The Wolframe Application Server Tutorial

Build your first Wolframe application

The Wolframe Application Server Tutorial: Build your first Wolframe application

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Foreword

This is the Wolframe Tutorial.

It describes step by step how to use Wolframe to build a small demo application.

Chapter 1. Introduction

1.1. Introduction to the Wolframe tutorial

1.1.1. Requirements

You need the following packages (We assume you are on an Ubuntu Linux, for other platforms there are similar packages available. Some platforms may have only two monolithic packages to download, a 'wolframe' and a 'wolfclient' package):

- wolframe_0.0.3 -1_amd64.deb: the Wolframe core server

- wolframe-sqlite3_0.0.3 -1_amd64.deb: the Sqlite3 database driver module

- wolframe-libxml2_0.0.3 -1_amd64.deb: the XML filter based on libxml2

- wolfclient_0.0.4 -1_amd64.deb: the Wolframe graphical user interface client

1.1.2. Sample application

We want to manage a list of customers with name and address and provide the usual operations:

- list all customers

- create new customers

- edit existing customers

- view customer entries

- delete customers

1.1.3. Basic directory layout

We don't use the normal directory layout as it requires root rights to install.

Instead we create two directories, one for server data and one for client data:

```
mkdir ~/tutorial
mkdir ~/tutorial/server
mkdir ~/tutorial/client
```

Chapter 2. Steps

2.1. Step 1 - Basic connectivity

We have to set up the wolframed daemon with a running configuration file:

```
cd ~/tutorial/server
```

We create the central configuration file of the server `tutorial.conf`:

```
; we have to load the wolframe protocol to be able to talk to the server
LoadModules {
    Module mod_protocol_wolframe
}

; we install a verbose default logger to the shell
Logging {
    Stderr {
        Level DEBUG
    }
}

; one connection, one thread is enough
Server {
    MaxConnections 1
    Threads 1
    Listen {
        Address *
        Port 7661
        MaxConnections 1
    }
}
```

We can start the server now in the shell foreground with:

```
/usr/sbin/wolframed -f -c tutorial.conf
```

We see the following output of the server in the shell:

```
NOTICE: Starting server
INFO: Undefined ServerTokens, using ProductOnly
INFO: Empty random generator device. Using default device.
DEBUG: Random generator initialized. Using device '/dev/urandom'
DEBUG: Loading programs
INFO: Accepting connections on 0.0.0.0:7661
DEBUG: 1 network acceptor(s) created.
DEBUG: 0 network SSL acceptor(s) created.
```

The server is up and listening to port 7661. The server can be stopped anytime by pressing **Ctrl**+**C**.

If we use a telnet to connect to the server with:

```
telnet localhost 7661
```

we get:

```
Connected to localhost.
Escape character is '^]'.
BYE Access denied.
Connection closed by foreign host.
```

The server tells us:

```
DEBUG: Connection from 127.0.0.1:39110 to 0.0.0.0:7661 not authorized
DEBUG: Connection to 127.0.0.1:39110 closed
```

So we have to configure some basic authorization first.

2.2. Step 2 - Basic Authorization

For the time being we add a dummy authorization to the server configuration which accepts all connections (not very secure, but for now good enough):

```
; dummy authorization
AAAA {
    Authorization {
        Default allow
    }
}
```

If we start the server now, the telnet shows us:

```
Connected to localhost.
Escape character is '^]'.
Wolframe
OK
```

Type **quit**, then **Enter** now and get back to the shell:

```
BYE
Connection closed by foreign host.
```

The server in the shell shows the following output indicating that authorization was successful:

```
DEBUG: Connection from 127.0.0.1:47064 to 0.0.0.0:7661 authorized
DEBUG: Connection to 127.0.0.1:47064 closed
```

2.3. Step 3 - Get the whole chain working

Now that we have ensured that basic connectivity to the Wolframe server is available, we can configure the basics for the Qt client, called **wolfclient**.

We start wolfclient with:

```
cd ~/tutorial/client
wolfclient tutorial.conf
```

First define your connection by selecting "Manage servers" in the "File" menu. Define a new connection called "tutorial" which connects to server "localhost" on port 7661. Leave the SSL connection unchecked.

You can test the connection now by pressing the "Test Connection" button.

You should get a message like

```
Connection successful
```

in a dialog box.

Safe the connection parameters by pressing the "Ok" button. You see a list of all your configured servers, the only one we defined is "tutorial". Press "Ok" again.

Now you can try to login to your server by selecting "Login" in the "File" menu. Leave the "Username" and the "Password" fields empty as we did not configure any authentification method. Just pick the server called "tutorial" in the "Server" field.

Because we didn't write any user interfaces yet, we get an error message:

```
Unable to load form or plugin 'init', does the it exist?
```

To get rid of that error message we will have to create our start form in the Qt designer first. For now we just click away the error message.

We start now the Qt designer and create an empty form of type QWidget named `~/tutorial/client/init.ui` and save it.

If we restart the client and login in we see the same empty window again, but this time it's the dynamically loaded initial form (which is again empty). The previous error message disappeared.

2.4. Step 4 - Implement server side customer list

We want to store the customer data in a database. As language to describe this transaction we use TDL (Transaction Definition Language) and as database we use Sqlite. So we have to tell the server to load the TDL module and the database module for Sqlite:

```
LoadModules {
    Module mod_protocol_wolframe
```

```
    Module mod_command_tdl
    Module mod_db_sqlite3
}
```

Now we also have to create a database and populate it with the following schema:

```
CREATE TABLE Customer (
    id              INTEGER PRIMARY KEY AUTOINCREMENT,
    name            TEXT    NOT NULL,
    address         TEXT
);
```

Store this into `schema.sql`. Then execute:

```
sqlite3 tutorial.db < schema.sql
```

Now we have to tell server to use this sqlite database file:

```
Database {
    SQLite {
        Identifier db
        File tutorial.db
        ForeignKeys yes
    }
}
```

When we restart the server we see:

```
DEBUG: SQLite database unit 'db' created with 4 connections to file 'tutorial.d
```

Now we want to use some XML filters to send/receive XML over the protocol, so we have to add the following modules to `tutorial.conf`:

```
LoadModules {
    Module mod_protocol_wolframe
    Module mod_command_tdl
    Module mod_db_sqlite3
    Module mod_doctype_xml
    Module mod_filter_libxml2
}
```

The module mod_doctype_xml is there to detect documents of type XML. The module mod_filter_libxml2 is there to process XML documents. In order to see which modules are currently loaded in the wolframed we can use:

```
/usr/sbin/wolframed -p -c tutorial.conf
```

We see:

```
..
Module files to load:
    /usr/lib/wolframe/modules/mod_protocol_wolframe.so
    /usr/lib/wolframe/modules/mod_command_tdl.so
    /usr/lib/wolframe/modules/mod_db_sqlite3.so
    /usr/lib/wolframe/modules/mod_doctype_xml.so
    /usr/lib/wolframe/modules/mod_filter_libxml2.so
..
```

which looks ok.

For mapping the requests to programs in the business layer we need the directmap module. First add to `tutorial.conf`:

```
LoadModules {
    Module mod_protocol_wolframe
    Module mod_command_tdl
    Module mod_db_sqlite3
    Module mod_doctype_xml
    Module mod_filter_libxml2
    Module mod_command_directmap
}
```

and a new section 'Processor' on the same level as 'LoadModules'

```
Processor {
    Database db
    CmdHandler {
        Directmap {
            Program tutorial.dmap
            Filter XML=libxml2
 }
    }
}
```

The "filter" directive denotes that the command handler should use the "libxml2" module for parsing XML requests.

