

Technical White Paper

KTL eBusiness Suite

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Introduction

The KTL eBusiness solution was developed to offer Great Plains Dynamics and eEnterprise customers an eCommerce solution developed purely using Microsoft Active Server Pages. An eCommerce solution that provides rapid implementation and ease of customization is a must for both Great Plains VAR's and customers.

The KTL eBusiness was built using COM technology allowing the developer to easily add new components to the web site with out affecting future upgrades. Moving the Great Plains logic to COM technology allows developers to quickly add new features to the eCommerce site with out having to understand the Great Plains schema and business rules. This in itself offers the customer a lower total cost of ownership

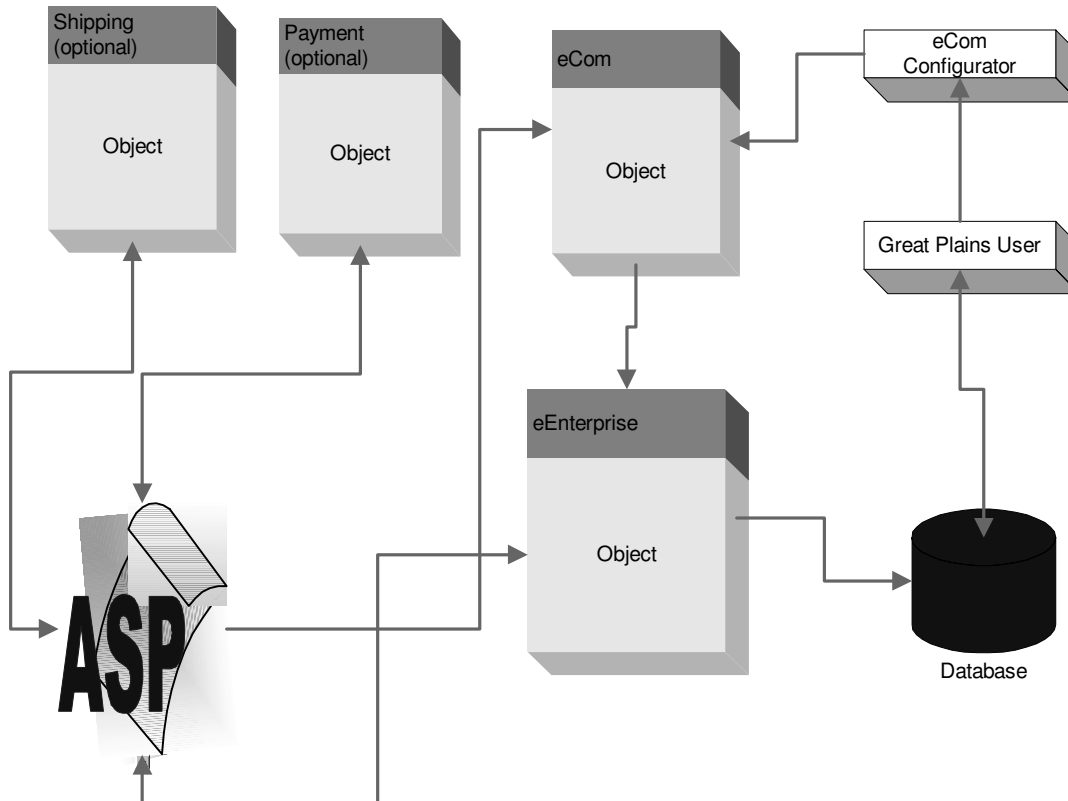
KTL eBusiness Overview

The KTL eBusiness system is broken down into two distinct objects. The separation of the objects, allow additions/upgrades, customizations and the management of the web site to be performed with ease.

- KTL eEnterprise object – The KTL eEnterprise SDK is a set of COM objects that encompass the logic for the Great Plains Sales and Inventory series modules. By using COM objects to perform the Great Plains logic, we are able to maintain the core part of the eCommerce without compromising the web component of the eCommerce site.
- KTL eCom object with configurator– The KTL eCom is the core component of the eCommerce site that communicates between the web pages and the eEnterprise objects. This eCom object encompasses the rules of the eCommerce site, which allows the eCommerce to be extended by any programmer or developer. The configurator allows the user to define the rules for the eCommerce site. The rules define permissions, catalogs, users, payment processes, etc.

