

Item Manager Framework (IMF)

Future Proofing Example with Dependency Injection

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Introduction

Michael Klessens

- Stress Automation Solutions lead at Intel Corporation (right now just leading myself:P)
- Certified LabVIEW Architect since 2006
- Presented CLA Summit 2012 on Dynamic Database Driven GUI
- And yes this is my real hair



Expected Outcome

Dancing in the streets. Dogs and cats fist bumping



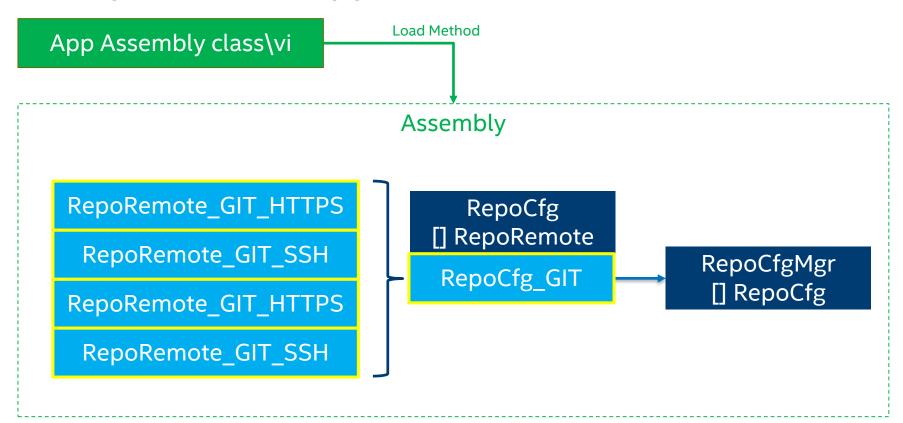
Problem Statement

We have a bunch of data that is being used in our application and we want to handle it in classes so we can implement methods to operate on said data

- One or more classes end up needing to be dynamically loaded based on some system or user configuration
- Need to be able to modify the data in the application
- Need to be able to load and save from different locations and format (throughout)
- Sounds generic that's why it is a framework



Example Normal Approach



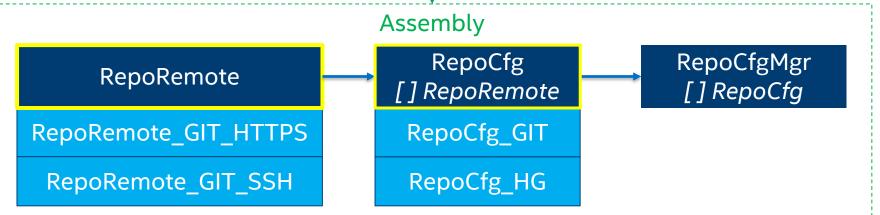
Item Manager Framework

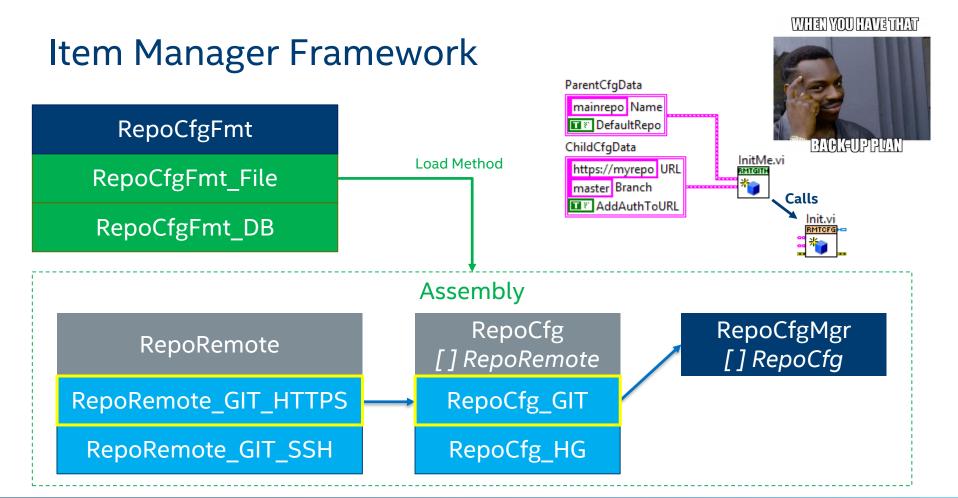
- * Assembler doesn't call children
- ★ Parent Init method creates child



