

Offline data manipulations for everyone with Plug-Ins and SQLite

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We are one of the top 20 IT service providers in Germany!



\$ whoami



Philipp Hartenfeller

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- Master IT-Management
- Since 2016 @ MT AG GmbH
- Senior Consultant Oracle APEX
- Mostly doing WebDev, DBs and APEX Testing (https://lct.software)

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What this talk is about

 Offline APEX is no new topic, there have been a few methods already

• I am interested in HOW it should be usable in APEX (and tech stuff)



What this talk is about

How should it be accessible?

- Low Code Interface -> No JavaScript Code wrangling
 - APEX Plug-Ins
- Easy to configure
 - Enter your Query and let's go!



What this talk is about

How should it be accessible? How should it work?

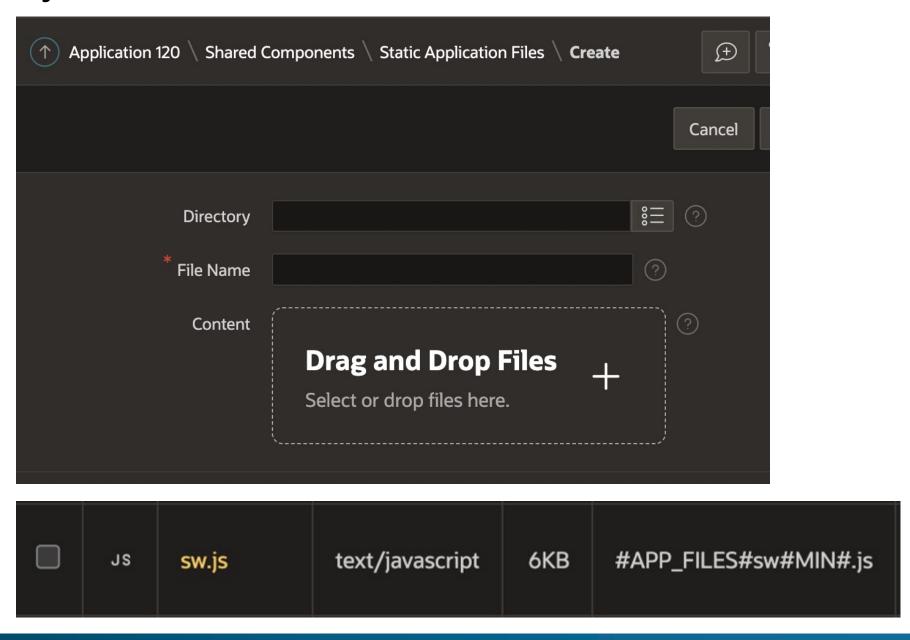
- Low Code Interface -> No JavaScript Code wrangling
 - APEX Plug-Ins
- Easy to configure
 - Enter your Query and let's go!

- Fast
- Handle lots of data
- Concept to merge changes back to DB
- Enter your Query and let's
 Somewhat future proof

Proof of Concept: Not production ready!

