



Red Hat Decision Manager 7.0

Designing a decision service using uploaded decision tables

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Abstract

This document describes how to design a decision service using uploaded decision tables in Red Hat Decision Manager 7.0.

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PREFACE

As a business analyst or business rules developer, you can upload decision table spreadsheets to define business rules in a tabular format. These rules are compiled into Drools Rule Language (DRL) and form the core of the decision service for your project.

Prerequisite

The team and project for the decision tables have been created in Decision Central. Each asset is associated with a project assigned to a team. For details, see [Getting started with decision services](#).

CHAPTER 1. RULE-AUTHORING ASSETS IN RED HAT DECISION MANAGER

Red Hat Decision Manager provides several assets that you can use to create business rules for your decision service. Each rule-authoring asset has different advantages, and you might prefer to use one or a combination of multiple assets depending on your goals and needs.

The following table highlights each rule-authoring asset in Decision Central to help you decide or confirm the best method for creating rules in your decision service.

Table 1.1. Rule-authoring assets in Decision Central

Asset	Highlights	Documentation
Guided decision tables	<ul style="list-style-type: none"> • Are tables of rules that you create in a UI-based table designer in Decision Central • Are a wizard-led alternative to uploaded decision table spreadsheets • Provide fields and options for acceptable input • Support template keys and values for creating rule templates • Support hit policies, real-time validation, and other additional features not supported in other assets • Are optimal for creating rules in a controlled tabular format to minimize compilation errors 	Designing a decision service using guided decision tables
Uploaded decision tables	<ul style="list-style-type: none"> • Are XLS or XLSX decision table spreadsheets that you upload into Decision Central • Support template keys and values for creating rule templates • Are optimal for creating rules in decision tables already managed outside of Decision Central • Have strict syntax requirements for rules to be compiled properly when uploaded 	Designing a decision service using uploaded decision tables

Asset	Highlights	Documentation
Guided rules	<ul style="list-style-type: none"> • Are individual rules that you create in a UI-based rule designer in Decision Central • Provide fields and options for acceptable input • Are optimal for creating single rules in a controlled format to minimize compilation errors 	Designing a decision service using guided rules
Guided rule templates	<ul style="list-style-type: none"> • Are reusable rule structures that you create in a UI-based template designer in Decision Central • Provide fields and options for acceptable input • Support template keys and values for creating rule templates (fundamental to the purpose of this asset) • Are optimal for creating many rules with the same rule structure but with different defined field values 	Designing a decision service using guided rule templates
DRL rules	<ul style="list-style-type: none"> • Are individual rules that you define directly in .drl text files • Provide the most flexibility for defining rules and other technicalities of rule behavior • Can be created in certain standalone environments and integrated with Red Hat Decision Manager • Are optimal for creating rules that require advanced DRL options • Have strict syntax requirements for rules to be compiled properly 	Designing a decision service using DRL rules

CHAPTER 2. DECISION TABLES

Decision tables are XLS or XLSX spreadsheets that you can use to define business rules in a tabular format and that you can upload to your project in Decision Central. Each row in the spreadsheet is a rule, and each column is a condition, an action, or another rule attribute. After you create and upload your decision tables, the rules you defined are compiled into Drools Rule Language (DRL) rules as with all other rule assets.

All data objects related to an uploaded decision table must be in the same project package as the uploaded decision table. Assets in the same package are imported by default. Existing assets in other packages can be imported with the decision table.

CHAPTER 3. DATA OBJECTS

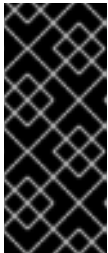
Data objects are the building blocks for the rule assets that you create. Data objects are custom data types implemented as Java objects in specified packages of your project. For example, you might create a **Person** object with data fields **Name**, **Address**, and **Date of Birth** to specify personal details for loan application rules. These custom data types determine what data your assets and your decision service are based on.

3.1. CREATING DATA OBJECTS

The data objects that you define are the building blocks for rule assets in your project and determine what data your assets and your decision service are based on.

Procedure

1. Go to **Menu** → **Design** → **Projects** and click the project name.
2. Click **Create New Asset** → **Data Object**.
3. Enter a unique **Data Object** name and select the **Package** where you want the data object to be available for other rule assets. Data objects with the same name cannot exist in the same package. The package that you specify must be the same package where the rule assets that require those data objects have been assigned or will be assigned.



