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# The Grails Framework - Reference Documentation

**Authors:** Graeme Rocher, Peter Ledbrook, Marc Palmer, Jeff Brown, Luke Daley, Burt Beckwith

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# 1 Introduction

Java web development as it stands today is dramatically more complicated than it needs to be. Most frameworks are over complicated and don't embrace the Don't Repeat Yourself (DRY) principles.

Dynamic frameworks like Rails, Django and TurboGears helped pave the way to a more modern way of building web applications on the JVM. However, is that it does so by building on already established Java technologies like Spring and Hibernate.

Grails is a full stack framework and attempts to solve as many pieces of the web development puzzle associated with Java. Included out of the box are things like:

- An easy to use Object Relational Mapping (ORM) layer built on [Hibernate](#)
- An expressive view technology called Groovy Server Pages (GSP)
- A controller layer built on [Spring](#) MVC
- A command line scripting environment built on the Groovy-powered [Gant](#)
- An embedded [Tomcat](#) container which is configured for on the fly reloading
- Dependency injection with the inbuilt Spring container
- Support for internationalization (i18n) built on Spring's core MessageSource concept
- A transactional service layer built on Spring's transaction abstraction

All of these are made easy to use through the power of the [Groovy](#) language and the extensive use of Domain Specific Languages (DSLs).

This documentation will take you through getting started with Grails and building web applications with it.

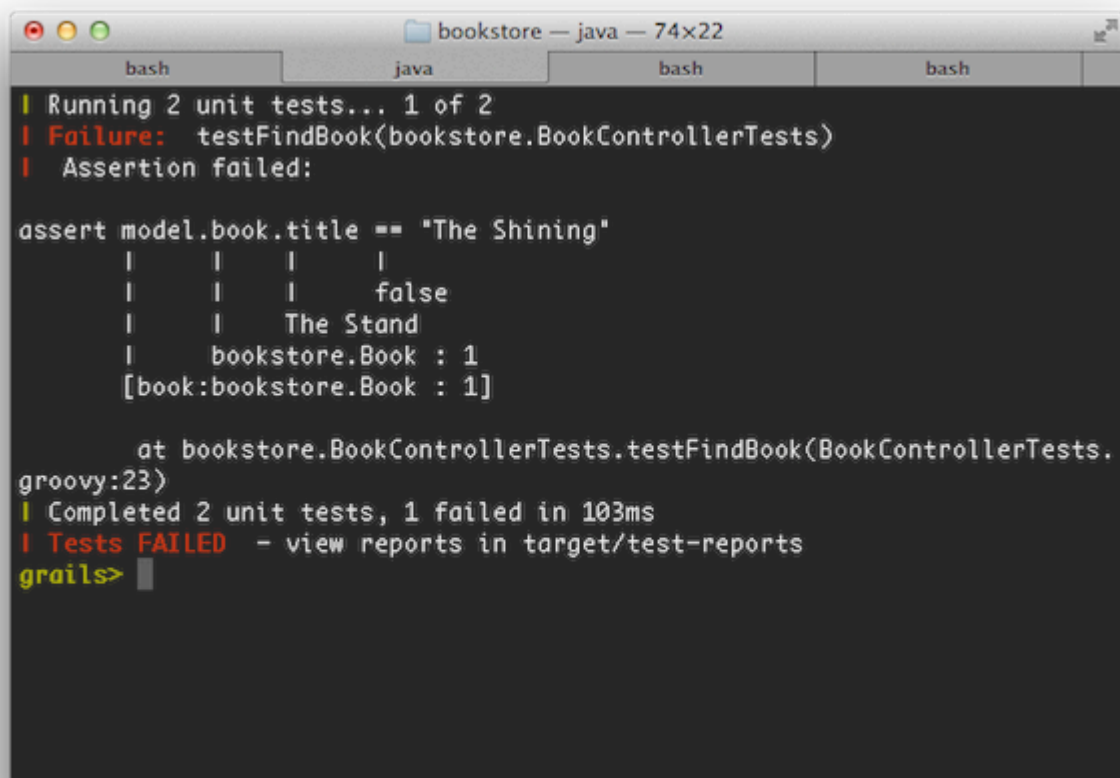
## 1.1 What's new in Grails 2.0?

This section covers the new features that are present in 2.0 and is broken down into sections covering the persistence enhancements and improvements in testing. Note there are many more small enhancements that cover some of the highlights.

### 1.1.1 Development Environment Features

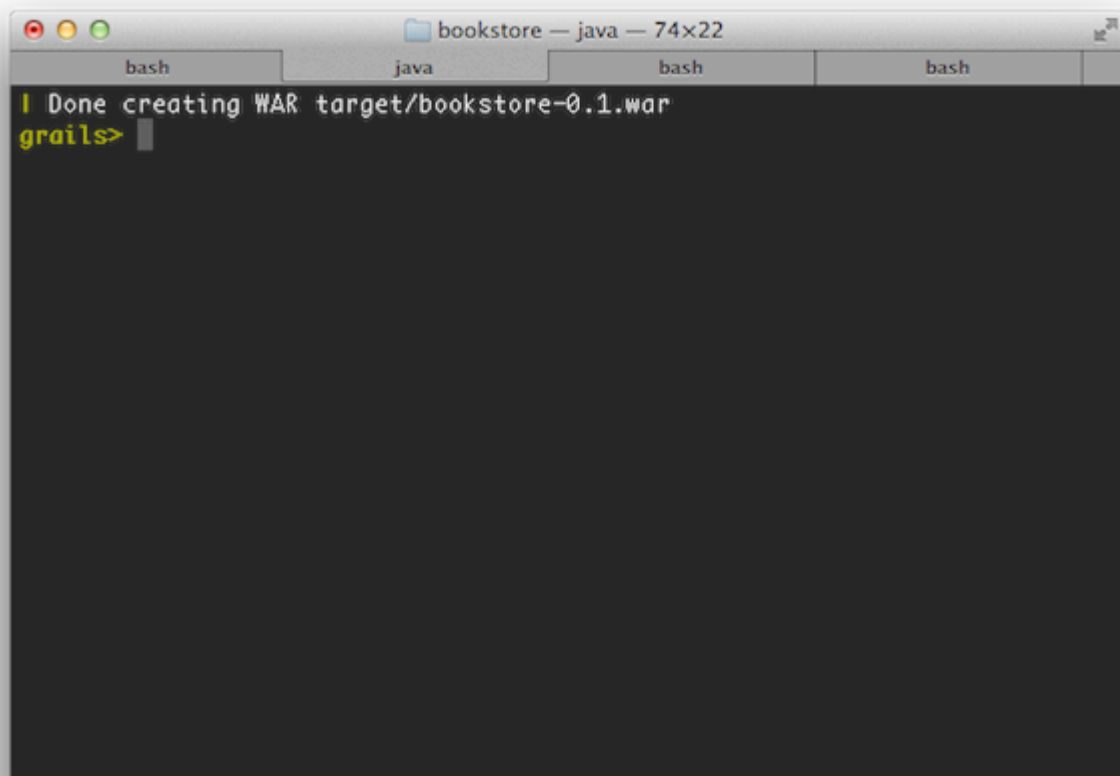
#### Interactive Mode and Console Enhancements

Grails 2.0 features brand new console output that is more concise and user friendly to consume. An example of the new tests can be seen below:



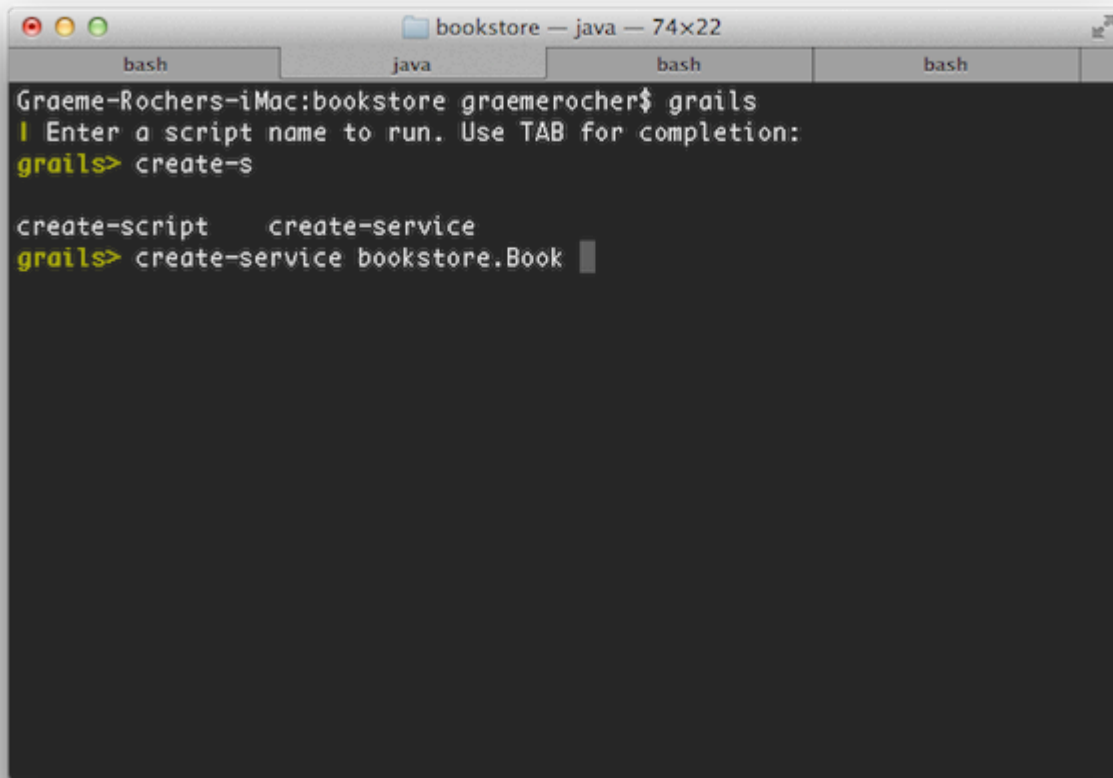
```
bookstore — java — 74x22
bash java bash bash
| Running 2 unit tests... 1 of 2
| Failure: testFindBook(bookstore.BookControllerTests)
| Assertion failed:
|
| assert model.book.title == "The Shining"
|           |           |           |
|           |           |           false
|           |           |           The Stand
|           |           bookstore.Book : 1
|           [book:bookstore.Book : 1]
|
| at bookstore.BookControllerTests.testFindBook(BookControllerTests.
groovy:23)
| Completed 2 unit tests, 1 failed in 103ms
| Tests FAILED - view reports in target/test-reports
grails>
```

In general Grails makes its best effort to display update information on a single line and only present the that while in previous versions of Grails the [war](#) command produced many lines of output, in Grails 2.0 on



```
bookstore — java — 74x22
bash java bash bash
| Done creating WAR target/bookstore-0.1.war
grails>
```

In addition simply typing 'grails' at the command line activates the new interactive mode which features `grails>` keeps the JVM running to ensure commands execute much quicker than otherwise



```
bookstore — java — 74x22
bash java bash bash
Graeme-Rochers-iMac:bookstore graemerocher$ grails
| Enter a script name to run. Use TAB for completion:
grails> create-s

create-script      create-service
grails> create-service bookstore.Book
```

For more information on the new features of the console refer to the section of the user guide that covers the [Grails console](#)

## Reloading Agent

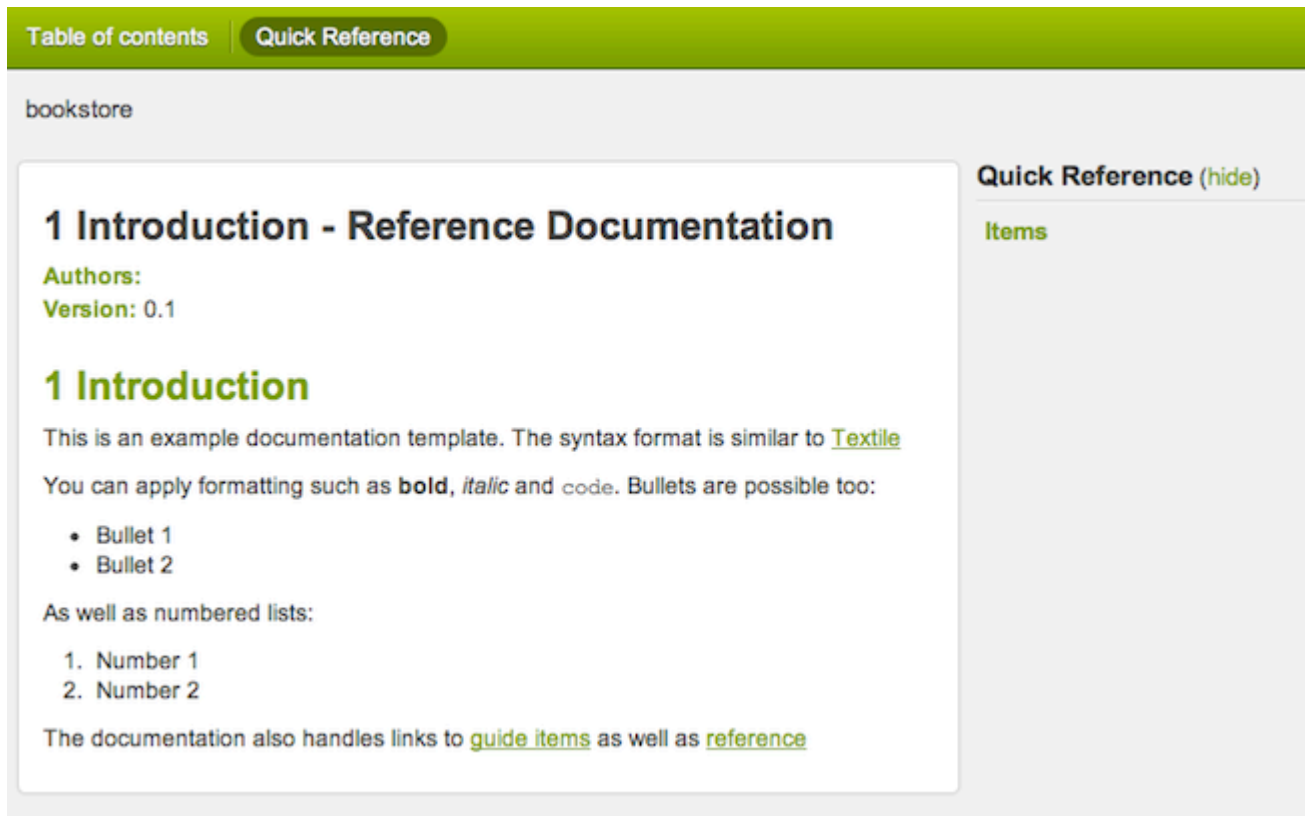
Grails 2.0 reloading mechanism no longer uses class loaders, but instead uses a JVM agent to reload changes, improved reliability when reloading changes and also ensures that the class files stored in disk remain in memory, which reduces the need to run the [clean](#) command.

## New Test Report and Documentation Templates

There are new templates for displaying test results that are clearer and more user friendly than the previous



In addition, the Grails documentation engine has received a facelift with a new template for presentation of documentation:



See the section on the [documentation engine](#) for more usage info.

## Use a TOC for Project Docs

The old documentation engine relied on you putting section numbers into the gdoc filenames. Although difficult to restructure your user guide by inserting new chapters and sections. In addition, any such restructuring resulted in breaking changes to the URLs.

You can now use logical names for your gdoc files and define the structure and section titles in a YAML file. See the section on the [documentation engine](#). The logical names appear in the URLs, so as long as you don't change them remain the same no matter how much restructuring or changing of titles you do.

Grails 2.0 even provides a [migrate-docs](#) command to aid you in migrating existing gdoc user guides.

## Enhanced Error Reporting and Diagnosis

Error reporting and problem diagnosis has been greatly improved with a new errors view that analyzes the problem areas in your code:

## Error 500: Internal Server Error

**URI:** /bookstore/book/find

**Class:** groovy.lang.MissingPropertyException

**Message:** No such property: titl for class: bookstore.BookService

### Around line 6 of *grails-app/services/bookstore/BookService.groovy*

```
3: class BookService {
4:
5:     Book findByTitle(String title) {
6:         Book.findByTitle(titl)
7:     }
8: }
```

### Around line 10 of *grails-app/controllers/bookstore/BookController.groovy*

```
7:     def bookService
8:     def find() {
9:
10:         def b = bookService.findByTitle(params.title)
11:
12:         [book:b]
13:     }
```

## Trace

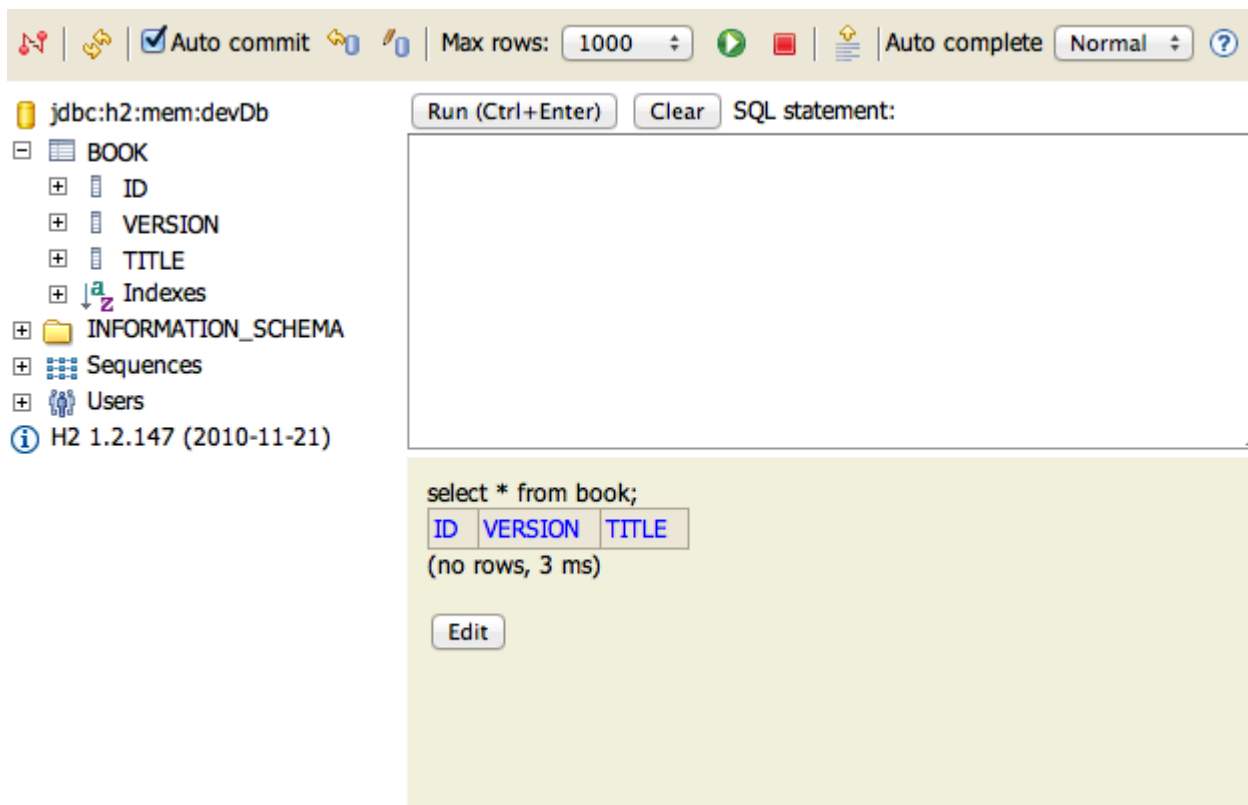
Line	Method
->> 6	findByTitle in BookService.groovy
-----	
10	find in BookController.groovy
886	runTask . . in java.util.concurrent.ThreadPoolExecutor\$Worker
908	run in ''
680	run . . . . in java.lang.Thread

In addition stack trace filtering has been further enhanced to display only relevant trace information:

Line	Method
->> 9	getValue in Book.groovy
-----	
7	getBookValue in BookService.groovy
886	runTask . . in ThreadPoolExecutor.java
908	run in ''
662	run . . . . in Thread.java

## H2 Database and Console

Grails 2.0 now uses the H2 database instead of HSQLDB, and enables the H2 database console in development that the in-memory database can be easily queried from the browser:



## Plugin Usage Tracking

To enhance community awareness of the most popular plugins an opt-in plugin usage tracking system will be introduced. This will help drive the roadmap and increase support of key plugins while reducing the need to support less popular ones. Plugins can opt-in to providing feedback to the plugin community on which plugins are most popular.

This will help drive the roadmap and increase support of key plugins while reducing the need to support less popular ones. Plugins can opt-in to providing feedback to the plugin community on which plugins are most popular.

## Dependency Resolution Improvements

There are numerous improvements to dependency resolution handling via Ivy including:

- Grails now makes a best effort to cache the previous resolve and avoid resolving again unless you change the dependencies
- Plugins dependencies now appear in the dependency report generated by `grails dependency-report`
- Plugins published with the release plugin now publish their transitive plugin dependencies in the generated POM
- It is now possible to customize the ivy cache directory via `BuildConfig.groovy`

```
grails.project.dependency.resolution = {  
    cacheDir "target/ivy-cache"  
}
```

- It is now possible to completely disable resolution from inherited repositories (repositories defined by

```
grails.project.dependency.resolution = {
  repositories {
    inherits false // Whether to inherit repository definitions from plugins
    ...
  }
  ...
}
```

- It is now possible to easily disable checksum validation errors:

```
grails.project.dependency.resolution = {
  checksums false // whether to verify checksums or not
}
```

## 1.1.2 Core Features

### Binary Plugins

Grails plugins can now be packaged as JAR files and published to standard maven repositories. This evolution (with resources plugin 1.0.1). See the section on [Binary plugins](#) for more information.

### Groovy 1.8

Grails 2.0 comes with Groovy 1.8 which includes many new [features and enhancements](#)

### Spring 3.1 Profile Support

Grails' existing environment support has been bridged into the Spring 3.1 profile support. For example, an environment called "production", a Spring profile of "production" is activated so that you can use Spring beans for a specific profile.

## 1.1.3 Web Features

### Controller Actions as Methods

It is now possible to define controller actions as methods instead of using closures as in previous versions. This is the preferred way of expressing an action. For example:

```
// action as a method
def index() {
}
// action as a closure
def index = {
}
```

### Binding Primitive Method Action Arguments

It is now possible to bind form parameters to action arguments where the name of the form element matches the following form:

```
<g:form name="myForm" action="save">
  <input name="name" />
  <input name="age" />
</g:form>
```

You can define an action that declares arguments for each input and automatically converts the parameters

```
def save(String name, int age) {
  // remaining
}
```

## Static Resource Abstraction

A new [static resource abstraction](#) is included that allows declarative handling of JavaScript, CSS and ordering, compression, caching and gzip handling.

## Servlet 3.0 Async Features

Grails now supports Servlet 3.0 including the Asynchronous programming model defined by the specification

```
def index() {
  def ctx = startAsync()
  ctx.start {
    new Book(title:"The Stand").save()
    render template:"books", model:[books:Book.list()]
    ctx.complete()
  }
}
```

## Link Generation API

A general purpose LinkGenerator class is now available that is usable anywhere within a Grails application or controller. For example if you need to generate links in a service or an asynchronous background job out

```
LinkGenerator grailsLinkGenerator

def generateLink() {
  grailsLinkGenerator.link(controller:"book", action:"list")
}
```

## Page Rendering API

Like the LinkGenerator the new PageRenderer can be used to render GSP pages outside the scheduled job or web service. The PageRenderer class features a very similar API to the render method



```
grails.gsp.PageRenderer groovyPageRenderer

void welcomeUser(User user) {
    def contents = groovyPageRenderer.render(view: "/emails/welcomeLetter", model:
    sendEmail {
        to user.email
        body contents
    }
}
```

The PageRenderer service also allows you to pre-process GSPs into HTML templates:

```
new File("/path/to/welcome.html").withWriter { w ->
    groovyPageRenderer.renderTo(view: "/page/content", w)
}
```

## Filter Exclusions

Filters may now express controller, action and uri exclusions to offer more options for expressing to which filters are applied.

```
filter1(actionExclude: 'log*') {
    before = {
        // ...
    }
}
filter2(controllerExclude: 'auth') {
    before = {
        // ...
    }
}
filter3(uriExclude: '/secure*') {
    before = {
        // ...
    }
}
```

## Performance Improvements

Performance of GSP page rendering has once again been improved by optimizing the GSP compiler to inlin

## HTML5 Scaffolding

There is a new HTML5-based scaffolding UI:

[Home](#)[Book List](#)

## Create Book

Title \*

[Create](#)

## jQuery by Default

The jQuery plugin is now the default JavaScript library installed into a Grails application. For backward compatibility, the Prototype plugin is also available. Refer to the [documentation](#) on the Prototype plugin for installation instructions.

## 1.1.4 Persistence Features

### The GORM API

The GORM API has been formalized into a set of classes (`GormStaticApi`, `GormInstanceApi`) statically wired into every domain class at the byte code level. The result is better code completion for IDEs and the potential for more GORM implementations for other types of data stores.

### New `findOrCreate` and `findOrCreateSave` Methods

Domain classes have support for the `findOrCreateWhere`, `findOrCreateSaveWhere`, `findOrCreateBy` and `findOrCreateSaveBy` just like `findWhere` and `findBy` methods except that they should never return null. If a matching instance is found, the existing instance is returned. If no matching instance is found, a new instance is created, populated with values represented in the query parameters and returned. For `findOrCreateSaveBy`, the instance is saved before being returned.

```
def book = Book.findOrCreateWhere(author: 'Douglas Adams', title: "The Hitchhiker's Guide to the Galaxy")
def book = Book.findOrCreateSaveWhere(author: 'Daniel Suarez', title: 'Daemon')
def book = Book.findOrCreateByAuthorAndTitle('Daniel Suarez', 'Daemon')
def book = Book.findOrCreateSaveByAuthorAndTitle('Daniel Suarez', 'Daemon')
```

## Abstract Inheritance

GORM now supports abstract inheritance trees which means you can define queries and associations linking

```

abstract class Media {
    String title
    ...
}
class Book extends Media {
}
class Album extends Media {
}
class Account {
    static hasMany = [purchasedMedia:Media]
}

..

def allMedia = Media.list()

```

## Multiple Data Sources Support

It is now possible to define multiple datasources in `DataSource.groovy` and declare one or more default:

```

class ZipCode {
    String code
    static mapping = {
        datasource 'ZIP_CODES'
    }
}

```

If multiple datasources are specified for a domain then you can use the name of a particular datasource GORM method:

```

def zipCode = ZipCode.auditing.get(42)

```

For more information see the section on [Multiple Data Sources](#) in the user guide.

## Database Migrations

A new [database migration plugin](#) has been designed and built for Grails 2.0 allowing you to apply migrations and diff your domain model with the current state of the database.

## Database Reverse Engineering

A new [database reverse engineering](#) plugin has been designed and built for Grails 2.0 that allows you to reverse engineer an existing database schema.

## Hibernate 3.6

Grails 2.0 is now built on Hibernate 3.6

## Bag Collections

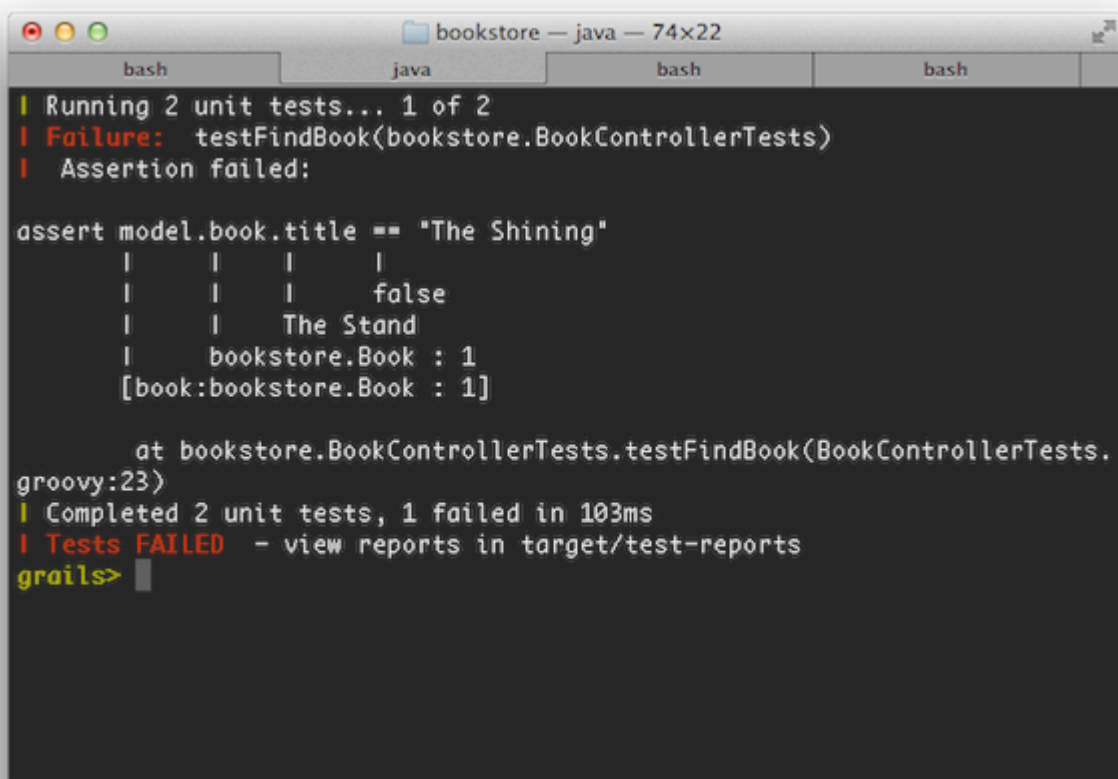
You can now use Hibernate [Bags](#) for mapped collections to avoid the memory and performance issues of `Set` uniqueness or `List` order.

For more information see the section on [Sets, Lists and Maps](#) in the user guide.

## 1.1.5 Testing Features

### New Unit Testing Console Output

Test output from the `test-app` command has been improved:

A screenshot of a Grails console window titled "bookstore — java — 74x22". The window has tabs for "bash", "java", "bash", and "bash". The output shows the execution of 2 unit tests. The first test, "testFindBook", failed. The failure message is "Assertion failed:". The assertion is "assert model.book.title == 'The Shining'". The actual value is "The Stand". The expected value is "The Shining". The test output shows the assertion failed, the actual value, and the expected value. The console also shows the stack trace and the time taken for the test (103ms). The output ends with "Tests FAILED - view reports in target/test-reports" and the "grails>" prompt.

```
Running 2 unit tests... 1 of 2
Failure: testFindBook(bookstore.BookControllerTests)
Assertion failed:

assert model.book.title == "The Shining"
|      |      |      |
|      |      |      false
|      |      |      The Stand
|      |      |      bookstore.Book : 1
|      |      |      [book:bookstore.Book : 1]

      at bookstore.BookControllerTests.testFindBook(BookControllerTests.
groovy:23)
Completed 2 unit tests, 1 failed in 103ms
Tests FAILED - view reports in target/test-reports
grails>
```

### New Unit Testing API

There is a new unit testing API based on mixins that supports JUnit 3, 4 and Spock style tests (with Spock

```
import grails.test.mixin.TestFor
@TestFor(SimpleController)
class SimpleControllerTests {
    void testIndex() {
        controller.home()

        assert view == "/simple/homePage"
        assert model.title == "Hello World"
    }
}
```

The [documentation on testing](#) has also been re-written around this new framework.

## Unit Testing GORM

A new in-memory GORM implementation is present that supports many more features of the GORM API named queries and other previously unsupported methods possible.

## Faster Unit Testing with Interactive Mode

The new interactive mode (activated by typing 'grails') greatly improves the execution time of running unit

## Unit Test Scaffolding

A unit test is now generated for scaffolded controllers.

## 2 Getting Started

### 2.1 Downloading and Installing

The first step to getting up and running with Grails is to install the distribution. To do so follow these steps

- [Download](#) a binary distribution of Grails and extract the resulting zip file to a location of your choice
- Set the `GRAILS_HOME` environment variable to the location where you extracted the zip
  - On Unix/Linux based systems this is typically a matter of adding something like `GRAILS_HOME=/path/to/grails` to your profile
  - On Windows this is typically a matter of setting an environment variable under My Computer > System > Environment Variables
- Then add the `bin` directory to your `PATH` variable:
  - On Unix/Linux based systems this can be done by adding `export PATH="$PATH:$GRAILS_HOME/bin"`
  - On Windows this is done by modifying the Path environment variable under My Computer > System > Environment Variables

If Grails is working correctly you should now be able to type `grails -version` in the terminal window

```
Grails version: 2.0.0
```

### 2.2 Upgrading from previous versions of Grails

Although the Grails development team have tried to keep breakages to a minimum there are a number of things you need to be aware of when upgrading from Grails 1.0.x, 1.1.x, 1.2.x, or 1.3.x applications to Grails 2.0. The major changes are described in detail below.

#### Upgrading from Grails 1.3.x

##### HSQldb Has Been Replaced With H2

HSQldb is still bundled with Grails but is not configured as a default runtime dependency. Upgrade your application to use H2 by replacing references in `DataSource.groovy` with H2 references or adding HSQldb as a runtime dependency for the application.

If you want to run an application with different versions of Grails, it's simplest to add HSQldb as a runtime dependency in `BuildConfig.groovy`:

```

grails.project.dependency.resolution = {
    inherits("global") {
    }
    repositories {
        grailsPlugins()
        grailsHome()
        grailsCentral()
    }
    dependencies {
        // Add HSQLDB as a runtime dependency
        runtime 'hsqldb:hsqldb:1.8.0.10'
    }
}

```

A default DataSource.groovy which is compatible with H2 looks like this:

```

dataSource {
    driverClassName = "org.h2.Driver"
    username = "sa"
    password = ""
}
// environment specific settings
environments {
    development {
        dataSource {
            dbCreate = "create-drop" // one of 'create', 'create-drop','update'
            url = "jdbc:h2:mem:devDb"
        }
    }
    test {
        dataSource {
            dbCreate = "update"
            url = "jdbc:h2:mem:testDb"
        }
    }
    production {
        dataSource {
            dbCreate = "update"
            url = "jdbc:h2:prodDb"
        }
    }
}

```

Another significant difference between H2 and HSQLDB is in the handling of `byte[]` domain class properties. In HSQLDB, the `byte[]` domain class property is large and so you typically don't need to specify a maximum size. But H2 defaults to a maximum size of 255 bytes for a `byte[]` column in the database, the saves are likely to fail because of this. The easy fix is to add a `maxSize` constraint to the `byte[]` property.

```

class MyDomain {
    byte[] data

    static constraints = {
        data maxSize: 1024 * 1024 * 2 // 2MB
    }
}

```

This constraint influences schema generation, so in the above example H2 will have the `data` column set to `VARBINARY(2048)`.

## Abstract Inheritance Changes

In previous versions of Grails abstract classes in `grails-app/domain` were not treated as persistent and this had a significant impact on upgrading your application. For example consider the following domain model in a C

```
abstract class Sellable {  
    }  
class Book extends Sellable {  
    }  
}
```

In Grails 1.3.x you would get a `BOOK` table and the properties from the `Sellable` class would be stored in the `BOOK` table. In Grails 2.0.x you will get `SELLABLE` table and the default table-per-hierarchy inheritance rules apply with `SELLABLE` table.

You have two options when upgrading in this scenario:

1. Move the abstract `Sellable` class into the `src/groovy` package. If the `Sellable` class is in the `src/groovy` package it will be regarded as non-persistent.
2. Use the [database migration](#) plugin to apply the appropriate changes to the database (typically renaming the `BOOK` table to `SELLABLE` and updating the inheritance tree)

## Criteria Queries Default to INNER JOIN

The previous default of `LEFT JOIN` for criteria queries across associations is now `INNER JOIN`.

## Logging By Convention Changes

The packages that you should use for Grails artifacts have mostly changed. In particular:

- `service` -> `services`
- `controller` -> `controllers`
- `tagLib` -> `taglib` (case change)
- `bootstrap` -> `conf`
- `dataSource` -> `conf`

You can find out more about logging by convention in the [main part](#) of the user guide, under "Configuring Logging".

## jQuery Replaces Prototype

The Prototype Javascript library has been removed from Grails core and now new Grails applications default to jQuery. This will only impact you if you are using Prototype with the adaptive AJAX tags in your application. Those tags will break as soon as you upgrade.

To resolve this issue, simply install the [jQuery plugin](#) in your application. You can also rename the `web-app/js/prototype` directory if you want.

## Access Control and Resources



The Resources plugin is a great new feature of Grails, but you do need to be aware that it adds an extra control in your application, this may mean that the static resources require an authenticated user to load t account of the `/static` URL.

## Controller Public Methods

As of Grails 2.0, public methods of controllers are now treated as actions in addition to actions define relying on the use of methods for privacy controls or as helper methods then this could result in unexpect should mark all methods of your application that are not to be exposed as actions as `private` methods.

## The redirect Method

The [redirect](#) method no longer commits the response. The result of this is code that relies of this behavior v

```
redirect action: "next"
if (response.committed) {
    // do something
}
```

In this case in Grails 1.3.x and below the `response.committed` property would return true and the i is no longer the case and you should instead use the new `isRedirected()` method of the request ob

```
redirect action: "next"
if (request.redirected) {
    // do something
}
```

Another side-effect of the changes to the redirect method is that it now always uses the `grails.serve` Previous versions of Grails included default values for all the environments, but when upgrading to Grai break redirection. So, we recommend you remove the development and test settings for `grails.serve` appropriate for your application.

## Content Negotiation

As of Grails 2.0 the [withFormat](#) method of controllers no longer takes into account the request content t header), but instead deals exclusively with the response content type (dictated by the ACCEPT header or application has code that relies on reading XML from the request using `withFormat` this will no longer

```
def processBook() {
    withFormat {
        xml {
            // read request XML
        }
        html {
            // read request parameters
        }
    }
}
```

Instead you use the `withFormat` method provided on the request object:

```
def processBook() {
  request.withFormat {
    xml {
      // read request XML
    }
    html {
      // read request parameters
    }
  }
}
```

## Command Line Output

Ant output is now hidden by default to keep the noise in the terminal to a minimum. That means if you want to communicate messages to the user, we recommend switching to an alternative mechanism.

For status related messages, you can use the event system:

```
event "StatusUpdate", [ "Some message" ]
event "StatusFinal", [ "Some message" ]
event "StatusError", [ "Some message" ]
```

For more control you can use the `grailsConsole` script variable, which gives you access to an instance of `GrailsConsole`. You can log information messages with `log()` or `info()`, errors and warnings with `error()` and `warn()`, and user input with `userInput()`.

## Updated Underlying APIs

Grails 2.0 contains updated dependencies including Servlet 3.0, Tomcat 7, Spring 3.1, Hibernate 3.6 and plugins and applications that depend on earlier versions of these APIs may no longer work. The `HttpServletRequest` interface includes new methods, so if a plugin implements this interface for older versions, said plugin will break. The same can be said of any Spring interface.

## Removal of release-plugin

The built in `release-plugin` command for releases plugins to the central Grails plugin repository has should be used instead which provides an equivalent `publish-plugin` command.

## Removal of Deprecated Classes

The following deprecated classes have been removed: `grails.web.JsonBuilder`, `grails.web.C`

## Upgrading from Grails 1.2.x

## Plugin Repositories

As of Grails 1.3, Grails no longer natively supports resolving plugins against secured SVN repositories. Grails 1.2 and below has been replaced by one built on [Ivy](#), the upside of which is that you can now resolve repositories as well as regular Grails repositories.

Ivy supports a much richer set of repository resolvers for resolving plugins, including support for WebAssembly in the section on [resolvers](#) in the Ivy docs for all the available options and the section of [plugin repositories](#) in the Ivy docs to configure additional resolvers.

If you still need support for resolving plugins against secured SVN repositories then the [IvySvn](#) project provides support for secured SVN repositories.

## Upgrading from Grails 1.1.x

### Plugin paths

In Grails 1.1.x typically a `pluginContextPath` variable was used to establish paths to plugin resources.

```
<g:resource dir="${pluginContextPath}/images" file="foo.jpg" />
```

In Grails 1.2 views have been made plugin aware and this is no longer necessary:

```
<g:resource dir="images" file="foo.jpg" />
```

Additionally the above example will no longer link to an application image from a plugin view. To do so correctly you need to specify the context path:

```
<g:resource contextPath="" dir="images" file="foo.jpg" />
```

The same rules apply to the [javascript](#) and [render](#) tags.

### Tag and Body return values

Tags no longer return `java.lang.String` instances but instead return a Grails `StreamCharBuffer` class which implements all the same methods as `String` but doesn't extend `String`, so code like this will break:

```
def foo = body()
if (foo instanceof String) {
    // do something
}
```

In these cases you should check for the `java.lang.CharSequence` interface, which both `String` and `StreamCharBuffer` implement:

```
def foo = body()
if (foo instanceof CharSequence) {
    // do something
}
```

## New JSONBuilder

There is a new version of JSONBuilder which is semantically different from the one used in earlier application depends on the older semantics you can still use the deprecated implementation by setting Config.groovy:

```
grails.json.legacy.builder=true
```

## Validation on Flush

Grails now executes validation routines when the underlying Hibernate session is flushed to ensure that no your constraints (such as a custom validator) executes a query then this can cause an additional flush, resulting in a StackOverflowError. For example:

```
static constraints = {
    author validator: { a ->
        assert a != Book.findByTitle("My Book").author
    }
}
```

The above code can lead to a StackOverflowError in Grails 1.2. The solution is to run the query in a new session (this is recommended in general as doing Hibernate work during flushing can cause other issues):

```
static constraints = {
    author validator: { a ->
        Book.withNewSession {
            assert a != Book.findByTitle("My Book").author
        }
    }
}
```

## Upgrading from Grails 1.0.x

### Groovy 1.6

Grails 1.1 and above ship with Groovy 1.6 and no longer supports code compiled against Groovy 1.5. If you are using Groovy 1.5 you must recompile it against Groovy 1.6 or higher before using it with Grails 1.1.

### Java 5.0

Grails 1.1 now no longer supports JDK 1.4, if you wish to continue using Grails then it is recommended that you are able to upgrade your JDK.

## Configuration Changes

- 1) The setting `grails.testing.reports.destDir` has been renamed to `grails.project.test.reports.destDir`.
- 2) The following settings have been moved from `grails-app/conf/BuildConfig.groovy` to `grails-app/conf/BuildConfig.groovy`:

- `grails.config.base.webXml`
- `grails.project.war.file` (renamed from `grails.war.destFile`)
- `grails.war.dependencies`
- `grails.war.copyToWebApp`
- `grails.war.resources`

3) The `grails.war.java5.dependencies` option is no longer supported, since Java 5.0 is now the

4) The use of `jsessionid` (now considered harmful) is disabled by default. If your application requires `jsessionid`, adding the following to `grails-app/conf/Config.groovy`:

```
grails.views.enable.jsessionid=true
```

5) The syntax used to configure Log4j has changed. See the user guide section on [Logging](#) for more information.

## Plugin Changes

As of version 1.1, Grails no longer stores plugins inside your `PROJECT_HOME/plugins` directory by default. If you have errors in your application unless you either re-install all your plugins or set `grails-app/conf/BuildConfig.groovy`:

```
grails.project.plugins.dir="./plugins"
```

## Script Changes

1) If you were previously using Grails 1.0.3 or below the following syntax is no longer supported for importing scripts:

```
Ant.property(environment:"env")
grailsHome = Ant.antProject.properties."env.GRAILS_HOME"
includeTargets << new File("${grailsHome}/scripts/Bootstrap.groovy")
```

Instead you should use the new `grailsScript` method to import a named script:

```
includeTargets << grailsScript("_GrailsBootstrap")
```

2) Due to an upgrade of Gant all references to the variable `Ant` should be changed to `ant`.

3) The root directory of the project is no longer on the classpath, so loading a resource like this will no longer work:

```
def stream = getClass().classLoader.getResourceAsStream(
    "grails-app/conf/my-config.xml")
```

Instead you should use the Java File APIs with the `basedir` property:

```
new File("${basedir}/grails-app/conf/my-config.xml").withInputStream { stream ->
    // read the file
}
```

## Command Line Changes

The `run-app-https` and `run-war-https` commands no longer exist and have been replaced by an `https` flag:

```
grails run-app -https
```

## Data Mapping Changes

1) Enum types are now mapped using their String value rather than the ordinal value. You can revert mapping as follows:

```
static mapping = {
    someEnum enumType: "ordinal"
}
```

2) Bidirectional one-to-one associations are now mapped with a single column on the owning side and need to change anything; however you should drop column on the inverse side as it contains duplicate data

## REST Support

Incoming XML requests are now no longer automatically parsed. To enable parsing of REST requests you need to add the `parseRequest` argument inside a URL mapping:

```
"/book"(controller: "book", parseRequest: true)
```

Alternatively, you can use the new `resource` argument, which enables parsing by default:

```
"/book"(resource: "book")
```

## 2.3 Creating an Application

To create a Grails application you first need to familiarize yourself with the usage of the `grails` command in the following manner:

```
grails [command name]
```

Run [create-app](#) to create an application:

```
grails create-app helloworld
```

This will create a new directory inside the current one that contains the project. Navigate to this directory in your terminal by running `cd helloworld`.

## 2.4 A Hello World Example

To implement the typical "hello world!" example run the [create-controller](#) command:

```
grails create-controller hello
```

This will create a new controller (Refer to the section on [Controllers](#) for more information) in the project directory called `helloworld/HelloController.groovy`.



If no package is specified with create-controller script, Grails automatically uses the application package name. This default is configurable with the `grails.project.groupId` attribute.

Controllers are capable of dealing with web requests and to fulfil the "hello world!" use case our implementation will look like this:

```
package helloworld

class HelloController {
    def world() {
        render "Hello World!"
    }
}
```

Job done. Now start-up the container with another new command called [run-app](#):

```
grails run-app
```

This will start-up a server on port 8080 and you should now be able to access your application at `http://localhost:8080/helloworld`.

The result will look something like the following screenshot:

#### APPLICATION STATUS

App version: 0.1  
Grails version: 2.0.0.BUILD-SNAPSHOT  
Groovy version: 1.8.3-SNAPSHOT  
JVM version: 1.6.0\_26  
Controllers: 1  
Domains: 0  
Services: 2  
Tag Libraries: 12

#### INSTALLED PLUGINS

logging - 2.0.0.BUILD-SNAPSHOT

#### Welcome to Grails

Congratulations, you have successfully started your first Grails application! At the moment this is the default page, feel free to modify it to either redirect to a controller or display whatever content you may choose. Below is a list of controllers that are currently deployed in this application, click on each to execute its default action:

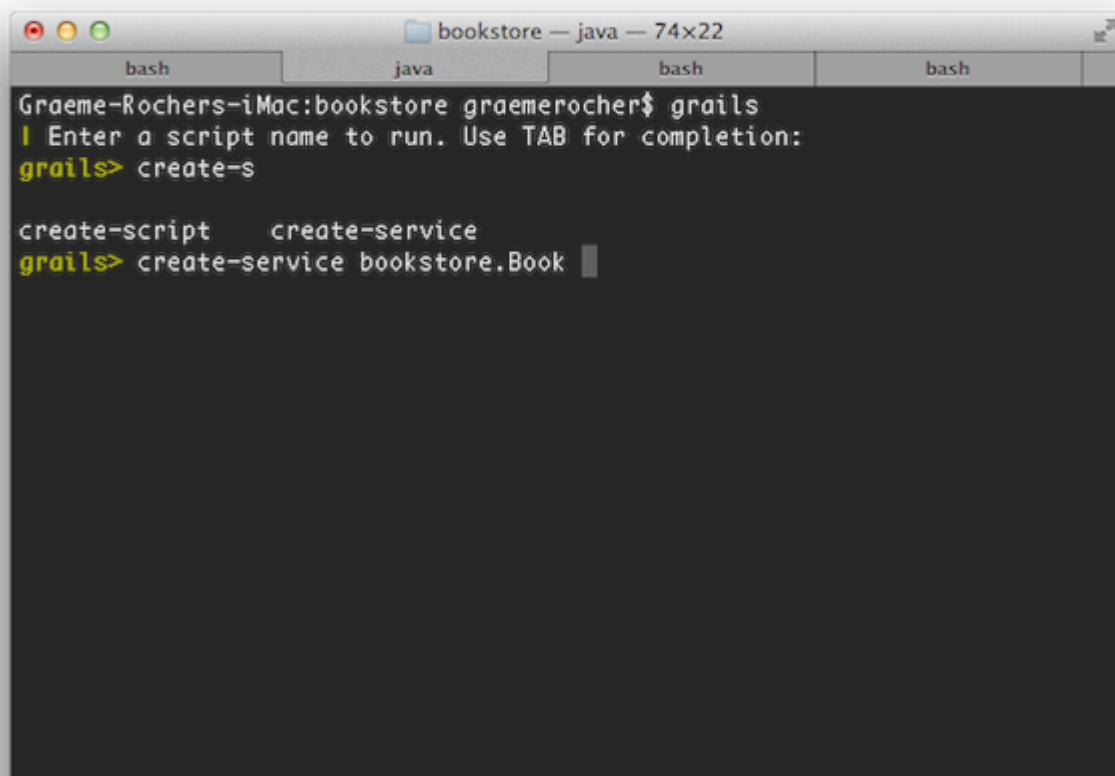
#### Available Controllers:

- [helloworld.HelloController](#)

This is the Grails intro page which is rendered by the `web-app/index.gsp` file. You will note a link to our controller and clicking on the link to our controller we can see the text "Hello World!" printed to the browser.

## 2.5 Using Interactive Mode

Grails 2.0 features an interactive mode which makes command execution faster since the JVM doesn't have to start for every command. To use interactive mode simply type 'grails' from the root of any project and use TAB completion to get suggestions. Screenshot below for an example:



```
bookstore — java — 74x22
bash java bash bash
Graeme-Rochers-iMac:bookstore graemerocher$ grails
| Enter a script name to run. Use TAB for completion:
grails> create-s

create-script    create-service
grails> create-service bookstore.Book
```

For more information on the capabilities of interactive mode refer to the section on [Interactive Mode](#) in the Grails User Guide.

## 2.6 Getting Set Up in an IDE



## IntelliJ IDEA

[IntelliJ IDEA](#) and the [JetGroovy](#) plugin offer good support for Groovy and Grails developers. Refer to the [JetBrains website](#) for a feature overview.

To integrate Grails with IntelliJ run the following command to generate appropriate project files:

```
grails integrate-with --intellij
```

## Eclipse

We recommend that users of [Eclipse](#) looking to develop Grails application take a look at [SpringSource Tool Suite](#) for Grails including automatic classpath management, a GSP editor and quick access to Grails command overview.

## NetBeans

NetBeans provides a Groovy/Grails plugin that automatically recognizes Grails projects and provides the IDE, code completion and integration with the Glassfish server. For an overview of features see the [NetBeans website](#) which was written by the NetBeans team.

## TextMate

Since Grails' focus is on simplicity it is often possible to utilize more simple editors and [TextMate](#) on the [Mac OS X](#) bundle available from the [Textmate bundles SVN](#).

To integrate Grails with TextMate run the following command to generate appropriate project files:

```
grails integrate-with --textmate
```

Alternatively TextMate can easily open any project with its command line integration by issuing the following command:

```
mate .
```

## 2.7 Convention over Configuration

Grails uses "convention over configuration" to configure itself. This typically means that the name and location of configuration files is determined by convention, hence you need to familiarize yourself with the directory structure provided by Grails.

Here is a breakdown and links to the relevant sections:

- `grails-app` - top level directory for Groovy sources
  - `conf` - [Configuration sources](#).
  - `controllers` - [Web controllers](#) - The C in MVC.
  - `domain` - The [application domain](#).
  - `i18n` - Support for [internationalization \(i18n\)](#).
  - `services` - The [service layer](#).
  - `taglib` - [Tag libraries](#).
  - `utils` - Grails specific utilities.
  - `views` - [Groovy Server Pages](#) - The V in MVC.
- `scripts` - [Gant scripts](#).
- `src` - Supporting sources
  - `groovy` - Other Groovy sources
  - `java` - Other Java sources
- `test` - [Unit and integration tests](#).

## 2.8 Running an Application

Grails applications can be run with the built in Tomcat server using the [run-app](#) command which will load

```
grails run-app
```

You can specify a different port by using the `server.port` argument:

```
grails -Dserver.port=8090 run-app
```

More information on the [run-app](#) command can be found in the reference guide.

## 2.9 Testing an Application

The `create-*` commands in Grails automatically create unit or integration tests for you within the `test` directory. It is of course up to you to populate these tests with valid test logic, information on which can be

To execute tests you run the [test-app](#) command as follows:

```
grails test-app
```

## 2.10 Deploying an Application

Grails applications are deployed as Web Application Archives (WAR files), and Grails includes the [war](#) co

```
grails war
```

This will produce a WAR file under the `target` directory which can then be deployed as per your contain

Unlike most scripts which default to the `development` environment unless overridden, the `war` environment by default. You can override this like any script by specifying the environment name, for exa

```
grails dev war
```



NEVER deploy Grails using the [run-app](#) command as this command sets Grails up for aut which has a severe performance and scalability implications

When deploying Grails you should always run your containers JVM with the `-server` option and with set of VM flags would be:

```
-server -Xmx512M -XX:MaxPermSize=256m
```

## 2.11 Supported Java EE Containers

Grails runs on any container that supports Servlet 2.5 and above and is known to work on the following sp

- Tomcat 7
- Tomcat 6
- SpringSource tc Server
- Eclipse Virgo
- GlassFish 3
- GlassFish 2
- Resin 4
- Resin 3
- JBoss 6
- JBoss 5
- Jetty 7
- Jetty 6
- IBM Websphere 7.0
- IBM Websphere 6.1
- Oracle Weblogic 10.3
- Oracle Weblogic 10
- Oracle Weblogic 9

Some containers have bugs however, which in most cases can be worked around. A [list of known deploy wiki](#).

## 2.12 Generating an Application

To get started quickly with Grails it is often useful to use a feature called [Scaffolding](#) to generate the skeleton of one of the `generate-*` commands such as [generate-all](#), which will generate a [controller](#) (and its unit tests).

```
grails generate-all Book
```

## 2.13 Creating Artefacts

Grails ships with a few convenience targets such as [create-controller](#), [create-domain-class](#) and so on for different artefact types for you.



These are just for your convenience and you can just as easily use an IDE or your favourite text editor.

For example to create the basis of an application you typically need a [domain model](#):

```
grails create-domain-class book
```

This will result in the creation of a domain class at `grails-app/domain/Book.groovy` such as:

```
class Book {  
}
```

There are many such `create-*` commands that can be explored in the command line reference guide.



To decrease the amount of time it takes to run Grails scripts, use the [interactive](#) mode.

## 3 Configuración

Puede parecer extraño que en un framework que enfatiza la "Convención sobre configuración" abordemos es normalmente algo que se modifica excepcionalmente, es mejor quitárselo de encima.

Con la configuración predeterminada de Grails realmente puede desarrollar una aplicación sin hacer ningun con un contenedor de servlet incrustado y una base de datos en memoria H2 de, por lo que no hay siquiera

Sin embargo, normalmente debería configurar una base de datos más robusto en algún momento, como se

### 3.1 Configuración básica

La configuración general Grails proporciona un archivo llamado `grails-app/conf/Config` [ConfigSlurper](#) de Groovy que es muy similar a los archivos de propiedades de Java excepto porque es posible utilizar variables y utilizar tipos propios de Java.

Puede añadir su propia configuración aquí, por ejemplo:

```
foo.bar.hello = "world"
```

Después en la aplicación puede acceder a estas opciones en alguna de estas dos maneras: La más común es disponible como una variable en los controladores y las bibliotecas de etiquetas:

```
assert "world" == grailsApplication.config.foo.bar.hello
```

La otra forma consiste en obtener una referencia a la clase [ConfigurationHolder](#) que contiene una referencia

```
import org.codehaus.groovy.grails.commons.*
...
def config = ConfigurationHolder.config
assert "world" == config.foo.bar.hello
```



**ConfigurationHolder y ApplicationHolder están deprecadas y se eliminarán en una versión futura. Es preferible acceder al objeto GrailsApplication y a la configuración grailsApplication.**

#### 3.1.1 Opciones disponibles

Grails también proporciona las siguientes opciones de configuración:

- `grails.config.locations` - la ubicación de archivos de propiedades o archivos de configuración con la configuración principal.
- `grails.enable.native2ascii` - se establece en `false` si no necesita convertir archivos `native2ascii`.
- `grails.views.default.codec` - establece la de codificación predeterminada para GSPs, (por defecto: 'none'). Para reducir el riesgo de ataques XSS, definir 'html'.
- `grails.views.gsp.encoding` - establece la codificación de archivos para los archivos GSP (e
- `grails.mime.file.extensions` - si se utiliza la extensión de archivo para dictar el tipo mime
- `grails.mime.types` - un mapa de tipos mime admitidos utilizados al [negociar contenidos](#)
- `grails.serverURL` - una cadena que especifica la parte URL del servidor de enlaces absolutos, ejemplo, `grails.serverURL="http://my.yourportal.com"`. Consulte [createLink](#).

## Generación de wars

- `grails.project.war.file` - establece el nombre y la ubicación del archivo war generado por
- `grails.war.dependencies` - una closure que contiene la sintaxis del constructor de Ant o un permite personalizar qué librerías se incluyen en el archivo war.
- `grails.war.copyToWebApp` - una closure que contiene la sintaxis del constructor de Ant que ejemplo "fileset()". Le permite controlar qué se incluye en el archivo war desde el directorio "web-app
- `grails.war.resources` - una closure que contiene la sintaxis del constructor de Ant. Permite a de construir el archivo war final.

Para obtener más información sobre estas opciones, consulte la sección [deployment](#).

### 3.1.2 Logging

#### Los conceptos básicos

Grails utiliza su mecanismo de configuración para proporcionar la configuración base para el sistema de logging. Lo que hacer es agregar la configuración para log4j al archivo `grails-app/conf/Config.groovy`

Así que ¿cómo es la configuración para este log4j? Aquí tiene un ejemplo básico:

```
log4j = {
    error    'org.codehaus.groovy.grails.web.servlet',  // controllers
            'org.codehaus.groovy.grails.web.pages' // GSP

    warn     'org.apache.catalina'
}
```

Esto dice que para los loggers cuyo nombre comienza con 'org.codehaus.groovy.grails.web.servlet' o 'org.codehaus.groovy.grails.web.pages' se registran mensajes a nivel de 'error' y superiores. Los loggers con nombres que empiezan con 'org.apache.catalina' se registran a nivel 'warn' y superiores. ¿Qué significa eso? En primer lugar, hay que entender cómo funcionan los niveles de logging.

## Niveles de registro

Existen varios niveles de registro estándar, que se listan en orden descendente de prioridad:

1. off
2. fatal
3. error
4. warn
5. info
6. debug
7. trace
8. all

Cuando registras un mensaje, implícitamente se le da a ese mensaje de un nivel. Por ejemplo, el método `log.debug(msg)` se registrará en 'debug'. Cada uno de los niveles tienen un método de registro correspondiente con el mismo nombre.

El sistema de registro utiliza el nivel del *mensaje* combinado con la configuración para el logger (consulte la configuración de logging). Por ejemplo, si tienes un logger de 'org.example.domain' configurado así:

```
warn 'org.example.domain'
```

luego se escribirán los mensajes con un nivel de 'warn', 'error' o 'fatal'. Se omitirán los mensajes a otros niveles.

Antes de continuar con los loggers, una nota rápida sobre los niveles 'off' y 'all'. Estos son especiales configuraciones; no se puede registrar los mensajes en estos niveles. Así que si configura un registrador con 'off' o 'all', no escribirá. Un nivel de 'all' significa que se verán todos los mensajes. Simple.

## Loggers

Los loggers son fundamentales para el sistema de log, pero son una fuente de confusión. Para empezar, ¿cómo configurarlos?

Un logger es el objeto en el que registras mensajes, por lo que en la llamada `log.debug(msg)`, `log` es el logger. Estos loggers se almacenan en caché y se identifican por su nombre, por lo que si dos clases distintas utilizan los loggers son realmente la misma instancia.

Hay dos formas principales de apoderarse de un registrador:

1. Usar la instancia de `log` que se inyecta en los artefactos, como las clases de dominio, los controladores
2. Utilizar la API de Commons Logging directamente.

Si se utiliza la propiedad dinámica `log`, entonces el nombre del log es "grails.app.<tipo>.<nombreClase>". Por ejemplo 'controlador' o 'servicio' y `nombreClase` es el nombre completo del artefacto. Por ejemplo,



```
package org.example

class MyService {
    ...
}
```

el nombre del logger será 'grails.app.services.org.example.MyService'.

Para otras clases, el enfoque típico es almacenar un logger basado en el nombre de clase en un campo estático.

```
package org.other

import org.apache.commons.logging.LogFactory

class MyClass {
    private static final log = LogFactory.getLog(this)
    ...
}
```

Esto creará un logger con el nombre 'org.other.MyClass' - nota la falta de un prefijo 'grails.app.' ya que el método `getLog()` puede pasar un nombre al método `getLog()`, como "myLogger", pero esto es menos común porque el símbolo de punto ('.') se usa de una manera especial.

## Configuración de los loggers

Ya has visto cómo configurar los loggers en Grails:

```
log4j = {
    error 'org.codehaus.groovy.grails.web.servlet'
}
```

Este ejemplo configura los loggers con nombres que empiecen por 'org.codehaus.groovy.grails.web.servlet' y los envía a ellos a un nivel de 'warn' o inferior. ¿Pero hay un logger con este nombre en la aplicación? Debido a la regla anterior aplica a cualquier logger cuyo nombre *empiece con* 'org.codehaus.groovy.grails.web.servlet', por ejemplo, la regla se aplica a la clase `org.codehaus.groovy.grails.web.servlet.mvc.GrailsWebRequest`.

En otras palabras, los loggers son jerárquicos. Esto hace que configurarlos por paquete mucho más simple.

Las cosas más comunes que desea capturar el registro de salida son los controladores, servicios y controladores mencionados anteriormente para ello: `grails.app.<tipoArtefacto>.<nombreClase>`. En particular el nombre cualificado, es decir, con el paquete si hay uno:

```

log4j = {
    // Establece el nivel de todos los artefactos de aplicación
    info "grails.app"

    // Establece el nivel para un controlador específico en un paquete predeterminado
    debug "grails.app.controllers.YourController"

    // Establece el nivel para una clase de dominio específico
    debug "grails.app.domain.org.example.Book"

    // Establecer el nivel para todos taglibs
    info "grails.app.taglib"
}

```

Los nombres de artefacto estándar utilizados en la configuración de log son:

- `conf` - para cualquier cosa bajo `grails-app/conf` como el `BootStrap.groovy` y filtros.
- `taglib` - para las bibliotecas de etiquetas.
- `servicios` - para las clases de servicio.
- `controllers` - Para los controladores.
- `domain` - para entidades de dominio

Grails en sí genera un montón de información de registro y a veces puede ser útil verla. A continuación útiles de Grails que puede utilizar, especialmente al intentar solucionar problemas con la aplicación:

- `org.codehaus.groovy.grails.commons` - información del núcleo como carga de clases etc
- `org.codehaus.groovy.grails.web` - Procesamiento de solicitudes web de Grails.
- `org.codehaus.groovy.grails.web.mapping` - Depuración de mapeo de URLs.
- `org.codehaus.groovy.grails.plugins` - registro de actividad de plugins.
- `grails.spring` - ver qué hace beans de Spring y plugins Grails estan definidos.
- `org.springframework` - ver qué hace Spring.
- `org.hibernate` - ver lo que está haciendo ibernate.

Hasta ahora, sólo hemos mirado de configuración explícita de los loggers. Pero ¿qué pasa con todo configuración explícita? ¿Son simplemente ignorados? La respuesta se encuentra con el logger raíz.

## El registrador raíz

Todos los registradores heredarán su configuración del logger raíz, por lo que si no se proporciona ninguna determinado y así todos los mensajes que llegan a ese registrador están sujetos a las reglas definidas por el logger raíz proporciona la configuración predeterminada para el sistema de log.

Grails configura automáticamente el logger raíz para sólo gestionar los mensajes "error" y superiores, y todo (stdout para aquellos con un pasado con C). Puede personalizar este comportamiento especificando una configuración de log de este modo:

```
log4j = {
  root {
    info()
  }
  ...
}
```

En el ejemplo anterior se configura el logger raíz para registrar mensajes a nivel de 'info' y por encima en c También puede configurar el logger raíz para registrar a uno o más appenders con nombre (sobre lo que ya

```
log4j = {
  appenders {
    file name:'file', file: '/var/logs/mylog.log'
  }
  root {
    debug 'stdout', 'file'
  }
}
```

En el ejemplo anterior, el registrador raíz registrará a dos appenders, el appender predeterminada 'debug' 'file'.