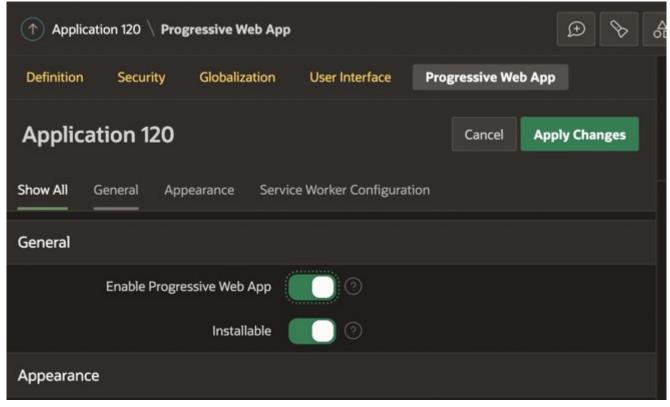


Upload sw.js

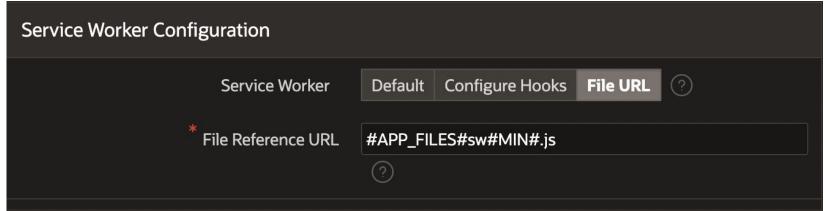




Enable PWA features

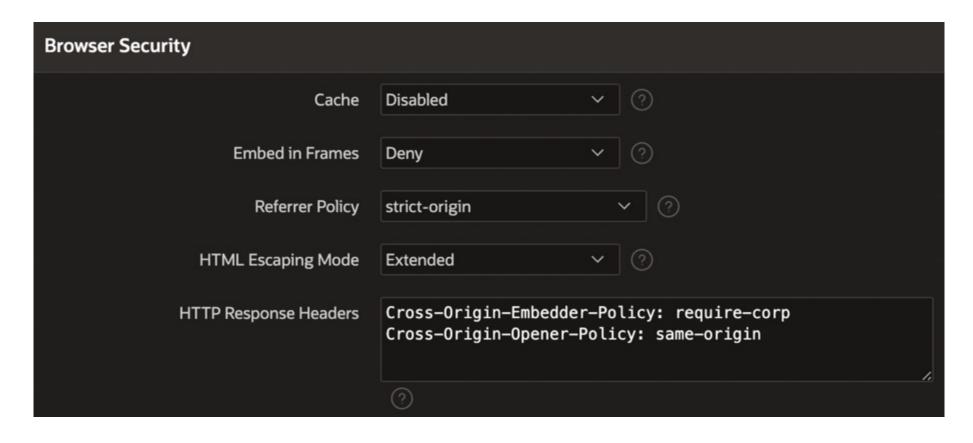


Also enable Persistent Auth!





Set required Headers

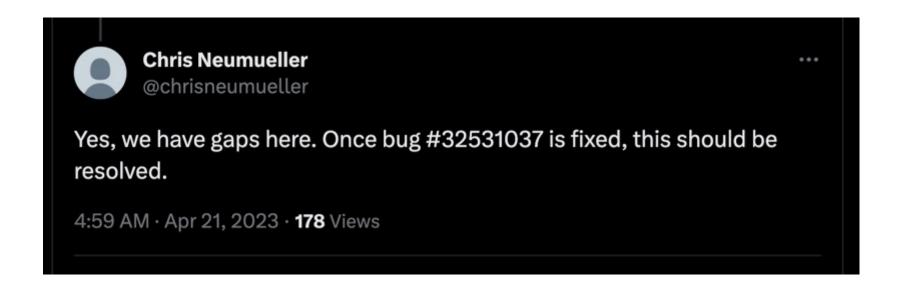


Restricts how other websites can access data of APEX pages

Currently a bug in APEX (does not apply to Plug-In files)



