

ILOG JRules 6.6 Training for Business Users: Capturing, Analyzing, and Authoring

Course Overview

This 5-day course is designed to help business analysts and business domain experts use ILOG JRules to capture, author, and manage business rules. Practical rule writing and management exercises are carried out in the Rule Team Server and Rule Studio modules. The course illustrates the interaction between business analysts, business policy experts, and development teams. Hands-on labs provide practice with modeling, business rule discovery, and rule authoring.

Objectives

- Understand the “big picture” of building a business rule application with JRules, including the interaction required between the business and development teams
- Identify key roles and tasks that business users may be involved in during business rule application development
- Practice and develop skills for these tasks:
 - Turning business policy into rules
 - Clearly defining the business view (fact model) for developers to implement
 - Authoring and managing rules with the editors available in the different JRules modules

Prerequisites

- General understanding of data modeling
- Knowledge about software development practices
- Experience with business policies and practices

Length

- 5 days
- 9:00 am – 6:00 pm

Course Outline

Note: The sequence in which topics are presented may be adjusted in the actual training sessions.

Introducing Business Rules

An introduction to business rules, business rule management systems, and user roles.

Introducing ILOG JRules

A demonstration of ILOG JRules shows students how the different JRules modules are used together to develop and deploy a business rule application.

Modeling for Business Rules

This lesson focuses on object-oriented modeling concepts and UML notation as they relate to business rule application development.

Through discussion and exercises, students learn to model the information derived from business policies in preparation for entering it in JRules. This lesson highlights the interaction between analysts, policy managers, and developers throughout the process of modeling the data and deriving the business rules from business policies, and developing the business object model for developers to implement.

Discovering and Analyzing Rules

During this lesson, students work with a business case derived from a real-world example as they learn to:

- Discover rules from policy
- Understand the rule analysis process

A hands-on workshop provides students with the experience of capturing business rules from a real-world example.

Understanding Rule Projects

This lesson provides an overview of rule projects—the foundation for a rule authoring environment. It covers

- Rule project structure
- Designing, sharing and synchronizing rule projects

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Working with the Business Object Model

In this lesson students learn how to create the vocabulary required by the business rules. They learn to work with the business object model and the vocabulary in JRules to ensure that the implementation matches the business view and supports business rule authoring.

Authoring Rules: An Introduction

An introduction to rule authoring concepts provides the groundwork for rule authoring details and practices.

- The who, what, when, and where of rule authoring
- Rule language and types of rule artifacts
- Rule structure in JRules

Getting Comfortable with Rule Team Server

An overview of Rule Team Server shows how rule authoring and maintenance tasks are approached in its user interface.

Through demonstration and practice, students get comfortable with the basic mechanics of entering and editing rules and their associated properties, so that they can focus on the authoring aspects of rules in the next lesson.

Authoring Rules In-depth

An in-depth look at authoring rules includes extensive hands-on practice based on a real-life business case. Students learn about:

- Conditions, actions, and variable definitions, and how to write them
- How to write rules, moving from English to BAL (Business Action Language)
- Handling errors in the rule editor
- Use of Boolean logic in rule authoring (Ands, Ors, and Nots)

While Rule Team Server is used as the primary authoring tool in this lesson, skills mastered throughout this lesson are easily transferable to working in Rule Studio.

Authoring Decision Tables and Trees

Students learn to identify when a set of rules would best be represented by a decision table or decision tree. Hands-on activities allow students to practice using the decision tree editor.

Authoring Rules Mini-Lab

This activity allows students to use the rule-authoring skills they have been developing to implement changes to rules that are needed to reflect changes in business policy.

Queries and Checks

Through discussion and practice, students learn about JRules query features that can be used to locate rules that meet specific criteria and to perform actions on a set of rules. Query checks (also known as static analysis) are also covered, as students learn how to analyze a set of rules for a range of conditions including redundancy, overlapping conditions, and more.

Authoring Rules in Rule Studio

The rule authoring skills students learn in Rule Team Server can be easily transferred to the environment of Rule Studio. Students are introduced to additional Rule Studio features, such as the Intellirule Editor and expanded editing features for decision tables and trees.

Managing Rules with Rule Team Server

An overview of the rule management features in Rule Team Server is provided, including

- Versioning and history
- Baselines and the recycle bin
- Overview of permissions

Implementing Rule Governance

Students are introduced to best practices for implementing rule governance with JRules, and see a demonstration of how Rule Team Server features can support a rule change process.