

Enterprise Application Mashup with Mule ESB

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Who Is This Eugene Character?

- **15+ years of experience building mission-critical, high-availability systems infrastructure**
 - Not an end-user applications kinda guy
- **10+ years of Java work**
- **Engaged by the largest companies in the world**
 - Retail
 - Finance
 - Oil industry
- **Background ranges from industrial robotics to on-line retail systems**



Case Study 1: eCommerce Site

- Objective: Architecture for the next 5 years
 - Skunkworks operation (10 months)
 - Not all systems upgrade at the same time
- Prime directive
 - Acquire instead of build
 - Only best of breed in each product category
- Clear separation of concerns
 - Platform infrastructure - things used in more than one place - built for performance
 - Applications (ERP, eCommerce, CMS, etc.)
- Evaluate and create a reference implementation



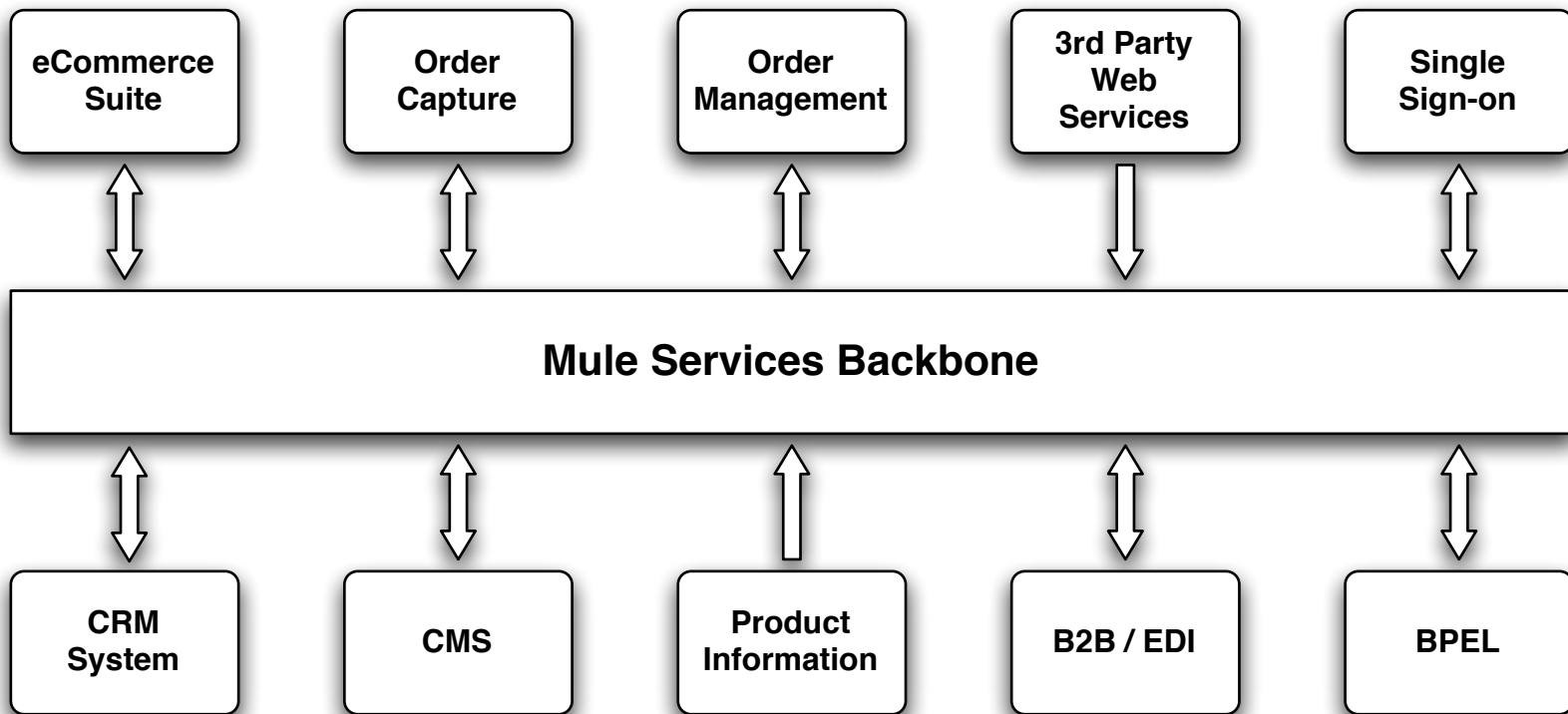
Case Study 1: eCommerce Site

- Wound up with a mixed environment
 - 10 vendors
 - 3 hardware platforms
 - Geographically scattered
- What's the best way to integrate all these things?
 - Economical, fast, and it works
- Enterprise Service Bus
 - Commercial
 - Open Source
 - Mule ESB
 - OpenESB
 - ServiceMix
 - Tuscany

Some of these
were written to meet the JBI
spec, not to solve real world
problems



Case Study 1: eCommerce Site



Case Study 1: eCommerce Site

- Successful reference implementation!
- 21 calendar days to build the environment and integrate all the vendors' products
- Platform team shifted efforts from pure/custom development (point-to-point) to integration
- First Mule-enabled component (2 apps) integration: 7 days
 - Download and learn Mule: 2 days (BITCO JMS included)
 - Initial integration: 1 day
 - Troubleshooting: 4 days (eCommerce didn't like CRM)
 - Integrating all other 8 vendors: 20 minutes
 - Peace of mind and braggin' rights: Priceless!
- Reference platform is being implemented now



Case Study 1: eCommerce Site

Do you want to learn more about this? Check out my article for TheServerSide:

<http://ciurana.eu/site.php?page=musings&contentTag=Mule-case-study.html>

Another way to find the article if writing or entering long URLs annoys you...

