

# Adding JSR-223 to BSF4ooRexx

The 2016 International Rexx Symposium



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# Agenda

- Java scripting framework, a.k.a. JSR-223
  - Features
- The ooRexx JSR-223 scripting engine
  - Features
- Examples demonstrate
  - Java executing Rexx scripts
  - Rexx scripts fetching arguments from Java
- Roundup

# Java Specification Request (JSR) – 223, 1

- Java Scripting Framework, package `javax.script`
  - Java Specification Request group # 223, introduced with 1.6
  - Javadocs, as of 2016-08-16, cf.
    - <https://docs.oracle.com/javase/8/docs/api/javax/script/package-frame.html>
  - Java class `javax.script.ScriptEngineManager`
    - Lists available scripting engines (`javax.script.ScriptEngineFactory`)
      - Exploiting the Java service provider interface (SPI)
    - Loads a specific scripting engine by name, file extension or mime type
    - Allows interaction with the *global scope* (shared by all scripting engines) `javax.script.Bindings` (key/value pairs)

# Java Specification Request (JSR) – 223, 2

- Java Scripting Framework
  - Java class `javax.script.SimpleScriptContext`
    - Allows to fetch *engine* and *global scope* `javax.script.Bindings`
    - Supplies objects representing stdin (`java.io.Reader`), stdout (`java.io.Writer`) and stderr (`java.io.Writer`)
  - Java class `javax.script.SimpleBindings`
    - A `java.util.Map` backed key/value collection
    - Some key names with special meanings are defined as constants in `javax.script.ScriptEngine`:
      - `ARGV`, `ENGINE`, `ENGINE_VERSION`, `FILENAME`, `LANGUAGE`, `LANGUAGE_VERSION`, `NAME`

# Java Specification Request (JSR) – 223, 3

- Java Scripting Framework
  - Java class implementing `javax.script.ScriptEngine`
    - Represents a scripting engine, e.g. Javascript/Rhino/ECMAScript
    - Allows evaluating (executing) scripting code
    - Allows supplying Java objects via one of the `javax.script.Bindings` managed by the script engine's `javax.script.ScriptContext`
  - Optional Java interface `javax.script.Invocable`
    - Defines script function and script method invocations from Java
  - Optional Java interface `javax.script.Compile`
    - Allows to compile a script and reuse it

# The JSR-223 for ooRexx, 1

- Package `org.rexxla.bsf.engines.rexx.jsr223`
  - Class `RexxScriptEngineFactory`
    - Extends `javax.script.AbstractScriptEngine` and implements the
      - Interface `javax.script.ScriptEngineFactory`
  - Class `RexxScriptEngine`
    - Extends `javax.script.AbstractScriptEngine` and implements the
      - Interface `javax.script.ScriptEngine`
      - Interface `javax.script.Compilable`
      - Interface `javax.script.Invocable`

# The JSR-223 for ooRexx, 2

- Package `org.rexxla.bsf.engines.rexx.jsr223`
  - Class `RexxCompiledScript`
    - Extends `javax.script.CompiledScript` and implements the
      - Interface `javax.script.Invocable`
    - Each Rexx script will be first "compiled" (tokenized) and then executed
      - Allows reusing the script without any overhead
- JSR-223 samples get installed with BSF4ooRexx
  - C.f. Directory "`samples/Java/jsr223`"

# JSR-223, Evaluating a Rexx-Script

- Create an instance of `javax.script.ScriptEngineManager`
  - Use e.g. `getEngineByName("Rexx")` to get an instance of the class `RexxEngine`
    - Will have a default `SimpleScriptContext` with a `SimpleBindings` defined for the engine level
    - The Rexx engine's `.input`, `.output`, `.error` monitors will be set to the Java `reader` (a `java.io.Reader`), `writer` (a `java.io.Writer`), `errorWriter` (a `java.io.Writer`) fields of the `SimpleScriptContext`
    - Before using it for the first time, the Rexx interpreter instance itself can be configured according to the native Rexx APIs, e.g.
      - Defining additional Rexx file extensions, exit handlers, etc.



