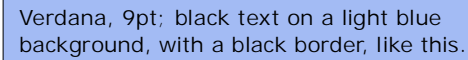


“Implementing EditDetail” Demo

General characteristics:

Window size 640x480

Background Pale gray: 

Text boxes  Verdana, 9pt; black text on a light blue background, with a black border, like this.





To define the light blue background:

Red: 164

Green: 187

Blue: 244

Navigation The movie frame will have three buttons across the bottom, in a medium-gray navigation bar:

- A Start button , which will become an Exit button  after the demo begins. This button will appear in the bottom left corner. Clicking Exit at any point returns you to the beginning of the demo.
- Previous  and Next  buttons (initially, neither of these buttons will be visible; after the initial text appears, only the Next button will be visible; and at the very end, only the Previous button will be visible). These buttons will be located side by side in the bottom right corner.



Availability You will be able to view this demo by clicking a button labeled “Show Me...” in the “Implementing EditDetail” topic in the FOUNDATION help.

Flow of the demo

The demo will follow the steps in the “Implementing EditDetail” topic in both the FOUNDATION help and the COOL:Plex Quick Reference. The following sections show the text that will appear at each point in the demo, and describe the actions that will happen between text descriptions.

In this document, the word *scene* refers to the action from one section of the demo to the next. At the end of each scene, the action will pause, waiting for a mouse click, and both the Previous and the Next buttons will be highlighted to indicate that input is required before the demo will continue. Clicking a button in the middle of a scene will halt the action and move to the indicated location. During each scene, the explanatory text box will remain, providing a context for the action that is happening.

The initial display shows an empty Model Editor, with the source object type set to Entity. The text from Scene 1 fades in when you click the Start button, and then the demo pauses. When you click the Next button, the text moves, and the action begins.

The demo has the following scenes:

- Scene 1: Inherit from EditDetail
- Scene 2: Inherit from RelationalTable
- Scene 3: Specify attributes for Publisher
- Scene 4: View the inherited objects
- Scene 5: Modify the Caption object
- Scene 6: Modify the Panel design
- Scene 7: Generate and build
- Scene 8: Add the first Publisher record
- Scene 9: Add a series of new records in succession

Scene 1: Inherit from EditDetail

Text:

EditDetail, in the FOUNDATION pattern library, provides a single dialog box where end-users can view the data for an entity, and can add and change existing data.

This example uses the Publisher entity in the Library Books model to demonstrate how to use this pattern.

To begin, you add an inheritance triple to your model.

Action: Zoom in on the Model Editor, and add the triple Publisher **is a** FOUNDATION/EditDetail.

To do this:

1. Type the word *Publisher*.
2. Click the verb column to select the verb from the popup list.
3. Click to select the target object box and then type *EditDetail*.
4. Move the cursor to the toolbar and click the Add button.
5. Click the Refresh button and show the resulting triple.

Pause for user input.

Scene 2: Inherit from RelationalTable

Text:

If your application uses a relational database, you must also inherit from STORAGE/RelationalTable.

If you use a different type of database, inherit from the appropriate STORAGE pattern.

Action: Zoom back into the Model Editor and add the triple Publisher **is a** STORAGE/RelationalTable, this time by dragging it from the Object Browser.

To do this:

1. Zoom in on the Model Editor to show that the source object and the verb are already correct in the input area, from the last triple.
2. Highlight and delete the text in the target object box.
3. Pan right, to show the Object Browser.
4. Select STORAGE/RelationalTable, and drag it to the target object box, panning back left in the process.
5. Click the Add button.
6. Click the Refresh button on the Model Editor, and zoom back out.

Pause for user input.

Scene 3: Specify attributes for Publisher

Text:

Next, you specify the attributes of your entity, including inheritance triples for each field.

The Publisher entity has a primary key of Publisher ID and two additional attributes, Publisher Name and Publisher City. Each field will inherit from a pattern in the FIELDS pattern library.

Action: Add six triples to define these attributes.

To do this:

1. Zoom in on the Model Editor, where Publisher is still in the source object entry box.
2. Click the verb column and scroll to **known by FLD**.
3. Click the target object entry box and type *Publisher ID*.
4. Click the Add button.
5. Move the pointer back to the verb column of the input line and select **has FLD** from the popup list.
6. Click to select the target object entry box and backspace over *ID* and replace it with *Name*.
7. Press ENTER.
8. Move the pointer back to the target object entry box and double-click *Name*, and then type *City* instead.
9. Press ENTER.
10. Move the pointer to the body of the Model Editor and drag Publisher ID to the source object entry box.
11. In the verb column, select **is a FLD** from the popup list.
12. Click the target object entry box and type *Identifier*.
13. Press ENTER.
14. From the body of the Model Editor, drag Publisher Name to the source object entry box.
15. Click the target object entry box and type *ShortDescription*.
16. Press ENTER.
17. From the body of the Model Editor, drag Publisher City to the target object entry box.
18. Press ENTER.

Pause for user input.

