

Integration of Application Business Logic and Business Rules with DSL and AOP

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Abstract

Business processes and business rules are implemented in almost all enterprise systems. Approaches used today to their implementation are very sensitive to changes. In the paper authors propose to separate business logic layer from business rule layer by introducing an integration layer. The connections between both parts are expressed in a dedicated domain specific language (DSL). The definitions in DSL are further translated into working source code. The proof-of-concept implementation of the integration layer was done in the aspect oriented language (AOP) – AspectJ. The AOP was selected because it fits well to encapsulate scattered and tangled source code implementing the connections between business logic and business rules with the source code implementing core business logic.

1. Introduction

Software systems of enterprise class usually support business processes and business rules existing in a given domain. Because both (business processes and business rules) are often subject of change, they should be defined within a software system in such a way that is easy to maintain. Approaches used today to business rules implementation are very sensitive to changes, i.e. each modification of: (a) business rule set (b) when (within a business process) to fire specific business rule (c) which business rules to fire – can result in the necessity of application source code modification. Additionally, the source code implementing the connections between business logic and business rules is often scattered and tangled with the source code implementing core business logic. That allows to treat the problem of integration between business logic layer and business rules (considered as a separate layer) as a cross-cutting concern. A mechanism usu-

ally used for separation of cross-cutting concerns within software systems is Aspect Oriented Programming (AOP) [8], and one of the most popular AOP programming languages is AspectJ [8].

According to [10], business rules should be separated from business processes, however they apply across processes and procedures. What more, business rules should be expressed declaratively, and they should be executed directly, for example in a rules engine. In the paper authors describe an architecture of a software system, satisfying all above mention demands. The main element of the architecture is an integration layer that lies between business rules repository and business logic layer. The layer is implemented in AspectJ. Unfortunately, aspect-oriented languages are rather difficult, so the source code of intermediate layer is complex and hard to understand. Therefore there is a need for more abstract language (rather declarative one) which can be used for describing how

to integrate business logic with business rules. In this paper authors present a domain specific language (DSL) serving that purpose. Models written in the DSL are automatically translated to AspectJ source code. The DSL editor with syntactic checks as well as transformations were implemented in the oAW framework [9].

The structure of the paper is as follows. In chapter 2. main features of integration layer are presented. In chapter 3. the DSL syntax shortly is described. Short but complete examples are shown in chapter 4. Chapter 5. presents related works while chapter 6. contains some concluding remarks.

2. Features of Integration Layer

Business model defines basic notions from a given domain, the relationships between the notions and the way in which they are constrained. Business rules constitutes an important part of a business model. *A business rule is a statement that defines or constrains some aspect of the business. It is intended to assert business structure or to control or influence the behavior of the business* [5]. There are many types of business rules, for example von Halle distinguishes [3]:

- terms – nouns which meaning is commonly accepted,
- facts – statements defining relationships among terms,
- rules – declarations of a policy or a condition that must be satisfied.

Rules are defined upon terms, and facts, and they are further divided into constraints, action enablers, inferences, and computations. Terms and facts usually are expressed directly in the source code of application. If they are changed also the source code is modified. Rules can be implemented either directly in the application source code or outside it. Using today approaches to rules realizations try to separate them into some components (modules, etc.) to minimize the influence of their changes on the other parts of application. The advantages of rules modularization are as follows:

- Rules are directly expressed;
- Rules can be shared between different business processes;
- It is easier to define who and when can modify rules;
- Rules can be maintained (update, create, delete) not only by programmers but also by business experts.

A typical solution to rules modularization employs business rule engines or business rule management systems like JBoss Rules [7], JRules [5], or Jess [4]. However, even in such a case, source code responsible for communication with the engine is scattered and tangled with application source code responsible for business logic. Additionally, every time you decide to use (or not to use) a rule in a given place, you need to modify the application business source code. To eliminate above mentioned problem we have decided to introduce separate layer in the application architecture, between business logic layer and rules representation – see Fig. 1. The main aim of this layer is to isolate the business logic layer from rules. So, this should prevent the business logic layer from being influenced by rules evolving or changing.

The desired features of integration layer are presented below:

- Support for invocations of all rule kinds;
- Definition when to invoke what rules;
- Passing parameters and context dependent information to rules.

There are two kinds of activation events that can result in rules invocation:

- method invocation event,
- attribute change event.

