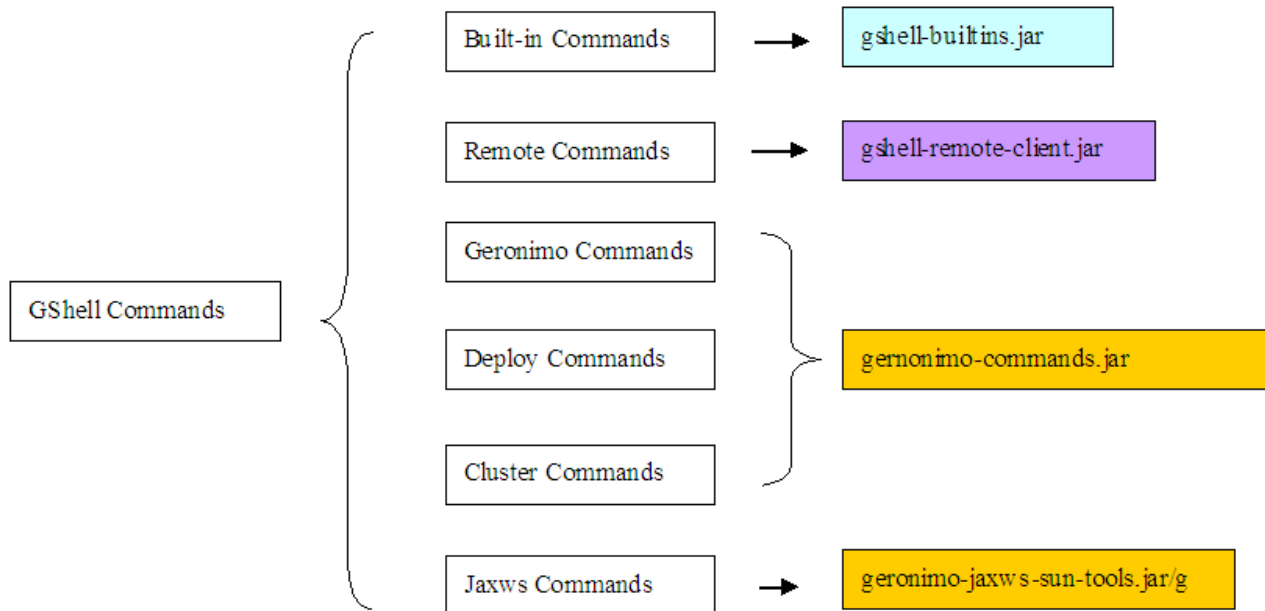


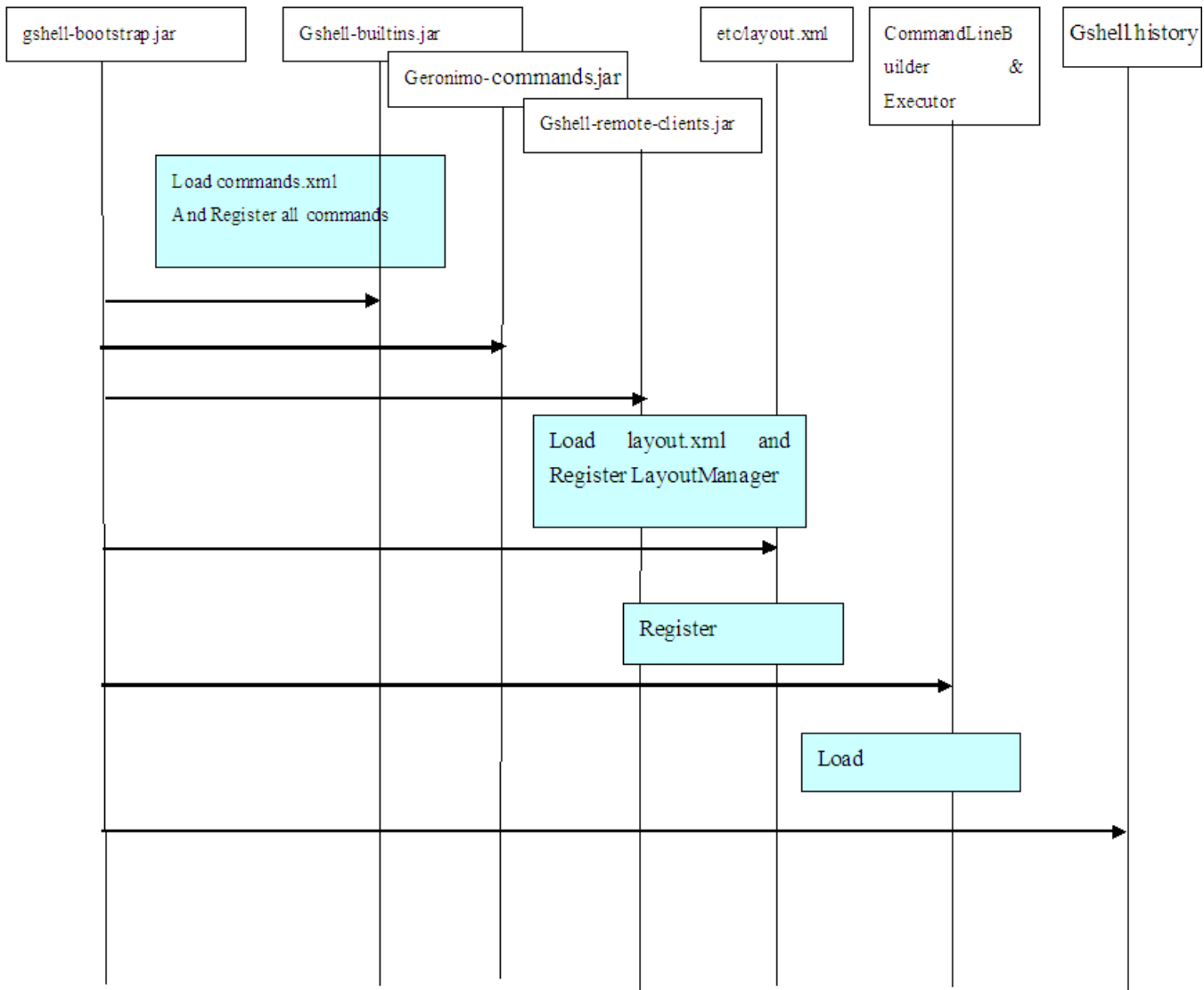
How GShell works with Geronimo kernel

GShell Commands Structure



Build-in commands like set, clean, help, quit and so on are defined in gshell-builtin project
Geronimo commands like start-server, stop-server and deploy commands like start-module are defined in geronimo-commands project.
Jaxws commands are defined in geronimo-jaxws-builder project.
Remote commands are defined in gshell-remote-client project.

GShell Startup progress



- 1 org.codehaus.plexus.ClassLoader load every jar defined in etc/gsh-classworlds.conf
- 2 org.apache.geronimo.gshell.plugin.CommandDiscoverer load the commands.xml in gshell-builtin.jar/META-INF/gshell
- 3 All the commands register in org.apache.geronimo.gshell.registry.CommandRegistry.
- 4 The same process for geronimo-commands and jaws-commands
- 5 org.apache.geronimo.gshell.layout.loader.XMLLayoutLoader load the layout.xml in etc/layout.xml
- 6 GShell start up DefaultLayoutManager.
- 7 GShell start up org.apache.geronimo.gshell.DefaultCommandLineBuilder and DefaultCommandExecutor
- 8 GShell read argument from console and read history from Document and Setting/[username]/.gshell/gshell.history
- 9 Finish initialization and waiting

Note:

Command.xml shows reflection between command id and command implementation

