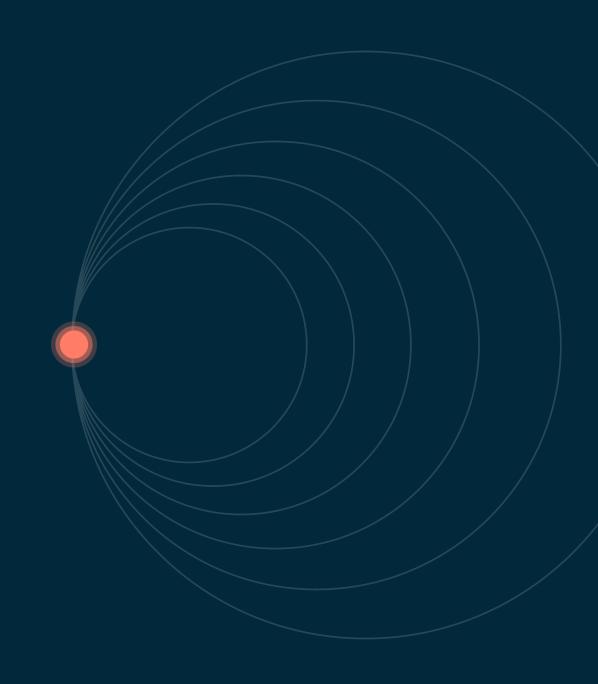
boomi

Boomi Integration Document Flow

Brad Detlefsen Senior Integration Captain Boomi



Your Guide Today



Brad Detlefsen

Background & Experience

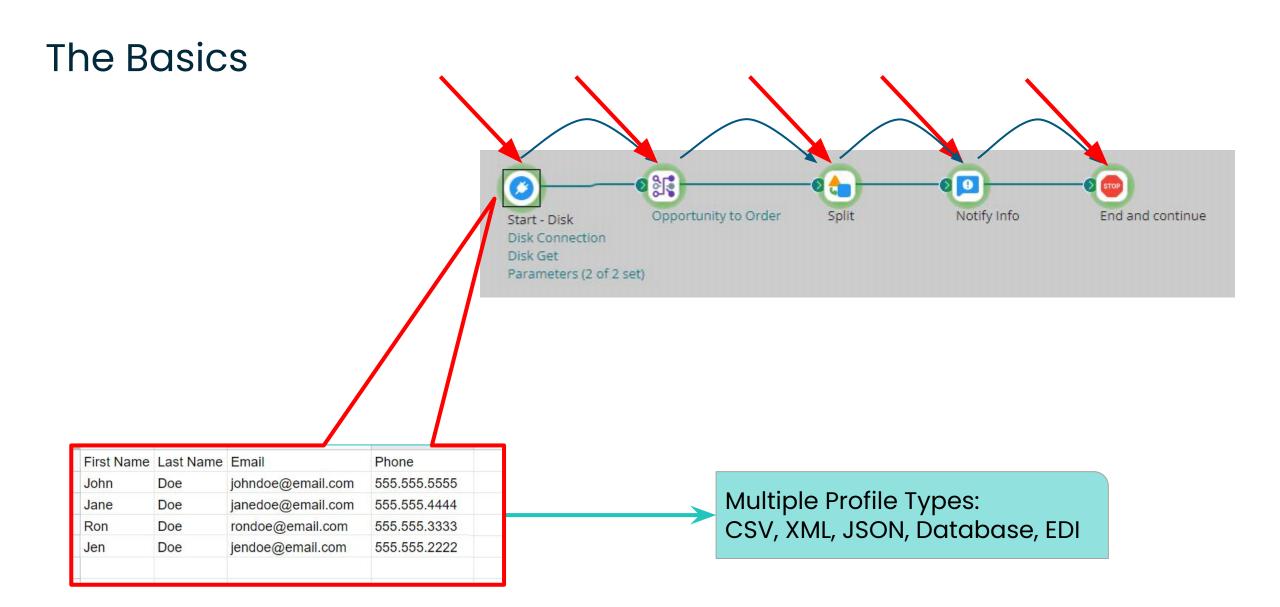
- Joined Boomi in 2016
- Over 24 years of professional experience:
 - Integration Consultant
 - Global User Development
 - Systems Engineer (Defense Industry)
- Based in Chesterbrook, Pennsylvania
- Passionate about Boomi, Learning, and Leadership



