GOOGLE WEB TOOLKIT (GWT) AND JAVA EE - THE SYNERGY FOR MODERN WEB APPLICATION DEVELOPMENT

FAIZ BASHIR MUHAMMAD

A thesis submitted in fulfilment of the requirements for the award of the degree of Master of Computer Science (Real Time Software Engineering)

Center for Advanced Software Engineering (CASE) Faculty of Computer Science and Information System Universiti Teknologi Malaysia

OCTOBER 2009

To my uncle, Engr. Aliyu A. Aziz, who introduced me to computers and the Java Language

ABSTRACT

The Web has become ubiquitous and a very important platform for applications. After the dot-com bubble burst in 2001, the way applications were developed changed. Developers started using the web standards to implement astonishing products that are light with rich and responsive user interfaces close to those of desktops. Using JavaScript and XMLHttpRequest the browser can communicate with the server to update just a portion of the web without refreshing the whole page. These and other technologies gave birth to the term Ajax. Modern Web Applications comprises of these client side technologies and server side technologies to give a very rich and robust web application. However, JavaScript which is a major technology for developing Ajax applications is not type safe and creating and debugging such applications become very tedious. Google Web Toolkit (GWT) was developed to address this problem with good support for Software Engineering. Ajax applications are developed in Java similar to Swing applications and GWT compiles it (Java) into JavaScript which can run on the browser. Java EE has gained popularity and is a technology of choice for developing server side functionalities. The Java EE container manages transactions, security, concurrency and other functions so that the developer concentrates on the business logic of his application. GWT Remote Procedures Call (RPC) which is based on Java EE Servlet allows seamless integration between the client and Java EE codes on the server. CASE Application Management System, as a case study for this project, is developed using these two technologies. It shows how they integrate seamlessly for developing Modern Web Applications.

ABSTRAK

Web semakin terdapat di mana-mana dan pelantar yang sangat penting bagi sistem pengaplikasian. Setelah dot.com bubble meledak pada tahun 2001, cara kaedah aplikasi dibangunkan telah berubah. Pembangun-pembangun aplikasi mula menggunakan piawaian web dalam menghasilkan produk yang mengkagumkan iaitu lebih mudah serta kaya dan antaramuka pengguna responsif yang dekat kepada desktop tersebut. Penggunaan JavaScript dan XMLHttpRequest, membolehkan pelayar berkomunikasi dengan pelayan bagi mengemaskinikan hanya sebahagian web tanpa perlu memperbaharui keseluruhan mukasurat. Teknologi ini dan lain-lain teknologi melahirkan terma Ajax. Aplikasi-Aplikasi Web Moden merangkumi teknologi-teknologi aspek klien dan teknologi-teknologi aspek pelayan dalam menghasilkan web aplikasi yang sangat kaya dan kukuh. Walaubagaimanapun, JavaScript yang merupakan teknologi utama dalam membangunkan aplikasi-aplikasi Ajax adalah jenis tidak selamat dan proses menciptakan dan nyahpijat aplikasi yang seumpamanya menjadi sangat merumitkan. Google Web Toolkit (GWT) telah dibangunkan dalam menyelesaikan masalah ini dengan sokongan bagus kepada Kejuruteraan Perisian. Aplikasi-aplikasi Ajax yang dibangunkan dalam Java bersamaan kepada aplikasi-aplikasi Swing dan GWT kompilkannya (Java) kepada JavaScript yang membolehkan ia dilancarkan atas pelayar. Java EE telah mencapai kepopularan dan adalah teknologi pilihan dalam membangunkan kefungsian aspek pelayan. Java EE container yang menguruskan transaksi, keselamatan, concurrency dan fungsi-fungsi lain membolehkan pembangun aplikasi menumpukan perhatian dalam logik bisnes aplikasinya. GWT Remote Procedures Call (RPC) adalah berlandaskan Java EE Servlet membenarkan kelicinan pengintegrasian di antara klien dan kod Java EE di atas pelayan. CASE Application Management System, adalah kajian kes dalam projek ini, ia dibangunkan dengan menggunakan dua teknologi yang dimaksudkan di atas. Ia menunjukkan bagaimana kelicinan integrasi teknologi-teknologi tersebut untuk membangunkan Aplikasi-Aplikasi Web Moden.

