

A Kotlin DSL to code business process
Inside a Spring boot application



About me

About me

- Baptiste Mesta

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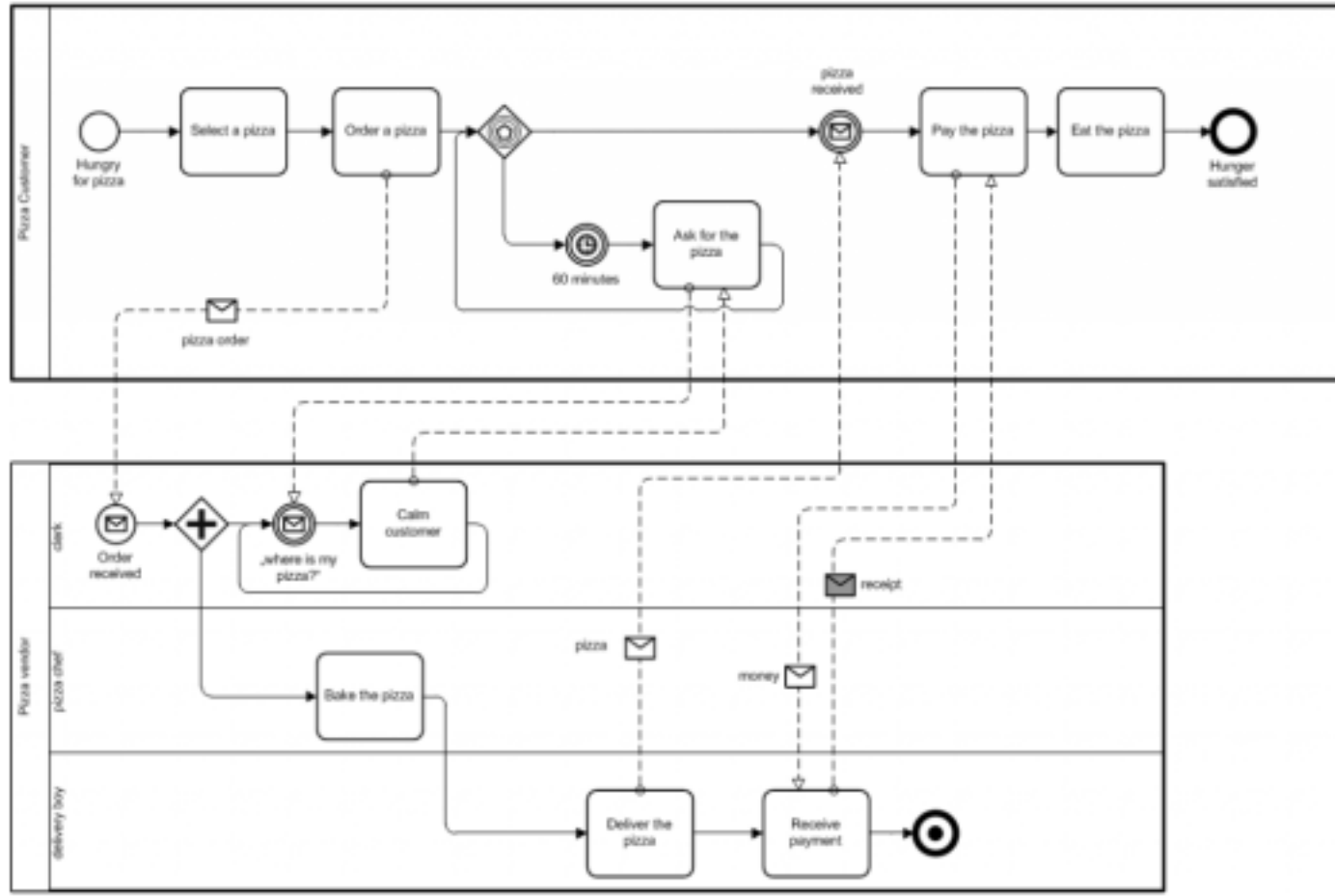
- Baptiste Mesta
- Dev @ Bonitasoft for 10 years
 - BPM Execution engine
 - Developer tooling
 - IA/Analytics module

Process modeling pre-requisite

Pre-requisite: BPMN in 2 minutes!