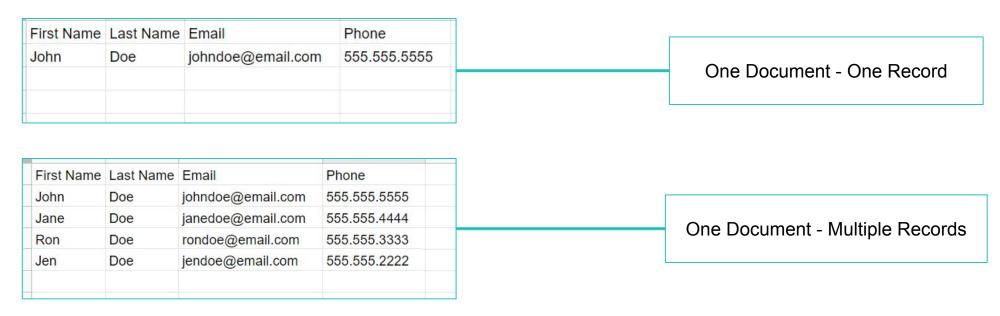
Agenda

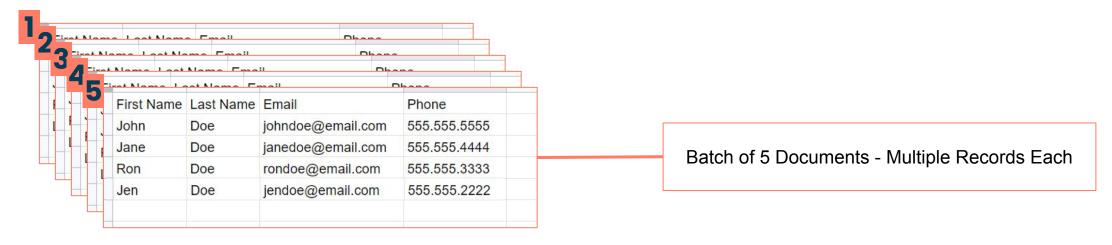
- Boomi Documents
- Looping
- Logic Shape Flows
- Other Logic Shapes
- Additional Resources