IMPORTING DATA OBJECTS FROM OTHER PACKAGES

You can also import an existing data object from another package into the package of the rule asset. In the **Project Explorer**, expand the asset panel (such as for guided decision tables or guided rules), select the specific asset, and in the asset designer, go to **Data Objects** → **New item** to select the object to be imported.

4. To make your data object persistable, select the **Persistable** checkbox. Persistable data objects are able to be stored in a database according to the JPA specification. The default JPA is Hibernate.
5. Click **Ok**.
6. In the data object designer, click **add field** to add a field to the object with the attributes **Id**, **Label**, and **Type**. Required attributes are marked with an asterisk (*).
 - **Id**: Enter the unique ID of the field.
 - **Label**: (Optional) Enter a label for the field.
 - **Type**: Enter the data type of the field.
 - **List**: Select this check box to enable the field to hold multiple items for the specified type.

Figure 3.1. Add data fields to a data object

New Field ×

Id *

salary

Label

Salary

Type *

BigInteger ▼

List ?

☐

Cancel

Create

Create and continue

- Click **Create** to add the new field, or click **Create and continue** to add the new field and continue adding other fields.

**NOTE**

To edit a field, select the field row and use the **general properties** on the right side of the screen.

CHAPTER 4. DECISION TABLE USE CASE

An online shopping site lists the shipping charges for ordered items. The site provides free shipping under the following conditions:

- The number of items ordered is 4 or more and the checkout total is \$300 or more.
- Standard shipping is selected (4 or 5 business days from the date of purchase).

The following are the shipping rates under these conditions:

Table 4.1. For orders less than \$300

Number of items	Delivery day	Shipping charge in USD, $N =$ Number of items
3 or fewer	Next day	35
	2nd day	15
	Standard	10
4 or more	Next day	$N \times 7.50$
	2nd day	$N \times 3.50$
	Standard	$N \times 2.50$

Table 4.2. For orders more than \$300

Number of items	Delivery day	Shipping charge in USD, $N =$ Number of items
3 or fewer	Next day	25
	2nd day	10
	Standard	$N \times 1.50$
4 or more	Next day	$N \times 5$
	2nd day	$N \times 2$
	Standard	FREE

These conditions and rates are shown in the following example decision table spreadsheet:

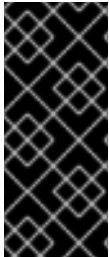
Figure 4.1. Decision table for shipping charges

	A	B	C	D	E	F
1		RuleSet	Charge Calculator			
2		Import	guvnor.feature.dtables.Order, guvnor.feature.dtables.Charge			
3		Variables	Integer totalCount			
4		Sequential	TRUE			
5		SequentialMaxPriority	10			
6						
7		RuleTable Basic				
8	DESCRIPTION	CONDITION	CONDITION	CONDITION	ACTION	
9		\$order : Order				
10		itemsCount > \$1	itemsCount <= \$1	deliverInDays == \$1	insert(new Charge(\$1));	
11		Min items	Max items	Delivered in days	Pay charge in US dollars	
12	expensive	0	3	1	35	
13		0	3	2	15	
14		0	3		10	
15		4		1	\$order.getItemsCount() * 7.5	
16		4		2	\$order.getItemsCount() * 3.5	
17	cheap	4			\$order.getItemsCount() * 2.5	
18						
19		RuleTable Expensive				
20	DESCRIPTION	CONDITION	CONDITION	CONDITION	CONDITION	ACTION
21		\$order : Order				
22		itemsCount > \$1	itemsCount <= \$1	deliverInDays == \$1	totalPrice > \$1	insert(new Charge(\$1));
23		Min items	Max items	Delivered in days	More expensive than	Pay charge in US dollars
24	expensive	0	3	1	300	25
25		0	3	2	300	10
26		0	3		300	\$order.getItemsCount() * 1.5
27		4		1	300	\$order.getItemsCount() * 5
28		4		2	300	\$order.getItemsCount() * 2
29	cheap	4			300	0
30						

In order for a decision table to be uploaded in Decision Central, the table must comply with certain structure and syntax requirements, within an XLS or XLSX spreadsheet, as shown in this example. For more information, see [Chapter 5, Defining decision tables](#).

