

# Mine Information Assets

Getting  
Started  
Tutorial  
#1



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## Table of Contents

Before you begin .....	4
Scope of this tutorial.....	5
Step-by-step lessons.....	6
Lesson 1: Open Above All Studio .....	6
Lesson 2: Find and Add Services .....	7
Lesson 3: Add the mined services to the dictionary.....	8
Lesson 4: Explore the Dictionary .....	10
Lesson 5: Explore the properties editor .....	13
On-your-own Exercises.....	17
Extra credit Exercises.....	18
Appendix A.....	19
Visual Keys.....	19
Studio Window Toolbar Icon Map.....	19
Dictionaries Window Toolbar Map .....	19
Dictionaries Window Component Display Options Map.....	20
Complex Object Editor Toolbar Map.....	21
Appendix B.....	22
Adobe Reader Navigation .....	22

## Before you begin

Download and install the Above All Studio product evaluation from the download Web page at [http://www.aboveallsoftware.com/developer\\_trial.asp](http://www.aboveallsoftware.com/developer_trial.asp). This process will also install the Microsoft® .NET Framework if it is not already installed.

Icons are used within this tutorial to highlight key points and assist you in navigating to additional information:



### **Visual Key**

These are pointers to graphic descriptions of the screens, icons, and navigation aids in this tutorial.



### **Use Adobe Reader *Previous View* button to return to tutorial**

This will return you back to your place in the tutorial.



### **In Depth**

This is a pointer to additional information on the topic.



### **Decision Point**

This icon indicates a choice of approach or strategy is needed.



### **Error Alert**

This icon points out a potential error and provides advice on avoiding it.



### **AAS Help: Keywords**

This icon provides keywords to use to search for additional information on the topic in Above All Studio Help.

This tutorial is provided in Adobe PDF format, intended to be read with the Adobe Reader. Click on the icon for a quick guide to [!\[\]\(c724c83fe216b2427610afdbd31f92cc\_img.jpg\) \*\*Adobe Reader navigation\*\*](#).

## Scope of this tutorial

This tutorial is designed to introduce the user to the Above All Studio environment and its basic operations. It will include a description of the user interface and controls. It will also present the Above All Studio Dictionary concepts, window, organization, and functions as well as provide practice in using the components supported by the Dictionary. It will familiarize the user with the Above All Studio Knowledge Packs, software that automates the extraction of information assets from enterprise applications and homegrown legacy applications, as well as Web services, databases, other data sources, and XML-based documents.

This tutorial will:

- Demonstrate how two existing systems, one in which Web services are exposed via WSDL and one using an ODBC database, are mined using Above All Knowledge Packs.
- Look closely at the definition of one complex object type
- Load the basic set of services to be used in subsequent tutorials




A business scenario has been designed and appropriate data provided to allow exploration of these Above All Studio features and capabilities. [Click !\[\]\(74d4806277d7e73349d8e8c0897931e9\_img.jpg\) Tutorial Scenario](#) for in depth information about the scenarios used for the Above All Getting Started Tutorials.

This tutorial is designed to take about 45 minutes to complete.

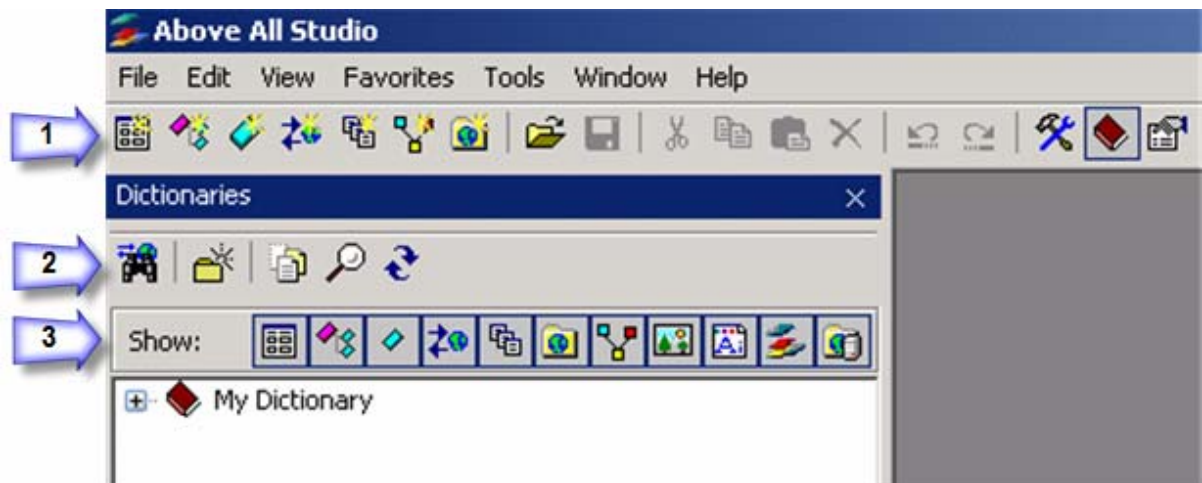
## Step-by-step lessons

### Lesson 1: Open Above All Studio

1. **Double-click** on the  **Above All Studio** icon on the desktop to start the application.