# JSR-223, "Demo\_01", 1

- Demonstrates how to execute a Rexx script stored in a Java String using `javax.script` (a.k.a. JSR-223)
- Note:
  - The output from the Rexx program is done via Java!

# JSR-223, "Demo\_01", 2

## Java Code (Demo\_01.java)

```
import javax.script.ScriptEngineManager;
import org.rexxla.bsf.engines.rexx.jsr223.RexxScriptEngine;

public class Demo_01    // demo evaluating a Rexx script
{
    public static void main (String args[])
    {
        ScriptEngineManager manager = new ScriptEngineManager();
        RexxScriptEngine rse=(RexxScriptEngine) manager.getEngineByName("Rexx");

        try
        {
            String rexxCode="say 'Hello, world from Rexx!'";
            rse.eval(rexxCode);
        }
        catch (Exception exc)
        {
            System.err.println(exc);
            System.exit(-1);
        }
    }
}
```

# JSR-223, "Demo\_01", 3

## Output of "java Demo\_01"

```
Hello, world from Rexx!
```

# JSR-223, "Demo\_02", 1

- Demonstrates how to execute a Rexx script stored in an external file
- Uses the Java class `java.io.FileReader`
- Note:
  - The output from the Rexx program is done via Java!

# JSR-223, "Demo\_02", 2

## Java Code (Demo\_02.java)

```
import javax.script.ScriptEngineManager;
import org.rexxla.bsf.engines.rexx.jsr223.RexxScriptEngine;
import java.io.FileReader;

public class Demo_02    // demo evaluating a Rexx script
{
    public static void main (String args[])
    {
        ScriptEngineManager manager = new ScriptEngineManager();
        RexxScriptEngine rse=(RexxScriptEngine) manager.getEngineByName("Rexx");

        try
        {
            rse.eval(new FileReader("demo_02.rex"));
        }
        catch (Exception exc)
        {
            System.err.println(exc);
            System.exit(-1);
        }
    }
}
```

# JSR-223, "Demo\_02", 3 Rexx Code (**demo\_02.rex**)

```
say 'Hello, world from Rexx!'
```

# JSR-223, "Demo\_02", 4 Output of "java Demo\_02"

```
Hello, world from Rexx!
```

# JSR-223, "Demo\_03", 1

- Demonstrates how to execute a Rexx script stored in an external file
- Uses the Java class `java.io.FileReader`
- Note:
  - The output from the Rexx program is done via Java!
- Invoked Rexx script will show
  - The result of the "`PARSE SOURCE`" keyword statement
  - The Rexx arguments received from Java
    - There will always be a Rexx directory appended as the last argument with an entry named "`SCRIPTCONTEXT`"



# JSR-223, "Demo\_03", 2

## Java Code (**Demo\_03.java**)

```
import java.io.FileReader;
import javax.script.ScriptEngineManager;
import org.rexxla.bsf.engines.rexx.RexxEngine;
import org.rexxla.bsf.engines.rexx.jsr223.*;

public class Demo_03    // demo evaluating a Rexx script
{
    public static void main (String args[])
    {
        ScriptEngineManager manager = new ScriptEngineManager();
        RexxScriptEngine rse=(RexxScriptEngine) manager.getEngineByName("Rexx");

        try
        {
            rse.eval(new FileReader("demo_03.rex"));    // now let us execute the Rexx script
        }
        catch (Exception exc)
        {
            System.err.println(exc);
            System.exit(-1);
        }
    }
}
```

# JSR-223, "Demo\_03", 3

## Rexx Code (**demo\_03.rex**)

```
parse source s
say "parse source: ["s"]"
say

say "received the following arguments:"
do i=1 to arg()
  say "  arg #" i": ["arg(i)"]"
end
```