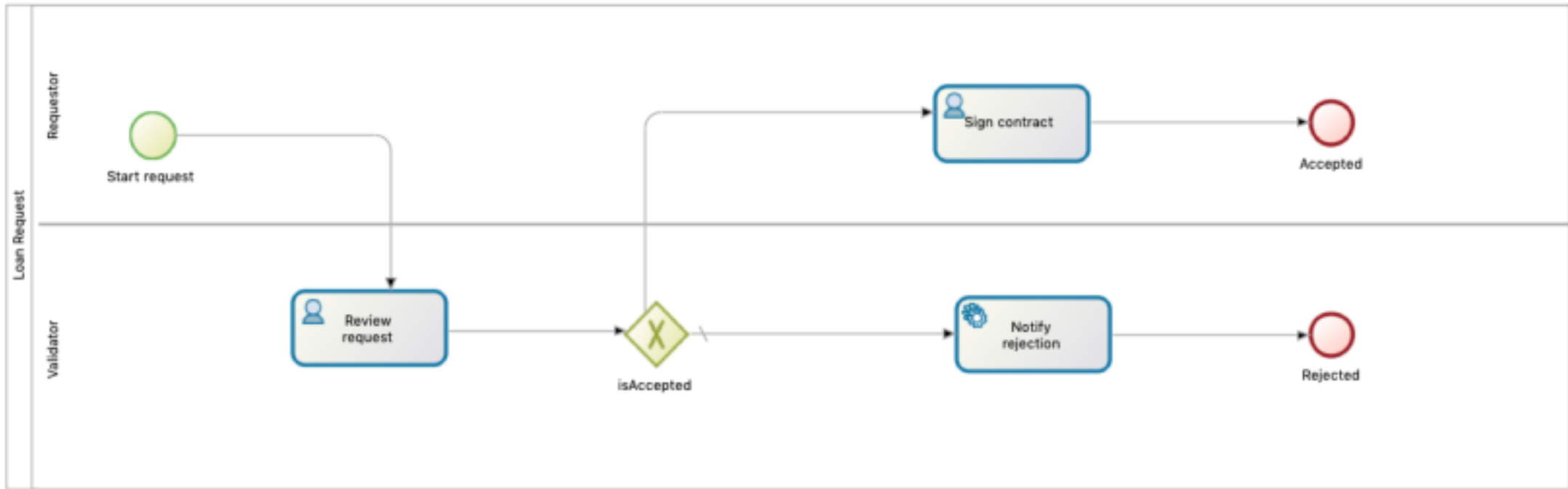


BPMN Process definition



Our use case

Loan request application



Application based on business processes

Studio to design processes



Pros of using the full platform

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- Out of the box user case list

As a developer...

I want everything as code in one place

Another approach

A **DSL** to code processes and execute them using an **Embedded engine**

What is a DSL?

Domain specific language

The basic idea of a domain specific language (DSL) is a computer language that's targeted to a particular kind of problem, rather than a general purpose language that's aimed at any kind of software problem.

— Martin Fowler

External DSLs

aka "*Create a new language from scratch*"

Internal DSLs

aka "I don't want to spend 2 months on that"

We already uses DSLs

Spock framework

```
def "should return user given its id and tenant id" () {  
    given:  
    def expectedUser = aUser(new User(id: 1))  
    when:  
    def user = repository.findById(1).get()  
    then:  
    user == expectedUser  
}
```


We already uses DSLs

Gradle DSL

```
plugins {  
    `kotlin-dsl`  
}  
repositories {  
    jcenter()  
}  
dependencies {  
    compile("commons-httpclient:commons-httpclient:3.1")  
}
```

Kotlin DSL

Kotlin lang

kotlin is...

- cross-platform
- statically typed
- executable on the JVM
- designed to interoperate fully with Java
- concise

Kotlin makes writing DSL easy

```
html {  
    head {  
        title {+"Some title"}  
    }  
    body {  
        h1 {+"Some title"}  
        p {+"Some text"}  
        a(href = "http://kotlinlang.org") {+"Kotlin"}  
    }  
}
```