TABLE OF CONTENTS

CHAPTER	TITLE	PAGE
	ABSTRACT	iv
	ABSTRAK	V
	LIST OF FIGURES	ix
1	CHAPTER ONE	1
	INTRODUCTION	1
	1.1 Web 2.0 And Ajax	1
	1.2 Modern Web Application	3
	1.3 Google Web Toolkit (GWT)	4
	1.3.1 GWT and Software Engineering	5
	1.4 Java EE	6
	1.5 The CASE Application Management System	7
	1.6 Objectives	8
	1.7 Scope	8
2	CHAPTER TWO	10
	LITERATURE REVIEW	10
	2.1 Introduction	10
	2.2 Client-Side Technologies	10
	2.2.1 JavaScript	10
	2.2.2 Web 2.0	11
	2.2.3 Ajax	13
	2.2.4 Google Web Toolkit (GWT)	16
	2.2.5 Summary	23

	2.3 The Server-Side Technology	23
	2.3.1 Java EE	23
	2.4 Modern Web Application	29
	2.5 Tools and Development Environment	30
	2.5.1 Unified Modeling Language (UML)	30
	2.5.2 Netbeans Integrated Development Environment (IDE)	31
	2.5.3 Eclipse Integrated Development Environment (IDE)	32
	2.5.4 JUnit	32
	2.5.5 Summary	33
3	CHAPTER THREE	34
	METHODOLOGY	34
	3.1 Introduction	34
	3.2 Setting Up the Environment	34
	3.3 Software Engineering	35
	3.3.1 Model	35
	3.3.2 Documentation	35
	3.3.3 Testing	35
	3.4 Implementation	36
	3.4.1 The Client Side With GWT	36
	3.4.2 Server Side With Java EE	37
	3.4.3 Integration	37
	3.4.4 Deployment	37
	3.4.5 Challenges	38
4	CHAPTER FOUR	39
	IMPLEMENTATION DETAILS	39
	4.1 Introduction	39
	4.2 Analysis, Design and Documentation	39
	4.3 Setting-up the Development Environment	42
	4.4 Client Side Implementation	44
	4.4.1 CAMS User Interface	44
	4.4.2 Application List	45
	4.4.3 Windows and Dialogs	48

4.5 Server Side Implementation	49
4.5.1 Managing Persistence	49
4.5.2 Transaction Management	56
4.5.3 Client and Server Sides Integration	57
4.5.4 Transferring Objects Between the Client and the Server	62
4.5.5 File Upload	64
4.7 Improving Performance	67
4.7.1 Caching	68
4.8 Testing	68
4.8.1 Unit Testing on the Server Side	68
4.8.2 Unit Testing on the Client Side	69
4.9 Deployment	70
4.10 Conclusion	72
CHAPTER FIVE	73
CONCLUSION	73
5.1 Summary	73
5.2 Shortcoming	75
5.3 Recommendations and Further Enhancements	76

REFERENCES

5.4 Conclusion

5

viii

76

78

LIST OF FIGURES

FIGURE NO.	TITLE	PAGE
1.1	Workflow for Managing Applications	9
2.1	Traditional and Ajax Web Application Models	15
2.2	GWT Components	18
2.3	GWT RPC Model	22
2.4	Java EE Architecture	26
4.1	CAMS Use Case Diagram	40
4.2	CAMS High Level Architecture	41
4.3	Setting-up CAMS Development	
	Environment – Step 1	42
4.4	Setting-up CAMS Development	
	Environment – Step 2	43
4.5	Setting-up CAMS Development	
	Environment – Step 3	43
4.6	CAMS Development Environment Structure	44
4.7	CAMS Main User Interface	45
4.8	CAMS User Interface – Application List	48
4.9	CAMS User Interface – Add Application Dialog	48
4.10	CAMS User Interface – Candidate Details	
	and Status History	49
4.11	Glassfish Admin Interface	71
4.12	Specifying the Datasource in Glassfish	71
4.13	Setting-up the Database Properties in Glassfish	72

CHAPTER ONE

INTRODUCTION

Web applications which run on the browsers have seen massive acceptance because of its platform independence and without the requirement of installing the applications on client computers before using them. Users simply point to the address of an application and start using it immediately. Several web technologies have emerged to satisfy the requirements of web applications of good performance and usability. CASE Application Management System (CAMS) is developed using some of these technologies (Google Web Toolkit and Java EE) to achieve the features of a modern web application. This chapter introduces the underlying technologies and the goals and objectives of this work.

1.1 Web 2.0 And Ajax

The web has matured and seen significant transformation since its invention in 1989 by Tim Berners Lee. Beginning as a document-oriented platform of interlinked-hypertext documents, it gained popularity in the 1990s (a period called the dot-com bubble) which burst in 2001 [1].

The burst has caused a shift in the web ecosystem. The way web applications were designed and their business model had to change. Developers focused on creating clean HTML, using elegant cascading style sheets (CSSs) and adding touches of JavaScript. New technologies stopped emerging and implementation of these basic web standards started maturing [2].

The new business model is called the Web 2.0, a term coined by Dale Dougherty of O'Reilly Media in 2003 [3]. Web 2.0 was popularized by Tim O'Reilly during the first Web 2.0 Summit organized by O'Reilly Media [1].