Business rules should be validated depending on the context that is changing dynamically. So, integration layer should allow to specify a dynamic context in which an activation event will result in business rule(s) firing. Authors have identified different time relationships between an activation event and rule(s) invocation – see Fig. 2. An activation event can cause rules invocation if it happened:

- during execution of specific business method,
- when specific business method is not executed,

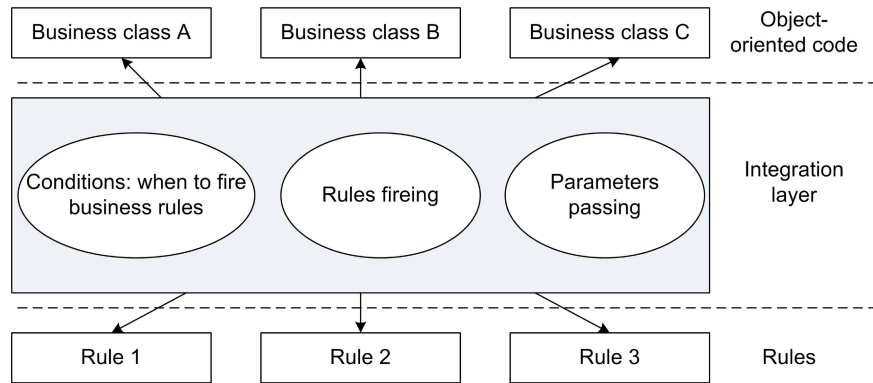


Figure 1. Integration layer in application architecture

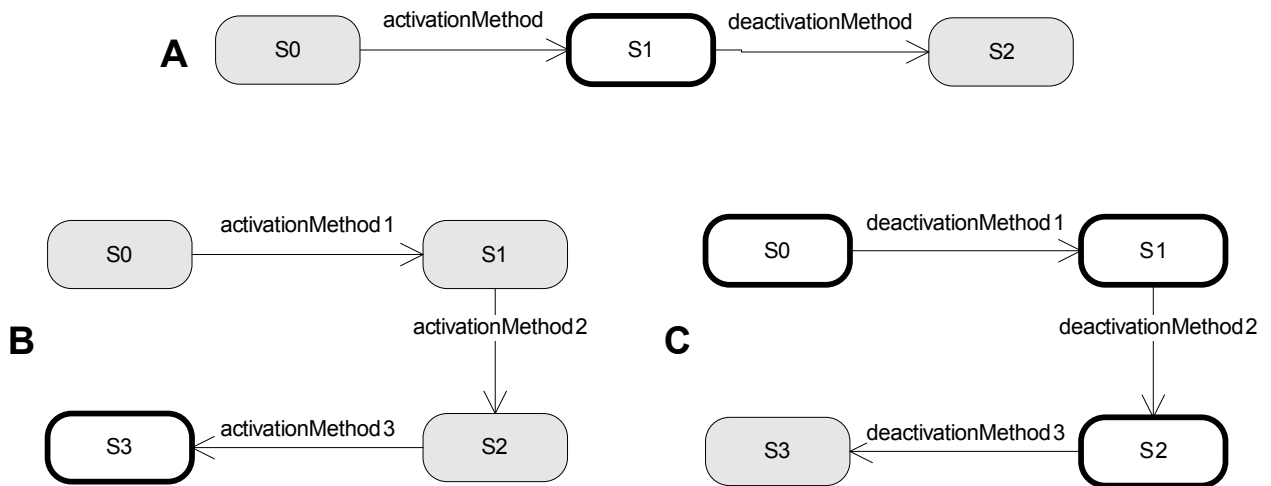


Figure 2. Possible scenarios of defining the moments of business rule invocation (gray state – the rule can not be fired, white state – the rule can be fired)

- after execution of activation method but before invocation of deactivation method (case *A* in Fig. 2; business rule can be fired in *S1* state),
- after execution of a sequence of activation methods (case *B* in Fig. 2, where the sequence consists of three methods; business rule can be fired in *S3* state),
- before execution of a sequence of deactivation methods (case *C* in Fig. 2, where the sequence consists of three methods; business rule can be fired in *S0*, *S1* or *S2* states).

The presented cases (*A*, *B*, *C* in Fig. 2) can be put together to define more complicated context.

