HPCC Systems®

ECL Playground

Boca Raton Documentation Team

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2013 Version 3.10.8.2

ECL Playground

Using the ECL Playground

ECL Playground is a tool hosted on an ESP server. A page runs in your browser, allowing you to access and execute self-contained ECL code on your HPCC system without the use of any other tools. The ECL Playground then shows you the results and the graph in your browser. The view is very similar to what the ECL IDE displays.

Accessing ECL Playground

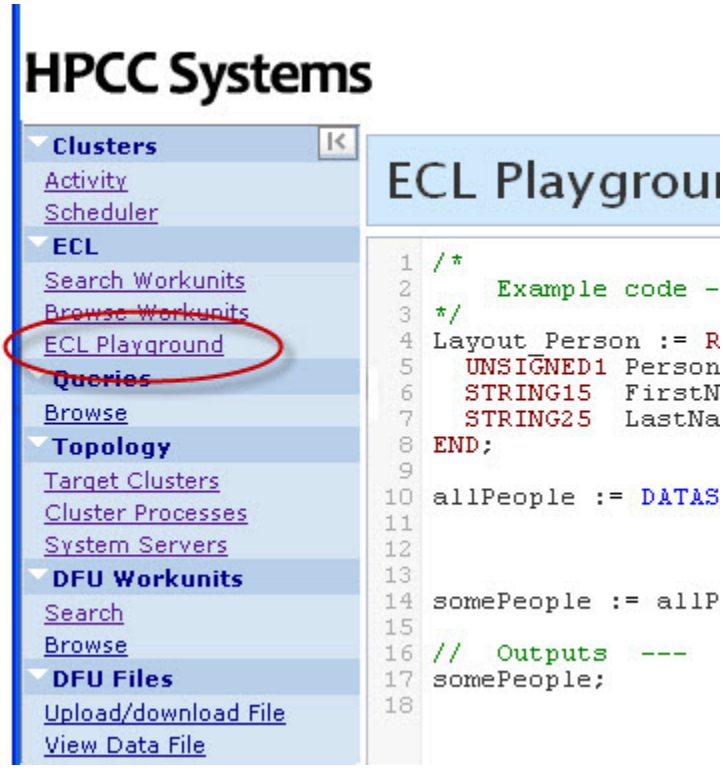
ECL Playground is installed with the HPCC platform. You can access it through the ECL Watch page.

1. In your browser, go to the **ECL Watch** URL. For example, http://nnn.nnn.nnn.nnn:8010, where nnn.nnn.nnn.nnn is your ESP server node's IP address.

	Your IP address could be different from the ones provided in the example images. Please use the IP address of **your** node.

