



# **oVirt JavaScript SDK**

## Design Proposal

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# Topics covered



- Java SDK overview
- JavaScript SDK design overview
- JavaScript Binding API proposal
- Future plans

# REST API – example

- **GET**            /api/datacenters            ... list all DCs
- **POST**           /api/datacenters            ... add new DC
- **GET**            /api/datacenters/{id}      ... get DC
- **PUT**            /api/datacenters/{id}      ... update DC
- **DELETE**        /api/datacenters/{id}      ... remove DC

# Java SDK

<http://www.ovirt.org/Java-sdk>

- Create API entry point

```
Api api = new Api(  
    "http://127.0.0.1:8080/ovirt-engine/api",  
    "admin@internal", "secret");
```

- Extra API options

- `noHostVerification` ... bypass Engine certificate (ca.crt) verification
- `filter` ... results are filtered based on user's permissions
- `persistentAuth` ... activate cookie-based persistent authentication

# Java SDK

<http://www.ovirt.org/Java-sdk>

- Resource collection decorator

```
DataCenters dcCol = api.getDataCenters();
```

- Operations on resource collection

```
// GET /api/datacenters
```

```
List<DataCenter> dcList = dcCol.list();
```

```
// POST /api/datacenters
```

```
DataCenter newDc = dcCol.add(dcPojo);
```

```
// GET /api/datacenters/{id}
```

```
DataCenter dc = dcCol.get(id);
```

# Java SDK

<http://www.ovirt.org/Java-sdk>

- Operations on resource

```
DataCenter dc = dcCol.get(id);
```

```
// Update resource state  
dc.setName("lala");
```

```
// PUT /api/datacenters/{id}  
dc = dc.update();
```

```
// DELETE /api/datacenters/{id}  
dc.delete();
```

# Java SDK

<http://www.ovirt.org/Java-sdk>

- Entity vs. Resource

```
// Entity & Entity collection = POJO (just data, no logic)
// Generated from REST API entity XML schema - api.xsd

@XmlAccessorType(XmlAccessType.FIELD)
@XmlType(name = "DataCenter", propOrder = {
    "storageType", ...
})
public class DataCenter extends BaseResource {

    @XmlElement(name = "storage_type")
    protected String storageType;

    // Rest of DC-specific attributes

    // JavaBeans-style getters and setters

}
```

# Java SDK

<http://www.ovirt.org/Java-sdk>

- Entity vs. Resource

```
// Resource & Resource collection = entity decorated with logic  
// Generated from REST API RESTful description - api.rsd1
```

```
public class DataCenter extends  
    org.ovirt.engine.sdk.entities.DataCenter {  
  
    // XML marshalling and HTTP communication  
    private HttpProxyBroker proxy;  
  
    // Resource collection → getClusters  
    private volatile DataCenterClusters dataCenterClusters;  
  
    // RESTful methods like update, delete  
  
}
```



# Java SDK

<http://www.ovirt.org/Java-sdk>

- API is blocking (no callbacks)