KTL eBusiness Architecture

A typical eCommerce solution consists of web pages, database routines, and interfaces with a financial management system.

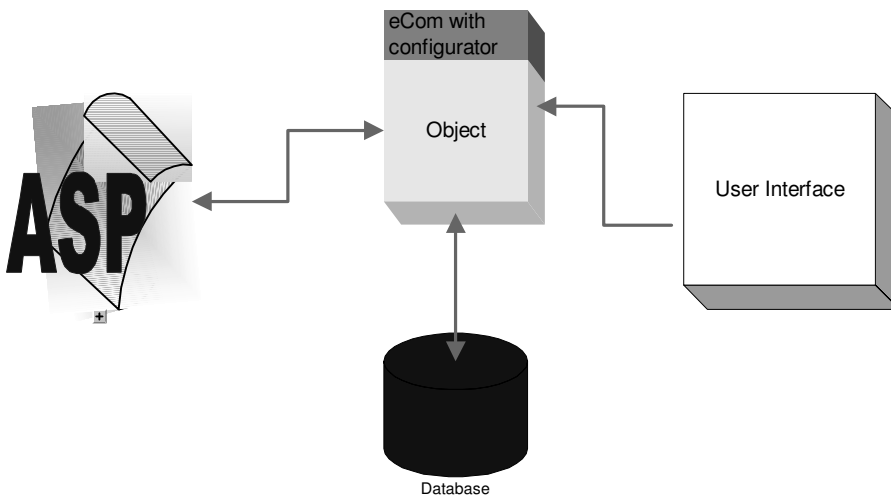


Web Pages

The web pages are displayed to the eCommerce customer and provide the user experience. By developing the web pages in Active Server Pages we can dynamically display the look and feel of the web site based on the user login.

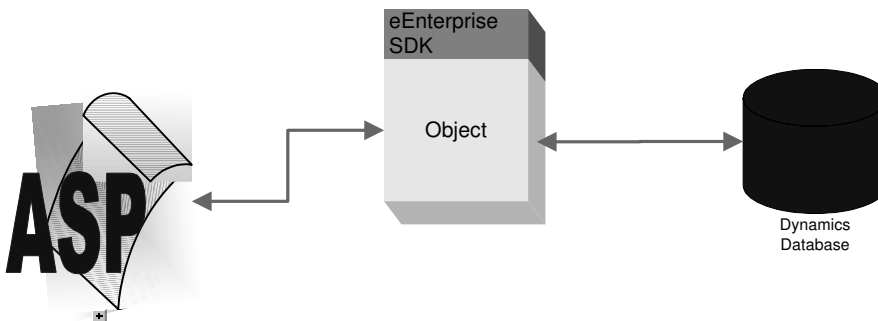
The look and feel is driven by the eCom objects, which contain the configurations. The eCom objects define what the rules are for the individual user such as products they can purchase, pricing, shipping methods, purchasing methods, etc.

eCom Objects



The eCom Objects define the functionality of the web site. The functionality consists of various menu options, pricing, catalogs, purchasing, etc. By encompassing the functionality of the web site in COM objects allows the developer to easily substitute or add on additional web site functionality without affecting the web pages and upgrades. The eCom objects interface with the client application and the web site. Web pages are dynamically created from the rules defined by the user using the client application.

eEnterprise SDK



The eEnterprise SDK is the engine that communicates with the Great Plains database tables. It is a single COM component that encompasses the rules for the inventory and sales modules of Great Plains. By modularizing the code in one COM component we have given the developer the flexibility of expanding the capabilities of the eCommerce site without having to learn business logic behind Great Plains. It also makes applying patches to Great Plains engine easier and more efficient.

The eEnterprise SDK is built using collections. By using collections enables the COM object to achieve optimum performance. This means that routines and variables are not executed or allocated until they are actually used. This allows us to focus the routines as distinct objects within the objects making maintenance and enhancements easier and faster.