2. From ECL Watch page, click on the **ECL Playground** link in the menu on the left side.

Figure 1. ECL Playground link

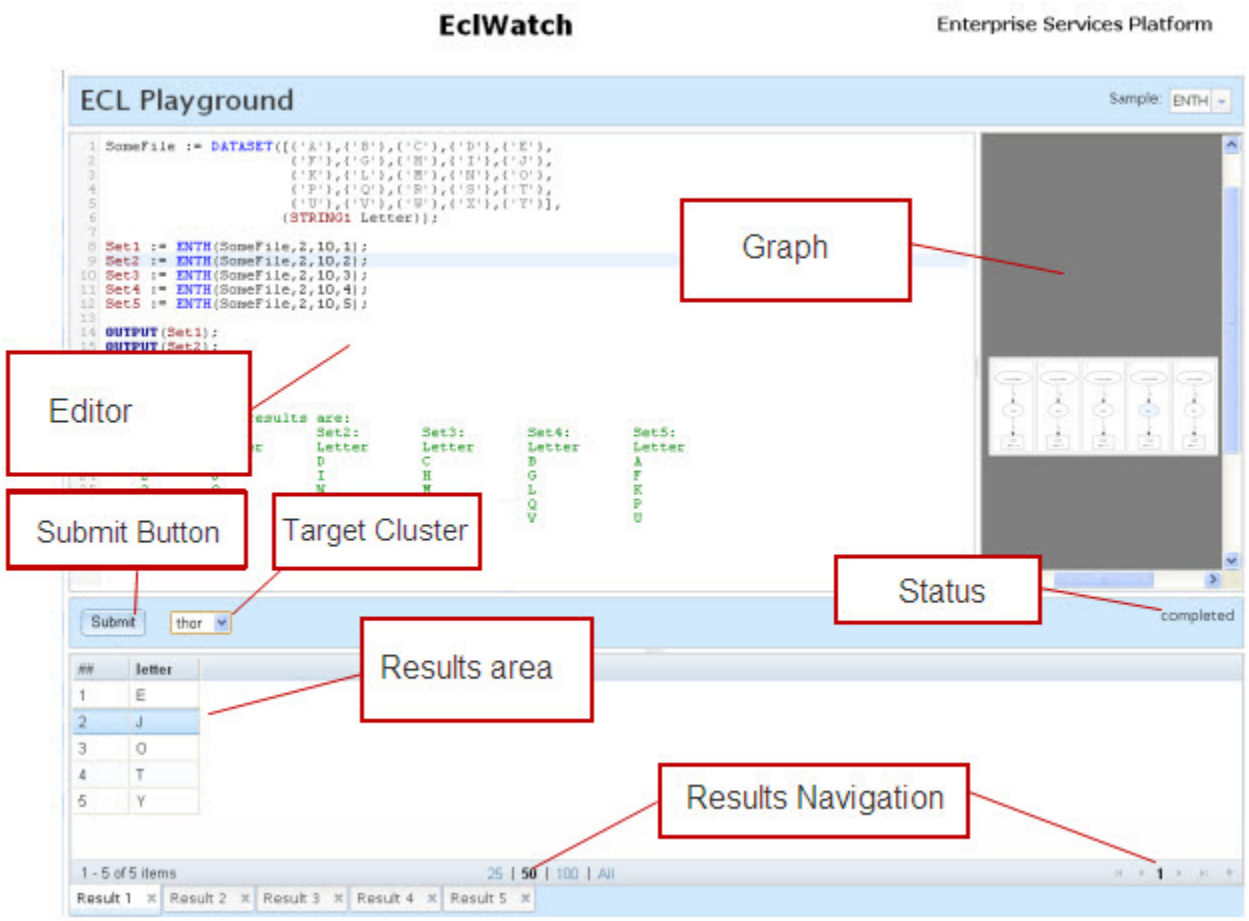


The ECL Playground displays.

Introducing the ECL Playground

The ECL Playground page is a work area where you can see and run self-contained ECL code. You can see the code, submit it, and see the results. You can even change the code and resubmit it to instantly see the new results right in your browser. This is an ideal tool for the user who is not an ECL programming expert who wants to change some of the ECL code and see the results.

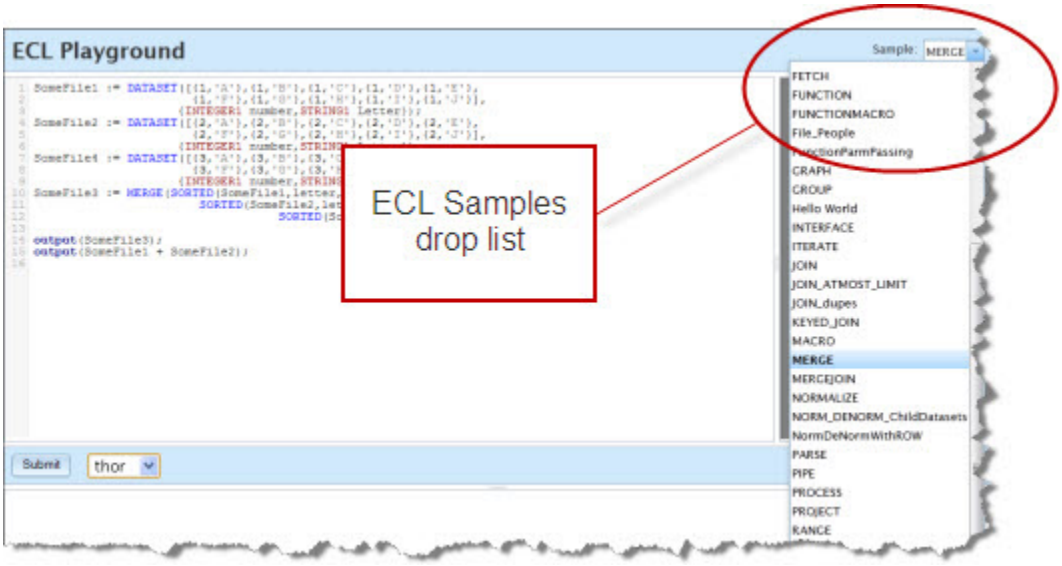
Figure 2. The ECL Playground



The ECL Playground page is divided into areas. The top portion contains the *Editor* area and the *Graph Viewer*. The Sample code drop list is at the top right. The bottom portion of the page displays the results.

The ECL Playground comes with a set of ready to run sample ECL code. The drop list contains code samples. Select any one of these samples and it loads in the editor.