CHAPTER 5. DEFINING DECISION TABLES

Decision table spreadsheets (XLS or XLSX) require two key areas that define rule data: a **RuleSet** area and a **RuleTable** area. The **RuleSet** area of the spreadsheet defines elements that you want to apply globally to all rules in the same package (not only the spreadsheet), such as a rule set name or universal rule attributes. The **RuleTable** area defines the actual rules (rows) and the conditions, actions, and other rule attributes (columns) that constitute that rule table within the specified rule set. A decision table spreadsheet can contain multiple **RuleTable** areas, but only one **RuleSet** area.



IMPORTANT

You should typically create only one decision table spreadsheet, containing all necessary **RuleTable** definitions, per rule package in Decision Central. You can create separate decision table spreadsheets for separate packages, but creating multiple decision table spreadsheets in the same package can cause compilation errors from conflicting **RuleSet** or **RuleTable** attributes and is therefore not recommended.

Refer to the following sample spreadsheet as you define your decision table:

Figure 5.1. Sample decision table spreadsheet for shipping charges

	A	B	C	D	E	F
1		RuleSet	Charge Calculator			
2		Import	guvnor.feature.dtables.Order, guvnor.feature.dtables.Charge			
3		Variables	Integer <u>totalCount</u>			
4		Sequential	TRUE			
5		<u>SequentialMaxPriority</u>	10			
6						
7		RuleTable Basic				
8	DESCRIPTION	CONDITION	CONDITION	CONDITION	ACTION	
9		\$order : Order				
10		<u>itemsCount > \$1</u>	<u>itemsCount <= \$1</u>	<u>deliverInDays == \$1</u>	insert(new Charge(\$1));	
11		Min items	Max items	Delivered in days	Pay charge in US dollars	
12	expensive	0	3	1	35	
13		0	3	2	15	
14		0	3		10	
15		4		1	<u>\$order.getItemsCount() * 7.5</u>	
16		4		2	<u>\$order.getItemsCount() * 3.5</u>	
17	cheap	4			<u>\$order.getItemsCount() * 2.5</u>	
18						
19		RuleTable Expensive				
20	DESCRIPTION	CONDITION	CONDITION	CONDITION	CONDITION	ACTION
21		\$order : Order				
22		<u>itemsCount > \$1</u>	<u>itemsCount <= \$1</u>	<u>deliverInDays == \$1</u>	<u>totalPrice > \$1</u>	insert(new Charge(\$1));
23		Min items	Max items	Delivered in days	More expensive than	Pay charge in US dollars
24	expensive	0	3	1	300	25
25		0	3	2	300	10
26		0	3		300	<u>\$order.getItemsCount() * 1.5</u>
27		4		1	300	<u>\$order.getItemsCount() * 5</u>
28		4		2	300	<u>\$order.getItemsCount() * 2</u>
29	cheap	4			300	0
30						

Procedure

1. In a new XLS or XLSX spreadsheet, go to the second or third column and label a cell **RuleSet** (row 1 in example). Reserve the column or columns to the left for descriptive metadata (optional).

2. In the next cell to the right, enter a name for the **RuleSet**. This named rule set will contain all **RuleTable** rules defined in the rule package.
3. Under the **RuleSet** cell, define any rule attributes (one per cell) that you want to apply globally to all rule tables in the package. Specify attribute values in the cells to the right. For example, you can enter an **Import** label and in the cell to the right, specify relevant data objects from other packages that you want to import into the package for the decision table (in the format **package.name.object.name**). For supported cell labels and values, see [Section 5.1, “RuleSet definitions”](#).
4. Below the the **RuleSet** area and in the same column as the **RuleSet** cell, skip a row and label a new cell **RuleTable** (row 7 in example) and enter a table name in the same cell. The name is used as the initial part of the name for all rules derived from this rule table, with the row number appended for distinction. You can override this automatic naming by inserting a **NAME** attribute column.
5. Use the next four rows to define the following elements as needed (rows 8-11 in example):
 - **Rule attributes:** Conditions, actions, or other attributes. For supported cell labels and values, see [Section 5.2, “RuleTable definitions”](#).
 - **Object types:** The data objects to which the rule attributes apply. If the same object type applies to multiple columns, merge the object cells into one cell across multiple columns (as shown in the sample decision table), instead of repeating the object type in multiple cells. When an object type is merged, all columns below the merged range will be combined into one set of constraints within a single pattern for matching a single fact at a time. When an object is repeated in separate columns, the separate columns can create different patterns, potentially matching different or identical facts.
 - **Constraints:** Constraints on the object types.
 - **Column label:** (Optional) Any descriptive label for the column, as a visual aid. Leave blank if unused.