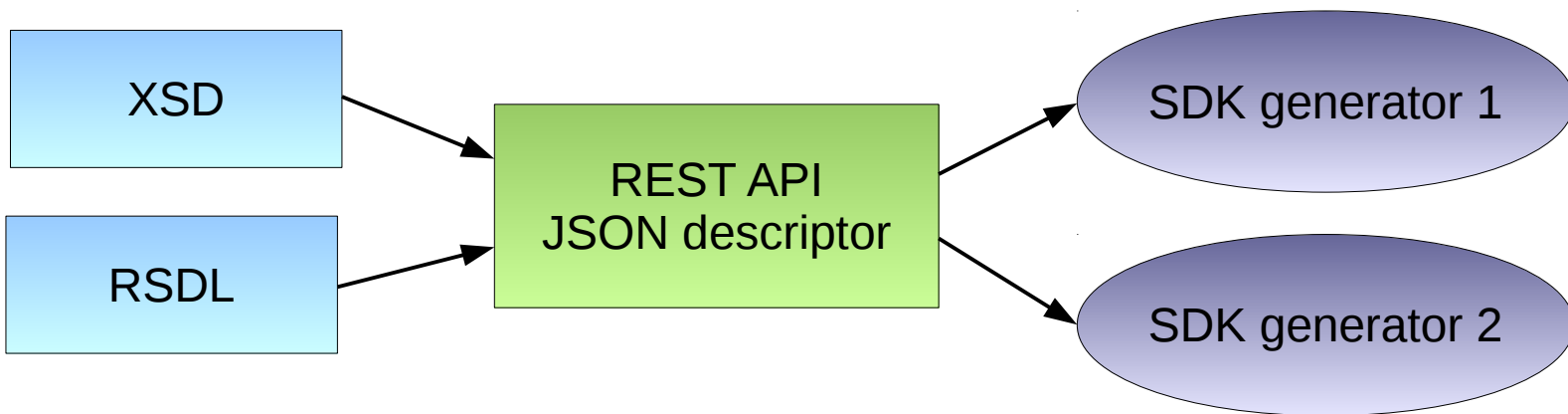
```
// GET /api/datacenters  
List<DataCenter> dcList = dcCol.list();
```

- Method-level error handling (exceptions)
- Using XML data representation

# Improving code generator input



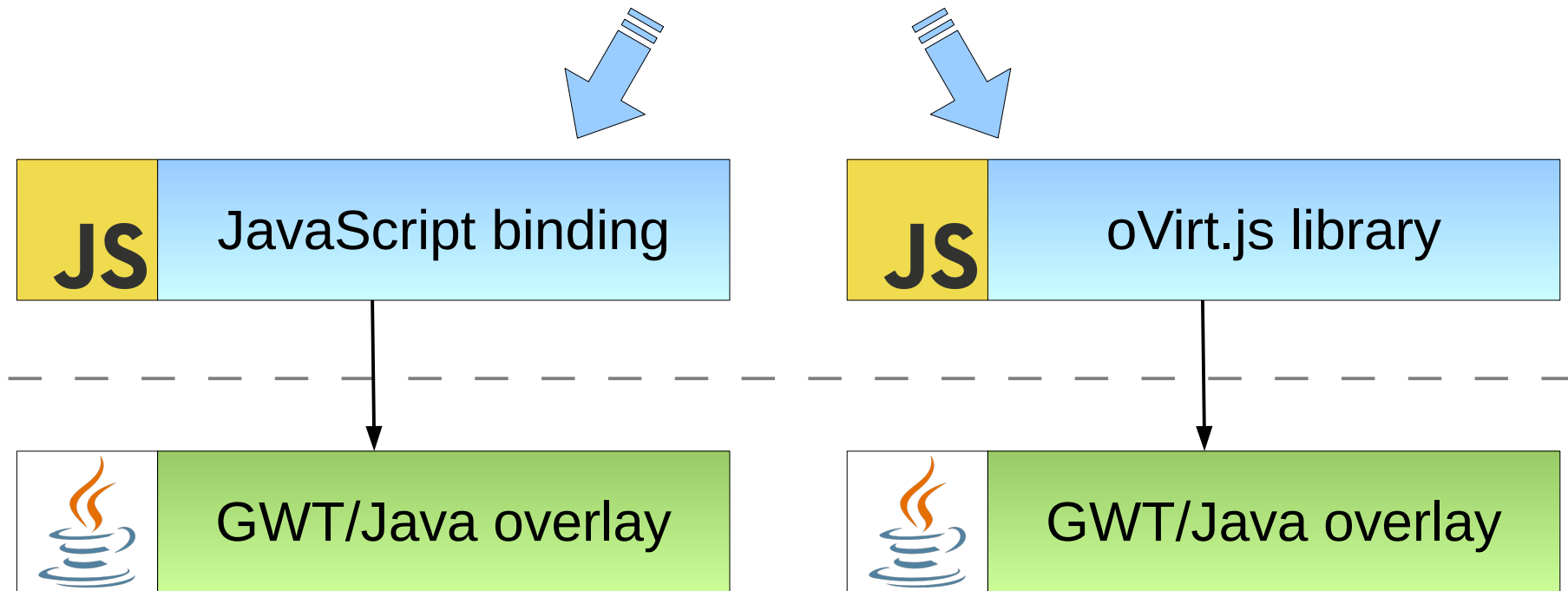
- XSD and RSDL generated during Engine build
- Produce JSON describing all resources and operations