Scene 4: View the inherited objects

Text:

Now, you can refresh the Object Browser and expand Publisher. You inherited an Edit function and two views, Fetch and Update, from EditDetail.

You also inherited a Physical Table, along with definitions for the data access functions scoped to the views from RelationalTable.

Action: In the Object Browser, select Publisher. Expand it to show the inherited objects.

To do this:

1. Move right to show the Object Browser and zoom in.
2. Click the Refresh button to show Publisher.
3. Click the plus sign next to Publisher to expand it.
4. Move the pointer over Edit, Fetch, and Update and pause.
5. Expand Fetch, and then Update to show the scoped functions.

Pause for user input.

Scene 5: Modify the Caption object

Text:

When you expand the Edit function, you see that it has two objects scoped to it: a message object called Caption and a Panel. The Caption object contains the text that will appear on the title bar of the Panel.

By default the title bar shows the name of the function. The default name comes from the Environment field OBJECTS/*Object. You can edit the text of the message to make the title bar text more specific.

Action: Edit the Caption object to change its text from *Edit* to *Edit Publisher*.

To do this:

1. Still in the Object Browser, click the plus sign next to the Edit function to expand it.
2. Select the Caption object and click the Editor button.
3. In the Message Editor, position the cursor after (\$1:), add a space, and then type *Publisher*.
4. Close the Message Editor.
5. Click Yes to save the changes.

Pause for user input.

Scene 6: Modify the Panel design

Text:

The Panel object scoped to the Edit function has a grid region on the left, to list Publisher records, and a detail region on the right to show the selected row.

You can modify the panel design to improve the layout of the detail region. For example, you can move the Publisher City field down, and move the edit boxes for both Publisher Name and Publisher City below the labels.

Notice that the border of the detail region expands to accommodate the changes.

Action: Open the panel design and rearrange the detail region as described.

To do this:

1. In the Object Browser, select the Panel scoped to Edit and click the Editor button.
2. In the Panel Palette, expand the Panel to show its contents, and then expand the DetailP region.
3. Select Publisher City and move the pointer to the Design Window.
4. Drag the Publisher City field down, to make room for the Publisher Name edit box.
5. Returning to the Panel Palette, expand both Publisher Name and Publisher City.
6. Select the Edit controls for both of these fields.
7. In the Design Window, drag the selected Edit controls below their labels.
8. Click the Close box at the top right of the Design Window to close the panel design; click Yes to save the changes.

Pause for user input.

Scene 7: Generate and build

Text

Now you are ready to generate and build your EditDetail entity and all of its scoped objects. When you select Publisher in the Generate and Build window, COOL:Plex identifies the generatable objects scoped to it and generates and builds all of them for you.

Action: Open the Generate and Build window, select Publisher, and generate and build.

To do this:

1. Zoom into the Plex window and click the New Generate and Build window button.
2. In the Generate and Build window, select Publisher, and click the Generate and Build toolbar button.
3. Watch Plex expand Publisher and select all of the generatable objects.
4. Click Yes to generate. Watch the generation.
5. Click Yes to build.
6. If possible, show the “COOL:Plex starting Dev Studio” animation. (*end with a Fade Out transition*)
7. (*begin with a fade in transition*) Somehow, indicate that all objects generated and built successfully.

Pause for user input.

Scene 8: Add the first Publisher record

Text:

Once all of the objects have generated and built successfully, you can run the Edit function to add some Publisher data.

Initially, both the grid region and the detail region will be blank. Once you have data, the Edit function populates the grid from the database, and displays the first row in the detail region.

To add the first record, you enter values in the fields in the detail region and click Apply.

To add another record, you click New to clear the detail region so that you can entry new data.

Action: In the Generate and Build window, select Publisher.Edit, and click Run. Add a Publisher record.

To do this:

1. Zoom in on the Generate and Build window, and select Publisher.Edit.
2. Click the Run toolbar button. Zoom back out while the function starts. (*preset the ODBC DSN in the .ini file to skip the selection dialog box*)
3. In the DetailP region of Edit Publisher, add a Publisher ID, a Publisher Name, and a Publisher City.
4. Click Apply.
5. Click New to add another record.
6. Add values for each field and click Apply.

Pause for user input.

Scene 9: Add a series of new records in succession

Text:

Using the Edit function from EditDetail, you can also enter several rows in succession without having to click New before each one. To do this, select Continue New. This clears the detail region each time you click Apply to add a new row.

Notice, however, that the grid does not refresh after each row you add. You must click the Refresh button above the grid to see the new data.

Action: Use Continue New to add three more Publisher records and then refresh the grid region to show the new records.

To do this:

1. Click Continue New.
2. Click New.
3. Add values for Publisher ID, Publisher Name, and Publisher City.
4. Click Apply.
5. Add two more publishers in the same way. (*Notice that you don't have to click New again.*)
6. Move the pointer to the grid region and click the Refresh button above the grid.

Pause for user input.

Scene 10: End

Text:

This completes the demo of EditDetail. For more information, read about EditDetail in the COOL:Plex help.

Action: Wait for user input. At this point only the Exit and Previous buttons will be visible.