In the opening screen of Above All Studio, the menu bar and standard toolbar appear at the top of the *Studio Window*. The menus, menu commands, and toolbar buttons that are available will vary depending on the item currently active in Studio. For example, the Format menu is displayed only when a form is open. The Open Script Editor toolbar button is available only when script or another action can be applied to the open item. The *Dictionaries Window* is docked to the left side of the *Studio Window*. The  **Studio Window** toolbar (1), the  **Dictionaries Window** toolbar (2), and the  **Dictionaries Window Component Display Options** toolbar (3) are displayed.

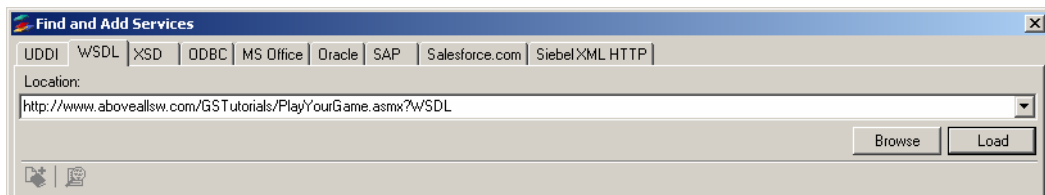
On start-up, an empty dictionary called *My Dictionary* will be present in the *Dictionaries Window*. Dictionaries are repositories that store all of the components you work with in Studio.



## Lesson 2: Find and Add Services

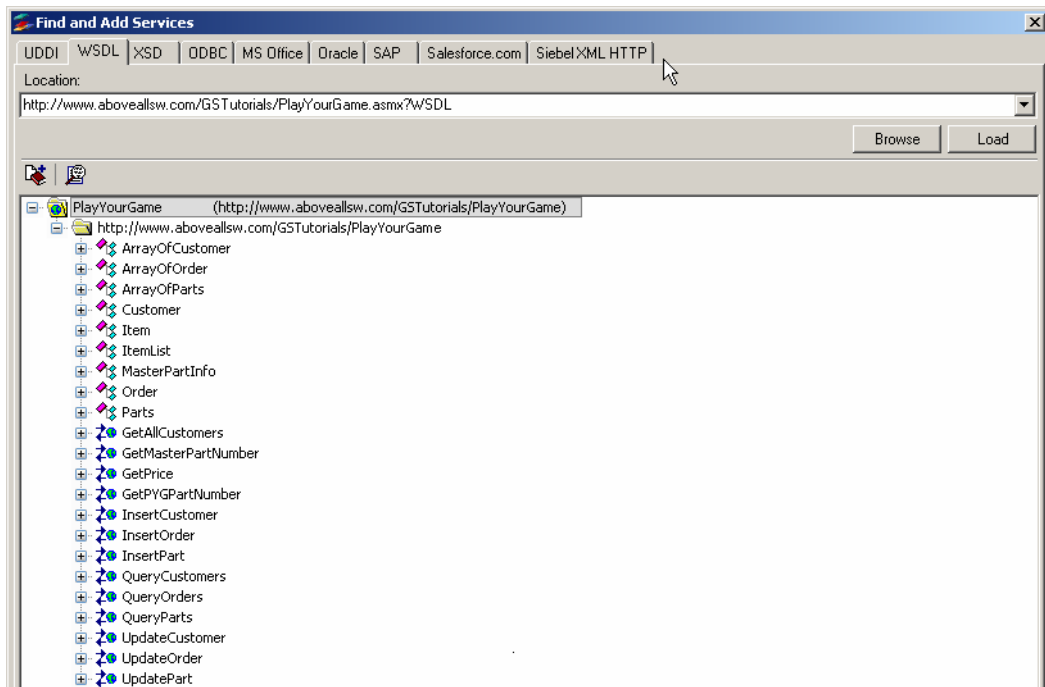
In this activity we will mine Web services from a company called Play Your Game. We will access Play Your Game's Web services through their Web Service Definition Language (WSDL) file.

1. **Select *Find and Add Services***  on the *Dictionaries Window* toolbar to access the Above All Knowledge Packs.