Figure 3. Sample drop list



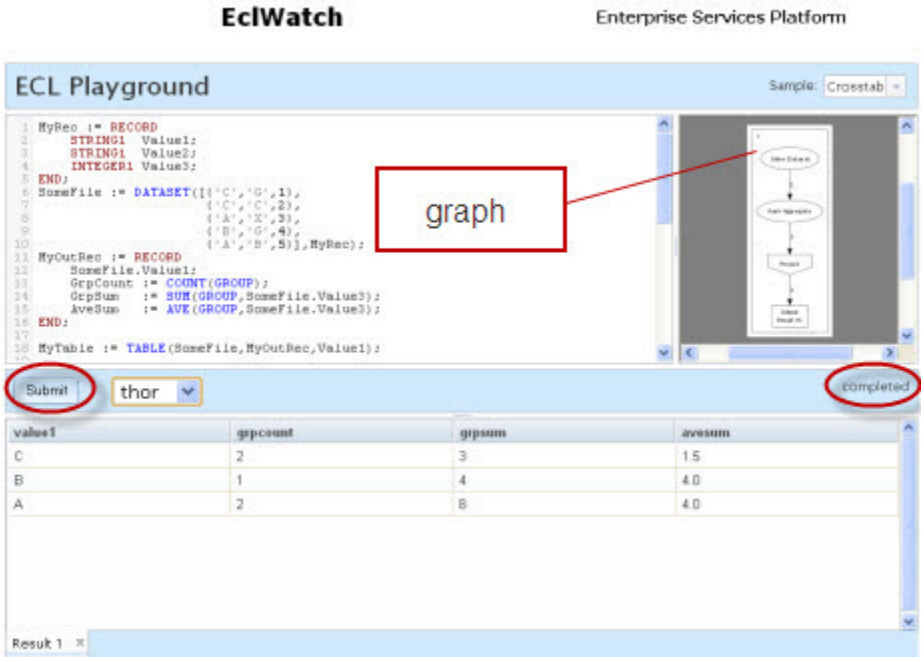
The selected code displays in the *Editor* area. You can then submit it as-is, or modify and submit. The results display at the bottom portion of the page.

Running ECL Code

To run the selected sample code, choose a target cluster from the drop list, then press the **Submit** button.

A successful run displays the word **completed** as the status and the results display in the results viewer. You can also view the graph in the upper right.

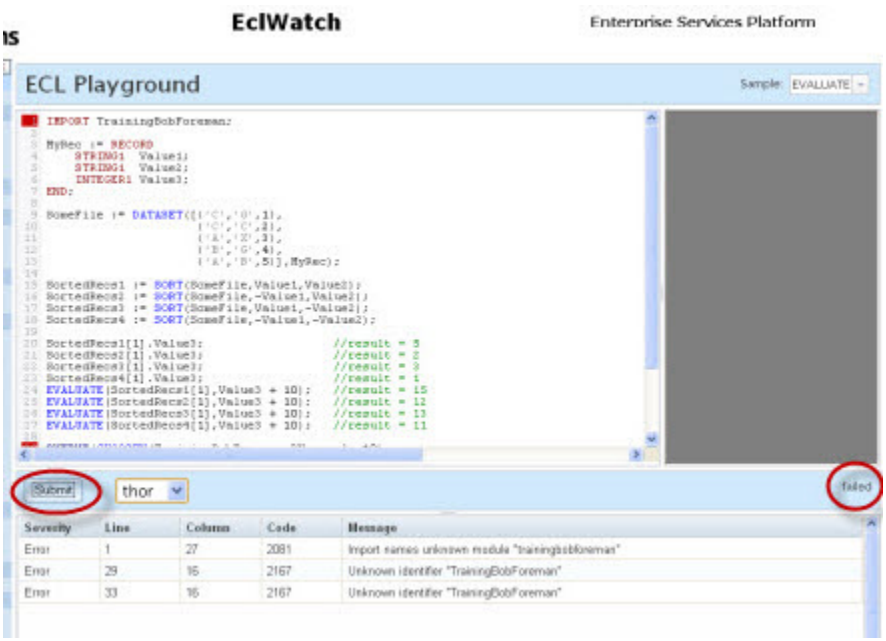
Figure 4. Success



A completed job generates a graph. You can examine the graph in greater detail by double-clicking the graph to zoom in. You can also zoom in with the mouse wheel. A double-click on a blank area of the graph will zoom out. You can use the scroll bars on the border of the graph to navigate or you can drag the graph with your mouse.

Selecting a node in the graph highlights the relevant section of the code in the Editor. This is helpful in troubleshooting or modifying code since it shows you the code that corresponds to a node in the graph.