3. DSL definition

To hide the complexity of integration layer a textual domain specific language was defined. It allows to specify how to integrate business logic with business rules in a declarative way. The full meta-model of the DSL consists of 29 classes and 42 relationships (17 generalizations, 25 associations). The concrete syntax of the language was defined in the form supported by the oAW framework. Models written in DSL are validated against a set of rules expressed in Check language which is a part of the Xtext framework. Transformation between models and As-

pectJ source code was implemented in Xpand template language. The general structure of text files written in DSL is presented below:

```
Package declaration
[Import section]
[Global object declaration]
Event definitions
Business logic to business rules link definitions
```

The presentation of the DSL is constrained to mandatory elements.

3.1. Package Declaration

Package declaration has the same form as in java program. It specifies where (to what package) generate AspectJ code.

3.2. Event Definition

Business rules are fired in strictly defined moments during program execution. As it was mentioned above there are two kinds of activation events: method invocation event, and attribute change event. Definition of an event activated by method invocation has a form presented below:

```
event <event name> isExecutionOf method
  <method name> in <type name>
  [withParams ( <parameter list> )]
  [returns <type name>]
end
```

The definition contains the unique name for the event and the signature of the method (optionally types of parameters and type of returned value).

As activation event is also responsible for preparing the context to business rules evaluation. By using `asFact` keyword some data associated with method execution are passed to the rules engine:

- The reference to an object realizing the method (`in <type name> asFact <object name>`);
- The value returned by the method (`returns <type name> asFact <object name>`);
- The references to objects passed as parameters (`withparams(<type name_1>, ..., <type name_k>) asFact <object name_1>, ..., <object name_k>`).

The data will be used further in link definitions (see chapter 3.3).

Definition of an attribute change event has the form presented below:

```
event <event name> isUpdateOf field
  <attribute name> in <type name>
end
```

It defines the unique name for the event, the localization (class) and the name of the attribute. Similarly to the method activation event there is a possibility to exhibit some data:

- The new value of the attribute (`newValue <type name> asFact <object name>`);
- The object which attribute is modified (`in <type name> asFact <object name>`).

3.3. Business Logic to Business Rules Link Definition

Business logic to business rules links are the main elements of DSL. They are built upon events and values exhibited by them. Definition of the link determines what business rule(s) when to fire, and optionally the data necessary for business rules evaluation, context of execution etc.:

```
link <link name>
  [configuredBy <path to configuration file>]
  fires <rule names> <when clause> <event name>
  [requires <object name_1>, ..., <object name_k>]
  [active <context definition>]
end
```

The most important part of the definition is `fires` clause. It is a regular expression defining the names of business rules that should be fired in a reaction to a specific event. The `when` clause specifies exactly when to run business rules. There are three possibilities to choose from:

1. `before` (rules are called before event activation);
2. `after` (rules are called after event activation);
3. `insteadOf` (rules are called instead of event activation).

The `requires` clause is used for passing necessary data identified by names to a rule engine. The order of object names is important because it determines the order of events that

are responsible for preparing the objects. The **active** clause defines the context (additional constraints) in which the activation event (defined in **fires** clause) results in business rules invocation. There are many possibilities for context definition, below are presented two of them:

- **while** <event name> – activation event must occur within flow of method defined by an event,
- **except** <event name> – activation event must occur outside flow of method defined by an event.

4. Examples

4.1. Example 1

Let consider a simple business process (called *Order Processing*) that aims at processing an order of a given customer. The process consists of four basic operations performed in a sequence:

1. order validation,
2. order's total cost calculation,
3. order's shipping cost calculation,
4. sending an order for further realization.

If an order is not validated (result of operation 1), status of the order is set to rejected and the whole business process is stopped; otherwise status of the order is set to accepted, and the process is continued. The business process is constrained with the following set of business rules:

- Rule 1: “Gold” customer pays 40% less for shipping.
- Rule 2: “Platinum” customer pays nothing for shipping.

The data model and the business layer model (limited to the considered example) of the application supporting *Order Processing* business process is presented in Fig. 3. An order contains a collection of order items, each of which has a price defined. An order is placed by a customer. A customer belongs to one of customer categories (regular, gold, platinum). The main class realizing the business logic is *OrderProcessingService* with *processOrder* operation. The operation implements all four operations defined for the business process – see Fig. 4.

The business rules were defined in DRL language and stored in JBoss engine. Each business rule was given a unique name:

- Rule 1 – Reduce shipping cost for gold customers.
- Rule 2 – Reduce shipping cost for platinum customers.