# JSR-223, "Demo\_03", 4

## Output of "java Demo\_03"

```
parse source: [MACOSX SUBROUTINE  
filename_created_by_org_rexxla_bsf_engines_rexx_jsr223_RexxScriptEngine-  
6e2c634b_at_2016_08_22T02_16_45_308Z.rex]
```

```
received the following arguments:  
  arg # 1: [a Directory]
```

# JSR-223, "Demo\_04", 1

- Like "Demo\_03" before, except
  - The filename gets defined in the `ScriptContext` for the engine scope's `Bindings`
  - The `RexxEngine` object will use that filename from the engine scope's `Bindings` to determine the script's filename
    - The "`PARSE SOURCE`" keyword statement will therefore fetch that name

# JSR-223, "Demo\_04", 2

## Java Code (Demo\_04.java)

```
import javax.script.*;
import java.io.FileReader;
import org.rexxla.bsf.engines.rexx.jsr223.RexxScriptEngine;

public class Demo_04    // demo evaluating a Rexx script
{
    public static void main (String args[])
    {
        ScriptEngineManager manager = new ScriptEngineManager();
        RexxScriptEngine rse=(RexxScriptEngine) manager.getEngineByName("Rexx");

        try
        {
            String filename="demo_03.rex";    // define the filename
            // add the filename to the engine's SimpleBindings
            ScriptContext sc=rse.getContext(); // get the default ScriptContext
            sc.setAttribute(ScriptEngine.FILENAME,filename,ScriptContext.ENGINE_SCOPE);

            rse.eval(new FileReader(filename), sc); // now let us execute the Rexx script
        }
        catch (Exception exc)
        {
            System.err.println(exc);
            System.exit(-1);
        }
    }
}
```

# JSR-223, "Demo\_04", 3

## Output of "java Demo\_04"

```
parse source: [MACOSX SUBROUTINE demo_03.rex]
```

```
received the following arguments:
```

```
  arg # 1: [a Directory]
```

# JSR-223, "Demo\_05", 1

- Demonstrates how to execute a Rexx script stored in an external file, more than once
  - Each invocation of a Rexx script will cause it to be compiled (tokenized) and stored as the "current" script object
- Invoked Rexx script will show
  - The result of the "PARSE SOURCE" keyword statement
  - The Rexx arguments received from Java

# JSR-223, "Demo\_05", 2

## Java Code (Demo\_05.java)

```
import javax.script.*;
import java.io.FileReader;
import org.rexxla.bsf.engines.rexx.jsr223.*;

public class Demo_05    // demo evaluating a Rexx script
{
    public static void main (String args[])
    {
        ScriptEngineManager manager = new ScriptEngineManager();
        RexxScriptEngine rse=(RexxScriptEngine) manager.getEngineByName("Rexx");
        try
        {
            String filename="demo_03.rex";        // define the filename
            // add the filename to the engine's SimpleBindings
            ScriptContext sc=rse.getContext(); // get the default ScriptContext
            sc.setAttribute(ScriptEngine.FILENAME,filename,ScriptContext.ENGINE_SCOPE);
            rse.eval(new FileReader(filename), sc); // now let us execute the Rexx script
            System.err.println("\n... Java: about to reuse the last used Rexx script ...\n");
            // add arguments for the script to the ENGINE_SCOPE bindings
            sc.setAttribute(ScriptEngine.ARGV,
                new Object[] {"one", null, java.util.Calendar.getInstance()},
                ScriptContext.ENGINE_SCOPE);
            // the RexxScriptEngine always compiles the last script and
            // makes it available with the getCurrentScript() method
            rse.getCurrentScript().eval();        // now let us re-execute the Rexx script
        }
        catch (Exception exc){ System.err.println(exc); System.exit(-1); }
    }
}
```



# JSR-223, "Demo\_05", 3

## Output of "java Demo\_05"

```
parse source: [MACOSX SUBROUTINE demo_03.rex]
```

```
received the following arguments:
```

```
  arg # 1: [a Directory]
```

```
... Java: about to reuse the last used Rexx script ...
```

```
parse source: [MACOSX SUBROUTINE demo_03.rex]
```

```
received the following arguments:
```

```
  arg # 1: [one]
```

```
  arg # 2: [The NIL object]
```

```
  arg # 3: [java.util.GregorianCalendar@277050dc]
```

```
  arg # 4: [a Directory]
```