Figure 5. Error

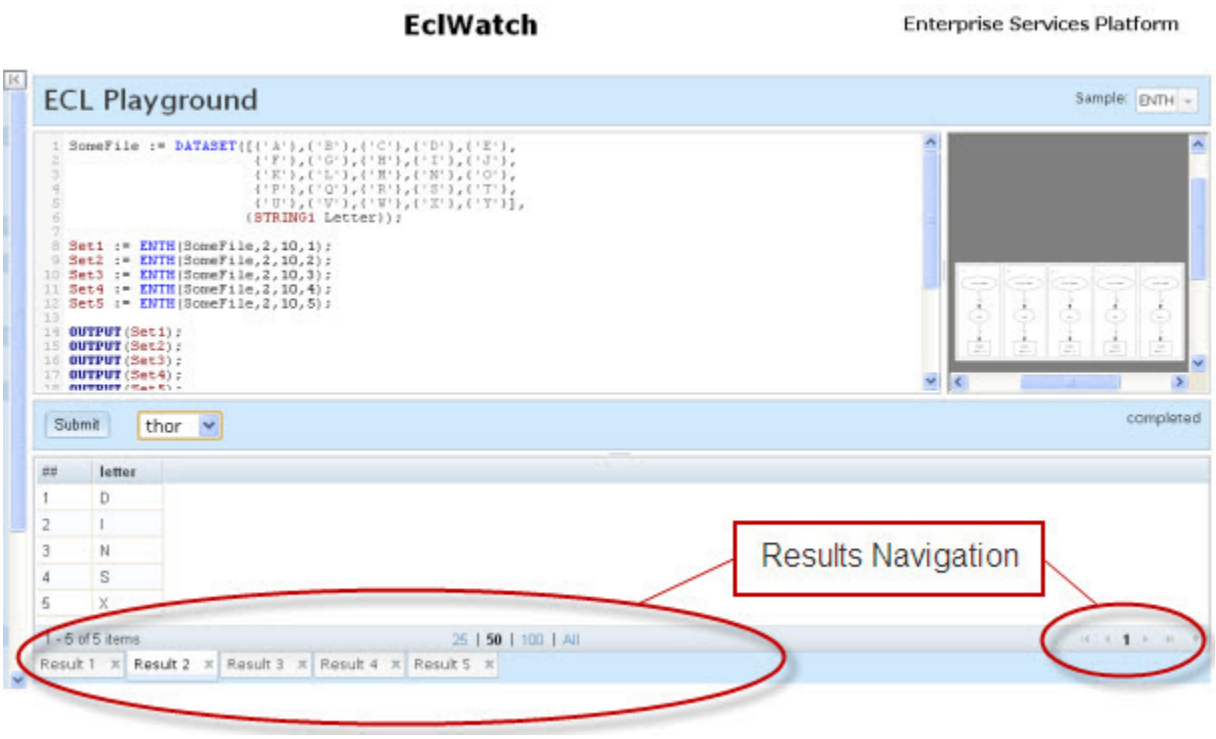


The status area displays the job status. If a job fails, errors display in the result viewer and the code is highlighted in red in the *Editor*. If there are warnings they are displayed in yellow.

Analyze the results

When running ECL Code that has multiple results, each result is on a separate tab. Select a tab to see that set of results. You can also change number of results displayed or page through the results with the links at the bottom.

Figure 6. Multiple results

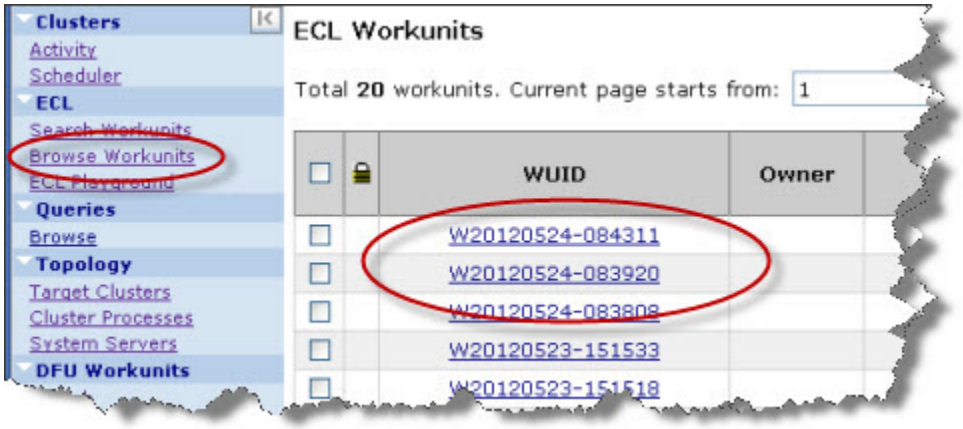


ECL Playground from a Workunit

You can access ECL Playground from a Workunit Details page in ECL Watch.

1. Select **Browse Workunits** from the ECL Watch menu.

Figure 7. Browse Workunits



2. Click on a workunit hyperlink to open the Workunit Details page.

3. Click on the **ECL Playground** hyperlink to open it in the ECL Playground.

Figure 8. ECL Playground link

4. You can then edit the ECL and resubmit to see the results. This creates a new workunit.

Figure 9. Workunit in ECL Playground