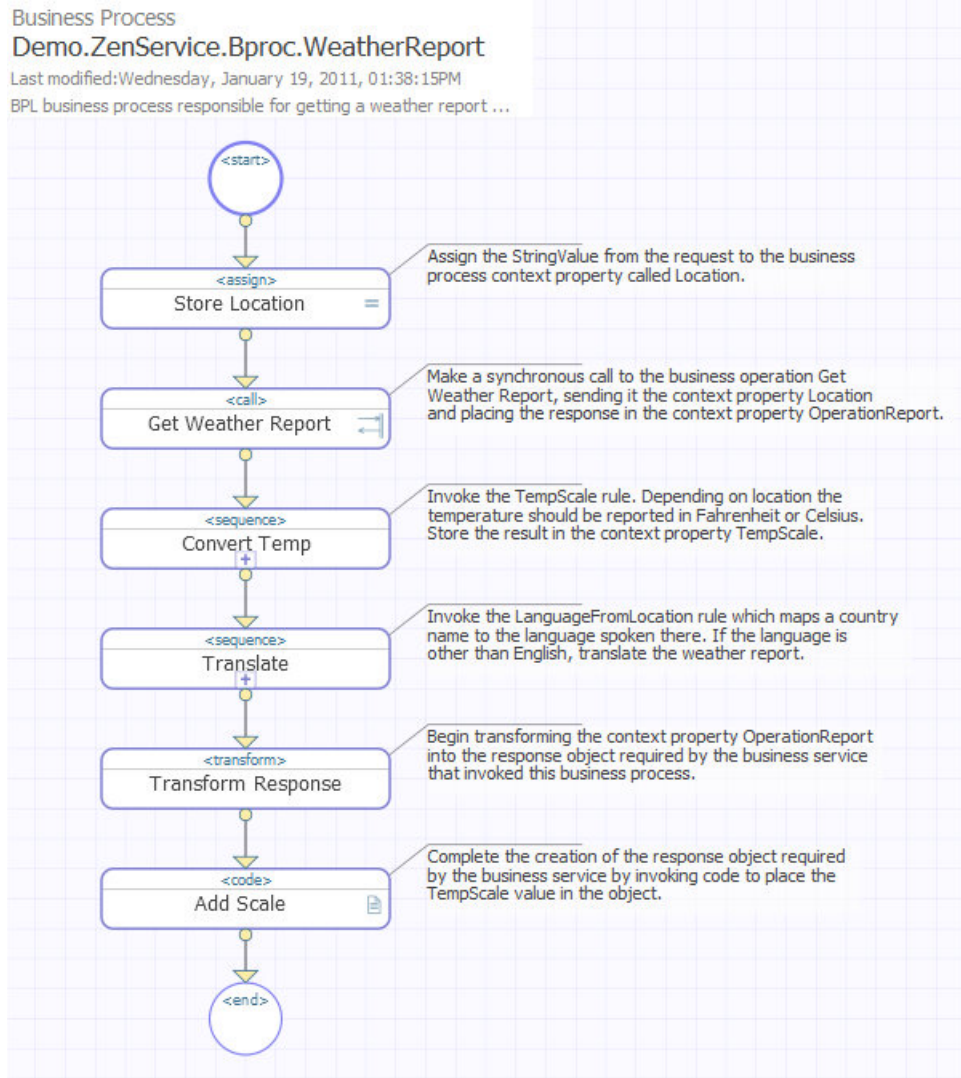
Commands that are not valid at the focus of the diagram appear dimmed. The following table describes the action you initiate for each command and, if applicable, provides a link to a detailed description of the process.

Command	Description
New	Launch the <a href="#">Business Process Wizard</a> to create a new BPL business process.
Open	Launch the <b>Finder Dialog</b> to choose an existing BPL business process class to load and begin editing using the Business Process Designer.
Save	Save any changes you have made to the business process diagram.
Save As	Save your changes as a new BPL business process class.
Compile	Compile the BPL business process class.

Command	Description
<b>100%</b>	Choose from a list of percentage values to shrink or enlarge the size of the BPL diagram. Choose a large factor to view details, a small factor to gain an overview.
<b>Add Activity</b>	Choose a BPL element from the list of activities to add to your BPL diagram as described in the <a href="#">Adding Activities to BPL</a> section.
<b>Group Items</b>	Group the selected items to form a group diagram, into which you can drill down for details; the group is represented as one shape on the higher level diagram. You can select whether to group the selected elements as a <sequence>, as a specific type of loop: <foreach>, <while>, or <until>, or as a <scope> or <flow> element.
	Undo your most recent action, such as adding, moving, or editing an activity.
	Remove the selected item from the diagram. You can select one activity at a time by clicking on it. The selected activity changes color to yellow.
	Cut the selected items and places them on the BPL clipboard.
	Copy the selected items to the BPL clipboard.
	Paste items from the BPL clipboard at the selected location.
	Display the BPL diagram of the activity details that you have grouped together. This drills down into a nested diagram. Only available for a shape representing a group (you can also click the plus sign in at the bottom of the shape).
	Display the current group as a single shape in the higher level diagram. This drills up the nested diagram. Only available if you have previously drilled down into a group.
	Arrange the layout of items in the diagram; this aligns shapes in the diagram without changing the underlying BPL document.
	Display a printer friendly version of the diagram in a new browser page.

## 2.2 BPL Diagram

The left pane below the ribbon bar displays the BPL diagram which consists of shapes that correspond to activities in a BPL file, with additional shapes and connections that correspond to logic in the BPL file. The following is a sample BPL diagram.



To view a similar diagram, click **Open** on the **Business Process Designer** page and navigate to the Demo.ZenService.Bproc.WeatherReport BPL business process class in the ENSDEMO namespace using the Finder Dialog. The class opens to the BPL diagram view.

### Editing Tips

When using the Business Process Designer to work with a BPL diagram, you can:

- Select a shape by clicking it.
- Select multiple shapes by holding down the **Ctrl** key while selecting.
- Connect one element to another by clicking on its input or output connection point and dragging to the desired element. The Business Process Designer does not allow you to make an illegal connection.
- Display or edit the properties of an element by selecting it and viewing its properties in the **Activity** tab to the right. You can also select a connector to see its properties; click the other property tabs to see the properties of the process itself.
- Insert and connect a new shape in one operation: select the connector between the two elements where the new shape should go, then add an activity. The new shape appears between the existing elements with connections automatically in place.






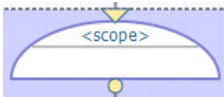




- Automatically validate activities as you add them to the diagram. If Ensemble detects an element with a logical error, it displays a red warning on the **Activity** tab for the element along with the reason for the error.


The following topics provide details about the diagram and how it represents the different elements of BPL.

- [BPL Diagram Shapes](#)
- [BPL Diagram Connections](#)
- [BPL Diagram Layout](#)
- [Drilling Down in a BPL Diagram](#)












## 2.2.1 BPL Diagram Shapes

A BPL diagram uses certain shapes to indicate that a BPL element is present in the code.

BPL Shape	Meaning	Example
	Activity *	<assign>, <call>, <sync>, and most others.
	Loop	<foreach>, <while>, or <until>. Reveal the loop details by clicking on the arrow at the bottom of the shape, or by clicking  .
	Sequence	<catch>, <catchall>, or <sequence>. Reveal the sequence by clicking on the plus sign at the bottom of the shape, or by selecting the shape, or by clicking  .
	Scope	The start of a BPL <scope> for error handling purposes. A shaded rectangular background encloses all the BPL elements that fall within this <scope>. If the <scope> includes a <faulthandlers> element, the rectangle includes a horizontal dashed line across the middle; the area below this line displays the contents of the <faulthandlers>. For examples, see the chapter " <a href="#">Handling Errors in BPL.</a> "
	Decision	The start of an <if>, <switch>, or <branch>.
	Special	<alert>, <reply>, or <label>.
	Split	The start of a BPL <flow> element, where various logical paths diverge from a single point
	Join	The end of any branching element — <if>, <flow>, <branch>, <scope>, or <switch> — where all possible paths come together.

BPL Shape	Meaning	Example
	Start/End	The start or end of a BPL diagram.

\* Many activity shapes display an icon, as shown in the right portion of the <call> activity box. The following table lists and describes the meaning of these icons.

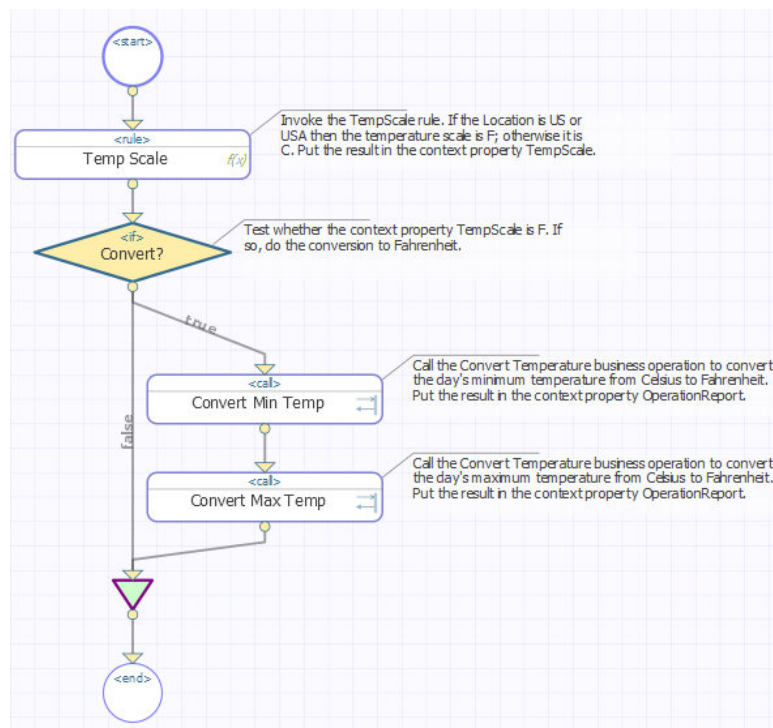
Icon	BPL Element	Icon	BPL Element	Icon	BPL Element
	<assign>		<code>		<sql>
	Asynchronous <call>		<delay>		<sync>
	Synchronous <call>		<milestone>		<trace>
	<catch>		<rule>		

In general the interior color of a BPL diagram shape is white, with a blue outline. If the shape is in error, its outline is red. If the shape is disabled, its interior color is gray, with a gray outline.

When you click a shape in a BPL diagram, it becomes selected. Its attributes display in the **Activity** tab, where you can edit their values. Its interior color changes to yellow. If it is in error, its outline remains red; if not, its outline changes to a bolder blue. When you select a disabled shape it shows a dotted outline.

You can select multiple shapes by holding down the **Ctrl** key while clicking on shapes. To clear the selection of a shape, click on it while it is selected.

When a shape represents a complex activity such as <if> or <switch> that has multiple branches, joins, or other types of related shapes elsewhere in the BPL diagram, clicking on one of these shapes highlights the related shapes in green with a purple outline. Clicking on a <sync> element highlights the <call> elements that it synchronizes. Clicking on an <if> shape highlights the Join where the <true> and <false> branches come together, and so on. For example:



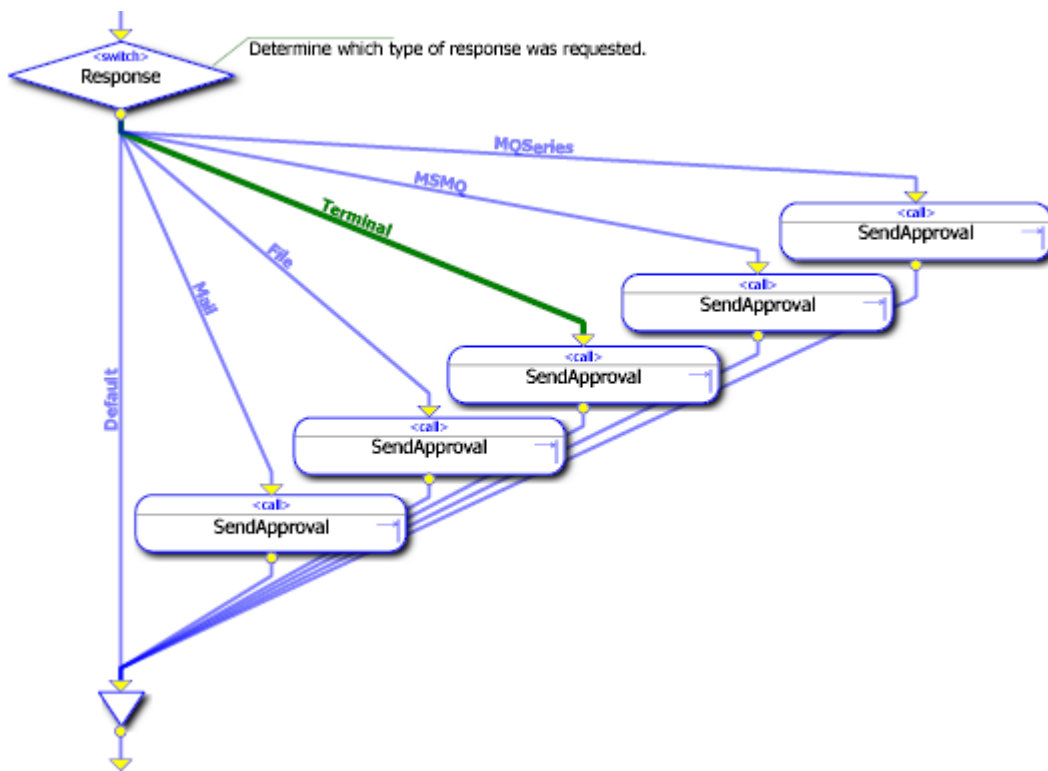
## 2.2.2 BPL Diagram Connections

In a BPL diagram, the lines between shapes specify logical relationships and sequencing among the elements. These lines are called connections. The start of each line is a circular *nub* and the end is a triangular point. One triangular *input* nub and one circular *output* nub are built into each shape that you add to the BPL diagram.

You can connect one shape to another by clicking on its input or output nub and dragging the cursor to the desired shape. When you release the mouse, a connection appears. Another way to connect shapes is to insert and auto-connect a new shape in one step. Select the two elements on either side of where the new shape should go. You can select multiple elements by holding down the **Ctrl** key while clicking on the shapes. If two elements are selected with no existing connection between them, you can add a new shape and it appears between the existing elements, with connections automatically in place. To add a new shape between two connected elements, click on the connection to highlight it, then add the new element. The new shape appears between the existing elements, with connections automatically in place.


Once two shapes are connected, the connection is preserved no matter where you drag the respective shapes. You can drag shapes to any layout position you wish, within the same diagram. Connections reroute automatically, and the underlying BPL document is not changed. On the other hand, if you change the logic of the connections, for example to reorder calls, create loops, or cut and paste, then the underlying BPL document *does* change to reflect your actions in the Business Process Designer.

Within a <switch> activity, each possible path is automatically labeled with the corresponding <switch> value. All of the possible paths from a <switch> activity converge at a Join shape before a single arrow connects from the Join shape to the next activity in the BPL diagram.

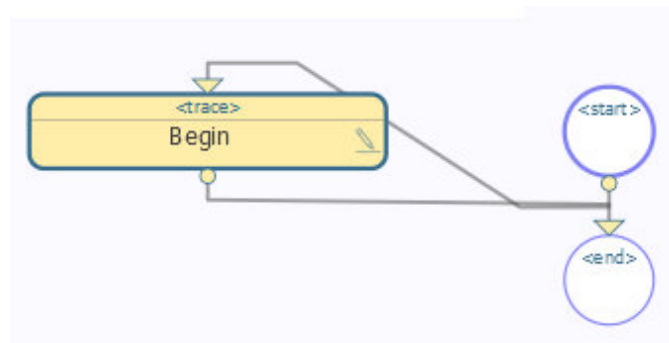



The Business Process Designer provides many types of validation of your diagram as you work on it. One useful validation feature is that the editor detects if the output branches of an <if>, <flow>, or <switch> element are connected to the wrong Join shape in the diagram. If so, the connector that is in error displays in red until you correct the diagram.