# JavaScript SDK

[http://www.ovirt.org/Features/Design/Using\\_REST\\_API\\_In\\_Web\\_UI](http://www.ovirt.org/Features/Design/Using_REST_API_In_Web_UI)

## JavaScript SDK



# JavaScript SDK

[http://www.ovirt.org/Features/Design/Using\\_REST\\_API\\_In\\_Web\\_UI](http://www.ovirt.org/Features/Design/Using_REST_API_In_Web_UI)

- **JavaScript binding**
  - focus on resources and operations
  - one binding per Engine version / REST API version
- **oVirt.js**
  - binding-agnostic, loads appropriate binding
  - common / useful functionality on top of binding

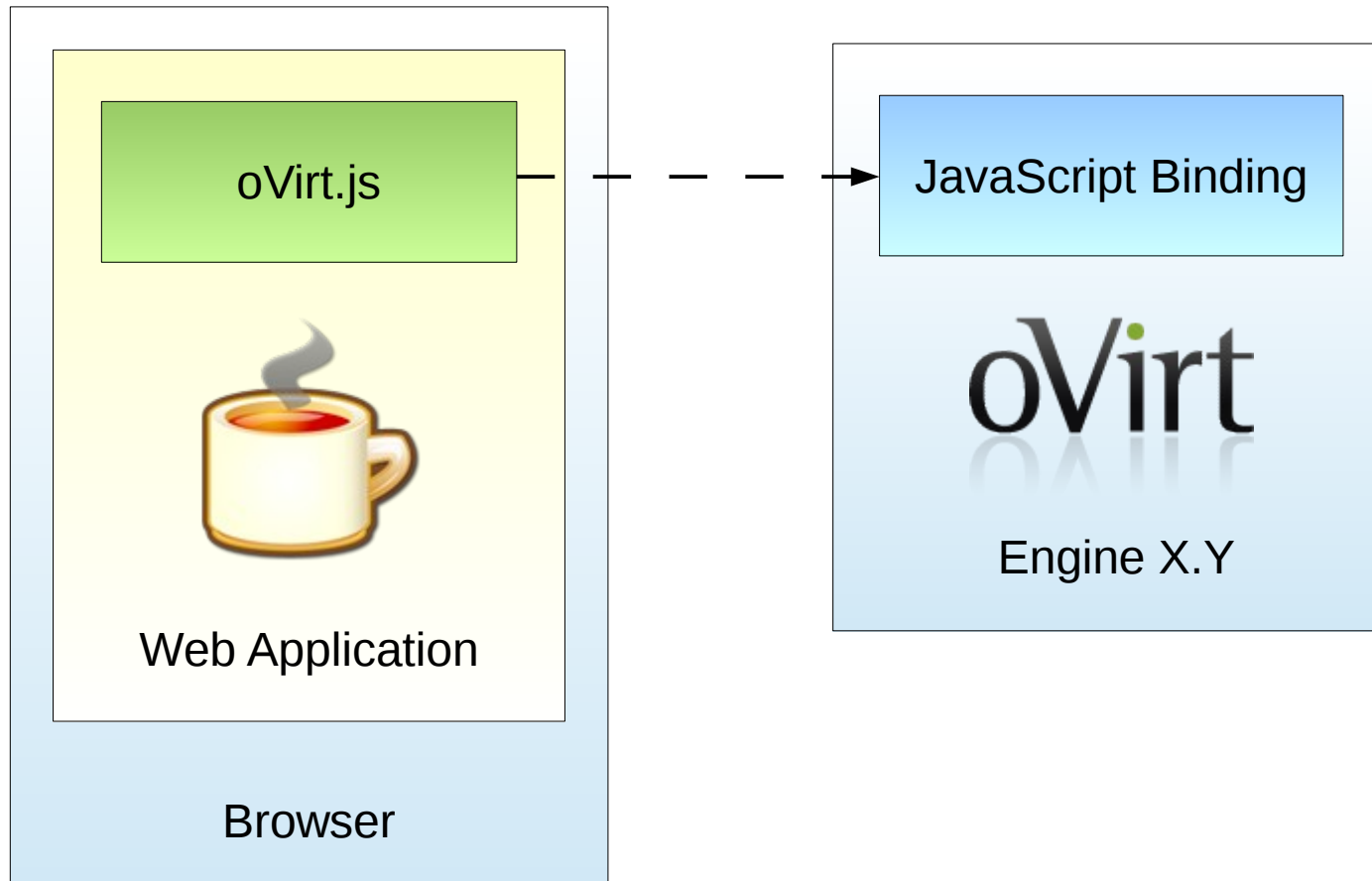
# JavaScript SDK

[http://www.ovirt.org/Features/Design/Using\\_REST\\_API\\_In\\_Web\\_UI](http://www.ovirt.org/Features/Design/Using_REST_API_In_Web_UI)

- WebAdmin / UserPortal will use oVirt.js
- Freedom to use oVirt.js or specific binding directly
- oVirt.js allows to evolve SDK beyond generated code