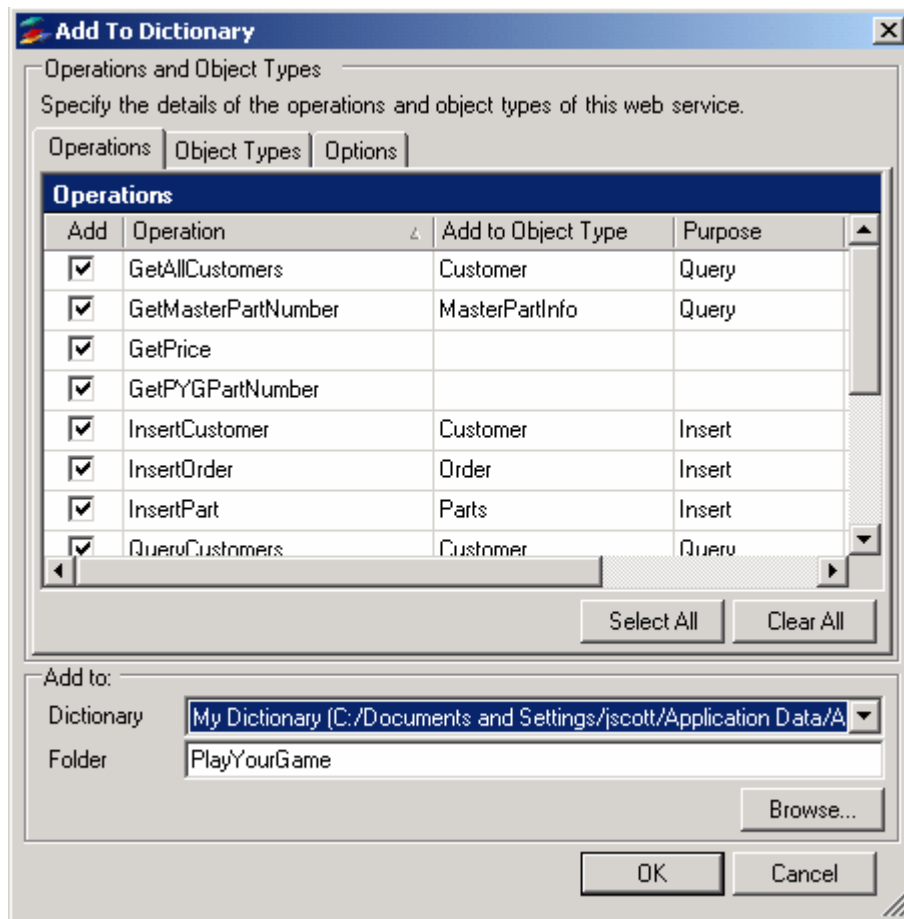
2. **Select the *WSDL*** tab to access the Web Services Knowledge Pack.
3. **Enter the URL** <http://www.aboveallsw.com/GSTutorials/PlayYourGame.asmx?WSDL> in the *Location*: field.
4. **Select the *Load*** button.

The display lists all of the data objects and operations that were derived from the WSDL.



## Lesson 3: Add the mined services to the dictionary

1. **Select** the **Add To Dictionary** button to open the *Add to Dictionary* dialog . This dialog allows you to select and alter the default settings for operations and objects to be added to the dictionary.



The *Add to Dictionary* dialog has three tabs that provide different views of the services to be added to the dictionary. These tabs allow you to change defaults to customize the services to be added. Changes may also be made to these properties after the services are added to the dictionary.

- The **Operations** tab presents the operations found in the WSDL during the mining process. It shows how the Knowledge Pack has attempted to map the operations to object types and to semantically establish their purpose.
- The **Object Types** tab allows you to select what objects will be added to the dictionary and to customize whether they will be hidden.

- The **Options** tab allows you to configure attributes of the metadata you're about to import.


For more information  [AAS Help: Add a Web Service by WSDL](#).

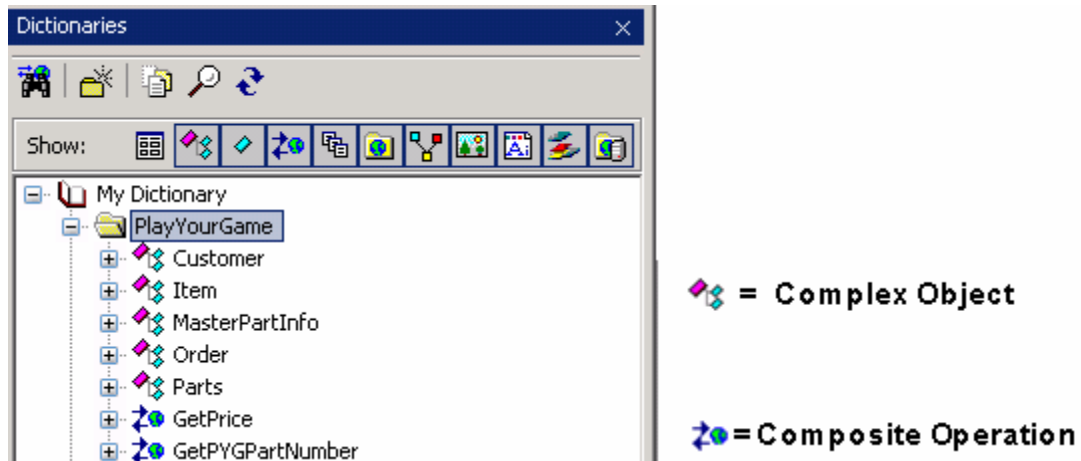
2. **Check** that the dictionary specified in the *Add to Dictionary:* field is *My Dictionary* or **Select** the **Browse** button to navigate to the location of *My Dictionary*.
3. **Check** that the folder specified in the *Add to Folder:* field is *PlayYourGame*. If it isn't, **Type** in the name *PlayYourGame* into the *Add to Folder:* field.
4. **Select** the **OK** button to complete the addition of the selected services to the *PlayYourGame* folder in *My Dictionary*.



