

Creating a Web Service Lesson 1 MD18



The aim of the E2E Bridge® Education is to create a Web service that is drawn with the UML editor MagicDraw, compiled, and finally deployed to the Bridge. The final Web service will perform a product query upon a user's search request. The creation of this Web service is divided in three milestones, one milestone per lesson.

In the **first lesson**, you will learn the handling of MagicDraw, E2E Builder for MagicDraw (including the E2E Model Compiler and the Interactive Debugger) and the E2E Embedded Runtime. While practicing with these tools, you will design a first UML example. The milestone of the first lesson is to create a small executable model.

In the **second lesson**, you will extend the example and learn further features and functions. The goal of this lesson is to create a Web service that receives data entered in an input mask. The Web service processes the data and returns it back to the client. In this lesson, the E2E Analyzer, which allows you to test services, is introduced.

In the **third lesson**, you will extend the example again and use two [xUML Service Adapters](#) (File Adapter, SOAP Adapter) to read and query an XML file, and to call an external Web service to request exchange rate data.

You will model a Web service that receives a search request. The requested items are searched in an XML data source file. The Web service returns the search results to the client.



[Using E2E Builder](#)