Layout.xml shows reflection between command line string and command id

GShell process command line progress

- 1 org.apache.geronimo.gshell.console.JLineConsole get a command line from console
- 2 org.apache.geronimo.gshell.DefaultCommandLineBuilder parse the command line and check if it has a syntax error
- 3 org.apache.geronimo.gshell.layout.DefaultLayoutManager find corresponding command id and give to org.apache.geronimo.gshell.DefaultCommandExecutor .
- 4 org.apache.geronimo.gshell.DefaultCommandExecutor call A certain command execute the doExecute() method.
- 5 org.apache.geronimo.gshell.clp.CommandLineProcessor process the arguments.

Define your own command

1 Define command class

In geronimo/framework/modules/geronimo-commands projects, you can define your own command class in src folder.
Note all the command classes are defined in groovy.
E.g.

```
package org.apache.geronimo.commands
import org.apache.geronimo.gshell.command.annotation.CommandComponent

/**
 * Test
 */
@CommandComponent(id='geronimo-commands:test', description="Test")
class TestCommand extends ConnectCommand {
    @Option(name='-a', aliases=['--argument'], description='Arguement test')
    int argu = 1;
    protected Object doExecute() throws Exception {
        print "Hello World!"
    }
}
```

Compile source codes and put the target jar file in the same directory in binary server file.

