Replacing Prompt constant (F4) with *a clickable* icon

Prompting for possible values of fields (also known as *drilling down* on a user interface) is very common.
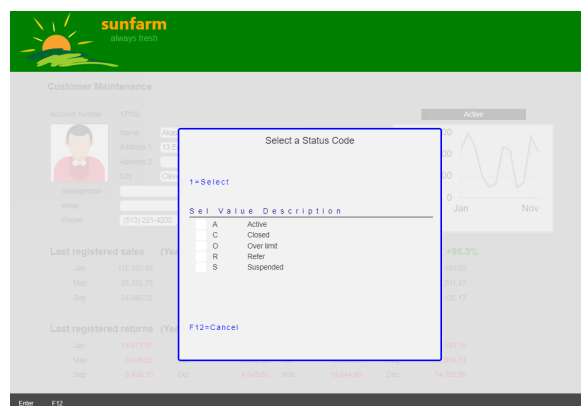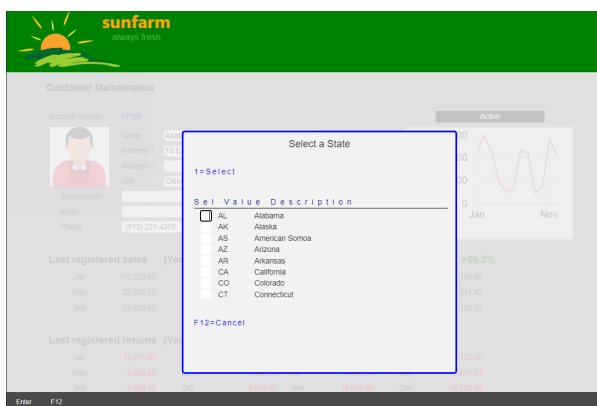
There are several ways to enhance a Page with this functionality, such as using drop-down lists. In this Guide we will assume we want to keep the Window record feature of the legacy DDS and pop-up records on the screen to present valid field values.

The legacy application used to present a constant label — to the right of the given field — with the content *"(F4)"* to hint to the user that pressing Function 4 on the keyboard at specific fields would present the list of valid values.

In particular, the SunFarm Application menu option "Update" on the main Page would show the "Customer Maintenance" screen — which we have been enhancing in during the narrative of this Guide —. The Customer Maintenance Page contains two Prompts:

1. Prompting for States (to update Address Information) and

2. Prompting for Status (to update Customer Status)

The Window records presented when F4 key is pressed at the proper fields are shown below:

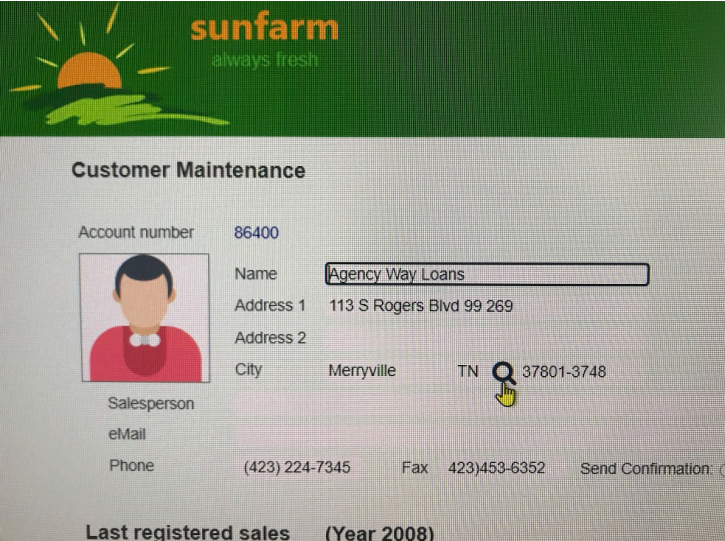# Adding a Button with a magnifying glass icon to the right of the State field.

The following is the tagHelper added (in blue) to the CUSTREC record in file:

```
$\SunFarm\CustomerAppSite\Areas\CustomerAppViews\Pages\CUSTDSPF.cshtml
```

```
<div Row="7">
    <DdsConstant Col="20" Text="City" />
    <DdsCharField Col="27" ColSpan="10" For="CUSTREC.SFCITY" Lower="true" VirtualRowCol="10,27"
PositionCursor="42" tabIndex=5 />
    <DdsCharField Col="37" For="CUSTREC.SFSTATE" VirtualRowCol="11,27" PositionCursor="43"
tabIndex=6 />
    <DdsButton Col="40" IconId="search" ButtonStyle="Icon" AidKey="F4"
FocusField="CUSTREC.SFSTATE"/>
    <DdsCharField Col="42" For="CUSTREC.SFPOSTCODE" VirtualRowCol="11,37" tabIndex=7 />
</div>
1
```

That simple markup line would do the trick nicely, WITHOUT having to change a single line in the Model's code or Application logic.

Let's see how it looks (all the details will be explained later on of this document):

When the mouse pointer is moved close to the magnifying glass icon — also known as *hovering over it* — the shape of the pointer changes to a Hand with finger pointing to it. This is a hint to the user that the icon may be clicked.

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[1] Commit "Adding icon to simulate F4 prompt"

When the icon is clicked:

1. The keyboard focus is changed to the field CUSTREC.SFSTATE
2. The AidKey with the value F4 is programmatically set in the keyboard buffer right before the Page is submitted, just as if the User had navigated to the field in question and the key F4 in the keyboard had been pressed.

<More explanation to come>