Now we have to create a file `tutorial.dmap`. This file maps the requests to the corresponding transaction definitions:

```
COMMAND CustomerListRequest
    CALL SelectCustomerList
    RETURN SKIP {standalone="yes", root="list"};
```

We map the 'CustomerListRequest' request to a function 'SelectCustomerList' that is executed to perform the request. It will return the document without validation (SKIP). The attributes in curly brackets after the RETURN SKIP define the meta data of the document. Depending of the output filters used we have to define a set of document meta data. Because we do not declare the meta data as part of the document type description as we will do later, we have to declare them here in the command. The meta data attribute standalone='yes' tells the XML filter not to include any document type declaration.

The declaration root='list' declares the root element for the XML output. In our example we need to define the root element because we use XML for output and XML needs a root element to be defined. The returned content will be a list of customers. The function will be implemented in a TDL program in the server. We first add the TDL program declaration to the 'Processor' configuration section:

```
Processor {
    Database db
    CmdHandler {
        Directmap {
            Program tutorial.dmap
            Filter XML=libxml2
 }
    }
    Program Customer.tdl
}
```

The `Customer.tdl` file contains the database transaction 'SelectCustomerList' we want to execute. We only have to specify the enclosing tag 'customer' for each customer record we are going to retrieve with 'INTO customer'.

```
TRANSACTION SelectCustomerList
BEGIN
    INTO customer DO SELECT * from Customer;
END
```

We also need a validator for the input when the client sends a 'CustomerListRequest'. We load the simple form DDL compiler in the 'LoadModules' section of the `tutorial.conf` and register the simpleform program `Customer.sfrm` to the list of programs in the same file:

```
LoadModules {
    Module mod_protocol_wolframe
    Module mod_command_tdl
    Module mod_db_sqlite3
    Module mod_doctype_xml
    Module mod_filter_libxml2
    Module mod_command_directmap
    Module mod_ddlcompiler_simpleform
}

Processor {
    Database db
    CmdHandler {
        Directmap {
            Program tutorial.dmap
            Filter XML=libxml2
 }
    }
    Program Customer.tdl
    Program Customer.sfrm
}
```

and we add a simple form file `Customer.sfrm`. We add a form called 'CustomerListRequest' which is empty for now but for the root element 'customer':

```
FORM CustomerListRequest
    -root customer
{
}
```

We have to restart the Wolframe daemon now and restart it with:

```
pkill wolframed
/usr/sbin/wolframed -f -c tutorial.conf
```

This we have to do **every time** we change the configuration file tutorial.conf or one of the files referenced there as tutorial.dmap, Customer.tdl or Customer.sfrm.

The server shows now a message about the transaction function it loaded:

```
DEBUG: Loaded transaction function 'SelectCustomerList'
```

Now we create a telnet request which contains pseudo authentication credentials and a request for the list of customers, called ~/tutorial/client/CustomerListRequest.netcat:

```
AUTH
MECH NONE
REQUEST
<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE customer SYSTEM 'CustomerListRequest'>
<customer/>
.
QUIT
```

This we can execute with:

```
netcat -v localhost 7661 < CustomerListRequest.netcat
```

and we get:

```
Wolframe
OK
MECHS NONE
OK authorization
ANSWER
<?xml version="1.0" encoding="UTF-8" standalone="yes"?>
<list/>

.
OK REQUEST CustomerListRequest
BYE
```

We got an empty list of customers. So we have successfully configured the server for our first command.

Let's add some customer data now:

```
cat > data.sql
INSERT INTO Customer(name,address) values('Dr Who','Blue Police Box');
INSERT INTO Customer(name,address) values('John Smith','The Wheel in Space');
Ctrl-D

sqlite3 tutorial.db < data.sql
```

When we reexecute the netcat command we see that the answer contains now the list of customers:

```
<?xml version="1.0" encoding="UTF-8" standalone="yes"?>
<list>
    <customer>
        <id>1</id>
        <name>Dr Who</name>
        <address>Blue Police Box</address>
    </customer>
    <customer>
        <id>2</id>
        <name>John Smith</name>
        <address>The Wheel in Space</address>
    </customer>
</list>
```

So, the data is now correctly retrieved from the database.

Instead of using **netcat** you can also use the **wolframec** for testing the requests.

First create an XML file containing just the request and name it CustomerListRequest.xml:

```
<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE customer SYSTEM 'CustomerListRequest'>
<customer/>
```

The request can be executed by calling:

```
wolframec -d CustomerListRequest.xml
```

We can also test the command without even starting the **wolframed** daemon process. We use the **wolfilter** program for that in the following way:

```
cat ~/tutorial/client/CustomerListRequest.xml | \
    wolfilter -c ~/tutorial/server/tutorial.conf CustomerListRequest
```

We can move now to the wolfclient to make our first request visible.

2.5. Step 5 - Implement client side customer list

It's time now to get something working visually, so we start to add a first simple interface to our wolfclient.

For this we need the 'Qt designer'. We open the file ~/tutorial/client/init.ui again draw a single button with the text "Customer List":
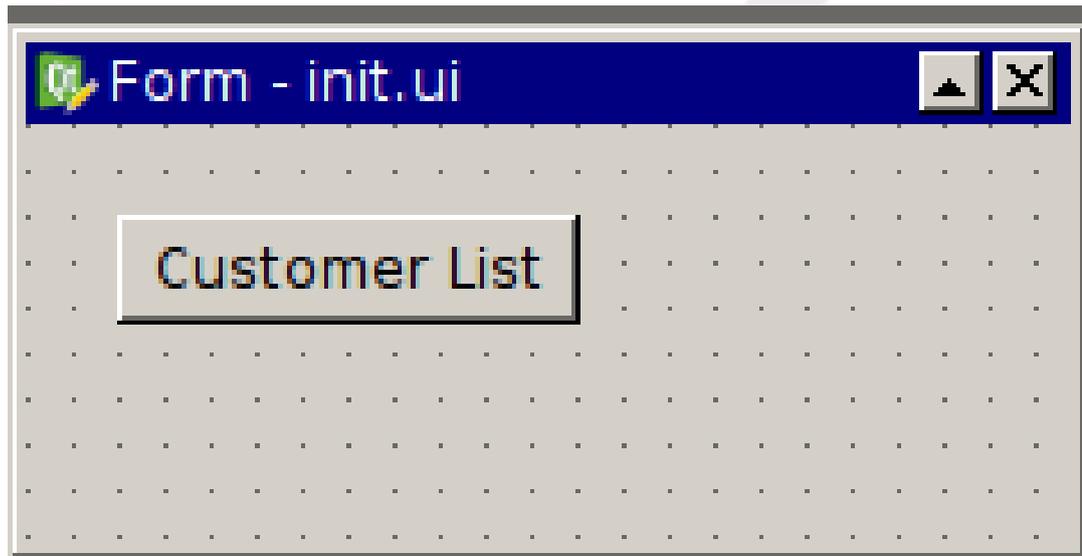
We add a dynamic property 'form' of type String to this button, which has the value 'customers':
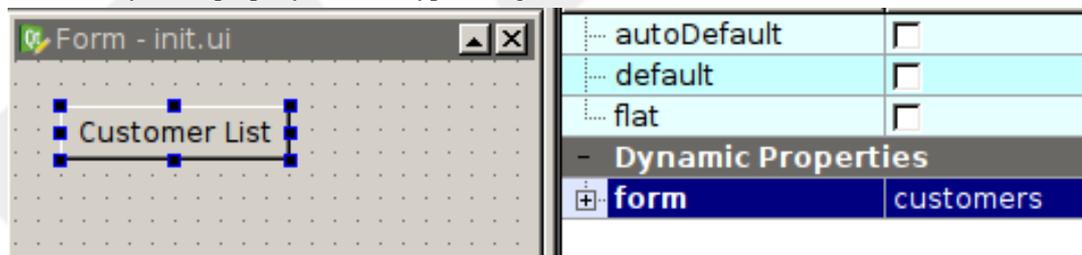
When we save the form and start the wolfclient, we get (after logging in) the first page with the "Customer List" button. Pressing it gives the error message:
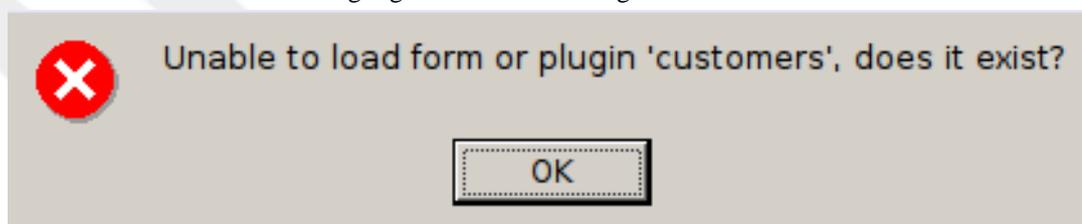
This means we have to define a new form ~/tutorial/client/customers.ui, which will show the list of customers, for now we leave it empty. When we start the wolfclient and press the "Customer List" button again, we see that the form gets changed to the "customer" form (empty).