2 Modify configuration file

Modify file layout.xml in [server dir]/etc
E.g

```
.....
<!-- Geronimo -->
    <group>
        <name>geronimo</name>
        <nodes>
            <command>
                <name>stop-server</name>
                <id>geronimo-commands:stop-server</id>
            </command>
            <command>
                <name>test</name>
                <id>geronimo-commands:test</id>
            </command>
        </nodes>
    </group>
.....
```

3 restart gshell

You can find test command in help list and use test to see print line.

```

deploy

stop                Stop a module
list-modules        List modules
list-plugins        Install plugins into a server
disconnect          Disconnect from a server
start               Start a module
assemble           Create a custom server from the current one
deploy             Deploy a module
list-targets       List targets
redeploy           Redeploy a module
install-plugin     Install a plugin
install-library    Install library
restart            Restart a module
distribute         Distribute a module
undeploy           Undeploy a module
login              Saves the username and password for this connection
connect            Connect to a server

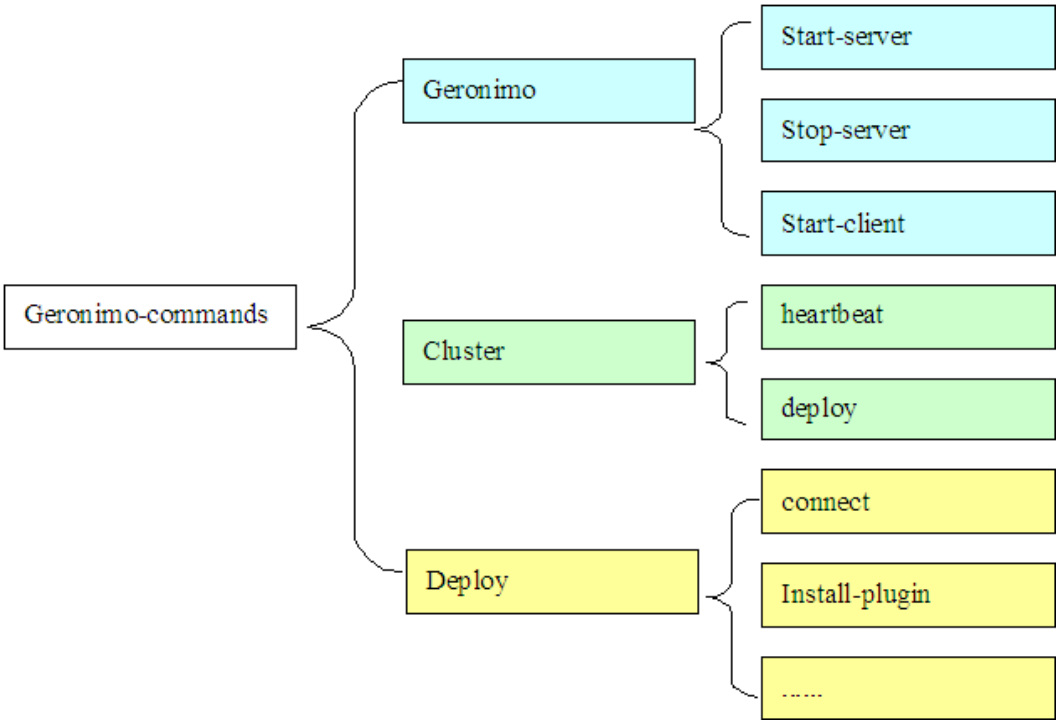
geronimo

wait-for-server     Wait for a server to start
start-server        Start a Geronimo server
start-client        Start an application client
test                Test
stop-server         Stop a server

Harmony@ibm-eb710a950ca: /> geronimo/test
Hello World!Harmony@ibm-eb710a950ca: />