An example of rule definition in DRL language is shown below:

```
rule "Reduce shipping cost for gold customers"
when
  order: Order(shippingCost > 0)
  customer: Customer(category == CustomerCategory.GOLD)
then
  order.setShippingCost(order.getShippingCost() * 0.6f);
end
```

Business rules should be fired in strictly defined moments of application execution. Rule 1 and Rule 2 should be fired after execution of *calculateShippingCost* method, but only if the method was invoked inside *processOrder* flow. Both rules modify the value returned by the *calculateShippingCost* method basing on specific customer information. Following examples present how to define activation event, and a link between application business logic and business rules in proposed DSL:

```
event ShippingCostCalculation isExecutionOf method
  calculateShippingCost
  in OrderProcessingService withParams (Order)
end
link CustomizeShippingCost
  fires "*shipping cost*" after ShippingCostCalculation
  requires customer newOrder active while OrderProcessing
end
```

Business rules (Rule 1, Rule 2) are identified based on part of their names (“*shipping cost*” regular expression).

The DSL definition is automatically transformed to AspectJ code. The following code presents result of such transformation:

```
package pl.wroc.pwr.casestudy.aspects;
import pl.wroc.pwr.casestudy.domain.Customer;
...
import org.drools.StatelessSession;
...
public aspect CustomizeShippingCostAspect
  percflow(execution(
```

