

# Overview

## Structure

DreamApps comprises web-applications installed in a Java servlet container like Tomcat, usually named 'da', having the following structure:

da

- html - standard templates, scripts, stylesheets, images
  - defaults - this folder contains all dreamapps standard css and html file. Developer shouldn't make any modification in any file contained within this folder. If any new version comes or any new enhancement added core developers will make the changes here.
  - fckeditor - Need description
  - images - logo and graphical contents
  - jquery - placeholder for jquery files
  - legacy - placeholder for legacy files
  - scripts - placeholder for scripts
- « Added for test purpose, once new resource got, it will be updated accordingly»

File inside the da→html→defaults folder

File Name	Description
ASP.CSS	Description here
ERP.CSS	Description here
Mobile.CSS	Description here
OG.CSS	Description here
POS.CSS	Description here
POSx.CSS	Description here
pub.CSS	Description here
SaaS.CSS	Description here
Shop.CSS	Description here
SOHO.CSS	Description here
SOHOMobile.CSS	Description here
Store.CSS	Description here
style.CSS	Description here
WS.CSS	Description here
WSMobile.CSS	Description here
ASP.HTML	Description here
ASPpop.HTML	Description here
Blog.HTML	Description here
ERP.HTML	Description here
ERPMin.HTML	Description here
ERPPop.HTML	Description here
ERPUpload.HTML	Description here

File Name	Description
error.HTML	Description here
featured.HTML	Description here
firstpage.HTML	Description here
Forms.HTML	Description here
MediaDefault.HTML	Description here
medialoginfo.HTML	Description here
mediasearch.HTML	Description here
Mobile.HTML	Description here
navigationhelp.HTML	Description here
OG.HTML	Description here
POS.HTML	Description here
POSMin.HTML	Description here
POSPop.HTML	Description here
POSx.HTML	Description here
POSxPop.HTML	Description here
report.HTML	Description here
SaaS.HTML	Description here
SaaSPop.HTML	Description here
SaaSUpload.HTML	Description here
Shop.HTML	Description here
ShopHome.HTML	Description here
ShopPop.HTML	Description here
SOHO.HTML	Description here
SOHOMobile.HTML	Description here
Store.HTML	Description here
StorePop.HTML	Description here
upload.HTML	Description here
WS.HTML	Description here
WSMobile.HTML	Description here
wsmobilesearch.HTML	Description here
wssearch.HTML	Description here
zxlogininfo.HTML	Description here
zxsearch.HTML	Description here
zxsearchblue.HTML	Description here
zxsearchgold.HTML	Description here
zxsearchmaroon.HTML	Description here
zxupload.HTML	Description here

- chtml - custom templates, scripts, stylesheets, images - organized into individual folder and sub-folders
  - dreamsite - where dreamsite is the name of the custom site
  - dreamhotels - where dreamhotels is the name of the custom site
  - ...
- docs - public documents, images, etc owned by a business/organization
  - x650001 - where 650001 is the business id of the business/organization entity owning these docs and images

- x650002 - where 650002 is the business id of the business/organization entity owning these docs and images
- ...
- **WEB-INF**
  - resource - standard resources
  - custom - custom resource - organized into individual folder and sub-folders
    - dreamsite - where dreamsite is the name of the custom site
    - dreamhotels - where dreamhotels is the name of the custom site
    - ..., and
    - x650001 - where 650001 is the business id of the business/organization entity owning these resource
    - x650002 - where 650002 is the business id of the business/organization entity owning these resource
    - ...
  - reports
  - creports
    - dreamsite - where dreamsite is the name of the custom site
    - dreamhotels - where dreamhotels is the name of the custom site
    - ..., and
    - x650001 - where 650001 is the business id of the business/organization entity owning these resource
    - x650002 - where 650002 is the business id of the business/organization entity owning these resource
    - ...
  - lib
  - classes
  - data
    - x650001 - where 650001 is the business id of the business/organization entity owning these resource
    - x650002 - where 650002 is the business id of the business/organization entity owning these resource
    - ...
  - assets - private digital assets
    - x650001 - where 650001 is the business id of the business/organization entity holding these assets
      - Customer
        - CUS-000001 - where CUS-000001 is the customer code of the owner of these assets
        - CUS-000002 - where CUS-000002 is the customer code of the owner of these assets
        - ...
      - House - assets owned by the business/organization itself
      - Job
        - JOB-000001 - where JOB-000001 is the job number of the job using these assets
        - JOB-000002 - where JOB-000002 is the job number of the job using these assets
        - ...
      - User
        - asok@dreamapps.com - where asok@dreamapps.com is the owner of these assets
        - sohel@dreamapps.com - where sohel@dreamapps.com is the owner of these assets
        - ...
    - x650002 - where 650002 is the business id of the business/organization entity holdin these resource

- ...
- ...

## Components

To create a DreamApps application, a developer relies on 4 kinds of files:

(1) Configuration Files - The main configuration file is `da.globals`. This allows defining standard as well custom parameters that are installation wide. Developers can also define custom configuration files, particularly when the parameters may not have global scopes.

(2) Resource Files - These are specifications that are read by the engine to configure itself at the runtime. The bulk of a DreamApps application module is just a set of these files that specify the entire module, except for the reports using third party report writers. The

(3) Report Files - These are reports created using third party report writers (currently supported: Crystal Reports and Jasper Reports).

(4) Templates, Stylesheets and Scripts.

and a scripting language DreamScript comprising

- Commands and
- Functions,

that are used to create resources of type Method.

In addition, for consistency, intuitiveness and ease of maintenance, the developers rely on several widely practiced Conventions.

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