```

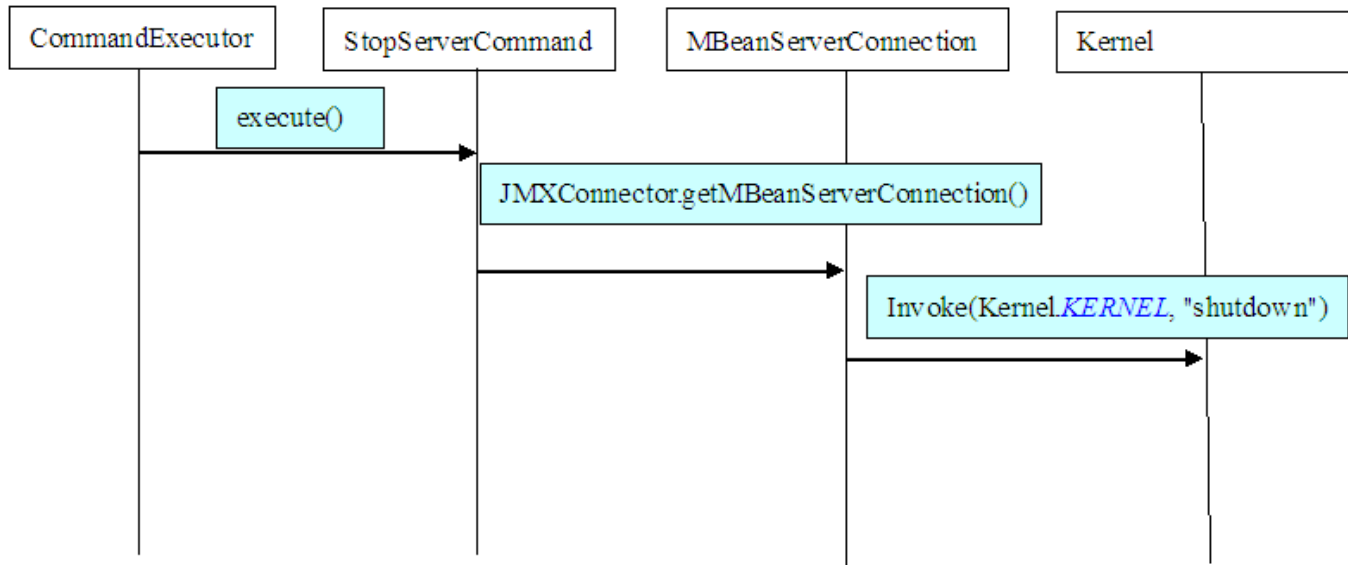
Details in Geronimo-commands(Client)



Geronimo command part:

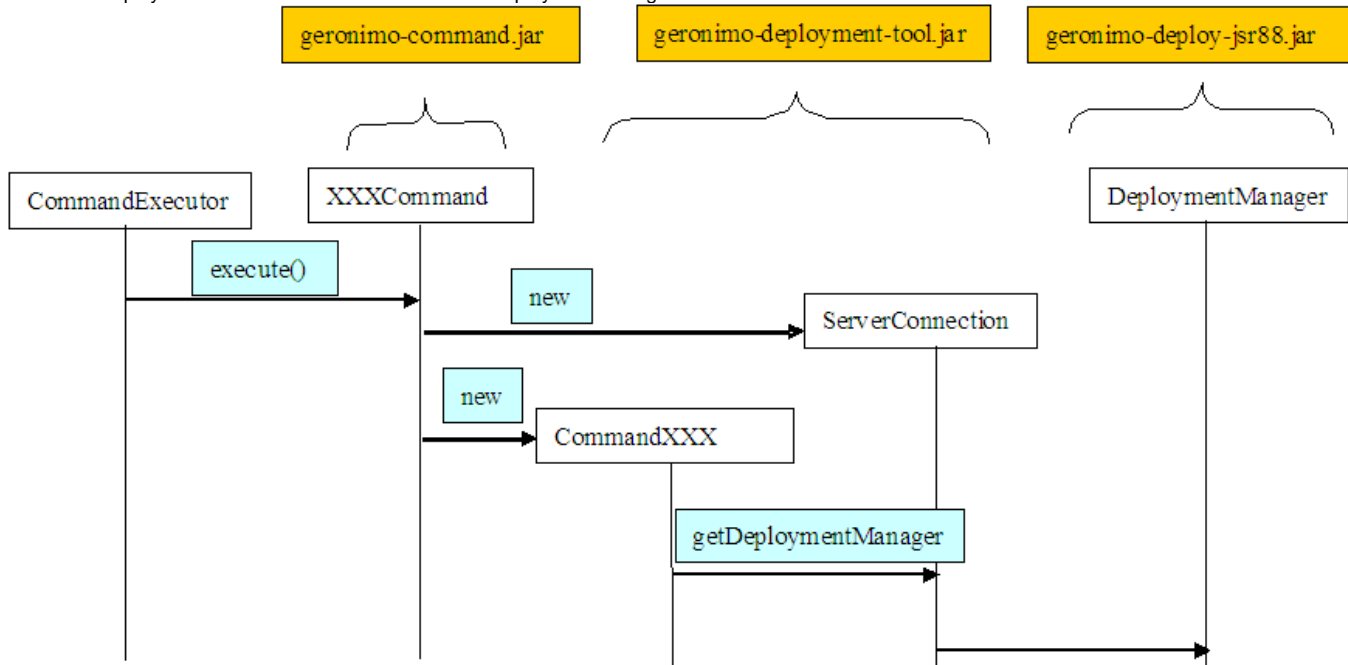
Jmx->kernel->invoke(shutdown/getAttribute)

Basically, Geronimo stop and wait for server commands connect to remote/local server via jmx connections and get a MBeanServerConnection. Through MBeanServerConnection command get Kernel as Mbean and call invoke() method to shutdown or getAttribute.