## 2.2.3 BPL Diagram Layout

After you add shapes or create new connections, you can tidy the diagram by clicking the arrange icon  on the tool bar.

For example, if you do not have the auto arrange feature set in your preferences, when you add a shape to a BPL diagram it looks something like the following figure.



When you click the auto arrange tool  the shapes are aligned as shown in the following figure.

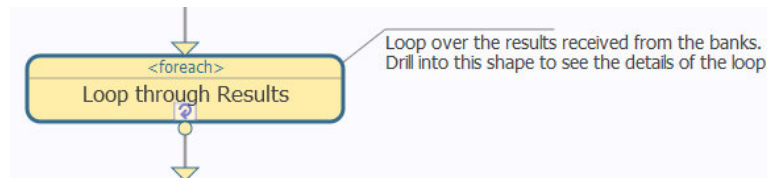




If you want your diagrams to always use this type of structured layout, select the **Auto arrange** check box on the **Preferences** tab.

By default, when you open a BPL diagram in the Business Process Designer for the first time, the auto arrange feature is enabled. This choice may or may not be appropriate for a particular drawing. You can disable automatic arrangement to ensure that your diagram always displays with exactly the layout you want by clearing the **Auto arrange** check box on the **Preferences** tab. This way, when the diagram is displayed in the Business Process Designer, it does not take on any layout characteristics except what you have specified.

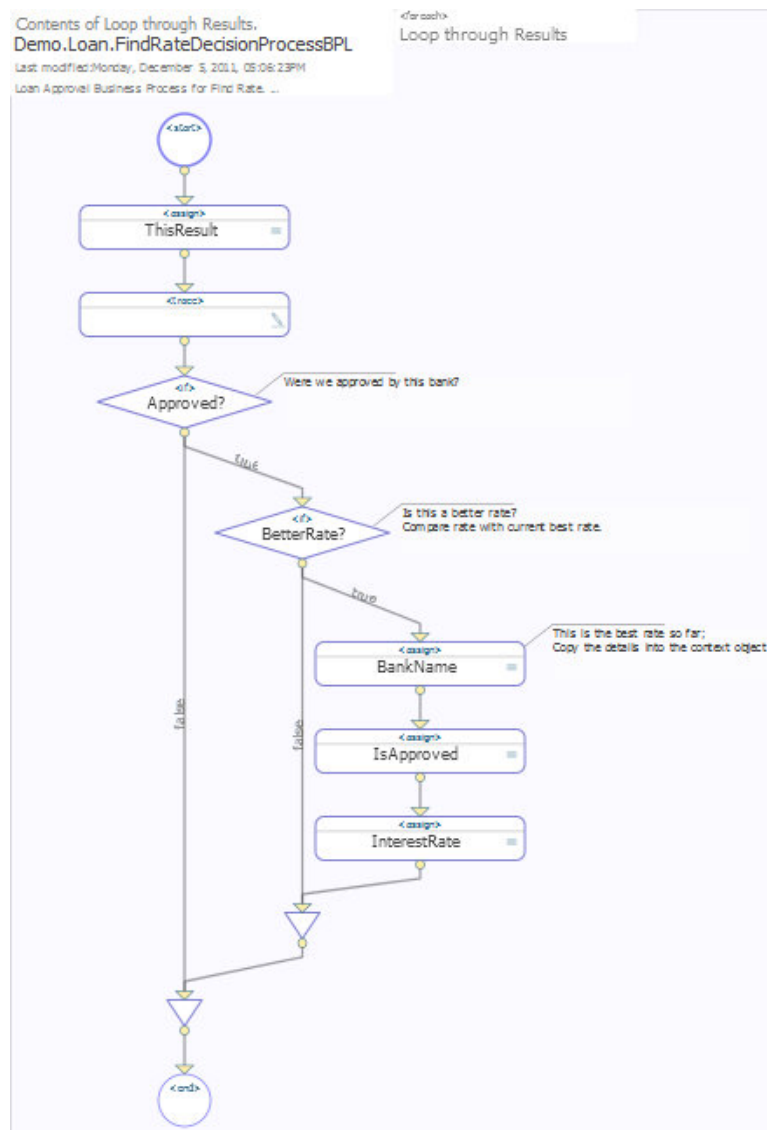
## 2.2.4 Drilling Down into a BPL Diagram

A loop activity displays a cyclic arrow to indicate that it provides drill-down details. The following is an example of the `<foreach>` loop activity. Others include `<while>` and `<until>`. For example:



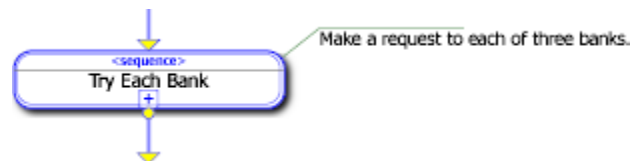
If you select the loop activity and then click the  tool or click the  in the loop shape, a BPL diagram of the loop displays. This is a full BPL diagram showing all the logic between the start and end of the loop. For example:



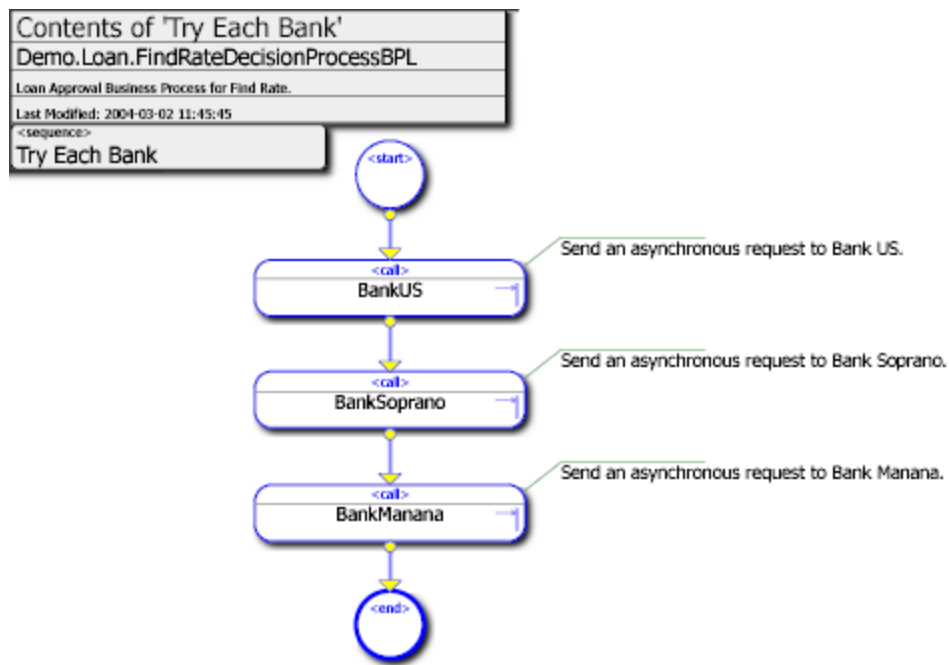


To return to the higher logical level, where one shape represents the entire loop, click the tool.

A sequence displays a plus sign to indicate that it, too, can provide drill-down details. For example:



When you drill down into a sequence, the resulting BPL diagram shows all the logic between the start and end of the sequence. To return to the higher logical level, where one shape represents the entire sequence, click the tool. For example:



If there is an error anywhere in a lower-level diagram, the Business Process Designer highlights the group shape (<foreach>, <sequence>, <while>, or <until>) in red. To fix the error, you must drill down into the group shape to see the activity that has the error highlighted in red in the lower-level diagram.

## 2.3 Adding Activities to a BPL Diagram

The **Add Activity** list is available in the Business Process Designer toolbar whenever you have a BPL diagram open in the Management Portal or Studio. When you click on an item in this list, you add its shape to the BPL diagram. The list is divided into the following categories:

- Activities

Adds this Activity	View documentation for this element
Alert	<alert>
Assign	<assign>
Break	<break>
Call	<call>
Code	<code>
Continue	<continue>
Delay	<delay>
Empty	<empty>
Reply	<reply>
Rule	<rule>
SQL	<sql>

Adds this Activity	View documentation for this element
Sync	<a href="#">&lt;sync&gt;</a>
Trace	<a href="#">&lt;trace&gt;</a>
Transform	<a href="#">&lt;transform&gt;</a>
XPATH	<a href="#">&lt;xpath&gt;</a>
XSLT	<a href="#">&lt;xslt&gt;</a>

- Decisions and Placeholders

Adds this Decision	View documentation for this element
If	<a href="#">&lt;if&gt;</a>
Switch	<a href="#">&lt;switch&gt;</a>
Branch	<a href="#">&lt;branch&gt;</a>
Label	<a href="#">&lt;label&gt;</a>
Milestone	<a href="#">&lt;milestone&gt;</a>

- Logic

Adds this Logic	View documentation for this element
Flow	<a href="#">&lt;flow&gt;</a>
Join	(required for the diagram, no corresponding BPL element)
Scope	<a href="#">&lt;scope&gt;</a>
Sequence	<a href="#">&lt;sequence&gt;</a>

- Loops

Adds this Loop	View documentation for this element
ForEach	<a href="#">&lt;foreach&gt;</a>
While	<a href="#">&lt;while&gt;</a>
Until	<a href="#">&lt;until&gt;</a>

- Error Handling

Adds this Loop	View documentation for this element
Throw	<a href="#">&lt;throw&gt;</a>
Catch	<a href="#">&lt;catch&gt;</a>
Catch All	<a href="#">&lt;catchall&gt;</a>
Compensate	<a href="#">&lt;compensate&gt;</a>
Compensation Handler	<a href="#">&lt;compensationhandlers&gt;</a>

When you add an element to the diagram, the **Activity** tab displays with the properties applicable to the element. At the top of the tab is the corresponding BPL element and a description along with an active link to the BPL reference entry for that element. This is the most accurate place to get information about the settings that follow.

Except for the <start> and <end> shapes, the following settings are common to all elements:

**Name**

Enter a name for the caption inside the shape.

**x**

The x axis coordinate for the location of the selected shape in the diagram.

**y**

The y axis coordinate for the location of the selected shape in the diagram.

**Disabled**

Select this check box to disable the activity; clear it to enable. The default is enabled.

**Annotation**

Enter text to appear as comments next to the shape in the diagram.

**Note:** The <start> and <end> shapes only have the x and y coordinates, so you can move them manually if you wish.

## 2.3.1 Adding a Call Activity

A common task in a BPL business process is to add a Call activity. The following information is necessary to properly create a new <call> to one of the available business processes or business operations in the production:

- Input
- Output
- Name
- Target
- Request

## 2.4 BPL Designer Property Tabs

To the right of the BPL diagram is a pane containing a set of property tabs; you can expand and collapse this right pane as desired using the double arrow icons. Three of the tabs relate to the BPL business process itself and one relates to the selected shape:

- **General** — contains settings for the overall definition of the BPL business process. See [Setting General Properties of the BPL Business Process](#).
- **Context** — provides the interface for [defining the context object](#) for this BPL business process.
- **Activity** — contains settings for the selected item in the BPL diagram; the [Adding Activities to a BPL Diagram](#) section discusses the contents of this tab in detail.

- **Preferences** — contains settings pertaining to the appearance of the BPL diagram. See [Setting BPL Diagram Preferences](#) for details.

## 2.4.1 Setting General Properties of the BPL Business Process

The **General** tab contains the following settings that apply to the BPL business process:

- **Language** — Select either **ObjectScript** or **Basic** for the language of all code included in the BPL.
- **Layout** — Select either **Automatic** or **Manual** for the size of the diagram. If you select **Manual** you can enter a **Width** and **Height**.
- **Annotation** — Enter text to include in the class description.
- **Includes** — An optional comma-delimited list of include file names, so that you can use macros in your `<code>` segments.
- **Version** — Enter an optional version number of the BPL diagram
- **Is component** — If true, include this process in the component library where it can be called by other processes.

See the `<process>` entry in the *Ensemble Business Process Language Reference* for details on these properties.

## 2.4.2 Defining the context Object

You can define the context object of a BPL business process from the **Context** tab of the Business Process Designer. You can click the magnifying glass to launch the Finder Dialog for each of the following fields:

- **Request Class** — Choose the class of the incoming request for this process.
- **Response Class** — Choose the class of the response returned by this process.
- **Context Superclass** — Use this option to provide custom context properties, in a different way than adding to the **Context properties** list, described next. To use **Context Superclass**, create a custom subclass of `Ens.BP.Context`. In this subclass, define class properties to use as context properties. Use the name of this class as the value of **Context Superclass** in the business process. Then when you create `<assign>` actions, for example, you can choose these custom properties in addition to the standard properties of the *context* object.

You can add to the list of **Context properties** by clicking the plus sign to launch the Business Process Context Property wizard. Then enter values in the following fields:

- **Property Name** — Must be a valid identifier.
- Choose if the property data is one of the following: **Single Value**, **List Collection**, or **Array Collection**
- **Property Type** — Type of this property including parameters.  
Enter a data type class name in the **Type** field or click the magnifying glass to browse for a class you want to use as a data type.
- **Default Value** (ignored for collections) — Enter an initial expression for a single value data type.
- **Instantiate** — Select this check box for object-valued properties if you want the object to be instantiated when it is created.
- **Description** — Enter an optional description of the context property.

Click **OK** to save your changes, **Cancel** to discard them. The Business Process Designer generates the necessary `<context>` and `<property>` elements in the BPL code.

To set property parameters such as `MINVAL`, `MAXVAL`, `MINLEN`, `MAXLEN`, or others in the *Business Process Designer*, add data type parameters to a *context* property when you first add the property, or at any subsequent time, by inserting a

comma-separated list of parameters enclosed in parentheses after the data type class name. That is, rather than simply entering `%String` or `%Integer`, you can enter data types such as:

```
%String(MAXLEN=256)
%Integer(MINVAL=0,MAXVAL=100)
%String(VALUELIST=" ,Buy,Sell,Hold" )
```

The Business Process Designer generates the necessary `<parameters>` element in the BPL code.

Once you have defined properties on the *context* object, you can refer to them anywhere in BPL using ordinary dot syntax and the property name, as in: `context.MyData`


For reference details, see the following resources:

- Typically you choose the property type from the system library of data types described in “Data Types” in *Using Caché Objects*. These include `%String`, `%Integer`, `%Boolean`, etc.
- System data types have optional parameters. For details, see the Parameters section in the chapter “Data Types” in *Using Caché Objects*. These include the *MINLEN* and *MAXLEN* parameters that set the minimum and maximum allowed lengths of a `%String` property. The default maximum `%String` length is 50 characters; you can reset this by setting the *MAXLEN* for that `%String` property to another value.

By default, the *ruleContext* passed to the rule is the business process execution context. If you specify a different object as a context, there are some restrictions on this object: It must have a property called `%Process` of type `Ens.BusinessProcess`; this is used to pass the business process calling context to the rules engine. You do not need to set the value of this property, but it must be present. Also, the object must match what is expected by the rule itself. No checking is done to ensure this; it is up to the developer to set this up correctly.

## 2.4.3 Setting BPL Diagram Preferences

The **Preferences** tab contains the following settings that apply to the appearance of the BPL diagram:

- **Gridlines** — Select one of the following choices for the appearance of the grid lines on the diagram: **None**, **Light**, **Medium**, or **Dark**.
- **Show annotations** — Reveal or conceal the text notes that explain each shape. When you reveal annotations, they appear to the upper right of each shape that has an `<annotation>` element in the BPL document.
- **Auto arrange** — Cause each new shapes in the diagram to automatically conform to a structured arrangement without needing to select  after adding each shape.

Changing the position of shapes does not change the underlying BPL code. Only a change to the connecting lines changes the code.


## 2.5 Notes on Creating BPL in Studio

When you save a diagram from the Business Process Designer, it generates a class description — that is, a text document — in correct BPL syntax. The BPL diagram and the BPL document are equally valid descriptions of the same BPL business process class. Studio recognizes each format interchangeably. A change to one automatically generates a change to the other. Therefore, while viewing the class in Studio, you can switch between diagram and text views of the BPL document

by clicking  **View Other Code** or pressing **Ctrl-Shift-V**.