When the process is complete, the *Add to Dictionary* dialog will disappear and the *Find and Add Services Window* will again be visible.


5. **Select** the **Close** button to exit the *Find and Add Services Window* and complete the mining process for the *PlayYourGame* WSDL.

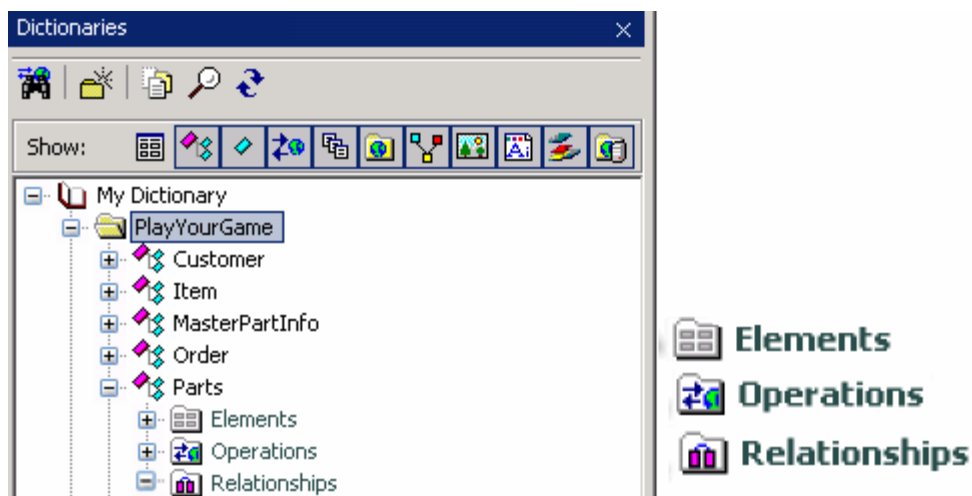
## Lesson 4: Explore the Dictionary

1. **Click** on the  next to the new *PlayYourGame* folder in the *Dictionaries Window* to expand the *PlayYourGame* folder.



The folder contains complex objects and operations. For example,   *Parts* in the *PlayYourGame* folder is a complex object type.

2. **Click** on the  to expand the *Parts* object.



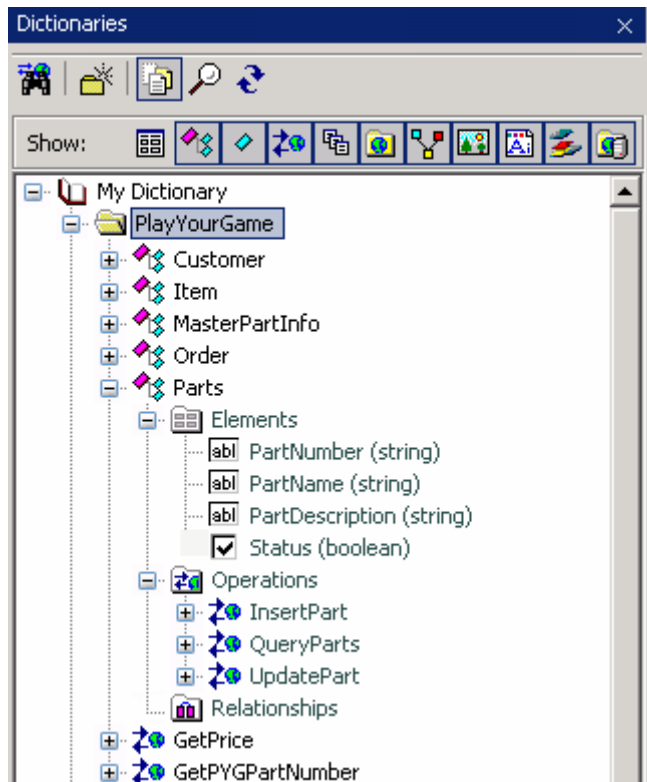
Every complex object type contains a set of elements, one or more operations that act on those elements and relationships.


- Elements model the data that is referenced by the operations in the complex object type.
- Operations act on the data represented by the Elements.


- Relationships define connections between this complex object type and other complex object types within and across folders and dictionaries.