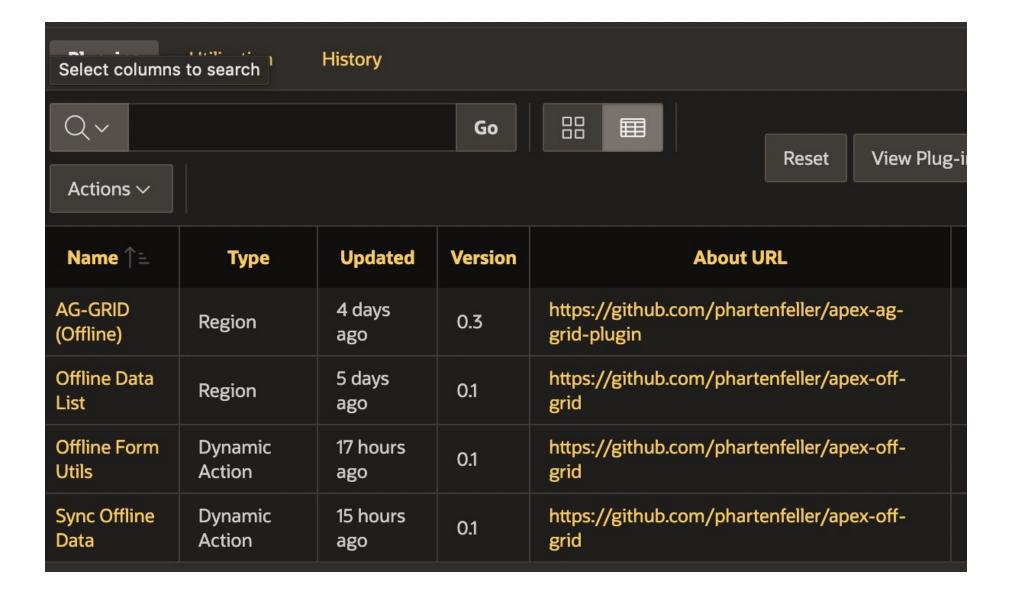
A bug is filed



For now, you need to set it on Proxy / Webserver

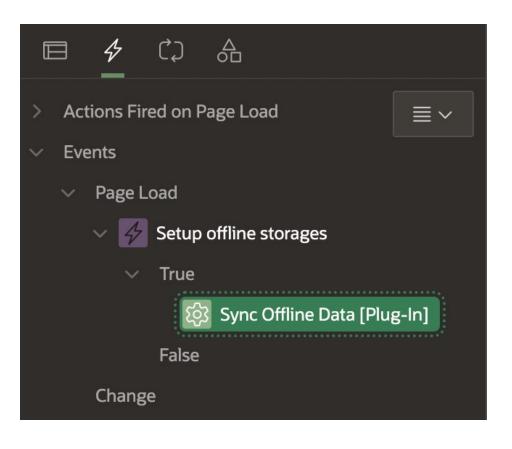


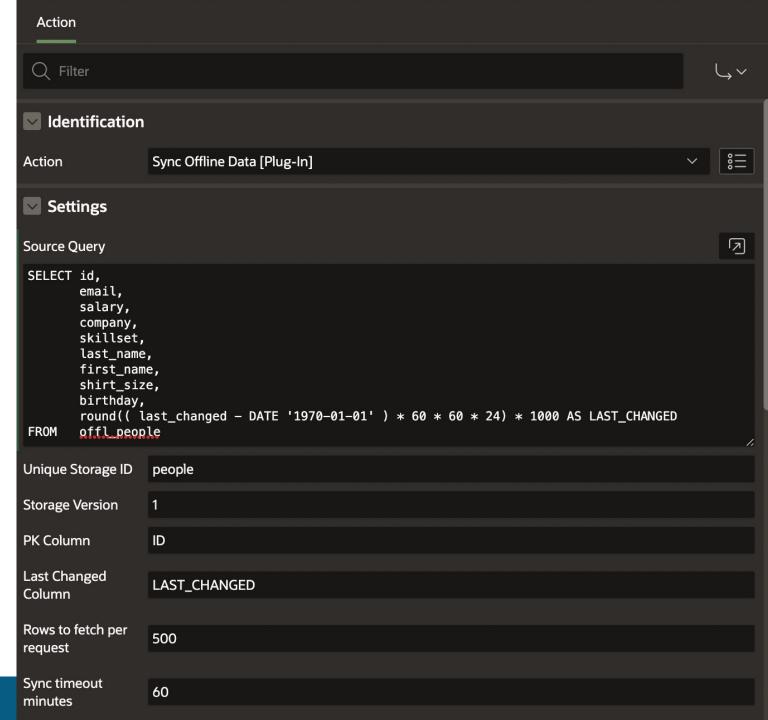
Import Plug-Ins



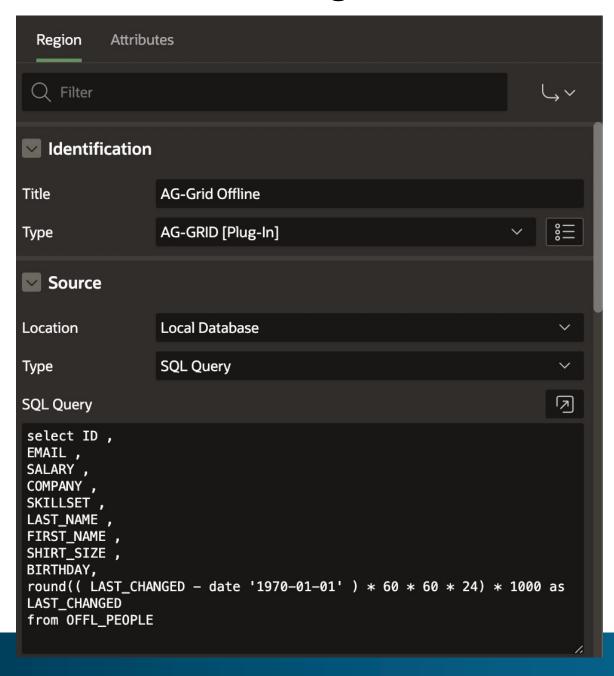


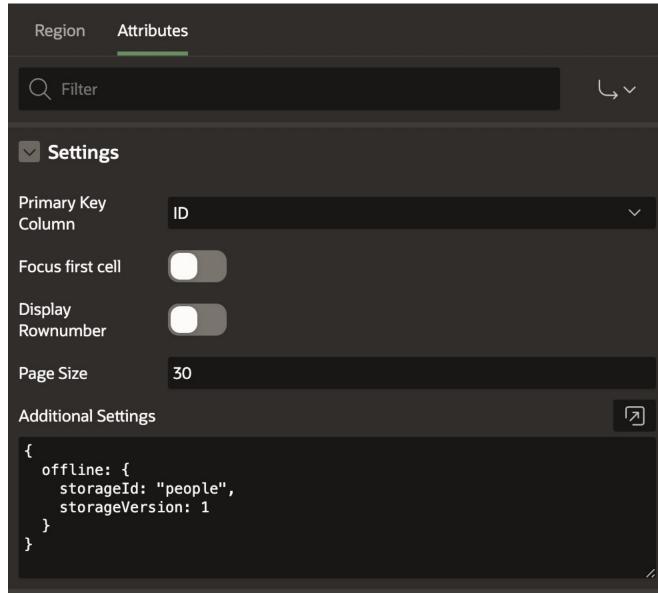
Setup Sync-Plug-In





Add consumer Plug-In

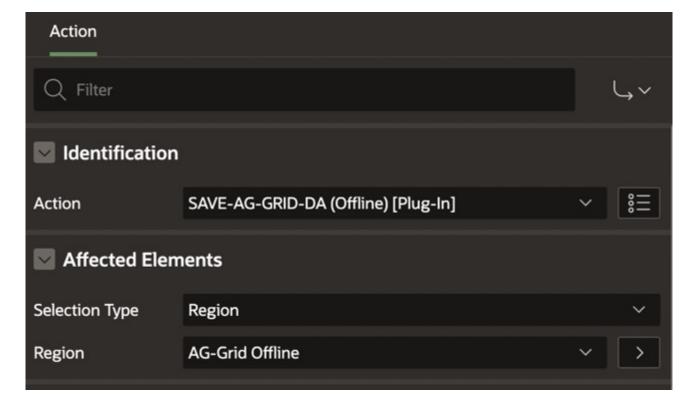






Add save Action







Additionally

You need to install packages and a table

You need to write Code to merge your data back to the source (more on that later)



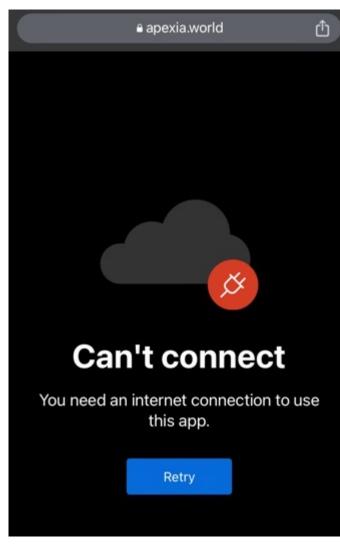
Demo - Basic offline data editing





How far can offline go

- Level 1 (APEX currently)
 - Custom Offline Page instead of Browser Error
- Level 2
 - Cache Static Content (HTML, Assets, ...)
 - In-app Navigation
 - No Interactivity (paginations, filters, save etc.)
- Level 3/4 (reading vs. editing)
 - Everything works as if you were online
 - You need to store the data on the client