NOTE

As an alternative to populating both the object type and constraint cells, you can leave the object type cell or cells empty and enter the full expression in the corresponding constraint cell or cells. For example, instead of **Order** as the object type and **itemsCount > \$1** as a constraint (separate cells), you can leave the object type cell empty and enter **Order(itemsCount > \$1)** in the constraint cell, and then do the same for other constraint cells.

6. After you have defined all necessary rule attributes (columns), enter values for each column as needed, row by row, to generate rules (rows 12-17 in example). Cells with no data are ignored (such as when a condition or action does not apply).
If you need to add more rule tables to this decision table spreadsheet, skip a row after the last rule in the previous table, label another **RuleTable** cell in the same column as the previous **RuleTable** and **RuleSet** cells, and create the new table following the same steps in this section (rows 19-29 in example).
7. Save your XLS or XLSX spreadsheet to finish.



NOTE

Only the first worksheet in a spreadsheet workbook will be processed as a decision table when you upload the spreadsheet in Decision Central. Each **RuleSet** name combined with the **RuleTable** name must be unique across all decision table files in the same package.

After you upload the decision table in Decision Central, the rules are rendered as DRL rules like the following example, from the sample spreadsheet:

```
//row 12
rule "Basic_12"
salience 10
  when
    $order : Order(itemsCount > 0, itemsCount <= 3, deliverInDays == 1)
  then
    insert(new Charge(35));
  end
```

5.1. RULESET DEFINITIONS

Entries in the **RuleSet** area of a decision table define DRL constructs and rule attributes that you want to apply to all rules in a package (not only in the spreadsheet). Entries must be in a vertically stacked sequence of cell pairs, where the first cell contains a label and the cell to the right contains the value. A decision table spreadsheet can have only one **RuleSet** area.

The following table lists the supported labels and values for **RuleSet** definitions:

Table 5.1. Supported RuleSet definitions

Label	Value	Usage
RuleSet	The package name for the generated DRL file. Optional, the default is rule_table .	Must be the first entry.
Sequential	true or false . If true , then salience is used to ensure that rules fire from the top down.	Optional, at most once. If omitted, no firing order is imposed.
SequentialMaxPriority	Integer numeric value	Optional, at most once. In sequential mode, this option is used to set the start value of the salience. If omitted, the default value is 65535.
SequentialMinPriority	Integer numeric value	Optional, at most once. In sequential mode, this option is used to check if this minimum salience value is not violated. If omitted, the default value is 0.

Label	Value	Usage
EscapeQuotes	true or false . If true , then quotation marks are escaped so that they appear literally in the DRL.	Optional, at most once. If omitted, quotation marks are escaped.
Import	A comma-separated list of Java classes to import from another package.	Optional, may be used repeatedly.
Variables	Declarations of DRL globals (a type followed by a variable name). Multiple global definitions must be separated by commas.	Optional, may be used repeatedly.
Functions	One or more function definitions, according to DRL syntax.	Optional, may be used repeatedly.
Queries	One or more query definitions, according to DRL syntax.	Optional, may be used repeatedly.
Declare	One or more declarative types, according to DRL syntax.	Optional, may be used repeatedly.

**WARNING**

In some cases, Microsoft Office, LibreOffice, and OpenOffice might encode a double quotation mark differently, causing a compilation error. For example, **"A"** will fail, but **"A"** will pass.

5.2. RULETABLE DEFINITIONS

Entries in the **RuleTable** area of a decision table define conditions, actions, and other rule attributes for the rules in that rule table. A decision table spreadsheet can have multiple **RuleTable** areas.

The following table lists the supported labels (column headers) and values for **RuleTable** definitions. For column headers, you can use either the given labels or any custom labels that begin with the letters listed in the table.

