

# Oracle Banking Digital Experience

User Interface Build Guide  
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**ORACLE®**

User Interface Build Guide

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# Table of Contents

<b>1. Preface.....</b>	<b>4</b>
1.1 Intended Audience .....	4
1.2 Documentation Accessibility .....	4
1.3 Access to Oracle Support .....	4
1.4 Structure.....	4
1.5 Related Information Sources.....	4
<b>2. User Interface Build.....</b>	<b>5</b>

# 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.

The subsequent chapter covers the following:

- Task performed in the User Interface Build
- Steps to run the User Interface Build

## 1.5 Related Information Sources

For more information on Oracle Banking Digital Experience Release 18.3.0.0.0, 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)
- ESLint for the JS files.
- SCSS compilation to CSS
- CSS optimization
- HTML minification
- JS minification
- Require 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.
- Cache Busting for resources.
- 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 under **\_build** folder 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 Sharing. Default value of it set as **"/"**
2. **api\_base\_url**: If the HTTP server and the application server are on same host, the property is set as **"same-origin"** otherwise set to host name and port of the application server. Default value is **"same-origin"**.
3. **image\_resource\_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. Default value of it set as **"/images"**.
4. **brand\_resource\_path**: This property used for those images which are brand dependent. Defaults to **image\_resource\_path**.
5. **default\_api\_context\_root**: The default value of the weblogic context root. Defaults to **"digx"**.

6. `default_api_version`: The value of the API version for the whole application. Defaults to “v1”.
7. `extended_api_context_root`: The value of the context root of the Extended OBDX APIs. Defaults to “digx/ext”.
8. `extended_api_version`: The value of the API version for the Extended OBDX APIs. Defaults to “v1”.
9. `social_api_context_root`: The value of the context root of the Social Media OBDX APIs. Defaults to “digx-social”.
10. `social_api_version`: The value of the API version for the Social Media OBDX APIs. Defaults to “v1”.
11. `secure_page`: Set the protected page pathname. Defaults to “/pages/home.html”.
12. `logging_level`: Set the logging level of the application. Defaults to “LEVEL\_ERROR”. Can accept following values LEVEL\_ERROR (Log level error), LEVEL\_INFO (Log level info), LEVEL\_LOG (Log level - general message), LEVEL\_NONE (Log level none) and LEVEL\_WARN (Log level warning).
13. `public_page`: Set the public page pathname. Defaults to “/index.html”.
14. `default_entity`: This property holds the value of default entity of the application. This value is used when no entity is specified or available for use.
15. `oam_base_url`: This is the URL of OAM server for validating username and password.
16. `obdx_base_path`: To fund wallet using own bank account, need to redirect to bank portal.
17. `fb_sdk_url`: This property stores the Facebook SDK API URL. It is being used in OBDX Facebook component of social media module.
18. `fb_api_key`: This property stores the API key for the Facebook application. This API key is used for initializing and authenticating Facebook API.
19. `fb_send_message_api`: API endpoint for Facebook Send API. With the Send Dialog people can privately send content to specific friends. They'll have the option to privately share a link as a Facebook message. Defaults to <https://www.facebook.com/dialog/send>.
20. `linkedin_sdk_url`: This property stores the LinkedIn SDK API URL. It is being used in OBDX LinkedIn component of social media module.
21. `linkedin_api_key`: This property stores the API key for the LinkedIn app. This API key is used for initializing and authenticating LinkedIn API.
22. `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](http://developer.google.com) after creating the key from same.
23. `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>.
24. `web_analytics`: This property used to determine the analytic engine. Application will search same name file under <CHANNEL>/web-analytics folder for the analytics.
25. `axe_url`: This property will required if run time accessibility check is required. This property hold the URL of AXE JS.

[Home](#)