**Note:** When switching from the text view to the graphical view, sometimes it is necessary to close and reopen the class to see the graphical view again.

Some of the tools in the Management Portal do not appear with the others; existing Studio commands provide the same functions.

Command	Studio Equivalent
<b>New</b>	On the <b>File</b> menu, click <b>New</b> and then click <b>Business Process</b> on the <b>Production</b> tab.
<b>Open</b>	On the <b>File</b> menu, click <b>Open</b> to launch the finder dialog to choose an existing BPL business process class to load and begin editing using the Business Process Designer.
<b>Save</b>	On the <b>File</b> menu, click <b>Save</b> to save any changes you have made to the business process diagram.
<b>Save As</b>	On the <b>File</b> menu, click <b>Save As</b> to save your changes as a new BPL business process class.
<b>Compile</b>	On the <b>Build</b> menu, click <b>Compile</b> to compile the BPL business process class.
	On the <b>File</b> menu, click <b>Print</b> to open the Print dialog.

You can export a BPL diagram to an XML file which can later be imported back into another Ensemble installation. The rules for doing this are the same as for importing or exporting any other Ensemble class to a file: In Studio, use the **Tools Export** and **Tools Import** commands.

## Defining the context Object

There are tasks you can do in the BPL code when defining the context object:

In *BPL code*, insert `<property>` elements inside the `<context>` element, one for each property, as described in the [Ensemble Business Process Language Reference](#).

To set property parameters such as MINVAL, MAXVAL, MINLEN, MAXLEN, or others in *BPL code*, you must allow the `<property>` element to specify the data type with its *type* attribute (class name only!) and include a `<parameters>` element inside the `<property>` element to describe any data type parameters that you want to include, as described in the [Ensemble Business Process Language Reference](#). For example:

```
<context>
  <property name='Test' type='%Integer' initialexpression='342' >
    <parameters>
      <parameter name='MAXVAL' value='1000' />
    </parameters>
  </property>
  <property name='Another' type='%String' initialexpression='Yo' >
    <parameters>
      <parameter name='MAXLEN' value='2' />
      <parameter name='MINLEN' value='1' />
    </parameters>
  </property>
</context>
```





# 3

## Syntax Rules

This chapter describes the syntax rules for referring to properties and for creating expressions within various BPL activities. It contains the following sections:

- [References to Message Properties](#)
- [Literal Values](#)
- [Valid Expressions](#)
- [Indirection](#)

### 3.1 References to Message Properties

In activities within a BPL process, it may be necessary to refer to properties of the message. The rules for referring to a property are different depending on the kind of messages you are working with.

- For messages other than virtual documents, use syntax like the following:

```
message.propertyname
```

Or:

```
message.propertyname.subpropertyname
```

Where *propertyname* is a property in the message, and *subpropertyname* is a property of that property.

- For virtual documents other than XML virtual documents, use the syntax described in “[Syntax Guide for Virtual Property Paths](#)” in *Ensemble Virtual Documents*.
- For XML virtual documents, see the [Ensemble XML Virtual Document Development Guide](#).

### 3.2 Literal Values

When you assign a value to a property, you often specify a literal value. Literal values are also sometimes suitable in other places, such as the value in a **trace** action.

A literal value is either of the following:

- A numeric literal is just a number. For example: 42.3
- A string literal is a set of characters *enclosed by double quotes*. For example: "ABD"

**Note:** This string cannot include XML reserved characters. For details, see “[XML Reserved Characters](#).”

For virtual documents, this string cannot include separator characters used by that virtual document format. See “[Separator Characters in Virtual Documents](#)” and “[When XML Reserved Characters Are Also Separators](#).”

**Important:** Due to the limitations of single-byte encoding format for HL7, the numeric value in character codes in literal strings placed in HL7 messages can be no higher than the decimal value 255 or hexadecimal x00FF.

## 3.2.1 XML Reserved Characters

Because BPL processes are saved as XML documents, you must use XML entities in the place of XML reserved characters:

To include this character...	Use this XML entity...
>	&gt;
<	&lt;
&	&amp;
'	&apos;
"	&quot;

For example, to assign the value Joe’s “Good Time” Bar & Grill to a property, set **Value** equal to the following:

```
"Joe&apos;s &quot;Good Time&quot; Bar &amp; Grill"
```

This restriction does not apply inside `<code>` and `<sql>` activities, because Ensemble automatically wraps a CData block around the text that you enter into the editor. (In the XML standard, a CData block encloses text that should not be parsed as XML. Thus you can include reserved characters in that block.)

## 3.2.2 Separator Characters in Virtual Documents

In most of the virtual document formats, specific characters are used as separators between segments, between fields, between subfields, and so on. If you need to include any of these characters as literal text when you are setting a value in the message, you must instead use the applicable escape sequence, if any, for that document format.

These characters are documented in the applicable books. For details, see:

- “[Separators](#)” in the reference section of the *Ensemble HL7 Version 2 Development Guide*
- “[Separators](#)” in the reference section of the *Ensemble ASTM Development Guide*
- “[Separators](#)” in the reference section of the *Ensemble EDIFACT Development Guide*
- “[Separators](#)” in the reference section of the *Ensemble X12 Development Guide*

## 3.2.3 When XML Reserved Characters Are Also Separators

- If the character (for example, &) is a separator and you want to include it as a literal character, use the escape sequence that applies to the virtual document format.

- In all other cases, use the XML entity as shown previously in “[XML Reserved Characters](#).”

### 3.2.4 Numeric Character Codes

You can include decimal or hexadecimal representations of characters within literal strings.

The string `&#n;` represents a Unicode character when *n* is a decimal Unicode character number. One example is `&#233;` for the Latin e character with acute accent mark (é).

Alternatively, the string `&#xh;` represents a Unicode character when *h* is a hexadecimal Unicode character number. One example is `&#x00BF;` for the inverted question mark (¿).

## 3.3 Valid Expressions

When you assign a value to a property, you can specify an expression, in the language that you selected for the BPL process. You also use expressions in other places, such as the condition for an `<if>` activity, the value in a `<trace>` activity, statements in a `<code>` activity, and so on.

The following are all valid expressions:

- Literal values, as described in the [previous section](#).
- Function calls (Ensemble provides a set of utility functions for use in business rules and data transformations. For details, see “[Ensemble Utility Functions](#)” in *Developing Business Rules*.)
- References to properties, as described in “[References to Properties](#).”
- Any expression that combines these, using the syntax of the scripting language you chose for BPL process. Note the following:
  - In ObjectScript, the concatenation operator is the `_` (underscore) character, as in:  
`value=' "prefix"_source.{MSH:ReceivingApplication}_"suffix" '`  
 In Basic, the concatenation operator is `&` (ampersand).
  - To learn about useful ObjectScript string functions, such as `$CHAR` and `$PIECE`, see the *Caché ObjectScript Reference*. For Basic equivalents, see the *Caché Basic Reference*.
  - For a general introduction, see *Using Caché ObjectScript* or *Using Caché Basic*.

## 3.4 Indirection

Ensemble supports indirection in values for the following BPL element-and-attribute combinations only:

- `<call name=`
- `<call target=`
- `<sync calls=`
- `<transform class=`

The *at sign* symbol, `@`, is the indirection operator.

For example, the `<call>` element supports indirection in the values of the *name* or *target* attributes. The *name* identifies the call and may be referenced in a later `<sync>` element. The *target* is the configured name of the business operation or business process to which the request is being sent. Either of these strings can be a literal value:

```
<call name="Call" target="MyApp.MyOperation" async="1">
```

Or the @ indirection operator can be used to access the value of a context variable that contains the appropriate string:

```
<call name="@context.nextCallName" target="@context.nextBusinessHost" async="1">
```

This book describes @ indirection syntax in the documentation of each element that supports it: `<call>`, `<sync>`, and `<transform>`.

**Important:** BPL and DTL are similar in many ways, but DTL does *not* support indirection.

# 4

## List of BPL Elements

This chapter divides BPL elements into functional groups and explains the purpose of each element:

- [Business Process](#)
- [Execution Context](#)
- [Control Flow](#)
- [Messaging](#)
- [Scheduling](#)
- [Rules and Decisions](#)
- [Data Manipulation](#)
- [User-written Code](#)
- [Logging](#)
- [Error Handling](#)

### 4.1 Business Process

A BPL document consists of a [<process>](#) element and its various child elements. The [<process>](#) element is the container for the business process.

### 4.2 Execution Context

The life cycle of a business process requires it to have certain state information saved to disk and restored from disk, whenever the business process suspends or resumes execution. This feature is especially important for long-running business processes, which may take days or weeks to complete.

A BPL business process supports the business process life cycle with a group of variables known as the *execution context*. The variables in the execution context are automatically saved and restored each time the BPL business process suspends and resumes execution. The variables are:

- *context*

- *request*
- *response*
- *callrequest*
- *callresponse*
- *syncresponses*
- *synctimedout*
- *status*

Most of the execution context variables are automatically defined for the business process. The exception to this rule is the general-purpose container object called *context*, which a BPL developer defines by providing `<context>`, `<property>`, and `<parameters>` elements at the beginning of the BPL document.

For complete details on these variables, see the *Ensemble Business Process Language Reference*.

Also see documentation of the `<assign>` element and see “[Business Process Execution Context](#).”

## 4.3 Control Flow

Within a business process, activities are either executed sequentially or in parallel:

- Sequential execution is specified using the `<sequence>` element
- Parallel execution is specified using the `<flow>` element in combination with `<sequence>` elements.

BPL includes a number of control flow elements that you can use to control the order of execution inside a BPL business process.

BPL Element	Purpose	Description
<code>&lt;branch&gt;</code>	Branch	Conditionally cause an immediate change in the flow of execution.
<code>&lt;break&gt;</code>	Loop	Break out of a loop and exit the loop activity.
<code>&lt;continue&gt;</code>	Loop	Jump to the next iteration within a loop, without exiting the loop.
<code>&lt;flow&gt;</code>	Group	Perform activities in a non-determinate order.
<code>&lt;foreach&gt;</code>	Loop	Define a sequence of activities to be executed iteratively.
<code>&lt;if&gt;</code>	Branch	Evaluate a condition and perform one action if true, another if false.
<code>&lt;label&gt;</code>	Branch	Provide a destination for a conditional branch operation.
<code>&lt;sequence&gt;</code>	Group	Organize one or more calls to other business operations and business processes. Structures parts of the BPL diagram.
<code>&lt;switch&gt;</code>	Branch	Evaluate a set of conditions to determine which of several actions to perform.
<code>&lt;until&gt;</code>	Loop	Define a sequence of activities to be repeatedly executed <i>until</i> a condition is true.
<code>&lt;while&gt;</code>	Loop	Define a sequence of activities to be repeatedly executed <i>as long as</i> a condition is true.

**Note:** BPL business process code can initiate a sudden, but graceful exit by setting the business process execution context variable *status* to a failure value using an `<assign>` or `<code>` statement.

## 4.4 Messaging

BPL includes elements that allow you to make synchronous and asynchronous requests to business operations, and to other business processes.

BPL Element	Purpose
<code>&lt;call&gt;</code>	Send a request and (optionally) receive a response from a business operation or business process. The call may be synchronous or asynchronous.
<code>&lt;request&gt;</code>	Prepare the request for a call to another business operation or business process.
<code>&lt;response&gt;</code>	Receive the response returned from a call to another business operation or business process.
<code>&lt;sync&gt;</code>	Wait for a response from one or more asynchronous calls to other business operations and business processes.
<code>&lt;reply&gt;</code>	Return a primary response from the business process before execution of the process is fully complete.

## 4.5 Scheduling

The `<delay>` element can be used to delay execution of a business process for a specified duration or until a future time.

## 4.6 Rules and Decisions

The `<rule>` element executes a business rule. This element specifies the business rule name, plus parameters to hold the result of the decision and (optionally) the reason for that result.

The parameters for the `<rule>` element can include any property in the general-purpose execution context variable called *context*. Therefore, a typical design approach, for a business process that invokes a rule, is to ensure that the business process accomplishes the following:

1. Provides `<property>` and `<context>` elements so that the *context* object contains properties with appropriate names and types.  
For example, if the rule determines eligibility for a state education loan, you might add properties such as Age, State, and Income.
2. Gathers values for the properties in whatever way you wish, for example by sending requests to business operations or business processes, and as responses return, assigning values to the properties in *context*.
3. Provides a `<rule>` element that invokes a business rule that returns an answer based on these input values.

For details on the execution context variables, see “[Business Process Execution Context](#)” earlier in this book.

For information on creating business rules, see [Developing Business Rules](#).

## 4.7 Data Manipulation

BPL includes several elements that allow you to move data from one location to another. For example, a typical business process makes a series of calls to business operations or other business processes. To set up these calls, as well as to process the data they return, the business process shuffles data between the various execution context variables — *context*, *request*, *response*, and others. This “shuffling” and other data manipulation tasks are accomplished using the elements described below.

BPL Element	Purpose
<assign>	Assign a value to a property.
<sql>	Execute an embedded SQL SELECT statement.
<transform>	Transform one object into another using a data transformation.
<xpath>	Evaluate XPath expressions on a target XML document.
<xslt>	Execute an XSLT transformation to modify a data stream.

## 4.8 User-written Code

For cases where BPL is not expressive enough to solve a specific problem, Ensemble provides mechanisms to embed user-written code within the automatically generated business process code.

BPL Element	Purpose
<code>	Allows you to specify the required code within a CDATA block.
<empty>	Performs no action; acts as a placeholder until code can be written.

## 4.9 Logging

BPL includes elements you can use to log informational and error messages.

BPL Element	Purpose
<alert>	Write a text message to an external alert mechanism.
<milestone>	Store a message to acknowledge a step achieved by a business process.
<trace>	Write a text message to a console window and to the Event Log.

## 4.10 Error Handling

BPL includes elements that you can use to throw and catch faults, and perform compensation for errors or faults. These elements are closely interrelated. For details, see the section “[Handling Errors in BPL](#)” in this chapter. The list of elements is as follows:



BPL Element	Purpose
<catch>	Catch a fault produced by a <throw> element.
<catchall>	Catch a fault or system error that does not match any <catch>.
<compensate>	Invoke a <compensationhandler> from <catch> or <catchall>.
<compensationhandler>	Perform a sequence of activities to undo a previous action.
<compensationhandlers>	Contain one or more <compensationhandler> elements.
<faulthandlers>	Provide zero or more <catch> and one <catchall> element.
<scope>	Wrap a set of activities with its fault and compensation handlers.
<throw>	Throw a specific, named fault.



# 5

## Handling Errors in BPL

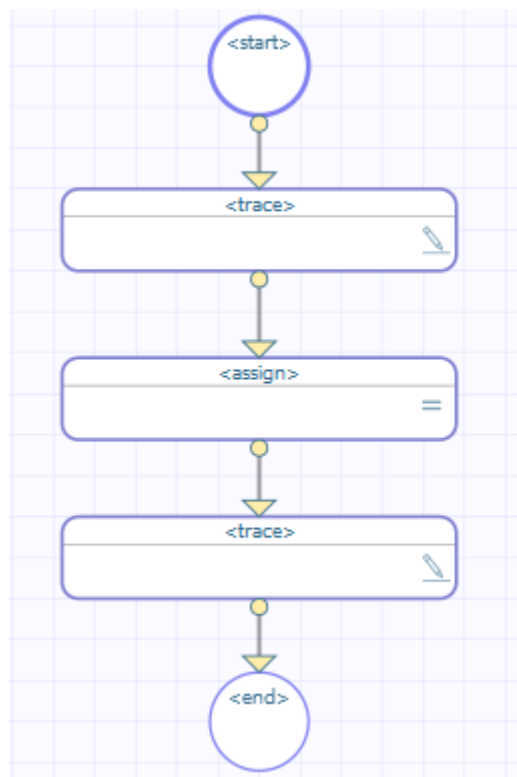
This topic explains how BPL business processes support error handling. BPL provides fault handlers that allow your business process to throw and catch errors, and compensation handlers that allow your business process to specify how it recovers from errors by undoing the actions that led to the error condition.