# JavaScript SDK

[http://www.ovirt.org/Features/Design/Using\\_REST\\_API\\_In\\_Web\\_UI](http://www.ovirt.org/Features/Design/Using_REST_API_In_Web_UI)



# JavaScript Binding API

- **Design goals**
  - API usability and readability
  - avoid “frankencode”
  - embrace async nature through non-blocking API

# JavaScript Binding API

```
// Use single global variable to contain entire SDK

// Utilize fluent interface:
//     http://martinfowler.com/bliki/FluentInterface.html

// Basic operations mapped to HTTP methods:
//     list,get     ... GET
//     add          ... POST
//     update       ... PUT
//     remove       ... DELETE

sdk.DataCenters.list().success(callback_dcList);

sdk.DataCenters.get(id).success(callback_dc);

sdk.DataCenters.add(dcObj).success(callback_dc);

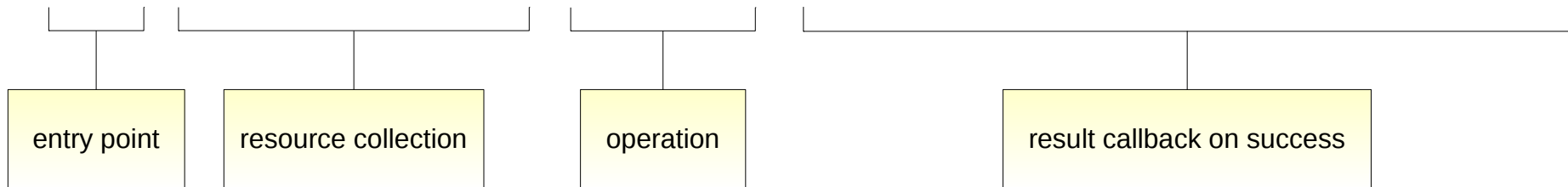
dc.update().success(callback_dc); // success callback optional
dc.remove().success(callback); // success callback optional
```