Table 5.2. Supported RuleTable definitions

Label	Or custom label that begins with	Value	Usage
-------	----------------------------------	-------	-------

Label	Or custom label that begins with	Value	Usage
NAME	N	Provides the name for the rule generated from that row. The default is constructed from the text following the RuleTable tag and the row number.	At most one column.
DESCRIPTION	I	Results in a comment within the generated rule.	At most one column.
CONDITION	C	Code snippet and interpolated values for constructing a constraint within a pattern in a condition.	At least one per rule table.
ACTION	A	Code snippet and interpolated values for constructing an action for the consequence of the rule.	At least one per rule table.
METADATA	@	Code snippet and interpolated values for constructing a metadata entry for the rule.	Optional, any number of columns.

The following sections provide more details about how condition, action, and metadata columns use cell data:

Conditions

For columns headed **CONDITION**, the cells in consecutive lines result in a conditional element:

- First cell:** Text in the first cell below **CONDITION** develops into a pattern for the rule condition, and uses the snippet in the next line as a constraint. If the cell is merged with one or more neighboring cells, a single pattern with multiple constraints is formed. All constraints are combined into a parenthesized list and appended to the text in this cell.
 If this cell is empty, the code snippet in the cell below it must result in a valid conditional element on its own. For example, instead of **Order** as the object type and **itemsCount > \$1** as a constraint (separate cells), you can leave the object type cell empty and enter **Order(itemsCount > \$1)** in the constraint cell, and then do the same for any other constraint cells.

To include a pattern without constraints, you can write the pattern in front of the text of another pattern, with or without an empty pair of parentheses. You can also append a **from** clause to the pattern.

If the pattern ends with **eval**, code snippets produce boolean expressions for inclusion into a pair of parentheses after **eval**.

- Second cell:** Text in the second cell below **CONDITION** is processed as a constraint on the object reference in the first cell. The code snippet in this cell is modified by interpolating

values from cells farther down in the column. If you want to create a constraint consisting of a comparison using `==` with the value from the cells below, then the field selector alone is sufficient. Any other comparison operator must be specified as the last item within the snippet, and the value from the cells below is appended. For all other constraint forms, you must mark the position for including the contents of a cell with the symbol **\$param**. Multiple insertions are possible if you use the symbols **\$1**, **\$2**, and so on, and a comma-separated list of values in the cells below. However, do not separate **\$1**, **\$2**, and so on, by commas, or the table will fail to process.

To expand a text according to the pattern **forall(\$delimiter){\$snippet}**, repeat the **\$snippet** once for each of the values of the comma-separated list in each of the cells below, insert the value in place of the symbol **\$**, and join these expansions by the given **\$delimiter**. Note that the **forall** construct may be surrounded by other text.

If the first cell contains an object, the completed code snippet is added to the conditional element from that cell. A pair of parentheses is provided automatically, as well as a separating comma if multiple constraints are added to a pattern in a merged cell. If the first cell is empty, the code snippet in this cell must result in a valid conditional element on its own. For example, instead of **Order** as the object type and **itemsCount > \$1** as a constraint (separate cells), you can leave the object type cell empty and enter **Order(itemsCount > \$1)** in the constraint cell, and then do the same for any other constraint cells.

- **Third cell:** Text in the third cell below **CONDITION** is a descriptive label that you define for the column, as a visual aid.
- **Fourth cell:** From the fourth row on, non-blank entries provide data for interpolation. A blank cell omits the condition or constraint for this rule.

Actions

For columns headed **ACTION**, the cells in consecutive lines result in an action statement:

- **First cell:** Text in the first cell below **ACTION** is optional. If present, the text is interpreted as an object reference.
- **Second cell:** Text in the second cell below **ACTION** is a code snippet that is modified by interpolating values from cells farther down in the column. For a singular insertion, mark the position for including the contents of a cell with the symbol **\$param**. Multiple insertions are possible if you use the symbols **\$1**, **\$2**, and so on, and a comma-separated list of values in the cells below. However, do not separate **\$1**, **\$2**, and so on, by commas, or the table will fail to process.

A text without any marker symbols can execute a method call without interpolation. In this case, use any non-blank entry in a row below the cell to include the statement. The **forall** construct is supported.

If the first cell contains an object, then the cell text (followed by a period), the text in the second cell, and a terminating semicolon are strung together, resulting in a method call that is added as an action statement for the consequence. If the first cell is empty, the code snippet in this cell must result in a valid action element on its own.