The BPL elements involved in error handling are `<scope>`, `<throw>`, `<catch>`, `<catchall>`, `<compensate>`, `<compensationhandlers>`, `<compensationhandler>`, and `<faulthandlers>`. This topic introduces these elements and explains how they work together to support the following error handling scenarios:

- [System Error with No Fault Handling](#)
- [System Error with Catchall](#)
- [Thrown Fault with Catchall](#)
- [Thrown Fault with Catch](#)
- [Nested Scopes, Inner Fault Handler has Catchall](#)
- [Nested Scopes, Outer Fault Handler has Catchall](#)
- [Nested Scopes, No Match in Either Scope](#)
- [Nested Scopes, Outer Fault Handler Has Catch](#)
- [Thrown Fault with Compensation Handler](#)

### 5.1 System Error with No Fault Handling

The following is an example of a BPL business process that produces an error condition and provides no error handling:



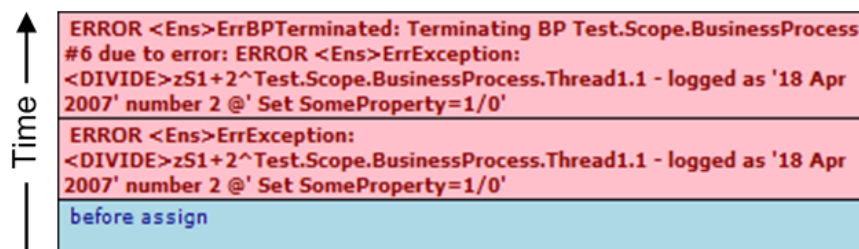
This BPL business process does the following:

1. The first <trace> element generates the message before assign.
2. The <assign> element tries to set SomeProperty equal to the expression 1/0. This attempt produces a divide-by-zero system error.
3. The business process ends and sends a message to the Event Log.

The second <trace> element is never used.

### 5.1.1 Event Log Entries

The corresponding Ensemble Event Log entries look like this.



For background information, see the “[Event Log](#)” chapter in *Managing Ensemble Productions*.

### 5.1.2 XData for This BPL

This BPL is defined by the following XData block:

```

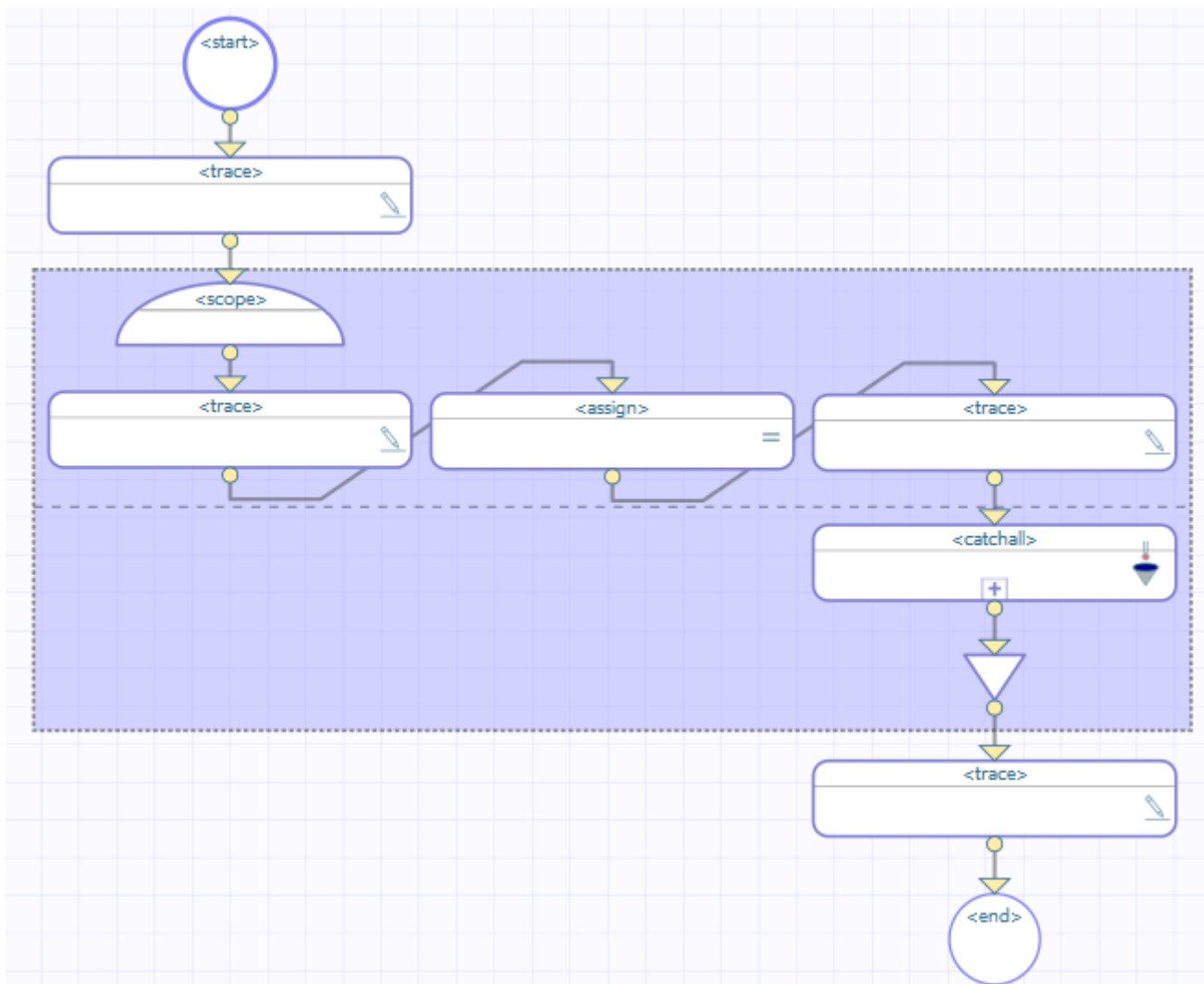
XData BPL
{
<process language='objectscript'
  request='Test.Scope.Request'
  response='Test.Scope.Response' >
  <sequence>
    <trace value='before assign' />
    <assign property='SomeProperty' value='1/0' />
    <trace value='after assign' />
  </sequence>
</process>
}

```

## 5.2 System Error with Catchall

To enable error handling, BPL defines an element called `<scope>`. A scope is a wrapper for a set of activities. This scope may contain one or more activities, one or more fault handlers, and zero or more compensation handlers. The fault handlers are intended to catch any errors that activities within the `<scope>` produce. The fault handlers may invoke compensation handlers to compensate for those errors.

The following example provides a `<scope>` with a `<faulthandlers>` block that includes a `<catchall>`. Because the `<scope>` includes a `<faulthandlers>` element, the rectangle includes a horizontal dashed line across the middle; the area below this line displays the contents of the `<faulthandlers>`.

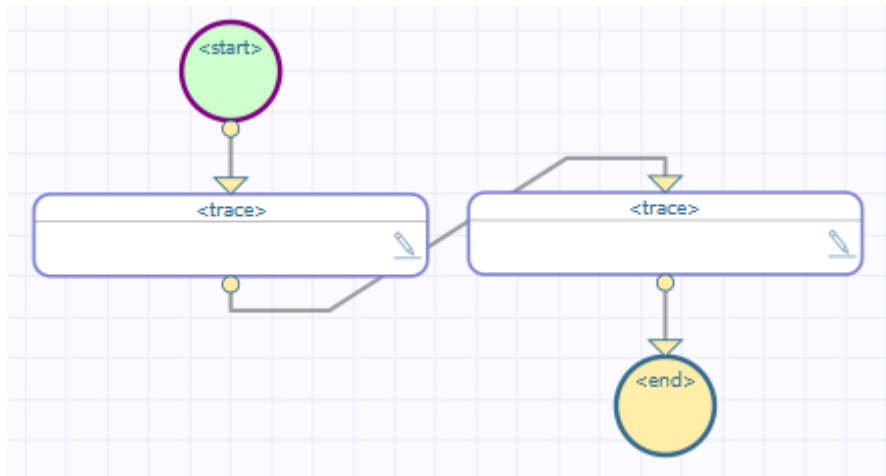


This BPL business process does the following:

1. The first `<trace>` element generates the message before `scope`.
2. The `<scope>` element starts the scope.
3. The second `<trace>` element generates the message before `assign`.
4. The `<assign>` element tries to evaluate the expression `1/0`. This attempt produces a divide-by-zero system error.
5. Control now goes to the `<faulthandlers>` defined within the `<scope>`. The `<scope>` rectangle includes a horizontal dashed line across the middle; the area below this dashed line displays the contents of the `<faulthandlers>` element. In this case, there is no `<catch>`, but there is a `<catchall>` element, so control goes there.

Note that Ensemble skips the `<trace>` element message immediately after the `<assign>` element.

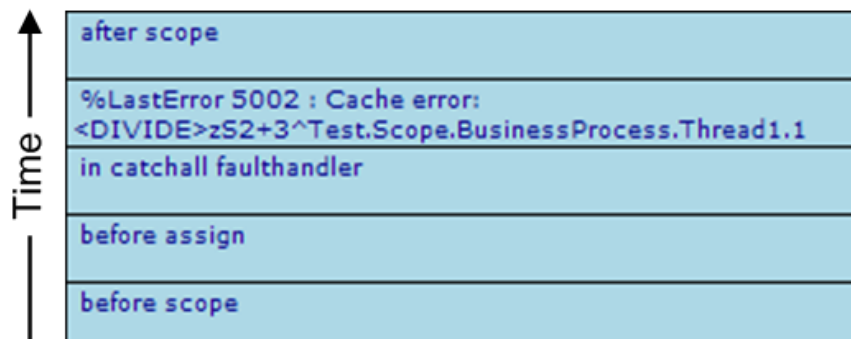
If we drill down into `<catchall>`, we see this:



6. Within `<catchall>`, a `<trace>` element generates the message in `catchall` faulthandler.
7. Within `<catchall>`, another `<trace>` element generates a message that explores the nature of the error using `$System.Status` methods and the special variables `%Context` and `%LastError`. See the details in “[Event Log Entries](#).”
8. The `<scope>` ends.
9. The last `<trace>` element generates the message after `scope`.

## 5.2.1 Event Log Entries

The corresponding Ensemble Event Log entries look like this:



If an unexpected system error occurs, and a `<faulthandlers>` block is present inside a `<scope>`, the BPL business process does *not* automatically place entries in the Event Log as shown in the “[System Error with No Fault Handling](#)” example. Rather, the `<faulthandlers>` block determines what the business process will do. In the current example, it outputs a `<trace>` message that contains information about the error. Event Log entry 4 above is produced by the following statement within the `<catchall>` block:

```
<trace value=
  '%LastError' _
  $System.Status.GetErrorCodes(..%Context.%LastError)_
  " : " _
  $System.Status.GetOneStatusText(..%Context.%LastError)'
/>
```

The BPL context variable `%LastError` always contains a `%Status` value. If the error was an unexpected system error such as `<UNDEF>` this `%Status` value is created from the Error “CacheError,” which has code 5002, and the text of the `$ZERROR` special variable. To get the corresponding error code and text out of `%LastError`, use the `$System.Status` methods **GetErrorCodes** and **GetOneStatusText**, then concatenate them into a `<trace>` string, as shown above.

## 5.2.2 XData for This BPL

This BPL is defined by the following XData block:

```
XData BPL
{
<process language='objectscript'
  request='Test.Scope.Request'
  response='Test.Scope.Response' >
  <sequence>
    <trace value='before scope'/'>
    <scope>
      <trace value='before assign'/'>
      <assign property='SomeProperty' value='1/0'/'>
      <trace value='after assign'/'>
      <faulthandlers>
        <catchall>
          <trace value='in catchall faulthandler'/'>
          <trace value=
            '%LastError' _
            $System.Status.GetErrorCodes(..%Context.%LastError)_
            " : " _
            $System.Status.GetOneStatusText(..%Context.%LastError)'
          />
        </catchall>
      </faulthandlers>
    </scope>
    <trace value='after scope'/'>
  </sequence>
</process>
}
```

## 5.3 Thrown Fault with Catchall

When a `<throw>` statement executes, its *fault* value is an expression that evaluates to a string. Faults are not objects, as in other object-oriented languages such as Java; they are string values. When you specify a fault string it *needs* the extra set of quotes to contain it, as shown below:

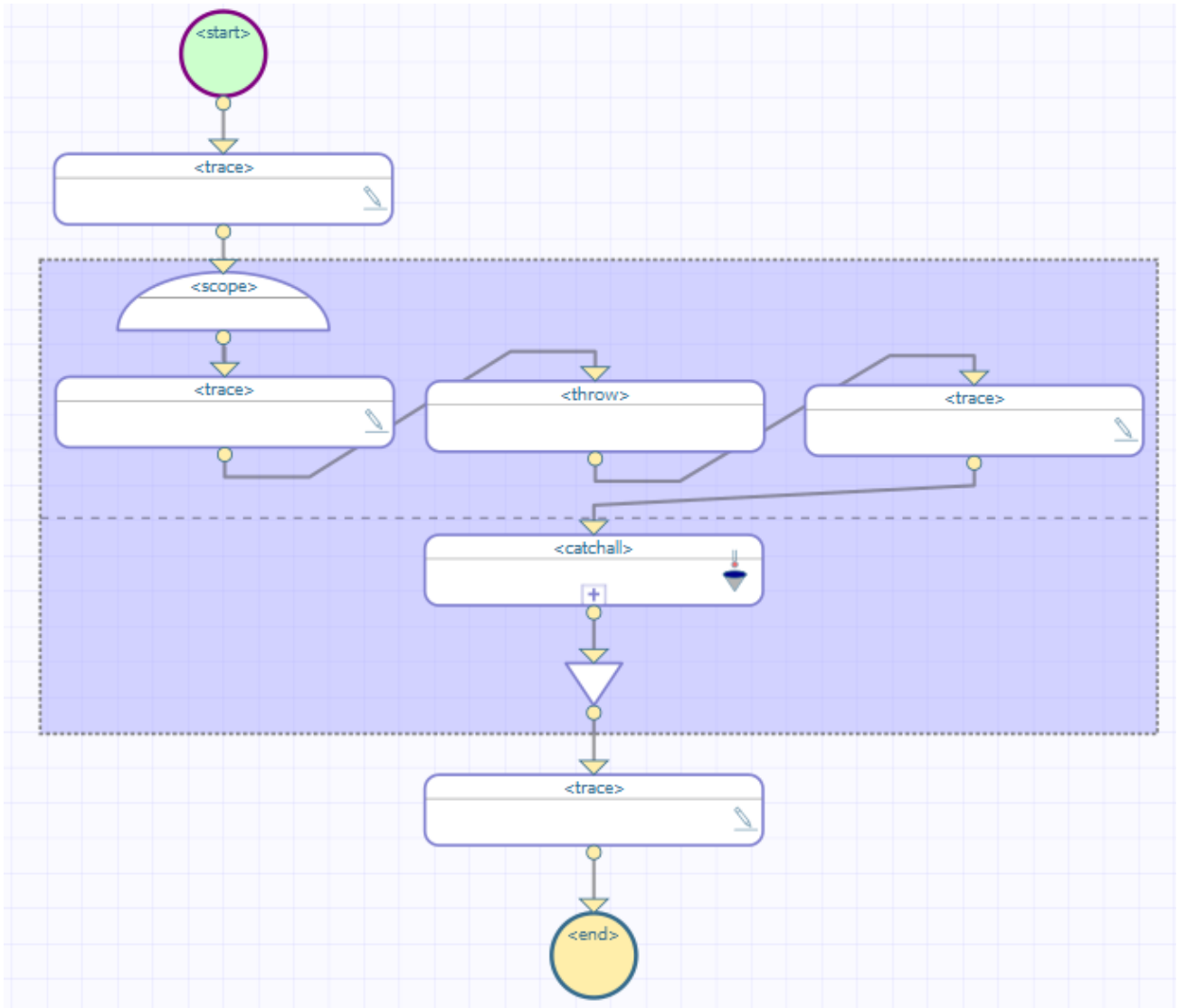
```
<throw fault='"thrown"'/'>
```

When a `<throw>` statement executes, control immediately goes to the `<faulthandlers>` block inside the same `<scope>`, skipping all intervening statements after the `<throw>`. Inside the `<faulthandlers>` block, the program attempts to find a `<catch>` block whose *value* attribute matches the *fault* string expression in the `<throw>` statement. This comparison is case-sensitive.

