

# iReasoning TL1 Library User Guide

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## INTRODUCTION

### About this document

**T**he purpose of this document is to provide the reader with enough knowledge to start software development with the iReasoning's TL1 toolkit. Some examples are provided to better illustrate the usage of APIs. This document is not intended to provide detailed information about APIs. To effectively use APIs, readers need to refer to javadoc help that has detailed instructions and examples.

iReasoning TL1 API is a set of high performance Java library that greatly simplify the development of applications for managing TL1 agents. The design and implementation of this library were based on object-oriented methodology and followed well-recognized design patterns, and combined with highly optimized code base, all those make iReasoning TL1 library stand above the competition.

### Target Audience

This document is intended for users and engineers who are responsible for developing TL1 based management applications. User does not have to be an expert in network management field. However, She or he should be familiar with basic TL1 concepts. And some basic knowledge about java language is required to understand examples. One of the design goals of this library is to minimize the learning curve for users, make user write less code to achieve their programming job. So user will find it quite easy to learn and master this library.

## INSTALLATION

### Requirements

- JDK1.2 or later versions are installed. You can download JDK from SUN's web site (<http://java.sun.com/j2se/>)
- At least 32MB memory is required

### Installation Procedures

#### 1. Download and unzip

Download iReasoning TL1 library and unzip to desired directory, for example, C:\lib\iReasoning\TL1

The directory structure will look like the following:

<i>Directory Name</i>	<i>Description</i>
<i>lib</i>	contains binary jar files
<i>javadoc</i>	contains javadoc HTML files
<i>examples</i>	contains examples source code
<i>config</i>	configuration files

#### 2. Set up CLASSPATH

ireasoningtl1.jar needs to be added to CLASSPATH environment variable.

On Windows:

If iReasoning TL1 library is installed at C:\lib\iReasoning\TL1

```
set CLASSPATH=C:\lib\iReasoning\TL1\lib\ireasoningtl1.jar;%CLASSPATH%
```

**On Unix/Linux:**

If iReasoning TL1 is installed at /usr/local/ireasoning/TL1, for C Shell:

```
CLASSPATH=/usr/local/ireasoning/TL1/lib/ireasoningtl1.jar ; export CLASSPATH
```

### 3. Run example program (Optional)

To verify that everything is working, you can run the example programs.

#### 1. Add examples.jar to CLASSPATH. Take similar step, such as

**On Windows:**

```
set CLASSPATH=C:\lib\iReasoning\TL1\lib\examples.jar;%CLASSPATH%
```

(assuming examples.jar is located at C:\lib\iReasoning\TL1\lib\)

**On Unix/Linux**

```
CLASSPATH /usr/local/ireasoning/TL1/lib/examples.jar ; export CLASSPATH
```

(assuming examples.jar is located at /usr/local/ireasoning/TL1/lib/)

#### 2. Start TL1 Agent Simulator

**On Windows:**

Run runsimulator.bat

**On Unix/Linux**

```
./runsimulator.sh
```

A TL1 agent will be listening on port 9000.

You can use

```
telnet hostname 9000
```

to verify that the agent is running.

#### 3. Open another shell prompt, run

```
java tl1
```

## USING IREASONING TL1 LIBRARY

### Overview and Architecture

iReasoning TL1 library is designed and implemented using object oriented methodology and well-recognized design patterns. One of the design goals is to minimize the learning curve of TL1 library for developers. Users only need to know a few classes, most of complex works are hidden from them. The example code shipped with this product clearly demonstrate the simplicity of this library. In those code, at first glance, user will realize how simple it is to write code to talk TL1 agent.

The central class is the TL1Session. A session represents a communication channel between TL1 manager and an agent. To communicate with multiple agents, multiple sessions have to be created. Each session is corresponding to each communication channel. Session needs to be created and then a connection needs to be established with the agent. After session is initialized, you are ready to issue TL1 commands against agent.