We add now a QTreeWidget item to the customer.ui form and choose a grid layout for the whole form. We change the name of the widget to 'customer':
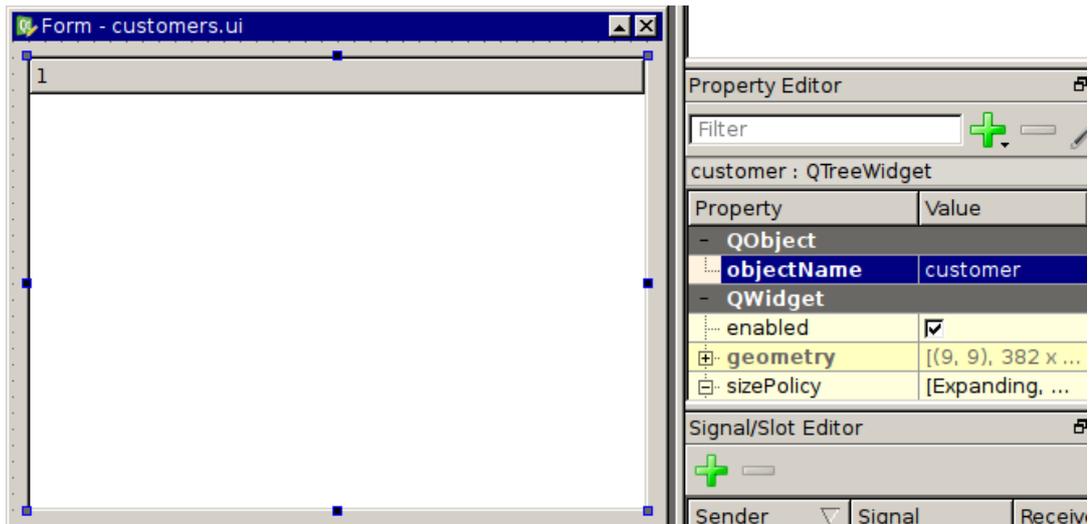
We also disable the 'rootIsDecorated' tick (we have a list, not a tree of customers). We also set 'selectionMode' to 'SingleSelection' and 'selectionBehaviour' to 'selectRows' to get the default expected behaviour of a list.

Now we change the columns of the list (context menu "Edit items" in the widget data area):
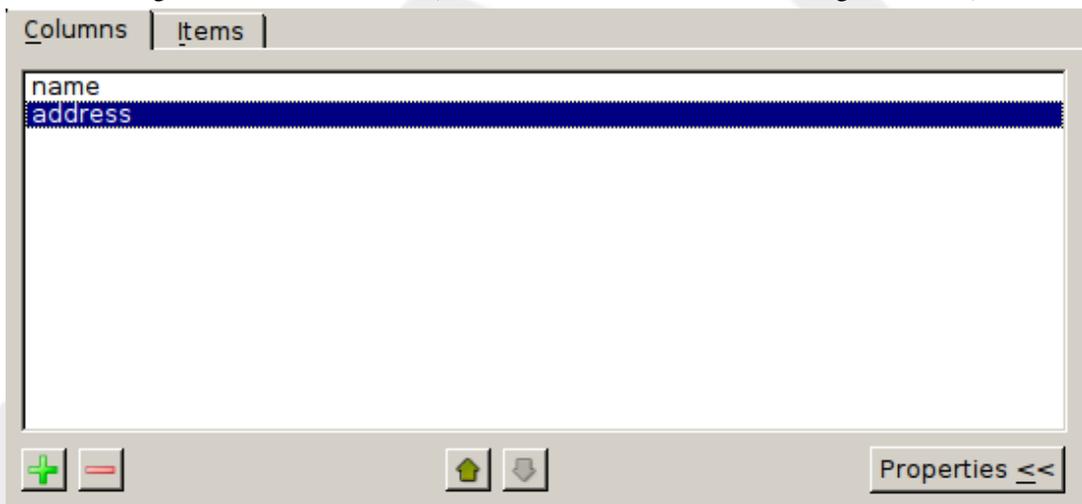
We can now open the wolfclient and press the button and the customer list is loaded. But it's empty, we have first to fill it with data of our customers.

So we add a string property 'action' to the widget 'customer' containing the following value:

```
CustomerListRequest customer { }
```