If there is a `<catch>` block that matches the fault, the program executes the code within this `<catch>` block and then exits the `<scope>`. The program resumes execution at the next statement following the closing `</scope>` element.

If a fault is thrown, and the corresponding `<faulthandlers>` block contains *no* `<catch>` block that matches the fault string, control goes from the `<throw>` statement to the `<catchall>` block inside `<faulthandlers>`. After executing the contents of the `<catchall>` block, the program exits the `<scope>`. The program resumes execution at the next statement following the closing `</scope>` element. It is good programming practice to ensure that there is always a `<catchall>` block inside every `<faulthandlers>` block, to ensure that the program catches any unanticipated errors.

Suppose you have the following BPL. For reasons of space, the `<start>` and `<end>` elements are not shown.



This BPL business process does the following:

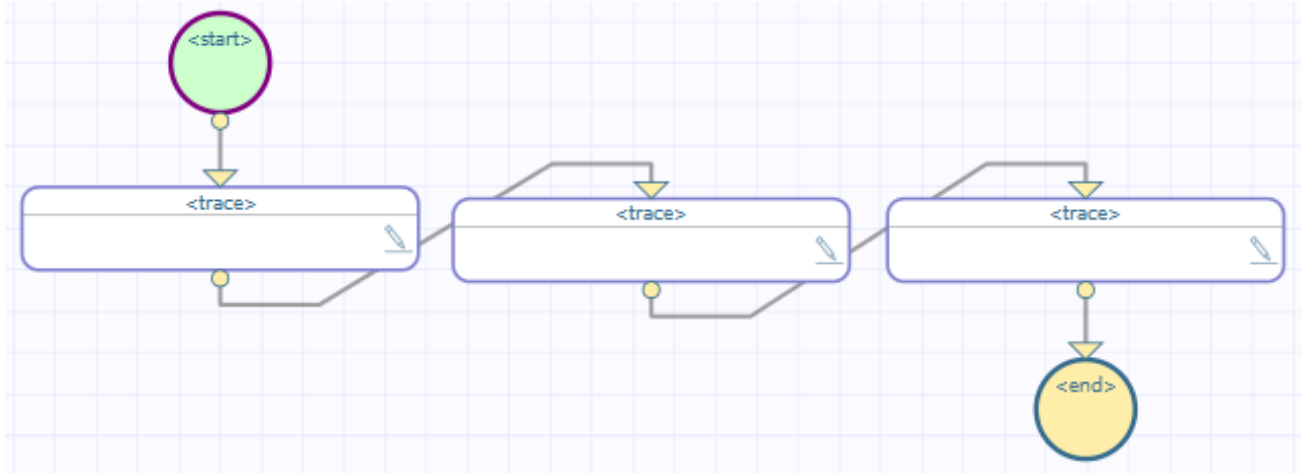
1. The first `<trace>` element generates the message before `scope`.
2. The `<scope>` element starts the scope.
3. The second `<trace>` element generates the message before `assign`.
4. The `<throw>` element throws a specific, named fault ("MyFault").



5. Control now goes to the `<faulthandlers>` defined within the `<scope>`. The `<scope>` rectangle includes a horizontal dashed line across the middle; the area below this dashed line displays the contents of the `<faulthandlers>` element. In this case, there is no `<catch>` but there is a `<catchall>` element, so control goes there.

Note that Ensemble skips the third `<trace>` element.

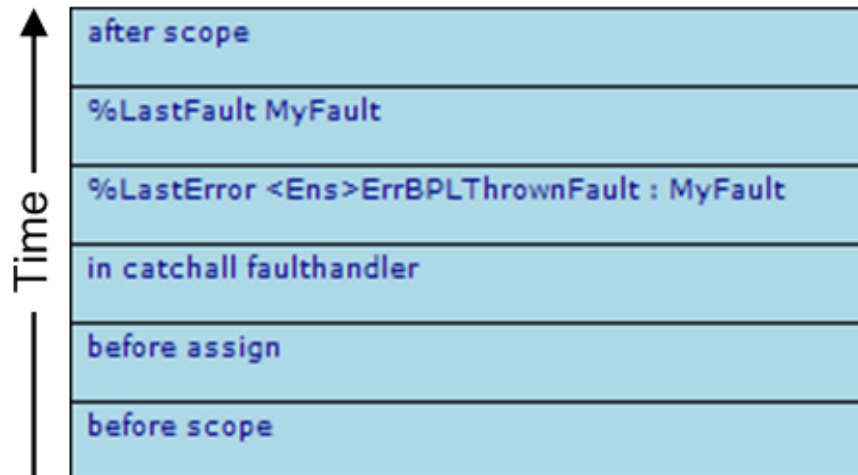
If we drill down into `<catchall>`, we see this:



6. Within `<catchall>`, the first `<trace>` element generates the message in `catchall` fault handler.
7. Within `<catchall>`, the second `<trace>` element generates the message that provides information on the fault using `$System.Status` methods and the special variables `%Context` and `%LastError`. The `%LastError` value as the result of a thrown fault is different from its value as the result of a system error:
  - **GetErrorCodes** returns `<Ens>ErrBPLThrownFault`
  - **GetOneStatusText** returns text derived from the *fault* expression in the `<throw>` statement
8. Within `<catchall>`, the third `<trace>` element generates a message that provides information on the fault using the BPL context variable `%LastFault`. It contains the text derived from the *fault* expression from the `<throw>` statement.
9. The `<scope>` ends.
10. The last `<trace>` element generates the message `after scope`.

## 5.3.1 Event Log Entries

The corresponding Ensemble Event Log entries look like this:



## 5.3.2 XData for This BPL

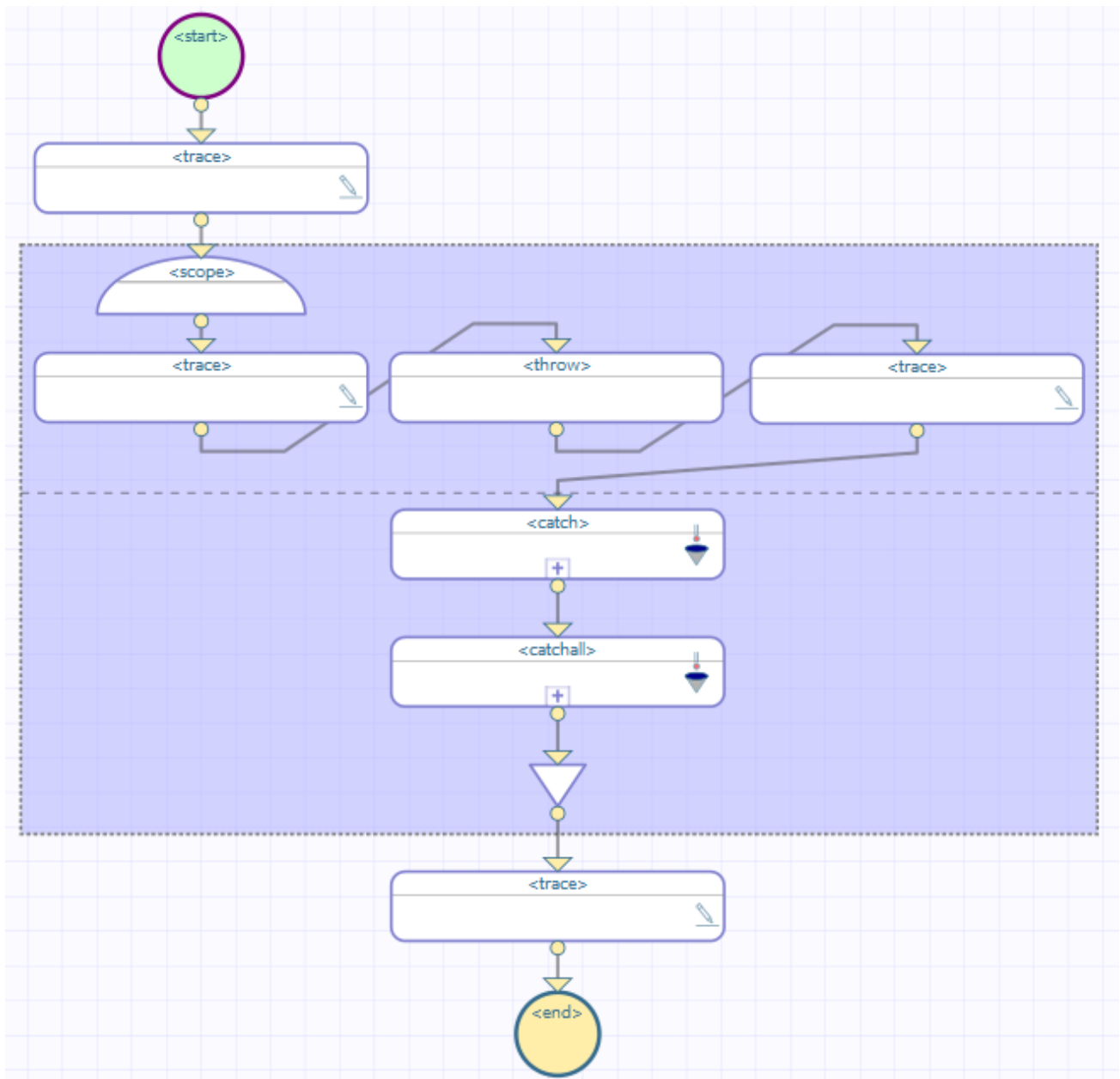
This BPL is defined by the following XData block:

```
XData BPL
{
  <process language='objectscript'
    request='Test.Scope.Request'
    response='Test.Scope.Response' >
    <sequence>
      <trace value='before scope' />
      <scope>
        <trace value='before assign' />
        <throw fault='MyFault' />
        <trace value='after assign' />
        <faulthandlers>
          <catchall>
            <trace value='in catchall fault handler' />
            <trace value=
              '%LastError ' _
              '$System.Status.GetErrorCodes(..%Context.%LastError)_
              ' : ' _
              '$System.Status.GetOneStatusText(..%Context.%LastError)'
            />
            <trace value='"%LastFault " _ ..%Context.%LastFault' />
          </catchall>
        </faulthandlers>
      </scope>
      <trace value='after scope' />
    </sequence>
  </process>
}
```

## 5.4 Thrown Fault with Catch

A thrown fault may reach a <catchall>, as in the previous example, or it may have a specific <catch>.

Suppose you have the following BPL:

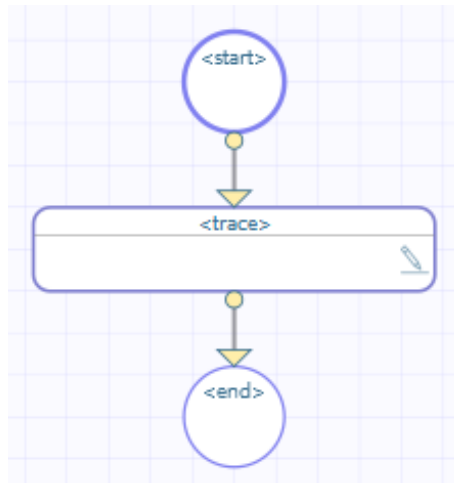


This BPL business process does the following:

1. The first `<trace>` element generates the message before `scope`.
2. The `<scope>` element starts the scope.
3. The second `<trace>` element generates the message before `throw`.
4. The `<throw>` element throws a specific, named fault (`"MyFault"`).
5. Control now goes to the `<faulthandlers>` defined within the `<scope>`. The `<scope>` rectangle includes a horizontal dashed line across the middle; the area below this dashed line displays the contents of the `<faulthandlers>` element. In this case, a `<catch>` element exists whose *fault* value is `"MyFault"`, so control goes there. The `<catchall>` element is ignored.

Note that Ensemble skips the `<trace>` element message after the `<throw>` element.

If we drill down into `<catch>`, we see this:

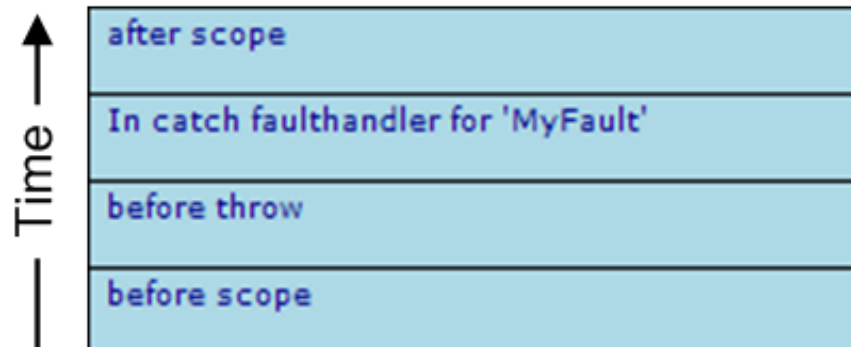


**Note:** If a `<catchall>` is provided, it must be the last statement in the `<faulthandlers>` block. All `<catch>` blocks must appear before `<catchall>`.

6. Within `<catch>`, the `<trace>` element generates the message in `catch` faulthandler for `'MyFault'`.
7. The `<scope>` ends.
8. The last `<trace>` element generates the message after `scope`.

### 5.4.1 Event Log Entries

The corresponding Ensemble Event Log entries look like this:



### 5.4.2 XData for This BPL

This BPL is defined by the following XData block:

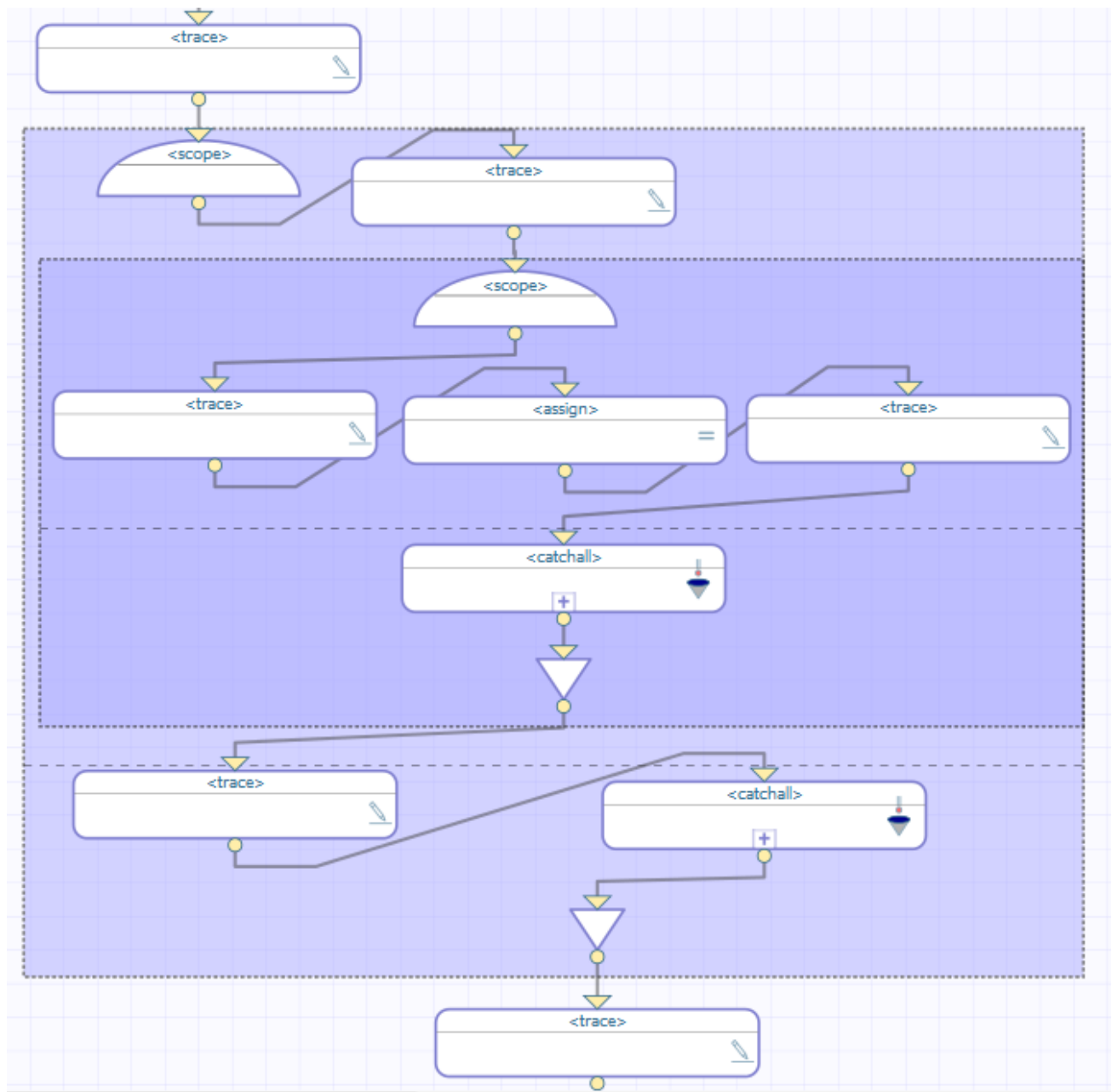
```
XData BPL
{
<process language='objectscript'
  request='Test.Scope.Request'
  response='Test.Scope.Response' >
  <sequence>
    <trace value='before scope'/'>
    <scope>
      <trace value='before throw'/'>
      <throw fault='MyFault'/'>
      <trace value='after throw'/'>
      <faulthandlers>
        <catch fault='MyFault'>
          <trace value='In catch faulthandler for &apos;MyFault&apos;'/'>
        </catch>
      <catchall>
    </scope>
  </sequence>
</process>
```

```
        <trace value="in catchall faulthandler"'/>
        <trace value=
            "%LastError " _
            $System.Status.GetErrorCodes(..%Context.%LastError)_
            " : " _
            $System.Status.GetOneStatusText(..%Context.%LastError)'
        />
        <trace value="%LastFault " _..%Context.%LastFault' />
    </catchall>
</faulthandlers>
</scope>
<trace value="after scope"'/>
</sequence>
</process>
}
```