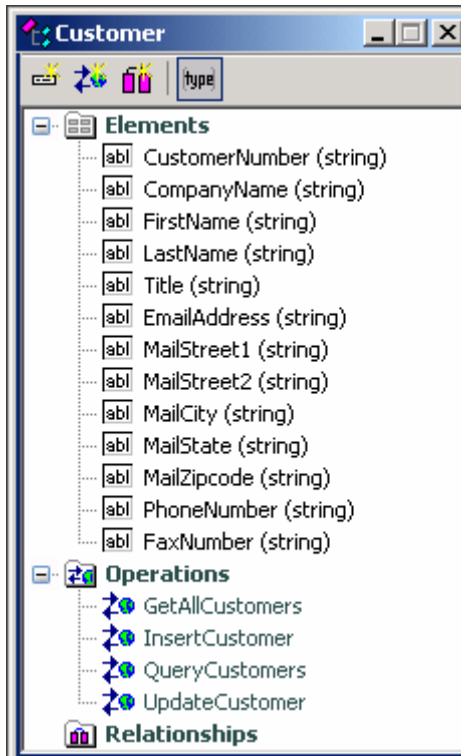
For more information  [AAS Help: Complex Object Type](#).

3. **Click** on the  to expand *Elements* and *Operations* for *Parts*.




4. **Double-click** on the  **Customer** complex object in the *PlayYourGame* folder to bring up the *Complex Object Editor* for the *Customer* object.

This window also allows the user to make changes to the complex object. Click  **Complex Object Editor** to explore the *Complex Object Editor* toolbar editing tools.



## Lesson 5: Explore the properties editor

1. Click **Show Properties**  on the Above All Studio toolbar to open the *Properties Editor*.

The *Properties Editor* opens in the work area. By default it is docked to the right side of the work area. Where the *Complex Object Editor* has limited editing features, the *Properties Editor* has comprehensive capabilities to alter the characteristics of the object. By default, the Properties are organized in category order. The order can be changed by selecting the icon to organize them in alphabetic order.

 **AAS Help: Customize the Environment** provides more information on changing window docking.

The property categories for the *Customer* object type include:

- Components - lists of the elements, operations, and relationships of the object
- Events – actions triggered on changes occurring in an element or object
- General – the base type of the object and other descriptive information to be used in identifying and handling this object type
- Scripting – definitions of script functions defined in the type

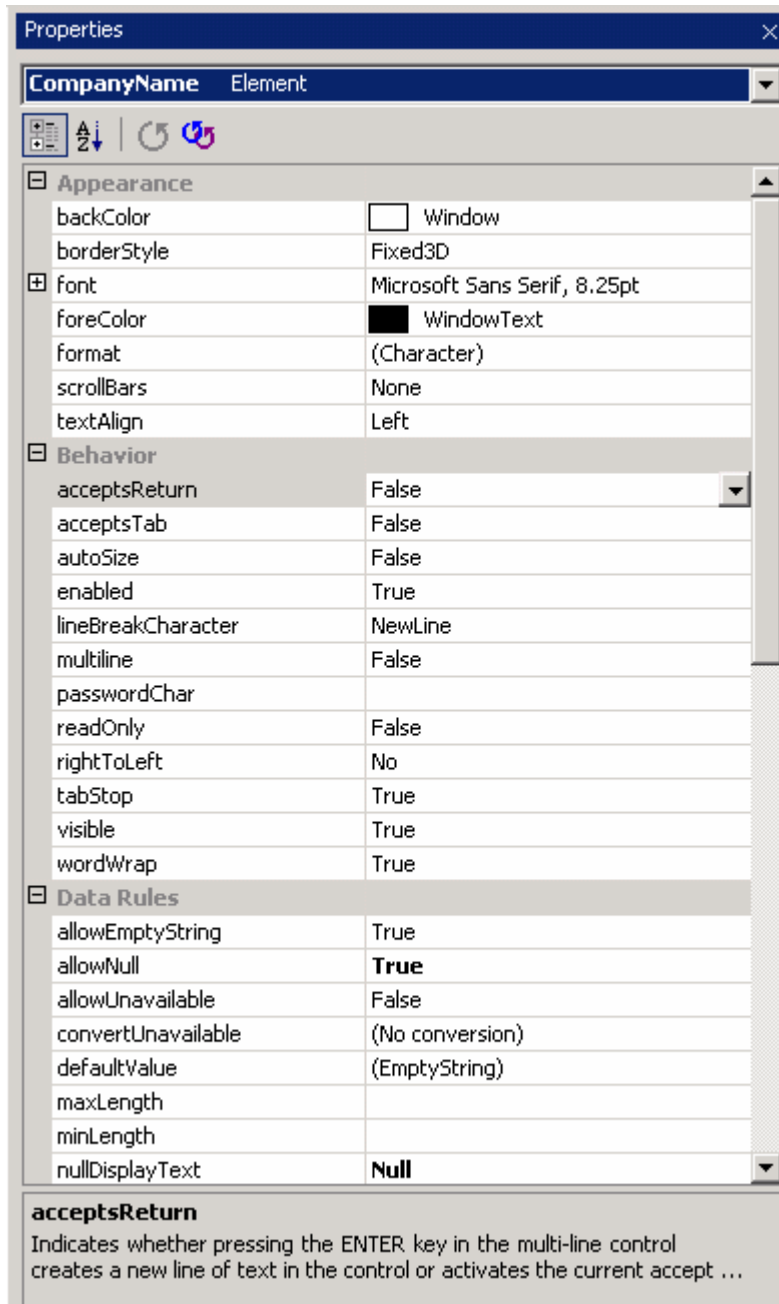
The screenshot shows the 'Properties' window for the 'Customer' Object Type. The window is organized into several sections:

- Components:** A table listing 'elements', 'operations', and 'relationships', all of which are of type '(Collection)'.
- Events:** A table listing 'onChanged', 'onNew', and 'onValidate'.
- General:** A table listing various descriptive properties:
 

baseType	(none)
caption	
description	
iconImage	
notes	
primaryKey	
qualifiedName	Customer (http://www.aboveallsw.com/GS
serverUpdateStamp	(none)
tags	
wsdl	http://www.aboveallsw.com/GSTutorials/P
- Scripting:** A table listing 'scriptFunctions'.

At the bottom of the window, there is a section for the **baseType** property, which is described as 'The object type's base type'.


2. **Click** on the drop down menu at the top of the *Properties Editor* and **Choose** the *CompanyName* Element to explore the properties for the *CompanyName* data element of the *Customer* object.




The property categories for the *CompanyName* Element include:

- Appearance – the visual characteristics of the text box that represents the element
- Behavior – the runtime behaviors of the text box during editing
- Data Rules – the properties that describe the allowed values for the element and any validation scripts that are used
- Events – the actions triggered on changes occurring in an element or object
- General - the name, display controls and other descriptive information to be used in identifying and displaying this element
- Layout – the properties determining how the element's text box is aligned and sized
- Scripting – the definitions of script functions for this element

Detailed descriptions of each of the properties fields appear in the box at the bottom of the *Properties Editor* as the properties are selected.

3. Click **Close**  to close the *Complex Object Editor* and the *Properties Editor*.

## On-your-own Exercises

Installation of the Getting Started Tutorials package (which included this file) also included a Microsoft Access database for a company called The Perfect Toy. In this exercise, the provided database will be mined using steps similar to those already reviewed for WSDL services. The following provides information you will need to successfully navigate the ODBC Knowledge Pack wizard. For additional help  [AAS Help: Get Services ODBC](#)

1. Use *Find and Add Services* to access the ODBC Knowledge Pack
  - It is necessary to create a new file data source for the database provided. The ODBC database provided is a MS Access Database
  - The Microsoft Access Driver (\*.mdb) is the driver required
  - The database provided is named *ThePerfectToy.mdb* and is located in the *Databases* sub-directory where the Getting Started Tutorial files were installed
  - Do not include the system tables
  - Add these mined services to *My Dictionary* in a new folder named *ThePerfectToy*
2. Expand and examine the dictionary entries for *ThePerfectToy*.
3. Use the *Complex Object Editor* to examine a complex object definition.
4. Examine complex object properties by using the *Properties Editor*.
5. If you are familiar with WSDL, you can compare the WSDL for the Play Your Game Web services with the complex objects and operations in the *PlayYourGame* folder.

For step-by-step instructions see  [Tutorial 1 Getting Started Solutions.](#)

## Extra credit Exercises

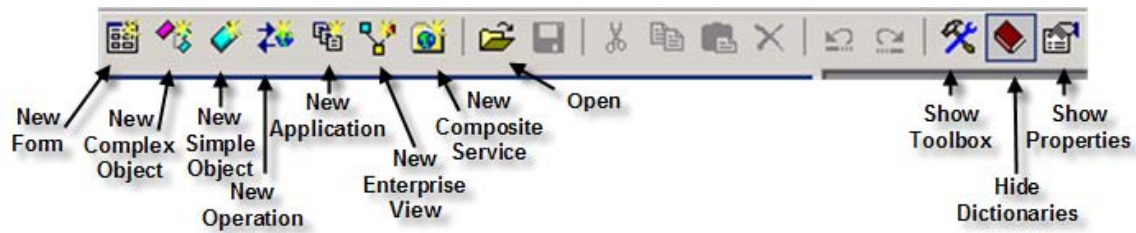
Employ the procedures practiced in this tutorial to use Above All Studio and the Above All Knowledge Packs through the **Find and Add Services** capability to mine services from one of your own systems.

