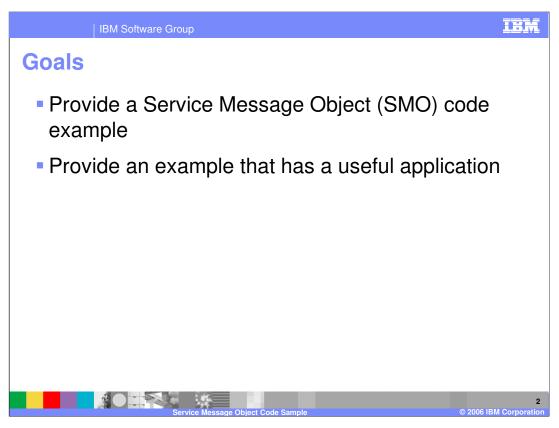
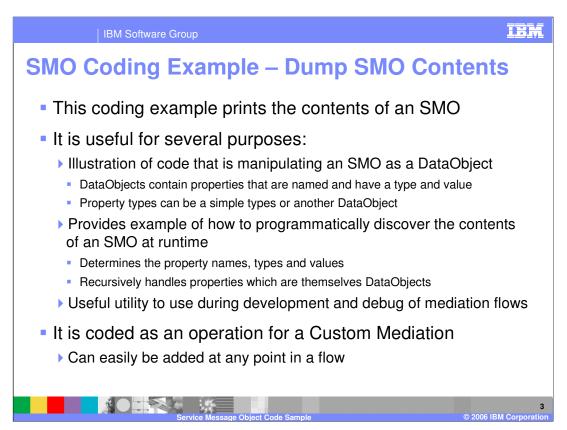


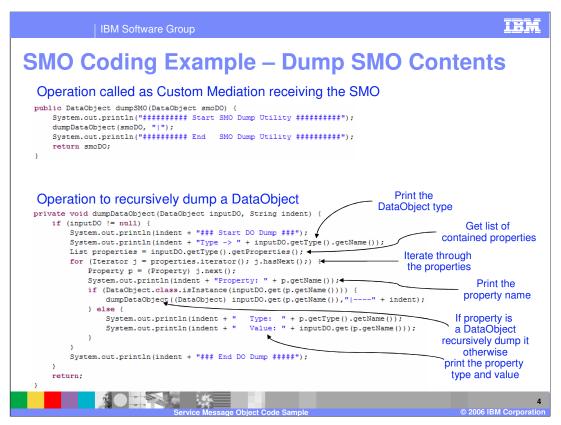
This presentation provides a Service Message Object coding sample.



The goal of the presentation is to provide an example of code traversing through a Service Message Object. The intention is to show code using an SMO and provide a sample that will potentially have a useful application.



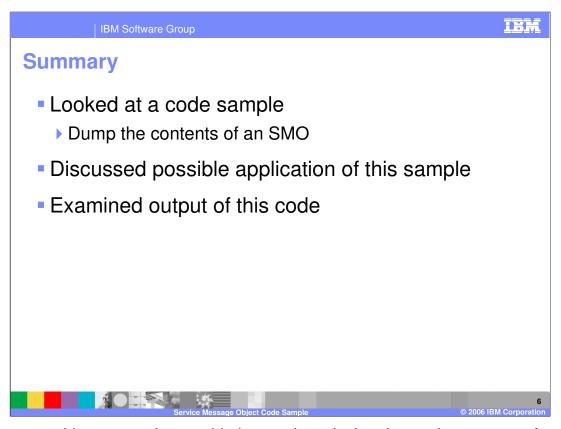
The sample provided in this presentation dumps the contents of an SMO to the SystemOut.log file, which is useful for several purposes. First, it illustrates code that is manipulating or traversing through an SMO as a DataObject. DataObjects contain properties, which are named values with a defined type. The type of a property can be a simple type or another DataObject. Secondly, the sample shows you how to programmatically discover the contents of an SMO at runtime. It determines the name, type and value of each of the properties contained in the DataObject. When the property itself is another DataObject, it recursively discovers its contents. Thirdly, the sample is a useful utility to use during the development and debug of mediation flows. The sample is coded as an operation that can be called from a Custom Mediation primitive. In this way, it is possible to add this at any point in a flow to dump the SMO contents.



The top portion of the slide shows the **dumpSMO** operation that can be called from a Custom Mediation primitive. It meets the requirements for use from a Custom Mediation primitive in that it takes a single DataObject as the input parameter and also returns a DataObject. This operation simply writes a line indicating the start of the SMO dump, calls an operation that dumps a DataObject passing it the SMO, prints a line indicating the end of the SMO dump and returns the original SMO unchanged. The routine that dumps a DataObject is in the lower portion of the slide. First it ensures that the DataObject passed in is not null, simply returning to the caller if it is and then prints a line indicating that this is the start of the DataObject dump. DataObjects can have specific subtypes, so the next thing that is done is to determine and print out the type of this DataObject. Since a DataObject is composed of properties, a list of the contained properties is then obtained. An iterator is then used to iterate through the list of properties so that each property can be dumped. For each property, the name of the property is printed and the type is determined. If the property is a DataObject, this operation is recursively called to dump it. If it is not a DataObject, the type and value are dumped. After all the properties are dumped, a line is printed indicating the end of the DataObject dump. Since this operation is used to recursively dump DataObjects, it takes an indent string as a parameter, which enables contained DataObjects to be indented in the dump.



This slide shows example output from the SMO dump routine. The output would be one contiguous flow, but is broken into three sections here to fit on a single slide. At the beginning of the dump, you can see that the DataObject type that is dumped is ServiceMessageObject. The first property it contains is context, which is itself a DataObject, whose type is ContextType. The properties of ContextType are correlation, transient and failInfo. Notice that the correlation property and failInfo property are both null, but that the transient property is another DataObject of type GetCustInfoTransientContext. Take some time to examine the rest of the dump to see how the headers and body properties of the ServiceMessageObject are constructed. From this output you can see how this utility would be helpful during development and debug of mediation flows.



In summary, this presentation provided example code that dumps the contents of an SMO and examined the output that it produces. This code could be useful during the development and debug of mediation flows.

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