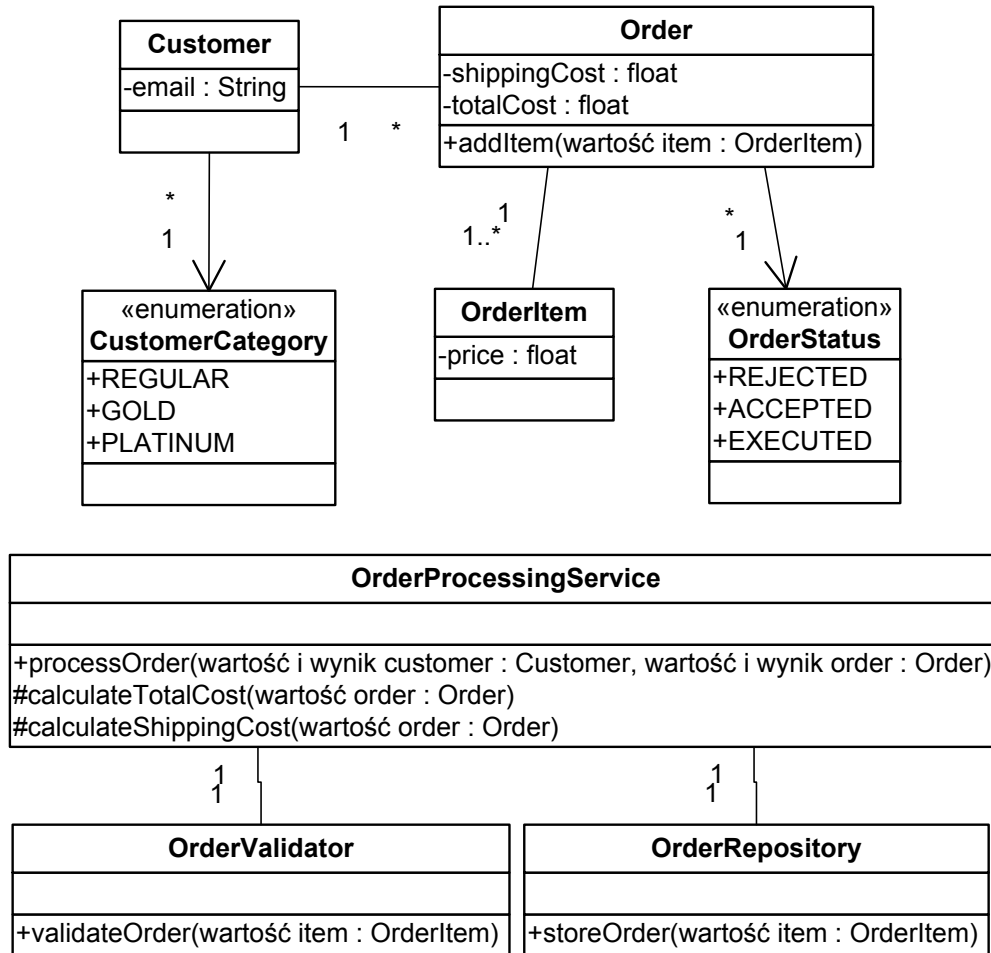


Figure 3. Data model and business logic layer for considered example

```

void OrderProcessingService.processOrder(
    Customer, Order))) {
    private Customer customer;
    private Order newOrder;
    private int capturedFacts = 0;
    private static int getCapturedFacts() {
        if (CustomizeShippingCostAspect.hasAspect()) {
            return
                CustomizeShippingCostAspect.aspectOf().capturedFacts;
        } else {
            return -1;
        }
    }
}

before(Customer customer, Order newOrder):
    execution(void OrderProcessingService.processOrder
        (Customer, Order)) && args (customer, newOrder)
        && if (getCapturedFacts() == 0) {
            this.customer = customer;
            this.newOrder = newOrder;
            this.capturedFacts++;
        }
    }

    pointcut shippingCostCalculationPointcut() :
        execution(
            void OrderProcessingService.calculateShippingCost(Order))
            && cflow(execution(
                void OrderProcessingService.processOrder
                    (Customer, Order))) && if (getCapturedFacts() == 1);
    after() : shippingCostCalculationPointcut () {
        RuleAgent agent
            = RuleAgent.newRuleAgent("config.properties");
        RuleBase ruleBase = agent.getRuleBase();
        StatelessSession session = ruleBase.newStatelessSession();
        session.setAgendaFilter(
            new RuleNameMatchesAgendaFilter("*shipping cost*"));
        try {
            session.execute(new Object[]{customer, newOrder});
        } catch (ConsequenceException exc) {
            Throwable originalException = exc.getCause();
            if (originalException instanceof RuntimeException){

```

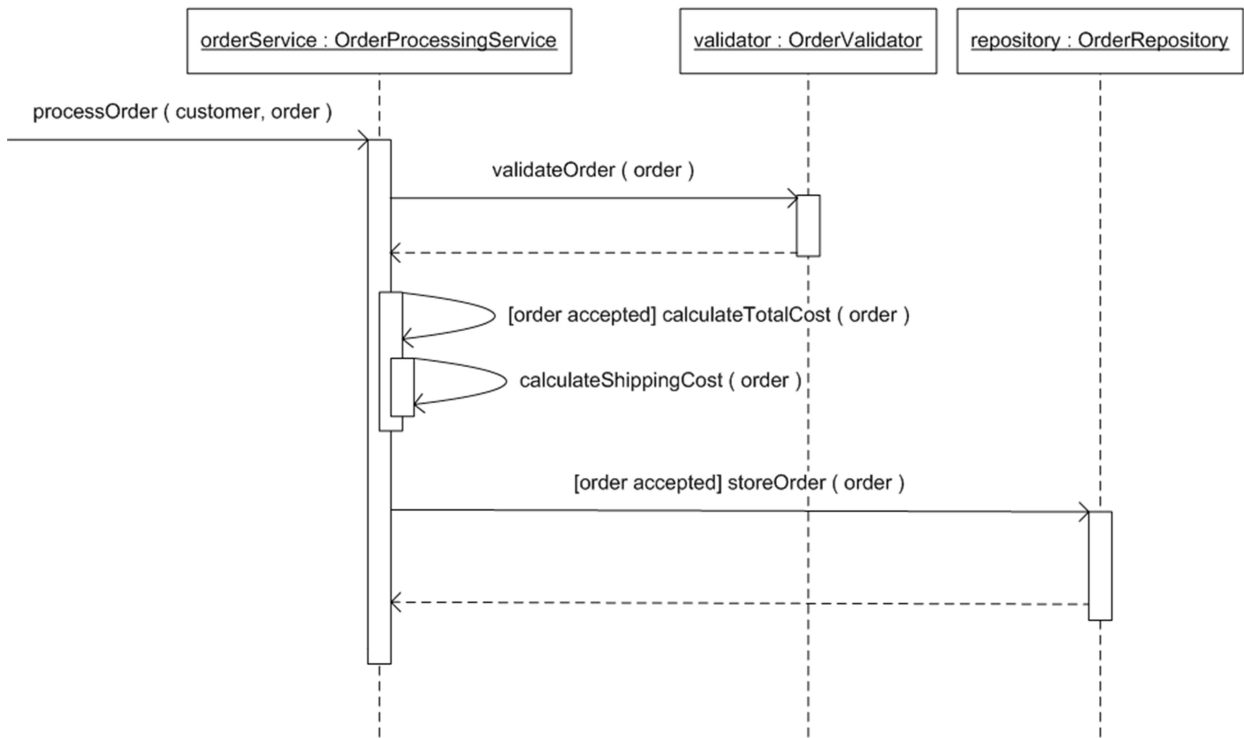


Figure 4. Order processing realization

```

    throw (RuntimeException) originalException;
  } else {
    throw exc;
  }
}
}
}
}