Para usuarios avanzados existe una sintaxis alternativa para configurar el logger raíz `org.apache.log4j.Logger` se pasa como un argumento a la closure de `log4j`. Esto le permite trabaj

```
log4j = { root ->
  root.level = org.apache.log4j.Level.DEBUG
  ...
}
```

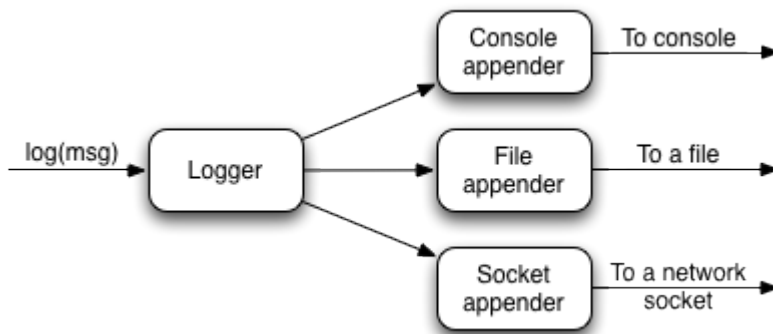
Para obtener más información sobre lo que puede hacer con esta instancia de `Logger`, consulte la docume

Esos son los elementos básicos de registro bastante bien cubiertos y son suficientes si sólo quieres enviar i sucede si desea registrar en un archivo? ¿Cómo asegurarnos de que los mensajes de un logger particular va Se responderá estas preguntas y más revisando los appenders.

## Appenders

Los loggers son un mecanismo útil para el filtrado de mensajes, pero físicamente no escriben los mensa appender, de los cuales hay varios tipos. Por ejemplo, el appender por defecto escribe los mensajes de la archivo y algunos otros. ¡Incluso puede crear su propia implementación!

Este diagrama muestra cómo encajan en el flujo de registro:



Como puede ver, un logger puede tener varios appenders conectados a él. En una configuración estándar denominada 'debug' está unido a todos los logger mediante la configuración predeterminada del logger. Los appenders pueden hacerse dentro de un bloque de 'appenders':

```

log4j = {
  appenders {
    rollingFile name: "myAppender",
               maxFileSize: 1024,
               file: "/tmp/logs/myApp.log"
  }
}

```

Las siguientes appenders están disponibles de forma predeterminada:

Nombre	Clase	Descripción
jdbc	<a href="#">JDBCAppender</a>	Registra a una conexión JDBC.
consola	<a href="#">ConsoleAppender</a>	Registra en la consola.
file	<a href="#">FileAppender</a>	Registra a un archivo.
rollingFile	<a href="#">RollingFileAppender</a>	Registra a varios archivos, por ejemplo un archivo nuevo cada día.

Cada argumento con nombre pasado a un appender se asigna a una propiedad de la implementación subyacente. El ejemplo anterior establece las propiedades nombre, maxFileSize y file de la instancia de RollingFileAppender.

Puede tener tantos appenders como quiera, solo asegúrese que todos tienen nombres únicos. Incluso puede tener varios appenders file que registran en archivos diferentes.

Si prefiere crear el appender mediante programación o si desea utilizar una implementación de appender personalizada, simplemente declare una entrada appender con la instancia del appender que desee:

```

import org.apache.log4j.*

log4j = {
  appenders {
    appender new RollingFileAppender(
      name: "myAppender",
      maxFileSize: 1024,
      file: "/tmp/logs/myApp.log")
  }
}

```

Este enfoque puede utilizarse para configurar JMSAppender, SocketAppender, SMTPAppender y

Una vez que ha declarado sus appenders adicionales, puede conectarlos a loggers específicos pasando métodos de registro de niveles de la sección anterior:

```
error myAppender: "grails.app.controllers.BookController"
```

Esto asegurará que el logger de 'grails.app.controllers.BookController' envía mensajes de registro a 'myA configurado para el logger raíz. Para agregar más de un appender al logger agréguelos a la misma declarac

```
error myAppender:      "grails.app.controllers.BookController",
myFileAppender: [ "grails.app.controllers.BookController",
                  "grails.app.services.BookService"],
rollingFile:          "grails.app.controllers.BookController"
```

El ejemplo anterior muestra cómo puede configurar más de un logger para un determinado appender (myF

Tenga en cuenta que sólo se puede configurar un único nivel de un logger, así que si has probado este códi

```
error myAppender:      "grails.app.controllers.BookController"
debug myFileAppender:  "grails.app.controllers.BookController"
fatal rollingFile:     "grails.app.controllers.BookController"
```

encontrará que se registran los mensajes de niveles sólo 'fatal' para 'grails.app.controllers.BookCont declarado para un logger dado es el que se asigna. Lo que probablemente desea hacer es limitar el nivel de

Un appender que está conectada a un logger configurado con el nivel 'all' va a generar una gran cantidad estar bien en un archivo, pero hace difícil trabajar en la consola. Así que configuramos el appender consol 'info' o superior:

```
log4j = {
  appenders {
    console name: "stdout", threshold: org.apache.log4j.Level.INFO
  }
}
```

La clave aquí es el argumento `threshold` que determina el límite de mensajes de log. Este argumento es pero tenga en cuenta que actualmente tiene que especificar una instancia `Level`, una cadena como "info"

## Esquemas personalizados

De forma predeterminada el DSL asume que desea utilizar [PatternLayout](#). Sin embargo, hay otros esquem

- `xml` - crear un archivo de log XML
- `html` - crea un archivo de log HTML
- `simple` - un simple log textual
- `patrón` - diseño de un esquema

Puede especificar esquemas personalizados para un appender mediante el parámetro `layout`:

```
log4j = {
    appenders {
        console name: "customAppender",
                layout: pattern(conversionPattern: "%c{2} %m%n")
    }
}
```

Esto también funciona para el appender incorporado `"debug"`, que inicia una sesión en la consola:

```
log4j = {
    appenders {
        console name: "stdout",
                layout: pattern(conversionPattern: "%c{2} %m%n")
    }
}
```

## Configuración específica para el entorno

Desde que la configuración de registro está dentro de `Config.groovy`, puede colocarlo dentro de embargo, hay un problema con este enfoque: tiene que proporcionar la configuración de registro configuración `log4j`. En otras palabras, no se puede anular de manera selectiva elementos de la configuración.

Para evitar esto, el DSL de log proporciona sus propios bloques de entorno que puede colocar en cualquier

```

log4j = {
    appenders {
        console name: "stdout",
              layout: pattern(conversionPattern: "%c{2} %m%n")

    environments {
        production {
            rollingFile name: "myAppender", maxFileSize: 1024,
                      file: "/tmp/logs/myApp.log"
        }
    }
}

root {
    //...
}

// other shared config
info "grails.app.controller"

environments {
    production {
        // Override previous setting for 'grails.app.controller'
        error "grails.app.controller"
    }
}
}

```

El lugar no se puede poner un bloque de entorno es *dentro* la definición root, pero puede poner la de entorno.

## Stacktraces completa

Cuando se producen excepciones, puede haber mucho ruido en el stacktrace de Java y Groovy. Grails filtra y restringe la traza a paquetes de clase Groovy/Grails complementarios.

Cuando esto sucede, la traza completa siempre se registra para el logger StackTrace, que, por denominación stacktrace.log. Como con otros loggers, puede cambiar su comportamiento en la configuración. Si estas trazasvayan a la consola, puede agregar esta entrada:

```
error stdout: "StackTrace"
```

Esto no impedirá que Grails intente crear el archivo stacktrace.log, simplemente redirige donde se escriba cambiando la ubicación del archivo del appender 'stacktrace':

```

log4j = {
    appenders {
        rollingFile name: "stacktrace", maxFileSize: 1024,
                  file: "/var/tmp/logs/myApp-stacktrace.log"
    }
}

```

o, si no desea el appender 'stacktrace', puede configurarlo como un appender 'null':

```
log4j = {
  appenders {
    'null' name: "stacktrace"
  }
}
```

Por supuesto puede combinarlo con anexar el appender 'stdout' al logger 'StackTrace' si desea toda la salida. Por último, puede deshabilitar completamente el filtrado stacktrace estableciendo la propiedad VM `grails`

```
grails -Dgrails.full.stacktrace=true run-app
```

## Enmascaramiento de parámetros de request de registros Stacktrace

Cuando Grails registra una stacktrace, el mensaje de log puede incluir los nombres y valores de todos los parámetros de request actual. Para ocultar los valores de parámetros de request segura, especifique los nombres de parámetros a excluir en `grails.exceptionresolver.params.exclude`:

```
grails.exceptionresolver.params.exclude = ['password', 'creditCard']
```

El registro de parámetros puede desactivarse totalmente estableciendo la propiedad `grails.exceptionresolver.logRequestParameters` a `false`. El valor predeterminado es `true` en modo de desarrollo y `false` para todos los demás modos.

```
Grails.exceptionresolver.logRequestParameters=false
```

## Herencia de logger

Anteriormente, se mencionó que todos los registradores heredarán del logger raíz y que los registradores se crean con el nivel de log de su padre. Esto significa que a menos que reemplace a un padre, un logger mantiene el nivel y las appenders con esta configuración:

```
log4j = {
  appenders {
    file name: 'file', file: '/var/logs/mylog.log'
  }
  root {
    debug 'stdout', 'file'
  }
}
```

todos los loggers en la aplicación tendrán un nivel de 'debug' y registrarán a los appenders 'stdout' y 'file'. ¿Quieres un registrador particular? Cambie el 'additivity' para un logger en ese caso.



'Additivity' simplemente determina si un registrador hereda la configuración de su padre. Si 'additivity' es 1 predeterminado para todos los registradores es cierto, es decir, heredan la configuración. Entonces, ¿cómo está un ejemplo:

```
log4j = {
  appenders {
    ...
  }
  root {
    ...
  }
}

info additivity: false
      stdout: ["grails.app.controllers.BookController",
               "grails.app.services.BookService"]
}
```

Así que cuando se especifica un nivel de registro, agregue un argumento 'additivity'. Tenga en cuenta que debe configurar los loggers para un appender con nombre. La siguiente sintaxis *no* funcionará:

```
info additivity: false, ["grails.app.controllers.BookController",
                         "grails.app.services.BookService"]
```

## Personalización de impresión y filtro de stacktraces

Las tacktraces en general y aquellas generadas al usar Groovy en particular son bastante detallados y interesantes al diagnosticar problemas. Así Grails utiliza una implementación `org.codehaus.groovy.grails.exceptions.StackTraceFilterer` para filtrar las líneas de enfoque utilizado para filtrar, puede implementar esta interfaz en una clase en `src/groovy` o `src/java` y registrarla en `Config.groovy`:

```
grails.logging.stackTraceFiltererClass =
    'com.yourcompany.yourapp.MyStackTraceFilterer'
```

Además, Grails personaliza la presentación de la stacktrace filtrada para hacer que la información sea más legible. Para implementar la interfaz `org.codehaus.groovy.grails.exceptions.StackTracePrinter` y registrarla en `Config.groovy`:

```
grails.logging.stackTracePrinterClass =
    'com.yourcompany.yourapp.MyStackTracePrinter'
```

Por último, para procesar información de error en error del SGP, es necesaria una implementación de la interfaz `org.codehaus.groovy.grails.web.errors.ErrorsViewStackPrinter` registrada como un bean de Spring. Para utilizar su propia implementación de `org.codehaus.groovy.grails.exceptions.StackTraceFilterer` directamente en `ErrorsViewStackPrinter` y registrarla en `grails-app/conf/spring/resources`.

```
import com.yourcompany.yourapp.MyErrorsViewStackTracePrinter

beans = {
  errorsViewStackTracePrinter(MyErrorsViewStackTracePrinter,
                              ref('grailsResourceLocator'))
}
```

### 3.1.3 GORM

Grails ofrece las siguientes opciones de configuración de GORM:

- `grails.gorm.failOnError` - si establece en `true` causas `save()` método en la `grails.validation.ValidationException` [validation](#) falle durante un `save`. Esta opción cadenas que representan los nombres de los paquetes. Si el valor es una lista de cadenas, a continuación se aplicará a las clases de dominio de los paquetes (incluyendo sub-paquetes). Consulte a la documentación para más información.

Por ejemplo, para activar `failOnError` para todas las clases de dominio:

```
Grails.Gorm.failOnError=true
```

y habilitar el paquete `failOnError` para las clases de dominio:

```
Grails.Gorm.failOnError = ['com.companyname.somepackage',
                           'com.companyname.someotherpackage']
```

- `grails.gorm.autoFlush` = si se establece en `true` causas [merge](#), [save](#) y [delete](#) métodos reemplazando a la necesidad de vaciar explícitamente utilizando `save(flush: true)`.

## 3.2 Entornos

### Configuración por entornos

Grails es compatible con el concepto de configuración por entornos. Los archivos `Config.groovy`, `Bootstrap.groovy` en el directorio `grails-app/conf` pueden utilizar configuración por defecto proporcionada por [ConfigSlurper](#). Como ejemplo, considere la siguiente definición por defecto del `DataS`

```

dataSource {
    pooled = false
    driverClassName = "org.h2.Driver"
    username = "sa"
    password = ""
}
environments {
    development {
        dataSource {
            dbCreate = "create-drop"
            url = "jdbc:h2:mem:devDb"
        }
    }
    test {
        dataSource {
            dbCreate = "update"
            url = "jdbc:h2:mem:testDb"
        }
    }
    production {
        dataSource {
            dbCreate = "update"
            url = "jdbc:h2:prodDb"
        }
    }
}

```

Observe cómo la configuración común se proporciona en el nivel superior y, a continuación, esj especificando valores por entorno para dbCreate y la propiedad url para el DataSource.

## Empaquetado y ejecución para distintos entornos

La [línea de comando](#) de Grails tiene capacidad para ejecutar cualquier comando dentro del contexto de un

```
Grails [entorno] [nombre de comando]
```

Además, hay 3 entornos preestablecidos para Grails: dev, prod, y test, para development, pro crear un WAR para el entorno de test puede ejecutar:

```
grails test war
```

Para otros entornos puede pasar una variable `grails.env` para cualquier comando:

```
Grails-Dgrails.env=UAT run-app
```

## Detección de entorno mediante programación

Dentro del código, como en un script de Gant o una clase de bootstrap se puede detectar el entorno median

```
import grails.util.Environment

...

switch (Environment.current) {
    case Environment.DEVELOPMENT:
        configureForDevelopment()
        break
    case Environment.PRODUCTION:
        configureForProduction()
        break
}
```

## Bootstrap por entorno

A menudo es deseable ejecutar código cuando la aplicación se inicia dependiendo del entorno. Para ello puedes utilizar el archivo `grails-app/conf/BootStrap.groovy`:

```
def init = { ServletContext ctx ->
    environments {
        production {
            ctx.setAttribute("env", "prod")
        }
        development {
            ctx.setAttribute("env", "dev")
        }
    }
    ctx.setAttribute("foo", "bar")
}
```

## Ejecución genérica por entorno

En el ejemplo anterior de `BootStrap` se utiliza la clase `grails.util.Environment` internamente para ejecutar su propia lógica específica del entorno:

```
Environment.executeForCurrentEnvironment {
    production {
        // hacer algo en producción
    }
    development {
        // hacer algo en desarrollo
    }
}
```

## 3.3 El origen de datos

Dado que Grails se basa en la tecnología Java configurar un origen de datos requiere algunos conocimientos (como configurar un `DataSource` en Java Database Connectivity).

Si utilizas una base de datos que no sea H2 necesitas un driver JDBC. Por ejemplo para MySQL sería necesario el driver `mysql-connector-java`.

Los drivers suelen empaquetarse en forma de un archivo JAR. Es mejor utilizar Ivy para resolver el jar de Maven, por ejemplo podrías añadir una dependencia para el controlador de MySQL como esta:

```

grails.project.dependency.resolution = {
    inherits("global")
    log "warn"
    repositories {
        grailsPlugins()
        grailsHome()
        grailsCentral()
        mavenCentral()
    }
    dependencies {
        runtime 'mysql:mysql-connector-java:5.1.16'
    }
}

```

Tenga en cuenta que el repositorio incorporado `mavenCentral()` se incluye aquí ya es un lugar confiable.

Si no puede utilizar Ivy, ponga el jar en el directorio `lib` del proyecto.

Una vez que tenga el jar resuelto necesita familiarizarse con el descriptor del origen de datos en `grails-app/conf/DataSource.groovy`. Este archivo contiene la definición de origen de datos que se utilizará.

- `driverClassName` - el nombre de clase del controlador JDBC.
- `username` - el nombre de usuario utilizado para establecer una conexión JDBC.
- `password` - la contraseña utilizada para establecer una conexión JDBC.
- `url` - la URL JDBC de la base de datos.
- `dbCreate` - si se va a generar automáticamente la base de datos del dominio modelo - uno de 'create', 'update' (actualizar) o 'validate' (validar).
- `pooled` - si va a utilizar un pool de conexiones (de forma predeterminada es `true`)
- `logSql` - habilitar el registro de SQL a stdout.
- `formatSql` - formato del SQL.
- `dialect` - clase o una cadena que representa el dialecto de hibernate utilizado para comunicarse con la base de datos. Consulte [org.hibernate.dialect](http://org.hibernate.dialect) para dialectos disponibles.
- `readOnly` - si `true` hace el origen de datos de sólo lectura, lo que resulta en que el pool de conexiones se reutiliza con cada conexión.
- `properties` - propiedades adicionales para establecer en el bean `DataSource`. Consulte la [BasicDataSource](#).

Una configuración típica para MySQL puede ser algo así como:

```

dataSource {
    pooled = true
    dbCreate = "update"
    url = "jdbc:mysql://localhost/yourDB"
    driverClassName = "com.mysql.jdbc.Driver"
    dialect = org.hibernate.dialect.MySQL5InnoDBDialect
    username = "yourUser"
    password = "yourPassword"
}

```



Cuando configurando el origen de datos se incluyen el tipo o la palabra clave de `def` ante opciones de configuración, Groovy tratará estas como definiciones de variables locales y ejemplo, lo siguiente es inválido:

```
dataSource {  
    boolean pooled = true // type declaration results in ignored local variable  
    ...  
}
```

Ejemplo de configuración avanzada utilizando propiedades adicionales:

```
dataSource {  
    pooled = true  
    dbCreate = "update"  
    url = "jdbc:mysql://localhost/yourDB"  
    driverClassName = "com.mysql.jdbc.Driver"  
    dialect = org.hibernate.dialect.MySQL5InnoDBDialect  
    username = "yourUser"  
    password = "yourPassword"  
    properties {  
        maxActive = 50  
        maxIdle = 25  
        minIdle = 5  
        initialSize = 5  
        minEvictableIdleTimeMillis = 60000  
        timeBetweenEvictionRunsMillis = 60000  
        maxWait = 10000  
        validationQuery = "/* ping */"  
    }  
}
```

## Más sobre dbCreate

Hibernate puede crear automáticamente las tablas de base de datos necesarias para su modelo de dominio cómo lo hace a través de la propiedad `dbCreate`, que puede tomar estos valores:

- **create** - borra la estructura vigente el esquema en el inicio, borrando tablas, índices, etc. primero.
- **create-drop** - igual que **create**, pero también borra las tablas cuando se cierra la aplicación sin error.
- **update** - crea las tablas e índices que faltan y actualiza el esquema actual sin perder datos ni las tablas. Maneja correctamente muchos cambios en el esquema como cambios de nombre de columna (te deja los datos existentes).
- **validate** - no modifica la base de datos. Compara la configuración con el esquema de base de datos existente.
- cualquier otro valor - no hace nada.

También puede quitar el parámetro `dbCreate`, que es lo recomendado una vez que su esquema es necesario cuando su base de datos y aplicaciones se implementan en producción. Los cambios de la base de datos se manejan adecuadamente, con secuencias de comandos SQL o una herramienta de migración como [Liquibase](#) (Liquibase y está estrechamente integrado con Grails y GORM).

### 3.3.1 Orígenes de datos y entornos

La configuración del ejemplo anterior asume que desea la misma configuración para todos los entornos: pr

La definición de origen de datos de Grails es sensible al entorno, por lo que puedes hacer o siguiente:

```
dataSource {
    pooled = true
    driverClassName = "com.mysql.jdbc.Driver"
    dialect = org.hibernate.dialect.MySQL5InnoDBDialect
    // other common settings here
}

environments {
    production {
        dataSource {
            url = "jdbc:mysql://liveip.com/liveDb"
            // other environment-specific settings here
        }
    }
}
```

### 3.3.2 Orígenes de datos JNDI

#### Utilizando un origen de datos JNDI

La mayoría de los contenedores J2EE proporcionan instancias de DataSource a través de [Java Naming](#) es compatible con la definición de orígenes de datos JNDI como sigue:

```
dataSource {
    jndiName = "java:comp/env/myDataSource"
}
```

El formato del nombre JNDI puede variar de un contenedor a otro, pero la manera de definir el DataSource

#### Configuración de un recurso JNDI de tiempo de desarrollo

La forma en que puede configurar orígenes de datos JNDI al tiempo de desarrollo depende del plugin utilizado. El plugin puede definir recursos JNDI mediante `grails.naming.entries` en `grails-app/conf/C`

```

grails.naming.entries = [
  "bean/MyBeanFactory": [
    auth: "Container",
    type: "com.mycompany.MyBean",
    factory: "org.apache.naming.factory.BeanFactory",
    bar: "23"
  ],
  "jdbc/EmployeeDB": [
    type: "javax.sql.DataSource", //required
    auth: "Container", // optional
    description: "Data source for Foo", //optional
    driverClassName: "org.h2.Driver",
    url: "jdbc:h2:mem:database",
    username: "dbusername",
    password: "dbpassword",
    maxActive: "8",
    maxIdle: "4"
  ],
  "mail/session": [
    type: "javax.mail.Session",
    auth: "Container",
    "mail.smtp.host": "localhost"
  ]
]

```

### 3.3.3 Migraciones automáticas de bases de datos

La propiedad `dbCreate` de la definición del `DataSource` es importante ya que dicta lo que debe hacer respecto a la generación automática de las tablas de base de datos de clases [GORM](#). Las opciones se describen

- `create`
- `create-drop`
- `update`
- `validate`
- `no value`

En modo [desarrollo](#) `dbCreate` es por defecto `"create-drop"` (borrar y crear), pero en algún punto en el de la producción) deberá dejar de borrar y volver a crear la base de datos cada vez que inicie el servidor.

Es tentador cambiar a `update` (actualizar) para mantener los datos existentes y sólo actualizar el esquema de actualización de Hibernate es muy conservador. No realizar los cambios que podrían dar renombrado de columnas o tablas, por lo que quedará con el viejo y también con el nuevo.

Grails soporta migraciones estilo Rails a través del plugin [Database Migration](#) plugin que puede instalarse

```

grails install-plugin database-migration

```

El plugin utiliza [Liquibase](#) y proporciona acceso a toda su funcionalidad y también cuenta con soporte para cambio comparando sus clases de dominio con una base de datos).

### 3.3.4 Proxy de origen de datos preparado para transacción



El `dataSource` bean está envuelto en un proxy preparado para la transacción por lo que se le dará la `currentSession` actual o la `Session` Hibernate si está activa.

Si esto no fuera el caso, entonces recuperar una conexión desde el `dataSource` sería una nueva conexión que no hayan sido comprometidos aún (suponiendo que tiene un aislamiento de transacción razonable mejor).

El `dataSource` real fuera del proxy sigue estando disponible si necesita tener acceso a él; su nombre de

Se puede acceder a este bean como a cualquier otro bean de Spring, es decir, mediante inyección de depen

```
class MyService {
  def dataSourceUnproxied
  ...
}
```

o solicitándolo al `ApplicationContext`:

```
def dataSourceUnproxied = ctx.dataSourceUnproxied
```

### 3.3.5 La consola de la Base de Datos

La [consola de base de datos H2](#) es una práctica función de H2 que proporciona una interfaz basada en web un driver JDBC, y es muy útil para ver la base de datos contra la que se está desarrollando. Es especialmente útil para la base de datos en memoria.

Para acceder a la consola, vaya a la dirección **`http://localhost:8080/appname/dbconsole`** en un navegador. El atributo `grails.dbconsole.urlRoot` en el `Config.groovy` y por defecto es `'/dbconsole'`.

La consola está activada por defecto en el modo de desarrollo y puede ser activada o desactivada en otros modos. El atributo `grails.dbconsole.enabled` en el `Config.groovy`. Por ejemplo, podría habilitar la consola en la producción:

```
environments {
  production {
    grails.serverURL = "http://www.changeme.com"
    grails.dbconsole.enabled = true
    grails.dbconsole.urlRoot = '/admin/dbconsole'
  }
  development {
    grails.serverURL = "http://localhost:8080/${appName}"
  }
  test {
    grails.serverURL = "http://localhost:8080/${appName}"
  }
}
```



Si habilita la consola en producción asegúrese de proteger el acceso a ella mediante un framework de seguridad.

## Configuración

Por defecto, la consola está configurada para una base de datos H2 que funciona con la configuración por base de datos externa; basta con cambiar la URL JDBC a `jdbc:h2:mem:devDB`. Si ha configurado un MySQL, Oracle, etc.) puede utilizar la lista desplegable de Saved Settings para seleccionar una plantilla y la contraseña de tu DataSource.groovy.

### 3.3.6 Orígenes de datos múltiples

Por defecto, todas las clases de dominio comparten un solo DataSource y una única base de datos, pero un dominio en dos o más DataSources.

#### Configuración de orígenes de datos adicionales

La configuración del DataSource por defecto en `grails-app/conf/DataSource.groovy` es al

```
dataSource {
    pooled = true
    driverClassName = "org.h2.Driver"
    username = "sa"
    password = ""
}
hibernate {
    cache.use_second_level_cache = true
    cache.use_query_cache = true
    cache.provider_class = 'net.sf.ehcache.hibernate.EhCacheProvider'
}

environments {
    development {
        dataSource {
            dbCreate = "create-drop"
            url = "jdbc:h2:mem:devDb"
        }
    }
    test {
        dataSource {
            dbCreate = "update"
            url = "jdbc:h2:mem:testDb"
        }
    }
    production {
        dataSource {
            dbCreate = "update"
            url = "jdbc:h2:prodDb"
        }
    }
}
```

Esto configura un único DataSource con un bean de Spring llamado dataSource. Para configurar DataSource en un bloque dataSource (en el nivel superior, en un bloque de entorno, o ambos), al igual que la definición de nombre personalizado, separado por un guión bajo. Por ejemplo, esta configuración agrega un segundo entorno de desarrollo y Oracle en producción:

```

environments {
    development {
        dataSource {
            dbCreate = "create-drop"
            url = "jdbc:h2:mem:devDb"
        }
        dataSource_lookup {
            dialect = org.hibernate.dialect.MySQLInnoDBDialect
            driverClassName = 'com.mysql.jdbc.Driver'
            username = 'lookup'
            password = 'secret'
            url = 'jdbc:mysql://localhost/lookup'
            dbCreate = 'update'
        }
    }
    test {
        dataSource {
            dbCreate = "update"
            url = "jdbc:h2:mem:testDb"
        }
    }
    production {
        dataSource {
            dbCreate = "update"
            url = "jdbc:h2:prodDb"
        }
        dataSource_lookup {
            dialect = org.hibernate.dialect.Oracle10gDialect
            driverClassName = 'oracle.jdbc.driver.OracleDriver'
            username = 'lookup'
            password = 'secret'
            url = 'jdbc:oracle:thin:@localhost:1521:lookup'
            dbCreate = 'update'
        }
    }
}

```

Puede utilizar las mismos o diferentes bases de datos siempre y cuando esté soportadas por Hibernate.

## Configuración de clases de dominio

Si una clase de dominio no tiene ninguna configuración de DataSource, utiliza el 'dataSource' o 'datasource' en el bloque mapping para configurar otro DataSource. Por ejemplo, si desea DataSource 'lookup', configúrelo así:

```

class ZipCode {
    String code
    static mapping = {
        datasource 'lookup'
    }
}

```

Una clase de dominio también puede utilizar dos o más DataSources. Use la propiedad 'datasources' para configurar más de uno, por ejemplo:

```
class ZipCode {
    String code
    static mapping = {
        datasources(['lookup', 'auditing'])
    }
}
```

Si una clase de dominio utiliza el DataSource por defecto y algún o algunos otros, utilice el nombre DataSource por defecto:

```
class ZipCode {
    String code
    static mapping = {
        datasources(['lookup', 'DEFAULT'])
    }
}
```

Si una clase de dominio utiliza todos los DataSources configurados use el valor especial 'ALL':

```
class ZipCode {
    String code
    static mapping = {
        datasource 'ALL'
    }
}
```

## Espacios de nombres y métodos GORM

Si una clase de dominio utiliza más de un DataSource puede utilizar el espacio de nombres que implica hacer llamadas GORM para un determinado DataSource. Por ejemplo, esta clase que utiliza dos DataSources:

```
class ZipCode {
    String code
    static mapping = {
        datasources(['lookup', 'auditing'])
    }
}
```

El primer DataSource especificado es el valor por defecto cuando no se utiliza un espacio de nombres predeterminado es 'lookup'. Pero puede llamar a métodos GORM con el DataSource con nombre del DataSource.

```
def zipCode = ZipCode.auditing.get(42)
...
zipCode.auditing.save()
```

Como puede ver, agrega el DataSource a la llamada de método tanto en el caso de llamada estática como

## Servicios

Como las clases de dominio, los servicios utilizan el DataSource por defecto y el PlatformTransactionManager para que utilice un DataSource diferente, utilice la propiedad estática datasource, por ejemplo:

```
class DataService {
    static datasource = 'lookup'
    void someMethod(...) {
        ...
    }
}
```

Un servicio transaccional puede sólo utilizar un único DataSource, así que asegúrese de sólo hacer con un DataSource es el mismo que el del servicio.

Tenga en cuenta que la fuente de datos que se especifica en un servicio no tiene relación con las fuentes de datos de dominio, que son determinadas por los orígenes de datos declarados en las clases de dominio. Se utilizan transacciones se utilizará.

Lo que verá es que si usted tiene una clase de dominio Foo en un DataSource1 y una clase de dominio Bar en un DataSource2, un método del servicio que salva un nuevo Foo y un nuevo Bar se ejecutará en dos transacciones, y la operación no afectará a la instancia de Bar. Si quieres ser transaccional y utilizar dos servicios y fuentes de datos con commit en dos fases, por ejemplo, con el plugin Atomikos.

## XA y commit en dos fases

Grails no tiene soporte nativo para DataSources [XA](#) o [commit en dos fases](#), pero el [plugin Atomikos](#) proporciona documentación de plugin para conocer los cambios que debe hacer en la definición de su DataSource para soportar XA.

## 3.4 Externalizando la configuración

Algunas implementaciones requieren que la configuración proceda de más de una ubicación y sea rediseñado de la aplicación. Para admitir estos escenarios de despliegue la configuración puede ser extendida a varias ubicaciones de los archivos de configuración que deben utilizarse mediante la adición de un valor de Config.groovy, por ejemplo:

```
Grails.config.Locations = [
    "classpath:${appName}-config.properties",
    "classpath:${appName}-config.groovy",
    "file:${userHome}/.grails/${appName}-config.properties",
    "file:${userHome}/.grails/${appName}-config.groovy"]
```

En el ejemplo anterior estamos cargando archivos de configuración (archivos de propiedades Java y diferentes lugares del classpath y archivos ubicados en `USER_HOME`).

También es posible cargar configuración especificando una clase que es un script de configuración.

```
Grails.config.Locations = [com.my.app.MyConfig]
```

Esto puede resultar útil en situaciones en que la configuración viene de un plugin o de alguna otra parte de reutilizar la configuración proporcionada por plugins en múltiples aplicaciones.

En última instancia todos los archivos de configuración se fusionaron en la propiedad `config` del objeto obtenerse a partir de ahí.

Los valores que tienen el mismo nombre que otros valores definidos anteriormente sobrescribirán los configuración se cargan en el orden en el que se definen.

## Valores de configuración predeterminados

Los valores de configuración contenidos en los lugares descritos por la propiedad `grails.config.locations` definidos en el archivo `Config.groovy` de la aplicación que puede no ser lo que quiere. Puede que *defecto* cargados que pueden ser sobrescritos en el archivo `Config.groovy` de la aplicación o en cualquier caso puede utilizar la propiedad `grails.config.defaults.locations`.

Esta propiedad soporta los mismos valores que la propiedad `grails.config.locations` (es decir, archivos de propiedad o clases), pero la configuración descrita por `grails.config.defaults.locations` los demás valores y por lo tanto, se puede reemplazar. Algunos plugins usan este mecanismo para la configuración por defecto que puede incluir en la configuración de su aplicación.



Grails también soporta el concepto de titulares de la propiedad y configuradores de reemplazo como se define en [Spring](#). Para obtener más información sobre estos, consulte la sección [Grails](#).

## 3.5 Versionado

### Conceptos básicos de versionado

Grails se ha construido con soporte a la creación de versiones de aplicaciones. La versión de la aplicación se define con el comando [create-app](#). La versión se almacena en el archivo de meta datos de la aplicación raíz del proyecto.

Para cambiar la versión de la aplicación puede editar manualmente el archivo o ejecute el comando [set-ver](#)

```
grails set-version 0.2
```

La versión se utiliza en varios comandos incluyendo el comando [war](#) que anexará la versión de la aplicación creado.

## Detectar versiones en tiempo de ejecución

Puede detectar la versión de la aplicación mediante el soporte de Grails para metadatos de aplicación. Por ejemplo dentro de los [controllers](#) es una variable implícita [grailsApplication](#) que puede utilizarse:

```
def version = grailsApplication.metadata['app.version']
```

Puede recuperar la versión de Grails que se ejecuta con:

```
def grailsVersion = grailsApplication.metadata['app.grails.version']
```

o en la clase `GrailsUtil`:

```
import grails.util.GrailsUtil
...
def grailsVersion = GrailsUtil.grailsVersion
```

## 3.6 Documentación del proyecto

Desde Grails 1.2, el motor de documentación usado para la creación de esta documentación ha estado diseñado para Grails.

El motor de documentación utiliza una variación de la sintaxis de [Textile](#) para crear automáticamente la documentación en formato, etc..

### Creación de documentación del proyecto

Para utilizar el motor tiene que seguir unos convenios. En primer lugar, debe crear a un directorio `src/docs` de documentación. A continuación, debe crear a los documentos propiamente. Cada capítulo debe tener subsecciones. Acabará con algo así como:

```
+ src/docs/guide/introduction.gdoc
+ src/docs/guide/introduction/changes.gdoc
+ src/docs/guide/gettingStarted.gdoc
+ src/docs/guide/configuration.gdoc
+ src/docs/guide/configuration/build.gdoc
+ src/docs/guide/configuration/build/controllers.gdoc
```

Tenga en cuenta que puede tener todos los archivos gdoc en el directorio de nivel superior si quiere, pero subdirectorios después de la sección principal, como se muestra en el ejemplo anterior.

Una vez que tenga los archivos origen, aún necesita decirle al motor de documentación lo que va a ser la hacerlo, debe agregar un archivo `src/docs/guide/toc.yml` que contiene la estructura y los títulos: formato [YAML](#) y básicamente representa la estructura de la Guía de Usuario en forma de árbol. Por ejemplo representarse como:

```
introduction:
  title: Introduction
  changes: Change Log
gettingStarted: Getting Started
configuration:
  title: Configuration
  build:
    title: Build Config
    controllers: Specifying Controllers
```

El formato es bastante sencillo. Cualquier sección que tiene subsecciones se representa con el nombre extensión .gdoc) seguido de dos puntos. La siguiente línea debe contener `title:` además el título de la. Así, cada subsección tiene su propia línea después del título. Los nodos hoja, es decir, aquellos sin ninguna línea que el nombre de sección pero después de los dos puntos.

Eso es todo. Puede agregar, eliminar y mover secciones dentro de `toc.yml` para reestructurar la Guía asegurarse de que todos los nombres de sección, es decir, los nombres de los archivos gdoc, deben ser enlaces internos y los nombres de archivo HTML. No se preocupe de ello, porque el motor de documentación duplicados.

## Creación de elementos de referencia

Elementos de referencia aparecen en la sección de referencia rápida de la documentación. Cada elemento y una categoría es un directorio ubicado en el directorio `src/docs/ref`. Por ejemplo, suponga un controlador llamado `renderPDF`. Pertenece a la categoría `controladores` por lo que debe crear una ubicación:

```
+ src/docs/ref/Controllers/renderPDF.gdoc
```

## Configuración de las propiedades de salida

Hay varias propiedades que se pueden definir en el archivo `grails-app/conf/Config.groovy` de la documentación, como:

- **grails.doc.authors** - los autores de la documentación
- **grails.doc.license** - la licencia del software
- **grails.doc.copyright** - el mensaje de copyright para mostrar
- **grails.doc.footer** - el pie de página para utilizar



Otras propiedades como el nombre de la versión y la documentación son extraídos de su propio proyecto.

## Generación de documentación

Una vez haya creado alguna documentación (consulte la Guía de sintaxis en el capítulo siguiente) puede generarla mediante el comando:

```
grails doc
```

Este comando generará un `docs/manual/index.html` que se puede abrir en un navegador para ver la documentación.

## Sintaxis de documentación

Como se ha mencionado, la sintaxis es muy similar al estilo de marcado de wiki de Textile o Confluence. Aquí se muestran algunos ejemplos de la sintaxis.

### Formato básico

Monospace: `monospace`

```
@monospace@
```

Cursiva: *italic*

```
_italic_
```

Negrita: **bold**

```
*bold*
```

Cursiva: *italic*

```
_italic_
```

Image:  **GRAILS**

```
!http://grails.org/images/new/grailslogo_topNav.png!
```

### Enlazando

Hay varias formas de crear vínculos con el generador de documentación. Un enlace externo básico puede Confluence o Textile:

```
[SpringSource|http://www.springsource.com/]
```

o

```
"SpringSource":http://www.springsource.com/
```

Para enlaces a otras secciones dentro de la Guía de Usuario puede utilizar el prefijo `guide:` con el nombre de la sección:

```
[Intro|guide:introduction]
```

El nombre de sección proviene el nombre del archivo `gdoc` correspondiente. El motor de documentación lee el nombre de la sección de la guía.

Puede utilizar una sintaxis especial para vincular a elementos de referencia:

```
[controllers|renderPDF]
```

En este caso la categoría del elemento de referencia es el lado izquierdo de la `|` y el nombre del elemento de referencia es el lado derecho.

Finalmente, para vincular a las API externas puede utilizar el prefijo `api:`. Por ejemplo:

```
[String|api:java.lang.String]
```

El motor de documentación creará automáticamente el vínculo javadoc apropiado en este caso. Para agregar la configuración en `grails-app/conf/Config.groovy`. Por ejemplo:

```
grails.doc.api.org.hibernate=  
    "http://docs.jboss.org/hibernate/stable/core/javadocs"
```

En el ejemplo anterior se configurarán las clases dentro del paquete de `org.hibernate` para vincular Hibernate.

## Listas y cabeceras

Las cabeceras pueden crearse mediante la especificación de la letra 'h' seguido de un número y un punto:

```
h3.<space>Título3
h4.<space>Heading4
```

Las listas desordenadas se definen con el uso del carácter :

```
* item 1
** subitem 1
** subitem 2
* item 2
```

Las listas numeradas pueden definirse con el carácter #:

```
# item 1
```

Las tablas pueden ser generadas usando la macro `table`:

Name	Number
Albert	46
Wilma	1348
James	12

```
{table}
*Nombre* | *Número*
Albert | 46
Wilma | 1348
James | 12
{table}
```

## Código y notas

Puede definir bloques de código con la macro `code`:

```
class Book {
    String title
}
```

```
{code}
class Book {
    String title
}
{code}
```


El ejemplo anterior proporciona resaltado de sintaxis para código Java y Groovy, pero también puede resal

```
<hello>world</hello>
```

```
{code:xml}  
<hello>world</hello>  
{code}
```


También hay un par de macros para mostrar notas y avisos:

Note:

 This is a note!

```
{note}  
This is a note!  
{note}
```

Advertencia:

 This is a warning!

```
{warning}  
This is a warning!  
{warning}
```

## 3.7 Resolución de dependencias

Grails ofrece un DSL de resolución de dependencia que le permite controlar cómo se resuelven las depend

Especifica una propiedad `grails.project.dependency.resolution` en `grails-app/conf/BuildConfig.groovy` que configura cómo se resuelven las dependencias:

```
grails.project.dependency.resolution = {  
    // config here  
}
```

La configuración por defecto el siguiente aspecto:

```

grails.project.class.dir = "target/classes"
grails.project.test.class.dir = "target/test-classes"
grails.project.test.reports.dir = "target/test-reports"
//grails.project.war.file = "target/${appName}-${appVersion}.war"

grails.project.dependency.resolution = {
    // inherit Grails' default dependencies
    inherits("global") {
        // uncomment to disable ehcache
        // excludes 'ehcache'
    }
    log "warn"
    repositories {
        grailsPlugins()
        grailsHome()
        grailsCentral()

        // uncomment these to enable remote dependency resolution
        // from public Maven repositories
        //mavenCentral()
        //mavenLocal()
        //mavenRepo "http://snapshots.repository.codehaus.org"
        //mavenRepo "http://repository.codehaus.org"
        //mavenRepo "http://download.java.net/maven/2/"
        //mavenRepo "http://repository.jboss.com/maven2/"
    }
    dependencies {
        // specify dependencies here under either 'build', 'compile',
        // 'runtime', 'test' or 'provided' scopes eg.

        // runtime 'mysql:mysql-connector-java:5.1.16'
    }

    plugins {
        compile ":hibernate:$grailsVersion"
        compile ":jquery:1.6.1.1"
        compile ":resources:1.0"

        build ":tomcat:$grailsVersion"
    }
}

```

Los detalles sobre lo anterior se explica en las siguientes secciones.

### 3.7.1 Configuración y dependencias

Grails ofrece cinco configuraciones de resolución de dependencia (o 'ámbitos'):

- **build**: dependencias sólo para el sistema de compilación.
- **compile**: dependencias para el tiempo de compilación.
- **runtime**: dependencias necesarias en tiempo de ejecución, pero no para la compilación (véase más abajo).
- **test**: dependencias necesarias para las pruebas, pero no en tiempo de ejecución (véase más arriba).
- **provided**: dependencias necesarias en el tiempo de desarrollo, pero no durante el despliegue de WAR.

Dentro del bloque de `dependencies` puede especificar una dependencia que corresponde con un método equivalente. Por ejemplo, si su aplicación requiere el controlador MySQL funcione en tiempo de ejecución, puede especificarlo así:

```
runtime 'com.mysql:mysql-connector-java:5.1.16'
```

Esto utiliza la sintaxis de cadena: `group:name:version`. También puede utilizar una sintaxis basada en

```
runtime group: 'com.mysql',  
        name: 'mysql-connector-java',  
        version: '5.1.16'
```

En la terminología de Maven, `group` corresponde al `groupId` de un artefacto y `name` corresponde a su

Varias dependencias pueden especificarse pasando varios argumentos:

```
runtime 'com.mysql:mysql-connector-java:5.1.16',  
        'net.sf.ehcache:ehcache:1.6.1'  
  
// o  
  
runtime(  
    [group:'com.mysql', name:'mysql-connector-java', version:'5.1.16'],  
    [group:'net.sf.ehcache', name:'ehcache', version:'1.6.1']  
)
```

## Deshabilitar la resolución de dependencias transitiva

De forma predeterminada, Grails no sólo obtendrá los jars y plugins que se declaran, sino también sus dependencias que se desea, pero hay ocasiones donde desea una dependencia sin todo su equipaje. En tales casos, deshabilitar la dependencia transitivas:

```
runtime('com.mysql:mysql-connector-java:5.1.16',  
        'net.sf.ehcache:ehcache:1.6.1') {  
    transitive = false  
}  
  
// o  
  
runtime group:'com.mysql',  
        name:'mysql-connector-java',  
        version:'5.1.16',  
        transitive:false
```

## Excluyendo las dependencias transitivas específicas

Un escenario mucho más común es cuando desea las dependencias transitivas, pero algunos de ellas son innecesarias. Por ejemplo, muchos proyectos de Apache tienen 'commons-logging' como dependencia, pero debería ser incluido en un proyecto Grails (utilizamos SLF4J). Ahí es donde la opción `excludes` interviene.

```
runtime('com.mysql:mysql-connector-java:5.1.16',
        'net.sf.ehcache:ehcache:1.6.1') {
    excludes "xml-apis", "commons-logging"
}

// o
runtime(group:'com.mysql', name:'mysql-connector-java', version:'5.1.16') {
    excludes([ group: 'xml-apis', name: 'xml-apis'],
            [ group: 'org.apache.httpcomponents' ],
            [ name: 'commons-logging' ])
```

Como puede ver, puede excluir las dependencias por su ID de artefacto (también conocido como un nombre de ID de grupo y artefacto (si se utiliza la notación del mapa). También puede utilizar `exclude`, pero es un mapa:

```
runtime('com.mysql:mysql-connector-java:5.1.16',
        'net.sf.ehcache:ehcache:1.6.1') {
    exclude "xml-apis"
}
```

## Utilizando las configuraciones de módulo de Ivy

Si utiliza las configuraciones de módulo de Ivy y desea depender de una configuración específica de `dependencyConfiguration` para especificar la configuración a usar.

```
provided("my.org:web-service:1.0") {
    dependencyConfiguration "api"
}
```

Si no se establece explícitamente la configuración de la dependencia, la configuración denominada `default` es el valor correcto para dependencias procedentes de repositorios de estilo Maven).

## 3.7.2 Repositorios de dependencias

### Repositorios remotos

Inicialmente su `BuildConfig.groovy` no utiliza los repositorios Maven públicos remotos. Existe un repositorio que buscará los archivos JAR Grails necesarios para la instalación de Grails. Para usar un público, especifique el

```
repositories {
    mavenCentral()
}
```

En este caso se especifica el repositorio de Maven público predeterminado. Para utilizar el repositorio de (Enterprise Bundle Repository) puede utilizar el método `ebRepository()` método:

```
repositories {  
    ebr()  
}
```

También puede especificar un repositorio Maven específico utilizando una URL:

```
repositories {  
    mavenRepo "http://repository.codehaus.org"  
}
```

## Repositorios de control heredados de Plugins

Un plugin que ha instalado puede definir una referencia a un repositorio remoto igual que una aplicación. definición de repositorio al instalar el plugin.

Si no desea heredar las definiciones de repositorio de plugins puede desactivar herencia del repositorio:

```
repositories {  
    inherit false  
}
```

hidden}

In this case your application will not inherit any repository definitions from plugins and it is down to internal repository definitions.

## Local Resolvers

If you do not wish to use a public Maven repository you can specify a flat file repository:

```
repositories {  
    flatDir name: 'myRepo', dirs: '/path/to/repo'  
}
```

To specify your local Maven cache (~/.m2/repository) as a repository:

## Custom Resolvers

If all else fails since Grails builds on Apache Ivy you can specify an Ivy resolver:



```

/*
 * Configure our resolver.
 */
def libResolver = new org.apache.ivy.plugins.resolver.URLResolver()
['libraries', 'builds'].each {

    libResolver.addArtifactPattern(
        "http://my.repository/${it}/" +
        "[organisation]/[module]/[revision]/[type]s/[artifact].[ext]")

    libResolver.addIvyPattern(
        "http://my.repository/${it}/" +
        "[organisation]/[module]/[revision]/[type]s/[artifact].[ext]")
}

libResolver.name = "my-repository"
libResolver.settings = ivySettings

resolver libResolver

```

También es posible extraer las dependencias de un repositorio mediante SSH. Ivy viene con una resolución para incluir en el proyecto como tal:

```

import org.apache.ivy.plugins.resolver.SshResolver
...
repositories {
    ...

    def sshResolver = new SshResolver(
        name: "myRepo",
        user: "username",
        host: "dev.x.com",
        keyFile: new File("/home/username/.ssh/id_rsa"),
        m2compatible: true)

    sshResolver.addArtifactPattern(
        "/home/grails/repo/[organisation]/[artifact]/" +
        "[revision]/[artifact]-[revision].[ext]")

    sshResolver.latestStrategy =
        new org.apache.ivy.plugins.latest.LatestTimeStrategy()

    sshResolver.changingPattern = ".*SNAPSHOT"

    sshResolver.setCheckmodified(true)

    resolver sshResolver
}

```

Descargue el JAR [JSch](#) y añádalo al classpath de Grails para utilizar el resolutor SSH. Puede hacerlo pasando el JAR a Grails:

```
grails -classpath /path/to/jsch compile|run-app|etc.
```

También puede agregar su ruta a la variable de entorno CLASSPATH pero tenga en cuenta este efecto secundario: una alternativa en Unix es crear un alias para grails - classpath... , por lo que no es necesario que lo haga cada vez.

## Autenticación

Si su repositorio requiere autenticación puede configurar esto utilizando el bloque `credentials`:

```
credentials {
    realm = ".."
    host = "localhost"
    username = "myuser"
    password = "mypass"
}
```

Esto puede ser colocado en el archivo `USER_HOME/.grails/settings.groovy` `grails.project.ivy.authentication`:

```
grails.project.ivy.authentication = {
    credentials {
        realm = ".."
        host = "localhost"
        username = "myuser"
        password = "mypass"
    }
}
```

### 3.7.3 Depurando la resolución de dependencias

Si está teniendo problemas para conseguir que una dependencia se resuelva puede habilitar un modo de subyacente mediante el método `log`:

```
// log level of Ivy resolver, either 'error', 'warn',
// 'info', 'debug' or 'verbose'
log "warn"
```

### 3.7.4 Dependencias heredadas

De forma predeterminada cada aplicación Grails hereda varias dependencias del framework. Esto se realiza

```
inherits "global"
```

Dentro del archivo `BuildConfig.groovy`. Para excluir dependencias heredadas específicas usa el método

```
inherits("global") {
    excludes "oscache", "ehcache"
}
```

### 3.7.5 Dependencias por defecto

La mayoría de las aplicaciones Grails tienen dependencias de tiempo de ejecución sobre varios archivos jar. Estos incluyen bibliotecas como Spring, Sitemesh, Hibernate, etc... Cuando se crea un archivo war, todos los archivos jar se incluyen en el war. Sin embargo, una aplicación puede excluir estos archivos jar del war. Esto es útil cuando los archivos jar se reutilizan ya que normalmente sería el caso si varias aplicaciones Grails se despliegan en el mismo contenedor.

La resolución de dependencias DSL proporciona un mecanismo para expresar que todas las dependencias deben ser proporcionadas por el contenedor. Esto se hace invocando al método `defaultDependenciesProvided` y pasando `true`.

```
grails.project.dependency.resolution = {
  defaultDependenciesProvided true // all of the default dependencies will
                                // be "provided" by the container

  inherits "global" // inherit Grails' default dependencies

  repositories {
    grailsHome()
    ...
  }
  dependencies {
    ...
  }
}
```



`defaultDependenciesProvided` debe venir antes de `inherits`, de lo contrario las dependencias no se incluirán en el war.

### 3.7.6 Informes de dependencias

Como se menciona en la sección anterior una aplicación Grails consiste en dependencias heredadas del contenedor y dependencias de las aplicaciones en sí.

Para obtener un informe de las dependencias de una aplicación puede ejecutar el comando [dependency-report](#).

```
grails dependency-report
```

Por defecto esto generará informes en el directorio `target/dependency-report`. Puede especificar un informe pasando un argumento que contiene el nombre de configuración:

```
grails dependency-report runtime
```

### 3.7.7 Dependencias Jar de plugins

#### Especificación de las dependencias JAR de un plugin

La forma en que se especifican las dependencias para un [plugin](#) es idéntica a la que permite especificar dependencias para una aplicación. Cuando se instala un plugin en una aplicación la aplicación hereda automáticamente las dependencias del plugin.

Para definir una dependencia que se resuelve para su uso con el plugin pero no *se exporta* a la aplicación, la dependencia:

```
test('org.spockframework:spock-core:0.5-groovy-1.8') {  
    export = false  
}
```

En este caso la dependencia Spock estará disponibles sólo para el plugin y no será resuelta com  
Alternativamente, si utiliza la sintaxis de mapa:

```
test group: 'org.spockframework', name: 'spock-core',  
    version: '0.5-groovy-1.8', export: false
```



Puede utilizar `exported = false` en lugar de `export = false`, pero recomendamos coherente con el argumento de mapa.

## Reemplazar las dependencias JAR de un plugin en su aplicación

Si un plugin está utilizando un JAR que crea conflictos con otro plugin, o con una dependencia de la a  
plugin resuelve sus dependencias dentro de una aplicación mediante las exclusiones. Por ejemplo:

```
plugins {  
    compile(":hibernate:$grailsVersion") {  
        excludes "javassist"  
    }  
}  
  
dependencies {  
    runtime "javassist:javassist:3.4.GA"  
}
```

En este caso la aplicación explícitamente declara una dependencia en el plugin de "hibernate" y especifi  
excludes, excluyendo la biblioteca de javassist como una dependencia.

### 3.7.8 Integración con Maven

Cuando se utiliza el plugin Grails Maven, los mecanismos de resolución de dependencias de Grails está  
gestionará las dependencias con el archivo de `pom.xml` de Maven.

Sin embargo, si desea seguir utilizando los comandos Grails como [run-app](#), [test-app](#), etc... puede indicarl  
cargue las dependencias del archivo `pom.xml` Maven en su lugar.

Así que simplemente añada la siguiente línea a su `BuildConfig.groovy` :

```
grails.project.dependency.resolution = {
    pom true
    ..
}
```

La línea `pom true` le dice a Grails que analice el `pom.xml` de Maven y cargue las dependencias desde :

### 3.7.9 Desplegando a un repositorio Maven

Si utiliza a Maven para construir su proyecto Grails, puede utilizar el target estándar de Maven `mvn install` para desplegar un proyecto Grails o un plugin en un repositorio de Maven utilizando el plugin [maven-plugin](#).

El plugin permite publicar proyectos Grails y plugins en repositorios Maven locales y remotos. Hay dos tipos de plugins:

- **maven-install** - instala un plugin o un proyecto Grails en la caché local de Maven.
- **maven-deploy** - despliega un proyecto Grails o plugin para un repositorio Maven remoto.

De forma predeterminada este plugin generará automáticamente un `pom.xml` válido a menos que un `pom.xml` exista en el proyecto, en cuyo caso se utilizará este archivo `pom.xml`.

#### maven-install

El comando `maven-install` instalará el proyecto o plugin Grails en la caché local de Maven:

```
grails maven-install
```

En el caso de plugins, se instalará el archivo zip de plugin, mientras que para la aplicación se instalará el archivo war.

#### maven-deploy

El comando `maven-deploy` desplegará un proyecto Grails o plugin en un repositorio de Maven remoto:

```
grails maven-deploy
```

Se supone que se ha especificado la configuración necesaria `<distributionmanagement>` dentro de `<project>` en el `pom.xml` del repositorio remoto en el que desplegar:

```
grails maven-deploy --repository=myRepo
```

El argumento `repository` especifica el 'id' para el repositorio. Configure los detalles del repositorio en `grails-app/conf/BuildConfig.groovy` o en el archivo `$USER_HOME/.grails/settings.groovy`.

```
grails.project.dependency.distribution = {
    localRepository = "/path/to/my/local"
    remoteRepository(id: "myRepo", url: "http://myserver/path/to/repo")
}
```

La sintaxis para configurar repositorios remotos coincide con la sintaxis del elemento [remoteRepository](#) en el siguiente XML:

```
<remoteRepository id="myRepo" url="scp://localhost/www/repository">
    <authentication username="..." privateKey="${user.home}/.ssh/id_dsa"/>
</remoteRepository>
```

Puede ser expresada como:

```
remoteRepository(id: "myRepo", url: "scp://localhost/www/repository") {
    authentication username: "...", privateKey: "${userHome}/.ssh/id_dsa"
}
```

De forma predeterminada el plugin intentará detectar el protocolo a usar desde la URL del repositorio (es embargo para especificar otro protocolo puede hacer:

```
grails maven-deploy --repository=myRepo --protocol=webdav
```

Los protocolos disponibles son:

- http
- scp
- scpexe
- ftp
- webdav

## Versiones, artefactos y grupos

Maven define la noción de 'IdGrupo', 'artifactId' y 'versión'. Este plugin extrae esta información de los descriptor del plugin.

### Proyectos

Para las aplicaciones de este plugin utilizará el nombre de la aplicación de Grails y la versión proporcionada en `pom.xml`. Para cambiar la versión puede ejecutar el comando `set-version`:

```
grails set-version 0.2
```

El groupId de Maven será el mismo que el nombre del proyecto, a menos que se especifique otro diferente.

```
grails.project.groupId="com.mycompany"
```

## Plugins

Con un plugin de Grails el groupId y version proceden de las siguientes propiedades en el descriptor

```
String groupId = 'myOrg'  
String version = '0.1'
```

El 'artifactId' se toma del nombre del plugin. Por ejemplo, si tienes un plugin llamado FeedsGrailsPlugin tu plugin no especifica el groupId entonces por defecto utiliza "org.grails.plugins".

### 3.7.10 Dependencias de plugin

Como en Grails 1.3 puede especificar los plugins declarandolos como dependencias a través de la dependencia [install-plugin](#):

```
grails.project.dependency.resolution = {  
    ...  
    repositories {  
        ...  
    }  
    plugins {  
        runtime ':hibernate:1.2.1'  
    }  
    dependencies {  
        ...  
    }  
    ...  
}
```

Si no especifica un id de grupo se utiliza el id de grupo del plugin predeterminado de org.grails.plugins la versión más reciente de un plugin determinado mediante "latest.integration" como el número de versión.

```
plugins {  
    runtime ':hibernate:latest.integration'  
}
```

## Integration vs. Release

La etiqueta de versión "latest.integration" también incluirá resolver versiones snapshot. Para no incluir "latest.release":

```
plugins {
    runtime ':hibernate:latest.release'
}
```



La etiqueta de "latest.release" sólo funciona con repositorios compatibles con Maven. Si basado en SVN Grails debe utilizar "latest.integration".

Y por supuesto si utiliza un repositorio Maven con un id de grupo alternativo puede especificar un id de gr

```
plugins {
    runtime 'mycompany:hibernate:latest.integration'
}
```

## Exclusiones de plugin

Puede controlar cómo los plugins resuelven transitoriamente tanto las dependencias de plugin como de JA

```
plugins {
    runtime(':weceem:0.8') {
        excludes "searchable"
    }
}
```

Aquí hemos definido una dependencia en el plugin "weceem" que transitoriamente depende el plugin "se: excludes puede decirle a Grails que *NO* resuelva transitoriamente el plugin para búsquedas. Puede con versión alternativa de un plugin:

```
plugins {
    runtime(':weceem:0.8') {
        excludes "searchable" // excludes most recent version
    }
    runtime ':searchable:0.5.4' // specifies a fixed searchable version
}
```

Puede deshabilitar también completamente la instalación transitiva de plugins, en cuyo caso se resolverán



```
plugins {  
  runtime(':weceem:0.8') {  
    transitive = false  
  }  
  runtime ':searchable:0.5.4' // specifies a fixed searchable version  
}
```

## 4 La línea de comando

El sistema de comandos de Grails está construido sobre [Gant](#), un envoltorio simple de [Apache Ant](#).

Sin embargo, Grails lleva un paso más allá el uso de la convención y del comando `grails`. Cuando intro

```
grails [command name]
```

Grails busca en los siguientes directorios scripts de Gant para ejecutar:

- `USER_HOME/.grails/scripts`
- `PROJECT_HOME/scripts`
- `PROJECT_HOME/plugins/*/scripts`
- `GRAILS_HOME/scripts`

Grails convertirá también los nombres de los comandos que están en minúsculas tales como `run-app` en "ca

```
grails run-app
```

Produce una búsqueda de los siguientes ficheros:

- `USER_HOME/.grails/scripts/RunApp.groovy`
- `PROJECT_HOME/scripts/RunApp.groovy`
- `PLUGINS_HOME/*/scripts/RunApp.groovy`
- `GLOBAL_PLUGINS_HOME/*/scripts/RunApp.groovy`
- `GRAILS_HOME/scripts/RunApp.groovy`

Si coincide con varios Grails le dejará elegir cuál se ejecuta.

Cuando Grails ejecuta un script de Gant, invoca el target por defecto en es script. Si no hay target por def un error.

```
grails help
```

devuelve como salida instrucciones de uso y una lista de los comandos de Grails:

```
Usage (optionals marked with *):
grails [environment]* [target] [arguments]*
```

```
Examples:
grails dev run-app
grails create-app books
```

```
Available Targets (type grails help 'target-name' for more info):
grails bootstrap
grails bug-report
grails clean
grails compile
...
```



Consulte la referencia de línea de comandos en el menú de referencia rápida de la guía de r más información sobre cada uno de los comandos.

A menudo es útil proporcionar argumentos a la JVM cuando se ejecutan comandos de Grails, en particu ejemplo, establecer un tamaño máximo más alto al "heap". El comando Grails utilizará todas las opciones entorno JAVA\_OPTS, pero también se puede especificar una variable de entorno específica de Grails tamb

```
export GRAILS_OPTS="-Xmx1G -Xms256m -XX:MaxPermSize=256m"
grails run-app
```

## Modo no interactivo

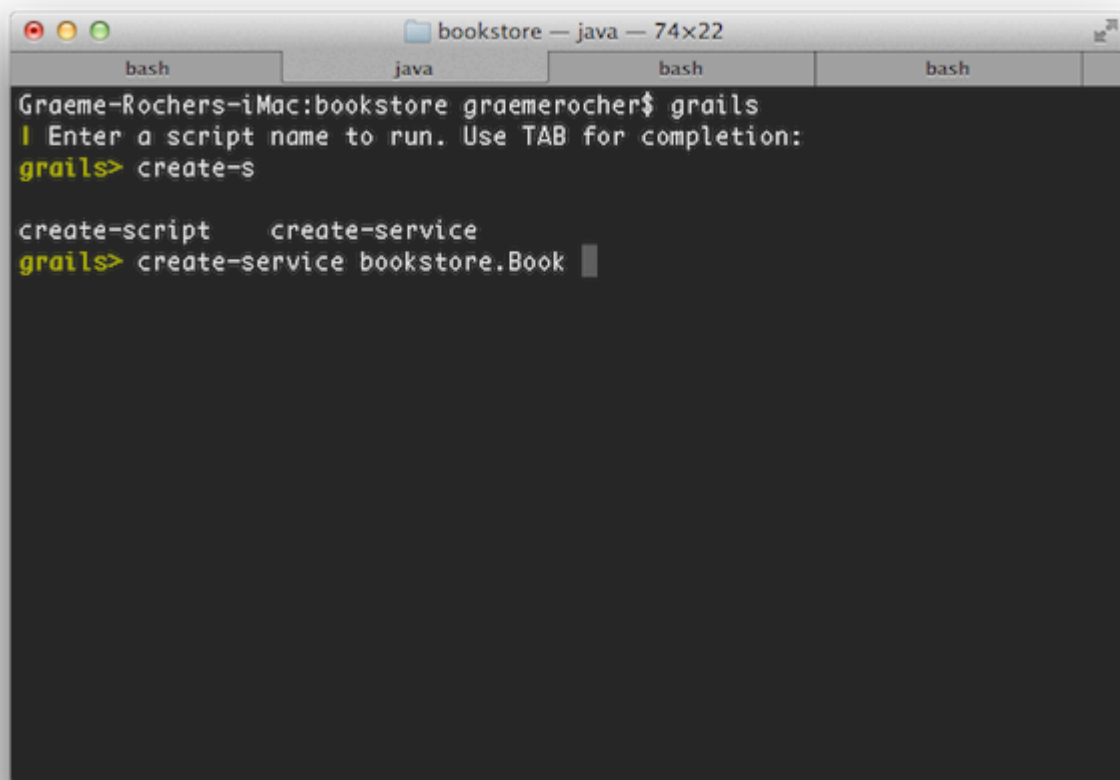
Cuando se ejecuta un script manualmente, y se solicita información, se puede responder a las preguntas y cuando se ejecuta un script como parte de un proceso automatizado, por ejemplo, un servidor de int responder a las preguntas. Por lo que puede pasar el parámetro `--non-interactive` al script para defecto para cualquier pregunta, por ejemplo, si se instala un plugin que falta.