Google for: Eugene Mule

The article describes this eCommerce site implementation in much more detail than this presentation.



Case Study 2: Download Store

- Objective: to create a download store in 60 days that allows for purchase, registration, promotions, downloads, and full integration with back-end and third-party applications
- Prime directive: time to market
 - It must be done yesterday
 - Reuse and/or integrate with existing production systems
- Biggest challenge: integrating with third-party hosted and developed application with a team in a different geographical location

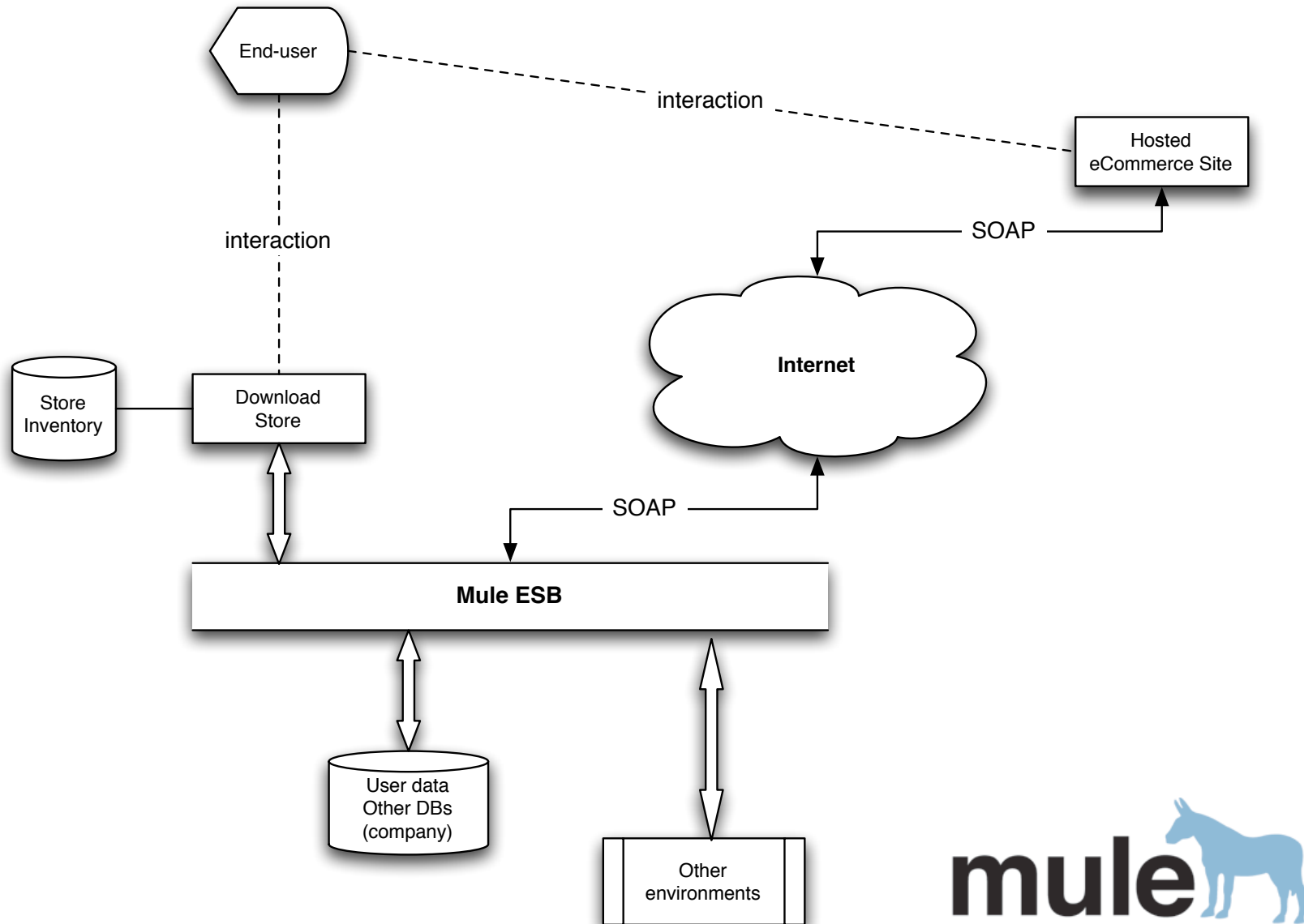


Case Study 2: Download Store

- Restrictions and opportunities
 - Existing infrastructure (front-end) is Java 1.3, commercial eCommerce suite (oldish)
 - In production today - no need to invent the wheel
 - Well-understood interaction with the company's existing systems of record
- Download store is a stand-alone application
 - Catalog and product management
 - Templating for display
 - Deployed in a different environment from existing infrastructure
 - Java 6
 - Mule 1.3
 - Leverages DB and other back-end apps



Case Study 2: Download Store



Case Study 2: Download Store

Success?

Ask me after June 15, 2007!



Thanks for Coming!

**Eugene Ciurana, Director Systems
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Q&A

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pr3d4t0r @ irc://irc.freenode.net ##java, #esb, #awk, #security