Both synchronous and asynchronous requests are supported in TL1Session. When sending synchronous requests, the session can only send one request at a time. It must block and wait for the reply to each request before issuing next one. This mode is easier to understand and implement. When using asynchronous requests, the session does not need to wait for each reply. In this case, session has another thread handle the reply and notify caller when reply arrives.

The remote agent is represented as Target class. Each agent is represented by a single Target object. An Target can be instantiated with the IP address ( or host name) and port number of remote agent. The class diagram is shown in figure 1. For detailed information about classes, you can refer to the javadoc HTML files shipped with this library.

The messages from TL1 agent are represented by three classes: TL1ResponseMsg, TL1NotificationMsg and TL1AckMsg, all of them are derived from TL1OutputMsg. TL1NotificationMsg is agent-initiated autonomous message to report problems or significant events. TL1ResponseMsg is the reply message to the

TL1 command sent from manager. TL1AckMsg is sent when agent can not send the response message within a certain amount of time. Each TL1 message is fully parsed and translated to Java objects. For example, the date and time information contained in message header are represented by TL1Date and TL1Time objects. The payload part is represented as an array of TL1Line object. And from those objects, you can further drill down to get more detailed information.

## UML diagram

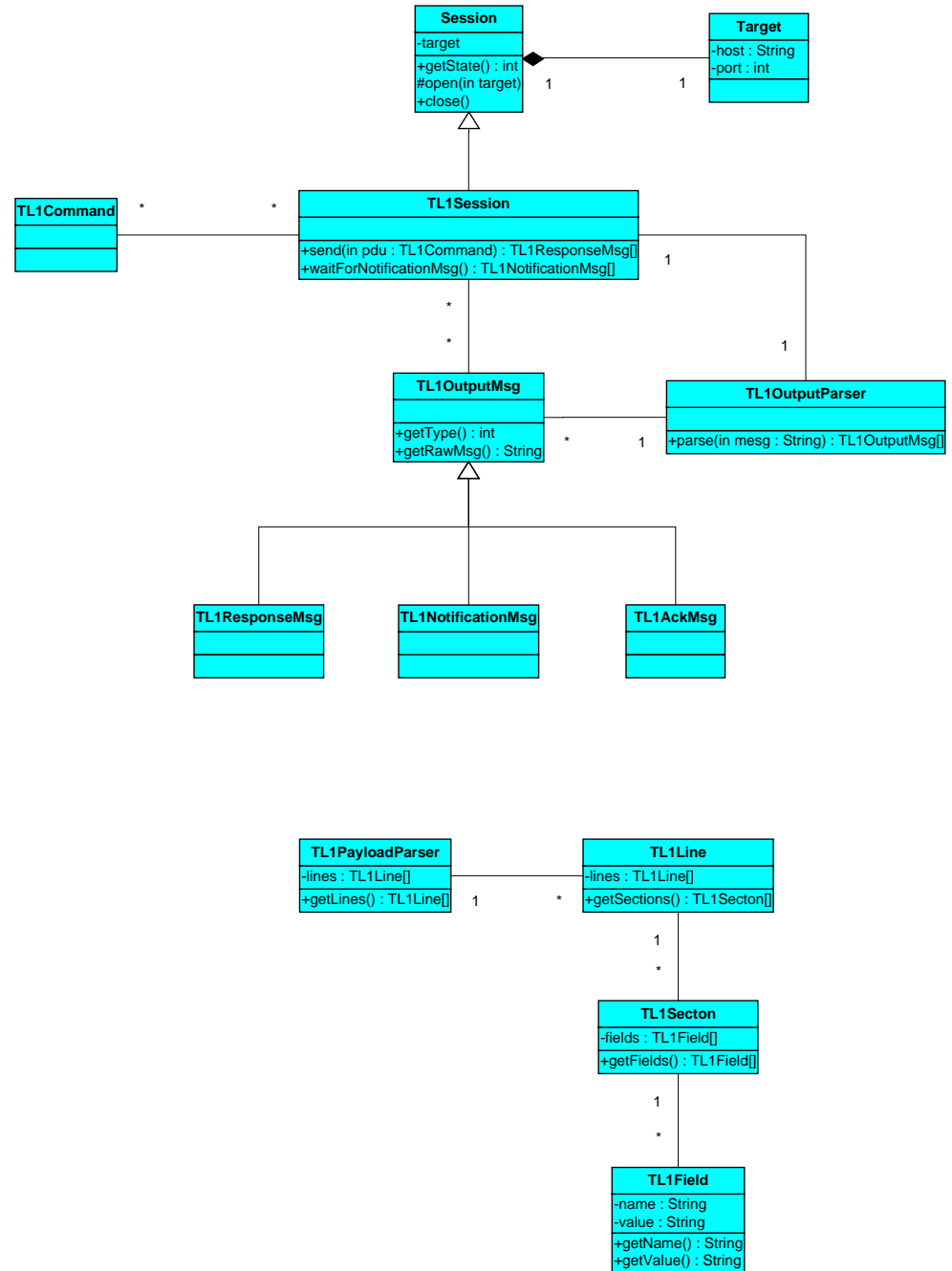


Figure 1. iReasoning TL1 library class diagram

## Configuration

- **Logger configuration**  
iReasoning TL1 library has a built-in logger. Logger is configurable through `Logger.prop` file located at config directory. You can change the logging level or just disable logger. The output of logging message is also configurable. It can be standard out or file. Check out `Logger.prop` for detailed information.

## Usage examples

In your source file, you need to import the following iReasoning TL1 packages:

```
import com.ireasoning.protocol.*;
import com.ireasoning.protocol.tl1.*;
```

- **TL1Session class**  