Por ejemplo:

```
grails war --non-interactive
```

## 4.1 Modo interactivo

El modo interactivo es una característica de la línea de comandos Grails que mantiene la JVM funciona rápidamente. Para activar el modo interactivo escriba "grails" en la línea de comandos y después use comandos:

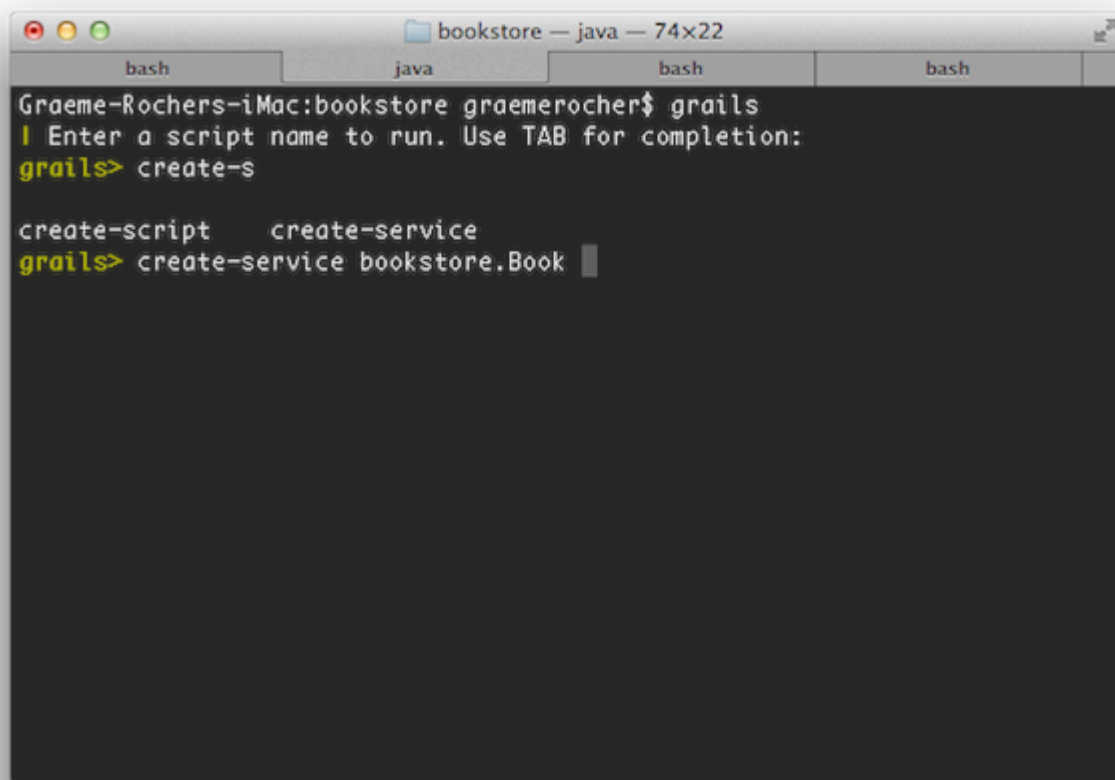
A screenshot of a macOS terminal window titled "bookstore — java — 74x22". The window has four tabs labeled "bash", "java", "bash", and "bash". The terminal content shows the user "graemerocher" at the prompt "Graeme-Rochers-iMac:bookstore" running the command "grails". It then prompts "Enter a script name to run. Use TAB for completion:". The user enters "grails> create-s", which shows a completion menu with "create-script" and "create-service". The user then enters "grails> create-service bookstore.Book", with a cursor at the end of the command.

```
Graeme-Rochers-iMac:bookstore graemerocher$ grails
Enter a script name to run. Use TAB for completion:
grails> create-s

create-script    create-service
grails> create-service bookstore.Book
```

Si necesita abrir un archivo cuando esté en modo interactivo se puede utilizar el comando `open` usando `<archivo>` archivos:

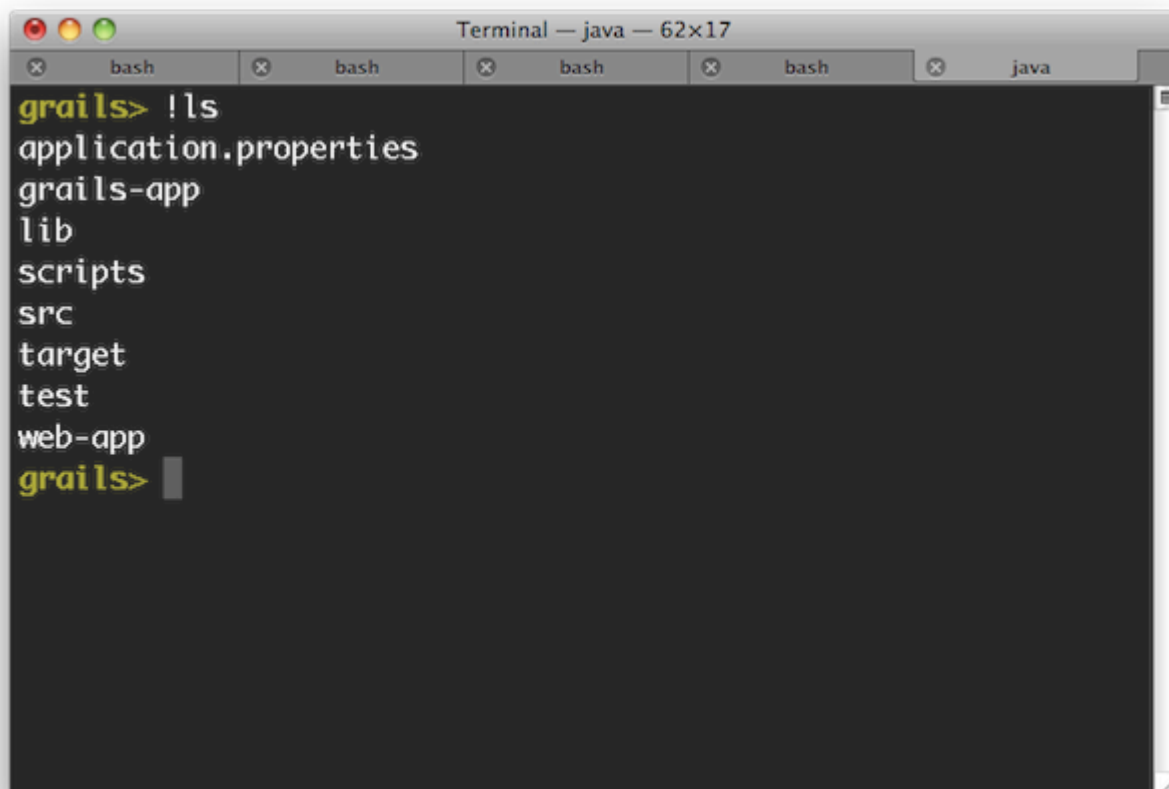
El tabulador también funciona para las clases después del comando `create-*` :

A terminal window titled 'bookstore — java — 74x22' with tabs for 'bash', 'java', 'bash', and 'bash'. The prompt is 'Graeme-Rochers-iMac:bookstore graemerocher\$'. The user enters 'grails', followed by a prompt 'Enter a script name to run. Use TAB for completion:'. The user then enters 'grails> create-s', which shows a completion menu with 'create-script' and 'create-service'. Finally, the user enters 'grails> create-service bookstore.Book' and a cursor is visible at the end of the line.

```
Graeme-Rochers-iMac:bookstore graemerocher$ grails
Enter a script name to run. Use TAB for completion:
grails> create-s

create-script    create-service
grails> create-service bookstore.Book
```

Si necesita ejecutar un proceso externo, cuando esté en el modo interactivo, puede hacerlo

A terminal window titled 'Terminal — java — 62x17' with tabs for 'bash', 'bash', 'bash', 'bash', and 'java'. The prompt is 'grails>'. The user enters '!ls', which lists the contents of the current directory: 'application.properties', 'grails-app', 'lib', 'scripts', 'src', 'target', 'test', 'web-app'. The prompt returns to 'grails>'.

```
grails> !ls
application.properties
grails-app
lib
scripts
src
target
test
web-app
grails>
```

## 4.2 Crear Scripts de Gant

Puede crear sus propios scripts de Gant mediante la ejecución del comando [create-script](#) en la raíz de comando:

```
grails create-script compile-sources
```

creará un script llamado `scripts/CompileSources.groovy`. Un script de Gant es muy similar a un script de Ant, soporta el concepto de "targets" y las dependencias entre ellos:

```
target(default:"The default target is the one that gets executed by Grails") {
    depends(clean, compile)
}

target(clean:"Clean out things") {
    ant.delete(dir:"output")
}

target(compile:"Compile some sources") {
    ant.mkdir(dir:"mkdir")
    ant.javac(srcdir:"src/java", destdir:"output")
}
```

Como se demuestra en la secuencia anterior, hay una variable implícita `ant` (una instancia de `groovy` que proporciona acceso a la [Apache Ant API](#)).



En las versiones anteriores de Grails (1.0.3 y anteriores), la variable era `Ant`, es decir, con `A` en primer lugar.

También puede "depender" de otros targets utilizando el método `depends` mostrado en el valor `default`.

## El target predeterminado

En el ejemplo anterior, se especifica un target con el nombre explícito "default". Esta es una manera de definir un target predeterminado en un script. Un enfoque alternativo es el uso del método `setDefaultTarget()`:

```
target("clean-compile": "Performs a clean compilation on the app source") {
    depends(clean, compile)
}

target(clean:"Clean out things") {
    ant.delete(dir:"output")
}

target(compile:"Compile some sources") {
    ant.mkdir(dir:"mkdir")
    ant.javac(srcdir:"src/java", destdir:"output")
}

setDefaultTarget("clean-compile")
```

Esto permite llamar al target predeterminado directamente desde otros scripts si así lo desea. Además, al final de la secuencia de comandos en este ejemplo, puede ir en cualquier lugar que se refiere ("clean-compile" en este caso).

¿Qué enfoque es mejor? En realidad puede utilizar lo que prefiera, no parece haber ninguna ventaja imprecisa es que si desea permitir que otros scripts llamen a su target por defecto, debe moverse en un script predeterminado. Hablaremos un poco más sobre esto en la siguiente sección.

## 4.3 Reusar scripts de Grails

Grails tiene un montón de funcionalidades de serie mediante la línea de comandos que pueden resultar útil. La referencia de la línea de comandos en la Guía de referencia para la información sobre todos los comandos: [compile](#), [package](#) y [bootstrap](#).

El script [bootstrap](#) por ejemplo le permite iniciar una instancia del [Contexto de aplicación](#) de Spring para sucesivamente (las pruebas de integración utilizan esto):

```
includeTargets << grailsScript("_GrailsBootstrap")

target ('default': "Database stuff") {
    depends(configureProxy, packageApp, classpath, loadApp, configureApp)

    Connection c
    try {
        c = appCtx.getBean('dataSource').getConnection()
        // do something with connection
    }
    finally {
        c?.close()
    }
}
```

## Usando targets de otros scripts

Gant permite usar todos los targets (excepto el "default") de otro script de Gant. Luego puede depender de ellos si los hubieran definido en el propio script. El mecanismo para hacerlo es el de la propiedad `includeTarget` clase a él utilizando el operador de desplazamiento a la izquierda:

```
includeTargets << File("/path/to/my/script.groovy") nueva
includeTargets << gant.tools.Ivy
```

No se preocupe demasiado acerca de la sintaxis usada para una clase, es bastante especial. Si le interesa, busque en la documentación de Gant.

## Principales targets de Grails

Como se ha visto en el ejemplo al principio de esta sección, no se utiliza el fichero ni la sintaxis de clase para incluir targets principales de Grails. En su lugar, debe utilizar el método especial `grailsScript` comando Grails (tenga en cuenta que esto no está disponible en scripts de Gant normales, sólo en los de Grails).

La sintaxis del método `grailsScript()` es bastante sencilla: simplemente pas el nombre del script de Grails y la información de ruta de acceso. Aquí hay una lista de los scripts de Grails que podría volver a utilizar:

Script	Descripción
<code>_GrailsSettings</code>	¡Realmente debería usar esto! Afortunadamente, se usa automáticamente por <code>_GrailsProxy</code> , por lo que normalmente no tiene que usarlo explícitamente.
<code>_GrailsEvents</code>	Use esto para desencadenar eventos. Agrega un método <code>event(String eventName)</code> usada por casi todos los otros scripts de Grails.
<code>_GrailsClasspath</code>	Configura el classpath de la compilación, pruebas y tiempo de ejecución. Si desea usarlo una vez más, usado por casi todos los otros scripts de Grails.
<code>_GrailsProxy</code>	Si no tiene acceso directo a internet y utilizar a un proxy, use esta secuencia de comandos de proxy.
<code>_GrailsArgParsing</code>	Proporciona un target <code>parseArguments</code> que analiza los argumentos proporcionados al script. Agrega a la propiedad <code>argsMap</code> .
<code>_GrailsTest</code>	Contiene todo el código compartido de prueba. Es útil si desea agregar cualquier prueba.
<code>_GrailsRun</code>	Ofrece todo que lo necesario para ejecutar la aplicación en el contenedor de servicio ( <code>runApp/runAppHttps</code> ) o desde un fichero WAR ( <code>runWar/runWarHttps</code> ).

Hay muchos scripts más proporcionados por Grails, por lo que es merecede la pena bucear en los scripts objetivos están disponibles. Cualquier cosa que comienza con un "\_" está diseñado para su reutilización.

## Arquitectura un script

Tal vez está pensando en lo que están haciendo esos caracteres de subrayado en los nombres de los scripts para determinar que una secuencia de comandos es *interna*, o en otras palabras que tiene "comando" correspondiente "grails \_grails-settings" por ejemplo. También es por esto qué no tienen un target predeterminado.

Los scripts internos son todo para compartir código y reutilizarlo. De hecho, se recomienda adoptar un patrón donde se ponen todos sus targets en un script interno que puede ser fácilmente compartido y proporcionar script similares y deleguen en los targets de los scripts internos. Por ejemplo si tiene una secuencia de comandos que puede dividir así:

```
./scripts/FunctionalTests.groovy:
includeTargets << new File("${basedir}/scripts/_FunctionalTests.groovy")
target(default: "Runs the functional tests for this project.") {
    depends(runFunctionalTests)
}
./scripts/_FunctionalTests.groovy:
includeTargets << grailsScript("_GrailsTest")
target(runFunctionalTests: "Run functional tests.") {
    depends(...)
}
...
}
```

Aquí hay unas directrices generales sobre cómo escribir scripts:



- Dividir los scripts en un script de "comando" y uno interno.
- Poner la mayor parte de la implementación en la secuencia de comandos interno.
- Poner el análisis de los parámetros en el script de "comando".
- Para pasar argumentos a un target, crear algunas variables de script e inicializarlas antes de llamar al t
- Evitar colisiones de nombres utilizando closures asignadas a las variables del script en lugar de directamente a las closures.

## 4.4 Interceptando Eventos

Grails proporciona la capacidad de interceptar eventos de scripts. Estos eventos son activados durante la ej

El mecanismo es deliberadamente simple y vagamente especificado. La lista de posibles eventos no es fija; enlazar eventos activados por los scripts de plugin, para los que no hay evento equivalente en los scripts de

### Definición de manejadores de eventos

Los controladores de eventos se definen en un scripts llamado `_Events.groovy`. Grails busca estos scr

- `USER_HOME/.grails/scripts` - manejadores de eventos específicos del usuario.
- `PROJECT_HOME/scripts` - manejadores de eventos específicos de la aplicación.
- `PLUGINS_HOME / * / scripts` - manejadores de eventos específicos de plugin.
- `GLOBAL_PLUGINS_HOME / * / scripts` - manejadores de eventos proporcionados por plug

Cuando se desencadena un evento, se ejecutan *todos* los manejadores registrados para ese evento. Los controladores se realiza automáticamente por Grails, por lo que sólo es necesario declararlos en el archivo

Los manejadores de eventos son bloques definidos en `_Events.groovy`, con un nombre que empieza con `event`. Se puede colocar en el directorio/scripts para demostrar esta característica:

```
eventCreatedArtefact = { type, name ->
    println "Created $type $name"
}

eventStatusUpdate = { msg ->
    println msg
}

eventStatusFinal = { msg ->
    println msg
}
```

Aquí puede ver tres controladores `eventCreatedArtefact`, `eventStatusUpdate`, `eventStatusFinal` para eventos estándar, que se describen en la Guía de referencia de línea de comandos. Por ejemplo, el código para los eventos:

- `CompileStart` - llamado cuando se inicia la compilación, pasando el tipo de compilación - código
- `CompileEnd` - llamada una vez finalizada la compilación, pasando el tipo de compilación - código

## Activación de eventos

Para desencadenar un evento simplemente debe incluir la secuencia de comandos `Init.groovy` y llamar a la

```
includeTargets << grailsScript("_GrailsEvents")
event("StatusFinal", ["Super duper plugin action complete!"])
```

## Eventos habituales

A continuación es una tabla de algunos de los eventos habituales que se pueden utilizar:

Evento	Parámetros	Descripción
StatusUpdate	mensaje	Pasa una cadena que indica el Estado y progreso de script actual.
StatusError	mensaje	Pasa una cadena que indica un mensaje de error en el script actual.
StatusFinal	mensaje	Pasa una cadena que indica el mensaje de estado final del script, es decir, cierra el entorno de script.
CreatedArtefact	artefactType, artefactName	Se llama cuando un script create-xxxx ha terminado y ha creado un artefacto.
CreatedFile	nombre de archivo	Llamada siempre que se crea un fichero en el proyecto, sin incluir los archivos.
Exiting	returnCode	Se llama cuando el entorno de script está a punto de cerrarse.
PluginInstalled	Nombre de Plugin	Se llama después de que se ha instalado un plugin.
CompileStart	tipo	Se llama cuando comienza la compilación, pasando el tipo de compilación.
CompileEnd	tipo	Se llama cuando finaliza la compilación, pasando el tipo de compilación.
DocStart	tipo	Se llama cuando la generación de documentación está a punto de empezar.
DocEnd	tipo	Se llama cuando se ha finalizado la generación de documentación - javadoc.
SetClasspath	rootLoader	Llamado durante la inicialización del classpath para que los plugins puedan usar <code>rootLoader.addURL(...)</code> . Dese cuenta de que esto inserta nuevas rutas de búsqueda de clases, lo que no se puede utilizar esto para cargar una clase su script de eventos. Para cargar la clase por su nombre.
PackagingEnd	ninguno	Llamado al final del empaquetamiento (que se llama antes de arrancar el servidor web.xml).

## 4.5 Personalizar la construcción

Grails es definitivamente un framework opinionado y prefiere la convención sobre la configuración, pero también permite configurar. En esta sección, veremos cómo puede influir y modificar el la construcción estándar de Grails.

## Los valores predeterminados

El núcleo de la configuración de la construcción de Grails es la clase `grails.util.BuildSettings` útil. Controla donde se guardan las clases se compiladas, que dependencias tiene la aplicación, y otros ajustes.

He aquí una selección de las opciones de configuración y sus valores predeterminados:

Propiedad	Opción de configuración	Valor por defecto
<code>grailsWorkDir</code>	<code>grails.work.dir</code>	<code>\$USER_HOME/.grails/&lt;grailsVersion&gt;</code>
<code>projectWorkDir</code>	<code>grails.project.work.dir</code>	<code>&lt;grailsWorkDir&gt;/projects/&lt;baseDirName&gt;</code>
<code>classesDir</code>	<code>grails.project.class.dir</code>	<code>&lt;projectWorkDir&gt;/classes</code>
<code>testClassesDir</code>	<code>grails.project.test.class.dir</code>	<code>&lt;projectWorkDir&gt;/test-classes</code>
<code>testReportsDir</code>	<code>grails.project.test.reports.dir</code>	<code>&lt;projectWorkDir&gt;/test/reports</code>
<code>resourcesDir</code>	<code>grails.project.resource.dir</code>	<code>&lt;projectWorkDir&gt;/resources</code>
<code>projectPluginsDir</code>	<code>grails.project.plugins.dir</code>	<code>&lt;projectWorkDir&gt;/plugins</code>
<code>globalPluginsDir</code>	<code>grails.global.plugins.dir</code>	<code>&lt;grailsWorkDir&gt;/global-plugins</code>
<code>verboseCompile</code>	<code>grails.project.compile.verbose</code>	<code>false</code>

La clase `BuildSettings` también tiene algunas otras propiedades, pero deben ser tratados como de sólo lectura.

Propiedad	Descripción
<code>baseDir</code>	La ubicación del proyecto.
<code>userHome</code>	Directorio principal del usuario.
<code>grailsHome</code>	La ubicación de la instalación de Grails en uso (puede ser <code>null</code> ).
<code>grailsVersion</code>	La versión de Grails utilizada por el proyecto.
<code>grailsEnv</code>	El entorno actual de Grails.
<code>compileDependencies</code>	Una lista de dependencias del proyecto en tiempo de compilación como instancias de <code>Dependency</code> .
<code>testDependencies</code>	Una lista de dependencias del proyecto en tiempo de pruebas como instancias de <code>Dependency</code> .
<code>runtimeDependencies</code>	Una lista de dependencias del proyecto en tiempo de ejecución como instancias de <code>Dependency</code> .

Por supuesto, estas propiedades no sirven para nada si no se puede conseguir acceso a ellas. Afortunadamente, una instancia de `BuildSettings` está disponible para tus scripts como la variable `grailsSettings` a través del código mediante el uso de la clase `grails.util.BuildSettingsHolder`, pero esto no es recomendado.

## Sobreescribiendo los valores predeterminados

Todas las propiedades de la primera tabla se pueden sobreescribir por una propiedad del sistema o una opción de configuración. Por ejemplo, para cambiar el directorio de trabajo del proyecto se puede usar el nombre de "opción de configuración".

```
grails -Dgrails.project.work.dir=work compile
```

o añadir esta opción al archivo `grails-app/conf/BuildConfig.groovy`:

```
grails.project.work.dir = "work"
```

Tenga en cuenta que los valores predeterminados influyen también en las propiedades de las que dependen. El trabajo del proyecto también modifica la ubicación de las clases compiladas, las clases de prueba, recurso

¿Qué ocurre si se utilizan una propiedad del sistema y una opción de configuración? En ese caso, la propiedad sobre el archivo `BuildConfig.groovy`, que a su vez tiene prioridad sobre los valores predeterminados:

El archivo `BuildConfig.groovy` es un hermano de `grails-app/conf/Config.groovy`: Los primeros afectan a la construcción, mientras que el segundo contiene opciones que afectan a la aplicación en tiempo de ejecución. Las opciones de la primera tabla: encontrará las opciones de configuración de generación en esta documentación. El puerto que se ejecuta el contenedor de servlet embebido o para determinar qué archivos se empaquetan en el WAR.

## Configuración de construcción disponible

Nombre	Descripción
<code>grails.Server.Port.http</code>	Puerto para ejecutar el contenedor de servlet embebido ("run-app" y "run-war").
<code>grails.Server.Port.https</code>	Puerto para ejecutar el contenedor de servlet embebido bajo HTTPS ("run-app-https" y "run-war-https"). Entero.
<code>grails.config.base.webXml</code>	Ruta del archivo <code>web.xml</code> personalizada para utilizar para la aplicación (por defecto es <code>web.xml</code> ).
<code>grails.compiler.dependencies</code>	Enfoque heredado para agregar dependencias adicionales a los classpaths. Una closure que contenga las entradas "fileset()". Estas entradas serán procesadas por Groovy. La sintaxis es la forma Groovy de los correspondientes elementos XML. Por ejemplo, <code>fileset(dir: "\$basedir/lib", include: "**/*.jar")</code> .
<code>grails.testing.Patterns</code>	Una lista de patrones de rutas Ant que le permiten controlar qué archivos se incluyen en las pruebas. Si un archivo no debe incluir el sufijo de caso de prueba, se establece mediante la propiedad <code>grails.testing.Patterns</code> .
<code>grails.testing.nameSuffix</code>	Por defecto, las pruebas se supone que tienen un sufijo de "Tests". Puede cambiarlo asignando esta opción. Por ejemplo, otro sufijo común es "Test".
<code>grails.project.war.File</code>	Una cadena que contiene la ruta del archivo WAR generado, junto con su nombre. Por ejemplo, "target/my-app.war".
<code>grails.war.dependencies</code>	Una closure que contiene las entradas "fileset()" que permite un control total sobre qué archivos se incluyen en el "WEB-INF/lib" del WAR.
<code>grails.war.copyToWebApp</code>	Una closure que contiene las entradas "fileset()" que permite un control total sobre qué archivos se copian al WAR. Reemplaza el comportamiento predeterminado de incluir todo bajo "WEB-INF/lib".
<code>grails.war.resources</code>	Una closure que toma la ubicación del directorio provisional (staging) como argumento y devuelve cualquier tarea de Ant para hacer cualquier cosa que le guste. Normalmente, los recursos del directorio provisional antes de ese directorio jar se incluya en un WAR.
<code>grails.project.web.xml</code>	La ubicación en la que se generará el fichero <code>web.xml</code> .

## 4.6 Ant y Maven

Si todos los proyectos en su equipo o empresa se construyen utilizando una herramienta de construcción oveja negra de la familia cuando utiliza la línea de comandos de Grails para construir su aplicación. Afortunadamente, el sistema de construcción de Grails en las principales herramientas de construcción en uso hoy en día (bueno, de Java por lo menos).

## Integración con Ant

Cuando se crea una aplicación Grails con la [create-app](#), Grails no crea automáticamente un archivo Ant pero el comando [integrate-with](#):

```
grails integrate-with --ant
```

Esto crea un archivo `build.xml` que contiene los siguientes targets:

- `clean` - Limpia la aplicación Grails
- `compile` - Compila el código fuente de su aplicación
- `test` - Ejecuta las pruebas unitarias
- `run` - Equivalente a "ejecutar `grails-app`"
- `war` - Crea un archivo WAR
- `deploy` - Vacío por defecto, pero puede ser usado para implementar el despliegue automático

Cada uno de ellos se puede ejecutar con Ant, por ejemplo:

```
ant war
```

El fichero de construcción está configurado para utilizar [Apache Ivy](#) para la gestión de la dependencia automáticamente todos los archivos JAR necesarios y otras dependencias bajo demanda. ¡Ni siquiera tiene que usarlo! Esto lo hace especialmente útil para los sistemas de integración continua, tales como [CruiseControl](#).

Use la [tarea Ant](#) de Grails para enlazar con el actual sistema de construcción de Grails. La tarea le permitirá estar disponible, no sólo los utilizados por el fichero de construcción generado. Para utilizar la tarea, primero

```
<taskdef name="grailsTask"
         classname="grails.ant.GrailsTask"
         classpathref="grails.classpath"/>
```

Esto plantea la pregunta: ¿qué debe estar en "grails.classpath"? La tarea en sí misma está en el artefacto JAR que está en el classpath por lo menos. También debe incluir el "groovy-all" JAR. Con la tarea definida, ¡se muestran los atributos que están disponibles:

Atributo	Descripción	Requerido
home	La ubicación del directorio de instalación de Grails que se utilizará para la construcción.	Sí, a menos que se especifique otro.
classpathref	Classpath para la carga de Grails. Debe incluir el artefacto "grails-bootstrap" y debe incluir "grails-scripts".	Sí, a menos que se especifique otro.
script	El nombre del script Grails para ejecutar, por ejemplo, "TestApp".	Sí.
args	Los argumentos que se pasan al script, por ejemplo, "-unit -xml".	No, por defecto.
environment	El entorno de Grails para ejecutar el script in	No, por defecto.
includeRuntimeClasspath	Configuración avanzada: añade el classpath de la aplicación al classpath de la construcción si es verdadero.	No, por defecto.

La tarea también es compatible con los siguientes elementos anidados, todos los cuales son estructuras estándar de XML:

- `classpath` - El classpath de construcción (se utiliza para cargar los scripts de Gant y Grails).
- `compileClasspath` - Classpath utilizados para compilar las clases de la aplicación.
- `runtimeClasspath` - Classpath que se utiliza para ejecutar la aplicación y empaquetar el WAR. Se puede usar `@compileClasspath`.
- `testClasspath` - Classpath utilizado para compilar y ejecutar las pruebas. Por lo general incluye `compileClasspath` y `runtimeClasspath`.

Como crear esas rutas depende de usted. Si utiliza el atributo `home` y coloca su propias dependencias en `classpathref`, puede no tener necesidad de utilizar ninguna de ellas. Para un ejemplo de su uso, eche un vistazo al fichero de configuración de ejemplo en el directorio `examples`.

## Integración con Maven

Grails ofrece una integración con [Maven 2](#) con un plugin de Maven. El actual plugin de Maven reemplaza al antiguo `grails-maven-plugin`, que hizo un gran trabajo con el original.

### Preparación

Para utilizar el nuevo plugin, todo lo que necesita es Maven 2 instalado y configurado. Esto se debe a que el plugin de Maven es **por separado para su uso con Maven!**



La integración de Maven 2 con Grails ha sido diseñado y probado para Maven 2.0.9 y superiores. No funciona con versiones anteriores.



La configuración por defecto de Maven no proporciona suficiente memoria para ejecutar el plugin de Maven. Recomendamos agregar la siguiente variable de entorno a su configuración para evitar que los comandos fallen por falta de memoria:

```
export MAVEN_OPTS="-Xmx512m-XX: MaxPermSize = 256"
```

## Creación de un proyecto Grails con Maven

Para crear un proyecto Grails "mavenizado" sólo tiene que ejecutar el siguiente comando:

```
mvn archetype: generate-DarchetypeGroupId org.grails =  
-DarchetypeArtifactId = grails-maven-arquetipo  
-DarchetypeVersion = 1.3.2  
-DgroupId = ejemplo-DartifactId = my-app
```

Elija la versión de Grails que desee, el identificador de grupo y la identificación de artefactos que desee debe ser escrito como está. Esto creará un nuevo proyecto de Maven con un POM y un otro par de ficheros que parezca a una aplicación Grails. Por lo tanto, el siguiente paso es crear la estructura del proyecto que estará estableciendo objetivos JDK de Java 6, hagalo ahora. Abra el fichero my-app/pom.xml y modifíquelo:

```
<plugin>  
  <artifactId>maven-compiler-plugin</artifactId>  
  <configuration>  
    <source>1.5</source>  
    <target>1.5</target>  
  </configuration>  
</plugin>
```

to

```
<plugin>  
  <artifactId>maven-compiler-plugin</artifactId>  
  <configuration>  
    <source>1.6</source>  
    <target>1.6</target>  
  </configuration>  
</plugin>
```

Entonces estás listo para crear la estructura del proyecto:

```
cd mi-app  
mvn initialize
```



null

si usted ve un mensaje similar a este:

```
Resolving plugin JAR dependencies ...  
:: problems summary ::  
:::: WARNINGS  
    module not found: org.hibernate#hibernate-core;3.3.1.GA
```

es necesario agregar manualmente los plugins al application.properties:

```
plugins.hibernate = 2.0.0
plugins.tomcat = 2.0.0
```

a continuación, ejecute

```
mvn compile
```

y el plugin de hibernate y de tomcat se instalarán. {nota}

Ahora tiene una aplicación Grails lista para funcionar. El plugin se integra en el ciclo estándar de construcción de las fases de Maven para construir y empaquetar su aplicación: `mvn clean`, `mvn compile` `install`.

También puede utilizar algunos de los comandos de Grails que se han creado como goals de Maven:

- `grails:create-controller` - Invoca el comando [create-controller](#)
- `grails:create-domain-class` - Invoca el comando [create-domain-class](#)
- `grails:create-integration-test` - Invoca el comando [create-integration-test](#)
- `grails:create-pom` - Crea un nuevo POM para un proyecto Grails existente.
- `grails:create-script` - Invoca el comando [create-script](#)
- `grails:create-service` - Invoca el comando [create-service](#)
- `grails:create-taglib` - Invoca el comando [create-tag-lib](#)
- `grails:create-unit-test` - Invoca el comando [create-unit-test](#)
- `grails:exec` - Invoca un script de grails.
- `grails:generate-all` - ] Invoca el comando [generate-all](#)
- `grails:generate-controller` - ] Invoca el comando [generate-controller](#)
- `grails:generate-views` - Invoca el comando [generate-views](#)
- `grails:install-plugin` - Invoca el comando [install-plugin](#)
- `grails:install-templates` - Invoca el comando [install-templates](#)
- `grails:list-plugins` - Invoca el comando [list-plugins](#)
- `grails:package` - Invoca el comando [package](#)
- `grails:run-app` - Invoca el comando [run-app](#)
- `grails:uninstall-plugin` - Invoca el comando [uninstall-plugin](#)

Para una lista completa y actualizada, ejecute `mvn grails:help`

## Mavenizando un proyecto existente



Crear un nuevo proyecto es una buena forma de empezar, pero ¿qué hacer si tenemos un proyecto existente y luego copiar el contenido del proyecto existente. La solución es crear un POM para el proyecto (sustituya el número de versión con la versión de su proyecto Grails):

```
mvn org.grails:grails-maven-plugin:1.3.2:create-pom-DgroupId=com.mycompany
```

Cuando este comando ha terminado, puede comenzar inmediatamente con las fases estándar, tales como maven:compile. Este comando tiene que especificar un ID de grupo al crear el POM.

También es posible que desee establecer targets JDK de Java 6, ver arriba.

## Agregando comandos Grails a las fases

El POM estándar creado por Grails ya une los comandos Grails con sus fases de construcción correspondientes. La fase "compile" y "war" va en la fase "package". Sin embargo, esto no ayuda cuando se desea conectar un comando a una fase determinada. El ejemplo clásico son las pruebas funcionales. ¿Cómo asegurarse de que las pruebas funcionen durante la fase "integration-test"?

No temas, todo es posible. En este caso, se puede asociar un comando a una fase con un bloque de "execution"

```
<plugin>
  <groupId>org.grails</groupId>
  <artifactId>grails-maven-plugin</artifactId>
  <version>1.3.2</version>
  <extensions>true</extensions>
  <executions>
    <execution>
      <goals>
        ...
      </goals>
    </execution>
    <!-- Add the "functional-tests" command to the "integration-test" phase -->
    <execution>
      <id>functional-tests</id>
      <phase>integration-test</phase>
      <goals>
        <goal>exec</goal>
      </goals>
      <configuration>
        <command>functional-tests</command>
      </configuration>
    </execution>
  </executions>
</plugin>
```

Esto también muestra el goal `grails:exec`, que se puede utilizar para ejecutar cualquier comando de Maven como la propiedad del sistema `command`, y, opcionalmente, especificar los argumentos con la propiedad `Dargs`.

```
mvn grails:exec-Dcommand=a crear webtest-Dargs=Libro
```

## La depuración de un proyecto Grails Maven

Maven puede ser lanzado en modo de depuración a través del comando "mvnDebug". Para iniciar su aplicación que ejecutar:

```
mvnDebug grails:run-app
```

El proceso será suspendido en el arranque y escucha buscando un depurador en el puerto 8000.

Si necesita más control del depurador, se puede especificar usando la variable de entorno MAVEN\_OPTS por defecto "mvn":

```
MAVEN_OPTS="-Xdebug -Xrunjdwp:transport=dt_socket,server=y,suspend=y,address=5005"  
mvn grails:run-app
```

## Notificando problemas

Si te encuentras con algún problema con la integración Maven, por favor, da de alta un asunto en JIRA con

## 5 Mapeo Objeto-relacional (GORM)

Las clases de dominio son fundamentales para cualquier aplicación de negocios. Representan el estado y el comportamiento. Están vinculadas entre sí mediante relaciones: uno-a-uno, uno-a-muchos, muchos-a-muchos.

GORM es la implementación del mapeo objeto-relacional (ORM por sus siglas en inglés) de Grails. Incluye una solución ORM de código abierto muy popular y flexible que gracias a la naturaleza dinámica de Groovy y a la convención empleada por Grails, requiere un mínimo de configuración en la creación de las clases de dominio.

También es posible escribir las clases de dominio de Grails utilizando Java. Consulte la sección sobre Java para más información acerca de cómo escribir las clases en Java sin perder los métodos dinámicos de persistencia. En acción:

```
def book = Book.findByTitle("Groovy in Action")

book
    .addToAuthors(name:"Dierk Koenig")
    .addToAuthors(name:"Guillaume LaForge")
    .save()
```

### 5.1 Guía de inicio rápido

Una clase de dominio puede ser creada con el comando [create-domain-class](#):

```
grails create-domain-class helloworld.Person
```



Si el paquete no se especifica con el script `create-domain-class`, Grails automáticamente utiliza el nombre de la aplicación como nombre del paquete.

Esto creará una clase como la siguiente en la ubicación `grails-app/domain/helloworld/Person.groovy`:

```
package helloworld

class Person {
}
```



Si la propiedad `dbCreate`, se establece a `"update"`, `"create"` o `"create-drop"` en el archivo `grails-app/conf/application.yml`, Grails generará/modificará automáticamente las tablas de la base de datos por usted.

Usted puede personalizar la clase añadiendo propiedades:

```
class Person {
    String name
    Integer age
    Date lastVisit
}
```

Una vez que se tenga la clase de dominio, trate de manipularla con el [shell](#) o [console](#) escribiendo lo siguiente:

```
grails console
```

Este comando cargará una GUI interactiva donde podrá ejecutar comandos Groovy y con acceso al Aplicación.

### 5.1.1 CRUD Básico

Pruebe realizando algunas operaciones CRUD (Create/Read/Update/Delete por sus siglas en inglés) básicas.

#### Crear

Para crear una clase de dominio utilice un constructor Map para establecer sus propiedades y llame [save](#):

```
def p = new Person(name: "Fred", age: 40, lastVisit: new Date())
p.save()
```

El método [save](#) persistirá la clase a la base de datos utilizando la capa ORM subyacente de Hibernate.

#### Leer

De forma transparente, Grails añade a la clase de dominio la propiedad implícita `id` que puede utilizarse para leer.

```
def p = Person.get(1)
assert 1 == p.id
```

En este ejemplo se utiliza el método [get](#) que espera un identificador para leer el objeto `Person` desde la base de datos. Si solo se necesita leer el objeto, utilice el método [read](#):

```
def p = Person.read(1)
```

En este caso el motor subyacente de Hibernate no hará ningún "dirty checking" y el objeto no será persistente. Si se necesita persistir el objeto, utilice el método [save](#) entonces el estado del objeto se modificará a lectura-escritura.

Adicionalmente puede utilizar el método [load](#) para cargar un proxy para una instancia:

```
def p = Person.load(1)
```

El uso de este método no incurre en acceso a la base de datos hasta que un método distinto a `getId()` es llamado en la instancia del proxy, o se producirá una excepción si no encuentra un registro con el id especificado.

## Actualizar

Para actualizar una instancia, modifique algunas propiedades y entonces llame [save](#) nuevamente:

```
def p = Person.get(1)
p.name = "Bob"
p.save()
```

## Eliminar

Para eliminar una instancia utilice el método [delete](#):

```
def p = Person.get(1)
p.delete()
```

## 5.2 Modelado del dominio en GORM

Al crear aplicaciones Grails usted tiene que considerar el dominio del problema que está tratando o construyendo una librería al estilo de [Amazon](#) estaría pensando en libros, autores, clientes y editores solo por nombrar algunos.

Estos se modelan en GORM como clases Groovy, por lo que una clase `Book` puede tener un título, un ISBN y así sucesivamente. Las siguientes secciones muestran cómo modelar el dominio en GORM.

Para crear una clase de dominio ejecute el comando [create-domain-class](#) de la siguiente manera:

```
grails create-domain-class org.bookstore.Book
```

El resultado será una clase en `grails-app/domain/org/bookstore/Book.groovy`:

```
package org.bookstore

class Book {
}
```

A esta clase se corresponde automáticamente una tabla en la base de datos llamada `book` (el mismo nombre puede modificarse a través del [Lenguaje específico del dominio \(DSL por sus siglas en inglés\) ORM](#)).

Ahora que tiene una clase de dominio usted puede definir sus propiedades como tipos de Java. Por ejemplo:

```
package org.bookstore

class Book {
    String title
    Date releaseDate
    String ISBN
}
```

A cada propiedad se asigna una columna en la base de datos, la convención para nombrar las columnas es guiones bajos. Por ejemplo `releaseDate` se asigna a una columna `release_date`. Los tipos de S partir de los tipos de Java, pero pueden ser modificados mediante el uso de [Constraints](#) o el [ORM DSL](#).

## 5.2.1 Asociación en GORM

Las relaciones definen cómo interactúan entre sí las clases de dominio. A menos que de forma explícita relación existe solo en la dirección que es definida.

### 5.2.1.1 Varios-a-uno y uno-a-uno

Una relación de varios-a-uno es el tipo más simple, se define mediante una propiedad del tipo de otra clase

#### Ejemplo A

```
class Face {
    Nose nose
}
```

```
class Nose {
}
```

En este caso tenemos una relación unidireccional varios-a-uno desde `Face` hacia `Nose`. Para hacer es definir el otro lado de la siguiente manera:

#### Ejemplo B

```
class Face {
    Nose nose
}
```

```
class Nose {
    static belongsTo = [face:Face]
}
```

En este caso establecemos mediante `belongsTo` que `Nose` pertenece a `Face`. Como resultado de e instancia de `Nose` y cuando guardemos o eliminemos la instancia de `Face`, GORM guardara o e actualización y eliminación se realizaran en cascada desde `Face` hacia `Nose`.

```
new Face(nose:new Nose()).save()
```

En el ejemplo anterior ambos, face y nose serán guardados. *Esto no funcionara de modo inverso y el resto que es transitorio.*

```
new Nose(face:new Face()).save() // Esto causara un error
```

Si borramos la instancia Face, Nose también será eliminada:

```
def f = Face.get(1)
f.delete() // Ambos Face y Nose serán eliminados
```

Para hacer que la relación sea verdaderamente uno-a-uno, utilice la propiedad `hasOne` en el lado que defi

### Ejemplo C

```
class Face {
    static hasOne = [nose:Nose]
}
```

```
class Nose {
    Face face
}
```

Tenga en cuenta que al hacer uso de esta propiedad, la clave externa será colocada en la tabla opuesta al e la columna de clave externa se almacena en la tabla nose en una columna llamada `face_id`. Además, l bidireccionales.

Por último, es conveniente añadir una restricción de unicidad en un lado de la relación uno-a-uno:

```
class Face {
    static hasOne = [nose:Nose]
    static constraints = {
        nose unique: true
    }
}
```

```
class Nose {
    Face face
}
```


## 5.2.1.2 Uno-a-varios

Una relación uno-a-varios es cuando una clase, por ejemplo `Author`, tiene varias instancias de otra clase. Grails establece este tipo de relación utilizando `hasMany`:

```
class Author {
    static hasMany = [books: Book]
    String name
}
```


```
class Book {
    String title
}
```

En este caso tenemos una relación unidireccional uno-a-varios. De manera predeterminada, Grails mapea la relación a una tabla de unión.

 El [DSL ORM](#) permite mapear relaciones unidireccionales mediante el uso de una clave externa.

Grails inyectará automáticamente una propiedad de tipo `java.util.Set` en la clase de dominio basada en la relación. Esta propiedad puede ser usada para iterar sobre la colección:

```
def a = Author.get(1)
for (book in a.books) {
    println book.title
}
```

 De manera predeterminada Grails utilizará una estrategia de recuperación "lazy", lo que significa que la colección será inicializada hasta que se accede por primera vez. Esto puede provocar que se incurra en un error si usted no es cuidadoso.

Si necesita recuperación "eager" puede utilizar el [DSL ORM](#) o puede especificar la recuperación de una [consulta](#).

El comportamiento predeterminado de la cascada es guardar y actualizar, pero no eliminar a menos que también se elimine el autor.

```
class Author {
    static hasMany = [books: Book]
    String name
}
```



```
class Book {
    static belongsTo = [author: Author]
    String title
}
```

Si usted tiene dos propiedades del mismo tipo en el lado varios de uno-a-varios, deberá utilizar `mapBy` para mapear:

```
class Airport {
    static hasMany = [flights: Flight]
    static mappedBy = [flights: "departureAirport"]
}
```

```
class Flight {
    Airport departureAirport
    Airport destinationAirport
}
```

Esto también será válido si tiene varias colecciones que mapean a diferentes propiedades en el lado varios:

```
class Airport {
    static hasMany = [outboundFlights: Flight, inboundFlights: Flight]
    static mappedBy = [outboundFlights: "departureAirport",
                      inboundFlights: "destinationAirport"]
}
```

```
class Flight {
    Airport departureAirport
    Airport destinationAirport
}
```

### 5.2.1.3 Varios-a-varios

Grails tiene soporte para relaciones varios-a-varios mediante la inclusión de `hasMany` en ambos lados de la propiedad se incluye `belongsToMany`:

```
class Book {
    static belongsTo = Author
    static hasMany = [authors: Author]
    String title
}
```

```
class Author {
    static hasMany = [books:Book]
    String name
}
```

A nivel de la base de datos Grails mapea una relación varios-a-varios mediante una tabla de unión. El lado Author, asume la responsabilidad de la persistencia de la relación y es el único que puede propagar la acción.

Por ejemplo, esto propagaría la creación de manera correcta:

```
new Author(name:"Stephen King")
    .addToBooks(new Book(title:"The Stand"))
    .addToBooks(new Book(title:"The Shining"))
    .save()
```

Sin embargo, esto sólo guardaría a Book y no a los autores!

```
new Book(name:"Groovy in Action")
    .addToAuthors(new Author(name:"Dierk Koenig"))
    .addToAuthors(new Author(name:"Guillaume Laforge"))
    .save()
```

Este es el comportamiento esperado, al igual que en Hibernate, sólo un lado de la relación varios-a-varios gestiona.



Actualmente el [Scaffolding](#) de Grails **no es** compatible con relaciones del tipo varios-a-varios. Deberá escribir el código para manejar este tipo de relación.

#### 5.2.1.4 Colecciones de tipos básicos

Al igual que con las asociaciones entre diferentes tipos de clases de dominio, GORM también es compatible con tipos básicos. Por ejemplo, la clase siguiente, crea una asociación de nicknames que es un Set de instancias.

```
class Person {
    static hasMany = [nicknames: String]
}
```

GORM mapeará esta asociación utilizando una tabla de unión. Usted puede modificar varios aspectos del argumento `joinTable`:

```

class Person {
  static hasMany = [nicknames: String]
  static mapping = {
    hasMany joinTable: [name: 'bunch_o_nicknames',
                        key: 'person_id',
                        column: 'nickname',
                        type: "text"]
  }
}

```

Al ejemplo anterior corresponderá una tabla como la siguiente:

**Tabla bunch\_o\_nicknames**

person_id	nickname
1	Fred

## 5.2.2 Composición en GORM

Además de la [asociación](#), Grails también tiene soporte para la composición. En este caso, en lugar de ma

clase puede ser "integrada" dentro de la tabla actual. Por ejemplo:

```

class Person {
  Address homeAddress
  Address workAddress
  static embedded = ['homeAddress', 'workAddress']
}

class Address {
  String number
  String code
}

```

El mapeo resultante tendría el siguiente aspecto:

**Person Table**

id	home_address _number	home_address _code	work_address _number	work_address _code
1	47	343432	67	43545



Si la clase Address es definida por separado en un archivo Groovy dentro del directorio gr... la tabla address también sera generada. Si no desea que esto suceda, utilice la capacidad de múltiples clases por archivo e incluya la clase Address debajo de la clase Per... rails-app/domain/Person.groovy.

## 5.2.3 Herencia en GORM

GORM soporta herencia de clases base abstractas y de entidades GORM persistentes concretas: Por ejemplo:

```
class Content {  
    String author  
}
```

```
class BlogEntry extends Content {  
    URL url  
}
```

```
class Book extends Content {  
    String ISBN  
}
```

```
class PodCast extends Content {  
    byte[] audioStream  
}
```

En el ejemplo anterior tenemos una clase padre `Content` y varias clases hijo con un comportamiento más específico.

### Consideraciones

A nivel de la base de datos, Grails mapeará una tabla-por-jerarquía e incluirá una columna discriminador padre (`Content`) y las subclases (`BlogEntry`, `Book` etc.), comparten la **misma** tabla.

El mapeado de tabla-por-jerarquía tiene la desventaja de que **no permite** definir propiedades no compartidas por la tabla-por-subclase que puede habilitarse mediante el [DSL ORM](#).

Sin embargo, el uso excesivo de herencia y de tabla-por-subclase, pueden dar lugar a un rendimiento pobre y a una utilización de combinaciones externas en ellas. Nuestro consejo sería, si va a utilizar la herencia, no abusar de ella y evitar una herencia demasiado profunda.

### Consultas polimórficas

Como resultado de la herencia se obtiene la capacidad de realizar una consulta polimórfica. Por ejemplo, si se hace una consulta a la clase `Content` este devolverá todas las subclases de `Content`:

```
def content = Content.list() // lista todas las entradas de blog, books y podcast  
content = Content.findAllByAuthor('Joe Bloggs') // encontrar todo por author  
  
def podCasts = PodCast.list() // lista únicamente los podcasts
```

## 5.2.4 Conjuntos, Listas y Mapas

### Conjuntos de objetos

Al definir una relación con GORM, de manera predeterminada sera un `java.util.Set`, una colección de objetos sin duplicados. En otras palabras, cuando usted tiene:

```
class Author {  
    static hasMany = [books: Book]  
}
```

La propiedad `books` que GORM inyecta es un `java.util.Set`. El cual garantiza la unicidad de los elementos, pero no es lo que usted quiere. Para personalizar el orden de los elementos establezca el conjunto como un `SortedSet`:

```
class Author {  
    SortedSet books  
    static hasMany = [books: Book]  
}
```

En este caso, se hace uso de la implementación `java.util.SortedSet`, esto significa que los elementos implementan `java.lang.Comparable`:

```
class Book implements Comparable {  
    String title  
    Date releaseDate = new Date()  
    int compareTo(obj) {  
        releaseDate.compareTo(obj.releaseDate)  
    }  
}
```

Como resultado de esta clase, las instancias `Book` en la colección `books` perteneciente a la clase `Author` estarán ordenadas por fecha de publicación.

### Listas de objetos

Para mantener los objetos en el orden que se han añadido y poder hacer referencia a ellos por medio de su índice, definir el tipo de colección como un `List`:

```
class Author {  
    List books  
    static hasMany = [books: Book]  
}
```

En este caso, cuando se añaden nuevos elementos a la colección `books`, el orden se mantiene en una lista y es posible hacer lo siguiente:

```
author.books[0] // obtener el primer book
```

A nivel de la base de datos, Hibernate crea una columna `books_idx` donde guarda el índice de los elementos y conserva el orden en la base de datos.

Cuando se utiliza un `List`, los elementos se deben añadir a la colección antes de realizar el guardado, exceptión (`org.hibernate.HibernateException: null index column for collection`):

```
// Esto no funcionara
def book = new Book(title: 'The Shining')
book.save()
author.addToBooks(book)
```

```
// Debe realizarse de esta forma.
def book = new Book(title: 'Misery')
author.addToBooks(book)
author.save()
```

## Bags de objetos

Si el orden y la unicidad no son de importancia (o si usted realiza la gestión de manera explícita), puede utilizar Hibernate para representar las colecciones mapeadas.

El único cambio requerido para esto, es definir el tipo de una colección utilizando `Collection`:

```
class Author {
    Collection books

    static hasMany = [books: Book]
}
```

Debido a que la unicidad y el orden no son gestionados por Hibernate, añadir o eliminar elementos de una colección desencadenará la carga de las demás instancias desde la base de datos, por lo tanto, este método obtiene un mayor uso de memoria que cuando se usa un `Set` o un `List`.

## Mapas de objetos

Si lo que desea es un simple mapa de pares cadena-de-texto/valor, GORM puede realizar este mapeo de la siguiente manera:

```
class Author {
    Map books // mapa de ISBN:título
}

def a = new Author()
a.books = ["1590597583": "Grails Book"]
a.save()
```

En este caso, la clave y el valor del mapa DEBEN ser cadenas de texto.

Si lo que quiere es un mapa de objetos, entonces puede hacer lo siguiente:

```
class Book {  
    Map authors  
    static hasMany = [authors: Author]  
}  
  
def a = new Author(name: "Stephen King")  
  
def book = new Book()  
book.authors = [stephen:a]  
book.save()
```

La propiedad estática `hasMany` define el tipo de elementos que contendrá el mapa. Las claves del mapa d

## Acerca de los tipos de colecciones y el desempeño

El tipo `Set` de Java no permite duplicados. Para garantizar la unicidad cuando se añade una entrada e cargar la asociación completa de la base de datos. Si la asociación contiene una gran cantidad de elen términos de rendimiento.

El mismo funcionamiento aplica para el tipo `List` debido a que para mantener el orden de los elementos, entera. Por lo tanto, si espera una gran cantidad de registros en la asociación, es recomendable definirla puede ser creado en el lado contrario:

```
def book = new Book(title: "New Grails Book")  
def author = Author.get(1)  
book.author = author  
book.save()
```

En este ejemplo, se crea la asociación por el elemento hijo (`Book`) y por lo tanto, no es necesario ope resultado es un menor numero de consultas y el código es más eficiente. Teniendo en cuenta un `Author` `Book` asociadas, si tuviera que escribir código como el siguiente notaria el resultado en el rendimiento:

```
def book = new Book(title: "New Grails Book")  
def author = Author.get(1)  
author.addToBooks(book)  
author.save()
```

También podría modelar la colección utilizando un `Bag` de Hibernate como se describió anteriormente.

## 5.3 Persistence Basics

A key thing to remember about Grails is that under the surface Grails is using [Hibernate](#) for persistence. If using [ActiveRecord](#) or [iBatis](#) Hibernate's "session" model may feel a little strange.

Grails automatically binds a Hibernate session to the currently executing request. This lets you use the [save](#) GORM methods transparently.

## Transactional Write-Behind

A useful feature of Hibernate over direct JDBC calls and even other frameworks is that when you call perform any SQL operations **at that point**. Hibernate batches up SQL statements and executes them as request when flushing and closing the session. This is typically done for you automatically by Grails, which

Hibernate caches database updates where possible, only actually pushing the changes when it knows that triggered programmatically. One common case where Hibernate will flush cached updates is when information might be included in the query results. But as long as you're doing non-conflicting saves, until the session is flushed. This can be a significant performance boost for applications that do a lot of data

Note that flushing is not the same as committing a transaction. If your actions are performed in the context of SQL updates but the database will save the changes in its transaction queue and only finalize the updates when

### 5.3.1 Saving and Updating

An example of using the [save](#) method can be seen below:

```
def p = Person.get(1)
p.save()
```

This save will not be pushed to the database immediately - it will be pushed when the next flush occurs. If you want to control when those statements are executed or, in Hibernate terminology, when the session is "flushed", you can pass a `flush` argument to the save method:

```
def p = Person.get(1)
p.save(flush: true)
```

Note that in this case *all* pending SQL statements including previous saves, deletes, etc. will be synchronized to the database. If you catch any exceptions, which is typically useful in highly concurrent scenarios involving [optimistic locking](#):

```
def p = Person.get(1)
try {
    p.save(flush: true)
}
catch (org.springframework.dao.DataIntegrityViolationException e) {
    // deal with exception
}
```

Another thing to bear in mind is that Grails [validates](#) a domain instance every time you save it. If that validation fails, the instance will not be persisted to the database. By default, `save()` will simply return `null` in this case, but if you would use the `failOnError` argument:

```
def p = Person.get(1)
try {
    p.save(failOnError: true)
}
catch (ValidationException e) {
    // deal with exception
}
```



You can even change the default behaviour with a setting in `Config.groovy`, as described in the [section](#) when you are saving domain instances that have been bound with data provided by the user, the likelihood and you won't want those exceptions propagating to the end user.

You can find out more about the subtleties of saving data in [this article](#) - a must read!

### 5.3.2 Deleting Objects

An example of the [delete](#) method can be seen below:

```
def p = Person.get(1)
p.delete()
```

As with saves, Hibernate will use transactional write-behind to perform the delete; to perform the delete, you must pass the `flush` argument:

```
def p = Person.get(1)
p.delete(flush: true)
```

Using the `flush` argument lets you catch any errors that occur during a delete. A common error that occurs is a `DataIntegrityViolationException`, although this is normally down to a programming or schema error. The following is an example of a `DataIntegrityViolationException` that is thrown when you violate the database constraints:

```
def p = Person.get(1)
try {
    p.delete(flush: true)
} catch (org.springframework.dao.DataIntegrityViolationException e) {
    flash.message = "Could not delete person ${p.name}"
    redirect(action: "show", id: p.id)
}
```

Note that Grails does not supply a `deleteAll` method as deleting data is discouraged and can often be a bad idea.

If you really need to batch delete data you can use the [executeUpdate](#) method to do batch DML statements

```
Customer.executeUpdate("delete Customer c where c.name = :oldName",
    [oldName: "Fred"])
```

### 5.3.3 Understanding Cascading Updates and Deletes

It is critical that you understand how cascading updates and deletes work when using GORM. The key setting which controls which class "owns" a relationship.

Whether it is a one-to-one, one-to-many or many-to-many, defining `belongsTo` will result in updates and deletes cascading to the other side of the relationship, and for many-to-one and one-to-many relationships the same applies.

If you *do not* define `belongsTo` then no cascades will happen and you will have to manually save one-to-many, in which case saves will cascade automatically if a new instance is in a `hasMany` collection

Here is an example:

```
class Airport {  
    String name  
    static hasMany = [flights: Flight]  
}
```

```
class Flight {  
    String number  
    static belongsTo = [airport: Airport]  
}
```

If I now create an `Airport` and add some `Flights` to it I can save the `Airport` and have the update saving the whole object graph:

```
new Airport(name: "Gatwick")  
    .addToFlights(new Flight(number: "BA3430"))  
    .addToFlights(new Flight(number: "EZ0938"))  
    .save()
```

Conversely if I later delete the `Airport` all `Flights` associated with it will also be deleted:

```
def airport = Airport.findByName("Gatwick")  
airport.delete()
```

However, if I were to remove `belongsTo` then the above cascading deletion code **would not work**. To summaries below that describe the default behaviour of GORM with regards to specific associations. A series of articles to get a deeper understanding of relationships and cascading.

#### Bidirectional one-to-many with `belongsTo`

```
class A { static hasMany = [bees: B] }
```

```
class B { static belongsTo = [a: A] }
```

In the case of a bidirectional one-to-many where the many side defines a `belongsTo` then the cascade is `both` and `"NONE"` for the many side.

#### Unidirectional one-to-many

```
class A { static hasMany = [bees: B] }
```

```
class B { }
```

In the case of a unidirectional one-to-many where the many side defines no belongsTo then the cascade str

#### **Bidirectional one-to-many, no belongsTo**

```
class A { static hasMany = [bees: B] }
```

```
class B { A a }
```

In the case of a bidirectional one-to-many where the many side does not define a belongsTo "SAVE-UPDATE" for the one side and "NONE" for the many side.

#### **Unidirectional one-to-one with belongsTo**

```
class A { }
```

```
class B { static belongsTo = [a: A] }
```

In the case of a unidirectional one-to-one association that defines a belongsTo then the cascade strategy the relationship (A->B) and "NONE" from the side that defines the belongsTo (B->A)

Note that if you need further control over cascading behaviour, you can use the [ORM DSL](#).

### **5.3.4 Eager and Lazy Fetching**

Associations in GORM are by default lazy. This is best explained by example:

```
class Airport {  
    String name  
    static hasMany = [flights: Flight]  
}
```

```
class Flight {
  String number
  Location destination
  static belongsTo = [airport: Airport]
}
```

```
class Location {
  String city
  String country
}
```

Given the above domain classes and the following code:

```
def airport = Airport.findByName("Gatwick")
for (flight in airport.flights) {
  println flight.destination.city
}
```

GORM will execute a single SQL query to fetch the `Airport` instance, another to get its flights, and then the flights association to get the current flight's destination. In other words you get N+1 queries (if you have 10 airports, you get 11 queries).

## Configuring Eager Fetching

An alternative approach that avoids the N+1 queries is to use eager fetching, which can be specified as follows:

```
class Airport {
  String name
  static hasMany = [flights: Flight]
  static mapping = {
    flights lazy: false
  }
}
```

In this case the `flights` association will be loaded at the same time as its `Airport` instance, although you still need to fetch the collection. You can also use `fetch: 'join'` instead of `lazy: false`, in which case GORM will fetch the airports and their flights. This works well for single-ended associations, but you need to be careful as you'd expect right up to the moment you add a limit to the number of results you want. At that point, you get more results than you were expecting. The reason for this is quite technical but ultimately the problem arises from GORM's lazy loading.

So, the recommendation is currently to use `fetch: 'join'` for single-ended associations and `lazy: false` for double-ended associations.

Be careful how and where you use eager loading because you could load your entire database into memory. You can find more information on the mapping options in the [section on the ORM DSL](#).

## Using Batch Fetching

Although eager fetching is appropriate for some cases, it is not always desirable. If you made everything entire database into memory resulting in performance and memory problems. An alternative to eager fetch is to configure Hibernate to lazily fetch results in "batches". For example:

```
class Airport {
    String name
    static hasMany = [flights: Flight]
    static mapping = {
        flights batchSize: 10
    }
}
```

In this case, due to the `batchSize` argument, when you iterate over the `flights` association, Hibernate will fetch flights in batches. For example if you had an `Airport` that had 30 flights, if you didn't configure batch fetching you would get 30 queries to fetch each flight. With batch fetching you get 1 query to fetch the `Airport` and 3 queries to fetch the flights. In other words, batch fetching is an optimization of the lazy fetching strategy. Batch fetching can also be configured for associations.

```
class Flight {
    ...
    static mapping = {
        batchSize 10
    }
}
```

Check out [part 3](#) of the GORM Gotchas series for more in-depth coverage of this tricky topic.

## 5.3.5 Pessimistic and Optimistic Locking

### Optimistic Locking

By default GORM classes are configured for optimistic locking. Optimistic locking is a feature of Hibernate that uses a special `version` column in the database that is incremented after each update.

The `version` column gets read into a `version` property that contains the current versioned state of the object.

```
def airport = Airport.get(10)
println airport.version
```

When you perform updates Hibernate will automatically check the `version` property against the `version` column in the database. If they don't match, Hibernate will throw a [StaleObjectException](#). This will roll back the transaction if one is active.

This is useful as it allows a certain level of atomicity without resorting to pessimistic locking that has the downside is that you have to deal with this exception if you have highly concurrent writes. This requires flushing the session after each update.

```
def airport = Airport.get(10)
try {
    airport.name = "Heathrow"
    airport.save(flush: true)
}
catch (org.springframework.dao.OptimisticLockingFailureException e) {
    // deal with exception
}
```

The way you deal with the exception depends on the application. You could attempt a programmatic merge or ask them to resolve the conflict.

Alternatively, if it becomes a problem you can resort to pessimistic locking.



The version will only be updated after flushing the session.

## Pessimistic Locking

Pessimistic locking is equivalent to doing a SQL "SELECT \* FOR UPDATE" statement and locking, with the implication that other read operations will be blocking until the lock is released.

In Grails pessimistic locking is performed on an existing instance with the [lock](#) method:

```
def airport = Airport.get(10)
airport.lock() // lock for update
airport.name = "Heathrow"
airport.save()
```

Grails will automatically deal with releasing the lock for you once the transaction has been committed. However, doing is "upgrading" from a regular SELECT to a SELECT..FOR UPDATE and another thread could still call to get() and the call to lock().

To get around this problem you can use the static [lock](#) method that takes an id just like [get](#):

```
def airport = Airport.lock(10) // lock for update
airport.name = "Heathrow"
airport.save()
```

In this case only SELECT..FOR UPDATE is issued.

As well as the [lock](#) method you can also obtain a pessimistic locking using queries. For example using a query:

```
def airport = Airport.findByName("Heathrow", [lock: true])
```

Or using criteria:

```
def airport = Airport.createCriteria().get {
    eq('name', 'Heathrow')
    lock true
}
```

### 5.3.6 Modification Checking

Once you have loaded and possibly modified a persistent domain class instance, it isn't straightforward to reload the instance using [get](#). Hibernate will return the current modified instance from its Session cache, trigger a flush which could cause problems if your data isn't ready to be flushed yet. So GORM provides values that Hibernate caches when it loads the instance (which it uses for dirty checking).

#### isDirty

You can use the [isDirty](#) method to check if any field has been modified:

```
def airport = Airport.get(10)
assert !airport.isDirty()

airport.properties = params
if (airport.isDirty()) {
    // do something based on changed state
}
```



`isDirty()` does not currently check collection associations, but it does check all other persistent associations.

