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Case Study: Large-scale pure OO at the Irish Government

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What makes this an interesting story:



- Repeated successful delivery of very large scale projects in the public sector
- Extraordinary business domain complexity
- Possibly the purest example of OO design for a large-scale transactional business application, worldwide
- One of the largest-scale applications of agile-development within the public sector, worldwide
- A rich user interface, to a core transactional business system
- First, and still the largest, deployment of the naked objects pattern

The Department of Social Welfare, Community, and Family Affairs Protection (www.welfare.ie)

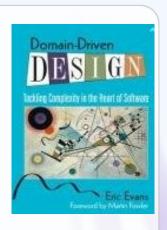


- As part of a huge Service Delivery Modernisation (SDM) programme, initiated 10 years ago, the Department recognised the need to replace its aging mainframe-based benefit administration systems
- The primary requirement: 'agility'
 - Technical agility
 - Strategic business agility
 - Operational business agility
- The chosen solution:
 - An agile architecture
 - Agile development methodology
 - A Microsoft-based platform

Agile design principle 1: Domain-driven design



- Aim: Define an ubiquitous language (the 'BOM') a common language between business stakeholders and software developers
- Rationale: It represents the (slowly-changing) essence of the business, rather than the (rapidly-changing) current practices
- New requirements are expressed in BOM terms
 - Violation: Process-driven design
 - Violation: Screen-driven design
- Evidence: Business stakeholders are involved directly in the BOM design
- Evidence: Almost 100% the BOM can be understood by the business
- Constraint: BOM should be agnostic of the technical platform
 - but is fundamentally represented in code



Partial extract of .NET classes from the Common BOM



Customer Maintenance

Abstract Customer

- Customer
- Customer Awaiting PPSN Alternate ID Basis Match

Customer Details Form Customer Email Address

Life Event

- Birth
- Death
- Marriage

Abstract Name

- Name
- Usage Name
 Previous Claim
 Relationship
- Primary Relationship
- Reciprocal Relationship

Telephone Number

Address Maintenance

Abstract Address

- CRS Address
 - Household Address
 - Correspondence Address
 - Previous Address
- Generic Foreign Address
- Irish Address
- UK Address
- USA Address

Scheme administration

Benefit

- Component
 - Exception Payment Generator
- Split Payment Generator For Customer
- Split Payment Generator For Other Party
- Overlap Correction
- Scheme

Entitlement

Entitlement Period

Hypothetical Entitlement

Means Element

- Capital Means
- Weekly Income Means

Means Assessment

Rate Table

Customer Communication

Address

- Email Address
- Postal Address

Communication

- Form Communication
 - Customer Communication
 - Scheme Communication
- Letter Communication

Communication Template

- Form Communication Template
- Letter Communication Template

Communication Template Translation

- Form Communication Template Translation
- Letter Communication Template

Translation

Postal Address Line

Paying Benefits

Book

Book Renewal Cycle

Overlap

Overpayment

Payment

- Cheque Payment
- EFT Payment
- EIT Payment
- PPO Payment Voucher

Payment Statement

Organisational Maintenance

Actor

- Officer
- Org Unit

Actor Email Address

CRS User

Grade

Local Office

Work Management

Abstract Case Content

- Case Note
- Imported File
- Imported Mail
- Scanned Document

Bring Back Details Customer Case

- Maintenance Case
- Scheme Case

Quality Control

Abstract Recorded Action

- Decision
- Recorded Action
- Customer Case _ Recorded Action
 Recorded Action Type

Payment Method Maintenance

Agent

- Individual Agent
- Institutional Agent

Bank

- Credit Union
- Foreign Bank Details
- Irish Bank
- UK Bank

Payment Method

- Cheque Payment Method
- EFT Payment Method
- Post Office Payment MethodPPO Payment Method

- EIT Payment Method

Post Office

Agile design principle 2: Behaviourally-rich objects



- Aim: 100% of business logic encapsulated as methods on (persistent) domain entities
 - Violation: Introduction of 'view', 'controller', or 'process' objects
 - Violation: Decomposition of core business functionality into services
- Rationale:
 - Strategic business agility
 - Very high-reuse between different applications (from polymorphism)
- Rarely, business logic may be encapsulated on non-persistent 'transient' objects
 - Example: (Contribution History) TakeOnSheet
- The BOM makes extensive use of inheritance and polymorphism
 - Violation: dictating BOM design by the convenience of database representation
- Services play a distinct, and secondary, role to domain objects
 - As a bridge to other domains, such as technical domains or external applications
 - To provide logic that cannot be associated with an object, such as the start points featured on the user's desktop
 - To provide logic needed by multiple objects, that have no common superclass