RepoCfgFmt_File

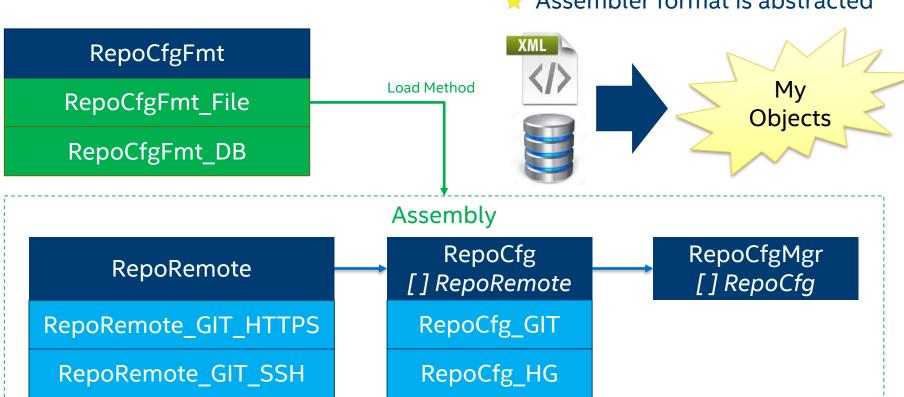
RepoCfgFmt_DB





Item Manager Framework

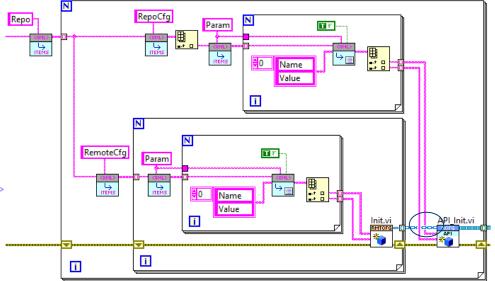
★ Assembler format is abstracted.



Simple Assembler Example

```
<Repos FormatVer="1">
    <Repo>
        <RepoCfg>
            <Param Name="Name" Value="mainrepo"/>
            <Param Name="RepoType" Value="GIT"/>
            <Param Name="LocalPath" Value="C:\Projects\CLA"/>
            <Param Name="SubModule" Value="False"/>
            <Param Name="TrunkName" Value="master"/>
        </RepoCfg>
        <RemoteCfa>
            <Param Name="RepoType" Value="GIT"/>
            <Param Name="Name" Value="Origin"/>
            <Param Name="ConnectionType" Value="SSH"/>
            <Param Name="URL" Value="git@bitbucket.org:myproject/cla.git"/>
            <Param Name="DefaultRepo" Value="True"/>
            <Param Name="PrivateKey" Value="{programdata}\privatekey.key"/>
        </RemoteCfg>
        <RemoteCfg>
            <Param Name="RepoType" Value="GIT"/>
            <Param Name="Name" Value="Origin"/>
            <Param Name="ConnectionType" Value="HTTPS"/>
            <Param Name="URL" Value="https://bitbucket.org/myproject/cla.git"/>
            <Param Name="DefaultRepo" Value="False"/>
            <Param Name="UserName" Value="klessm1"/>
            <Param Name="Password" Value="ABCDEF12345"/>
        </RemoteCfg>
    </Repo>
</Repos>
```

- ★ Different Keys Lookup Child Class
- Parameters can differ between children
- ★ Can pass in composite\aggregate classes



Framework Classes

ItemBase and ItemBaseDVR

- Centralize code all items need
- Specifies required overrides
- ItemBase DVR used with Mgr