You can also check if individual fields have been modified:

```
def airport = Airport.get(10)
assert !airport.isDirty()

airport.properties = params
if (airport.isDirty('name')) {
    // do something based on changed name
}
```

#### getDirtyPropertyNames

You can use the [getDirtyPropertyNames](#) method to retrieve the names of modified fields; this may be empty.

```
def airport = Airport.get(10)
assert !airport.isDirty()

airport.properties = params
def modifiedFieldNames = airport.getDirtyPropertyNames()
for (fieldName in modifiedFieldNames) {
    // do something based on changed value
}
```

## getPersistentValue

You can use the [getPersistentValue](#) method to retrieve the value of a modified field:

```
def airport = Airport.get(10)
assert !airport.isDirty()

airport.properties = params
def modifiedFieldNames = airport.getDirtyPropertyNames()
for (fieldName in modifiedFieldNames) {
    def currentValue = airport."$fieldName"
    def originalValue = airport.getPersistentValue(fieldName)
    if (currentValue != originalValue) {
        // do something based on changed value
    }
}
```

## 5.4 Querying with GORM

GORM supports a number of powerful ways to query from dynamic finders, to criteria to Hibernate's object-oriented query language. Groovy's ability to manipulate collections with [GPath](#) and methods like `sort`, `findAll` and so on combine for a powerful combination.

However, let's start with the basics.

### Listing instances

Use the [list](#) method to obtain all instances of a given class:

```
def books = Book.list()
```

The [list](#) method supports arguments to perform pagination:

```
def books = Book.list(offset:10, max:20)
```

as well as sorting:

```
def books = Book.list(sort:"title", order:"asc")
```

Here, the `sort` argument is the name of the domain class property that you wish to sort on, and the `order` argument is `asc` for **a**scending or `desc` for **d**escending.

### Retrieval by Database Identifier

The second basic form of retrieval is by database identifier using the [get](#) method:



```
def book = Book.get(23)
```

You can also obtain a list of instances for a set of identifiers using [getAll](#):

```
def books = Book.getAll(23, 93, 81)
```

### 5.4.1 Dynamic Finders

GORM supports the concept of **dynamic finders**. A dynamic finder looks like a static method invocation but does not actually exist in any form at the code level.

Instead, a method is auto-magically generated using code synthesis at runtime, based on the properties of the `Book` class:

```
class Book {  
    String title  
    Date releaseDate  
    Author author  
}
```

```
class Author {  
    String name  
}
```

The `Book` class has properties such as `title`, `releaseDate` and `author`. These can be used by the form of "method expressions":

```
def book = Book.findByTitle("The Stand")  
book = Book.findByTitleLike("Harry Pot%")  
book = Book.findByReleaseDateBetween(firstDate, secondDate)  
book = Book.findByReleaseDateGreaterThan(someDate)  
book = Book.findByTitleLikeOrReleaseDateLessThan("%Something%", someDate)
```

### Method Expressions

A method expression in GORM is made up of the prefix such as [findBy](#) followed by an expression that has the basic form is:

```
Book.findBy([Property][Comparator][Boolean Operator])[?][Property][Comparator]
```

The tokens marked with a '?' are optional. Each comparator changes the nature of the query. For example:

```
def book = Book.findByTitle("The Stand")
book = Book.findByTitleLike("Harry Pot%")
```

In the above example the first query is equivalent to equality whilst the latter, due to the `Like` comparison expression.

The possible comparators include:

- `InList` - In the list of given values
- `LessThan` - less than a given value
- `LessThanEquals` - less than or equal a given value
- `GreaterThan` - greater than a given value
- `GreaterThanEquals` - greater than or equal a given value
- `Like` - Equivalent to a SQL like expression
- `ILike` - Similar to a `Like`, except case insensitive
- `NotEqual` - Negates equality
- `Between` - Between two values (requires two arguments)
- `IsNull` - Not a null value (doesn't take an argument)
- `NotNull` - Is a null value (doesn't take an argument)

Notice that the last three require different numbers of method arguments compared to the rest, as demonstrated below:

```
def now = new Date()
def lastWeek = now - 7
def book = Book.findByReleaseDateBetween(lastWeek, now)

books = Book.findAllByReleaseDateIsNull()
books = Book.findAllByReleaseDateIsNotNull()
```

## Boolean logic (AND/OR)

Method expressions can also use a boolean operator to combine two or more criteria:

```
def books = Book.findAllByTitleLikeAndReleaseDateGreaterThan(
    "%Java%", new Date() - 30)
```

In this case we're using `And` in the middle of the query to make sure both conditions are satisfied, but you can also use `Or` to satisfy either condition:

```
def books = Book.findAllByTitleLikeOrReleaseDateGreaterThan(
    "%Java%", new Date() - 30)
```

You can combine as many criteria as you like, but they must all be combined with `And` or `Or`. If you number of criteria creates a very long method name, just convert the query to a [Criteria](#) or [HQL](#) query.

## Querying Associations

Associations can also be used within queries:

```
def author = Author.findByName("Stephen King")
def books = author ? Book.findAllByAuthor(author) : []
```

In this case if the `Author` instance is not null we use it in a query to obtain all the `Book` instances for the

## Pagination and Sorting

The same pagination and sorting parameters available on the [list](#) method can also be used with dynamic : parameter:

```
def books = Book.findAllByTitleLike("Harry Pot%",
    [max: 3, offset: 2, sort: "title", order: "desc"])
```

### 5.4.2 Criteria

Criteria is a type safe, advanced way to query that uses a Groovy builder to construct potentially complex than building up query strings using a `StringBuffer`.

Criteria can be used either with the [createCriteria](#) or [withCriteria](#) methods. The builder uses Hibernate's `Criteria` map the static methods found in the [Restrictions](#) class of the Hibernate Criteria API. For example:

```
def c = Account.createCriteria()
def results = c {
    between("balance", 500, 1000)
    eq("branch", "London")
    or {
        like("holderFirstName", "Fred%")
        like("holderFirstName", "Barney%")
    }
    maxResults(10)
    order("holderLastName", "desc")
}
```

This criteria will select up to 10 `Account` objects in a `List` matching the following criteria:

- balance is between 500 and 1000
- branch is 'London'
- holderFirstName starts with 'Fred' or 'Barney'

The results will be sorted in descending order by `holderLastName`.

If no records are found with the above criteria, an empty `List` is returned.

## Conjunctions and Disjunctions

As demonstrated in the previous example you can group criteria in a logical OR using an `or { }` block:

```
or {  
  between("balance", 500, 1000)  
  eq("branch", "London")  
}
```

This also works with logical AND:

```
and {  
  between("balance", 500, 1000)  
  eq("branch", "London")  
}
```

And you can also negate using logical NOT:

```
not {  
  between("balance", 500, 1000)  
  eq("branch", "London")  
}
```

All top level conditions are implied to be AND'd together.

## Querying Associations

Associations can be queried by having a node that matches the property name. For example say the `Account` objects:

```
class Account {  
  ...  
  static hasMany = [transactions: Transaction]  
  ...  
}
```

We can query this association by using the property name `transaction` as a builder node:

```
def c = Account.createCriteria()  
def now = new Date()  
def results = c.list {  
  transactions {  
    between('date', now - 10, now)  
  }  
}
```

The above code will find all the `Account` instances that have performed `transactions` within the association queries within logical blocks:

```
def c = Account.createCriteria()
def now = new Date()
def results = c.list {
    or {
        between('created', now - 10, now)
        transactions {
            between('date', now - 10, now)
        }
    }
}
```

Here we find all accounts that have either performed transactions in the last 10 days OR have been recently

## Querying with Projections

Projections may be used to customise the results. Define a "projections" node within the criteria build equivalent methods within the projections node to the methods found in the Hibernate [Projections](#) class:

```
def c = Account.createCriteria()
def numberOfBranches = c.get {
    projections {
        countDistinct('branch')
    }
}
```

When multiple fields are specified in the projection, a List of values will be returned. A single value will b

## Using SQL Restrictions

You can access Hibernate's SQL Restrictions capabilities.

```
def c = Person.createCriteria()
def peopleWithShortFirstNames = c.list {
    sqlRestriction "char_length(first_name) <= 4"
}
```



Note that the parameter there is SQL. The `first_name` attribute referenced in the persistence model, not the object model like in HQL queries. The `Person` property named `first_name` maps to the `first_name` column in the database and you must refer to that in the `sqlRestriction`.

Also note that the SQL used here is not necessarily portable across databases.

## Using Scrollable Results

You can use Hibernate's [ScrollableResults](#) feature by calling the `scroll` method:

```
def results = crit.scroll {
    maxResults(10)
}
def f = results.first()
def l = results.last()
def n = results.next()
def p = results.previous()

def future = results.scroll(10)
def accountNumber = results.getLong('number')
```

To quote the documentation of Hibernate ScrollableResults:

*A result iterator that allows moving around within the results by arbitrary increments. The Query / similar to the JDBC PreparedStatement/ ResultSet pattern and the semantics of methods of this interface named methods on ResultSet.*

Contrary to JDBC, columns of results are numbered from zero.

## Setting properties in the Criteria instance

If a node within the builder tree doesn't match a particular criterion it will attempt to set a property on the object. This example calls `setMaxResults` and `setFirstResult` on

```
import org.hibernate.FetchMode as FM

...
def results = c.list {
    maxResults(10)
    firstResult(50)
    fetchMode("aRelationship", FM.JOIN)
}
```

## Querying with Eager Fetching

In the section on [Eager and Lazy Fetching](#) we discussed how to declaratively specify fetching to avoid the N+1 problem. This can also be achieved using a criteria query:

```
def criteria = Task.createCriteria()
def tasks = criteria.list{
    eq "assignee.id", task.assignee.id
    join 'assignee'
    join 'project'
    order 'priority', 'asc'
}
```

Notice the usage of the `join` method: it tells the criteria API to use a JOIN to fetch the named association. It is probably best not to use this for one-to-many associations though, because you will most likely end up with 'select' fetch mode:

```
import org.hibernate.FetchMode as FM
...
def results = Airport.withCriteria {
    eq "region", "EMEA"
    fetchMode "flights", FM.SELECT
}
```

Although this approach triggers a second query to get the `flights` association, you will get reliable option.



`fetchMode` and `join` are general settings of the query and can only be specified at the top use them inside projections or association constraints.

An important point to bear in mind is that if you include associations in the query constraints, those are loaded. For example, in this query:

```
def results = Airport.withCriteria {
    eq "region", "EMEA"
    flights {
        like "number", "BA%"
    }
}
```

the `flights` collection would be loaded eagerly via a join even though the fetch mode has not been explicitly set.

## Method Reference

If you invoke the builder with no method name such as:

```
c { ... }
```

The build defaults to listing all the results and hence the above is equivalent to:

```
c.list { ... }
```

Method	Description
<b>list</b>	This is the default method. It returns all matching rows.
<b>get</b>	Returns a unique result set, i.e. just one row. The criteria has to be formed that way, that it not to be confused with a limit to just the first row.
<b>scroll</b>	Returns a scrollable result set.
<b>listDistinct</b>	If subqueries or associations are used, one may end up with the same row multiple times in distinct entities and is equivalent to <code>DISTINCT_ROOT_ENTITY</code> of the <a href="#">CriteriaSpecification</a>
<b>count</b>	Returns the number of matching rows.

## 5.4.3 Hibernate Query Language (HQL)

GORM classes also support Hibernate's query language HQL, a very complete reference for which can be found in the Hibernate documentation.

GORM provides a number of methods that work with HQL including [find](#), [findAll](#) and [executeQuery](#). An

```
def results =
  Book.findAll("from Book as b where b.title like 'Lord of the%'")
```

### Positional and Named Parameters

In this case the value passed to the query is hard coded, however you can equally use positional parameters:

```
def results =
  Book.findAll("from Book as b where b.title like ?", ["The Shi%"])
```

```
def author = Author.findByName("Stephen King")
def books = Book.findAll("from Book as book where book.author = ?",
  [author])
```

Or even named parameters:

```
def results =
  Book.findAll("from Book as b " +
    "where b.title like :search or b.author like :search",
    [search: "The Shi%"])
```

```
def author = Author.findByName("Stephen King")
def books = Book.findAll("from Book as book where book.author = :author",
  [author: author])
```

### Multiline Queries

Use the line continuation character to separate the query across multiple lines:

```
def results = Book.findAll("\
from Book as b, \
  Author as a \
where b.author = a and a.surname = ?", ['Smith'])
```





Triple-quoted Groovy multiline Strings will NOT work with HQL queries.

## Pagination and Sorting

You can also perform pagination and sorting whilst using HQL queries. To do so simply specify the pagination method call and include an "ORDER BY" clause in the HQL:

```
def results =
    Book.findAll("from Book as b where " +
                "b.title like 'Lord of the%' " +
                "order by b.title asc",
                [max: 10, offset: 20])
```

## 5.5 Advanced GORM Features

The following sections cover more advanced usages of GORM including caching, custom mapping and events.

### 5.5.1 Events and Auto Timestamping

GORM supports the registration of events as methods that get fired when certain events occur. The following is a list of supported events:

- `beforeInsert` - Executed before an object is initially persisted to the database
- `beforeUpdate` - Executed before an object is updated
- `beforeDelete` - Executed before an object is deleted
- `beforeValidate` - Executed before an object is validated
- `afterInsert` - Executed after an object is persisted to the database
- `afterUpdate` - Executed after an object has been updated
- `afterDelete` - Executed after an object has been deleted
- `onLoad` - Executed when an object is loaded from the database

To add an event simply register the relevant closure with your domain class.



Do not attempt to flush the session within an event (such as with `obj.save(flush:true)`). Since flushing this will cause a `StackOverflowError`.

## Event types

### The `beforeInsert` event

Fired before an object is saved to the database

```
class Person {
    Date dateCreated

    def beforeInsert() {
        dateCreated = new Date()
    }
}
```

## The beforeUpdate event

Fired before an existing object is updated

```
class Person {
    Date dateCreated
    Date lastUpdated

    def beforeInsert() {
        dateCreated = new Date()
    }
    def beforeUpdate() {
        lastUpdated = new Date()
    }
}
```

## The beforeDelete event

Fired before an object is deleted.

```
class Person {
    String name
    Date dateCreated
    Date lastUpdated

    def beforeDelete() {
        ActivityTrace.withNewSession {
            new ActivityTrace(eventName:"Person Deleted",data:name).save()
        }
    }
}
```

Notice the usage of `withNewSession` method above. Since events are triggered whilst Hibernate is flush, `save()` and `delete()` won't result in objects being saved unless you run your operations with a new Session.

Fortunately the `withNewSession` method lets you share the same transactional JDBC connection underlying Session.

## The beforeValidate event

Fired before an object is validated.

```
class Person {
    String name

    static constraints = {
        name size: 5..45
    }

    def beforeValidate() {
        name = name?.trim()
    }
}
```

The `beforeValidate` method is run before any validators are run.

GORM supports an overloaded version of `beforeValidate` which accepts a `List` parameter which contains property names which are about to be validated. This version of `beforeValidate` will be called when the `validate` method is called with a `List` of property names as an argument.

```
class Person {
    String name
    String town
    Integer age

    static constraints = {
        name size: 5..45
        age range: 4..99
    }

    def beforeValidate(List propertiesBeingValidated) {
        // do pre validation work based on propertiesBeingValidated
    }
}

def p = new Person(name: 'Jacob Brown', age: 10)
p.validate(['age', 'name'])
```



Note that when `validate` is triggered indirectly because of a call to the `save` method, the `validate` method is being invoked with no arguments, not a `List` that includes all of the property names.

Either or both versions of `beforeValidate` may be defined in a domain class. GORM will prefer the version with arguments but will fall back on the no-arg version if the `List` version does not exist. Likewise, GORM will prefer the version with arguments but will fall back on the no-arg version if the no-arg version does not exist.

## The onLoad/beforeLoad event

Fired immediately before an object is loaded from the database:

```

class Person {
    String name
    Date dateCreated
    Date lastUpdated

    def onLoad() {
        log.debug "Loading ${id}"
    }
}

```

`beforeLoad()` is effectively a synonym for `onLoad()`, so only declare one or the other.

## The afterLoad event

Fired immediately after an object is loaded from the database:

```

class Person {
    String name
    Date dateCreated
    Date lastUpdated

    def afterLoad() {
        name = "I'm loaded"
    }
}

```

## Custom Event Listeners

You can also register event handler classes in an application's `grails-app/conf/spring` `doWithSpring` closure in a plugin descriptor by registering a Spring bean named `hibernateEv` property, `listenerMap` which specifies the listeners to register for various Hibernate events.

The values of the Map are instances of classes that implement one or more Hibernate listener interfaces. all of the required interfaces, or one concrete class per interface, or any combination. The valid Map keys here:

Name	Interface
auto-flush	<a href="#">AutoFlushEventListener</a>
merge	<a href="#">MergeEventListener</a>
create	<a href="#">PersistEventListener</a>
create-onflush	<a href="#">PersistEventListener</a>
delete	<a href="#">DeleteEventListener</a>
dirty-check	<a href="#">DirtyCheckEventListener</a>
evict	<a href="#">EvictEventListener</a>
flush	<a href="#">FlushEventListener</a>
flush-entity	<a href="#">FlushEntityEventListener</a>
load	<a href="#">LoadEventListener</a>
load-collection	<a href="#">InitializeCollectionEventListener</a>
lock	<a href="#">LockEventListener</a>
refresh	<a href="#">RefreshEventListener</a>
replicate	<a href="#">ReplicateEventListener</a>
save-update	<a href="#">SaveOrUpdateEventListener</a>
save	<a href="#">SaveOrUpdateEventListener</a>
update	<a href="#">SaveOrUpdateEventListener</a>
pre-load	<a href="#">PreLoadEventListener</a>
pre-update	<a href="#">PreUpdateEventListener</a>
pre-delete	<a href="#">PreDeleteEventListener</a>
pre-insert	<a href="#">PreInsertEventListener</a>
pre-collection-recreate	<a href="#">PreCollectionRecreateEventListener</a>
pre-collection-remove	<a href="#">PreCollectionRemoveEventListener</a>
pre-collection-update	<a href="#">PreCollectionUpdateEventListener</a>
post-load	<a href="#">PostLoadEventListener</a>
post-update	<a href="#">PostUpdateEventListener</a>
post-delete	<a href="#">PostDeleteEventListener</a>
post-insert	<a href="#">PostInsertEventListener</a>
post-commit-update	<a href="#">PostUpdateEventListener</a>
post-commit-delete	<a href="#">PostDeleteEventListener</a>
post-commit-insert	<a href="#">PostInsertEventListener</a>
post-collection-recreate	<a href="#">PostCollectionRecreateEventListener</a>
post-collection-remove	<a href="#">PostCollectionRemoveEventListener</a>
post-collection-update	<a href="#">PostCollectionUpdateEventListener</a>

For example, you could register a class `AuditEventListener` which implements `PostUpdateEventListener`, and `PostDeleteEventListener` using the following in an applic

```
beans = {
    auditListener(AuditEventListener)

    hibernateEventListeners(HibernateEventListeners) {
        listenerMap = ['post-insert': auditListener,
                       'post-update': auditListener,
                       'post-delete': auditListener]
    }
}
```

or use this in a plugin:

```
def doWithSpring = {
    auditListener(AuditEventListener)

    hibernateEventListeners(HibernateEventListeners) {
        listenerMap = ['post-insert': auditListener,
                       'post-update': auditListener,
                       'post-delete': auditListener]
    }
}
```

## Automatic timestamping

The examples above demonstrated using events to update a `lastUpdated` and `dateCreated` property. However, this is actually not necessary. By defining a `lastUpdated` and `dateCreated` property then using GORM.

If this is not the behaviour you want you can disable this feature with:

```
class Person {
    Date dateCreated
    Date lastUpdated
    static mapping = {
        autoTimestamp false
    }
}
```



If you put `nullable: false` constraints on either `dateCreated` or `lastUpdated`, will fail validation - probably not what you want. Leave constraints off these properties unless you want automatic timestamping.

## 5.5.2 Custom ORM Mapping

Grails domain classes can be mapped onto many legacy schemas with an Object Relational Mapping. The following sections take you through what is possible with the ORM DSL.



None of this is necessary if you are happy to stick to the conventions defined by GORM for names and so on. You only need this functionality if you need to tailor the way GORM maps or configures caching

Custom mappings are defined using a static mapping block defined within your domain class:

```
class Person {
    ...
    static mapping = {
    }
}
```

You can also set global mapping settings in your Config.groovy or external config if you want to:

```
grails.gorm.default.mapping = {
    version false
    autoTimestamp false
}
```

## 5.5.2.1 Table and Column Names

### Table names

The database table name which the class maps to can be customized using the `table` method:

```
class Person {
    ...
    static mapping = {
        table 'people'
    }
}
```

In this case the class would be mapped to a table called `people` instead of the default name of `person`.

### Column names

It is also possible to customize the mapping for individual columns onto the database. For example to change

```
class Person {
    String firstName
    static mapping = {
        table 'people'
        firstName column: 'First_Name'
    }
}
```

Here `firstName` is a dynamic method within the mapping Closure that has a single Map parameter. Since `firstName` is a class persistent field, the parameter values (in this case just "column") are used to configure the mapping.

## Column type

GORM supports configuration of Hibernate types with the DSL using the `type` attribute. This includes the [org.hibernate.usertype.UserType](#) interface, which allows complete customization of how a type is mapped. For example, if you have a `PostCodeType` you could use it as follows:

```
class Address {
    String number
    String postCode

    static mapping = {
        postCode type: PostCodeType
    }
}
```

Alternatively if you just wanted to map it to one of Hibernate's basic types other than the default chosen by GORM, you could do the following:

```
class Address {
    String number
    String postCode

    static mapping = {
        postCode type: 'text'
    }
}
```

This would make the `postCode` column map to the default large-text type for the database you're using (e.g. `Clob` for Oracle or `Text` for MySQL). See the Hibernate documentation regarding [Basic Types](#) for further information.

## Many-to-One/One-to-One Mappings

In the case of associations it is also possible to configure the foreign keys used to map associations. In the case of a one-to-one association this is exactly the same as any regular column. For example consider the following:

```
class Person {
    String firstName
    Address address

    static mapping = {
        table 'people'
        firstName column: 'First_Name'
        address column: 'Person_Address_Id'
    }
}
```

By default the `address` association would map to a foreign key column called `address_id`. By using the `column` attribute you can specify the name of the foreign key column to `Person_Address_Id`.



## One-to-Many Mapping

With a bidirectional one-to-many you can change the foreign key column used by changing the column name as per the example in the previous section on one-to-one associations. However, with unidirectional as specified on the association itself. For example given a unidirectional one-to-many relationship between code will change the foreign key in the address table:

```
class Person {  
  String firstName  
  static hasMany = [addresses: Address]  
  static mapping = {  
    table 'people'  
    firstName column: 'First_Name'  
    addresses column: 'Person_Address_Id'  
  }  
}
```

If you don't want the column to be in the address table, but instead some intermediate join table you can

```
class Person {  
  String firstName  
  static hasMany = [addresses: Address]  
  static mapping = {  
    table 'people'  
    firstName column: 'First_Name'  
    addresses joinTable: [name: 'Person_Addresses',  
                          key: 'Person_Id',  
                          column: 'Address_Id']  
  }  
}
```

## Many-to-Many Mapping

Grails, by default maps a many-to-many association using a join table. For example consider this many-to-

```
class Group {  
  ...  
  static hasMany = [people: Person]  
}
```

```
class Person {  
  ...  
  static belongsTo = Group  
  static hasMany = [groups: Group]  
}
```

In this case Grails will create a join table called `group_person` containing foreign keys called `person`, `person_id` and `group` tables. To change the column names you can specify a column within the mappings

```

class Group {
    ...
    static mapping = {
        people column: 'Group_Person_Id'
    }
}
class Person {
    ...
    static mapping = {
        groups column: 'Group_Group_Id'
    }
}

```

You can also specify the name of the join table to use:

```

class Group {
    ...
    static mapping = {
        people column: 'Group_Person_Id',
        joinTable: 'PERSON_GROUP_ASSOCIATIONS'
    }
}
class Person {
    ...
    static mapping = {
        groups column: 'Group_Group_Id',
        joinTable: 'PERSON_GROUP_ASSOCIATIONS'
    }
}

```

## 5.5.2.2 Caching Strategy

### Setting up caching

[Hibernate](#) features a second-level cache with a customizable cache provider. This is configured in the `grails-app/conf/DataSource.groovy` file as follows:

```

hibernate {
    cache.use_second_level_cache=true
    cache.use_query_cache=true
    cache.provider_class='org.hibernate.cache.EhCacheProvider'
}

```

You can customize any of these settings, for example to use a distributed caching mechanism.



For further reading on caching and in particular Hibernate's second-level cache, refer to the [documentation](#) on the subject.

### Caching instances

Call the `cache` method in your mapping block to enable caching with the default settings:

```
class Person {
  ...
  static mapping = {
    table 'people'
    cache true
  }
}
```

This will configure a 'read-write' cache that includes both lazy and non-lazy properties. You can customize

```
class Person {
  ...
  static mapping = {
    table 'people'
    cache usage: 'read-only', include: 'non-lazy'
  }
}
```

## Caching associations

As well as the ability to use Hibernate's second level cache to cache instances you can also cache collections. For example:

```
class Person {
  String firstName
  static hasMany = [addresses: Address]
  static mapping = {
    table 'people'
    version false
    addresses column: 'Address', cache: true
  }
}
```

```
class Address {
  String number
  String postCode
}
```

This will enable a 'read-write' caching mechanism on the addresses collection. You can also use:

```
cache: 'read-write' // or 'read-only' or 'transactional'
```

to further configure the cache usage.

## Caching Queries

You can cache queries such as dynamic finders and criteria. To do so using a dynamic finder you can pass

```
def person = Person.findByFirstName("Fred", [cache: true])
```



In order for the results of the query to be cached, you must enable caching in your mapping in the previous section.

You can also cache criteria queries:

```
def people = Person.withCriteria {  
    like('firstName', 'Fr%')  
    cache true  
}
```

## Cache usages

Below is a description of the different cache settings and their usages:

- `read-only` - If your application needs to read but never modify instances of a persistent class, a read-only cache might be appropriate.
- `read-write` - If the application needs to update data, a read-write cache might be appropriate.
- `nonstrict-read-write` - If the application only occasionally needs to update data (ie. if it is very rare to update the same item simultaneously) and strict transaction isolation is not required, a nonstrict-read-write cache might be appropriate.
- `transactional` - The transactional cache strategy provides support for fully transactional environments using JTA. Such a cache may only be used in a JTA environment. To use this cache, you must set `hibernate.transaction.manager_lookup_class` in the `grails-app/conf/DataSources.groovy` file.

### 5.5.2.3 Inheritance Strategies

By default GORM classes use `table-per-hierarchy` inheritance mapping. This has the disadvantage of a `NOT-NULL` constraint applied to them at the database level. If you would prefer to use a `table-per-subclass` mapping, you can do so as follows:

```
class Payment {  
    Integer amount  
    static mapping = {  
        tablePerHierarchy false  
    }  
}  
  
class CreditCardPayment extends Payment {  
    String cardNumber  
}
```

The mapping of the root `Payment` class specifies that it will not be using `table-per-hierarchy` mapping.

### 5.5.2.4 Custom Database Identity

You can customize how GORM generates identifiers for the database using the DSL. By default GORM uses the 'identity' generator for generating ids. This is by far the best approach, but there are still many schemas that have different approaches.

To deal with this Hibernate defines the concept of an id generator. You can customize the id generator and

```
class Person {  
    ...  
    static mapping = {  
        table 'people'  
        version false  
        id generator: 'hilo',  
        params: [table: 'hi_value',  
                 column: 'next_value',  
                 max_lo: 100]  
    }  
}
```

In this case we're using one of Hibernate's built in 'hilo' generators that uses a separate table to generate ids.



For more information on the different Hibernate generators refer to the [Hibernate reference documentation](#).

Although you don't typically specify the `id` field (Grails adds it for you) you can still configure its mapping. In the example to customise the column for the id property you can do:

```
class Person {  
    ...  
    static mapping = {  
        table 'people'  
        version false  
        id column: 'person_id'  
    }  
}
```

### 5.5.2.5 Composite Primary Keys

GORM supports the concept of composite identifiers (identifiers composed from 2 or more properties). It is available to you if you need it:

```

import org.apache.commons.lang.builder.HashCodeBuilder

class Person implements Serializable {

    String firstName
    String lastName

    boolean equals(other) {
        if (!(other instanceof Person)) {
            return false
        }

        other.firstName == firstName && other.lastName == lastName
    }

    int hashCode() {
        def builder = new HashCodeBuilder()
        builder.append firstName
        builder.append lastName
        builder.toHashCode()
    }

    static mapping = {
        id composite: ['firstName', 'lastName']
    }
}

```

The above will create a composite id of the `firstName` and `lastName` properties of the `Person` class. prototype of the object itself:

```

def p = Person.get(new Person(firstName: "Fred", lastName: "Flintstone"))
println p.firstName

```

Domain classes mapped with composite primary keys must implement the `Serializable` interface and methods, using the properties in the composite key for the calculations. The example above uses a `HashCode` fine to implement it yourself.

Another important consideration when using composite primary keys is associations. If for example you the foreign keys are stored in the associated table then 2 columns will be present in the associated table.

For example consider the following domain class:

```

class Address {
    Person person
}

```

In this case the address table will have an additional two columns called `person_first_name` and the change the mapping of these columns then you can do so using the following technique:

```
class Address {
    Person person
    static mapping = {
        person {
            column: "FirstName"
            column: "LastName"
        }
    }
}
```

### 5.5.2.6 Database Indices

To get the best performance out of your queries it is often necessary to tailor the table index definitions. It is also a matter of monitoring usage patterns of your queries. With GORM's DSL you can specify which columns to index.

```
class Person {
    String firstName
    String address
    static mapping = {
        table 'people'
        version false
        id column: 'person_id'
        firstName column: 'First_Name', index: 'Name_Idx'
        address column: 'Address', index: 'Name_Idx,Address_Index'
    }
}
```

Note that you cannot have any spaces in the value of the `index` attribute; in this example `index: 'Name_Idx,Address_Index'` would cause an error.

### 5.5.2.7 Optimistic Locking and Versioning

As discussed in the section on [Optimistic and Pessimistic Locking](#), by default GORM uses optimistic locking by setting the `version` property into every class which is in turn mapped to a `version` column at the database level.

If you're mapping to a legacy schema that doesn't have version columns (or there's some other reason why you can't), you can disable this with the `version` method:

```
class Person {
    ...
    static mapping = {
        table 'people'
        version false
    }
}
```



If you disable optimistic locking you are essentially on your own with regards to concurrent updates. There is the risk of users losing data (due to data overriding) unless you use [pessimistic locking](#).

### Version columns types

By default Grails maps the `version` property as a `Long` that gets incremented by one each time an i supports using a `Timestamp`, for example:

```
import java.sql.Timestamp

class Person {

    ...
    Timestamp version

    static mapping = {
        table 'people'
    }
}
```

There's a slight risk that two updates occurring at nearly the same time on a fast server can end up with th very low. One benefit of using a `Timestamp` instead of a `Long` is that you combine the optimistic loc single column.

## 5.5.2.8 Eager and Lazy Fetching

### Lazy Collections

As discussed in the section on [Eager and Lazy fetching](#), GORM collections are lazily loaded by default t the ORM DSL. There are several options available to you, but the most common ones are:

- `lazy: false`
- `fetch: 'join'`

and they're used like this:

```
class Person {
    String firstName
    Pet pet

    static hasMany = [addresses: Address]
    static mapping = {
        addresses lazy: false
        pet fetch: 'join'
    }
}
```

```
class Address {
    String street
    String postCode
}
```

```
class Pet {
    String name
}
```



The first option, `lazy: false`, ensures that when a `Person` instance is loaded, its addresses collection is loaded with a second `SELECT`. The second option is basically the same, except the collection is loaded with a `JOIN` rather than a second `SELECT`. If you want to reduce the number of queries, so `fetch: 'join'` is the more appropriate option. On the other hand, the more expensive approach if your domain model and data result in more and larger results than would otherwise be the case.

For more advanced users, the other settings available are:

1. `batchSize: N`
2. `lazy: false, batchSize: N`

where `N` is an integer. These let you fetch results in batches, with one query per batch. As a simple example:

```
class Person {
    String firstName
    Pet pet

    static mapping = {
        pet batchSize: 5
    }
}
```

If a query returns multiple `Person` instances, then when we access the first `pet` property, Hibernate will fetch the pet for each `Person` instance. You can get the same behaviour with eager loading by combining `batchSize` with the `lazy: false` option. See these options in the [Hibernate user guide](#) and this [primer on fetching strategies](#). Note that ORM DSL does not have a `fetch` option for fetching strategy.

## Lazy Single-Ended Associations

In GORM, one-to-one and many-to-one associations are by default lazy. Non-lazy single ended associations are not recommended for many entities because each non-lazy association will result in an extra `SELECT` statement. If there are many associations, the number of queries grows significantly!

Use the same technique as for lazy collections to make a one-to-one or many-to-one association non-lazy/eager.

```
class Person {
    String firstName
}
```

```
class Address {
    String street
    String postCode

    static belongsTo = [person: Person]

    static mapping = {
        person lazy: false
    }
}
```

Here we configure GORM to load the associated `Person` instance (through the `person` property) when we access the `Address` instance.

## Lazy Single-Ended Associations and Proxies

Hibernate uses runtime-generated proxies to facilitate single-ended lazy associations; Hibernate dynamically generates the proxy.

Consider the previous example but with a lazily-loaded `person` association: Hibernate will set the proxy as a subclass of `Person`. When you call any of the getters (except for the `id` property) or setters on that proxy, it will load the data from the database.

Unfortunately this technique can produce surprising results. Consider the following example classes:

```
class Pet {  
    String name  
}
```

```
class Dog extends Pet {  
}
```

```
class Person {  
    String name  
    Pet pet  
}
```

and assume that we have a single `Person` instance with a `Dog` as the `pet`. The following code will work:

```
def person = Person.get(1)  
assert person.pet instanceof Dog  
assert Pet.get(person.petId) instanceof Dog
```

But this won't:

```
def person = Person.get(1)  
assert person.pet instanceof Dog  
assert Pet.list()[0] instanceof Dog
```

The second assertion fails, and to add to the confusion, this will work:

```
assert Pet.list()[0] instanceof Dog
```

What's going on here? It's down to a combination of how proxies work and the guarantees that the Hibernate API provides. When you have a `Person` instance, Hibernate creates a proxy for its `pet` relation and attaches it to the session. Once that proxy is attached, if you call `get()` on the proxy, or the `pet` relation *within the same session*, Hibernate gives you the real instance.

Fortunately for us, GORM automatically unwraps the proxy when you use `get()` and `findBy*`, or `list()` and `findAllBy*`. That means you don't have to worry at all about proxies in the majority of cases. But GORM doesn't do this for `list()` and `findAllBy*` if the proxy is not attached to the session. That's why the second assertion fails. However, if Hibernate hasn't attached the proxy to the session, `list()` and `findAllBy*` return a list of real instances - hence why the last example works.

You can protect yourself to a degree from this problem by using the `instanceOf` method by GORM:

```
def person = Person.get(1)
assert Pet.list()[0].instanceOf(Dog)
```

However, it won't help here if casting is involved. For example, the following code will throw a `ClassCastException` if the first element in the list is a proxy instance with a class that is neither `Dog` nor a sub-class of `Dog`:

```
def person = Person.get(1)
Dog pet = Pet.list()[0]
```

Of course, it's best not to use static types in this situation. If you use an untyped variable for the pet instead, you can call methods on the instance without any problems.

These days it's rare that you will come across this issue, but it's best to be aware of it just in case. At least you can then occur and be able to work around it.

### 5.5.2.9 Custom Cascade Behaviour

As described in the section on [cascading updates](#), the primary mechanism to control the way updates and deletions are propagated to another is the static [belongsTo](#) property.

However, the ORM DSL gives you complete access to Hibernate's [transitive persistence](#) capabilities using the `cascade` attribute.

Valid settings for the cascade attribute include:

- `merge` - merges the state of a detached association
- `save-update` - cascades only saves and updates to an association
- `delete` - cascades only deletes to an association
- `lock` - useful if a pessimistic lock should be cascaded to its associations
- `refresh` - cascades refreshes to an association
- `evict` - cascades evictions (equivalent to `discard()` in GORM) to associations if set
- `all` - cascade *all* operations to associations
- `all-delete-orphan` - Applies only to one-to-many associations and indicates that when a child is deleted, the parent should be automatically deleted. Children are also deleted when the parent is.



It is advisable to read the section in the Hibernate documentation on [transitive persistence](#) for a better understanding of the different cascade styles and recommendations for their usage.

To specify the cascade attribute simply define one or more (comma-separated) of the aforementioned settings.

```
class Person {
    String firstName
    static hasMany = [addresses: Address]
    static mapping = {
        addresses cascade: "all-delete-orphan"
    }
}
```

```
class Address {
    String street
    String postCode
}
```

### 5.5.2.10 Custom Hibernate Types

You saw in an earlier section that you can use composition (with the embedded property) to break . achieve a similar effect with Hibernate's custom user types. These are not domain classes themselves, but these types also has a corresponding "meta-type" class that implements [org.hibernate.usertype.UserType](http://org.hibernate.usertype.UserType).

The [Hibernate reference manual](#) has some information on custom types, but here we will focus on how taking a look at a simple domain class that uses an old-fashioned (pre-Java 1.5) type-safe enum class:

```
class Book {
    String title
    String author
    Rating rating
    static mapping = {
        rating type: RatingUserType
    }
}
```

All we have done is declare the `rating` field the enum type and set the property's type in the custom mapping implementation. That's all you have to do to start using your custom type. If you want, you can also "column" to change the column name and "index" to add it to an index.

Custom types aren't limited to just a single column - they can be mapped to as many columns as you want the mapping what columns to use, since Hibernate can only use the property name for a single column. For columns to a property using this syntax:

```

class Book {
    String title
    Name author
    Rating rating

    static mapping = {
        name type: NameUserType, {
            column name: "first_name"
            column name: "last_name"
        }
        rating type: RatingUserType
    }
}

```

The above example will create "first\_name" and "last\_name" columns for the author property. You'll be using some of the normal column/property mapping attributes in the column definitions. For example:

```

column name: "first_name", index: "my_idx", unique: true

```

The column definitions do *not* support the following attributes: type, cascade, lazy, cache, and join.

One thing to bear in mind with custom types is that they define the *SQL types* for the corresponding database. You can configure them yourself, but what happens if you have a legacy database that uses a different SQL type? You can override the column's SQL type using the `sqlType` attribute:

```

class Book {
    String title
    Name author
    Rating rating

    static mapping = {
        name type: NameUserType, {
            column name: "first_name", sqlType: "text"
            column name: "last_name", sqlType: "text"
        }
        rating type: RatingUserType, sqlType: "text"
    }
}

```

Mind you, the SQL type you specify needs to still work with the custom type. So overriding a default of "text" with "yes\_no" isn't going to work.

### 5.5.2.11 Derived Properties

A derived property is one that takes its value from a SQL expression, often but not necessarily based on other properties. Consider a Product class like this:

```

class Product {
    Float price
    Float taxRate
    Float tax
}

```

If the `tax` property is derived based on the value of `price` and `taxRate` properties then is probably no SQL used to derive the value of a derived property may be expressed in the ORM DSL like this:

```
class Product {
    Float price
    Float taxRate
    Float tax

    static mapping = {
        tax formula: 'PRICE * TAX_RATE'
    }
}
```

Note that the formula expressed in the ORM DSL is SQL so references to other properties should relate model, which is why the example refers to `PRICE` and `TAX_RATE` instead of `price` and `taxRate`.

With that in place, when a `Product` is retrieved with something like `Product.get(42)`, the SQL that is generated is something like this:

```
select
    product0_.id as id1_0_,
    product0_.version as version1_0_,
    product0_.price as price1_0_,
    product0_.tax_rate as tax4_1_0_,
    product0_.PRICE * product0_.TAX_RATE as formula1_0_
from
    product product0_
where
    product0_.id=?
```

Since the `tax` property is derived at runtime and not stored in the database it might seem that the same method like `getTax()` to the `Product` class that simply returns the product of the `taxRate` and `price` that you would give up the ability query the database based on the value of the `tax` property. Using a derived property to retrieve all `Product` objects that have a `tax` value greater than 21.12 you could execute a query like this

```
Product.findAllByTaxGreaterThan(21.12)
```

Derived properties may be referenced in the Criteria API:

```
Product.withCriteria {
    gt 'tax', 21.12f
}
```

The SQL that is generated to support either of those would look something like this:

```

select
    this_.id as id1_0_,
    this_.version as version1_0_,
    this_.price as price1_0_,
    this_.tax_rate as tax4_1_0_,
    this_.PRICE * this_.TAX_RATE as formula1_0_
from
    product this_
where
    this_.PRICE * this_.TAX_RATE>?

```



Because the value of a derived property is generated in the database and depends on the other derived properties may not have GORM constraints applied to them. If constraints are set on a derived property, they will be ignored.

### 5.5.2.12 Custom Naming Strategy

By default Grails uses Hibernate's `ImprovedNamingStrategy` to convert domain class names and property names by converting from camel-cased Strings to ones that use underscores as word separators. You can configure this in the mapping closure but if there's a consistent pattern you can specify a different `NamingStrategy`.

Configure the class name to be used in `grails-app/conf/DataSource.groovy` in the `hibernate` block:

```

dataSource {
    pooled = true
    dbCreate = "create-drop"
    ...
}

hibernate {
    cache.use_second_level_cache = true
    ...
    naming_strategy = com.myco.myproj.CustomNamingStrategy
}

```

You can use an existing class or write your own, for example one that prefixes table names and column names.

```

package com.myco.myproj

import org.hibernate.cfg.ImprovedNamingStrategy
import org.hibernate.util.StringHelper

class CustomNamingStrategy extends ImprovedNamingStrategy {

    String classToTableName(String className) {
        "table_" + StringHelper.unqualify(className)
    }

    String propertyToColumnName(String propertyName) {
        "col_" + StringHelper.unqualify(propertyName)
    }
}

```

## 5.5.3 Default Sort Order

You can sort objects using query arguments such as those found in the [list](#) method:

```
def airports = Airport.list(sort:'name')
```

However, you can also declare the default sort order for a collection in the mapping:

```
class Airport {  
  ...  
  static mapping = {  
    sort "name"  
  }  
}
```

The above means that all collections of `Airports` will by default be sorted by the airport name. If you use `sort` in this syntax:

```
class Airport {  
  ...  
  static mapping = {  
    sort name: "desc"  
  }  
}
```

Finally, you can configure sorting at the association level:

```
class Airport {  
  ...  
  static hasMany = [flights: Flight]  
  static mapping = {  
    flights sort: 'number', order: 'desc'  
  }  
}
```

In this case, the `flights` collection will always be sorted in descending order of flight number.



These mappings will not work for default unidirectional one-to-many or many-to-many relationships that involve a join table. See [this issue](#) for more details. Consider using a `SortedSet` or queries to fetch the data you need.

## 5.6 Programmatic Transactions

Grails is built on Spring and uses Spring's Transaction abstraction for dealing with programmatic transactions. This abstraction has been enhanced to make this simpler with the [withTransaction](#) method. This method has a single parameter which is a Spring [TransactionStatus](#) instance.

Here's an example of using `withTransaction` in a controller methods:



```

def transferFunds() {
    Account.withTransaction { status ->
        def source = Account.get(params.from)
        def dest = Account.get(params.to)

        def amount = params.amount.toInteger()
        if (source.active) {
            if (dest.active) {
                source.balance -= amount
                dest.amount += amount
            }
            else {
                status.setRollbackOnly()
            }
        }
    }
}

```

In this example we rollback the transaction if the destination account is not active. Also, if an unchecked `Exception`, even though Groovy doesn't require that you catch checked exceptions) is thrown automatically be rolled back.

You can also use "save points" to rollback a transaction to a particular point in time if you don't want to r be achieved through the use of Spring's [SavePointManager](#) interface.

The `withTransaction` method deals with the begin/commit/rollback logic for you within the scope of

## 5.7 GORM and Constraints

Although constraints are covered in the [Validation](#) section, it is important to mention them here as some which the database schema is generated.

Where feasible, Grails uses a domain class's constraints to influence the database columns generate properties.

Consider the following example. Suppose we have a domain model with the following properties:

```

String name
String description

```

By default, in MySQL, Grails would define these columns as

Column	Data Type
name	varchar(255)
description	varchar(255)

But perhaps the business rules for this domain class state that a description can be up to 1000 characters in likely define the column as follows *if* we were creating the table with an SQL script.

Column	Data Type
description	TEXT

Chances are we would also want to have some application-based validation to make sure we don't exceed persist any records. In Grails, we achieve this validation with [constraints](#). We would add the following con

```
static constraints = {  
    description maxSize: 1000  
}
```

This constraint would provide both the application-based validation we want and it would also cause the s  
Below is a description of the other constraints that influence schema generation.

## Constraints Affecting String Properties

- [inList](#)
- [maxSize](#)
- [size](#)

If either the `maxSize` or the `size` constraint is defined, Grails sets the maximum column length based on

In general, it's not advisable to use both constraints on the same domain class property. However, if both constraint are defined, then Grails sets the column length to the minimum of the `maxSize` constraint and (Grails uses the minimum of the two, because any length that exceeds that minimum will result in a validat

If the `inList` constraint is defined (and the `maxSize` and the `size` constraints are not defined), then C based on the length of the longest string in the list of valid values. For example, given a list including valu would set the column length to 6 (i.e., the number of characters in the string "Groovy").

## Constraints Affecting Numeric Properties

- [min](#)
- [max](#)
- [range](#)

If the `max`, `min`, or `range` constraint is defined, Grails attempts to set the column precision based on th attempted influence is largely dependent on how Hibernate interacts with the underlying DBMS.)

In general, it's not advisable to combine the pair `min/max` and `range` constraints together on the same d of these constraints is defined, then Grails uses the minimum precision value from the constraints. (Grails any length that exceeds that minimum precision will result in a validation error.)

- [scale](#)

If the `scale` constraint is defined, then Grails attempts to set the column [scale](#) based on the constraint v point numbers (i.e., `java.lang.Float`, `java.lang.Double`, `java.lang.BigI` `java.lang.BigDecimal`). The success of this attempted influence is largely dependent on how F DBMS.

The constraints define the minimum/maximum numeric values, and Grails derives the maximum number in mind that specifying only one of `min/max` constraints will not affect schema generation (since there co with `max:100`, for example), unless the specified constraint value requires more digits than default Hi moment). For example:

```
someFloatValue max: 1000000, scale: 3
```

would yield:

```
someFloatValue DECIMAL(19, 3) // precision is default
```

but

```
someFloatValue max: 12345678901234567890, scale: 5
```

would yield:

```
someFloatValue DECIMAL(25, 5) // precision = digits in max + scale
```

and

```
someFloatValue max: 100, min: -100000
```

would yield:

```
someFloatValue DECIMAL(8, 2) // precision = digits in min + default scale
```

## 6 The Web Layer

### 6.1 Controllers

A controller handles requests and creates or prepares the response. A controller can generate the response (a controller, simply create a class whose name ends with `Controller` in the `grails-app/controllers` package).

The default [URL Mapping](#) configuration ensures that the first part of your controller name is mapped to your controller maps to URIs within the controller name URI.

#### 6.1.1 Understanding Controllers and Actions

##### Creating a controller

Controllers can be created with the [create-controller](#) or [generate-controller](#) command. For example try run root of a Grails project:

```
grails create-controller book
```

The command will create a controller at the location `grails-app/controllers/myapp/BookController`.

```
package myapp

class BookController {

    def index() { }
}
```

where "myapp" will be the name of your application, the default package name if one isn't specified.

`BookController` by default maps to the `/book` URI (relative to your application root).



The `create-controller` and `generate-controller` commands are just for convenience; you can as easily create controllers using your favorite text editor or IDE.

##### Creating Actions

A controller can have multiple public action methods; each one maps to a URI:

```
class BookController {
  def list() {
    // do controller logic
    // create model

    return model
  }
}
```

This example maps to the `/book/list` URI by default thanks to the property being named `list`.

## Public Methods as Actions

In earlier versions of Grails actions were implemented with Closures. This is still supported, but the preferred way is to use public methods. Leveraging methods instead of Closure properties has some advantages:

- Memory efficient
- Allow use of stateless controllers (singleton scope)
- You can override actions from subclasses and call the overridden superclass method with `super.actionName()`
- Methods can be intercepted with standard proxying mechanisms, something that is complicated to do with Closures

If you prefer the Closure syntax or have older controller classes created in earlier versions of Grails that use Closures, you can set the `grails.compile.artefacts.closures.convert` property to `true` in `grails.config`:

```
grails.compile.artefacts.closures.convert = true
```

and a compile-time AST transformation will convert your Closures to methods in the generated bytecode.

## The Default Action

A controller has the concept of a default URI that maps to the root URI of the controller, for example the default action that is called when the default URI is requested is dictated by the following rules:

- If there is only one action, it's the default
- If you have an action named `index`, it's the default
- Alternatively you can set it explicitly with the `defaultAction` property:

```
static defaultAction = "list"
```

## 6.1.2 Controllers and Scopes

### Available Scopes

Scopes are hash-like objects where you can store variables. The following scopes are available to control

- [servletContext](#) - Also known as application scope, this scope lets you share state across the entire web instance of [ServletContext](#)
- [session](#) - The session allows associating state with a given user and typically uses cookies to associate object is an instance of [HttpSession](#)
- [request](#) - The request object allows the storage of objects for the current request only. The [HttpServletRequest](#)
- [params](#) - Mutable map of incoming request query string or POST parameters
- [flash](#) - See below

## Accessing Scopes

Scopes can be accessed using the variable names above in combination with Groovy's array index operator. The Servlet API such as the [HttpServletRequest](#):

```
class BookController {
    def find() {
        def findBy = params["findBy"]
        def appContext = request["foo"]
        def loggedUser = session["logged_user"]
    }
}
```

You can also access values within scopes using the de-reference operator, making the syntax even more clear.

```
class BookController {
    def find() {
        def findBy = params.findBy
        def appContext = request.foo
        def loggedUser = session.logged_user
    }
}
```

This is one of the ways that Grails unifies access to the different scopes.

## Using Flash Scope

Grails supports the concept of [flash](#) scope as a temporary store to make attributes available for this request. The attributes are cleared. This is useful for setting a message directly before redirecting, for example:

```
def delete() {
    def b = Book.get(params.id)
    if (!b) {
        flash.message = "User not found for id ${params.id}"
        redirect(action:list)
    }
    ... // remaining code
}
```

When the `list` action is requested, the `message` value will be in scope and can be used to display an ir from the `flash` scope after this second request.

Note that the attribute name can be anything you want, and the values are often strings used to display mes

## Scoped Controllers

By default, a new controller instance is created for each request. In fact, because the controller is `prot` each request happens on its own thread.

You can change this behaviour by placing a controller in a particular scope. The supported scopes are:

- `prototype` (default) - A new controller will be created for each request (recommended for actions :
- `session` - One controller is created for the scope of a user session
- `singleton` - Only one instance of the controller ever exists (recommended for actions as methods)

To enable one of the scopes, add a static `scope` property to your class with one of the valid scope values l

```
static scope = "singleton"
```

You can define the default strategy under in `Config.groovy` with the `grails.controllers.def`

```
grails.controllers.defaultScope = "singleton"
```



Use scoped controllers wisely. For instance, we don't recommend having any properties controller since they will be shared for *all* requests. Setting a default scope other than `proto` unexpected behaviors if you have controllers provided by installed plugins that expe `prototype`.

## 6.1.3 Models and Views

### Returning the Model

A model is a `Map` that the view uses when rendering. The keys within that `Map` correspond to variable na couple of ways to return a model. First, you can explicitly return a `Map` instance:

```
def show() {  
    [book: Book.get(params.id)]  
}
```



The above does *not* reflect what you should use with the scaffolding views - see the [scaffo](#) details.

If no explicit model is returned the controller's properties will be used as the model, thus allowing you to v

```
class BookController {  
  List books  
  List authors  
  def list() {  
    books = Book.list()  
    authors = Author.list()  
  }  
}
```



This is possible due to the fact that controllers are prototype scoped. In other words a new c each request. Otherwise code such as the above would not be thread-safe, and all users would

In the above example the books and authors properties will be available in the view.

A more advanced approach is to return an instance of the Spring [ModelAndView](#) class:

```
import org.springframework.web.servlet.ModelAndView  
  
def index() {  
  // get some books just for the index page, perhaps your favorites  
  def favoriteBooks = ...  
  
  // forward to the list view to show them  
  return new ModelAndView("/book/list", [ bookList : favoriteBooks ])  
}
```

One thing to bear in mind is that certain variable names can not be used in your model:

- attributes
- application

Currently, no error will be reported if you do use them, but this will hopefully change in a future version o

## Selecting the View

In both of the previous two examples there was no code that specified which [view](#) to render. So how does the answer lie in the conventions. Grails will look for a view at the location `grails-app/views/book/`

```
class BookController {  
  def show() {  
    [book: Book.get(params.id)]  
  }  
}
```

To render a different view, use the [render](#) method:



```
def show() {
  def map = [book: Book.get(params.id)]
  render(view: "display", model: map)
}
```

In this case Grails will attempt to render a view at the location `grails-app/views/book/display` qualifies the view location with the `book` directory of the `grails-app/views` directory. This is convenient instead you can use an absolute path instead of a relative one:

```
def show() {
  def map = [book: Book.get(params.id)]
  render(view: "/shared/display", model: map)
}
```

In this case Grails will attempt to render a view at the location `grails-app/views/shared/display`. Grails also supports JSPs as views, so if a GSP isn't found in the expected location but a JSP is, it will be used.

## Rendering a Response

Sometimes it's easier (for example with Ajax applications) to render snippets of text or code to the response. The highly flexible `render` method can be used:

```
render "Hello World!"
```

The above code writes the text "Hello World!" to the response. Other examples include:

```
// write some markup
render {
  for (b in books) {
    div(id: b.id, b.title)
  }
}
```

```
// render a specific view
render(view: 'show')
```

```
// render a template for each item in a collection
render(template: 'book_template', collection: Book.list())
```

```
// render some text with encoding and content type
render(text: "<xml>some xml</xml>", contentType: "text/xml", encoding: "UTF-8")
```

If you plan on using Groovy's MarkupBuilder to generate HTML for use with the `render` method HTML elements and Grails tags, for example:

```
import groovy.xml.MarkupBuilder
...
def login() {
    def writer = new StringWriter()
    def builder = new MarkupBuilder(writer)
    builder.html {
        head {
            title 'Log in'
        }
        body {
            h1 'Hello'
            form {
            }
        }
    }

    def html = writer.toString()
    render html
}
```

This will actually [call the form tag](#) (which will return some text that will be ignored by the MarkupBuilder element, use the following:

```
def login() {
    // ...
    body {
        h1 'Hello'
        builder.form {
        }
    }
    // ...
}
```

## 6.1.4 Redirects and Chaining

### Redirects

Actions can be redirected using the [redirect](#) controller method:

```
class OverviewController {
    def login() {}
    def find() {
        if (!session.user)
            redirect(action: 'login')
        return
    }
    ...
}
```

Internally the [redirect](#) method uses the [HttpServletResponse](#) object's `sendRedirect` method.

The `redirect` method expects one of:

- Another closure within the same controller class:

```
// Call the login action within the same class
redirect(action: login)
```

- The name of an action (and controller name if the redirect isn't to an action in the current controller):

```
// Also redirects to the index action in the home controller
redirect(controller: 'home', action: 'index')
```

- A URI for a resource relative the application context path:

```
// Redirect to an explicit URI
redirect(uri: "/login.html")
```

- Or a full URL:

```
// Redirect to a URL
redirect(url: "http://grails.org")
```

Parameters can optionally be passed from one action to the next using the `params` argument of the method

```
redirect(action: 'myaction', params: [myparam: "myvalue"])
```

These parameters are made available through the [params](#) dynamic property that accesses request parameters. If a parameter with the same name as a request parameter, the request parameter is overridden and the controller parameter is used.

Since the `params` object is a `Map`, you can use it to pass the current request parameters from one action to the next.

```
redirect(action: "next", params: params)
```

Finally, you can also include a fragment in the target URI:

```
redirect(controller: "test", action: "show", fragment: "profile")
```

which will (depending on the URL mappings) redirect to something like `/myapp/test/show#profile`.

## Chaining

Actions can also be chained. Chaining allows the model to be retained from one action to the next. For example:

```
class ExampleChainController {
  def first() {
    chain(action: second, model: [one: 1])
  }
  def second () {
    chain(action: third, model: [two: 2])
  }
  def third() {
    [three: 3]
  }
}
```

results in the model:

```
[one: 1, two: 2, three: 3]
```

The model can be accessed in subsequent controller actions in the chain using the `chainModel` map actions following the call to the `chain` method:

```
class ChainController {
  def nextInChain() {
    def model = chainModel.myModel
    ...
  }
}
```

Like the `redirect` method you can also pass parameters to the `chain` method:

```
chain(action: "action1", model: [one: 1], params: [myparam: "param1"])
```

## 6.1.5 Controller Interceptors

Often it is useful to intercept processing based on either request, session or application state. This can be achieved using interceptors. There are currently two types of interceptors: before and after.



If your interceptor is likely to apply to more than one controller, you are almost certainly better off using Filters. Filters can be applied to multiple controllers or URIs without the need to change the logic of each controller.

### Before Interception

The `beforeInterceptor` intercepts processing before the action is executed. If it returns `false`, the action is not executed. The interceptor can be defined for all actions in a controller as follows:

```
def beforeInterceptor = {
  println "Tracing action ${actionUri}"
}
```

The above is declared inside the body of the controller definition. It will be executed before all actions and a common use case is very simplistic authentication:

```
def beforeInterceptor = [action: this.&auth, except: 'login']
// defined with private scope, so it's not considered an action
private auth() {
  if (!session.user) {
    redirect(action: 'login')
    return false
  }
}
def login() {
  // display login page
}
```

The above code defines a method called `auth`. A private method is used so that it is not exposed as `beforeInterceptor` then defines an interceptor that is used on all actions *except* the login action as the `auth` method is referenced using Groovy's method pointer syntax. Within the method it detects whether it redirects to the login action and returns `false`, causing the intercepted action to not be processed.

## After Interception

Use the `afterInterceptor` property to define an interceptor that is executed after an action:

```
def afterInterceptor = { model ->
  println "Tracing action ${actionUri}"
}
```

The after interceptor takes the resulting model as an argument and can hence manipulate the model or response. An after interceptor may also modify the Spring MVC [ModelAndView](#) object prior to rendering. In this case:

```
def afterInterceptor = { model, modelAndView ->
  println "Current view is ${modelAndView.viewName}"
  if (model.someVar) modelAndView.viewName = "/mycontroller/someotherview"
  println "View is now ${modelAndView.viewName}"
}
```

This allows the view to be changed based on the model returned by the current action. Note that the model being intercepted is called `redirect` or `render`.

## Interception Conditions

Rails users will be familiar with the authentication example and how the 'except' condition was used where they are called 'filters' in Rails; this terminology conflicts with Servlet filter terminology in Java):

```
def beforeInterceptor = [action: this.&auth, except: 'login']
```

This executes the interceptor for all actions except the specified action. A list of actions can also be defined

```
def beforeInterceptor = [action: this.&auth, except: ['login', 'register']]
```

The other supported condition is 'only', this executes the interceptor for only the specified action(s):

```
def beforeInterceptor = [action: this.&auth, only: ['secure']]
```

## 6.1.6 Data Binding

Data binding is the act of "binding" incoming request parameters onto the properties of an object or array. It should deal with all necessary type conversion since request parameters, which are typically delivered by HTTP, whilst the properties of a Groovy or Java object may well not be.

Grails uses [Spring](#)'s underlying data binding capability to perform data binding.

### Binding Request Data to the Model

There are two ways to bind request parameters onto the properties of a domain class. The first involves using the implicit constructor.

```
def save() {  
    def b = new Book(params)  
    b.save()  
}
```

The data binding happens within the code `new Book(params)`. By passing the [params](#) object to the constructor, Grails automatically recognizes that you are trying to bind from request parameters. So if we had an incoming request like:

```
/book/save?title=The%20Stand&author=Stephen%20King
```

Then the `title` and `author` request parameters would automatically be set on the domain class. You can also perform data binding onto an existing instance:

```
def save() {  
    def b = Book.get(params.id)  
    b.properties = params  
    b.save()  
}
```

This has the same effect as using the implicit constructor.

## Data binding and Single-ended Associations

If you have a one-to-one or many-to-one association you can use Grails' data binding capability example if you have an incoming request such as:

```
/book/save?author.id=20
```

Grails will automatically detect the `.id` suffix on the request parameter and look up the `Author` instance binding such as:

```
def b = new Book(params)
```

An association property can be set to null by passing the literal `String "null"`. For example:

```
/book/save?author.id=null
```

## Data Binding and Many-ended Associations

If you have a one-to-many or many-to-many association there are different techniques for data binding depending on the association type.

If you have a `Set` based association (the default for a `hasMany`) then the simplest way to populate an association is by using the `<g:select>` tag. For example consider the usage of `<g:select>` below:

```
<g:select name="books"
  from="${Book.list()}"
  size="5" multiple="yes" optionKey="id"
  value="${author?.books}" />
```

This produces a select box that lets you select multiple values. In this case if you submit the form Grails will bind the selected values from the select box to populate the `books` association.

However, if you have a scenario where you want to update the properties of the associated objects then this is where the subscript operator comes in:

```
<g:textField name="books[0].title" value="the Stand" />
<g:textField name="books[1].title" value="the Shining" />
```

However, with `Set` based association it is critical that you render the mark-up in the same order that you populated the association. Since a `Set` has no concept of order, so although we're referring to `books0` and `books1` it is not guaranteed to be correct on the server side unless you apply some explicit sorting yourself.

This is not a problem if you use `List` based associations, since a `List` has a defined order and an index. For `Map` based associations.

Note also that if the association you are binding to has a size of two and you refer to an element that is out:

```
<g:textField name="books[0].title" value="the Stand" />
<g:textField name="books[1].title" value="the Shining" />
<g:textField name="books[2].title" value="Red Madder" />
```

Then Grails will automatically create a new instance for you at the defined position. If you "skipped" a few

```
<g:textField name="books[0].title" value="the Stand" />
<g:textField name="books[1].title" value="the Shining" />
<g:textField name="books[5].title" value="Red Madder" />
```

Then Grails will automatically create instances in between. For example in the above case Grails will create instances for books 2, 3, 4, and 5. If the association being bound had a size of 2.

You can bind existing instances of the associated type to a `List` using the same `.id` syntax as you would for a new instance. For example:

```
<g:select name="books[0].id" from="${bookList}"
         value="${author?.books[0]?.id}" />
<g:select name="books[1].id" from="${bookList}"
         value="${author?.books[1]?.id}" />
<g:select name="books[2].id" from="${bookList}"
         value="${author?.books[2]?.id}" />
```

Would allow individual entries in the `books` `List` to be selected separately.

Entries at particular indexes can be removed in the same way too. For example:

```
<g:select name="books[0].id"
         from="${Book.list()}"
         value="${author?.books[0]?.id}"
         noSelection="['null': '']"/>
```

Will render a select box that will remove the association at `books[0]` if the empty option is chosen.

Binding to a `Map` property works the same way except that the list index in the parameter name is replaced with the property name.

```
<g:select name="images[cover].id"
         from="${Image.list()}"
         value="${book?.images[cover]?.id}"
         noSelection="['null': '']"/>
```

This would bind the selected image into the `Map` property `images` under a key of `"cover"`.

## Data binding with Multiple domain classes

It is possible to bind data to multiple domain objects from the [params](#) object.



For example so you have an incoming request to:

```
/book/save?book.title=The%20Stand&author.name=Stephen%20King
```

You'll notice the difference with the above request is that each parameter has a prefix such as `author.` or `book.` parameters belong to which type. Grails' `params` object is like a multi-dimensional hash and you can index parameters to bind.

```
def b = new Book(params.book)
```

Notice how we use the prefix before the first dot of the `book.title` parameter to isolate only parameter of the same with an `Author` domain class:

```
def a = new Author(params.author)
```

## Data Binding and Action Arguments

Controller action arguments are subject to request parameter data binding. There are 2 categories of argument. The first category is command objects. Complex types are treated as command objects. See the [Command Object](#) section. The other category is basic object types. Supported types are the 8 primitives, their corresponding type wrapper classes. The behavior is to map request parameters to action arguments by name:

```
class AccountingController {
    // accountNumber will be initialized with the value of params.accountNumber
    // accountType will be initialized with params.accountType
    def displayInvoice(String accountNumber, int accountType) {
        // ...
    }
}
```

For primitive arguments and arguments which are instances of any of the primitive type wrapper classes before the request parameter value can be bound to the action argument. The type conversion happens automatically. As shown above, the `params.accountType` request parameter has to be converted to an `int`. If type conversion fails, the argument will have its default value per normal Java behavior (null for type wrapper references, false for booleans, etc). A corresponding error will be added to the `errors` property of the defining controller.

```
/accounting/displayInvoice?accountNumber=B59786&accountType=bogusValue
```

Since "bogusValue" cannot be converted to type `int`, the value of `accountType` will be zero, `controller.errors.errorCount` will be equal to 1 and `controller.errors.getFieldError(0)` contain the corresponding error.