We define the 'action' to be executed, when the form is loaded. In our case we want to execute a 'CustomerListRequest'. The root element of the request should be 'customer'. We currently don't want to pass any additional elements, so we specify '{ }' for the empty content:
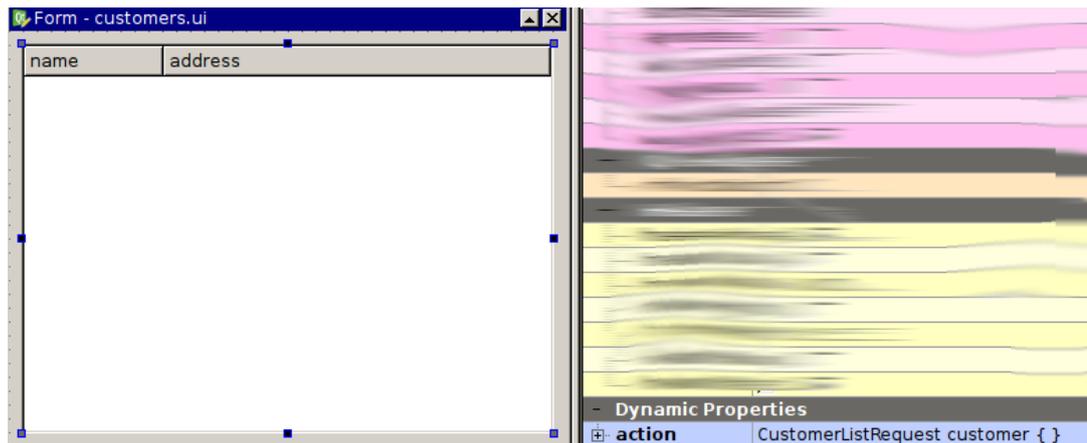
When we reexecute the wolfclient still nothing happens. So we enable the 'Developer Mode' in the settings in the tab 'Developer'. Then we see that the XML request has been constructed:
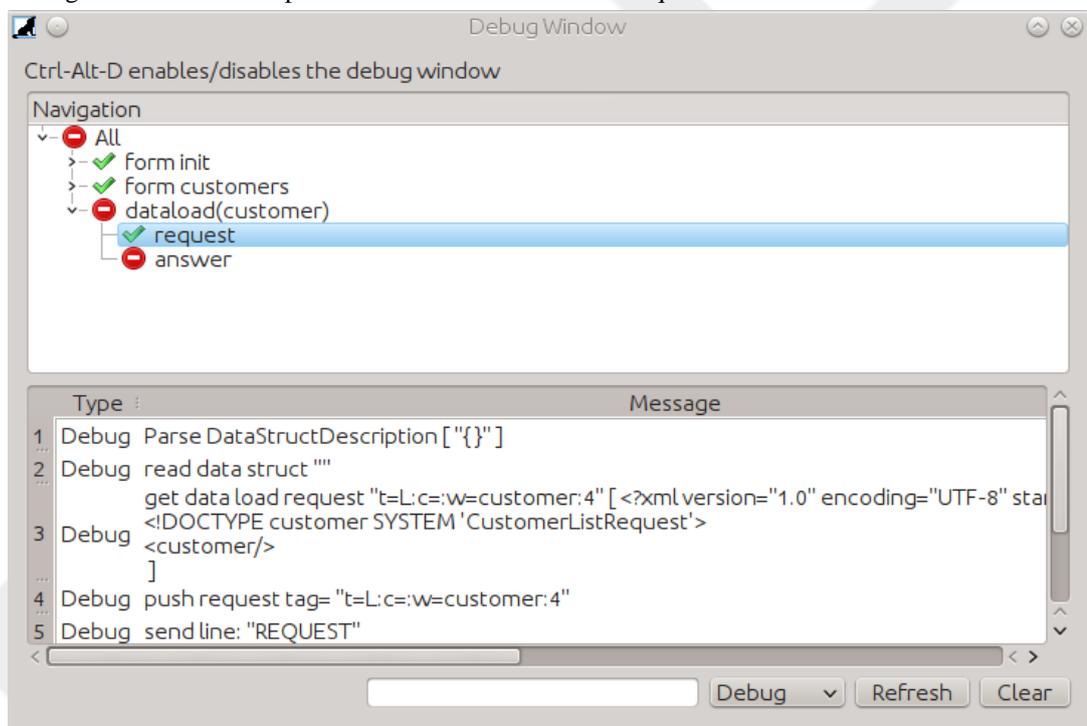
We see that the request was ok but that the answer has errors:
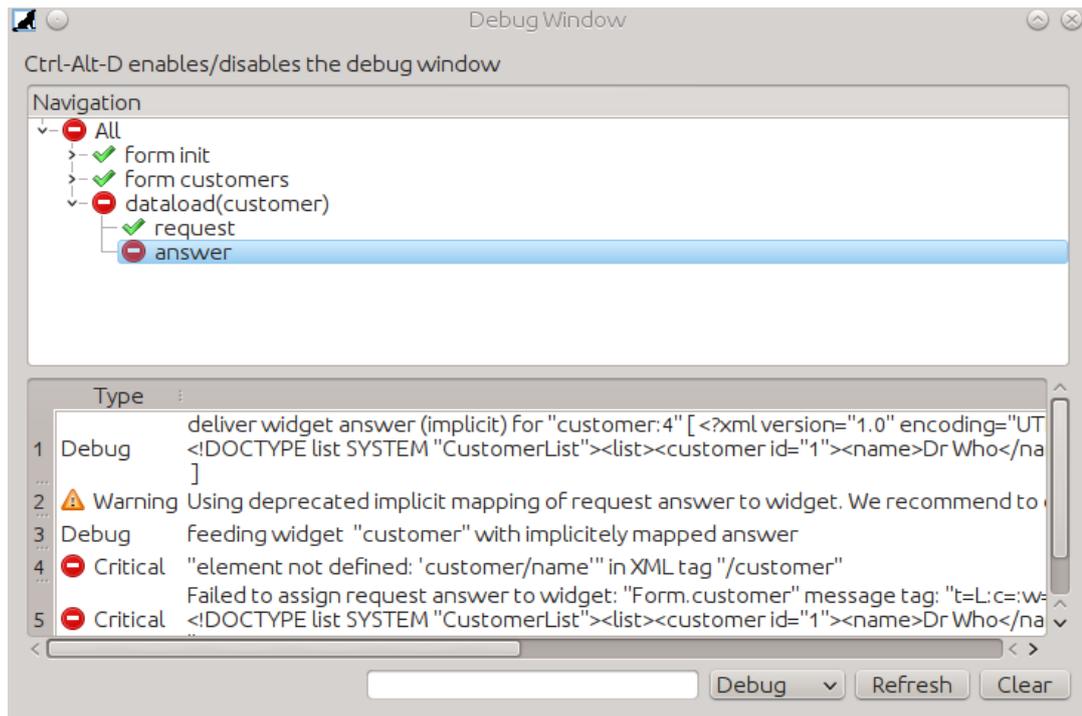
The reason for this is, we have to tell the client how to map the elements of the result structure in the XML back to widgets and properties of the widgets.

We want to map the following XML:

```
<?xml version="1.0" encoding="UTF-8" standalone="yes"?>
<list>
    <customer>
        <id>1</id>
        <name>Dr Who</name>
        <address>Blue Police Box</address>
    </customer>
    <customer>
        <id>2</id>
        <name>John Smith</name>
        <address>The Wheel in Space</address>
    </customer>
</list>
```

We reference the root element and the tag and attribute values into the properties of the list widget 'customer' (in our case the rows called 'name' and 'address'). This addressing schema belongs into the dynamic property 'answer' similar to the 'action' property:

```
CustomerList list {
    customer[] {
        id={?};
        name{{row.name}};
        address{{row.address}}
    }
}
```