ItemBase DVR.Ivclass





ItemMgrBase.lvclass



ItemFormatBase

- Assembler (Load, Save)
- Acts as "Interface"
- Used by Mgr

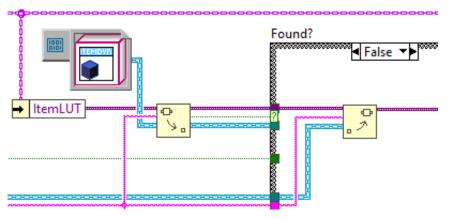
ItemFormatBase.lvclass

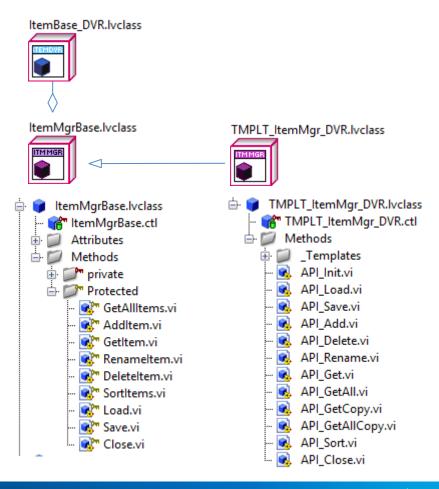


Item Manager Class

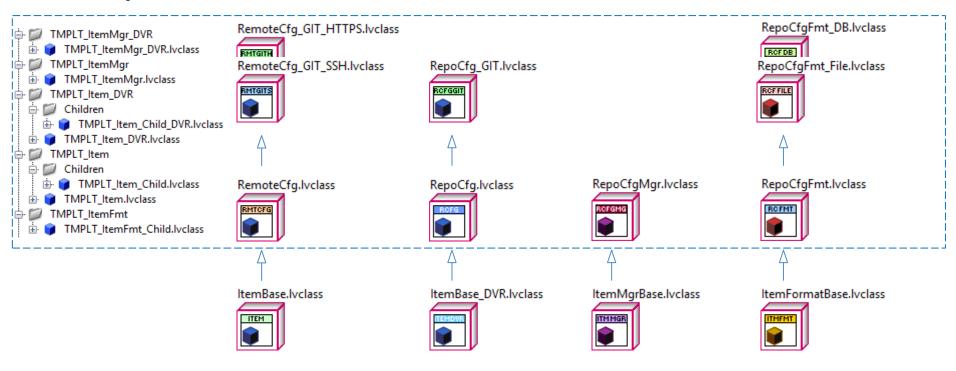
ItemMgrBase "manages" ItemBaseDVRs

- Uses ItemLUT to hold DVRs by "ID"
- Multiple methods for managing
- Template adds copy capability





Template is used to create children of framework



50/136 BL Classes in project inherited from these: 28 ItemBase DVR

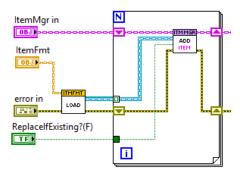
Item Format Class (Assembler class)

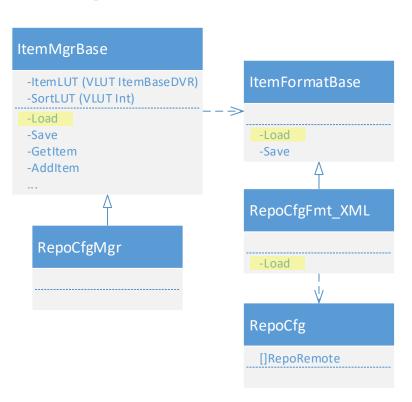
Item Manager "can" utilize ItemFormatBase

- Only if the manager needs to assemble
- Usually only in very high level managers

ItemMgrBase:Load calls ItemFormatBase:Load

Then adds\replaces ItemBaseDVRs

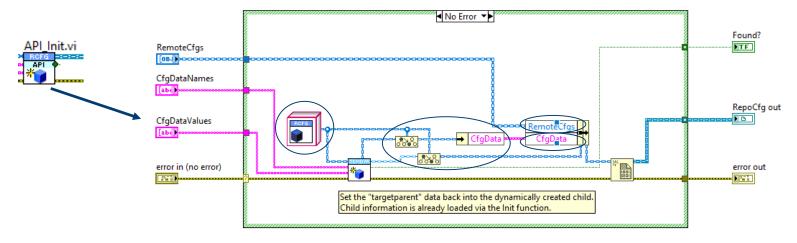




Loading Item Data

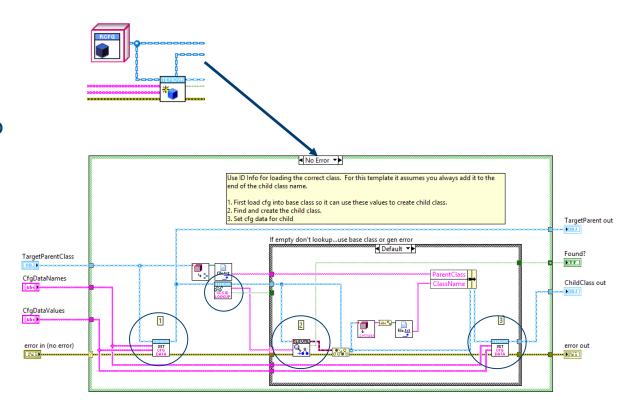
Item data loaded as name value pair to cluster by ItemBase or ItemBaseDVR