The core class of iReasoning TL1 library is `TL1Session` class. It represents a communication channel between manager and agent. Similar to other communication classes, it needs remote host name and port number so it can connect to remote agent, and the channel needs to be closed after it is finished. This class provides necessary methods to do TL1 queries. The lowest level method is "`public TL1ResponseMsg[] send(TL1Command request)`", which encodes and sends out `TL1Command` object to the agent.

The following is a simple example on how to use `TL1Session` class to log in to TL1 agent and then send a `RTRV-EQPT` command.

```
1. TL1Session session = new TL1Session("localhost", 9000);
2. TL1Command req = new TL1Command();
3. req = TL1Command.act_user("abc", "123");
4. session.send(req);
5. req.setCommand("rtrv-eqpt:NodeA: SLOT-ALL:123;");
6. TL1ResponseMsg[] msgs = session.send(req);
   ... //process messages
7. session.close();
```

In this example, a TL1Session object is created with the properties of remote agent. Then it sends a login command, and a RTRV-EQPT command is sent after that. Check out tl1.java (in ./examples/tl1/ ) for complete implementation example.

➤ **Create a TL1 alarm listener**

TL1 alarms are initiated by agent to report problems or significant events. To collect TL1 alarms, a connection needs to be established with the agent. And log in with necessary security level. Then we can collect all alarms sent by agent. Some agents terminate idle connections. To avoid that, TL1Session's launchKeepAliveThread method launches a new thread which sends a dummy command to the agent periodically.

The following is a simple example on how to collect TL1 alarms.

```

1. TL1Session session = new TL1Session("localhost", 9000);
2. L1Command req = TL1Command.act_user("abc", "123");
3. session.send(req);
4. session.launchKeepAliveThread("rtrv-eqpt:Node:SLOT-ALL:123;", 60);
5. while(true)
6. {
7.     TL1NotificationMsg[] notes = session.waitForNotificationMsg();
8.     for (int i = 0; i < notes.length; i++)
9.     {
10.        System.out.println( "Got a new alarm:\r\n" + notes[i]);
11.    }
12.}

```

The first line creates a TL1Session connecting to a local agent at port number 9000. Line 2 and 3 send login command with user name and password. Line 4 launches a new thread which sends keep-alive command to agent periodically. Line 5 to 12 is an infinite loop waiting for TL1 autonomous messages. Check out alarmd.java for a complete implementation.

