

Day 2 Technical Training

Odoo JavaScript Framework

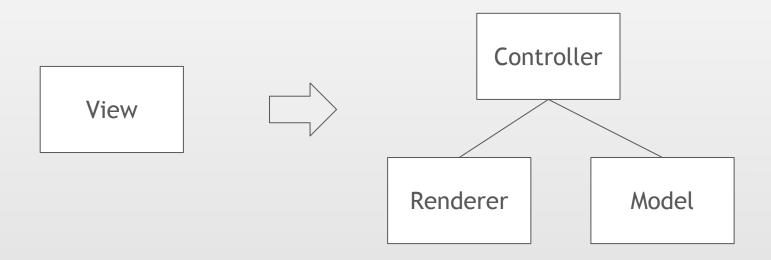
Géry Debongnie (ged) RD Framework Team

Welcome back!

Topic of the day:

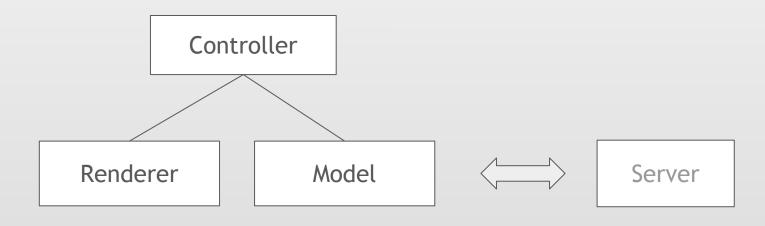
working with JS views

Views Architecture: MVC



Views Architecture: main classes and roles

- AbstractView: factory, set up the MVC, parse the arch, configure renderer, controller, model
- AbstractController: coordinate the renderer/model, coordinate with the rest of the web client (and the search view, indirectly), take care of the control panel
- AbstractRenderer: rendering
- AbstractModel: load and process data, talk to the server

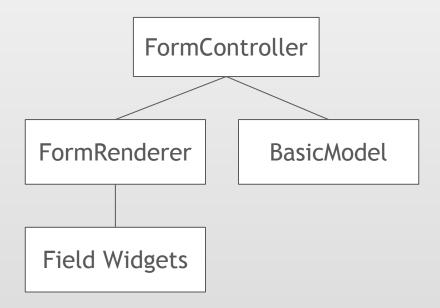


Basic Views

BasicView: Form, List, Kanban

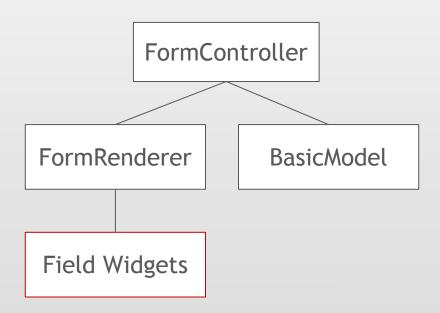
Common base: BasicModel, BasicRenderer, BasicView, BasicController

Support for field widgets, for modifiers (readonly/invisible/...), ...

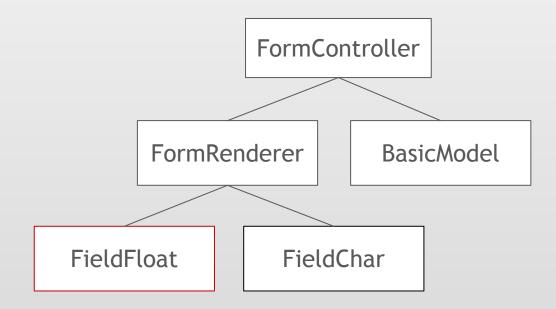


AbstractField

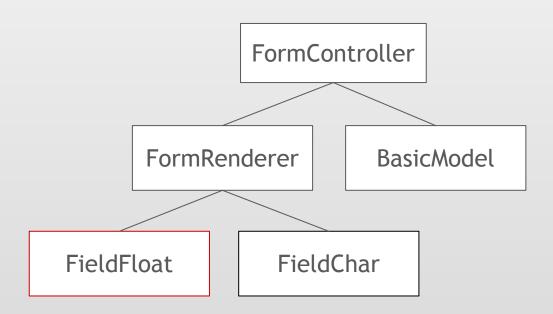
- 2 modes: readonly, edit
- does not switch between mode (is destroyed and recreated)
- represent a value, but is not the owner of the state
- works in all basic views (form/list/kanban)



