Creating a WS using Java

د. عبدالناصر ضياف

The Start

- Short introduction to NetBeans IDE
- Basic requirements for developing a simple WS
 - NetBeans IDE (Java EE download bundle)
 - Java Development Kit (JDK7 or JDK8)
 - Java EE-compliant web or application server (GlassFish Server)
 - The Java API for XML Web Service (JAX-WS): It is a java programming language API for creating SOAP web services.
 - It defines a standard Java- to-WSDL mapping which determines how <u>WSDL</u> operations are bound to Java methods when a SOAP message invokes a WSDL operation.

Communication between a JAX-WS Web Service and a Client



Web Service Parties

- The Web Service
 - from the provider (exports a WSDL document)

- The Client Application
 - from the consumer (imports the WSDL document)

Creating A Simple WS

- I. Create a new "Java Web Application" Project
- 2. Give a name and specify a location to the project
- 3. Create a simple JAVA class and some public methods
- 4. Convert the class to a WS by adding @WebService annotation
 - Public methods become WS operations
- 5. Build and deploy the project
- 6. Test the WS and view the generated WSDL document via GlassFish Admin Console.

1. Create a new Java Web Application project

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			Creates an empty Web application in a s IDE-generated build script to build, run, a	standard IDE project. A standard project uses an and debug your project.
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2. Give a name and specify a location to the project

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3. Create a JAVA class and some methods

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3. Create a JAVA class and some methods (cont.)



4. Convert the class to a WS by adding @WebService annotation



5. Build and deploy the project



6. Test the WS and view the generated WSDL document via GlassFish Console

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Lifecycle Modules
Monitoring Data

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\leftrightarrow \Rightarrow C \triangle	localhost:4848/common/applications/webServiceTester.j:	sf?appName=SimpleWS&tester=%2F	
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		HelloWorldServ	ar web service implementation (<u>WSDL File</u>)
		To invoke an operation, fill the met Methods : public abstract java.lang.String ws. sayHello ()	hod parameter(s) input boxes and click on the button labeled with the method name. HelloWorld.sayHello()
		public abstract java.lang.String ws. sayHelloTo	HelloWorld.sayHelloTo(java.lang.String)

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<SOAP-ENV:Header/>
<S:Body>
<ns2:sayHello xmlns:ns2="></s:envelope> 	Method parameter(s) Type Value java.lang.String Nasser	
SOAP Response	Method returned	
<pre><?xml version="1.0" encoding="UTF-8"?><s:envelope <<="" hello="" nasser!"="" td="" xmlns:s="http://schemas.xmlsoap</pre></th><td>java.lang.String : "><td></td></s:envelope></pre>		
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	You can view the generated WSDL document by clicking on "WSDL File"
Methods :	
public abstract java.lang.String ws.HelloWorld.sayHello() sayHello ()	🔺 — 🗆 X
public abstract java.lang.String ws.HelloWorld.sayHelloTo(java.lang.String)	<pre></pre>

Other things, covered

- @WebService(serviceName="...")
- @WebMethod
- @WebMethod(operationName="...")

The WS is done and ready

Next, we need to develop a client application that communicates with this WS's operations.

Creating A Simple WS Client App

- I. Create a new "Java" Project
- 2. Use the java tool "wsimport.exe" to import WS WSDL document
 - a. Create a "bin" folder in your project main folder
 - b. Copy the WSDL's url from "GlassFish Admin Consol"
 - c. Create a batch script file (ex:"use_wsimport.bat")
 - d. Type the following and paste WSDL url from clipboard:
 - "<wsimport path in JDK installation>\wsimport.exe" –keep –s src –d bin "<WSDL url>"
 - e. Save and run the batch file, you'll see a new package "ws"
- 3. Create a new package "client"
- 4. Create a Java class as a client

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Create a main program inside, declare a WS object and use it

Calling the WS

}

public static void main(String[] args) {

HelloWorld ws = new HelloWorldService().getHelloWorldPort();

System.out.println(ws.sayHello());

System.out.println(ws.sayHelloTo("Nasser"));

The output

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		olient.WSClient 📎 🍈 main 📎
	Out	put ×
	\square	Java DB Database Process × GlassFish Server 4.1 × SimpleWSClient (run) ×
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-		Hello!
l P	23	Hello Nasser!
	04	BUILD SUCCESSFUL (total time: 1 second)