## APPENDIX

### TL1 agent simulator

A TL1 agent simulator is included in this library. It is a multi-thread program which can handle multiple clients simultaneously. Run `runsimulator.bat` (on windows) or `runsimulator.sh` (on unix) to start simulator. The default port number is 9000.

You can config the simulator by modifying couples of configuration files on config directory.

- Simulator.xml

Here is an example:

```
<TL1Simulator
port="9000"
configFile="TL1Simulator.xml"
dataFile="TL1Data.txt"
alarmFile="TL1Alarm.txt"
alarmPeriod="10"/>
```

It specifies that TL1 agent listens on port 9000. Its own config file is TL1Simulator.xml. It loads TL1 commands and responses from TL1Data.txt. And it loads TL1 alarms from TL1Alarm.txt. It sends alarms every 10 seconds.

- TL1Simulator.xml

Here is an example:

```
<user name="abc" password="123" />
```

It adds TL1 user whose name is abc and password is 123.

- TL1Data.txt

It contains the raw string input and output TL1 agent.

Here is an example:

```
; RTRV-CRS-ALL:NODE_1_9:;;;;;
> IP 0
<
  NODE_1_9 01-05-14 20:18:34
```

```
M 0 COMPLD  
;
```

You can add new commands and responses to this file.

➤ TL1Alarm.txt

It contains the raw alarm message. TL1 simulator loads alarm data from this file, and it picks an alarm randomly and sends it out periodically.

Here is an example:

```
NODE2 2000-05-23 15:41:43  
*C 329 REPT ALM OC12  
"FAC-14-1:CR,LOF,SA,,,:\"Loss of Frame\",OC12"  
;
```

You can add new alarms to this file.

## RESOURCES AND REFERENCE

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- ❖ iReasoning Home Page

<http://www.iReasoning.com/>

- ❖ TL1 FAQ

<http://www.tl1.com/library/TL1/Overview/FAQ.html>

- ❖ TL1 misc. information

<http://www.tl1.com/>

- ❖ JAVA web site

<http://java.sun.com/>

# GLOSSARY OF TERMS

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## **JAVA**

Java is a programming language expressly designed for use in the distributed environment of the Internet. It was designed to have the "look and feel" of the C++ language, but it is simpler to use than C++ and enforces an object-oriented programming model.

## **TL1**

Transaction Language 1 (TL1) is an ASCII or man-machine management protocol defined by Bellcore. It is used to manage most of the optical, broadband, and access equipment in North America.

## **TCP**

TCP (Transmission Control Protocol) is a set of rules (protocol) used along with the Internet Protocol (IP) to send data in the form of message units between computers over the Internet. While IP takes care of handling the actual delivery of the data, TCP takes care of keeping track of the individual units of data (called packets) that a message is divided into for efficient routing through the Internet. TCP is known as a connection-oriented protocol, which means that a connection is established and maintained until such time as the message or messages to be exchanged by the application programs at each end have been exchanged.

## **Transport Layer**

In the Open Systems Interconnection (OSI) communications model, the Transport layer ensures the reliable arrival of messages and provides error checking mechanisms and data flow controls. The Transport layer provides services for both "connection-mode" transmissions and for "connectionless-mode" transmissions. For connection-mode transmissions, a transmission may be sent or arrive in the form of packets that need to be reconstructed into a complete message at the other end.

## **UDP**

UDP (User Datagram Protocol) is a communications protocol that offers a limited amount of service when messages are exchanged between computers in a network that uses the Internet Protocol (IP). UDP is an alternative to the Transmission Control Protocol (TCP) and, together with IP, is sometimes referred to as UDP/IP. Like the Transmission Control

Protocol, UDP uses the Internet Protocol to actually get a data unit (called a datagram) from one computer to another. Unlike TCP, however, UDP does not provide the service of dividing a message into packets (datagrams) and reassembling it at the other end.

## **UML**

UML (Unified Modeling Language) is a standard notation for the modeling of real-world objects as a first step in developing an object-oriented design methodology.