- Parent target class is passed in which is used to find the correct child
- Data is loaded into the parent as well as child: parent is set (is in template)
- Other data that is part of class can be set as well

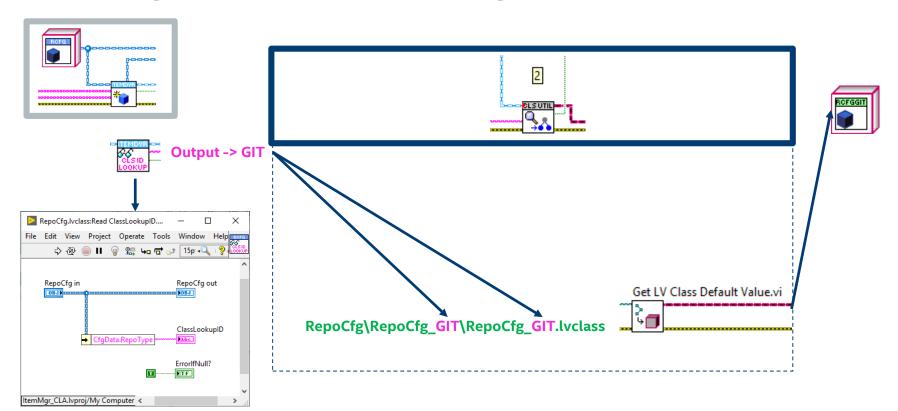


Loading Item Data – ItemBaseDVR Init Method

- Load CfgData into base class (e.g. RepoCfg)
- Get the class lookup info and use to find the child class on disk relative to the parent
- Find and load the child class
- Set the cfg data for the child class



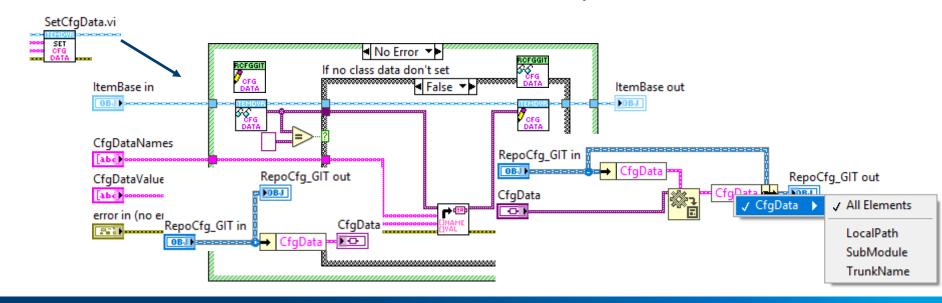
Loading Item Data – Looking up Child Class



Loading Item Data – Setting Class private data

ItemBase class takes care of loading the data into the private data

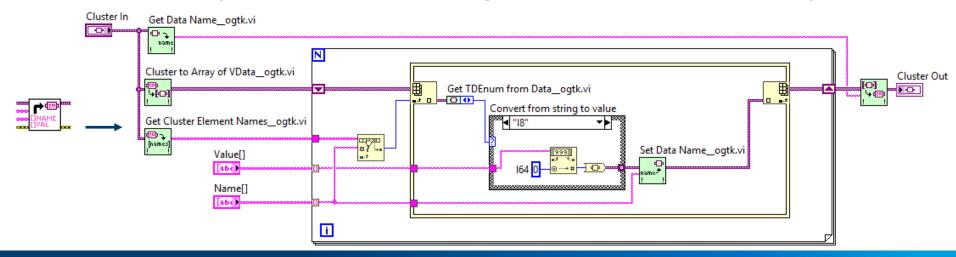
- Protected methods GetCfgData and SetCfgData (required override)
- Cluster is used for the data store for the "load\save" class data