```

4.2. Example 2

The second example considers business rules for cross and circle game. For the game following rules were identified:

- Rule 1: Board size is set to 3 x 3; at the beginning all fields are free.
- Rule 2: The game is for two players: one uses circle and the other – cross symbol.
- Rule 3: Players set moves in turns.
- Rule 4: Player should place his/her symbol on a free field.
- Rule 5: Game is over if someone places 3 the same symbols in vertical, horizontal or diagonal line – this player is the winner.
- Rule 6: Game is over where there is no free place – nobody wins.

Based on business rules the class diagram presenting business terms and facts was elaborated – see Fig. 5.

In the Table 1 we consider possible ways of implementation above mentioned business rules; the first alternative is to implement business rules directly in object-oriented program; the second – to implement them in JBoss rule engine and invoke using intermediate layer. The last column in the table presents some comments, and the proposed solution.

The sequence diagram presented in Fig. 6. shows a possible implementation of message passing (main flow of events) after object-initialization before applying proposed architecture. The places when to invoke particular business rules are marked there by UML notes.

Eventually, only the business rules 4–6 were implemented within proposed architecture. Below there is an example definition of Rule 4 written in a DLR language that is accepted by JBoss engine. The rule causes an exception when the condition is evaluated to true.

```

rule "Rule4"
when
  $move: Move()
  $board: Board()

```

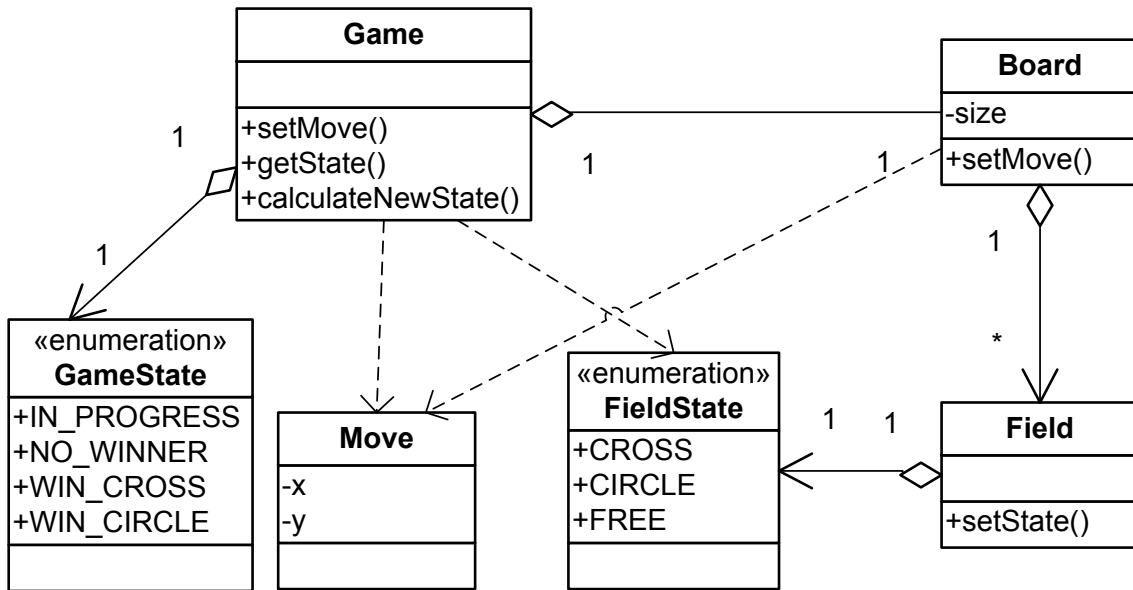


Figure 5. Terms and facts for cross and circle game

```

eval($board.getFieldState($move) == FieldState.CROSS ||
     $board.getFieldState($move) == FieldState.CIRCLE)
then
  throw new IllegalStateException("Place must be free");
end

```

The activation event definition in DSL language as well as link definition for Rule 4 has the following form:

```

event setMoveEv isExecutionOf
  method setMove in Board asFact boardSetMoveEv
  withParams (Move asFact moveSetMoveEv FieldState
              asFact fieldStateSetMoveEv)
end
link setMoveEv_Rule4
  fires "Rule4" before setMoveEv
  requires moveSetMoveEv boardSetMoveEv
end

```

The activation event for Rule 4 is an invocation of *setMove* method. The parameters of the method are further passed to business rule engine. Rule 4 should be evaluated before *setMove* method is called – what is expressed in link definition, and the rule itself needs two parameters to work on.