# JSR-223, "Demo\_06", 1

- Demonstrates how to execute a Rexx script stored in an external file, more than once
  - Each invocation of a Rexx script will cause it to be compiled (tokenized) and stored as the "current" script object
- Invoked Rexx script will show
  - The result of the "PARSE SOURCE" keyword statement
  - The Rexx arguments received from Java
  - Accessing the supplied `ScriptContext` and interacting with it
  - Demonstrate how to determine whether a value is Java proxy and if so, send it the `toString` message

# JSR-223, "Demo\_06", 2

## Java Code (Demo\_06.java)

```
import javax.script.*;
import java.io.FileReader;
import org.rexxla.bsf.engines.rexx.jsr223.*;

public class Demo_06    // demo evaluating a Rexx script
{
    public static void main (String args[])
    {
        ScriptEngineManager manager = new ScriptEngineManager();
        RexxScriptEngine rse=(RexxScriptEngine) manager.getEngineByName("Rexx");
        try
        {
            String filename="demo_06.rex";    // define the filename
            // add the filename to the engine's SimpleBindings
            ScriptContext sc=rse.getContext(); // get the default ScriptContext
            sc.setAttribute(ScriptEngine.FILENAME,filename,ScriptContext.ENGINE_SCOPE);
            rse.eval(new FileReader(filename), sc); // now let us execute the Rexx script
            System.err.println("\n... Java: about to reuse the last used Rexx script ...\n");
            // add arguments for the script to the ENGINE_SCOPE bindings
            sc.setAttribute(ScriptEngine.ARGV,
                new Object[] {"one", null, java.util.Calendar.getInstance()},
                ScriptContext.ENGINE_SCOPE);
            // the RexxScriptEngine always compiles the last script and
            // makes it available with the getCurrentScript() method
            rse.getCurrentScript().eval();    // now let us re-execute the Rexx script
        }
        catch (Exception exc){ System.err.println(exc); System.exit(-1); }
    }
}
```

# JSR-223, "Demo\_06", 3

## Rexx Code (**demo\_06.rex**)

```
parse source s
say "parse source: ["s"]"
say
-- demonstrate how to access and use the ScriptContext
slotDir=arg(arg())      -- last argument is a directory containing "SCRIPTCONTEXT"
sc=slotDir~scriptContext -- fetch the ScriptContext object
say "ScriptContext field: ENGINE_SCOPE:" pp(sc~engine_scope)
say "ScriptContext field: GLOBAL_SCOPE:" pp(sc~global_scope)
say
-- import the Java class that defines some Constants like FILENAME, ARGV ...
seClz=bsf.importClass("javax.script.ScriptEngine")
say "ScriptEngine field: FILENAME="pp(seClz~filename)
say "ScriptEngine field: ARGV    ="pp(seClz~argv)
say
key=seClz~FILENAME      -- get string value for FILENAME entry in Bindings
say "value of ScriptEngine static field named ""FILENAME"":" pp(key)
say "  fetch filename from ScriptContext                :" pp(sc~getAttribute(key))
say "  fetch scope (engine or global) from Scriptcontext:" pp(sc~getAttributesScope(key))
say
key=seClz~ARGV          -- get string value for ARGV entry in Bindings
say "value of ScriptEngine static field named ""ARGV""    :" pp(key)
say "  fetch filename from ScriptContext                :" pp(sc~getAttribute(key))
say "  fetch scope (engine or global) from Scriptcontext:" pp(sc~getAttributesScope(key))
say "----"
say "Rexx received the following arguments:"
do i=1 to arg()
  val=arg(i)
  str="  arg("i")=["
  if val~isA(.bsf) then str=str || val~toString]"
  else str=str || val"]"

  say str
end
```