The line breaks and indentation are optional and you can write the mapping in a single line. The '?' is used for elements in the XML we don't need at the moment. 'row' is a property of the `QTreeWidget` widget named 'customer' and iterates through all rows in the list. Each row has sub-properties 'name' and 'address' which represent the corresponding column:
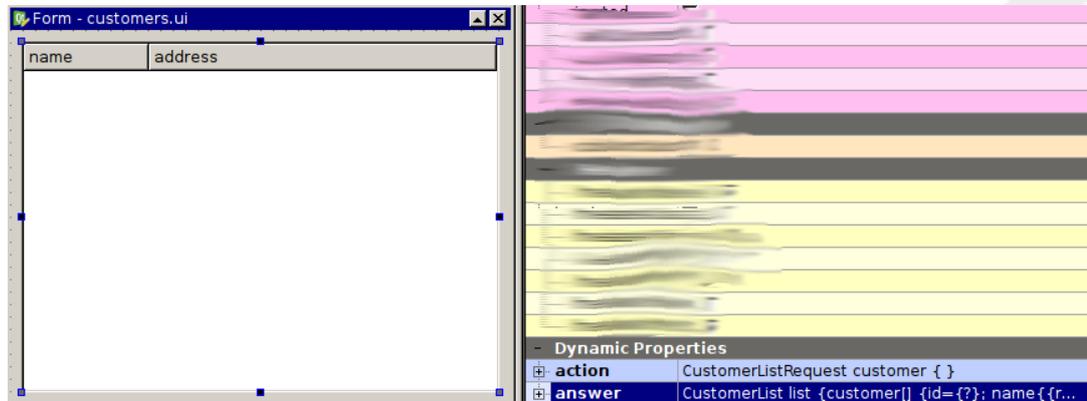
When we reexecute the wolfclient and click on the customer list we see that the customer list is shown as expected:
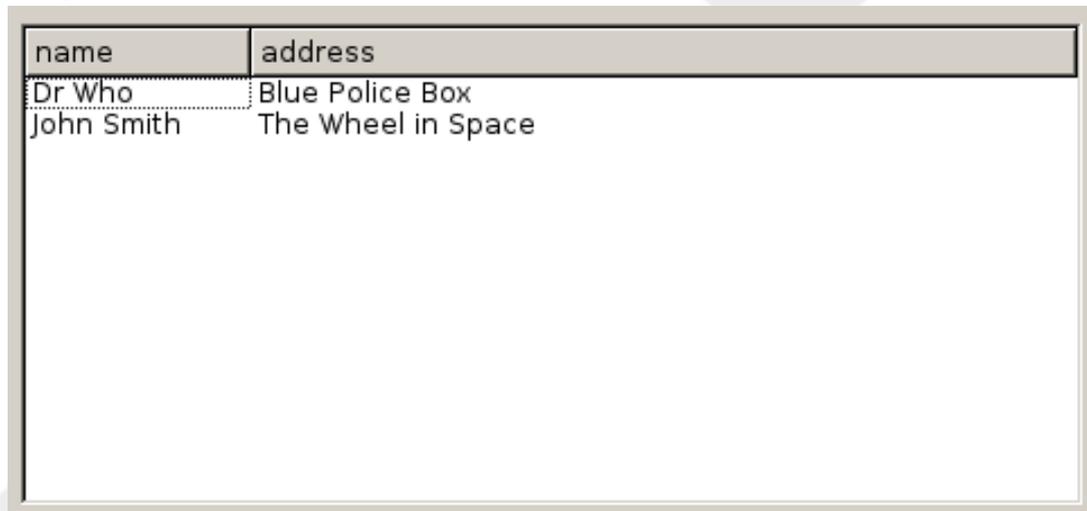
But when we look at the contents of the debug window we still see an error reported:
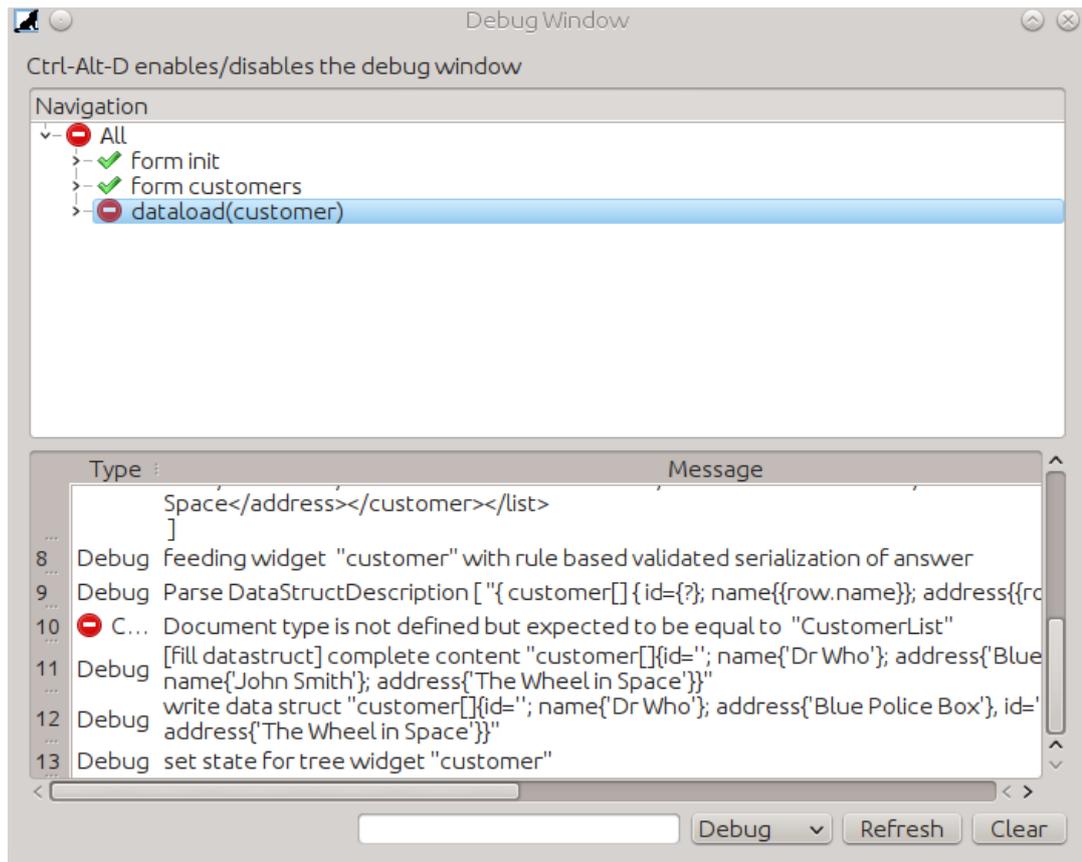
For simplicity we defined the output with the document meta data attribute '{ standalone = "yes" }' that the returned document should not be built with an explicit document type definition. But the client expects a document type declaration. For this we change the definition in the file `tutorial.dmap` we created in step 4 in the following way:

```
COMMAND CustomerListRequest
    CALL SelectCustomerList
    RETURN SKIP CustomerList {root="list"};
```

The directive 'RETURN SKIP CustomerList {root="list"}' states that a document of type 'CustomerList' with the root element 'list' is returned without validation of the output. We omit a validation on purpose for now to get to the next step.

2.6. Step 6 - Show customer

In the next step we want to show how data is communicated between the forms by implementing a simple "show me customer data" use case.