If the argument name does not match the name of the request parameter then the `@grails.web.RequestParameter` annotation can be applied to an argument to express the name of the request parameter which should be bound to that argument.

```
import grails.web.RequestParameter

class AccountingController {
    // mainAccountNumber will be initialized with the value of params.accountNumber
    // accountType will be initialized with params.accountType
    def displayInvoice(@RequestParameter('accountNumber') String mainAccountNumber
        // ...
    }
}
```

## Data binding and type conversion errors

Sometimes when performing data binding it is not possible to convert a particular String into a particular type. Grails will retain type conversion errors inside the [errors](#) property of a Grails domain class.

```
class Book {
    ...
    URL publisherURL
}
```

Here we have a domain class `Book` that uses the `java.net.URL` class to represent URLs. Given an incoming request like:

```
/book/save?publisherURL=a-bad-url
```

it is not possible to bind the string `a-bad-url` to the `publisherURL` property as a type mismatch error occurs:

```
def b = new Book(params)
if (b.hasErrors()) {
    println "The value ${b.errors.getFieldError('publisherURL').rejectedValue} " +
        " is not a valid URL!"
}
```

Although we have not yet covered error codes (for more information see the section on [Validation](#)), for type mismatch errors you can use a message from the `grails-app/i18n/messages.properties` file to use for the error. You can use it as:

```
typeMismatch.java.net.URL=The field {0} is not a valid URL
```

Or a more specific one:

```
typeMismatch.Book.publisherURL=The publisher URL you specified is not a valid URL
```

## Data Binding and Security concerns

When batch updating properties from request parameters you need to be careful not to allow clients to bind properties that are not persisted in the database. You can limit what properties are bound to a given domain class using the `bindData` method.

```
def p = Person.get(1)
p.properties['firstName','lastName'] = params
```

In this case only the `firstName` and `lastName` properties will be bound.

Another way to do this is to use [Command Objects](#) as the target of data binding instead of domain objects. The flexible [bindData](#) method.

The `bindData` method allows the same data binding capability, but to arbitrary objects:

```
def p = new Person()
bindData(p, params)
```

The `bindData` method also lets you exclude certain parameters that you don't want updated:

```
def p = new Person()
bindData(p, params, [exclude: 'dateOfBirth'])
```

Or include only certain properties:

```
def p = new Person()
bindData(p, params, [include: ['firstName', 'lastName']])
```



Note that if an empty List is provided as a value for the `include` parameter then all fields will be bound if they are not explicitly excluded.

## 6.1.7 XML and JSON Responses

### Using the render method to output XML

Grails supports a few different ways to produce XML and JSON responses. The first is the [render](#) method.

The `render` method can be passed a block of code to do mark-up building in XML:

```

def list() {
def results = Book.list()
render(contentType: "text/xml") {
    books {
        for (b in results) {
            book(title: b.title)
        }
    }
}
}

```

The result of this code would be something like:

```

<books>
  <book title="The Stand" />
  <book title="The Shining" />
</books>

```

Be careful to avoid naming conflicts when using mark-up building. For example this code would produce :

```

def list() {
def books = Book.list() // naming conflict here
render(contentType: "text/xml") {
    books {
        for (b in results) {
            book(title: b.title)
        }
    }
}
}

```

This is because there is local variable books which Groovy attempts to invoke as a method.

## Using the render method to output JSON

The render method can also be used to output JSON:

```

def list() {
def results = Book.list()
render(contentType: "text/json") {
    books = array {
        for (b in results) {
            book title: b.title
        }
    }
}
}

```

In this case the result would be something along the lines of:

```
[
  {title:"The Stand"},
  {title:"The Shining"}
]
```

The same dangers with naming conflicts described above for XML also apply to JSON building.

## Automatic XML Marshalling

Grails also supports automatic marshalling of [domain classes](#) to XML using special converters.

To start off with, import the `grails.converters` package into your controller:

```
import grails.converters.*
```

Now you can use the following highly readable syntax to automatically convert domain classes to XML:

```
render Book.list() as XML
```

The resulting output would look something like the following::

```
<?xml version="1.0" encoding="ISO-8859-1"?>
<list>
  <book id="1">
    <author>Stephen King</author>
    <title>The Stand</title>
  </book>
  <book id="2">
    <author>Stephen King</author>
    <title>The Shining</title>
  </book>
</list>
```

An alternative to using the converters is to use the [codecs](#) feature of Grails. The codecs feature provides methods:

```
def xml = Book.list().encodeAsXML()
render xml
```

For more information on XML marshalling see the section on [REST](#)

## Automatic JSON Marshalling

Grails also supports automatic marshalling to JSON using the same mechanism. Simply substitute XML with

```
render Book.list() as JSON
```

The resulting output would look something like the following:

```
[
  {
    "id":1,
    "class":"Book",
    "author":"Stephen King",
    "title":"The Stand"
  },
  {
    "id":2,
    "class":"Book",
    "author":"Stephen King",
    "releaseDate":new Date(1194127343161),
    "title":"The Shining"
  }
]
```

Again as an alternative you can use the `encodeAsJSON` to achieve the same effect.

## 6.1.8 More on JSONBuilder

The previous section on XML and JSON responses covered simplistic examples of rendering XML. The builder used by Grails is the standard [XmlSlurper](#) found in Groovy, the JSON builder is a custom implementation.

### JSONBuilder and Grails versions

JSONBuilder behaves differently depending on the version of Grails you use. For versions below 1.2 the `JsonBuilder` is used. This section covers the usage of the Grails 1.2 JSONBuilder.

For backwards compatibility the old `JSONBuilder` class is used with the `render` method for older versions. The `JSONBuilder` class sets the following in `Config.groovy`:

```
grails.json.legacy.builder = false
```

### Rendering Simple Objects

To render a simple JSON object just set properties within the context of the Closure:

```
render(contentType: "text/json") {
    hello = "world"
}
```

The above will produce the JSON:

```
{ "hello": "world" }
```

### Rendering JSON Arrays

To render a list of objects simply assign a list:

```
render(contentType: "text/json") {  
    categories = ['a', 'b', 'c']  
}
```

This will produce:

```
{"categories":["a","b","c"]}
```

You can also render lists of complex objects, for example:

```
render(contentType: "text/json") {  
    categories = [ { a = "A" }, { b = "B" } ]  
}
```

This will produce:

```
{"categories":[ { "a":"A" } , { "b":"B" } ] }
```

Use the special `element` method to return a list as the root:

```
render(contentType: "text/json") {  
    element 1  
    element 2  
    element 3  
}
```

The above code produces:

```
[1,2,3]
```

## Rendering Complex Objects

Rendering complex objects can be done with Closures. For example:

```
render(contentType: "text/json") {  
    categories = ['a', 'b', 'c']  
    title = "Hello JSON"  
    information = {  
        pages = 10  
    }  
}
```

The above will produce the JSON:

```
{ "categories": [ "a", "b", "c" ], "title": "Hello JSON", "information": { "pages": 10 } }
```

## Arrays of Complex Objects

As mentioned previously you can nest complex objects within arrays using Closures:

```
render(contentType: "text/json") {  
    categories = [ { a = "A" }, { b = "B" } ]  
}
```

You can use the array method to build them up dynamically:

```
def results = Book.list()  
render(contentType: "text/json") {  
    books = array {  
        for (b in results) {  
            book title: b.title  
        }  
    }  
}
```

## Direct JSONBuilder API Access

If you don't have access to the render method, but still want to produce JSON you can use the API direct

```
def builder = new JSONBuilder()  
  
def result = builder.build {  
    categories = ['a', 'b', 'c']  
    title = "Hello JSON"  
    information = {  
        pages = 10  
    }  
}  
  
// prints the JSON text  
println result.toString()  
  
def sw = new StringWriter()  
result.render sw
```

## 6.1.9 Uploading Files

### Programmatic File Uploads

Grails supports file uploads using Spring's [MultipartHttpServletRequest](#) interface. The first step for file like this:



```
Upload Form: <br />
<g:uploadForm action="upload">
  <input type="file" name="myFile" />
  <input type="submit" />
</g:uploadForm>
```

The uploadForm tag conveniently adds the `enctype="multipart/form-data"` attribute to the s

There are then a number of ways to handle the file upload. One is to work with the Spring [MultipartFile](#) in

```
def upload() {
  def f = request.getFile('myFile')
  if (f.empty) {
    flash.message = 'file cannot be empty'
    render(view: 'uploadForm')
    return
  }
  f.transferTo(new File('/some/local/dir/myfile.txt'))
  response.sendError(200, 'Done')
}
```

This is convenient for doing transfers to other destinations and manipulating the file directly as you can ob the [MultipartFile](#) interface.

## File Uploads through Data Binding

File uploads can also be performed using data binding. Consider this Image domain class:

```
class Image {
  byte[] myFile

  static constraints = {
    // Limit upload file size to 2MB
    myFile maxSize: 1024 * 1024 * 2
  }
}
```

If you create an image using the params object in the constructor as in the example below, Grails will au byte to the myFile property:

```
def img = new Image(params)
```

It's important that you set the [size](#) or [maxSize](#) constraints, otherwise your database may be created with reasonably sized files. For example, both H2 and MySQL default to a blob size of 255 bytes for byte pro

It is also possible to set the contents of the file as a string by changing the type of the myFile property on

```
class Image {
    String myFile
}
```

## 6.1.10 Command Objects

Grails controllers support the concept of command objects. A command object is similar to a form bean i useful for populating a subset of the properties needed to update a domain class. Or where there is no do but you need features such as [data binding](#) and [validation](#).

### Declaring Command Objects

Command objects are typically declared in the same source file as a controller, directly below the controller

```
class UserController {
    ...
}

class LoginCommand {
    String username
    String password

    static constraints = {
        username(blank: false, minSize: 6)
        password(blank: false, minSize: 6)
    }
}
```

As this example shows, you can define [constraints](#) in command objects just like in [domain classes](#).

### Using Command Objects

To use command objects, controller actions may optionally specify any number of command object parameters supplied so that Grails knows what objects to create, populate and validate.

Before the controller action is executed Grails will automatically create an instance of the command object binding the request parameters, and validate the command object. For example:

```
class LoginController {
    def login = { LoginCommand cmd ->
        if (cmd.hasErrors()) {
            redirect(action: 'loginForm')
            return
        }

        // work with the command object data
    }
}
```

When using methods instead of Closures for actions, you can specify command objects in arguments:

```
class LoginController {
  def login(LoginCommand cmd) {
    if (cmd.hasErrors()) {
      redirect(action: 'loginForm')
      return
    }

    // work with the command object data
  }
}
```

## Command Objects and Dependency Injection

Command objects can participate in dependency injection. This is useful if your command object has some [services](#):

```
class LoginCommand {
  def loginService

  String username
  String password

  static constraints = {
    username validator: { val, obj ->
      obj.loginService.canLogin(obj.username, obj.password)
    }
  }
}
```

In this example the command object interacts with the loginService bean which is in ApplicationContext.

### 6.1.11 Handling Duplicate Form Submissions

Grails has built-in support for handling duplicate form submissions using the "Synchronizer Token Pattern" and the [form](#) tag:

```
<g:form useToken="true" ...>
```

Then in your controller code you can use the [withForm](#) method to handle valid and invalid requests:

```
withForm {
  // good request
}.invalidToken {
  // bad request
}
```

If you only provide the [withForm](#) method and not the chained invalidToken method then by default flash.invalidToken variable and redirect the request back to the original page. This can then be checked

```
<g:if test="${flash.invalidToken}">
  Don't click the button twice!
</g:if>
```



The [withForm](#) tag makes use of the [session](#) and hence requires session affinity or clustered.

## 6.1.12 Simple Type Converters

### Type Conversion Methods

If you prefer to avoid the overhead of [Data Binding](#) and simply want to convert incoming parameters to appropriate type the [params](#) object has a number of convenience methods for each type:

```
def total = params.int('total')
```

The above example uses the `int` method, and there are also methods for `boolean`, `long`, `char`, `short`, `float`, `double`, `date`, `time`, `timestamp`, `uri`, `url`, `email`, `ip`, `mac`, `uuid`, `uuidv4`, `uuidv5`, `uuidv6`, `uuidv7`, `uuidv8`, `uuidv9`, `uuidv10`, `uuidv11`, `uuidv12`, `uuidv13`, `uuidv14`, `uuidv15`, `uuidv16`, `uuidv17`, `uuidv18`, `uuidv19`, `uuidv20`, `uuidv21`, `uuidv22`, `uuidv23`, `uuidv24`, `uuidv25`, `uuidv26`, `uuidv27`, `uuidv28`, `uuidv29`, `uuidv30`, `uuidv31`, `uuidv32`, `uuidv33`, `uuidv34`, `uuidv35`, `uuidv36`, `uuidv37`, `uuidv38`, `uuidv39`, `uuidv40`, `uuidv41`, `uuidv42`, `uuidv43`, `uuidv44`, `uuidv45`, `uuidv46`, `uuidv47`, `uuidv48`, `uuidv49`, `uuidv50`, `uuidv51`, `uuidv52`, `uuidv53`, `uuidv54`, `uuidv55`, `uuidv56`, `uuidv57`, `uuidv58`, `uuidv59`, `uuidv60`, `uuidv61`, `uuidv62`, `uuidv63`, `uuidv64`, `uuidv65`, `uuidv66`, `uuidv67`, `uuidv68`, `uuidv69`, `uuidv70`, `uuidv71`, `uuidv72`, `uuidv73`, `uuidv74`, `uuidv75`, `uuidv76`, `uuidv77`, `uuidv78`, `uuidv79`, `uuidv80`, `uuidv81`, `uuidv82`, `uuidv83`, `uuidv84`, `uuidv85`, `uuidv86`, `uuidv87`, `uuidv88`, `uuidv89`, `uuidv90`, `uuidv91`, `uuidv92`, `uuidv93`, `uuidv94`, `uuidv95`, `uuidv96`, `uuidv97`, `uuidv98`, `uuidv99`, `uuidv100`, `uuidv101`, `uuidv102`, `uuidv103`, `uuidv104`, `uuidv105`, `uuidv106`, `uuidv107`, `uuidv108`, `uuidv109`, `uuidv110`, `uuidv111`, `uuidv112`, `uuidv113`, `uuidv114`, `uuidv115`, `uuidv116`, `uuidv117`, `uuidv118`, `uuidv119`, `uuidv120`, `uuidv121`, `uuidv122`, `uuidv123`, `uuidv124`, `uuidv125`, `uuidv126`, `uuidv127`, `uuidv128`, `uuidv129`, `uuidv130`, `uuidv131`, `uuidv132`, `uuidv133`, `uuidv134`, `uuidv135`, `uuidv136`, `uuidv137`, `uuidv138`, `uuidv139`, `uuidv140`, `uuidv141`, `uuidv142`, `uuidv143`, `uuidv144`, `uuidv145`, `uuidv146`, `uuidv147`, `uuidv148`, `uuidv149`, `uuidv150`, `uuidv151`, `uuidv152`, `uuidv153`, `uuidv154`, `uuidv155`, `uuidv156`, `uuidv157`, `uuidv158`, `uuidv159`, `uuidv160`, `uuidv161`, `uuidv162`, `uuidv163`, `uuidv164`, `uuidv165`, `uuidv166`, `uuidv167`, `uuidv168`, `uuidv169`, `uuidv170`, `uuidv171`, `uuidv172`, `uuidv173`, `uuidv174`, `uuidv175`, `uuidv176`, `uuidv177`, `uuidv178`, `uuidv179`, `uuidv180`, `uuidv181`, `uuidv182`, `uuidv183`, `uuidv184`, `uuidv185`, `uuidv186`, `uuidv187`, `uuidv188`, `uuidv189`, `uuidv190`, `uuidv191`, `uuidv192`, `uuidv193`, `uuidv194`, `uuidv195`, `uuidv196`, `uuidv197`, `uuidv198`, `uuidv199`, `uuidv200`, `uuidv201`, `uuidv202`, `uuidv203`, `uuidv204`, `uuidv205`, `uuidv206`, `uuidv207`, `uuidv208`, `uuidv209`, `uuidv210`, `uuidv211`, `uuidv212`, `uuidv213`, `uuidv214`, `uuidv215`, `uuidv216`, `uuidv217`, `uuidv218`, `uuidv219`, `uuidv220`, `uuidv221`, `uuidv222`, `uuidv223`, `uuidv224`, `uuidv225`, `uuidv226`, `uuidv227`, `uuidv228`, `uuidv229`, `uuidv230`, `uuidv231`, `uuidv232`, `uuidv233`, `uuidv234`, `uuidv235`, `uuidv236`, `uuidv237`, `uuidv238`, `uuidv239`, `uuidv240`, `uuidv241`, `uuidv242`, `uuidv243`, `uuidv244`, `uuidv245`, `uuidv246`, `uuidv247`, `uuidv248`, `uuidv249`, `uuidv250`, `uuidv251`, `uuidv252`, `uuidv253`, `uuidv254`, `uuidv255`, `uuidv256`, `uuidv257`, `uuidv258`, `uuidv259`, `uuidv260`, `uuidv261`, `uuidv262`, `uuidv263`, `uuidv264`, `uuidv265`, `uuidv266`, `uuidv267`, `uuidv268`, `uuidv269`, `uuidv270`, `uuidv271`, `uuidv272`, `uuidv273`, `uuidv274`, `uuidv275`, `uuidv276`, `uuidv277`, `uuidv278`, `uuidv279`, `uuidv280`, `uuidv281`, `uuidv282`, `uuidv283`, `uuidv284`, `uuidv285`, `uuidv286`, `uuidv287`, `uuidv288`, `uuidv289`, `uuidv290`, `uuidv291`, `uuidv292`, `uuidv293`, `uuidv294`, `uuidv295`, `uuidv296`, `uuidv297`, `uuidv298`, `uuidv299`, `uuidv300`, `uuidv301`, `uuidv302`, `uuidv303`, `uuidv304`, `uuidv305`, `uuidv306`, `uuidv307`, `uuidv308`, `uuidv309`, `uuidv310`, `uuidv311`, `uuidv312`, `uuidv313`, `uuidv314`, `uuidv315`, `uuidv316`, `uuidv317`, `uuidv318`, `uuidv319`, `uuidv320`, `uuidv321`, `uuidv322`, `uuidv323`, `uuidv324`, `uuidv325`, `uuidv326`, `uuidv327`, `uuidv328`, `uuidv329`, `uuidv330`, `uuidv331`, `uuidv332`, `uuidv333`, `uuidv334`, `uuidv335`, `uuidv336`, `uuidv337`, `uuidv338`, `uuidv339`, `uuidv340`, `uuidv341`, `uuidv342`, `uuidv343`, `uuidv344`, `uuidv345`, `uuidv346`, `uuidv347`, `uuidv348`, `uuidv349`, `uuidv350`, `uuidv351`, `uuidv352`, `uuidv353`, `uuidv354`, `uuidv355`, `uuidv356`, `uuidv357`, `uuidv358`, `uuidv359`, `uuidv360`, `uuidv361`, `uuidv362`, `uuidv363`, `uuidv364`, `uuidv365`, `uuidv366`, `uuidv367`, `uuidv368`, `uuidv369`, `uuidv370`, `uuidv371`, `uuidv372`, `uuidv373`, `uuidv374`, `uuidv375`, `uuidv376`, `uuidv377`, `uuidv378`, `uuidv379`, `uuidv380`, `uuidv381`, `uuidv382`, `uuidv383`, `uuidv384`, `uuidv385`, `uuidv386`, `uuidv387`, `uuidv388`, `uuidv389`, `uuidv390`, `uuidv391`, `uuidv392`, `uuidv393`, `uuidv394`, `uuidv395`, `uuidv396`, `uuidv397`, `uuidv398`, `uuidv399`, `uuidv400`, `uuidv401`, `uuidv402`, `uuidv403`, `uuidv404`, `uuidv405`, `uuidv406`, `uuidv407`, `uuidv408`, `uuidv409`, `uuidv410`, `uuidv411`, `uuidv412`, `uuidv413`, `uuidv414`, `uuidv415`, `uuidv416`, `uuidv417`, `uuidv418`, `uuidv419`, `uuidv420`, `uuidv421`, `uuidv422`, `uuidv423`, `uuidv424`, `uuidv425`, `uuidv426`, `uuidv427`, `uuidv428`, `uuidv429`, `uuidv430`, `uuidv431`, `uuidv432`, `uuidv433`, `uuidv434`, `uuidv435`, `uuidv436`, `uuidv437`, `uuidv438`, `uuidv439`, `uuidv440`, `uuidv441`, `uuidv442`, `uuidv443`, `uuidv444`, `uuidv445`, `uuidv446`, `uuidv447`, `uuidv448`, `uuidv449`, `uuidv450`, `uuidv451`, `uuidv452`, `uuidv453`, `uuidv454`, `uuidv455`, `uuidv456`, `uuidv457`, `uuidv458`, `uuidv459`, `uuidv460`, `uuidv461`, `uuidv462`, `uuidv463`, `uuidv464`, `uuidv465`, `uuidv466`, `uuidv467`, `uuidv468`, `uuidv469`, `uuidv470`, `uuidv471`, `uuidv472`, `uuidv473`, `uuidv474`, `uuidv475`, `uuidv476`, `uuidv477`, `uuidv478`, `uuidv479`, `uuidv480`, `uuidv481`, `uuidv482`, `uuidv483`, `uuidv484`, `uuidv485`, `uuidv486`, `uuidv487`, `uuidv488`, `uuidv489`, `uuidv490`, `uuidv491`, `uuidv492`, `uuidv493`, `uuidv494`, `uuidv495`, `uuidv496`, `uuidv497`, `uuidv498`, `uuidv499`, `uuidv500`, `uuidv501`, `uuidv502`, `uuidv503`, `uuidv504`, `uuidv505`, `uuidv506`, `uuidv507`, `uuidv508`, `uuidv509`, `uuidv510`, `uuidv511`, `uuidv512`, `uuidv513`, `uuidv514`, `uuidv515`, `uuidv516`, `uuidv517`, `uuidv518`, `uuidv519`, `uuidv520`, `uuidv521`, `uuidv522`, `uuidv523`, `uuidv524`, `uuidv525`, `uuidv526`, `uuidv527`, `uuidv528`, `uuidv529`, `uuidv530`, `uuidv531`, `uuidv532`, `uuidv533`, `uuidv534`, `uuidv535`, `uuidv536`, `uuidv537`, `uuidv538`, `uuidv539`, `uuidv540`, `uuidv541`, `uuidv542`, `uuidv543`, `uuidv544`, `uuidv545`, `uuidv546`, `uuidv547`, `uuidv548`, `uuidv549`, `uuidv550`, `uuidv551`, `uuidv552`, `uuidv553`, `uuidv554`, `uuidv555`, `uuidv556`, `uuidv557`, `uuidv558`, `uuidv559`, `uuidv560`, `uuidv561`, `uuidv562`, `uuidv563`, `uuidv564`, `uuidv565`, `uuidv566`, `uuidv567`, `uuidv568`, `uuidv569`, `uuidv570`, `uuidv571`, `uuidv572`, `uuidv573`, `uuidv574`, `uuidv575`, `uuidv576`, `uuidv577`, `uuidv578`, `uuidv579`, `uuidv580`, `uuidv581`, `uuidv582`, `uuidv583`, `uuidv584`, `uuidv585`, `uuidv586`, `uuidv587`, `uuidv588`, `uuidv589`, `uuidv590`, `uuidv591`, `uuidv592`, `uuidv593`, `uuidv594`, `uuidv595`, `uuidv596`, `uuidv597`, `uuidv598`, `uuidv599`, `uuidv600`, `uuidv601`, `uuidv602`, `uuidv603`, `uuidv604`, `uuidv605`, `uuidv606`, `uuidv607`, `uuidv608`, `uuidv609`, `uuidv610`, `uuidv611`, `uuidv612`, `uuidv613`, `uuidv614`, `uuidv615`, `uuidv616`, `uuidv617`, `uuidv618`, `uuidv619`, `uuidv620`, `uuidv621`, `uuidv622`, `uuidv623`, `uuidv624`, `uuidv625`, `uuidv626`, `uuidv627`, `uuidv628`, `uuidv629`, `uuidv630`, `uuidv631`, `uuidv632`, `uuidv633`, `uuidv634`, `uuidv635`, `uuidv636`, `uuidv637`, `uuidv638`, `uuidv639`, `uuidv640`, `uuidv641`, `uuidv642`, `uuidv643`, `uuidv644`, `uuidv645`, `uuidv646`, `uuidv647`, `uuidv648`, `uuidv649`, `uuidv650`, `uuidv651`, `uuidv652`, `uuidv653`, `uuidv654`, `uuidv655`, `uuidv656`, `uuidv657`, `uuidv658`, `uuidv659`, `uuidv660`, `uuidv661`, `uuidv662`, `uuidv663`, `uuidv664`, `uuidv665`, `uuidv666`, `uuidv667`, `uuidv668`, `uuidv669`, `uuidv670`, `uuidv671`, `uuidv672`, `uuidv673`, `uuidv674`, `uuidv675`, `uuidv676`, `uuidv677`, `uuidv678`, `uuidv679`, `uuidv680`, `uuidv681`, `uuidv682`, `uuidv683`, `uuidv684`, `uuidv685`, `uuidv686`, `uuidv687`, `uuidv688`, `uuidv689`, `uuidv690`, `uuidv691`, `uuidv692`, `uuidv693`, `uuidv694`, `uuidv695`, `uuidv696`, `uuidv697`, `uuidv698`, `uuidv699`, `uuidv700`, `uuidv701`, `uuidv702`, `uuidv703`, `uuidv704`, `uuidv705`, `uuidv706`, `uuidv707`, `uuidv708`, `uuidv709`, `uuidv710`, `uuidv711`, `uuidv712`, `uuidv713`, `uuidv714`, `uuidv715`, `uuidv716`, `uuidv717`, `uuidv718`, `uuidv719`, `uuidv720`, `uuidv721`, `uuidv722`, `uuidv723`, `uuidv724`, `uuidv725`, `uuidv726`, `uuidv727`, `uuidv728`, `uuidv729`, `uuidv730`, `uuidv731`, `uuidv732`, `uuidv733`, `uuidv734`, `uuidv735`, `uuidv736`, `uuidv737`, `uuidv738`, `uuidv739`, `uuidv740`, `uuidv741`, `uuidv742`, `uuidv743`, `uuidv744`, `uuidv745`, `uuidv746`, `uuidv747`, `uuidv748`, `uuidv749`, `uuidv750`, `uuidv751`, `uuidv752`, `uuidv753`, `uuidv754`, `uuidv755`, `uuidv756`, `uuidv757`, `uuidv758`, `uuidv759`, `uuidv760`, `uuidv761`, `uuidv762`, `uuidv763`, `uuidv764`, `uuidv765`, `uuidv766`, `uuidv767`, `uuidv768`, `uuidv769`, `uuidv770`, `uuidv771`, `uuidv772`, `uuidv773`, `uuidv774`, `uuidv775`, `uuidv776`, `uuidv777`, `uuidv778`, `uuidv779`, `uuidv780`, `uuidv781`, `uuidv782`, `uuidv783`, `uuidv784`, `uuidv785`, `uuidv786`, `uuidv787`, `uuidv788`, `uuidv789`, `uuidv790`, `uuidv791`, `uuidv792`, `uuidv793`, `uuidv794`, `uuidv795`, `uuidv796`, `uuidv797`, `uuidv798`, `uuidv799`, `uuidv800`, `uuidv801`, `uuidv802`, `uuidv803`, `uuidv804`, `uuidv805`, `uuidv806`, `uuidv807`, `uuidv808`, `uuidv809`, `uuidv810`, `uuidv811`, `uuidv812`, `uuidv813`, `uuidv814`, `uuidv815`, `uuidv816`, `uuidv817`, `uuidv818`, `uuidv819`, `uuidv820`, `uuidv821`, `uuidv822`, `uuidv823`, `uuidv824`, `uuidv825`, `uuidv826`, `uuidv827`, `uuidv828`, `uuidv829`, `uuidv830`, `uuidv831`, `uuidv832`, `uuidv833`, `uuidv834`, `uuidv835`, `uuidv836`, `uuidv837`, `uuidv838`, `uuidv839`, `uuidv840`, `uuidv841`, `uuidv842`, `uuidv843`, `uuidv844`, `uuidv845`, `uuidv846`, `uuidv847`, `uuidv848`, `uuidv849`, `uuidv850`, `uuidv851`, `uuidv852`, `uuidv853`, `uuidv854`, `uuidv855`, `uuidv856`, `uuidv857`, `uuidv858`, `uuidv859`, `uuidv860`, `uuidv861`, `uuidv862`, `uuidv863`, `uuidv864`, `uuidv865`, `uuidv866`, `uuidv867`, `uuidv868`, `uuidv869`, `uuidv870`, `uuidv871`, `uuidv872`, `uuidv873`, `uuidv874`, `uuidv875`, `uuidv876`, `uuidv877`, `uuidv878`, `uuidv879`, `uuidv880`, `uuidv881`, `uuidv882`, `uuidv883`, `uuidv884`, `uuidv885`, `uuidv886`, `uuidv887`, `uuidv888`, `uuidv889`, `uuidv890`, `uuidv891`, `uuidv892`, `uuidv893`, `uuidv894`, `uuidv895`, `uuidv896`, `uuidv897`, `uuidv898`, `uuidv899`, `uuidv900`, `uuidv901`, `uuidv902`, `uuidv903`, `uuidv904`, `uuidv905`, `uuidv906`, `uuidv907`, `uuidv908`, `uuidv909`, `uuidv910`, `uuidv911`, `uuidv912`, `uuidv913`, `uuidv914`, `uuidv915`, `uuidv916`, `uuidv917`, `uuidv918`, `uuidv919`, `uuidv920`, `uuidv921`, `uuidv922`, `uuidv923`, `uuidv924`, `uuidv925`, `uuidv926`, `uuidv927`, `uuidv928`, `uuidv929`, `uuidv930`, `uuidv931`, `uuidv932`, `uuidv933`, `uuidv934`, `uuidv935`, `uuidv936`, `uuidv937`, `uuidv938`, `uuidv939`, `uuidv940`, `uuidv941`, `uuidv942`, `uuidv943`, `uuidv944`, `uuidv945`, `uuidv946`, `uuidv947`, `uuidv948`, `uuidv949`, `uuidv950`, `uuidv951`, `uuidv952`, `uuidv953`, `uuidv954`, `uuidv955`, `uuidv956`, `uuidv957`, `uuidv958`, `uuidv959`, `uuidv960`, `uuidv961`, `uuidv962`, `uuidv963`, `uuidv964`, `uuidv965`, `uuidv966`, `uuidv967`, `uuidv968`, `uuidv969`, `uuidv970`, `uuidv971`, `uuidv972`, `uuidv973`, `uuidv974`, `uuidv975`, `uuidv976`, `uuidv977`, `uuidv978`, `uuidv979`, `uuidv980`, `uuidv981`, `uuidv982`, `uuidv983`, `uuidv984`, `uuidv985`, `uuidv986`, `uuidv987`, `uuidv988`, `uuidv989`, `uuidv990`, `uuidv991`, `uuidv992`, `uuidv993`, `uuidv994`, `uuidv995`, `uuidv996`, `uuidv997`, `uuidv998`, `uuidv999`, `uuidv1000`, `uuidv1001`, `uuidv1002`, `uuidv1003`, `uuidv1004`, `uuidv1005`, `uuidv1006`, `uuidv1007`, `uuidv1008`, `uuidv1009`, `uuidv1010`, `uuidv1011`, `uuidv1012`, `uuidv1013`, `uuidv1014`, `uuidv1015`, `uuidv1016`, `uuidv1017`, `uuidv1018`, `uuidv1019`, `uuidv1020`, `uuidv1021`, `uuidv1022`, `uuidv1023`, `uuidv1024`, `uuidv1025`, `uuidv1026`, `uuidv1027`, `uuidv1028`, `uuidv1029`, `uuidv1030`, `uuidv1031`, `uuidv1032`, `uuidv1033`, `uuidv1034`, `uuidv1035`, `uuidv1036`, `uuidv1037`, `uuidv1038`, `uuidv1039`, `uuidv1040`, `uuidv1041`, `uuidv1042`, `uuidv1043`, `uuidv1044`, `uuidv1045`, `uuidv1046`, `uuidv1047`, `uuidv1048`, `uuidv1049`, `uuidv1050`, `uuidv1051`, `uuidv1052`, `uuidv1053`, `uuidv1054`, `uuidv1055`, `uuidv1056`, `uuidv1057`, `uuidv1058`, `uuidv1059`, `uuidv1060`, `uuidv1061`, `uuidv1062`, `uuidv1063`, `uuidv1064`, `uuidv1065`, `uuidv1066`, `uuidv1067`, `uuidv1068`, `uuidv1069`, `uuidv1070`, `uuidv1071`, `uuidv1072`, `uuidv1073`, `uuidv1074`, `uuidv1075`, `uuidv1076`, `uuidv1077`, `uuidv1078`, `uuidv1079`, `uuidv1080`, `uuidv1081`, `uuidv1082`, `uuidv1083`, `uuidv10`

```
grails.servlet.version = "3.0"
```

With that done ensure you do a clean re-compile as some async features are enabled at compile time.



With a Servlet target version of 3.0 you can only deploy on Servlet 3.0 containers such as Tomcat 7.0 or later.

## Asynchronous Rendering

You can render content (templates, binary data etc.) in an asynchronous manner by calling the `startAsync` of the Servlet 3.0 `AsyncContext`. Once you have a reference to the `AsyncContext` you can use `render` to render content:

```
def index() {
    def ctx = startAsync()
    ctx.start {
        new Book(title:"The Stand").save()
        render template:"books", model:[books:Book.list()]
        ctx.complete()
    }
}
```

Note that you must call the `complete()` method to terminate the connection.

## Resuming an Async Request

You resume processing of an async request (for example to delegate to view rendering) by using the `AsyncContext` class:

```
def index() {
    def ctx = startAsync()
    ctx.start {
        // do working
        ...
        // render view
        ctx.dispatch()
    }
}
```

## 6.2 Groovy Server Pages

Groovy Server Pages (or GSP for short) is Grails' view technology. It is designed to be familiar for users familiar with JSP but to be far more flexible and intuitive.

GSPs live in the `grails-app/views` directory and are typically rendered automatically (by convention over configuration).

```
render(view: "index")
```

A GSP is typically a mix of mark-up and GSP tags which aid in view rendering.



Although it is possible to have Groovy logic embedded in your GSP and doing this within a document, the practice is strongly discouraged. Mixing mark-up and code is a **bad** thing and you should contain no code and needn't do so.

A GSP typically has a "model" which is a set of variables that are used for view rendering. The model is managed by the controller. For example consider the following controller action:

```
def show() {  
    [book: Book.get(params.id)]  
}
```

This action will look up a Book instance and create a model that contains a key called book. This key is then used in the view using the name book:

```
${book.title}
```

## 6.2.1 GSP Basics

In the next view sections we'll go through the basics of GSP and what is available to you. First off let's cover some basics that you and ASP should be familiar with.

GSP supports the usage of `<% %>` scriptlet blocks to embed Groovy code (again this is discouraged):

```
<html>  
  <body>  
    <% out << "Hello GSP!" %>  
  </body>  
</html>
```

You can also use the `<%= %>` syntax to output values:

```
<html>  
  <body>  
    <%= "Hello GSP!" %>  
  </body>  
</html>
```

GSP also supports JSP-style server-side comments (which are not rendered in the HTML response) as the

```
<html>
  <body>
    <!-- This is my comment --%>
    <%= "Hello GSP!" %>
  </body>
</html>
```

### 6.2.1.1 Variables and Scopes

Within the `<% %>` brackets you can declare variables:

```
<% now = new Date() %>
```

and then access those variables later in the page:

```
<%=now%>
```

Within the scope of a GSP there are a number of pre-defined variables, including:

- `application` - The [javax.servlet.ServletContext](#) instance
- `applicationContext` The Spring [ApplicationContext](#) instance
- `flash` - The [flash](#) object
- `grailsApplication` - The [GrailsApplication](#) instance
- `out` - The response writer for writing to the output stream
- `params` - The [params](#) object for retrieving request parameters
- `request` - The [HttpServletRequest](#) instance
- `response` - The [HttpServletResponse](#) instance
- `session` - The [HttpSession](#) instance
- `webRequest` - The [GrailsWebRequest](#) instance

### 6.2.1.2 Logic and Iteration

Using the `<% %>` syntax you can embed loops and so on using this syntax:

```
<html>
  <body>
    <% [1,2,3,4].each { num -> %>
      <p><%= "Hello ${num}!" %></p>
    <%}%>
  </body>
</html>
```

As well as logical branching:

```
<html>
  <body>
    <% if (params.hello == 'true')%>
      <%= "Hello!" %>
    <% else %>
      <%= "Goodbye!" %>
    </body>
  </html>
```

### 6.2.1.3 Page Directives

GSP also supports a few JSP-style page directives.

The import directive lets you import classes into the page. However, it is rarely needed due to Groovy's de

```
<%@ page import="java.awt.*" %>
```

GSP also supports the contentType directive:

```
<%@ page contentType="text/json" %>
```

The contentType directive allows using GSP to render other formats.

### 6.2.1.4 Expressions

In GSP the `<%= %>` syntax introduced earlier is rarely used due to the support for GSP expressions. An expression or a Groovy GString and takes the form `${expr}`:

```
<html>
  <body>
    Hello ${params.name}
  </body>
</html>
```

However, unlike JSP EL you can have any Groovy expression within the `${..}` block. Variables within default, so any HTML in the variable's string is rendered directly to the page. To reduce the risk of Cross enable automatic HTML escaping with the `grails.views.default.codec` setting in `grails-app`

```
grails.views.default.codec='html'
```

Other possible values are 'none' (for no default encoding) and 'base64'.

## 6.2.2 GSP Tags



Now that the less attractive JSP heritage has been set aside, the following sections cover GSP's built-in tags to define GSP pages.



The section on [Tag Libraries](#) covers how to add your own custom tag libraries.

All built-in GSP tags start with the prefix `g:`. Unlike JSP, you don't specify any tag library imports. If a tag is assumed to be a GSP tag. An example GSP tag would look like:

```
<g:example />
```

GSP tags can also have a body such as:

```
<g:example>
  Hello world
</g:example>
```

Expressions can be passed into GSP tag attributes, if an expression is not used it will be assumed to be a String.

```
<g:example attr="${new Date()}">
  Hello world
</g:example>
```

Maps can also be passed into GSP tag attributes, which are often used for a named parameter style syntax:

```
<g:example attr="${new Date()}" attr2="[one:1, two:2, three:3]">
  Hello world
</g:example>
```

Note that within the values of attributes you must use single quotes for Strings:

```
<g:example attr="${new Date()}" attr2="[one:'one', two:'two']">
  Hello world
</g:example>
```

With the basic syntax out the way, the next sections look at the tags that are built into Grails by default.

### 6.2.2.1 Variables and Scopes

Variables can be defined within a GSP using the [set](#) tag:

```
<g:set var="now" value="${new Date()}" />
```

Here we assign a variable called `now` to the result of a GSP expression (which simply constructs a new `Date` object). We also use the body of the `<g:set>` tag to define a variable:

```
<g:set var="myHTML">
  Some re-usable code on: ${new Date()}
</g:set>
```

Variables can also be placed in one of the following scopes:

- `page` - Scoped to the current page (default)
- `request` - Scoped to the current request
- `flash` - Placed within [flash](#) scope and hence available for the next request
- `session` - Scoped for the user session
- `application` - Application-wide scope.

To specify the scope, use the `scope` attribute:

```
<g:set var="now" value="${new Date()}" scope="request" />
```

## 6.2.2.2 Logic and Iteration

GSP also supports logical and iterative tags out of the box. For logic there are [if](#), [else](#) and [elseif](#) tags for us

```
<g:if test="${session.role == 'admin'}">
  <!-- show administrative functions --%>
</g:if>
<g:else>
  <!-- show basic functions --%>
</g:else>
```

Use the [each](#) and [while](#) tags for iteration:

```
<g:each in="${[1,2,3]}" var="num">
  <p>Number ${num}</p>
</g:each>

<g:set var="num" value="${1}" />
<g:while test="${num < 5 }">
  <p>Number ${num++}</p>
</g:while>
```

## 6.2.2.3 Search and Filtering

If you have collections of objects you often need to sort and filter them. Use the [findAll](#) and [grep](#) tags for t

```
Stephen King's Books:
<g:findAll in="${books}" expr="it.author == 'Stephen King'">
  <p>Title: ${it.title}</p>
</g:findAll>
```

The `expr` attribute contains a Groovy expression that can be used as a filter. The [grep](#) tag does a similar job.

```
<g:grep in="${books}" filter="NonFictionBooks.class">
  <p>Title: ${it.title}</p>
</g:grep>
```

Or using a regular expression:

```
<g:grep in="${books.title}" filter="~/.*?Groovy.*?/">
  <p>Title: ${it}</p>
</g:grep>
```

The above example is also interesting due to its usage of GPath. GPath is an XPath-like language in Groovy that can be used to navigate the collection of Book instances. Since each Book has a `title`, you can obtain a list of Book titles using the `exp` tag, which will auto-magically iterate the collection, obtain each title, and return a new list!

## 6.2.2.4 Links and Resources

GSP also features tags to help you manage linking to controllers and actions. The [link](#) tag lets you specify the link, and it will automatically work out the link based on the [URL Mappings](#), even if you change them! For example:

```
<g:link action="show" id="1">Book 1</g:link>
<g:link action="show" id="${currentBook.id}">${currentBook.name}</g:link>
<g:link controller="book">Book Home</g:link>
<g:link controller="book" action="list">Book List</g:link>
<g:link url="[action: 'list', controller: 'book']">Book List</g:link>
<g:link params="[sort: 'title', order: 'asc', author: currentBook.author]"
  action="list">Book List</g:link>
```

## 6.2.2.5 Forms and Fields

### Form Basics

GSP supports many different tags for working with HTML forms and fields, the most basic of which is the `form` tag. The `url` attribute lets you specify which controller and action to use.

```
<g:form name="myForm" url="[controller:'book',action:'list']">...</g:form>
```

In this case we create a form called `myForm` that submits to the `BookController`'s `list` action attributes apply.

## Form Fields

In addition to easy construction of forms, GSP supports custom tags for dealing with different types of field

- [textField](#) - For input fields of type 'text'
- [passwordField](#) - For input fields of type 'password'
- [checkBox](#) - For input fields of type 'checkbox'
- [radio](#) - For input fields of type 'radio'
- [hiddenField](#) - For input fields of type 'hidden'
- [select](#) - For dealing with HTML select boxes

Each of these allows GSP expressions for the value:

```
<g:textField name="myField" value="${myValue}" />
```

GSP also contains extended helper versions of the above tags such as [radioGroup](#) (for creating groups of [radio](#) buttons) and [timeZoneSelect](#) (for selecting locales, currencies and time zones respectively).

## Multiple Submit Buttons

The age old problem of dealing with multiple submit buttons is also handled elegantly with Grails using `regularSubmit`, but lets you specify an alternative action to submit to:

```
<g:actionSubmit value="Some update label" action="update" />
```

### 6.2.2.6 Tags as Method Calls

One major difference between GSP tags and other tagging technologies is that GSP tags can be called as either [controllers](#), [tag libraries](#) or GSP views.

#### Tags as method calls from GSPs

Tags return their results as a String-like object (a `StreamCharBuffer` which has all of the same methods as `String`) to the response when called as methods. For example:

```
Static Resource: ${createLinkTo(dir: "images", file: "logo.jpg")}
```

This is particularly useful for using a tag within an attribute:

```

```

In view technologies that don't support this feature you have to nest tags within tags, which becomes an effect of WYSIWIG tools such as Dreamweaver that attempt to render the mark-up as it is not well-formed

```
" />
```

## Tags as method calls from Controllers and Tag Libraries

You can also invoke tags from controllers and tag libraries. Tags within the default `g:` [namespace](#) can return a `StreamCharBuffer` result is returned:

```
def imageLocation = createLinkTo(dir:"images", file:"logo.jpg").toString()
```

Prefix the namespace to avoid naming conflicts:

```
def imageLocation = g.createLinkTo(dir:"images", file:"logo.jpg").toString()
```

For tags that use a [custom namespace](#), use that prefix for the method call. For example (from the [FCK Editor](#)):

```
def editor = fckeditor.editor(name: "text", width: "100%", height: "400")
```

## 6.2.3 Views and Templates

Grails also has the concept of templates. These are useful for partitioning your views into maintainable components and provide a highly re-usable mechanism for structured views.

### Template Basics

Grails uses the convention of placing an underscore before the name of a view to identify it as a template that renders Books located at `grails-app/views/book/_bookTemplate.gsp`:

```
<div class="book" id="${book?.id}">
  <div>Title: ${book?.title}</div>
  <div>Author: ${book?.author?.name}</div>
</div>
```

Use the [render](#) tag to render this template from one of the views in `grails-app/views/book`:

```
<g:render template="bookTemplate" model="[book: myBook]" />
```

Notice how we pass into a model to use using the `model` attribute of the `render` tag. If you have multiple templates for each Book using the `render` tag with a `collection` attribute:

```
<g:render template="bookTemplate" var="book" collection="${bookList}" />
```

## Shared Templates

In the previous example we had a template that was specific to the `BookController` and its view. However, you may want to share templates across your application.

In this case you can place them in the root views directory at `grails-app/views` or any subdirectory below it. To use an absolute location starting with `/` instead of a relative location. For example, `grails-app/views/shared/_mySharedTemplate.gsp`, you would reference it as:

```
<g:render template="/shared/mySharedTemplate" />
```

You can also use this technique to reference templates in any directory from any view or controller:

```
<g:render template="/book/bookTemplate" model="[book: myBook]" />
```

## The Template Namespace

Since templates are used so frequently there is a template namespace, called `tmpl`, available that makes the following usage pattern:

```
<g:render template="bookTemplate" model="[book:myBook]" />
```

This can be expressed with the `tmpl` namespace as follows:

```
<tmpl:bookTemplate book="${myBook}" />
```

## Templates in Controllers and Tag Libraries

You can also render templates from controllers using the [render](#) controller method. This is useful for [Ajax](#) HTML or data responses to partially update the current page instead of performing a new request:

```
def bookData() {
    def b = Book.get(params.id)
    render(template: "bookTemplate", model:[book:b])
}
```

The [render](#) controller method writes directly to the response, which is the most common behaviour. To in String you can use the [render](#) tag:

```
def bookData() {
    def b = Book.get(params.id)
    String content = g.render(template:"bookTemplate", model:[book:b])
    render content
}
```

Notice the usage of the `g` namespace which tells Grails we want to use the [tag as method call](#) instead of the

## 6.2.4 Layouts with Sitemesh

### Creating Layouts

Grails leverages [Sitemesh](#), a decorator engine, to support view layouts. Layouts are located in the `grails` A typical layout can be seen below:

```
<html>
  <head>
    <title><g:layoutTitle default="An example decorator" /></title>
    <g:layoutHead />
  </head>
  <body onload="$ {pageProperty(name:'body.onload')} ">
    <div class="menu"><!--my common menu goes here--></menu>
    <div class="body">
      <g:layoutBody />
    </div>
  </div>
</body>
</html>
```

The key elements are the [layoutHead](#), [layoutTitle](#) and [layoutBody](#) tag invocations:

- `layoutTitle` - outputs the target page's title
- `layoutHead` - outputs the target page's head tag contents
- `layoutBody` - outputs the target page's body tag contents

The previous example also demonstrates the [pageProperty](#) tag which can be used to inspect and return asp

### Triggering Layouts

There are a few ways to trigger a layout. The simplest is to add a meta tag to the view:

```
<html>
  <head>
    <title>An Example Page</title>
    <meta name="layout" content="main" />
  </head>
  <body>This is my content!</body>
</html>
```

In this case a layout called `grails-app/views/layouts/main.gsp` will be used to layout the page. The output from the previous section would resemble this:

```
<html>
  <head>
    <title>An Example Page</title>
  </head>
  <body onload="">
    <div class="menu"><!--my common menu goes here--></div>
    <div class="body">
      This is my content!
    </div>
  </body>
</html>
```

## Specifying A Layout In A Controller

Another way to specify a layout is to specify the name of the layout by assigning a value to the "layout" property. If you have a controller such as:

```
class BookController {
    static layout = 'customer'

    def list() { ... }
}
```

You can create a layout called `grails-app/views/layouts/customer.gsp` which will `BookController` delegates to. The value of the "layout" property may contain a directory relative to `grails-app/views/layouts/` directory. For example:

```
class BookController {
    static layout = 'custom/customer'

    def list() { ... }
}
```

Views rendered from that controller would be decorated with the `grails-app/views/layouts/custom/customer.gsp` layout.

## Layout by Convention

Another way to associate layouts is to use "layout by convention". For example, if you have this controller:

```
class BookController {
    def list() { ... }
}
```

You can create a layout called `grails-app/views/layouts/book.gsp`, which will be applied to all actions that `BookController` delegates to.

Alternatively, you can create a layout called `grails-app/views/layouts/book/list.gsp` which will be applied to the `list` action within the `BookController`.



If you have both the above mentioned layouts in place the layout specific to the action will take precedence.

If a layout may not be located using any of those conventions, the convention of last resort is to look for `grails-app/views/layouts/application.gsp`. The name of the application default layout is in `grails-app/conf/Config.groovy` as follows:

```
grails.sitemesh.default.layout = 'myLayoutName'
```

With that property in place, the application default layout will be `grails-app/views/layouts/myLayout.gsp`.

## Inline Layouts

Grails' also supports Sitemesh's concept of inline layouts with the [applyLayout](#) tag. This can be used to wrap an arbitrary section of content. This lets you even further modularize your view structure by "decorating" your content.

Some examples of usage can be seen below:

```
<g:applyLayout name="myLayout" template="bookTemplate" collection="${books}" />
<g:applyLayout name="myLayout" url="http://www.google.com" />
<g:applyLayout name="myLayout">
  The content to apply a layout to
</g:applyLayout>
```

## Server-Side Includes

While the [applyLayout](#) tag is useful for applying layouts to external content, if you simply want to include content from another controller or action you use the [include](#) tag:

```
<g:include controller="book" action="list" />
```

You can even combine the [include](#) tag and the [applyLayout](#) tag for added flexibility:

```
<g:applyLayout name="myLayout">
  <g:include controller="book" action="list" />
</g:applyLayout>
```

Finally, you can also call the [include](#) tag from a controller or tag library as a method:

```
def content = include(controller:"book", action:"list")
```

The resulting content will be provided via the return value of the [include](#) tag.

## 6.2.5 Static Resources

Grails 2.0 integrates with the [Resources plugin](#) to provide sophisticated static resource management. The Grails applications.

The basic way to include a link to a static resource in your application is to use the [resource](#) tag. This simplifies the file.

However modern applications with dependencies on multiple JavaScript and CSS libraries and frameworks (Grails plugins) require something more powerful.

The issues that the Resources framework tackles are:

- Web application performance tuning is difficult
- Correct ordering of resources, and deferred inclusion of JavaScript
- Resources that depend on others that must be loaded first
- The need for a standard way to expose static resources in plugins and applications
- The need for an extensible processing chain to optimize resources
- Preventing multiple inclusion of the same resource

The plugin achieves this by introducing new artefacts and processing the resources using the server's local

It adds artefacts for declaring resources, for declaring "mappers" that can process resources, and a servlet for

What you get is an incredibly advanced resource system that enables you to easily create highly optimized development and in production.

The Resources plugin documentation provides a more detailed overview of the [concepts](#) which will be a guide.

## 6.2.5.1 Including resources using the resource tags

### Pulling in resources with `r:require`

To use resources, your GSP page must indicate which resource modules it requires. For example with the "jquery" resource module, to use jQuery in any page on your site you simply add:

```
<html>
  <head>
    <r:require module="jquery"/>
    <r:layoutResources/>
  </head>
  <body>
    ...
    <r:layoutResources/>
  </body>
</html>
```

This will automatically include all resources needed for jQuery, including them at the correct locations in the page, so they load early in the page.

You can call `r:require` multiple times in a GSP page, and you use the "modules" attribute to provide a

```

<html>
  <head>
    <r:require modules="jquery, main, blueprint, charting"/>
    <r:layoutResources/>
  </head>
  <body>
    ...
    <r:layoutResources/>
  </body>
</html>

```

The above may result in many JavaScript and CSS files being included, in the correct order, with some JavaScript in the body to improve the apparent page load time.

However you cannot use `r:require` in isolation - as per the examples you must have the `<r:layoutResources`

## Rendering the links to resources with `r:layoutResources`

When you have declared the resource modules that your GSP page requires, the framework needs to render them in the correct time.

To achieve this correctly, you must include the `r:layoutResources` tag twice in your page, or more commonly

```

<html>
  <head>
    <g:layoutTitle/>
    <r:layoutResources/>
  </head>
  <body>
    <g:layoutBody/>
    <r:layoutResources/>
  </body>
</html>

```

This represents the simplest Sitemesh layout you can have that supports Resources.

The Resources framework has the concept of a "disposition" for every resource. This is an indication of when the resource is included.

The default disposition applied depends on the type of resource. All CSS must be rendered in `<head>` in `<head>`, and will be rendered by the first `r:layoutResources`. Page load times are improved when JavaScript is deferred. The default for JavaScript files is "defer", which means it is rendered when the second `r:layoutResources` is invoked.

Note that both your GSP page and your Sitemesh layout (as well as any GSP template fragments) can call `r:require`. The only limitation is that you must call `r:require` before the `r:layoutResources` that should render it.

## Adding page-specific JavaScript code with `r:script`

Grails has the [javascript](#) tag which is adapted to defer to Resources plugin if installed, but it is recommended to use `r:script` when you need to include fragments of JavaScript code.

This lets you write some "inline" JavaScript which is actually **not** rendered inline, but either in the `<head>` or `<body>` disposition.

Given a Sitemesh layout like this:

```

<html>
  <head>
    <g:layoutTitle/>
    <r:layoutResources/>
  </head>
  <body>
    <g:layoutBody/>
    <r:layoutResources/>
  </body>
</html>

```

...in your GSP you can inject some JavaScript code into the head or deferred regions of the page like this:

```

<html>
  <head>
    <title>Testing r:script magic!</title>
  </head>
  <body>
    <r:script disposition="head">
      window.alert('This is at the end of <head>');
    </r:script>
    <r:script disposition="defer">
      window.alert('This is at the end of the body, and the page has loaded.')
    </r:script>
  </body>
</html>

```

The default disposition is "defer", so the disposition in the latter r:script is purely included for demonstration. Note that such r:script code fragments **always** load after any modules that you have used, to ensure that an

## Linking to images with r:img

This tag is used to render <img> markup, using the Resources framework to process the resource on the fly (and make it eternally cacheable).

This includes any extra attributes on the <img> tag if the resource has been previously declared in a module.

With this mechanism you can specify the width, height and any other attributes in the resource declaration, in as necessary.

Example:

```

<html>
  <head>
    <title>Testing r:img</title>
  </head>
  <body>
    <r:img uri="/images/logo.png"/>
  </body>
</html>

```

Note that Grails has a built-in g:img tag as a shortcut for rendering <img> tags that refer to a static resource. It is Resources-aware and will delegate to r:img if found. However it is recommended that you use r:img directly.

Alongside the regular Grails [resource](#) tag attributes, this also supports the "uri" attribute for increased brevity.

See [r:resource documentation](#) for full details.

## 6.2.5.2 Other resource tags

### r:resource

This is equivalent to the Grails [resource](#) tag, returning a link to the processed static resource. Grails' own implementation if found, but if your code requires the Resources plugin, you should use `r:resource` directly.

Alongside the regular Grails [resource](#) tag attributes, this also supports the "uri" attribute for increased brevity.

See [r:resource documentation](#) for full details.

### r:external

This is a resource-aware version of Grails [external](#) tag which renders the HTML markup necessary to include CSS, JS or a favicon.

See [r:resource documentation](#) for full details.

## 6.2.5.3 Declaring resources

A DSL is provided for declaring resources and modules. This can go either in your `Config.groovy` file, or more commonly in a resources artefact in `grails-app/conf`.

Note that you do not need to declare all your static resources, especially images. However you must declare resources-specific attributes. Any resource that is not declared is called "ad-hoc" and will still be processed.

Consider this example resource configuration file, `grails-app/conf/MyAppResources.groovy`:

```
modules = {
    core {
        dependsOn 'jquery, utils'

        resource url: '/js/core.js', disposition: 'head'
        resource url: '/js/ui.js'
        resource url: '/css/main.css',
        resource url: '/css/branding.css'
        resource url: '/css/print.css', attrs: [media: 'print']
    }

    utils {
        dependsOn 'jquery'

        resource url: '/js/utils.js'
    }

    forms {
        dependsOn 'core,utils'

        resource url: '/css/forms.css'
        resource url: '/js/forms.js'
    }
}
```

This defines three resource modules; 'core', 'utils' and 'forms'. The resources in these modules will be bundled according to the module name, resulting in fewer files. You can override this with `bundle: 'someOtherBundle'` on the module (see [resources plugin documentation](#)).

It declares dependencies between them using `dependsOn`, which controls the load order of the resources.

When you include an `<r:require module="forms"/>` in your GSP, it will pull in all the resources 'jquery', all in the correct order.

You'll also notice the `disposition: 'head'` on the `core.js` file. This tells Resources that while it is part of the body, this one must go into the `<head>`.

The CSS file for print styling adds custom attributes using the `attrs` map option, and these are passed to the engine renders the link to the resource, so you can customize the HTML attributes of the generated link.

There is no limit to the number of modules or `xxxResources.groovy` artefacts you can provide, and plugins and applications, which is exactly how the jQuery plugin works.

To define modules like this in your application's `Config.groovy`, you simply assign the DSL closure to the `Config` variable.

For full details of the resource DSL please see the [resources plugin documentation](#).

## 6.2.5.4 Overriding plugin resources

Because a resource module can define the bundle groupings and other attributes of resources, you may need to override the default settings for your application.

For example, you may wish to bundle jQuery and some other libraries all together in one file. There is a lot of code often it is the case that you'd like to override some of these settings.

To do this, the DSL supports an "overrides" clause, within which you can change the defaultBundle for individual resources that have been declared with a unique id:

```
modules = {
    core {
        dependsOn 'jquery, utils'
        defaultBundle 'monolith'

        resource url: '/js/core.js', disposition: 'head'
        resource url: '/js/ui.js'
        resource url: '/css/main.css',
        resource url: '/css/branding.css'
        resource url: '/css/print.css', attrs: [media: 'print']
    }

    utils {
        dependsOn 'jquery'
        defaultBundle 'monolith'

        resource url: '/js/utils.js'
    }

    forms {
        dependsOn 'core,utils'
        defaultBundle 'monolith'

        resource url: '/css/forms.css'
        resource url: '/js/forms.js'
    }

    overrides {
        jquery {
            defaultBundle 'monolith'
        }
    }
}
```

This will put all code into a single bundle named 'monolith'. Note that this can still result in multiple file head and defer dispositions, and JavaScript and CSS files are bundled separately.

Note that overriding individual resources requires the original declaration to have included a unique id for

For full details of the resource DSL please see the [resources plugin documentation](#).

## 6.2.5.5 Optimizing your resources

The Resources framework uses "mappers" to mutate the resources into the final format served to the user.

The resource mappers are applied to each static resource once, in a specific order. You can create your own plugins provide some already for zipping, caching and minifying.

Out of the box, the Resources plugin provides bundling of resources into fewer files, which is achieved by CSS re-writing to handle when your CSS files are moved into a bundle.

### Bundling multiple resources into fewer files

The 'bundle' mapper operates by default on any resource with a "bundle" defined - or inherited from a default. Modules have an implicit default bundle name the same as the name of the module.

Files of the same kind will be aggregated into this bundle file. Bundles operate across module boundaries:

```
modules = {
  core {
    dependsOn 'jquery, utils'
    defaultBundle 'common'

    resource url: '/js/core.js', disposition: 'head'
    resource url: '/js/ui.js', bundle: 'ui'
    resource url: '/css/main.css', bundle: 'theme'
    resource url: '/css/branding.css'
    resource url: '/css/print.css', attrs: [media: 'print']
  }

  utils {
    dependsOn 'jquery'

    resource url: '/js/utils.js', bundle: 'common'
  }

  forms {
    dependsOn 'core,utils'

    resource url: '/css/forms.css', bundle: 'ui'
    resource url: '/js/forms.js', bundle: 'ui'
  }
}
```

Here you see that resources are grouped into bundles; 'common', 'ui' and 'theme' - across module boundaries.

Note that auto-bundling by module does **not** occur if there is only one resource in the module.

### Making resources cache "eternally" in the client browser

Caching resources "eternally" in the client is only viable if the resource has a unique name that changes and requires caching headers to be set on the response.

The [cached-resources](#) plugin provides a mapper that achieves this by hashing your files and renaming them, and setting caching headers on every response for those resources. To use, simply install the cached-resources plugin.

Note that the caching headers can only be set if your resources are being served by your application. If you get content from your app (e.g. Apache HTTPD), configure it to send caching headers. Alternatively you can get resources from your container.

## Zippping resources

Returning gzipped resources is another way to reduce page load times and reduce bandwidth.

The [zipped-resources](#) plugin provides a mapper that automatically compresses your content, excluding files such as gif, jpeg and png.

Simply install the zipped-resources plugin and it works.

## Minifying

There are a number of CSS and JavaScript minifiers available to obfuscate and reduce the size of your publicly released code but releases are imminent.

### 6.2.5.6 Debugging

When your resources are being moved around, renamed and otherwise mutated, it can be hard to debug, especially Safari, Chrome and Firefox have excellent tools that let you view all the resources requested by the browser and information about them.

There are several debugging features built in to the Resources framework.

## X-Grails-Resources-Original-Src Header

Every resource served in development mode will have the X-Grails-Resources-Original-Src: header added that make up the response.

## Adding the debug flag

If you add a query parameter `_debugResources=y` to your URL and request the page, Resources will bypass your original source files.

This also adds a unique timestamp to all your resource URLs, to defeat any caching that browsers may use to see your very latest code when you reload the page.

## Turning on debug all the time

You can turn on the aforementioned debug mechanism without requiring a query parameter, but turning it

```
grails.resources.debug = true
```

You can of course set this per-environment.

### 6.2.5.7 Preventing processing of resources



Sometimes you do not want a resource to be processed in a particular way, or even at all. Occasionally you may want to prevent a resource from being mapped at all.

## Preventing the application of a specific mapper to an individual resource

All resource declarations support a convention of `noXXXX:true` where `XXXX` is a mapper name.

So for example to prevent the "hashandcache" mapper from being applied to a resource (which renames relative links written in JavaScript code), you would do this:

```
modules = {
  forms {
    resource url: '/css/forms.css', nohashandcache: true
    resource url: '/js/forms.js', nohashandcache: true
  }
}
```

## Excluding/including paths and file types from specific mappers

Mappers have includes/excludes Ant patterns to control whether they apply to a given resource. Mappers control their activity, for example the zipped-resources plugin's "zip" mapper is set to exclude images by default.

You can configure this in your `Config.groovy` using the mapper name e.g:

```
// We wouldn't link to .exe files using Resources but for the sake of example:
grails.resources.zip.excludes = ['**/*.zip', '**/*.exe']

// Perhaps for some reason we want to prevent bundling on "less" CSS files:
grails.resources.bundle.excludes = ['**/*.less']
```

There is also an "includes" inverse. Note that settings these replaces the default includes/excludes for that mapper.

## Controlling what is treated as an "ad-hoc" (legacy) resource

Ad-hoc resources are those undeclared, but linked to directly in your application **without** using the Grails Resources framework (or external).

These may occur with some legacy plugins or code with hardcoded paths in.

There is a `Config.groovy` setting **`grails.resources.adhoc.patterns`** which defines a list of Servlet API cookies. The Resources filter will use to detect such "ad-hoc resource" requests.