Based on DSL specification AspectJ code was generated. In the code activation events are represented by pointcuts while links by advices:

```
public aspect setMoveEv_Rule4Aspect {
```

```

  pointcut setMoveEvPointcut(Move moveSetMoveEv,
                              Board boardSetMoveEv):
    execution (void Board.setMove(Move, FieldState))
    && args (moveSetMoveEv, FieldState)
    && target (boardSetMoveEv);
  before(Move moveSetMoveEv, Board boardSetMoveEv):
    setMoveEvPointcut (setMoveEv, boardSetMoveEv) {
      StatelessSession session
        = AspectHelper.ruleBase.newStatelessSession();
      session.setAgendaFilter(
        new RuleNameMatchesAgendaFilter("Rule4"));
    try {
      session.execute(new Object[]{moveSetMoveEv,
                                    boardSetMoveEv});
    } catch (ConsequenceException exc) {
      Throwable originalException = exc.getCause();
      if (originalException instanceof RuntimeException) {
        throw (RuntimeException) originalException;
      } else {
        throw exc;
      }
    }
  }
}

```

The rules can be checked by JUnit tests. Below unit test for Rule 4 is presented:

```

@Test(expected=IllegalStateException.class)
public void testRule4() {
  System.out.println("==Rule 4 - free place==");
  Game service = new Game();
  Move move = new Move();
  move.setX(1);
}

```


Table 1. Possible ways of business rules implementation for cross and circle game

Rule No.	Classical OO implementation	Proposed architecture	Comments
Rule 1	Appropriate constructors	Method invocation event (for constructors)	Initializing objects within JBoss is possible, however looks strange; classical OO implementation is used
Rule 2	Implemented at GUI level. Assured by terms definition	Assured by terms definition	Classical OO implementation is used
Rule 3	Implemented at GUI level	At least last move must be remembered; Method invocation event (<i>setMove</i> method)	To simplify the class structure classical OO implementation is used
Rule 4	Either <i>setMove</i> method returns <i>bool</i> value (true when place is free) or <i>setMethod</i> throws an exception when place is occupied	Method invocation event for <i>setMove</i> method; an exception is thrown when place is occupied	Proposed architecture is used
Rule 5 Rule 6	After <i>setMove</i> method the state of a game is recalculated; the interface asks a game for its new state	Method invocation event either for <i>setMove</i> method or for <i>calculateNewState</i> method; the interface asks a game for its new state	Proposed architecture is used. The new state of a game might be calculated after <i>setMove</i> method, what is not easily to observe. To increase readability the empty <i>calculateNewState</i> method is provided for <i>Game</i> class – its invocation fires business rule 5 validation

```

move.setY(1);
service.setMove(move, FieldState.CROSS);
service.setMove(move, FieldState.CIRCLE);
}

```

5. Related works

Other researchers have also noticed relationship between crosscutting nature of business rules and aspect-oriented paradigm. In [2] authors analyze if domain knowledge can be treated as one of the system's aspects that should be developed and maintained independently of other concerns. In [8] author investigates how to move implementation of business rules from core business classes to aspects. Two business rules for a system that supports transferring funds between bank accounts were defined and implemented in AspectJ language. Conducted analy-

sis is neither thorough nor systematic but shows that aspect-oriented programming language can support implementation of business rules in object-oriented systems. In [1] an approach for expressing business rules at a high level of abstraction is presented. A high-level business rule language and high-level business rule connection language were defined. Proposed solution is similar to ours because it uses aspect-oriented paradigm to encapsulate source code that connects business rules with the core application. Each high-level rule is automatically mapped to a java class, but only inferences and computations are supported. JAsCo [6] aspect-oriented language is used for low-level implementation of connections between rules and application. For each rule connection specification an aspect bean and a connector are generated. Our approach differs from that one presented in [1] mainly because of different technologies (JBoss