Don't work against APEX

- APEX Components are designed to work with a liveconnection to the Database
- It is not trivial to hook into this and APEX is not designed to do this
- I don't want to mess with that

→ Own Plug-Ins where I have full control



SQL + Relational

- Same data storage as the central database
- Reusability
- Performance
- Analytical functions
- Data Integrity

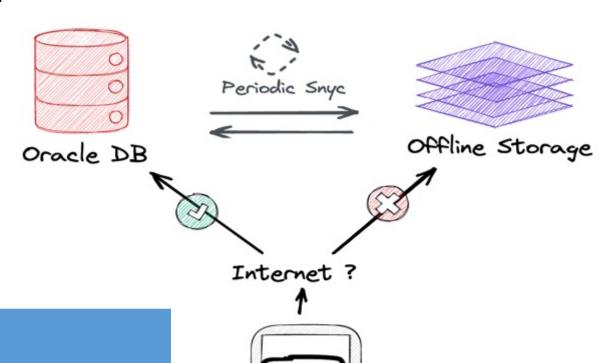


Original Photo by <u>Eye for Ebony from Unsplash</u>



Data Access Strategies - Online First

- First try to get data from the DB
- Only when no connection available use offline storage



Pros Cons

- Online = "Normal APEX Mode"
- Less conflicts (APEX locking while online)
- Live data

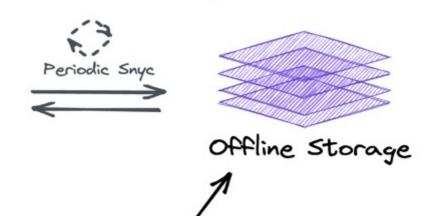
- Much logic for consumers
- What to do on slow / unreliable connections



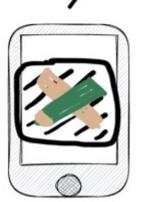
Data Access Strategies - Offline First

 Always use Offline Storage for your components





Pros	Cons
 Reliable Experience 	 Only updates after re-
• Fast	sync
 Less logic for 	 More conflicts
consumers I chose this approach because of this	
because of this	





Build different experiences for different use cases

- Make sure only people who need offline access use it
- Field technician gets offline
 App / Page
- Office worker gets online App
 / Page



Original Photo by MIOPS Trigger from Unsplash





Where to store data

Browser Storage Options:

- LocalStorage
 - Key-Value object-store, slow, designed for small amounts of data
- WebSQL
 - Deprecated
- IndexedDB
 - For large data, transactions,
 Key-Value object-store

The thing with IndexedDB:

- Complex API
- No support for complex queries
- History of nasty bugs (mostly Safari)
- Not ACID compliant

The pain and anguish of using IndexedDB: problems, bugs and oddities



Not the DB we deserve, but the hero we need



<u>Source</u>



Wait a minute... What is SQLite?

- Most used DB, top 5 most deployed software ever (estimated one trillion active DBs)
- Full-featured SQL
- Serverless (not the cloud thing)
- Transactional
- ACID
- Public Domain

- Really fast
- Stores data in a single file
- Recommended Storage
 Format by the US Library of Congress

More on SQLite



How does it run in the browser



WEBASSEMBLY

Compile existing software to hardwarenear browser understood layer

Origin Private File System (OPFS)

- Sites get a private file system
- SQLite directly writes to here



<u>Source</u>



How fast is it? - Demo



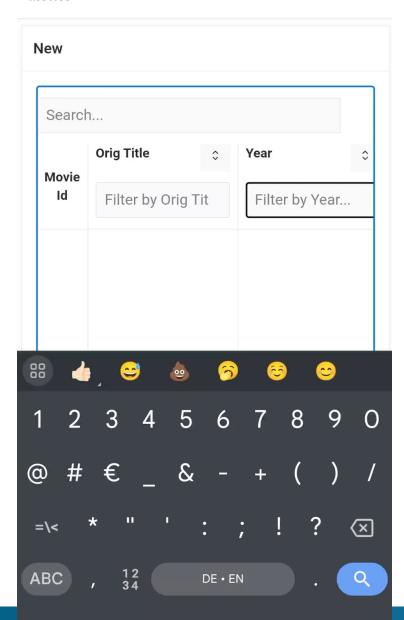
SQLite file - Demo



On a Phone? (Pixel 6)