Let's start by adding a button in `customers.ui` called 'Show':
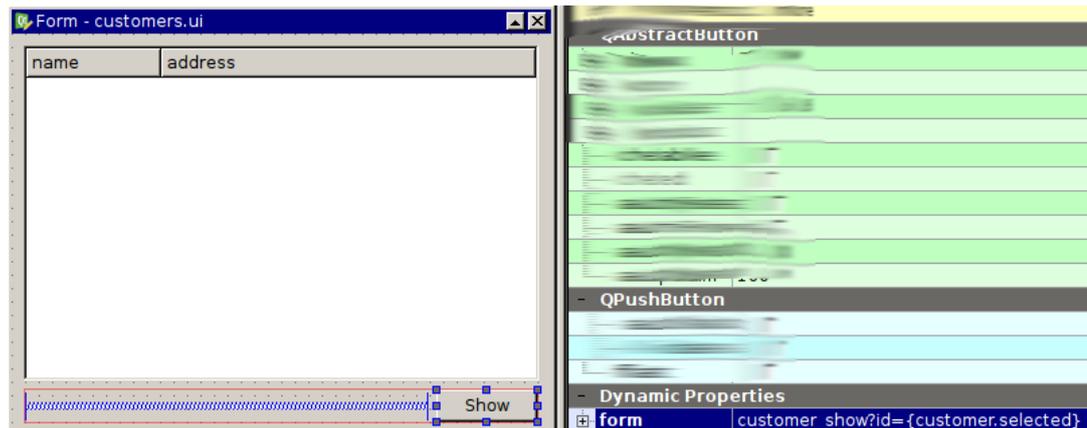
We add a dynamic property 'form' to the button which we set to:

```
customer_show?id={customer.selected}
```

As before 'customer_show' is the name of the form to be loaded when we press the button.

We want the currently selected customer to be accessible in the `customer_show.ui` form, so we have to pass the parameter 'id' as the value of the currenctly selected row in the 'customer' list widget. This is denoted by '{customer.selected}'.

We also add some signals for the double click on the customer list to click the "Show" button:
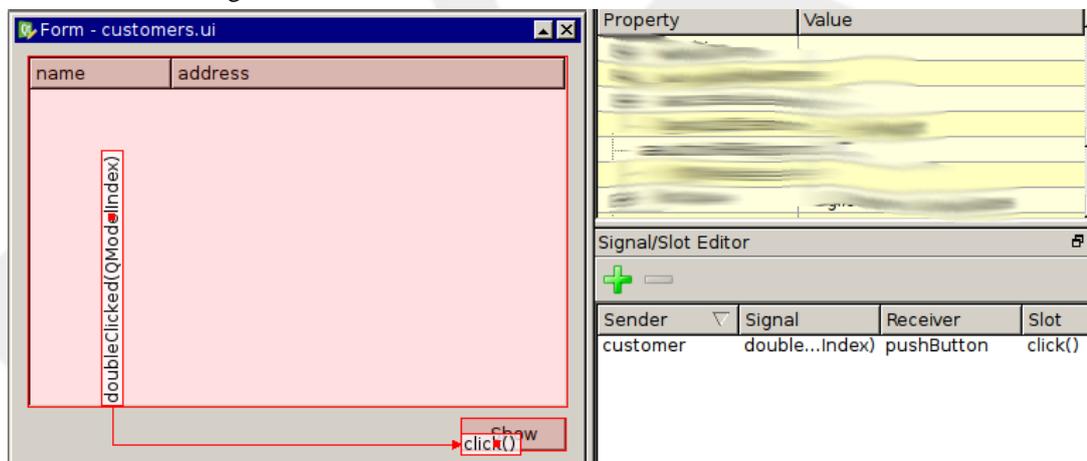
Now of course we have to create a new form called `customer_show.ui`. We choose a form layout and add two fields with labels 'Name:' and 'Address:' and each of them having a `QLineEdit` widget. The names of the widgets should be 'name' and 'address' in order to match the future read request from the server. Temporarily we also add an 'id' field which shows us the current value of the form parameter 'id' passed by the 'customers':
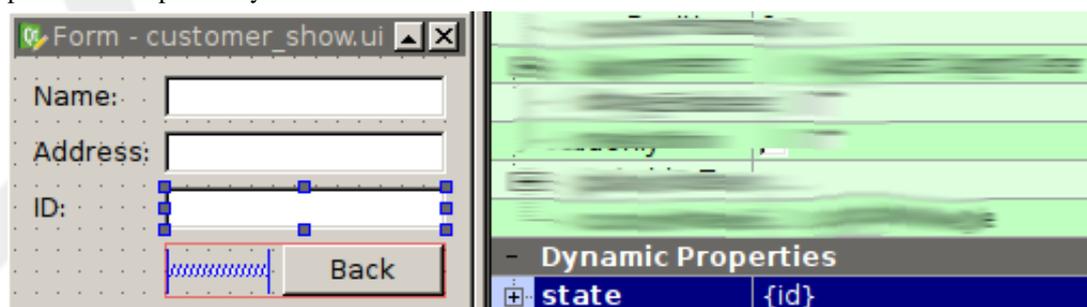
Finally we also need a button which brings us back to the customer list by simply adding a 'form' action with the value 'customers':
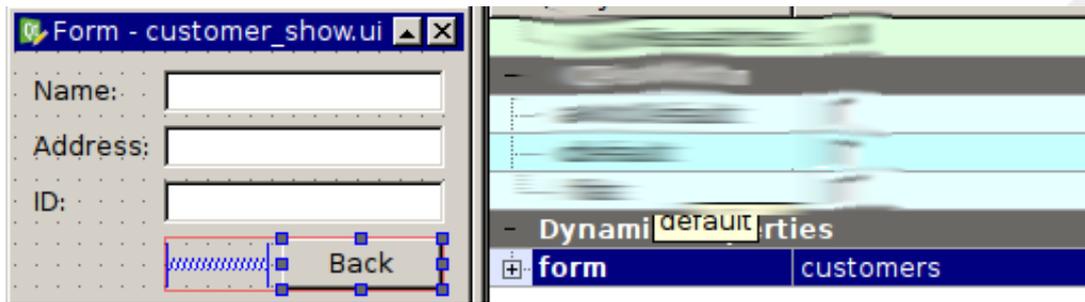
If we start the wolfclient and select a customer and try to press 'Show' we will notice that the button is disabled. This is because the form parameter 'id' cannot be set to the id of the currently selected customer. Widgets in wolfclient have the default behaviour of using the 'id' attribute as an identifier for the whole row. In the previous step we didn't map the 'id' from the XML to the 'id' property of the row. So we change the 'answer' property of the 'customer' widget in the 'customers.ui' form:

```
CustomerList list {
    customer[] {
        id={row.id};
        name{{row.name}};
        address{{row.address}}
    }}
```

'id={row.id}' maps the 'id' attribute to the 'id' property of each row.

The 'id' is now an XML attribute and not an element anymore. We also would like to do some validation on the output, so we can rely on each customers to actually have an 'id' attribute.

This is the moment we go back to the server and start with output form validation. We add a form called 'CustomerList' to the file Customer.sfrm form which describes the result of the 'CustomerListRequest' more precisely and especially declares the 'id' as mandatory attribute of the customer. The form 'CustomerList' contains now the meta data element definition for 'root' ("-root list"). We will not have to define it anymore in any directmap RESULT directive for 'CustomerList':

```
FORM CustomerList
    -root list
{
    customer []
    {
        id !@string
        name string
        address string
    }
}
```

We change now the command in tutorial.dmap again to switch on validation. The SKIP attribute is removed and the root element does not have to be specified because it is defined now in the form declaration:

```
COMMAND CustomerListRequest CALL SelectCustomerList RETURN CustomerList;
```

Checking with:

```
netcat -v localhost 7661 < CustomerListRequest.netcat
```

or:

```
wolframec -d CustomerListRequest.xml
```

we get now:

```xml
<?xml version="1.0" encoding="UTF-8" standalone="no"?>
<!DOCTYPE list SYSTEM "CustomerList">
<list>
    <customer id="1">
        <name>Dr Who</name>
        <address>Blue Police Box</address>
    </customer>
    <customer id="2">
        <name>John Smith</name>
        <address>The Wheel in Space</address>
    </customer>
</list>
```

Now the 'Show' button is no longer disabled and when double-clicking an entry in the list of customers the wolfclient shows the id of the customer.

