Using Kelp with an IDE

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Chapter 1. Introduction

This document describes how to use Kelp based on Ant tool to develop applications with XMLC for use with Enhydra 5.1. It assumes that you have a basic understanding of Enhydra and Eclipse IDE.

Kelp is a set of tools that extend a Java integrated development environment (IDE) to simplify the development of applications for Enhydra 5.1. These tools are based on Enhydra toolbox and Ant tool. Kelp dialogs are used for setting properties and running defining tasks in Ant build.xml file.

Chapter 2. Kelp features

Kelp provides the following tools and features:

- Kelp Application Wizard

  The Kelp Application Wizard generates Web applications using either the Servlet API or the Enhydra Super Servlet programming model.

- Kelp XML Compiler integration

  The Kelp XMLC tool lets you set XMLC options, select markup language files (e.g., HTML, XML) to compile, and call XMLC from Ant rebuild in Enhydra Tools within the IDE to create classes that generate web content dynamically.

  The XMLC properties give you control over how XMLC builds Document Object Model (DOM) classes from your markup language files (HTML,WML,..).

- Kelp Deployer

  The Kelp Deployer allows you to set up your project properties, copy static content to the document root, process templates, create deployable archives, and deploy the archives.

  The Input Template property pages let you specify a list of strings to search and replace when you are generating files from templates (files with ".in" extension).

- DODS Generator

  Dods generator runs doml file for generating sql and java files.

- Enhydra XMLC properties

  The XMLC properties give you control over how XMLC builds Document Object Model (DOM) classes from your markup language files (HTML,WML,..).

- Build integration

  Through property pages, you can set up Ant rebuild task to invoke XMLC and the Kelp Deployer whenever you run Ant rebuild. This feature lets you quickly ensure that your files are updated without having to run the tools individually.

Chapter 3. Project development overview

This chapter outlines how Kelp can be used with an IDE to speed the development process. Using the Kelp tools and wizards together with those of the IDE, you can perform the following basic functions:

Generating source files

Within IDE you can generate a new Web Application or Enhydra Application (super-servlet style application), using the Kelp Application Wizard. The generated framework of files and directories provide a useful starting point for developing applications for Enhydra 5.1.

Setting project properties

The Kelp project properties consist primarily of XMLC and deployment options. For additional information about XMLC, refer to Chapter 5, "Enhydra XMLC," of the Developer's Guide.

Deployment properties shows input files to include in the output deployable folder, including startup conf files and archive file.

Compiling projects

Once you have generated or added the source files to your project, you can compile the project to generate the necessary classes. If you are using XMLC in your project, you must run the Kelp XMLC tool before compiling the rest of your source files, to include XMLC generated java files.

Note: Projects compiled or built from within the IDE do not use Ant by default. If you want to take advantage of some of the advanced Ant capabilities, use Ant rebuild task from Enhydra Tools integrated in your IDE .

Building and deploying archive files

After you have compiled your project you can use the Kelp Deployer to create and deploy an archive file.

Debugging projects

If you are having trouble running your application, you can use the debugging capabilities of the IDE to isolate the problem. Debugging capabilities of the supported IDEs differ, both methods are useful. For additional information refer to Running and Debugging Kelp Projects

Chapter 4. Wizards and tools

Kelp provides wizards and tools that help you develop Enhydra applications from within your IDE. For detailed explanation, go to "Using the wizards and tools" (html [using_ant_kelp/wizards_tools.html] , pdf [using_ant_kelp/wizards_tools.pdf]).

Chapter 5. Running and Debugging Kelp Projects

This chapter describes how to Run and Debug Kelp project within Eclipse IDE.

Creating Launch Configuration and Run Kelp Projects

After application rebuild (including XML Compiling) and deploy, need to make launch configuration for Enhydra Multiserver:

- Select project, open "Run"-->"Run..." from main menu to open Launch Configurations dialog

- Select "Enhydra application" and click "New" button, dialog for new configuration appears Figure 1.