Tim defined Web 2.0 as a set of principles and practices that tie together, a veritable solar system of sites that demonstrate some or all of those principles, at a varying distance from that core [3].

These principles include sites using light programming models to provide rich user experiences. Their users are part of the system developers and their continuous contribution make the sites more valuable. This is called harnessing collective intelligence (of the users). Web 2.0 sites have no limitation on the device they run. Applications can be accessed via the PC, PDAs, mobile or even TV.

The Web became a de-facto standard as a platform for applications, networking, collaboration and businesses. Rich applications (rich user experience) was thus necessary. The combination of the web technologies to solve this problem gave birth to Ajax (Asynchronous Javascript and XML) which is coined by Jesse James Garrette. In his definition of Ajax he outlined that Ajax is not a technology, rather it is a combination of technologies, each flourishing in its own right, coming together in powerful new ways [4].

Ajax includes:

- standards-based presentation using XHTML and CSS;
- dynamic display and interaction using the Document Object Model;
- data interchange and manipulation using XML and XSLT;
- asynchronous data retrieval using XMLHttpRequest;
- and JavaScript binding binding everything together." (Jesse James Garrette)

Ajax caused an important change in web applications development. Rich interfaces are developed in the client's browser using Javascript instead of template generation from the server. The client side is decoupled from the server and it became an application on its own [2].

1.2 Modern Web Application

With the rise of Web 2.0, new approach for developing web applications became obvious. Ajax-based applications with high user experience and scalability are required. Applications that fulfill Web 2.0 criteria powered by all the technologies that provide rich user experience both at the client and server side can be referred to as a Modern Web Application. Although there is no any trace for the origin of the term, it used in published materials.

Modern web applications often contain three or more tiers. The client-side which includes technologies such as HTML, JavaScript, and CSS. The server-side is used to deliver content and scripts to the client while data is managed at the DBMS layer [4].

The success of the modern web application highly depends on the browsers. Modern web browsers supports the combination of these web standards and de-facto HTML and XHMTL, which should be rendered in the same way by all browsers. Modern Web browsers are composed of several parts. They have a rendering engine to create the layout and appearance of a Web page, a scripting engine to interpret and execute JavaScript (or similar scripting code) on a Web page, and a user interface that includes page navigation controls, as well as many other features (e.g., history, preferences, plugins) [5]. Modern web browsers should therefore be able to deliver modern web applications that have the same functionality as rich clients such as desktop. Modern web applications allow personalized dynamic content to be pulled down by users according to individual preferences and settings. E.g. Google Maps, Gmail and Yahoo Mail.

In essence, modern web applications are driven by JavaScript, modern browsers, DOM, layout engine, better support for CSS standards, XMLHttpRequest, Ajax and server interactions.

Javascript is a very important component in building modern web applications. As stated earlier, on the client side complex JavaScript code manipulates the DOM to give a high user experience interface. Also with XMLHttpRequest, the JavaScript can communicate with server to exchange data with the client without the need of refreshing (posting) the whole page to the server. Javascript is therefore highly dependent upon, hence the the Javascript code quickly grows and become complex. To ensure the efficiency of the code and that it is bug free becomes a very complex task. Javascript is not a type-safe language. It is also a scripting language making testing difficult.

As the demand of rich Internet applications increases and Javascript becoming a most-use tool but difficult to manage, solutions for this problem became necessary. Several libraries such as Jquery, Dojo Toolkit, Scriptaculous that eases the task were produced. While all these are going on, Google Web Toolkit emerged with a promise of good management of the client-side code, as well as employing all the Software Engineering principles.

1.3 Google Web Toolkit (GWT)

With the increase use of Ajax technologies to develop rich Internet applications, re-usability and maintenance is an obvious requirement. Achieving these goals with raw Ajax technologies is quite difficult. There is problem of JavaScript code compatibility across all platforms; also the non-typed nature of JavaScript makes it difficult for write and debug instantly.

GWT, launched in May 2006 by Google, was developed to address these issues. It is a set of development tools, programming utilities and widgets for developing Ajax-based rich Internet applications using Java instead of JavaScript [6]. GWT then cross-compiles the Java code into optimized JavaScript that automatically works across all major browsers which gives you the added benefit of being able to debug and step through your Java code line by line. The Java source code is compiled into stand-alone JavaScript files [7]. Code re-usability, management and maintenance were thus achieved just as any other Java code would be.

There are several benefits that can be deduced from GWT. In GWT official website the ease of development is mentioned. There is the benefit of being able to debug and step through your Java code line by line. When you are ready to deploy, GWT compiles your Java source code into optimized, standalone JavaScript files. The GWT compiler performs comprehensive static analysis and optimizations across the entire GWT codebase which produces JavaScript that loads and executes faster than equivalent handwritten JavaScript. The GWT compiler safely eliminates dead code (unused classes, methods, fields, and even method parameters) to ensure that your compiled script is the smallest possible. It also selectively inlines methods, eliminating the performance overhead of method calls.

