JobScheduler Master Installation - 12 - Glossary

Job Chains

A series of jobs that process orders one after the other. The JobScheduler starts the jobs in a job chain automatically, once a order has been started for the chain. Job chains allow a number of orders to be processed in parallel, by starting multiple instances of jobs (tasks).

You can find out more in the Job Chains article.

Jobs

Programs and scripts that are executed by the JobScheduler have to be embedded in jobs. Jobs can contain either start executable files or contain job scripts that use the JobScheduler program interface. More than one instance of a job (task) may run at any one time, should this be required to scale performance.

There are two types of jobs: standalone and order jobs. Whereas order jobs are started by orders within a job chain, standalone jobs can be started independently: either manually, scheduled or by directory monitoring. Standalone jobs cannot be run in job chains.

You can find out more in the Jobs article.

JOC Cockpit

The JobScheduler Operations Center (JOC) Cockpit is the end user interface for JobScheduler.

You can find out more in the JOC Cockpit article.

JOC (JobScheduler Operations Center)

JOC (JobScheduler Operations Center) is the JobScheduler interface for monitoring and controlling JobScheduler objects such as jobs, job chains and orders.

JOC is opened in a web browser using the address `http://[scheduler_host]:[scheduler_port]`, where *[scheduler_host]* and *[scheduler_port]* are the host name and the TCP ports number of the JobScheduler (e.g.`http://localhost:4444`).

You can find out more in the JOC - JobScheduler Operations Center article.

JOE (JobScheduler Object Editor)

JOE is the JobScheduler Object Editor. This is used to configure JobScheduler objects (jobs, job chains, orders, schedules, process classes and locks).

JOE is started using the script:

- `$SCHEDULER_HOME\bin\jobeditor.cmd(Windows™)`
- `$SCHEDULER_HOME/bin/jobeditor.sh(Unix™)`

You can find out more in the JOE - JobScheduler Object Editor article.

Orders

Orders activate the processing of job chains. Orders may also contain parameters for the jobs in a job chain. Every job in a job chain has access to the order parameters. Order parameters overwrite job parameters of the same name. Orders can be started according to time.

An order processes the jobs in a job chain one after the other. Orders can be configured so that, if a error in processing a job occurs, the order ...

- is removed from the job chain;
- continues with a further job in the chain;
- continues with the job that caused the initial error being repeated
- stands still - that is the order processing is suspended until it is restarted manually.

You can find out more in the Orders article.

Schedules

Time-based starting of jobs or orders can either be directly specified for each job or order or can be delegated to a schedule. Individual jobs or orders are then referred to this schedule. This means that if several jobs or orders have the same start parameters, these need only be specified once in the schedule. In addition, one schedule can be replaced by another for a particular period of time, thereby increasing the flexibility of setting job and order start parameters.

You can find out more in the Schedules article.