- **Third cell:** Text in the third cell below **ACTION** is a descriptive label that you define for the column, as a visual aid.
- **Fourth cell:** From the fourth row on, non-blank entries provide data for interpolation. A blank cell omits the condition or constraint for this rule.

Metadata

For columns headed **METADATA**, the cells in consecutive lines result in a metadata annotation for the generated rules:

- **First cell:** Text in the first cell below **METADATA** is ignored.
- **Second cell:** Text in the second cell below **METADATA** is subject to interpolation, using values from the cells in the rule rows. The metadata marker character @ is prefixed automatically, so you do not need to include that character in the text for this cell.
- **Third cell:** Text in the third cell below **METADATA** is a descriptive label that you define for the column, as a visual aid.
- **Fourth cell:** From the fourth row on, non-blank entries provide data for interpolation. A blank cell results in the omission of the metadata annotation for this rule.

5.3. ADDITIONAL RULE ATTRIBUTES FOR RULESET OR RULETABLE DEFINITIONS

The **RuleSet** and **RuleTable** areas also support labels and values for other rule attributes, such as **PRIORITY** or **NO-LOOP**. Rule attributes specified in a **RuleSet** area will affect all rule assets in the same package (not only in the spreadsheet). Rule attributes specified in a **RuleTable** area will affect only the rules in that rule table. You can use each rule attribute only once in a **RuleSet** area and once in a **RuleTable** area. If the same attribute is used in both **RuleSet** and **RuleTable** areas within the spreadsheet, then **RuleTable** takes priority and the attribute in the **RuleSet** area is overridden.

The following table lists the supported labels (column headers) and values for additional **RuleSet** or **RuleTable** definitions. For column headers, you can use either the given labels or any custom labels that begin with the letters listed in the table.

Table 5.3. Additional rule attributes for RuleSet or RuleTable definitions

Label	Or custom label that begins with	Value
PRIORITY	P	An integer defining the salience value of the rule. Rules with a higher salience value are given higher priority when ordered in the activation queue. Overridden by the Sequential flag. Example: PRIORITY 10
DATE-EFFECTIVE	V	A string containing a date and time definition. The rule can be activated only if the current date and time is after a DATE-EFFECTIVE attribute. Example: DATE-EFFECTIVE "4-Sep-2018"

Label	Or custom label that begins with	Value
DATE - EXPIRES	Z	<p>A string containing a date and time definition. The rule cannot be activated if the current date and time is after the DATE - EXPIRES attribute.</p> <p>Example: DATE - EXPIRES "4-Oct-2018"</p>
NO - LOOP	U	<p>A Boolean value. When this option is set to true, the rule cannot be reactivated (looped) if a consequence of the rule re-triggers a previously met condition.</p> <p>Example: NO - LOOP true</p>
AGENDA - GROUP	G	<p>A string identifying an agenda group to which you want to assign the rule. Agenda groups allow you to partition the agenda to provide more execution control over groups of rules. Only rules in an agenda group that has acquired a focus are able to be activated.</p> <p>Example: AGENDA - GROUP "GroupName"</p>
ACTIVATION - GROUP	X	<p>A string identifying an activation (or XOR) group to which you want to assign the rule. In activation groups, only one rule can be activated. The first rule to fire will cancel all pending activations of all rules in the activation group.</p> <p>Example: ACTIVATION - GROUP "GroupName"</p>
DURATION	D	<p>A long integer value defining the duration of time in milliseconds after which the rule can be activated, if the rule conditions are still met.</p> <p>Example: DURATION 10000</p>
TIMER	T	<p>A string identifying either int (interval) or cron timer definition for scheduling the rule.</p> <p>Example: TIMER "*/5 * * * *" (every 5 minutes)</p>
CALENDAR	E	<p>A Quartz calendar definition for scheduling the rule.</p> <p>Example: CALENDAR "*" * 0-7,18-23 ? * * (exclude non-business hours)</p>