Loading Item Data – NVP to Cluster

Reuse VI makes use of OpenG functions to set cluster data from NVP

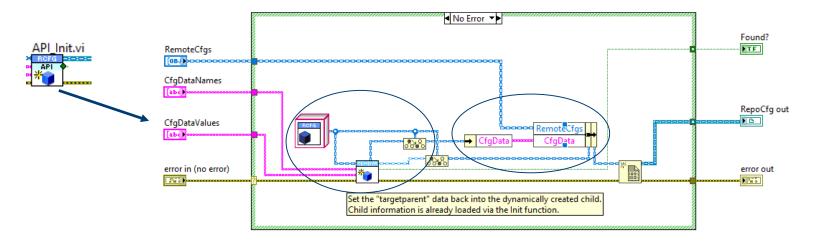
- Over simplification of the vi but the essence is there (checking removed)
- Nice as it does not require all matching elements and handles extras
- Most data types supported including enum, datetime, but not arrays



Loading Item Data - Summary

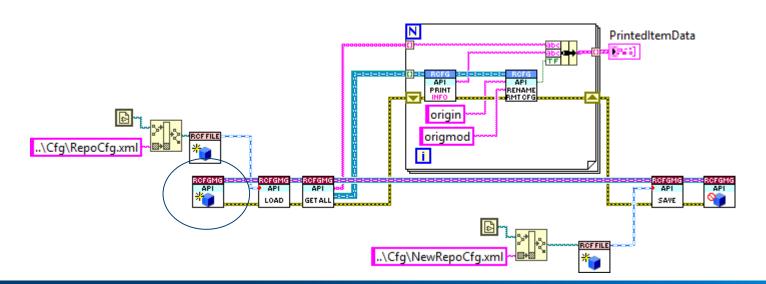
Creating the correct class and loading the data is mostly handled by ItemBase

- Specific class is just responsible for setting its CfgData (in template)
- Also for initializing other composite\aggregate classes



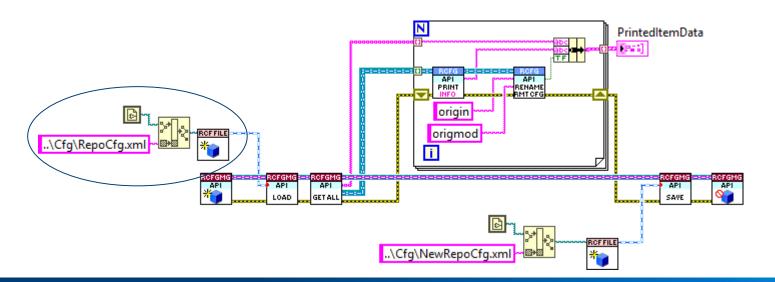
Create the class that will be managing your set of data: in our case RepoCfgMgr

In this example we are creating RepoCfgMgr to manage RepoCfg Items



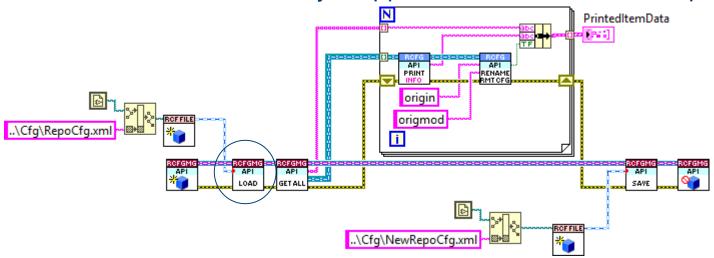
Choose the format and location of data we want to load

- This many times could be a configuration for the system
- Or through a GUI the user has a choice to pick (e.g. open from DB or file)



Load the data into the manager from the data source

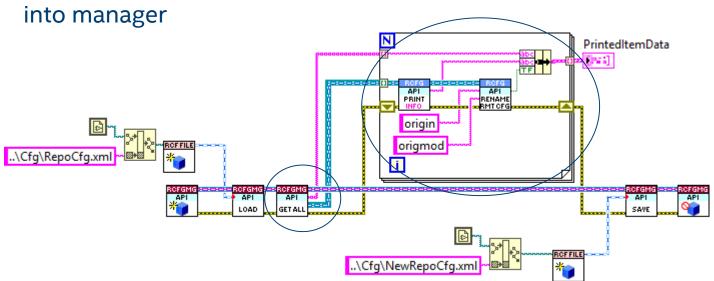
- Allows the manager to expose a load\save method but not contain code for the specific format of that data being loaded.
- Can load and save on the fly in application and be SOLID compliant