Agile design principle 3: The naked objects pattern



- All user interfaces (UI) for internal use are a direct reflection of the BOM
- Rationale:
 - eliminates the need to develop/maintain the 'view' and 'controller' layers
 - easier to adhere to the principles of DDD
 - facilitates a very pure style of OO
 - facilitates agile development practices
 - creates a more empowering style of UI
- Violation: Introduction of any custom UI code (for an internal facing application)
- Violation: Code Generation

Naked objects

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for the degree of
Doctor of Philosophy

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Agile design principle 4: No such thing as an 'application'

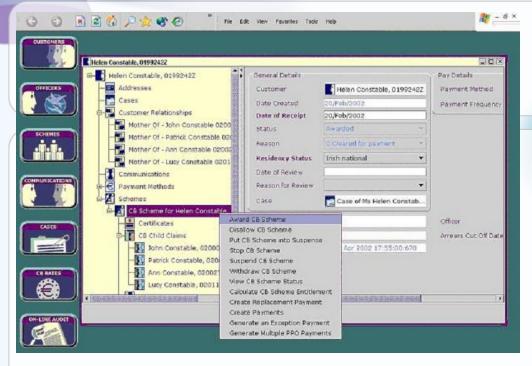


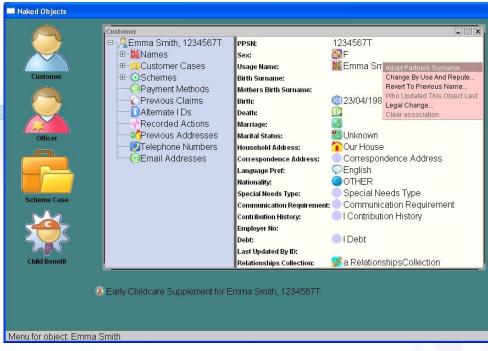
- All Officers are logging on to a single system, with role-based permissions for accessing object types, properties and actions
 - Violation: a separate log-on from the generic SDM logon
- The separation of Common and Specific BOMs is for project management and testing purposes
 - The specific BOMs do not constitute 'applications'
- Requirements for new specific objects, should, wherever possible, be implemented in abstract form, in the Common BOM

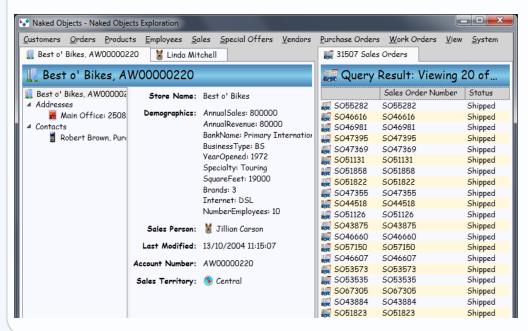
The technical platform

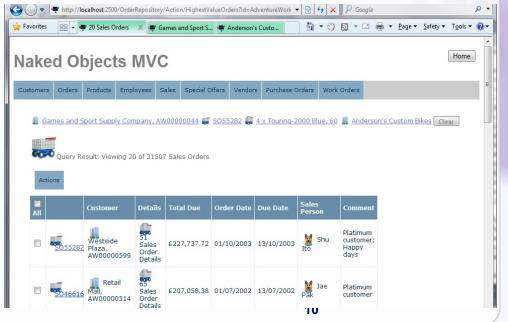


- Domain objects written as POCO .NET classes
- A framework to implement the Naked Objects Pattern
 - Phase 1: a bespoke framework written by Fujitsu
 - Phase 2: replaced by a port of an early version of (Java) Naked
 Objects (now Apache Isis incubator.apache.org/isis/)
 - Phase 4: will move to Naked Objects WPF & Naked Objects MVC
- Bespoke automated test framework (built on top of NUnit)
 - eXecutable Application Tests (XAT) and System Tests (XST)
- Persistence on RDBMS
 - Phase 1: Data Access Objects
 - Phase 2 & 3: Custom ORM
 - Phase 4: Entity Framework
- BizTalk for Publish & Subscribe
- Open source components: Spring.NET, CruiseControl.NET, Apache FOP ...









