

Script-handler Handler

It can be used to persist the business objects using BSH scripts. Supports the following attributes:

| Attribute | Usage |
|-----------|---|
| if | EL expression that must be evaluated to true prior to handler action |
| unless | EL expression that must be evaluated to false prior to handler action |

Inside the handler, you can use the insert-script, delete-script and update-script tags. Each contains the BSH script that the engine will execute to perform inserts, deletes or updates. Within the BSH script you can refer to the same EL expressions predefined variables:

| Variable | Value |
|-----------------|---|
| self | Current DataNode |
| instance | Business object wrapped into current DataNode |
| parent | Parent DataNode |
| parent.instance | Business object wrapped into parent DataNode |
| datasource | DataSource the current DataNode belongs to |

The following example shows how to save objects in file Country:

```
<datanode name="country">
  <script-handler >
    <insert-script>
      import java.io.*;
      f = new FileOutputStream ("country."+instance.abbreviation);
      oos = new ObjectOutputStream (f);
      oos.writeObject (instance);
      oos.close ();
      f.close ();
    </insert-script>
    <update-script>
      import java.io.*;
      f = new FileOutputStream ("country."+instance.abbreviation);
      oos = new ObjectOutputStream (f);
```

```
oos.writeObject (instance);  
oos.close ();  
f.close ();  
</update-script>  
<insert-script>  
import java.io.*;  
f = new File ("country."+instance.abbreviation);  
f.delete ();  
</insert-script>  
</script-handler>  
...  
</datanode>
```

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