Cross-compilation affords you the maintainable abstractions and modularity you need for development without incurring a runtime performance penalty [7].

1.3.1 GWT and Software Engineering

Google Web Toolkit is arguably the most powerful tool for creating Ajax applications [2]. What makes GWT different from other JavaScript libraries is the wealth of software engineering tools from Java that can be used for Ajax applications. The GWT compiler ensures that your application contains only webstandards, a good feature of modern web applications. No runtimes or plugins are required.

To the browser it appears like any Ajax application, but to the developer it is like building a regular desktop application. With GWT, the Ajax application development process can leverage high-quality software engineering tools such as JUnit for test-driven development and IDEs like Eclipse that provide superior debugging support and compile-time error checking on the fly [2].

Other tools that can be leveraged by GWT include a user interface library of widgets and panels, libraries to perform asynchronous server communication through HTTP or remote procedure calls (RPCs), tools to interoperate with other web applications using JavaScript, JSON, and XML, and access to a mature development environment for software engineering [2].

1.4 Java EE

Modern Web Applications must deliver scalable, reliable, fast and secure applications. On the server side therefore, there is a need for distributed, transactional, and portable applications that leverage the speed, security, and reliability of server-side technology [8]. To achieve this you need to implement and manage the concurrency issues, transaction, locking, sessions and security. The main challenge of every distributed system is to keep all the data synchronized and consistent [9]. Implementing all these requires big investment in both resources and time. The business logic of the application is also jeopardized; instead of spending time on the logic, most time will be spent implementing distributed computing. To address this problem standard frameworks are provided to manage concurrency, transaction, security, etc.

Java EE has become a very popular and a widely used framework and provides a simplified programming model to achieve this purpose.

It is an application development platform for building robust enterprise systems. It includes numerous Java APIs and tools including Enterprise JavaBeans, JavaServer Pages, and Servlets [10]. With Java EE, *i*nstead of coding, you can mostly rely on the provided defaults or configure the desired behavior declaratively in XML files. You will also have choice of Java EE vendors. Your business logic will be clearly separated from infrastructure, which can be provided by (as of summer 2009) thirteen certified application servers [9].

The current version of Java EE is version 5. It introduces a simplified programming model over its previous versions which reduces development time, application complexity and improves performance.

Java EE 5 introduces dependency injection which simplifies resource lookups by components effectively hiding complex codes for finding resources from application code.

Object/relational mapping (ORM) is simplified in Java EE. Annotation-based programming can be used instead of verbose XML declarations. The Java Persistence API is responsible for the ORM and can be used to manage relational data in

enterprise beans, web components, and application clients [8].

1.5 The CASE Application Management System

The CASE Application Management System (CAMS) would provide solution for managing Msc and Phd applications submitted to CASE either through the School for Postgraduate Studies (SPS) or directly to CASE. The system will manage the details of applications, their statuses and provide reports of the applications. Presently this is done manually. The work-flow for managing the application is shown in figure 1-1. CAMS would therefore automate the process which include:

- Saving application information
- Updating the status of application as it is being processed
- Approving/Rejecting application by coordinators and the Director of CASE
- Generate comprehensive report of applications
- Generate memo for applications
- Manage statuses of registered applications and forward deferred or applications with pending requirements such as English language to the subsequent semester.

CAMS system would be operated by three actors: the Admission clerk that receives applications, populate the details of the application and update application statuses; the coordinators that review applications and approve or reject them; and the director who makes the final approval of applications approved by coordinators.

CAMS system is a web-based system making it easily accessible by all the actors of the system. The system is intended to achieve the features of modern web applications, providing rich user experience, fast and good software engineering.

GWT would be used at the client side and Java EE at the server side to simplify the task of achieving features of a modern web application. These technologies would provide for easy and standard software engineering. Standard documentation, software engineering tools, testing and debugging is the end result. Java EE-based applications must run on dedicated web servers that support Java EE commonly known as Java Application Servers. CAMS would therefore be deployed on Sun's Glassfish Application server.

1.6 **Objectives**

Using CAMS as the case study, the objectives of this work include:

- To show how to implement rich user interface on the client side using GWT
- 2. To describe the implementation of server side functionalities with support for transaction management, concurrency and Object Relational Management (ORM) using Java EE
- Describe how to seamlessly integrate the client and server sides using GWT RPC
- 4. Show how to achieve big results with minimum effort (coding)
- Describe how good software engineering practices are achieved using GWT and Java EE in developing Modern Web Applications

1.7 Scope

CAMS is an Intranet web-based system, this work therefore is not sufficient to show the scalability feature of modern web applications. The requirement is satisfied by running CAMS on just one server and there is no need for distributed computing, even though Java EE supports that.