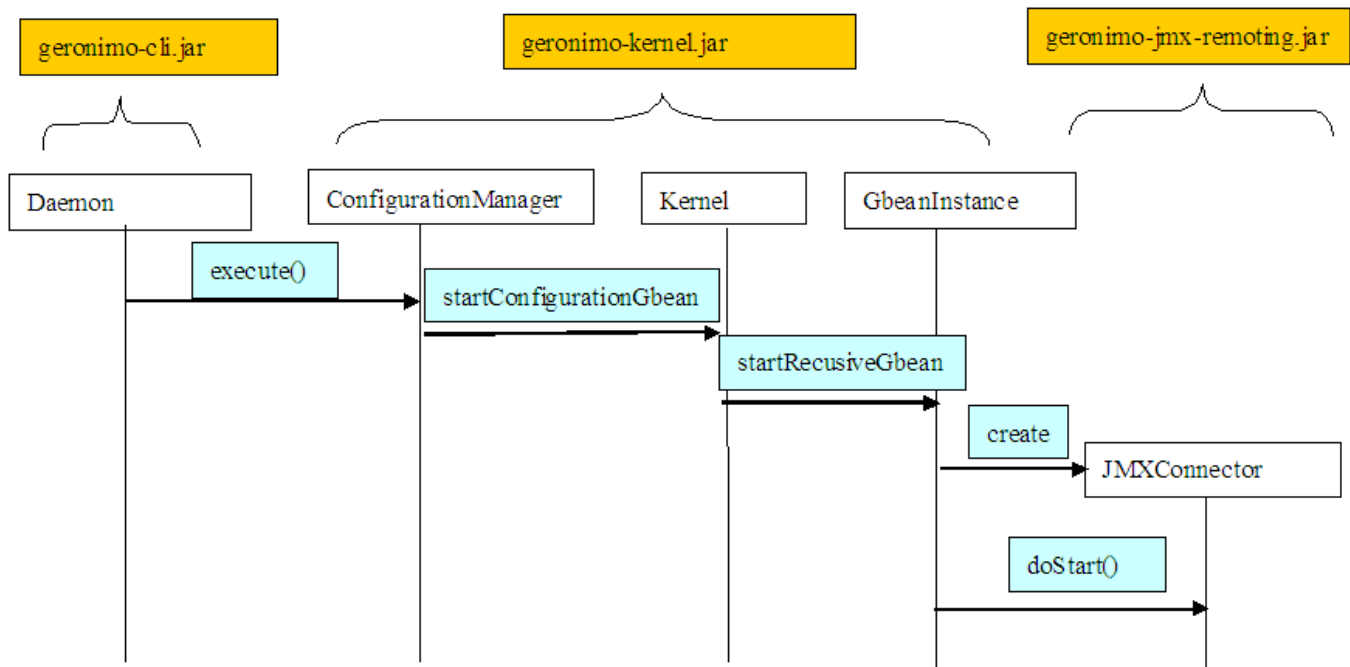
Deploy command part

Geronimo-deploy-tool->ServerConnection->GeronimoDeploymentManager



Details in geronimo-jmx-remoting(Server)

Build JMX Server progress



Key codes

in JMXConnector in geronimo-jmx-remoting project

```

public void doStart() throws Exception {
    jmxServiceURL = new JMXServiceURL(protocol, host, port, urlPath);
    Authenticator authenticator = null;
    Map env = new HashMap();
    if (applicationConfigName != null) {
        authenticator = new Authenticator(applicationConfigName, classLoader);
        env.put(JMXConnectorServer.AUTHENTICATOR, authenticator);
    } else {
        log.warn("Starting unauthenticating JMXConnector for " + jmxServiceURL);
    }
    RMIServerSocketFactory serverSocketFactory = new GeronimoRMIServerSocketFactory(host);
    env.put(RMIConnectorServer.RMI_SERVER_SOCKET_FACTORY_ATTRIBUTE, serverSocketFactory);
    server = JMXConnectorServerFactory.newJMXConnectorServer(jmxServiceURL, env, mbeanServer);
    NotificationFilterSupport filter = new NotificationFilterSupport();
    filter.enableType(JMXConnectionNotification.OPENED);
    filter.enableType(JMXConnectionNotification.CLOSED);
    filter.enableType(JMXConnectionNotification.FAILED);
    server.addNotificationListener(authenticator, filter, null);
    server.start();
    log.debug("Started JMXConnector " + server.getAddress());
}

```