1. Mine your information assets using one or more of the Knowledge Packs accessed via the *Find and Add Services*' tabs.
2. Examine the mined services in the dictionary.
3. Examine the complex object definitions using the *Complex Object Editor*.
4. Examine these same or additional complex objects using the *Properties Editor*.

## Appendix A

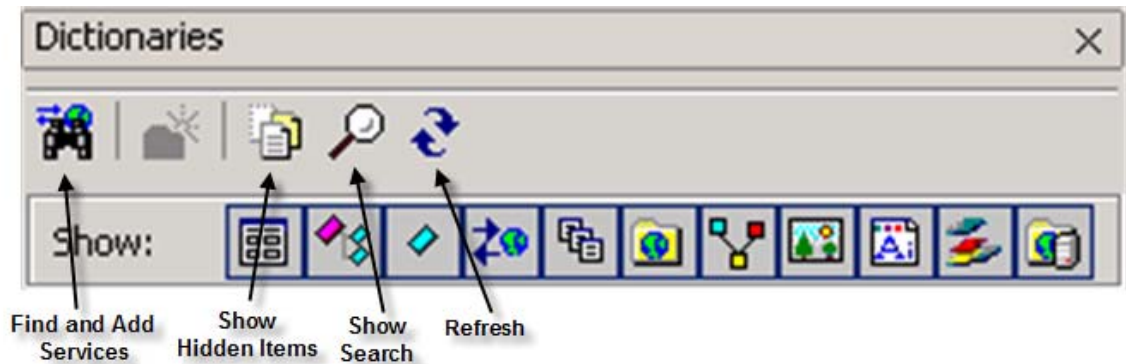
### Visual Keys

#### Studio Window Toolbar Icon Map



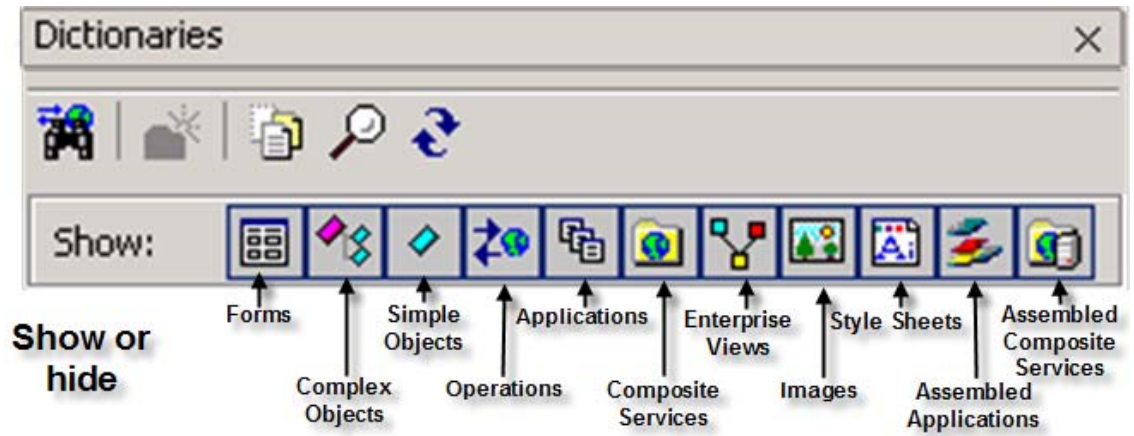
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#### Dictionaries Window Toolbar Map



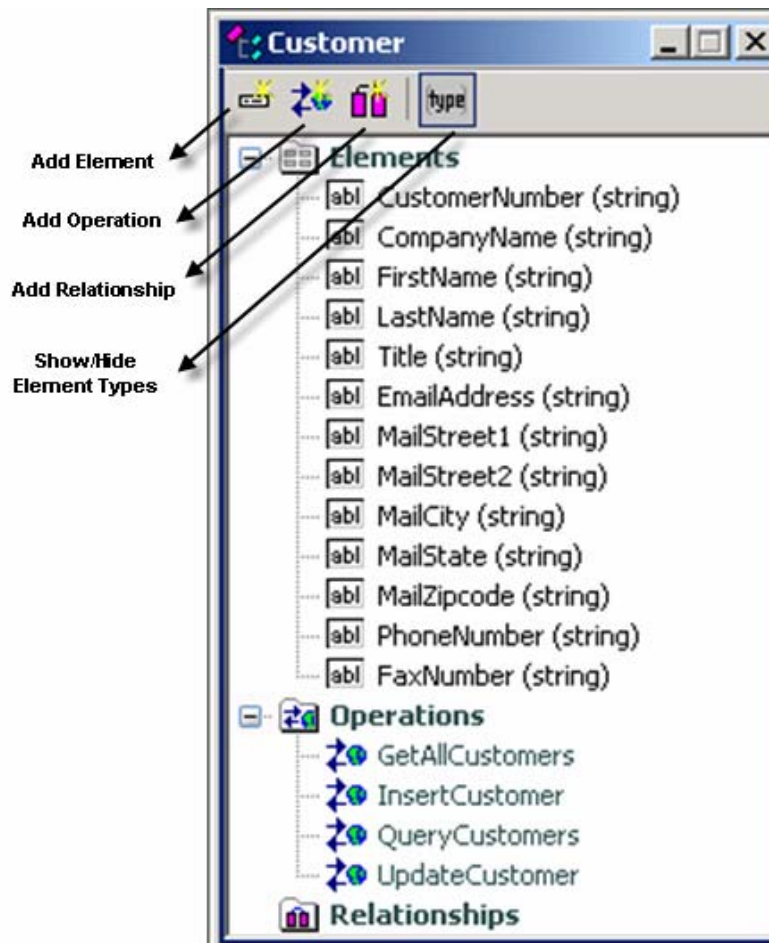
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## Dictionarys Window Component Display Options Map