Movies





How develop Plug-Ins

```
> window.hartenfeller_dev.plugins.sync_offline_data.storages.movies_v1

√ ▼{isReady: true, config: {...}, getColInfo: f, getRowByPk: f, getRows: f, ...} i

    ▶config: {pageSize: 500}
    ▶getColInfo: () => _getColInfo(storageId, storageVersion, apex)
    ▶getRowByPk: (pk) => _getRowByPk(storageId, storageVersion, pk, apex)
    ▶ getRowCount: ({ searchTerm, colFilters }) => {...}
    ▶getRows: ({ offset = 0, maxRows = 100, orderByCol, orderByDir, searchTerm, colFilters, getR
     isReady: true
     ready: true
    ▶ sync: () => {...}
    ▶writeChanges: (rows) => {...}
    ▶[[Prototype]]: Object
```





Why this topic is important

- Allowing users to edit data without a connection to the DB has effects of decentralization
- You still want a single source of truth
- -> This results in new challenges for data consistency (complexity to)



Sync Timeline - 1

- 1. Cache current HTML page
- 2. Synchronize Client Changes with DB
 - Send client updates to central DB
 - Delete corresponding rows on the client
 - It is now in the control of the DB what will happen with these rows



Sync Timeline - 2

- 3. Synchronize DB Changes with Client
 - DB sends PK + Timestamp for each row:
 - PK known and Timestamp matches:
 - PK unknown or Timestamp mismatch: request full row insert / update
 - Delete rows not present in central DB anymore:
 - Store every PK received from server in a temp table
 - After receiving all rows, delete local rows where PK not in temp table



Change Synchronization - Potential outcomes

a: Single Client Row Update ()

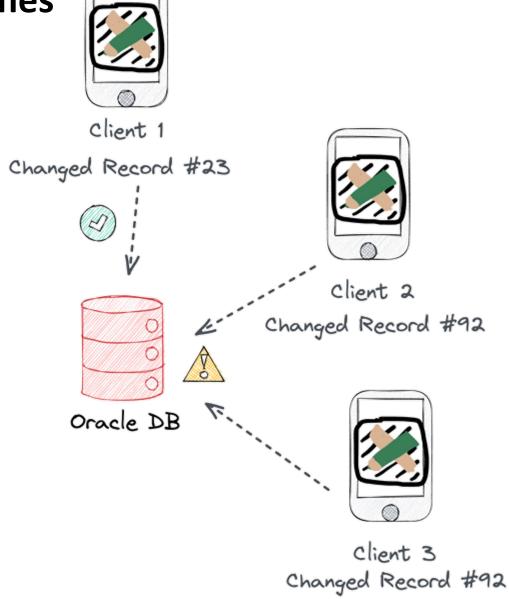
 Only one client modifies the row, straightforward synchronization

b: Sequential Client Row Updates ()

 Client 2 updates row after receiving Client 1's changes, preserving data integrity

c: Concurrent Client Row Updates (!)

 Two clients modify the same row version simultaneously, potential data conflict





How changes are stored

- Don't directly insert into source table to handle conflicts
- Generic changes table

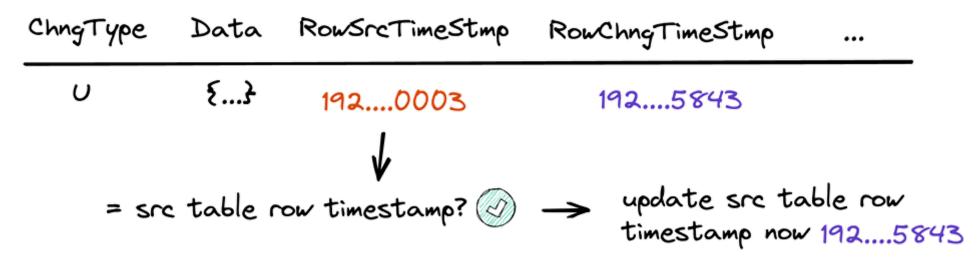
Storage ID Storage Version	Data JSON Change Type	Timestamp Src Timestamp Chng	Audit Cols	Import Failed
people 2	{ } I, U or D	1920003 1929843	JAMESBOND 00716(Session)	0 Someday False :D (23c)

•••



Merge Conflict Detection

Changes Table





Merge Conflict Detection

Changes Table

ChngType Data RowSrcTimeStmp RowChngTimeStmp ...