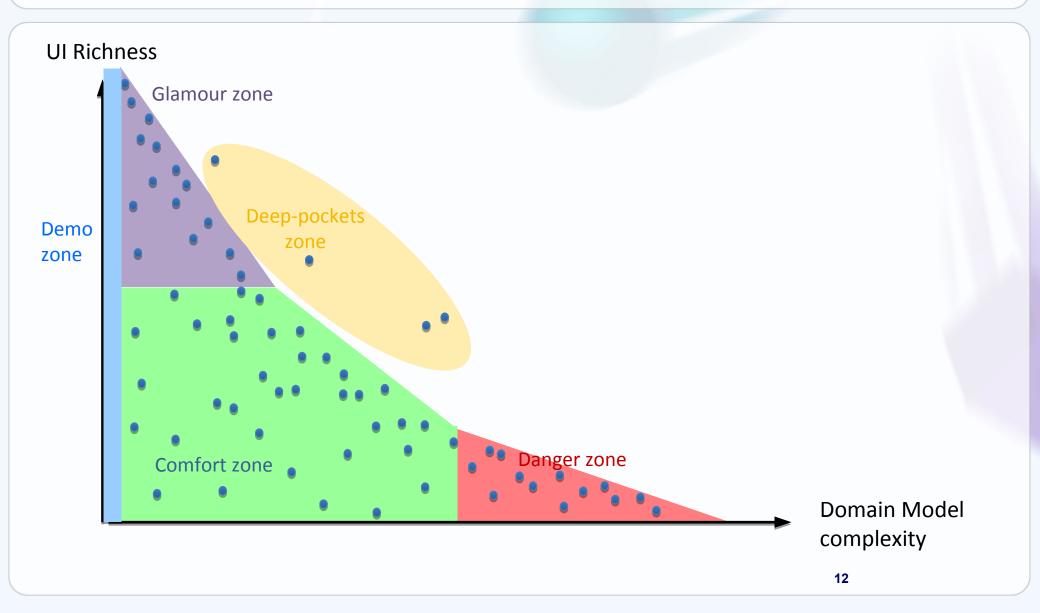
Extraordinary hurdles



- Procurement constraints
- Technical constraints
 - bridging SQLServer and Oracle RDB
- Immaturity of the technologies (at the time)
 - Naked Objects framework
 - Visual Studio (in fact, the whole .NET dev. Environment!)
 - Lack of a viable ORM
- Business complexity

Two (out of several) dimensions of systems development projects





Biggest surprises (positive)



- That the Department went ahead with the idea at all
- That all (but one) of the projects has been a complete success
- Performance (until very recently)
- Business willing to engage in object modelling
 - and willingness to lose the process focus
- 'Extreme re-use'
- Extensibility in unforeseen ways
- User reaction
 - though not 100%

Metaphor: The Incredible Machine







User reaction to the 'problem-solving' user interface has been positive



"The new system permits me to better deal with the needs of individual customers"

"The new system contributes positively to my sense of job satisfaction"

Biggest surprises (negative)



- How poor the Microsoft tools and frameworks were in 2004
 - though much improved since
- Exposing the range of developer skills and motivation
- Poor fit with traditional (development) job roles
 - Testers, BAs, Batch, DBAs
- The single project failure

What could have been done better?



- Too much coupling in the BOM
- On-going investment in the infrastructure
- Batch processing
- Insufficiently aggressive about the 80:20 rule
- Not adopting progressive roll-out
- A more imaginative procurement process

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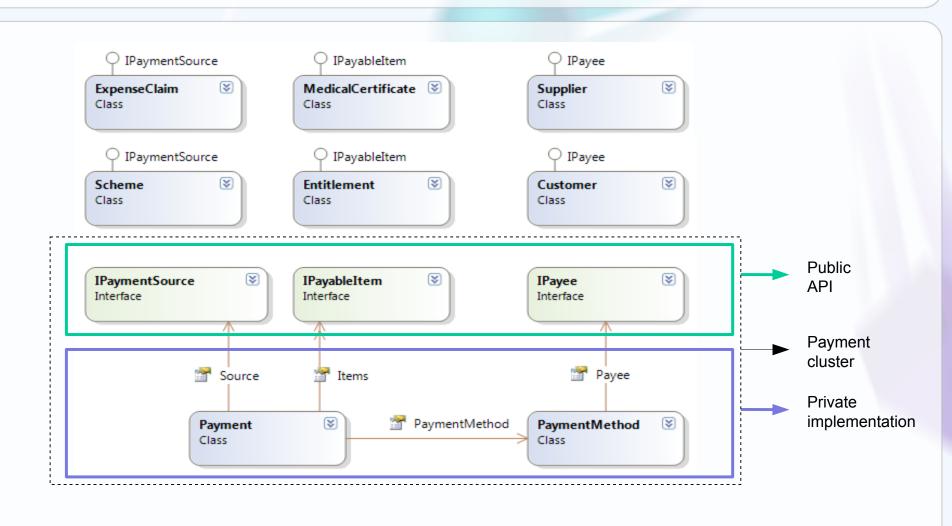
Where next?