Boomi Documents

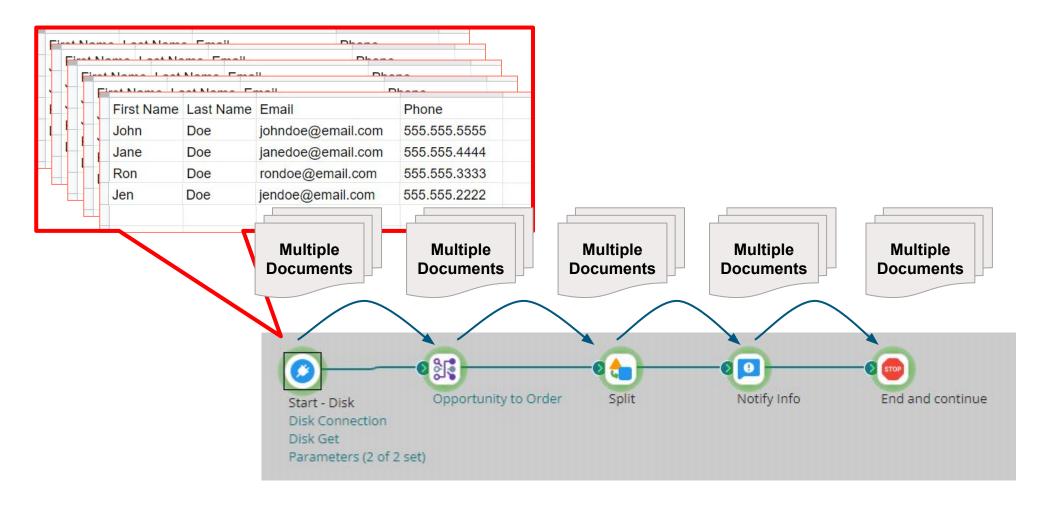


Anatomy of a Document

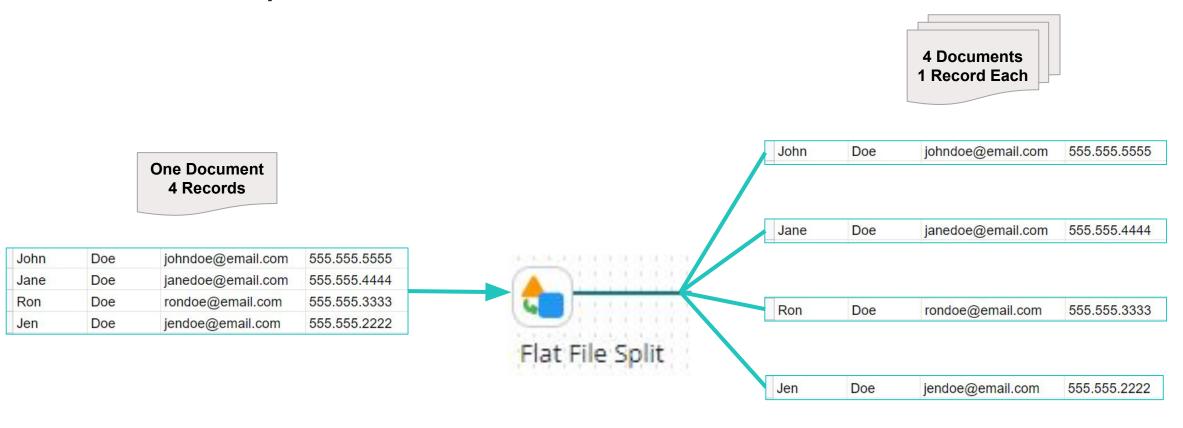




Documents Flow in Batch



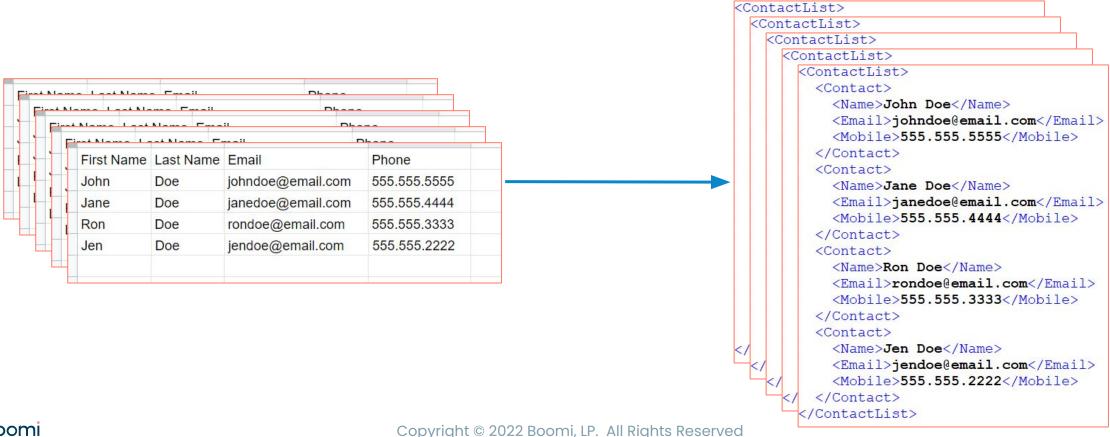
Document Split



Looping: Automatic

Demo 1 & 2: Looping

Built-In Looping Through **RECORDS & DOCUMENTS**



Logic Shape Flow

"Deck of Cards"



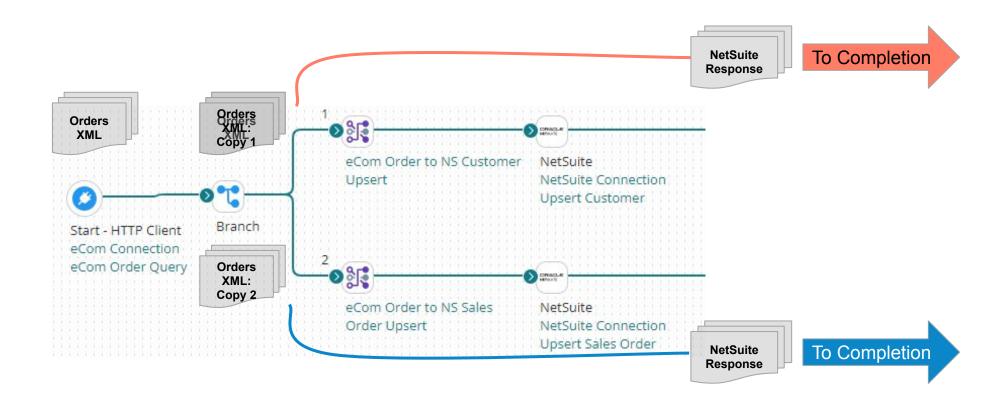
Think: Card = Document

Basic Logic Shapes

<u>Shape</u>	<u>Behavior</u>
1 (*) + 2 (*) + Branch	Process ENTIRE DECK multiple times
True	 Sort into TWO Piles Matches ("True") processed first No Match ("False") processed last
2 - Equal To Sales Order 2 - Equal To Warehouse Route 3 - Equal To Custom Default	 Sort into MULTIPLE piles Piles processed in sequence No Match ("Default") processed last