U
$$\{...\}$$
 192....0003 192....5843

= src table row timestamp? \bigcirc update src table row timestamp now 192....5843

Later...

U $\{...\}$ 192....0003 192....9932

src table row ts 192....5843 != 192....0003 \bigcirc changes need to be manually merged

Conflict Resolution #1 – Last Write Wins

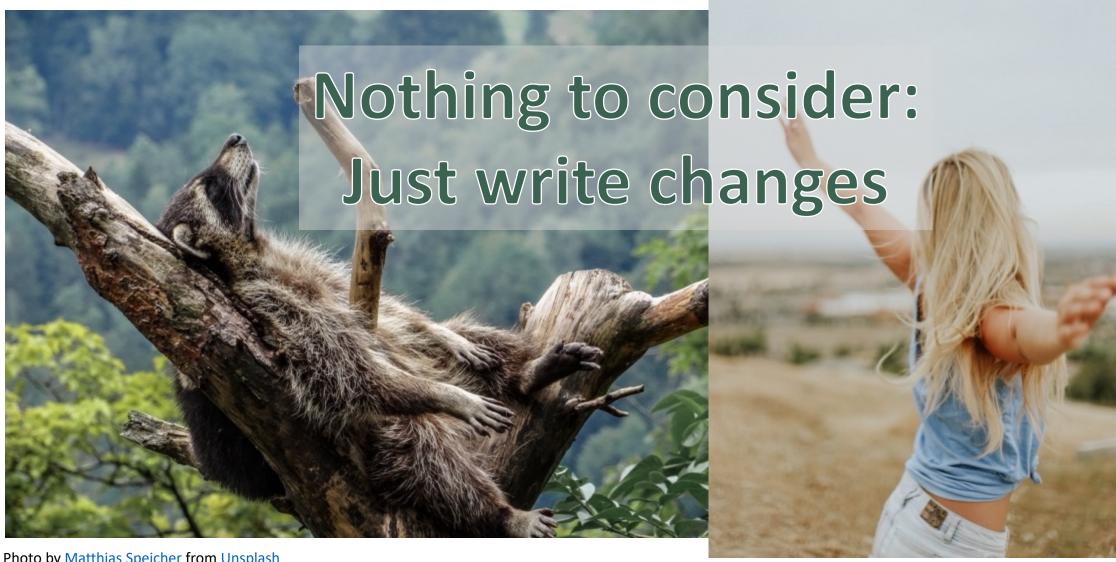
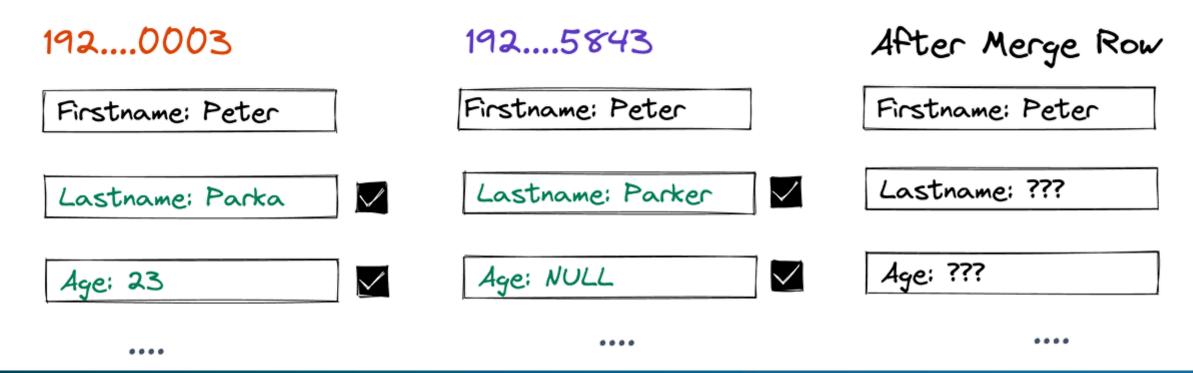