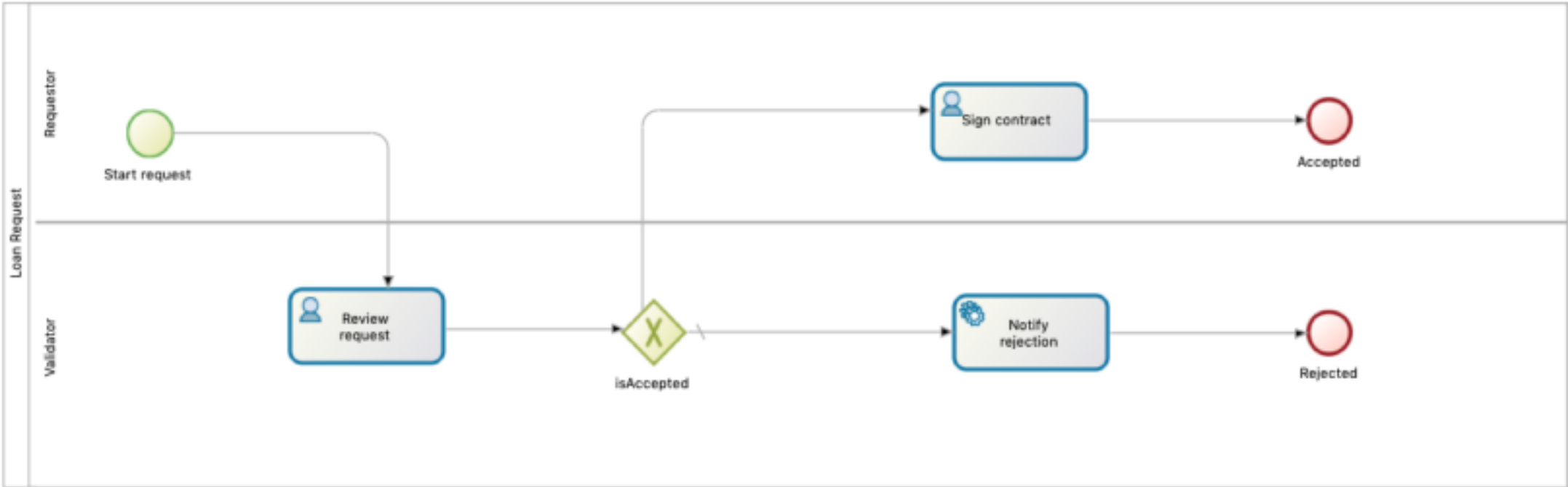
A DSL for processes from scratch



+



The process



Kotlin Features for DSL

Function literals with receiver

```
fun html(init: HTML.() -> Unit): HTML {  
    val html = HTML() // create the receiver object  
    html.init()       // pass the receiver object to the lambda  
    return html  
}
```



```
fun html (init: HTML. () -> Unit) : HTML
```



Name of the function



Object on which we do something

```
html {  
    //call function on HTML object  
}
```

@DslMarker

```
@DslMarker  
annotation class ProcessDSLMarker
```

```
html {  
    head {  
        head {} // should be forbidden  
    }  
    // ...  
}
```

The general rule:

- an implicit receiver may **belong to a DSL @X** if marked with a corresponding DSL marker annotation
- two implicit receivers of the same DSL are not accessible in the same scope
- the closest one wins
- other available receivers are resolved as usual, but if the resulting resolved call binds to such a receiver, it's a compilation error

Expression body

```
fun sum(a: Int, b: Int) = a + b
```

```
fun data(init: DataContainer.() -> Unit) {  
    DataContainer(builder).init()  
}
```

becomes

```
fun data(init: DataContainer.() -> Unit) = DataContainer(builder).init
```

Default arguments

```
// Bad
fun foo() = foo("a")
fun foo(a: String) { ... }

// Good
fun foo(a: String = "a") { ... }
```

```
automaticTask("name") {  
}
```

becomes

```
automaticTask("name")
```

Infix functions

```
infix fun Int.shl(x: Int): Int { ... }  
  
// calling the function using the infix notation  
1 shl 2  
  
// is the same as  
1.shl(2)
```



```
text("type").describedAs("type of the loan")
```

becomes

```
text("type") describedAs "type of the loan"
```

Extension function

```
fun MutableList<Int>.swap(index1: Int, index2: Int) {  
    val tmp = this[index1] // 'this' corresponds to the list  
    this[index1] = this[index2]  
    this[index2] = tmp  
}
```

```
actor("requester") mappedToUser "john"
```

becomes

```
"requester" mappedToUser "john"
```

Property with getter

```
val isEmpty: Boolean  
    get() = this.size == 0
```

```
text("type") describedAs "type of the loan"
```