Manager allows you to "manage" data by getting items to call methods on

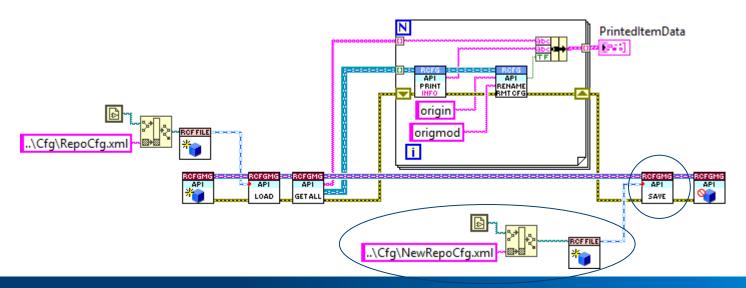
Here we are getting all items, printing the info, and renaming a RemoteCfg

The items are DVR so we can get by ID and modify without setting back



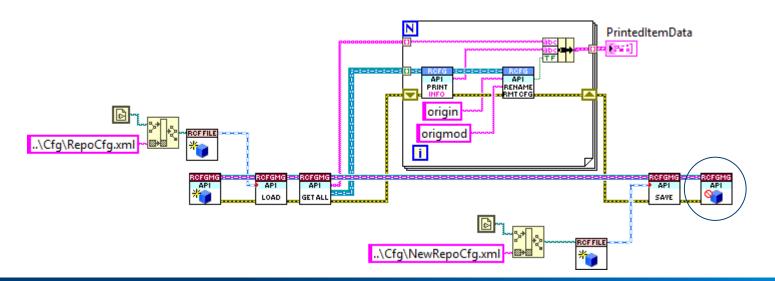
Save the modified data to any format

- "De-assembler" handled by the same format class
- Here we are saving to the same format, but this could be a database or ini

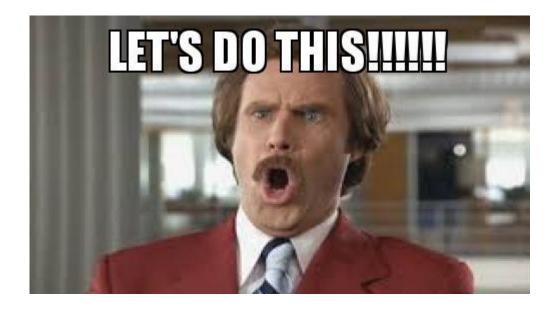


Close will destroy all the item objects in the manager class (ItemBase handles)

- Technically the manager didn't create the item classes (assembler did)
- But it is still responsible for the lifetime of the objects so we destroy them



Example - Demo



Why use these Manager classes?

- Application with hierarchy of actors
 - In my case nested subpanels
- Can pass Manager or Item DVRs via message
 - Transfer is light
 - Can modify data without passing back
 - Initial try with non-DVR required sync



Pros

- Data loading into private class data made easy!
- Add\Delete private data with no parsing changes required
- ★ I can use my private data in my class methods
- ★ No format specific parsers where they shouldn't belong
 - RepoCfg.lvclass:LoadFromXML, RepoCfg.lvclass:LoadFromDB
- Simple overrides enables migration file -> DB based app
- ★ Adding children for lookup is easy
 - ★ Save RepoCfg HG.lvclass -> RepoCfg\RepoCfg HG



Cons

- Without a wizard new ItemMgr group time consuming
 - And Michael didn't make one before this conference
- DVR is nice in some instances but...
 - Too many "API" methods required in middle classes
 - Try copying deep aggregated classes (Mgrs in Mgrs)
- It is a little file heavy for the all components
 - Mgr(13), Fmt(4), Item(13), ItemChild(6)
- Missing some monitoring and debug helpers
- Not as fast as other data loading approaches





WOAH THIS IS HEAV

Next Steps

- Investigate a better way without class DVRs and possibly utilize maps
 - As well as not duplicating DVR\NonDVR base classes
- Could standardize on data format like JSON instead of name value pairs
- Get the code in bitbucket or github pending Intel approval
- Links: google.com search for memes