# JavaScript Binding API

```
// API call break-down
```

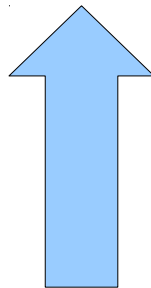
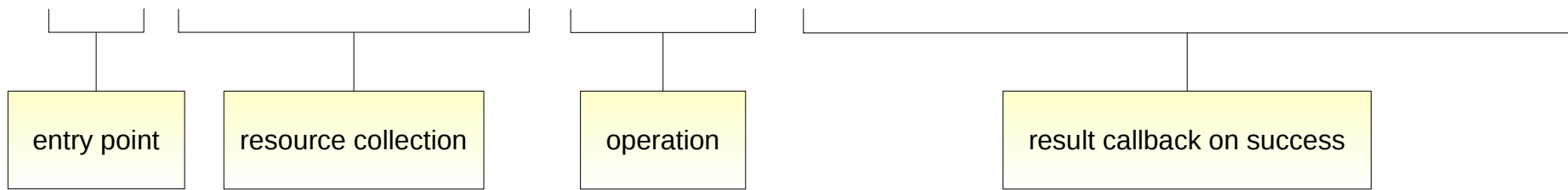
```
sdk.DataCenters.list().success(callback_dcList);
```



# JavaScript Binding API

```
// API call break-down
```

```
sdk.DataCenters.list().success(callback_dcList);
```

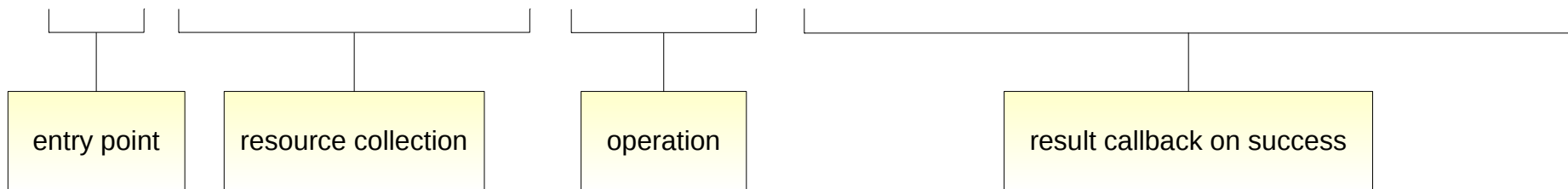


Schedule XHR  
by default

# JavaScript Binding API

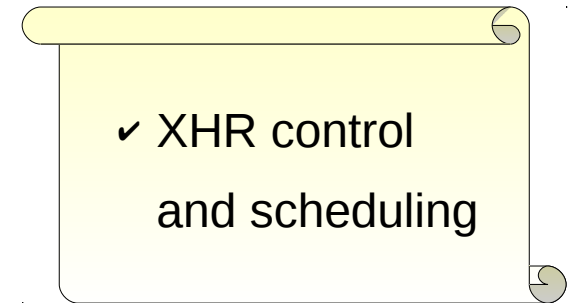
```
// API call break-down
```

```
sdk.DataCenters.list().success(callback_dcList);
```



- entry point / resource → resource collections
- resource / resource collection → operations
- operation = reusable RESTful method abstraction

# JavaScript Binding API



```
// Execute XHR on-demand
```

```
sdk.DataCenters.list({runNow:false})  
  .success(callback_dcList)  
  .run();
```

```
// Control XHR
```

```
var op = sdk.DataCenters.list().success(callback_dcList);  
var inProgress = op.pending(); // true if awaiting response  
op.kill(); // if pending, kill current XHR  
op.retry(); // kill() and run()
```