## 5.5 Nested Scopes, Inner Fault Handler Has Catchall

It is possible to nest `<scope>` elements. An error or fault that occurs within the inner scope may be caught within the inner scope, or the inner scope may ignore the error and allow it to be caught by the `<faulthandlers>` block in the outer scope. The next several topics illustrate how BPL handles errors and faults that occur within an inner scope, when two or more scopes are nested.

Suppose you have the following BPL (shown here without the `<start>` and `<end>` elements):

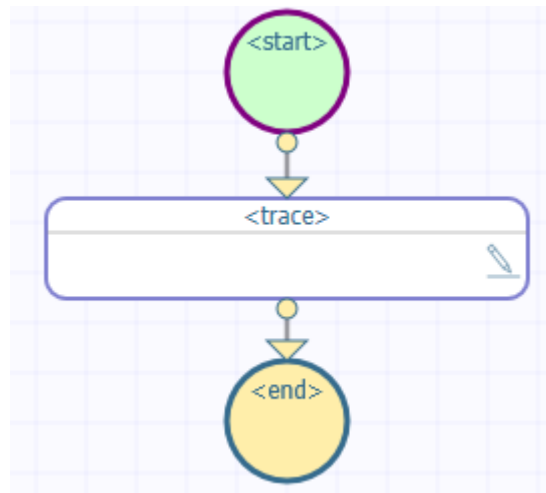


This BPL business process does the following:

1. The first `<trace>` element generates the message before outer scope.
2. The first `<scope>` element starts the outer scope.
3. The second `<trace>` element generates the message in outer scope, before inner scope.
4. The second `<scope>` element starts the inner scope.
5. The next `<trace>` element generates the message in inner scope, before assign.
6. The `<assign>` element tries to evaluate the expression `1/0`. This attempt produces a divide-by-zero system error.
7. Control now goes to the `<faulthandlers>` defined within the inner `<scope>`. This `<scope>` rectangle includes a horizontal dashed line across the middle; the area below this dashed line displays the contents of the `<faulthandlers>` element. In this case, there is no `<catch>` but there is a `<catchall>`, so control goes there.

Note that Ensemble skips the `<trace>` element immediately after the `<assign>` element.

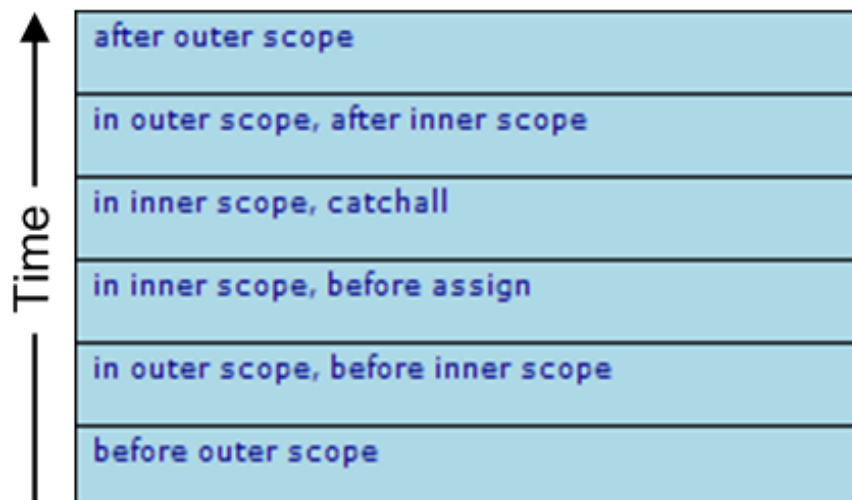
If we drill into this `<catchall>`, we see this:



8. Within this `<catchall>`, the `<trace>` element generates the message in inner scope, `catchall`.
9. The inner `<scope>` ends.
10. The next `<trace>` element generates the message in outer scope, after inner scope.
11. The outer `<scope>` rectangle includes a horizontal dashed line across the middle; the area below this dashed line displays the contents of the `<faulthandlers>` element that contains a `<catchall>`. Because there is no fault, this `<catchall>` is ignored.
12. The outer `<scope>` ends.
13. The last `<trace>` element generates the message after outer scope.

## 5.5.1 Event Log Entries

The corresponding Ensemble Event Log entries look like this:



## 5.5.2 XData for This BPL

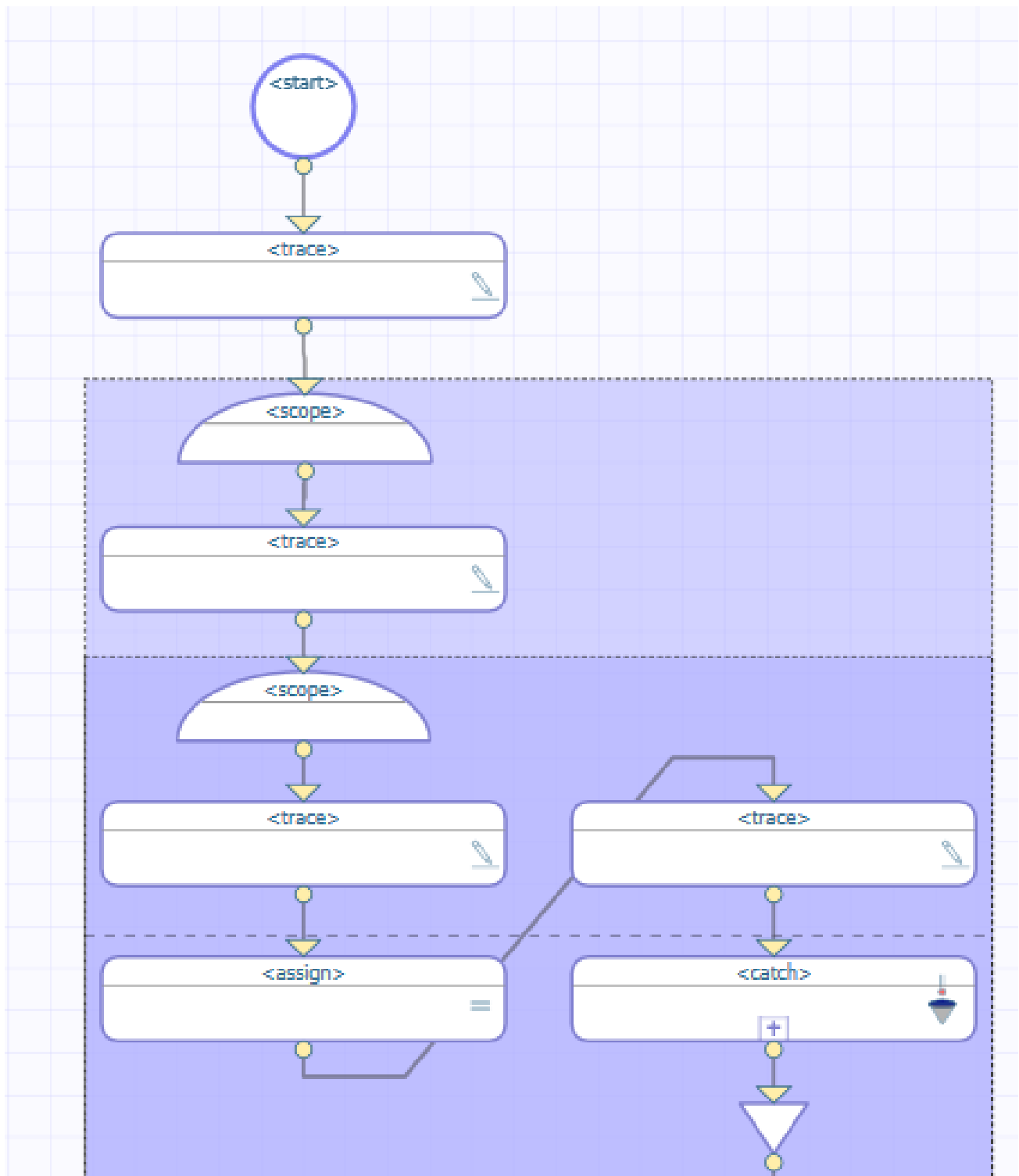
This BPL is defined by the following XData block:

```
XData BPL
{
<process language='objectscript'
  request='Test.Scope.Request'
  response='Test.Scope.Response' >
  <sequence>
    <trace value='"before outer scope"'/>
    <scope>
      <trace value='"in outer scope, before inner scope"'/>
      <scope>
        <trace value='"in inner scope, before assign"'/>
        <assign property="SomeProperty" value="1/0"/>
        <trace value='"in inner scope, after assign"'/>
        <faulthandlers>
          <catchall>
            <trace value='"in inner scope, catchall"'/>
          </catchall>
        </faulthandlers>
      </scope>
    <trace value='"in outer scope, after inner scope"'/>
    <faulthandlers>
      <catchall>
        <trace value='"in outer scope, catchall"'/>
      </catchall>
    </faulthandlers>
  </scope>
  <trace value='"after outer scope"'/>
</sequence>
</process>
}
```

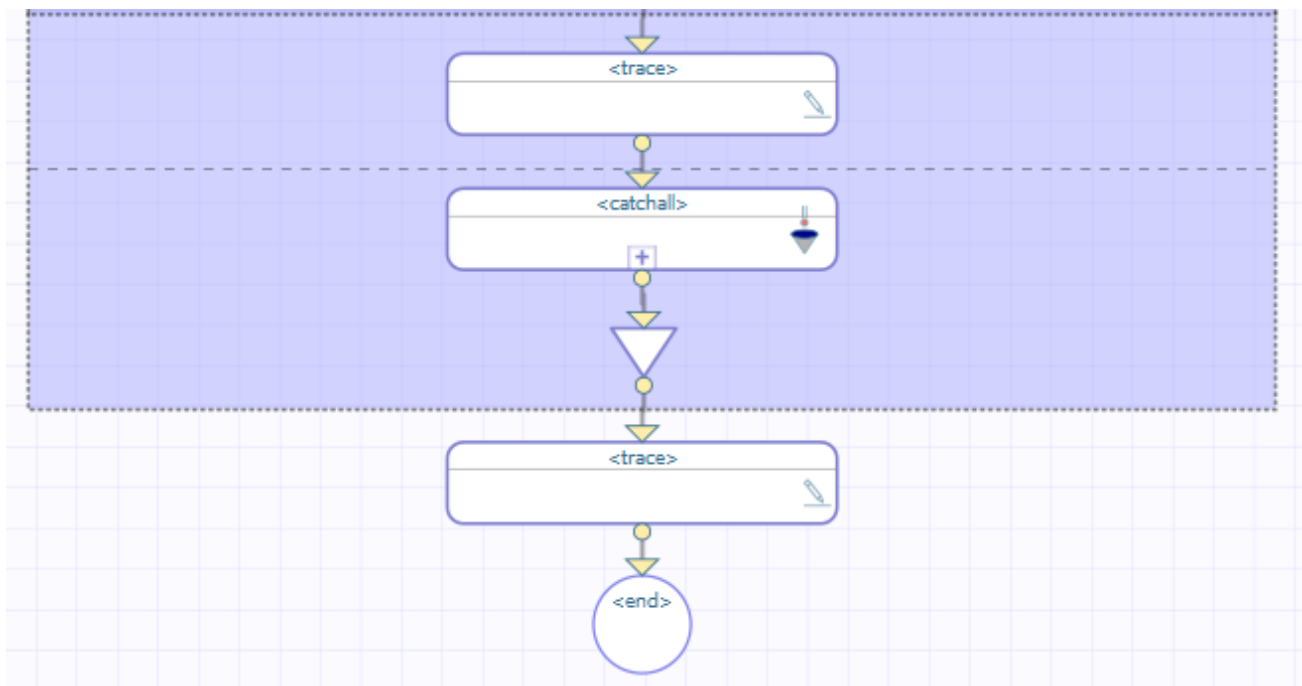
## 5.6 Nested Scopes, Outer Fault Handler Has Catchall

Suppose you have the following BPL (partially shown):





The rest of this BPL is as follows:



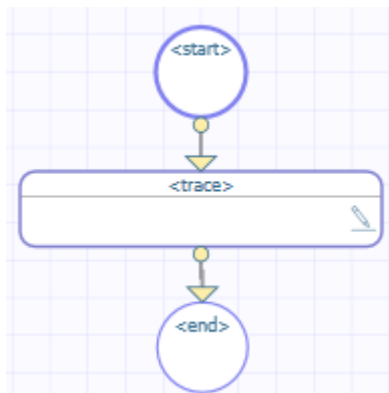
This BPL business process does the following:

1. The first `<trace>` element generates the message before outer scope.
2. The first `<scope>` element starts the outer scope.
3. The next `<trace>` element generates the message in outer scope, before inner scope.
4. The second `<scope>` element starts the inner scope.
5. The next `<trace>` element generates the message in inner scope, before assign.
6. The `<assign>` element tries to evaluate the expression `1/0`. This attempt produces a divide-by-zero system error.
7. Control now goes to the `<faulthandlers>` defined within the inner `<scope>`. This `<scope>` rectangle includes a horizontal dashed line across the middle; the area below this dashed line displays the contents of the `<faulthandlers>` element. In this case, a `<catch>` exists, but its *fault* value does not match the thrown fault. There is no `<catchall>` in the inner scope.

Note that Ensemble skips the `<trace>` element that is immediately after `<assign>`.

8. Control now goes to the `<faulthandlers>` block in the outer `<scope>`. No `<catch>` matches the fault, but there *is* a `<catchall>` block. Control goes to this `<catchall>`.