The 'name' and the 'address' fields are still empty though. We could of course use two form parameters 'name' and 'address' to propagate the values between the two forms, but if the form gets more complex, this is not a good idea. It's better to load the data for one customer, selecting the data by the current 'id'.

We start by setting the 'action' property on the customer_show.ui form as follows: we want it to execute a request with document type 'CustomerRequest' which searches for a single customer by customer id:
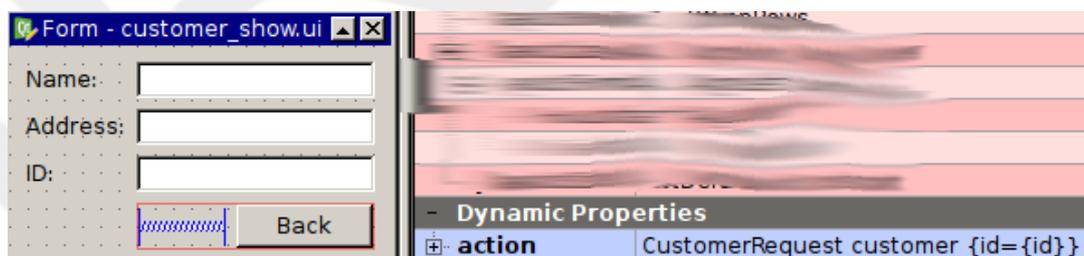
The XML sent to the server will look as follows:

```xml
<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE customer SYSTEM 'CustomerRequest'>
<customer id="2"/>
```

We also get in the client:

```
no command handler for 'CustomerRequest'
```

and in the server:

```
ERROR: Error calling procedure: no command handler for 'CustomerRequest'
```

We see, that the request is sent to the server, but we didn't define the necessary things in the server yet. So we add another simple mapping:

```
COMMAND CustomerRequest CALL SelectCustomer RETURN Customer;
```

to `tutorial.dmap`.

We define a new form 'CustomerRequest' in `Customer.sfrm` which contains the validation of the customer request. The customer request should have except the root element 'customer' and a mandatory attribute 'id' to search for:

```
FORM CustomerRequest
    -root customer
{
    id !@string
}
```

Of course we have to define a transaction function 'SelectCustomer' in `Customer.tdl`:

```
TRANSACTION SelectCustomer
BEGIN
    INTO . DO SELECT * from Customer WHERE id=$(id);
END
```

The '$(id)' refers to the 'id' we pass down for the customer record to retrieve. We don't have to specify '$(customer/id)' here as the root element is always removed before.

We also have to define how the result should be mapped, so we add a 'Customer' form to `Customer.sfrm`:

```
FORM Customer
    -root customer
{
    id !@string
    name string
    address string
}
```

We can see in the shell if this new request is working. We define create a file called `CustomerRequest.xml` with the following content:

```
<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE customer SYSTEM 'CustomerRequest'>
<customer id="2"/>
```

We can then see that our request is working by executing:

```
wolframec -d CustomerRequest.xml
```

which returns us:

```
<?xml version="1.0" encoding="UTF-8" standalone="no"?>
<!DOCTYPE customer SYSTEM "Customer">
<customer id="2">
    <name>John Smith</name>
    <address>The Wheel in Space</address>
</customer>
```

Now if we restart client and server and we click on the second customer in the list we get:
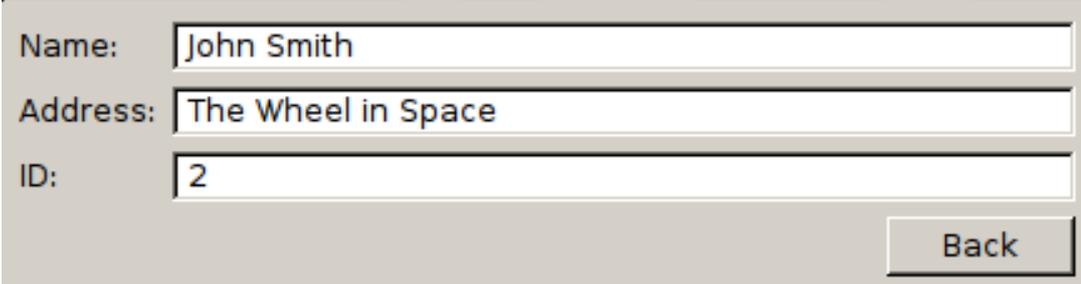
So we successfully read the data of a customer into a form.

This time we didn't specify an 'answer' attribute in the 'customer_show.ui' form. So how could the data be mapped back into the widget? There is an implicit mapping of elements by name, so the contents of the 'name' XML element are mapped into the widget with name 'name'. This should only be used if the forms are simple, it's better to specify an explicit answer as follows:

```
Customer customer { id={?}; name{{name}}; address{{address}} }
```

2.7. Step 7 - Editing customer

We change the show customer use case slightly, so that we can also edit the customer in the `customer_show.ui` form.

Let's first make a copy of `customer_show.ui` and name it `customer_edit.ui`.

As before we add first a "Edit" button to the `customers.ui` with 'forms' set to:

```
customer_edit?id={customer.selected}
```
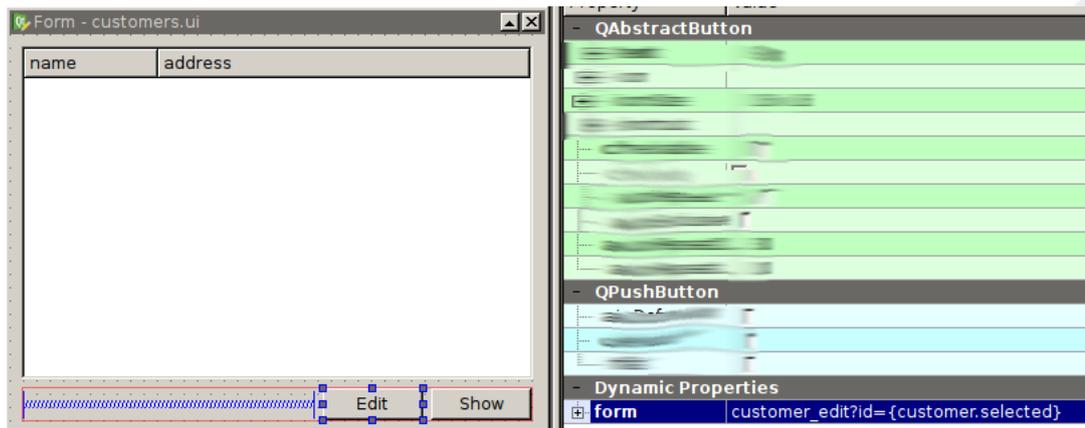
We change the form `customer_edit.ui` and remove the line with 'ID' as we don't need it anymore and because nobody should be able to edit the id of a customer and change it! We also add another button and label it 'Save', for this button we set 'action' to generate a 'CustomerUpdate' request:

```
CustomerUpdate customer {
    id={main.id};
    name {{main.name}};
    address {{main.address}}
}
```