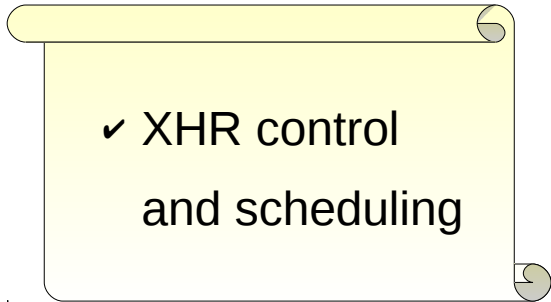
# JavaScript Binding API

```
// Schedule XHR execution

var op = sdk.DataCenters.list()
        .success(callback_dcList);

var cmd;

cmd = sdk.Scheduler.run(op).each(5000); // repeating command
cmd = sdk.Scheduler.run(op).once(1000); // future command
cmd = sdk.Scheduler.run(op).once(); // deferred command → once(1)
cmd.cancel();
```



✓ XHR control  
and scheduling

# JavaScript Binding API

✓ Multi-level options

```
// Options on operation level
```

```
var op = sdk.DataCenters.list({runNow:false})  
    .success(callback_dcList);
```

```
op.options({search:'name=lala'}); // for next XHR execution
```

```
// Options on resource collection level
```

```
sdk.DataCenters.options = {maxResults:10};
```

```
// Options on global API level
```

```
sdk.options = {filterResults:true};
```

obj.options = {a:b};  
obj.options['a'] = b;  
obj.options.a = b;

# JavaScript Binding API

```
// Error handling on operation level
```

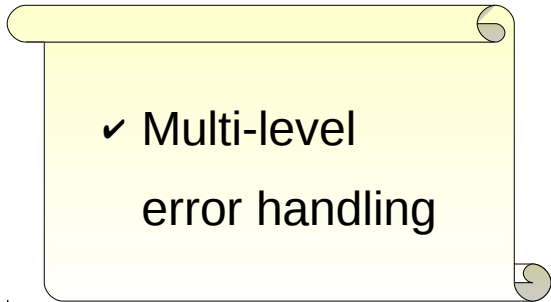
```
sdk.DataCenters.list()  
  .success(callback_dcList)  
  .error(callback_error);
```

```
// Error handling on resource collection level
```

```
sdk.DataCenters.errorHandler = dc_error_handler;
```

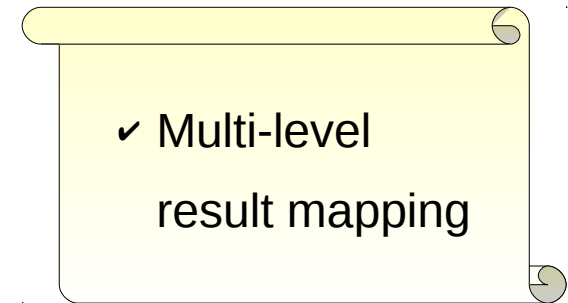
```
// Error handling on global API level
```

```
sdk.errorHandler = global_error_handler;
```



✓ Multi-level  
error handling

# JavaScript Binding API



```
// Result mapping on operation level
```

```
sdk.DataCenters.list()  
  .mapper(dc_mapper)  
  .success(callback_dcList_mapped);
```

```
// Result mapping on resource collection level
```

```
sdk.DataCenters.resultMapper = dc_result_mapper;
```

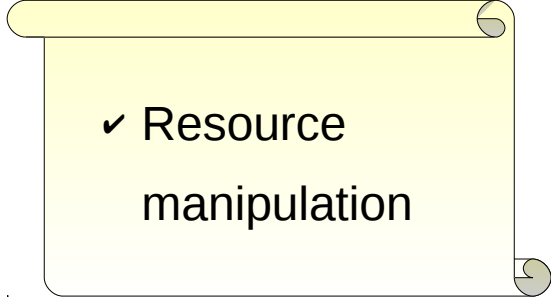
```
// Result mapping on global API level
```

```
sdk.resultMapper = global_result_mapper;
```



# JavaScript Binding API

```
// Query and update resource  
var dcName = dc.name();  
dc.name('lala');  
  
// Bulk update  
dc.set({name: 'lala'});  
  
// Synchronize changes  
dc.update();
```



