

Course code: **GUVNOR**

Course title: **Modeling and management of business rules on the basis of Drools Guvnor for analysts**

Days: 3

Description:

Course intended for:

- business analysts, who are or will be responsible for defining of business rules using JBoss Drools and Drools Guvnor technologies
- programmers or architects, willing to get familiar with the issues of modeling using business rules from the perspective of a business analyst.

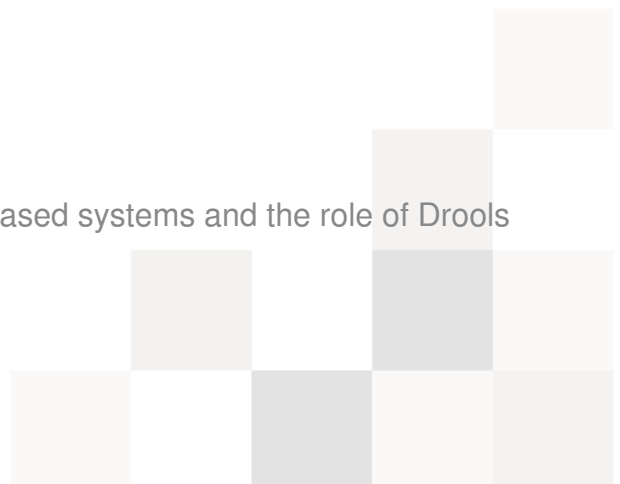
Course objective:

The training is aimed at getting the participants ready to model problems using business rules without a – typical for programmers – knowledge of the technical details of functioning of the Drools technology. The training is focused on issues associated with engineering of requirements and management of change in the context of business rules. Moreover, strong emphasis is put on development of the ability to communicate with the programmers so that both sides are able to understand their mutual needs and properly integrate their works.

Course strengths:

After the training, the participants will have the following skills:

1. Development of business rules in Drools language using the Test-Driven Development methodology,
2. Proficient use of the Drools Guvnor tool,
3. Management of rules and change of rules,
4. Identification of roles in the rule lifecycle,
5. Understand the architecture of rule engine based systems and the role of Drools Guvnor in this architecture,



6. Cooperation with programmers to build an effective system together.

Requirements:

The training does not require preliminary knowledge of the technologies discussed; in particular, knowledge of any programming language is not required.

Course parameters:

3 x 8h in the following proportion: 80% workshops, discussions; 20% - lectures.

Course curriculum:

1. What is business modeling?
2. Introduction to business rule modeling.
 - I. What is a rule engine?
 - II. What is a rule?
3. A review of rule engines.
4. Basic principles of rule modeling.
 - I. Java and Declared types.
 - II. Drools language.
 - III. The order of performance of rules.
5. Drools Guvnor.
 - I. Introduction
 - i. Working Sets.
 - ii. Editor of resources.
 - iii. packages
 - iv. versioning.



- II. Development of rules using a graphic editor.
 - III. Own DSL language.
 - IV. Decision-making tables using a spreadsheet.
 - V. Decision-making tables using an editor.
 - VI. Business rule templates.
 - VII. QA.
 - i. Test-Driven Development in Guvnor.
 - ii. Test scenario development.
 - iii. Audit log.
 - iv. Analysis of results.
 - VIII. Packages.
 - i. Package management
 - ii. Categories
 - iii. Development of packages
 - iv. Snapshots.
 - v. Publication.
6. Architecture of systems using Drools rule engines and the role of Drools Guvnor in this architecture.
7. The lifecycle of rules and roles involved.
- I. Objective and scope (including specification of the business context, identification of threats, identification of business and technological limitations).
 - II. Discovery – creation of a domain model, specification of facts, identification of roles, rule sources and their valuation.
 - III. Design
 - IV. Implementation



- V. testing
 - VI. Management of change and estimation of impact of change
 - VII. Roles in the process
 - VIII. Rule Maturity Model.
8. How to cooperate with programmers?
- I. The technical plane and the business plane
 - II. Use of shared concepts
 - III. What to expect of programmers to properly integrate our works.
 - IV. What the programmers expect of us to properly integrate their works.
9. Summary.

