

Oracle Banking Digital Experience

User Interface Build User Manual
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ORACLE®

User Interface Build User Manual

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1. Preface

1.1 Intended Audience

This document is intended for the following audience:

- Customers
- Partners

1.2 Documentation Accessibility

For information about Oracle's commitment to accessibility, visit the Oracle Accessibility Program website at <http://www.oracle.com/pls/topic/lookup?ctx=accandid=docacc>.

1.3 Access to Oracle Support

Oracle customers have access to electronic support through My Oracle Support. For information, visit

<http://www.oracle.com/pls/topic/lookup?ctx=accandid=info> or visit

<http://www.oracle.com/pls/topic/lookup?ctx=accandid=trs> if you are hearing impaired.

1.4 Structure

This manual is organized into the following categories:

Preface gives information on the intended audience. It also describes the overall structure of the User Manual.

Introduction provides brief information on the overall functionality covered in the User Manual.

The subsequent chapters provide information on transactions covered in the User Manual.

Each transaction is explained in the following manner:

- Introduction to the transaction
- Screenshots of the transaction
- The images of screens used in this user manual are for illustrative purpose only, to provide improved understanding of the functionality; actual screens that appear in the application may vary based on selected browser, theme, and mobile devices.
- Procedure containing steps to complete the transaction- The mandatory and conditional fields of the transaction are explained in the procedure.

If a transaction contains multiple procedures, each procedure is explained. If some functionality is present in many transactions, this functionality is explained separately.

1.5 Related Information Sources

For more information on Oracle Banking Digital Experience Release 17.2.0.0.0, refer to the following documents:

- Oracle Banking Digital Experience Licensing Guide
- Oracle Banking Digital Experience Installation Manuals

2. User Interface Build

The current GUI build is based on [Grunt](#).

Grunt is a JavaScript Task Runner - an automation tool for performing repetitive tasks like [minification](#), [compilation](#), [unit testing](#), [linting](#) etc.

The tasks performed during a typical GUI build are:

- Pre Build checks (For Some development rules)
- SCSS compilation to CSS
- HTML minification
- JS minification
- r.js Optimization to pack all the dependencies of a component into single file.
- Updating the files with configuration specified in the properties.json file.
- Generate integrity for all component files.
- Generate resource bundle for English language

Running UI Build:

Follow steps below to run UI Build:

- First make sure that Node js is installed on the machine and grunt is available in global scope.
- Run npm install command inside _build folder.
- Now run build.sh to run the build.

The [properties.json](#) file is a configuration file having parameters to be set during build time:

1. resource_base_path: The base path from which the JS and HTML resources are to be fetched. It can be a relative path pointing to the same domain the page is running or fully qualified path to server. This can be configured to implement [Domain Sharding](#). Default value of it set as “/”
2. image_base_path: The base path from which the image resources are to be fetched. It can also be a relative path pointing to the same domain the page is running on or a fully qualified path to different server on which images are hosted. See [Domain Sharding](#). Default value of it set as **"/images"**.
3. brand_base_path: This property is same as image_base_path used for those images which are brand dependent.
4. application_base_url: The application base resource path to which all the ajax calls are directed to. Default value of it set as **"/digx/v1/**.
5. oam_base_url: This is the URL of OAM server for validating username and password.
6. obdx_base_path: To fund wallet using own bank account, need to redirect to bank portal.
7. rtl_languages: In this property user can define the list of languages which supports RTL(Right To Left). This property supports array of languages. Default value of it is **['ar']**

8. localCurrency: This property stores the common currency used for implementation. This common currency is the default currency used in OBDX Application. All the origination request are using this property.
9. fb_sdk_url: This property stores the facebook SDK API URL. It is being used in OBDX Facebook component of social media module.
10. fb_api_key: This property stores the API key for the Facebook application. This API key is used for initializing and authenticating Facebook API.
11. linkedin_sdk_url: This property stores the Linkedin SDK API URL. It is being used in OBDX Linkedin component of social media module.
12. linkedin_api_key: This property stores the API key for the Linkedin app. This API key is used for initializing and authenticating Linkedin API.
13. google_map_sdk: This property is a unique key of google map to be integrated in OBDX application
User need to enable the used API for respective key in on developer.google.com after creating the key from same.
14. google_map_url: This URL is used to launch Google Maps with the location details passed as query parameters. Default value of it set as **<http://maps.google.com/maps>**