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## Complex Object Editor Toolbar Map



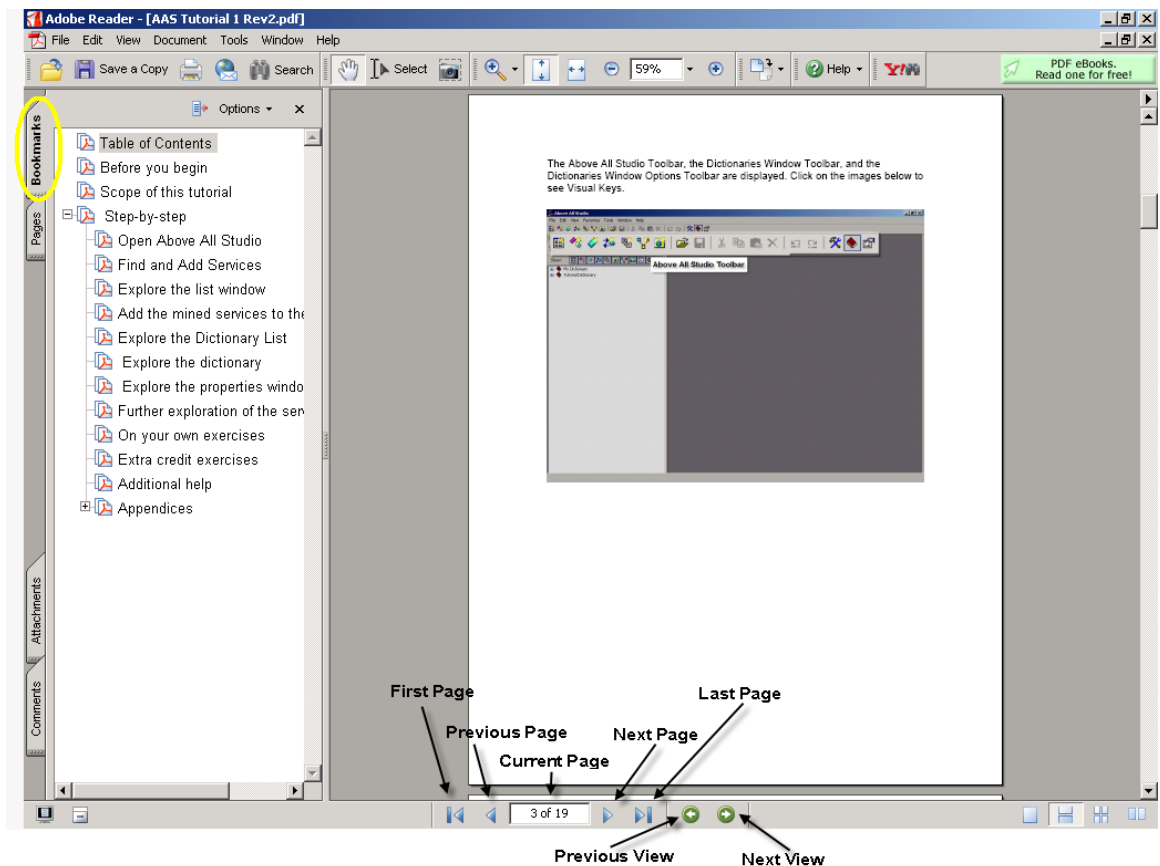
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## Appendix B

### Adobe Reader Navigation

There are several ways to navigate this document using Adobe Acrobat Reader. The left side of the window contains the navigation pane which displays tabs to provide navigation methods. We have created bookmarks which can be used as a table of contents allowing the user to navigate directly to a section of interest.

The buttons at the bottom of the document pane allow navigation through the Tutorial as does the vertical scroll bar at the right.



This document also contains links within the text and graphics that will take you to locations within the document, to other documents on the Web, or to help topics for additional information. As you mouse over areas of the document with links, the cursor shape will change to a pointer to indicate a link is defined at that place in the document.



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