By default this is set to:

```
grails.resources.adhoc.patterns = ['images/*', '*.js', '*.css']
```

## 6.2.5.8 Other Resources-aware plugins

At the time of writing, the following plugins include support for the Resources framework:

- [jquery](#)
- [jquery-ui](#)
- [blueprint](#)
- [lesscss-resources](#)
- [zipped-resources](#)
- [cached-resources](#)

## 6.2.6 Sitemesh Content Blocks

Although it is useful to decorate an entire page sometimes you may find the need to decorate independently can use content blocks. To get started, partition the page to be decorated using the `<content>` tag:

```
<content tag="navbar">
... draw the navbar here...
</content>

<content tag="header">
... draw the header here...
</content>

<content tag="footer">
... draw the footer here...
</content>

<content tag="body">
... draw the body here...
</content>
```

Then within the layout you can reference these components and apply individual layouts to each:

```
<html>
  <body>
    <div id="header">
      <g:applyLayout name="headerLayout">
        <g:pageProperty name="page.header" />
      </g:applyLayout>
    </div>
    <div id="nav">
      <g:applyLayout name="navLayout">
        <g:pageProperty name="page.navbar" />
      </g:applyLayout>
    </div>
    <div id="body">
      <g:applyLayout name="bodyLayout">
        <g:pageProperty name="page.body" />
      </g:applyLayout>
    </div>
    <div id="footer">
      <g:applyLayout name="footerLayout">
        <g:pageProperty name="page.footer" />
      </g:applyLayout>
    </div>
  </body>
</html>
```

## 6.2.7 Making Changes to a Deployed Application

One of the main issues with deploying a Grails application (or typically any servlet-based one) is that any redeploy your whole application. If all you want to do is fix a typo on a page, or change an image link, it can be a pain. For such simple requirements, Grails does have a solution: the `grails.gsp.view.dir` configuration.

How does this work? The first step is to decide where the GSP files should go. Let's say we use `/var/www/grails/my-app` directory. We add these two lines to `grails-app/conf/Config.groovy`:

```
grails.gsp.enable.reload = true
grails.gsp.view.dir = "/var/www/grails/my-app/"
```

The first line tells Grails that modified GSP files should be reloaded at runtime. If you don't have this setting, you like but they won't be reflected in the running application until you restart. The second line tells Grails where to look for GSP files.



The trailing slash on the `grails.gsp.view.dir` value is important! Without it, Grails will look for GSP files in the parent directory.

Setting "`grails.gsp.view.dir`" is optional. If it's not specified, you can update files directly to the application. Depending on the application server, these files might get overwritten when the server is restarted. Most "war deployment" which is recommended in this case.

With those settings in place, all you need to do is copy the views from your web application to the external storage. It would look something like this:

```
mkdir -p /var/www/grails/my-app/grails-app/views
cp -R grails-app/views/* /var/www/grails/my-app/grails-app/views
```

The key point here is that you must retain the view directory structure, including the `grails-app/views` directory. The path should be `/var/www/grails/my-app/grails-app/views/...`

One thing to bear in mind with this technique is that every time you modify a GSP, it uses up permanent memory. Eventually hit "out of permgen space" errors unless you restart the server. So this technique is not recommended for production environments.

There are also some System properties to control GSP reloading:

Name	Description
<code>grails.gsp.enable.reload</code>	alternative system property for enabling the GSP reload mode without changing the configuration
<code>grails.gsp.reload.interval</code>	interval between checking the lastmodified time of the gsp source file, unit is milliseconds
<code>grails.gsp.reload.granularity</code>	the number of milliseconds leeway to give before deciding a file is out of date. Different roundings usually cause a 1000ms difference in lastmodified times

GSP reloading is supported for precompiled GSPs since Grails 1.3.5 . .

## 6.2.8 GSP Debugging

## Viewing the generated source code

- Adding "?showSource=true" or "&showSource=true" to the url shows the generated Groovy source code. It won't show the source code of included templates. This only works in development mode
- The saving of all generated source code can be activated by setting the property "grails.views.gsp.ke" must point to a directory that exists and is writable.
- During "grails war" gsp pre-compilation, the generated source code is stored in grails.pr~/.grails/(grails\_version)/projects/(project name)/gspcompile).

## Debugging GSP code with a debugger

- See [Debugging GSP in STS](#)

## Viewing information about templates used to render a single url

GSP templates are reused in large web applications by using the `g:render` taglib. Several small templates might be hard to find out what GSP template actually renders the html seen in the result. The debug ten the output. The comments contain debug information about gsp templates used to render the page.

Usage is simple: append "?debugTemplates" or "&debugTemplates" to the url and view the so "debugTemplates" is restricted to development mode. It won't work in production.

Here is an example of comments added by debugTemplates :

```
<!-- GSP #2 START template: /home/.../views/_carousel.gsp
      precompiled: false lastmodified: ... -->
.
.
.
<!-- GSP #2 END template: /home/.../views/_carousel.gsp
      rendering time: 115 ms -->
```

Each comment block has a unique id so that you can find the start & end of each template call.

## 6.3 Tag Libraries

Como [Java Server Pages](#) (JSP), GSP soporta el concepto de librerías de etiquetas personalizadas. No con etiquetas de Grails es simple, elegante y completamente recargable en tiempo de ejecución.

Simplemente, para crear una librería de etiquetas, crea una clase de Groovy que termine con la conv directorio grails-app/taglib:

```
class SimpleTagLib {
}
```

Ahora para crear una etiqueta, crea un Closure de propiedad que tome dos argumentos: los atributos de la e

```
class SimpleTagLib {
  def simple = { attrs, body ->
  }
}
```

El argumento `attrs` es un `Map` de los atributos de la etiqueta, mientras que el argumento `body` es un cuerpo cuando es invocado:

```
class SimpleTagLib {
  def emoticon = { attrs, body ->
    out << body() << (attrs.happy == 'true' ? " :-)" : " :-(")
  }
}
```

Como se demostro arriba, existe una variable implicita `out` que se refiere al `output Writer` el cual produce la respuesta. Entonces puede referenciar la etiqueta dentro de su GSP; no son necesarios los imports:

```
<g:emoticon happy="true">Hi John</g:emoticon>
```



Para ayudar a los IDEs como SpringSource Tool Suite (STS) y otros para autocompletar los atributos de su etiqueta con las descripciones de los atributos, los taglibs usan código de Groovy. Puede ser difícil detectar de forma viable todos los atributos usados.

Por ejemplo:

```
class SimpleTagLib {  
    /**  
     * Renders the body with an emoticon.  
     *  
     * @attr happy whether to show a happy emoticon ('true') or  
     * a sad emoticon ('false')  
     */  
    def emoticon = { attrs, body ->  
        out << body() << (attrs.happy == 'true' ? " :-)" : " :-(")  
    }  
}
```

y cualquier atributo mandatorio debe de incluir la palabra reservada REQUIRED, por ejemplo:

```
class SimpleTagLib {  
    /**  
     * Creates a new password field.  
     *  
     * @attr name REQUIRED the field name  
     * @attr value the field value  
     */  
    def passwordField = { attrs ->  
        attrs.type = "password"  
        attrs.tagName = "passwordField"  
        fieldImpl(out, attrs)  
    }  
}
```

### 6.3.1 Variables and Scopes

Dentro del alcance de la librería de etiquetas hay un número de variables predefinidas incluidas:

- `actionName` - El nombre de la accion en ejecucion actualmente
- `controllerName` - El nombre del controlador en ejecucion actualmente
- `flash` - El objeto [flash](#)
- `grailsApplication` - La instancia [GrailsApplication](#)
- `out` - El response writer para escribir hacia el output stream
- `pageScope` - La referenica al objeto [pageScope](#) usado para el rendereo del GSP (ej. el binding)
- `params` - El objeto [params](#) para obtener los parametros de la peticion
- `pluginContextPath` - La ruta del contexto para el plugin que contiene la libreria de etiquetas
- `request` - La instancia [HttpServletRequest](#)
- `response` - La instancia [HttpServletResponse](#)
- `servletContext` - La instancia [javax.servlet.ServletContext](#)
- `session` - La instancia [HttpSession](#)

### 6.3.2 Simple Tags

Como se demostro en el ejemplo anterior es facil de escribir etiquetas simples que no tengan cuerpo y solo la etiqueta de estilo `dateFormat`:

```
def dateFormat = { attrs, body ->
    out << new java.text.SimpleDateFormat(attrs.format).format(attrs.date)
}
```

El codigo de arriba usa la clase de Java `SimpleDateFormat` para dar el formato a una fecha y entonces puede entonces ser usada dentro del GSP como sigue:

```
<g:dateFormat format="dd-MM-yyyy" date="{new Date()}" />
```

Con las etiquetas simples a veces necesitara escribir HTML mark-up en la respuesta. Una propuesta directamente:

```
def formatBook = { attrs, body ->
    out << "<div id='${attrs.book.id}'>"
    out << "Title : ${attrs.book.title}"
    out << "</div>"
}
```

A pesar que este propuesta pueda ser tentativa, no es muy limpia. Una propuesta mejor seria el reusar la et

```
def formatBook = { attrs, body ->
  out << render(template: "bookTemplate", model: [book: attrs.book])
}
```

Y entonces tener una plantilla de GSP separada que haga el rendering actual.

### 6.3.3 Logical Tags

Puede tambien crear etiquetas logicas donde el cuerpo de la etiqueta es solo salida una vez que un conjunto. Un ejemplo de esto pueden ser un conjunto de etiquetas de seguridad:

```
def isAdmin = { attrs, body ->
  def user = attrs.user
  if (user && checkUserPrivs(user)) {
    out << body()
  }
}
```

La etiqueta de arriba checa si el usuario es un administrador y solo muestra el contenido del cuerpo si tiene privilegios de acceso:

```
<g:isAdmin user="${myUser}">
  // some restricted content
</g:isAdmin>
```

### 6.3.4 Iterative Tags

Las etiquetas iterativas son tambien sencillas, pues puedes invocar el cuerpo multiples veces:

```
def repeat = { attrs, body ->
  attrs.times?.toInteger()?.times { num ->
    out << body(num)
  }
}
```

En este ejemplo podemos buscar el atributo `times` y si existe convertirlo en un numero, entonces usar ese numero en un numero especifico de veces:

```
<g:repeat times="3">
  <p>Repeat this 3 times! Current repeat = ${it}</p>
</g:repeat>
```

Note como en este ejemplo usamos la variable implicita `it` para referirnos al numero actual. Esto funciona porque le pasamos el valor actual dentro de la iteracion:



```
out << body(num)
```

Ese valor es pasado entonces como la variable `it` por defecto hacia la etiqueta. Sin embargo, si has conflictos, así que en vez debería de nombrar las variables que el cuerpo usa:

```
def repeat = { attrs, body ->
  def var = attrs.var ?: "num"
  attrs.times?.toInteger()?.times { num ->
    out << body((var):num)
  }
}
```

Aquí checamos si hay un atributo `var` y si lo hay lo usamos como el nombre para pasarlo dentro de la invocación.

```
out << body((var):num)
```



Note el uso del parentesis alrededor del nombre de la variable. Si usted omite esto Groovy asume que es una llave String y no se está refiriendo a la variable.

Ahora podemos cambiar el uso de la etiqueta como sigue:

```
<g:repeat times="3" var="j">
<p>Repeat this 3 times! Current repeat = ${j}</p>
</g:repeat>
```

Note como usamos el atributo `var` para definir el nombre de la variable `j` y entonces somos capaces de referenciarla dentro de la etiqueta.

## 6.3.5 Tag Namespaces

Por defecto, las etiquetas son añadidas en el espacio de nombres de Grails y son usadas con el prefijo `g:` para especificar un espacio de nombres diferente añadiendo una propiedad estática a su clase `TagLib`:

```
class SimpleTagLib {
  static namespace = "my"
  def example = { attrs ->
    ...
  }
}
```

Aquí hemos especificado un namespace de `my` y por lo tanto las etiquetas en esta librería deben entonces ser GSP así:

```
<my:example name="..." />
```

Donde el prefijo es igual al valor de la propiedad estatica namespace. Los espacios de nombres son parti

Las etiquetas dentro de los espacios de nombres pueden ser invocadas como metodos usando el espacio d  
del metodo:

```
out << my.example(name: "foo")
```

Esto funciona desde GSP, controlladores o librerias de etiquetas.

### 6.3.6 Using JSP Tag Libraries

En adiccion al mecanismo simplificado de librerias de etiquetas proveido por GSP, usted tambien puede  
hacerlo simplemente declare el JSP que usara con la directiva taglib:

```
<%@ taglib prefix="fmt" uri="http://java.sun.com/jsp/jstl/fmt" %>
```

Entonces podra usarla como cualquier otra etiqueta:

```
<fmt:formatNumber value="${10}" pattern=".00"/>
```

Con el extra añadido que puede invocar etiquetas de JSP como metodos:

```
${fmt.formatNumber(value:10, pattern:".00")}
```

### 6.3.7 Tag return value

Desde Grails 1.2, una llamada a la libreria de etiquetas regresa un  
org.codehaus.groovy.grails.web.util.StreamCharBuffer por defecto. Este cambio  
creacion de objetos y optimizando la carga durante el proceso de peticion. En versiones ante  
java.lang.String era devuelta.

Las librerias de etiquetas tambien pueden regresar valores directos de un objeto al que hace la peticion, d  
que regresan objetos son listados con la propiedad estatica returnObjectForTags en la clase de la lit

Ejemplo:

```
class ObjectReturningTagLib {
    static namespace = "cms"
    static returnObjectForTags = ['content']

    def content = { attrs, body ->
        CmsContent.findByCode(attrs.code)?.content
    }
}
```

## 6.4 URL Mappings

Hasta ahora a travez de la documentacion la convencion usada para las URLs ha sido for defecto `/content` esta convencion no esta fuertemente ligada dentro de Grails y de hecho es controlada por la `grails-app/conf/UrlMappings.groovy`.

La clase `UrlMappings` contiene una unica propiedad llamada `mappings` que ha sido asignada a un bloque de código.

```
class UrlMappings {
    static mappings = {
    }
}
```

### 6.4.1 Mapping to Controllers and Actions

Para crear un mapeo simple, simplemente use una URL relativa como el nombre del metodo y especifique el controlador y la accion a mapear:

```
"/product"(controller: "product", action: "list")
```

En este caso hemos mapeado la URL `/product` hacia la accion `list` del `ProductController`. Esto mapea hacia la accion por defecto del controlador:

```
"/product"(controller: "product")
```

Una sintaxis alternativa es asignar el controlador y la accion a usar dentro del bloque pasado al metodo:

```
"/product" {
    controller = "product"
    action = "list"
}
```

Cual sintaxis usar es enormemente dependiente en su preferencia personal. Para reescribir una URL (controlador/accion) haga algo asi:

```
"/hello"(uri: "/hello.dispatch")
```

Reescribir URIs específicas es comúnmente útil cuando se integran con otros frameworks.

## 6.4.2 Embedded Variables

### Simple Variables

The previous section demonstrated how to map simple URLs with concrete "tokens". In URL mappings, characters between each slash, '/'. A concrete token is one which is well defined such as `/product`. You don't know what the value of a particular token will be until runtime. In this case you can use variable placeholders.

```
static mappings = {  
    "/product/$id"(controller: "product")  
}
```

In this case by embedding a `$id` variable as the second token Grails will automatically map the second token to the [params](#) object) called `id`. For example given the URL `/product/MacBook`, the following code will render:

```
class ProductController {  
    def index() { render params.id }  
}
```

You can of course construct more complex examples of mappings. For example the traditional blog URL format:

```
static mappings = {  
    "/$blog/$year/$month/$day/$id"(controller: "blog", action: "show")  
}
```

The above mapping would let you do things like:

```
/graemerocher/2007/01/10/my_funky_blog_entry
```

The individual tokens in the URL would again be mapped into the [params](#) object with values available for use in the controller.

### Dynamic Controller and Action Names

Variables can also be used to dynamically construct the controller and action name. In fact the default Grails mappings use this technique.

```
static mappings = {  
    "/$controller/$action?/$id?"()  
}
```

Here the name of the controller, action and id are implicitly obtained from the variables `controller`, `URL`.

You can also resolve the controller name and action name to execute dynamically using a closure:

```
static mappings = {  
  "$controller" {  
    action = { params.goHere }  
  }  
}
```

## Optional Variables

Another characteristic of the default mapping is the ability to append a `?` at the end of a variable to make it optional. For example this technique could be applied to the blog URL mapping to have more flexible linking:

```
static mappings = {  
  "$blog/$year?/$month?/$day?/$id?"(controller:"blog", action:"show")  
}
```

With this mapping all of these URLs would match with only the relevant parameters being populated in the `params` object:

```
/graemerocher/2007/01/10/my_funky_blog_entry  
/graemerocher/2007/01/10  
/graemerocher/2007/01  
/graemerocher/2007  
/graemerocher
```

## Arbitrary Variables

You can also pass arbitrary parameters from the URL mapping into the controller by just setting them in the `params` object:

```
"/holiday/win" {  
  id = "Marrakech"  
  year = 2007  
}
```

These variables will be available within the [params](#) object passed to the controller.

## Dynamically Resolved Variables

The hard coded arbitrary variables are useful, but sometimes you need to calculate the name of the variable dynamically. This is possible by assigning a block to the variable name:

```

"/holiday/win" {
    id = { params.id }
    isEligible = { session.user != null } // must be logged in
}

```

In the above case the code within the blocks is resolved when the URL is actually matched and hence can contain logic.

### 6.4.3 Mapping to Views

Puede resolver una URL hacia una vista sin un controlador o una accion involucrada. Por ejemplo para una ruta `grails-app/views/index.gsp` podria usar:

```

static mappings = {
    "/"(view: "/index") // map the root URL
}

```

Alternativamente si necesita una vista que sea especifica a un controlador dado podria usar:

```

static mappings = {
    "/help"(controller: "site", view: "help") // to a view for a controller
}

```

### 6.4.4 Mapping to Response Codes

Grails tambien le permite mapear codigos de respuesta HTTP hacia los controllers, actions o vistas. Solo un codigo de respuesta en el cual esta interesado:

```

static mappings = {
    "403"(controller: "errors", action: "forbidden")
    "404"(controller: "errors", action: "notFound")
    "500"(controller: "errors", action: "serverError")
}

```

O puede especificar paginas de error personalizadas:

```

static mappings = {
    "403"(view: "/errors/forbidden")
    "404"(view: "/errors/notFound")
    "500"(view: "/errors/serverError")
}

```

## Manejo Declarativo de Errores

Ademas puede configurar los manejadores para excepciones individuales:

```
static mappings = {
  "403"(view: "/errors/forbidden")
  "404"(view: "/errors/notFound")
  "500"(controller: "errors", action: "illegalArgument",
        exception: IllegalArgumentException)
  "500"(controller: "errors", action: "nullPointer",
        exception: NullPointerException)
  "500"(controller: "errors", action: "customException",
        exception: MyException)
  "500"(view: "/errors/serverError")
}
```

Con esta configuracion, una `IllegalArgumentException` sera manejada por la accion `illegalArgument`, una `NullPointerException` sera manejada por la accion `nullPointer`, y `MyException` sera manejada por la accion `customException`. Otras excepciones seran manejadas por la regla catch-all y usa la vista `/errors/`.

Puede acceder a la excepcion desde su vista de error personalizada o la accion del controlador usando el siguiente codigo:

```
class ErrorController {
  def handleError() {
    def exception = request.exception
    // perform desired processing to handle the exception
  }
}
```



Si su accion del manejador de errores del controller arroja una excepcion tambien, `StackOverflowException`.

## 6.4.5 Mapping to HTTP methods

Los mapeos de URL tambien puede ser configurados para mapear basado en el metodo de HTTP (GET, POST, PUT, DELETE), util para APIs de RESTful y para restringir mapeos basados en el metodo de HTTP.

Como ejemplo los siguientes mapeos proveen una RESTful API para mapeos de URL para el `ProductController`.

```
static mappings = {
  "/product/$id"(controller: "product") {
    action = [GET: "show", PUT: "update", DELETE: "delete", POST: "save"]
  }
}
```

## 6.4.6 Mapping Wildcards

El mecanismo de mapeo de URL de Grails tambien soporta el mapeo de wildcards. Por ejemplo considere el siguiente codigo:

```
static mappings = {
  "/images/*.jpg"(controller: "image")
}
```

Este mapeo empata todas las rutas de imagenes tales como `/image/logo.jpg`. Por supuesto puede o

```
static mappings = {
    "/images/$name.jpg"(controller: "image")
}
```

Sin embargo, puede tambien usar dobles wildcards para empatar mas de un solo nivel abajo:

```
static mappings = {
    "/images/**/*.jpg"(controller: "image")
}
```

En este caso el mapeo empata `/image/logo.jpg` asi como `/image/other/logo.jpg`. Aun wildcard:

```
static mappings = {
    // will match /image/logo.jpg and /image/other/logo.jpg
    "/images/$name*.jpg"(controller: "image")
}
```

En este caso sera almacenada la ruta que empate con el wildcard dentro del parametro name obtenible des

```
def name = params.name
println name // prints "logo" or "other/logo"
```

Si usa el wildcard del mapeo de URL entonces querra excluir ciertas URIs del proceso de mapeo de 1 proveer una setting `excludes` dentro de la clase `UrlMappings.groovy`:

```
class UrlMappings {
    static excludes = ["/images/*", "/css/*"]
    static mappings = {
        ...
    }
}
```

En este caso Grails no intentara de empatar ninguna URI que comience con `/images` o `/css`.

## 6.4.7 Automatic Link Re-Writing

Otra gran mejora del mapeo de URL es que se puede personalizar automaticamente el comportamiento mapeos no requiere de ir y cambiar todos sus enlaces.

Esto es hecho a travez de la tecnica de reescritura de la URL que hace ingenieria inversa a los links de mapeo tal como el blog de la seccion anterior:



```
static mappings = {  
    "$blog/$year?/$month?/$day?/$id?"(controller:"blog", action:"show")  
}
```

Si usted usa la etiqueta de enlace como sigue:

```
<g:link controller="blog" action="show"  
    params="[blog:'fred', year:2007]">  
    My Blog  
</g:link>  
  
<g:link controller="blog" action="show"  
    params="[blog:'fred', year:2007, month:10]">  
    My Blog - October 2007 Posts  
</g:link>
```

Grails automaticamente reescribira la URL en el formato correcto:

```
<a href="/fred/2007">My Blog</a>  
<a href="/fred/2007/10">My Blog - October 2007 Posts</a>
```

## 6.4.8 Applying Constraints

Los mapeos de URL tambien soportan el mecanismo unificado de Grails [validation constraints](#), el cual URL es empatada. Por ejemplo: si volvemos al codigo de ejemplo del blog, el mapeo actualmente se ve as

```
static mappings = {  
    "$blog/$year?/$month?/$day?/$id?"(controller:"blog", action:"show")  
}
```

Esto permite URLs tales como:

```
/graemerocher/2007/01/10/my_funky_blog_entry
```

Sin embargo, esto permitiria tambien:

```
/graemerocher/not_a_year/not_a_month/not_a_day/my_funky_blog_entry
```

Esto es problematico por que lo obliga a hacer algun parseo inteligente en el codigo del controlador. Los tokens de la URL pueden ser restringidos para ademas validar los tokens de la URL:

```

"/$blog/$year?/$month?/$day?/$id?" {
    controller = "blog"
    action = "show"
    constraints {
        year(matches:/\d{4}/)
        month(matches:/\d{2}/)
        day(matches:/\d{2}/)
    }
}

```

En este caso las restricciones se aseguran de que los parametros year, month y day empaten con un parámetro de esa carga despues.

## 6.4.9 Named URL Mappings

URL Mappings also support named mappings, that is are mappings which have a name associated with the specific mapping when links are generated.

The syntax for defining a named mapping is as follows:

```

static mappings = {
    name <mapping name>: <url pattern> {
        // ...
    }
}

```

For example:

```

static mappings = {
    name personList: "/showPeople" {
        controller = 'person'
        action = 'list'
    }
    name accountDetails: "/details/$acctNumber" {
        controller = 'product'
        action = 'accountDetails'
    }
}

```

The mapping may be referenced in a link tag in a GSP.

```

<g:link mapping="personList">List People</g:link>

```

That would result in:

```

<a href="/showPeople">List People</a>

```

Parameters may be specified using the params attribute.

```
<g:link mapping="accountDetails" params="[acctNumber:'8675309']">  
    Show Account  
</g:link>
```

That would result in:

```
<a href="/details/8675309">Show Account</a>
```

Alternatively you may reference a named mapping using the link namespace.

```
<link:personList>List People</link:personList>
```

That would result in:

```
<a href="/showPeople">List People</a>
```

The link namespace approach allows parameters to be specified as attributes.

```
<link:accountDetails acctNumber="8675309">Show Account</link:accountDetails>
```

That would result in:

```
<a href="/details/8675309">Show Account</a>
```

To specify attributes that should be applied to the generated href, specify a Map value to the `attrs` attribute directly to the href, not passed through to be used as request parameters.

```
<link:accountDetails attrs="[class: 'fancy']" acctNumber="8675309">  
    Show Account  
</link:accountDetails>
```

That would result in:

```
<a href="/details/8675309" class="fancy">Show Account</a>
```

## 6.5 Web Flow

### Overview

Grails supports the creation of web flows built on the [Spring Web Flow](#) project. A web flow is a conversation that retains state for the scope of the flow. A web flow also has a defined start and end state.

Web flows don't require an HTTP session, but instead store their state in a serialized form, which is then passed around as a request parameter. This makes flows far more scalable than other forms of state and its inherent memory and clustering concerns.

Web flow is essentially an advanced state machine that manages the "flow" of execution from one state to the next. You don't have to be concerned with ensuring that users enter an action in the middle of some multi-step process. This makes web flow perfect for use cases such as shopping carts, hotel booking and any application that requires a sequence of actions.



From Grails 1.2 onwards Webflow is no longer in Grails core, so you must install the Webflow plugin. Feature: `grails install-plugin webflow`

## Creating a Flow

To create a flow create a regular Grails controller and add an action that ends with the convention `Flow`. For example:

```
class BookController {
  def index() {
    redirect(action: "shoppingCart")
  }
  def shoppingCartFlow = {
    ...
  }
}
```

Notice when redirecting or referring to the flow as an action we omit the `Flow` suffix. In other words the action is `shoppingCart`.

### 6.5.1 Start and End States

Como lo mencionamos antes, un flujo tiene definido un estado de inicio y final. Un estado de inicio es el primer estado que se ejecuta cuando un usuario primero inicia una conversacion (o un flujo). El estado de inicio de un flujo de Grails es la primera accion de un bloque. Por ejemplo:

```
class BookController {
  ...
  def shoppingCartFlow = {
    showCart {
      on("checkout").to "enterPersonalDetails"
      on("continueShopping").to "displayCatalogue"
    }
    ...
    displayCatalogue {
      redirect(controller: "catalogue", action: "show")
    }
    displayInvoice()
  }
}
```

Aquí el nodo `showCart` es el estado inicial del flujo. Desde que el estado `showCart` no define una acción [state](#) que, por convención, se refiera a la vista `grails-app/views/book/shoppingCart/showCart`.

Note que no como las acciones de un controller regular, las vistas son almacenadas dentro del directorio `grails-app/views/book/shoppingCart`.

El flujo `shoppingCart` también tiene dos estados finales posibles. El primero es `displayCatalog` externo hacia otro controller y acción, así sale del flujo. El segundo es `displayInvoice` el cual es un `render` y simplemente desplegará una vista llamada `grails-app/views/book/shoppingCart/displayInvoice` el flujo al mismo tiempo.

Una vez que el flujo ha terminado, solo puede ser reanudado desde un estado de inicio, en este caso `showCart`.

## 6.5.2 Action States and View States

### View states

A view state is a one that doesn't define an action or a redirect. So for example this is a view state:

```
enterPersonalDetails {
    on("submit").to "enterShipping"
    on("return").to "showCart"
}
```

It will look for a view called `grails-app/views/book/shoppingCart/enterPersonalDetails`. The `enterPersonalDetails` state defines two events: `submit` and `return`. The view is responsible for the `render` method to change the view to be rendered:

```
enterPersonalDetails {
    render(view: "enterDetailsView")
    on("submit").to "enterShipping"
    on("return").to "showCart"
}
```

Now it will look for `grails-app/views/book/shoppingCart/enterDetailsView.gsp`. Since it's a shared view:

```
enterPersonalDetails {
    render(view: "/shared/enterDetailsView")
    on("submit").to "enterShipping"
    on("return").to "showCart"
}
```

Now it will look for `grails-app/views/shared/enterDetailsView.gsp`.

### Action States

An action state is a state that executes code but does not render a view. The result of the action is used to define an action to be executed. This is done by calling the `action` method and passing

```
listBooks {
  action {
    [bookList: Book.list()]
  }
  on("success").to "showCatalogue"
  on(Exception).to "handleError"
}
```

As you can see an action looks very similar to a controller action and in fact you can reuse control successfully returns with no errors the success event will be triggered. In this case since we return a list and is automatically placed in [flow.scope](#).

In addition, in the above example we also use an exception handler to deal with errors on the line:

```
on(Exception).to "handleError"
```

This makes the flow transition to a state called `handleError` in the case of an exception.

You can write more complex actions that interact with the flow request context:

```
processPurchaseOrder {
  action {
    def a = flow.address
    def p = flow.person
    def pd = flow.paymentDetails
    def cartItems = flow.cartItems
    flow.clear()

    def o = new Order(person: p, shippingAddress: a, paymentDetails: pd)
    o.invoiceNumber = new Random().nextInt(9999999)
    for (item in cartItems) { o.addToItems item }
    o.save()
    [order: o]
  }
  on("error").to "confirmPurchase"
  on(Exception).to "confirmPurchase"
  on("success").to "displayInvoice"
}
```

Here is a more complex action that gathers all the information accumulated from the flow scope and creates an order as the model. The important thing to note here is the interaction with the request context and "flow scope".

## Transition Actions

Another form of action is what is known as a *transition* action. A transition action is executed directly prior to a transition being triggered. A simple example of a transition action can be seen below:

```
enterPersonalDetails {
  on("submit") {
    log.trace "Going to enter shipping"
  }.to "enterShipping"
  on("return").to "showCart"
}
```

Notice how we pass a block of the code to `submit` event that simply logs the transition. Transition state [validation](#), which is covered in a later section.

### 6.5.3 Flow Execution Events

In order to *transition* execution of a flow from one state to the next you need some way of trigger an *event* next. Events can be triggered from either view states or action states.

#### Triggering Events from a View State

As discussed previously the start state of the flow in a previous code listing deals with two possible `continueShopping` event:

```
def shoppingCartFlow = {
  showCart {
    on("checkout").to "enterPersonalDetails"
    on("continueShopping").to "displayCatalogue"
  }
  ...
}
```

Since the `showCart` event is a view state it will render the view `grails-app/book/shoppingCart` you need to have components that trigger flow execution. On a form this can be done use the [submitButton](#)

```
<g:form action="shoppingCart">
  <g:submitButton name="continueShopping" value="Continue Shopping" />
  <g:submitButton name="checkout" value="Checkout" />
</g:form>
```

The form must submit back to the `shoppingCart` flow. The name attribute of each [submitButton](#) tag so you don't have a form you can also trigger an event with the [link](#) tag as follows:

```
<g:link action="shoppingCart" event="checkout" />
```

#### Triggering Events from an Action

To trigger an event from an action you invoke a method. For example there is the built in `error()` and below triggers the `error()` event on validation failure in a transition action:

```
enterPersonalDetails {
  on("submit") {
    def p = new Person(params)
    flow.person = p
    if (!p.validate()) return error()
  }.to "enterShipping"
  on("return").to "showCart"
}
```

In this case because of the error the transition action will make the flow go back to the `enterPersonal`

With an action state you can also trigger events to redirect flow:

```
shippingNeeded {
  action {
    if (params.shippingRequired) yes()
    else no()
  }
  on("yes").to "enterShipping"
  on("no").to "enterPayment"
}
```

## 6.5.4 Flow Scopes

### Scope Basics

You'll notice from previous examples that we used a special object called `flow` to store objects within different scopes you can utilize:

- `request` - Stores an object for the scope of the current request
- `flash` - Stores the object for the current and next request only
- `flow` - Stores objects for the scope of the flow, removing them when the flow reaches an end state
- `conversation` - Stores objects for the scope of the conversation including the root flow and nested
- `session` - Stores objects in the user's session



Grails service classes can be automatically scoped to a web flow scope. See the documentation information.

Returning a model Map from an action will automatically result in the model being placed in flow scope. you can place objects within `flow` scope as follows:

```
enterPersonalDetails {
  on("submit") {
    [person: new Person(params)]
  }.to "enterShipping"
  on("return").to "showCart"
}
```

Be aware that a new request is always created for each state, so an object placed in request scope is not available in a subsequent view state. Use one of the other scopes to pass objects from one state to another.

1. Moves objects from flash scope to request scope upon transition between states;
2. Merges objects from the flow and conversation scopes into the view model before rendering (so you can reference these objects within a view, e.g. GSP pages).

### Flow Scopes and Serialization



When placing objects in flash, flow or conversation scope they must implement `java.io.Serializable`. This has an impact on [domain classes](#) in that domain classes are typically placed within a scope. For example consider the following domain class:

```
class Book {  
    String title  
}
```

To place an instance of the Book class in a flow scope you will need to modify it as follows:

```
class Book implements Serializable {  
    String title  
}
```

This also impacts associations and closures you declare within a domain class. For example consider this:

```
class Book implements Serializable {  
    String title  
    Author author  
}
```

Here if the Author association is not Serializable you will also get an error. This also impacts closures on `onLoad`, `onSave` and so on. The following domain class will cause an error if an instance is placed in a flow scope:

```
class Book implements Serializable {  
    String title  
    def onLoad = {  
        println "I'm loading"  
    }  
}
```

The reason is that the assigned block on the `onLoad` event cannot be serialized. To get around this you should use:

```
class Book implements Serializable {  
    String title  
    transient onLoad = {  
        println "I'm loading"  
    }  
}
```

or as methods:

```
class Book implements Serializable {
    String title
    def onLoad() {
        println "I'm loading"
    }
}
```

## 6.5.5 Data Binding and Validation

En la seccion de [start and end states](#), el estado de inicio en el primer ejemplo dispara un transicion hacia e Este estado renderea la vista y espera a que el usuario introduzca la informacion requerida:

```
enterPersonalDetails {
    on("submit").to "enterShipping"
    on("return").to "showCart"
}
```

La vista contiene una forma con dos botones de enviar que cualquiera de los dos dispara el evento de envia

```
<g:form action="shoppingCart">
    <!-- Other fields -->
    <g:submitButton name="submit" value="Continue"></g:submitButton>
    <g:submitButton name="return" value="Back"></g:submitButton>
</g:form>
```

Sin embargo, ¿que hay de capturar la informacion enviada por la forma? Para obtener la informacion de flujo de transaccion:

```
enterPersonalDetails {
    on("submit") {
        flow.person = new Person(params)
        !flow.person.validate() ? error() : success()
    }.to "enterShipping"
    on("return").to "showCart"
}
```

Note como se desarrolla el data binding desde los parametros de la peticion y coloca la instancia Person interesante que desarrollamos [validation](#) e invocamos el metodo `error()` si la validacion falla. Esto a detenida y regresar a la vista `enterPersonalDetails` y asi entradas validas pueden ser introduc transicion debe continuar e ir al estado `enterShipping`.

Como las acciones regulares, las acciones de flujo soportan la nocion de [Command Objects](#) definiendo el p

```

enterPersonalDetails {
  on("submit") { PersonDetailsCommand cmd ->
    flow.personDetails = cmd
    !flow.personDetails.validate() ? error() : success()
  }.to "enterShipping"
  on("return").to "showCart"
}

```

## 6.5.6 Subflows and Conversations

Grails' Web Flow integration also supports subflows. A subflow is like a flow within a flow. For example:

```

def searchFlow = {
  displaySearchForm {
    on("submit").to "executeSearch"
  }
  executeSearch {
    action {
      [results:searchService.executeSearch(params.q)]
    }
    on("success").to "displayResults"
    on("error").to "displaySearchForm"
  }
  displayResults {
    on("searchDeeper").to "extendedSearch"
    on("searchAgain").to "displaySearchForm"
  }
  extendedSearch {
    // Extended search subflow
    subflow(controller: "searchExtensions", action: "extendedSearch")
    on("moreResults").to "displayMoreResults"
    on("noResults").to "displayNoMoreResults"
  }
  displayMoreResults()
  displayNoMoreResults()
}

```

It references a subflow in the `extendedSearch` state. The controller parameter is optional if the subflow is in the same controller as the calling flow.



Prior to 1.3.5, the previous subflow call would look like `subflow(extendedSearch)`. This is deprecated and only supported for backward compatibility. The requirement that the name of the subflow state be the same as the called subflow (minus `Flow`) is deprecated and only supported for backward compatibility.

The subflow is another flow entirely:

```
def extendedSearchFlow = {
  startExtendedSearch {
    on("findMore").to "searchMore"
    on("searchAgain").to "noResults"
  }
  searchMore {
    action {
      def results = searchService.deepSearch(ctx.conversation.query)
      if (!results) return error()
      conversation.extendedResults = results
    }
    on("success").to "moreResults"
    on("error").to "noResults"
  }
  moreResults()
  noResults()
}
```

Notice how it places the `extendedResults` in conversation scope. This scope differs to flow scope whole conversation not just the flow. Also notice that the end state (either `moreResults` or `noResults`) leads back to the main flow:

```
extendedSearch {
  // Extended search subflow
  subflow(controller: "searchExtensions", action: "extendedSearch")
  on("moreResults").to "displayMoreResults"
  on("noResults").to "displayNoMoreResults"
}
```

## 6.6 Filters

Although Grails [controllers](#) support fine grained interceptors, these are only really useful when applied to manage with larger applications. Filters on the other hand can be applied across a whole group of controllers or actions. Filters are far easier to plugin and maintain completely separately to your main controller logic and concerns such as security, logging, and so on.

### 6.6.1 Applying Filters

To create a filter create a class that ends with the convention `Filters` in the `grails-app/conf` directory. This class contains a block called `filters` that contains the filter definitions:

```
class ExampleFilters {
  def filters = {
    // your filters here
  }
}
```

Each filter you define within the `filters` block has a name and a scope. The name is the method name and the scope is the list of arguments. For example to define a filter that applies to all controllers and all actions you can use wildcard

```
sampleFilter(controller: '*', action: '*') {
  // interceptor definitions
}
```

The scope of the filter can be one of the following things:

- A controller and/or action name pairing with optional wildcards
- A URI, with Ant path matching syntax

Filter rule attributes:

- `controller` - controller matching pattern, by default `*` is replaced with `.*` and a regex is compiled
- `controllerExclude` - controller exclusion pattern, by default `*` is replaced with `.*` and a regex is compiled
- `action` - action matching pattern, by default `*` is replaced with `.*` and a regex is compiled
- `actionExclude` - action exclusion pattern, by default `*` is replaced with `.*` and a regex is compiled
- `regex (true/false)` - use regex syntax (don't replace `*` with `.*`)
- `uri` - a uri to match, expressed with as Ant style path (e.g. `/book/**`)
- `uriExclude` - a uri pattern to exclude, expressed with as Ant style path (e.g. `/book/**`)
- `find (true/false)` - rule matches with partial match (see `java.util.regex.Matcher.find`)
- `invert (true/false)` - invert the rule (NOT rule)

Some examples of filters include:

- All controllers and actions

```
all(controller: '*', action: '*') {  
}
```

- Only for the BookController

```
justBook(controller: 'book', action: '*') {  
}
```

- All controllers except the BookController

```
notBook(controller: 'book', invert: true) {  
}
```

- All actions containing 'save' in the action name

```
saveInActionName(action: '*save*', find: true) {  
}
```

- All actions starting with the letter 'b' except for actions beginning with the phrase 'bad\*'

```
actionBeginningWithBButNotBad(action: 'b*', actionExclude: 'bad*', find: true) {
}
```

- Applied to a URI space

```
someURIs(uri: '/book/**') {
}
```

- Applied to all URIs

```
allURIs(uri: '/*') {
}
```

In addition, the order in which you define the filters within the `filters` code block dictates the order in which the filters are executed. In addition to the order of execution between `Filters` classes, you can use the `dependsOn` property discussed in [filter dependencies](#).



Note: When exclude patterns are used they take precedence over the matching patterns. For example, if `action` is `best` and `actionExclude` is `'bad*'` then actions like `'best'` and `'bien'` will have that filter applied but `'badlands'` will not.

## 6.6.2 Filter Types

Within the body of the filter you can then define one or several of the following interceptor types for the filter:

- `before` - Executed before the action. Return `false` to indicate that the response has been handled and should not execute.
- `after` - Executed after an action. Takes a first argument as the view model to allow modification of the view model.
- `afterView` - Executed after view rendering. Takes an `Exception` as an argument which will be used for logging. Note: this Closure is called before the layout is applied.

For example to fulfill the common simplistic authentication use case you could define a filter as follows:

```

class SecurityFilters {
  def filters = {
    loginCheck(controller: '*', action: '*') {
      before = {
        if (!session.user && !actionName.equals('login')) {
          redirect(action: 'login')
          return false
        }
      }
    }
  }
}

```

Here the `loginCheck` filter uses a `before` interceptor to execute a block of code that checks if a user the login action. Note how returning false ensure that the action itself is not executed.

### 6.6.3 Variables and Scopes

Filters support all the common properties available to [controllers](#) and [tag libraries](#), plus the application con

- [request](#) - The `HttpServletRequest` object
- [response](#) - The `HttpServletResponse` object
- [session](#) - The `HttpSession` object
- [servletContext](#) - The `ServletContext` object
- [flash](#) - The flash object
- [params](#) - The request parameters object
- [actionName](#) - The action name that is being dispatched to
- [controllerName](#) - The controller name that is being dispatched to
- [grailsApplication](#) - The Grails application currently running
- [applicationContext](#) - The `ApplicationContext` object

However, filters only support a subset of the methods available to controllers and tag libraries. These inclu

- [redirect](#) - For redirects to other controllers and actions
- [render](#) - For rendering custom responses

### 6.6.4 Filter Dependencies

In a `Filters` class, you can specify any other `Filters` classes that should first be executed using `tl` when a `Filters` class depends on the behavior of another `Filters` class (e.g. setting up the environme and is defined as an array of `Filters` classes.

Take the following example `Filters` classes:

```

class MyFilters {
    def dependsOn = [MyOtherFilters]

    def filters = {
        checkAwesome(uri: "/*") {
            before = {
                if (request.isAwesome) { // do something awesome }
            }
        }

        checkAwesome2(uri: "/*") {
            before = {
                if (request.isAwesome) { // do something else awesome }
            }
        }
    }
}

```

```

class MyOtherFilters {
    def filters = {
        makeAwesome(uri: "/*") {
            before = {
                request.isAwesome = true
            }
        }

        doNothing(uri: "/*") {
            before = {
                // do nothing
            }
        }
    }
}

```

MyFilters specifically dependsOn MyOtherFilters. This will cause all the filters in MyOtherFilters who be executed before those in MyFilters. For a request of "/test", which will match the scope of every filter would be as follows:

- MyOtherFilters - makeAwesome
- MyOtherFilters - doNothing
- MyFilters - checkAwesome
- MyFilters - checkAwesome2

The filters within the MyOtherFilters class are processed in order first, followed by the filters in the MyFilters classes are enabled and the execution order of filters within each Filters class are preserved

If any cyclical dependencies are detected, the filters with cyclical dependencies will be added to the end continue. Information about any cyclical dependencies that are detected will be written to the logs. Ensure at least `WARN` or configure an appender for the `Grails` (e.g. `org.codehaus.groovy.grails.plugins.web.filters.FiltersGrailsPlugin`) when

## 6.7 Ajax

Ajax is the driving force behind the shift to richer web applications. These types of applications in general frameworks written in languages like [Groovy](#) and [Ruby](#) Grails provides support for building Ajax applications. For a full list of these see the Tag Library Reference.



## 6.7.1 Ajax Support

By default Grails ships with the [jQuery](http://jquery.com/) library, but through the [Plugin system](#) provides support for Dojo:<http://dojotoolkit.org/>, Yahoo UI:<http://developer.yahoo.com/yui/> and the [Google Web Toolkit](#).

This section covers Grails' support for Ajax in general. To get started, add this line to the <head> tag of y

```
<g:javascript library="jquery" />
```

You can replace jQuery with any other library supplied by a plugin you have installed. This works because of the plugin system. Thanks to Grails' plugin system there is support for a number of different Ajax libraries including

- jQuery
- Prototype
- Dojo
- YUI
- MooTools

### 6.7.1.1 Remoting Linking

Remote content can be loaded in a number of ways, the most common way is through the [remoteLink](#) tag and anchor tags that perform an asynchronous request and optionally set the response in an element. The syntax follows:

```
<g:remoteLink action="delete" id="1">Delete Book</g:remoteLink>
```

The above link sends an asynchronous request to the `delete` action of the current controller with an id of 1.

### 6.7.1.2 Updating Content

This is great, but usually you provide feedback to the user about what happened:

```
def delete() {  
    def b = Book.get(params.id)  
    b.delete()  
    render "Book ${b.id} was deleted"  
}
```

GSP code:

```
<div id="message"></div>  
<g:remoteLink action="delete" id="1" update="message">  
Delete Book  
</g:remoteLink>
```

The above example will call the action and set the contents of the message div to the response in this case. This is done by the `update` attribute on the tag, which can also take a Map to indicate what should be updated

```
<div id="message"></div>
<div id="error"></div>
<g:remoteLink update="[success: 'message', failure: 'error']"
               action="delete" id="1">
Delete Book
</g:remoteLink>
```

Here the error div will be updated if the request failed.

### 6.7.1.3 Remote Form Submission

An HTML form can also be submitted asynchronously in one of two ways. Firstly using the [formRemote](#) tag, those for the [remoteLink](#) tag:

```
<g:formRemote url="[controller: 'book', action: 'delete']"
              update="[success: 'message', failure: 'error']">
  <input type="hidden" name="id" value="1" />
  <input type="submit" value="Delete Book!" />
</g:formRemote >
```

Or alternatively you can use the [submitToRemote](#) tag to create a submit button. This allows some but depending on the action:

```
<form action="delete">
  <input type="hidden" name="id" value="1" />
  <g:submitToRemote action="delete"
                    update="[success: 'message', failure: 'error']" />
</form>
```

### 6.7.1.4 Ajax Events

Specific JavaScript can be called if certain events occur, all the events start with the "on" prefix and are appropriate, or take other action:

```
<g:remoteLink action="show"
               id="1"
               update="success"
               onLoading="showProgress()"
               onComplete="hideProgress()">Show Book 1</g:remoteLink>
```

The above code will execute the "showProgress()" function which may show a progress bar or whatever is

- `onSuccess` - The JavaScript function to call if successful
- `onFailure` - The JavaScript function to call if the call failed
- `on_ERROR_CODE` - The JavaScript function to call to handle specified error codes (eg `on404="alert"`)
- `onUninitialized` - The JavaScript function to call if the Ajax engine failed to initialise
- `onLoading` - The JavaScript function to call when the remote function is loading the response
- `onLoaded` - The JavaScript function to call when the remote function is completed loading the response
- `onComplete` - The JavaScript function to call when the remote function is complete, including any

If you need a reference to the `XmlHttpRequest` object you can use the implicit event parameter `e` to obtain it.

```
<g:javascript>
  function fireMe(e) {
    alert("XmlHttpRequest = " + e)
  }
</g:javascript>
<g:remoteLink action="example"
  update="success"
  onSuccess="fireMe(e)">Ajax Link</g:remoteLink>
```

## 6.7.2 Ajax with Prototype

Grails features an external plugin to add [Prototype](#) support to Grails. To install the plugin type the following in a terminal window:

```
grails install-plugin prototype
```

This will download the current supported version of the Prototype plugin and install it into your Grails project. Following reference to the top of your page:

```
<g:javascript library="prototype" />
```

If you require [Scriptaculous](#) too you can do the following instead:

```
<g:javascript library="scriptaculous" />
```

Now all of Grails tags such as [remoteLink](#), [formRemote](#) and [submitToRemote](#) work with Prototype remote functions.

## 6.7.3 Ajax with Dojo

Grails features an external plugin to add [Dojo](#) support to Grails. To install the plugin type the following in a terminal window:

```
grails install-plugin dojo
```

This will download the current supported version of Dojo and install it into your Grails project. With reference to the top of your page:

```
<g:javascript library="dojo" />
```

Now all of Grails tags such as [remoteLink](#), [formRemote](#) and [submitToRemote](#) work with Dojo remoting.

## 6.7.4 Ajax with GWT

Grails also features support for the [Google Web Toolkit](#) through a plugin. There is comprehensive [docume](#)

## 6.7.5 Ajax on the Server

There are a number of different ways to implement Ajax which are typically broken down into:

- Content Centric Ajax - Where you just use the HTML result of a remote call to update the page
- Data Centric Ajax - Where you actually send an XML or JSON response from the server and program
- Script Centric Ajax - Where the server sends down a stream of JavaScript to be evaluated on the fly

Most of the examples in the [Ajax](#) section cover Content Centric Ajax where you are updating the page Centric or Script Centric. This guide covers the different styles of Ajax.

### Content Centric Ajax

Just to re-cap, content centric Ajax involves sending some HTML back from the server and is typically implemented using the [render](#) method:

```
def showBook() {  
    def b = Book.get(params.id)  
  
    render(template: "bookTemplate", model: [book: b])  
}
```

Calling this on the client involves using the [remoteLink](#) tag:

```
<g:remoteLink action="showBook" id="${book.id}"  
              update="book${book.id}">Update Book</g:remoteLink>  
  
<div id="book${book.id}">  
    <!--existing book mark-up -->  
</div>
```

### Data Centric Ajax with JSON

Data Centric Ajax typically involves evaluating the response on the client and updating programmatically would typically use Grails' [JSON marshalling](#) capability:

```
import grails.converters.JSON

def showBook() {
    def b = Book.get(params.id)

    render b as JSON
}
```

And then on the client parse the incoming JSON request using an Ajax event handler:

```
<g:javascript>
function updateBook(e) {
    var book = eval("(" + e.responseText + ")") // evaluate the JSON
    $("book" + book.id + "_title").innerHTML = book.title
}
</g:javascript>
<g:remoteLink action="test" update="foo" onSuccess="updateBook(e)">
    Update Book
</g:remoteLink>
<g:set var="bookId">book${book.id}</g:set>
<div id="${bookId}">
    <div id="${bookId}_title">The Stand</div>
</div>
```

## Data Centric Ajax with XML

On the server side using XML is equally simple:

```
import grails.converters.XML

def showBook() {
    def b = Book.get(params.id)

    render b as XML
}
```

However, since DOM is involved the client gets more complicated:

```
<g:javascript>
function updateBook(e) {
    var xml = e.responseXML
    var id = xml.getElementsByTagName("book").getAttribute("id")
    $("book" + id + "_title") = xml.getElementsByTagName("title")[0].textContent
}
</g:javascript>
<g:remoteLink action="test" update="foo" onSuccess="updateBook(e)">
    Update Book
</g:remoteLink>
<g:set var="bookId">book${book.id}</g:set>
<div id="${bookId}">
    <div id="${bookId}_title">The Stand</div>
</div>
```

## Script Centric Ajax with JavaScript

Script centric Ajax involves actually sending JavaScript back that gets evaluated on the client. An example

```
def showBook() {
  def b = Book.get(params.id)

  response.contentType = "text/javascript"
  String title = b.title.encodeAsJavaScript()
  render "$('book${b.id}_title')='${title}'"
}
```

The important thing to remember is to set the `contentType` to `text/javascript`. If you use JavaScript will automatically be evaluated due to this `contentType` setting.

Obviously in this case it is critical that you have an agreed client-side API as you don't want changes on the of the reasons Rails has something like RJS. Although Grails does not currently have a feature such as RJ that offers similar capabilities.

## Responding to both Ajax and non-Ajax requests

It's straightforward to have the same Grails controller action handle both Ajax and non-Ajax requests. `HttpServletRequest` which can be used to identify Ajax requests. For example you could render a p requests or the full page for regular HTTP requests:

```
def listBooks() {
  def books = Book.list(params)
  if (request.xhr) {
    render template: "bookTable", model: [books: books]
  } else {
    render view: "list", model: [books: books]
  }
}
```

## 6.8 Content Negotiation

Grails has built in support for [Content negotiation](#) using either the HTTP Accept header, an explicit for of a mapped URI.

### Configuring Mime Types

Before you can start dealing with content negotiation you need to tell Grails what content types you wi: configured with a number of different content types within `grails-app/conf/Config.groov` setting:

```
grails.mime.types = [ xml: ['text/xml', 'application/xml'],
                      text: 'text-plain',
                      js: 'text/javascript',
                      rss: 'application/rss+xml',
                      atom: 'application/atom+xml',
                      css: 'text/css',
                      csv: 'text/csv',
                      all: '*/*',
                      json: 'text/json',
                      html: ['text/html', 'application/xhtml+xml']
                    ]
```

The above bit of configuration allows Grails to detect to format of a request containing either the 'text/x' simply 'xml'. You can add your own types by simply adding new entries into the map.

## Content Negotiation using the Accept header

Every incoming HTTP request has a special [Accept](#) header that defines what media types (or mime types) this is typically:

```
*/*
```

Which simply means anything. However, on newer browser something all together more useful is sent such header):

```
text/xml, application/xml, application/xhtml+xml, text/html;q=0.9,
text/plain;q=0.8, image/png, */*;q=0.5
```

Grails parses this incoming format and adds a property to the [response](#) object that outlines the pre example the following assertion would pass:

```
assert 'html' == response.format
```

Why? The `text/html` media type has the highest "quality" rating of 0.9, therefore is the highest priority mentioned previously the result is slightly different:

```
assert 'all' == response.format
```

In this case 'all' possible formats are accepted by the client. To deal with different kinds of requests from a client method that acts as kind of a switch statement:

```
import grails.converters.XML

class BookController {
  def list() {
    def books = Book.list()
    withFormat {
      html bookList: books
      js { render "alert('hello')" }
      xml { render books as XML }
    }
  }
}
```

If the preferred format is `html` then Grails will execute the `html()` call only. This causes `Grails-app/views/books/list.html.gsp` or `Grails-app/views/books/list.gsp` will be invoked and an XML response rendered.

How do we handle the "all" format? Simply order the content-types within your `withFormat` block so comes first. So in the above example, "all" will trigger the `html` handler.



When using [withFormat](#) make sure it is the last call in your controller action as the `withFormat` method is used by the action to dictate what happens next.

## Request format vs. Response format

As of Grails 2.0, there is a separate notion of the *request* format and the *response* format. The request format is used to detect if the incoming request can be parsed into XML or JSON, with the extension, format parameter or ACCEPT header to attempt to deliver an appropriate response to the client.

The [withFormat](#) available on controllers deals specifically with the response format. If you wish to add support for the request format then you can do so using a separate `withFormat` method available on the request:

```
request.withFormat {
  xml {
    // read XML
  }
  json {
    // read JSON
  }
}
```

## Content Negotiation with the format Request Parameter

If fiddling with request headers is not your favorite activity you can override the format used by specifying the `format` parameter in the URL:

```
/book/list?format=xml
```

You can also define this parameter in the [URL Mappings](#) definition:



```
"/book/list"(controller:"book", action:"list") {  
    format = "xml"  
}
```

## Content Negotiation with URI Extensions

Grails also supports content negotiation using URI extensions. For example given the following URI:

```
/book/list.xml
```

Grails will remove the extension and map it to `/book/list` instead whilst simultaneously setting the extension. This behaviour is enabled by default, so if you wish to turn it off, you must set the `grails.mime.file.extensions` in `grails-app/conf/Config.groovy` to `false`:

```
grails.mime.file.extensions = false
```

## Testing Content Negotiation

To test content negotiation in a unit or integration test (see the section on [Testing](#)) you can either manipulate

```
void testJavascriptOutput() {  
    def controller = new TestController()  
    controller.request.addHeader "Accept",  
        "text/javascript, text/html, application/xml, text/xml, */*"  
    controller.testAction()  
    assertEquals "alert('hello')", controller.response.contentAsString  
}
```

Or you can set the format parameter to achieve a similar effect:

```
void testJavascriptOutput() {  
    def controller = new TestController()  
    controller.params.format = 'js'  
    controller.testAction()  
    assertEquals "alert('hello')", controller.response.contentAsString  
}
```

## 7 Validation

La capacidad de validacion de Grails esta integrada en [Spring's Validator API](#) y en las capacidades de data mas alla y provee una forma unificada para definir la validacion de "restricciones" con su propio mecanisn

Las restricciones en Grails son una forma de especificar reglas de validacion declarativamente. Comunme embargo [URL Mappings](#) y [Command Objects](#) tambien soportan restricciones.

### 7.1 Declaring Constraints

Within a domain class [constraints](#) are defined with the constraints property that is assigned a code block:

```
class User {
    String login
    String password
    String email
    Integer age

    static constraints = {
        ...
    }
}
```

You then use method calls that match the property name for which the constraint applies in combinat constraints:

```
class User {
    ...

    static constraints = {
        login size: 5..15, blank: false, unique: true
        password size: 5..15, blank: false
        email email: true, blank: false
        age min: 18
    }
}
```

In this example we've declared that the login property must be between 5 and 15 characters long, it canr also applied other constraints to the password, email and age properties.



By default, all domain class properties are not nullable (i.e. they have an implicit nullable). The same is not true for command object properties, which are nullable by default.

A complete reference for the available constraints can be found in the Quick Reference section under the C

### A word of warning - referencing domain class properties from constraints

It's very easy to attempt to reference instance variables from the static constraints block, but this isn't legal. You will get a `MissingPropertyException` for your trouble. For example, you may try

```
class Response {
    Survey survey
    Answer answer

    static constraints = {
        survey blank: false
        answer blank: false, inList: survey.answers
    }
}
```

See how the `inList` constraint references the instance property `survey`? That won't work. Instead, use :

```
class Response {
    ...
    static constraints = {
        survey blank: false
        answer blank: false, validator: { val, obj -> val in obj.survey.answers }
    }
}
```

In this example, the `obj` argument to the custom validator is the domain *instance* that is being validated, and return a boolean to indicate whether the new value for the `answer` property, `val`, is valid.

## 7.2 Validating Constraints

### Basicos de Validacion

Llame al metodo [validate](#) para validar la instancia de una clase de dominio:

```
def user = new User(params)

if (user.validate()) {
    // do something with user
}
else {
    user.errors.allErrors.each {
        println it
    }
}
```

La propiedad `errors` en las clases de dominio es una instancia de la interfaz [Errors](#) de Spring. La i navegar por los errores de validacion y tambien obtener los valores originales.

### Fases de Validacion

Dentro de Grails existen dos fases de validacion, la primera siendo [data binding](#) la cual ocurre cuando dentro de una instancia tal como:

```
def user = new User(params)
```

En este punto puede ya haber errores en la propiedad `errors` por el tipo de conversion (tal como `conv` estos y obtener el valor original que se introdujo usando la API de `Errors`:

```
if (user.hasErrors()) {
    if (user.errors.hasFieldErrors("login")) {
        println user.errors.getFieldError("login").rejectedValue
    }
}
```

La segunda fase de validacion ocurre cuando se llama a [validate](#) o [save](#). Aqui es cuando Grails valida [constraints](#) que usted definio. Por ejemplo, por defecto el metodo [save](#) llama a `validate` antes de ejecutarse como:

```
if (user.save()) {
    return user
}
else {
    user.errors.allErrors.each {
        println it
    }
}
```

## 7.3 Validation on the Client

### Displaying Errors

Typically if you get a validation error you redirect back to the view for rendering. Once there you need to support a rich set of tags for dealing with errors. To render the errors as a list you can use [renderErrors](#):

```
<g:renderErrors bean="${user}" />
```

If you need more control you can use [hasErrors](#) and [eachError](#):

```
<g:hasErrors bean="${user}">
    <ul>
        <g:eachError var="err" bean="${user}">
            <li>${err}</li>
        </g:eachError>
    </ul>
</g:hasErrors>
```

### Highlighting Errors

It is often useful to highlight using a red box or some indicator when a field has been incorrectly input. This is done by invoking it as a method. For example:

```
<div class='value ${hasErrors(bean:user,field:'login','errors')}'>
  <input type="text" name="login" value="${fieldValue(bean:user,field:'login')}"
</div>
```

This code checks if the `login` field of the `user` bean has any errors and if so it adds an `errors` CSS class to highlight the `div`.

## Retrieving Input Values

Each error is actually an instance of the [FieldError](#) class in Spring, which retains the original input value and the error object to restore the value input by the user using the [fieldValue](#) tag:

```
<input type="text" name="login" value="${fieldValue(bean:user,field:'login')}" />
```

This code will check for an existing `FieldError` in the `User` bean and if there is obtain the originally input value.

## 7.4 Validation and Internationalization

Another important thing to note about errors in Grails is that error messages are not hard coded anywhere. They are retrieved from message bundles using Grails' [i18n](#) support.

### Constraints and Message Codes

The codes themselves are dictated by a convention. For example consider the constraints we looked at earlier:

```
package com.mycompany.myapp

class User {
    ...

    static constraints = {
        login size: 5..15, blank: false, unique: true
        password size: 5..15, blank: false
        email email: true, blank: false
        age min: 18
    }
}
```

If a constraint is violated Grails will by convention look for a message code of the form:

```
[Class Name].[Property Name].[Constraint Code]
```

In the case of the `blank` constraint this would be `user.login.blank` so you would need a `messages.properties` file:

```
user.login.blank=Your login name must be specified!
```

The class name is looked for both with and without a package, with the packaged version `com.mycompany.myapp.User.login.blank` will be used before `user.login.blank`. This allows for cases where a plugin's class name clashes with a plugin's.

For a reference on what codes are for which constraints refer to the reference guide for each constraint.

## Displaying Messages

The [renderErrors](#) tag will automatically look up messages for you using the [message](#) tag. If you need more control, you can do this yourself:

```
<g:hasErrors bean="${user}">
  <ul>
    <g:eachError var="err" bean="${user}">
      <li><g:message error="${err}" /></li>
    </g:eachError>
  </ul>
</g:hasErrors>
```

In this example within the body of the [eachError](#) tag we use the [message](#) tag in combination with its `error` attribute to display the given error.

## 7.5 Validation Non Domain and Command Object Classes

[Domain classes](#) and [command objects](#) support validation by default. Other classes may be made to support validation by defining the `constraints` property in the class (as described above) and then telling the framework about them. It is then possible to validate the classes with the framework. Simply defining the `constraints` property is not sufficient.

### The Validateable Annotation

Classes which define the static `constraints` property and are annotated with `@Validateable` can be validated. Consider this example:

```
// src/groovy/com/mycompany/myapp/User.groovy
package com.mycompany.myapp

import grails.validation.Validateable

@Validateable
class User {
    ...

    static constraints = {
        login size: 5..15, blank: false, unique: true
        password size: 5..15, blank: false
        email email: true, blank: false
        age min: 18
    }
}
```

## Registering Validateable Classes

If a class is not marked with `Validateable`, it may still be made validateable by required to do this are to define the `static constraints` property in the and then telling the framework about the class by assigning a value property in `Config.groovy`:

```
grails.validateable.classes = [com.mycompany.myapp.User, com.mycompany.dto.Account]
```

## 8 The Service Layer

Grails defines the notion of a service layer. The Grails team discourages the embedding of core application logic in controllers to promote reuse and a clean separation of concerns.

Services in Grails are the place to put the majority of the logic in your application, leaving controllers responsible for requests, redirects and so on.

### Creating a Service

You can create a Grails service by running the [create-service](#) command from the root of your project in a terminal:

```
grails create-service helloworld.simple
```



If no package is specified with the create-service script, Grails automatically uses the application package name.

The above example will create a service at the location `grails-app/services/helloworld/SimpleService`. The service name ends with the convention `Service`, other than that a service is a plain Groovy class:

```
package helloworld

class SimpleService {
}
```

### 8.1 Declarative Transactions

#### Default Declarative Transactions

Services are typically involved with coordinating logic between [domain classes](#), and hence often involve database operations. Given the nature of services, they frequently require transactional behaviour. You can use the [withTransaction](#) method, however this is repetitive and doesn't fully leverage the power of Spring's underlying transaction management.

Services enable transaction demarcation, which is a declarative way of defining which methods are to be transactional by default. To disable this set the `transactional` property to `false`:

```
class CountryService {
    static transactional = false
}
```

You may also set this property to `true` to make it clear that the service is intentionally transactional.



Warning: [dependency injection](#) is the **only** way that declarative transactions work. You will not get a service if you use the `new` operator such as `new BookService()`.



The result is that all methods are wrapped in a transaction and automatic rollback occurs if a method throws an exception (i.e. extends `RuntimeException`) or an `Error`. The propagation level of the transaction is by default set to `REQUIRED`.