We also set 'form' to 'customers', so the user gets taken back to the changed list of customers when saving the current record:
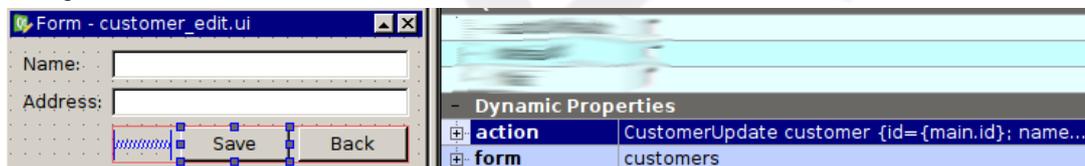
The resulting 'CustomerUpdate' XML request looks as follows:

```
<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE customer SYSTEM 'CustomerUpdate'>
<customer id="2">
    <name>John Smith</name>
    <address>The Wheel in Space</address>
</customer>
```

Similar to to the "show customer" case we add now a new command mapping in `tutorial.dmap`:

```
COMMAND CustomerUpdate CALL UpdateCustomer;
```

We also add a simple form 'CustomerUpdate' to `Customer.sfrm` which looks very similar to the 'Customer' form:

```
FORM CustomerUpdate
```

```
    -root customer
{

    id !@string
    name string
    address string
}
```

Finally we write the transaction function 'CustomerUpdate' in `Customer.tdl`:

```
TRANSACTION UpdateCustomer
BEGIN
    DO UPDATE Customer SET name=$(name), address=$(address)
        WHERE id=$(id);
END
```

Note, that this time the database transaction doesn't return a result.

Restart server and client and start to edit the customers.

In debug mode in wolfclient we can right-click on the "Save" button and we pick the menu item "Debug: Inspect commands". Then we get a dialog box which shows us the status of the widget elements and how the XML request looks like which would be sent down to the server:
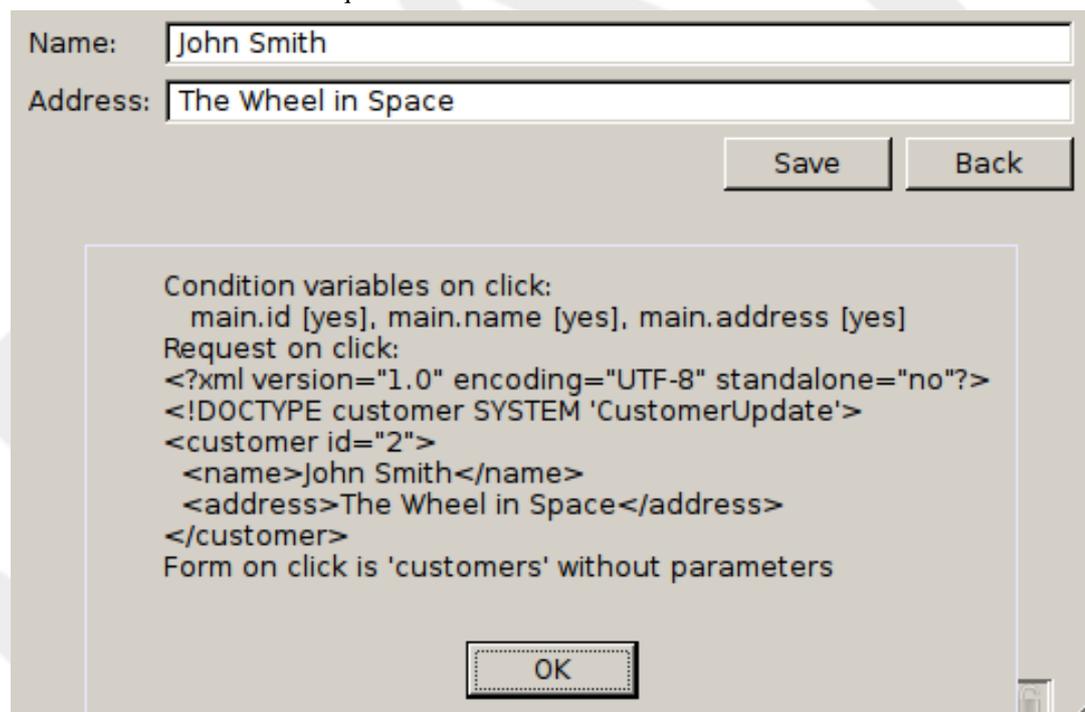
2.8. Step 8 - Add a new customer

We also want to add new customers to the list. The "add customer" case is very similar to the "edit customer" case.

Let's copy the `customer_edit.ui` to `customer_add.ui`. We remove the 'action' and 'answer' on from the form itself as we don't want to read anything when we create a new customer. But of course we could execute here a "Get new customer initial data" request which initializes certain values in the form.

We change the "Save" button and rename it to "Add". We also change 'CustomerUpdate' to 'CustomerCreate' in the 'action' attribute and we remove the id property as this one is automatically choosen by the sequence in the database:

```
CustomerCreate customer {
    name {{main.name}};
    address {{main.address}}
}
```


We also introduce a new element here, the 'initalFocus' property. We set it on the 'name' `QLineWidget`, so that it gets the initial keyboard focus when the form is loaded:

In the `customers.ui` form we have to add a 'Add' button which has one property 'form' with value 'customer_add':

Now for the server side. We add a new mapping for customer creation in `tutorial.dmap`:

```
COMMAND CustomerCreate CALL CreateCustomer;
```

We also have to add the form 'CustomerCreate' to `Customer.sfrm`:

```
FORM CustomerCreate
    -root customer
{
    name string
    address string
}
```

This is the same as the 'CustomerUpdate' form with the exception that we don't accept an 'id' attribute to be passed to the server.

Last we add a 'CreateCustomer' transaction function:

```
TRANSACTION CreateCustomer
BEGIN
```

```
    DO INSERT INTO Customer( name, address )
        VALUES( $(name), $(address) );
END
```

When we restart the server and client we see the following request being passed to the wolframe server:

```
<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE customer SYSTEM 'CustomerCreate'>
<customer>
    <name>New Customer</name>
    <address>New Location</address>
</customer>
```

2.9. Step 9 - Delete a customer

We want to get rid of customers. For this we have to change little in the `custorms.ui` form: a button "Delete" with the following 'action' property:

```
CustomerDelete customer {id={customer.selected}}
```

We also want to reload the customer list after deletion. For now we just set add a 'form' property with the value of 'customer', this is the simplest way to reload the list of customers after the deletion:
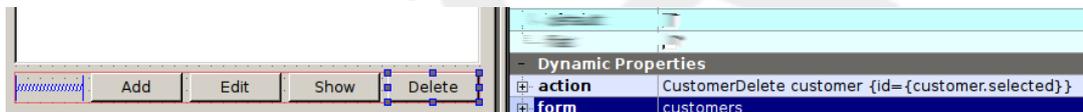
We add another map for the 'CustomerDelete' request in `tutorial.dmap`:

```
COMMAND CustomerDelete CALL DeleteCustomer;
```

We also add a new form 'CustomerDelete' to the simpleform file `Customer.sfrm` which allows us only the specify an 'id' attribute of the customer to delete:

```
FORM CustomerDelete
    -root customer
{
    id !@string
}
```

Finally we add the implementation of the delete transaction in `Customer.tdl`:

```
TRANSACTION DeleteCustomer
BEGIN
    DO DELETE FROM Customer WHERE id=$(id);
END
```

Executing the request we see in the wolfclient debug output:

```
<?xml version="1.0" encoding="UTF-8"?>
<!DOCTYPE customer SYSTEM 'CustomerDelete'>
<customer id="3"/>
```

Seems ok, customer gone. :-)