- All parameters for running Multiserver are setuped, just change the name of this new launch configuration(e.g. "HalloWorld" for HalloWorld project).
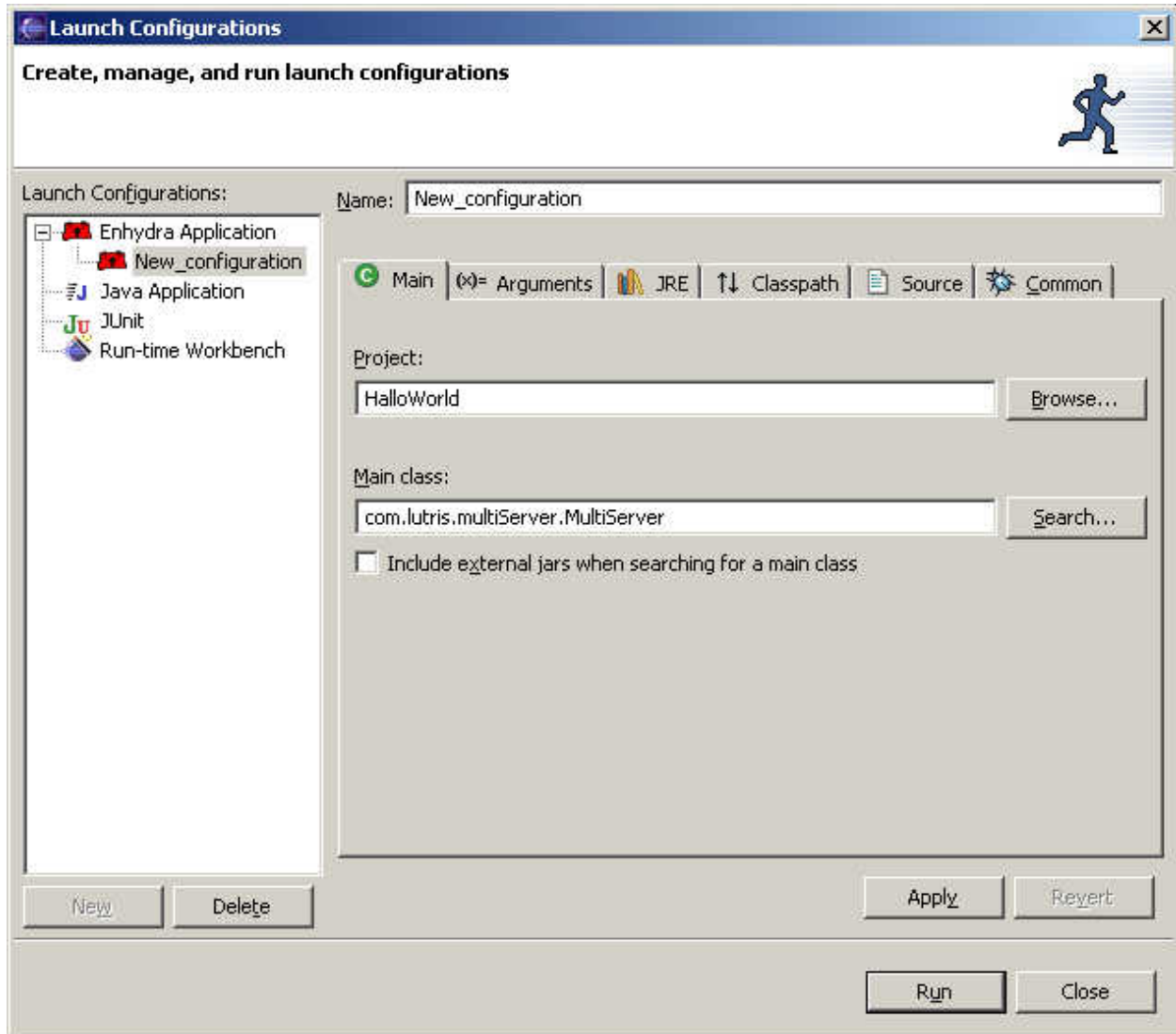
- Click "Apply" button, click "Run" button.

Figure 1: New launch configuration dialog for Enhydra application in Eclipse