✓ Resource  
manipulation

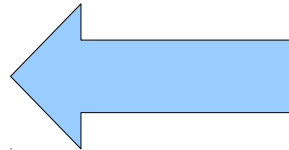
# JavaScript Binding API

```
// Enable dirty tracking
```

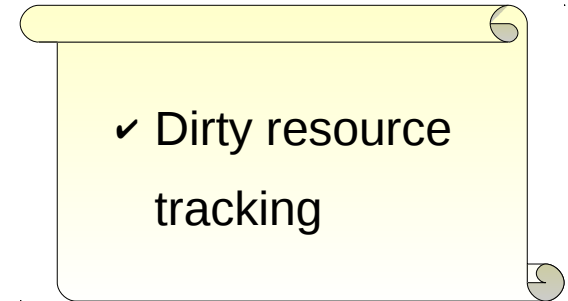
```
dc.trackDirty();
```

```
// Update resource
```

```
dc.name('lala');
```



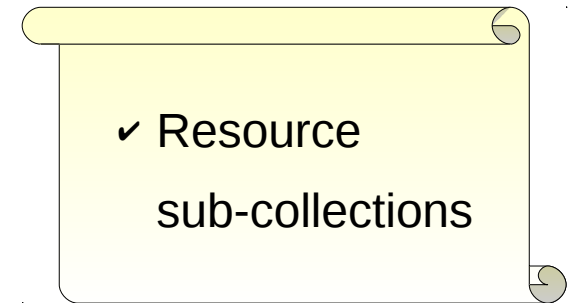
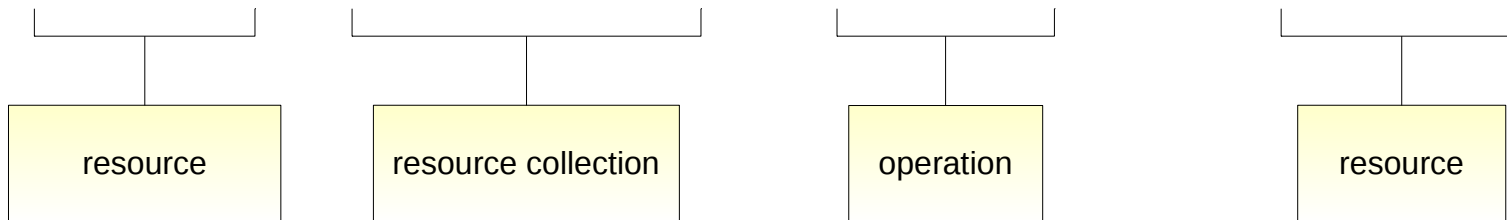
Schedule update



# JavaScript Binding API

```
// Resource collection access
```

```
sdk      .DataCenters  .get(id)  ...  dc  
dc       .Clusters     .get(id)  ...  cluster  
cluster  .Networks    .get(id)  ...  network
```

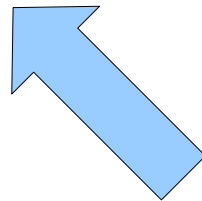


# JavaScript Binding API

✓ Asynchronous  
mappers

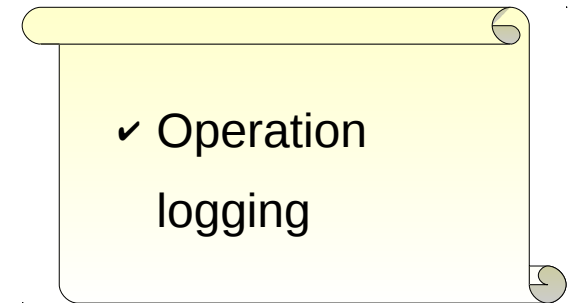
```
// Control success callback invocation
```

```
sdk.DataCenters.get(id)  
  .mapper(dc_async_mapper)  
  .success(callback_dc_mapped);
```



```
var dc_async_mapper = function (dc, control) {  
  dc.Clusters.list().success(function (dcClusters) {  
    var extendedDc = sdk.extend(dc, {  
      clusters: dcClusters;  
    });  
    control.success(extendedDc);  
  });  
  return false; // Don't invoke success callback now  
};
```