# JSR-223, "Demo\_06", 4

## Output of "java Demo\_06"

```
parse source: [MACOSX SUBROUTINE demo_06.rex]
```

```
ScriptContext field: ENGINE_SCOPE: [100]
```

```
ScriptContext field: GLOBAL_SCOPE: [200]
```

```
ScriptEngine field: FILENAME=[javax.script.filename]
```

```
ScriptEngine field: ARGV      =[javax.script.argv]
```

```
value of ScriptEngine static field named "FILENAME": [javax.script.filename]
```

```
  fetch filename from ScriptContext           : [demo_06.rex]
```

```
  fetch scope (engine or global) from Scriptcontext: [100]
```

```
value of ScriptEngine static field named "ARGV"      : [javax.script.argv]
```

```
  fetch filename from ScriptContext           : [The NIL object]
```

```
  fetch scope (engine or global) from Scriptcontext: [-1]
```

```
---
```

```
Rexx received the following arguments:
```

```
  arg(1)=[a Directory]
```

```
... Java: about to reuse the last used Rexx script ...
```

```
parse source: [MACOSX SUBROUTINE demo_06.rex]
```

```
ScriptContext field: ENGINE_SCOPE: [100]
```

```
ScriptContext field: GLOBAL_SCOPE: [200]
```

```
---> Output continued on next slide ...
```

# JSR-223, "Demo\_06", 5

## Output of "java Demo\_06" (Continued)

```
ScriptEngine field: FILENAME=[javax.script.filename]
```

```
ScriptEngine field: ARGV      =[javax.script.argv]
```

```
value of ScriptEngine static field named "FILENAME": [javax.script.filename]
```

```
  fetch filename from ScriptContext          : [demo_06.rex]
```

```
  fetch scope (engine or global) from Scriptcontext: [100]
```

```
value of ScriptEngine static field named "ARGV"      : [javax.script.argv]
```

```
  fetch filename from ScriptContext          : [[Ljava.lang.Object;@5387f9e0]
```

```
  fetch scope (engine or global) from Scriptcontext: [100]
```

```
---
```

```
Rexx received the following arguments:
```

```
  arg(1)=[one]
```

```
  arg(2)=[The NIL object]
```

```
arg(3)=[java.util.GregorianCalendar[time=1471834275785,areFieldsSet=true,areAllFieldsSet=true,
lenient=true,zone=sun.util.calendar.ZoneInfo[id="Europe/Vienna",offset=3600000,dstSavings=
3600000,useDaylight=true,transitions=139,lastRule=java.util.SimpleTimeZone[id=Europe/Vienna,
offset=3600000,dstSavings=3600000,useDaylight=true,startYear=0,startMode=2,startMonth=2,star
tDay=-1,startDayOfWeek=1,startTime=3600000,startTimeMode=2,endMode=2,endMonth=9,endDay=-
1,endDayOfWeek=1,endTime=3600000,endTimeMode=2]],firstDayOfWeek=1,minimalDaysInFirstWeek=1,E
RA=1,YEAR=2016,MONTH=7,WEEK_OF_YEAR=35,WEEK_OF_MONTH=4,DAY_OF_MONTH=22,DAY_OF_YEAR=235,DAY_O
F_WEEK=2,DAY_OF_WEEK_IN_MONTH=4,AM_PM=0,HOUR=4,HOUR_OF_DAY=4,MINUTE=51,SECOND=15,MILLISECOND
=785,ZONE_OFFSET=3600000,DST_OFFSET=3600000]]
```

```
  arg(4)=[a Directory]
```

# Roundup and Outlook

- Roundup
  - The JSR-223 support for ooRexx allows any Rexx and ooRexx-programs to be easily executed by Java
  - BSF4ooRexx allows Java programmers to use two different access types to take fully advantage of ooRexx
    - Apache BSF (Bean scripting framework) and
    - JSR-223: the [javax.script](#) framework introduced with Java 1.6
  - There is no excuse for Java programmers not to use scripting engines like BSF4ooRExx for scripting Java applications anymore! ;)