





PeopleTools v8.5x Integration Application Engine Course

Agenda

Introductions

7 About this Course

Course Lessons

- Day 1: Technology Overview and Development Approach
- Day 2: Building Set-Based AE Programs
- Day 3: Advanced Topics and Troubleshooting

Additional Q&A

Throughout sessions, and at the end of each day





Introductions

Course Instructor – Douglas Pace



- 17 Years in Technology
 - Senior Developer
 - Development Manager
 - Usability Testing
 - User Interface Design
- 13 PeopleSoft Implementations
 - Conversion Lead
 - Technical Lead (Upgrades and Implementations)
 - Senior Developer
- Developer of Pace-Trace
 - Tracing Utility for PeopleSoft





About this Course

- Overview of the AE development process
- A "hands-on" course, with activities accompanying each area
- Interactive and Dynamically paced



AE Overview

- PeopleSoft's Preferred Batch Language
- Replacing COBOL programs
- 7 Database-Driven*
- Typically Set-Based SQL Logic
- Supports PeopleCode Events





Structure of an AE Program

Made up of Sections, Steps, Actions

3 Sections:

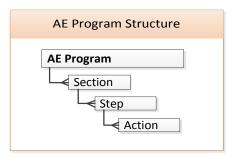
- All programs start with the MAIN Section
- Other Sections must be called

Steps:

- Steps occur in sequence within a section
- Each step can have multiple actions

Actions

- The "meat" of an AE
- Where all the work occurs (PeopleCode, SQL, etc.)

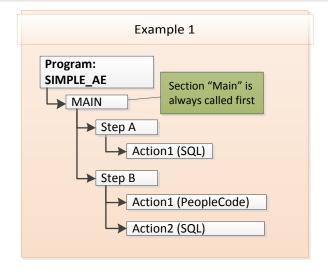




Example AE Program Structures

In Example 1, only a single section MAIN exists, with two steps

- Step A has a single SQL Action
- Step B has two actions

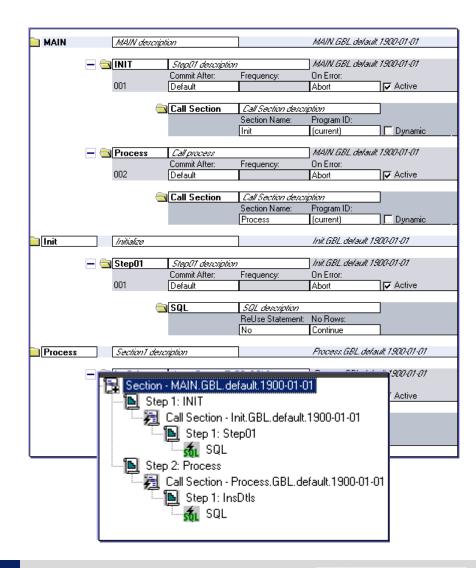






Example AE #2: Call Section

- Most AE Programs call sections from MAIN
- Notice the two steps under MAIN each call a section







Working with AE Programs in App Designer

Reviewing overall program flow

- Bouncing between the two views
- The split-screen detail vs. the SQL edit window

Adding App Engine programs to your project

- How parts are broken down (Sections, Steps) within the project items
- How this impacts migrations (orphaned code)

7 Finding Code in Existing Programs

Identifying programs called by this program (and so on)

Additional Topics for Later

Resolving Meta-SQL





State Records

- Work record during the execution of your program
- Variables which persist throughout execution
- Standard naming convention to use AET as record suffix (eg. PO_ST_AET)
- 7 Can be SQL Tables or Work Record
 - State recs stored as SQL Tables must be keyed by process instance
 - Use SQL tables if using commit-points to maintain values in state rec after commit
 - If SQL table, include column PROCESS_INSTANCE

Placing Values into State Variables

– Using SQL:

```
SELECT SERVERNAME

SELECT SERVERNAME

FROM PSSERVERSTAT

WHERE SERVERNAME <> %Bind(PRCSPURGE_AET.SERVERNAMERUN)

AND SERVERSTATUS = '3'

AND ( %DateTimeDiff(LASTUPDDTTM, %CurrentDateTimeIn) < 10)
```

Using PeopleCode:

```
ZPV RUN GEN AET.SETID = "SHARE";
```

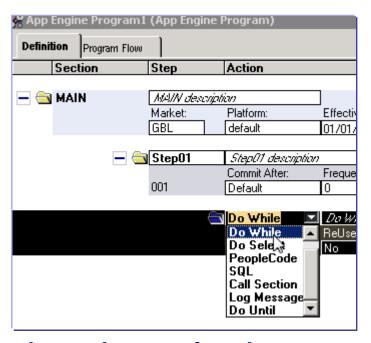




Actions (one step can have several):

Possible types of Actions for a Step

- Do Actions
 - Do While
 - Do When
 - Do Select
 - Do Until
- SQL (Update/Delete/Insert/Select)
- PeopleCode
- Log Message
- Call Section



One Step can have more than one action, but only one of each type

- For example, you can have a SQL and PeopleCode action, but only one of each.
- If you have 2 SQL statements to run, you will need two Steps, with each having an associated SQL Action.





Do Actions: Do When

- ☐ Run the associated SQL and perform the statements beneath if at least one row is returned
- ☐ Requires selecting to a state variable using %Select or %SelectInit

```
%SelectInit(DUMMY_FIELD)
SELECT 'X' FROM PS_INSTALLATION
WHERE EXISTS
  ( SELECT 'X' FROM %Table(IN_FL_ER2_TAO)
   WHERE PROCESS_INSTANCE =
%Bind(PROCESS_INSTANCE)
AND MESSAGE_NBR = 94)
AND %Bind(SYNCH_FLAG) = 'N'
```