# JavaScript Binding API



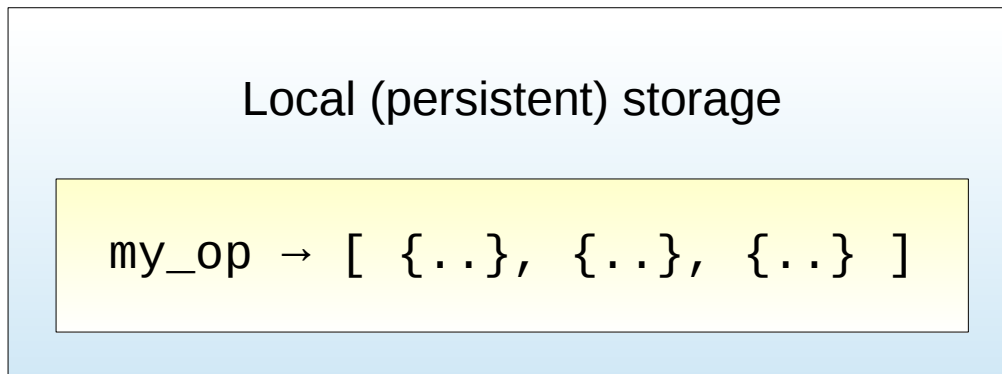
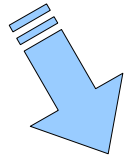
```
// Log operation / XHR execution
var op = sdk.DataCenters.list()
    .success(callback_dcList);

op.options({log:true}); // use default log handler → console.log()
op.options({log:dcList_log_handler}); // use custom log handler

// Configure logging on resource collection and global API level
sdk.DataCenters.options.log = dc_log_handler;
sdk.options.log = global_log_handler;
```

# JavaScript Binding API

```
// Cache operation results (resources) on client  
var op = sdk.DataCenters.list()  
    .success(callback_dcList);  
op.cache('my_op'); // define cache key
```



✓ Resource  
cache



- update cache on success
- **online mode**  
access cache on error
- **offline mode**  
access cache only (no XHR)

# JavaScript Binding API

```
// Add multiple callbacks (success,error,mapper)
```

```
var op = sdk.DataCenters.list();
```

```
op.success(f1)  
  .success(f2, f3)  
  .success(f_array);
```

```
// Control callback execution chain
```

```
var f1 = function (dcs, control) {  
  control.preventSuccess(); // don't execute f2, f3, f_array  
};
```

✓ Multiple  
callbacks



# JavaScript Binding API – example

```
var dc_mapper = function (dc) {
    return sdk.extend(dc, {
        isCool: function () {
            return this.comment() === 'cool';
        }
    });
};

// Update all DCs based on their comment attribute

sdk.DataCenters.list().mapper(dc_mapper).success(function (dcs) {
    var i, dc;
    for (i = 0; i < dcs.length; i += 1) {
        dc = dcs[i];
        if (!dc.isCool()) {
            dc.comment('hot');
            dc.update();
        }
    }
});
```



# Things to consider

- Cookie-based persistent authentication  
<http://www.ovirt.org/Features/RESTSessionManagement>
  - one cookie (JSESSIONID) for REST API endpoint
  - multiple web applications / UI plugins

# Future plans

- JavaScript binding prototype for few select entities
- oVirt.js prototype (thin) to work with JavaScript binding
- Generate JavaScript binding during Engine build
- Expose JavaScript binding files from Engine server
- Generate GWT/Java overlay for binding & oVirt.js
- Migrate WebAdmin & UserPortal to use oVirt.js



# Thank you!

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