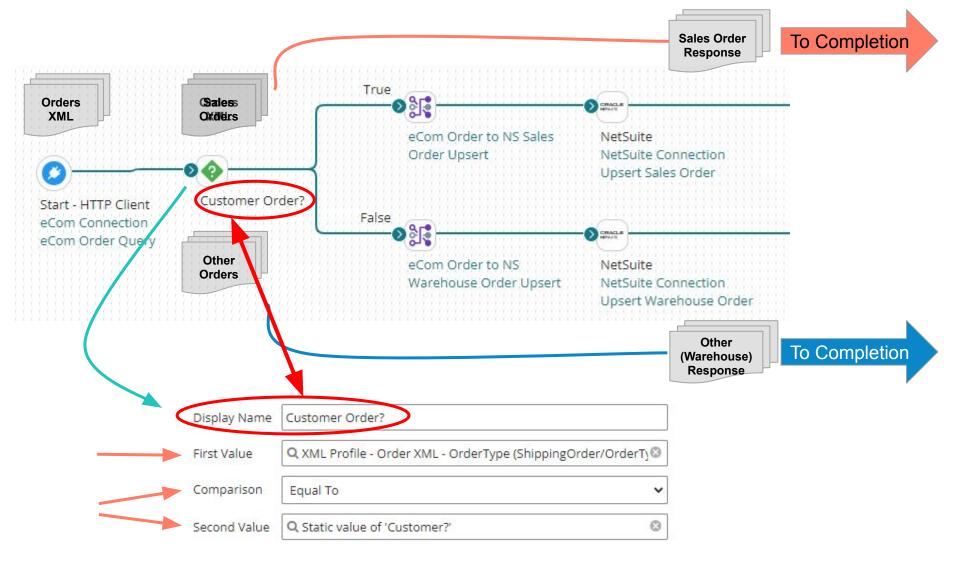
Branch Flow

Process ENTIRE DECK Multiple Times



Decision Flow (IF/ELSE)

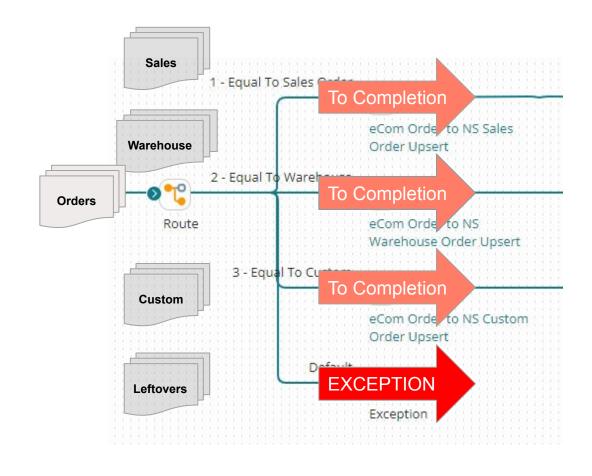
Two Piles:
Matching
(TRUE)
...then...
No Match
(FALSE)



Route Shape (CASE)

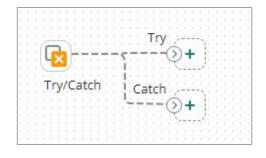
Route By Q XML Profile - Order XML - OrderType (ShippingOrder/OrderT) (S)

Multiple Piles:
Each Match
...then...
No Match
(Default)