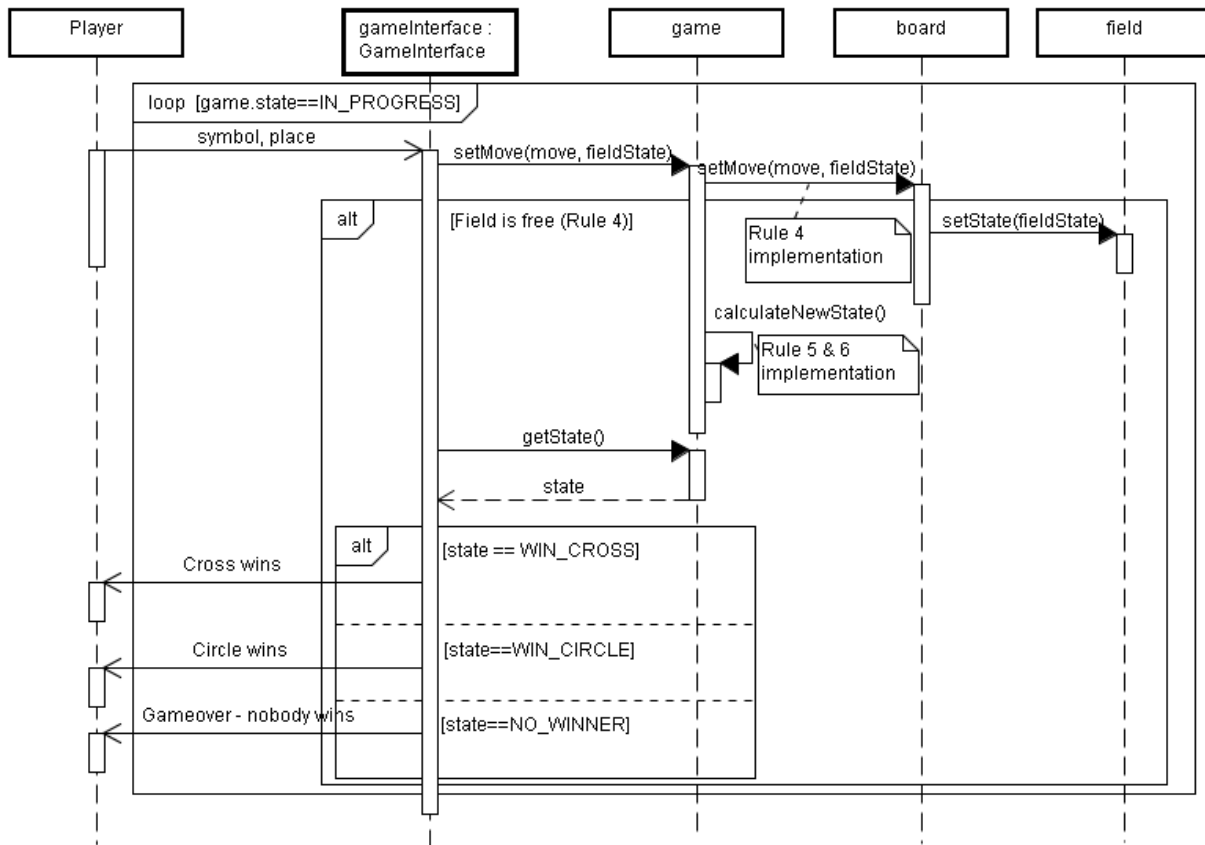


Figure 6. Sequence diagram for game scenario

instead of pure Java) and languages (AspectJ instead of JAsCo) used in a proof-of-concept implementation of the integration layer. Moreover, our DSL for integration layer is more flexible and expressive than the high-level business rule connection language proposed in [1]. It supports all kinds of business rules, allows to more precise activation event's context definition and offers better support for capturing business objects within business processes realizations.

6. Conclusions

Authors have proposed to use a specific DSL for describing dependencies between application business layer and business rules. At that moment only two types of events that result in a business rule invocation are identified (method call and attribute change). Introduction of a new event kind must be followed with extension of both, DSL syntax and DSL-to-code transformations.

Applying proposed DSL for the integration layer has many advantages. It allows to define connections between rules and business process at higher abstraction level in a declarative way. The syntax is easy and very flexible. The proof-of-concept implementation proved that the reduction above 70% in source code line numbers is possible. The solution is platform independent, so – if something changes at implementation level it will only have influence on model-to-code transformations. The transformations are complete in the sense that obtained aspect definitions need not to be changed by programmers.

The main disadvantage of DSL is that to apply it successfully you need to know the business classes, relationships among them, the semantics of their methods and the interactions among instances. Therefore, the obvious direction of further research is a formalization of business rules and business processes, that allow to abstract from their concrete implementations.

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