Checked exceptions do **not** roll back transactions. Even though Groovy blurs the distinction between checked and unchecked exceptions, Spring isn't aware of this and its default behaviour is used, so it's important to maintain the distinction between checked and unchecked exceptions.

## Custom Transaction Configuration

Grails also fully supports Spring's `Transactional` annotation for cases where you need more fine-grained control over transaction behavior or need to specify an alternative propagation level.



Annotating a service method with `Transactional` disables the default Grails transaction service (in the same way that adding `transactional=false` does) so if you use any transactional service, you must annotate all methods that require transactions.

In this example `listBooks` uses a read-only transaction, `updateBook` uses a default read-write transaction (probably not a good idea given its name).

```
import org.springframework.transaction.annotation.Transactional

class BookService {
    @Transactional(readOnly = true)
    def listBooks() {
        Book.list()
    }

    @Transactional
    def updateBook() {
        // ...
    }

    def deleteBook() {
        // ...
    }
}
```

You can also annotate the class to define the default transaction behavior for the whole service, and then use `@Transactional` on individual methods to override the default. In this example, this service is equivalent to one that has no annotations (since the default is implicitly `REQUIRED`).

```
import org.springframework.transaction.annotation.Transactional

@Transactional
class BookService {

    def listBooks() {
        Book.list()
    }

    def updateBook() {
        // ...
    }

    def deleteBook() {
        // ...
    }
}
```

This version defaults to all methods being read-write transactional (due to the class-level annotation), but to use a read-only transaction:

```
import org.springframework.transaction.annotation.Transactional

@Transactional
class BookService {

    @Transactional(readOnly = true)
    def listBooks() {
        Book.list()
    }

    def updateBook() {
        // ...
    }

    def deleteBook() {
        // ...
    }
}
```

Although `updateBook` and `deleteBook` aren't annotated in this example, they inherit the configuration

For more information refer to the section of the Spring user guide on [Using @Transactional](#).

Unlike Spring you do not need any prior configuration to use `Transactional`; just specify the annotations up automatically.

## 8.1.1 Transactions Rollback and the Session

### Understanding Transactions and the Hibernate Session

When using transactions there are important considerations you must take into account with regards to how handled by Hibernate. When a transaction is rolled back the Hibernate session used by GORM is cleared, the session becomes detached and accessing uninitialized lazy-loaded collections will lead to `LazyInitializationException`.

To understand why it is important that the Hibernate session is cleared. Consider the following example:

```
class Author {
    String name
    Integer age

    static hasMany = [books: Book]
}
```

If you were to save two authors using consecutive transactions as follows:

```
Author.withTransaction { status ->
    new Author(name: "Stephen King", age: 40).save()
    status.setRollbackOnly()
}

Author.withTransaction { status ->
    new Author(name: "Stephen King", age: 40).save()
}
```

Only the second author would be saved since the first transaction rolls back the author `save()` by Hibernate session were not cleared then both author instances would be persisted and it would lead to very. It can, however, be frustrating to get `LazyInitializationExceptions` due to the session being cleared. For example, consider the following example:

```
class AuthorService {
    void updateAge(id, int age) {
        def author = Author.get(id)
        author.age = age
        if (author.isTooOld()) {
            throw new AuthorException("too old", author)
        }
    }
}
```

```
class AuthorController {
    def authorService
    def updateAge() {
        try {
            authorService.updateAge(params.id, params.int("age"))
        }
        catch(e) {
            render "Author books ${e.author.books}"
        }
    }
}
```

In the above example the transaction will be rolled back if the Author's age exceeds the maximum value by throwing an `AuthorException`. The `AuthorException` references the author but when the `LazyInitializationException` will be thrown because the underlying Hibernate session has been closed. To solve this problem you have a number of options. One is to ensure you query eagerly to get the data you

```
class AuthorService {
  ...
  void updateAge(id, int age) {
    def author = Author.findById(id, [fetch:[books:"eager"]])
    ...
  }
}
```

In this example the books association will be queried when retrieving the Author.



This is the optimal solution as it requires fewer queries than the following suggested solutions

Another solution is to redirect the request after a transaction rollback:

```
class AuthorController {
  AuthorService authorService
  def updateAge() {
    try {
      authorService.updateAge(params.id, params.int("age"))
    }
    catch(e) {
      flash.message "Can't update age"
      redirect action:"show", id:params.id
    }
  }
}
```

In this case a new request will deal with retrieving the Author again. And, finally a third solution is to make sure the session remains in the correct state:

```
class AuthorController {
  def authorService
  def updateAge() {
    try {
      authorService.updateAge(params.id, params.int("age"))
    }
    catch(e) {
      def author = Author.read(params.id)
      render "Author books ${author.books}"
    }
  }
}
```

## Validation Errors and Rollback

A common use case is to rollback a transaction if there are validation errors. For example consider this ser

```
import grails.validation.ValidationException

class AuthorService {

void updateAge(id, int age) {
    def author = Author.get(id)
    author.age = age
    if (!author.validate()) {
        throw new ValidationException("Author is not valid", author.errors)
    }
}
}
```

To re-render the same view that a transaction was rolled back in you can re-associate the errors with a refr

```
import grails.validation.ValidationException

class AuthorController {

def authorService

def updateAge() {
    try {
        authorService.updateAge(params.id, params.int("age"))
    }
    catch (ValidationException e) {
        def author = Author.read(params.id)
        author.errors = e.errors
        render view: "edit", model: [author:author]
    }
}
}
```

## 8.2 Scoped Services

By default, access to service methods is not synchronised, so nothing prevents concurrent execution of tho is a singleton and may be used concurrently, you should be very careful about storing state in a service. never store state in a service.

You can change this behaviour by placing a service in a particular scope. The supported scopes are:

- `prototype` - A new service is created every time it is injected into another class
- `request` - A new service will be created per request
- `flash` - A new service will be created for the current and next request only
- `flow` - In web flows the service will exist for the scope of the flow
- `conversation` - In web flows the service will exist for the scope of the conversation. ie a root flow
- `session` - A service is created for the scope of a user session
- `singleton` (default) - Only one instance of the service ever exists



If your service is `flash`, `flow` or `conversation` scoped it must implement `java.io.Serializable`. It can only be used in the context of a [Web Flow](#)

To enable one of the scopes, add a static scope property to your class whose value is one of the above, for

```
static scope = "flow"
```

## 8.3 Dependency Injection and Services

### Dependency Injection Basics

A key aspect of Grails services is the ability to use [Spring Framework](#)'s dependency injection features. Grails uses a "convention over configuration" approach. In other words, you can use the property name representation of the class name of a service to inject a service into controllers, tag libraries, and so on.

As an example, given a service called `BookService`, if you define a property called `bookService` in

```
class BookController {
    def bookService
    ...
}
```

In this case, the Spring container will automatically inject an instance of that service based on its configuration done by name. You can also specify the type as follows:

```
class AuthorService {
    BookService bookService
}
```



**NOTE:** Normally the property name is generated by lower casing the first letter of the class name. For example, an instance of the `BookService` class would map to a property named `bookService`.

To be consistent with standard JavaBean conventions, if the first 2 letters of the class name and the property name is the same as the class name. For example, the property name of the `JDBCHelperService` would be `JDBCHelperService`, not `jDBCHelperService` or `jdbchelperService`.

See section 8.8 of the JavaBean specification for more information on de-capitalization rules.

### Dependency Injection and Services

You can inject services in other services with the same technique. If you had an `AuthorService` that declares the `AuthorService` as follows would allow that:

```
class AuthorService {
    def bookService
}
```

### Dependency Injection and Domain Classes / Tag Libraries

You can even inject services into domain classes and tag libraries, which can aid in the development of ric

```
class Book {  
    ...  
    def bookService  
    def buyBook() {  
        bookService.buyBook(this)  
    }  
}
```

## 8.4 Using Services from Java

One of the powerful things about services is that since they encapsulate re-usable logic, you can use th classes. There are a couple of ways you can reuse a service from Java. The simplest way is to move y grails-app/services directory. The reason this is important is that it is not possible to import clas (the package used when no package declaration is present). So for example the BookService below can

```
class BookService {  
    void buyBook(Book book) {  
        // logic  
    }  
}
```

However, this can be rectified by placing this class in a package, by moving the clas grails-app/services/bookstore and then modifying the package declaration:

```
package bookstore  
class BookService {  
    void buyBook(Book book) {  
        // logic  
    }  
}
```

An alternative to packages is to instead have an interface within a package that the service implements:

```
package bookstore  
interface BookStore {  
    void buyBook(Book book)  
}
```

And then the service:

```
class BookService implements bookstore.BookStore {  
    void buyBook(Book b) {  
        // logic  
    }  
}
```

This latter technique is arguably cleaner, as the Java side only has a reference to the interface and not to always a good idea to use packages). Either way, the goal of this exercise to enable Java to statically re compile time.

Now that this is done you can create a Java class within the `src/java` directory and add a setter that us Spring:

```
// src/java/bookstore/BookConsumer.java
package bookstore;

public class BookConsumer {
    private BookStore store;

    public void setBookStore(BookStore storeInstance) {
        this.store = storeInstance;
    }
    ...
}
```

Once this is done you can configure the Java class as a Spring bean in `grails-app/conf/spring` information see the section on [Grails and Spring](#)):

```
<bean id="bookConsumer" class="bookstore.BookConsumer">
    <property name="bookStore" ref="bookService" />
</bean>
```

or in `grails-app/conf/spring/resources.groovy`:

```
import bookstore.BookConsumer

beans = {
    bookConsumer(BookConsumer) {
        bookStore = ref("bookService")
    }
}
```



## 9 Testing

Automated testing is a key part of Grails. Hence, Grails provides many ways to making testing easier for functional tests. This section details the different capabilities that Grails offers for testing.



Grails 1.3.x and below used the `grails.test.GrailsUnitTestCase` class hierarchy style. Grails 2.0.x and above deprecates these test harnesses in favour of mixins that can be used for different kinds of tests (JUnit 3, JUnit 4, Spock etc.) without subclassing

The first thing to be aware of is that all of the `create-*` and `generate-*` commands create unit tests. For example if you run the [create-controller](#) command as follows:

```
grails create-controller com.acme.app.simple
```

Grails will create a controller at `grails-app/controllers/com/acme/app/SimpleController` and a unit test at `test/unit/com/acme/app/SimpleControllerTests.groovy`. What Grails won't do however is create a `SimpleControllerTest` class. That is left up to you.



The default class name suffix is `Tests` but as of Grails 1.2.2, the suffix of `Test` is also supported.

### Running Tests

Tests are run with the [test-app](#) command:

```
grails test-app
```

Note that you will be able to run unit tests much quicker if you use an IDE or if you use the "interactive mode" which doesn't require the need to stop the JVM:

```
grails
...
test-app
```

The `test-app` command will produce output such as:

```
-----
Running Unit Tests...
Running test FooTests...FAILURE
Unit Tests Completed in 464ms ...
-----

Tests failed: 0 errors, 1 failures
```

Whilst reports will have been written out the `target/test-reports` directory.



You can force a clean before running tests by passing `-clean` to the `test-app` command.

## Targeting Tests

You can selectively target the test(s) to be run in different ways. To run all tests for a controller named `SimpleController`

```
grails test-app SimpleController
```

This will run any tests for the class named `SimpleController`. Wildcards can be used...

```
grails test-app *Controller
```

This will test all classes ending in `Controller`. Package names can optionally be specified...

```
grails test-app some.org.*Controller
```

or to run all tests in a package...

```
grails test-app some.org.*
```

or to run all tests in a package including subpackages...

```
grails test-app some.org.**.*
```

You can also target particular test methods...

```
grails test-app SimpleController.testLogin
```

This will run the `testLogin` test in the `SimpleController` tests. You can specify as many patterns :

```
grails test-app some.org.* SimpleController.testLogin BookController
```

## Targeting Test Types and/or Phases

In addition to targeting certain tests, you can also target test *types* and/or *phases* by using the `phase:type`



Grails organises tests by phase and by type. A test phase relates to the state of the Grails application and the type relates to the testing mechanism.

Grails comes with support for 4 test phases (`unit`, `integration`, `functional` and `spock`) and 4 test types for the `unit` and `integration` phases. These test types have the same name as the phases.

Testing plugins may provide new test phases or new test types for existing phases. See the [Grails Testing](#) documentation.

To execute the JUnit integration tests you can run:

```
grails test-app integration:integration
```

Both phase and type are optional. Their absence acts as a wildcard. The following command will run all unit tests.

```
grails test-app unit:
```

The Grails [Spock Plugin](#) is one plugin that adds new test types to Grails. It adds a `spock` test type to the `functional` phases. To run all spock tests in all phases you would run the following:

```
grails test-app :spock
```

To run all of the spock tests in the `functional` phase you would run...

```
grails test-app functional:spock
```

More than one pattern can be specified...

```
grails test-app unit:spock integration:spock
```

## Targeting Tests in Types and/or Phases

Test and type/phase targeting can be applied at the same time:

```
grails test-app integration: unit: some.org.**.*
```

This would run all tests in the `integration` and `unit` phases that are in the package `some.org` or a sub-package.

## 9.1 Unit Testing

Unit testing are tests at the "unit" level. In other words you are testing individual methods or block surrounding infrastructure. Unit tests are typically run without the presence of physical resources th connections or files. This is to ensure they run as quick as possible since quick feedback is important.

Since Grails 2.0, a collection of unit testing mixins is provided by Grails that lets you enhance the behavior test. The following sections cover the usage of these mixins.



The previous JUnit 3-style `GrailsUnitTestCase` class hierarchy is still present in compatibility, but is now deprecated. The previous documentation on the subject can be found [here](#).

## 9.1.1 Unit Testing Controllers

### The Basics

You use the `grails.test.mixin.TestFor` annotation to unit test controllers. Using `TestFor` and `grails.test.mixin.web.ControllerUnitTestMethodMixin` and its associated API. For example:

```
import grails.test.mixin.TestFor

@TestFor(SimpleController)
class SimpleControllerTests {
    void testSomething() {
    }
}
```

Adding the `TestFor` annotation to a controller causes a new `controller` field to be automatically created.



The `TestFor` annotation will also automatically annotate any public methods starting with `@Test` annotation. If any of your test method don't start with "test" just add this manually

To test the simplest "Hello World"-style example you can do the following:

```
// Test class
class SimpleController {
    def hello() {
        render "hello"
    }
}
```

```
void testHello() {
    controller.hello()

    assert response.text == 'hello'
}
```

The response object is an `org.codehaus.groovy.grails.plugins.testing.GrailsMockHttpServletResponse` or `org.springframework.mock.web.MockHttpServletResponse` and has a number of useful response.

For example to test a redirect you can use the `redirectUrl` property:

```
// Test class
class SimpleController {
    def index() {
        redirect action: 'hello'
    }
    ...
}
```

```
void testIndex() {
    controller.index()

    assert response.redirectedUrl == '/simple/hello'
}
```

## Testing View Rendering

To test view rendering you can inspect the state of the controller's `modelAndView` (`org.springframework.web.servlet.ModelAndView`) or you can use the `view` and `model` p

```
// Test class
class SimpleController {
    def home() {
        render view: "homePage", model: [title: "Hello World"]
    }
    ...
}
```

```
void testIndex() {
    controller.home()

    assert view == "/simple/homePage"
    assert model.title == "Hello World"
}
```

## Testing Template Rendering

Unlike view rendering, template rendering will actually attempt to write the template directly to the `ModelAndView` hence it requires a different approach to testing.

Consider the following controller action:

```
class SimpleController {
    def display() {
        render template:"snippet"
    }
}
```

In this example the controller will look for a template in `grails-app/views/simple/_snippet.gsp`.

```
void testDisplay() {
    controller.display()
    assert response.text == 'contents of template'
}
```

However, you may not want to render the real template, but just test that it was rendered. In this case you can use the `views` property of the `MockController` class:

```
void testDisplay() {
    views['/simple/_snippet.gsp'] = 'mock contents'
    controller.display()
    assert response.text == 'mock contents'
}
```

## Testing XML and JSON Responses

XML and JSON responses are also written directly to the response. Grails' mocking capabilities provide some support for testing these responses. For example, consider the following action:

```
def renderXml() {
    render(contentType:"text/xml") {
        book(title:"Great")
    }
}
```

This can be tested using the `xml` property of the response:

```
void testRenderXml() {
    controller.renderXml()
    assert "<book title='Great'/>" == response.text
    assert "Great" == response.xml.@title.text()
}
```

The `xml` property is a parsed result from Groovy's [XmlSlurper](#) class which is very convenient for parsing XML.

Testing JSON responses is pretty similar, instead you use the `json` property:

```
// controller action
def renderJson() {
    render(contentType:"text/json") {
        book = "Great"
    }
}
```

```
// test
void testRenderJson() {
    controller.renderJson()
    assert '{"book":"Great"}' == response.text
    assert "Great" == response.json.book
}
```

The `json` property is an instance of `org.codehaus.groovy.grails.web.json.JSONElement` useful for parsing JSON responses.

## Testing XML and JSON Requests

Grails provides various convenient ways to automatically parse incoming XML and JSON packets. For example, XML requests using Grails' data binding:

```
def consumeBook() {
    def b = new Book(params['book'])
    render b.title
}
```

To test this Grails provides an easy way to specify an XML or JSON packet via the `xml` or `json` properties. These can be tested by specifying a String containing the XML:

```
void testConsumeBookXml() {
    request.xml = '<book><title>The Shining</title></book>'
    controller.consumeBook()

    assert response.text == 'The Shining'
}
```

Or alternatively a domain instance can be specified and it will be auto-converted into the appropriate XML:

```
void testConsumeBookXml() {
    request.xml = new Book(title:"The Shining")
    controller.consumeBook()

    assert response.text == 'The Shining'
}
```

The same can be done for JSON requests:

```

void testConsumeBookJson() {
    request.json = new Book(title:"The Shining")
    controller.consumeBook()

    assert response.text == 'The Shining'
}

```

If you prefer not to use Grails' data binding but instead manually parse the incoming XML or JSON that c the controller action below:

```

def consume() {
    request.withFormat {
        xml {
            render request.XML.@title
        }
        json {
            render request.JSON.title
        }
    }
}

```

To test the XML request you can specify the XML as a string:

```

void testConsumeXml() {
    request.xml = '<book title="The Stand" />'
    controller.consume()
    assert response.text == 'The Stand'
}

```

And, of course, the same can be done for JSON:

```

void testConsumeJson() {
    request.json = '{title:"The Stand"}'
    controller.consume()

    assert response.text == 'The Stand'
}

```

## Testing Spring Beans

When using TestFor only a subset of the Spring beans available to a running Grails application are av beans available you can do so with the defineBeans method of GrailsUnitTestMixin:

```

class SimpleController {
    SimpleService simpleService
    def hello() {
        render simpleService.sayHello()
    }
}

```



```

void testBeanWiring() {
    defineBeans {
        simpleService(SimpleService)
    }
    controller.hello()
    assert response.text == "Hello World"
}

```

The controller is auto-wired by Spring just like in a running Grails application. Autowiring even occurs if the controller:

```

void testAutowiringViaNew() {
    defineBeans {
        simpleService(SimpleService)
    }

    def controller1 = new SimpleController()
    def controller2 = new SimpleController()

    assert controller1.simpleService != null
    assert controller2.simpleService != null
}

```

## Testing Mime Type Handling

You can test mime type handling and the `withFormat` method quite simply by setting the response's fo

```

// controller action
def sayHello() {
    def data = [Hello:"World"]
    withFormat {
        xml { render data as XML }
        html data
    }
}

```

```

// test
void testSayHello() {
    response.format = 'xml'
    controller.sayHello()

    String expected = '<?xml version="1.0" encoding="UTF-8"?>' +
        '<map><entry key="Hello">World</entry></map>'

    assert expected == response.text
}

```

## Testing Duplicate Form Submissions

Testing duplicate form submissions is a little bit more involved. For example if you have an action that ha

```
def handleForm() {
    withForm {
        render "Good"
    }.invalidToken {
        render "Bad"
    }
}
```

you want to verify the logic that is executed on a good form submission and the logic that is executed on a bad form submission is simple. Just invoke the controller:

```
void testDuplicateFormSubmission() {
    controller.handleForm()
    assert "Bad" == response.text
}
```

Testing the successful submission requires providing an appropriate SynchronizerToken:

```
import org.codehaus.groovy.grails.web.servlet.mvc.SynchronizerToken
...

void testValidFormSubmission() {
    def token = SynchronizerToken.store(session)
    params[SynchronizerToken.KEY] = token.currentToken.toString()

    controller.handleForm()
    assert "Good" == response.text
}
```

If you test both the valid and the invalid request in the same test be sure to reset the response between executions:

```
controller.handleForm() // first execution
...
response.reset()
...
controller.handleForm() // second execution
```

## Testing File Upload

You use the `GrailsMockMultipartFile` class to test file uploads. For example consider the following:

```
def uploadFile() {
    MultipartFile file = request.getFile("myFile")
    file.transferTo(new File("/local/disk/myFile"))
}
```

To test this action you can register a `GrailsMockMultipartFile` with the request:

```

void testFileUpload() {
    final file = new GrailsMockMultipartFile("myFile", "foo".bytes)
    request.addFile(file)
    controller.uploadFile()

    assert file.targetFileLocation.path == "/local/disk/myFile"
}

```

The `GrailsMockMultipartFile` constructor arguments are the name and contents of the file. The `transferTo` method that simply records the `targetFileLocation` and doesn't write to disk.

## Testing Command Objects

Special support exists for testing command object handling with the `mockCommandObject` method action:

```

def handleCommand(SimpleCommand simple) {
    if (simple.hasErrors()) {
        render "Bad"
    }
    else {
        render "Good"
    }
}

```

To test this you mock the command object, populate it and then validate it as follows:

```

void testInvalidCommand() {
    def cmd = mockCommandObject(SimpleCommand)
    cmd.name = '' // doesn't allow blank names

    cmd.validate()
    controller.handleCommand(cmd)

    assert response.text == 'Bad'
}

```

## Testing Calling Tag Libraries

You can test calling tag libraries using `ControllerUnitTestMethodMixin`, although the mechanism for the tag. For example to test a call to the message tag, add a message to the messageSource. Consider the

```

def showMessage() {
    render g.message(code: "foo.bar")
}

```

This can be tested as follows:

```
void testRenderBasicTemplateWithTags() {
    messageSource.addMessage("foo.bar", request.locale, "Hello World")

    controller.showMessage()

    assert response.text == "Hello World"
}
```

## 9.1.2 Unit Testing Tag Libraries

### The Basics

Tag libraries and GSP pages can be tested with the `grails.test.mixin.web.GroovyPageUnit` declare which tag library is under test with the `TestFor` annotation:

```
@TestFor(SimpleTagLib)
class SimpleTagLibTests {

}
```

Note that if you are testing invocation of a custom tag from a controller you can combine the `Cont` `GroovyPageUnitTestMixin` using the `Mock` annotation:

```
@TestFor(SimpleController)
@Mock(SimpleTagLib)
class GroovyPageUnitTestMixinTests {

}
```

### Testing Custom Tags

The core Grails tags don't need to be enabled during testing, however custom tag libraries do. The `G` provides a `mockTagLib()` method that you can use to mock a custom tag library. For example consider

```
class SimpleTagLib {

    static namespace = 's'

    def hello = { attrs, body ->
        out << "Hello ${attrs.name ?: 'World'}"
    }
}
```

You can test this tag library by using `TestFor` and supplying the name of the tag library:

```
@TestFor(SimpleTagLib)
class SimpleTagLibTests {
    void testHelloTag() {
        assert applyTemplate('<s:hello />') == 'Hello World'
        assert applyTemplate('<s:hello name="Fred" />') == 'Hello Fred'
    }
}
```

Alternatively, you can use the `TestMixin` annotation and mock multiple tag libraries using the `mockTagLib`

```
@grails.test.mixin.TestMixin(GroovyPageUnitTestMixin)
class MultipleTagLibraryTests {

    @Test
    void testMuliple() {
        mockTagLib(FirstTagLib)
        mockTagLib(SecondTagLib)

        ...
    }
}
```

The `GroovyPageUnitTestMixin` provides convenience methods for asserting that the template output

```
@grails.test.mixin.TestMixin(GroovyPageUnitTestMixin)
class MultipleTagLibraryTests {

    @Test
    void testMuliple() {
        mockTagLib(FirstTagLib)
        mockTagLib(SecondTagLib)
        assertOutputEquals ('Hello World', '<s:hello />')
        assertOutputMatches (/.Fred./, '<s:hello name="Fred" />')
    }
}
```

## Testing View and Template Rendering

You can test rendering of views and templates in `grails-app/views` via the `render` method of `GroovyPageUnitTestMixin`:

```
def result = render(template: "/simple/hello")
assert result == "Hello World"
```

This will attempt to render a template found at the location `grails-app/views/simple/_hello.groovy`. On any custom tag libraries you need to call `mockTagLib` as described in the previous section.

### 9.1.3 Unit Testing Domains

#### Overview



The mocking support described here is best used when testing non-domain artifacts that use you focus on testing the artifact without needing a database. But when testing persistence it's tests which configure Hibernate and use a database.

Domain class interaction can be tested without involving a database connection using `DomainClassUnit` mimics the behavior of GORM against an in-memory `ConcurrentHashMap` implementation. Note that GORM implementation. The following features of GORM for Hibernate can only be tested within an integ

- String-based HQL queries
- composite identifiers
- dirty checking methods
- any direct interaction with Hibernate

However a large, commonly-used portion of the GORM API can be mocked using `DomainClassUnit`

- Simple persistence methods like `save()`, `delete()` etc.
- Dynamic Finders
- Named Queries
- Query-by-example
- GORM Events

If something isn't supported then `GrailsUnitTestMixin`'s `mockFor` method can come in handy to you can write an integration test which bootstraps the complete Grails environment at a cost of test executi

## The Basics

`DomainClassUnitTestMixin` is typically used in combination with testing either a controller, servi mock collaborator defined by the `Mock` annotation:

```
import grails.test.mixin.*

@TestFor(SimpleController)
@Mock(Simple)
class SimpleControllerTests {
}
```

The example above tests the `SimpleController` class and mocks the behavior of the `Simple` domain typical scaffolded save controller action:

```

class BookController {
  def save() {
    def book = new Book(params)
    if (book.save(flush: true)) {
      flash.message = message(
        code: 'default.created.message',
        args: [message(code: 'book.label',
          default: 'Book'), book.id])"
      redirect(action: "show", id: book.id)
    }
    else {
      render(view: "create", model: [bookInstance: book])
    }
  }
}

```

Tests for this action can be written as follows:

```

import grails.test.mixin.*

@TestFor(BookController)
@Mock(Book)
class BookControllerTests {

  void testSaveInvalidBook() {
    controller.save()

    assert model.bookInstance != null
    assert view == '/book/create'
  }

  void testSaveValidBook() {
    params.title = "The Stand"
    params.pages = "500"

    controller.save()

    assert response.redirectedUrl == '/book/show/1'
    assert flash.message != null
    assert Book.count() == 1
  }
}

```

Mock annotation also supports a list of mock collaborators if you have more than one domain to mock:

```

@TestFor(BookController)
@Mock([Book, Author])
class BookControllerTests {
  ...
}

```

Alternatively you can also use the DomainClassUnitTestMethodMixin directly with the TestMixin annotation:

```

@TestFor(BookController)
@TestMixin(DomainClassUnitTestMethodMixin)
class BookControllerTests {
  ...
}

```

And then call the `mockDomain` method to mock domains during your test:

```
void testSave() {
    mockDomain(Author)
    mockDomain(Book)
}
```

The `mockDomain` method also includes an additional parameter that lets you pass a Map of Maps to c fixture-like data:

```
void testSave() {
    mockDomain(Book, [
        [title: "The Stand", pages: 1000],
        [title: "The Shining", pages: 400],
        [title: "Along Came a Spider", pages: 300] ])
}
```

## Testing Constraints

Your constraints contain logic and that logic is highly susceptible to bugs - the kind of bugs that can be t default `save()` doesn't throw an exception when it fails). If your answer is that it's too hard or fiddly, `mockForConstraintsTests()` method.

This method is like a much reduced version of the `mockDomain()` method that simply adds a valida All you have to do is mock the class, create an instance with populated data, and then call `validate` property to determine if validation failed. So if all we are doing is mocking the `validate()` method, That is so that we can test the unique constraint as you will soon see.

So, suppose we have a simple domain class:

```
class Book {
    String title
    String author

    static constraints = {
        title blank: false, unique: true
        author blank: false, minSize: 5
    }
}
```

Don't worry about whether the constraints are sensible (they're not!), they are for demonstration only. 7 following:



```

@TestFor(Book)
class BookTests {
  void testConstraints() {

    def existingBook = new Book(
      title: "Misery",
      author: "Stephen King")

    mockForConstraintsTests(Book, [existingBook])

    // validation should fail if both properties are null
    def book = new Book()

    assert !book.validate()
    assert "nullable" == book.errors["title"]
    assert "nullable" == book.errors["author"]

    // So let's demonstrate the unique and minSize constraints

    book = new Book(title: "Misery", author: "JK")
    assert !book.validate()
    assert "unique" == book.errors["title"]
    assert "minSize" == book.errors["author"]

    // Validation should pass!
    book = new Book(title: "The Shining", author: "Stephen King")
    assert book.validate()
  }
}

```

You can probably look at that code and work out what's happening without any further explanation. The `errors` property is used. First, is a real Spring Errors instance, so you can access all the properties and methods. Second, this particular Errors object also has map/property access as shown. Simply specify the name of the constraint that was violated. map/property access will return the name of the constraint that was violated. Note that it is the constraint name (might expect).

That's it for testing constraints. One final thing we would like to say is that testing the constraints in this way is the "constraints" property name! It is currently one of the hardest bugs to track down normally, and you can highlight the problem straight away.

### 9.1.4 Unit Testing Filters

Unit testing filters is typically a matter of testing a controller where a filter is a mock collaborator. For example:

```

class CancellingFilters {
  def filters = {
    all(controller:"simple", action:"list") {
      before = {
        redirect(controller:"book")
        return false
      }
    }
  }
}

```

This filter intercepts the `list` action of the `simple` controller and redirects to the `book` controller. To test this, you would target the `SimpleController` class and add the `CancellingFilters` as a mock collaborator.

```
@TestFor(SimpleController)
@Mock(CancellingFilters)
class SimpleControllerTests {
}
```

You can then implement a test that uses the `withFilters` method to wrap the call to an action in filter c

```
void testInvocationOfListActionIsFiltered() {
    withFilters(action:"list") {
        controller.list()
    }
    assert response.redirectedUrl == '/book'
}
```

Note that the `action` parameter is required because it is unknown what the action to invoke is un  
controller parameter is optional and taken from the controller under test. If it is a another controller yo

```
withFilters(controller:"book",action:"list") {
    controller.list()
}
```

## 9.1.5 Unit Testing URL Mappings

### The Basics

Testing URL mappings can be done with the `TestFor` annotation testing a particular URL mappings cla  
mappings you can do the following:

```
@TestFor(UrlMappings)
class UrlMappingsTests {
}
```



Note that since the default `UrlMappings` class is in the default package your test must  
package

With that done there are a number of useful methods that are defined by the `grails.test.mixin.web`  
for testing URL mappings. These include:

- `assertForwardUrlMapping` - Asserts a URL mapping is forwarded for the given controller cl  
defined as a mock collaborate for this to work)
- `assertReverseUrlMapping` - Asserts that the given URL is produced when reverse mapping a
- `assertUrlMapping` - Asserts a URL mapping is valid for the given URL. This combines the a  
`assertReverseUrlMapping` assertions

## Asserting Forward URL Mappings

You use `assertForwardUrlMapping` to assert that a given URL maps to a given controller. For mappings:

```
static mappings = {
    "/action1"(controller: "simple", action: "action1")
    "/action2"(controller: "simple", action: "action2")
}
```

The following test can be written to assert these URL mappings:

```
void testUrlMappings() {
    assertForwardUrlMapping("/action1", controller: 'simple',
                           action: "action1")
    assertForwardUrlMapping("/action2", controller: 'simple',
                           action: "action2")

    shouldFail {
        assertForwardUrlMapping("/action2", controller: 'simple',
                                action: "action1")
    }
}
```

## Assert Reverse URL Mappings

You use `assertReverseUrlMapping` to check that correct links are produced for your URL map views. An example test is largely identical to the previous listing except you use `assertReverseUrlMapping` instead of `assertForwardUrlMapping`. Note that you can combine these 2 assertions with `assertUrlMapping`:

## Simulating Controller Mapping

In addition to the assertions to check the validity of URL mappings you can also simulate mapping to a controller as a mock collaborator and the `mapURI` method. For example:

```
@TestFor(SimpleController)
@Mock(UrlMappings)
class SimpleControllerTests {
    void testControllerMapping() {
        SimpleController controller = mapURI('/simple/list')
        assert controller != null

        def model = controller.list()
        assert model != null
    }
}
```

## 9.1.6 Mocking Collaborators

Beyond the specific targeted mocking APIs there is also an all-purpose `mockFor()` method that is an annotation. The signature of `mockFor` is:

```
mockFor(class, loose = false)
```

This is general-purpose mocking that lets you set up either strict or loose demands on a class.

This method is surprisingly intuitive to use. By default it will create a strict mock control object (one for which is important) that you can use to specify demands:

```
def strictControl = mockFor(MyService)
strictControl.demand.someMethod(0..2) { String arg1, int arg2 -> ... }
strictControl.demand.static.aStaticMethod {-> ... }
```

Notice that you can mock static as well as instance methods by using the "static" property. You then specify an optional range argument. This range determines how many times you expect the method to be called. If the method is called outside of that range (either too few or too many) then an assertion error will be thrown. If no range is specified, the default is 1, i.e. that the method must be called exactly once.

The last part of a demand is a closure representing the implementation of the mock method. The closure takes the same arguments as the mocked method, but otherwise you are free to add whatever you want in the body.

Call `mockControl.createMock()` to get an actual mock instance of the class that you are mocking. You can then create as many mock instances as you need. And once you have executed the test method, call `mockControl.verify()` to verify that the expected methods were called.

Lastly, the call:

```
def looseControl = mockFor(MyService, true)
```

will create a mock control object that has only loose expectations, i.e. the order that methods are invoked does not matter.

## 9.2 Integration Testing

Integration tests differ from unit tests in that you have full access to the Grails environment within the test. Grails will create a database for integration tests and clears out all the data from the database between tests.

One thing to bear in mind is that logging is enabled for your application classes, but it is different from logging in a unit test. It looks like this:

```
class MyServiceTests extends GroovyTestCase {
    void testSomething() {
        log.info "Starting tests"
        ...
    }
}
```

the "starting tests" message is logged using a different system than the one used by the application. The 1 instance of `java.util.logging.Logger` (inherited from the base class, not injected by Grails), with the `log` property injected into your application artifacts. For example, it doesn't have `debug()` or `trace()` is in fact `warning()`.

## Transactions

Integration tests run inside a database transaction by default, which is rolled back at the end of the each test is not persisted to the database. Add a `transactional` property to your test class to check transactional tests.

```
class MyServiceTests extends GroovyTestCase {
    static transactional = false

    void testMyTransactionalServiceMethod() {
        ...
    }
}
```

Be sure to remove any persisted data from a non-transactional test, for example in the `tearDown` method. Standard transactional tests that expect a clean database.

## Testing Controllers

To test controllers you first have to understand the Spring Mock Library.

Grails automatically configures each test with a [MockHttpServletRequest](#), [MockHttpServletResponse](#), and [MockServletContext](#). For example consider the following controller:

```
class FooController {
    def text() {
        render "bar"
    }

    def someRedirect() {
        redirect(action: "bar")
    }
}
```

The tests for this would be:

```
class FooControllerTests extends GroovyTestCase {

    void testText() {
        def fc = new FooController()
        fc.text()
        assertEquals "bar", fc.response.contentAsString
    }

    void testSomeRedirect() {
        def fc = new FooController()
        fc.someRedirect()
        assertEquals "/foo/bar", fc.response.redirectedUrl
    }
}
```

In the above case response is an instance of `MockHttpServletResponse` which we can use `contentAsString` (when writing to the response) or the redirected URL. These mocked versions of `response` (unlike the real versions) and hence you can set properties on the request such as the `contextPath` and

Grails **does not** invoke [interceptors](#) or servlet filters when calling actions during integration testing. For isolation, using [functional testing](#) if necessary.

## Testing Controllers with Services

If your controller references a service (or other Spring beans), you have to explicitly initialise the service for

Given a controller using a service:

```
class FilmStarsController {
    def popularityService

    def update() {
        // do something with popularityService
    }
}
```

The test for this would be:

```
class FilmStarsTests extends GroovyTestCase {
    def popularityService

    void testInjectedServiceInController () {
        def fsc = new FilmStarsController()
        fsc.popularityService = popularityService
        fsc.update()
    }
}
```

## Testing Controller Command Objects

With command objects you just supply parameters to the request and it will automatically do the command for your action with no parameters:

Given a controller using a command object:

```
class AuthenticationController {
    def signup(SignupForm form) {
        ...
    }
}
```

You can then test it like this:

```
def controller = new AuthenticationController()
controller.params.login = "marcpalmer"
controller.params.password = "secret"
controller.params.passwordConfirm = "secret"
controller.signup()
```

Grails auto-magically sees your call to `signup()` as a call to the action and populates the controller parameters. During controller testing, the params are mutable with a mocked request supplied by Grails.

## Testing Controllers and the render Method

The [render](#) method lets you render a custom view at any point within the body of an action. For instance, c

```
def save() {
  def book = Book(params)
  if (book.save()) {
    // handle
  }
  else {
    render(view: "create", model:[book:book])
  }
}
```

In the above example the result of the model of the action is not available as the return value, but instead as a property of the controller. The `modelAndView` property is an instance of Spring MVC's [ModelAndView](#) object, the result of an action:

```
def bookController = new BookController()
bookController.save()
def model = bookController.modelAndView.model.book
```

## Simulating Request Data

You can use the Spring [MockHttpServletRequest](#) to test an action that requires request data, for example, consider this action which performs data binding from an incoming request:

```
def create() {
  [book: new Book(params.book)]
}
```

To simulate the 'book' parameter as an XML request you could do something like the following:

```
void testCreateWithXML() {
  def controller = new BookController()
  controller.request.contentType = 'text/xml'
  controller.request.content = '''\
    <?xml version="1.0" encoding="ISO-8859-1"?>
    <book>
      <title>The Stand</title>
      ...
    </book>
  '''.stripIndent().getBytes() // note we need the bytes

  def model = controller.create()
  assert model.book
  assertEquals "The Stand", model.book.title
}
```

The same can be achieved with a JSON request:

```
void testCreateWithJSON() {
    def controller = new BookController()
    controller.request.contentType = "text/json"
    controller.request.content =
        '{"id":1,"class":"Book","title":"The Stand"}'.getBytes()

    def model = controller.create()
    assert model.book
    assertEquals "The Stand", model.book.title
}
```



With JSON don't forget the `class` property to specify the name the target type to bind to. It is within the name of the `<book>` node, but this property is required as part of the JSON packet

For more information on the subject of REST web services see the section on [REST](#).

## Testing Web Flows

Testing [Web Flows](#) requires a special test harness called `grails.test.WebFlowTestCase` with [AbstractFlowExecutionTests](#) class.



Subclasses of `WebFlowTestCase` **must** be integration tests

For example given this simple flow:

```
class ExampleController {
    def exampleFlow() {
        start {
            on("go") {
                flow.hello = "world"
            }.to "next"
        }
        next {
            on("back").to "start"
            on("go").to "subber"
        }
        subber {
            subflow(action: "sub")
            on("end").to("end")
        }
        end()
    }

    def subFlow() {
        subSubflowState {
            subflow(controller: "other", action: "otherSub")
            on("next").to("next")
        }
        ...
    }
}
```



You need to tell the test harness what to use for the "flow definition". This is done via overriding the abstract

```
import grails.test.WebFlowTestCase

class ExampleFlowTests extends WebFlowTestCase {
    def getFlow() { new ExampleController().exampleFlow }
    ...
}
```

You can specify the flow id by overriding the `getFlowId` method, otherwise the default is `test`:

```
import grails.test.WebFlowTestCase

class ExampleFlowTests extends WebFlowTestCase {
    String getFlowId() { "example" }
    ...
}
```

If the flow under test calls any subflows, these (or mocks) must be registered before the calling the flow:

```
protected void setUp() {
    super.setUp()

    registerFlow("other/otherSub") { // register a simplified mock
        start {
            on("next").to("end")
        }
        end()
    }

    // register the original subflow
    registerFlow("example/sub", new ExampleController().subFlow)
}
```

Then you kick off the flow with the `startFlow` method:

```
void testExampleFlow() {
    def viewSelection = startFlow()
    ...
}
```

Use the `signalEvent` method to trigger an event:

```
void testExampleFlow() {
    ...
    signalEvent("go")
    assert "next" == flowExecution.activeSession.state.id
    assert "world" == flowScope.hello
}
```

Here we have signaled to the flow to execute the event "go" which causes a transition to the "next" state. In a `hello` variable into the flow scope.

## Testing Tag Libraries

Testing tag libraries is simple because when a tag is invoked as a method it returns its result as a string (this class implements all of the methods of `String`). So for example if you have a tag library like this:

```
class FooTagLib {
    def bar = { attrs, body ->
        out << "<p>Hello World!</p>"
    }

    def bodyTag = { attrs, body ->
        out << "<${attrs.name}>"
        out << body()
        out << "</${attrs.name}>"
    }
}
```

The tests would look like:

```
class FooTagLibTests extends GroovyTestCase {
    void testBarTag() {
        assertEquals "<p>Hello World!</p>",
            new FooTagLib().bar(null, null).toString()
    }

    void testBodyTag() {
        assertEquals "<p>Hello World!</p>",
            new FooTagLib().bodyTag(name: "p") {
                "Hello World!"
            }.toString()
    }
}
```

Notice that for the second example, `testBodyTag`, we pass a block that returns the body of the tag. This is as a `String`.

## Testing Tag Libraries with `GroovyPagesTestCase`

In addition to doing simple testing of tag libraries like in the above examples, you can also use the `grails` class to test tag libraries with integration tests.

The `GroovyPagesTestCase` class is a subclass of the standard `GroovyTestCase` class and adds `GSP` rendering.



`GroovyPagesTestCase` can only be used in an integration test.

For example, consider this date formatting tag library:

```
import java.text.SimpleDateFormat

class FormatTagLib {
    def dateFormat = { attrs, body ->
        out << new SimpleDateFormat(attrs.format) << attrs.date
    }
}
```

This can be easily tested as follows:

```
class FormatTagLibTests extends GroovyPagesTestCase {
    void testDateFormat() {
        def template =
            '<g:dateFormat format="dd-MM-yyyy" date="${myDate}" />'
    }
    def testDate = ... // create the date
    assertEquals('01-01-2008', template, [myDate:testDate])
}
```

You can also obtain the result of a GSP using the `applyTemplate` method of the `GroovyPagesTest`

```
class FormatTagLibTests extends GroovyPagesTestCase {
    void testDateFormat() {
        def template =
            '<g:dateFormat format="dd-MM-yyyy" date="${myDate}" />'
    }
    def testDate = ... // create the date
    def result = applyTemplate(template, [myDate:testDate])
    assertEquals '01-01-2008', result
}
```

## Testing Domain Classes

Testing domain classes is typically a simple matter of using the [GORM API](#), but there are a few things you often need to "flush" to ensure the correct state has been persisted to the database. For example

```
void testQuery() {
    def books = [
        new Book(title: "The Stand"),
        new Book(title: "The Shining")]
    books*.save()

    assertEquals 2, Book.list().size()
}
```

This test will fail because calling `save` does not actually persist the `Book` instances when called. Calling `save` at some point in the future these instances should be persisted. To commit changes immediately you "flush" the

```
void testQuery() {
    def books = [
        new Book(title: "The Stand"),
        new Book(title: "The Shining")]
    books*.save(flush: true)

    assertEquals 2, Book.list().size()
}
```

In this case since we're passing the argument `flush` with a value of `true` the updates will be persisted in to the query later on.

## 9.3 Functional Testing

Functional tests involve making HTTP requests against the running application and verifying the results. Grails has no support for writing functional tests directly, but there are several plugins available for this.

- Canoo Webtest - <http://grails.org/plugin/webtest>
- G-Func - <http://grails.org/plugin/functional-test>
- Geb - <http://grails.org/plugin/geb>
- Selenium-RC - <http://grails.org/plugin/selenium-rc>
- WebDriver - <http://grails.org/plugin/webdriver>

Consult the documentation for each plugin for its capabilities.

### Common Options

There are options that are common to all plugins that control how the Grails application is launched, if at a

#### inline

The `-inline` option specifies that the grails application should be started inline (i.e. like `run-app`).

**This option is implicitly set unless the `baseUrl` or `war` options are set**

#### war

The `-war` option specifies that the grails application should be packaged as a war and started. This is production-like state, but it has a longer startup time than the `-inline` option. It also runs the war in a way that allows access any internal application objects.

```
grails test-app functional: -war
```

Note that the same build/config options for the [run-war](#) command apply to functional testing against the W

#### https

The `-https` option results in the application being able to receive https requests as well as http requests. It can be used with `-inline` and `-war` options.

```
grails test-app functional: -https
```

Note that this does not change the test *base url* to be https, it will still be http unless the `-httpsBaseUr`:

#### **httpsBaseUrl**

The `-httpsBaseUrl` causes the implicit base url to be used for tests to be a https url.

```
grails test-app functional: -httpsBaseUrl
```

This option is ignored if the `-baseUrl` option is specified.

#### **baseUrl**

The `baseUrl` option allows the base url for tests to be specified.

```
grails test-app functional: -baseUrl=http://mycompany.com/grailsapp
```

This option will prevent the local grails application being started unless `-inline` or `-war` are given as test against the local Grails application you **must** specify one of either the `-inline` or `-war` options.

## 10 Internationalization

Grails supports Internationalization (i18n) out of the box by leveraging the underlying Spring MVC internals. Grails is able to customize the text that appears in a view based on the user's Locale. To quote the javadoc for the `Locale` class:

*A Locale object represents a specific geographical, political, or cultural region. An operation that is called locale-sensitive and uses the Locale to tailor information for the user. For example, a locale-sensitive operation--the number should be formatted according to the customs/conventions of the region, or culture.*

A `Locale` is made up of a [language code](#) and a [country code](#). For example "en\_US" is the code for US English.

### 10.1 Understanding Message Bundles

Now that you have an idea of locales, to use them in Grails you create a message bundle file containing translations. Message bundles in Grails are located inside the `grails-app/i18n` directory and are simple Java `Properties` files.

Each bundle starts with the name `messages` by convention and ends with the locale. Grails ships with a range of languages within the `grails-app/i18n` directory. For example:

```
messages.properties
messages_da.properties
messages_de.properties
messages_es.properties
messages_fr.properties
...
```

By default Grails looks in `messages.properties` for messages unless the user has specified a locale. You can create a new properties file that ends with the locale you are interested in. For example `messages_en_GB.properties` for British English.

### 10.2 Changing Locales

By default the user locale is detected from the incoming `Accept-Language` header. However, you can change the locale by simply passing a parameter called `lang` to Grails as a request parameter:

```
/book/list?lang=es
```

Grails will automatically switch the user's locale and store it in a cookie so subsequent requests will have the same locale.

### 10.3 Reading Messages

#### Reading Messages in the View

The most common place that you need messages is inside the view. Use the [message](#) tag for this:

```
<g:message code="my.localized.content" />
```

As long as you have a key in your `messages.properties` (with appropriate locale suffix) such as the message:

```
my.localized.content=Hola, Me llamo John. Hoy es domingo.
```

Messages can also include arguments, for example:

```
<g:message code="my.localized.content" args="${ ['Juan', 'lunes'] }" />
```

The message declaration specifies positional parameters which are dynamically specified:

```
my.localized.content=Hola, Me llamo {0}. Hoy es {1}.
```

## Reading Messages in Controllers and Tag Libraries

It's simple to read messages in a controller since you can invoke tags as methods:

```
def show() {  
    def msg = message(code: "my.localized.content", args: ['Juan', 'lunes'])  
}
```

The same technique can be used in [tag libraries](#), but if your tag library uses a custom [namespace](#) then you

```
def myTag = { attrs, body ->  
    def msg = g.message(code: "my.localized.content", args: ['Juan', 'lunes'])  
}
```

## 10.4 Scaffolding and i18n

Grails [scaffolding](#) templates for controllers and views are fully i18n-aware. The GSPs use the [message](#) tag and flash messages use i18n to resolve locale-specific messages.

# 11 Security

Grails is no more or less secure than Java Servlets. However, Java servlets (and hence Grails) are extremely vulnerable to common buffer overrun and malformed URL exploits due to the nature of the Java Virtual Machine underlying them.

Web security problems typically occur due to developer naivety or mistakes, and there is a little Grails magic that makes writing secure applications easier to write.

## What Grails Automatically Does

Grails has a few built in safety mechanisms by default.

1. All standard database access via [GORM](#) domain objects is automatically SQL escaped to prevent SQL injection.
2. The default [scaffolding](#) templates HTML escape all data fields when displayed
3. Grails link creating tags ([link](#), [form](#), [createLink](#), [createLinkTo](#) and others) all use appropriate escaping
4. Grails provides [codecs](#) to let you trivially escape data when rendered as HTML, JavaScript and URLs

## 11.1 Securing Against Attacks

### SQL injection

Hibernate, which is the technology underlying GORM domain classes, automatically escapes data when creating SQL. However it is still possible to write bad dynamic HQL code that uses unchecked request parameters and is vulnerable to HQL injection attacks:

```
def vulnerable() {
    def books = Book.find("from Book as b where b.title = '" + params.title + "'")
}
```

or the analogous call using a GString:

```
def vulnerable() {
    def books = Book.find("from Book as b where b.title = '${params.title}'")
}
```

Do **not** do this. Use named or positional parameters instead to pass in parameters:

```
def safe() {
    def books = Book.find("from Book as b where b.title = ?",
                          [params.title])
}
```

or



```
def safe() {
    def books = Book.find("from Book as b where b.title = :title",
                          [title: params.title])
}
```

## Phishing

This really a public relations issue in terms of avoiding hijacking of your branding and a declared comm Customers need to know how to identify valid emails.

## XSS - cross-site scripting injection

It is important that your application verifies as much as possible that incoming requests were originate another site. Ticketing and page flow systems can help this and Grails' support for [Spring Web Flow](#) inclu

It is also important to ensure that all data values rendered into views are escaped correctly. For example you must call [encodeAsHTML](#) on every object to ensure that people cannot maliciously inject JavaScript viewed by others. Grails supplies several [Dynamic Encoding Methods](#) for this purpose and if your output can easily write your own codec.

You must also avoid the use of request parameters or data fields for determining the next URL to redirect parameter for example to determine where to redirect a user to after a successful login, attackers can imitate site, and then redirect the user back to their own site once logged in, potentially allowing JavaScript code to the site.

## Cross-site request forgery

CSRF involves unauthorized commands being transmitted from a user that a website trusts. A typical embedding a link to perform an action on your website if the user is still authenticated.

The best way to decrease risk against these types of attacks is to use the `useToken` attribute on your [Submissions](#) for more information on how to use it. An additional measure would be to not use remember-

## HTML/URL injection

This is where bad data is supplied such that when it is later used to create a link in a page, clicking it will may redirect to another site or alter request parameters.

HTML/URL injection is easily handled with the [codecs](#) supplied by Grails, and the tag libraries supplied appropriate. If you create your own tags that generate URLs you will need to be mindful of doing this too.

## Denial of service

Load balancers and other appliances are more likely to be useful here, but there are also issues relating to link is created by an attacker to set the maximum value of a result set so that a query could exceed the n system down. The solution here is to always sanitize request parameters before passing them to dynamic fi

```
def safeMax = Math.max(params.max?.toInteger(), 100) // limit to 100 results
return Book.list(max:safeMax)
```

## Guessable IDs

Many applications use the last part of the URL as an "id" of some object to retrieve from GORM or else these are easily guessable as they are typically sequential integers.

Therefore you must assert that the requesting user is allowed to view the object with the requested id before.

Not doing this is "security through obscurity" which is inevitably breached, just like having a default password.

You must assume that every unprotected URL is publicly accessible one way or another.

## 11.2 Encoding and Decoding Objects

Grails supports the concept of dynamic encode/decode methods. A set of standard codecs are bundled with the framework and a mechanism for developers to contribute their own codecs that will be recognized at runtime.

### Codec Classes

A Grails codec class is one that may contain an encode closure, a decode closure or both. When a Grails application is started, the framework dynamically loads codecs from the `grails-app/utils/` directory.

The framework looks under `grails-app/utils/` for class names that end with the convention `Codec`. One of the codecs that ships with Grails is `HTMLCodec`.

If a codec contains an `encode` closure Grails will create a dynamic `encode` method and add that method to the `Object` class, representing the codec that defined the `encode` closure. For example, the `HTMLCodec` class defines an `encodeAsHTML` method with the name `encodeAsHTML`.

The `HTMLCodec` and `URLCodec` classes also define a `decode` closure, so Grails attaches those methods to the `Object` class as `decodeURL` respectively. Dynamic codec methods may be invoked from anywhere in a Grails application. In a GSP, a report contains a property called 'description' which may contain special characters that must be escaped in an HTML document. One way to deal with that in a GSP is to encode the description property using the dynamic `encodeAsHTML` method.

```
${report.description.encodeAsHTML() }
```

Decoding is performed using `value.decodeHTML()` syntax.

### Standard Codecs

#### HTMLCodec

This codec performs HTML escaping and unescaping, so that values can be rendered safely in an HTML document without damaging the page layout. For example, given a value "Don't you know that 2 > 1?" you wouldn't be able to click on a link on the page because the `>` will look like it closes a tag, which is especially bad if you render this data within an input field.

Example of usage:

```
<input name="comment.message" value="${comment.message.encodeAsHTML()}"/>
```



Note that the HTML encoding does not re-encode apostrophe/single quote so you must attribute values to avoid text with apostrophes affecting your page.

## URLCodec

URL encoding is required when creating URLs in links or form actions, or any time data is used to create from getting into the URL and changing its meaning, for example "Apple & Blackberry" is not going to work as the ampersand will break parameter parsing.

Example of usage:

```
<a href="/mycontroller/find?searchKey=${lastSearch.encodeAsURL()} ">
Repeat last search
</a>
```

## Base64Codec

Performs Base64 encode/decode functions. Example of usage:

```
Your registration code is: ${user.registrationCode.encodeAsBase64() }
```

## JavaScriptCodec

Escapes Strings so they can be used as valid JavaScript strings. For example:

```
Element.update('${elementId}',
    '${render(template: "/common/message").encodeAsJavaScript()}')
```

## HexCodec

Encodes byte arrays or lists of integers to lowercase hexadecimal strings, and can decode hexadecimal strings.

```
Selected colour: #${[255,127,255].encodeAsHex() }
```

## MD5Codec

Uses the MD5 algorithm to digest byte arrays or lists of integers, or the bytes of a string (in default system usage). Example of usage:

```
Your API Key: ${user.uniqueID.encodeAsMD5() }
```

## MD5BytesCodec

Uses the MD5 algorithm to digest byte arrays or lists of integers, or the bytes of a string (in default system usage).

```
byte[] passwordHash = params.password.encodeAsMD5Bytes()
```

## SHA1Codec

Uses the SHA1 algorithm to digest byte arrays or lists of integers, or the bytes of a string (in default system encoding) and return a hexadecimal string. Example of usage:

```
Your API Key: ${user.uniqueID.encodeAsSHA1()}
```

## SHA1BytesCodec

Uses the SHA1 algorithm to digest byte arrays or lists of integers, or the bytes of a string (in default system encoding) and return a byte array. Example of usage:

```
byte[] passwordHash = params.password.encodeAsSHA1Bytes()
```

## SHA256Codec

Uses the SHA256 algorithm to digest byte arrays or lists of integers, or the bytes of a string (in default system encoding) and return a hexadecimal string. Example of usage:

```
Your API Key: ${user.uniqueID.encodeAsSHA256()}
```

## SHA256BytesCodec

Uses the SHA256 algorithm to digest byte arrays or lists of integers, or the bytes of a string (in default system encoding) and return a byte array. Example of usage:

```
byte[] passwordHash = params.password.encodeAsSHA256Bytes()
```

## Custom Codecs

Applications may define their own codecs and Grails will load them along with the standard codecs. A custom codec must be placed in the `grails-app/utils/` directory and the class name must end with `Codec`. The codec may contain a `encode` closure or both. The closure must accept a single argument which will be the object that the codec is encoding. Example:

```
class PigLatinCodec {
    static encode = { str ->
        // convert the string to pig latin and return the result
    }
}
```

With the above codec in place an application could do something like this:

```
${lastName.encodeAsPigLatin()}
```

## 11.3 Authentication

Grails has no default mechanism for authentication as it is possible to implement authentication in many ways. You can implement a simple authentication mechanism using either [interceptors](#) or [filters](#). This is sufficient for simple applications. You can also use an established security framework, for example by using the [Spring Security](#) or the [Shiro](#) plugin.

Filters let you apply authentication across all controllers or across a URI space. For example you can create `grails-app/conf/SecurityFilters.groovy` by running:

```
grails create-filters security
```

and implement your interception logic there:

```
class SecurityFilters {
    def filters = {
        loginCheck(controller: '*', action: '*') {
            before = {
                if (!session.user && actionName != "login") {
                    redirect(controller: "user", action: "login")
                    return false
                }
            }
        }
    }
}
```

Here the `loginCheck` filter intercepts execution *before* all actions except `login` are executed, and redirect to the `login` action.

The `login` action itself is simple too:

```
def login() {
    if (request.get) {
        return // render the login view
    }
}

def u = User.findByLogin(params.login)
if (u) {
    if (u.password == params.password) {
        session.user = u
        redirect(action: "home")
    }
    else {
        render(view: "login", model: [message: "Password incorrect"])
    }
}
else {
    render(view: "login", model: [message: "User not found"])
}
}
```

## 11.4 Security Plugins

If you need more advanced functionality beyond simple authentication such as authorization, roles etc. the available security plugins.

### 11.4.1 Spring Security

The Spring Security plugins are built on the [Spring Security](#) project which provides a flexible, extensible authentication and authorization schemes. The plugins are modular so you can install just the functional. The Spring Security plugins are the official security plugins for Grails and are actively maintained and supported.

There is a [Core plugin](#) which supports form-based authentication, encrypted/salted passwords, HTTP Basic dependent plugins provide alternate functionality such as [OpenID authentication](#), [ACL support](#), [servlet authentication](#), [Kerberos authentication](#), and a plugin providing [user interface extensions](#) and security workflow.

See the [Core plugin page](#) for basic information and the [user guide](#) for detailed information.

### 11.4.2 Shiro

[Shiro](#) is a Java POJO-oriented security framework that provides a default domain model that models real world. In Shiro you extend a controller base class called `JSecAuthBase` in each controller you add an `accessControl` block to setup the roles. An example below:

```
class ExampleController extends JSecAuthBase {
    static accessControl = {
        // All actions require the 'Observer' role.
        role(name: 'Observer')

        // The 'edit' action requires the 'Administrator' role.
        role(name: 'Administrator', action: 'edit')

        // Alternatively, several actions can be specified.
        role(name: 'Administrator', only: [ 'create', 'edit', 'save', 'update' ])
    }
    ...
}
```

For more information on the Shiro plugin refer to the [documentation](#).

## 12 Plugins

Grails es ante todo un framework para el desarrollo aplicaciones web, pero también es una plataforma extensión que permiten extender cualquier funcionalidad desde la interfaz de línea de comandos hasta runtime, Grails se pueden personalizar para adaptarse a casi cualquier necesidad. Para extender esta plataforma un plugin.

Extender la plataforma puede sonar complicado, pero se pueden construir una gran variedad de plugins increíblemente potentes. Si conoces como construir aplicaciones con grails, ya eres capaz de construir plugins o recursos estáticos.

### 12.1 Creando e Instalando Plugins

#### Creación de Plugins

Un plugin de Grails se crea simplemente ejecutando el siguiente comando:

```
grails create-plugin [PLUGIN NAME]
```

Esto creará un proyecto de plugin con el nombre especificado. Por ejemplo, ejecutando `grails create-plugin` nuevo proyecto de plugin llamado `example`

La estructura de un plugin de Grails es muy parecida a la de un proyecto de aplicación excepto por el hecho de que encuentra un fichero llamado "plugin descriptor"

El hecho de ser un proyecto de Grails estándar tiene muchas ventajas incluido que puedes testear simplemente ejecutando el comando:

```
grails run-app
```

El nombre del fichero descriptor del plugin tiene el sufijo `GrailsPlugin` y se encuentra en la raíz del plugin.

```
class ExampleGrailsPlugin {  
    def version = "0.1"  
  
    ...  
}
```

Todos los plugins deben tener esta clase en la raíz de su estructura de directorios. La clase del plugin define metadatos, y opcionalmente varios "hooks" en los puntos de extensión de plugins (lo veremos en detalle más adelante).

Es posible añadir información adicional sobre el plugin usando algunas propiedades especiales:

- `title` - Descripción corta (de una línea) del plugin
- `version` - La versión del plugin. entre los valores válidos están por ejemplo "0.1", "0.2-SNAPSHOT"
- `grailsVersion` - La versión o el rango de versiones de Grails que soporta el plugin. Ej "1.2 > \*" (
- `author` - Nombre del autor del plugin
- `authorEmail` - Dirección de correo del autor del plugin
- `description` - Descripción completa (varias líneas) de las características del plugin
- `documentation` - URL de la documentación del plugin

Lo siguiente es un ejemplo del plugin [Quartz Grails plugin](#):

```
class QuartzGrailsPlugin {
    def version = "0.1"
    def grailsVersion = "1.1 > *"
    def author = "Sergey Nebolsin"
    def authorEmail = "nebolsin@gmail.com"
    def title = "Quartz Plugin"
    def description = '''\
The Quartz plugin allows your Grails application to schedule jobs\
to be executed using a specified interval or cron expression. The\
underlying system uses the Quartz Enterprise Job Scheduler configured\
via Spring, but is made simpler by the coding by convention paradigm.\
'''
    def documentation = "http://grails.org/plugin/quartz"

    ...
}
```

## Instalando y distribuyendo Plugins

Para distribuir un plugin hay que ir al directorio raíz del mismo y ejecutar:

```
grails package-plugin
```

Esto creará un fichero zip del plugin con el nombre que empieza por `grails-` seguido del nombre del plugin. En el plugin `example` creado anteriormente este nombre será `grails-example-0.1.zip`. El comando `package-plugin` crea un fichero con nombre `plugin.xml` que contiene información con información sobre el nombre del plugin,

```
grails install-plugin /path/to/grails-example-0.1.zip
```

Si el plugin está alojado en un servidor HTTP, se puede instalar con el comando:

```
grails install-plugin http://myserver.com/plugins/grails-example-0.1.zip
```

## Notas sobre artefactos excluidos



Aunque el comando [create-plugin](#) crea ciertos ficheros por nosotros de manera que el plugin puede ser normal, no todos esos ficheros son incluidos cuando empaquetamos un plugin. La siguiente lista muestra incluidos por [package-plugin](#)

- `grails-app/conf/BootStrap.groovy`
- `grails-app/conf/BuildConfig.groovy` (Aunque es usado para generar dependencias)
- `grails-app/conf/Config.groovy`
- `grails-app/conf/DataSource.groovy` (y cualquier otro `*DataSource.groovy`)
- `grails-app/conf/UrlMappings.groovy`
- `grails-app/conf/spring/resources.groovy`
- Todo lo que hay en `/web-app/WEB-INF`
- Todo lo que hay en `/web-app/plugins/**`
- Todo lo que hay en `/test/**`
- Ficheros de configuración del SCM `**/.svn/**` and `**/CVS/**`

Si es necesario incluir artefactos dentro de `WEB-INF` se recomienda usar el script `_Install.groovy` cuando un plugin va a ser instalado para crear los artefactos. Además, aunque el fichero `UrlMappings.groovy` tiene una definición `UrlMappings` con un nombre diferente, como por ejemplo `MyPluginUrlMappings.groovy`.