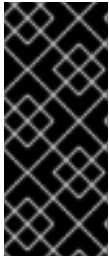
Label	Or custom label that begins with	Value
AUTO - FOCUS	F	<p>A Boolean value, applicable only to rules within agenda groups. When this option is set to true, the next time the rule is activated, a focus is automatically given to the agenda group to which the rule is assigned.</p> <p>Example: AUTO-FOCUS true</p>
LOCK-ON - ACTIVE	L	<p>A Boolean value, applicable only to rules within rule flow groups or agenda groups. When this option is set to true, the next time the ruleflow group for the rule becomes active or the agenda group for the rule receives a focus, the rule cannot be activated again until the ruleflow group is no longer active or the agenda group loses the focus. This is a stronger version of the no-loop attribute, because the activation of a matching rule is discarded regardless of the origin of the update (not only by the rule itself). This attribute is ideal for calculation rules where you have a number of rules that modify a fact and you do not want any rule re-matching and firing again.</p> <p>Example: LOCK-ON-ACTIVE true</p>
RULEFLOW - GROUP	R	<p>A string identifying a rule flow group. In rule flow groups, rules can fire only when the group is activated by the associated rule flow.</p> <p>Example: RULEFLOW - GROUP "GroupName"</p>

Figure 5.2. Sample decision table spreadsheet with attribute columns

	A	B	C	D	E	F	G	H
1		RuleSet	Charge Calculator					
2		Import	guvnor.feature.dtables.Order, guvnor.feature.dtables.Charge					
3		Variables	Integer totalCount					
4		Sequential	TRUE					
5		SequentialMaxPriority	10					
6								
7		RuleTable Basic						
8	DESCRIPTION	CONDITION	CONDITION	CONDITION	ACTION			
9		\$order : Order						
10		itemsCount > \$1	itemsCount <= \$1	deliverInDays == \$1	insert(new Charge(\$1));			
11		Min items	Max items	Delivered in days	Pay charge in US dollars			
12	expensive	0	3	1	35			
13		0	3	2	15			
14		0	3		10			
15		4		1	\$order.getItemsCount() * 7.5			
16		4		2	\$order.getItemsCount() * 3.5			
17	cheap	4			\$order.getItemsCount() * 2.5			
18								
19		RuleTable Expensive						
20	DESCRIPTION	CONDITION	CONDITION	CONDITION	CONDITION	RULEFLOW-GROUP	NOLoop	ACTION
21		\$order : Order						
22		itemsCount > \$1	itemsCount <= \$1	deliverInDays == \$1	totalPrice > \$1			insert(new Charge(\$1));
23		Min items	Max items	Delivered in days	More expensive than			Pay charge in US dollars
24	expensive	0	3	1	300		TRUE	25
25		0	3	2	300		TRUE	10
26		0	3		300		TRUE	\$order.getItemsCount() * 1.5
27		4		1	300	discount assessment		\$order.getItemsCount() * 5
28		4		2	300	discount assessment		\$order.getItemsCount() * 2
29	cheap	4			300	discount assessment		0
30								

CHAPTER 6. UPLOADING DECISION TABLES

After you define your rules in an external XLS or XLSX file, you can upload the file as a decision table in your project in Decision Central.



IMPORTANT

You should typically upload only one decision table spreadsheet, containing all necessary **RuleTable** definitions, per rule package in Decision Central. You can upload separate decision table spreadsheets for separate packages, but uploading multiple decision table spreadsheets in the same package can cause compilation errors from conflicting **RuleSet** or **RuleTable** attributes and is therefore not recommended.

Procedure

1. Go to **Menu** → **Design** → **Projects** and click the project name.
2. Click **Create New Asset** → **Decision Table (Spreadsheet)**.
3. Enter an informative **Decision Table** name and select the appropriate **Package**.
4. Select the file type (**xls** or **xlsx**), click the **Choose File** icon, and select the spreadsheet. Click **Ok** to upload.
5. In the decision table designer, click **Validate** in the upper-right toolbar to validate the table. If the table validation fails, open the XLS or XLSX file and address any syntax errors. For syntax help, see [Chapter 5, Defining decision tables](#).



CONVERTING A DECISION TABLE SPREADSHEET TO A GUIDED DECISION TABLE

To convert an uploaded decision table spreadsheet to a guided decision table, click **Convert** in the upper-right toolbar in the decision table designer. Converting the spreadsheet to a guided decision table enables you to edit the table data directly in Decision Central. For more information about guided decision tables, see [Designing a decision service using guided decision tables](#).

CHAPTER 7. NEXT STEPS

- *Testing a decision service using test scenarios*
- *Packaging and deploying a decision service*

APPENDIX A. VERSIONING INFORMATION

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