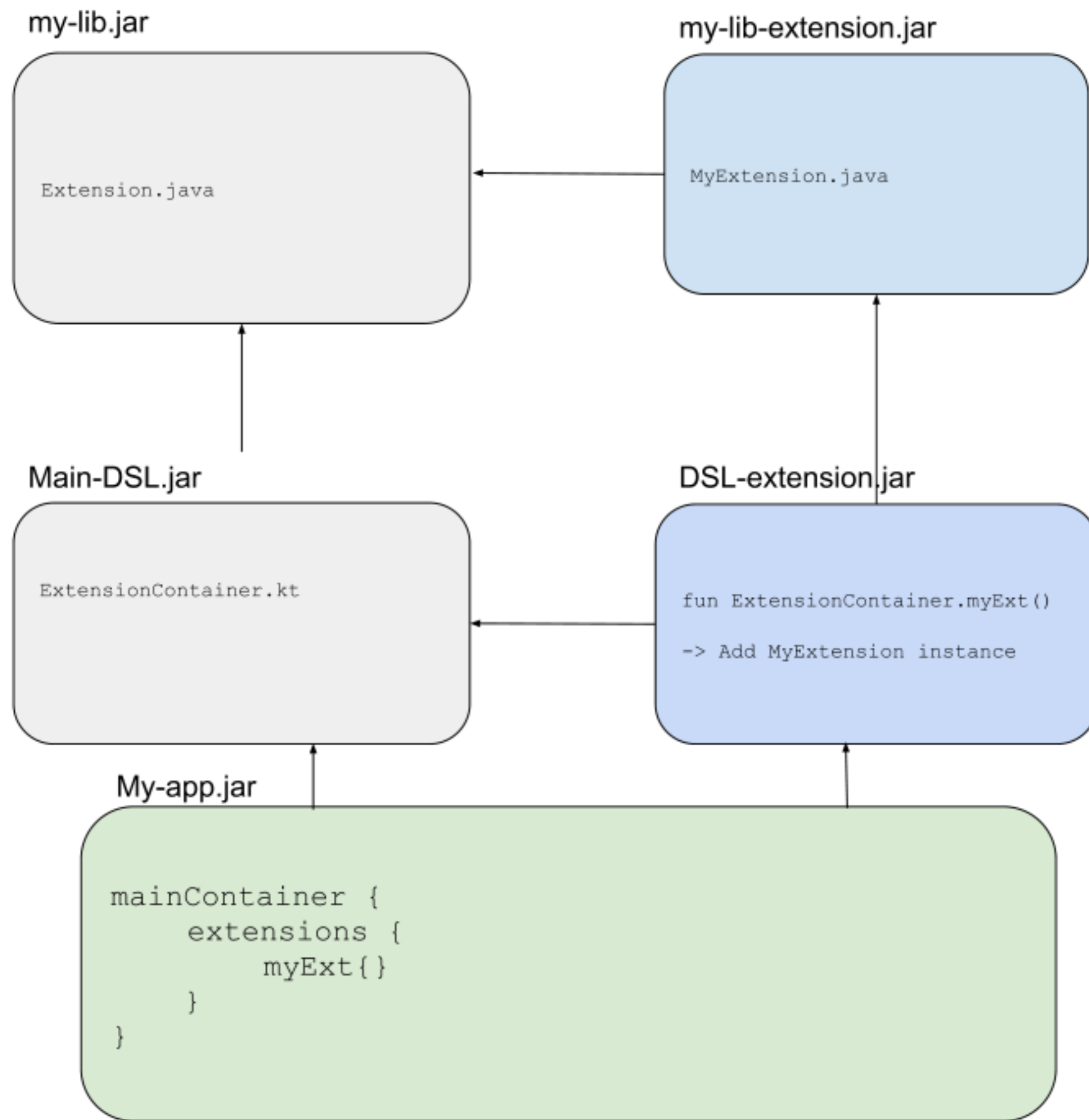
becomes

```
text named "type" describedAs "type of the loan"
```

"Dynamic DSL"

(name not official)

Leverage extension function to create extensible DSLs



DSL as file

Spring boot configuration

```
@ConditionalOnResource(resources = "classpath:process")
```

Programmatically execute script

```
ScriptEngine scriptEngine = scriptEngineManager  
    .getEngineByExtension("kts");  
BusinessArchive bar = (BusinessArchive) scriptEngine.eval(content);  
deployBar(apiClient, bar);
```

Why using a DSL?