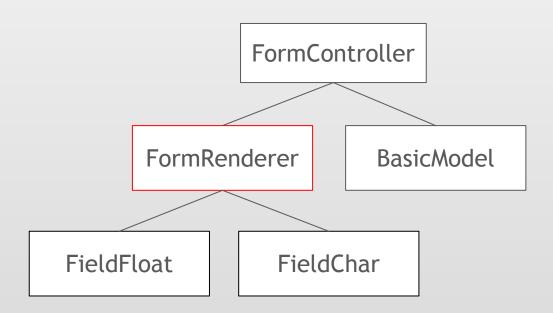
1. the user changes a value (for ex, in a float field, form view, edit mode)



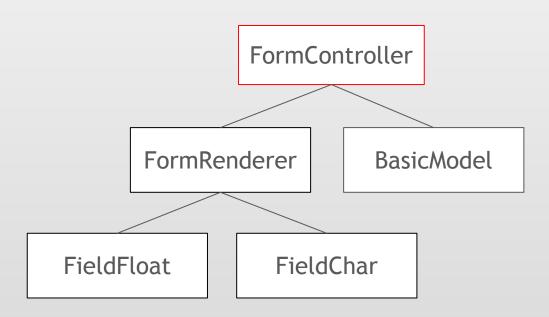
- 1. the user changes a value (for ex, in a float field, form view, edit mode)
- 2. the widget call the _setValue method, it triggers up an event



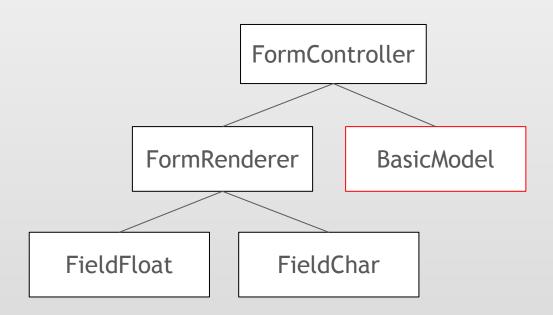
- 1. the user changes a value (for ex, in a float field, form view, edit mode)
- 2. the widget call the _setValue method, it triggers up an event
- 3. the event bubble up to renderer, nothing happens



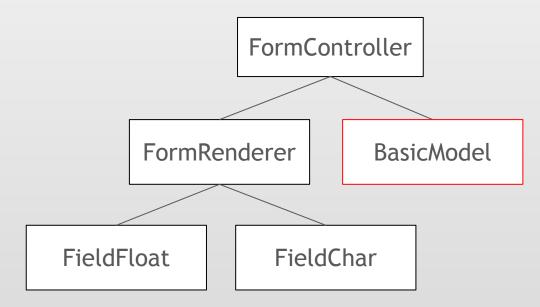
- 1. the user changes a value (for ex, in a float field, form view, edit mode)
- 2. the widget call the _setValue method, it triggers up an event
- 3. the event bubble up to renderer, nothing happens
- 4. it arrives in controller



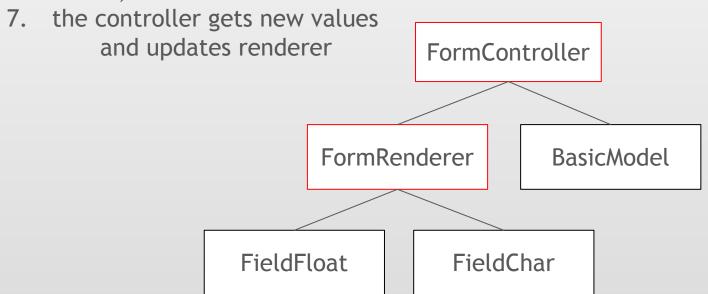
- 1. the user changes a value (for ex, in a float field, form view, edit mode)
- 2. the widget call the _setValue method, it triggers up an event
- 3. the event bubble up to renderer, nothing happens
- 4. it arrives in controller
- 5. controller notifies model



- 1. the user changes a value (for ex, in a float field, form view, edit mode)
- 2. the widget call the _setValue method, it triggers up an event
- 3. the event bubble up to renderer, nothing happens
- 4. it arrives in controller
- 5. controller notifies model
- model applies change, applies onchanges if necessary (async: talk to server)



- 1. the user changes a value (for ex, in a float field, form view, edit mode)
- 2. the widget call the _setValue method, it triggers up an event
- 3. the event bubble up to renderer, nothing happens
- 4. it arrives in controller
- 5. controller notifies model
- model applies change, applies onchanges if necessary (async: talk to server)



- 1. the user changes a value (for ex, in a float field, form view, edit mode)
- 2. the widget call the _setValue method, it triggers up an event
- 3. the event bubble up to renderer, nothing happens
- 4. it arrives in controller
- 5. controller notifies model
- model applies change, applies onchanges if necessary (async: talk to server)
- 7. the controller gets new values and updates renderer renderer updates all changed widgets

 FormRenderer

 BasicModel

 FieldFloat

 FieldChar



Let's get to work.