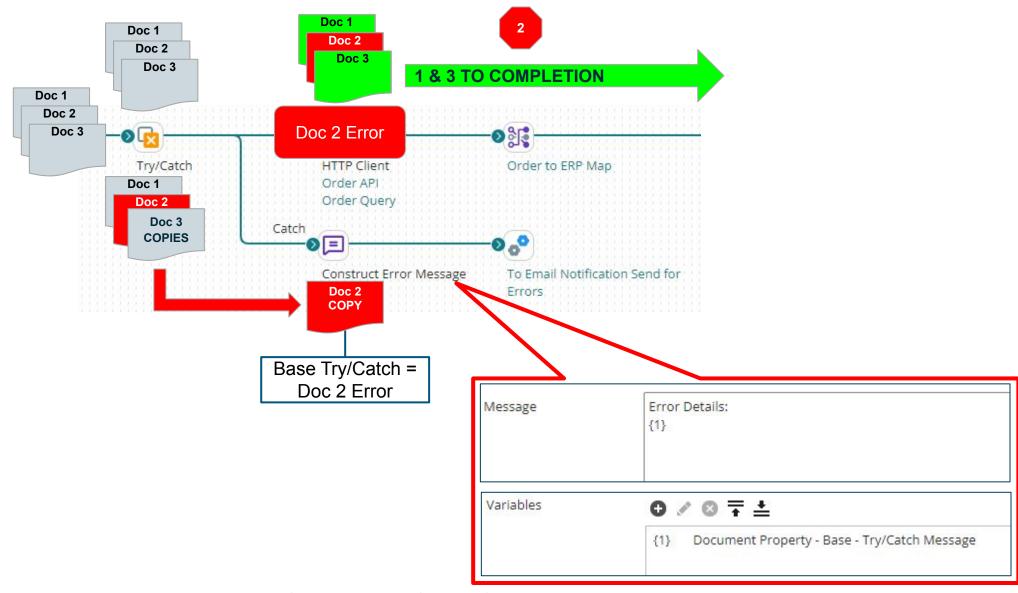
Other Logic Shapes

Try/Catch Flow

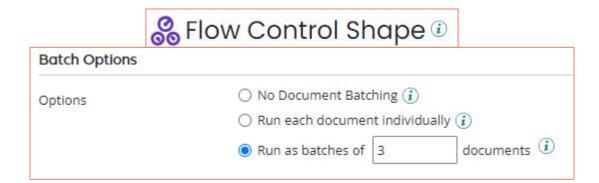


- Used for ERROR HANDLING
- Documents COPIED at shape
- ALL Documents flow to TRY path
- FAILED documents down CATCH Path

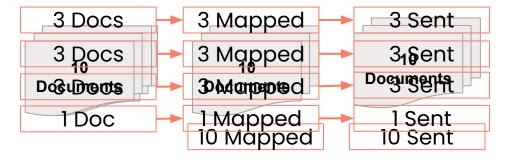
Try/Catch Document Flow



Flow Control Batching





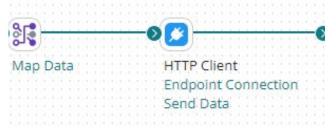


Executes to Completion FIRST

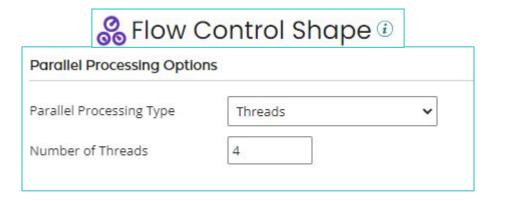
Executes to Completion **SECOND**

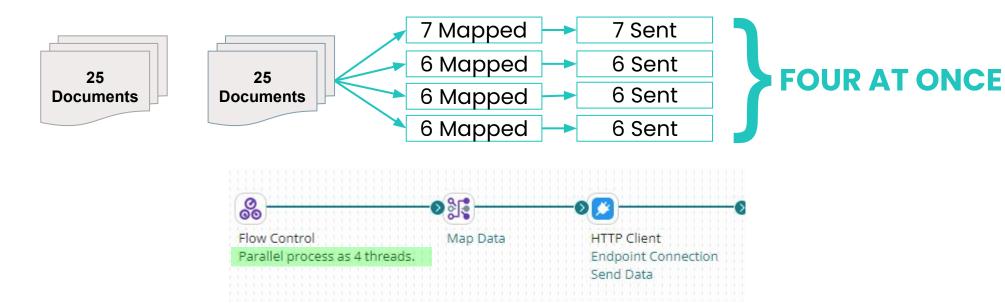
Executes to Completion **THIRD**

Executes to Completion FOURTH



Flow Control Parallel Processing





Reunite: A Design Pattern (Demo 3)

Community Resources

Questions?

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