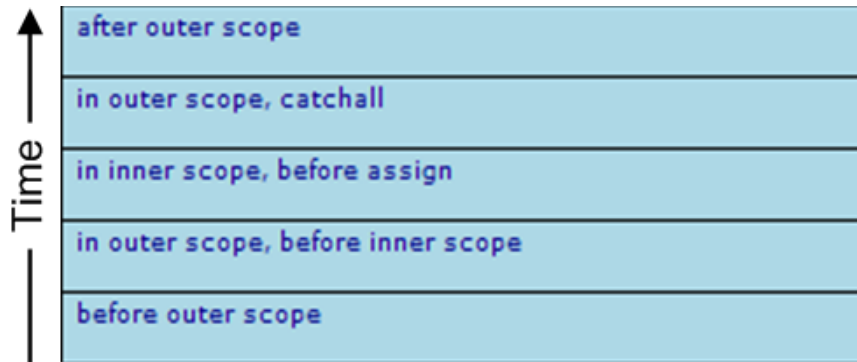
If we drill into this `<catchall>`, we see this:



9. Within this <catchall>, the <trace> element generates the message in outer scope, catchall.
10. The outer <scope> ends.
11. The last <trace> element generates the message after outer scope.

## 5.6.1 Event Log Entries

The corresponding Ensemble Event Log entries look like this:



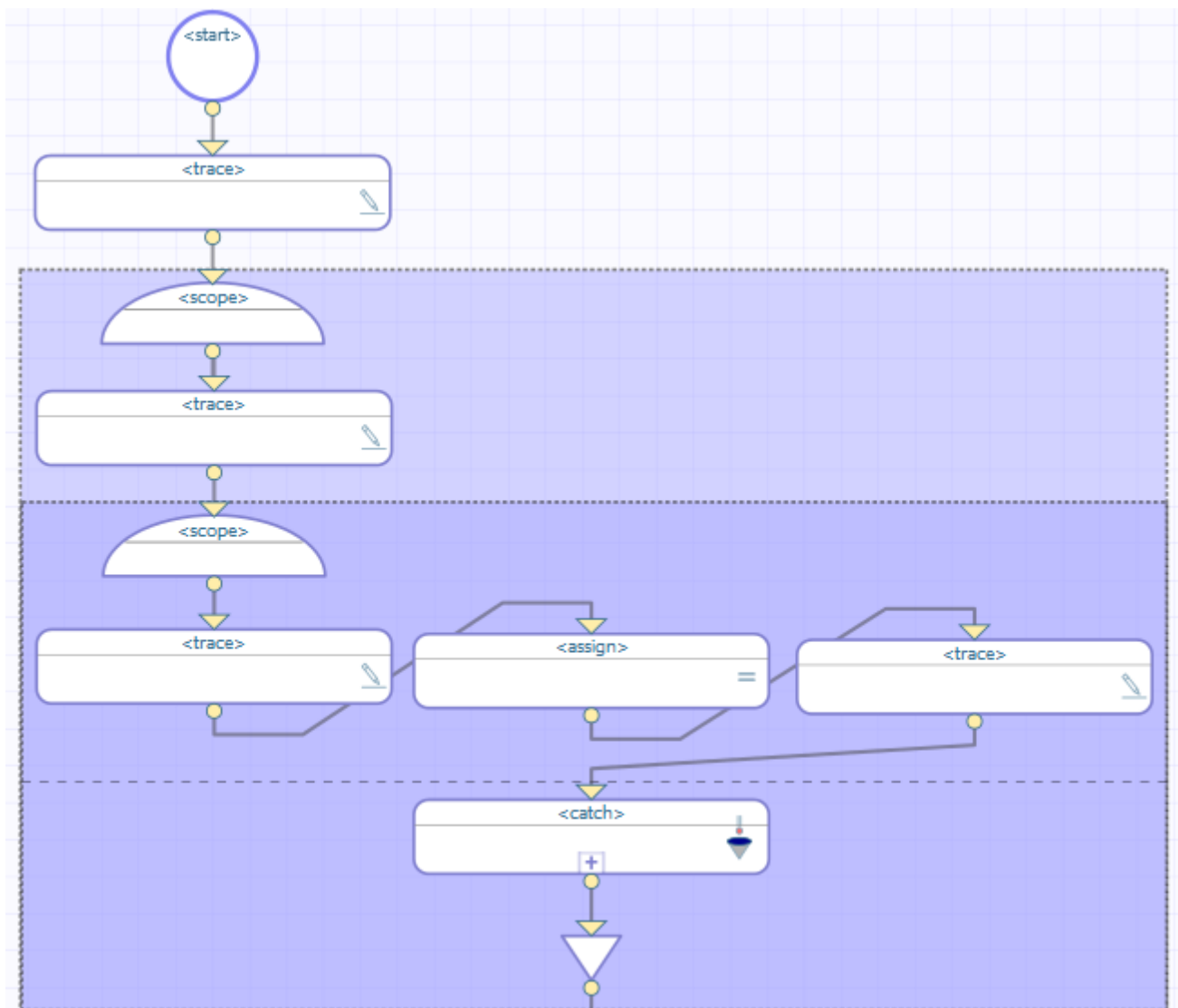
## 5.6.2 XData for This BPL

This BPL is defined by the following XData block:

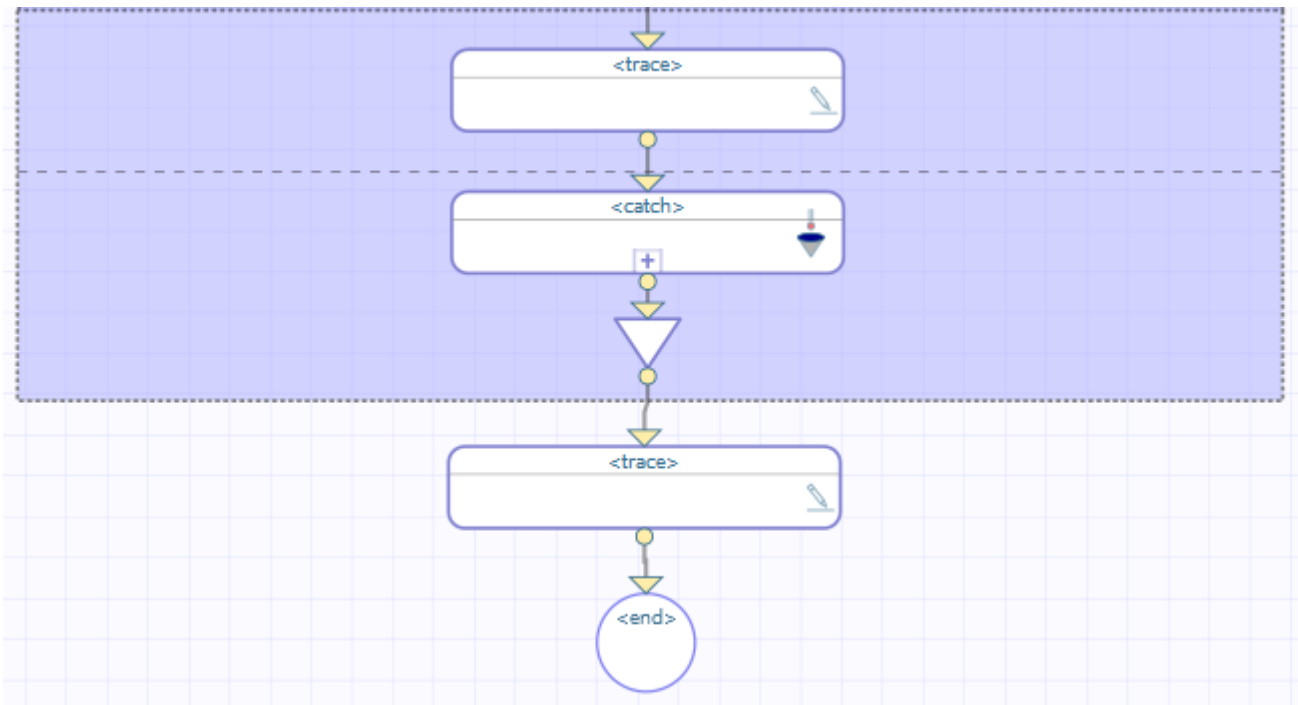
```
XData BPL
{
<process language='objectscript'
  request='Test.Scope.Request'
  response='Test.Scope.Response' >
  <sequence>
    <trace value='before outer scope'/'>
    <scope>
      <trace value='in outer scope, before inner scope'/'>
      <scope>
        <trace value='in inner scope, before assign'/'>
        <assign property='SomeProperty' value='1/0'/'>
        <trace value='in inner scope, after assign'/'>
        <faulthandlers>
          <catch fault='MismatchedFault'>
            <trace value=
              'In catch fault handler for &apos;MismatchedFault&apos;'/'>
          </catch>
        </faulthandlers>
      </scope>
      <trace value='in outer scope, after inner scope'/'>
      <faulthandlers>
        <catchall>
          <trace value='in outer scope, catchall'/'>
        </catchall>
      </faulthandlers>
    </scope>
    <trace value='after outer scope'/'>
  </sequence>
</process>
}
```

## 5.7 Nested Scopes, No Match in Either Scope

Suppose you have the following BPL (partially shown):



The rest of this BPL is as follows:

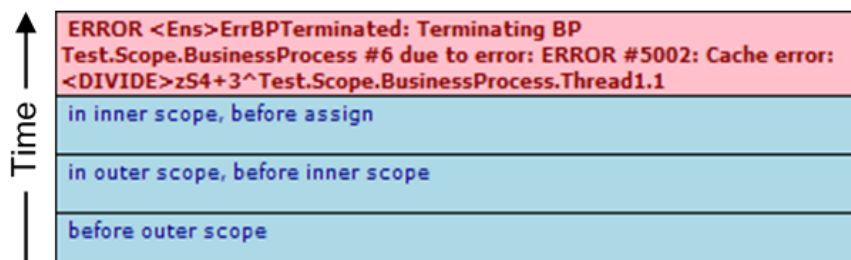


This BPL business process does the following:

1. The first `<trace>` element generates the message before `outer scope`.
2. The first `<scope>` element starts the outer scope.
3. The next `<trace>` element generates the message in `outer scope`, before `inner scope`.
4. The second `<scope>` element starts the inner scope.
5. The next `<trace>` element generates the message in `inner scope`, before `assign`.
6. The `<assign>` element tries to evaluate the expression `1/0`. This attempt produces a divide-by-zero system error.
7. Control now goes to the `<faulthandlers>` block in the inner `<scope>`. The `<scope>` rectangle includes a horizontal dashed line across the middle; the area below this dashed line displays the contents of the `<faulthandlers>` element. In this case, a `<catch>` exists, but its *fault* value does not match the thrown fault. There is no `<catchall>` in the inner scope.
8. Control now goes to the `<faulthandlers>` block in the outer `<scope>`. No `<catch>` matches the fault, and there is no `<catchall>` block.
9. The BPL immediately stops, sending a message to the Event Log.

## 5.7.1 Event Log Entries

The corresponding Ensemble Event Log entries look like this:



There is an important difference between this Event Log illustration and the one in the “[System Error with No Fault Handling](#)” example. The two examples have this in common: Each fails to provide adequate fault handling for the case when the divide-by-zero error occurs.

The difference is that the “[System Error with No Fault Handling](#)” example has no `<scope>` and no `<faulthandlers>` block. Under these circumstances, Ensemble automatically outputs the system error to the Event Log, as shown in the first example.

The current example is different because each `<scope>` *does* include a `<faulthandlers>` block. Under these circumstances, Ensemble does not automatically output the system error to the Event Log, as it did in the “[System Error with No Fault Handling](#)” example. It is up to the BPL business process developer to decide to output `<trace>` messages to the Event Log in case of an unexpected error. In the current example, no `<faulthandlers>` block catches the fault, so the only information that is traced regarding the system error is contained in the automatic message about business process termination (item 4 above).

The system error message does appear in the Terminal window, however:

```
ERROR #5002: Cache error: <DIVIDE>zS4+3^Test.Scope.BusinessProcess.Thread1.1
```

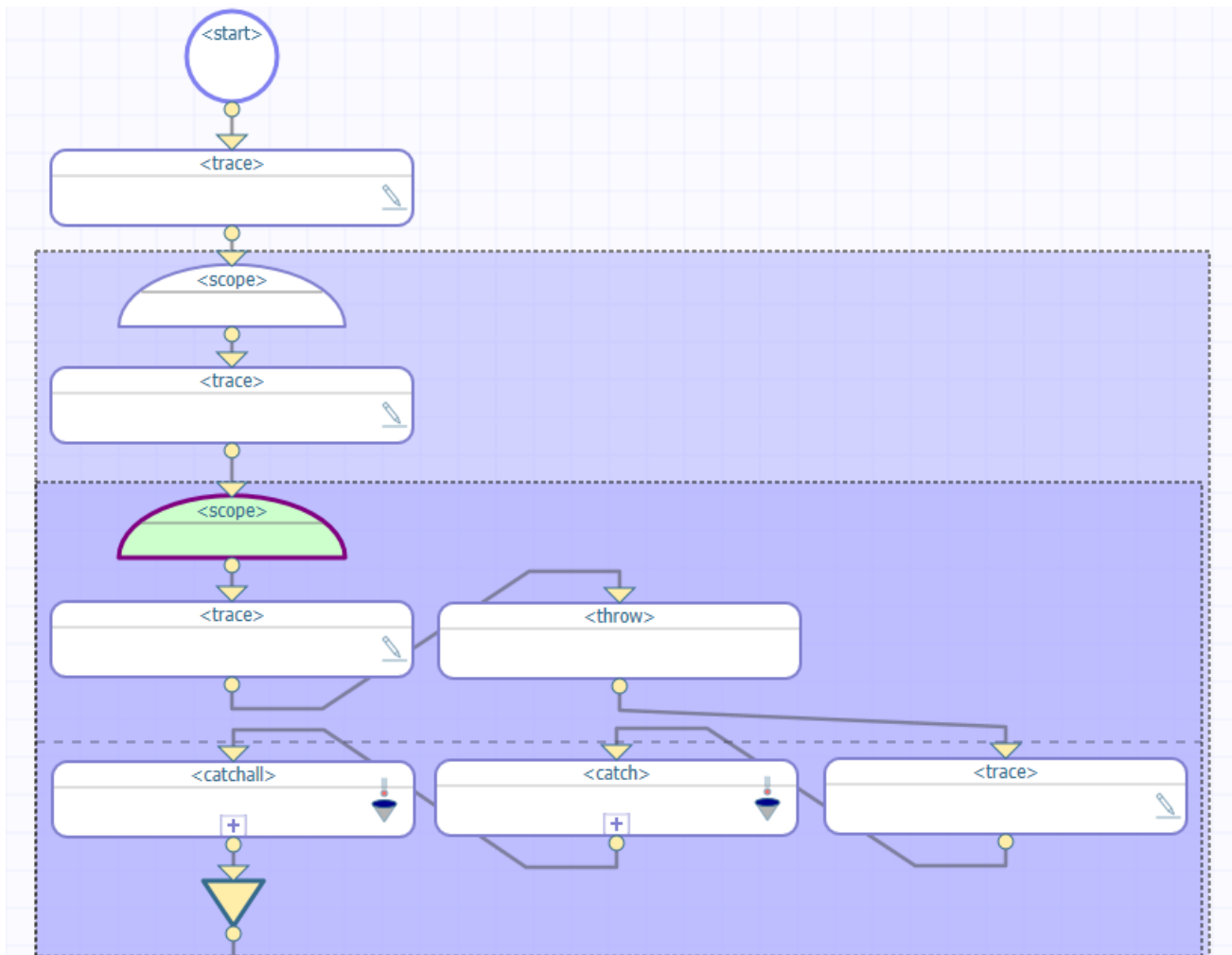
## 5.7.2 XData for This BPL

This BPL is defined by the following XData block:

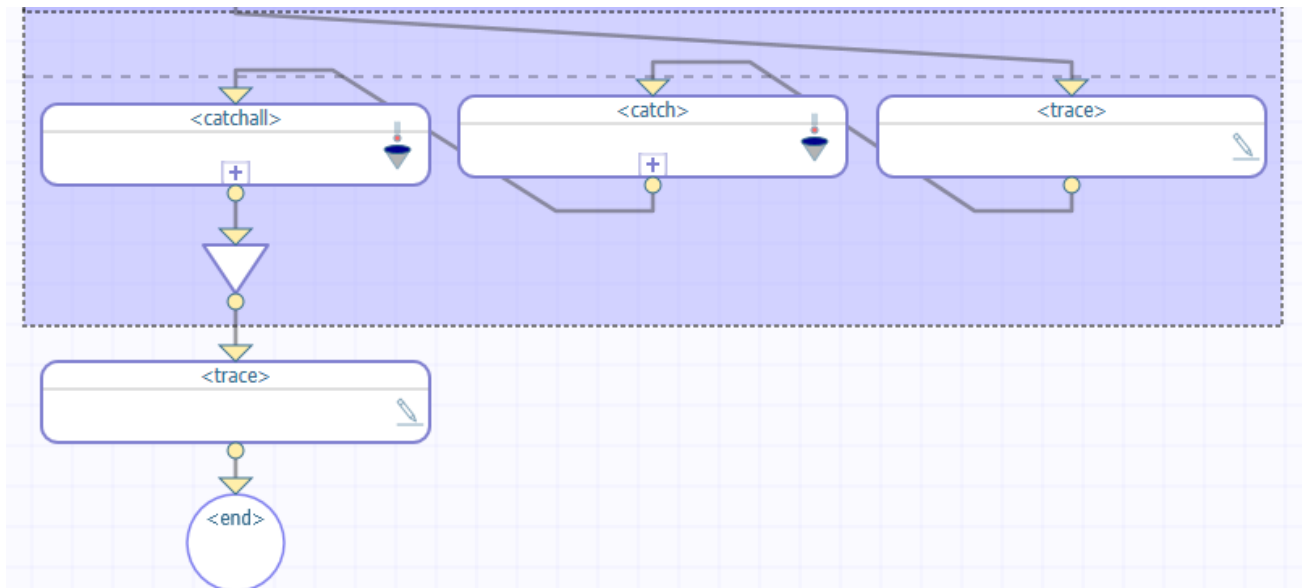
```
XData BPL
{
<process language='objectscript'
  request='Test.Scope.Request'
  response='Test.Scope.Response' >
  <sequence>
    <trace value='before outer scope'/'>
    <scope>
      <trace value='in outer scope, before inner scope'/'>
      <scope>
        <trace value='in inner scope, before assign'/'>
        <assign property='SomeProperty' value='1/0'/'>
        <trace value='in inner scope,after assign'/'>
        <faulthandlers>
          <catch fault='MismatchedFault'>
            <trace value=
              'In catch fault handler for &apos;MismatchedFault&apos;'/'>
          </catch>
        </faulthandlers>
      </scope>
      <trace value='in outer scope, after inner scope'/'>
      <faulthandlers>
        <catch fault='MismatchedFault'>
          <trace value=
            'In catch fault handler for &apos;MismatchedFault&apos;'/'>
        </catch>
      </faulthandlers>
    </scope>
    <trace value='after outer scope'/'>
  </sequence>
</process>
}
```

## 5.8 Nested Scopes, Outer Fault Handler Has Catch

Suppose you have the following BPL (partially shown):



The rest of this BPL is as follows:



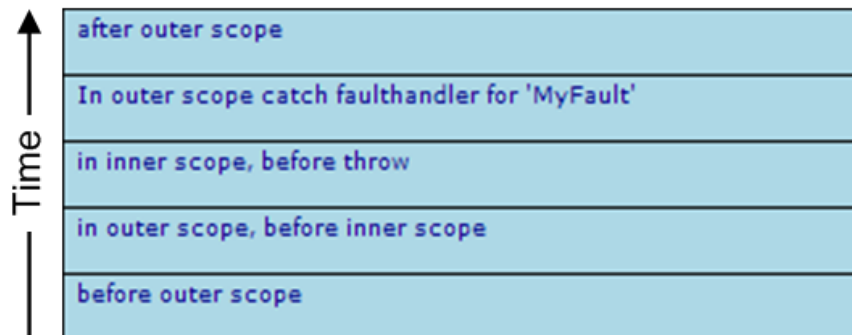
This BPL business process does the following:

1. The first `<trace>` element generates the message before `outer scope`.

2. The first `<scope>` element starts the outer scope.
3. The next `<trace>` element generates the message in outer scope, before inner scope.
4. The second `<scope>` element starts the inner scope.
5. The next `<trace>` element generates the message in inner scope, before throw.
6. The `<throw>` element throws a specific, named fault ("MyFault").
7. Control now goes to the `<faulthandlers>` defined within the inner `<scope>`. A `<catch>` exists, but its *fault* value is "MismatchedFault". There is no `<catchall>` in the inner scope.
8. Control goes to the `<faulthandlers>` block in the outer `<scope>`. It contains a `<catch>` whose *fault* value is "MyFault".
9. The next `<trace>` element generates the message in outer scope catch fault handler for 'MyFault'.
10. The second `<scope>` ends.
11. The last `<trace>` element generates the message after outer scope.

## 5.8.1 Event Log Entries

The corresponding Ensemble Event Log entries look like this:



## 5.8.2 XData for This BPL

This BPL is defined by the following XData block:

```
XData BPL
{
<process language='objectscript'
  request='Test.Scope.Request'
  response='Test.Scope.Response' >
  <sequence>
    <trace value='before outer scope' />
    <scope>
      <trace value='in outer scope, before inner scope' />
      <scope>
        <trace value='in inner scope, before throw' />
        <throw fault='MyFault' />
        <trace value='in inner scope, after throw' />
        <faulthandlers>
          <catch fault='MismatchedFault'>
            <trace value=
'"In inner scope catch fault handler for &apos;MismatchedFault&apos;'" />
          </catch>
        </faulthandlers>
      </scope>
      <trace value='in outer scope, after inner scope' />
    </scope>
    <faulthandlers>
      <catch fault='MyFault'>
        <trace value=
'"In outer scope catch fault handler for &apos;MyFault&apos;'" />
      </catch>
    </faulthandlers>
  </sequence>
</process>
```



```

    </scope>
    <trace value='after outer scope'/'>
  </sequence>
</process>
}

```

## 5.9 Thrown Fault with Compensation Handler

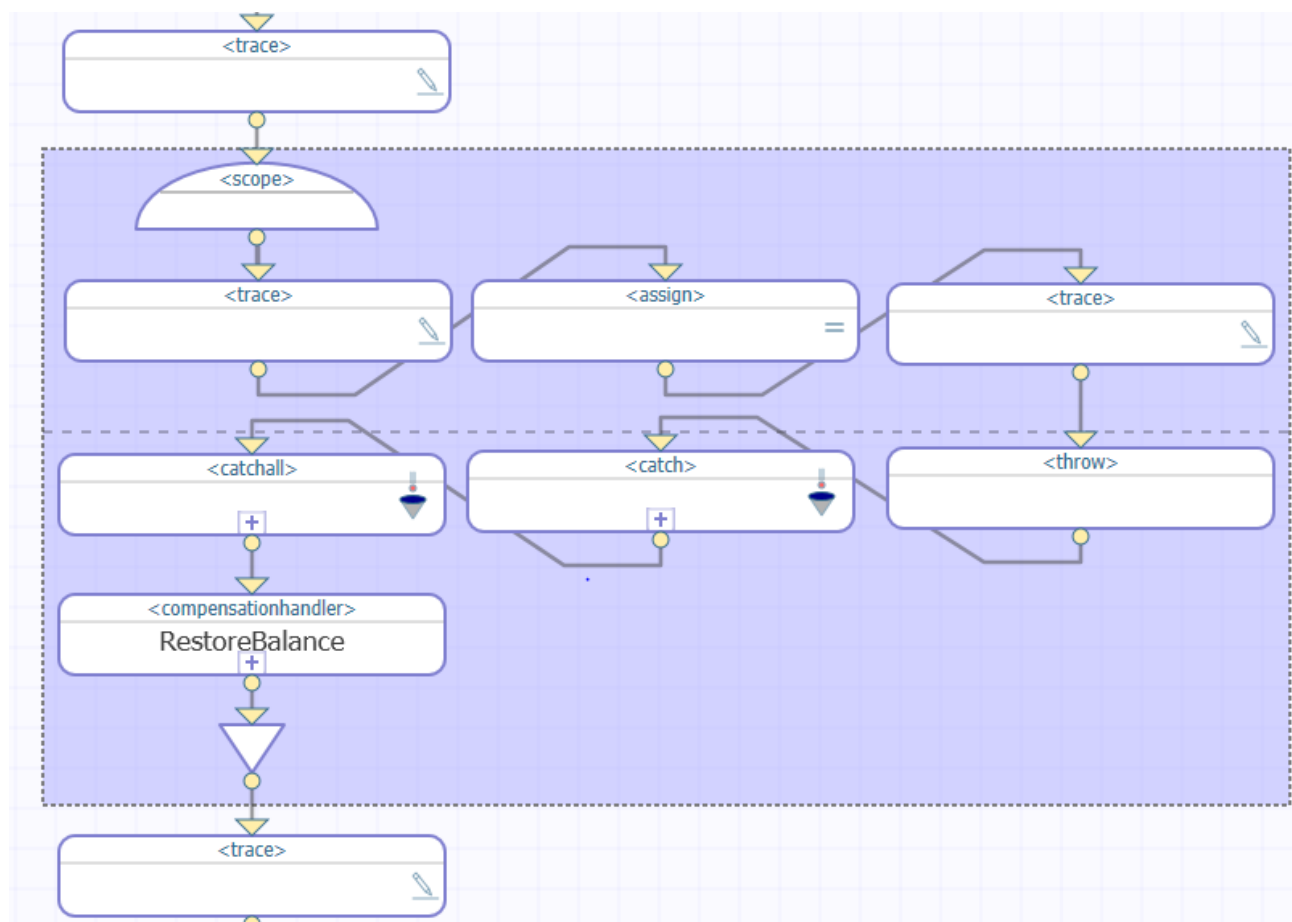
In business process management, it is often necessary to reverse some segment of logic. This convention is known as “compensation.” The ruling principle is that if the business process does something, it must be able to undo it. That is, if a failure occurs, the business process must be able to compensate by undoing the action that failed. You need to be able to unroll all of the actions from that failure point back to the beginning, as if the problem action never occurred. BPL enables this with a mechanism called a compensation handler.

BPL `<compensationhandler>` blocks are somewhat like subroutines, but they do not provide a generalized subroutine mechanism. You can “call” them, but *only* from `<faulthandler>` blocks, and *only* within the same `<scope>` as the `<compensationhandler>` block. The `<compensate>` element invokes a `<compensationhandler>` block by specifying its name as a target. Extra quotes are *not* needed for this syntax:

```
<compensate target="general"/>
```

Compensation handlers are only useful if you *can* undo the actions already performed. For example, if you transfer money into the wrong account, you can transfer it back again, but there are some actions that cannot be neatly undone. You must plan compensation handlers accordingly, and also organize them according to how far you want to roll things back.

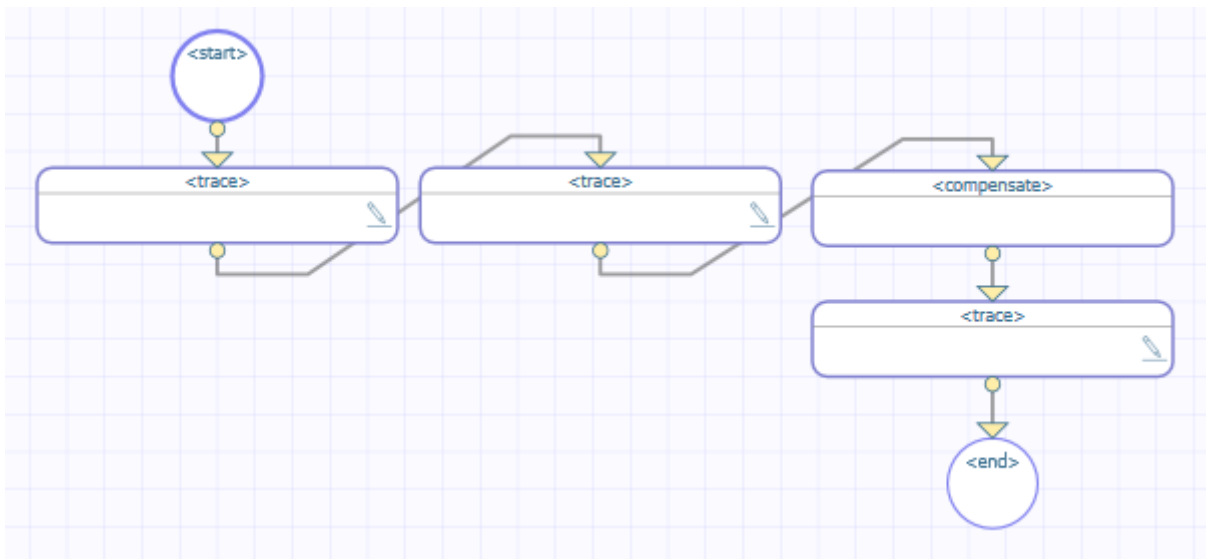
Suppose you have the following BPL:



This BPL business process does the following:

1. The Context tab (not shown) defines a property called MyBalance and sets its value to 100.
2. The first <trace> element generates the message before scope balance is, followed by the value of MyBalance.
3. The <scope> element starts the scope.
4. The next <trace> element generates the message before debit.
5. The <assign> element decrements MyBalance by 1.
6. The next <trace> element generates the message after debit.
7. The <throw> element throws a specific, named fault ("BuyersRegret").
8. Control now goes to the <faulthandlers>. A <catch> exists whose *fault* value is "BuyersRegret", so control goes there.

If we drill down into this <catch> element, we see the following:



9. Within this <catch>, the first <trace> element generates the message in catch fault handler for 'BuyersRegret'.
10. Within this <catch>, the second <trace> element generates the message before restore balance is, followed by the current value of MyBalance.
11. The <compensate> element is used. For this element, *target* is a <compensationhandler> whose *name* is RestoreBalance. Within this <compensationhandler> block:
  - A <trace> statement outputs the message "Restoring Balance"
  - An <assign> statement increments MyBalance by 1.

**Note:** It is not possible to reverse the order of <compensationhandlers> and <faulthandlers>. If both blocks are provided, <compensationhandlers> must appear first and <faulthandlers> second.

12. The next <trace> element generates the message after restore balance is, followed by the current value of MyBalance.
13. The <scope> ends.
14. The last <trace> element generates the message after scope balance is, followed by the current value of MyBalance.

## 5.9.1 Event Log Entries

The corresponding Ensemble Event Log entries look like this:



## 5.9.2 XData for This BPL

This BPL is defined by the following XData block:

```
XData BPL
{
<process language='objectscript'
  request='Test.Scope.Request'
  response='Test.Scope.Response' >
  <context>
    <property name="MyBalance" type="%Library.Integer" initialexpression='100' />
  </context>
  <sequence>
    <trace value='before scope balance is "_context.MyBalance"' />
    <scope>
      <trace value='before debit' />
      <assign property='context.MyBalance' value='context.MyBalance-1' />
      <trace value='after debit' />
      <throw fault='BuyersRegret' />
      <compensationhandlers>
        <compensationhandler name="RestoreBalance">
          <trace value='Restoring Balance' />
          <assign property='context.MyBalance' value='context.MyBalance+1' />
        </compensationhandler>
      </compensationhandlers>
      <faulthandlers>
        <catch fault='BuyersRegret'>
          <trace value='In catch fault handler for "BuyersRegret"' />
          <trace value='before restore balance is "_context.MyBalance"' />
          <compensate target="RestoreBalance" />
          <trace value='after restore balance is "_context.MyBalance"' />
        </catch>
        <catchall>
          <trace value='in catchall fault handler' />
          <trace value=
            '%LastError' "_"
            $System.Status.GetErrorCodes(..%Context.%LastError)_"
            ":"_"
            $System.Status.GetOneStatusText(..%Context.%LastError)'
          />
          <trace value='"%LastFault" "_"..%Context.%LastFault' />
        </catchall>
      </faulthandlers>
    </scope>
    <trace value='after scope balance is "_context.MyBalance"' />
  </sequence>
</process>
}
```

```
    </sequence>  
</process>  
}
```