## Especificación de la localización de los plugins

Una aplicación puede cargar plugins de cualquier lugar dentro del sistema de ficheros, incluso aunque no se especifica la localización de los plugins (desempaquetados) se realiza en el fichero `grails-app/conf/BuildConfig.groovy`

```
// Useful to test plugins you are developing.
grails.plugin.location.shiro =
    "/home/dilbert/dev/plugins/grails-shiro"

// Useful for modular applications where all plugins and
// applications are in the same directory.
grails.plugin.location.'grails-ui' = "../grails-grails-ui"
```

Esto es particularmente útil en dos casos:

- En situaciones donde se esta desarrollando un plugin y se quiere testear en una aplicación sin empaquetar
- Se se ha dividido una aplicación en un conjunto de plugins y una aplicación, todo dentro de un mismo proyecto

## Plugins globales

Es posible instalar los plugins de manera global para todas las aplicaciones de una versión concreta de Grails por ejemplo

```
grails install-plugin webtest -global
```

La localización por defecto es `$USER_HOME/.grails/<grailsVersion>/global-plugins` pero puede `grails.global.plugins.dir` dentro de `BuildConfig.groovy`.

## 12.2 Repositorios de Plugins

### Distributing Plugins in the Grails Central Plugins Repository

The preferred way to distribute plugin is to publish to the official Grails Plugins Repository. This will make command:

```
grails list-plugins
```

which lists all plugins in the Grails Plugin repository, and also the [plugin-info](#) command:

```
grails plugin-info [plugin-name]
```

which outputs more information based on the meta info entered into the plugin descriptor.



If you have created a Grails plugin and want it to be hosted in the central repository take a look at [this link](#) which details how release your plugin.

When you have access to the Grails Plugin repository, execute the `release-plugin` command to release your plugin:

```
grails release-plugin
```

This will automatically commit changes to SVN, create tags, and make your changes available to the [list-plugins](#) command.

### Configuring Additional Repositories

The process for configuring repositories in Grails differs between versions. For version of Grails 1.2 or below see [this documentation](#) on the subject. The following sections cover Grails 1.3 and above.

Grails 1.3 and above use Ivy under the hood to resolve plugin dependencies. The mechanism for defining the same as [defining repositories for JAR dependencies](#). For example you can define a remote Maven repository using the following syntax in `grails-app/conf/BuildConfig.groovy`:

```
repositories {  
    mavenRepo "http://repository.codehaus.org"  
}
```

You can also define a SVN-based Grails repository (such as the one hosted at <http://plugins.grails.org>) using

```
repositories {
    grailsRepo "http://myserver/mygrailsrepo"
}
```

There is a shortcut to setup the Grails central repository:

```
repositories {
    grailsCentral()
}
```

The order in which plugins are resolved is based on the ordering of the repositories. So in this case the Grails central repository is the last:

```
repositories {
    grailsRepo "http://myserver/mygrailsrepo"
    grailsCentral()
}
```

All of the above examples use HTTP; however you can specify any [Ivy resolver](#) to resolve plugins with. Here is an example:

```
def sshResolver = new SshResolver(user:"myuser", host:"myhost.com")
sshResolver.addArtifactPattern(
    "/path/to/repo/grails-[artifact]/tags/" +
    "LATEST_RELEASE/grails-[artifact]-[revision].[ext]")
sshResolver.latestStrategy =
    new org.apache.ivy.plugins.latest.LatestTimeStrategy()

sshResolver.changingPattern = ".*SNAPSHOT"
sshResolver.setCheckmodified(true)
```

The above example defines an artifact pattern which tells Ivy how to resolve a plugin zip file. For a more complete example, see the [relevant section](#) in the Ivy user guide.

## Publishing to Maven Compatible Repositories

In general it is recommended for Grails 1.3 and above to use standard Maven-style repositories to self-manage plugins. This includes the ability for existing tooling and repository managers to interpret the structure of a Maven repository. Grails repositories are not tied to SVN as Grails repositories are.

You use the Maven publisher plugin to publish a plugin to a Maven repository. Please refer to the section on [publishing to Maven](#) for more details on the subject.

## Publishing to Grails Compatible Repositories

Specify the `grails.plugin.repos.distribution.myRepository` setting within the `grails.config` file to publish a Grails plugin to a Grails-compatible repository:

```
grails.plugin.repos.distribution.myRepository =  
    "https://svn.codehaus.org/grails/trunk/grails-test-plugin-repo"
```

You can also provide this settings in the `$USER_HOME/.grails/settings.groovy` file if you prefer to store settings in a file.

Once this is done use the `repository` argument of the `release-plugin` command to specify the repository.

```
grails release-plugin -repository = myRepository
```

## 12.3 Entendiendo la Estructura de un Plugin

As mentioned previously, a plugin is basically a regular Grails application with a plugin descriptor. However, a plugin differs slightly. For example, take a look at this plugin directory structure:

```
+ grails-app  
  + controllers  
  + domain  
  + taglib  
  etc.  
+ lib  
+ src  
  + java  
  + groovy  
+ web-app  
  + js  
  + css
```

When a plugin is installed the contents of the `grails-app` directory will go into `plugins/example-1.0/grails-app`. They **will not** be copied into the main source tree. A plugin is a primary source tree.

Dealing with static resources is slightly different. When developing a plugin, just like an application, a plugin has a `resources` directory. You can then link to static resources just like in an application. This example links to a JavaScript resource.

```
<g:resource dir="js" file="mycode.js" />
```

When you run the plugin in development mode the link to the resource will resolve to something like `/plugins/example-1.0/js/mycode.js`. When the plugin is installed into an application the path will automatically change to something like `/plugins/example-1.0/js/mycode.js`. Grails will deal with making sure the resources are in the right place.

There is a special `pluginContextPath` variable that can be used whilst both developing the plugin and running the application to find out what the correct path to the plugin is.

At runtime the `pluginContextPath` variable will either evaluate to an empty string or `/plugins/example-1.0` if the plugin is running standalone or has been installed in an application.

Java and Groovy code that the plugin provides within the `lib` and `src/java` and `src/groovy` directories will be copied to the project's `web-app/WEB-INF/classes` directory so that they are made available at runtime.

## 12.4 Creando Artefactos Básicos

### Adding a new Script

A plugin can add a new script simply by providing the relevant Gant script in its scripts directory:

```
+ MyPlugin.groovy
+ scripts      <-- additional scripts here
+ grails-app
  + controllers
  + services
  + etc.
+ lib
```

### Adding a new grails-app artifact (Controller, Tag Library, Service, etc.)

A plugin can add new artifacts by creating the relevant file within the `grails-app` tree. Note that the plugin artifacts are not copied into the main application tree.

```
+ ExamplePlugin.groovy
+ scripts
+ grails-app
  + controllers <-- additional controllers here
  + services <-- additional services here
  + etc. <-- additional XXX here
+ lib
```

### Providing Views, Templates and View resolution

When a plugin provides a controller it may also provide default views to be rendered. This is an excellent way to provide views through plugins. Grails' view resolution mechanism will first look for the view in the application it is installed in, then look for the view within the plugin. This means that you can override views provided by a plugin by providing views in the application's `grails-app/views` directory.

For example, consider a controller called `BookController` that's provided by an 'amazon' plugin. If the controller calls `render` it will first look for a view called `grails-app/views/book/list.gsp` then if that fails it will look for a view in the plugin.

However if the view uses templates that are also provided by the plugin then the following syntax may be used:

```
<g:render template="fooTemplate" plugin="amazon"/>
```

Note the usage of the `plugin` attribute, which contains the name of the plugin where the template resides. Grails will look for the template relative to the application.

### Excluded Artefacts

By default Grails excludes the following files during the packaging process:

- `grails-app/conf/BootStrap.groovy`
- `grails-app/conf/BuildConfig.groovy` (although it is used to generate dependencies)
- `grails-app/conf/Config.groovy`
- `grails-app/conf/DataSource.groovy` (and any other `*DataSource.groovy`)
- `grails-app/conf/UrlMappings.groovy`
- `grails-app/conf/spring/resources.groovy`
- Everything within `/web-app/WEB-INF`
- Everything within `/web-app/plugins/**`
- Everything within `/test/**`
- SCM management files within `**/.svn/**` and `**/CVS/**`

If your plugin requires files under the `web-app/WEB-INF` directory it is recommended to use the `scripts/_Install.groovy` Gant script to install these artefacts into the target project's directory tree.

In addition, the default `UrlMappings.groovy` file is excluded to avoid naming conflicts, however a custom definition under a different name which **will** be included. For example a file called `grails-app/conf/UrlMappings.groovy` will be included.

The list of excludes is extensible with the `pluginExcludes` property:

```
// resources that are excluded from plugin packaging
def pluginExcludes = [
    "grails-app/views/error.gsp"
]
```

This is useful for example to include demo or test resources in the plugin repository, but not include them in the plugin itself.

## 12.5 Evaluating Conventions

Como se ha comentado anteriormente, Grails se basa en el paradigma de "Convención sobre la Configuración". Para preparar nuestros plugins para funcionar usando este paradigma tenemos que entender cómo se evalúan los plugins. Los plugins tienen una variable implícita llamada `application` que es una instancia de la interfaz [GrailsApplication](#).

La interfaz `GrailsApplication` provee métodos para evaluar las convenciones en el proyecto y para obtener todos los artefactos de la aplicación.

Los artefactos implementen la interfaz [GrailsClass](#) que representa un recurso de Grails, como un controlador. Para obtener todas las instancias de `GrailsClass` podemos hacer:

```
for (grailsClass in application.allClasses) {
    println grailsClass.name
}
```

`GrailsApplication` tiene algunas propiedades "mágicas" que permiten restringirse al tipo de artefacto. Por ejemplo, para acceder a los controladores se puede usar:

```
for (controllerClass in application.controllerClasses) {
    println controllerClass.name
}
```

Las convenciones sobre los métodos dinámicos son las siguientes:

- `*Classes` - Devuelve todas las clases con el nombre de artefacto indicado. Un ejemplo es `application.getClasses()`.
- `get*Class` - Devuelve la clase con el nombre y tipo de artefacto `application.getControllerClass("PersonController")`.
- `is*Class` - Devuelve true si la clase es del tipo de artefacto `application.isControllerClass(PersonController)`.

La interfaz `GrailsClass` tiene una serie de métodos que permiten evaluar y trabajar con las convenciones.

- `getPropertyValue` - Obtiene el valor inicial de la propiedad en la clase.
- `hasProperty` - Devuelve true si la clase tiene la propiedad especificada.
- `newInstance` - Crea una nueva instancia de la clase.
- `getName` - Devuelve el nombre lógico de una clase en la aplicación pero sin el sufijo de la convención.
- `getShortName` - Devuelve el nombre corto de la clase sin prefijarla con el paquete.
- `getFullName` - Devuelve el nombre completo de la clase en la aplicación con el sufijo de la convención y el paquete.
- `getPropertyName` - Devuelve el nombre de la clase como nombre de propiedad.
- `getLogicalPropertyName` - Devuelve el nombre lógico de la propiedad de la clase en la aplicación (que lo tiene).
- `getNaturalName` - Devuelve el nombre de la propiedad en "lenguaje naturales", esto es, 'lastName'.
- `getPackageName` - Devuelve el nombre del paquete.

Para una referencia completa ir a [javadoc API](#).

## 12.6 Hooking into Build Events

### Configuración en la Post-instalación y participación en los upgrades

Los plugins de Grails pueden hacer configuración en la post-instalación y participar en el proceso de [upgrade](#). Esto se realiza usando dos scripts con nombres especiales en la carpeta `scripts` de `_Upgrade.groovy`.

El script `_Install.groovy` es ejecutado después de que el plugin haya sido instalado y el script `_Upgrade.groovy` es ejecutado cada vez que el usuario haga un upgrade de la aplicación (pero no del plugin) con el comando [upgrade](#).

Estos scripts son scripts de [Gant](#), por lo que se tiene a disposición toda la potencia de Gant. Además de los scripts, esta disponible también una variable `pluginBasedir` que apunta al directorio base de instalación.

Como ejemplo, este script `_Install.groovy` creará un nuevo tipo de directorio dentro del directorio de configuración.

```
ant.mkdir(dir: "${basedir}/grails-app/jobs")
ant.copy(file: "${pluginBasedir}/src/samples/SamplePluginConfig.groovy",
        todir: "${basedir}/grails-app/conf")
```

## Ejecutando scripts en eventos

Es posible inyectar acciones durante los eventos que se produce al lanzar scripts en la linea de comandos ejecución de targets de Grai y scripts de plugins.

Por ejemplo, es posible inyectar en la salida de updateo de estado (i.e. "Test passed", "Server running") y e

Un plugin solo necesita un script `_Events.groovy` para ser notificado de los eventos que necesite. F [Hooking into Events](#)

## 12.7 Hooking into Runtime Configuration

Grails ofrece una serie de puntos de extensión donde inyectar código para aprovechar las diferentes part por convención en tiempo de ejecución.

### Puntos de extensión en la configuración de Spring de Grails.

En primer lugar, se puede inyectar funcionalidad en la configuración de tiempo de ejecución de `doWithSpring` a la que se le asigna un bloque de código. Por ejemplo el siguiente fragmento es de un ofrece soporte para [i18n](#):

```
import org.springframework.web.servlet.i18n.CookieLocaleResolver
import org.springframework.web.servlet.i18n.LocaleChangeInterceptor
import org.springframework.context.support.ReloadableResourceBundleMessageSource

class I18nGrailsPlugin {
    def version = "0.1"

    def doWithSpring = {
        messageSource(ReloadableResourceBundleMessageSource) {
            basename = "WEB-INF/grails-app/i18n/messages"
        }
        localeChangeInterceptor(LocaleChangeInterceptor) {
            paramName = "lang"
        }
        localeResolver(CookieLocaleResolver)
    }
}
```

Este plugin configura el bean de Grails `messageSource` asi como un par de otros beans para gestiona Utiliza la sintaxis [Spring Bean Builder](#) para hacer esto.

### Participar en la generación del fichero `web.xml`



Grails genera el fichero WEB-INF/web.xml en tiempo de carga, y aunque los plugins no pueden participar en su generación. Un plugin puede contener de una propiedad `doWithWebDescriptor` que pasado al `web.xml` como un `XmlSlurper GPathResult`.

#### Añadir un servlet y un servlet-mapping

Considere este ejemplo perteneciente al `ControllersPlugins`

```
def doWithWebDescriptor = { webXml ->
def mappingElement = webXml.'servlet-mapping'
def lastMapping = mappingElement[mappingElement.size() - 1]
  lastMapping + {
    'servlet-mapping' {
      'servlet-name' ("grails")
      'url-pattern' ("*.dispatch")
    }
  }
}
```

En este caso, el plugin obtiene una referencia al último elemento `<servlet-mapping>` y añade el se habilidad de `XmlSlurper` para modificar XML usando closures y bloques.

#### añadir filter y filter-mappings

Este ejemplo para añadir un filtro y su mapeo funciona de manera un poco diferente. El lugar del elemento no es importante, por lo que es más sencillo insertar nuestra definición de filtro personalizada inmediatamente después del último elemento `<filter>` de esta manera:

```
def doWithWebDescriptor = { webXml ->
def contextParam = webXml.'context-param'
contextParam[contextParam.size() - 1] + {
  'filter' {
    'filter-name' ('springSecurityFilterChain')
    'filter-class' (DelegatingFilterProxy.name)
  }
}
def filter = webXml.'filter'
filter[filter.size() - 1] + {
  'filter-mapping' {
    'filter-name' ('springSecurityFilterChain')
    'url-pattern' ('/*')
  }
}
}
```

En algunos casos es necesario asegurar que nuestro filtro se inserta después de uno de los filtros estándar "character encoding" de Spring o el filtro de SiteMesh. Afortunadamente es posible insertar el mapeo de estándar (más exactamente, después de cualquiera definido en la plantilla del `web.xml`) de esta manera:

```

def doWithWebDescriptor = { webXml ->
    ...

    // Insert the Spring Security filter after the Spring
    // character encoding filter.
    def filter = webXml.'filter-mapping'.find {
        it.'filter-name'.text() == "charEncodingFilter"
    }

    filter + {
        'filter-mapping' {
            'filter-name'('springSecurityFilterChain')
            'url-pattern'('/')
        }
    }
}

```

## Haciendo configuración en la Post Instalación

En determinadas ocasiones es útil ser capaz de realizar configuración en runtime despues de que el [A](#) construido. En este caso, es posible definir una propiedad closure `doWithApplicationContext`

```

class SimplePlugin {
    def name = "simple"
    def version = "1.1"

    def doWithApplicationContext = { appCtx ->
        def sessionFactory = appCtx.sessionFactory
        // do something here with session factory
    }
}

```

## 12.8 Adding Dynamic Methods at Runtime

### Introducción

Los plugins de grails permiten registrar dinámicamente métodos en clases gestionadas por Grails o cualq Esto se consigue a través de la closure `doWithDynamicMethods`

Para las clases gestionadas por grails, como los controladores, librerías de tags y otras, es posible añadir mecanismo [ExpandoMetaClass](#) accediendo al [MetaClass](#) de cada controlador.

```

class ExamplePlugin {
    def doWithDynamicMethods = { applicationContext ->
        for (controllerClass in application.controllerClasses) {
            controllerClass.metaClass.myNewMethod = {-> println "hello world" }
        }
    }
}

```

En este caso, usamos el objeto implícito "application" para obtener una referencia a al atributo "metaClass" de un nuevo método llamado myNewMethod a cada controlador. Conociendo de antemano la clase a la que se le puede hacer de manera más sencilla accediendo directamente su atributo metaClass

Por ejemplo, podríamos añadir un nuevo método swapCase a java.lang.String:

```
class ExamplePlugin {
  def doWithDynamicMethods = { applicationContext ->
    String.metaClass.swapCase = {->
      def sb = new StringBuilder()
      delegate.each {
        sb << (Character.isUpperCase(it as char) ?
              Character.toLowerCase(it as char) :
              Character.toUpperCase(it as char))
      }
      sb.toString()
    }
  }
  assert "UpAndDown" == "uPaNDdOWN".swapCase()
}
```

## Interaccionando con el ApplicationContext

La closure doWithDynamicMethods recibe como parámetro la instancia del ApplicationContext: permite interactuar con los objetos que contiene. Por ejemplo, si se está implementando un método para interactuar con la instancia del SessionFactory en combinación con un HibernateTemplate

```
import org.springframework.orm.hibernate3.HibernateTemplate

class ExampleHibernatePlugin {
  def doWithDynamicMethods = { applicationContext ->
    for (domainClass in application.domainClasses) {
      domainClass.metaClass.static.load = { Long id->
        def sf = applicationContext.sessionFactory
        def template = new HibernateTemplate(sf)
        template.load(delegate, id)
      }
    }
  }
}
```

También es importante destacar que gracias a las capacidades de autowiring e inyección de dependencias, podemos crear potentes constructores usando el application context para enlazar dependencias en tus objetos en tiempo de ejecución.

```

class MyConstructorPlugin {
  def doWithDynamicMethods = { applicationContext ->
    for (domainClass in application.domainClasses) {
      domainClass.metaClass.constructor = {->
        return applicationContext.getBean(domainClass.name)
      }
    }
  }
}

```

En el ejemplo de hecho se está reemplazando el constructor por defecto por otro que devuelve un objeto lugar de crear una clase nueva.

## 12.9 Participating in Auto Reload Events

### Monitoring Resources for Changes

Often it is valuable to monitor resources for changes and perform some action when they occur. This reloading of application state at runtime. For example, consider this simplified snippet from the Grails Ser

```

class ServicesGrailsPlugin {
  ...
  def watchedResources = "file:./grails-app/services/*Service.groovy"
  ...
  def onChange = { event ->
    if (event.source) {
      def serviceClass = application.addServiceClass(event.source)
      def serviceName = "${serviceClass.propertyName}"
      def beans = beans {
        "$serviceName"(serviceClass.getClazz()) { bean ->
          bean.autowire = true
        }
      }
      if (event.ctx) {
        event.ctx.registerBeanDefinition(
          serviceName,
          beans.getBeanDefinition(serviceName))
      }
    }
  }
}

```

First it defines `watchedResources` as either a String or a List of strings that contain either the ref watch. If the watched resources specify a Groovy file, when it is changed it will automatically be reloaded. The `onChange` closure in the event object.

The event object defines a number of useful properties:

- `event.source` - The source of the event, either the reloaded Class or a Spring Resource
- `event.ctx` - The Spring ApplicationContext instance
- `event.plugin` - The plugin object that manages the resource (usually `this`)
- `event.application` - The GrailsApplication instance
- `event.manager` - The GrailsPluginManager instance

These objects are available to help you apply the appropriate changes based on what changed. In the "Services" bean is re-registered with the `ApplicationContext` when one of the service classes changes.

## Influencing Other Plugins

In addition to reacting to changes, sometimes a plugin needs to "influence" another.

Take for example the Services and Controllers plugins. When a service is reloaded, unless you reload the controllers when you try to auto-wire the reloaded service into an older controller Class.

To get around this, you can specify which plugins another plugin "influences". This means that when one plugin is reloaded, it will also reload its influenced plugins. For example consider this snippet from the `ServicesGrailsPlugin`:

```
def influences = ['controllers']
```

## Observing other plugins

If there is a particular plugin that you would like to observe for changes but not necessary watch the reloads, you can use the "observe" property:

```
def observe = ["controllers"]
```

In this case when a controller is changed you will also receive the event chained from the controllers plugin.

It is also possible for a plugin to observe all loaded plugins by using a wildcard:

```
def observe = ["*"]
```

The Logging plugin does exactly this so that it can add the `log` property back to *any* artefact that changes.

## 12.10 Understanding Plugin Load Order

### Controlling Plugin Dependencies

Plugins often depend on the presence of other plugins and can adapt depending on the presence of other properties. The first is called `dependsOn`. For example, take a look at this snippet from the `HibernateGrailsPlugin`:

```
class HibernateGrailsPlugin {
  def version = "1.0"
  def dependsOn = [dataSource: "1.0",
                  domainClass: "1.0",
                  hibernate: "1.0",
                  core: "1.0"]
}
```

The Hibernate plugin is dependent on the presence of four plugins: the `dataSource`, `domainClass`, `i`

The dependencies will be loaded before the Hibernate plugin and if all dependencies do not load, then the

The `dependsOn` property also supports a mini expression language for specifying version ranges. A fe below:

```
def dependsOn = [foo: "* > 1.0"]
def dependsOn = [foo: "1.0 > 1.1"]
def dependsOn = [foo: "1.0 > *"]
```

When the wildcard `*` character is used it denotes "any" version. The expression syntax also excludes any so for example the expression `"1.0 > 1.1"` would match any of the following versions:

- 1.1
- 1.0
- 1.0.1
- 1.0.3-SNAPSHOT
- 1.1-BETA2

## Controlling Load Order

Using `dependsOn` establishes a "hard" dependency in that if the dependency is not resolved, the pl possible though to have a weaker dependency using the `loadAfter` property:

```
def loadAfter = ['controllers']
```

Here the plugin will be loaded after the `controllers` plugin if it exists, otherwise it will just be loa presence of the other plugin, for example the Hibernate plugin has this code in its `doWithSpring` closur

```
if (manager?.hasGrailsPlugin("controllers")) {
    openSessionInViewInterceptor(OpenSessionInViewInterceptor) {
        flushMode = HibernateAccessor.FLUSH_MANUAL
        sessionFactory = sessionFactory
    }
    grailsUrlHandlerMapping.interceptors << openSessionInViewInterceptor
}
```

Here the Hibernate plugin will only register an `OpenSessionInViewInterceptor` if the `contr manager` variable is an instance of the [GrailsPluginManager](#) interface and it provides methods to interact

## Scopes and Environments

It's not only plugin load order that you can control. You can also specify which environments your plugin (stages of a build). Simply declare one or both of these properties in your plugin descriptor:

```
def environments = ['development', 'test', 'myCustomEnv']
def scopes = [excludes:'war']
```

In this example, the plugin will only load in the 'development' and 'test' environments. Nor will it be packaged for the 'war' phase. This allows development-only plugins to not be packaged for production.

The full list of available scopes are defined by the enum [BuildScope](#), but here's a summary:

- `test` - when running tests
- `functional-test` - when running functional tests
- `run` - for `run-app` and `run-war`
- `war` - when packaging the application as a WAR file
- `all` - plugin applies to all scopes (default)

Both properties can be one of:

- a string - a sole inclusion
- a list - a list of environments or scopes to include
- a map - for full control, with 'includes' and/or 'excludes' keys that can have string or list values

For example,

```
def environments = "test"
```

will only include the plugin in the test environment, whereas

```
def environments = ["development", "test"]
```

will include it in both the development *and* test environments. Finally,

```
def environments = [includes: ["development", "test"]]
```

will do the same thing.

## 12.11 The Artefact API

Con lo visto hasta ahora ya debería entender el concepto de artefacto en Grails: un tipo especial de clase diferente a las clases de Groovy y Java usuales, por ejemplo mediante la inyección en ellas de propiedades de artefactos las clases de dominio y los controladores. De lo que es posible que no se haya percibido los desarrolladores de aplicaciones y plugins acceder a la infraestructura subyacente de los artefactos, lo que los artefactos hay disponibles e inyectar características a los mismos. También es posible crear tipos de artefactos.

## 12.11.1 Asking About Available Artefacts

As a plugin developer, it can be important for you to find out about what domain classes, controllers, or other application. For example, the [Searchable plugin](#) needs to know what domain classes exist so it can check and index the appropriate ones. So how does it do it? The answer lies with the `grailsApplication` object that's available automatically in controllers and GSPs and can be [injected](#) everywhere else.

The `grailsApplication` object has several important properties and methods for querying artefacts. that gives you all the classes of a particular artefact type:

```
for (cls in grailsApplication.<artefactType>Classes) {  
    ...  
}
```

In this case, `artefactType` is the property name form of the artefact type. With core Grails you have:

- `domain`
- `controller`
- `tagLib`
- `service`
- `codec`
- `bootstrap`
- `urlMappings`

So for example, if you want to iterate over all the domain classes, you use:

```
for (cls in grailsApplication.domainClasses) {  
    ...  
}
```

and for URL mappings:

```
for (cls in grailsApplication.urlMappingsClasses) {  
    ...  
}
```

You need to be aware that the objects returned by these properties are not instances of [Class](#). Instead, they have some particularly useful properties and methods, including one for the underlying `Class`:

- `shortName` - the class name of the artefact without the package (equivalent of `Class.simpleName`)
- `logicalPropertyName` - the artefact name in property form without the 'type' suffix. So `MyGreeterController` would be `myGreeter`.
- `isAbstract()` - a boolean indicating whether the artefact class is abstract or not.
- `getPropertyValue(name)` - returns the value of the given property, whether it's a static or a non-static property. If the property is initialised on declaration, e.g. `static transactional = true`.



The artefact API also allows you to fetch classes by name and check whether a class is an artefact:

- `get<type>Class(String name)`
- `is<type>Class(Class clazz)`

The first method will retrieve the `GrailsClass` instance for the given name, e.g. `'MyGreatController'`. is a particular type of artefact. For example, `grailsApplication.isControllerClass(org.example.MyGreatController)` to check in fact a controller.

## 12.11.2 Adding Your Own Artefact Types

Plugins can easily provide their own artefacts so that they can easily find out what implementations are a you need to do is create an `ArtefactHandler` implementation and register it in your main plugin class

```
class MyGrailsPlugin {
    def artefacts = [ org.somewhere.MyArtefactHandler ]
    ...
}
```

The `artefacts` list can contain either handler classes (as above) or instances of handlers.

So, what does an artefact handler look like? Well, put simply it is an implementation of the [ArtefactHandler](#) there is a skeleton implementation that can readily be extended: [ArtefactHandlerAdapter](#).

In addition to the handler itself, every new artefact needs a corresponding wrapper class that implementations are available such as [AbstractInjectableGrailsClass](#), which is particularly useful as it is auto-wired, just like controllers and services.

The best way to understand how both the handler and wrapper classes work is to look at the Quartz plugin:

- [GrailsJobClass](#)
- [DefaultGrailsJobClass](#)
- [JobArtefactHandler](#)

Another example is the [Shiro plugin](#) which adds a realm artefact.

## 12.12 Binary Plugins

Normalmente los plugins de Grails se empaquetan como ficheros zip junto con el código fuente de los mismos referente a la distribución libre (cualquiera puede ver el código), además de evitar problemas con el compilador para compilar.

En Grails 2.0 es posible pre-compilar los plugins en un fichero JAR estandar conocido como "plugin binario" (algunas desventajas como hemos visto con los plugins empaquetados junto al código fuente) como por ejemplo:

- Los plugins binarios pueden ser publicados como jars estandar en un repositorio Maven
- Los plugins binarios pueden ser declarados como cualquier otra dependencia a otro jar
- Los plugins comerciales son más viables dado que el código fuente no se publica.
- Los IDEs de desarrollo los gestionan mejor dado que los plugins binarios son ficheros JARs normales

## Empaquetamiento

Para empaquetar un plugin en forma binaria se usa el comando `package-plugin` y el flag `--binary`

```
grails package-plugin --binary
```

Entre los artefactos soportados se incluyen:

- Los artefactos de Grails como los controladores, las clases de dominio y otros
- I18n Message bundles
- Vistas GSP Views, layouts y plantillas

También se puede especificar el tipo de empaquetamiento en el descriptor del plugin

```
def packaging = "binary"
```

en este caso el empaquetamiento por defecto será binario

## Usando los plugins binarios

El proceso de empaquetamiento crea un fichero JAR en el directorio `target` del plugin, por ejemplo. Existen dos maneras para incorporar un plugin binario en una aplicación.

Una consiste simplemente en colocar el JAR del plugin en el directorio `lib` de la aplicación. La otra es utilizar un repositorio compatible con Maven y declararlo como dependencia en `grails-app/conf/BuildConfig.groovy`.

```
dependencies {  
    compile "mycompany:myplugin:0.1"  
}
```



Como los plugins son empaquetados como ficheros JAR, son declarados como dependencias, *no* en el bloque `plugins` como parece más natural. El bloque `plugins` es para los plugins clásicos empaquetados con el código fuente en los ficheros zip.

## 13 Web Services

Todos los servicios web son acerca de proveer una web API dentro de su aplicacion web y son tipicamente "SOAP":<http://en.wikipedia.org/wiki/SOAP>.

### 13.1 REST

REST is not really a technology in itself, but more an architectural pattern. REST is very simple and just a communication medium, combined with URL patterns that are "representational" of the underlying system. PUT, POST and DELETE.

Each HTTP method maps to an action type. For example GET for retrieving data, PUT for creating data, POST for updating data and DELETE for deleting data. REST fits quite well with [CRUD](#).

#### URL patterns

The first step to implementing REST with Grails is to provide RESTful [URL mappings](#):

```
static mappings = {  
    "/product/$id?"(resource:"product")  
}
```

This maps the URI `/product` onto a `ProductController`. Each HTTP method such as GET, PUT, POST and DELETE actions within the controller as outlined by the table below:

Method	Action
GET	show
PUT	update
POST	save
DELETE	delete

In addition, Grails provides automatic XML or JSON marshalling for you.

You can alter how HTTP methods are handled by using URL Mappings to [map to HTTP methods](#):

```
"/product/$id"(controller: "product") {  
    action = [GET: "show", PUT: "update", DELETE: "delete", POST: "save"]  
}
```

However, unlike the `resource` argument used previously, in this case Grails will not provide automatic marshalling. You must specify the `parseRequest` argument:

```
"/product/$id"(controller: "product", parseRequest: true) {  
    action = [GET: "show", PUT: "update", DELETE: "delete", POST: "save"]  
}
```

## HTTP Methods

In the previous section you saw how you can easily define URL mappings that map specific HTTP methods. Writing a REST client that then sends a specific HTTP method is then easy (example in Groovy's HTTPBuilder).

```
import groovyx.net.http.*
import static groovyx.net.http.ContentType.JSON

def http = new HTTPBuilder("http://localhost:8080/amazon")

http.request(Method.GET, JSON) {
    url.path = '/book/list'
    response.success = { resp, json ->
        for (book in json.books) {
            println book.title
        }
    }
}
```

Issuing a request with a method other than GET or POST from a regular browser is not possible without some [form](#) you can specify an alternative method such as DELETE:

```
<g:form controller="book" method="DELETE">
    ..
</g:form>
```

Grails will send a hidden parameter called `_method`, which will be used as the request's HTTP method. For non-browser clients is to use the X-HTTP-Method-Override to specify the alternative method.

## XML Marshalling - Reading

The controller can use Grails' [XML marshalling](#) support to implement the GET method:

```
import grails.converters.XML

class ProductController {
    def show() {
        if (params.id && Product.exists(params.id)) {
            def p = Product.findByName(params.id)
            render p as XML
        }
        else {
            def all = Product.list()
            render all as XML
        }
    }
    ..
}
```

If there is an `id` we search for the `Product` by name and return it, otherwise we return all `Products`. This way, if we go to `/product/MacBook` we only get a `MacBook`.

## XML Marshalling - Updating

To support updates such as PUT and POST you can use the [params](#) object which Grails enhances with packet. Given an incoming XML packet of:

```
<?xml version="1.0" encoding="ISO-8859-1"?>
<product>
  <name>MacBook</name>
  <vendor id="12">
    <name>Apple</name>
  </vendor>
</product>
```

you can read this XML packet using the same techniques described in the [Data Binding](#) section, using the :

```
def save() {
  def p = new Product(params.product)

  if (p.save()) {
    render p as XML
  }
  else {
    render p.errors
  }
}
```

In this example by indexing into the `params` object using the `product` key we can automatically Product constructor. An interesting aspect of the line:

```
def p = new Product(params.product)
```

is that it requires no code changes to deal with a form submission that submits form data, or an XML request.



If you require different responses to different clients (REST, HTML etc.) you can use [content negotiation](#).

The `Product` object is then saved and rendered as XML, otherwise an error message is produced using the `render` method:

```
<error>
  <message>The property 'title' of class 'Person' must be specified</message>
</error>
```

## REST with JAX-RS

There also is a [JAX-RS Plugin](#) which can be used to build web services based on the Java API for RESTful Web Services.

## 13.2 SOAP

Hay varios plugins que agregan soporte SOAP a Grails dependiendo de su enfoque preferido. Para el primer plugin [Spring WS](#), mientras que si quiere generar una API de SOAP desde servicios Grails hay varios plugins.

- [CXF](#) plugin el cual usa la pila de SOAP [CXF](#)
- [Axis2](#) plugin el cual usa [Axis2](#)
- [Metro](#) plugin el cual usa el framework [Metro](#) (y puede tambien ser usado por [Contract First](#))

La mayoría de las integraciones de SOAP son integradas con Grails [services](#) son via la propiedad estatica del plugin CXF:

```
class BookService {
    static expose = ['cxf']

    Book[] getBooks() {
        Book.list() as Book[]
    }
}
```

El WSDL puede entonces ser accesado en la ubicacion: `http://127.0.0.1:8080/your_grails_`

Para mas informacion del plugin CXF refierase a [la documentacion](#) en la wiki.

## 13.3 RSS and Atom

No hay soporte directo proveido dentro de Grails para RSS y Atom. Usted podria construir RSS o ATOM capacidad de XML. Hay sin embargo un [plugin de Feeds](#) disponible para Grails que provee un constructo popular [ROME](#) Un ejemplo de su uso pude verse a continuacion:

```
def feed() {
    render(feedType: "rss", feedVersion: "2.0") {
        title = "My test feed"
        link = "http://your.test.server/yourController/feed"

        for (article in Article.list()) {
            entry(article.title) {
                link = "http://your.test.server/article/${article.id}"
                article.content // return the content
            }
        }
    }
}
```

## 14 Grails and Spring

This section is for advanced users and those who are interested in how Grails integrates with and builds on for [plugin developers](#) considering doing runtime configuration Grails.

### 14.1 The Underpinnings of Grails

Grails is actually a [Spring MVC](#) application in disguise. Spring MVC is the Spring framework's built Although Spring MVC suffers from some of the same difficulties as frameworks like Struts in terms of its architected and was, for Grails, the perfect framework to build another framework on top of.

Grails leverages Spring MVC in the following areas:

- Basic controller logic - Grails subclasses Spring's [DispatcherServlet](#) and uses it to delegate to Grails c
- Data Binding and Validation - Grails' [validation](#) and [data binding](#) capabilities are built on those provi
- Runtime configuration - Grails' entire runtime convention based system is wired together by a Spring
- Transactions - Grails uses Spring's transaction management in [GORM](#)

In other words Grails has Spring embedded running all the way through it.

### The Grails ApplicationContext

Spring developers are often keen to understand how the Grails ApplicationContext instance is cons

- Grails constructs a parent ApplicationContext from the web-app/WEB-INF/appli ApplicationContext configures the [GrailsApplication](#) instance and the [GrailsPluginManager](#).
- Using this ApplicationContext as a parent Grails' analyses the conventions with the Grails? a child ApplicationContext that is used as the root ApplicationContext of the web appli

### Configured Spring Beans

Most of Grails' configuration happens at runtime. Each [plugin](#) may configure Spring beans that are regist For a reference as to which beans are configured, refer to the reference guide which describes each of th configure.

### 14.2 Configuring Additional Beans

#### Using the Spring Bean DSL

You can easily register new (or override existing) beans by configuring them in `grails-app/conf/sj` uses the Grails [Spring DSL](#). Beans are defined inside a beans property (a Closure):

```
beans = {  
    // beans here  
}
```

As a simple example you can configure a bean with the following syntax:

```
import my.company.MyBeanImpl

beans = {
    myBean(MyBeanImpl) {
        someProperty = 42
        otherProperty = "blue"
    }
}
```

Once configured, the bean can be auto-wired into Grails artifacts and other classes that support `Bootstrap.groovy` and integration tests) by declaring a public field whose name is your bean's name

```
class ExampleController {
    def myBean
    ...
}
```

Using the DSL has the advantage that you can mix bean declarations and logic, for example based on the [environment](#)

```
import grails.util.Environment
import my.company.mock.MockImpl
import my.company.MyBeanImpl

beans = {
    switch(Environment.current) {
        case Environment.PRODUCTION:
            myBean(MyBeanImpl) {
                someProperty = 42
                otherProperty = "blue"
            }
            break
        case Environment.DEVELOPMENT:
            myBean(MockImpl) {
                someProperty = 42
                otherProperty = "blue"
            }
            break
    }
}
```

The `GrailsApplication` object can be accessed with the `application` variable and can be used (amongst other things):



```

import grails.util.Environment
import my.company.mock.MockImpl
import my.company.MyBeanImpl

beans = {
    if (application.config.my.company.mockService) {
        myBean(MockImpl) {
            someProperty = 42
            otherProperty = "blue"
        }
    } else {
        myBean(MyBeanImpl) {
            someProperty = 42
            otherProperty = "blue"
        }
    }
}

```



If you define a bean in `resources.groovy` with the same name as one previously registered by an installed plugin, your bean will replace the previous registration. This is a convenient way without resorting to editing plugin code or other approaches that would affect maintainability.

## Using XML

Beans can also be configured using a `grails-app/conf/spring/resources.xml`. In earlier versions of Grails, this file was automatically generated for you by the `run-app` script, but the DSL in `resources.groovy` is now automatically generated. But it is still supported - you just need to create it yourself.

This file is a typical Spring XML file and the Spring documentation has an [excellent reference](#) on how to create it. The `myBean` bean that we configured using the DSL would be configured with this syntax in the XML file:

```

<bean id="myBean" class="my.company.MyBeanImpl">
    <property name="someProperty" value="42" />
    <property name="otherProperty" value="blue" />
</bean>

```

Like the other bean it can be auto-wired into any class that supports dependency injection:

```

class ExampleController {
    def myBean
}

```

## Referencing Existing Beans

Beans declared in `resources.groovy` or `resources.xml` can reference other beans by their name. For example, if the `BookService` class has a bean named `bookService`, your bean would reference it like this:

```
beans = {
    myBean(MyBeanImpl) {
        someProperty = 42
        otherProperty = "blue"
        bookService = ref("bookService")
    }
}
```

or like this in XML:

```
<bean id="myBean" class="my.company.MyBeanImpl">
    <property name="someProperty" value="42" />
    <property name="otherProperty" value="blue" />
    <property name="bookService" ref="bookService" />
</bean>
```

The bean needs a public setter for the bean reference (and also the two simple properties), which in Groovy:

```
package my.company

class MyBeanImpl {
    Integer someProperty
    String otherProperty
    BookService bookService // or just "def bookService"
}
```

or in Java like this:

```
package my.company;

class MyBeanImpl {

    private BookService bookService;
    private Integer someProperty;
    private String otherProperty;

    public void setBookService(BookService theBookService) {
        this.bookService = theBookService;
    }

    public void setSomeProperty(Integer someProperty) {
        this.someProperty = someProperty;
    }

    public void setOtherProperty(String otherProperty) {
        this.otherProperty = otherProperty;
    }
}
```

Using `ref` (in XML or the DSL) is very powerful since it configures a runtime reference, so the reference is in place when the final application context configuration occurs, everything will be resolved correctly.

For a full reference of the available beans see the plugin reference in the reference guide.

## 14.3 Runtime Spring with the Beans DSL

This Bean builder in Grails aims to provide a simplified way of wiring together dependencies that uses Spring.

In addition, Spring's regular way of configuration (via XML and annotations) is static and difficult to modify. Grails' [BeanBuilder](#) class changes programmatic XML creation which is both error prone and verbose. Grails' [BeanBuilder](#) change programmatically wire together components at runtime, allowing you to adapt the logic based on system parameters.

This enables the code to adapt to its environment and avoids unnecessary duplication of code (having development and production environments).

## The BeanBuilder class

Grails provides a [grails.spring.BeanBuilder](#) class that uses dynamic Groovy to construct bean definitions.

```
import org.apache.commons.dbcp.BasicDataSource
import org.codehaus.groovy.grails.orm.hibernate.ConfigurableLocalSessionFactoryBean
import org.springframework.context.ApplicationContext
import grails.spring.BeanBuilder

def bb = new BeanBuilder()

bb.beans {
  dataSource(BasicDataSource) {
    driverClassName = "org.h2.Driver"
    url = "jdbc:h2:mem:grailsDB"
    username = "sa"
    password = ""
  }

  sessionFactory(ConfigurableLocalSessionFactoryBean) {
    dataSource = ref('dataSource')
    hibernateProperties = [ "hibernate.hbm2ddl.auto": "create-drop",
                          "hibernate.show_sql": "true" ]
  }
}

ApplicationContext appContext = bb.createApplicationContext()
```



Within [plugins](#) and the [grails-app/conf/spring/resources.groovy](#) file you don't need to create a [BeanBuilder](#). Instead the DSL is implicitly available inside the `doWithSpring` and `doWithSpringBlock` methods respectively.

This example shows how you would configure Hibernate with a data source with the [BeanBuilder](#) class.

Each method call (in this case `dataSource` and `sessionFactory` calls) maps to the name of the bean. The last argument is a block. Within the body of the block you can set Groovy syntax.

Bean references are resolved automatically using the name of the bean. This can be seen in the `sessionFactory` bean resolves the `dataSource` reference.

Certain special properties related to bean management can also be set by the builder, as seen in the following example.

```

 sessionFactory(ConfigurableLocalSessionFactoryBean) { bean ->
    // Autowiring behaviour. The other option is 'byType'. [autowire]
    bean.autowire = 'byName'
    // Sets the initialisation method to 'init'. [init-method]
    bean.initMethod = 'init'
    // Sets the destruction method to 'destroy'. [destroy-method]
    bean.destroyMethod = 'destroy'
    // Sets the scope of the bean. [scope]
    bean.scope = 'request'
    dataSource = ref('dataSource')
    hibernateProperties = [ "hibernate.hbm2ddl.auto": "create-drop",
                          "hibernate.show_sql":      "true" ]
  }

```

The strings in square brackets are the names of the equivalent bean attributes in Spring's XML definition.

## Using BeanBuilder with Spring MVC

Include the `grails-spring-<version>.jar` file in your classpath to use BeanBuilder in a regular following `<context-param>` values to your `/WEB-INF/web.xml` file:

```

<context-param>
  <param-name>contextConfigLocation</param-name>
  <param-value>/WEB-INF/applicationContext.groovy</param-value>
</context-param>

<context-param>
  <param-name>contextClass</param-name>
  <param-value>
    org.codehaus.groovy.grails.commons.spring.GrailsWebApplicationContext
  </param-value>
</context-param>

```

Then create a `/WEB-INF/applicationContext.groovy` file that does the rest:

```

import org.apache.commons.dbcp.BasicDataSource

beans {
  dataSource(BasicDataSource) {
    driverClassName = "org.h2.Driver"
    url = "jdbc:h2:mem:grailsDB"
    username = "sa"
    password = ""
  }
}

```

## Loading Bean Definitions from the File System

You can use the BeanBuilder class to load external Groovy scripts that define beans using the same example:

```

def bb = new BeanBuilder()
bb.loadBeans("classpath:*SpringBeans.groovy")

def applicationContext = bb.createApplicationContext()

```

Here the BeanBuilder loads all Groovy files on the classpath ending with `SpringBeans.groovy`. An example script can be seen below:

```
import org.apache.commons.dbcp.BasicDataSource
import org.codehaus.groovy.grails.orm.hibernate.ConfigurableLocalSessionFactoryBean

beans {
    dataSource(BasicDataSource) {
        driverClassName = "org.h2.Driver"
        url = "jdbc:h2:mem:grailsDB"
        username = "sa"
        password = ""
    }
    sessionFactory(ConfigurableLocalSessionFactoryBean) {
        dataSource = dataSource
        hibernateProperties = [ "hibernate.hbm2ddl.auto": "create-drop",
                              "hibernate.show_sql": "true" ]
    }
}
```

## Adding Variables to the Binding (Context)

If you're loading beans from a script you can set the binding to use by creating a Groovy Binding:

```
def binding = new Binding()
binding.maxSize = 10000
binding.productGroup = 'finance'

def bb = new BeanBuilder()
bb.binding = binding
bb.loadBeans("classpath:*SpringBeans.groovy")

def ctx = bb.createApplicationContext()
```

Then you can access the `maxSize` and `productGroup` properties in your DSL files.

## 14.4 The BeanBuilder DSL Explained

### Using Constructor Arguments

Constructor arguments can be defined using parameters to each bean-defining method. Put them after the f

```
bb.beans {
    exampleBean(MyExampleBean, "firstArgument", 2) {
        someProperty = [1, 2, 3]
    }
}
```

This configuration corresponds to a `MyExampleBean` with a constructor that looks like this:

```
MyExampleBean(String foo, int bar) {
    ...
}
```

## Configuring the BeanDefinition (Using factory methods)

The first argument to the closure is a reference to the bean configuration instance, which you can use to any method on the [AbstractBeanDefinition](#) class:

```
bb.beans {
  exampleBean(MyExampleBean) { bean ->
    bean.factoryMethod = "getInstance"
    bean.singleton = false
    someProperty = [1, 2, 3]
  }
}
```

As an alternative you can also use the return value of the bean defining method to configure the bean:

```
bb.beans {
  def example = exampleBean(MyExampleBean) {
    someProperty = [1, 2, 3]
  }
  example.factoryMethod = "getInstance"
}
```

## Using Factory beans

Spring defines the concept of factory beans and often a bean is created not directly from a new instance of a class, but from a factory bean. In this case the bean has no Class argument and instead you must pass the name of the factory bean.

```
bb.beans {
  myFactory(ExampleFactoryBean) {
    someProperty = [1, 2, 3]
  }
  myBean(myFactory) {
    name = "blah"
  }
}
```

Another common approach is provide the name of the factory method to call on the factory bean. The parameter syntax:

```
bb.beans {
  myFactory(ExampleFactoryBean) {
    someProperty = [1, 2, 3]
  }
  myBean(myFactory: "getInstance") {
    name = "blah"
  }
}
```

Here the `getInstance` method on the `ExampleFactoryBean` bean will be called to create the `myBean`.

## Creating Bean References at Runtime

Sometimes you don't know the name of the bean to be created until runtime. In this case you can use `ref` for creating a bean reference and `Bean` for defining method dynamically:

```
def beanName = "example"
bb.beans {
  "${beanName}Bean" (MyExampleBean) {
    someProperty = [1, 2, 3]
  }
}
```

In this case the `beanName` variable defined earlier is used when invoking a bean defining method. This would work just as well with a name that is generated programmatically based on configuration, system properties, etc.

Furthermore, because sometimes bean names are not known until runtime you may need to reference the beans, in this case using the `ref` method:

```
def beanName = "example"
bb.beans {
  "${beanName}Bean" (MyExampleBean) {
    someProperty = [1, 2, 3]
  }
  anotherBean(AnotherBean) {
    example = ref("${beanName}Bean")
  }
}
```

Here the `example` property of `AnotherBean` is set using a runtime reference to the `exampleBean`. This is done by passing the bean name to `ref` and the `BeanBuilder` that provides the parent `ApplicationContext` that is provided in the constructor of the `BeanBuilder`.

```
ApplicationContext parent = ...//
def bb = new BeanBuilder(parent)
bb.beans {
  anotherBean(AnotherBean) {
    example = ref("${beanName}Bean", true)
  }
}
```

Here the second parameter `true` specifies that the reference will look for the bean in the parent context.

## Using Anonymous (Inner) Beans

You can use anonymous inner beans by setting a property of the bean to a block that takes an argument that is the bean name.

```

bb.beans {
  marge(Person) {
    name = "Marge"
    husband = { Person p ->
      name = "Homer"
      age = 45
      props = [overweight: true, height: "1.8m"]
    }
    children = [bart, lisa]
  }

  bart(Person) {
    name = "Bart"
    age = 11
  }

  lisa(Person) {
    name = "Lisa"
    age = 9
  }
}

```

In the above example we set the marge bean's husband property to a block that creates an inner bean factory bean you can omit the type and just use the specified bean definition instead to setup the factory:

```

bb.beans {
  personFactory(PersonFactory)
  marge(Person) {
    name = "Marge"
    husband = { bean ->
      bean.factoryBean = "personFactory"
      bean.factoryMethod = "newInstance"
      name = "Homer"
      age = 45
      props = [overweight: true, height: "1.8m"]
    }
    children = [bart, lisa]
  }
}

```

## Abstract Beans and Parent Bean Definitions

To create an abstract bean definition define a bean without a Class parameter:

```

class HolyGrailQuest {
  def start() { println "lets begin" }
}

```



```

class KnightOfTheRoundTable {
  String name
  String leader
  HolyGrailQuest quest

  KnightOfTheRoundTable(String name) {
    this.name = name
  }

  def embarkOnQuest() {
    quest.start()
  }
}

```

```

import grails.spring.BeanBuilder

def bb = new BeanBuilder()
bb.beans {
  abstractBean {
    leader = "Lancelot"
  }
  ...
}

```

Here we define an abstract bean that has a `leader` property with the value of `"Lancelot"`. To use the child bean:

```

bb.beans {
  ...
  quest(HolyGrailQuest)

  knights(KnightOfTheRoundTable, "Camelot") { bean ->
    bean.parent = abstractBean
    quest = ref('quest')
  }
}

```



When using a parent bean you must set the parent property of the bean before setting any other property of the bean!

If you want an abstract bean that has a `Class` specified you can do it this way:

```
import grails.spring.BeanBuilder

def bb = new BeanBuilder()
bb.beans {

    abstractBean(KnightOfTheRoundTable) { bean ->
        bean.'abstract' = true
        leader = "Lancelot"
    }

    quest(HolyGrailQuest)

    knights("Camelot") { bean ->
        bean.parent = abstractBean
        quest = quest
    }
}
```

In this example we create an abstract bean of type `KnightOfTheRoundTable` and use the bean argument to create a knights bean that has no Class defined, but inherits the Class from the parent bean.

## Using Spring Namespaces

Since Spring 2.0, users of Spring have had easier access to key features via XML namespaces. You can use them by declaring it with this syntax:

```
xmlns context:"http://www.springframework.org/schema/context"
```

and then invoking a method that matches the names of the Spring namespace tag and its associated attributes:

```
context.'component-scan'('base-package': "my.company.domain")
```

You can do some useful things with Spring namespaces, such as looking up a JNDI resource:

```
xmlns jee:"http://www.springframework.org/schema/jee"
jee.'jndi-lookup'(id: "dataSource", 'jndi-name': "java:comp/env/myDataSource")
```

This example will create a Spring bean with the identifier `dataSource` by performing a JNDI lookup. In addition to using Spring namespaces you also get full access to all of the powerful AOP support in Spring from BeanBuilder. For example:

```
class Person {
    int age
    String name

    void birthday() {
        ++age;
    }
}
```

```

class BirthdayCardSender {
    List peopleSentCards = []
    void onBirthday(Person person) {
        peopleSentCards << person
    }
}

```

You can define an aspect that uses a pointcut to detect whenever the `birthday()` method is called:

```

xmlns aop:"http://www.springframework.org/schema/aop"

fred(Person) {
    name = "Fred"
    age = 45
}

birthdayCardSenderAspect(BirthdayCardSender)

aop {
    config("proxy-target-class": true) {
        aspect(id: "sendBirthdayCard", ref: "birthdayCardSenderAspect") {
            after method: "onBirthday",
            pointcut: "execution(void ..Person.birthday()) and this(person)"
        }
    }
}

```

## 14.5 Property Placeholder Configuration

Grails supports the notion of property placeholder configuration through an extended version of Spring's is typically useful in combination with [externalized configuration](#).

Settings defined in either [ConfigSlurper](#) scripts or Java properties files can be used as placeholder in `grails-app/conf/spring/resources.xml`. For example given the following entries in `grails` an externalized config):

```

database.driver="com.mysql.jdbc.Driver"
database.dbname="mysql:mydb"

```

You can then specify placeholders in `resources.xml` as follows using the familiar `${..}` syntax:

```

<bean id="dataSource"
    class="org.springframework.jdbc.datasource.DriverManagerDataSource">
    <property name="driverClassName">
        <value>${database.driver}</value>
    </property>
    <property name="url">
        <value>jdbc:${database.dbname}</value>
    </property>
</bean>

```

## 14.6 Property Override Configuration

Grails supports setting of bean properties via [configuration](#). This is often useful when used in combination

You define a beans block with the names of beans and their values:

```
beans {
  bookService {
    webserviceURL = "http://www.amazon.com"
  }
}
```

The general format is:

```
[bean name].[property name] = [value]
```

The same configuration in a Java properties file would be:

```
beans.bookService.webserviceURL=http://www.amazon.com
```

## 15 Grails and Hibernate

If [GORM](#) (Grails Object Relational Mapping) is not flexible enough for your liking you can alternate with Hibernate, either with XML mapping files or JPA annotations. You will be able to map Grails domain classes and have more flexibility in the creation of your database schema. Best of all, you will still be able to use all the query methods provided by GORM!

### 15.1 Using Hibernate XML Mapping Files

Mapping your domain classes with XML is pretty straightforward. Simply create a `hibernate` directory in `grails-app/conf`, either manually or with the [create-hibernate-cfg-xml](#) command:

```
<?xml version='1.0' encoding='UTF-8'?>
<!DOCTYPE hibernate-configuration PUBLIC
    "-//Hibernate/Hibernate Configuration DTD 3.0//EN"
    "http://hibernate.sourceforge.net/hibernate-configuration-3.0.dtd">
<hibernate-configuration>
    <session-factory>
        <!-- Example mapping file inclusion -->
        <mapping resource="org.example.Book.hbm.xml"/>
        ...
    </session-factory>
</hibernate-configuration>
```

The individual mapping files, like `org.example.Book.hbm.xml` in the above example, also go into the `hibernate` directory. To find out how to map domain classes with XML, check out the [Hibernate manual](#).

If the default location of the `hibernate.cfg.xml` file doesn't suit you, you can change it by editing `grails-app/conf/DataSource.groovy`:

```
hibernate {
    config.location = "file:/path/to/my/hibernate.cfg.xml"
}
```

or even a list of locations:

```
hibernate {
    config.location = [ "file:/path/to/one/hibernate.cfg.xml",
                       "file:/path/to/two/hibernate.cfg.xml" ]
}
```

Grails also lets you write your domain model in Java or reuse an existing one that already has Hibernate mappings. You can put the Java files in `src/java` or the classpath. If the domain model is packaged as a JAR, you still need the `hibernate.cfg.xml` though!

### 15.2 Mapping with Hibernate Annotations

To map a domain class with annotations, create a new class in `src/java` and use the annotations to define the domain. For more info on this see the [Hibernate Annotations Docs](#):

```

package com.books;

import javax.persistence.Entity;
import javax.persistence.GeneratedValue;
import javax.persistence.Id;

@Entity
public class Book {
    private Long id;
    private String title;
    private String description;
    private Date date;

    @Id
    @GeneratedValue
    public Long getId() {
        return id;
    }

    public void setId(Long id) {
        this.id = id;
    }

    public String getTitle() {
        return title;
    }

    public void setTitle(String title) {
        this.title = title;
    }

    public String getDescription() {
        return description;
    }

    public void setDescription(String description) {
        this.description = description;
    }
}

```

Then register the class with the Hibernate sessionFactory by adding `grails-app/conf/hibernate/hibernate.cfg.xml` file as follows:

```

<!DOCTYPE hibernate-configuration SYSTEM
    "http://hibernate.sourceforge.net/hibernate-configuration-3.0.dtd">
<hibernate-configuration>
    <session-factory>
        <mapping package="com.books" />
        <mapping class="com.books.Book" />
    </session-factory>
</hibernate-configuration>

```

See the previous section for more information on the `hibernate.cfg.xml` file.

When Grails loads it will register the necessary dynamic methods with the class. To see what else you can do, see the section on [Scaffolding](#).

## 15.3 Adding Constraints

You can still use GORM validation even if you use a Java domain model. Grails lets you define constraints in the `src/java` directory. The script must be in a directory that matches the package of the corresponding domain class. For example, if you had a domain class `org.example.Book`, the constraints script would be `src/java/org/example/BookConstraints.groovy`.

Add a standard GORM constraints block to the script:

```
constraints = {  
    title blank: false  
    author blank: false  
}
```

Once this is in place you can validate instances of your domain class! .

## 16 Scaffolding

Scaffolding lets you auto-generate a whole application for a given domain class including:

- The necessary [views](#)
- Controller actions for create/read/update/delete (CRUD) operations

### Dynamic Scaffolding

The simplest way to get started with scaffolding is to enable it with the `scaffold` property. Set the `scaffold` property to `true` for the `Book` domain class:

```
class BookController {  
    static scaffold = true  
}
```

This works because the `BookController` follows the same naming convention as the `Book` domain class. We could reference the class directly in the `scaffold` property:

```
class SomeController {  
    static scaffold = Author  
}
```

With this configured, when you start your application the actions and views will be auto-generated and dynamically implemented by default by the runtime scaffolding mechanism:

- list
- show
- edit
- delete
- create
- save
- update

A CRUD interface will also be generated. To access this open `http://localhost:8080/app/book`

If you prefer to keep your domain model in Java and [mapped with Hibernate](#) you can still use scaffolding, its name as the `scaffold` argument.

You can add new actions to a scaffolded controller, for example:



```
class BookController {
  static scaffold = Book

  def changeAuthor() {
    def b = Book.get(params.id)
    b.author = Author.get(params["author.id"])
    b.save()

    // redirect to a scaffolded action
    redirect(action:show)
  }
}
```

You can also override the scaffolded actions:

```
class BookController {
  static scaffold = Book

  // overrides scaffolded action to return both authors and books
  def list() {
    [bookInstanceList: Book.list(),
     bookInstanceTotal: Book.count(),
     authorInstanceList: Author.list()]
  }

  def show() {
    def book = Book.get(params.id)
    log.error(book)
    [bookInstance : book]
  }
}
```

All of this is what is known as "dynamic scaffolding" where the CRUD interface is generated dynamically



By default, the size of text areas in scaffolded views is defined in the CSS, so adding 'rows' attributes have no effect.

Also, the standard scaffold views expect model variables of the form <propertyName>collections and <propertyName>Instance for single instances. It's tempting to use properties like 'book', but those won't work.

## Customizing the Generated Views

The views adapt to [Validation constraints](#). For example you can change the order that fields appear in the builder:

```
def constraints = {
  title()
  releaseDate()
}
```

You can also get the generator to generate lists instead of text inputs if you use the `inList` constraint:

```
def constraints = {
  title()
  category(inList: ["Fiction", "Non-fiction", "Biography"])
  releaseDate()
}
```

Or if you use the `range` constraint on a number:

```
def constraints = {
  age(range:18..65)
}
```

Restricting the size with a constraint also effects how many characters can be entered in the generated view

```
def constraints = {
  name(size:0..30)
}
```

## Static Scaffolding

Grails also supports "static" scaffolding.

The above scaffolding features are useful but in real world situations it's likely that you will want to cus you generate a controller and the views used to create the above interface from the command line. To gene

```
grails generate-controller Book
```

or to generate the views:

```
grails generate-views Book
```

or to generate everything:

```
grails generate-all Book
```

If you have a domain class in a package or are generating from a [Hibernate mapped class](#) remember to incl

```
grails generate-all com.bookstore.Book
```

## Customizing the Scaffolding templates

The templates used by Grails to generate the controller and views can be customized by installing the `grails-templates` plugin. The command `grails install-plugin grails-templates` will install the plugin and the templates will be available in the `src/templates` directory.

# 17 Deployment

Grails applications can be deployed in a number of ways, each of which has its pros and cons.

## "grails run-app"

You should be very familiar with this approach by now, since it is the most common method of running phase. An embedded Tomcat server is launched that loads the web application from the development source changes to application files.

This approach is not recommended at all for production deployment because the performance is poor. The sizable overhead on the server. Having said that, `grails prod run-app` removes the per-request recompilation, so frequently the regular check takes place.

Setting the system property "disable.auto.recompile" to `true` disables this regular check completely, which controls the frequency. This latter property should be set to the number of seconds you want between each check.

## "grails run-war"

This is very similar to the previous option, but Tomcat runs against the packaged WAR file rather than the development source, so you get good performance without the hassle of having to deploy the WAR file elsewhere.

## WAR file

When it comes down to it, current java infrastructures almost mandate that web applications are deployed as WAR files. This is the common approach to Grails application deployment in production. Creating a WAR file is as simple as executing the following command:

```
grails war
```

There are also many ways in which you can customise the WAR file that is created. For example, you can specify (via a relative path) to the command that instructs it where to place the file and what name to give it:

```
grails war /opt/java/tomcat-5.5.24/foobar.war
```

Alternatively, you can add a line to `grails-app/conf/BuildConfig.groovy` that changes the default WAR file name:

```
grails.project.war.file = "foobar-prod.war"
```

Any command line argument that you provide overrides this setting.

It is also possible to control what libraries are included in the WAR file, for example to avoid conflicts v default behavior is to include in the WAR file all libraries required by Grails, plus any libraries contain libraries contained in the application's "lib" directory. As an alternative to the default behavior you can libraries to include in the WAR file by setting the property `grails.war.dependencies` in BuildCon patterns or closures containing AntBuilder syntax. Closures are invoked from within an Ant "copy" step included, whereas each item in a pattern list is included. Any closure or pattern assigned to the latter pr `grails.war.dependencies`.

Be careful with these properties: if any of the libraries Grails depends on are missing, the application example that includes a small subset of the standard Grails dependencies:

```
def deps = [
    "hibernate3.jar",
    "groovy-all-*.jar",
    "standard-${servletVersion}.jar",
    "jstl-${servletVersion}.jar",
    "oscache-*.jar",
    "commons-logging-*.jar",
    "sitemesh-*.jar",
    "spring-*.jar",
    "log4j-*.jar",
    "ognl-*.jar",
    "commons-*.jar",
    "xstream-1.2.1.jar",
    "xpp3_min-1.1.3.4.O.jar" ]

grails.war.dependencies = {
    fileset(dir: "libs") {
        for (pattern in deps) {
            include(name: pattern)
        }
    }
}
```

This example only exists to demonstrate the syntax for the properties. If you attempt to use it as is in you probably not work. You can find a list of dependencies required by Grails in the "dependencies.txt" file distribution. You can also find a list of the default dependencies included in WAR generation in `DEFAULT_DEPS` and `DEFAULT_J5_DEPS` variables.

The remaining two configuration options available to you are `grails.war.copyToWebApp` and `grails.war.resources` these lets you customise what files are included in the WAR file from the "web-app" directory. The secur want before the WAR file is finally created.

```
// This closure is passed the command line arguments used to start the
// war process.
grails.war.copyToWebApp = { args ->
    fileset(dir: "web-app") {
        include(name: "js/**")
        include(name: "css/**")
        include(name: "WEB-INF/**")
    }
}

// This closure is passed the location of the staging directory that
// is zipped up to make the WAR file, and the command line arguments.
// Here we override the standard web.xml with our own.
grails.war.resources = { stagingDir, args ->
    copy(file: "grails-app/conf/custom-web.xml",
        tofile: "${stagingDir}/WEB-INF/web.xml")
}
```

## Application servers

Ideally you should be able to simply drop a WAR file created by Grails into any application server and i things are rarely ever this simple. The [Grails website](#) contains an up-to-date list of application servers that any additional steps required to get a Grails WAR file working.

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