Photo by Matthias Speicher from Unsplash

Photo by Ryan Moreno from Unsplash

Conflict Resolution #2 - manual merge

- User must do merge manually
 - Show current row next to changed row (like Git 3-way-merge)



Let us create chaos

https://tinyurl.com/kspc23-offl





Demo – Merge Code





What can be improved

- Data type handling
 - Dates, Timestamps ...
 - Images, other BLOBs
- LOVs (Select Lists, Popup LOV, Shuttle, Checkboxes...)
- Apply more table rules to client (FKs, check constraints, indexes, defaults...)

- Error message improvements and error handling
- Expand Plug-In Ecosystem
- Consider JSON-Duality features for data merging (only 23c)



Why you may not want to use this

- You lose authority over your data
 - Data on the client can easily be duplicated / shared
- Merge conflicts / Inconsistent data state
- Divergent development approach for offline apps
- Increased complexity
- Scalability: Synchronization processes can demand significant data transfers
- SQLite as fast as the device using it
- Proof of Concept + No Support



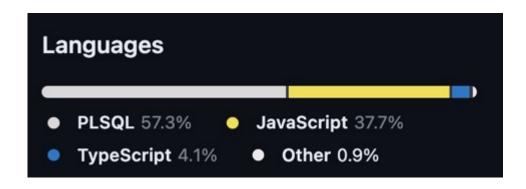
Photo by <u>JESHOOTS.COM</u> from <u>Unsplash</u>

Where can I get this?

https://github.com/phartenfeller/apex-off-grid

- Needs Documentation
- Needs Refactoring
- Contributions welcome









Conclusion

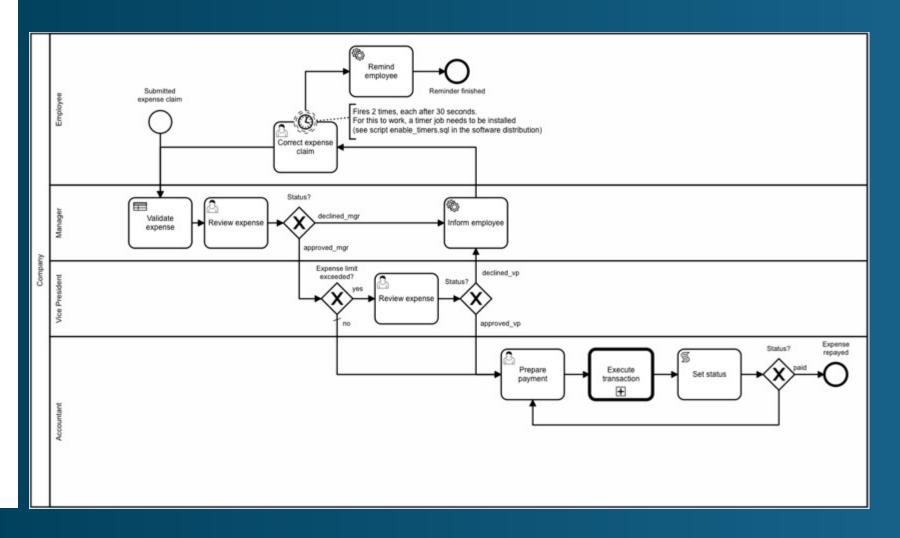
- I am quite happy with the result
- Plug-Ins easy to use, hide complexity well
- Confident that SQLite is a great choice for small to large data sizes
- Great browser support



Photy by Sebastian Herrmann from Unsplash

Flows for APEX

BPMN 2.0 Workflows for APEX



- Open Source
- Community Driven
- Support available





Testing APEX Apps is now as easy as creating them.





- Save a lot of time on regression tests
- Use our intuitive LCT-App and don't write any test code
- Testing on multiple platforms simultaneously