Validation

```
15  dependencies {
16      implementation("org.bonitasoft.eng
17      implementation("org.bonitasoft.e
18      implementation("org.bonitasoft.co
19
20      implementation("org.springframework
```

Discovery

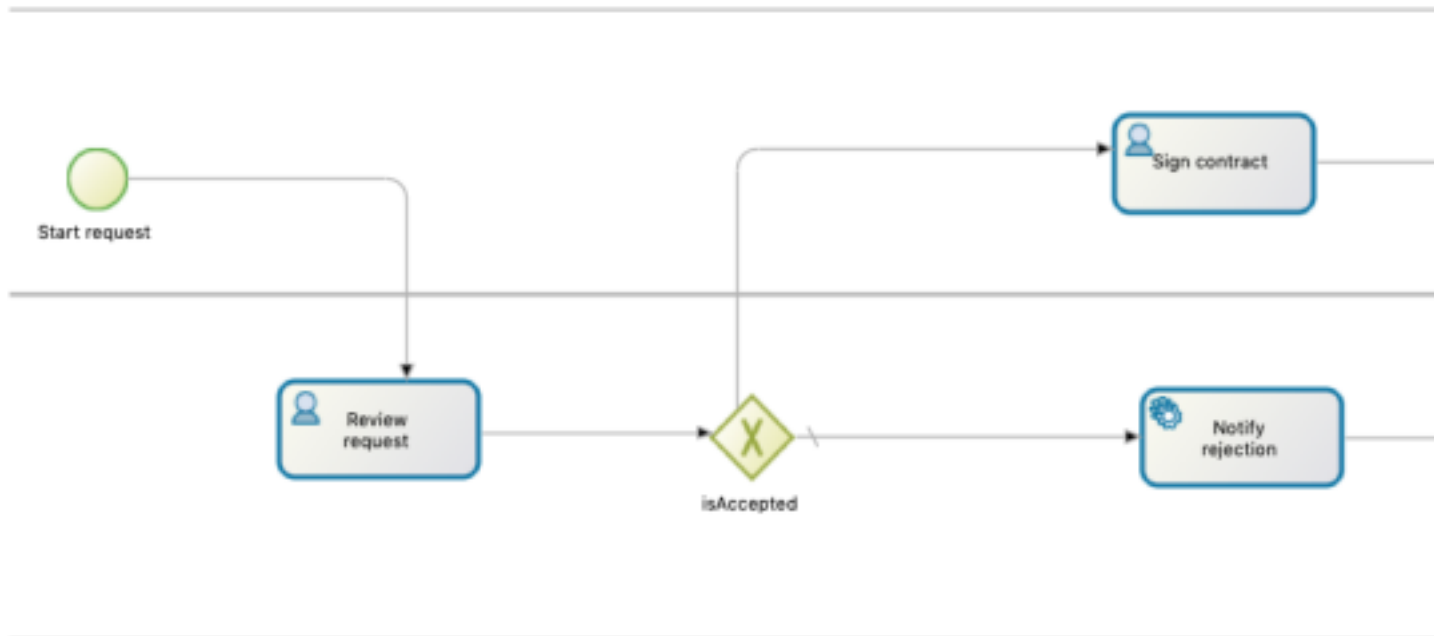
```
repositories {  
    maven(closure: Closure<ra  
}  
dependencies {  
    mavenCentral Maven...  
    mavenCentral Maven... onita  
    mavenCentral Maven... onita  
    mavenCentral Maven... onita  
    maven MavenArtifac... onita  
    maven MavenArtifac... onita  
    mavenLocal MavenAr... pring
```

Speak the language of your domain

```

businessArchive {
  process("Request Loan", "1.0") {
    val requester = initiator("requester")
    val validator = actor("validator")
    data {
      boolean named "accepted"
    }
    contract {
      text named "type"
      integer named "amount"
    }
    userTask("Review request", validator) {
      contract {
        boolean named "accept"
        text named "reason"
      }
    }
    userTask("Sign contract", requester)
    exclusiveGateway("isAccepted")
    automaticTask("Notify reject")
    transitions {
      normal from "Review request" to "isAccepted"
      conditional("accepted") from "isAccepted" to "Sign contract"
      default from "isAccepted" to "Notify reject"
    }
  }
}

```



Feedbacks on writing a DSL

Use Kotlin... 90% of the job is done

Write how it should look like first

```
process {  
  data {  
    text named "myData"  
  }  
}
```

- Don't try to use all features
- Focus on usability and discovery

- Throw away your POCs
- Once your comfortable rewrite everything

A good way to learn kotlin



Thank you

[bonitasoft/bonita-engine](https://github.com/bonitasoft/bonita-engine)

baptistemesta.github.io/process-kotlin-dsl-slides

github.com/bonitasoft-labs/process-kotlin-dsl-request-loan

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