- Continued aggressive development of new functionality due to:
 - Heavy business pressures from the economy
 - Massive increase in role & responsibility of DSP
 - Pressure to port the remaining mainframe systems
- Migration to the second generation platform
 - New Technical Architecture
 - Naked Objects MVC (based on ASP.NET MVC)
 - Entity Framework
 - WIF security
 - Porting and refactoring of the BOM using the 'cluster' pattern

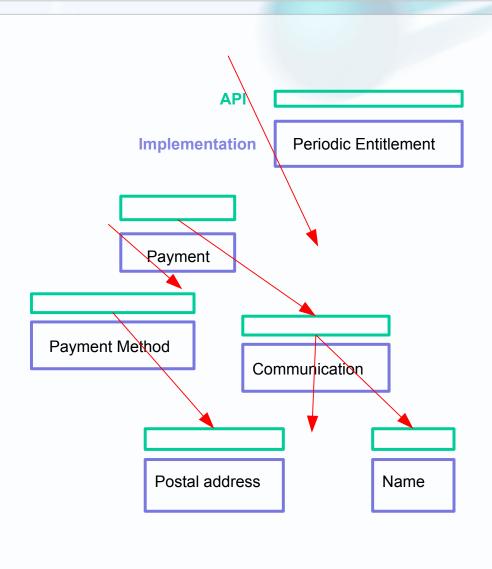
The cluster model Example: Payments cluster (partial view)





A cluster may depend on other clusters where this reflects a clear business dependency





A cluster is defined by an API project



- 1. API is defined by .NET Interfaces, of three broad kinds:
 - A 'Role interface' is intended to be implemented by objects in other clusters e.g. IPayableItem, ICorrespondenceHolder
 - A 'Result interface' provides a restricted view of a class defined inside the cluster e.g. ICustomer, ICountry
 - A 'Service interface' provides a programmatic view of a service e.g. ICustomerRepository
- 2. API may also contain static (shared) functionality e.g. Enums, Modules
- 3. API must *not* contain instantiable classes
 - Because all knowledge of persistence resides inside the cluster
- 4. API is pure POCO
 - no references to Naked Objects Framework (though App Lib is allowed for annotations)
- API project may reference other API projects, where this reflects a business reality
 - PaymentAPI.IPayableParty inherits

 CommunicationAPI.ICommunicableParty

The 'cluster model': How A cluster is defined by an API project



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New application classes may delegate most of their functionality to these injected services



The list of implemented role interfaces.

(Provides a readable summary of the object's intent.)

Properties (hidden from user) into which required services are injected.

Lightweight methods required by the implementation of various interfaces.

IPaymentMethodOwner IMeansAssessablePerson IRecordedActionCreator ICommunicationContext Customer Class Properties CommunicationService PaymentMethodService PersonNameService RecordedActionService ■ Methods DefaultPostalAddressForCommunication NameForCommunication NewNameHasBeenSaved NewPaymentMethodHasBeenSaved NotifyCreationOfNewPaymentMethod NotifyCreationOfNewPostalAddress NotifyCreationOfNewRecordedAction

IPersonNameOwner

IPayablePerson

IPostalAddressOwner

Some additional subtleties of the Cluster Model



- Yes, the cluster model does bear some resemblance to an SOA, but
 - The API is specified as object types (interfaces) which define the business functionality that they provide, not just their structure
- All relationships across clusters must be defined as 'interface associations' (a.k.a. 'any' or 'polymorphic' associations)
 - DBAs won't like this
 - Microsoft Entity Framework does not support this yet!
 - Naked Objects supplies its own implementation
 - One huge upside is that clusters can be moved between databases with zero impact on the code
- Cluster functionality my be invoked by means of:
 - Dependency injection of a cluster service e.g.
 IPaymentService

Nakad Objects: 'Contributed Actions'

Aspects